

# Binary Numbers

723

# Binary Numbers

$$723 = 7 \times 100 + 2 \times 10 + 3 \times 1$$

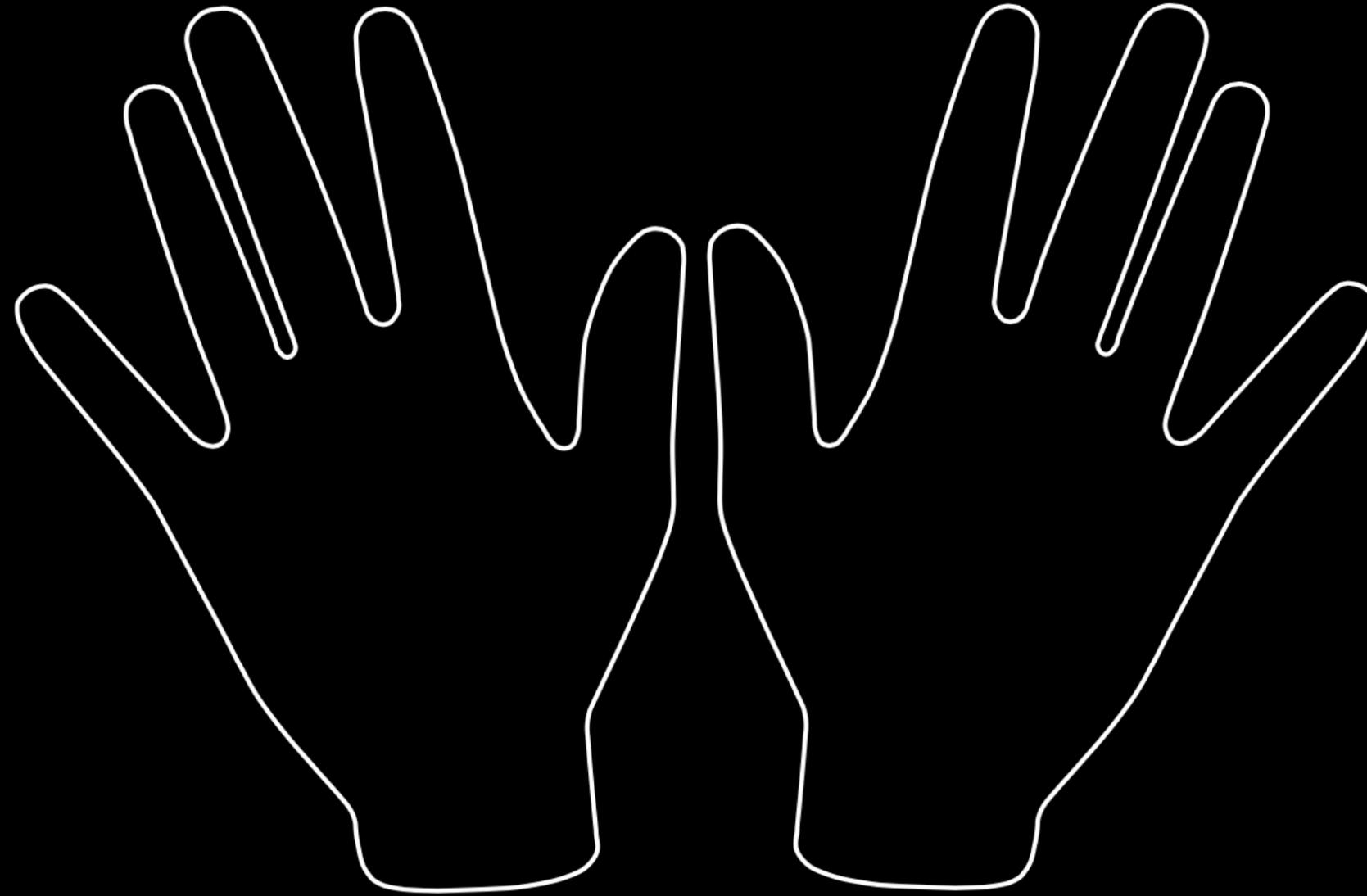
# Binary Numbers

$$\begin{aligned} 723 &= 7 \times 100 + 2 \times 10 + 3 \times 1 \\ &= 7 \times 10^2 + 2 \times 10^1 + 3 \times 10^0 \end{aligned}$$

# Binary Numbers

$$5349 = 5 \times 10^3 + 3 \times 10^2 + 4 \times 10^1 + 9 \times 10^0$$

# Binary Numbers



Why base 10?

# Binary Numbers

257 (base 8)

$$2 \times 8^2 + 5 \times 8^1 + 7 \times 8^0$$

$$2 \times 64 + 5 \times 8 + 7 \times 1$$

175 (base 10)

# Binary Numbers

0110 (base 2)

$$0 \times 2^3 + 1 \times 2^2 + 1 \times 2^1 + 0 \times 2^0$$

$$0 \times 8 + 1 \times 4 + 1 \times 2 + 0 \times 1$$

6 (base 10)

# Binary Numbers

$2^1 2^0$

| |

00    0

01    1

10    2

11    3

max value =  $2^2 - 1$

2-bit binary number

# Binary Numbers

000 0

001 1

010 2

011 3

100 4

101 5

110 6

111 7

max value =  $2^3 - 1$

3-bit binary number

# Binary Numbers

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

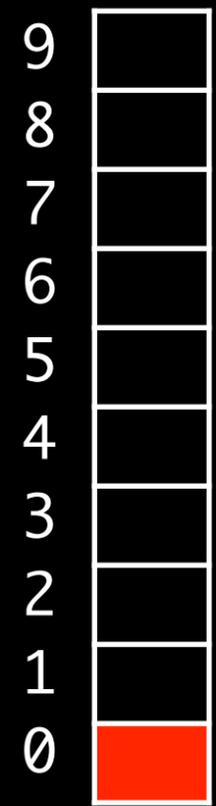
max value =  $2^4 - 1$

4-bit binary number

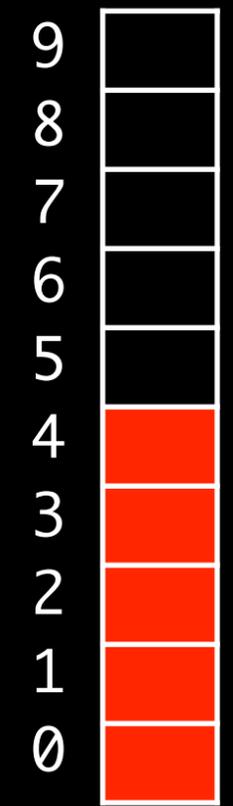
# Binary Numbers (why?)

reliability!

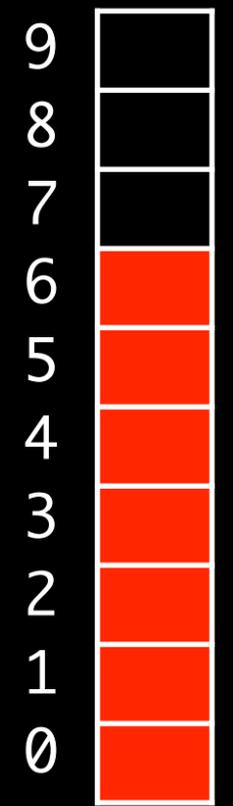
# Binary Numbers (why?)



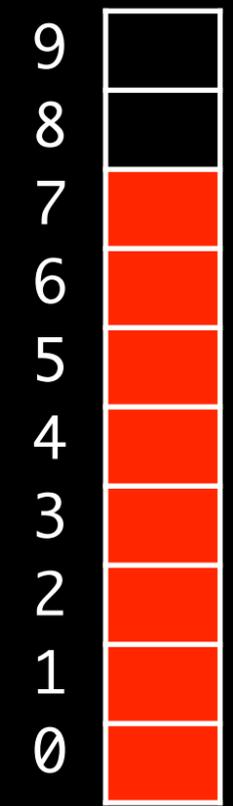
0



4

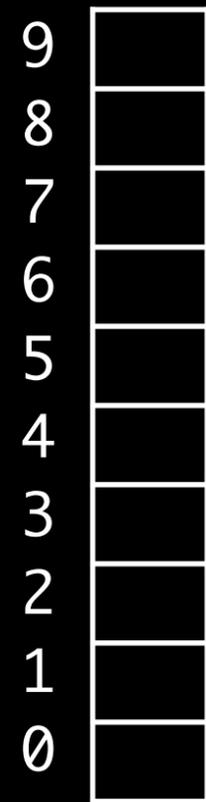


6

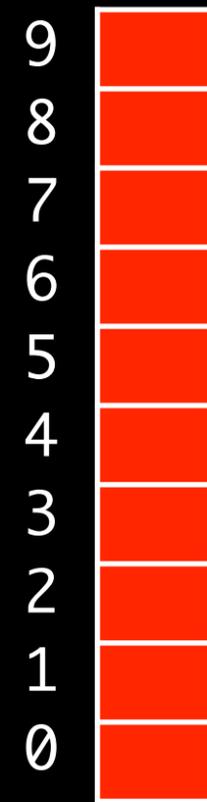


7

# Binary Numbers (why?)



0



1

# Binary Numbers

How do we encode negative numbers?

