

# Foundations of Computer Science

Second Edition

BEHROUZ FOROUZAN

FIROUZ MOSHARRAF

## Chapter 2 Number Systems

# Outlines

- Introduction
- Positional Number Systems
  - Base 10, 2, 8, 16.
- Nonpositional Number Systems
  - Roman Numerals

# Objectives

After studying this chapter, the student should understand:

- The concept of number systems.
- Non-positional and positional number systems.
- Decimal, Binary, Hexadecimal and Octal system.
- Convert a number among binary, octal, hexadecimal, and decimal systems.
- Find the number of digits needed in each system to represent a particular value.

# 1-1 Introduction

# The Definition of Number System

- A number can be represented using distinct symbols and differently in different systems.
- For example,
  - The two numbers  $(2A)_{16}$  and  $(52)_8$  both refer to the same quantity,  $(42)_{10}$ , but their representations are different
- Two groups
  - positional and non-positional systems

# 1-2 Position Number Systems

# Overview

- In a **positional number system**, a number represented as:

$$\pm (S_{k-1} \dots S_2 S_1 S_0 \cdot S_{-1} S_{-2} \dots S_{-l})_b$$

has the value of:

$$n = \pm (S_{k-1} \times b^{k-1} + \dots + S_1 \times b^1 + S_0 \times b^0) + (S_{-1} \times b^{-1} + S_{-2} \times b^{-2} + \dots + S_{-l} \times b^{-l})$$

in which S is the set of symbols, b is the **base** (or **radix**).

The Base includes Base10(Decimal), Base2(Binary), Base16(Hexadecimal), or Base8(octal) ◦

# The decimal system (base 10)

- The word decimal is derived from the Latin root **decem** (ten).
  - **base b = 10**, and
  - ten symbols: **S = {0, 1, 2, 3, 4, 5, 6, 7, 8, 9}**
- The symbols in this system are often referred to as decimal digits or just digits.
  - Integer examples
  - Real examples

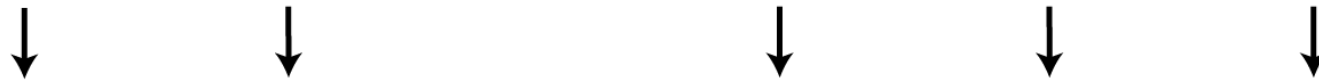


# Base 10 – Integers (1)

$$N = \pm S_{k-1} \times 10^{k-1} + S_{k-2} \times 10^{k-2} + \dots + S_2 \times 10^2 + S_1 \times 10^1 + S_0 \times 10^0$$

$10^{k-1}$        $10^{k-2}$        $\dots$        $10^2$        $10^1$        $10^0$       Place values

$\pm$   $S_{k-1}$        $S_{k-2}$        $\dots$        $S_2$        $S_1$        $S_0$       Number



$N = \pm S_{k-1} \times 10^{k-1} + S_{k-2} \times 10^{k-2} + \dots + S_2 \times 10^2 + S_1 \times 10^1 + S_0 \times 10^0$       Values

**Figure 2.1** Place values for an integer in the decimal system

## Base 10 – Integers (2)

- Example 2.1 shows the place values for the integer +224 in the decimal system

$$\begin{array}{rcccc}
 & & 10^2 & & 10^1 & & 10^0 & & \text{Place values} \\
 & & 2 & & 2 & & 4 & & \text{Number} \\
 N = & + & 2 \times 10^2 & + & 2 \times 10^1 & + & 4 \times 10^0 & & \text{Values}
 \end{array}$$

- Example 2.2 shows the place values for the decimal number –7508

$$\begin{array}{rcccc}
 & & 1000 & & 100 & & 10 & & 1 & & \text{Place values} \\
 & & 7 & & 5 & & 0 & & 8 & & \text{Number} \\
 N = & - ( & 7 \times 1000 & + & 5 \times 100 & + & 0 \times 10 & + & 8 \times 1 & ) & \text{Values}
 \end{array}$$

# Base 10 – Reals

- A real – a number with a fractional part

$$R = \pm \overset{\text{Integral part}}{S_{k-1} \times 10^{k-1} + \dots + S_1 \times 10^1 + S_0 \times 10^0} + \overset{\text{Fractional part}}{S_{-1} \times 10^{-1} + \dots + S_{-l} \times 10^{-l}}$$

- Example 2.3 shows the place values for the real number +24.13.

	$10^1$	$10^0$		$10^{-1}$	$10^{-2}$	Place values
	2	4	•	1	3	Number
$R = +$	$2 \times 10$	$+ 4 \times 1$	$+$	$1 \times 0.1$	$+ 3 \times 0.01$	Values

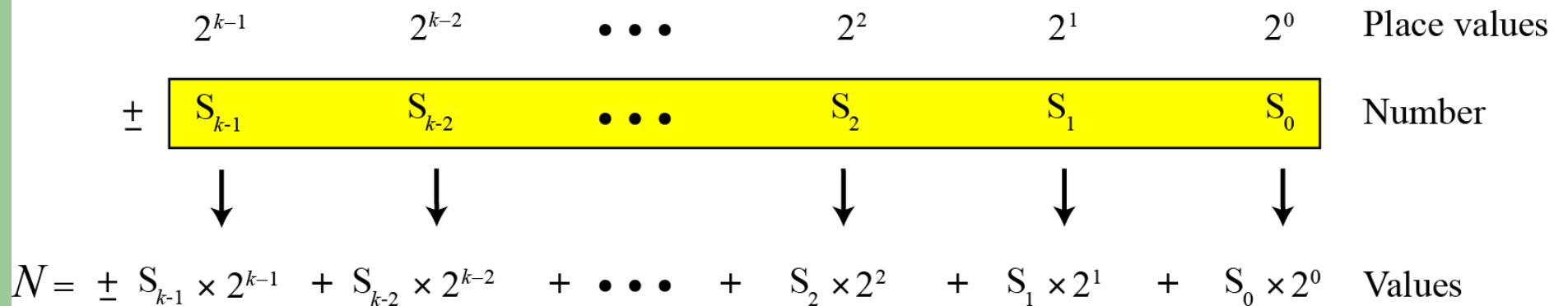
# The binary system (base 2)

- The word binary is derived from the Latin root **bini** (or two by two).
  - **base b = 2**, and
  - two symbols, **S = {0, 1}**
- The symbols in this system are often referred to as binary digits or bits (binary digit).
  - Integer examples
  - Real examples

# Base 2 – Integers (1)

- We can represent an Integer as:

$$N = \pm S_{k-1} \times 2^{k-1} + S_{k-2} \times 2^{k-2} + \dots + S_2 \times 2^2 + S_1 \times 2^1 + S_0 \times 2^0$$



**Figure 2.2** Place values for an integer in the binary system

## Base 2 – Integers (2)

- Example 2.4 shows that the number  $(11001)_2$  in binary is the same as 25 in decimal. The subscript 2 shows that the base is 2.

