



CprE 281: Digital Logic

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<http://www.ece.iastate.edu/~alexs/classes/>

Binary Numbers

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Iowa State University, Ames, IA
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Administrative Stuff

This is the official class web page:

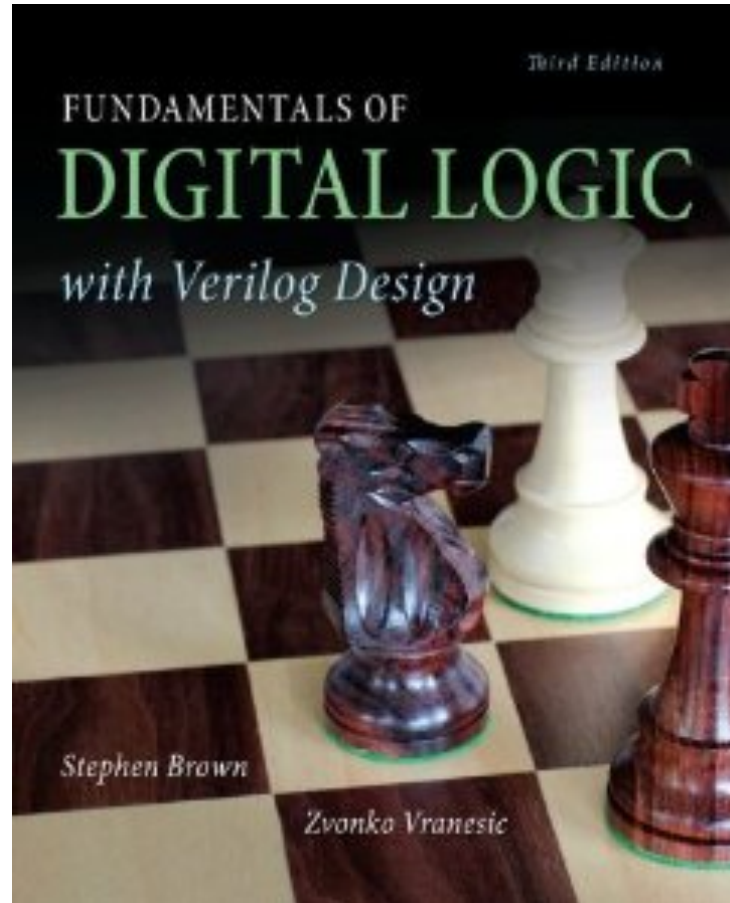
http://www.ece.iastate.edu/~alexs/classes/2020_Fall_281/

If you missed the first lecture, the syllabus and other class materials are posted there.

Administrative Stuff

- **HW1 is out**
- **It is due on Monday Aug 24 @ 4pm.**
- **Submit it on Canvas before the start of the lecture**

Did you get the textbook?



Administrative Stuff

The labs and recitations start next week:

- Section 16: Tuesday 11:00 AM - 1:50 PM (Lab delivery is WWW, synchronous)
- Section 11: Tuesday 2:10 PM - 5:00 PM (Lab delivery is WWW, synchronous)
- Section 8: Wednesday 7:45 AM - 10:35 AM (Lab delivery is WWW, synchronous)
- Section 18: Wednesday 11:00 AM - 1:50 PM (Lab delivery is WWW, synchronous)
- Section 14: Thursday 11:00 AM - 1:50 PM (Lab delivery is WWW, synchronous)
- Section 17: Thursday 11:00 AM - 1:50 PM (Lab delivery is WWW, synchronous)
- Section 10: Thursday 2:10 PM - 5:00 PM (Lab delivery is WWW, synchronous)
- Section 7: Friday 11:00 AM - 1:50 PM (Lab delivery is WWW, synchronous)

- The lab schedule is also posted on the class web page

The Labs Start Next Week

- Please download and read the lab assignment for next week before you go to your lab section.
- You must answer the pre-lab questions before the start of the lab.
- The TAs will check your answers at the beginning of the lab.

