

PDS0101

Introduction to Digital Systems

Number system operations and codes

Lecture outcome

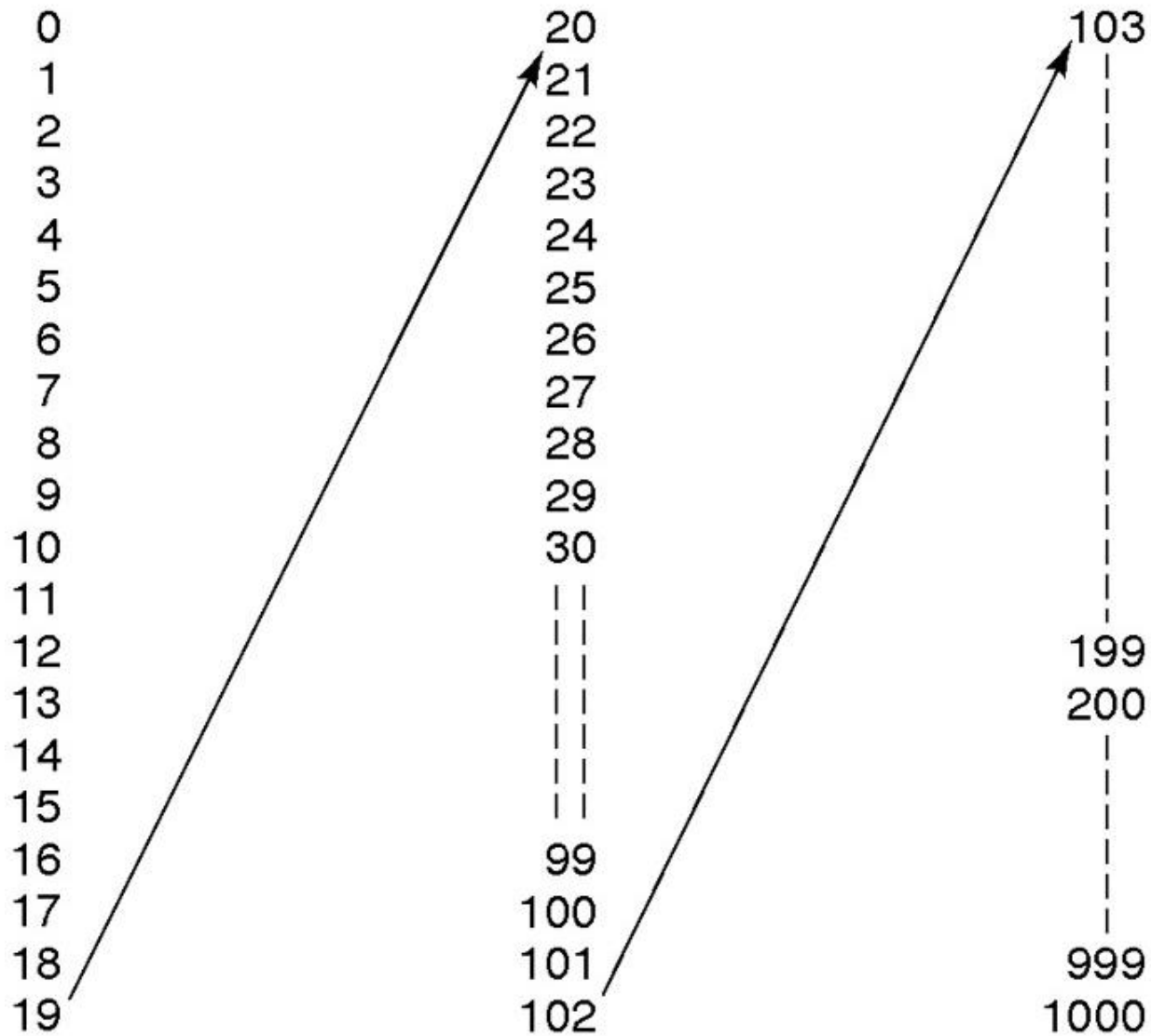
- ✧ By the end of today's lecture you should know
 - Decimal and Binary Number Systems – Representation and Counting, Conversions – Binary to Decimal, Decimal to Binary Arithmetic in binary-Addition, Subtraction, Multiplication, and Division
 - Octal Number System – Representation, conversions from decimal to octal, octal to decimal, binary to octal, octal to binary, Arithmetic-Addition, Subtraction
 - Hexadecimal Number System - Representation, conversions from decimal to Hexadecimal, Hexadecimal to decimal, binary to Hexadecimal, Hexadecimal to binary, Arithmetic-Addition, Subtraction

Decimal Number System

- ∞ The decimal number system has 10 digits 0 through 9
- ∞ The decimal numbering system has a base of 10 with each position weighted by a factor of 10
 - 10^5 10^4 10^3 10^2 10^1 10^0 . 10^{-1} 10^{-2} 10^{-3} 10^{-4} 10^{-5} ...
 - $14.2 = 1 \times 10^1 + 4 \times 10^0 + 2 \times 10^{-1}$
- ∞ Express decimal 656 as a sum of the values of each digit.
Solution

$$\begin{array}{ccc} 6 & 5 & 6 \\ \swarrow & \downarrow & \searrow \\ 6 \times 100 & + & 5 \times 10 & + & 6 \times 1 \\ \downarrow & & \downarrow & & \downarrow \\ 6 \times 10^2 & + & 5 \times 10^1 & + & 6 \times 10^0 \end{array}$$

Decimal Counting



Decimal Number System

Express the decimal number 75.68 as a sum of the values of each digit.