	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$	Place values
	1	1	0	0	1	Number
$N =$	$1 \times 2^4$	$+ 1 \times 2^3$	$+ 0 \times 2^2$	$+ 0 \times 2^1$	$+ 1 \times 2^0$	Decimal

The equivalent decimal number is  $N = 16 + 8 + 0 + 0 + 1 = 25$ .

# Base 2 – Reals (1)

$$R = \pm \left( \begin{array}{c} \text{Integral part} \\ S_{k-1} \times 2^{k-1} + \dots + S_1 \times 2^1 + S_0 \times 2^0 \end{array} \right) + \left( \begin{array}{c} \text{Fractional part} \\ S_{-1} \times 2^{-1} + \dots + S_{-l} \times 2^{-l} \end{array} \right)$$

- Example 2.5 shows that the number  $(101.11)_2$  in binary is equal to the number 5.75 in decimal.

$R$	$=$	$2^2$	+	$2^1$	+	$2^0$	+	$2^{-1}$	+	$2^{-2}$	Place values
		1		0		1		1		1	Number
		$1 \times 2^2$	+	$0 \times 2^1$	+	$1 \times 2^0$	+	$1 \times 2^{-1}$	+	$1 \times 2^{-2}$	Values

The equivalent decimal number is  $R = 4+0+1+0.5+0.25 = 5.75$ .

# The hexadecimal system (base 16)

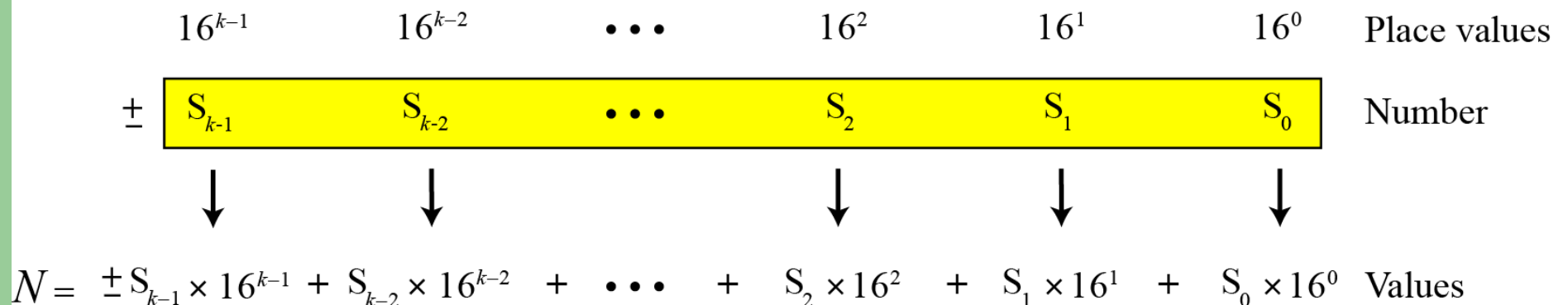
- The word hexadecimal is derived from the Greek root **hex** (six) and the Latin root **decem** (ten).
  - **base b = 16**, and
  - sixteen symbols,  
 **$S = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F\}$**
- Symbol A, B, C, D, E, F are equivalent to 10, 11, 12, 13, 14, and 15 respectively.
- The symbols in this system are often referred to as hexadecimal digits.



# Base 16 – Integers (1)

- We can represent an Integer as:

$$N = \pm S_{k-1} \times 16^{k-1} + S_{k-2} \times 16^{k-2} + \dots + S_2 \times 16^2 + S_1 \times 16^1 + S_0 \times 16^0$$



**Figure 2.3** Place values for an integer in the hexadecimal system

## Base 16 – Integers (2)

- Example 2.6 shows that the number  $(2AE)_{16}$  in hexadecimal

	$16^2$		$16^1$		$16^0$	Place values
	2		A		E	Number
N =	$2 \times 16^2$	+	$10 \times 16^1$	+	$14 \times 16^0$	Values

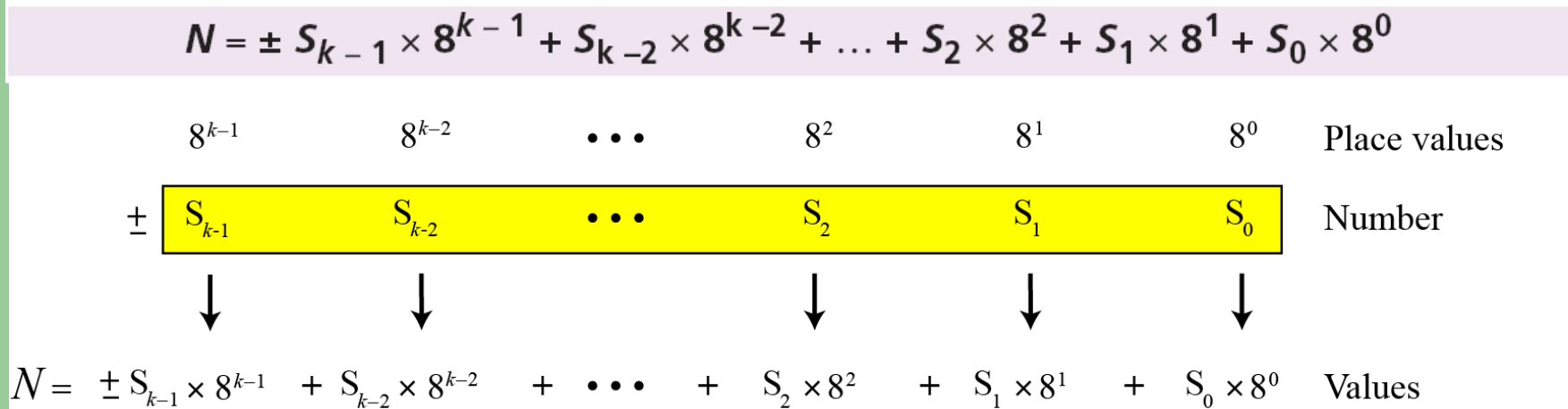
The equivalent decimal number is  $N = 512 + 160 + 14 = 686$ .

