

Number System

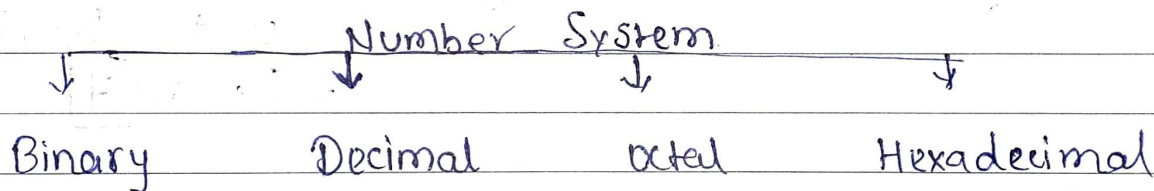
Definition of number System:-

In digital electronics

The number system is used for representing the information.

The number system has different bases and the most common of them are Decimal, binary, octal and hexadecimal number system.

type of number System



* Binary number System:-

In binary number system we have representing only two digits 0's and 1's. Computer represents all kinds of data and information in binary number. It includes audio, graphic, video, text and number.

→ The base of number system is two and the range

0 to $(r-1)$

0 to $(2-1)$

⇒ 0 to 1

* Decimal number System:-

in decimal number system we have representing in ten digits (0.....9) range = 0 to (r-1)
= 0 to (10-1)
= 0 to 9

* Octal number System:

in ~~decimal~~ octal number system we have representing in 8 digits (0.....~~7~~) range = 0 to (r-1)
= 0 to (8-1)
= 0 to 7

The base of octal number system is 8

* Hexa decimal number system:-

in Hexadecimal number system we have representing in sixteen digits (0.....15) range = 0 to (r-1)
= 0 to 15

→ This number system base is 16.

10 - A

11 - B

12 - C

13 - D

14 - E

15 - F

Conversion from one to another no. system.

- There are various type of Conversion in number system. like
- (i) decimal to binary
 - (ii) decimal to octal
 - (iii) decimal to Hexadecimal
 - (iv) binary to decimal
 - (v) binary to octal
 - (vi) binary to Hexadecimal
 - (vii) octal to binary
 - (viii) Hexa to binary

* Decimal to binary:

In decimal to binary Conversion we have dividing the decimal number by 2. until the Quotient of 0 is obtained.

The binary number system is obtain by taking the number after each division in the reverse order.

It means that, we have written MSB value first. (Most significant bit) till to LSB

(53-065)₁₀ Step 1

0	0.065	0	0.04	2 53 1	S ₃ = 110101
	$\times 2$		$\times 2$	2 26 0	
	0.130	0	0.08	2 13 1	
	$\times 2$		$\times 2$	2 6 0	
	0.26	0	0.16	2 3 1	
0	$\times 2$	0	$\times 2$	2 1 1	
	0.52	0	0.32		
	$\times 2$		$\times 2$		
	1.04	1	0.64		
			$\times 2$		
			1.28		

Step 1 The integer is ~~binary~~ 53 and the fraction value 0.5

$$53.5_{10}$$

Step 2 Integer Conversion by dividing 2 we get $(110101)_2$

Step 3 Fraction Conversion If the decimal no. fraction is binary equivalent then obtained by multiply by 2 continuously and recording the carry in the integer position each time the carries in forward order give the require number system.

$$\begin{array}{r} 1 \quad 0.5 \\ \times 2 \\ \hline 1.0 \\ = (1)_2 \end{array}$$

Step 4 So, we get fraction result of 0.5 is as blow $(.1)_2$

Step 5 The combination number will give the binary equivalent as

$$53.5 = (110101.1)_2$$

Step 1. To Convert the binary number to decimal number to use multiple method.

In this conversion process is the no with base (n) has to be converted into ~~the~~ a number with base 10 then each digit of

Step. $(1101.11)_2$

$$1 \times 2^0 + 0 \times 2^1 + 1 \times 2^2 + 1 \times 2^3 + 1 \times 2^{-1} + 1 \times 2^{-2}$$

$$= 1 + 0 + 4 + 8 + 0.5 + 0.25 = \boxed{13.75}$$

Step Thus the eq^d decimal number for given binary number is $(13.75)_{10}$

Step 2 In binary to decimal Conversion we have multiply the given number by the base value which is 2 and we have multiplying integer number from left to right and multiplying the fraction no from right to left.

