

# Lecture 2 – Digital Systems and Binary Numbers – Part I

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Digital Systems I

# Presentation Outline

- Numbering Systems
- Positional vs. Polynomial Notation
- Decimal vs. Binary vs. Octal vs. Hex
- Binary Addition and Subtraction
- Binary Multiplication and Division
- Key terms

# Digital Systems

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→ Early computers were designed to perform numeric computations

→ They used *discrete* elements of information named digits (finite sets)

→ DIGITAL SYSTEMS: manipulate *discrete* elements of information

such as the 10 decimal digits or the 26 letters of the alphabet

**we live in the “Digital Age”!**

# Binary System and Logic Circuits

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- What kind of data do computers work with?
  - Deep down inside, it's all 1s and 0s
- What can you do with 1s and 0s?
  - Boolean algebra operations
  - These operations map directly to hardware circuits (logic circuits)

# Different Numbering Systems

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- **Decimal** (Arabic): (0,1,2,3,4,5,6,7,8,9):  
Example: **(452968)<sub>10</sub>**
- **Octal**: (0,1,2,3,4,5,6,7):  
Example **(4073)<sub>8</sub>**
- **Hexadecimal**(0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F)  
Example: **(2BF3)<sub>16</sub>**
- **Binary**: (0,1):  
Example: **1001110001011**

# Base in Numbering systems

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- The decimal numbering system uses **base 10**. The values of the positions are calculated by taking 10 to some power.

1	6	2	.	3	7	5	Digits
100	10	1		1/10	1/100	1/1000	Weights

1	6	2	.	3	7	5	Digits
$10^2$	$10^1$	$10^0$		$10^{-1}$	$10^{-2}$	$10^{-3}$	Weights

- Base 10 for decimal numbers?  
**It uses 10 digits: The digits 0 through 9.**

# Base in Numbering systems [2]

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- The binary numbering system is called binary because it uses **base 2**. The values of the positions are calculated by taking 2 to some power.
- Base 2 for binary numbers :  
**It uses 2 digits. The digits 0 and 1.**

# Representation of Numbers

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*→ There are two possible ways of writing a number in a given system:*

**1- Positional Notation**

**2- Polynomial Representation**

# Positional Notation

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$$N = (a_{n-1}a_{n-2} \dots a_1a_0 \cdot a_{-1}a_{-2} \dots a_{-m})_r$$

Where

$\cdot$  = radix point

$r$  = radix or base

$n$  = number of integer digits to the left of the radix point

$m$  = number of fractional digits to the right of the radix point

$a_{n-1}$  = most significant digit (MSD)

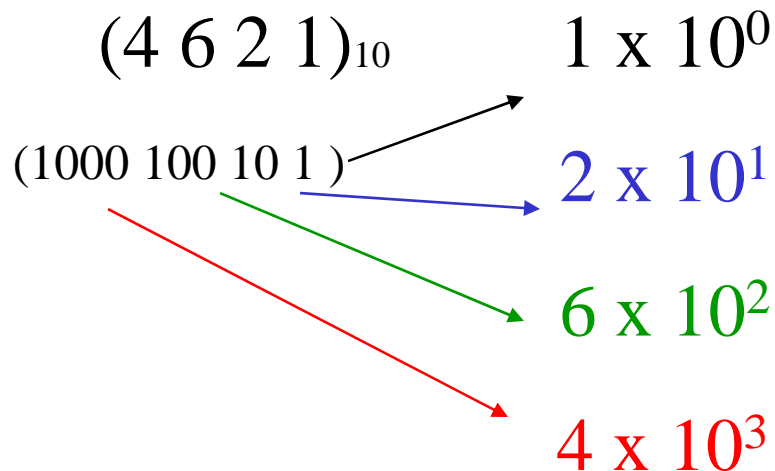
$a_{-m}$  = least significant digit (LSD)

# Positional Notation

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## The Decimal Numbering System

- The decimal numbering system is a positional number system.
- Example:



# Positional Notation

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## Binary Numbering System

- The Binary Numbering System is also a positional numbering system.
  - Instead of using ten digits, 0 - 9, the binary system uses only two digits, the 0 and the 1.
- Example of a binary number & the values of the positions.