# The octal system (base 8)

- The word octal is derived from the Latin root **octo** (eight).
  - **base  $b = 8$** , and
  - Eight symbols,  **$S = \{0, 1, 2, 3, 4, 5, 6, 7\}$**
- Place values for an integer in the octal system

# Base 8 – Integers (1)

- We can represent an Integer as:



**Figure 2.4** Place values for an integer in the octal system

## Base 8 – Integers (2)

- Example 2.7 shows that the number  $(1256)_8$  in octal is the same as 686 in decimal.

	$8^3$		$8^2$		$8^1$		$8^0$	Place values
	1		2		5		6	Number
N =	$1 \times 8^3$	+	$2 \times 8^2$	+	$5 \times 8^1$	+	$6 \times 8^0$	Values

The decimal number is  $N = 512 + 128 + 40 + 6 = 686$ .

# Summary of the Base 10/2/8/16 positional systems (1)

**Table 2.1** Summary of the four positional number systems

<i>System</i>	<i>Base</i>	<i>Symbols</i>	<i>Examples</i>
Decimal	10	0, 1, 2, 3, 4, 5, 6, 7, 8, 9	2345.56
Binary	2	0, 1	$(1001.11)_2$
Octal	8	0, 1, 2, 3, 4, 5, 6, 7	$(156.23)_8$
Hexadecimal	16	0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F	$(A2C.A1)_{16}$

## Summary (2)

The number 0 to 15 is represented in different systems

Table 2.2 Comparison of numbers in the four systems

<i>Decimal</i>	<i>Binary</i>	<i>Octal</i>	<i>Hexadecimal</i>
0	0	0	0
1	1	1	1
2	10	2	2
3	11	3	3
4	100	4	4
5	101	5	5
6	110	6	6
7	111	7	7
8	1000	10	8
9	1001	11	9
10	1010	12	A
11	1011	13	B
12	1100	14	C
13	1101	15	D
14	1110	16	E
15	1111	17	F

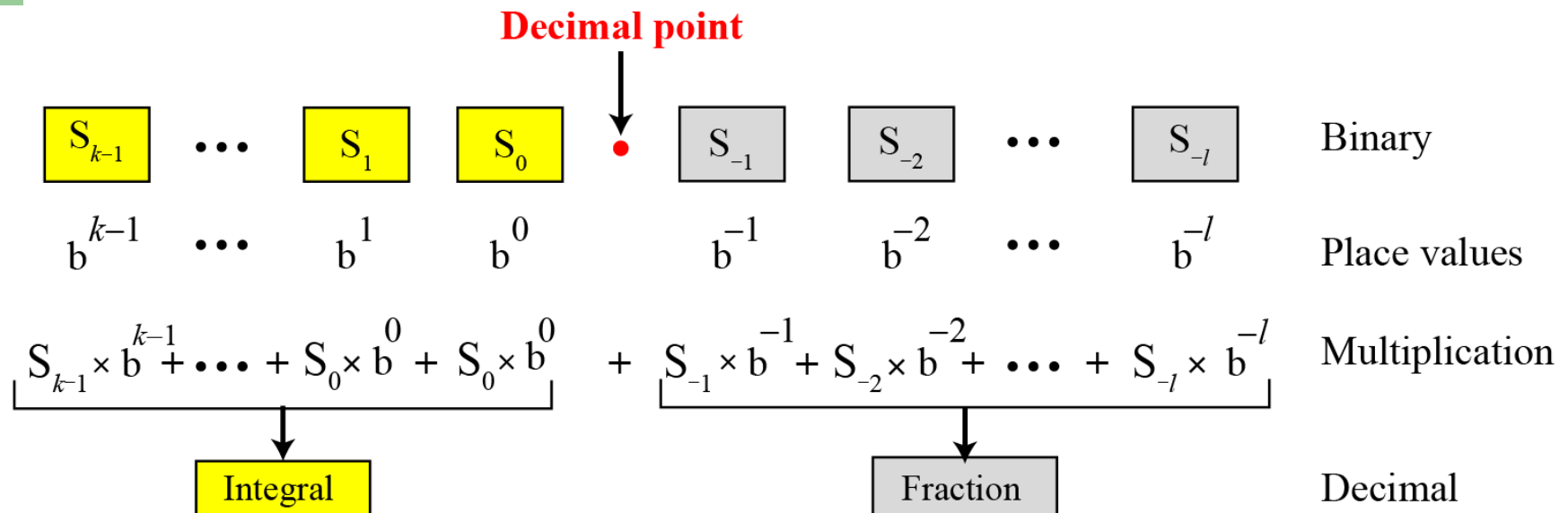
# Conversion

- The decimal system is more familiar than the other systems
- To convert a number in one system to the equivalent number in another system
  - Any base – Decimal
  - Binary – Hexadecimal
  - Binary – Octal
  - Octal – Hexadecimal



# Any base to decimal conversion (1)

- Converting other bases to decimal (Fig. 2.5)



## Any base to decimal conversion (2)

- Example 2.8 shows how to convert the binary number  $(110.11)_2$  to decimal:  $(110.11)_2 = 6.75$ .

Binary	1	1	0	•	1	1
Place values	$2^2$	$2^1$	$2^0$		$2^{-1}$	$2^{-2}$
Partial results	4	2	0	+	0.5	0.25
Decimal: 6.75						

## Any base to decimal conversion (3)

- Example 2.9 shows how to convert the hexadecimal number  $(1A.23)_{16}$  to decimal.

Hexadecimal	1	A	•	2	3
Place values	$16^1$	$16^0$		$16^{-1}$	$16^{-2}$
Partial result	16	+ 10	+ 0.125	+ 0.012	
Decimal:	26.137				

The result in the decimal notation is not exact, because  $3 \times 16^{-2} = 0.01171875$ . We have rounded this value to three digits (0.012).

