

Number System (1A)

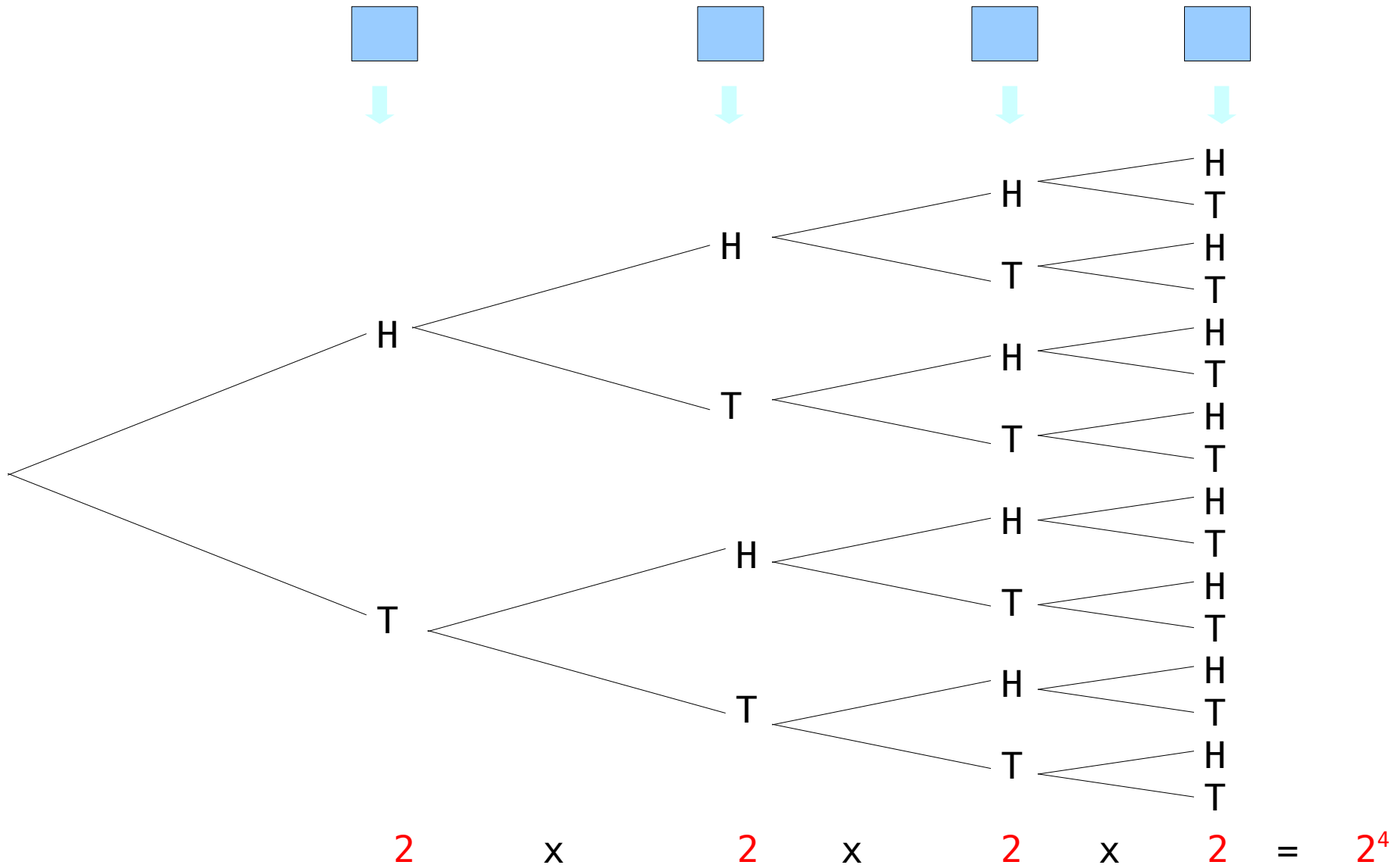
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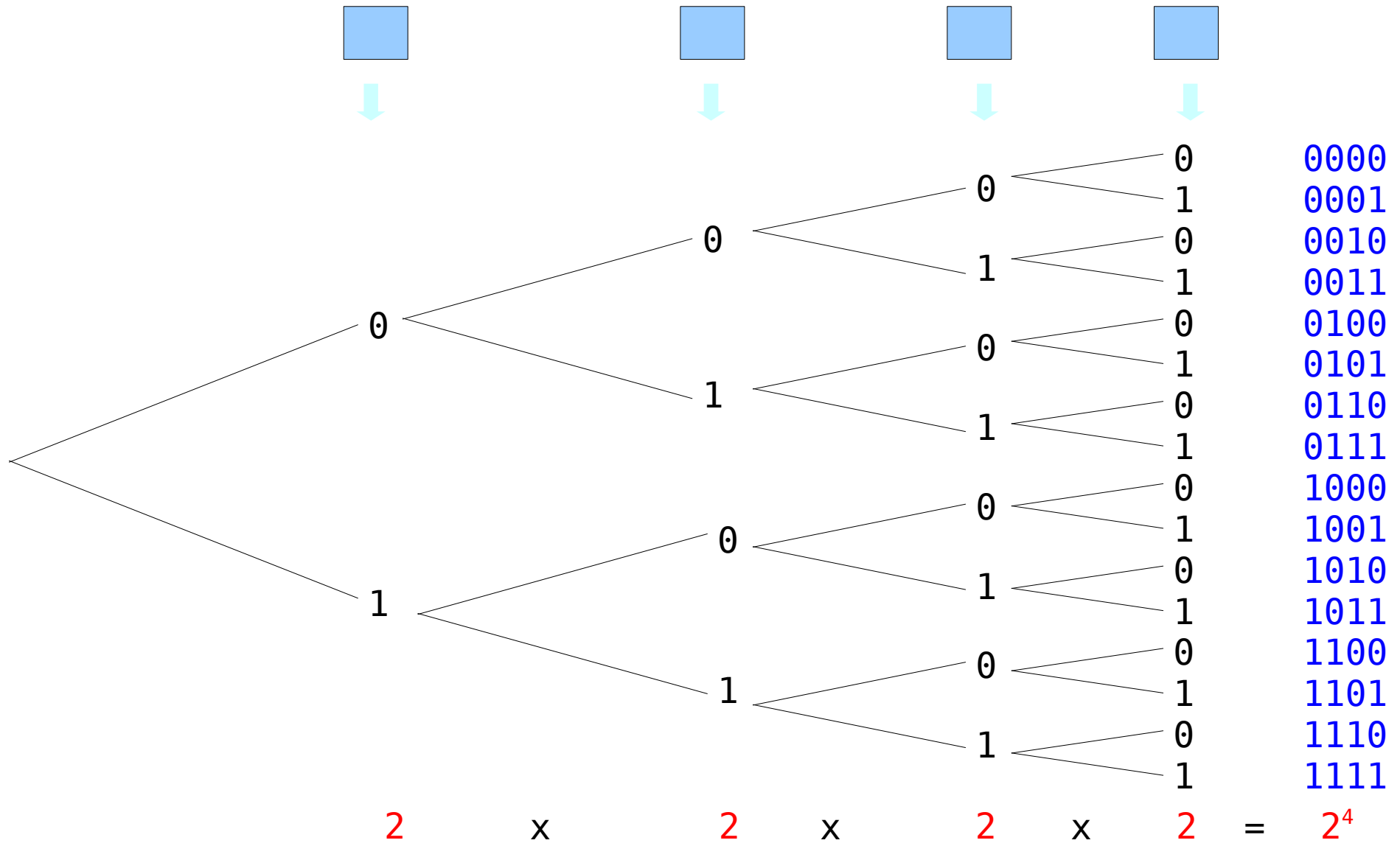
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Coin Tossing