* Octal to binary:-

Method

Conversion from Octal to binary and vice versa can be easily carried out for obtaining the binary eq^t of Octal number each significant bit/digit in the given number is replaced by its three bit binary eq^t.

$$\text{for eg:- } (376)_8 = \begin{array}{ccc} 3 & 7 & 6 \\ 011 & 111 & 110 \end{array} \\ = (01111110)_2$$

Method II

Step 1: In this method firstly we have convert the given number to decimal number

$$(68)_8 = 6 \times 8^1 + 8 \times 8^0 = (56)_{10}$$

Step 2: Then we have convert the ~~dec~~ obtaining decimal no. into binary number by dividing 2. so

So,

$$\begin{array}{r|l|l} 2 & 56 & \\ \hline 2 & 28 & 0 \\ 2 & 14 & 0 \\ 2 & 7 & 0 \\ 2 & 3 & 1 \\ 2 & 1 & 1 \end{array} = (111000)_2$$

* Hexadecimal to binary:- / binary to hexadecimal

Step 1: Conversion from hexadecimal to binary vice versa can be easily carried out from obtaining the binary eq^t of hexadecimal. Each significant digit in the given number is replaced by its 4 bits eq^t:

$$(2DS)_{16} = \frac{2}{0010} \quad \frac{D=13}{1101} \quad \frac{5}{0101}$$

$$= (001011010101)_2$$

* Binary Addition:-

Step 1: Two binary no. can be added in the same way as two decimal no. are added. The addition is carried out from the LSB and it proceeds to higher significant bit adding the carry resulting from previous addition each time.

Eg:- $15 + 10 = (25)_{10}$

$$\begin{array}{r} 1111 + 1010 = 11001 \\ \text{MSB} \quad \text{LSB} \\ \underline{1010} \\ 11001 \end{array}$$

Step 1: The LSB are added i.e. $0 + 1 = 1$ with carry 0

Step 2: The carry in the previous state added to the next MSB i.e. $0 + 1 + 1 = 0$ with carry '1'

Step 3: The carry in the above step is added to the next MSB i.e. $1 + 1 + 0 = 0$ with carry 1

Step 4: The preceding carry is added to the MSB i.e. $1 + 1 + 1 = 1$ with carry 1

Steps: Thus the sum is 11001, the addition is also shown in the decimal no system.

in ~~the~~ order to Compare : to result

$$10 + 15 = 25 \quad = 11001$$

<u>N.</u>	add	Carry
0 + 0	0	0
1 + 0	1	0
0 + 1	1	0
1 + 1	0	1

~~✓~~ ~~Q~~ binary Subtraction:-

⇒ It is also carried out in the same way as decimal no. are subtract. The subtraction is carried out from the LSB and proceed to MSB. When 1 is subtracted with 0, 1 is borrow from 0 indicate higher significant bit.

Eg:-

$\begin{array}{r} \overset{\text{MSB}}{\nearrow} 1101 \xrightarrow{\text{LSB}} \\ \underline{1001} \\ 0100 \end{array}$

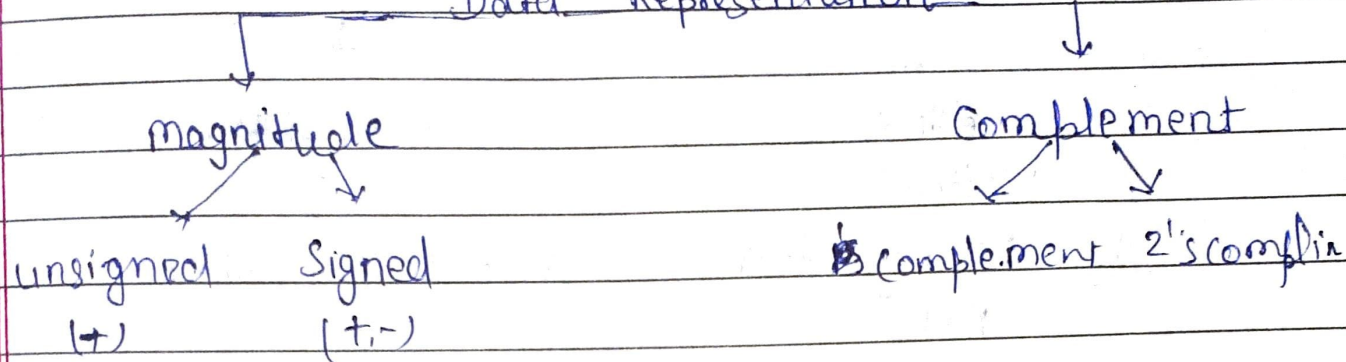
msb lsb

$$\begin{array}{r} 1001 \\ - 0111 \\ \hline 0010 \end{array}$$

Subtraction table

N	Sub	borrower
0 - 0	0	0
0 - 1	1	1
1 - 0	1	1
1 - 1	0	0

Data Representation



* Signed binary representation :-

Binary numbers are represented with a separate sign bit along with the magnitude.

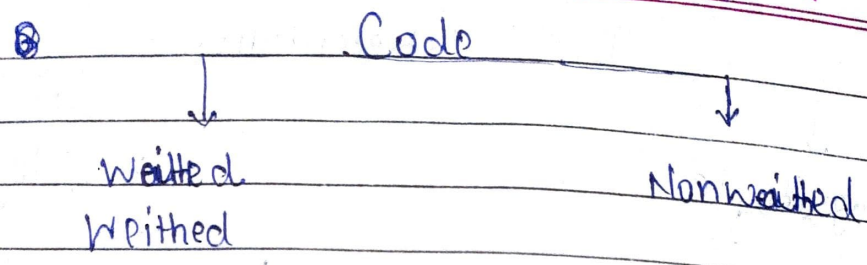
For Example:- In 8-bit binary number the MSB is the sign bit and the remaining 7-bit correspond the magnitude.