# Binary Numbers

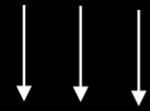
use left-most bit to represent sign

0 = “+”

1 = “-”

# Binary Numbers

sign  $2^1 2^0$



000	0
001	1
010	2
011	3
100	
101	
110	
111	

3-bit *signed* binary number

# Binary Numbers

sign	$2^1$	$2^0$	
↓	↓	↓	
000			0
001			1
010			2
011			3
100			-0    ???
101			-1
110			-2
111			-3

3-bit *signed* binary number

# Binary Numbers (two's complement)

I. start with an unsigned 4-bit binary number where left-most bit is 0

- $0110 = 6$

# Binary Numbers (two's complement)

1. start with an unsigned 4-bit binary number where left-most bit is 0

- $0110 = 6$

2. complement your binary number (flip bits)

- $1001$

# Binary Numbers (two's complement)

1. start with an unsigned 4-bit binary number where left-most bit is 0

- $0110 = 6$

2. complement your binary number (flip bits)

- $1001$

3. add one to your binary number

- $1010 = -6$

# Binary Numbers (two's complement)

	positive	complement	+1	negative
0	000			0
1	001			-1
2	010			-2
3	011			-3

3-bit *signed* binary number

# Binary Numbers (two's complement)

	positive	complement	+1	negative
0	000			0
1	001	→ 110	→ 111	-1
2	010			-2
3	011			-3

3-bit *signed* binary number

# Binary Numbers (two's complement)

	positive		complement		+1		negative
0	000						0
1	001	→	110	→	111		-1
2	010	→	101	→	110		-2
3	011						-3

3-bit *signed* binary number

# Binary Numbers (two's complement)

	positive		complement		+1		negative	
	0		000				0	
	1		001	→	110	→	111	-1
	2		010	→	101	→	110	-2
	3		011	→	100	→	101	-3

3-bit *signed* binary number

# Binary Numbers (two's complement)

	positive		complement	+1		negative
0	000	→	111	→		0
1	001	→	110	→	111	-1
2	010	→	101	→	110	-2
3	011	→	100	→	101	-3

3-bit *signed* binary number

# Binary Numbers (two's complement)

	positive		complement	+1		negative		
	0	000	→	111	→	000	0	!!!
	1	001	→	110	→	111	-1	
	2	010	→	101	→	110	-2	
	3	011	→	100	→	101	-3	

3-bit *signed* binary number

# Binary Numbers (two's complement)

	positive		complement		+1		negative
	0	000	→	111	→	000	0
	1	001	→	110	→	111	-1
	2	010	→	101	→	110	-2
	3	011	→	100	→	101	-3

we lost a number?

# Binary Numbers (two's complement)

	positive		complement		+1		negative
	0	000	→	111	→	000	0
	1	001	→	110	→	111	-1
	2	010	→	101	→	110	-2
	3	011	→	100	→	101	-3
					→	100	

we lost a number?

# Binary Numbers (two's complement)

complement

-1



100

# Binary Numbers (two's complement)

complement

-1



011



100

010 -2

011 -1

100

101 +1

110 +2

# Binary Numbers (two's complement)



# Binary Numbers (two's complement)



# Binary Numbers (two's complement)

	positive		complement	+1		negative
0	000	→	111	→	000	0
1	001	→	110	→	111	-1
2	010	→	101	→	110	-2
3	011	→	100	→	101	-3
				→	100	-4

n-bit *unsigned* binary numbers:  $0 \dots 2^n - 1$

# Binary Numbers (two's complement)

	positive		complement	+1		negative
0	000	→	111	→	000	0
1	001	→	110	→	111	-1
2	010	→	101	→	110	-2
3	011	→	100	→	101	-3
				→	100	-4

n-bit *signed* binary numbers:  $-2^{n-1} \dots 2^{n-1}-1$

# Binary Numbers (two's complement)

$$\begin{array}{r} 0010 \\ 0010 \\ + ---- \\ 0100 \end{array} \qquad \begin{array}{r} 2 \\ 2 \\ + - \\ 4 \end{array}$$

summing unsigned binary numbers is easy

# Binary Numbers (two's complement)

$$\begin{array}{r} \phantom{+} 0010 \\ \phantom{+} 1010 \\ + \phantom{0000} \\ \hline 1100 \end{array} \quad \begin{array}{r} 2 \\ -2 \\ + - \\ \hline 0 \end{array} \quad ?$$

summing signed binary numbers

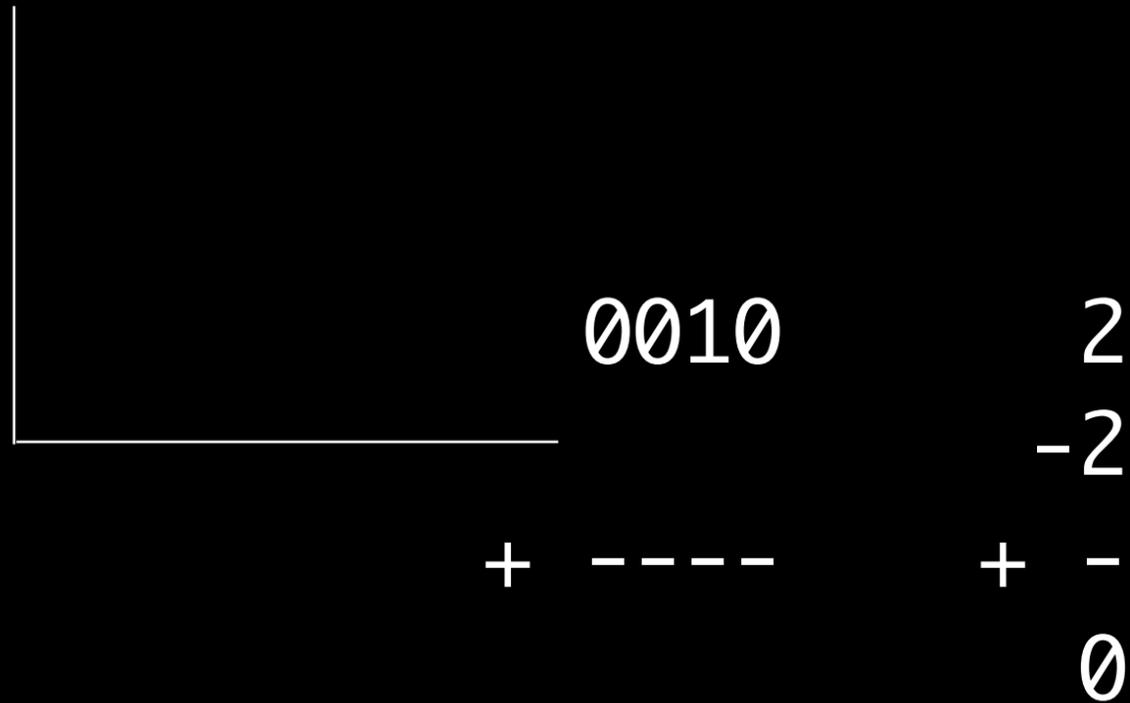
# Binary Numbers (two's complement)

$$\begin{array}{r} \phantom{+} 0011 \\ \phantom{+} 1011 \\ + \phantom{0000} \\ \hline 1110 \end{array} \qquad \begin{array}{r} \phantom{+} 3 \\ \phantom{+} -3 \\ + \phantom{0} \\ \hline 0 \end{array} \qquad ?$$