## Any base to decimal conversion (4)

- Example 2.10 shows how to convert  $(23.17)_8$  to decimal.

Octal	2	3	•	1	7
Place values	$8^1$	$8^0$		$8^{-1}$	$8^{-2}$
Partial result	16	3	+	0.125	0.109
Decimal:	19.234				

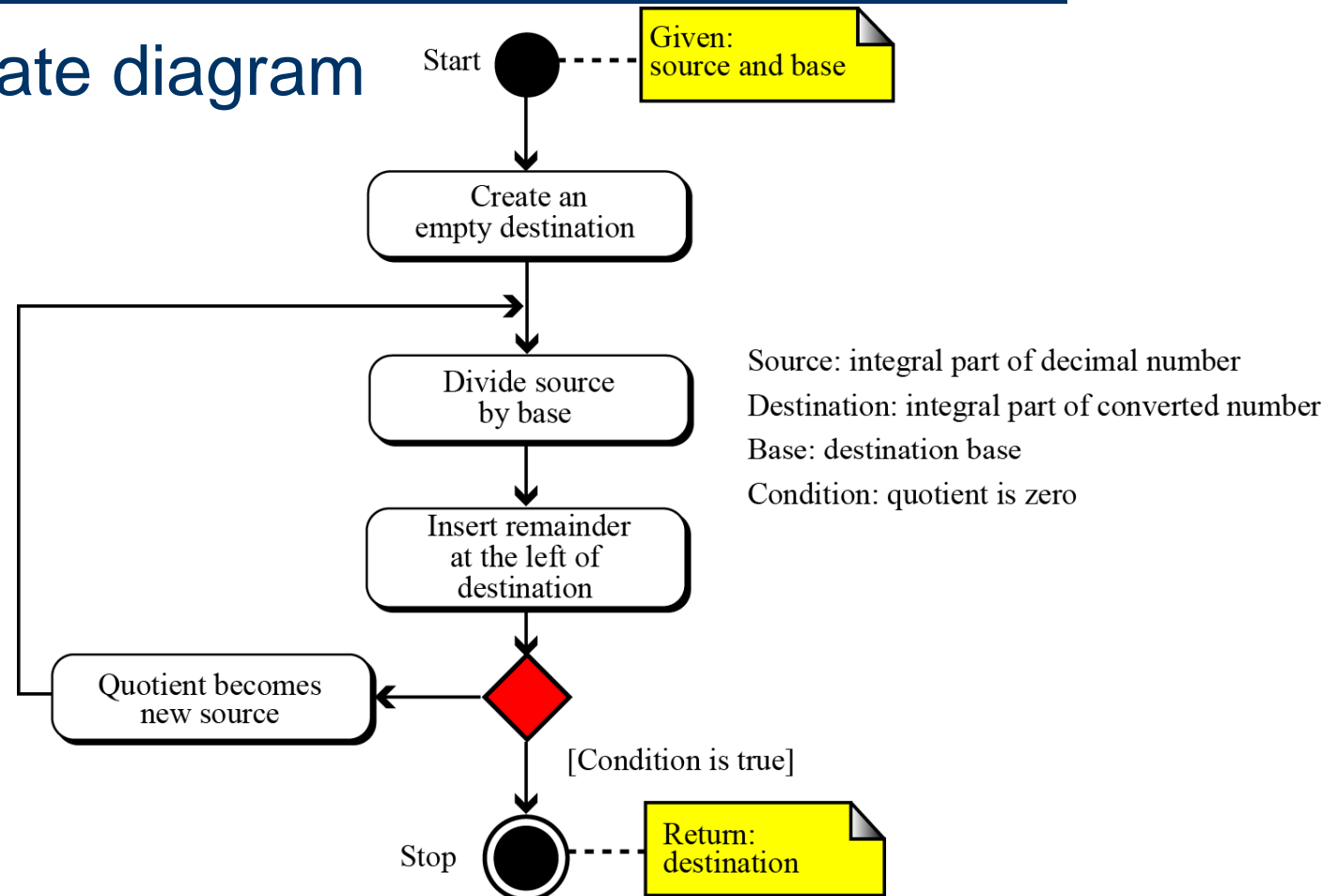
This means that  $(23.17)_8 \approx 19.234$  in decimal. Again, we have rounded up  $7 \times 8^{-2} = 0.109375$ .

# Decimal to any base conversion

- Two procedures for converting a decimal number to its equivalent in any base.
  - Converting the integral part
  - Converting the fractional part

# Converting the integral part (1)

UML's state diagram



## Converting the integral part (2)

- The Figure shows the destination is made with each repetition. (process manually)

