

## Digital Representation of Information (unsigned whole numbers)

A major stumbling block many beginners face while learning assembly language → common use of the binary and hexadecimal number systems

- Learning to program in assembly language requires some familiarity especially in...
  - ... the *binary* (base 2) number system and...
  - ... the *hexadecimal* (base 16) number system, ...
- And some proficiency in...
  - ... the *conversion* between these systems and...
  - ... the *decimal* (base 10) number system
- What's the more technical word for *base*? ← radix

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## Digital Representation of Information (unsigned whole numbers)

- The binary number system as used by computers (*why?*) is a *positional* number system (*what's that?*)
  - ◆ Just like the *decimal* number system we are accustomed to
  - ◆ (similarly for the *hexadecimal* number system)
- Decimal (base 10) number example:
  - ◆  $95243 =$   
 $9 \times 10^4 + 5 \times 10^3 + 2 \times 10^2 + 4 \times 10^1 + 3 \times 10^0$
  - ◆ *Most significant digit and least significant digit: which ones?*
- Binary (base 2) number example:
  - ◆  $1011010b =$  ← b to indicate that it's in binary  
 $1 \times 2^6 + 0 \times 2^5 + 1 \times 2^4 + 1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$
  - ◆ *Most significant bit and least significant bit: which ones?*

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## Digital Representation of Information (unsigned whole numbers)

- **Horner's method** for efficient evaluation of *polynomials*

- ◆ Uses least number of multiplications and additions

- Mathematical basis (d for digit, r for radix):

- ◆  $d_n r^n + d_{n-1} r^{n-1} + d_{n-2} r^{n-2} + \dots + d_2 r^2 + d_1 r^1 + d_0 =$   
 $((\dots((d_n r + d_{n-1})r + d_{n-2})r + \dots + d_2)r + d_1)r + d_0$

- Example (n is 6, r is 2):

- ◆  $1011010b =$   
 $1 \times 2^6 + 0 \times 2^5 + 1 \times 2^4 + 1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 0 \times 2^0 =$   
 $(((((1 \times 2 + 0)2 + 1)2 + 1)2 + 0)2 + 1)2 + 0 = 90$

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## Digital Representation of Information (unsigned whole numbers)

- Binary to decimal conversion example:

- ◆ Convert **1011010b** to decimal (illustrate)

- Binary to decimal – hard way:  apply definition as-is

- ◆ Start at right end of binary number
- ◆ Write 1 over the last digit
- ◆ Work your way to the left and write numbers 2 times the one last written over each successive digit
- ◆ Circle the numbers that are over 1's
- ◆ Add the circled numbers

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## Digital Representation of Information (unsigned whole numbers)

### ■ Binary to decimal conversion example:

- ◆ Convert **1011010b** to decimal (illustrate)

### ■ Binary to decimal – easy way:

apply (definition +  
Horner's Method)

- ◆  $sum$  = current bit = leftmost bit

- ◆ Scan number bit by bit from left to right:

if current bit is not rightmost bit (i.e., there's a next bit)

$sum = 2 * sum + \text{next bit}$

continue scanning (i.e., make next bit the current bit)

else

end scanning

- ◆  $sum$  now has answer

sometimes called the **double-&-add** method

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## Digital Representation of Information (unsigned whole numbers)

### ■ Decimal to binary conversion example:

- ◆ Convert **90** to binary (illustrate)

### ■ Decimal to binary conversion

- ◆ One way: *repeated division* method
- ◆ Another way: *repeated subtraction* method

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## Digital Representation of Information (unsigned whole numbers)

- Basis for the repeated division method
  - ◆ Do you see why it works?
  - ◆ Case to observe: repeatedly divide a decimal number by 10
    - ☞ Each division moves a digit into the *remainder*
    - ☞ The first division moves the *least significant digit* (and the last division moves the *most significant digit*)
  - ◆ Same is observed: any *unsigned* number is divided by its *base*
  - ◆ What would be the corresponding result for *multiplication*?
- The above shows that the repeated division method can also be used to convert between *any two* bases
  - ◆ Division must be done using the *original* base!
  - ◆ Generally for *humans*: *decimal* to another base
  - ◆ Generally for *computers*: *binary* to another base

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## Digital Representation of Information (unsigned whole numbers)

- Looking at repeated division method another way:

Decimal-to-Binary Conversion for 35 Using Repeated Division Method							
Division by 2 = Outcome	Meaning of Outcome	Bit(s) Unraveled					
		2 <sup>5</sup>	2 <sup>4</sup>	2 <sup>3</sup>	2 <sup>2</sup>	2 <sup>1</sup>	2 <sup>0</sup>
35/2 = 17R1	35 = 17(2 <sup>1</sup> ) + 1(2 <sup>0</sup> )						1
17/2 = 8R1	17(2 <sup>1</sup> ) = 8(2 <sup>2</sup> ) + 1(2 <sup>1</sup> )					1	
8/2 = 8R0	8(2 <sup>2</sup> ) = 4(2 <sup>3</sup> ) + 0(2 <sup>2</sup> )				0		
4/2 = 2R0	4(2 <sup>3</sup> ) = 2(2 <sup>4</sup> ) + 0(2 <sup>3</sup> )			0			
2/2 = 1R0	2(2 <sup>4</sup> ) = 1(2 <sup>5</sup> ) + 0(2 <sup>4</sup> )		0				
1/2 = 0R1	1(2 <sup>5</sup> ) = 0(2 <sup>6</sup> ) + 1(2 <sup>5</sup> )	1					

