

# Number systems

Decimal  
Binary  
Hexadecimal

$$\begin{array}{r}
 2 \quad 5 \quad 6 \quad 3 \\
 \downarrow \quad \downarrow \quad \downarrow \\
 2 \times 1000 + 5 \times 100 + 6 \times 10 + 3 \times 1 \\
 2000 + 500 + 60 + 3 \\
 = 2563
 \end{array}$$

decimal

1000 100 10 1

if if link

$$\begin{array}{r}
 10 \quad 11 \\
 \downarrow \quad \downarrow \quad \downarrow \\
 1 \times 8 \quad 0 \times 4 \quad 1 \times 2 \quad 1 \times 1 \\
 8 + 0 + 2 + 1 = (11)_{10}
 \end{array}$$

0000	0000	→ 0
0100	0000	→ 64
1000	0000	→ 128
1100	0000	→ 192
1111	1111	= 256

00000001	= 1
00000010	= 2
00000100	= 4
00001000	= 8
00010000	= 16
00100000	= 32
01000000	= 64
10000000	= 128



# Number system 1 - Assessment

①  $(15)_{10} \rightarrow (?)_2$

1111

②  $(1101)_2 = (?)_{10}$

13

③  $(76)_{10} = (?)_2$

100  
64+8+4  
01001100

④  $(01011010)_2 = (?)_{10}$

64+16+8+8+2  
⇒ 90

⑤  $(11011010)_2 = (?)_{10}$

128+64+16+8+2 ⇒ 218

⑥  $(156)_{10} = (?)_2$

128+16+8+4

= 10011100

⑦  $(356)_{10} = (?)_2$

256+64+32+4

101100100

⑧  $(101011011)_2 = (?)_{10}$

256+64+16+8+2+1

= 347

⑨ Decimal =  $(?)_2$   
793

512+256+16+8+1

1100011001

⑩  $(1010110111) = (?)_{10}$

512+128+16+32+4+2+1  
= (695)<sub>10</sub>

## Hexa decimal system

$2^{10} = 1024 = 1 \text{ kilo}$

$2^{20} = 2^{10} \times 2^{10} = 1 \text{ mega}$

$2^{30} = 2^{10} \times 2^{10} \times 2^{10} = 1 \text{ giga}$

$2^{40} = 2^{10} \times 2^{10} \times 2^{10} \times 2^{10} = 1 \text{ Tera}$

$2^{50} = \dots = 1 \text{ peta}$

$2^{24} = ?$

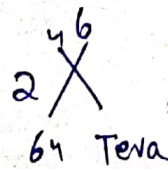
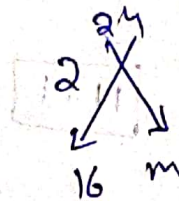
$2^{20} \times 2^4 = 16 \text{ M}$

$2^{32} = ?$   
 $2^{32} = 4 \text{ G}$

$2^{18} = 2^{10} \times 2^8 = 256 \text{ K}$

$2^{40} = 2^{20} \times 2^{20} = 128 \text{ Tera}$

Tip



$$128K = 2^{17}$$

$$256G = 2^{28}$$

$$64T = 2^{26}$$

1010	— 10 —	A
1011	— 11 —	B
1100	— 12 —	C
1101	— 13 —	D
1110	— 14 —	E
1111	— 15 —	F

### Number system Assessment-II

①  $C = (C)_2 \Rightarrow 1101$

②  $(1011)_2 = (C)_{16} \Rightarrow B$

③  $(76)_{16} = (C)_2 \Rightarrow 01110110$

④  $(01011010)_2 = (C)_{16} \Rightarrow 5A$

⑤  $(97)_{16} = (C)_2 = (C)_{10} \Rightarrow 10010111$   
 $16 \times 9 + 16 \times 7 = 151$

