

# Machine Architecture

## Number Systems

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# Binary

So far a real CPU looks very much like the LMC, but with a few more instructions.

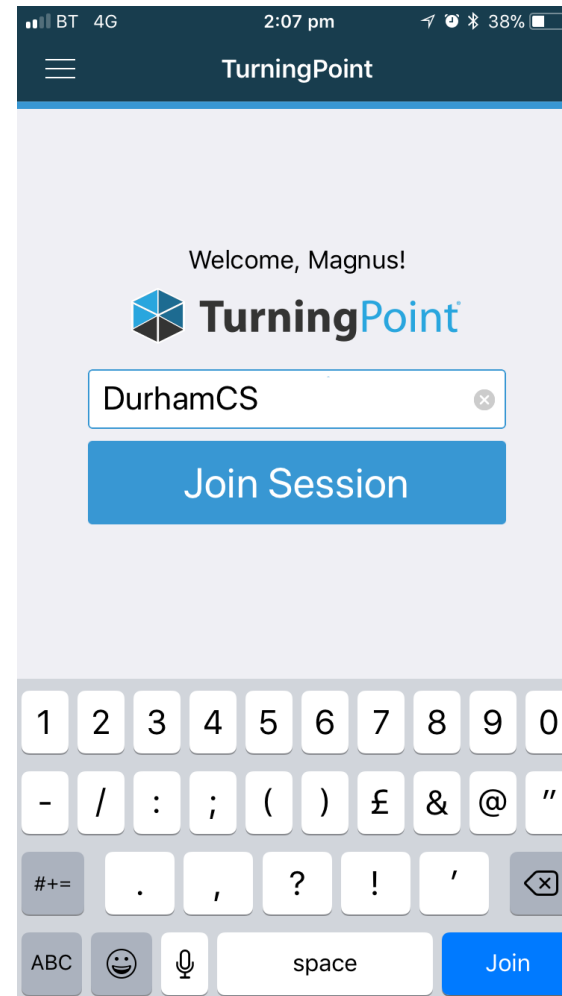
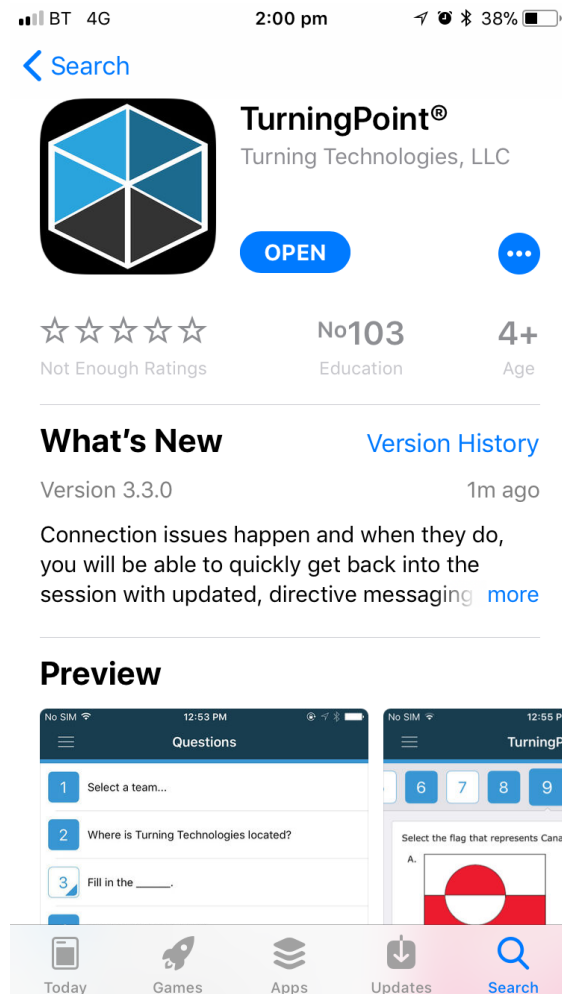
Of course, in a real CPU, everything is in **binary**...

So we need to know how to:

- represent numbers in binary
- represent negatives
- add, subtract, multiply and divide binary numbers

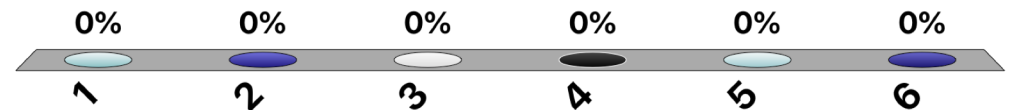
See the [CPU animation in machine code](#).

