#### CS 241: Systems Programming Lecture 12. Bits and Bytes 1 Spring 2020 Prof. Stephen Checkoway

#### Computers use binary

Example with 32-bits: 0100001101010011010000110100001

- As a integer: 1129530185
- As a (single-precision) floating point number: 211.262833 As a sequence of four ASCII characters: CSCI
- As 32-bit x86 instructions:

ebx inc

- push ebx
- ebx inc
- dec ecx

- Everything in a computer is stored and manipulated as a collection of bits The bits mean something only in how they are used, not what they are

Given a decimal (base 10) number 1253₁₀ ► 3 ones (10°)

- ► 3 ones (10<sup>0</sup>)
- ► 5 tens (10<sup>1</sup>)

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- 2 hundreds (10<sup>2</sup>)

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- 5 tens (10<sup>1</sup>)
- 2 hundreds (10<sup>2</sup>)
- 1 thousand (10<sup>3</sup>)
  - $10^{3}$   $10^{2}$   $10^{1}$   $10^{0}$
  - 1 2 5 3

Only uses the digits 0-7

In C, literal starts with leading 0

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Given an octal (base 8) number 02345

- ► 5 ones (8°)
- 4 eights (8<sup>1</sup>)
- ► 3 sixty-fours (8<sup>2</sup>)
- 2 five hundred twelves (8<sup>3</sup>)

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  - **8**3 **8**2 **8**1 **8**0
  - **2 3 4 5**

Single place has values of 0-15

- ► Need digits larger than 9. Use A=10, B=11, ..., F=15
- ► In C, starts with a leading **0**x or **0**X

#### A=10, B=11, ..., F=15 r **ox**

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Given a hexadecimal (base 16) number  $0 \ge 0 \ge 0$ 

- ► 5 ones (16<sup>0</sup>)
- 14 sixteens (16<sup>1</sup>)
- 4 two hundred fifty-sixes (16<sup>2</sup>)
- 0 four thousand ninety-sixes (16<sup>3</sup>)

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Given a hexadecimal (base 16) number  $0 \ge 0 \ge 0 \le 16$ 

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- 14 sixteens (16<sup>1</sup>)
- 4 two hundred fifty-sixes (16<sup>2</sup>)
- 0 four thousand ninety-sixes (16<sup>3</sup>) **16**<sup>3</sup> **16**<sup>2</sup> **16**<sup>1</sup> **16**<sup>0</sup>
  - **4 E** 5 0

#### Only uses the digits 0 and 1

Only uses the digits 0 and 1 Given a binary number 0b000010011100101

- ► 1  $2^{\circ}$ , 0  $2^{1}$ , 1  $2^{2}$ , 0  $2^{3}$
- ► 0 2<sup>4</sup>, 1 2<sup>5</sup>, 1 2<sup>6</sup>, 1 2<sup>7</sup>
- ► 0 2<sup>8</sup>, 0 2<sup>9</sup>, 1 2<sup>10</sup>, 0 2<sup>11</sup>
- ► 0 2<sup>12</sup>, 0 2<sup>13</sup>, 0 2<sup>14</sup>, 0 2<sup>15</sup>

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- ► 0 2<sup>4</sup>, 1 2<sup>5</sup>, 1 2<sup>6</sup>, 1 2<sup>7</sup>
- ► 0 2<sup>8</sup>, 0 2<sup>9</sup>, 1 2<sup>10</sup>, 0 2<sup>11</sup>
- ► 0 2<sup>12</sup>, 0 2<sup>13</sup>, 0 2<sup>14</sup>, 0 2<sup>15</sup>

**2**15..12 **2**11..8 **2**7..4 **2**3..0

6

Only uses the digits 0 and 1 Given a binary number 0b000010011100101

- ► 1  $2^{\circ}$ , 0  $2^{1}$ , 1  $2^{2}$ , 0  $2^{3}$
- ► 0 2<sup>4</sup>, 1 2<sup>5</sup>, 1 2<sup>6</sup>, 1 2<sup>7</sup>
- ► 0 2<sup>8</sup>, 0 2<sup>9</sup>, 1 2<sup>10</sup>, 0 2<sup>11</sup>
- ► 0 2<sup>12</sup>, 0 2<sup>13</sup>, 0 2<sup>14</sup>, 0 2<sup>15</sup>
  - **2**11..8 **2**7..4 **2**3..0 215..12
  - 0000 0100 1110

0101

6

Multiply and sum up the digit \* baseposition value  $1253 = 1^{*}10^{3} + 2^{*}10^{2} + 5^{*}10^{1} + 3^{*}10^{0} = 1253$ 

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- $\bullet 0 \times 04E5 = 0^{*}16^{3} + 4^{*}16^{2} + 14^{*}16^{1} + 5^{*}16^{0} = 1253$

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- $\blacktriangleright$  0b000010011100101 = 1253

- $\sim 02345 = 2^{*}8^{3} + 3^{*}8^{2} + 4^{*}8^{1} + 5^{*}8^{0} = 1253$

#### Convert the octal value 031 to decimal

- A. 7
- **B.** 25
- C. 31
- D. 49
- E. 248

Hex	Binary	Hex	Binary
0	0000	8	1000
1	0001	9	1001
2	0010	Α	1010
3	0011	В	1011
4	0100	С	1100
5	0101	D	1101
6	0110	Ε	1110
7	0111	F	1111