summing signed binary numbers

# Binary Numbers (two's complement)

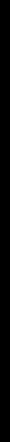
0010 -> 1101 -> 1110



summing signed (2's complement) binary numbers

# Binary Numbers (two's complement)

0010 -> 1101 -> 1110



0010            2

1110            -2

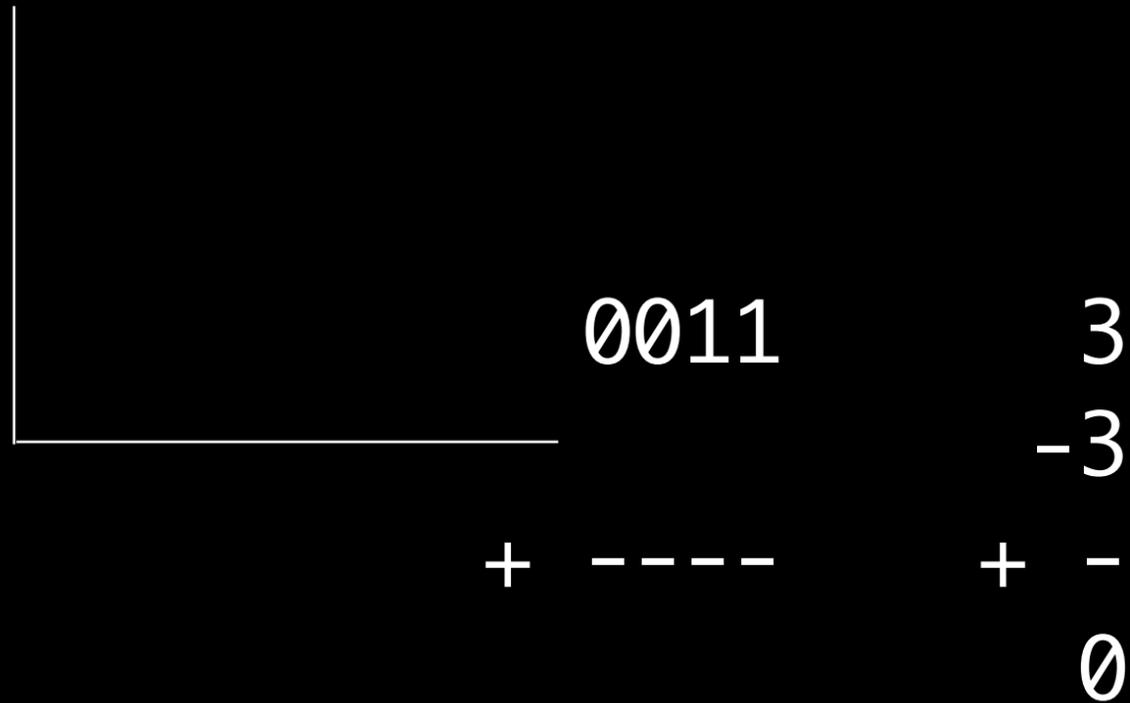
+ ----            + -

0000            0

summing signed (2's complement) binary numbers

# Binary Numbers (two's complement)

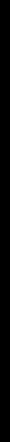
0011 -> 1100 -> 1101



summing signed (2's complement) binary numbers

# Binary Numbers (two's complement)

0011 -> 1100 -> 1101



0011

3

1101

-3

+

----

+

-

0000

0

summing signed (2's complement) binary numbers

# Binary Numbers (decoding two's complement)

$$0111 = ?$$

4-bit signed (two's complement) binary number

# Binary Numbers (decoding two's complement)

$$0111 = 7$$

4-bit signed (two's complement) binary number

# Binary Numbers (decoding two's complement)

$$1011 = ?$$

4-bit signed (two's complement) binary number

# Binary Numbers (decoding two's complement)

1011

1010

subtract 1

4-bit signed (two's complement) binary number

# Binary Numbers (decoding two's complement)

	subtract 1	complement
1011	1010	0101

4-bit signed (two's complement) binary number

# Binary Numbers (decoding two's complement)

		subtract 1	complement	
	1011	1010	0101	5

4-bit signed (two's complement) binary number

# Binary Numbers (decoding two's complement)

$$1011 = -5$$

4-bit signed (two's complement) binary number

# Binary Numbers

How do we encode fractional numbers?

# Binary Numbers

$\pm$  mantissa  $\times$  base  $\pm$  exponent

# Boolean Logic (variables)

1 = True

0 = False

# Boolean Logic (truth tables)

<b>a</b>	<b>b</b>	<b><i>a and b</i></b>
1	1	1
1	0	0
0	1	0
0	0	0

***a and b***

# Boolean Logic (truth tables)

<b>a</b>	<b>b</b>	<b>a or b</b>
1	1	1
1	0	1
0	1	1
0	0	0

**a or b**

# Boolean Logic (truth tables)

<b>a</b>	<i>not a</i>
1	0
0	1

*not a*

# Boolean Logic (truth tables)

*input*  
(boolean variable)

*output*  
(boolean variable)

**a, b**

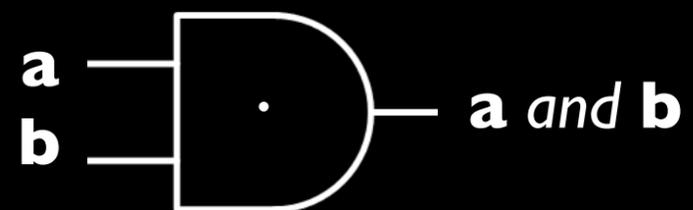
**a and b**

**a or b**

**not a**

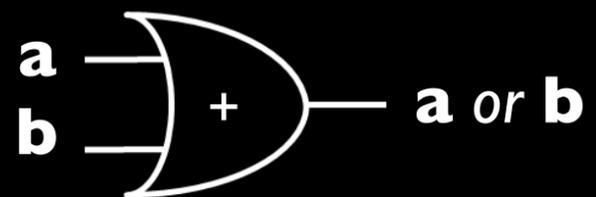
# Gates

<b>a</b>	<b>b</b>	<b>a and b</b>
1	1	1
1	0	0
0	1	0
0	0	0



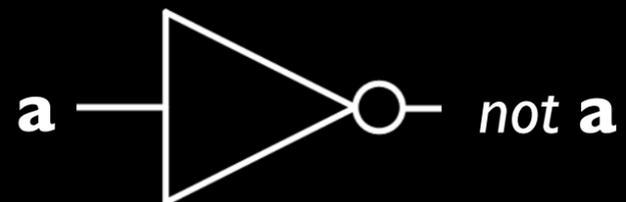
# Gates

<b>a</b>	<b>b</b>	<b>a or b</b>
1	1	1
1	0	1
0	1	1
0	0	0

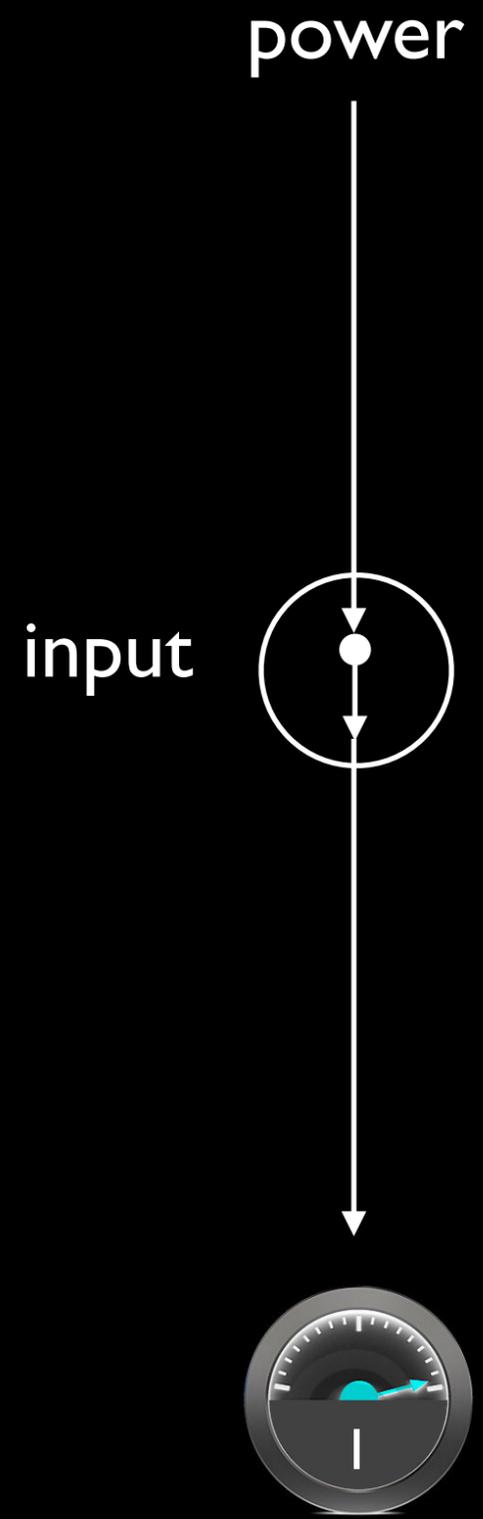
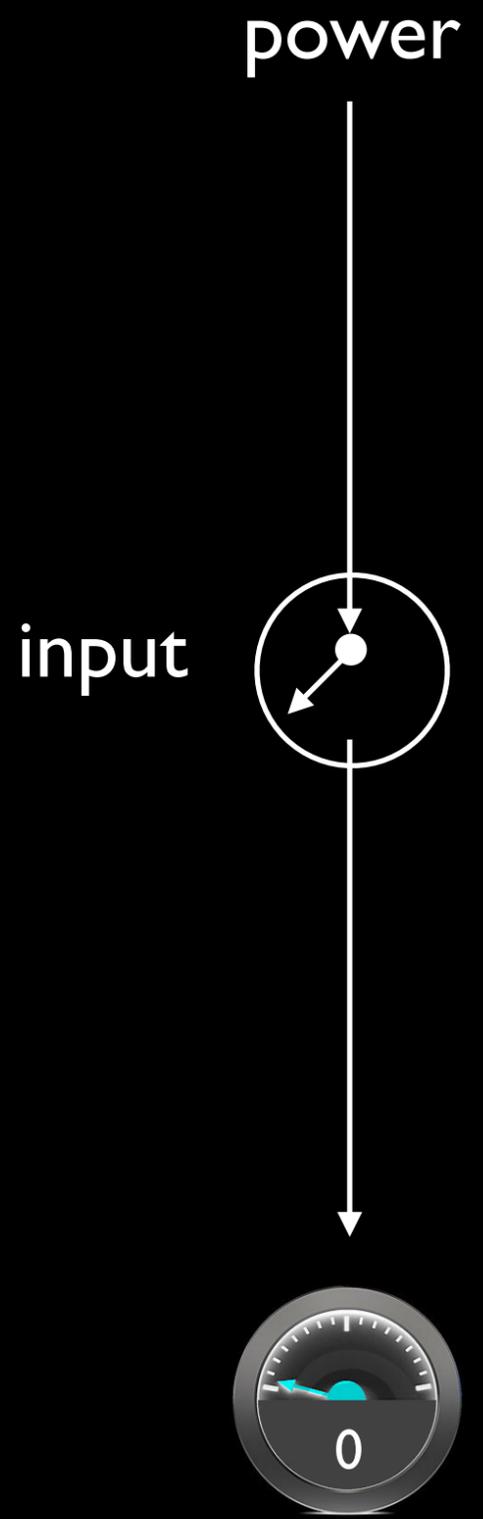