1 0 1 0 1 0 1  
 $2^6$   $2^5$   $2^4$   $2^3$   $2^2$   $2^1$   $2^0$

1    1    0    1    .    0    1    Binary digits, or **bits**  
 $2^3$     $2^2$     $2^1$     $2^0$       $2^{-1}$     $2^{-2}$    Weights (in base 10)

# Polynomial Notation

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$$N = a_{n-1} \times r^{n-1} + a_{n-2} \times r^{n-2} + \dots + a_0 \times r^0 + a_{-1} \times r^{-1} \dots + a_{-m} \times r^{-m}$$

$$= \sum_{i=-m}^{n-1} a_i r^i$$

*Example:*

*Positional (N)*

*Polynomial (N)*

$$N = (651.45)_{10} = 6 \times 10^2 + 5 \times 10^1 + 1 \times 10^0 \\ + 4 \times 10^{-1} + 5 \times 10^{-2}$$

# Important number systems

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**→ There are three important number systems**

- Binary Number System
- Octal Number System
- Hexadecimal Number System

# Binary numbers

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Digits = {0, 1}

Positional

Polynomial

$$(11010.11)_2 = 1 \times 2^4 + 1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 0 \times 2^0 + 1 \times 2^{-1} + 1 \times 2^{-2}$$

$$\text{--1 K (kilo)} = 2^{10} = 1,024$$

$$\text{--1M (mega)} = 2^{20} = 1,048,576$$

$$\text{--1G (giga)} = 2^{30} = 1,073,741,824$$

# Converting Decimal to Binary

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$$N = (a_{n-1}a_{n-2} \dots a_1a_0 \cdot a_{-1}a_{-2} \dots a_{-m})_r$$

$\leftarrow$  *Integer*  $\longrightarrow$   $\leftarrow$  *Fractional*  $\longrightarrow$

↑  
Radix point

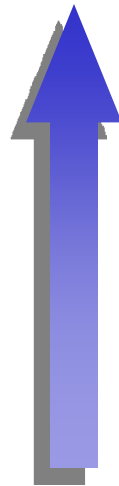
**→ Integer part and Fractional part are converted differently**

# Converting the Integer Part

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- keep dividing by 2 until the quotient is 0. Collect the remainders *in reverse order*.
- Example:  $(162)_{10}$ .

162 / 2 = 81	rem 0
81 / 2 = 40	rem 1
40 / 2 = 20	rem 0
20 / 2 = 10	rem 0
10 / 2 = 5	rem 0
5 / 2 = 2	rem 1
2 / 2 = 1	rem 0
1 / 2 = 0	rem 1



- Then  $(162)_{10} = (10100010)_2$

# Converting the Fraction Part

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→ keep multiplying the *fractional part* by 2 until it becomes 0. Collect the integer parts (in forward order).

– However this may not terminate!

– Example:  $(0.375)_{10}$

$$\begin{array}{l} 0.375 \times 2 = 0.750 \\ 0.750 \times 2 = 1.500 \\ 0.500 \times 2 = 1.000 \end{array} \quad \downarrow$$

$$\rightarrow \text{So, } (.375)_{10} = (.011)_2$$

$$\text{And } (162.375)_{10} = (10100010.011)_2$$

# Why does this work?

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- This method can be applied to convert from decimal to *any* base
- Try converting 162.375 from decimal to decimal.

$$162 / 10 = 16 \text{ rem } 2$$

$$16 / 10 = 1 \text{ rem } 6$$

$$1 / 10 = 0 \text{ rem } 1$$

- Each division “strips off” the rightmost digit (the remainder). The quotient represents the remaining digits in the number.

# Why does this work? [2]

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$$0.375 \times 10 = 3.750$$

$$0.750 \times 10 = 7.500$$

$$0.500 \times 10 = 5.000$$

- Each multiplication “strips off” the leftmost digit (the integer part). The fraction represents the remaining digits.

# Converting binary to decimal

- To convert **binary**, or base 2, numbers to decimal we first obtain the polynomial representation of the number, then sum the products.