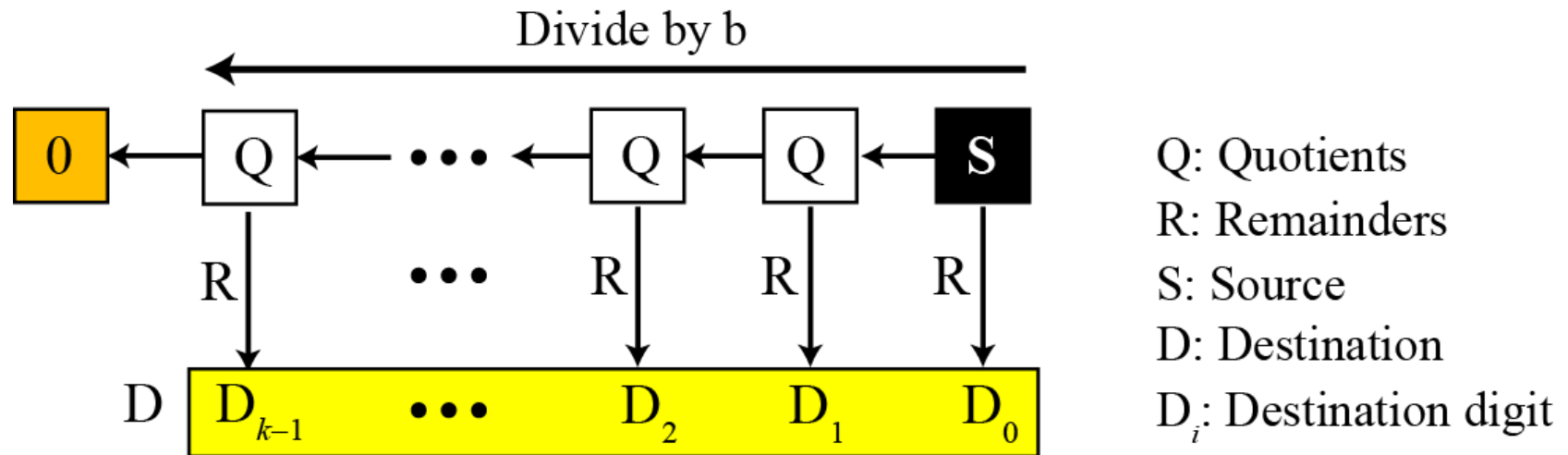
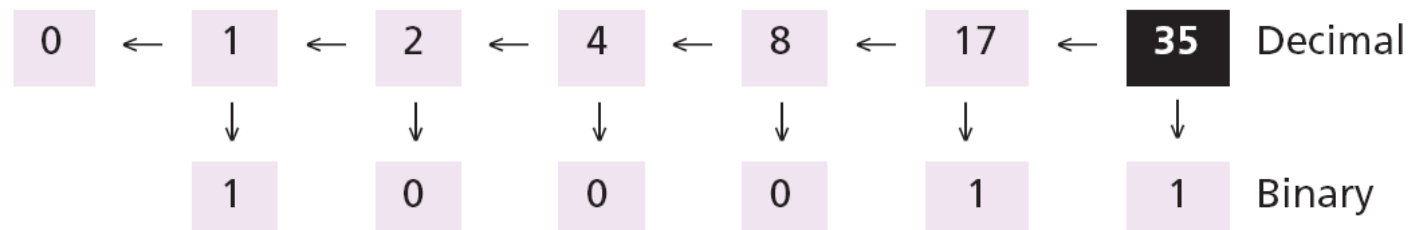


Figure 2.7

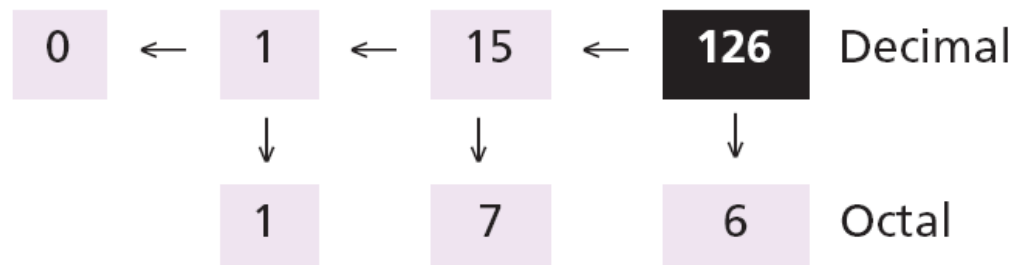
Converting the integral part of a number in decimal to other bases

## Converting the integral part (3)

- Example 2.11 shows how to convert 35 in decimal to binary. The result is  $35 = (100011)_2$ .



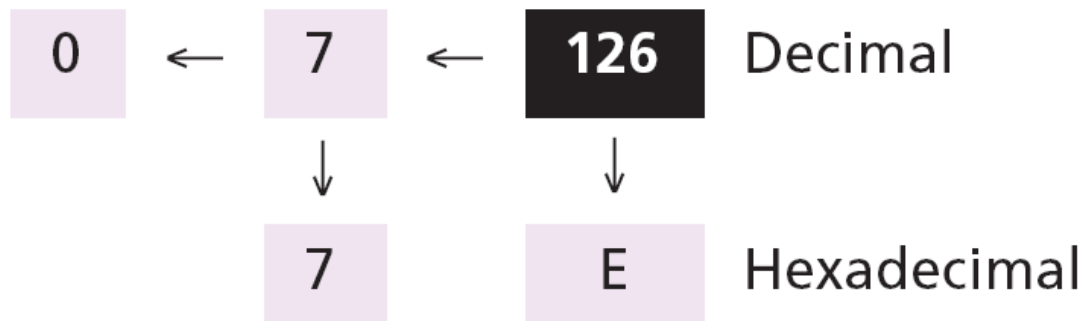
- Example 2.12 shows how to convert 126 in decimal to octal. The result is  $126 = (176)_8$ .





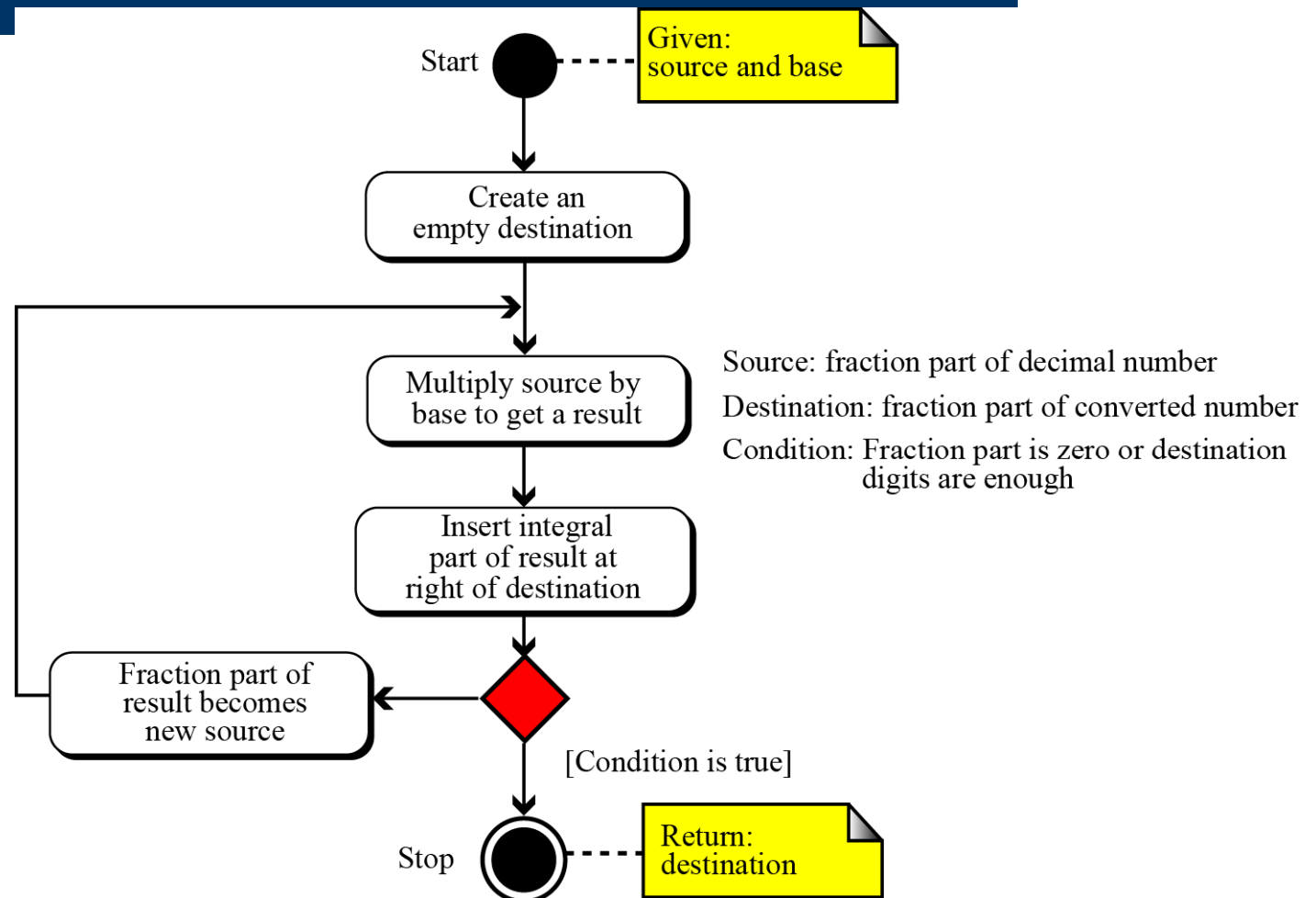
## Converting the integral part (4)