# Gates

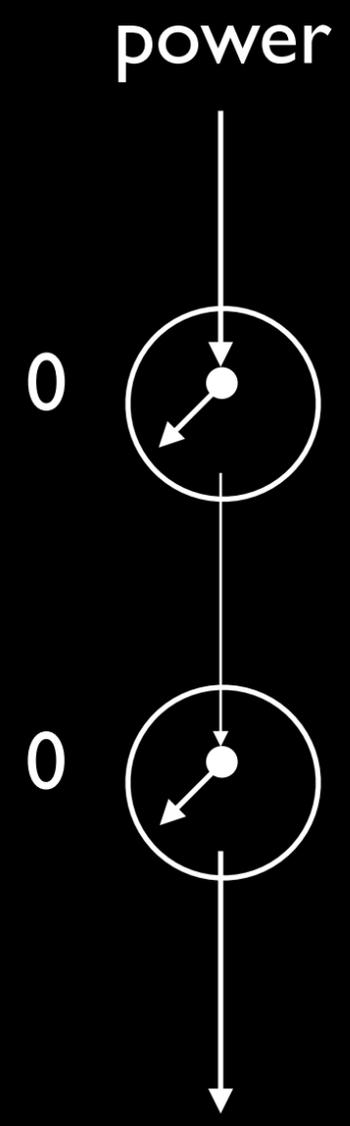
<b>a</b>	<i>not a</i>
<b>1</b>	<b>0</b>
<b>0</b>	<b>1</b>



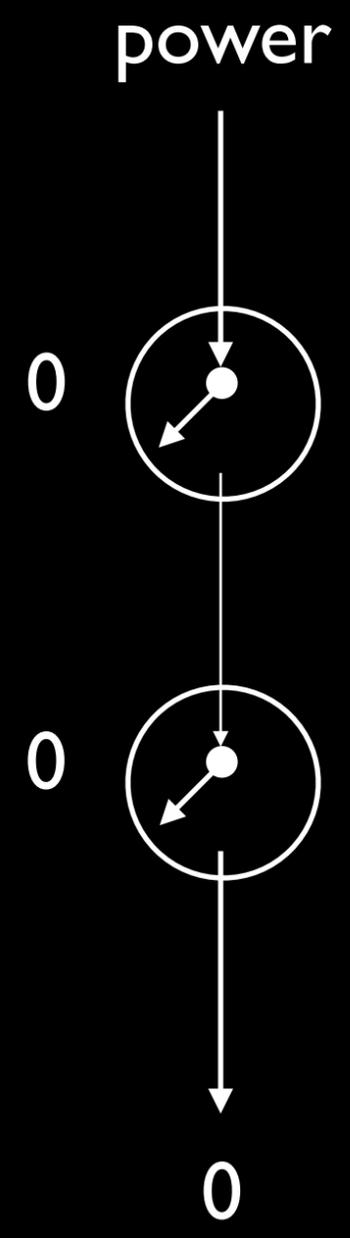
# Building Gates (transistors)



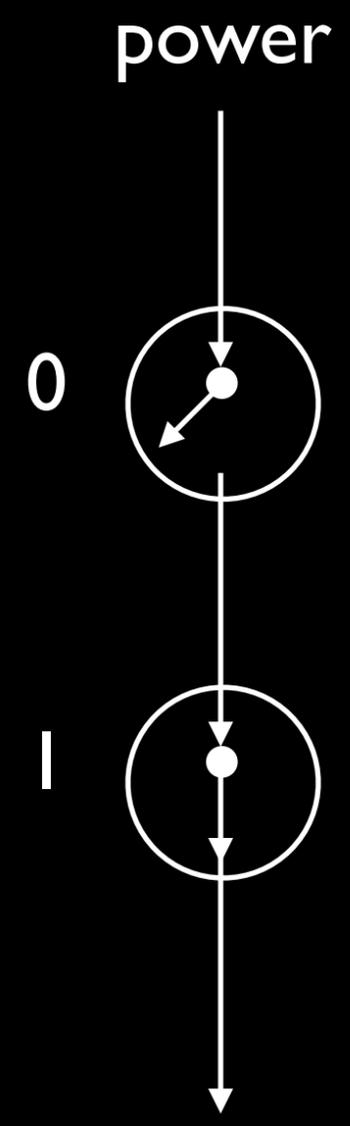
# Building Gates (transistors)



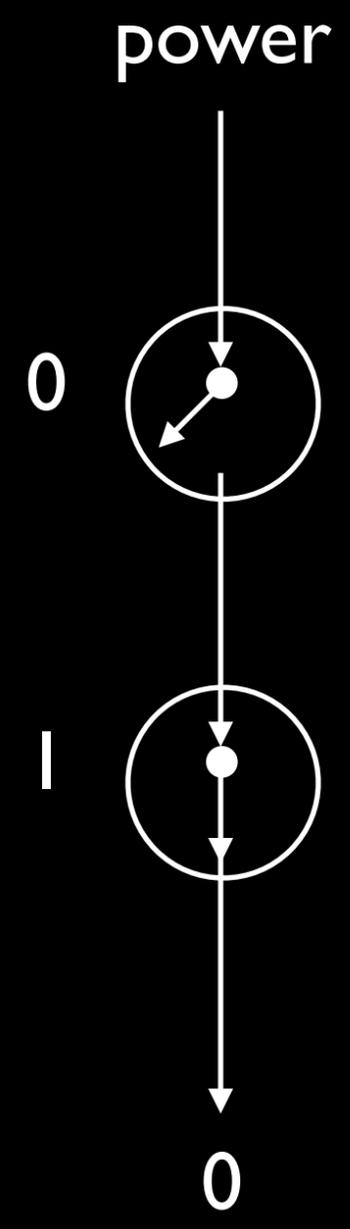
# Building Gates (transistors)



