# • • • • Logical basics of digital computers

# Numeral systems

## *Numeric system* is a system for displaying numbers using characters

### Numeral systems

#### ⇒ non positional :

- During the Roman Empire or Ancient Greece, the Roman numerals were used, the value of which did not depend on the position where the digit number is located.
- Equivalents of Roman and decimal numerals gives the following table:

Decimal numeral	1	2	3	4	5	6	7	8	9
Roman numeral	I		III	IV	V	VI	VII	VIII	IX
Decimal number	10	50	100	500	1000				
Roman number	X	L	С	D	М				

## Numeral systems

- ⇒ positional:
- > numbers and theirs record, as we know them today introduced Arabs
- Recording numbers using characters 0 to 9 and position to express units, hundreds, tens, etc.
- Positional notation is one that reflects any polynomial number N:

$$N = Z_n P^n + Z_{n-1} P^{n-1} + \ldots + Z_1 P^1 + Z_0 P^0 + Z_{-1} P^{-1} + Z_{-2} P^{-2} + \ldots + Z_{-2} P^{-2$$

$$+Z_{-m}P^{-m}=\sum_{i=-m}^{n}Z_{i}P^{i}$$

P – base of numeral system,  $Z_i$  – characters used in numeral sys. i∈⟨-m, n⟩.

### Base of numeral system

- can be any number
- > practical significance in terms of information technology are just some of the numeral system:
- > decimal (decimal) base NS = 10
- usable characters: 0,1,2,3,4,5,6,7,8,9
- binary (Binary) base NS = 2
- > applicable codes: 0,1
- > Octal base NS = 8
- > applicable codes: 0,1,2,3,4,5,6,7
- Hexadecimal base NS = 16
- usable characters: 0,1,2,3,4,5,6,7,8,9, A, B, C, D, E and F.

### • • • Decimal NS

 $+Z_{-m+1}10^{-m+1}+Z_{-m}10^{-m}$ 

- In everyday life, the most often used NS in calculations is the decimal numeric system that uses 10 characters (numbers 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9).
- Eg. decimal number 328,75 can be entered as: 3x10<sup>2</sup> +2 x10<sup>1</sup> +8 x10<sup>0</sup> +7 x10<sup>-1</sup> +5 x10<sup>-2</sup>
- > The full registration of each decimal number can be entered using the polynomial:

 $Z_{n}10^{n} + Z_{n-1}10^{n-1} + Z_{n-2}10^{n-2} + \ldots + Z_{1}10^{1} + Z_{0}10^{0} + Z_{-1}10^{-1} + Z_{-2}10^{-2} + \ldots + Z_{1}10^{-1} + Z_{-2}10^{-1} + Z_{-2}10^{-1} + \ldots + Z_{1}10^{-1} + Z_{1}10^{-1} + Z_{-2}10^{-1} + \ldots + Z_{1}10^{-1} + Z_{1}$ 

Base of numeral system P = 10

### • • • Binary NS

- binary notation makes sense since the founding of the first electronic computers,
- > the fastest and most reliable electronic components of PCs are those, which have two stable states,
- > the physical elements of their activities directly models characters of binary notation,
- > all information in the present computers are stored using two digits: 0 and 1 (not voltage = 0, the voltage = 1).
- Basic unit of information is called 1 bit (Binary digit a binary number).

### • • • Writing numbers in binary notation

P = 10	P = 2	
0	0.20	0
1	1.20	1
2	$1.2^{1}+0.2^{0}$	10
3	$1.2^{1}+1.2^{0}$	11
4	$1.2^2+0.2^1+0.2^0$	100
5	$1.2^2+0.2^1+1.2^0$	101
6	$1.2^2 + 1.2^1 + 0.2^0$	110
7	$1.2^2 + 1.2^1 + 1.2^0$	111
8	$1.2^3 + 0.2^2 + 0.2^1 + 0.2^0$	1000
9	$1.2^3 + 0.2^2 + 0.2^1 + 1.2^0$	1001
10	$1.2^3 + 0.2^2 + 1.2^1 + 0.2^0$	1010

### Octal and hexadecimal NS

- Base of Octal numerical system is P = 8, and allowed characters are the digits 0, 1, 2, 3, 4, 5, 6, 7 (Zi)
- Base of hex (hexadecimal) notation is P = 16 and allowed characters are 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E and F (Zi)
- In NS with lower basis < 10, no problem with characters. Use the same digits as decimal from 0 to P.
- In hexadecimal notation, it is necessary to add six more characters to decimal digits - a big alphabet letters.