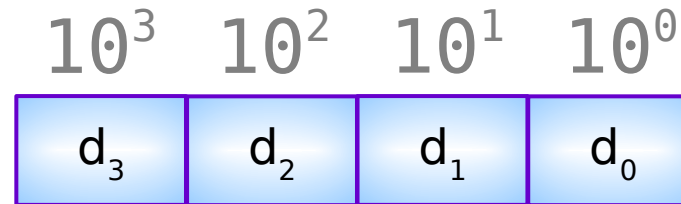


Coin Tossing and Binary Number

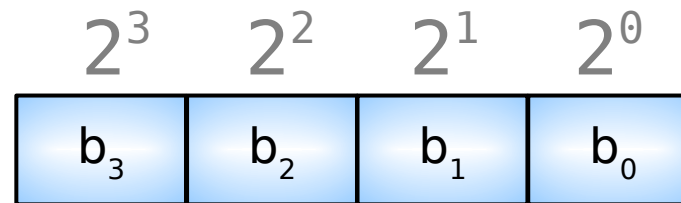


Radix Number Systems

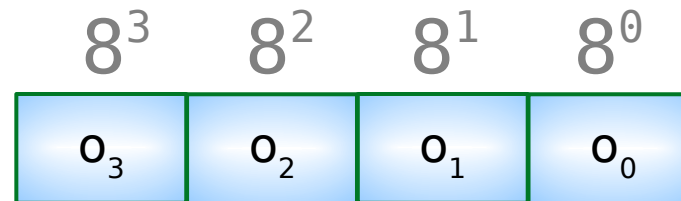
Decimal



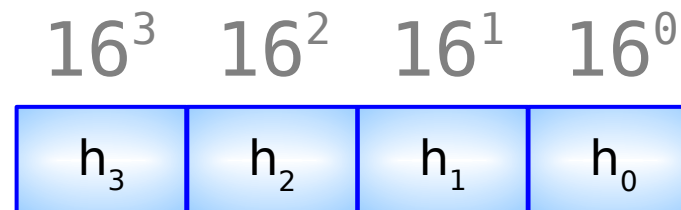
Binary



Octal



Hexadecimal



Conversion to decimal numbers

Decimal

$$d_3 \cdot 10^3 + d_2 \cdot 10^2 + d_1 \cdot 10^1 + d_0 \cdot 10^0$$

Binary

$$b_3 \cdot 2^3 + b_2 \cdot 2^2 + b_1 \cdot 2^1 + b_0 \cdot 2^0$$

Octal

$$o_3 \cdot 2^3 + o_2 \cdot 2^2 + o_1 \cdot 2^1 + o_0 \cdot 2^0$$

Hexadecimal

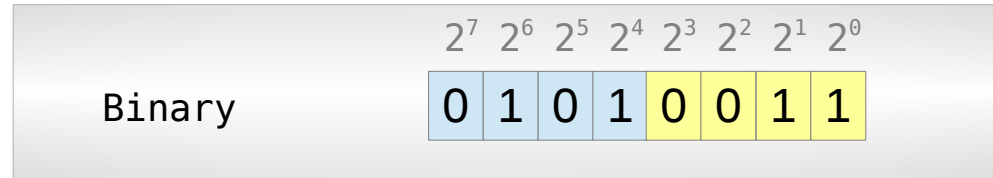
$$h_3 \cdot 2^3 + h_2 \cdot 2^2 + h_1 \cdot 2^1 + h_0 \cdot 2^0$$

Number Systems [0..15]

$10^1 10^0$		$2^3 2^2 2^1 2^0$				16^0	$8^1 8^0$		
radix=10	0	radix=2				radix=16	0	radix=8	0 0
	1	0	0	0	1	1	0	1	
	2	0	0	1	0	2	0	2	
	3	0	0	1	1	3	0	3	
	4	0	1	0	0	4	0	4	
	5	0	1	0	1	5	0	5	
	6	0	1	1	0	6	0	6	
	7	0	1	1	1	7	0	7	
	8	1	0	0	0	8	1	0	
	9	1	0	0	1	9	1	1	
	10	1	0	1	0	A	1	2	
	11	1	0	1	1	B	1	3	
	12	1	1	0	0	C	1	4	
	13	1	1	0	1	D	1	5	
	14	1	1	1	0	E	1	6	
	15	1	1	1	1	F	1	7	
Decimal		Binary				Hexadecimal	Octal		

Binary and Hexadecimal Numbers

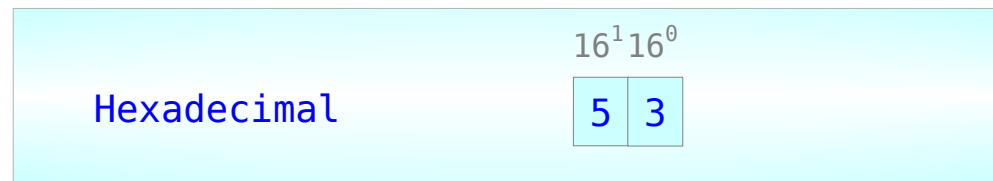
		2^3	2^2	2^1	2^0		
radix=2		0	0	0	0	radix=16	0
		0	0	0	1		1
		0	0	1	0		2
		0	0	1	1		3
		0	1	0	0		4
		0	1	0	1		5
		0	1	1	0		6
		0	1	1	1		7
		1	0	0	0		8
		1	0	0	1		9
		1	0	1	0		A
		1	0	1	1		B
		1	1	0	0		C
		1	1	0	1		D
		1	1	1	0		E
		1	1	1	1		F
Binary						Hexadecimal	



$$\underbrace{(2^3 \ 2^2 \ 2^1 \ 2^0)}_{16^0} \times 2^4 + \underbrace{(2^3 \ 2^2 \ 2^1 \ 2^0)}_{16^0}$$

$$\underbrace{0 \ 1 \ 0 \ 1}_{16^0} \times 2^4 + \underbrace{0 \ 0 \ 1 \ 1}_{16^0}$$

$$\underbrace{5}_{16^0} \times 16^1 + \underbrace{3}_{16^0}$$



Decimal

$$5 \times 16^1 + 3 = 83$$

Bit Patterns

	2^3	2^2	2^1	2^0		16^0		8^1	8^0
radix=2	0	0	0	0	radix=16	0	radix=8	0	0
	0	0	0	1		1		0	1
	0	0	1	0		2		0	2
	0	0	1	1		3		0	3
	0	1	0	0		4		0	4
	0	1	0	1		5		0	5
	0	1	1	0		6		0	6
	0	1	1	1		7		0	7
	1	0	0	0		8		1	0
	1	0	0	1		9		1	1
	1	0	1	0		A		1	2
	1	0	1	1		B		1	3
	1	1	0	0		C		1	4
	1	1	0	1		D		1	5
	1	1	1	0		E		1	6
	1	1	1	1		F		1	7
Binary					HEX	OCT			