The Labs Start Next Week

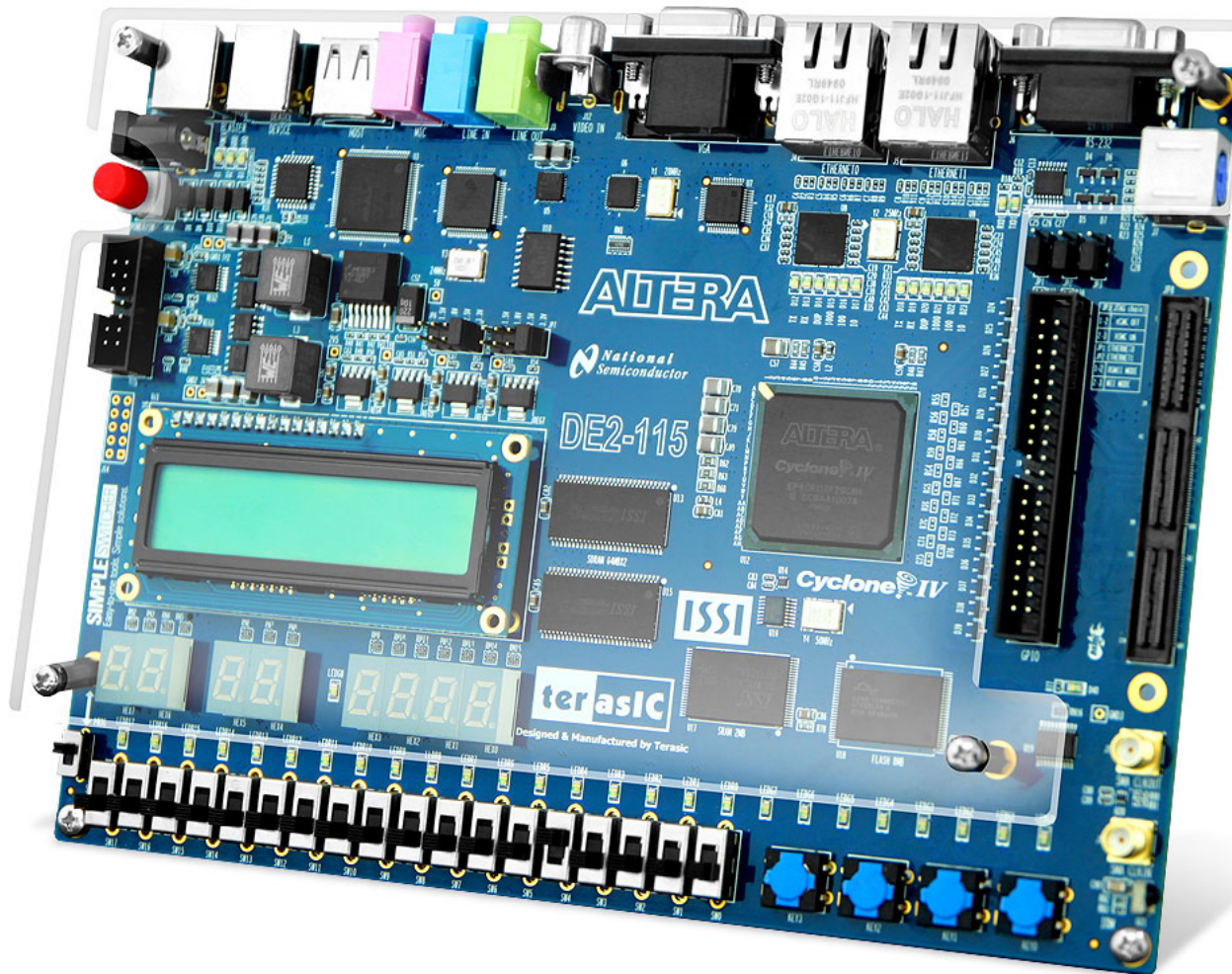


Figure 1.5 in the textbook: An FPGA board.

The Decimal System



What number system is this one?



The Binary System




Number Systems

$$N = d_n B^n + d_{n-1} B^{n-1} + \cdots + d_1 B^1 + d_0 B^0$$


Number Systems

$$N = d_n B^n + d_{n-1} B^{n-1} + \dots + d_1 B^1 + d_0 B^0$$

n-th digit
(most significant)



0-th digit
(least significant)



Number Systems

base

power

$$N = d_n B^n + d_{n-1} B^{n-1} + \dots + d_1 B^1 + d_0 B^0$$

n-th digit
(most significant)

0-th digit
(least significant)