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## Digital Representation of Information (unsigned whole numbers)

- Main problem with the binary number system for humans is that decimal numbers of reasonable size are long and cumbersome in binary
  - ◆  $1000 = 1111101000b$
  - ◆ 1 million is 20 binary digits long
- Digits of the *hexadecimal* number system often considered as convenient shorthand for writing numbers in binary
  - ◆ Hex digits: **0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F**
  - ◆ Will see a lot of them in assembly language
  - ◆ Need to be comfortable reading hex numbers

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## Digital Representation of Information (unsigned whole numbers)

- Convention commonly used to identify hex numbers:
  - ◆ **0x** always precedes a hex number
  - ◆ Used by C/C++ and MIPS assembler
- There are other conventions
  - ◆ For a good list, see <http://en.wikipedia.org/wiki/Hexadecimal>

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## Digital Representation of Information (unsigned whole numbers)

- Correspondence chart between hex and binary digits
  - ◆ Will be used often to convert back and forth between hex and binary
- Good to be able to quickly generate it on the fly
  - ◆ How? (illustrate systematic way)
- Even better if memorize it
  - ◆ What *memory aids*? (illustrate some of the tricks)

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## Digital Representation of Information (unsigned whole numbers)

- Hex to binary conversion:
  - ◆ Simply replace *each hex digit* with its *4-bit group* equivalent
- Hex to binary conversion example:
  - ◆ Convert **EAC**h to binary (illustrate)

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## Digital Representation of Information (unsigned whole numbers)

### ■ Binary to hex conversion:

- ◆ Simply revert the process of converting from hex to binary
- ◆ First divide the binary digits into 4-bit groups, then replace each group with its hex digit equivalent
- ◆ *Caveat*: must start dividing beginning from the **right** end

### ■ Binary to hex conversion example:

- ◆ Convert **1100111001011b** to hex (illustrate)

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## Digital Representation of Information (unsigned whole numbers)

### ■ Decimal to hex conversion:

- ◆ Can first convert to binary and then to hex
- ◆ (conversions involved → already discussed/illustrated)
- ◆ But we can use either the *repeated subtraction* or *repeated division* method directly
- ◆ (using *powers of 16* and *16 as divisor*, respectively)

### ■ Decimal to hex conversion example:

- ◆ Convert **6841** to hex (illustrate)

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## Digital Representation of Information (unsigned whole numbers)

- Hex to decimal conversion:
  - ◆ Either of the methods suggested for binary to decimal conversion can be used
  - ◆ (with **2** replaced by **16** in *appropriate* places)
- Hex to decimal conversion example:
  - ◆ Convert **1AB9h** to decimal

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## Digital Representation of Information (unsigned whole numbers)

- Adding numbers in binary and hex
  - ◆ Straightforward adaptation of the usual decimal addition method
  - ◆ Are you aware of (and can you list) the rules followed?
- Rules for binary addition:
 

Carry-in bit:	0	0	0	0		1	1	1	1
Bit of 1st #:	0	1	0	1		0	1	0	1
Bit of 2nd #:	0	0	1	1		0	0	1	1
	---	---	---	---		---	---	---	---
Sum bit:	0	1	1	0		1	0	0	1
Carry-out bit:	0	0	0	1		0	1	1	1
- What would the rules be for hex addition?

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## Digital Representation of Information (unsigned whole numbers)

- Adding numbers in binary example:
  - ◆ Add 111101011b and 1010010001b (illustrate)
- Adding numbers in hex examples:
  - ◆ Add 1EBh and A6h (illustrate)
  - ◆ Add 8A3Fh and 38CDh (illustrate)
  - ◆ Add 9B34h and 5AE6h (illustrate)

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## Digital Representation of Information (prelude to signed whole numbers)

- What about *subtraction*?
  - ◆ Computer treats subtracting a number as adding a *negative* number
  - ◆ Must first know how *negative* numbers are represented
- Can you think of a straightforward way to represent negative numbers?

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### (odd or even & multiplication by powers of 2)

- 2 features to note for *binary unsigned whole numbers*:
  - ◆ Number is even if LSB is 0, otherwise (LSB is 1) number is odd  
**Quick quiz:** What's the underlying *general truth*? (TIP: Multiple of 2, 4, ...)
  - ◆ Shifting bits *left* by  $x$  positions (and filling rightmost  $x$  bits with 0's) → multiplying number by  $2^x$

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