The diagram illustrates the expansion of the decimal number 75.68. At the top, the digits 7, 5, ., 6, and 8 are shown. Arrows indicate the place value for each digit: 7 is in the tens place, 5 is in the ones place, 6 is in the tenths place, and 8 is in the hundredths place. Below this, the number is expressed as a sum of products: $7 \times 10 + 5 \times 1 + 6 \times 0.1 + 8 \times 0.01$. Finally, arrows point down to the standard scientific notation form: $7 \times 10^1 + 5 \times 10^0 + 6 \times 10^{-1} + 8 \times 10^{-2}$.

$$7 \quad 5 \quad . \quad 6 \quad 8$$
$$7 \times 10 + 5 \times 1 + 6 \times 0.1 + 8 \times 0.01$$
$$7 \times 10^1 + 5 \times 10^0 + 6 \times 10^{-1} + 8 \times 10^{-2}$$

Binary number system

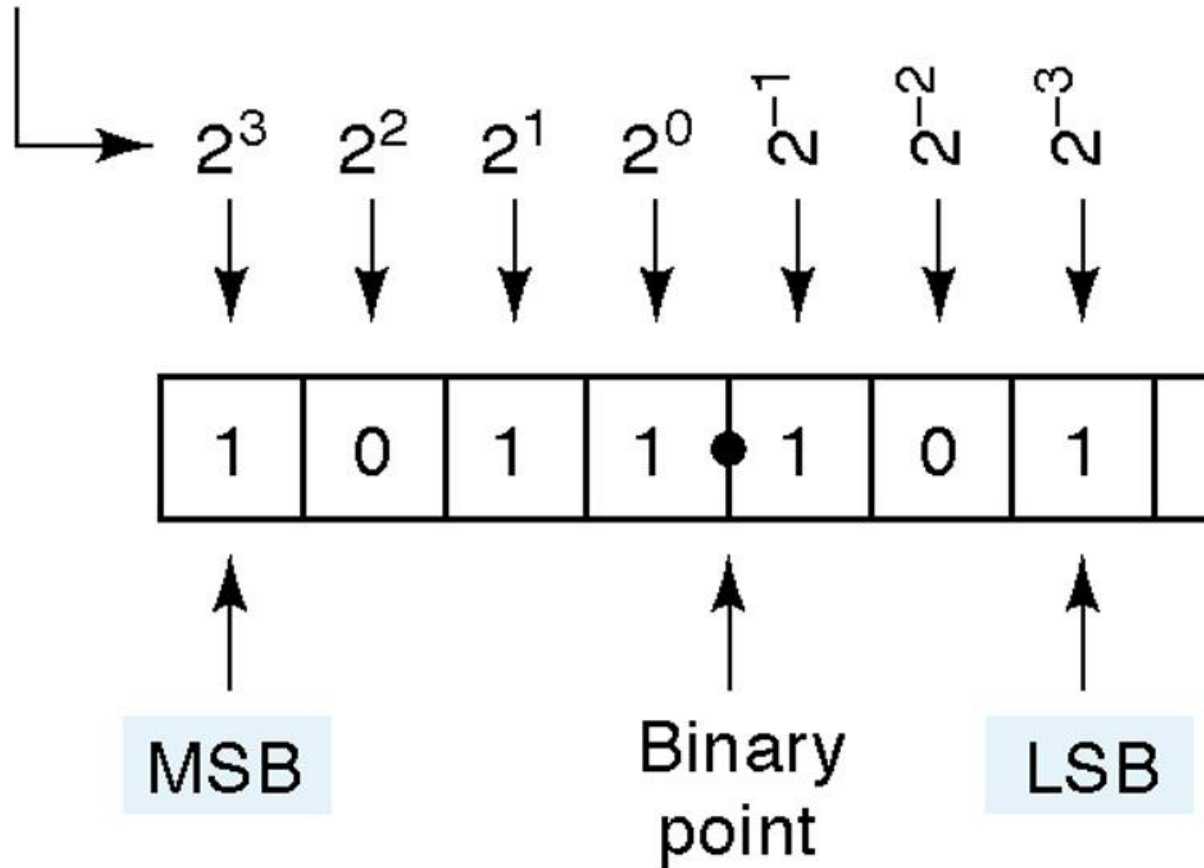
- ∞ The binary numbering system has 2 digits 0 and 1
- ∞ The binary numbering system has a base of 2 with each position weighted by a factor of 2

$$....2^5 \ 2^4 \ 2^3 \ 2^2 \ 2^1 \ 2^0 \ . \ 2^{-1} \ 2^{-2} \ 2^{-3} \ 2^{-4} \ 2^{-5} \ ...$$

- ∞ $10111_2 = (1 \times 2^4) + (0 \times 2^3) + (1 \times 2^2) + (1 \times 2^1) + (1 \times 2^0)$
 - LSB (Least Significant Bit) – right-most bit with a weight of 2^0
 - MSB (Most Significant Bit) – left-most bit with a weight of 2^{n-1}
- ∞ Largest decimal number that can be represented by a given number of bits = $2^n - 1$
 - Ex: If the number of bits = 6, largest decimal number = $2^6 - 1 = 63$

Binary number system

Positional
values



Counting in binary

| DECIMAL NUMBER | BINARY NUMBER | | | |
|-------------------|---------------|---|---|---|
| 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 0 | 0 | 1 |
| 2 | 0 | 0 | 1 | 0 |
| 3 | 0 | 0 | 1 | 1 |
| 4 | 0 | 1 | 0 | 0 |
| 5 | 0 | 1 | 0 | 1 |
| 6 | 0 | 1 | 1 | 0 |
| 7 | 0 | 1 | 1 | 1 |
| 8 | 1 | 0 | 0 | 0 |
| 9 | 1 | 0 | 0 | 1 |
| 10 | 1 | 0 | 1 | 0 |
| 11 | 1 | 0 | 1 | 1 |
| 12 | 1 | 1 | 0 | 0 |
| 13 | 1 | 1 | 0 | 1 |
| 14 | 1 | 1 | 1 | 0 |
| 15 | 1 | 1 | 1 | 1 |

Counting in binary

- ∞ Each time the unit bit changes from a 1 to 0, the two (2^1) position will toggle (change states).
- ∞ Each time the twos position changes from 1 to 0, the four (2^2) position will toggle (change states).
 - For e.g.: with two bits we can go through $2^2=4$ counts (00 through 11).
 - With four bits can go through 16 counts (0000 through 1111).
- ∞ The last count will always be all 1s and is equal to $2^N - 1$ in the decimal system.
 - For eg: 4 bits, the last count is $1111_2 = (2^4) - 1 = 15$ (in decimal)