The Decimal System

$$524_{10} = 5 \times 10^2 + 2 \times 10^1 + 4 \times 10^0$$

The Decimal System

$$524_{10} = 5 \times 10^2 + 2 \times 10^1 + 4 \times 10^0$$

$$= 5 \times 100 + 2 \times 10 + 4 \times 1$$

$$= 500 + 20 + 4$$

$$= 524_{10}$$

Another Way to Look at This

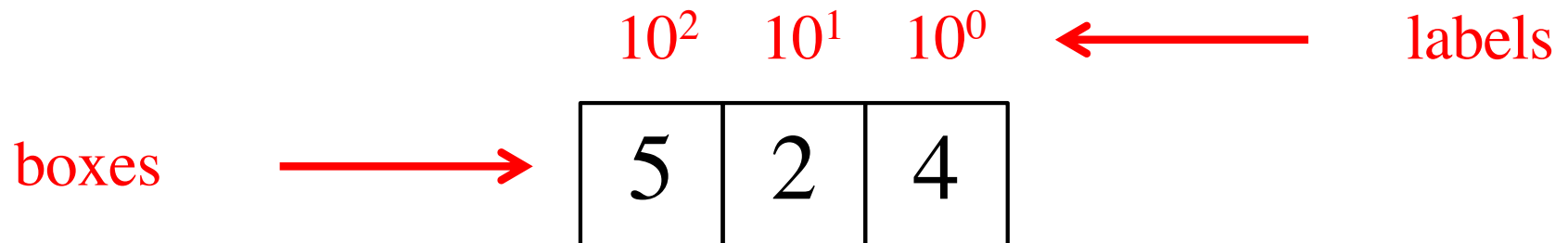
5	2	4
---	---	---

Another Way to Look at This

10^2 10^1 10^0

5	2	4
---	---	---

Another Way to Look at This



Each box can contain only one digit and has only one label. From right to left, the labels are increasing powers of the base, starting from 0.

Base 7

$$524_7 = 5 \times 7^2 + 2 \times 7^1 + 4 \times 7^0$$

Base 7

base

power

$$524_7 = 5 \times 7^2 + 2 \times 7^1 + 4 \times 7^0$$

Base 7

base

power

$$524_7 = 5 \times 7^2 + 2 \times 7^1 + 4 \times 7^0$$

most significant
digit

least significant
digit

Base 7

$$524_7 = 5 \times 7^2 + 2 \times 7^1 + 4 \times 7^0$$

$$= 5 \times 49 + 2 \times 7 + 4 \times 1$$

$$= 245 + 14 + 4$$

$$= 263_{10}$$

Another Way to Look at This

$$\begin{array}{|c|c|c|} \hline 7^2 & 7^1 & 7^0 \\ \hline 5 & 2 & 4 \\ \hline \end{array} = \begin{array}{|c|c|c|} \hline 10^2 & 10^1 & 10^0 \\ \hline 2 & 6 & 3 \\ \hline \end{array}$$

Binary Numbers (Base 2)

$$1001_2 = 1 \times 2^3 + 0 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$$

Binary Numbers (Base 2)

base

power

$$1001_2 = 1 \times 2^3 + 0 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$$

most significant bit

least significant bit

Binary Numbers (Base 2)

$$\begin{aligned} 1001_2 &= 1 \times 2^3 + 0 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 = \\ &= 1 \times 8 + 0 \times 4 + 0 \times 2 + 1 \times 1 = \\ &= 8 + 0 + 0 + 1 = \\ &= 9_{10} \end{aligned}$$

Another Example

$$\begin{aligned} 11101_2 &= 1 \times 2^4 + 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 = \\ &= 1 \times 16 + 1 \times 8 + 1 \times 4 + 0 \times 2 + 1 \times 1 = \\ &= 16 + 8 + 4 + 0 + 1 = 29_{10} \end{aligned}$$

Powers of 2

$$2^{10} = 1024$$

$$2^9 = 512$$

$$2^8 = 256$$

$$2^7 = 128$$

$$2^6 = 64$$

$$2^5 = 32$$

$$2^4 = 16$$

$$2^3 = 8$$

$$2^2 = 4$$

$$2^1 = 2$$

$$2^0 = 1$$

What is the value of this binary number?

