

EE2026

Digital Design

NUMBER SYSTEMS

Massimo ALIOTO

Dept of Electrical and Computer Engineering

Email: massimo.alioto@nus.edu.sg

Get to know the latest silicon system breakthroughs from our labs in 1-minute video demos



Outline

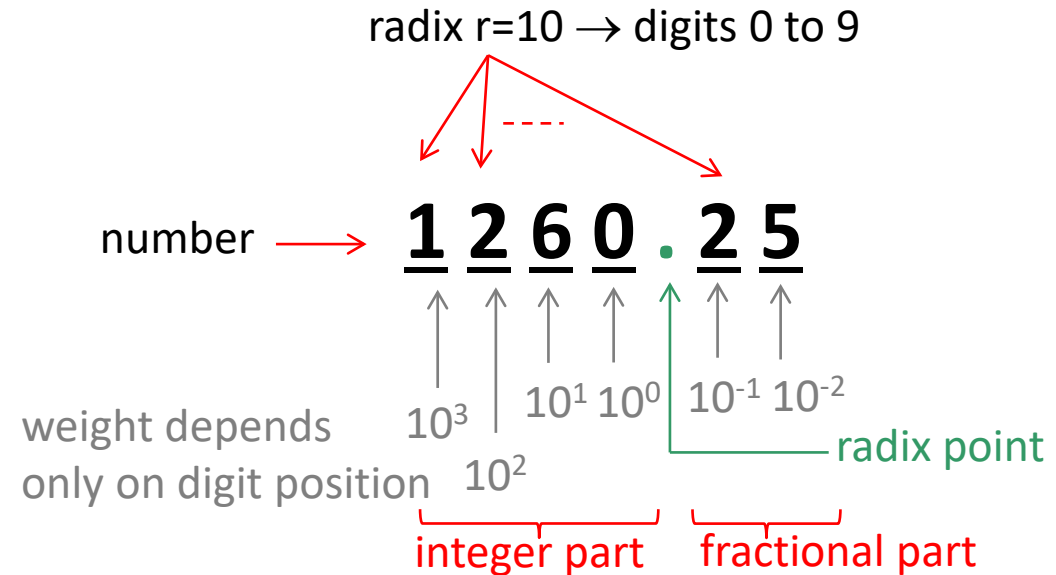
- Positional number systems
- Radix conversion
- Binary arithmetic
- Binary signed representation
- Binary-coded decimal (BCD)

Positional Number Systems

- Decimal number system: radix $r=10$

Terminology

- Radix (or base)
- Radix point
- Numerals made of digits ($0 \rightarrow r-1$)
- Place value (or weight) is in the power of the base (positive on the left and negative on the right side of the radix point)