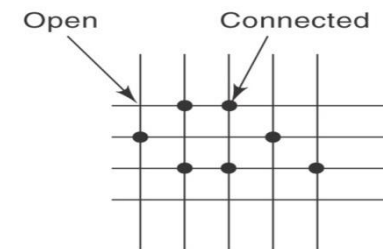
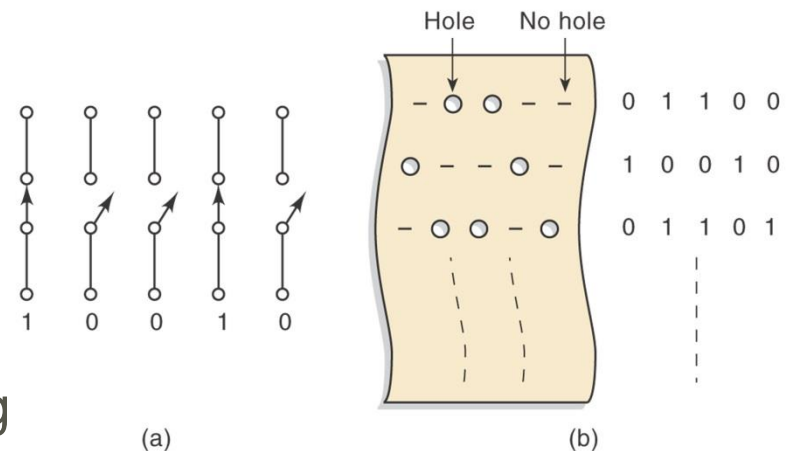
Why use binary?

Most of the devices associated with computers or components which are inside computers are bi-stable devices.

- Wires and rows form a matrix. This forms the foundation for programmable logic devices.
- Open and closed switches
- Paper Tape

Other two state devices:

- Light bulb (off or on)
- Diode (conducting or not conducting)
- Relay (energized or not energized)
- Transistor (cutoff or saturation)
- Photocell (illuminated or dark)



(c)

Binary to decimal conversion

- Any binary number can be converted to decimal by multiplying the weight of each position with the binary digit and adding together
- Example: Convert the binary number 11011_2 into decimal.

Solution

| | | | | | | | | | |
|---------------------|-------|---|-------|---|-------|---|-------|---|-------|
| Binary number | 1 | 1 | 0 | 1 | 1 | | | | |
| Power of 2 position | 2^4 | + | 2^3 | + | 2^2 | + | 2^1 | + | 2^0 |

$$(2^4 \times 1) + (2^3 \times 1) + (2^2 \times 0) + (2^1 \times 1) + (2^0 \times 1)$$

| | | | | | | | | | | | |
|---------------|----|---|---|---|---|---|---|---|---|---|-----------|
| Decimal value | 16 | + | 8 | + | 0 | + | 2 | + | 1 | = | 27_{10} |
|---------------|----|---|---|---|---|---|---|---|---|---|-----------|

Binary to decimal conversion

Example: Convert the binary number 110.11_2 to its decimal equivalent.

Solution :

Binary number

1 1 0 . 1 1

Power of 2 position

2^2 + 2^1 + 2^0 . 2^{-1} + 2^{-2}

$(2^2 \times 1) + (2^1 \times 1) + (2^0 \times 0)$. $(2^{-1} \times 1) + (2^{-2} \times 1)$