⑥  $(97)_{10} = (C)_{16} \Rightarrow 16 \overline{) 97} \Rightarrow 6$

⑦  $(97)_{16} = (C)_8$

⑧  $(77)_8 = (C)_{16}$

$\Rightarrow 8 \overline{) 151} \Rightarrow 18 - 7 \Rightarrow (227)_8$

$\rightarrow 16 \overline{) 97} \Rightarrow 6 - 1 \Rightarrow 3F$

⑨  $(97)_{10} = (C)_8$

$\rightarrow 8 \overline{) 97} \Rightarrow 12 - 1 \Rightarrow (141)_8$

⑩  $(77)_8 = (C)_{10}$

$\rightarrow 8 \times 7 + 7 = 63$



### Assessment - 3

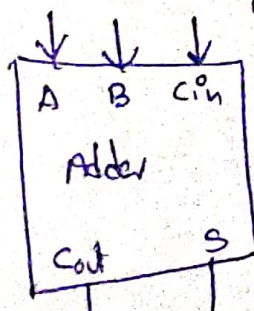
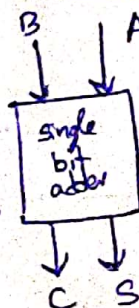
- 1)  $2^0 = 1$
- 2)  $2^1 = 2$
- 3)  $2^2 = 4$
- 4)  $2^3 = 8$
- 5)  $2^4 = 16$
- 6)  $2^5 = 32$
- 7)  $2^6 = 64$
- 8)  $2^7 = 128$
- 9)  $2^8 = 256$
- 10)  $2^9 = 512$

### Assessment - 4

- 1)  $2^x = 128K$
- 2)  $2^x = 256M$
- 3)  $2^x = 64G$
- 4)  $2^x = 32T$
- 5)  $2^x = 16P$
- 6)  $2^x = 4G$
- 7)  $2^x = 8M$
- 8)  $2^x = 2K$
- 9)  $2^x = 512T$
- 10)  $2^x = 64P$

- $\Rightarrow 2^{17}$
- $\Rightarrow 2^{28}$
- $\Rightarrow 2^{36}$
- $\Rightarrow 2^{45}$
- $\Rightarrow 2^{54}$
- $\Rightarrow 2^{32}$
- $\Rightarrow 2^{22}$
- $\Rightarrow 2^{11}$
- $\Rightarrow 2^{49}$
- $\Rightarrow 2^{54}$

### Binary operations



A	B	Cin	Cout	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

# Binary addition Assembl

①

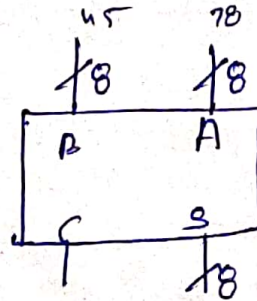
0100  
1100

⇒ 10000

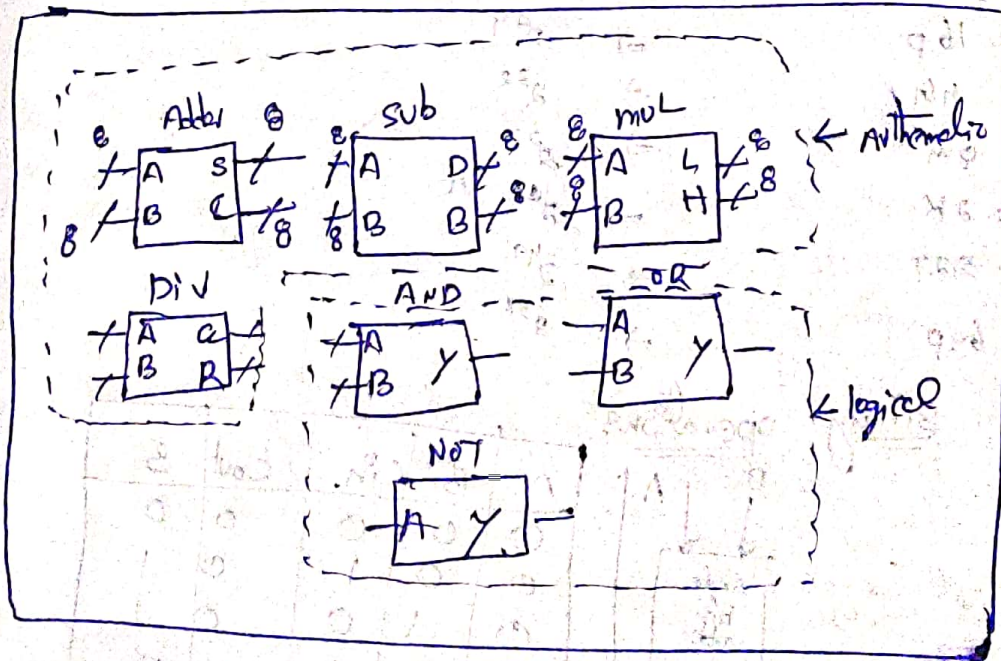
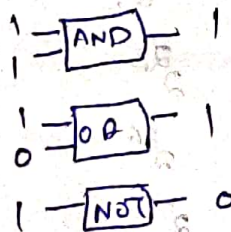
②