- **0 0 1 0 1 1 0 0**

- **0 0 1 0 1 1 0 0**

- **$0*2^7 + 0*2^6 + 1*2^5 + 0*2^4 + 1*2^3 + 1*2^2 + 0*2^1 + 0*2^0$**

- **$0*128 + 0*64 + 1*32 + 0*16 + 1*8 + 1*4 + 0*2 + 0*1$**

- **$0*128 + 0*64 + 1*32 + 0*16 + 1*8 + 1*4 + 0*2 + 0*1$**

- **$32 + 8 + 4 = 44$ (in decimal)**

Another Way to Look at This

2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
0	0	1	0	1	1	0	0

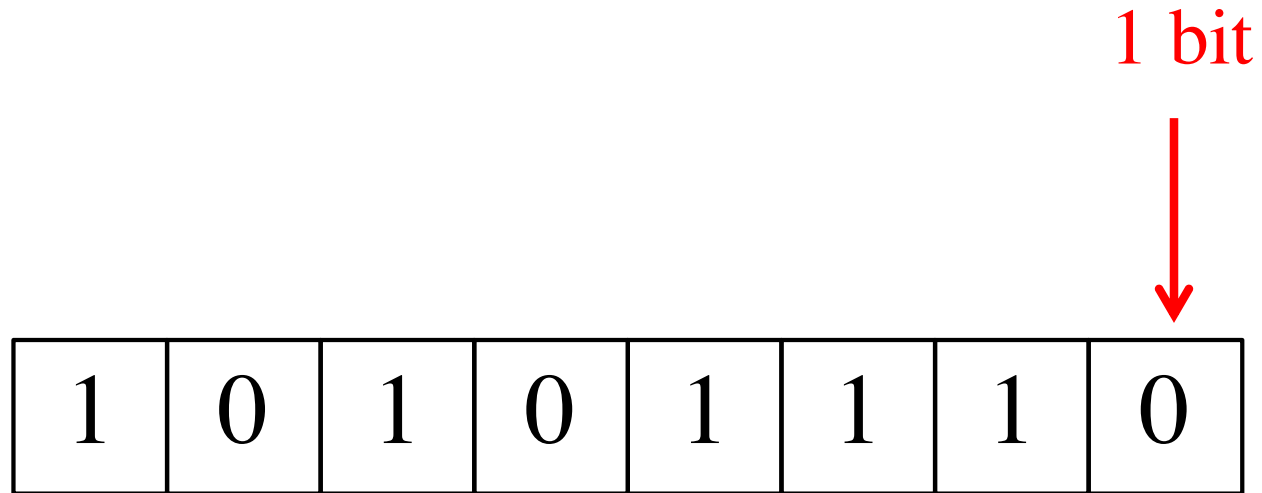
Some Terminology

- **A binary digit is called a *bit***
- **A group of eight bits is called a byte**
- **One bit can represent only two possible states, which are denoted with 1 and 0**

