# DLD Lecture 2 Number System

Week 2

Engr. M Kariz Kamal

#### Introduction

- A set of values used to represent different quantities
  - For example, a number student can be used to represent the number of students in the class
- Digital computer represent all kinds of data and information in binary numbers
  - Includes audio, graphics, video, text and numbers
- Total number of digits used in the number system is called its base or radix

# **Number Systems**

- Decimal Number System
- Binary Number System
- Octal Number System
- Hexadecimal Number System
  - Decimal number system is used in general
  - Computers used binary number system
  - Octal and hexadecimal number system are also used in computer systems

# **Number Systems**

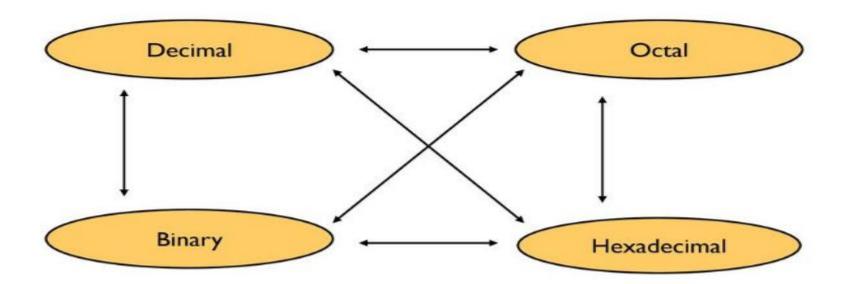
Number System	Base	Symbol
Binary	Base 2	В
Octal	Base 8	O
Decimal	Base 10	D
Hexadecimal	Base 16	Н

# Table of Number Systems

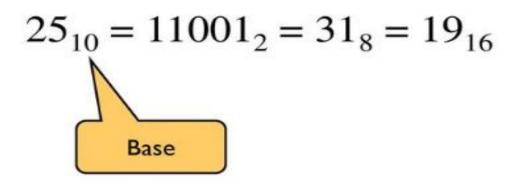
DECIMAL	BINARY	HEXADECIMAL	OCTAL
0	0000	0	0
1	0001	1	1
2	0010	2	2
3	0011	3	3
4	0100	4	4
5	0101	5	5
6	0110	6	6
7	0111	7	7
8	1000	8	10
9	1001	9	11
10	1010	A	12
11	1011	В	13
12	1100	С	14
13	1101	D	15
14	1110	E,	16
15	1111	F	17

# **Conversion Among Bases**

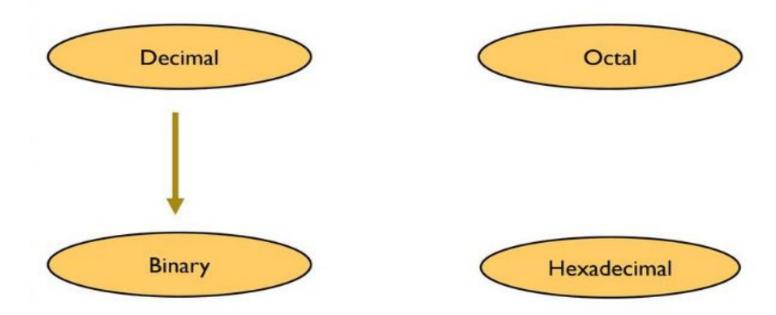
• The possibilities:



# **Quick Example**



# **Decimal to Binary**



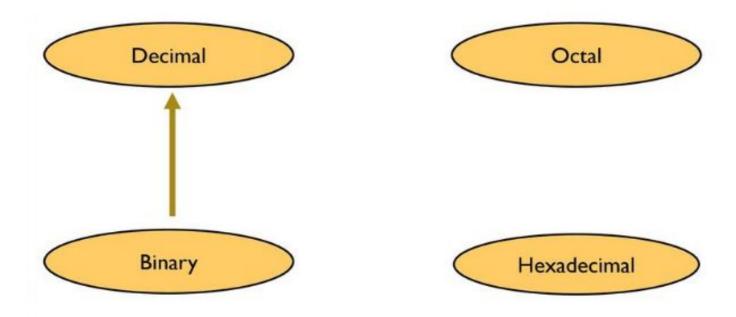
# **Decimal to Binary**

- Technique
  - Divide by two, keep track of the remainder
  - First remainder is bit 0 (LSB, least-significant bit)
  - Second remainder is bit 1
  - Etc.