01101100  
10110101  
-----  
10010001

⇒ 10010000A



01110000  
01000001  
-----  
10111001  
= B/D



ALU

## ALU Assembl

①

1100  
0101  
-----  
0111



$$\begin{array}{r} 11101100 \\ 00110101 \\ \hline 10110111 \end{array}$$

$$\begin{array}{r} 11101100 \\ 00110101 \\ \hline 11111101 \end{array}$$

$$\begin{array}{r} 11101100 \\ 00110101 \\ \hline 00100100 \end{array}$$

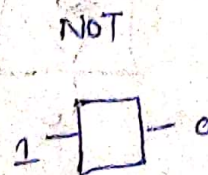
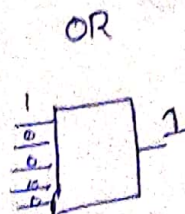
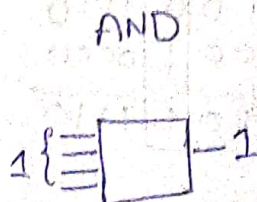
$$\begin{array}{r} 11101100 \\ 00110101 \\ \hline 00010011 \end{array} \text{ NOT}$$

$$\begin{array}{r} 11101100 \\ 00110101 \\ \hline 11011001 \end{array} \text{ XOR}$$

$$\begin{array}{r} 11101100 \\ 00110101 \\ \hline 00010011 \end{array} \text{ one complement}$$

$$\begin{array}{r} 11101100 \\ 00110101 \\ \hline 00010011 \end{array} \text{ 2's CPL}$$

$$\begin{array}{r} 10101100 \\ -11110101 \\ \hline 11011011 \\ -10110111 \\ \hline \end{array}$$

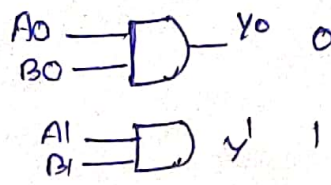


A	B	OR	AND
0	0	0	0
0	1	1	0
1	0	1	0
1	1	1	1

A	Y
0	1
1	0

$$A = 10$$

$$B = 11$$

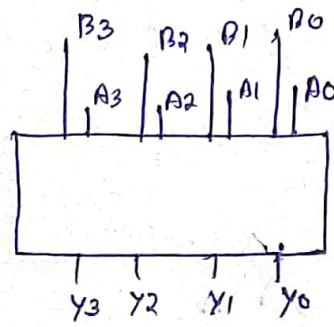


$$A = 1011$$

$$B = 1101$$

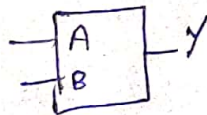

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$$1001$$



if we want to ~~set~~ reset particular bit  
 use masking method i.e. AND operation with all  
 bits are one except desired bit  
 → To make desired bit set, do OR with all zero  
 except desired bit position

Exclusive OR



A	B	Y
0	0	0
0	1	1
1	0	1
1	1	0



Toggle 1st bit

$$\begin{array}{r}
 1100 \quad 1110 \\
 0001 \quad 0000 \\
 \hline
 1101 \quad 1110
 \end{array}$$

Bit wise operations

- AND — RESET — to make it zero
- OR — SET — to make it one
- NOT — complement → negate
- XOR — Toggle



# Assessment

- 1) 7 6 5 4 3 2 1 0 SET Bit 4. do OR with  
1 1 1 0 1 1 0 0 00010000
- 2) 1 1 1 0 1 1 0 0 Reset Bit 5 sol AND
- 3) 1 1 1 0 1 1 0 0 Toggle Bit 2 sol 00010000
- 4) 1 1 1 0 1 1 0 0 SET Bit 4  
OR XXXXXXXX sol 11011111
- 5) 1 1 1 0 1 1 0 0 Reset Bit 5  
AND XXXXXXXX
- 6) 1 1 1 0 1 1 0 0 Toggle Bit 2 sol 00000010  
XOR XXXXXXXX
- 7) 1 1 1 0 1 1 0 0 SET Bit 4 & 7 sol 10010000  
OR XXXXXXXX
- 8) 1 1 1 0 1 1 0 0 Reset Bit 5 & 3 sol 11010111  
AND XXXXXXXX
- 9) 1 1 1 0 1 1 0 0 Toggle Bit 2 & 6 sol 01000100  
XOR XXXXXXXX
- 10) 1 1 1 0 1 1 0 0 Toggle all 16 bits sol 11111111  
XOR XXXXXXXX