– Example:  $(1101.01)_2$

Binary digits, or **bits**  
Weights (in base 10)

$$(1 \times 2^3) + (1 \times 2^2) + (0 \times 2^1) + (1 \times 2^0) + (0 \times 2^{-1}) + (1 \times 2^{-2}) = 8 + 4 + 0 + 1 + 0 + 0.25$$

→ The decimal value is:  $(13.25)_{10}$

# Octal number system

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–Digits = {0, 1, 2, 3, 4, 5, 6, 7}

Positional = Polynomial

$$(127.4)_8 = 1 \times 8^2 + 2 \times 8^1 + 7 \times 8^0 + 4 \times 8^{-1}$$

- **Octal (base 8) digits range from 0 to 7.**

**Since  $8 = 2^3$ , one octal digit is equivalent to 3 binary digits.**

# Converting Decimal to Octal

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→ Integer part: keep dividing by 8 until the quotient is 0. Collect the remainders *in reverse order*.

→ Fractional Part: keep multiplying the *fractional part* by 8 until it becomes 0. Collect the integer parts (in forward order).

Same method as for the decimal to binary

# Converting Octal to Decimal

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- To convert **Octal**, or base 8, numbers to decimal we first obtain the polynomial representation of the number, then sum the products.

Example

$$(127.4)_8 = 1 \times 8^2 + 2 \times 8^1 + 7 \times 8^0 + 4 \times 8^{-1} = (87.5)_{10}$$

# Converting Binary to Octal

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- To convert from binary to octal, **make groups of 3 bits, starting from the binary point.** Add 0s to the ends of the number if needed. **Then convert each group of bits to its corresponding octal digit.**

## Example

$$\begin{aligned} (10110100.001011)_2 &= (010\ 110\ 100 \ . \ 001\ 011)_2 \\ &= (2\ 6\ 4 \ . \ 1\ 3)_8 \end{aligned}$$

# Converting Octal to Binary

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- To convert from octal to binary, replace each Octal digit with its equivalent 3-bit binary sequence.

- Example

$$\begin{aligned} (261.35)_8 &= (2 \quad 6 \quad 1 \quad . \quad 3 \quad 5)_8 \\ &= (010 \quad 110 \quad 001 \quad . \quad 011 \quad 101)_2 \end{aligned}$$

# *Hexadecimal* numbers

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**-Digits = {0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F}**

Positional

Polynomial

$$- (B65F)_{16} = 11 \times 16^3 + 6 \times 16^2 + 5 \times 16^1 + 15 \times 16^0$$

- *Hexadecimal* (base 16) digits are 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, and F. Since  $16 = 2^4$ , one hexa digit is equivalent to 4 binary digits.

–It's often easier to work with a number like B5 instead of 10110101.

# Converting Decimal to Hexadecimal

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→ **Integer part:** keep dividing by 16 until the quotient is 0. Collect the remainders *in reverse order*.

→ **Fractional Part:** keep multiplying the *fractional part* by 16 until it becomes 0. Collect the integer parts (in forward order).

Same method as for the decimal to binary conversion

# Converting Hexadecimal to Decimal

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- To convert **Hexadecimal**, or base 16, numbers to decimal, first obtain the polynomial representation of the number, then sum the products.

Example

$$\begin{aligned}(\mathbf{B65F})_{16} &= \mathbf{11} \times \mathbf{16^3} + \mathbf{6} \times \mathbf{16^2} + \mathbf{5} \times \mathbf{16^1} + \mathbf{15} \times \mathbf{16^0} \\ &= \mathbf{(46,687)}_{10}\end{aligned}$$

# Converting Hexadecimal to Binary

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- To convert from hexadecimal to binary, replace each hex digit with its equivalent 4-bit binary sequence.
- Example

$$\begin{aligned} 261.35_{16} &= (2 \quad 6 \quad 1 \quad . \quad 3 \quad 5)_{16} \\ &= (0010 \quad 0110 \quad 0001 \quad . \quad 0011 \quad 0101)_2 \end{aligned}$$

# Converting Binary to Hexadecimal

- To convert from binary to hex, make groups of 4 bits, starting from the binary point. Add 0s to the ends of the number if needed. **Then convert each group of bits to its corresponding hex digit.**