- Example 2.13 shows how to convert 126 in decimal to hexadecimal. The result is  $126 = (7E)_{16}$



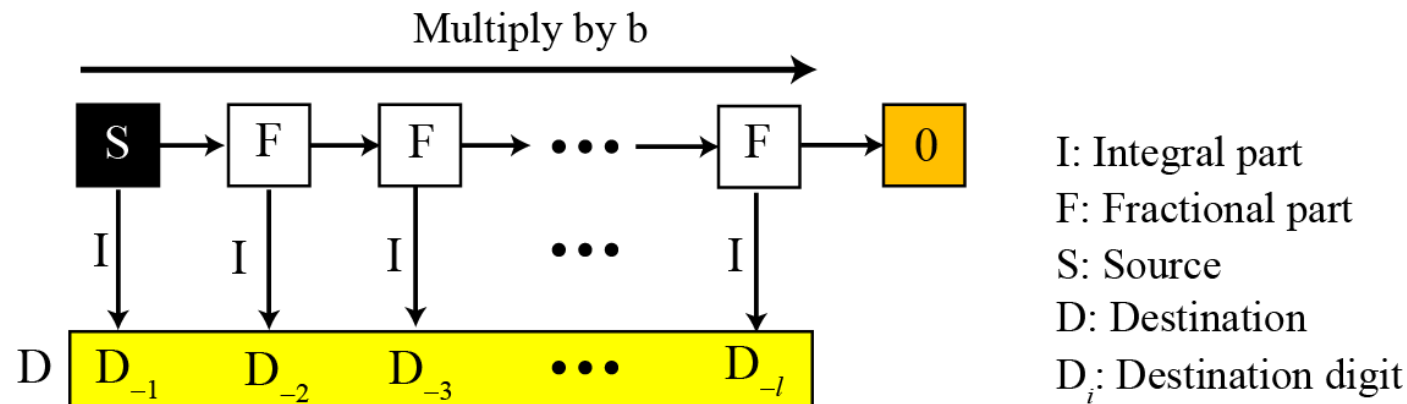
# Converting the fractional part (1)

## UML's State diagram



# Converting the fractional part (2)

- The Figure shows the destination is made with each repetition. (process manually)



Note:

The fraction may never become zero.

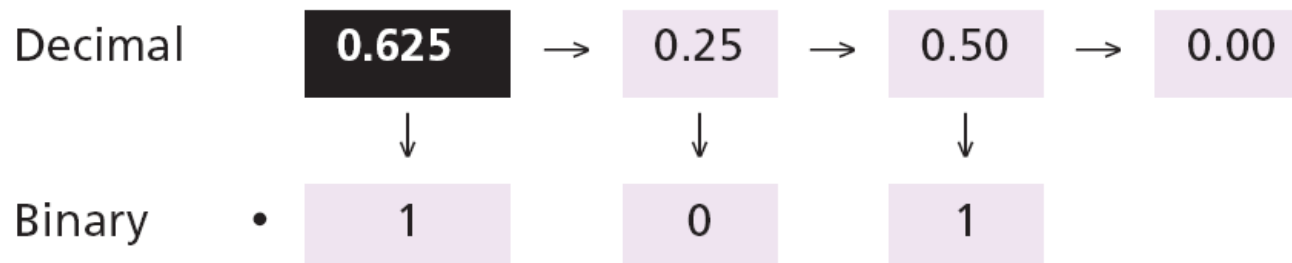
Stop when enough digits have been created.

**Figure 2.9**

**Converting the fractional part of a number in decimal to other bases**

## Converting the fractional part (3)

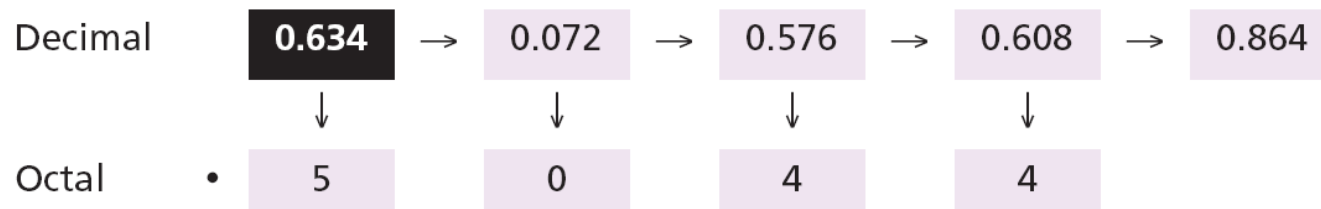
- Example 2.14 converts the decimal number 0.625 to binary.