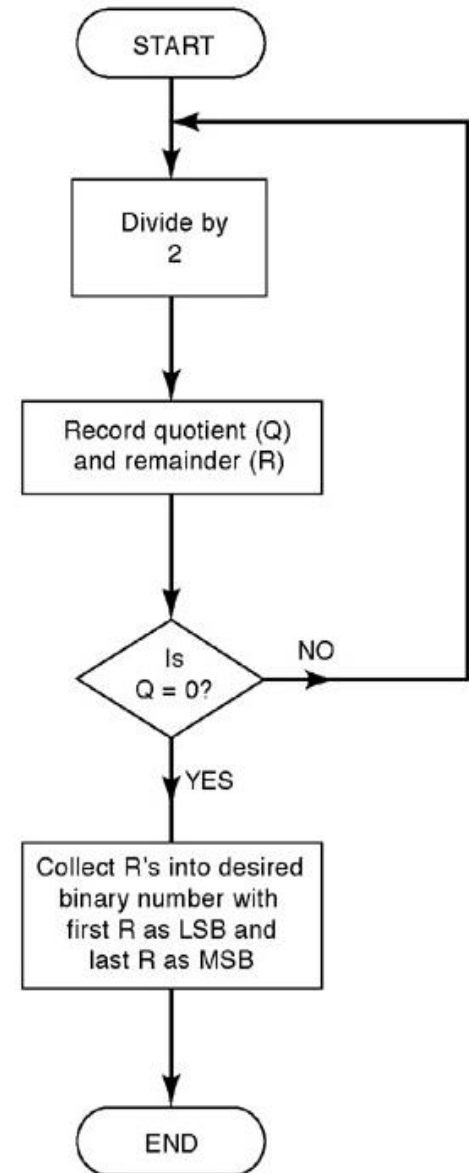
Decimal value

4 + 2 + 0 . 0.5 + 0.25

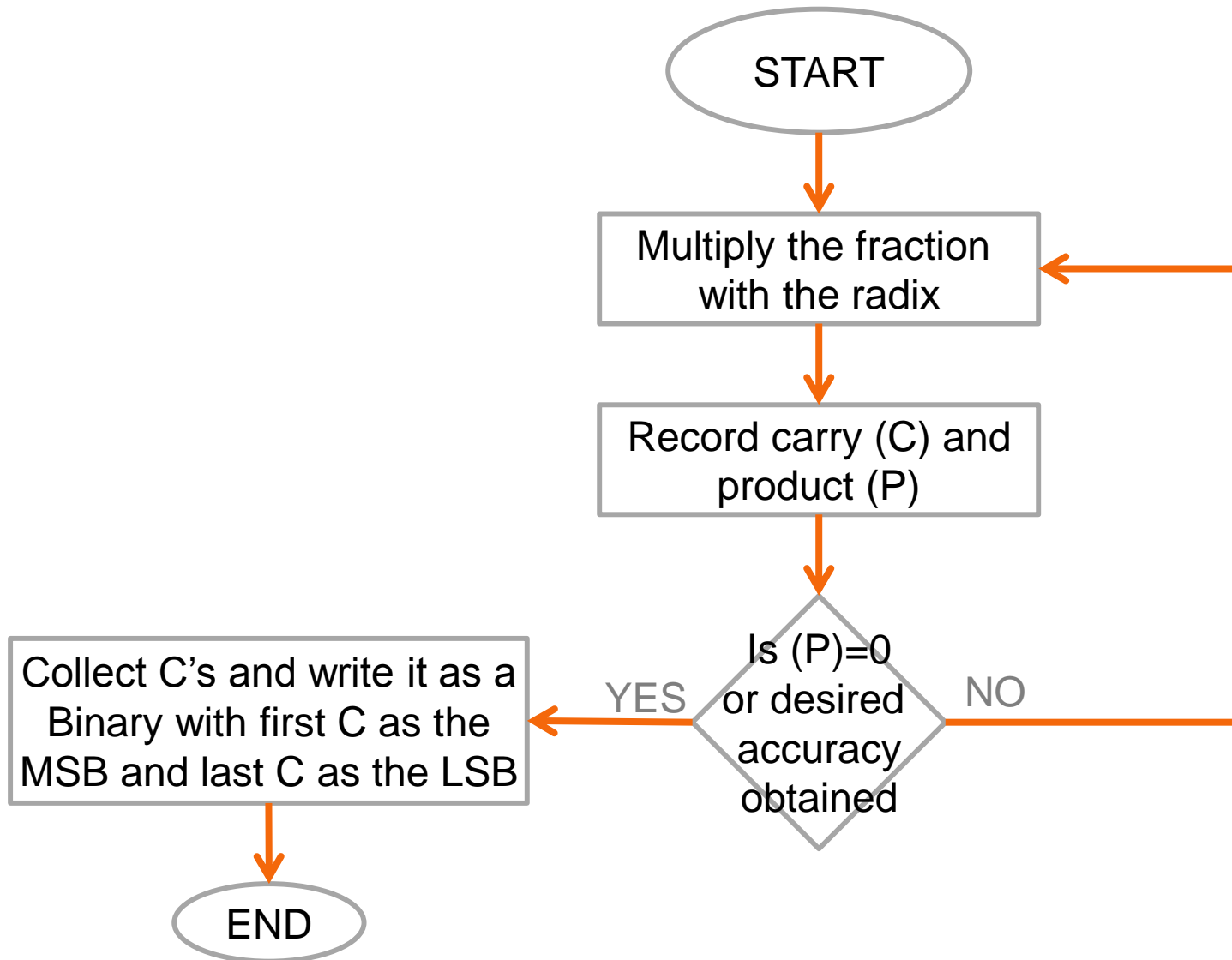
$= (6.75)_{10}$

Converting decimal integers

- For decimal integer to binary, we have to divide by 2 - the radix of binary number system.
- In general, for converting from decimal integer to any number system, we have to divide by the corresponding radix



Converting decimal fractions



Decimal-to-Binary Conversion

∞ Sum-of-weight method

∞ Binary weights

| | | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 256 | 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
| 2^8 | 2^7 | 2^6 | 2^5 | 2^4 | 2^3 | 2^2 | 2^1 | 2^0 |

∞ $357 = 256 + 64 + 32 + 4 + 1 \longrightarrow 101100101_2$

∞ Binary weights

| | | | | | | | | | | |
|----------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 1024 | 512 | 256 | 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
| 2^{10} | 2^9 | 2^8 | 2^7 | 2^6 | 2^5 | 2^4 | 2^3 | 2^2 | 2^1 | 2^0 |

∞ $1937 = 1024 + 512 + 256 + 128 + 16 + 1 \longrightarrow 11110010001_2$

Decimal-to-Binary Conversion

∞ Repeated *division* by 2 method

∞ Steps:

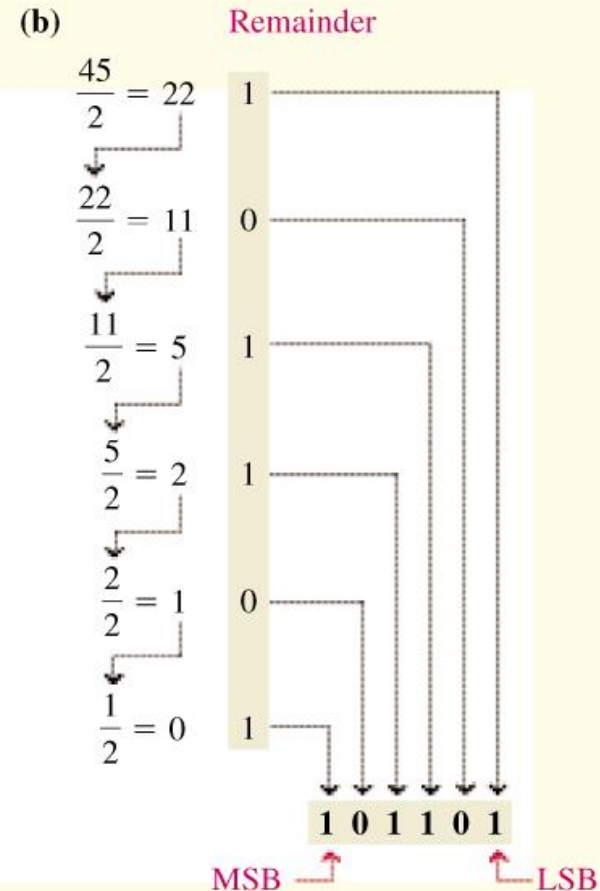
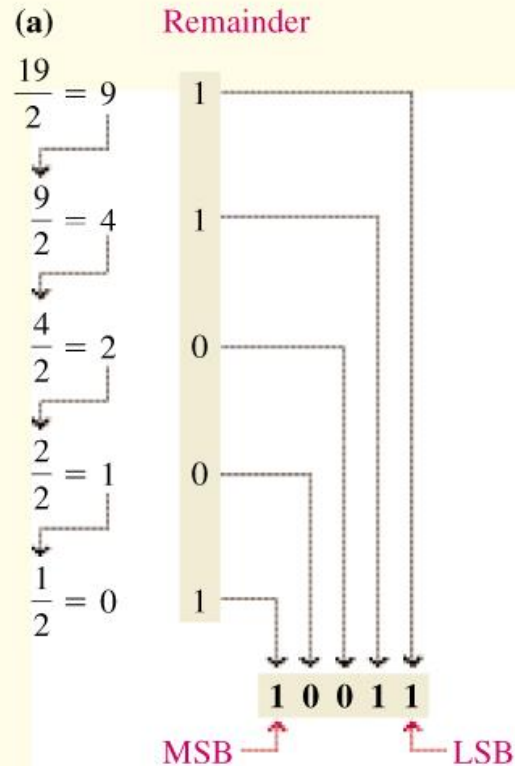
- Divide the decimal number by 2
- Write the remainder after each division until a quotient of zero is obtained.
- The first remainder is the LSB and the last is the MSB