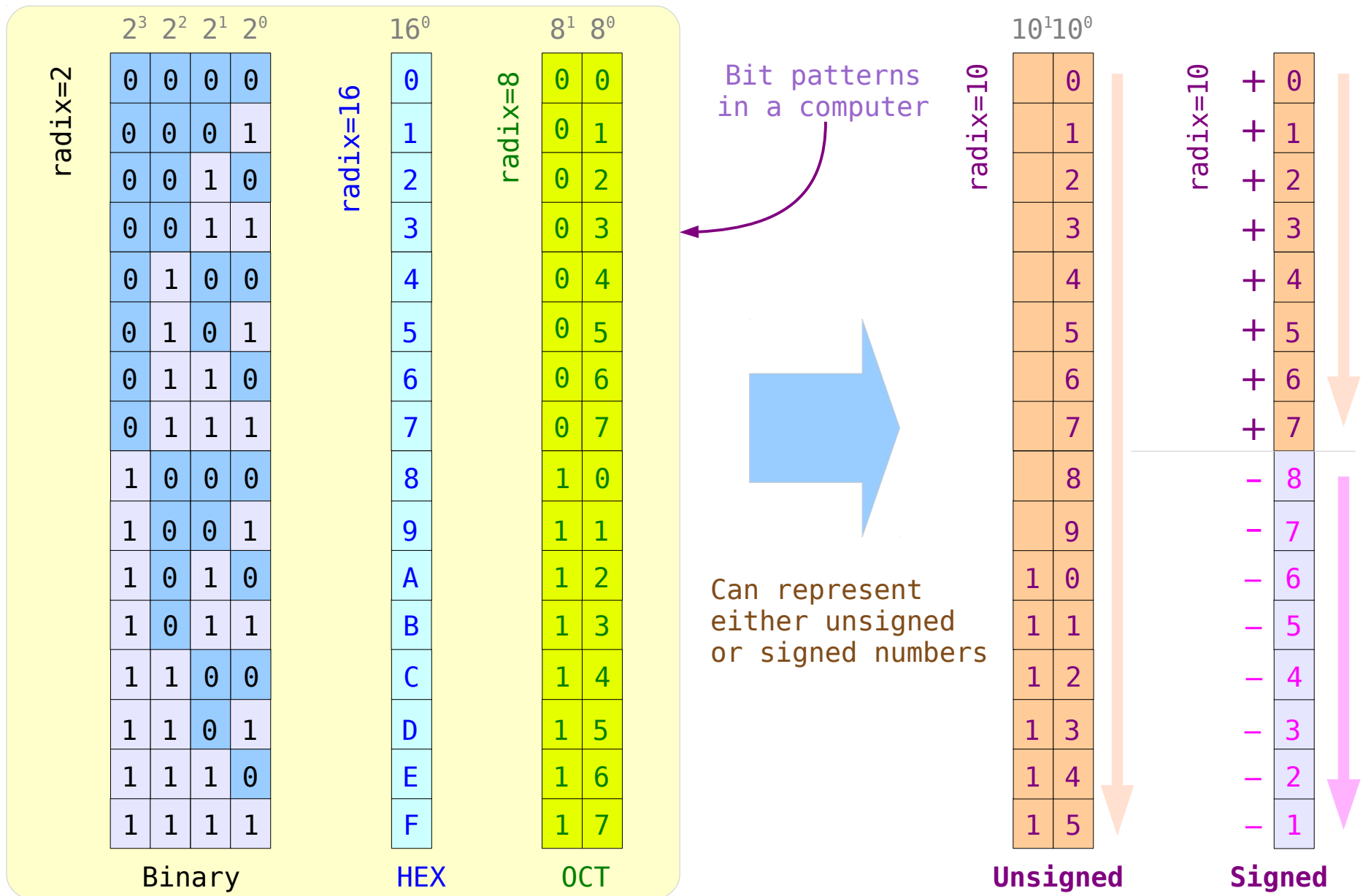
Bit patterns stored in a computer memory system



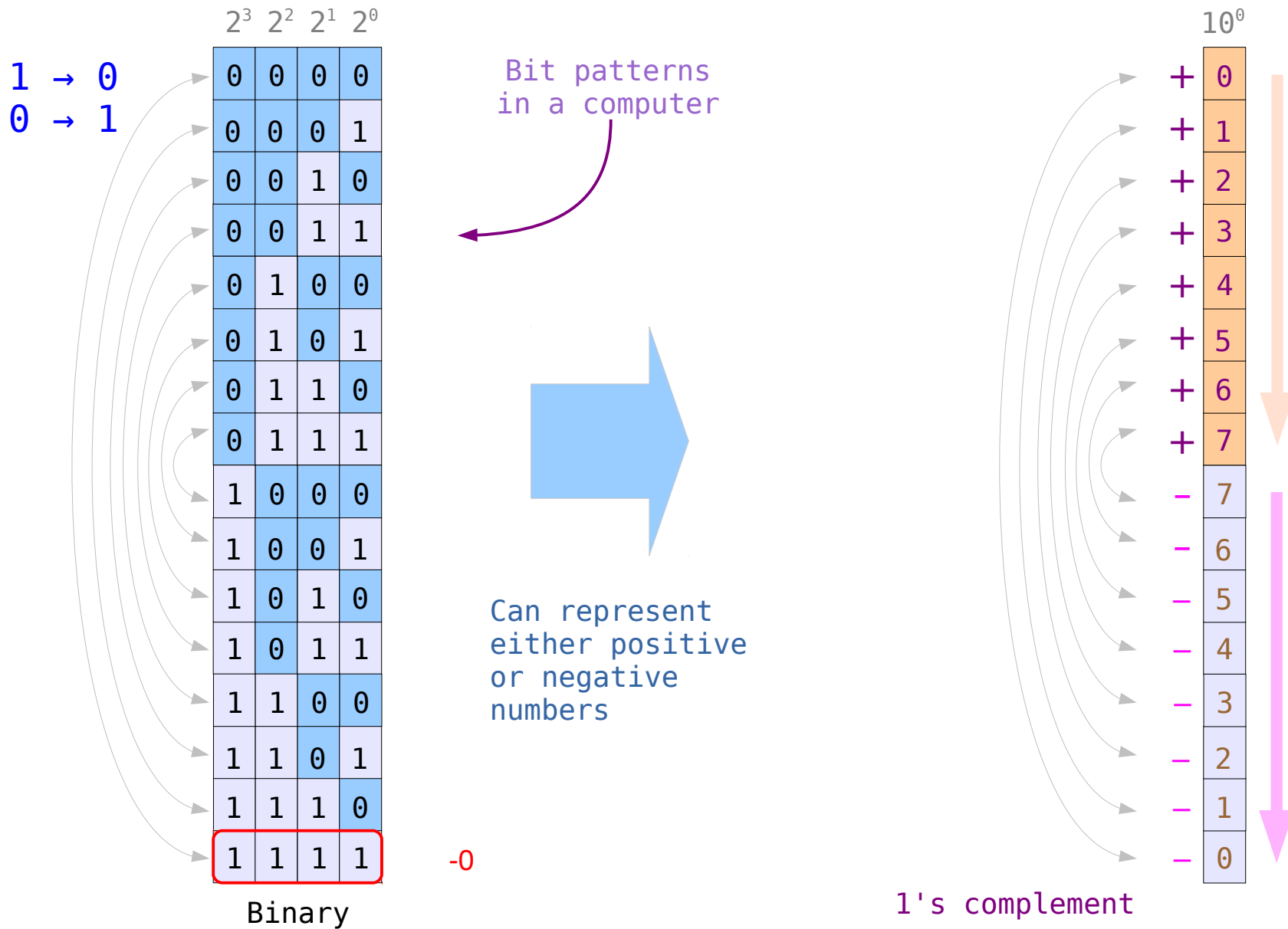
Each bit pattern can represent either unsigned or signed numbers

