

T_{eaching} L_{ondon} C_{omputing}

Topic 2.1: Binary Representation



Aims

- Introduce binary number representations
 - Count in binary
 - Do binary arithmetic
 - ... same rules as normal (decimal), fewer digits
 - Understand that binary also represents
 - Characters
 - ...
-

Teaching Issue

- Some people find this material easy ...
- ... others less so
- Every one can count and do arithmetic!
- How to make it as simple as possible?

At first, avoid mathematics of exponents (2^0 , 2^1 , 2^2 etc)



WHY BINARY?

Counting in Tens

- Why do we count with 10 digits (0-9)?
 - Romans used I, II, III, IV, VI, VII ...
 - Babylonians counted in 60
 - Our numbers are Arabic – importance of 'zero'
 - Some early computers used decimal
 - Babbage's mechanical computer
 - ENIAC in USA
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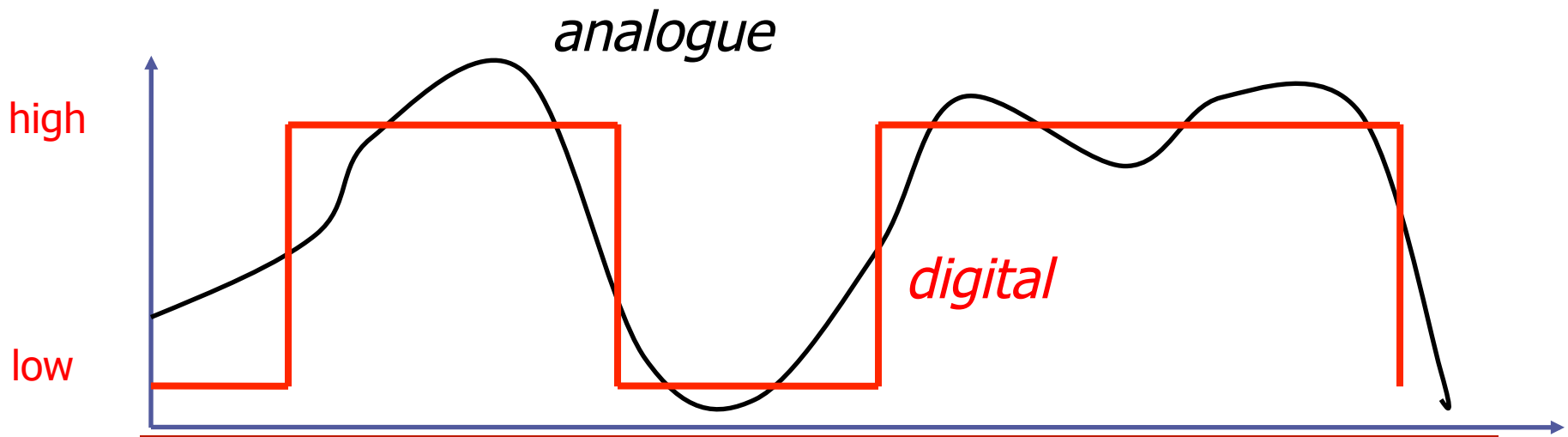
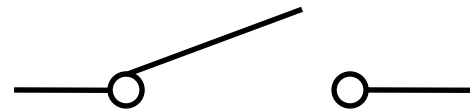
Switches make Computers

- Analog versus Digital
 - Analog signal: any value
 - Digital signal: only two values

closed



open





COUNTING IN BINARY

Binary – Base 2

- Decimal
 - Ten digits: '0' to '9'
 - Two digits: '0' and '1'
 - Binary digit – 'bit'
 - Count on two fingers
-

Number After – Decimal

- Familiar
- Rules?

Rule for the next number

Starting from the right hand side, look at each digit 'd' in turn:

1. If d not last $\rightarrow$ next and stop
2. If d is last $\rightarrow$ 0, go on to next digit.
3. If there are no more digits, put a '1'

0 $\rightarrow$ 1

1 $\rightarrow$ 2

9 $\rightarrow$ 10

18 $\rightarrow$ 19

19 $\rightarrow$ 20

99 $\rightarrow$ 100

100 $\rightarrow$ 101

999 $\rightarrow$ 1000

Number After – Binary

- Two digits
- Same rules

0 → 1

1 → 10

100 → 101

111 → 1000

1000 → 1001

111111 → 1000000

Quiz

- Write down the number after each of the following numbers

0 → ??

1 → ??

100 → ??

101 → ??

110 → ??

1000 → ??

1100 → ??

1111 → ??

01101011 → ??

11000111 → ??

00011010 → ??

10100101 → ??

10111111 → ??

11011111 → ??

01111111 → ??

11111111 → ??

