

## Binary Coded Decimal (BCD):

- Decimal numbers are more natural to humans. Binary numbers are natural to computers. Quite expensive to convert between the two.
- If little calculation is involved, we can use some *coding schemes* for decimal numbers.
- One such scheme is BCD, also known as the *8421* code.
- Represent each decimal digit as a 4-bit binary code.

Decimal digit	0	1	2	3	4
<b>BCD</b>	<b>0000</b>	<b>0001</b>	<b>0010</b>	<b>0011</b>	<b>0100</b>
Decimal digit	5	6	7	8	9
<b>BCD</b>	<b>0101</b>	<b>0110</b>	<b>0111</b>	<b>1000</b>	<b>1001</b>

Some codes are unused, eg:  $(1010)_{\text{BCD}}$ ,  $(1011)_{\text{BCD}}$ , ...,  $(1111)_{\text{BCD}}$ . These codes are considered as errors.

- Easy to convert, but arithmetic operations are more complicated.
- Suitable for interfaces such as keypad inputs and digital readouts.
- Examples:

$$(234)_{10} = (0010\ 0011\ 0100)_{\text{BCD}}$$

$$(7093)_{10} = (0111\ 0000\ 1001\ 0011)_{\text{BCD}}$$

$$(1000\ 0110)_{\text{BCD}} = (86)_{10}$$

$$(1001\ 0100\ 0111\ 0010)_{\text{BCD}} = (9472)_{10}$$

Notes: BCD is not equivalent to binary.

$$\text{Example: } (234)_{10} = (11101010)_2$$

### Excess-3:

- Each decimal digit is taken, 3 is added to it and the resulting value is converted to its 4 bit binary value.

Example:

$$(234)_{10} = (0101\ 0110\ 0111)_{\text{excess-3}}$$

**Table 1.5***Four Different Binary Codes for the Decimal Digits*

<b>Decimal Digit</b>	<b>BCD 8421</b>	<b>2421</b>	<b>Excess-3</b>	<b>8, 4, - 2, - 1</b>
0	0000	0000	0011	0000
1	0001	0001	0100	0111
2	0010	0010	0101	0110
3	0011	0011	0110	0101
4	0100	0100	0111	0100
5	0101	1011	1000	1011
6	0110	1100	1001	1010
7	0111	1101	1010	1001
8	1000	1110	1011	1000
9	1001	1111	1100	1111
Unused bit combi- nations	1010	0101	0000	0001
	1011	0110	0001	0010
	1100	0111	0010	0011
	1101	1000	1101	1100
	1110	1001	1110	1101
	1111	1010	1111	1110

### Unsigned number:

- Numbers don't hold any sign
- Range: 0 to  $2^n - 1$  for n bits

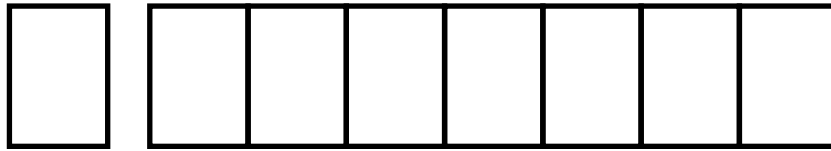
### Negative Numbers Representation:

- There are three common ways of representing signed numbers (positive and negative numbers) for binary numbers:
  - ❖ Sign-and-Magnitude
  - ❖ 1s Complement
  - ❖ 2s Complement

### Sign-and-Magnitude:

- Negative numbers are usually written by writing a minus sign in front.
  - ❖ Example:  
-  $(12)_{10}$  , -  $(1100)_2$
- In computer memory of fixed width, this sign is usually represented by a bit:
  - 0 for +
  - 1 for -

Example: an 8-bit number can have 1-bit sign and 7-bits magnitude.



$1101_2 = 13_{10}$  (a 4-bit unsigned number)

0  $1101 = +13_{10}$  (a positive number in 5-bit signed magnitude)

1  $1101 = -13_{10}$  (a negative number in 5-bit signed magnitude)

$0100_2 = 4_{10}$  (a 4-bit unsigned number)

0  $0100 = +4_{10}$  (a positive number in 5-bit signed magnitude)

1  $0100 = -4_{10}$  (a negative number in 5-bit signed

magnitude)

$0100_2 = 4_{10}$

0  $0100 = +4_{10}$

1  $0100 = -4_{10}$  (a negative number in 5-bit signed

magnitude)

- Largest Positive Number: 0 1111111  $+(127)_{10}$
- Largest Negative Number: 1 1111111  $-(127)_{10}$
- Zeroes:
 

0 0000000	$+(0)_{10}$
1 0000000	$-(0)_{10}$
- Range:  $-(127)_{10}$  to  $+(127)_{10}$
- Signed numbers needed for negative numbers.

Range:  $-(2^{n-1}-1)$  to  $+(2^{n-1}-1)$

### 1s Complement:

- Given a number  $x$  which can be expressed as an  $n$ -bit binary number (*i.e. integer part has  $n$  digits and fraction has  $m$  digit*), its negative value can be obtained in 1s-complement representation using:

+7	0111	-7	1000
+6	0110	-6	1001
		-5	1010
		-4	1011
		-3	1100
		-2	1101
		-1	1110

+5	0101
+4	0100
+3	0011
+2	0010
+1	0001
+0	0000

-12 in 1's complement:

$$-(00001100)_2$$

invert the bits by replacing the 1s with 0s and 0s with 1s

$$(11110011)_2$$

- Essential technique: invert all the bits.

Examples: 1s complement of 00000001 =  $(11111110)_{1s}$

1s complement of 01111111 =  $(10000000)_{1s}$

- Largest Positive Number: 0 1111111  $+(127)_{10}$
- Largest Negative Number: 1 0000000  $-(127)_{10}$
- Zeroes: 0 0000000

1 1111111

- Range:  $-(127)_{10}$  to  $+(127)_{10} = -(2^{n-1} - 1)$  to  $+(2^{n-1} - 1)$
- The most significant bit still represents the sign:

0 = +ve; 1 = -ve.

- Examples (assuming 8-bit binary numbers):

$$(14)_{10} = (00001110)_2 = (00001110)_{1s}$$

$$-(14)_{10} = -(00001110)_2 = (11110001)_{1s}$$



## 2s Complement:

- Method 1: Essential technique: invert all the bits and add 1.

Examples:

2s complement of

$$(00000001)_{2s} = (11111110)_{1s} \quad (\text{invert i.e 1's complement})$$

$$= (11111111)_{2s} \quad (\text{add 1})$$

2s complement of

$$(01111110)_{2s} = (10000001)_{1s} \quad (\text{invert i.e 1's complement})$$

$$= (10000010)_{2s} \quad (\text{add 1})$$

- Method 2: Keep unchanged till 1<sup>st</sup> occurrence of 1 from LSB and invert remaining 1's into 0's and 0's into 1's till MSB

$$(01111110)_{2s} = (10000010)_{2s}$$

- Largest Positive Number: 0 1111111  $+(127)_{10}$
- Largest Negative Number: 1 0000000  
 $-(128)_{10}$
- Zero: 0 0000000
- Range:  $-(128)_{10}$  to  $+(127)_{10} = -(2^{n-1})$  to  $+(2^{n-1}-1)$
- The most significant bit still represents the sign:

0 = +ve; 1 = -ve.

- Examples (assuming 8-bit binary numbers):

$$(14)_{10} = (00001110)_2 = (00001110)_{2s}$$

$$-(14)_{10} = -(00001110)_2 = (11110010)_{2s}$$