# TurningPoint



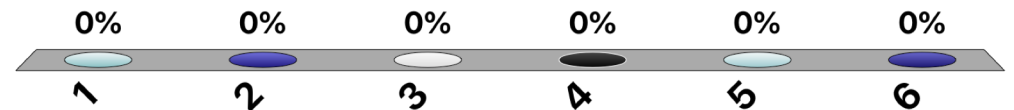
# What is decimal 10 in binary?

Rank	Responses
1	
2	
3	
4	
5	
6	OTHER



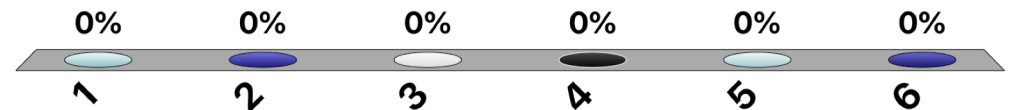
# What is binary 111 in decimal?

Rank	Responses
1	
2	
3	
4	
5	
6	OTHER



# What is hex 1B in decimal?

Rank	Responses
1	
2	
3	
4	
5	
6	OTHER



# Number systems

**This lecture's objective:** develop an understanding of the different number systems used when discussing computers including:

- **Decimal** – used by humans
- **Binary** – used when discussing issues close to the machine
- **Hexadecimal** – used when humans are try to interpret what is happening in the machine

Decimal: 232

Binary: 11101000

Hex: E8

Roman: CCXXXII

All represent the **same number of objects**.

# Decimal

Ten unique symbols 0 1 2 3 4 5 6 7 8 9

What does the decimal notation 432.75 **mean**?

The “decimal point”, in general called **the radix point**, indicates the position of the ‘units’, immediately to the left of the radix point.

So we have 2 ‘units’

What is the 3?      10s

What is the 4?      100s

The 7?              1/10ths

The 5?              1/100ths



# Positional number systems

We start with a particular ordered set of symbols. E.g. a,b,c or 0,1,2  
The **base** (or **radix**) of the number system is the number of symbols (including 0).

E.g. 10 for decimal (0,1,2,3,4,5,6,7,8,9), 2 for binary (0,1).

We use **positional number systems** to represent values

cab.bc<sub>3</sub> or 201.12<sub>3</sub>

**Note:** subscript after a number gives the base

The contribution of a symbol  $x$ , which is the  $i^{th}$  symbol in the order, is  $(i-1)*base^{position}$ , where position is number of places to the **left** of the units.

E.g cab.bc<sub>3</sub> is  $1*3^0+0*3^1+2*3^2 + 1*3^{-1} + 2*3^{-2}$

$$= 1+0+18+1/3+2/9 = 19 \frac{5}{9}$$

# Binary

2-symbol positional number system: symbols 0,1

Position	2	1	0	.	-1	-2
Base <sup>position</sup>	$2^2$	$2^1$	$2^0$	.	$2^{-1}$	$2^{-2}$
Decimal value	4	2	1	.	.5	.25
Example	1	1	0	.	1	1

$$110.11_2 =$$

$$1 * 2^2 = 1 * 4 = 4.$$

$$1 * 2^1 = 1 * 2 = 2.$$

$$0 * 2^0 = 0 * 1 = 0.$$

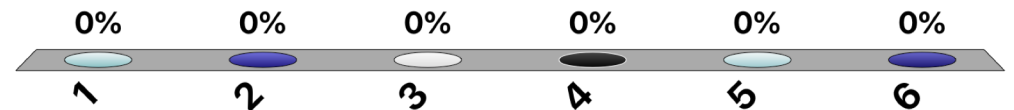
$$1 * 2^{-1} = 1 * .5 = 0.5$$

$$1 * 2^{-2} = 1 * .25 + = 0.25$$

$$6.75_{10}$$

# What is $101000.01_2$ in decimal?

Rank	Responses
1	
2	
3	
4	
5	
6	OTHER



# Binary

## Exercise:

What is  $11101000.101_2$  in decimal?

It is  $0+0*2+0*2^2+1*2^3+0*2^4+1*2^5+1*2^6+1*2^7 + 1*2^{-1}+0*2^{-2}+1*2^{-3}$

i.e.  $8 + 32 + 64 + 128 + 1/2 + 1/8 = 232 \frac{5}{8}$  in decimal + fraction

# Binary

Each digit in a binary number system is known as a bit

- **Binary digit**

A bit can have only one of two possible values

- 0 or 1 (sometimes referred to as false & true or off & on).