- Example

$$\begin{aligned} (10110100.001011)_2 &= (1011 \quad 0100.0010 \quad 1100)_2 \\ &= (B \quad 4 \quad . \quad 2 \quad C)_{16} \end{aligned}$$

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<u>D e c i m a l</u>	<u>B i n a r y</u>	<u>O c t a l</u>	<u>H e x</u>
0	0 0 0 0	0	0
1	0 0 0 1	1	1
2	0 0 1 0	2	2
3	0 0 1 1	3	3
4	0 1 0 0	4	4
5	0 1 0 1	5	5
6	0 1 1 0	6	6
7	0 1 1 1	7	7
8	1 0 0 0	1 0	8
9	1 0 0 1	1 1	9
1 0	1 0 1 0	1 2	A
1 1	1 0 1 1	1 3	B
1 2	1 1 0 0	1 4	C
1 3	1 1 0 1	1 5	D
1 4	1 1 1 0	1 6	E
1 5	1 1 1 1	1 7	F

# Binary Addition

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$$\begin{array}{r} 0 \\ +0 \\ \hline 0 \\ \text{sum} \end{array} \quad \begin{array}{r} 0 \\ +1 \\ \hline 1 \end{array} \quad \begin{array}{r} 1 \\ +0 \\ \hline 1 \end{array} \quad \begin{array}{r} 1 \\ +1 \\ \hline 10 \\ \text{(sum of 0 and carryover of 1)} \end{array}$$

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Examples:

$$\begin{array}{r} 1001 \\ + 0110 \\ \hline 1111 \end{array} \quad \begin{array}{r} 0001 \\ + 1001 \\ \hline 1010 \end{array} \quad \begin{array}{r} 1100 \\ + 0101 \\ \hline 10001 \end{array}$$

carryover

# Binary Addition-Examples

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Check your work

Carry

$$\begin{array}{r} 111101 \\ 101101 \\ + \underline{011101} \\ \hline 1001010 \end{array}$$

Sum

$$\begin{array}{r} (45)_{10} \\ + \underline{(29)_{10}} \\ \hline = 74 \end{array}$$

$$1 \times 2^5 + 0 \times 2^4 + 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 \\ = 32 + 0 + 8 + 4 + 1 = 45$$

# Binary Addition- Examples

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## Addition of three Binary Digits

<b>x</b>	<b>y</b>	<b>CarryIn</b>	<b>Sum</b>	<b>CarryOut</b>
<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>0</b>	<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>0</b>
<b>0</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>1</b>
<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>	<b>0</b>
<b>1</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>1</b>
<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>1</b>
<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>

# Addition of Large Binary Numbers

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- Example showing larger numbers:

$$\begin{array}{r} 1010001110110001 \\ + 0111010000011001 \\ \hline 10001011111001010 \end{array}$$

# Binary Subtraction

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**difference**

	0	0	1	1
-	0	1	0	1
	<u>0</u>	<u>11</u>	<u>1</u>	<u>0</u>

( Diff. of 1 and carryover of 1 )

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0	10100
	101011
-	010101
<hr/>	
0	010110

# Binary Multiplication

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	0	0	1	1
	x 0	x 1	x 0	x 1
<b>Product</b>	0	0	0	1

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A                    0 010000.010

x B                    0 001000.010

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0000000000
0010000010
0000000000
0000000000
0000000000
0000000000
0000000000
0010000010

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1000110.000100

# Binary Division

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$$\begin{array}{r} \mathbf{0} \qquad \mathbf{1} \\ \div \mathbf{1} \quad \div \mathbf{1} \\ \hline = \mathbf{0} \qquad \mathbf{1} \end{array}$$

# Key Terms and Review Points

- Binary Addition
  - Binary Division
  - Binary Multiplication
  - Binary Subtraction
  - Binary Numbering System
  - Conversion between Numbering Systems
  - Decimal Numbering System
  - Fractional Part
  - Integer Part
  - Hexadecimal Numbering System
  - Numbering System
  - Octal Numbering System
  - Polynomial Notation
  - Positional Notation
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- Main Reference: Dr. Ahmed Karmouch ITI 1100 Slides