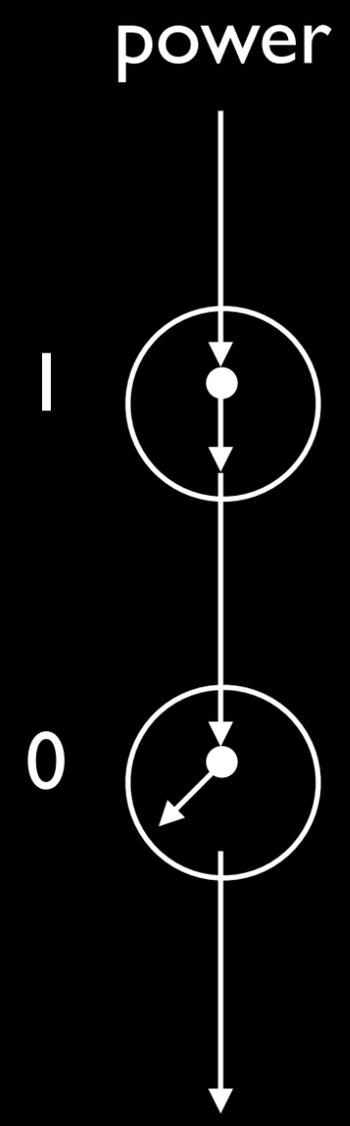
# Building Gates (transistors)



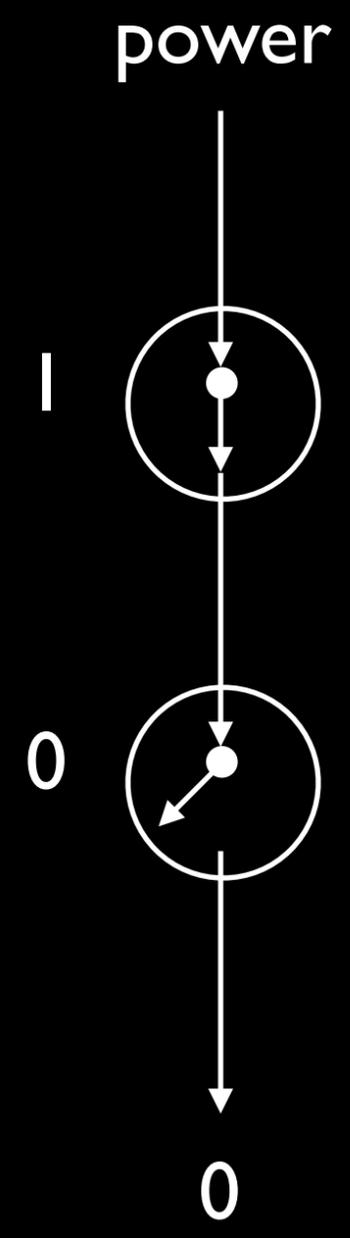
# Building Gates (transistors)



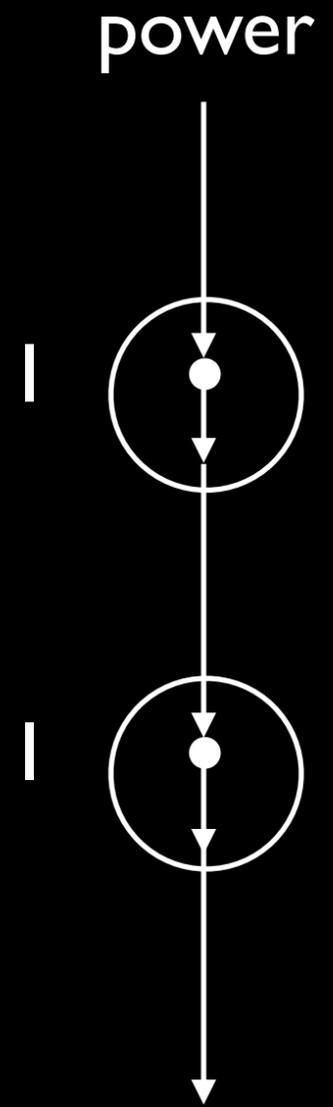
# Building Gates (transistors)



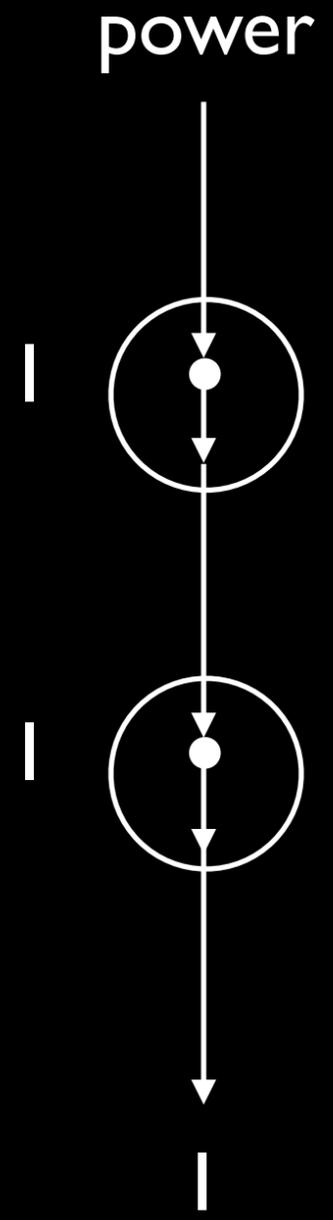
# Building Gates (transistors)



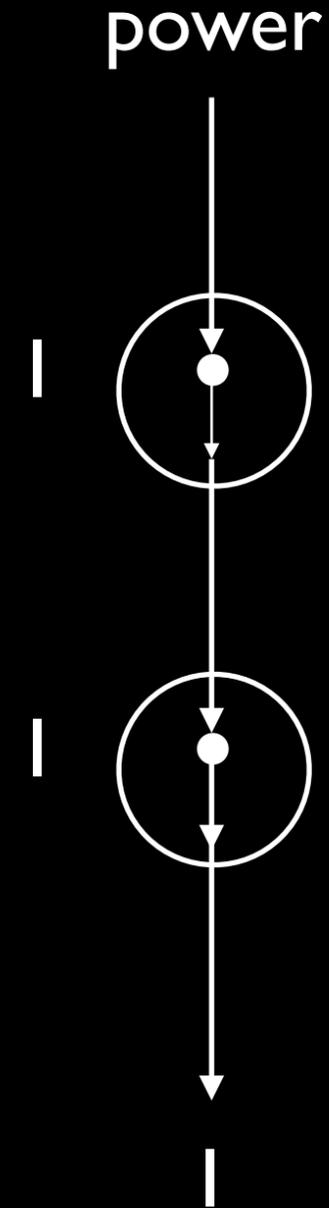
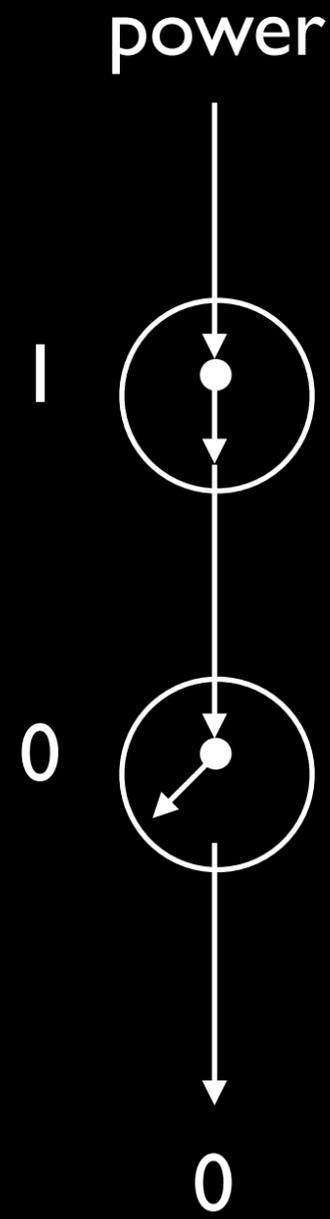
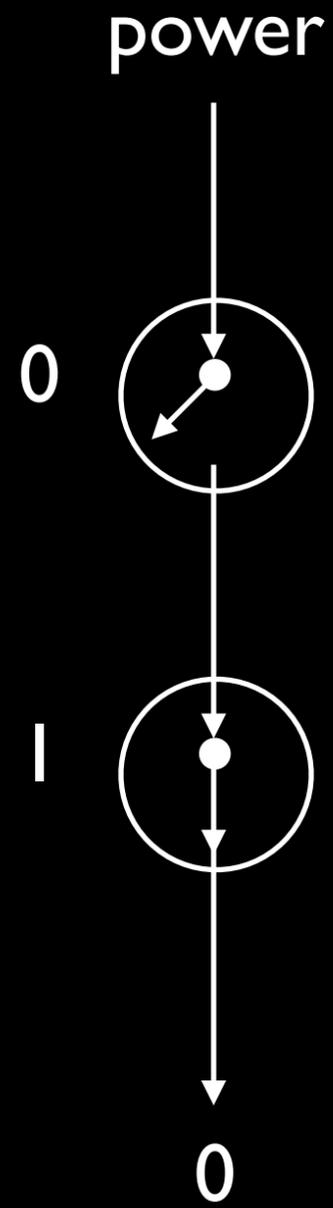
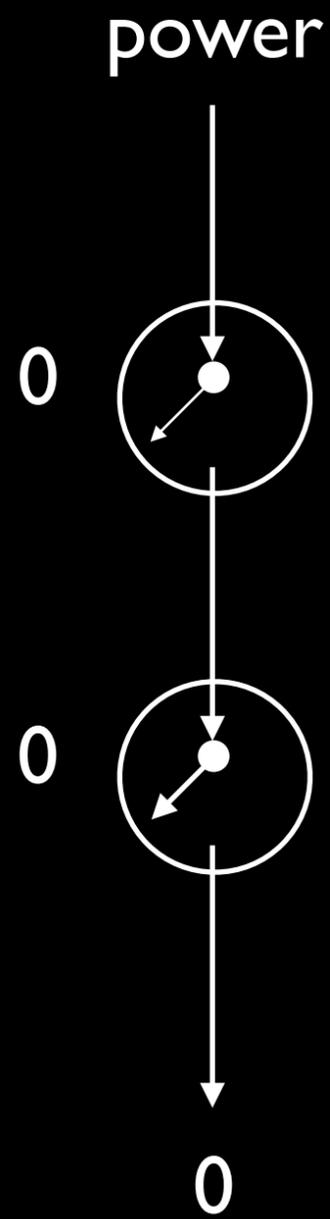
# Building Gates (transistors)