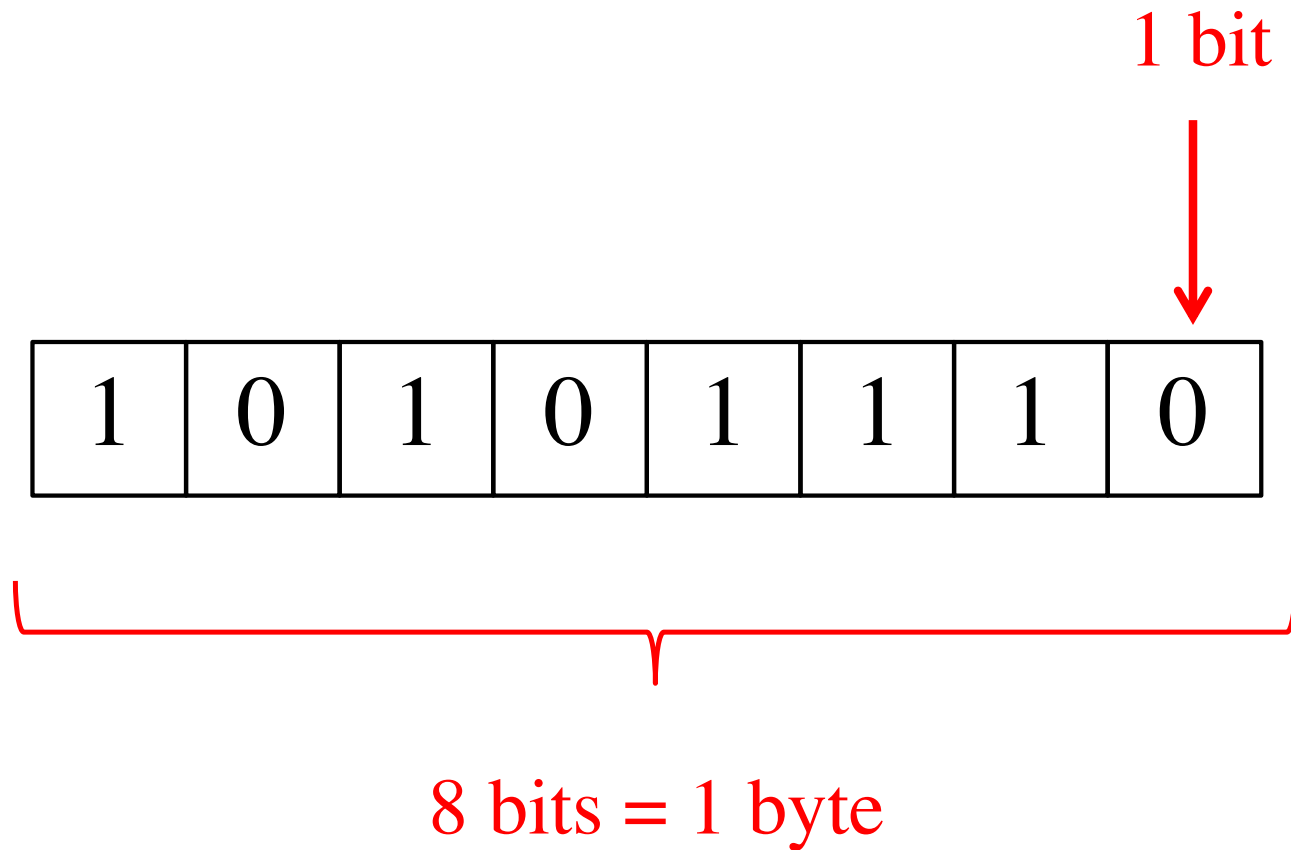
Relationship Between a Byte and a Bit

1	0	1	0	1	1	1	0
---	---	---	---	---	---	---	---

Relationship Between a Byte and a Bit



Relationship Between a Byte and a Bit



Bit Permutations

<u>1 bit</u>	<u>2 bits</u>	<u>3 bits</u>	<u>4 bits</u>	
0	00	000	0000	1000
1	01	001	0001	1001
	10	010	0010	1010
	11	011	0011	1011
		100	0100	1100
		101	0101	1101
		110	0110	1110
		111	0111	1111

Each additional bit doubles the number of possible permutations

Bit Permutations

- Each permutation can represent a particular item
- There are 2^N permutations of N bits
- Therefore, N bits are needed to represent 2^N unique items

How many
items can be
represented by

1 bit ? $2^1 = 2$ items

2 bits ? $2^2 = 4$ items

3 bits ? $2^3 = 8$ items

4 bits ? $2^4 = 16$ items

5 bits ? $2^5 = 32$ items

What is the maximum number that can be stored in one byte (8 bits)?

What is the maximum number that can be stored in one byte (8 bits)?

- 1 1 1 1 1 1 1 1

- 1 1 1 1 1 1 1 1

- $1*2^7 + 1*2^6 + 1*2^5 + 1*2^4 + 1*2^3 + 1*2^2 + 1*2^1 + 1*2^0$

- $1*128 + 1*64 + 1*32 + 1*16 + 1*8 + 1*4 + 1*2 + 1*1$

- $128 + 64 + 32 + 16 + 8 + 4 + 2 + 1 = 255$ (in decimal)

- Another way is: $1*2^8 - 1 = 256 - 1 = 255$

What would happen if we try to add 1 to the largest number that can be stored in one byte (8 bits)?

$$\begin{array}{r} 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1 \\ + \\ \hline 1\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0 \\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0 \end{array}$$

Analogy with car odometers



Analogy with car odometers



Decimal to Binary Conversion (Using Guessing)

$$17 = 16 + 1 \rightarrow 10001_2$$

2^7	=	128	
2^6	=	64	
2^5	=	32	
2^4	=	16	✓
2^3	=	8	
2^2	=	4	
2^1	=	2	
2^0	=	1	✓

Decimal to Binary Conversion (Using Guessing)

$$212 = 128 + 64 + 16 + 4 \rightarrow 11010100_2$$


2^7	=	128	✓
2^6	=	64	✓
2^5	=	32	
2^4	=	16	✓
2^3	=	8	
2^2	=	4	✓
2^1	=	2	
2^0	=	1	

Converting from Decimal to Binary

				<i>result</i>	<i>remainder</i>
235	/	2	=	117	1
117	/	2	=	58	1
58	/	2	=	29	0
29	/	2	=	14	1
14	/	2	=	7	0
7	/	2	=	3	1
3	/	2	=	1	1
1	/	2	=	0	1