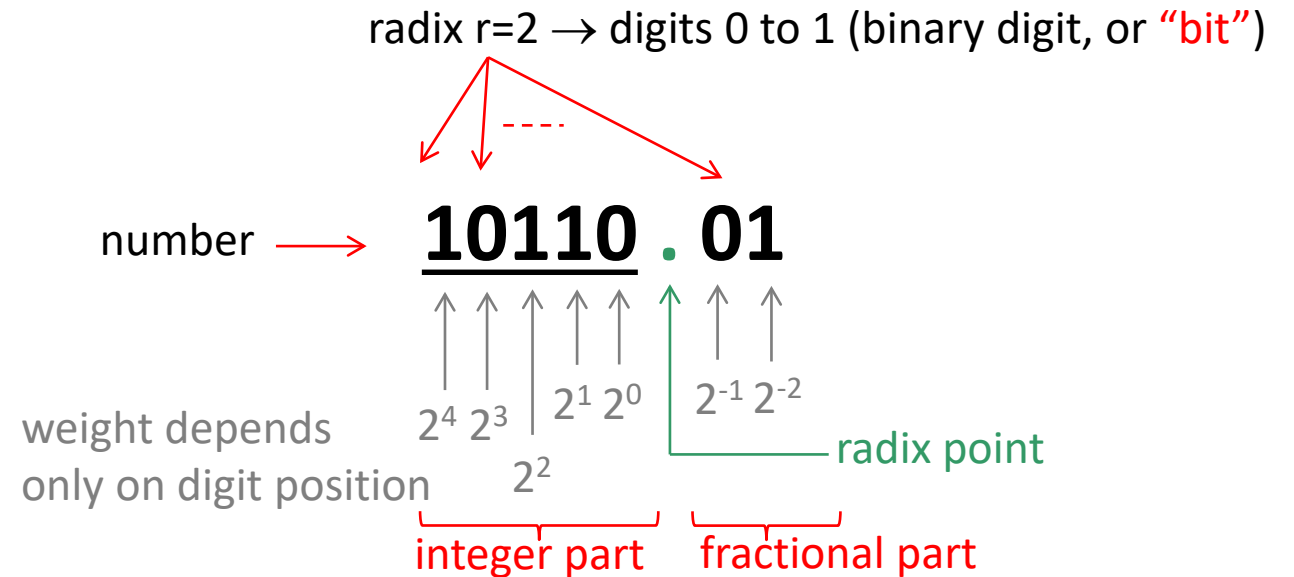


$$N = 1 \times 10^3 + 2 \times 10^2 + 6 \times 10^1 + 0 \times 10^0 + 2 \times 10^{-1} + 5 \times 10^{-2} = 1260.25$$

weighted sum of each digit (each digit is weighted by its place value)

Binary Number System

- Binary number system: radix $r=2$

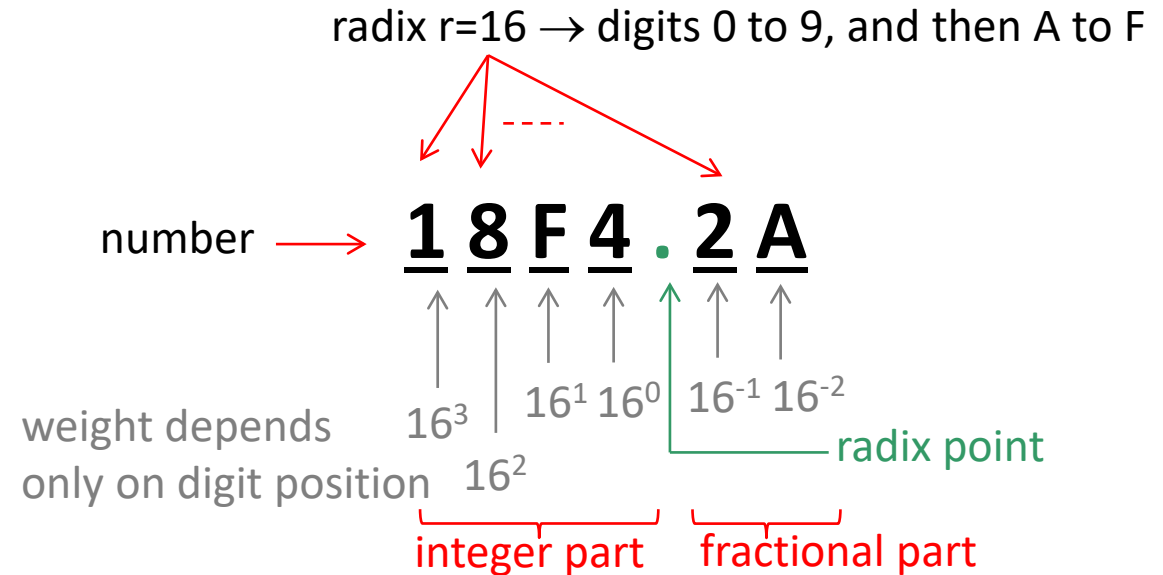


- Decimal equivalent

$$\begin{aligned}(N)_2 &= 1 \times 2^4 + 0 \times 2^3 + 1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0 + 0 \times 2^{-1} + 1 \times 2^{-2} \\ &= 16 + 0 + 4 + 2 + 0 + 0 + \frac{1}{4} \\ (N)_{10} &= 22.25\end{aligned}$$