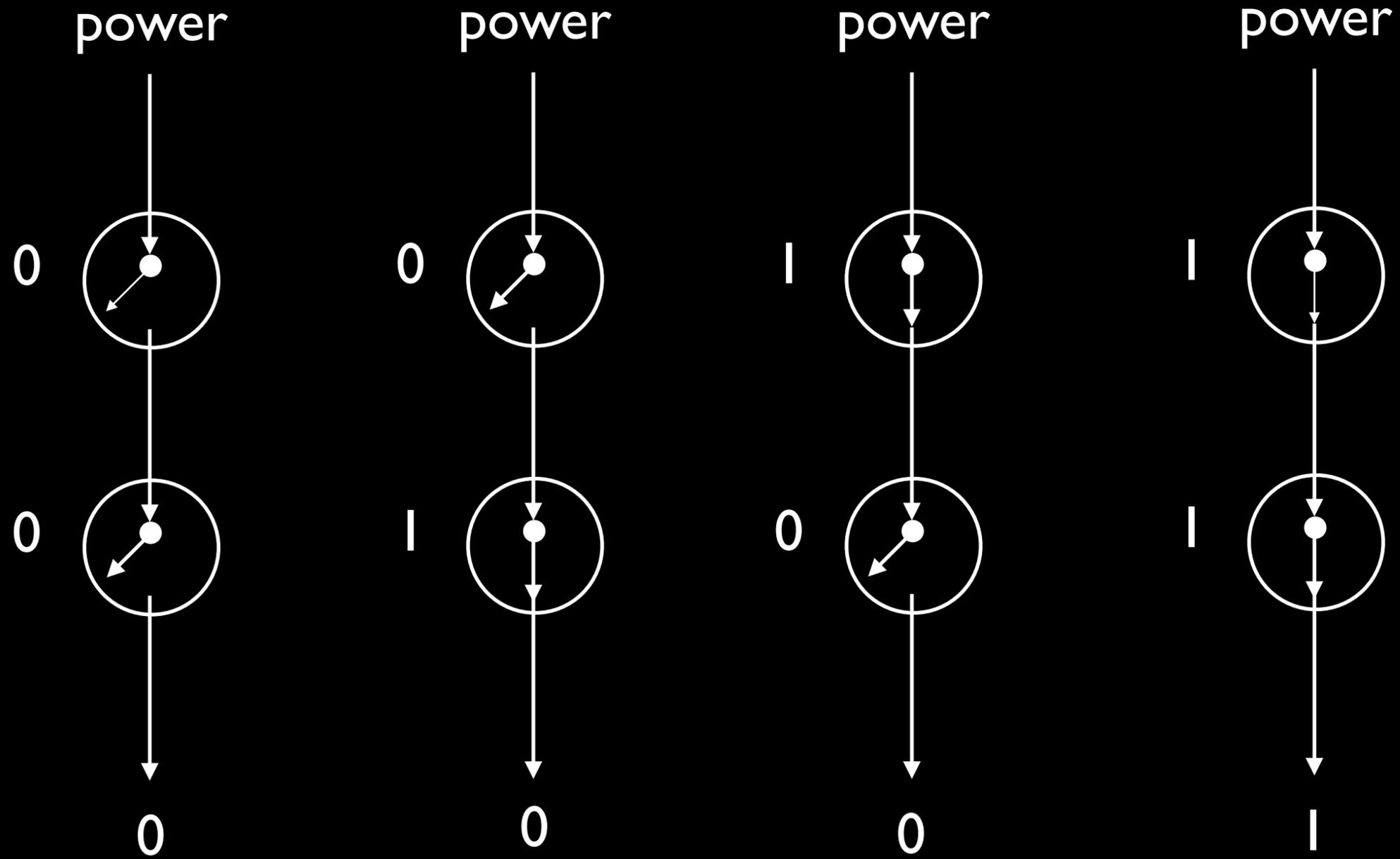
# Building Gates (transistors)