Groups of bits are known as:

- **Nibble** – 4 bits,  $2^4 = 16$  possible values.
- **Bytes** – 8 bits,  $2^8 = 256$  possible values.
- **Half word** – 16 bits,  $2^{16} = 65,536$  possible values.
- **Word** – 32 bits,  $2^{32} = 4,294,967,296$  possible values.
- **Double word** – 64 bits,  $2^{64} = 18,446,744,073,709,551,616$  values.

**Note:** “word” is CPU dependent – e.g. sometimes refers to 16 or 64 bits

# Hexadecimal

16 distinct symbols: **0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F**

Why do we need Hexadecimal?

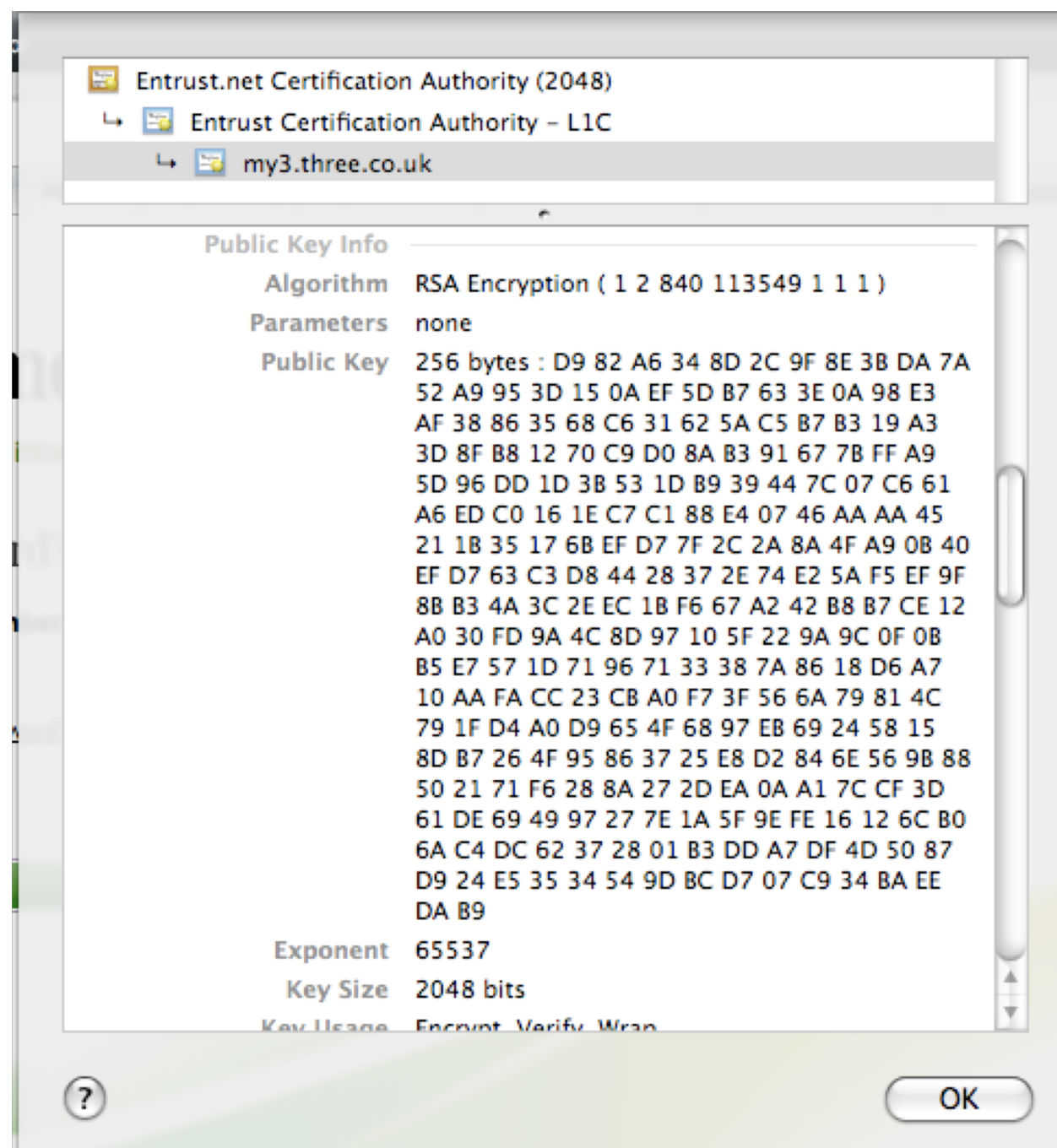
- Reading and writing binary values is difficult for humans