- Unsigned
- Signed

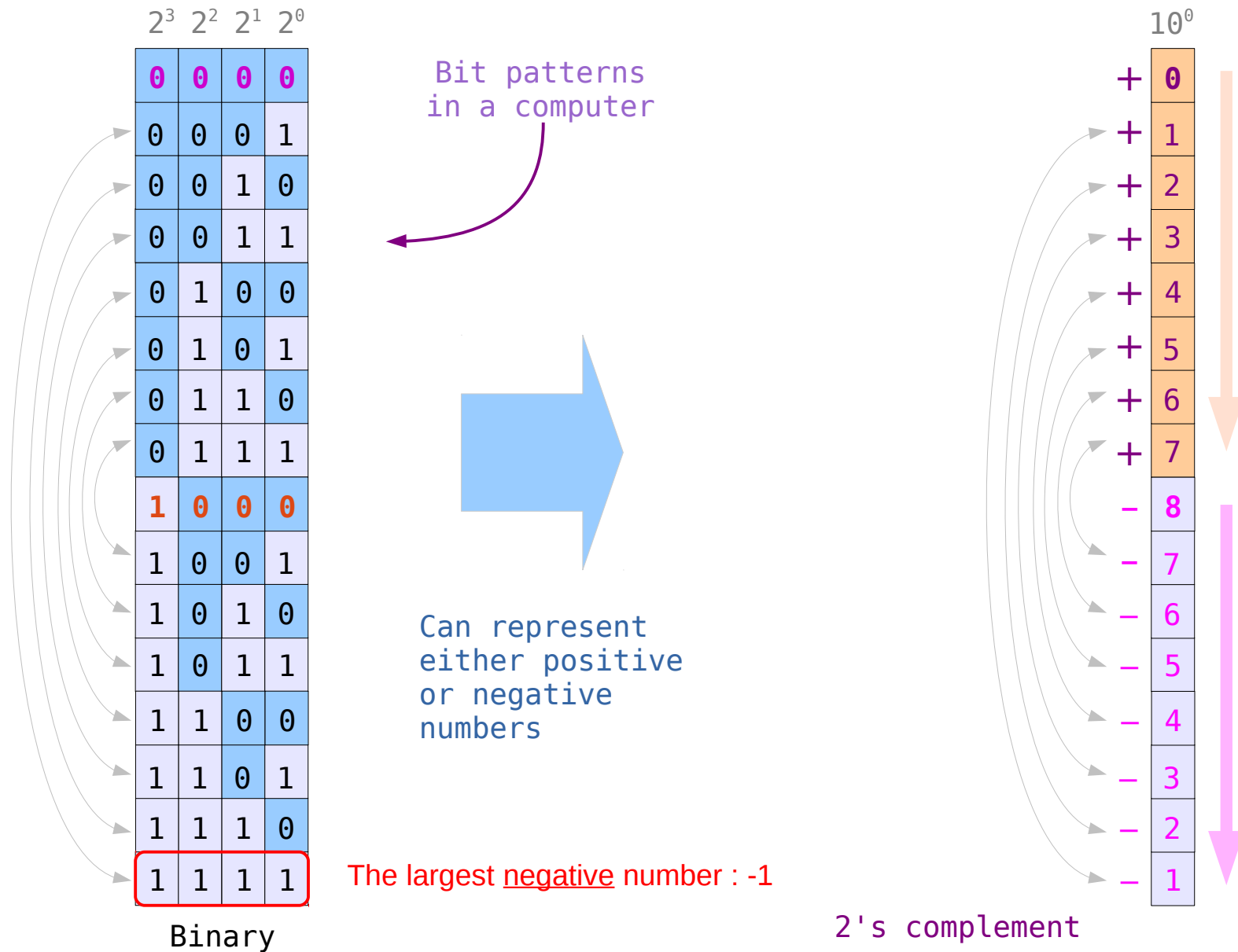
Signed and Unsigned Numbers



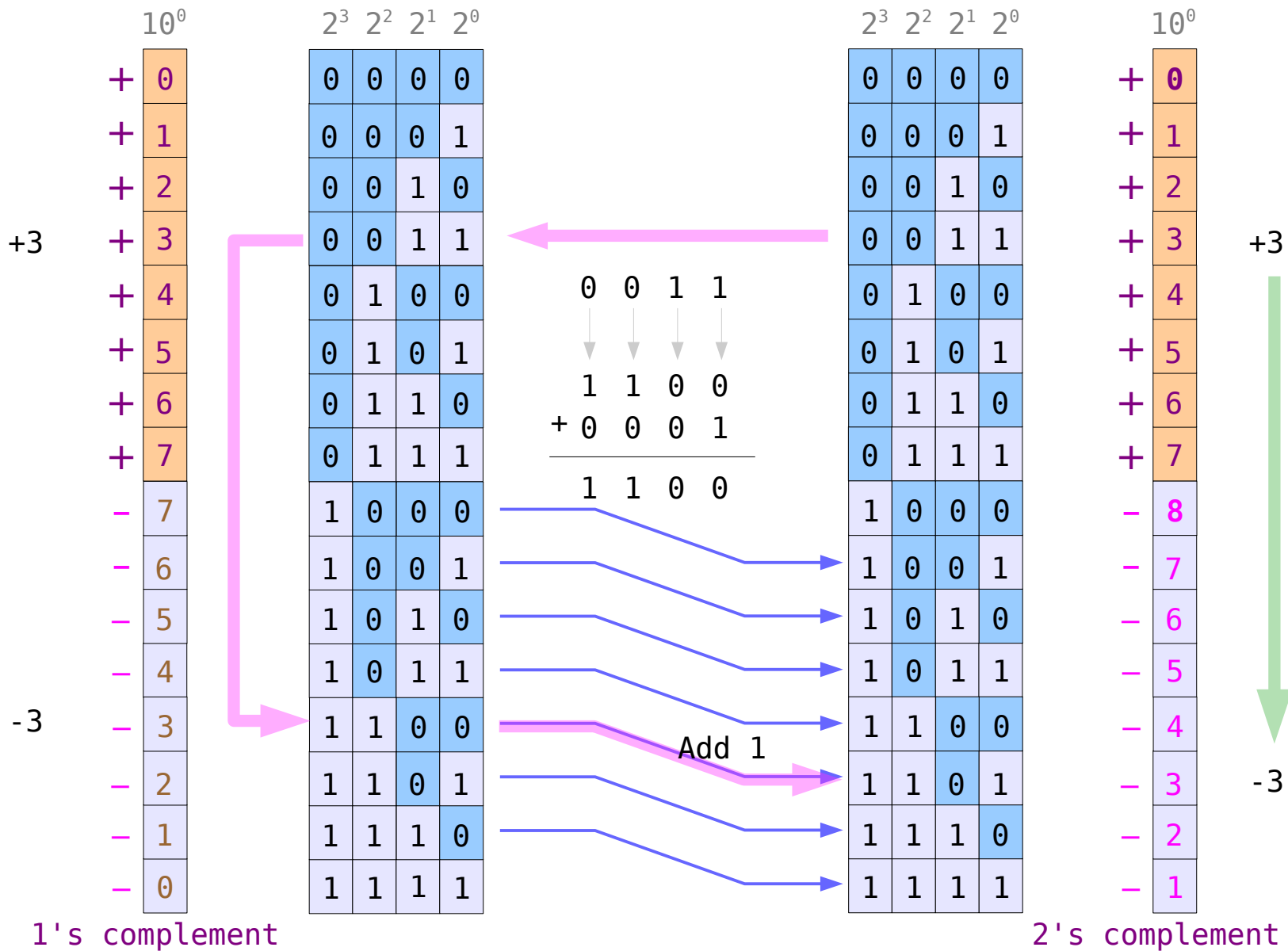
1's Complement signed numbers



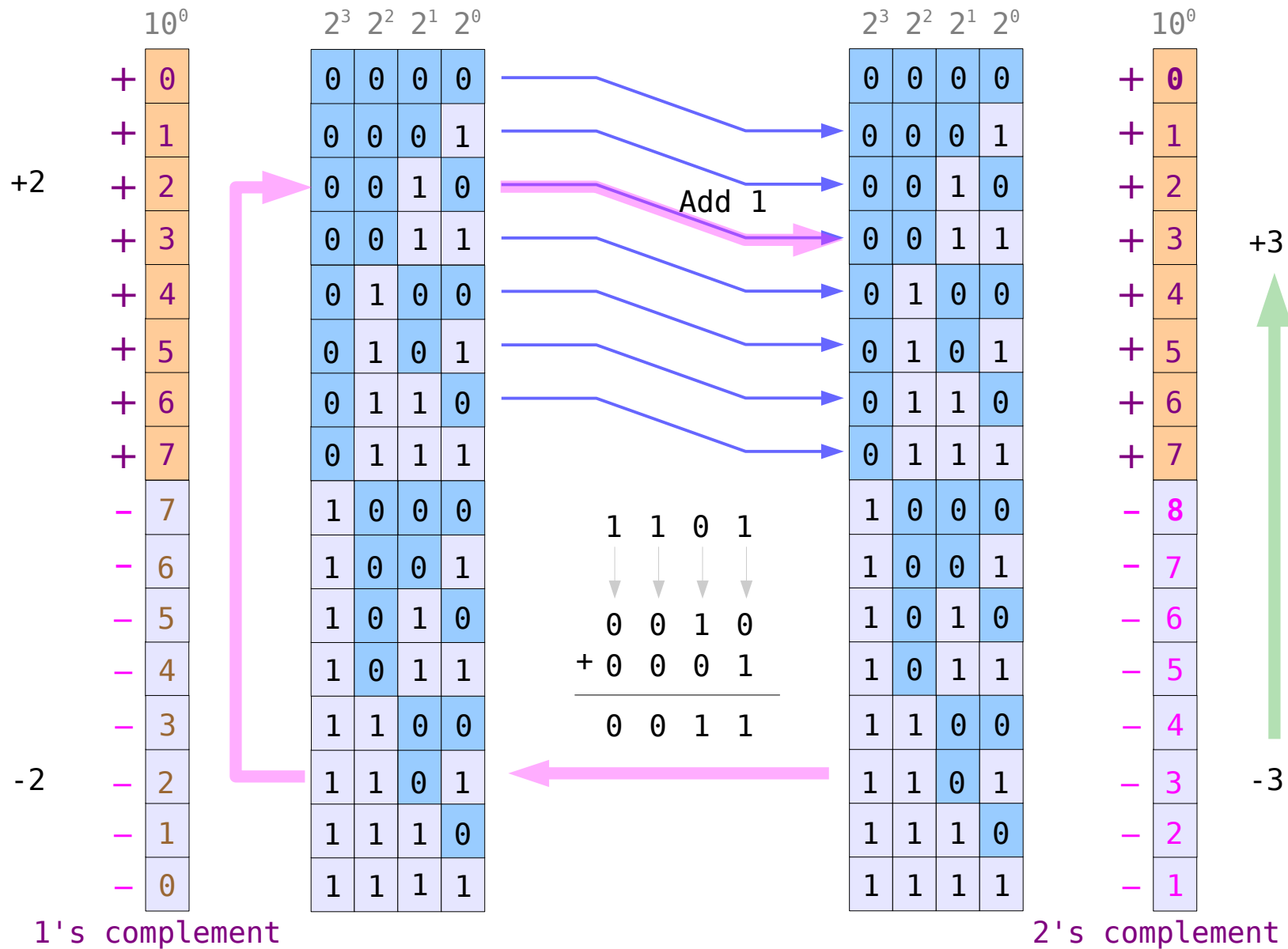
2's Complement signed numbers



Compute 2's Complement (+3 → -3)

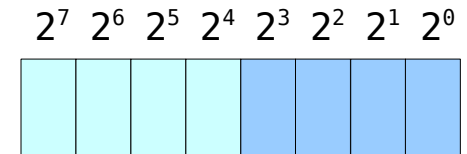


Compute 2's Complement (-3 → +3)

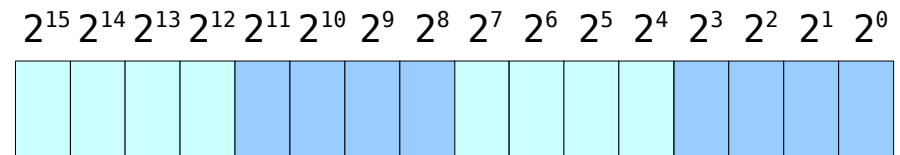


Types of Integer Numbers

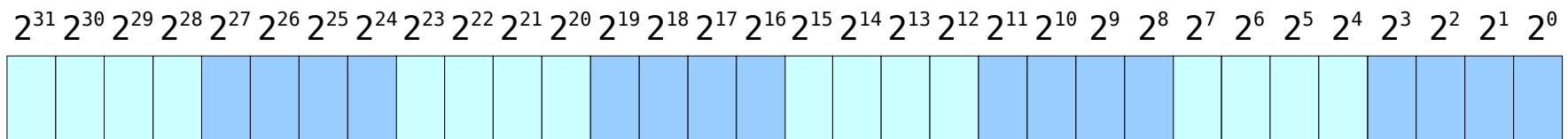
1 byte : **char** 2^8



2 bytes: **short** 2^{16}



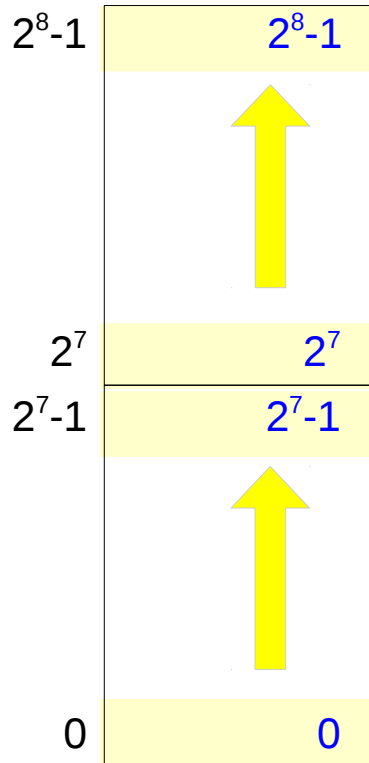
4 bytes: **int** 2^{32}