Decimal-to-Binary Conversion

Convert the following decimal numbers to binary:

(a) 19 (b) 45

Solution



Related Problem Convert decimal number 39 to binary.

Decimal fractions to binary

∞ Using Sum-of-weights

Binary weights

| | | | | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|----------|----------|----------|----------|
| 64 | 32 | 16 | 8 | 4 | 2 | 1 | .5 | .25 | .125 | .0625 |
| 2^6 | 2^5 | 2^4 | 2^3 | 2^2 | 2^1 | 2^0 | 2^{-1} | 2^{-2} | 2^{-3} | 2^{-4} |

$$95.6875 = 64 + 16 + 8 + 4 + 2 + 1 + .5 + .125 + .0625$$




1011111.1011₂

Decimal fractions to binary

- ✎ Using repeated *multiplication* method
- ✎ When converting a decimal fractional number to its binary, the decimal fractional part will be multiplied by 2 till the fractional part gets 0 or till the required number of decimal places accuracy is reached.
- ✎ Example of Convert Decimal 0.825_{10} to its binary equivalent.
Steps:
 1. 0.825 will be multiplied by 2 ($0.825 \times 2 = 1.650$)
 2. The integer part will be the MSB in the binary result
 3. The fractional part of the earlier result will be multiplied again.
 $(0.650 \times 2 = 1.200)$
 4. Each time after the multiplication the integer part of the result will be written as the binary number.
 5. The procedure should continue till the fractional part gets 0 or until the desired accuracy is reached.

Decimal fractions to binary

- ∞ Equivalent binary number for the decimal fraction $0.825 = (0.11011)_2$
(for 5 bit accuracy)



| |
|--------|
| 0.825 |
| ×2 |
| ----- |
| 1.650 |
| ×2 |
| ----- |
| 1.300 |
| ×2 |
| ----- |
| 0.600 |
| ×2 |
| ----- |
| 1.200 |
| ×2 |
| ----- |
| 1.400 |
| ×2 |
| ----- |
| Etc... |

Binary Addition

∞ Rules

| Augend | Addend | Sum | Carryout |
|--------|--------|-----|----------|
| 0 | 0 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 1 |

∞ Example: Perform the binary additions of 1101 0110 and 111 1011
Solution:

$$\begin{array}{r} 1101\ 0110 \\ +\ 0111\ 1011 \\ \hline 1\ 0101\ 0001 \end{array}$$

Binary Subtraction

Rules

| Minuend | Subtrahend | Difference | Borrow |
|---------|------------|------------|--------|
| 0 | 0 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 0 |

Example: Perform binary subtraction: $1100_2 - 0101_2$

Solution

$$\begin{array}{r} 1100_2 \\ - 0101_2 \\ \hline 111_2 \end{array}$$

Binary Multiplication

∞ Rules

| Multiplicand | Multiplier | Product |
|--------------|------------|---------|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

∞ Example: multiply 100110_2 with 101_2

$$\begin{array}{r} 100110_2 \\ \times 101_2 \\ \hline 100110 \\ 000000 \\ 100110 \\ \hline 10111110_2 \end{array}$$

Binary Division

∞ Rules

Dividend=Top Number, Divisor=Bottom Number, Quotient and Remainder = Result

∞ You cannot divide by 0 or 1!!

Perform the following binary divisions:

(a) $110 \div 11$ (b) $110 \div 10$

Solution

| | | | | | |
|--|--|---|--|---|---|
| | $\begin{array}{r} 10 \\ 11 \overline{)110} \\ \underline{11} \\ 000 \end{array}$ | $\begin{array}{r} 2 \\ 3 \overline{)6} \\ \underline{6} \\ 0 \end{array}$ | | $\begin{array}{r} 11 \\ 10 \overline{)110} \\ \underline{10} \\ 10 \\ \underline{10} \\ 00 \end{array}$ | $\begin{array}{r} 3 \\ 2 \overline{)6} \\ \underline{6} \\ 0 \end{array}$ |
|--|--|---|--|---|---|

Related Problem Divide 1100 by 100.

Octal Number System

- ✧ The octal numbering system uses the symbols 0, 1, 2, 3, 4, 5, 6 and 7
- ✧ 8 different digits – Radix / Base is 8
- ✧ Octals *may* be identified with a starting number zero OR subscript letter 'O' instead of the subscript base 8
- ✧ Similarly to decimal and binary, the octal numbering is a weighted system as follows

$$8^{n-1} \ 8^{n-2} \ \dots\dots 8^3 \ 8^2 \ 8^1 \ 8^0 \ . \ 8^{-1} \ 8^{-2} \ 8^{-3} \ \dots\dots 8^{-(n+1)}$$

Octal to Decimal Conversion

- Similar to binary to decimal conversion, multiply the weight of each position with the octal number and add together.
- Example


Convert the octal number $(23754)_8$ into its decimal equivalent.

$$\begin{aligned}(23754)_8 &= 2 \times 8^4 + 3 \times 8^3 + 7 \times 8^2 + 5 \times 8^1 + 4 \times 8^0 \\ &= 10,220_{10}\end{aligned}$$

Decimal to Octal Conversion

- ∞ Divide the decimal number repeatedly by 8 until the remainder becomes zero
- ∞ The first remainder is the LSD and the last is the MSD
- ∞ Example: Convert 12,345₁₀ to its equivalent octal.