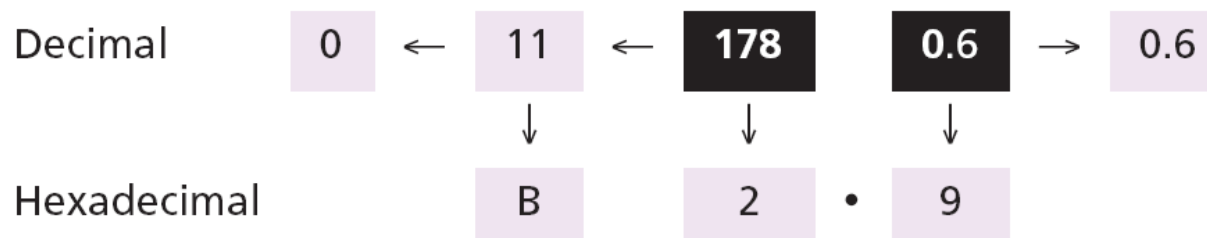
Since the number  $0.625 = (0.101)_2$  has no integral part, the example shows how the fractional part is calculated.

## Converting the fractional part (4)

- Example 2.15 shows how to convert 0.634 to octal using a maximum of four digits. The result is  $0.634 = (0.5044)_8$ .



- Example 2.16 shows how to convert 178.6 in decimal to hexadecimal using only one digit to the right of the decimal point. The result is  $178.6 = (B2.9)_{16}$



## Converting the fractional part (5)

- An alternative method for converting a small decimal integer ( $< 256$ ) to binary is to break the number as the sum of numbers that are equivalent to the binary place values shown:

Place values	$2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$
Decimal equivalent	128	64	32	16	8	4	2	1

### For Example:

Decimal 165 =	128	+	0	+	32	+	0	+	0	+	4	+	0	+	1
Binary	1		0		1		0		0		1		0		1

## Converting the fractional part (6)

- A method can be used to convert a decimal fraction to binary when the denominator is a power of two:
- Convert  $27/64$  to binary: The answer is  $(0.011011)_2$

Place values	$2^{-1}$	$2^{-2}$	$2^{-3}$	$2^{-4}$	$2^{-5}$	$2^{-6}$	$2^{-7}$
Decimal equivalent	$1/2$	$1/4$	$1/8$	$1/16$	$1/32$	$1/64$	$1/128$

Decimal = $27/64$	$16/64$	+	$8/64$	+	$2/64$	+	$1/64$
	$1/4$	+	$1/8$	+	$1/32$	+	$1/64$

Decimal $27/64 =$	0	+	$1/4$	+	$1/8$	+	0	+	$1/32$	+	$1/64$
Binary	0		1		1		0		1		1

# Binary-hexadecimal conversion (1)

- A relationship between the two bases: four bits in binary is one digit in hexadecimal

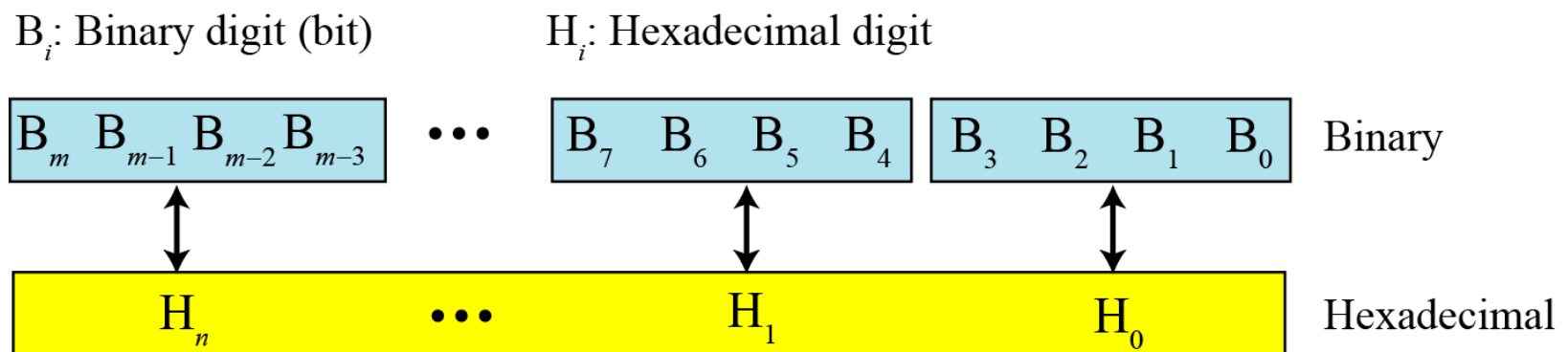


Figure 2.10

Binary to hexadecimal and hexadecimal to binary conversion



## Binary-hexadecimal conversion (2)

- Example 2.19 shows the hexadecimal equivalent of the binary number  $(110011100010)_2$ .

**100 1110 0010**

- First, arranging the binary number in 4-bit patterns
- Using the equivalent of each pattern shown in Table 2.2 on page 25
- Then, changing the number to hexadecimal:  $(4E2)_{16}$ .

## Binary-hexadecimal conversion (3)

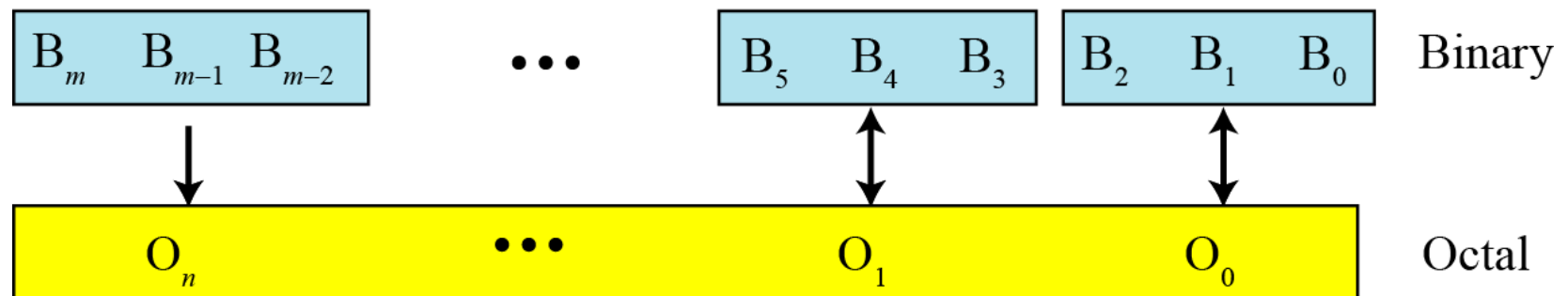
- Example 2.20: What is the binary equivalent of  $(24C)_{16}$ ?
- Each hexadecimal digit is converted to 4-bit patterns. The result is  $(001001001100)_2$ .