Unsigned Integer Ranges

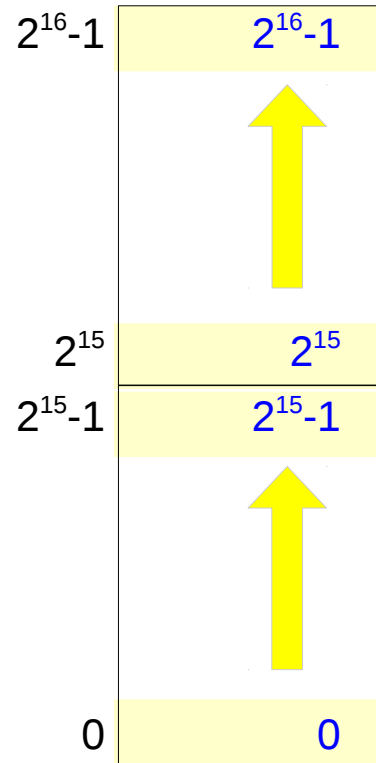
1 Byte

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



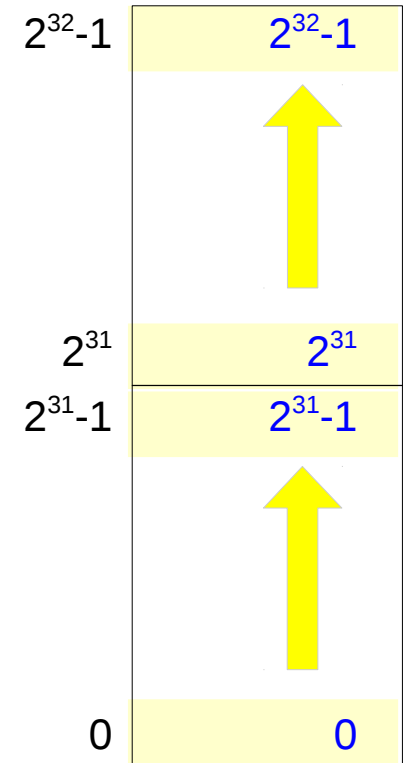
2 Bytes

2^{15}	2^{14}	2^{13}	2^{12}	2^{11}	2^{10}	2^9	2^8
2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0



4 Bytes

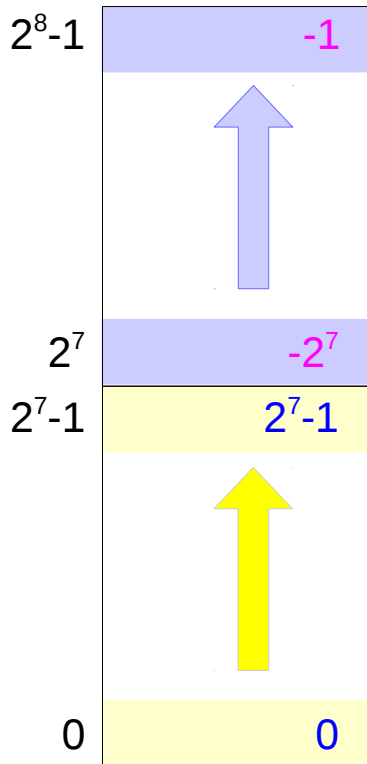
2^{31}	2^{30}	2^{29}	2^{28}	2^{27}	2^{26}	2^{25}	2^{24}
2^{23}	2^{22}	2^{21}	2^{20}	2^{19}	2^{18}	2^{17}	2^{16}
2^{15}	2^{14}	2^{13}	2^{12}	2^{11}	2^{10}	2^9	2^8
2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0



