

Decimal Representation

- Can interpret decimal number 4705 as:

$$4 \times 10^3 + 7 \times 10^2 + 0 \times 10^1 + 5 \times 10^0$$

- The *base* or *radix* is 10
Digits 0 – 9

- Place values:

$$\begin{array}{rcccc} \dots & 1000 & 100 & 10 & 1 \\ \dots & 10^3 & 10^2 & 10^1 & 10^0 \end{array}$$

- Write number as 4705_{10}
 - Note use of subscript to denote base

Binary Representation

- In a similar way, can interpret binary number 1011 as:

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

- The *base* or *radix* is 2
Digits 0 and 1

- Place values:

$$\begin{array}{rcccc} \dots & 8 & 4 & 2 & 1 \\ \dots & 2^3 & 2^2 & 2^1 & 2^0 \end{array}$$

- Write number as 1011_2
(= 11_{10})

Hexadecimal Representation

- Can interpret hexadecimal number 3AF1 as:

$$3 \times 16^3 + 10 \times 16^2 + 15 \times 16^1 + 1 \times 16^0$$

- The *base* or *radix* is 16
Digits 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F

- Place values:

$$\begin{array}{rcccc} \dots & 4096 & 256 & 16 & 1 \\ \dots & 16^3 & 16^2 & 16^1 & 16^0 \end{array}$$

- Write number as $3AF1_{16}$
(= 15089_{10})

Binary to Hexadecimal

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

- Idea:* Collect bits into groups of four starting from right to left
- “pad” out left-hand side with 0's if necessary
- Convert each group of four bits into its equivalent hexadecimal representation (given in table above)

Binary to Hexadecimal

- Example: Convert 1011111000101001_2 to Hex:

1011	1110	0010	1001 ₂
B	E	2	9 ₁₆

- Example: Convert 10111101011100_2 to Hex:

0010	1111	0101	1100
2	F	5	C ₁₆

Hexadecimal to Binary

- Reverse the previous process
- Convert each hex digit into equivalent 4-bit binary representation
- Example: Convert AD5₁₆ to Binary:

A	D	5
1010	1101	0101 ₂

Bits in Bytes in Words

Values that we normally treat as atomic can be viewed as bits, e.g.

- char = 1 byte = 8 bits ('a' is 01100001)
- short = 2 bytes = 16 bits (42 is 0000000000101010)
- int = 4 bytes = 32 bits (42 is 0000000000...0000101010)
- double = 8 bytes = 64 bits

The above are common sizes and don't apply on all hardware
e.g. `sizeof(int)` might be 2, 4 or 8.

C provides a set of operators that act bit-by-bit on pairs of bytes.

E.g. $(10101010 \ \& \ 11110000) == 10100000$ (bitwise AND)

C bitwise operators: `&` `|` `^` `~` `<<` `>>`

Binary Constants

Literal numbers in decimal, hexadecimal, octal, binary.

In hexadecimal, each digit represents 4 bits

	0100	1000	1111	1010	1011	1100	1001	0111
0x	4	8	F	A	B	C	9	7

In octal, each digit represents 3 bits

	01	001	000	111	110	101	011	110	010	010	111
0	1	1	0	7	6	5	3	6	2	2	7

In binary, each digit represents 1 bit

0b01001000111110101011110010010111