Advantages to using Hexadecimal

- **More compact** than other number systems
- **Easy to convert** between binary and hexadecimal

Programmers must be aware of what they are writing

- BEEF and  $\text{BEEF}_{16}$  have very different meanings
- In Java use a prefix to denote a hexadecimal value: **0xBEEF** =  $\text{BEEF}_{16}$



# Hexadecimal

Position	2	1	0	.	-1	-2
Base <sup>position</sup>	$16^2$	$16^1$	$16^0$	.	$16^{-1}$	$16^{-2}$
Decimal Value	256	16	1	.	.0625	.00390625
Example	C	2	D	.	1	0

$$C * 16^2 = 12 * 256 = 3072.$$

$$2 * 16^1 = 2 * 16 = 32.$$

$$D * 16^0 = 13 * 1 = 13.$$

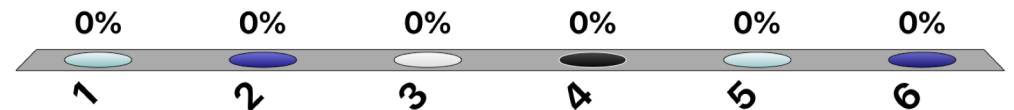
$$1 * 16^{-1} = 1 * .0625 = .0625$$

$$3117.0625_{10}$$



# What is hex 10A.8 in decimal?

Rank	Responses
1	
2	
3	
4	
5	
6	OTHER



# Hexadecimal

## Exercise:

What is  $1F8C.C_{16}$  in decimal?

It is  $12 + 8 \cdot 16 + 15 \cdot 16^2 + 1 \cdot 16^3 + 12 \cdot 16^{-1}$

i.e.  $12 + 8 \cdot 16 + 15 \cdot 256 + 1 \cdot 4096 + 12/16$

$= 12 + 128 + 3840 + 4096 + 3/4 = 8076 \frac{3}{4}$  in decimal + fraction

# GCHQ challenge

Can you crack it?

```
eb 04 af c2 bf a3 81 ec 00 01 00 00 31 c9 88 0c
0c fe c1 75 f9 31 c0 ba ef be ad de 02 04 0c 00
d0 c1 ca 08 8a 1c 0c 8a 3c 04 88 1c 04 88 3c 0c
fe c1 75 e8 e9 5c 00 00 00 89 e3 81 c3 04 00 00
00 5c 58 3d 41 41 41 41 75 43 58 3d 42 42 42 42
75 3b 5a 89 d1 89 e6 89 df 29 cf f3 a4 89 de 89
d1 89 df 29 cf 31 c0 31 db 31 d2 fe c0 02 1c 06
8a 14 06 8a 34 1e 88 34 06 88 14 1e 00 f2 30 f6
8a 1c 16 8a 17 30 da 88 17 47 49 75 de 31 db 89
d8 fe c0 cd 80 90 90 e8 9d ff ff ff 41 41 41 41
```

This is machine code written in hexadecimal.

# GCHQ challenge

```
00171D4F    EB 04                JMP SHORT 00171D55
00171D51    AF                  SCAS DWORD PTR ES:[EDI]
00171D52    C2 BFA3             RETN 0A3BF
00171D55    81EC 00010000       SUB ESP,100
00171D5B    31C9                XOR ECX,ECX
00171D5D    880C0C              MOV BYTE PTR SS:[ESP+ECX],CL
00171D60    FEC1                INC CL
00171D62    ^75 F9              JNZ SHORT 00171D5D
00171D64    31C0                XOR EAX,EAX
00171D66    BA FFBADDE          MOV EDX,DEADBEEF
00171D6E    00D0                ADD AL,DL
00171D70    C1CA 08             ROR EDX,8
00171D73    8A1C0C              MOV BL,BYTE PTR SS:[ESP+ECX]
```

This code implements the Rivest Cipher 4 algorithm

# Translation from Binary to Hex

1. Starting from the **radix point**, separate the binary number into groups of **four** binary digits (nibbles)
2. Then **translate each group** (nibble) into its hexadecimal equivalent, group by group, maintaining right to left order