$$125_{10} = ?_{2}$$

$$2 | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 125_{2} | 1$$

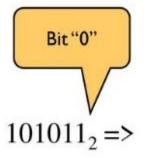
# **Binary to Decimal**



# **Binary to Decimal**

### Technique

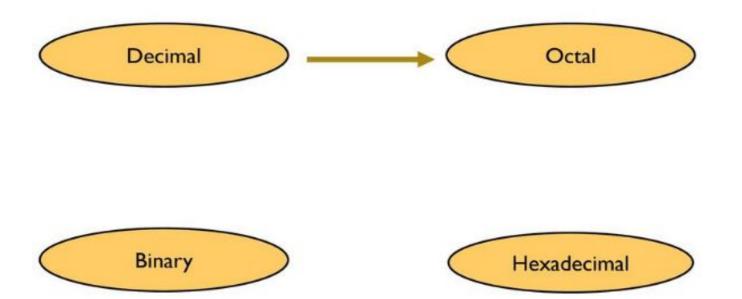
- Multiply each bit by  $2^n$ , where n is the "weight" of the bit
- The weight is the position of the bit, starting from 0 on the right
- Add the results



$$1 \times 2^{0} = 1 
1 \times 2^{1} = 2 
0 \times 2^{2} = 0 
1 \times 2^{3} = 8 
0 \times 2^{4} = 0 
1 \times 2^{5} = 32$$

$$43_{10}$$

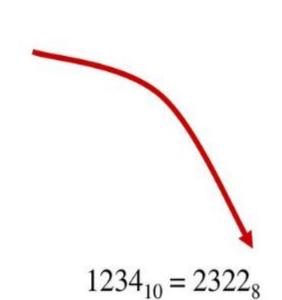
# **Decimal to Octal**



# **Decimal to Octal**

- Technique
  - Divide by 8
  - Keep track of the remainder

$$1234_{10} = ?_8$$



# **Octal to Decimal**



Binary

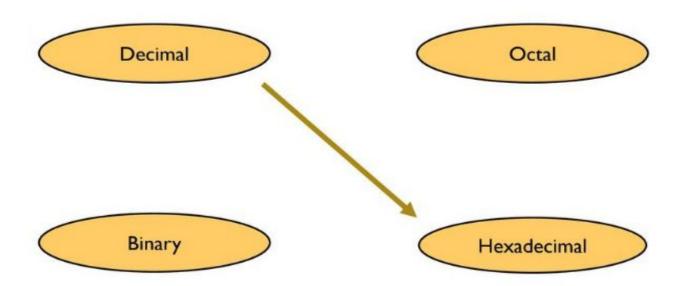
Hexadecimal

# **Octal to Decimal**

- Technique
  - Multiply each bit by  $8^n$ , where n is the "weight" of the bit
  - The weight is the position of the bit, starting from 0 on the right
  - Add the results

$$724_8 \Rightarrow 4 \times 8^0 = 4$$
 $2 \times 8^1 = 16$ 
 $7 \times 8^2 = 448$ 
 $468_{10}$ 

