



**O N L I N E**

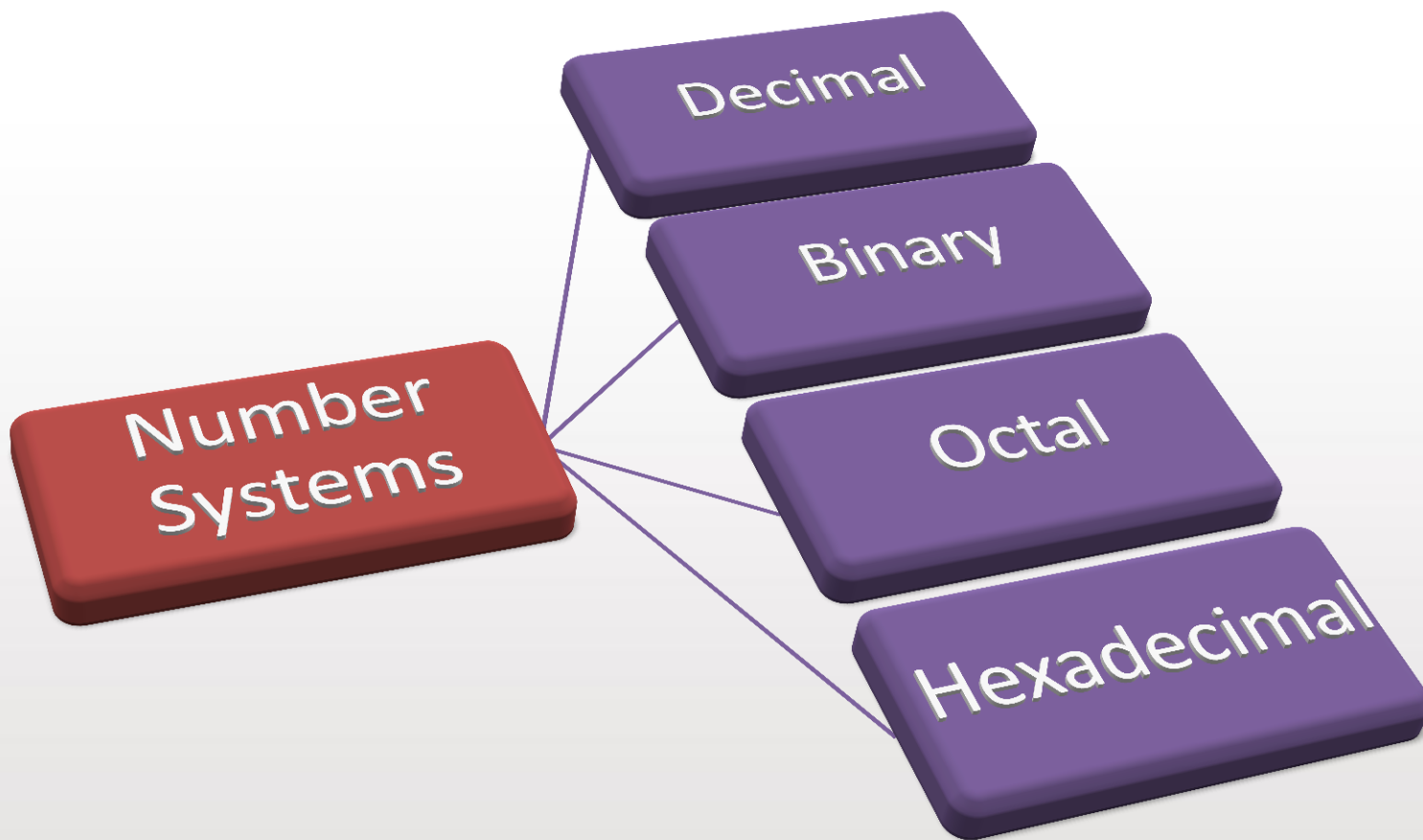
**L E A R N I N G**

# **Digital Electronics (SKEE1223)**

## **Number Systems**

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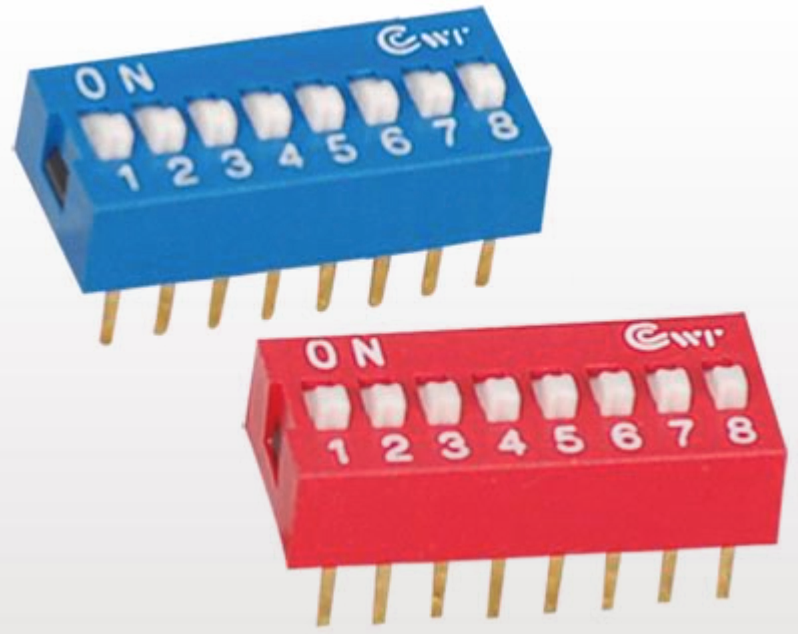
# Number Systems for Digital Devices

System	Radix	Digits	Notes
<b>Decimal</b>	10	0,1,2,3,4,5,6,7,8,9	Human count using 10 fingers
<b>Binary</b>	2	0,1	Machines only know 2 digits
<b>Octal</b>	8	0,1,2,3,4,6,7	Shortens long binary sequences by groups of 3
<b>Hexadecimal</b>	16	0,1,2,3,4,5,6,7,8,9, A, B, C, D, E, F	Shortens long binary sequences by groups of 4



# Why Binary System?

- Digital circuits are made of a series of switches
- Each switch has two states: ON or OFF
- Each state can be represented by a number
  - 1 for “ON”
  - 0 for “OFF”