## Example:

$$11\ 0101\ 1101\ 1000.001_2 = 35D8.2_{16}$$

$$\begin{array}{ccccccc} 00 & 11 & 0101 & 1101 & 1000 & . & 0010 \\ 3 & 5 & D & 8 & . & & 2 \end{array}$$

# Translation from Hex to Binary

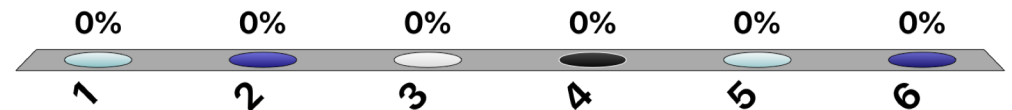
1. Starting from the **radix point**, separate the hexadecimal number into digits.
2. Then translate each digit into a **4-digit binary nibble**, maintaining right to left order

## Example:

$$\text{EF02A.B4}_{16} = 1110\ 1111\ 0000\ 0010\ 1010\ .\ 1011\ 0100_2$$

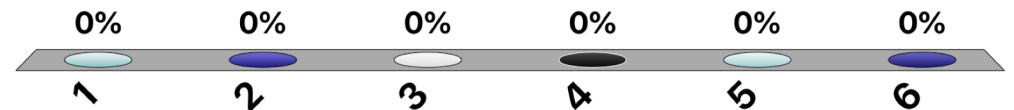
# What is binary 111100.01 in hex?

Rank	Responses
1	
2	
3	
4	
5	
6	OTHER



# What is hex BB.8 in binary?

Rank	Responses
1	
2	
3	
4	
5	
6	OTHER





# Converting Decimal to Binary

- Repeatedly divide the number by 2, until you reach 0 / 2
- Put the remainders down **right to left** from radix point

**Example:** Convert  $13_{10}$  to its binary representation

			remainder
$13/2$	$= 6$	1	digit closest to radix point
$6/2$	$= 3$	0	
$3/2$	$= 1$	1	
$1/2$	$= 0$	1	left most digit

Result is  $1101_2$

# Decimal Fractions to Binary

- Repeatedly multiply the number by 2, until fractional part is 0.
- If the  $i$ th result is greater than or equal to 1, place 1 in the  $i$ th position to the right of the radix, retain only fractional part.
- Else, place a 0 in the  $i$ th position to the right of the radix.

**Example:**  $0.40625_{10}$

$$0.40625 \times 2 = 0.8125 \quad 0$$

$$0.8125 \times 2 = 1.625 \quad 1$$

$$0.625 \times 2 = 1.25 \quad 1$$

$$0.25 \times 2 = 0.5 \quad 0$$

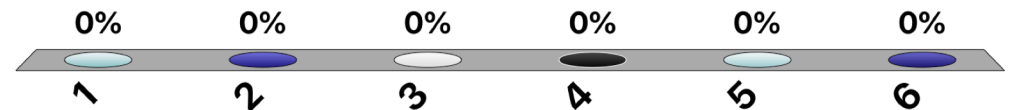
$$0.5 \times 2 = 1.0 \quad 1$$

Answer  $0.01101_2$

# Other bases:

## What is $404_7$ in decimal?

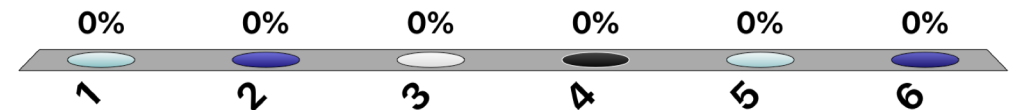
Rank	Responses
1	
2	
3	
4	
5	
6	Other



# Other bases:

## What is $119_{10}$ in base 6?

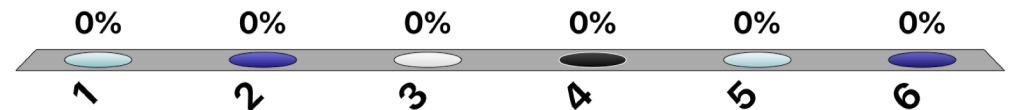
Rank	Responses
1	
2	
3	
4	
5	
6	Other

# Other bases:

## What is $232_4$ in base 5?

Rank	Responses
1	
2	
3	
4	
5	
6	Other



# Animated examples

<http://courses.cs.vt.edu/~csonline/NumberSystems/Lessons/index.html>