Hexadecimal Number System

- Hexadecimal number system: radix $r=16$



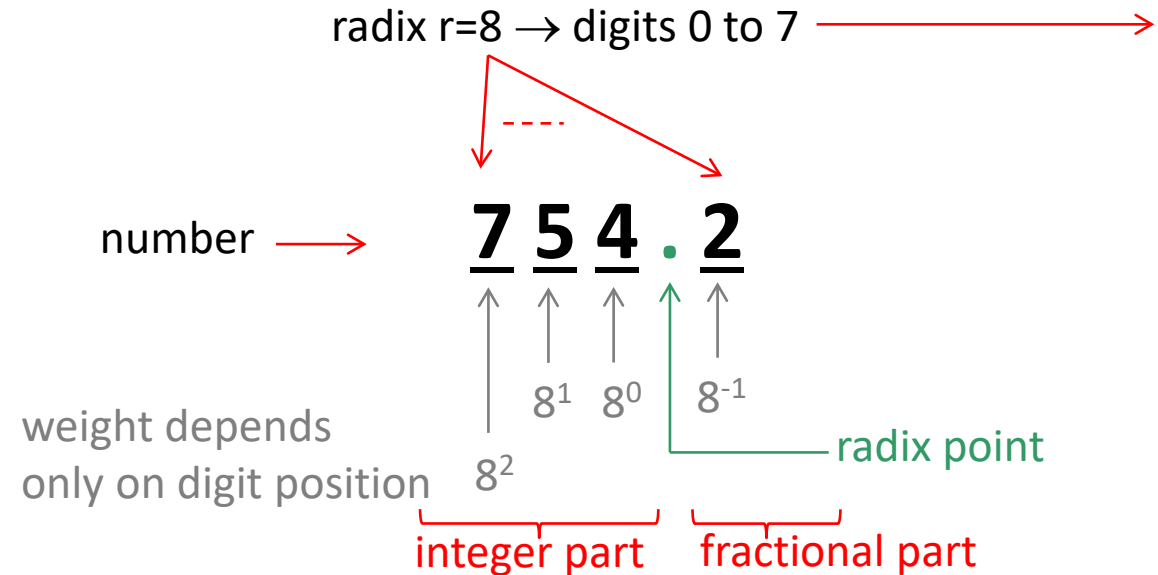
- Decimal equivalent

$$\begin{aligned}
 (N)_{16} &= 1 \times 16^3 + 8 \times 16^2 + F \times 16^1 + 4 \times 16^0 + 2 \times 16^{-1} + 10 \times 16^{-2} \\
 &= 4096 + 2048 + 240 + 4 + \frac{2}{16} + \frac{10}{256} \\
 (N)_{10} &= 6388 + \frac{21}{128} \approx 6388.16
 \end{aligned}$$

hex	dec
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
A	10
B	11
C	12
D	13
E	14
F	15

Octal Number System

- Octal number system: radix $r=8$



Oct	Dec
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
?	8
?	9
?	10

- Decimal equivalent

$$(N)_8 = 7 \times 8^2 + 5 \times 8^1 + 4 \times 8^0 + 2 \times 8^{-1}$$

$$(N)_{10} = 448 + 40 + 4 + \frac{2}{8} \approx 492.25$$

Generalization to Any Positional Number System

- Generic number system with radix r

radix $r \rightarrow$ digits 0 to $r-1$

$$(A)_r = (a_n a_{n-1} \dots a_0 . a_{-1} \dots a_{-m})_r$$

r^n r^{n-1} ... r^0 r^{-1} ... r^{-m}
 radix point

- Decimal equivalent is weighted sum of all digits

$$(A)_r = (a_n a_{n-1} \dots a_0 . a_{-1} \dots a_{-m})_r$$

$$\begin{aligned}
 (A)_{10} &= a_n \times r^n + a_{n-1} \times r^{n-1} + \dots + a_0 \times r^0 + a_{-1} \times r^{-1} + \dots + a_{-m} \times r^{-m} \\
 &= \sum_{i=-m}^n a_i r^i
 \end{aligned}$$

Radix Conversion

- Three types of conversions

- Radix r ($r \neq 10$) \rightarrow decimal
- Decimal \rightarrow radix r ($r \neq 10$)
- Conversion among binary, octal and hex numbers

- Radix r ($r \neq 10$) \rightarrow decimal is trivial (decimal equivalent) $(A)_{10} = \sum_{i=-m}^n a_i r^i$
 - Binary \rightarrow decimal

$$\begin{aligned}(10110.01)_2 &= 1 \times 2^4 + 0 \times 2^3 + 1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0 + 0 \times 2^{-1} + 1 \times 2^{-2} \\ &= 16 + 0 + 4 + 2 + 0 + 0 + \frac{1}{4} = (22.25)_{10}\end{aligned}$$

- Hex \rightarrow decimal

$$\begin{aligned}(18F4.2A)_{16} &= 1 \times 16^3 + 8 \times 16^2 + F \times 16^1 + 4 \times 16^0 + 2 \times 16^{-1} + 10 \times 16^{-2} \\ &= 6388 + \frac{21}{128} \approx (6388.16)_{10}\end{aligned}$$

Decimal → Radix r (r≠10): Integer Part

- Must find a systematic way

- Decimal → binary $(102)_{10} = (A)_2 = (a_n a_{n-1} \dots a_0 . a_{-1} \dots a_{-m})_r = ?$