Converting from Decimal to Binary

				<i>result</i>	<i>remainder</i>
235	/	2	=	117	1
117	/	2	=	58	1
58	/	2	=	29	0
29	/	2	=	14	1
14	/	2	=	7	0
7	/	2	=	3	1
3	/	2	=	1	1
1	/	2	=	0	1



$$235_{10} = 11101011_2$$

Convert $(857)_{10}$

			Remainder	
$857 \div 2$	$=$	428	1	LSB
$428 \div 2$	$=$	214	0	
$214 \div 2$	$=$	107	0	
$107 \div 2$	$=$	53	1	
$53 \div 2$	$=$	26	1	
$26 \div 2$	$=$	13	0	
$13 \div 2$	$=$	6	1	
$6 \div 2$	$=$	3	0	
$3 \div 2$	$=$	1	1	
$1 \div 2$	$=$	0	1	MSB

Result is $(1101011001)_2$

Octal System (Base 8)

0	1	2	3	4	5	6	7
10	11	12	13	14	15	16	17
20	21	22	23	24	25	26	27
30	31	32	33	34	35	36	37
40	41	42	43	44	45	46	47
50	51	52	53	54	55	56	57
60	61	62	63	64	65	66	67
70	71	72	73	74	75	76	77

Binary to Octal Conversion

000 → 0

001 → 1

010 → 2

011 → 3

100 → 4

101 → 5

110 → 6

111 → 7

Binary to Octal Conversion

$$101110010111_2 = ?_8$$

Binary to Octal Conversion

$$101110010111_2 = ?_8$$

101 110 010 111

Binary to Octal Conversion

$$101110010111_2 = ?_8$$

$$\begin{array}{cccc} 101 & 110 & 010 & 111 \\ \underbrace{\hspace{1em}} & \underbrace{\hspace{1em}} & \underbrace{\hspace{1em}} & \underbrace{\hspace{1em}} \\ 5 & 6 & 2 & 7 \end{array}$$

Binary to Octal Conversion

$$101110010111_2 = ?_8$$

$$\begin{array}{cccc} 101 & 110 & 010 & 111 \\ \underbrace{\hspace{1em}} & \underbrace{\hspace{1em}} & \underbrace{\hspace{1em}} & \underbrace{\hspace{1em}} \\ 5 & 6 & 2 & 7 \end{array}$$

$$\text{Thus, } 101110010111_2 = 5627_8$$

Hexadecimal System (Base 16)

$$52_{16} = 5 \times 16^1 + 2 \times 16^0 =$$

$$5 \times 16 + 2 \times 1 =$$

$$80 + 2 = 82_{10}$$

The 16 Hexadecimal Digits

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F

The 16 Hexadecimal Digits

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F

A diagram illustrating the mapping of hexadecimal digits to their decimal equivalents. The top row lists the hexadecimal digits: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F. The bottom row lists the decimal values: 10, 11, 12, 13, 14, 15. Red arrows point from each hexadecimal digit (A through F) down to its corresponding decimal value.

0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
										↓	↓	↓	↓	↓	↓
										10	11	12	13	14	15

Hexadecimal to Decimal Conversion

$$C3_{16} = C \times 16^1 + 3 \times 16^0$$

$$= 12 \times 16 + 3 \times 1$$

$$= 192 + 3$$

$$= 195_{10}$$

Hexadecimal to Decimal Conversion

$$BEEF_{16} = ?_{10}$$

Hexadecimal to Decimal Conversion

$$\begin{aligned} BEEF_{16} &= B_{16} \times 16^3 + E_{16} \times 16^2 + E_{16} \times 16^1 + F_{16} \times 16^0 \\ &= 11 \times 16^3 + 14 \times 16^2 + 14 \times 16^1 + 15 \times 16^0 \\ &= 11 \times 4096 + 14 \times 256 + 14 \times 16 + 15 \times 1 \\ &= 45056 + 3584 + 224 + 15 \\ &= 48879_{10} \end{aligned}$$

Binary to Hexadecimal Conversion

0000	→	0
0001	→	1
0010	→	2
0011	→	3
0100	→	4
0101	→	5
0110	→	6
0111	→	7
1000	→	8
1001	→	9
1010	→	<i>A</i>
1011	→	<i>B</i>
1100	→	<i>C</i>
1101	→	<i>D</i>
1110	→	<i>E</i>
1111	→	<i>F</i>

Binary to Hexadecimal Conversion

0000	→	0	→	0
0001	→	1	→	1
0010	→	2	→	2
0011	→	3	→	3
0100	→	4	→	4
0101	→	5	→	5
0110	→	6	→	6
0111	→	7	→	7
1000	→	8	→	8
1001	→	9	→	9
1010	→	10	→	<i>A</i>
1011	→	11	→	<i>B</i>
1100	→	12	→	<i>C</i>
1101	→	13	→	<i>D</i>
1110	→	14	→	<i>E</i>
1111	→	15	→	<i>F</i>