# Building Gates (transistors)

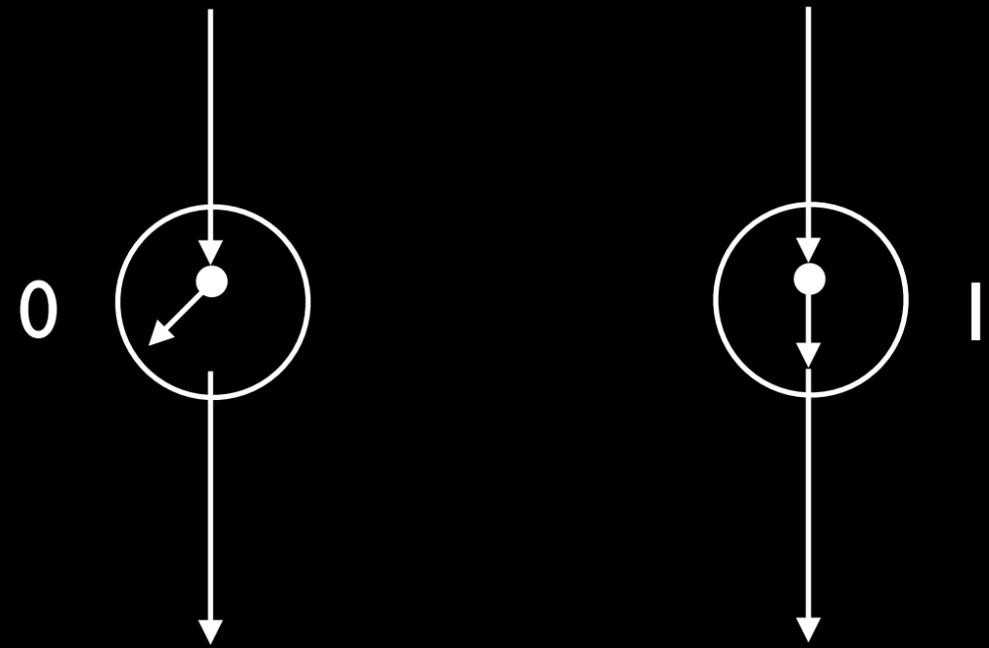


# Building Gates (transistors)



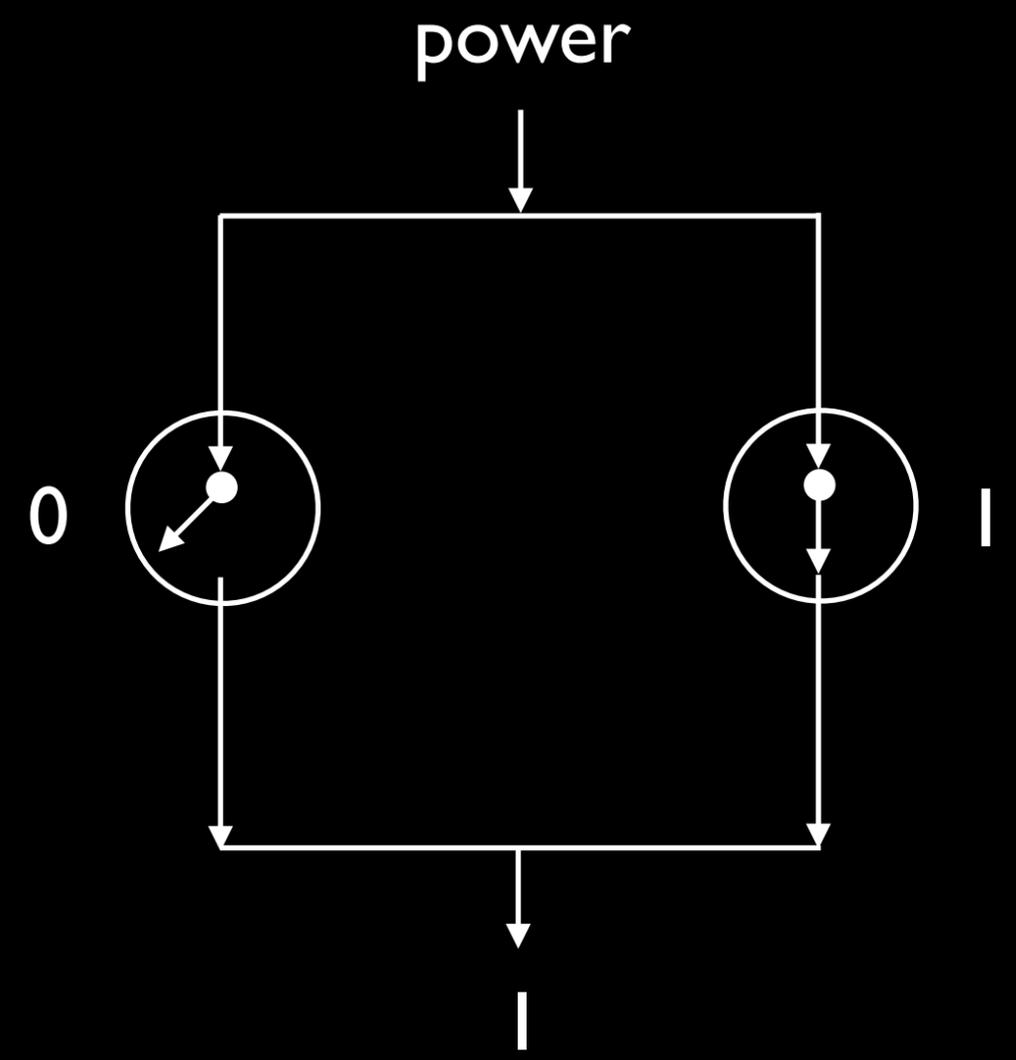
AND gate

# Building Gates (transistors)



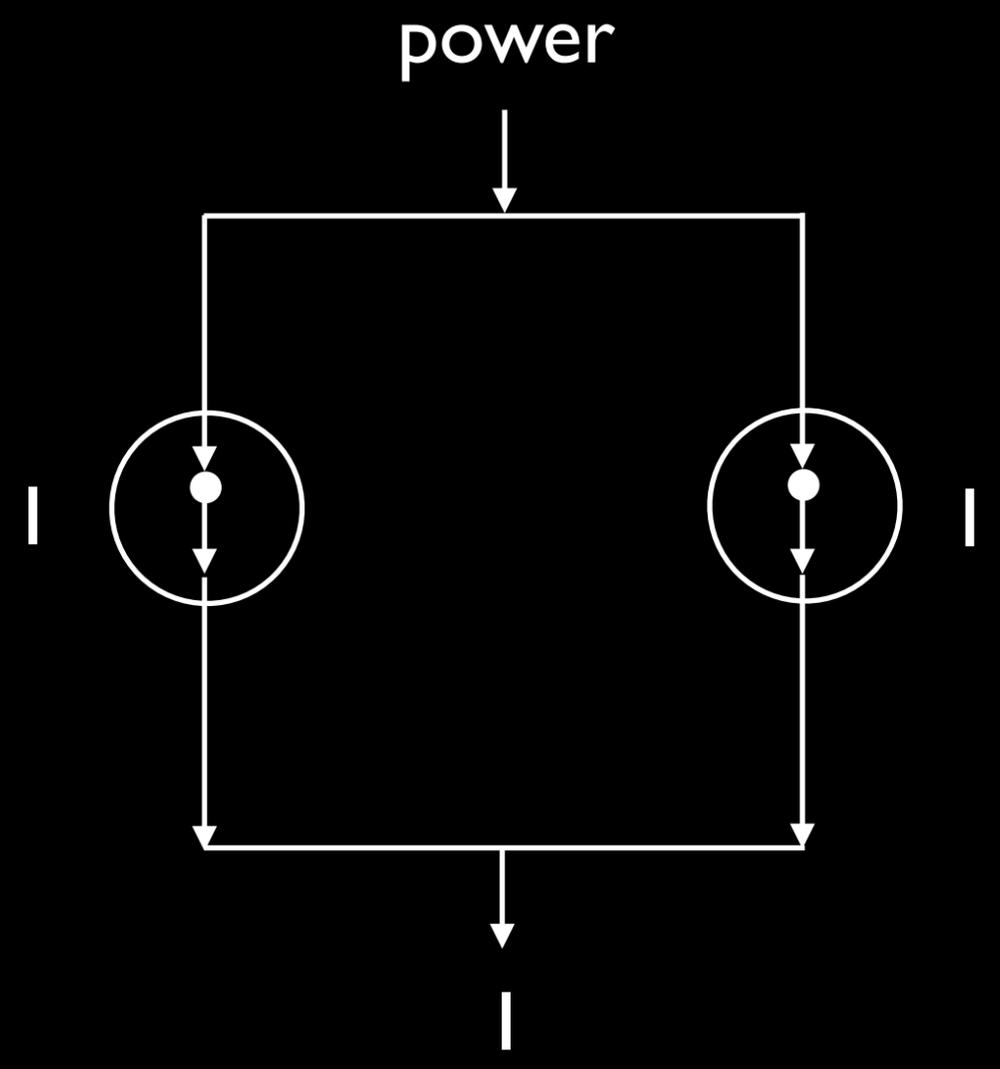
OR gate

# Building Gates (transistors)



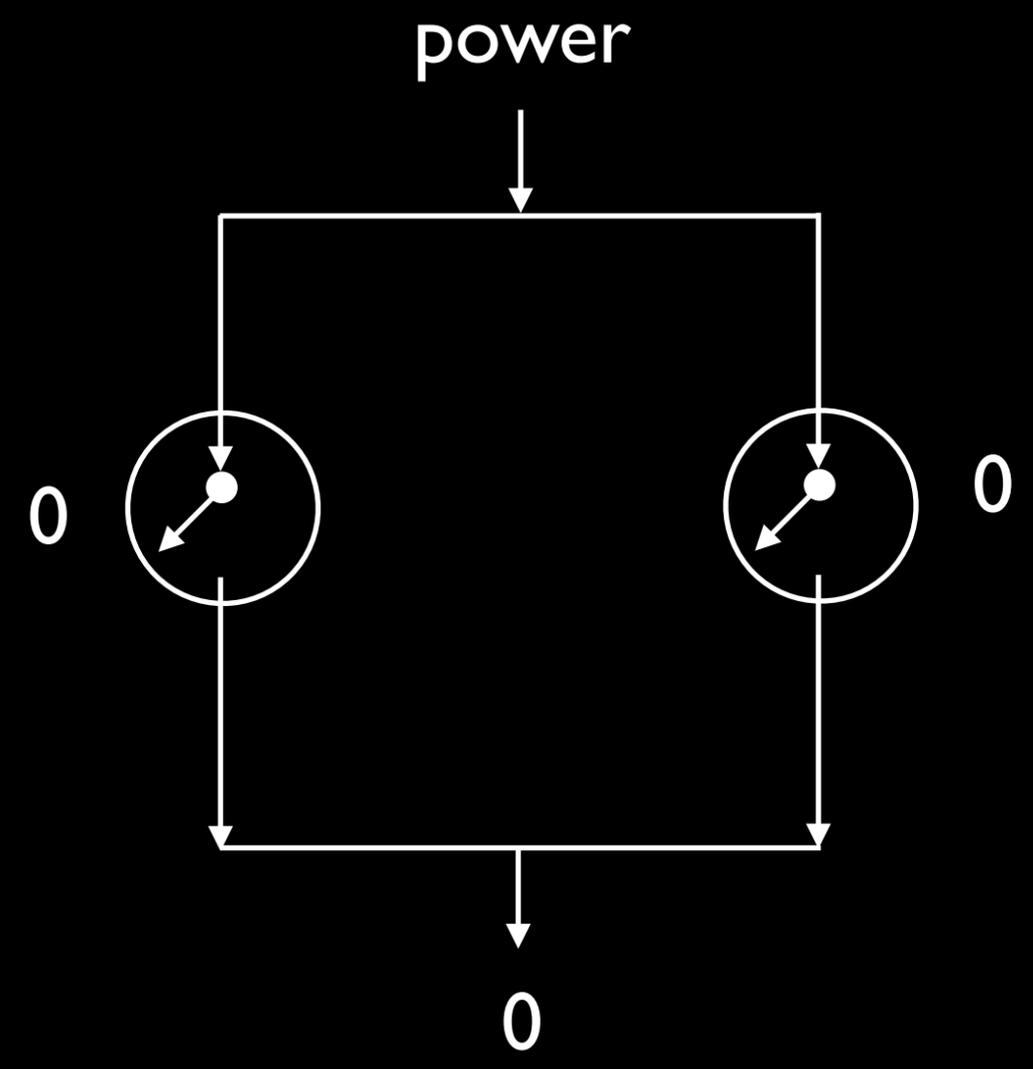