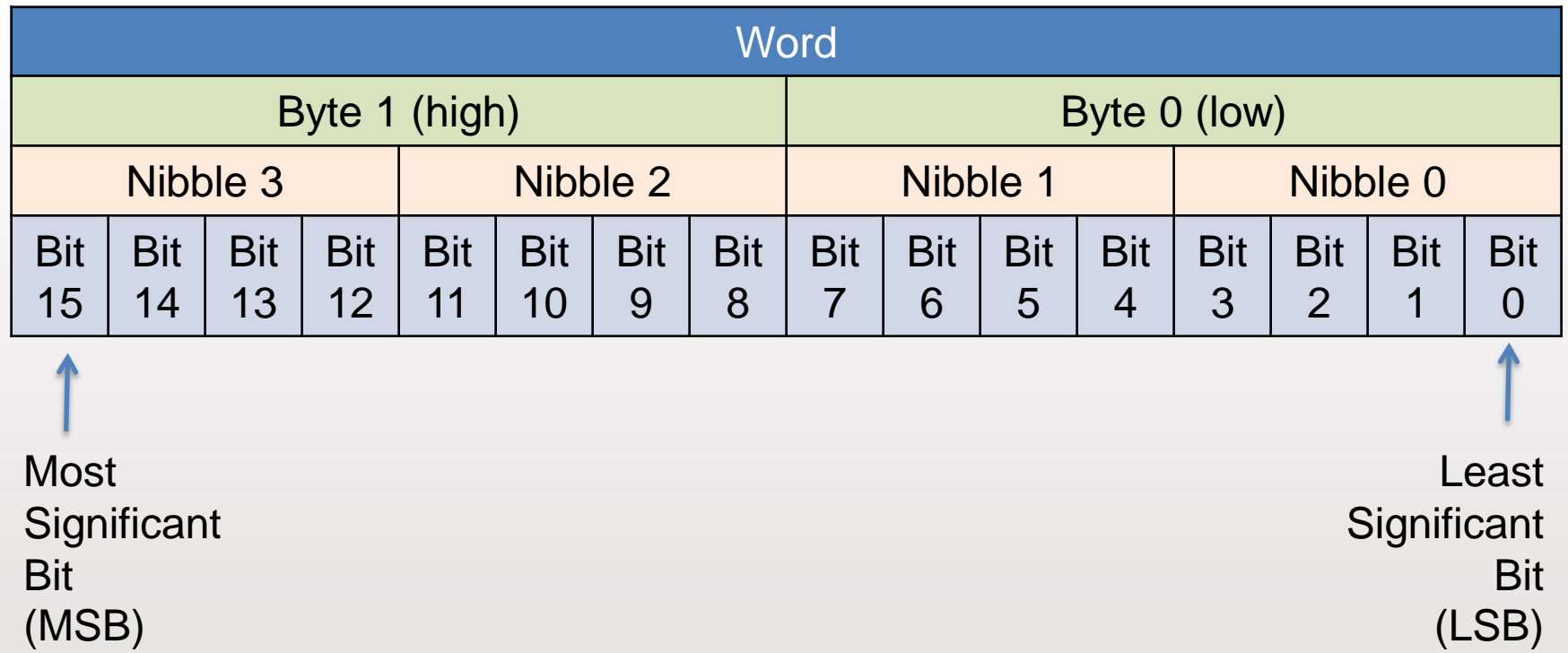


# Binary Weights

$a_7$	$a_6$	$a_5$	$a_4$	$a_3$	$a_2$	$a_1$	$a_0$	$a_{-1}$	$a_{-2}$
1	1	1	1	1	1	1	1	1	1
↓	↓	↓	↓	↓	↓	↓	↓	↓	↓
$2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$	$2^{-1}$	$2^{-2}$
128	64	32	16	8	4	2	1	0.5	0.25

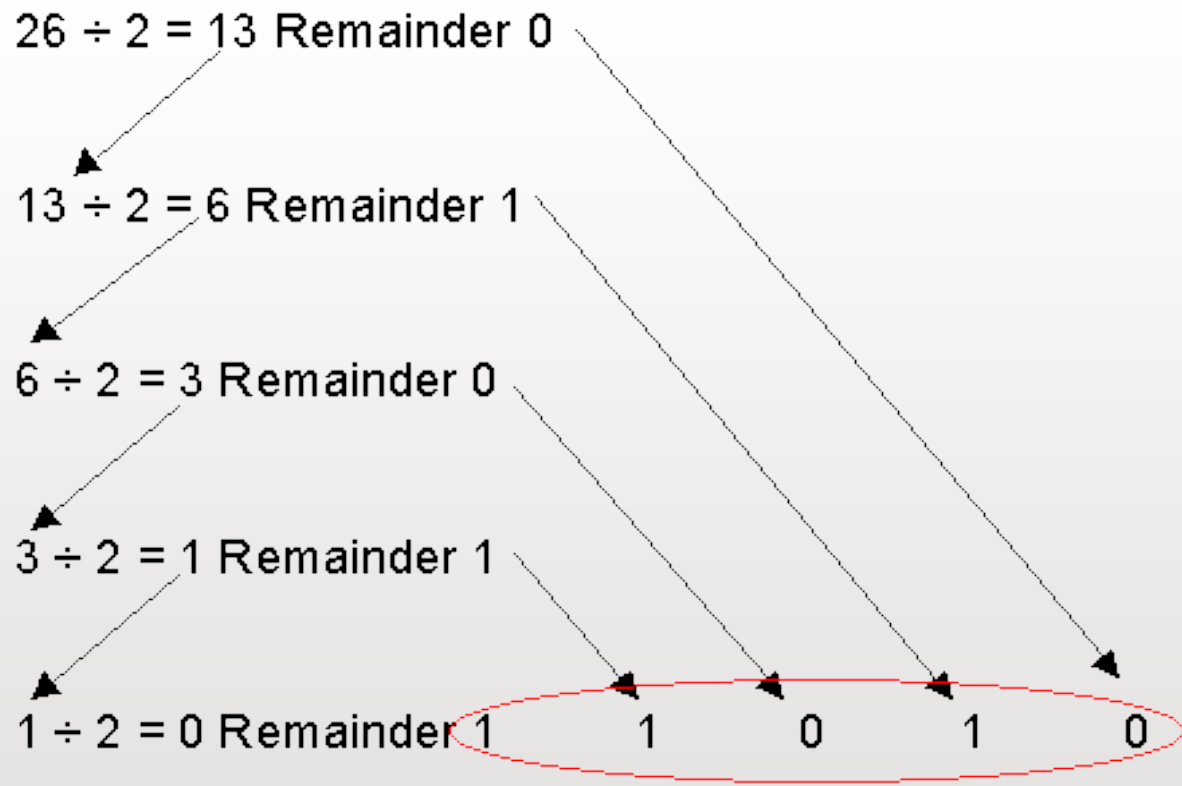


# Groups of Bits





# Decimal to Binary





# Binary Weights

$a_7$	$a_6$	$a_5$	$a_4$	$a_3$	$a_2$	$a_1$	$a_0$	$a_{-1}$	$a_{-2}$
1	1	1	1	1	1	1	1	1	1
↓	↓	↓	↓	↓	↓	↓	↓	↓	↓
$2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$	$2^{-1}$	$2^{-2}$
128	64	32	16	8	4	2	1	0.5	0.25