Binary to Hexadecimal Conversion

$$101110010111_2 = ?_{16}$$

Binary to Hexadecimal Conversion

$$101110010111_2 = ?_{16}$$

1011 1001 0111

Binary to Hexadecimal Conversion

$$101110010111_2 = ?_{16}$$

1011 1001 0111



B

9

7

Binary to Hexadecimal Conversion

$$101110010111_2 = ?_{16}$$

1011 1001 0111



B 9 7

Thus, $101110010111_2 = \text{B97}_{16}$

Decimal to Hexadecimal Conversion

$$1396_{10} = 574_{16}$$

				<i>result</i>	<i>remainder</i>
1396	/	16	=	87	4
87	/	16	=	5	7
5	/	16	=	0	5



Decimal to Hexadecimal Conversion

$$502_{10} = 1F6_{16}$$

				<i>result</i>	<i>remainder</i>
502	/	16	=	31	6
31	/	16	=	1	15
1	/	16	=	0	1

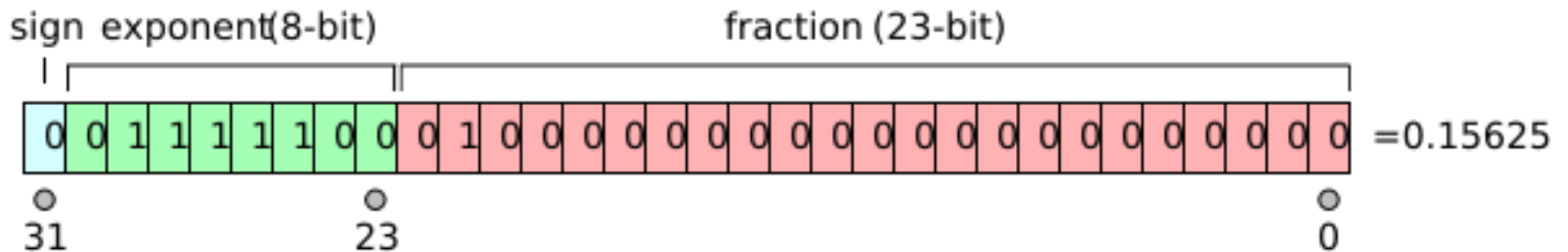


Signed integers are more complicated

We will talk more about them when we start with Chapter 3 in a couple of weeks.

The story with floats is even more complicated

IEEE 754-1985 Standard



[http://en.wikipedia.org/wiki/IEEE_754]

On-line IEEE 754 Converter

- <https://www.h-schmidt.net/FloatConverter/IEEE754.html>
- **More about floating point numbers in Chapter 3.**

Storing Characters

- **This requires some convention that maps binary numbers to characters.**
- **ASCII table**
- **Unicode**