#### **Numbers in Octal and Hexadecimal NS**

<b>P</b> = 10	<b>P</b> = 8		<b>P</b> = 16		
0	0.8 <sup>0</sup>	0	0.16 <sup>0</sup>	0	
1	1.80	1	1.16 <sup>0</sup>	1	
2	2.80	2	2.160	2	
3	<b>3.8</b> <sup>0</sup>	3	3.160	3	
4	<b>4.8</b> <sup>0</sup>	4	<b>4.16</b> <sup>0</sup>	4	
5	5.8 <sup>0</sup>	5	5.16 <sup>0</sup>	5	
6	<b>6.8</b> <sup>0</sup>	6	6.16 <sup>0</sup>	6	
7	7.8 <sup>0</sup>	7	7.16 <sup>0</sup>	7	
8	<b>1.8<sup>1</sup>+0.8<sup>0</sup></b>	10	<b>8.16</b> <sup>0</sup>	8	
9	$1.8^{1}+1.8^{0}$	11	9.16 <sup>0</sup>	9	
10	$1.8^{1}+2.8^{0}$	12	10.16 <sup>0</sup>	Α	
11	1.8 <sup>1</sup> +3.8 <sup>0</sup>	13	11.16 <sup>0</sup>	В	
12	$1.8^{1} + 4.8^{0}$	14	12.160	С	
13	$1.8^{1}+5.8^{0}$	15	13.160	D	
14	<b>1.8<sup>1</sup>+6.8<sup>0</sup></b>	16	14.16 <sup>0</sup>	Ε	
15	$1.8^{1}+7.8^{0}$	17	15.16 <sup>0</sup>	F	
16	2.8 <sup>1</sup> +0.8 <sup>0</sup>	20	1.16 <sup>1</sup> +0.16 <sup>0</sup>	10	
17	2.8 <sup>1</sup> +1.8 <sup>0</sup>	21	1.16 <sup>1</sup> +1.16 <sup>0</sup>	11	
18	2.81+2.80	22	1.16 <sup>1</sup> +2.16 <sup>0</sup>	12	
19	2.8 <sup>1</sup> +3.8 <sup>0</sup>	23	1.16 <sup>1</sup> +3.16 <sup>0</sup>	13	
20	2.8 <sup>1</sup> +4.8 <sup>0</sup>	24	<b>1.16<sup>1</sup>+4.16<sup>0</sup></b>	14	

### • • • NS in terms of computer work

- The computer works with numbers in binary notation.
- Binary numbers are usually very long and disarranged sequence of zeros and units.
- For easier recording of binary numbers are used octal or hexadecimal notation.

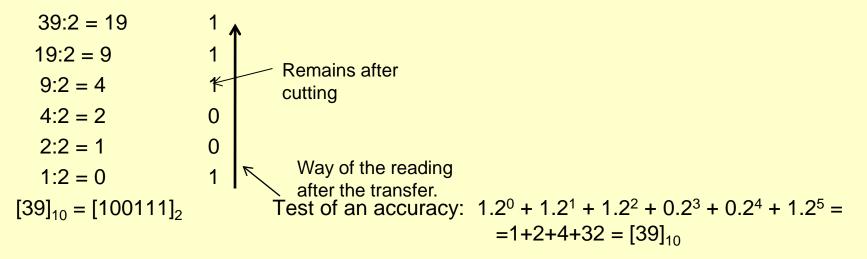
Transfer between binary, octal and hexadecimal is very simple.

## • • • Transfer numbers from decimal NS to system with base P

The best way to transfer is dividing decimal numbers *N*<sub>10</sub> with the base P and recording residues after dividing, which is actually the number *N*<sub>P</sub> in the chosen notation.

Transferring numbers is realized by repeated division by based P. Example:

Transfer of the number  $[39]_{10}$  to binary numeral system.



# Transfers between numeral systems

#### Transfer from a numerical system with base P to decimal is easy.

Transfer via calculating a formula:

$$N = \sum_{i=-m}^{n} Z_i . P^i$$

Transfer of the binary number system [1 1 0 1 0 1 0 1 0 1]2 to decimal.