**$2 \rightarrow 0010$ ,  $4 \rightarrow 0100$ , and  $C \rightarrow 1100$**

# Binary-octal conversion (1)

- A relationship between the two bases: three bits in binary is one octal digit

$B_i$ : Binary digit (bit)    $O_i$ : Octal digit



**Figure 2.10** Binary to octal and octal to binary conversion

## Binary-octal conversion (2)

- Example 2.21 shows the octal equivalent of the binary number  $(101110010)_2$ .
  - Each group of three bits is translated into one octal digit (Table 2.2). The result is  $(562)_8$ .

**101    110    010**

- Example 2.22: What is the binary equivalent of for  $(24)_8$ ?
  - Write each octal digit as its equivalent bit pattern to get. The result is  $(010100)_2$ .

**2 → 010    and    4 → 100**

# Octal-hexadecimal conversion (1)

- Using the binary system as the intermediate system.

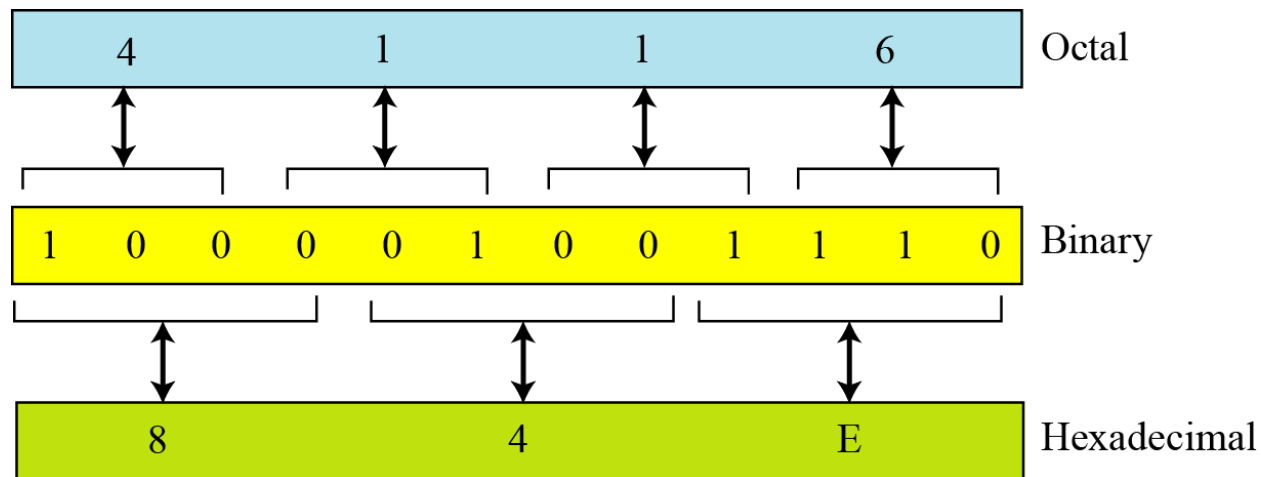


Figure 2.12

Octal to hexadecimal and hexadecimal to octal conversion

## Octal-hexadecimal conversion (2)

- Example 2.23 – to find the minimum number of binary digits required to store decimal integers with a maximum of six digits.

- $k = 6$ ,  $b_1 = 10$ , and  $b_2 = 2$ . Then

$$x = \lceil k \times (\log b_1 / \log b_2) \rceil = \lceil 6 \times (1 / 0.30103) \rceil = 20.$$

- The largest six-digit decimal number is 999,999.
- The largest 20-bit binary number is 1,048,575.
- The largest 19-bit number is 524,287, which is smaller than 999,999.
- We definitely need twenty bits.

# 1-3 Nonpositional Number Systems

# Overview (1)

- Non-positional number systems are not used in computers.
- A non-positional number system still uses a limited number of symbols in which each symbol has a value.
- We give a short review for comparison with positional number systems.



## Overview (2)

- A number is represented as:

$$S_{k-1} \dots S_2 S_1 S_0 \cdot S_{-1} S_{-2} \dots S_{-l}$$

and has the value of:

$$n = \pm \begin{array}{c} \textit{Integral part} \\ S_{k-1} + \dots + S_1 + S_0 \end{array} + \begin{array}{c} \textit{Fractional part} \\ S_{-1} + S_{-2} + \dots + S_{-l} \end{array}$$

Some exceptions to the addition rule, as shown in Example 2.24 (Roman Numerals).

# Roman numerals

- Roman numerals is a non-positional number system
  - The set of symbols,  $S = \{I, V, X, L, C, D, M\}$ .
  - Table 2.3 shows the values of each symbol

**Table 2.3** Values of symbols in the Roman number system

<i>Symbol</i>	<i>I</i>	<i>V</i>	<i>X</i>	<i>L</i>	<i>C</i>	<i>D</i>	<i>M</i>
Value	1	5	10	50	100	500	1000

- To find the value of a number, we need to add the value of symbols subject to specific rules (See Page 34).

# Roman numerals and their values

III	→	$1 + 1 + 1$	=	3
IV	→	$5 - 1$	=	4
VIII	→	$5 + 1 + 1 + 1$	=	8
XVIII	→	$10 + 5 + 1 + 1 + 1$	=	18
XIX	→	$10 + (10 - 1)$	=	19
LXXII	→	$50 + 10 + 10 + 1 + 1$	=	72
CI	→	$100 + 1$	=	101
MMVII	→	$1000 + 1000 + 5 + 1 + 1$	=	2007
MDC	→	$1000 + 500 + 100$	=	1600