

Day 8	Numbering Systems	29-11-2015 30 -11-2015
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Numbering Systems

- **Numbering Systems** has four types:
 - 1- Binary (**0** , **1**) has base is **2**
 - 2- Octal has base **8**
 - 3- Decimal has base **10**
 - 4- Hexadecimal has base **16**
- Computer operates with electrical pulses:
 - 1** for **ON**
 - 0** for **OFF**

ثنائي
ثماني
عشري
سادس عشر

- **Examples to understand bases of numbering systems:**

Decimal (base 10)

The decimal number consists of **ten** digits 0, 1, 2, 3, 4, 5, 6, 7, 8, 9

$$\begin{aligned} \text{e.g., } (8910)_{10} &= 8 \times 1000 + 9 \times 100 + 1 \times 10 + 0 \times 0 \\ &= 8 \times 10^3 + 9 \times 10^2 + 1 \times 10^1 + 0 \times 0^0 \end{aligned}$$

Binary (base 2)

The binary number consists of **two** digits 0, 1

$$\text{e.g., } (1010)_2 = 1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$$

Octal (base 8)

The octal number consists of **eight** digits 0, 1, 2, 3, 4, 5, 6, 7

$$\text{e.g., } (7426)_8 = 7 \times 8^3 + 4 \times 8^2 + 2 \times 8^1 + 6 \times 8^0$$

Hexa (base 16)

The hexa number consists of **sixteen** digits are

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F

[Where A=10, B=11, C=12, D=13, E=14, F=15]

$$\text{e.g., } (2BC3)_{16} = 2 \times 16^3 + B \times 16^2 + C \times 16^1 + 3 \times 16^0$$

- **Converting Between Numbering Systems:** four conversion types

- 1- any base to decimal
- 2- decimal to any base
- 3- octal/hexa to binary
- 4- binary to octal/hexa

{Note that the base of each numbering system is written as subscript at the right of the number}

Octal number 4637 is written as (4637)₈

1- any base to decimal

Binary to Decimal

$$\begin{aligned} \text{e.g., } (10101)_2 &= 1 \times 2^4 + 0 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 \\ &= 16 + 0 + 4 + 0 + 1 \\ &= (21)_{10} \end{aligned}$$

Octal to Decimal

$$\begin{aligned} \text{e.g., } (472)_8 &= 4 \times 8^2 + 7 \times 8^1 + 2 \times 8^0 \\ &= 256 + 56 + 2 \\ &= (314)_{10} \end{aligned}$$

Hexa to Decimal

$$\begin{aligned} \text{e.g., } (2BC1)_{16} &= 2 \times 16^3 + B \times 16^2 + C \times 16^1 + 1 \times 16^0 \\ &= 8192 + 2816 + 192 + 1 \\ &= (11201)_{10} \end{aligned}$$

2- decimal to any base

Decimal to Binary

e.g., $(364)_{10}$

364 is placed between 256 and 512

$\begin{array}{r} 1 \\ 256 \overline{)364} \\ \underline{256} \\ 108 \end{array}$	>>>>> 1	
$\begin{array}{r} 0 \\ 128 \overline{)108} \\ \underline{000} \\ 108 \end{array}$	>>>>> 0	
$\begin{array}{r} 1 \\ 64 \overline{)108} \\ \underline{64} \\ 44 \end{array}$	>>>>> 1	
$\begin{array}{r} 1 \\ 32 \overline{)44} \\ \underline{32} \\ 12 \end{array}$	>>>>> 1	

$\begin{array}{r} 0 \\ 16 \overline{)12} \\ \underline{00} \\ 12 \end{array}$	>>>>> 0	
$\begin{array}{r} 1 \\ 8 \overline{)12} \\ \underline{8} \\ 4 \end{array}$	>>>>> 1	
$\begin{array}{r} 1 \\ 4 \overline{)4} \\ \underline{4} \\ 0 \end{array}$	>>>>> 1	
$\begin{array}{r} 0 \\ 2 \overline{)0} \\ \underline{0} \\ 0 \end{array}$	>>>>> 0	

$\begin{array}{r} 0 \\ 1 \overline{)0} \\ \underline{0} \\ 0 \end{array}$	>>>>> 0	↓
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2^0	1
2^1	2
2^2	4
2^3	8
2^4	16
2^5	32
2^6	64
2^7	128
2^8	256
2^9	512

364 →

$(364)_{10} = (101101100)_2$

Check $(101101100)_2 = 1 \times 2^8 + 0 \times 2^7 + 1 \times 2^6 + 1 \times 2^5 + 0 \times 2^4 + 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 0 \times 2^0$
 $= 256 + 0 + 64 + 32 + 0 + 8 + 4 + 0 + 0 = (364)_{10}$