ASCII Table

Dec	Hx	Oct	Char	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr
0	0	000	NUL (null)	32	20	040	 	Space	64	40	100	@	@	96	60	140	`	`
1	1	001	SOH (start of heading)	33	21	041	!	!	65	41	101	A	A	97	61	141	a	a
2	2	002	STX (start of text)	34	22	042	"	"	66	42	102	B	B	98	62	142	b	b
3	3	003	ETX (end of text)	35	23	043	#	#	67	43	103	C	C	99	63	143	c	c
4	4	004	EOT (end of transmission)	36	24	044	$	\$	68	44	104	D	D	100	64	144	d	d
5	5	005	ENQ (enquiry)	37	25	045	%	%	69	45	105	E	E	101	65	145	e	e
6	6	006	ACK (acknowledge)	38	26	046	&	&	70	46	106	F	F	102	66	146	f	f
7	7	007	BEL (bell)	39	27	047	'	'	71	47	107	G	G	103	67	147	g	g
8	8	010	BS (backspace)	40	28	050	((72	48	110	H	H	104	68	150	h	h
9	9	011	TAB (horizontal tab)	41	29	051))	73	49	111	I	I	105	69	151	i	i
10	A	012	LF (NL line feed, new line)	42	2A	052	*	*	74	4A	112	J	J	106	6A	152	j	j
11	B	013	VT (vertical tab)	43	2B	053	+	+	75	4B	113	K	K	107	6B	153	k	k
12	C	014	FF (NP form feed, new page)	44	2C	054	,	,	76	4C	114	L	L	108	6C	154	l	l
13	D	015	CR (carriage return)	45	2D	055	-	-	77	4D	115	M	M	109	6D	155	m	m
14	E	016	SO (shift out)	46	2E	056	.	.	78	4E	116	N	N	110	6E	156	n	n
15	F	017	SI (shift in)	47	2F	057	/	/	79	4F	117	O	O	111	6F	157	o	o
16	10	020	DLE (data link escape)	48	30	060	0	0	80	50	120	P	P	112	70	160	p	p
17	11	021	DC1 (device control 1)	49	31	061	1	1	81	51	121	Q	Q	113	71	161	q	q
18	12	022	DC2 (device control 2)	50	32	062	2	2	82	52	122	R	R	114	72	162	r	r
19	13	023	DC3 (device control 3)	51	33	063	3	3	83	53	123	S	S	115	73	163	s	s
20	14	024	DC4 (device control 4)	52	34	064	4	4	84	54	124	T	T	116	74	164	t	t
21	15	025	NAK (negative acknowledge)	53	35	065	5	5	85	55	125	U	U	117	75	165	u	u
22	16	026	SYN (synchronous idle)	54	36	066	6	6	86	56	126	V	V	118	76	166	v	v
23	17	027	ETB (end of trans. block)	55	37	067	7	7	87	57	127	W	W	119	77	167	w	w
24	18	030	CAN (cancel)	56	38	070	8	8	88	58	130	X	X	120	78	170	x	x
25	19	031	EM (end of medium)	57	39	071	9	9	89	59	131	Y	Y	121	79	171	y	y
26	1A	032	SUB (substitute)	58	3A	072	:	:	90	5A	132	Z	Z	122	7A	172	z	z
27	1B	033	ESC (escape)	59	3B	073	;	:	91	5B	133	[[123	7B	173	{	{
28	1C	034	FS (file separator)	60	3C	074	<	<	92	5C	134	\	\	124	7C	174	|	
29	1D	035	GS (group separator)	61	3D	075	=	=	93	5D	135]]	125	7D	175	}	}
30	1E	036	RS (record separator)	62	3E	076	>	>	94	5E	136	^	^	126	7E	176	~	~
31	1F	037	US (unit separator)	63	3F	077	?	?	95	5F	137	_	_	127	7F	177		DEL

Extended ASCII Codes

128	Ç	144	É	161	í	177	☐	193	⊥	209	〒	225	β	241	±
129	ü	145	æ	162	ó	178	☐	194	⊤	210	π	226	Γ	242	≥
130	é	146	Æ	163	ú	179		195	⊢	211	ℓ	227	π	243	≤
131	â	147	ô	164	ñ	180	⊣	196	—	212	ℓ	228	Σ	244	∫
132	ä	148	ö	165	Ñ	181	⊤	197	⊕	213	ƒ	229	σ	245	∫
133	à	149	ò	166	ª	182	⊥	198	⊣	214	ƒ	230	μ	246	+
134	å	150	û	167	º	183	π	199	⊥	215	⊥	231	τ	247	≈
135	ç	151	ù	168	¿	184	⊣	200	ℓ	216	⊣	232	Φ	248	°
136	ê	152	—	169	—	185	⊥	201	ƒ	217	∫	233	⊕	249	.
137	ë	153	Ö	170	¬	186		202	⊥	218	∫	234	Ω	250	.
138	è	154	Û	171	½	187	∫	203	〒	219	■	235	δ	251	√
139	ì	156	£	172	¼	188	∫	204	⊣	220	■	236	∞	252	—
140	î	157	¥	173	¡	189	∫	205	=	221	■	237	φ	253	z
141	ï	158	—	174	«	190	∫	206	⊣	222	■	238	ε	254	■
142	Ä	159	f	175	»	191	∫	207	⊥	223	■	239	∩	255	
143	Å	160	á	176	☐	192	L	208	⊥	224	α	240	≡		

Source: www.LookupTables.com












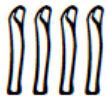

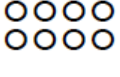











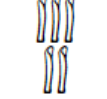

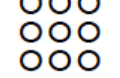











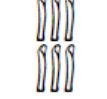














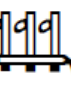
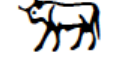













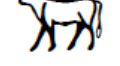
The Unicode Character Code

- <http://www.unicode.org/charts/>

Egyptian Hieroglyphs

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E	1300E	1301E	1302E	1303E	1304E	1305E	1306E	1307E	1308E	1309E	130AE	130BE	130CE	130DE
F	1300F	1301F	1302F	1303F	1304F	1305F	1306F	1307F	1308F	1309F	130AF	130BF	130CF	130DF

Close up

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Questions?

THE END