



# Numerical Representation and Codes

## Exercises Digital Design

### Solution vs. Hints:



While not every response provided herein constitutes a comprehensive solution, some serve as helpful hints intended to guide you toward discovering the solution independently. In certain instances, only a portion of the solution is presented.

## 1 | NUM - Number systems

### 1.1 Determine up to what value you can count with numbers coded on:

- |              |                                |
|--------------|--------------------------------|
| a) 0 to 15   | d) 0 to 65535                  |
| b) 0 to 255  | e) 0 to 4'294'967'295 (4 Gbit) |
| c) 0 to 1023 |                                |

*num/number-systems-01*

### 1.2 Determine up to which value can be counted, with hexadecimal numbers encoded on:

- |               |                                |
|---------------|--------------------------------|
| a) 0 to 65535 | b) 0 to 4'294'967'295 (4 Gbit) |
|---------------|--------------------------------|

*num/number-systems-02*



## 2 | NUM - Converting from one numbering system to another

**2.1 Perform the conversion of the following pure binary numbers in decimal format:**

- |              |              |               |
|--------------|--------------|---------------|
| a) $6_{10}$  | c) $74_{10}$ | e) $255_{10}$ |
| b) $15_{10}$ | d) $11_{10}$ |               |

*num/conversion-01*

**2.2 Perform the conversion of the following decimal numbers in binary format:**

- |                  |                               |             |
|------------------|-------------------------------|-------------|
| a) $111\ 1101_2$ | c) $1111\ 1110\ 0101\ 1001_2$ | e) $1001_2$ |
| b) $1\ 0000_2$   | d) $1\ 0000\ 0000_2$          |             |

*num/conversion-02*

**2.3 Perform the conversion of the following hexadecimal numbers in binary format:**

- |                      |                               |                             |
|----------------------|-------------------------------|-----------------------------|
| a) $1110_2$          | c) $1010\ 1011\ 0011\ 1101_2$ | e) $10\ 0011\ 0100\ 0110_2$ |
| b) $1\ 0101\ 1100_2$ | d) $1001\ 1111\ 0111_2$       |                             |

*num/conversion-03*

**2.4 Perform the conversion of the following binary numbers in hexadecimal format:**

- |             |              |             |
|-------------|--------------|-------------|
| a) $A_{16}$ | c) $EB_{16}$ | e) $C_{16}$ |
| b) $6_{16}$ | d) $2F_{16}$ |             |

*num/conversion-04*

**2.5 Perform the conversion of the following hexadecimal numbers in decimal format:**

- |               |               |                 |
|---------------|---------------|-----------------|
| a) $13_{10}$  | c) $564_{10}$ | e) $42681_{10}$ |
| b) $348_{10}$ | d) $254_{10}$ |                 |

*num/conversion-05*

**2.6 Perform the conversion of the following decimal numbers in hexadecimal format:**

- |              |                |             |
|--------------|----------------|-------------|
| 1. $80_{16}$ | 3. $FE59_{16}$ | 5. $9_{16}$ |
| 2. $10_{16}$ | 4. $D1_{16}$   |             |



*num/conversion-06*



### 3 | NUM - Operation on logical numbers

#### 3.1 Perform the following additions in the binary system:

- |                   |                   |
|-------------------|-------------------|
| 1. $0010\ 1010_2$ | 3. $1011\ 0011_2$ |
| 2. $0110\ 1001_2$ | 4. $1000\ 0000_2$ |

*num/operation-01*

#### 3.2 Perform the following subtractions in the binary system:

- |                   |                   |
|-------------------|-------------------|
| 1. $0011\ 1010_2$ | 3. $0000\ 1100_2$ |
| 2. $0011\ 1010_2$ | 4. $0111\ 1111_2$ |

*num/operations-02*

#### 3.3 Perform the following multiplications in binary:

- |                   |                   |
|-------------------|-------------------|
| 1. $0011\ 1100_2$ | 3. $0011\ 0000_2$ |
| 2. $0011\ 1100_2$ | 4. $0110\ 0010_2$ |

*num/operation-03*

#### 3.4 Perform the following additions in the hexadecimal system:

- |                |                 |
|----------------|-----------------|
| 1. $1300_{16}$ | 3. $1333_{16}$  |
| 2. $8984_{16}$ | 4. $13534_{16}$ |

*num/operation-04*

#### 3.5 Determine the binary value of:

- |               |   |
|---------------|---|
| 1. $1001_2$   | 3. $11100001_2$                                   |
| 2. $110001_2$ | 4. $111110000001_2 ; (2^{n-1} - 1) * 2^{n+1} + 1$ |

*num/operation-05*



## 4 | NUM - Codes

### 4.1 Perform the following additions on BCD encoded numbers:

1.  $0100\ 0100\ 0100_{\text{BCD}}$

2.  $0110\ 0011\ 0011_{\text{BCD}}$

3.  $1001\ 0010_{\text{BCD}}$

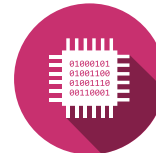
4.  $0001\ 0000\ 0000_{\text{BCD}}$

*num/codes-01*

### 4.2 Perform the conversion of the Gray code $1001_{\text{Gray}}$ using the recursion formula in the script.

$1110_2$

*num/codes-02*



## 5 | NUM - Representation of signed numbers

**5.1 Represent the following decimal and pure binary numbers encoded to 8 bits using the sign-size, one's complement, and two's complement methods:**

- |   |   |
|---|---|
| 1. 0001 0010 <sub>s</sub><br>0001 0010 <sub>1cl</sub><br>0001 0010 <sub>2cl</sub>   | 4. 0001 1010 <sub>s</sub><br>0001 1010 <sub>1cl</sub><br>0001 1010 <sub>2cl</sub> |
| 2. 1000 0011 <sub>s</sub><br>1111 1100 <sub>1cl</sub><br>1111 1101 <sub>2cl</sub>   | 5. 0000 1010 <sub>s</sub><br>0000 1010 <sub>1cl</sub><br>0000 1010 <sub>2cl</sub> |
| 3. 0000 0000 <sub>s</sub> ; 1000 0000 <sub>s</sub><br>0000 0000 <sub>1cl</sub> ; 1111 1111 <sub>1cl</sub><br>0000 0000 <sub>2cl</sub> | 6. 1110 0100 <sub>s</sub><br>1001 1011 <sub>1cl</sub><br>1001 1100 <sub>2cl</sub> |

*num/representation-01*

- |                           |                           |                     |
|---------------------------|---------------------------|---------------------|
| 1. 1111 1111 <sub>2</sub> | 3. 0001 0000 <sub>2</sub> | 5. BC <sub>16</sub> |
| 2. 1000 1000 <sub>2</sub> | 4. FF <sub>16</sub>       | 6. 7F <sub>16</sub> |

*num/representation-02*

**5.2 Given the numbers 0001<sub>2</sub> and 1001<sub>2</sub> expressed as two's complement encoded on 4 bits. Represent the same numbers encoded as two's complement on 8 bits.**

0000 0001; 1111 1001

*num/representation-03*