Eg:- $13 = 11001$

① 11001 = +ve

① 11001 = -ve

↙ ↓
 Sign magnitude



- Code is the symbolic representation or describe information which may represent number, letter or physical quantity.
- the symbols used are binary digit which are arranged according to rule or code.

* Weighted binary Code:-

Weighted binary code obey their positional ~~weighting~~ ^{weighting} principle. Each position of number represent a specific weight.

Eg:- Binary, decimal, BCD

* Nonweighted Code:-

It are codes that are not positionally weighted these mean that each position within binary no. is not assigned a fix value.

for eg:- Excess-3, Gray

Decimal	BCD	Excess-3
	8 4 2 1	$+3 (11)_2$
0	0 0 0 0	0 0 1 1
1	0 0 0 1	$0001 + 0011 = 00100$
2	0 0 1 0	$0010 + 0011 = 00101$
3	0 0 1 1	$0011 + 0011 = 0110$
4	0 1 0 0	$0100 + 0011 = 0111$
5	0 1 0 1	$0101 + 0011 = 1000$
6	0 1 1 0	$0110 + 11 = 1001$
7	0 1 1 1	$0111 + 11 = 1010$
8	1 0 0 0	$1000 + 11 = 1011$
9	1 0 0 1	$1001 + 11 = 1100$
10	0 0 0 1 0 0 0 0	$00010000 + 11 = 00010011$
11	0 0 0 1 0 0 0 1	$00010001 + 11 = 00010100$

* BCD :- / 8 4 2 1 :

The full form of BCD is Binary Coded decimal.

The BCD is used the binary number system. Specifically the decimal no 0 to 9.

→ It has four-bits.

→ The weights are arranged according to the position occupied by this digits. The weight of the first position is $2^0 = 1$, second is $2^1 = 2$, third $2^2 = 4$, fourth - $2^3 = 8$.

Reading from left to right the weights are 8-4-2-1 hence it's called 8421.

* Excess-3 :-

As the name indicate the Excess-3 represented are decimal no in binary form as a number greater than three.

A Excess-3 Code is obtained by adding through are decimal no.

$$\text{Eg: } 15 + 3 = 18$$

$$5 = 101$$

$$8 = 0011$$

$$8 = 1000$$

* Gray Code:- and binary Code:-

Decimal	Binary	Gray
1	0001	0001
2	0010	0011
3	0011	0010
4	0100	0110
5	0101	0111
6	0110	0101
7	0111	0100
8	1000	1100
9	1001	1101
10	1010	1111
0	0000	0000
11	1011	1110

* Gray Code:-

The gray code belongs to a class of code called minimum change code in which only one bit in the code group changes when moving from one step to next step.

- The gray is a nonweighted code.
- Therefore it is not suitable for arithmetic operation.
- Gray code is a selective digit code which has a special property of containing two adjacent code numbers that differ by only one-bit. Therefore it is called unit distance code.

* Conversion from binary to Gray Code.

⊗ A binary can be converted into its gray code when

- (i) The first bit (MSB) of the gray code is the same as the first bit of binary number.
- (ii) The second bit of gray code equals the Ex-OR of the first and second bit of the binary number that is it will be one if the binary code bits are different and 0 if they are same.

(iii) The third gray code bit equals to Ex-OR of the second and third bit of the binary number.

Eg.: $B_3 B_2 B_1 B_0$

B = binary code

$G_3 G_2 G_1 G_0$

G = gray code

$$\begin{aligned} G_3 &= B_3 \\ G_2 &= B_3 \oplus B_2 \\ G_1 &= B_2 \oplus B_1 \\ G_0 &= B_1 \oplus B_0 \end{aligned}$$

* Conversion from Gray to Binary

Conversion of gray code to Binary if binary involves the following steps:-

- (i) The first binary bit (MSB) is the same as the gray code (MSB) bit
- (ii) If the second gray bit is 0 the second binary bit is the same as that of first binary. If the second gray bit is one the second binary bit is the inverse of the first binary bit

(iii) step 2 is repeated each successive bit

Eg: $B_3 B_2 B_1 B_0$

$g_3 g_2 g_1 g_0$

: (B = binary no.)

: (g = gray code.)

$$\rightarrow B_3 = g_3$$

$$\rightarrow B_2 = g_3 \oplus g_2$$

$$\rightarrow B_1 = B_2 \oplus g_1$$

$$\rightarrow B_0 = B_1 \oplus g_0$$

Gray $g_3 g_2 g_1 g_0$	Binary $B_3 B_2 B_1 B_0$
0 0 0 0	0 0 0 0
0 0 1 0	0 0 1 0
0 1 1 0	0 1 0 0
1 0 0 1	1 0 0 1
1 1 0 1	1 0 0 1
1 1 1 0	1 0 1 0
1 1 1 1	1 0 1 0