OR gate

# Building Gates (transistors)



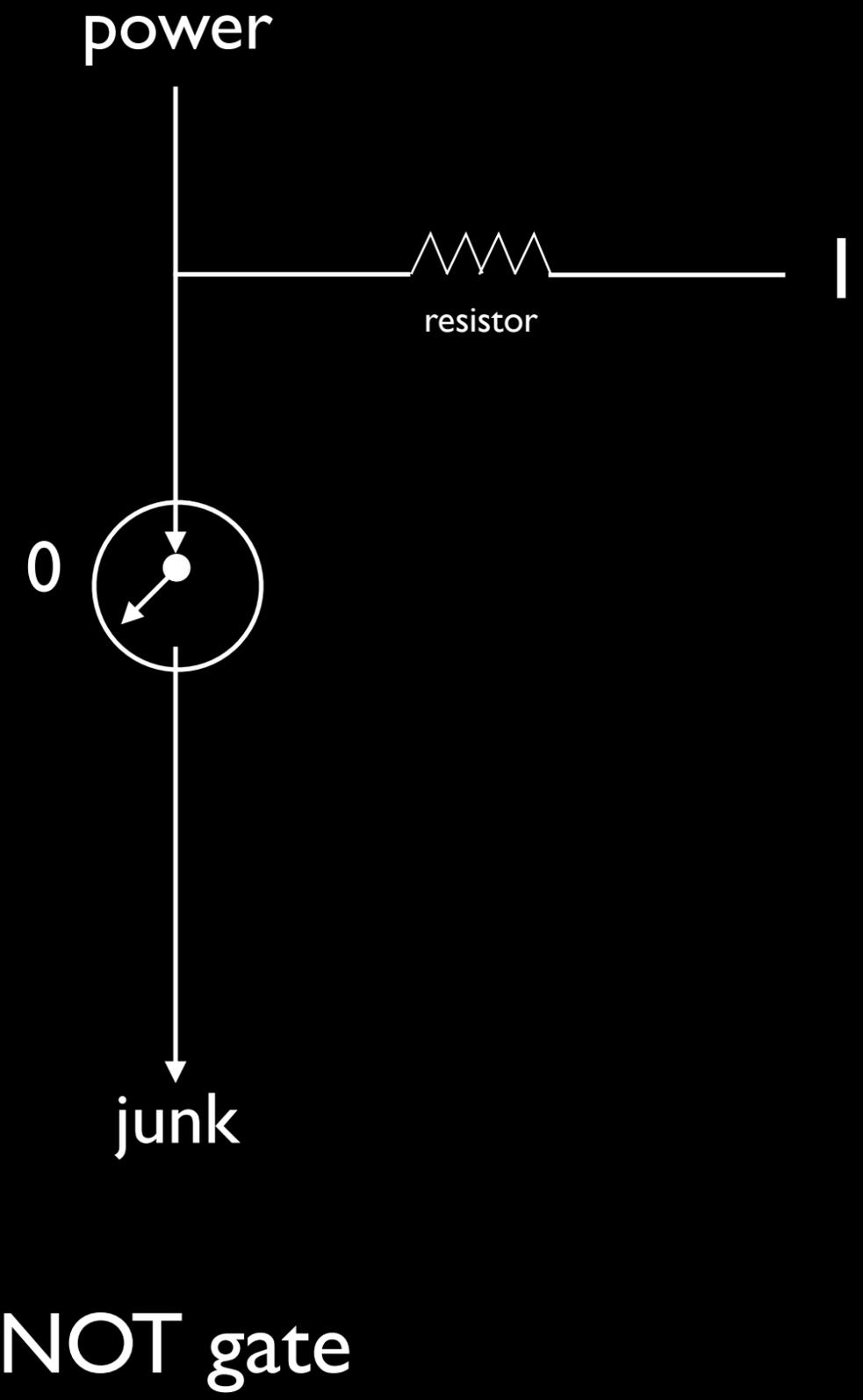
OR gate

# Building Gates (transistors)

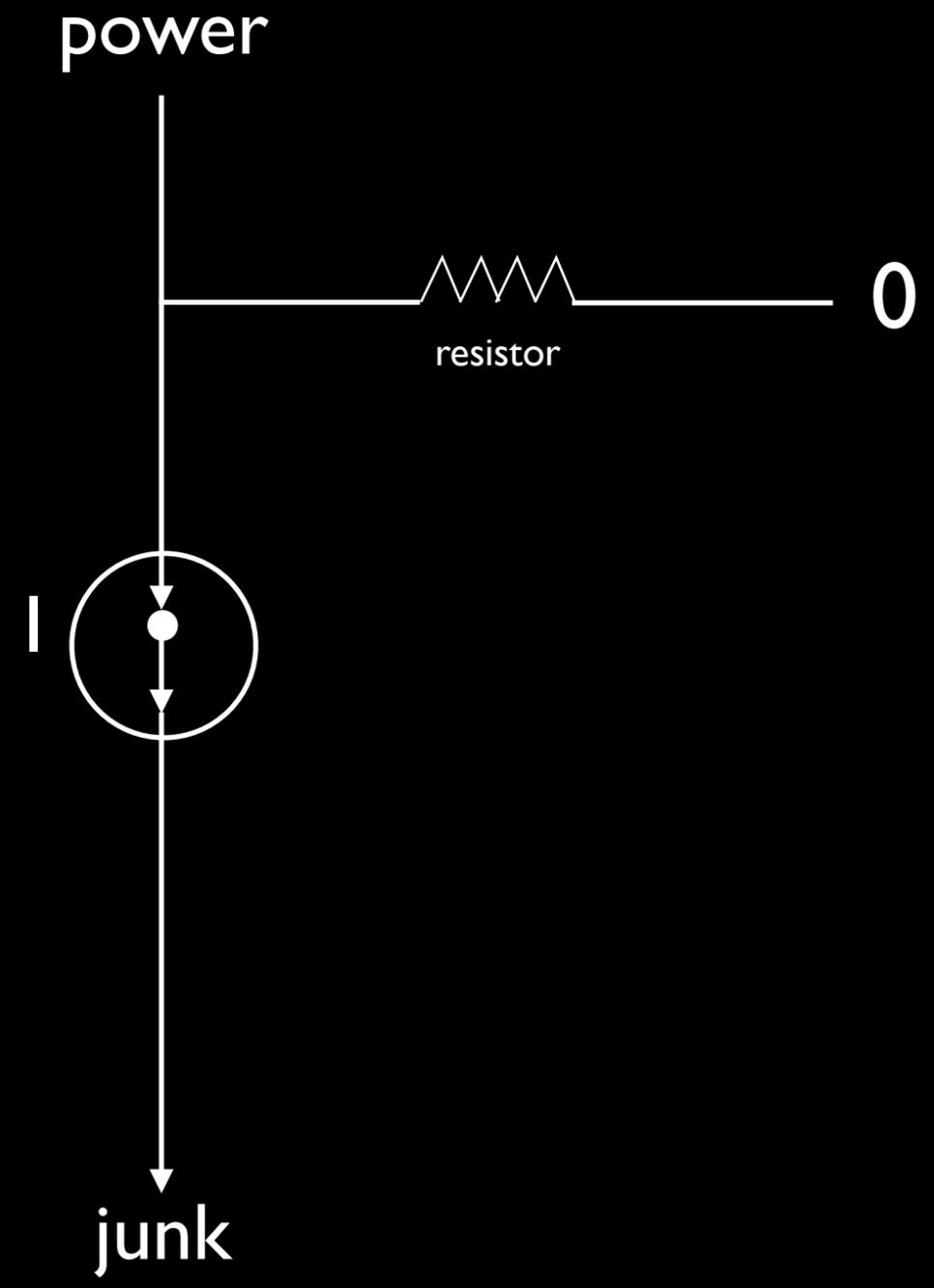


OR gate

# Building Gates (transistors)



# Building Gates (transistors)



NOT gate