- Start simple: integer number

$$(102)_{10} = (A)_2 = a_n \times 2^n + a_{n-1} \times 2^{n-1} + \dots + a_1 \times 2^1 + a_0$$

$$= \underbrace{(a_n \times 2^n + a_{n-1} \times 2^{n-1} + \dots + a_1 \times 2^1)}_{\text{integer multiple of 2}} + a_0$$

integer multiple of 2

integer multiple of 2 if $a_0=0$,
(integer multiple of 2)+1 if $a_0=1$

→ a_0 is remainder of division by 2

→ quotient $a_n \times 2^{n-1} + a_{n-1} \times 2^{n-2} + \dots + a_1$ continue dividing quotient by 2

$$2 \overline{) \begin{array}{l} a_n \times 2^n + a_{n-1} \times 2^{n-1} + \dots + a_1 \times 2 + a_0 \\ a_n \times 2^n + a_{n-1} \times 2^{n-1} + \dots + a_1 \times 2 \\ \hline a_0 \end{array}}$$

remainder is a_0

$$2 \overline{) \begin{array}{l} a_n \times 2^{n-2} + a_{n-1} \times 2^{n-3} + \dots + a_1 \\ a_n \times 2^{n-1} + a_{n-1} \times 2^{n-2} + \dots + a_1 \\ a_n \times 2^{n-1} + a_{n-1} \times 2^{n-2} + \dots \\ \hline a_1 \end{array}}$$

remainder is a_1

- Numerical example of repeated division by 2: $(102)_{10} = (A)_2 = (?)_2$

division by 2	quotient	remainder
102/2	51	$0 \rightarrow a_0$
51/2	25	$1 \rightarrow a_1$
25/2	12	$1 \rightarrow a_2$
12/2	6	$0 \rightarrow a_3$
6/2	3	$0 \rightarrow a_4$
3/2	1	$1 \rightarrow a_5$
1/2	0	$1 \rightarrow a_6$

stop divisions when quotient=0
(subsequent divisions are all zero)

$$(A)_2 = \dots 00001100110$$

Check (inverse calculation)

$$\begin{aligned}
 (A)_{10} &= a_6 \times 2^6 + a_5 \times 2^5 + a_4 \times 2^4 + a_3 \times 2^3 \\
 &\quad + a_2 \times 2^2 + a_1 \times 2^1 + a_0 \times 2^0 \\
 &= 1 \times 2^6 + 1 \times 2^5 + 0 \times 2^4 + 0 \times 2^3 \\
 &\quad + 1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0 \\
 &= 64 + 32 + 0 + 0 + 4 + 2 + 0 \\
 &= 102 \checkmark
 \end{aligned}$$

Decimal → Radix r (r≠10): Fractional Part

- Must find a systematic way for the fractional part too
 - Then, sum up with integer part for arbitrary numbers with integer and fractional part

- Fractional number

$$(0.58)_{10} = (A)_2 = (0.a_{-1}a_{-2} \dots a_{-m+1}a_{-m})_2 = \\ = a_{-1} \times 2^{-1} + a_{-2} \times 2^{-2} + \dots + a_{-m+1} \times 2^{-m+1} + a_{-m} \times 2^{-m}$$

- Interesting interpretation of a_{-1} after multiplying the number by 2

$$2 \times (a_{-1} \times 2^{-1} + a_{-2} \times 2^{-2} + \dots + a_{-m+1} \times 2^{-m+1} + a_{-m} \times 2^{-m}) = \\ = \underbrace{a_{-1}}_{\text{integer part of } 2 \times (A)_{10}} + a_{-2} \times 2^{-1} + \dots + a_{-m+1} \times 2^{-m+2} + a_{-m} \times 2^{-m+1}$$

integer part of $2 \times (A)_{10}$

fractional part of $2 \times (A)_{10}$

a_{-1} can be simply found as the integer part of $2 \times (A)_{10}$,
then repeat for a_{-2} , a_{-3} ...

- Numerical example of repeated multiplications by 2: $(0.58)_{10} = (A)_2 = (?)_2$

multiply by 2	product	integer part
0.58x2	1.16	1 $\rightarrow a_{-1}$
0.16x2	0.32	0 $\rightarrow a_{-2}$
0.32x2	0.64	0 $\rightarrow a_{-3}$
0.64x2	1.28	1 $\rightarrow a_{-4}$
0.28x2	0.56	0 $\rightarrow a_{-5}$
0.56x2	1.12	1 $\rightarrow a_{-6}$
0.12x2	0.24	0 $\rightarrow a_{-7}$
0.24x2	0.48	0 $\rightarrow a_{-8}$

Check (inverse calculation)

$$\begin{aligned}
 (A)_{10} &= 1 \times 2^{-1} + 1 \times 2^{-4} + 1 \times 2^{-6} \\
 &= \frac{1}{2} + \frac{1}{16} + \frac{1}{64} \\
 &= 0.578125 \\
 &\approx 0.58 \checkmark
 \end{aligned}$$

