Week 6 Lecture 3

Decimal to Binary Conversion

Additions to Calculator

- Decimal to Binary Conversion
 - Requires integer input

Fixed point number

- Binary number
- Sign bit
 - Two's compliment
- Limited numbers
 - -[-214748646, 214748647]

Binary Numbers

- Decimal: $11 = 1 * 10^{1} + 1 * 10^{0} = 1 * 10 + 1 * 1$
- Binary: 11 = 1 * 21 + 1 * 20 = 1 * 2 + 1 * 1
 - -Decimal 3
- Binary
 - Addition Table

+	0	1
0	0	1
1	1	10

- Multiplication Table

*	0	1
0	0	0
1	0	1

Reasoning

- Each position represents a power of two:
 - -1, 2, 4, 8, 16, 32, 64, 218
 - Each digit represents whether that element belongs in the representation
- E.g

$$-11111 = 8 + 4 + 2 + 1 = 15$$

$$-1010 = 8 + 0 + 2 + 0 = 10$$

$$-1001 = 8 + 0 + 0 + 1 = 9$$

Reasoning 2

- Let the number we are trying to write be x
 - If it x even, we write 0 in the one's place,
 otherwise we write 1
 - If x is evenly divisible by 4 we write 0 in the two's place, otherwise we write 1
 - **—** . . .
 - If x is evenly divisible by 2ⁿ, we write 0 in the n's place, otherwise we write 1

Reasoning 3

- If x is evenly divisible by 2ⁿ, we write 0 in the n's place, otherwise we write 1.
- If 2ⁿ is larger than x, we stop.

Iterative Algorithm

- To write x in binary
 - Let i be 1
 - While $(2^i \le x)$
 - If $(x \mod 2^{(i-1)}) \neq 0$
 - Write 1 in the i's place
 - Set x to x 2^{i}
 - Else
 - Write 0 in the i's place

Iterative Algorithm

- To write x in binary
 - Let i be the lowest power of 2 less than x
 - While (i > 0)
 - If (x div i) = 1
 - Write 1 in the i's place
 - Set x to x i
 - Else (x div i) != 1
 - Write 0 in the i's place
 - Set x to x i

Implement in C (Try 1)

```
int binary_iterative1(int x)
{
  for (int i = 1; x > 0; i *= 2) {
    if ((x % (i * 2)) != 0) {
      printf("1");
      x = x - i;
    } else {
      printf("0");
    }
}
```

Digits are reversed!!!

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```
= 01
3 = 11
 = 001
 = 101
6 = 011
 = 111
8 = 0001
9 = 1001
10 = 0101
11 = 1101
12 = 0011
13 = 1011
14 = 0111
```

Why are the digits reversed

- We print the lowest order digit first followed by the next lowest ...
- We need to print the highest order digit first and then each of the lower order ones.
 - But we don't know what the higher order digits
 are until we calculate the lower order digits

Analysis

•
$$x = d_1 2^0 + d_2 2^1 + d_2 2^2 + \dots + d_n 2^{n-1}$$

$$\bullet \quad x = \sum_{i=0}^{n} d_i \cdot 2^{i-1}$$

•
$$x = d_1 2^0 + \sum_{i=2}^n d_i 2^{i-2}$$

•
$$x = d_1 + (x \operatorname{div} 2)$$

$$- \sum_{i=2}^{n} d_i 2^{i-2} = d_2 2^0 + d_3 2^1 \cdots d_n 2^{n-1}$$

binary
$$(x) = binary(x \operatorname{div} 2) \circ digit_1$$

$$- digit_0 = x \operatorname{mod} 2$$

Recursive Algorithm

- Binary(x)
 - If x > 1 Binary(x div 2)
 - Print (x mod 2)

Implementation

```
int binary_recursive2(int x)
{
   if (x > 1) binary_recursive2(x/2);
   printf("%d", x % 2);
}
```

```
= 10
 = 11
 = 100
5 = 101
6 = 110
 = 111
 = 1000
9 = 1001
10 = 1010
11 = 1011
12 = 1100
13 = 1101
14 = 1110
15 = 1111
```

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Why does it work

- Each time we divide by two we shift the binary digit left (E.g. binary: 1010 / 10 = 101, just as it would be in decimal)
- The recursive call with the parameter divided by two can then print out the next highest order digit if it is the last one.
- Or call again with a new parameter divided by two.

More detail

```
0 = binary recursive2(0)
                                0 \mod 2 = 0
1 = binary_recursive2(1)
                               1 \mod 2 = 1
2 = binary recursive2(2)
                            2 \mod 2 = 0
binary_recursive2(1)
                      1 \mod 2 = 1
10
3 = binary recursive2(3)
                            3 \mod 2 = 1
binary recursive2(1)
                        1 \mod 2 = 1
4 = binary recursive2(4)
                                4 \mod 2 = 0
binary recursive2(2)
                        2 \mod 2 = 0
binary recursive2(1)
                        1 \mod 2 = 1
100
5 = binary recursive2(5)
                               5 \mod 2 = 1
binary recursive2(2)
                        2 \mod 2 = 0
binary recursive2(1)
                        1 \mod 2 = 1
101
6 = binary recursive2(6) 6 mod 2 = 0
binary recursive2(3)
                        3 \mod 2 = 1
binary recursive2(1)
                        1 \mod 2 = 1
110
7 = binary_recursive2(7)
                          7 \mod 2 = 1
binary recursive2(3)
                       3 \mod 2 = 1
binary_recursive2(1)
                       1 \mod 2 = 1
```

```
8 = binary recursive2(8)
                                8 \mod 2 = 0
binary recursive2(4)
                        4 \mod 2 = 0
binary recursive2(2)
                        2 \mod 2 = 0
binary recursive2(1)
                        1 \mod 2 = 1
1000
9 = binary_recursive2(9)
                                9 \mod 2 = 1
binary recursive2(4)
                        4 \mod 2 = 0
binary recursive2(2)
                        2 \mod 2 = 0
binary recursive2(1)
                        1 \mod 2 = 1
1001
10 = \overline{\text{binary recursive2}(10)} \qquad 10 \ \overline{\text{mod } 2} = 0
binary_recursive2(5)
                        5 \mod 2 = 1
binary_recursive2(2)
                        2 \mod 2 = 0
binary recursive2(1)
                        1 \mod 2 = 1
1010
11 = binary recursive2(11)
                                11 \mod 2 = 1
binary recursive2(5)
                        5 \mod 2 = 1
binary recursive2(2)
                        2 \mod 2 = 0
binary recursive2(1)
                        1 \mod 2 = 1
1011
binary recursive2(6)
                        6 \mod 2 = 0
binary recursive2(3)
                        3 \mod 2 = 1
binary recursive2(1)
                        1 \mod 2 = 1
1100
```

Example

```
Binary(10)

Binary(10/2 == 5)
Binary(5/2 == 2)
Binary(2/2 == 1)
Print(1 % 2)
Print(2 % 2)

Print(5 % 2)
Print(10 % 2)
```

Example 2

```
Binary(11)

Binary(11/2 == 5)
Binary(5/2 == 2)
Binary(2/2 == 1)
Print(1 % 2)
Print(2 % 2)

Print(5 % 2)
Print(11 % 2)
1
```