Decimal to Octal

e.g., $(687)_{10}$ the decimal number **687** is placed between 512 and 4096

$$\begin{array}{r} \begin{array}{r} 1 \\ 512 \overline{) 687} \\ \underline{512} \\ 175 \end{array} >>>>> 1 \\ \begin{array}{r} 2 \\ 64 \overline{) 175} \\ \underline{128} \\ 47 \end{array} >>>>> 2 \\ \begin{array}{r} 5 \\ 8 \overline{) 47} \\ \underline{40} \\ 7 \end{array} >>>>> 5 \\ \begin{array}{r} 7 \\ 1 \overline{) 7} \\ \underline{7} \\ 0 \end{array} >>>>> 7 \end{array}$$

687 →

8^0	1
8^1	8
8^2	64
8^3	512
8^4	4096

$$(687)_{10} = (1257)_8$$

Decimal to Hexa

e.g., 687_{10} the decimal number 687 is placed between 256 and 4096

$$\begin{array}{r} 2 \\ 256 \overline{) 687} \\ \underline{512} \\ 175 \\ 16 \overline{) 175} \\ \underline{160} \\ 15 \\ 1 \overline{) 15} \\ \underline{15} \\ 00 \end{array} \begin{array}{l} >>>>> 2 \\ >>>>> 10 = A \\ >>>>> 15 = F \end{array} \downarrow$$

$687 \rightarrow$

16^0	1
16^1	16
16^2	256
16^3	4096

$$(687)_{10} = (2AF)_{16}$$

$$(687)_{10} = (1257)_8 = (2AF)_{16}$$

3- octal/hexa to binary

Octal to Binary

Each number in octal code is represented by **three** binary digits

$$\begin{aligned} \text{e.g., } (263)_8 &= 2 + 6 + 3 \\ &\quad \downarrow \quad \downarrow \quad \downarrow \\ &= 010 + 110 + 011 \\ &= (010110011)_2 \end{aligned}$$

2^2	2^1	2^0
4	2	1

Hexa to Binary

Each number in hexa code is represented by **four** binary digits

$$\begin{aligned} \text{e.g., } (2A4E)_{16} &= 2 + A + 4 + E \\ &\quad \downarrow \quad \downarrow \quad \downarrow \quad \downarrow \\ &= 0010 + 1010 + 0100 + 1110 \\ &= (0010101001001110)_2 \end{aligned}$$

2^3	2^2	2^1	2^0
8	4	2	1

$$A = 10$$

$$E = 14$$

4- binary to octal/hexa

Binary to Octal

Each three binary digits in binary code is represented by one octal number

$$\begin{aligned} \text{e.g., } (1010)_2 &= \mathbf{001} + \mathbf{010} \\ &\quad \downarrow \quad \downarrow \\ &= 1 + 2 \\ &= (12)_8 \end{aligned}$$

2^2	2^1	2^0
4	2	1

$$\begin{aligned} \text{e.g., } (101111010)_2 &= \mathbf{101} + \mathbf{111} + \mathbf{010} \\ &\quad \downarrow \quad \downarrow \quad \downarrow \\ &= 5 + 7 + 2 \\ &= (572)_8 \end{aligned}$$

Binary to Hexa

Each four binary digits in binary code is represented by one hexa number

$$\begin{aligned} \text{e.g., } (101001)_2 &= 0010 + 1001 \\ &\quad \downarrow \quad \downarrow \\ &= 2 + 9 \\ &= (29)_{16} \end{aligned}$$

2^3	2^2	2^1	2^0
8	4	2	1

$$\begin{aligned} \text{e.g., } (1011000011)_2 &= 0010 + 1100 + 0011 \\ &\quad \downarrow \quad \downarrow \quad \downarrow \\ &= 2 + C + 3 \\ &= (2C3)_{16} \end{aligned}$$

- **Adding Binary Numbers**

Note that:

0	1	0	1
+0	+0	+1	+1
0	1	1	10

e.g.,

$$\begin{array}{r}
 111 \\
 0101 \\
 +0111 \\
 \hline
 1100
 \end{array}$$

$$\begin{array}{r}
 11 \\
 1111 \\
 1011 \\
 +0101 \\
 +0011 \\
 +1001 \\
 \hline
 11100
 \end{array}$$

- **Multiplying Binary Numbers**

Note that:

0	1	0	1
x 0	x 0	x 1	x 1
<hr style="width: 100%; border: 0; border-top: 1px solid black; margin: 0;"/> 0	<hr style="width: 100%; border: 0; border-top: 1px solid black; margin: 0;"/> 0	<hr style="width: 100%; border: 0; border-top: 1px solid black; margin: 0;"/> 0	<hr style="width: 100%; border: 0; border-top: 1px solid black; margin: 0;"/> 1

e.g.,

101
x 11
<hr style="width: 100%; border: 0; border-top: 1px solid black; margin: 0;"/> 101
101
<hr style="width: 100%; border: 0; border-top: 1px solid black; margin: 0;"/> 1111

100111
x 110101
<hr style="width: 100%; border: 0; border-top: 1px solid black; margin: 0;"/>
100111
000000
100111
000000
100111
100111
<hr style="width: 100%; border: 0; border-top: 1px solid black; margin: 0;"/>
100000010011