## ASCII Conversion - Assessment

- 1) / 0 binary?
- 2) 00110010 ASCII?
- 3) A binary?
- 4) 01001101 ASCII
- 5) A ASCII Decimal
- 6) 66 Decimal ASCII

0000 0000

2

2 65  
2 32-1  
2 18-0  
2 14-0  
2 11-0  
2 7-0  
2 3-0  
1-0

sol 01000001

2+4+64 = 70 = F

A = 65

sol 66 = B



⑤ ASCII E      HEX

$(69)_{10} \Rightarrow 16 \overline{) 69} \begin{array}{r} 4 \\ \underline{64} \\ 5 \end{array} = \boxed{45}$

⑥ HEX 48      ASCII

$\Rightarrow (48)_{16} = (72)_{10}$

⑨ ASCII d      HEX

$\Rightarrow d = 100 \quad 16 \overline{) 100} \begin{array}{r} 6 \\ \underline{96} \\ 4 \end{array} = \boxed{64}$

⑩ HEX 66      ASCII

$\Rightarrow (66)_{16} = (102)_{10}$   
 $102 = f$

## Binary fraction Assessment

① 1110 1100      shift left 3 bits      sol 0110 0000  
xxxx xxxx

② 1110 1100      shift right 2 bits      sol 0011 1011  
xxxx xxxx

③ 1110 1100      rotate left 3 bits      sol 01100111  
xxxx xxxx

④ 1110 1100      rotate right 2 bits      sol 0011 1011  
xxxx xxxx

⑤ 1110 1100      shift right 2 bits &       $\gg 3$  0001 1101  
xxxx xxxx      shift left 3 bits       $\ll 3$  1110 1000

⑥ 11101100      shift left 2 bits and       $\ll 2$  1011 0000  
xxxx xxxx      shift right 3 bits       $\gg 3$  0001 0110

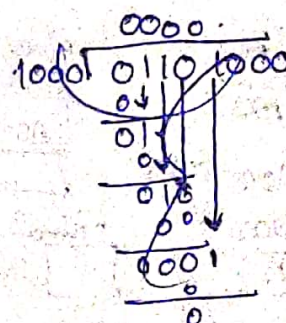
⑦ 1110 1100      mask the lower      sol mean AND with FO  
xxxx xxxx      nibble.      1110 0000

⑧ 1110 1100      mask the upper      sol AND with OF  
xxxx xxxx      nibble.      0000 1100

⑨ 0010 1100      multiply this number      sol ~~AND~~ left shift  $\ll$   
xxxx xxxx      by 5 using binary      operator

⑩ 0110 1000      divide this number by 8  
xxxx xxxx      using binary operator

1000 > 0  
1000 > 01  
1000 > 011  
1000 > 0110  
1000 < 1101





$1000 > 0$   
 $1000 > 01$   
 $1000 > 011$   
 $1000 > 110$   
 $1000 < 1101$   
 $1000 < 1010$   
 $1000 > 100$   
 $1000 = 1000$

Sol  $1000 \div 01101000$   

$$\begin{array}{r} 1000 \downarrow \\ 010010 \\ -10000 \\ \hline 001000 \\ 1000 \\ \hline 0000 \end{array}$$

another way  
 in Binary arithmetic, dividing by a power 2 is achieved using the right shift ( $\gg$ ) operator

Divide by 2 = shift right by 1 bit ( $\gg 1$ )  
 " " 4 = " " " 2 " ( $\gg 2$ )  
 " " 8 = " " " 3 " ( $\gg 3$ )

multiplication By power 2 is ( $\ll$ ) operator

Binary Fraction Assessment  
 (1)  $(1.5)_{10} = ( )_2$  Sol step Take 1.5 integer part 1  
 Note (Integer part) 1.5  
 step 2 multiply fraction part with 2  
 Note Integer part again mul fraction with 2 until zero  
 1.5 integer part 1  
 $0.5 \times 2 = 1.0$