Just group digits by 4s starting with LSB

Hex Binary Hex Binary Α B С D Ε F 

Just group digits by 4s starting with LSB

• 0b000010011100101

**Hex Binary** Hex Binary  $\mathbf{O}$ Α B С D Ε F 

Just group digits by 4s starting with LSB

- 0b000010011100101
- ▶ 0b 0000 0100 1110 0101

**Hex Binary** Hex Binary ()Α B С D Ε F 

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- 0b000010011100101
- ▶ 0b 0000 0100 1110 0101

Each block of 4 bits is 0–15

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Replace each with a hex digit

**Hex Binary** Hex Binary ()A B С D Ε F 

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- 0b000010011100101
- ▶ 0b 0000 0100 1110 0101

Each block of 4 bits is 0–15

- Replace each with a hex digit
- ► 0 4 E 5

Hex Binary Hex Binary ()A B С D Ε F 

Just group digits by 4s starting with LSB

- 0b000010011100101
- ▶ 0b 0000 0100 1110 0101

Each block of 4 bits is 0–15

- Replace each with a hex digit
- ► 0 4 E 5
- ► 0x04E5

Hex Binary Hex Binary ()A B С D Ε F 

Octal	Binary
0	000
1	001
2	010
3	011
4	100
5	101
6	110
7	111

Just group digits by 3s starting with LSB

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0	000
1	001
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4	100
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Just group digits by 3s starting with LSB

0b000010011100101 

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0	000
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Just group digits by 3s starting with

- 0b000010011100101
- ▶ 0b 000 000 010 011 100 101

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Just group digits by 3s starting with

- ▶ 0b000010011100101
- ▶ 0b 000 000 010 011 100 101

Each block of 3 bits is 0–7

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0	000
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Just group digits by 3s starting with

- 0b000010011100101
- ▶ 0b 000 000 010 011 100

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Replace each with a octal digit

ו LSB	
101	

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0	000
1	001
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Just group digits by 3s starting with

- 0b000010011100101
- ▶ 0b 000 000 010 011 100

Each block of 3 bits is 0–7

- Replace each with a octal digit
- ► 0 0 2 3 4 5

ו LSB	
101	

Octal	Binary
0	000
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7	111

Just group digits by 3s starting with

- 0b000010011100101
- ▶ 0b 000 000 010 011 100

Each block of 3 bits is 0–7

- Replace each with a octal digit
- ► 0 0 2 3 4 5
- 0002345 (We prepended a 0 to

LSB	Octal	Binary
	0	000
101	1	001
	2	010
	3	011
	4	100
o denote octal)	5	101
	6	110
	7	111

#### Convert the 16-bit binary number 0b11001010 11111110 to hex.

(I added an underscore to separate the two groups of 8 bits to improve readability.)

- A. OXBEEF
- B. OXCAFE
- C. OXDEAD
- D. OxFACE
- E. OxFEED

Hex	Binary	Hex	Binary
0	0000	8	1000
1	0001	9	1001
2	0010	Α	1010
3	0011	В	1011
4	0100	С	1100
5	0101	D	1101
6	0110	Ε	1110
7	0111	F	1111

#### Alternative view of hex/octal

Binary is a pain to read/work with

Consider a 64-bit number
 0b01001100010000011010
 0011110110000

so long it doesn't fit on one line!

Hex (and much less commonly octal) can be viewed as a more compact way to represent binary numbers

0x4c40d6b036c547b0

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### Converting hex/octal to binary

- 1. Take each hexadecimal (or octal) digit
- 2. Convert it into binary
  - 4 places hex (e.g., A becomes 1010)
  - 3 places octal (e.g., 6 becomes 110)
- 3. Group them together from LSB to MSB

#### Converting between Hex & Octal

- 1. Take hexadecimal number
- 2. Convert to binary
- 3. Regroup in clusters of 3 from LSB
- 4. Generate Octal digits
- 5. Use reverse process for Octal to Hex

14

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Remainders form the binary number from least to most significant

- ▶ 39 / 2 = 19 r 1
- $\sim 19 / 2 = 9 r 1$
- ▶ 9 / 2 = 4 r 1
- 4 / 2 = 2 r 0

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Remainders form the binary number from least to most significant

- ▶ 39 / 2 = 19 r 1
- $\sim 19 / 2 = 9 r 1$
- ▶ 9 / 2 = 4 r 1-4/2 = 2r0
- ▶ 2 / 2 = 1 r 0

Repeatedly divide by 2, recording remainders

Remainders form the binary number from least to most significant

- ▶ 39 / 2 = 19 r 1
- $\sim 19 / 2 = 9 r 1$
- ▶ 9 / 2 = 4 r 1▶ 4 / 2 = 2 r 0 $\blacktriangleright$  2 / 2 = 1 r 0
- -1/2 = 0 r 1

Repeatedly divide by 2, recording remainders

Remainders form the binary number from least to most significant

Example: 39

- ▶ 39 / 2 = 19 r 1
- $\sim 19 / 2 = 9 r 1$ ▶ 9 / 2 = 4 r 1
- $\blacktriangleright$  4 / 2 = 2 r 0
- $\blacktriangleright$  2 / 2 = 1 r 0
- -1/2 = 0 r 1

► 39 = 0b100111

#### **In-class** exercise

Grab a laptop and a partner and try to get as much of that done as you can!



#### https://checkoway.net/teaching/cs241/2020-spring/exercises/Lecture-12.html