| | | |
|---|-------|-------------------|
| 8 | 12345 | |
| 8 | 1543 | remainder 1 (LSD) |
| 8 | 192 | remainder 7 |
| 8 | 24 | remainder 0 |
| 8 | 3 | remainder 0 |
| | 0 | remainder 3 (MSD) |



$$12,345_{10} = 30071_8$$

Octal to binary conversion

- Convert each octal digit to its equivalent 3 digit binary number

| Octal Digit | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|-------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Binary Equivalent | 000 | 001 | 010 | 011 | 100 | 101 | 110 | 111 |

- Example: Convert 345621_8 to its binary equivalent

| | | | | | |
|-----|-----|-----|-----|-----|-----|
| 3 | 4 | 5 | 6 | 2 | 1 |
| 011 | 100 | 101 | 110 | 010 | 001 |

Result:

11100101110010001_2

Binary to Octal Conversion

- Convert from binary to octal by grouping bits in threes starting with the LSB
- Each group is then converted to the octal equivalent

| Octal Digit | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|-------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| Binary Equivalent | 000 | 001 | 010 | 011 | 100 | 101 | 110 | 111 |

- Leading zeros can be added to the left of the MSB to fill out the last group.
- Example:

Convert 110001100101001_2 to octal equivalent

110 001 100 101 001

6 1 4 5 1

Result = 61451_8

Octal addition and subtraction

- ∞ The largest single digit in octal is 7. If the result of $A + B$ is greater than 7, then must subtract 8 (the base) and carry 1 to the next digit.
- ∞ Example: Perform the following octal addition $\rightarrow 7456_8 + 537_8$

$$\begin{array}{r} 7456_8 \\ + 0537_8 \\ \hline 10215_8 \end{array}$$

- ∞ For subtraction, if the subtrahend is bigger then the minuend we borrow a 1 from the digit on left and its weight will be 8
- ∞ ple: Perform the following octal subtraction $\rightarrow 3533_8 - 175_8$

$$\begin{array}{r} 3533_8 \\ - 0175_8 \\ \hline 3336_8 \end{array}$$

Hexadecimal numbering system

- ✧ The hexadecimal numbering system uses the symbols 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, and F
- ✧ 16 different symbols – Radix/ Base of 16
- ✧ Hexadecimals can be written with the 16 subscript or more commonly with the prefix 0x or suffix h (e.g. 0x123 and 123h are equivalent)
- ✧ It is a weighted system as follows

$$16^{n-1} \ 16^{n-2} \dots\dots 16^3 \ 16^2 \ 16^1 \ 16^0. \ 16^{-1} \ 16^{-2} \ 16^{-3} \dots 16^{-(n+1)}$$

Hexadecimal to Decimal Conversion

- ✧ Hexadecimal number can be converted to decimal by multiplying the weight of each position of the hexadecimal number (power of 16) and adding together.
- ✧ Example: Convert $23ABC_{16}$ into its decimal equivalent.

$$23ABC_{16}$$

$$= 2 \times 16^4 + 3 \times 16^3 + 10 \times 16^2 + 11 \times 16^1 + 12 \times 16^0$$

$$= 146108_{10}$$

Hexadecimal to Decimal Conversion

- ⌘ Repeated division of a decimal number by 16 will produce the equivalent hexadecimal number, formed by the remainder of the divisions
- ⌘ The first remainder produced is the LSD
- ⌘ Each successive division by 16 yields a remainder that becomes a digit in the equivalent hexadecimal number.
- ⌘ Example: Perform the conversion of a decimal 234567 to hexadecimal.

| | | |
|----|--------|-------------------|
| 16 | 234567 | |
| 16 | 14660 | remainder 7 (LSD) |
| 16 | 916 | remainder 4 |
| 16 | 57 | remainder 4 |
| 16 | 3 | remainder 9 |
| | 0 | remainder 3 (MSD) |

$$234567_{10} = 39447_{16}$$

Hexadecimal to Binary Conversion

- ∞ To convert hex to binary, change each hex digit to the equivalent four bit binary number

| | | | | | | | | | | | | | | | | |
|-------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| Decimal | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| Hexadecimal | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | A | B | C | D | E | F |
| Binary | 0000 | 0001 | 0010 | 0011 | 0100 | 0101 | 0110 | 0111 | 1000 | 1001 | 1010 | 1011 | 1100 | 1101 | 1110 | 1111 |

- ∞ Example: Convert $A12BF_{16}$ into its equivalent binary value

| | | | | |
|------|------|------|------|------|
| A | 1 | 2 | B | F |
| 1010 | 0001 | 0010 | 1011 | 1111 |

$$A12BF_{16} = 10100001001010111111_2$$

Binary to Hexadecimal conversion

∞ Procedure

- Group bits in four starting with the LSB
- Leading zeros can be added to the left of the MSB to fill out the last group
- Each group is then converted to the hex equivalent

∞ Example:

Convert 1110100110_2 into its equivalent hexadecimal number

$$1110100110_2 = 0011 \ 1010 \ 0110$$

(Note the addition of leading zeroes)

$$= \quad 3 \quad \quad A \quad \quad 6$$

$$= 3A6_{16}$$

Hex addition and subtraction

- ∞ In any given column of an addition problem, think of the two hexadecimal digits in terms of their decimal values.
 - If the sum of these two digits is 15_{10} or less, the corresponding hexadecimal digit is written
 - If the sum is greater than 15_{10} subtract 16 (base) from the sum and carry a 1 to the next column.
- ∞ For subtraction, if the subtrahend is bigger than the minuend, we borrow a 1 from the digit on left and its weight will be 16.

∞ Example:

Addition of $AB6_{16} + C5_{16}$

$$\begin{array}{r} AB6 \\ + 0C5 \\ \hline B7B_{16} \end{array}$$

Subtraction of $4AB.C5H - 3C.DH$

$$\begin{array}{r} 4AB.C5H \\ - 03C.D0H \\ \hline 46E.F5H \end{array}$$

- ∞ *Optional* → Now how about multiplication and division for octals and hexadecimal?