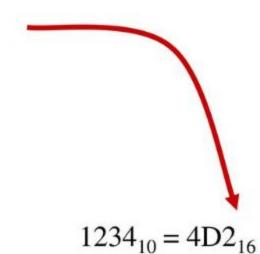
### **Decimal to Hexadecimal**



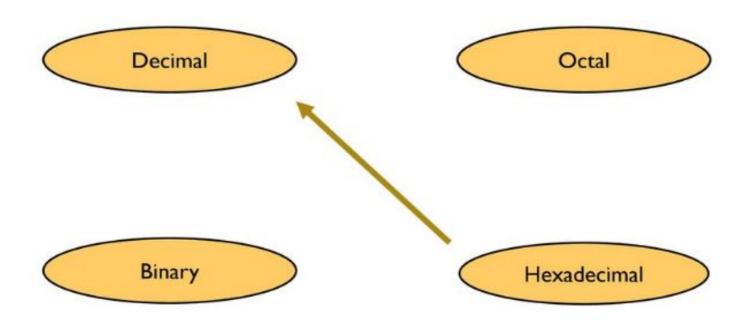
#### **Decimal to Hexadecimal**

- Technique
  - Divide by 16
  - Keep track of the remainder

$$1234_{10} = ?_{16}$$



# **Hexadecimal to Decimal**

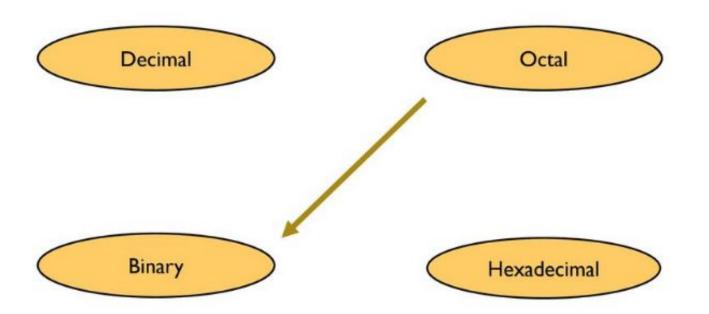


#### **Hexadecimal to Decimal**

- Technique
  - Multiply each bit  $\longrightarrow$  by  $16^n$ , where n is the "weight" of the bit
  - The weight is the position of the bit, starting from 0 on the right
  - Add the results

ABC<sub>16</sub> => 
$$C \times 16^{0} = 12 \times 1 = 12$$
  
B x 16<sup>1</sup> = 11 x 16 = 176  
A x 16<sup>2</sup> = 10 x 256 = 2560

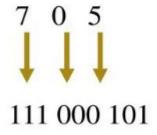
# Octal to Binary



# **Octal to Binary**

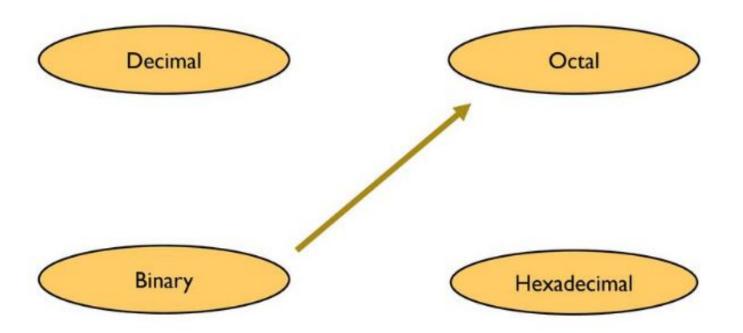
- Technique
  - Convert each octal digit to a 3-bit equivalent binary representation

$$705_8 = ?_2$$



$$705_8 = 111000101_2$$

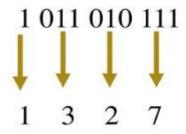
# **Binary to Octal**



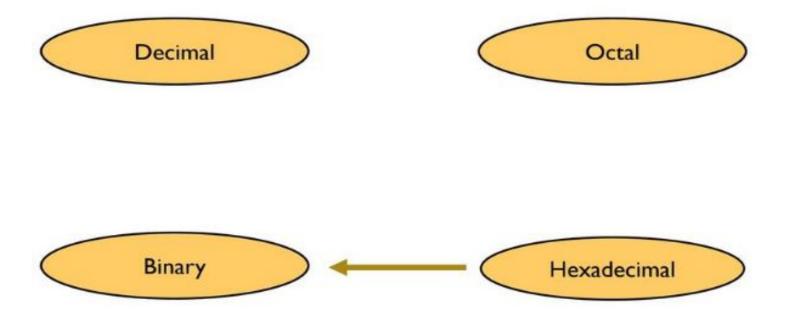
### **Binary to Octal**

- Technique
  - Group bits in threes, starting on right
  - Convert to octal digits