Signed Integer Ranges

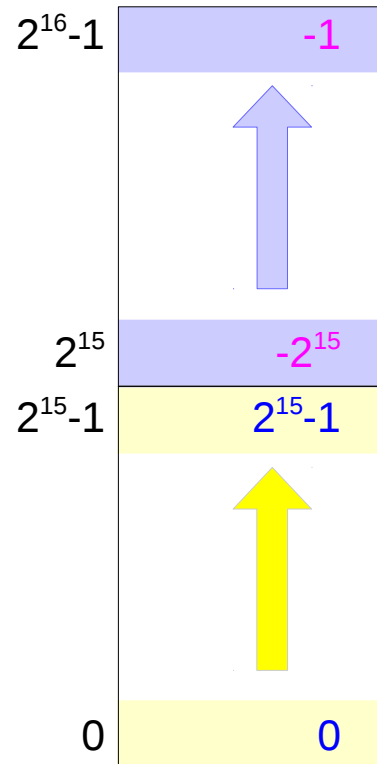
1 Byte

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



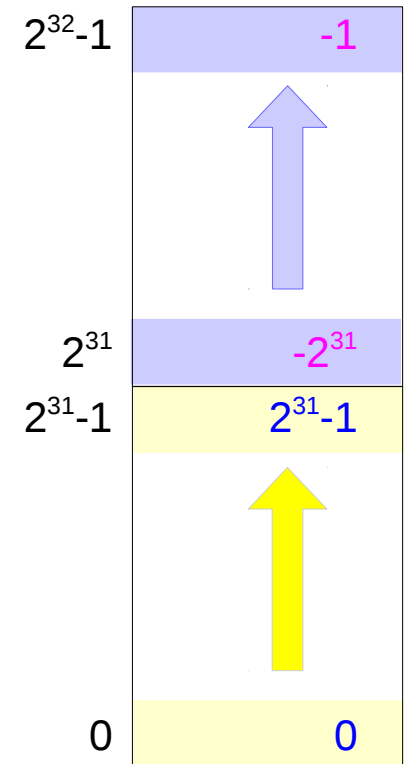
2 Bytes

2^{15}	2^{14}	2^{13}	2^{12}	2^{11}	2^{10}	2^9	2^8
2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0



4 Bytes

2^{31}	2^{30}	2^{29}	2^{28}	2^{27}	2^{26}	2^{25}	2^{24}
2^{23}	2^{22}	2^{21}	2^{20}	2^{19}	2^{18}	2^{17}	2^{16}
2^{15}	2^{14}	2^{13}	2^{12}	2^{11}	2^{10}	2^9	2^8
2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0



Integer Ranges

1 Byte

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

unsigned char

$$[0, +(2^8-1)]$$

(signed) char

$$[0, +(2^7-1)]$$

$$[-2^7, -1]$$

2 Bytes

2^{15}	2^{14}	2^{13}	2^{12}	2^{11}	2^{10}	2^9	2^8
2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0

unsigned short

$$[0, +(2^{16}-1)]$$

(signed) short

$$[0, +(2^{15}-1)]$$

$$[-2^{15}, -1]$$

4 Bytes

2^{31}	2^{30}	2^{29}	2^{28}	2^{27}	2^{26}	2^{25}	2^{24}
2^{23}	2^{22}	2^{21}	2^{20}	2^{19}	2^{18}	2^{17}	2^{16}
2^{15}	2^{14}	2^{13}	2^{12}	2^{11}	2^{10}	2^9	2^8
2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0