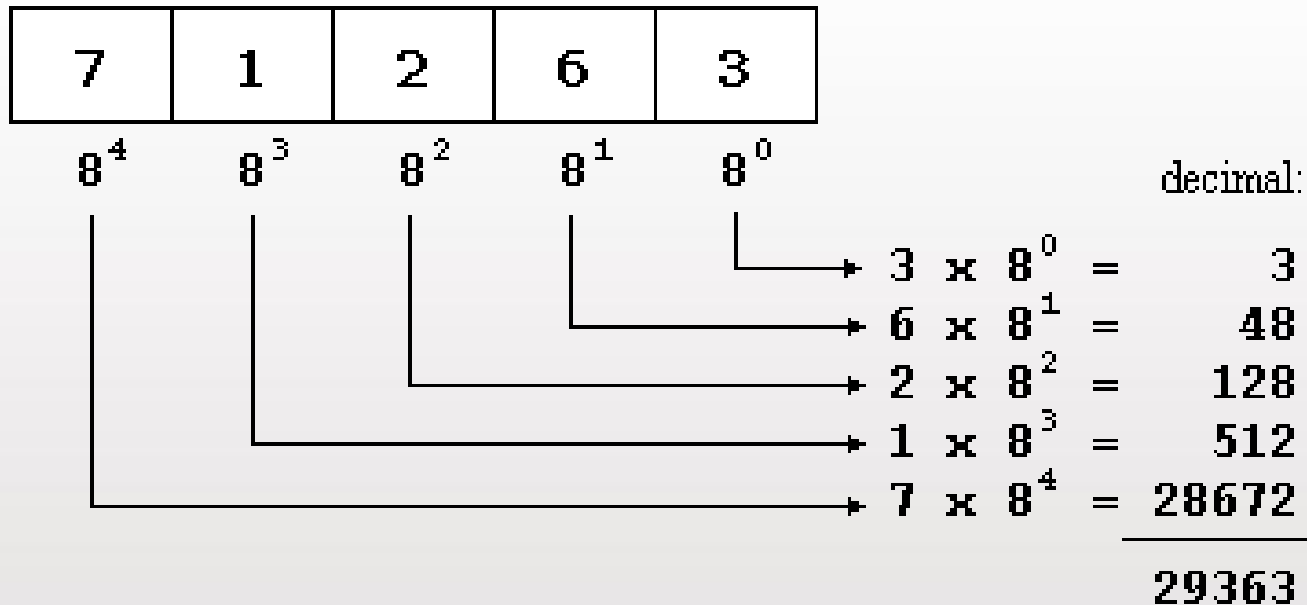




# Octal Number System

- To shorten long binary numbers
  - 0-7

# Octal to Decimal

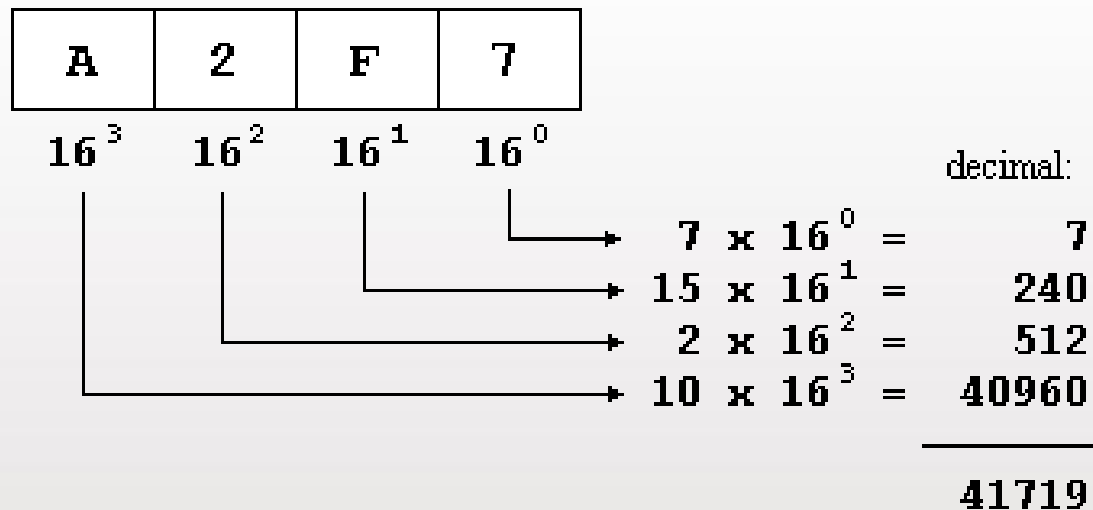




# Hexadecimal Number System

- Sometimes called hex numbers
- To shorten binary numbers stored in groups of 4
  - 0-9, A-F
- Base-16 numbers can be written in two formats:
  - $24_{16}$  or 24h
- Base-16 also means that there are 16 valid numbers. Starting with zero they are:
  - 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F
- Where:
  - A = 10, B = 11, C = 12, D = 13, E = 14, F = 15

# Hexadecimal Weighting



# Binary to Hexadecimal