9. 8. 7. 6. 5. 4. 3. 2. 1. 0.  

$$[1 \ 1 \ 0 \ 1 \ 0 \ 1 \ 0 \ 1]_2 =$$

$$= 1.2^0 + 0.2^1 + 1.2^2 + 0.2^3 + 1.2^4 + 0.2^5 + 1.2^6 + 0.2^7 + 1.2^8 + 1.2^9 =$$

$$= 1 \ + \ 0 \ + \ 4 \ + \ 0 \ + \ 16 \ + \ 0 \ + \ 64 \ + \ 0 \ + \ 256 + 512 \ = [853]_{10}$$

## • • • Transfer numbers from decimal NS to system with base P

#### **Transfer from decimal to octal NS:**

Example:

Transfer of the number [250]<sub>10</sub> to octal numeral system.

250: 8 = 31 31: 8 = 3 3: 8 = 0  $[250]_{10} = [372]_8$ Remains after cutting

Test of an accuracy:  $2.8^{\circ} + 7.8^{\circ} + 3.8^{\circ} = 2+56+192 = [250]_{10}$ 

### Transfer between binary and octal notation:

#### Rule for bases: $2^3 = 8^1$ ,

### -> three orders of magnitude of binary number are shown by one order of magnitude of octal number.

Transfer of the number  $[11101011010]_2$  to octal numeral system. Conversion process is as follows:

- divide the number by three digits from right to left,
- each triplet of digits is converted to an octal numeral system.

#### $\begin{bmatrix} 11 & 101 & 011 & 010 \end{bmatrix}_2 = \begin{bmatrix} 3 & 5 & 3 & 2 \end{bmatrix}_8$

Transfer of the number [351]<sub>8</sub> to binary numeral system.

Process: each digit of octal number is converted to three-digit number in binary numeral system (from the left enter zero, for example number  $[1]_8$  is  $[001]_2$ ).

$$\begin{bmatrix} 3 & 5 & 1 \end{bmatrix}_8 = \begin{bmatrix} 11 & 101 & 001 \end{bmatrix}_2$$

### Transfer between binary and hexadecimal notation:

#### Rule for bases : $2^4 = 16^1$ ,

-> four orders of magnitude of binary number are shown by one order of magnitude of hexadecimal number.

Transfer of the number  $[11101011010]_2$  to hexadecimal numeral system. Conversion process is as follows:

- divide the number by four digits from right to left,
- each quartet of digits is converted to an hexadecimal numeral system.

#### 111 0101 1010]<sub>2</sub> = [7 5 A]<sub>16</sub>

Transfer of the number [B71C]<sub>16</sub> to binary numeral system.

Process: each digit of hexadecimal number is converted to four-digit number in binary numeral system (from the left enter zero, for example number  $[1]_{16}$  is  $[0001]_2$ ).

[ B 7 1 C ]<sub>16</sub> = [ 1011 0111 0001 1100]<sub>2</sub>

1011 0111 0001 1100

### • • • Arithmetic operations in binary NS

- > are easier than in decimal system,
- rules for the implementation of arithmetic operations should be remembered only for two digits, which may occur in a row.
- > The rules for arithmetic operations in binary notation are as follows:

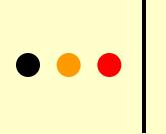
Addition:	Subtraction:	Multiplication:
0 + 0 = 0	0 - 0 = 0	$0 \times 0 = 0$
0 + 1 = 1	1 - 0 = 1	0 x 1 = 0
1 + 0 = 1	1 - 1 = 0	$1 \times 0 = 0$
1 + 1 = 10	10 - 1 = 1	1 x 1 = 1

### • • • Examples of binary addition

Ex.1.: Addition of two numers  $[9]_{10}$  and  $[6]_{10}$  in binary NS.  $[6]_{10} = [1 \ 1 \ 0 \ 0 \ 1]_2$   $[9]_{10} = [1 \ 1 \ 0 \ 1]_2$  $[15]_{10} = [1 \ 1 \ 1 \ 1]_2$ 

Ex.1.: Addition of two numers [94]10 and [90]10 in binary NS. When adding two units[1] in a row, it is used a transfer to higher order 1 1 1 1 $[94]_{10} = [1 0, 1, 1 0]_2$ 

 $[90]_{10} = [1 \ 0 \ 1 \ 1 \ 0 \ 1 \ 0]_2$  $[184]_{10} = [1 \ 0 \ 1 \ 1 \ 0 \ 0 \ 0]_2$ 



### The End