unsigned int

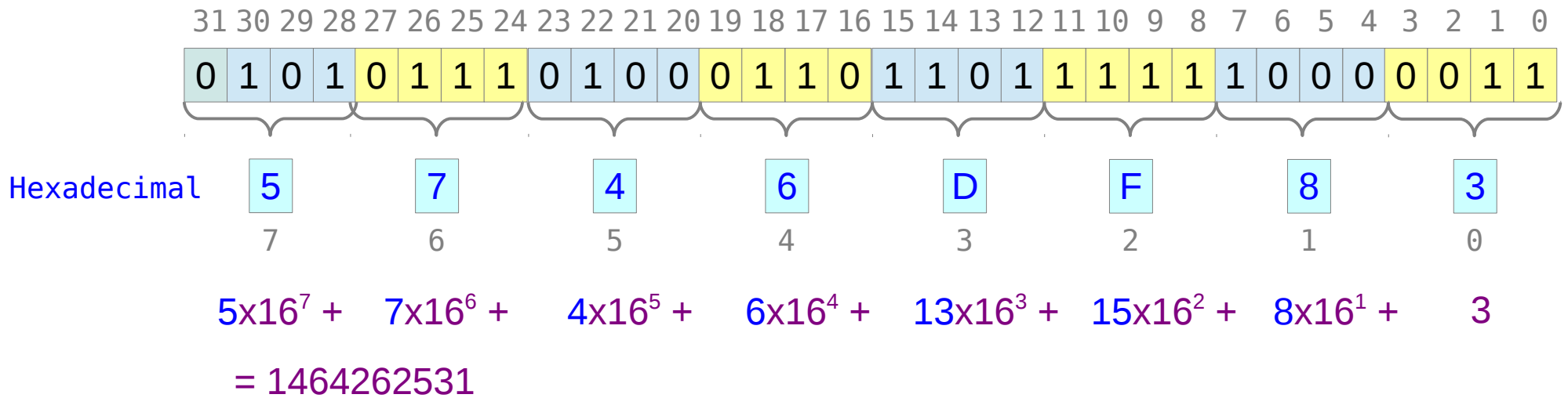
$$[0, +(2^{32}-1)]$$

(signed) int

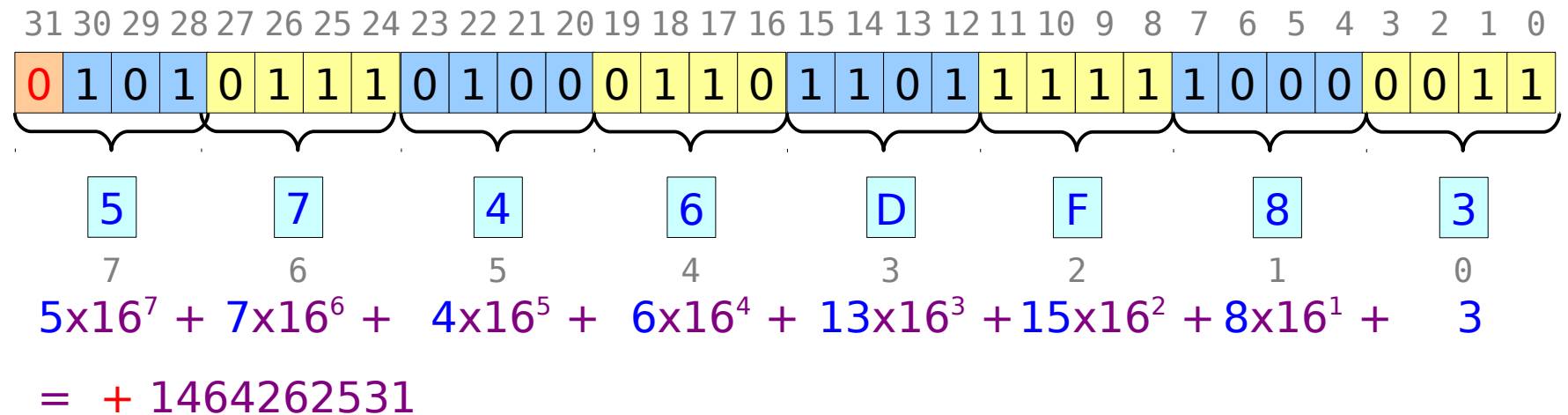
$$[0, +(2^{31}-1)]$$

$$[-2^{31}, -1]$$

4 Byte **Unsigned** Integer Example



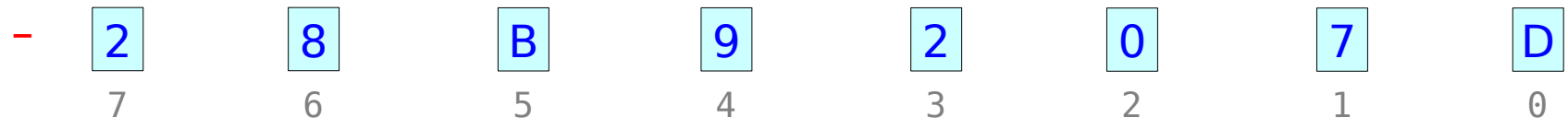
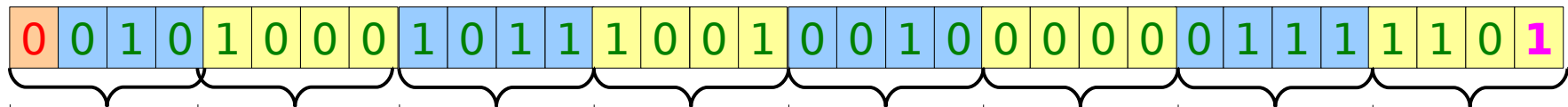
4 Byte **Signed** Integer – positive number



4 Byte **Signed** Integer - negative number



2's complement



$$-(2 \times 16^7 + 8 \times 16^6 + 11 \times 16^5 + 9 \times 16^4 + 2 \times 16^3 + 0 \times 16^2 + 7 \times 16^1 + 13)$$

$$= -683221117$$

Sign Extension (1)

4-bit
Signed
Number

8-bit
Signed
Number

16-bit
Signed
Number

(+3)

(+3)

(+3)

3 2 1 0
0 0 1 1

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

15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1

(-3)

(-3)

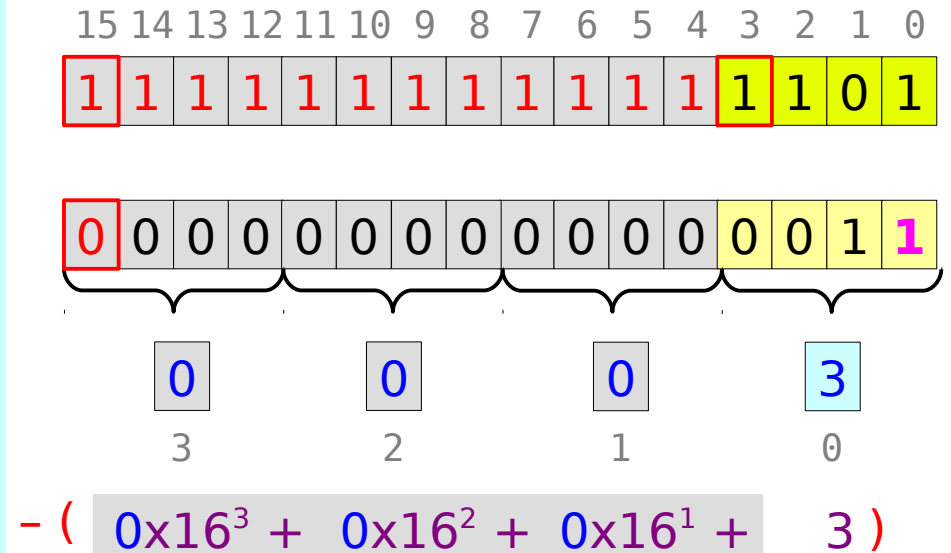
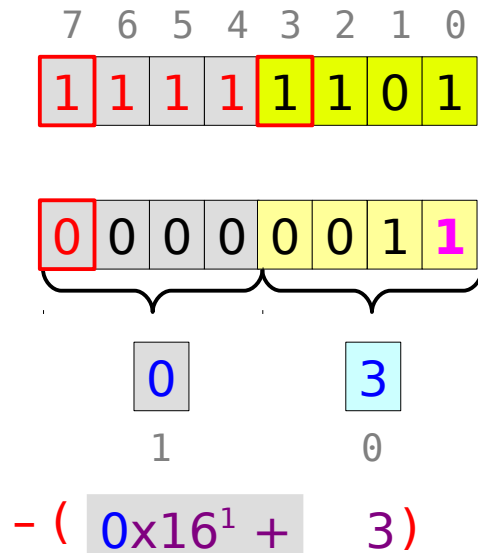
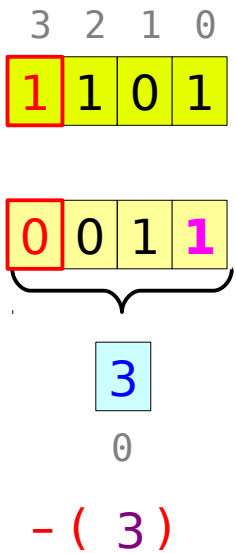
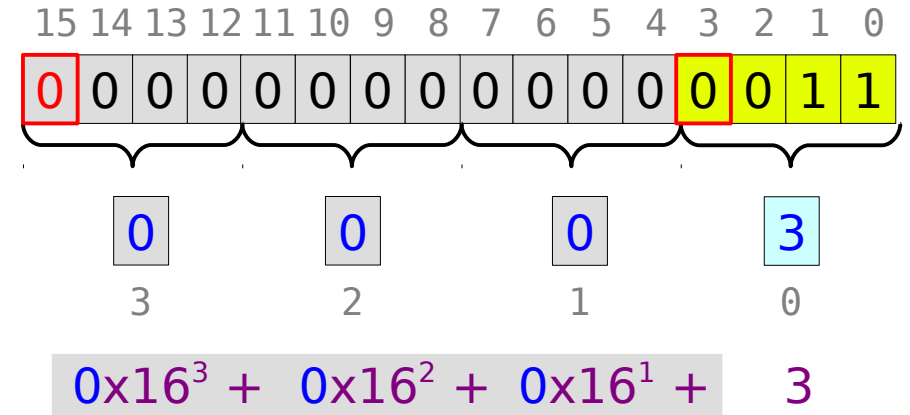
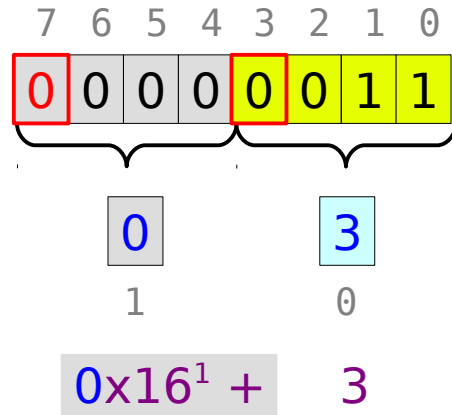
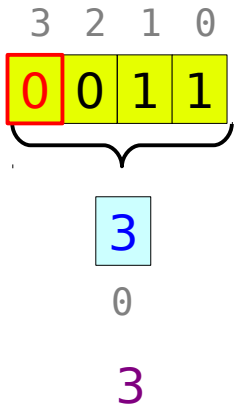
(-3)

3 2 1 0
1 1 0 1

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

15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
1 1 1 1 1 1 1 1 1 1 1 1 1 1 0 1

Sign Extension (2)



Sign Extension (3)