- $(A)_2 = 10010100... \leftarrow$
- conversion certainly stops when product=0
 - may never end (non-terminating representation, even if $(A)_{10}$ may terminate)
 - in this case, stop at the required precision (system specification, no. of bits)

Summary Table for Conversion of 4-bit Integers

Numbers with Different Radixes

Decimal (radix 10)	Binary (radix 2)	Octal (radix 8)	Hexadecimal (radix 16)
00	0000	00	0
01	0001	01	1
02	0010	02	2
03	0011	03	3
04	0100	04	4
05	0101	05	5
06	0110	06	6
07	0111	07	7
08	1000	10	8
09	1001	11	9
10	1010	12	A
11	1011	13	B
12	1100	14	C
13	1101	15	D
14	1110	16	E
15	1111	17	F

Conversion among Hex, Octal and Binary

- Hex \leftrightarrow binary
 - Each Hex digit \rightarrow 4 bits
 - Or each group of 4 bits \rightarrow 1 Hex digit (starting from radix point and add zeroes if necessary to have all groups of 4 bits)
- Octal \leftrightarrow binary
 - Each octal digit (0...7) \rightarrow 3 bits (indeed 0...7)
 - Or each group of 3 bits \rightarrow 1 octal digit (starting from radix point)
- Hex \leftrightarrow Octal
 - Use binary as an intermediate step
 - Hex \rightarrow binary \rightarrow octal
 - Octal \rightarrow binary \rightarrow Hex

Numbers with Different Radixes

Decimal (radix 10)	Binary (radix 2)	Octal (radix 8)	Hexadecimal (radix 16)
00	0000	00	0
01	0001	01	1
02	0010	02	2
03	0011	03	3
04	0100	04	4
05	0101	05	5
06	0110	06	6
07	0111	07	7
08	1000	10	8
09	1001	11	9
10	1010	12	A
11	1011	13	B
12	1100	14	C
13	1101	15	D
14	1110	16	E
15	1111	17	F

Examples (Hex, Octal, Binary Conversion)

Hex → bin:

$(A45F)_{16}$

$(\underline{1010} \ \underline{0100} \ \underline{0101} \ \underline{1111})_2$

Oct → bin:

$(475)_8$

$(\underline{100} \ \underline{111} \ \underline{101})_2$

Bin → Hex:

$00(\underline{11} \ \underline{1010} \ \underline{1101} \ \underline{0111})_2$

complete with zeroes on
the left in integer numbers
(same number), on the
right in fractional numbers

$(3 \ A \ D \ 7)_{16}$

Bin → oct:

$0(\underline{10} \ \underline{111} \ \underline{101} \ \underline{110})_2$

$(2 \ 7 \ 5 \ 6)_8$

Other Examples (Hex, Octal, Binary Conversion)

Hex → oct:

$(A45F)_{16}$

$(\underline{1010} \ \underline{0100} \ \underline{0101} \ \underline{1111})_2$

00 $(\underline{1} \ \underline{010} \ \underline{010} \ \underline{001} \ \underline{011} \ \underline{111})_2$

regroup in 3-bit groups, add zeroes

↓
convert each 3-bit group

$(122137)_8$

Oct → Hex:

$(653)_8$

$(\underline{110} \ \underline{101} \ \underline{011})_2$

000 $(\underline{1} \ \underline{1010} \ \underline{1011})_2$

↓

$(1AB)_{16}$

- For the fractional part: same, just group digits by starting from the position after the radix point (same number when adding zeroes on the right)

Hex → bin:

$(0.A45F)_{16}$

$(0.\underline{1010} \ \underline{0100} \ \underline{0101} \ \underline{1111})_2$ **00...**

add zeroes to the right
(same number, not
needed in this example)

Radix Conversion: Summary and Generalization

- Radix r ($r \neq 10$) \rightarrow decimal
 - Just use definition of positional number system (weighted sum of all digits)
- Decimal \rightarrow Radix r ($r \neq 10$)
 - Integer part \rightarrow repeated division by r and take the remainder
 - Fractional part \rightarrow repeated multiplication by r and take the integer part
 - Add integer and fractional part
- Conversion among binary, octal and Hex numbers
 - Grouping: 1 Hex digit = 4 bits, 1 octal digit = 3 bits
 - Conversion with binary as intermediate step + regroup: Hex \rightarrow oct carried out as Hex \rightarrow Binary \rightarrow Octal, and vice versa