(2)  $(2.25)_{10} = ( )_2$  Sol integer part = 2 so as usual  
 0.10 then fraction part  
 $0.25 \times 2 = 0.5$  integer part = 0  
 $0.5 \times 2 = 1.0$  integer part = 1  
 fraction is zero so stop

$010.01$

(3)  $(100.0010)_2 = ( )_{10}$  Sol integer part  $100 = 4$   
 next  $0 \times 2^{-1} + 0 \times 2^{-2} + 1 \times 2^{-3} + 0 \times 2^{-4} = 0.125$   
 $\therefore 4.125$



④  $(0101.1010)_2 = (?)_{10}$  sol integer part  $0101 = 5$   
 $1 \times 5^1 + 0 \times 2^0 + 1 \times 2^{-1} + 0 \times 2^{-2} = 5.625$   
 $\therefore \boxed{5.625}$

⑤  $(69.65625)_{10} = (?)_2$  sol integer part  

$$\begin{array}{r} 2 \overline{) 69} = 1000101 \\ 2 \overline{) 34} - 1 \\ 2 \overline{) 17} - 0 \\ 2 \overline{) 8} - 1 \\ 2 \overline{) 4} - 0 \\ 2 \overline{) 2} - 0 \\ 1 - 0 \end{array}$$

Fraction part

$0.65625 \times 2 = 1.3125$   
 $0.3125 \times 2 = 0.625$   
 $0.625 \times 2 = 1.25$   
 $0.25 \times 2 = 0.5$   
 $0.5 \times 2 = 1.0$

integer part notes

1  
0  
1  
0  
1

fraction is zero so, stop

$\boxed{1000101.10101}$

⑥  $(01101010.10011000)_{10} = (?)_{10}$  sol integer part  

$$0 + 1 \times 2^5 + 1 \times 2^4 + 0 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 = 2^6 + 2^5 + 2^2 + 2^0 = 106$$

Fraction part

$0.10011000 \times 2 = 0.20022$   
 $0.20022 \times 2 = 0.40044$   
 $0.40044 \times 2 = 0.80088$

integer part

0  
0  
0  
0

$1 \times 2^{-1} + 0 \times 2^{-2} + 0 \times 2^{-3} + 1 \times 2^{-4} + 1 \times 2^{-5} = 0.59375$

$\boxed{106.0.59375}$

⑦  $(0101.1010)_2 = 1.011010 \times 2^x$

sol in original number point is now after 4th position

step 2: shift the pattern to make 1.xxxx  
 here decimal is after 1 position from left

so  $x = 3$

Q9  $0.00011010 = 1.101000 \times 2^x$  sol

here original number  
0.00011010

to make 1.xxxx  
Need to shift 4 position  
so  $x = 4$

Q10  $19.25 = \boxed{\phantom{000000}} \times 2^x$

sol take integ part  

$$\begin{array}{r} 2 \overline{) 19} \\ 2 \overline{) 9} - 1 \\ 2 \overline{) 4} - 1 \\ 2 \overline{) 2} - 0 \\ 1 - 0 \end{array} = 10011$$

after that decimal need to  
calculate

But simply  
10011 how many shifts need  
to make of 1.xxxx  
 $= 4$

Q10  $0.078125 = \boxed{\phantom{000000}} \times 2^x = \text{sol}$

find binary value for

$0.078125 \times 2 = 0.15625$   
 $0.15625 \times 2 = 0.3125$   
 $0.3125 \times 2 = 0.625$   
 $0.625 \times 2 = 1.25$   
 $0.25 \times 2 = 0.5$   
 $0.5 \times 2 = 1.0$   
 .000101

so Need to shift by 4

$\therefore x = -4$

part	Fraction part.	int part
0	$0.078125 \times 2 = 0.15625$	1
0	$0.15625 \times 2 = 0.3125$	1
0	$0.3125 \times 2 = 0.625$	0
1	$0.625 \times 2 = 1.25$	0
0	$0.25 \times 2 = 0.5$	
1	$0.5 \times 2 = 1.0$	

so, stop 1100

original number.

$0.1100$

To make as 1.xxxx need to  
shift by 1

so  $x = -1$