Quiz

- Write a list of 4-digit binary numbers in order

0	0000
1	
2	
3	
4	
5	
6	
7	

8	
9	
10	
11	
12	
13	
14	
15	

Binary 0 – 15

- Write a list of 4-digit binary numbers in order

0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111

8	1000
9	1001
10	1010
11	1011
12	1100
13	1101
14	1110
15	1111

Binary 0 – 15: Patterns

- Write a list of 4-digit binary numbers in order

0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111

8	1000
9	1001
10	1010
11	1011
12	1100
13	1101
14	1110
15	1111

Binary 0 – 15: Patterns

- Write a list of 4-digit binary numbers in order

0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111

8	1000
9	1001
10	1010
11	1011
12	1100
13	1101
14	1110
15	1111



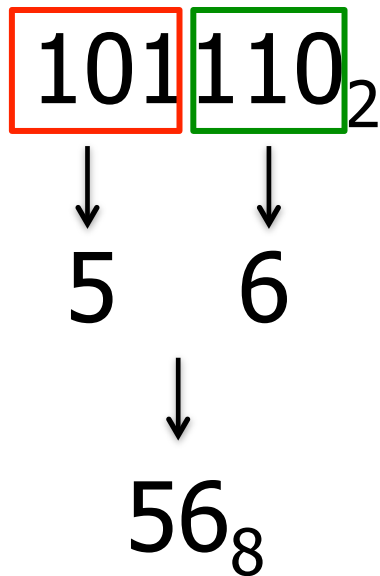
OCTAL AND HEXADECIMAL NUMBERS

Octal and Hexadecimal

- Octal – base 8
 - Hexadecimal – base 16
 - Direct conversion to/from binary
-

Octal – Base 8

- Digits 0 – 7
- Each octal digit is 3 binary digits



octal	binary
0	000
1	001
2	010
3	011
4	100
5	101
6	110
7	111

Hex – Base 16

- Digits 0 – 9,
A – F

- Each hex digit
stands for **4**
binary digits

hex	binary
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111

hex	binary
8	1000
9	1001
A	1010
B	1011
C	1100
D	1101
E	1110
F	1111

Hex – Example

• AC_H



1010 1100

hex	binary
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111

hex	binary
8	1000
9	1001
A	1010
B	1011
C	1100
D	1101
E	1110
F	1111

REPRESENTING CHARACTERS

ASCII

- American Standard Code for Information Interchange
 - First standardised in 1967
- 7-bit character code
 - 0 – 127
 - Parity bit
- Characters are
 - Printable – 95
 - Control – 33

!"#\$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNPOQRSTUVWXYZ[\]^_
`abcdefghijklmnopqrstuvwxyz{|}~

ASCII in Hex

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	NUL	SOH	STX	ETX	EOT	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
2	SP	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/
3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
5	P	Q	R	S	T	U	V	W	X	Y	Z	[	\	]	^	_
6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

- 'A' is $41_{\text{H}} = 65$
- '2' is $32_{\text{H}} = 50$

ASCII Features – Digits

- The digits 0-9 are represented with their values in binary prefixed with 0011 (I.e. 3_H)
 - '0' is 30_H
 - '9' is 39_H
-

ASCII Features – Characters

- Letters are in a contiguous sequences
 - No gaps
 - Lowercase and uppercase letters 32_{10} apart
 - Single bit difference
 - A – Z : $41_H - 5A_H$
 - a – z : $61_H - 7A_H$
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ASCII Limitations

- Only 95 printable characters
 - accents
 - non-Latin languages
 - Chinese-based scripts
 - Unicode
 - 16 bits
 - Overlaps with ASCII where possible
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ADDING BINARY NUMBERS

Adding Binary Digits

- Very simple rules

$$0 + 0 = 0$$

$$0 + 1 = 1$$

$$1 + 0 = 1$$

$$1 + 1 = 0 \text{ carry } 1$$

Adding Binary Numbers

- Complete the following

$$\begin{array}{r} 0110 \\ + 0101 \\ \hline \end{array}$$

Adding Binary Numbers

- Complete the following

$$\begin{array}{rcccc} & 0 & 1 & 1 & 0 \\ + & 0 & 1 & 1 & 1 \\ \hline & & & & 1 \end{array}$$

Adding Binary Numbers

- Complete the following

$$\begin{array}{r} 0110 \\ + 0111 \\ \hline \end{array}$$

1

0 1

Carry

The diagram illustrates a binary addition problem. The numbers 0110 and 0111 are added. A horizontal line is drawn under the second number. Below the line, the digits 0 and 1 are shown. A red '1' is written above the line, and a red line extends from it to a box labeled 'Carry'.

Adding Binary Numbers

- Complete the following

$$\begin{array}{r} 0110 \\ + 0111 \\ \hline 1101 \end{array}$$

The diagram shows a binary addition problem. The first number is 0110, the second is 0111, and the result is 1101. The result is shown below a horizontal line. The first two digits of the result, 11, are highlighted in red. Arrows point from the numbers in the table on the right to the corresponding digits in the addition problem.

0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001
10	1010
11	1011
12	1100
13	1101
14	1110
15	1111

Quiz

- Complete

$$\begin{array}{rcccccc} & 0 & 1 & 1 & 1 & 0 & 1 \\ + & 0 & 0 & 0 & 1 & 0 & 1 \\ \hline \end{array}$$

Summary

- Start by counting ... get used to binary
 - Conversion tables
- Addition – apply standard rules
- Octal and hexadecimal
 - Easy really

At first, avoid mathematics of exponents (2^0 , 2^1 , 2^2 etc)