Decimal, binary, octal and hex equivalents

| Decimal | Binary | Octal | Hexadeicmal |
|---------|--------|-------|-------------|
| 0 | 0000 | 00 | 0 |
| 1 | 0001 | 01 | 1 |
| 2 | 0010 | 02 | 2 |
| 3 | 0011 | 03 | 3 |
| 4 | 0100 | 04 | 4 |
| 5 | 0101 | 05 | 5 |
| 6 | 0110 | 06 | 6 |
| 7 | 0111 | 07 | 7 |
| 8 | 1000 | 10 | 8 |
| 9 | 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 |

Usefulness of Octal and Hex Numbers

- Hex and octal are often used in digital system as a “shorthand” way to represent strings of bits → it is more convenient and less error-prone to write the binary numbers in hex or octal.
 - E.g.: to print out the contents of 50 memory locations, each of which was a 16-bit numbers like $1111\ 1111\ 1111\ 1111_2$, it is easier to use hexadecimal notation like this $FFFF_{16}$
- Many systems in computing make use of hex numbers
 - memory addresses use hex addressing to indicate locations in memory banks
 - network addressing will one day migrate to IPv6 which uses hex notation to represent network device addresses

Program Memory

| Address | 00 | 02 | 04 | 06 | 08 | 0A | 0C | 0E | ASCII |
|---------|------|------|------|------|------|------|------|------|-------|
| 1FF90 | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | |
| 1FFA0 | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | |
| 1FFB0 | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | |
| 1FFC0 | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | |
| 1FFD0 | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | |
| 1FFE0 | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | FFFF | |
| 1FFF0 | 0202 | 0202 | 0202 | FFFF | ---- | ---- | ---- | ---- | |

Opcode Hex Machine Symbolic



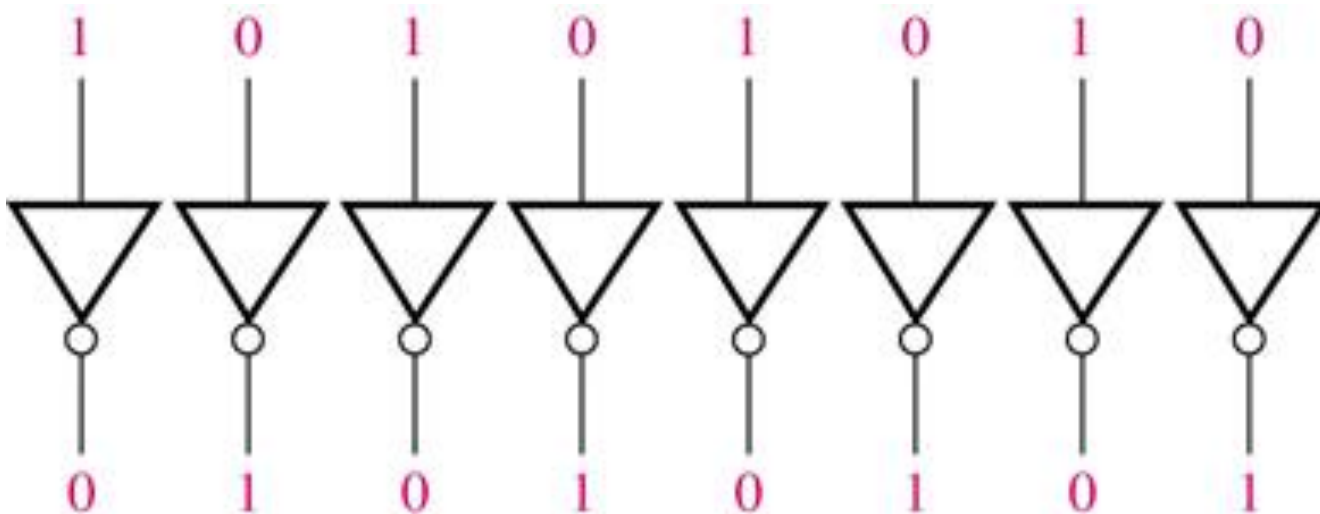
One's Complement Numbers

- ∞ The one's complement of a binary number is defined as the value obtained by inverting all the bits in the binary representation of the number (swapping 0s for 1s and vice-versa).
- ∞ The one's complement of the number then behaves like the negative of the original number in some arithmetic operations.