				16^0					2^3	2^2	2^1	2^0
...	0	0	0	0	...	0	0	0	0	0	0	0
...	0	0	0	1	...	0	0	0	0	0	0	1
...	0	0	0	2	...	0	0	0	0	0	1	0
...	0	0	0	3	...	0	0	0	0	0	1	1
...	0	0	0	4	...	0	0	0	0	1	0	0
...	0	0	0	5	...	0	0	0	0	1	0	1
...	0	0	0	6	...	0	0	0	0	1	1	0
...	0	0	0	7	...	0	0	0	0	1	1	1
...	F	F	F	8	...	1	1	1	1	0	0	0
...	F	F	F	9	...	1	1	1	1	0	0	1
...	F	F	F	A	...	1	1	1	1	0	1	0
...	F	F	F	B	...	1	1	1	1	0	1	1
...	F	F	F	C	...	1	1	1	1	1	0	0
...	F	F	F	D	...	1	1	1	1	1	0	1
...	F	F	F	E	...	1	1	1	1	1	1	0
...	F	F	F	F	...	1	1	1	1	1	1	1

Hexadecimal Binary

Signed and Unsigned Number Examples

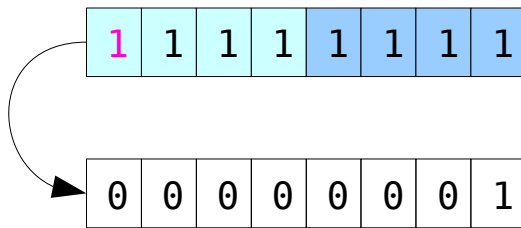
unsigned char u;



$$1 \cdot 2^7 + 1 \cdot 2^6 + 1 \cdot 2^5 + 1 \cdot 2^4 + 1 \cdot 2^3 + 1 \cdot 2^2 + 1 \cdot 2^1 + 1 \cdot 2^0$$

$$2^8 - 1 = +255$$

(signed) char i;



2's complement

$$-1$$

$$0 \cdot 2^6 + 0 \cdot 2^5 + 0 \cdot 2^4 + 0 \cdot 2^3 + 0 \cdot 2^2 + 0 \cdot 2^1 + 1 \cdot 2^0$$

$$+1$$

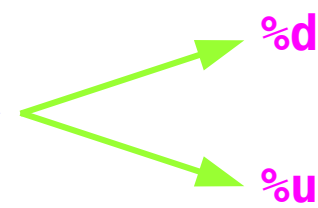
Conversion Specifier

unsigned char u;



$$2^8 - 1 = +255$$

+255



%d



-1 (signed)

%u

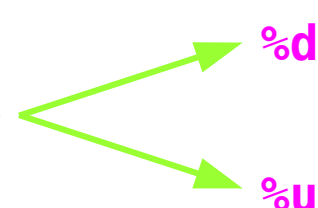


255 (unsigned)

(signed) char i;



-1



%d

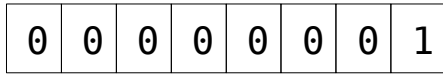


255 (signed)

%u

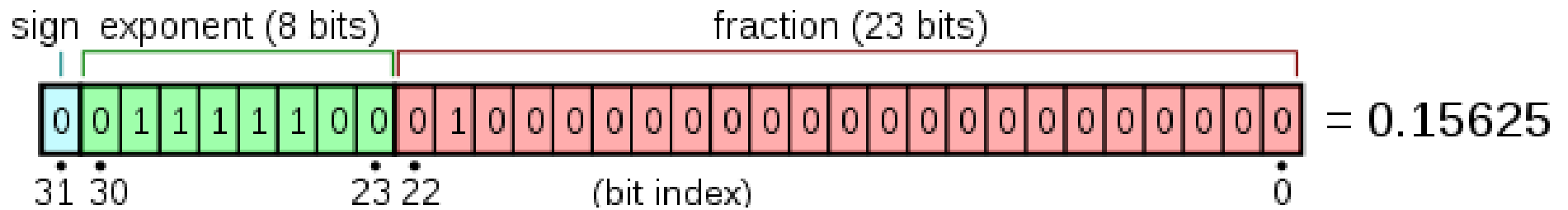


-1 (unsigned)



+1

Single Precision : float



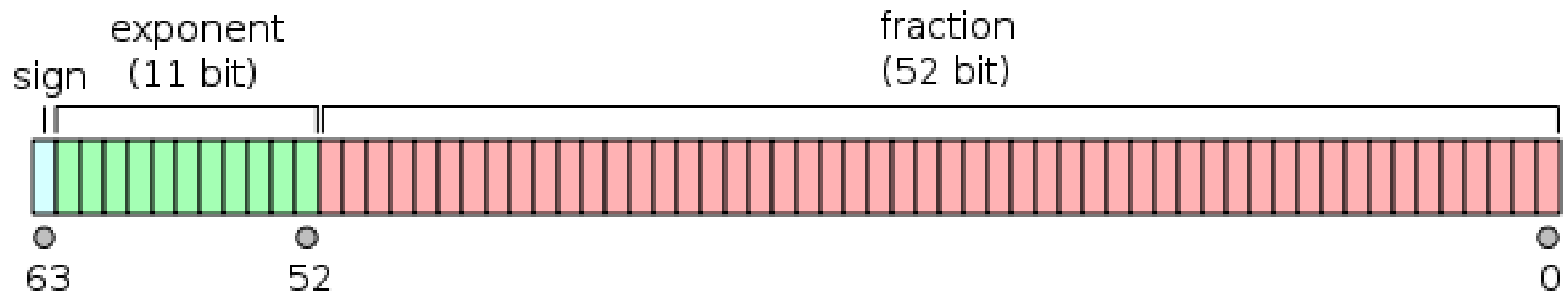
0: positive, 1: negative

exponent Excess +127 (must be subtracted) $127 = 2^{8-1} - 1$



https://en.wikipedia.org/wiki/Single-precision_floating-point_format

Double Precision : double



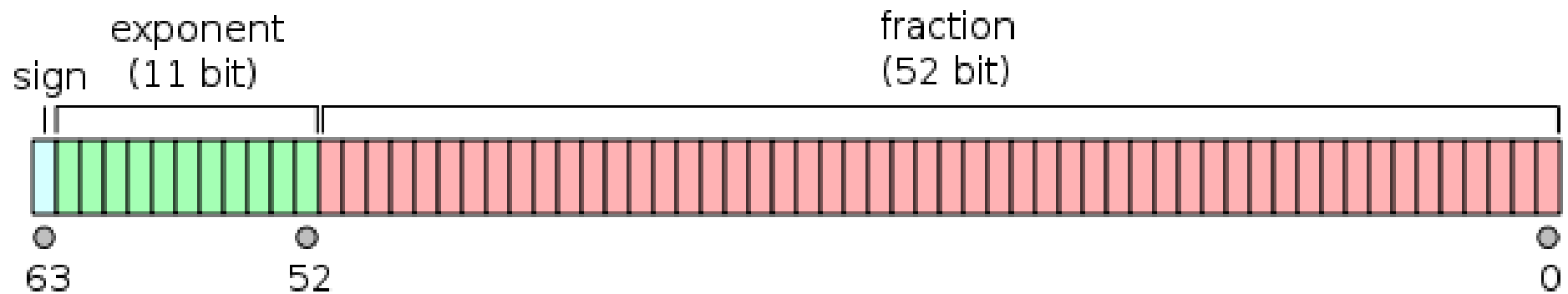
0: positive, 1: negative

exponent Excess +1023 (must be subtracted) $1023 = 2^{11-1} - 1$

Implicit **1** fraction

https://en.wikipedia.org/wiki/Double-precision_floating-point_format

Double Precision : double



$$(-1)^{\text{sign}} (1.b_{51} b_{50} \dots b_0)_2 \times 2^{e-1023}$$

$$(-1)^{\text{sign}} \left(1 + \sum_{i=1}^{52} b_{52-i} 2^{-i} \right) \times 2^{e-1023}$$

https://en.wikipedia.org/wiki/Double-precision_floating-point_format

References

- [1] Essential C, Nick Parlante
- [2] Efficient C Programming, Mark A. Weiss
- [3] C A Reference Manual, Samuel P. Harbison & Guy L. Steele Jr.
- [4] C Language Express, I. K. Chun