$$1011010111_2 = ?_8$$



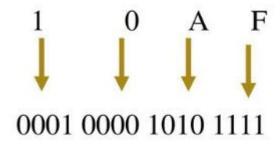
# **Hexadecimal to Binary**



### **Hexadecimal to Binary**

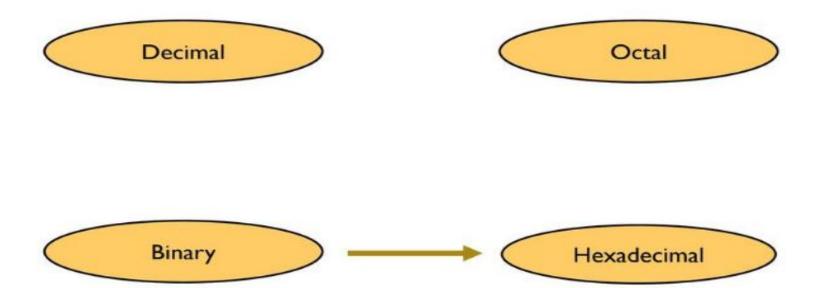
- Technique
  - Convert each hexadecimal digit to a 4-bit equivalent binary representation

$$10AF_{16} = ?_2$$



$$10AF_{16} = 0001000010101111_2$$

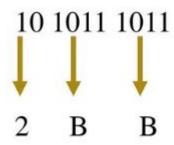
# **Binary to Hexadecimal**



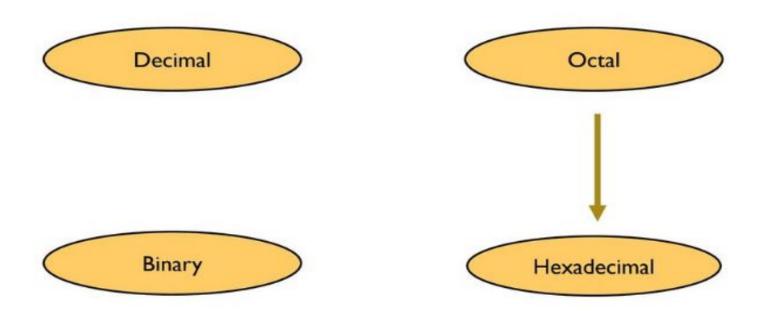
# **Binary to Hexadecimal**

- Technique
  - Group bits in fours, starting on right
  - Convert to hexadecimal digits

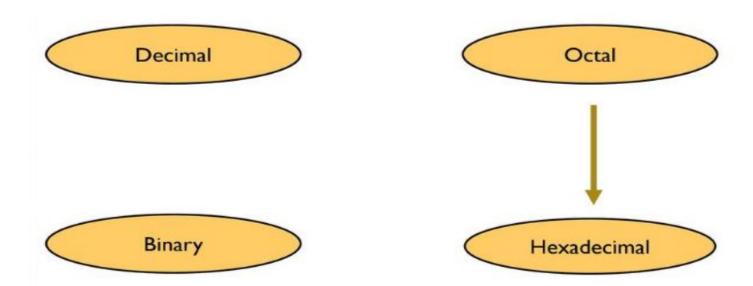
$$1010111011_2 = ?_{16}$$



# Octal to Hexadecimal



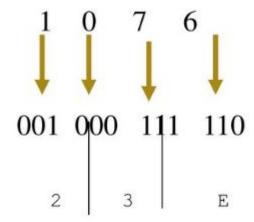
#### Octal to Hexadecimal



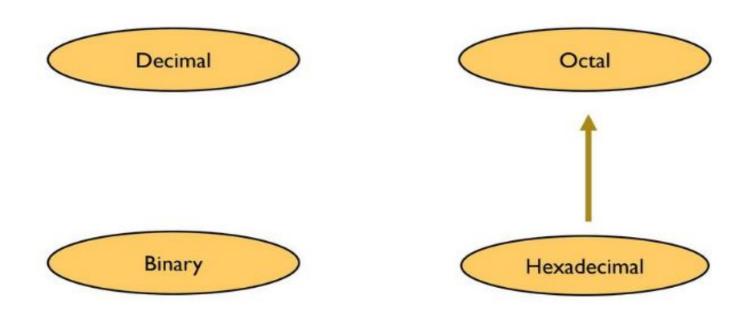
#### Octal to Hexadecimal

- Technique
  - · Use binary as an intermediary

$$1076_8 = ?_{16}$$



# **Hexadecimal to Octal**



#### **Hexadecimal to Octal**

- Technique
  - Use binary as an intermediary

$$1F0C_{16} = ?_{8}$$