Binary number 0001100100101

1's complement 1110011011010

- ∞ Example of inverters used to obtain the 1's



Finding 2's complement

2's complement = 1's complement + 1

Binary number 111000101010001₂

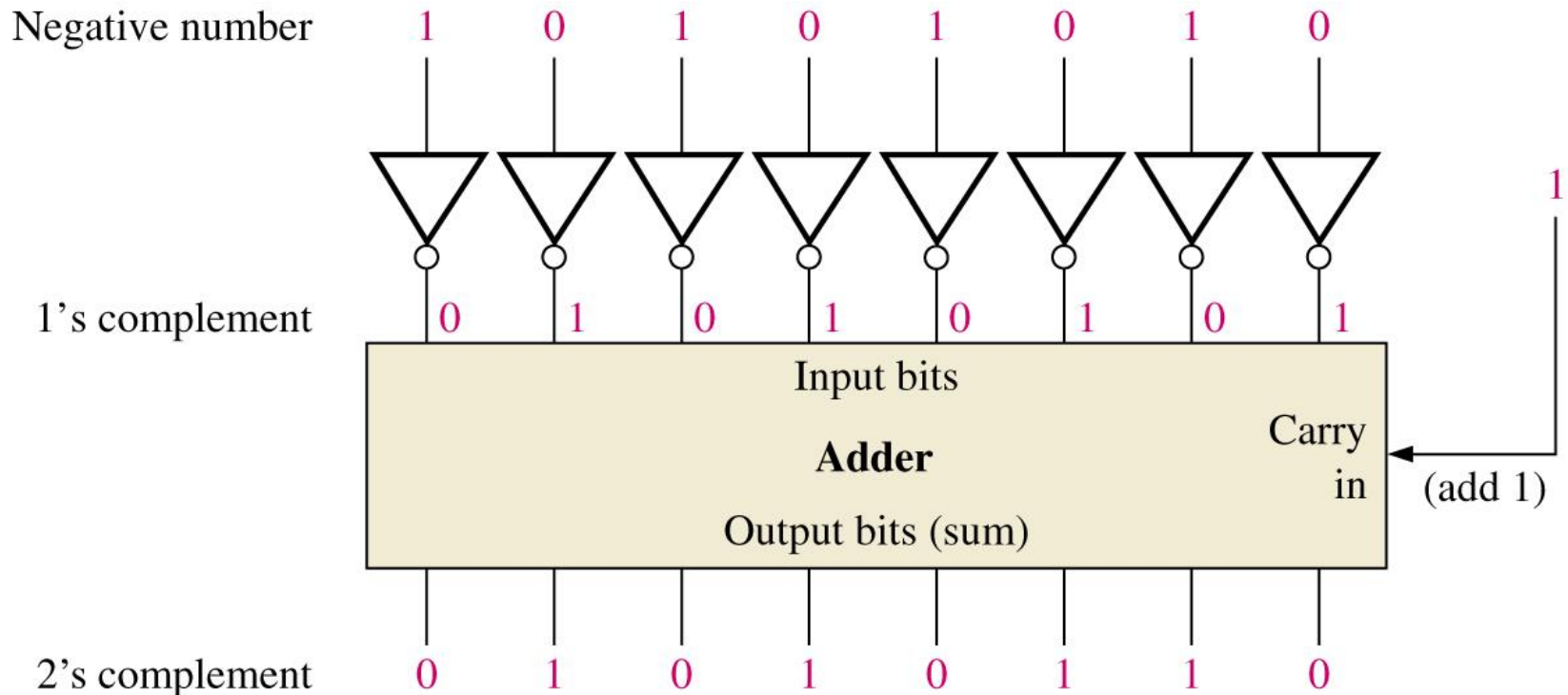
1's complement 000111010101110₂

Add 1₂

2's complement 000111010101111₂

Implementation of twos comp

Example of obtaining the 2's complement of a negative binary number.



Why two's complement?

- ✎ 2's complement was devised as an easy way to represent negative binary numbers without the need for an additional bit to represent a number's sign
 - If a bit was assigned to indicate a number is +ve/-ve then zero would have double assignment (called the signed zero problem)
- ✎ Mathematical operations with 2's comp numbers can be simplified thus reducing the work required to manipulate numbers

Representation of Signed Integers in Binary – Three forms

Sign bit – **0** is for positive and **1** is for negative

Sign-Magnitude form – a negative number has the same magnitude as the corresponding positive number but the sign bit is a 1 rather than a zero.

Example: **+43** in 8-bit S-M form = **0 0101011**

-43 in 8-bit S-M form = **1 0101011**

1's complement form – a negative number is the 1's complement of the corresponding positive number.

Example: **+43** in 8-bit 1's complement form = **00101011**

-43 in 8-bit 1's complement form = **11010100**

2's complement form – a negative number is the 2's complement of the corresponding positive number

Example: **+43** in 8-bit 2's complement form = **00101011**

-43 in 8-bit 2's complement form = **11010101**

Determination of decimal value of signed numbers (1) ...

Sign-magnitude form

- Convert all but the MSB to decimal and call the decimal value negative if the MSB is 1

Example: **0**1010011 = $64+16+2+1 = +83$ since MSB is **0**

11010011 = $64+16+2+1 = -83$ since MSB is **1**

1's complement form

- If the big sign (MSB) is 0, sum the weighted values of the binary number
- If the bit sign (MSB) is 1, sum the weighted values of the binary number, assigning the MSB a negative weight and add 1.

Example: 01010011 = $64+16+2+1 = +83$ since MSB is 0

 10101100 = $-128+32+8+4 = -84 + 1$ since MSB is 1

Determination of decimal value of signed numbers (2)

2's complement form

- If the bit sign (MSB) is 0, sum the weighted values of the binary number.
- If the bit sign (MSB) is 1, sum the weighted values of the binary number assigning MSB, a negative weight.
- Example:

$$01010011 = 64 + 16 + 2 + 1 = +83 \text{ since MSB is } 0$$

$$10101101 = -128 + 32 + 8 + 4 + 1 = -83 \text{ since MSB is } 1$$

Arithmetic operations with 2's complement numbers - Addition

- Add the two numbers and discard any final carry bit.
- Example:

Add $(34) + (-46)$ in 8-bit 2's complement arithmetic

$$\begin{array}{r} 34 = 00100010 \\ -46 = 11010010 \\ \hline -12 = 11110100 \\ \hline \end{array}$$

Arithmetic operations with 2's complement numbers – Subtraction (1)

$$A - B = A + (-B)$$

Add the two numbers and discard any final carry bit.

- Example: (34 - 46) in 8-bit 2's complement arithmetic

Solution: $34 - 46 = 34 + (-46)$

$$\begin{array}{r} 34 = 00100010 \\ -46 = 11010010 \\ \hline -12 = 11110100 \\ \hline \end{array}$$

Arithmetic operations with 2's complement numbers – Subtraction (2)

$$A - (-B) = A + B$$

Add the two numbers and discard any final carry bit.

- Example: $(34 - (-46))$ in 8-bit 2's complement arithmetic

$$\text{Solution } 34 - (-46) = 34 + 46$$

$$\begin{array}{r} 34 = 00100010_2 \\ +46 = 00101110_2 \\ \hline 80 = 01010000_2 \end{array}$$

Problem

∞ Perform the following conversions:

$$(101101.101)_2 = (?)_{10} = (?)_H = (?)_8$$

∞ Solution:

Problem (2)

- ✎ Suppose your microcomputer memory address is 16 bits wide, how many locations that it can have, assuming each memory location is 8 bits wide. Express the memory capacity in bytes, megabytes, gigabytes and terabytes.
- ✎ Solution:

Summary

- ∞ When converting from binary/octal/hex to decimal, use the method of taking the weighted sum of each digit position.
- ∞ When converting from decimal to binary/octal or hex, use the method of repeatedly dividing by 2/8/16 and collecting remainders.
- ∞ When converting from binary to octal/hex, group the bits in groups of three/four and convert each group into correct octal /hex digit.
- ∞ When converting from octal /hex to binary, convert each digit into its three bits/four bits equivalent.
- ∞ When converting from octal to hex. or vice versa, first convert to binary, then convert the binary into the desired number system