

Numbers and Numerals

... and how to represent unsigned integers with n bits

Numbers and Numerals

- Numbers: Mathematical objects

$$\mathbb{N} \subset \mathbb{N}_0 \subset \mathbb{Z} \subset \mathbb{Q} \subset \mathbb{R}$$

- Numerals: Symbolic representation of a number

- Example for representing “fifteen”

||||||| (tally marks)

15 (decimal numeral)

XV (roman numeral)

0xF (hexadecimal numeral)

017 (octal numeral)

b1111 (binary numeral)

Unsigned Decimal Numerals

- Example with four digits

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$$1234 := 1 \cdot 1000 + 2 \cdot 100 + 3 \cdot 10 + 4 \cdot 1$$

$$= 1 \cdot 10^3 + 2 \cdot 10^2 + 3 \cdot 10^1 + 4 \cdot 10^0$$

- Digits 0, 1, 2, .., 9
- Positional notation with base 10

Unsigned Decimal Numerals with n Digits

- General notation with 4 digits

$$u(a_3, a_2, a_1, a_0)_{10} := \sum_{k=0}^3 a_k 10^k \in \{0, \dots, 10^4 - 1\}$$

- General notation with n digits

$$u(a_{n-1}, \dots, a_0) = \sum_{k=0}^{n-1} a_k 10^k \in \{0, \dots, 10^n - 1\}$$

Unsigned n-Digit Numerals with Base b

- General notation with n digits

$$u(a_{n-1}, \dots, a_0)_b := \sum_{k=0}^{n-1} a_k b^k \in \{0, \dots, b^n - 1\}$$

- Example with n = 4 and b = 2

Bit = Binary Digit

$$u(a_3, a_2, a_1, a_0)_b := \sum_{k=0}^3 a_k 2^k \in \{0, \dots, 15\}$$

most
significant
bit

least
significant
bit

Hexadecimal: Base 16

- We have 16 digits

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

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, a, b, c, d, e, f

- Convention: “Prefix 0x indicates hexadecimal”

$$0x1B = 1 \cdot 16^1 + 11 \cdot 16^0 = 27$$

$$0x12 = 1 \cdot 16^1 + 2 \cdot 16^0 = 18$$

Representing Bit Patterns with Hex-Digits

- 4 bits can be represented with 1 hex-digit

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

- Preserves the value of unsigned integers

$$u(00111111)_2 = u(0x3F)$$

Octal: Base 8

- We have 8 digits

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

- Convention: “Leading zero indicates octal”

$$u(017) = 1 \cdot 8^1 + 7 \cdot 8^0 = 15$$

- 3 bits can be represented with 1 oct-digit

<i>Bit Pattern</i>	<i>Decimal</i>	<i>Hexadecimal</i>	<i>Octal</i>
0000	0	0x0	00
0001	1	0x1	01
0010	2	0x2	02
0011	3	0x3	03
0100	4	0x4	04
0101	5	0x5	05
0110	6	0x6	06
0111	7	0x7	07
1000	8	0x8	010
1001	9	0x9	011
1010	10	0xA	012
1011	11	0xB	013
1100	12	0xC	014
1101	13	0xD	015
1110	14	0xE	016
1111	15	0xF	017