

CS101 Introduction to Computing

Lecture 8

Binary Numbers & Logic Operations



The focus of the last lecture was on the microprocessor

- During that lecture we learnt about the **function** of the **central component** of a computer, the microprocessor
- And its various **sub-systems**
 - Bus **interface** unit
 - Data & instruction **cache** memory
 - Instruction **decoder**
 - **ALU**
 - **Floating-point** unit
 - **Control** unit



Learning Goals for Today

1. To become familiar with number system used by the microprocessors - **binary numbers**
2. To become able to perform **decimal-to-binary conversions**
3. To understand the NOT, AND, OR and XOR **logic operations** – the fundamental operations that are available in all microprocessors



BINARY

(BASE 2)

numbers



DECIMAL

(BASE 10)

numbers



Decimal (base 10) number system
consists of 10 symbols or digits

0 1 2 3 4

5 6 7 8 9



Binary (base 2) number system
consists of just two

0 1



Other popular number systems

- Octal

- base = 8

- 8 symbols (0,1,2,3,4,5,6,7)

- Hexadecimal

- base = 16

- 16 symbols (0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F)



Decimal (base 10) numbers are expressed in the positional notation

The right-most is the least significant digit

$$4202 = 2 \times 10^0 + 0 \times 10^1 + 2 \times 10^2 + 4 \times 10^3$$

The left-most is the most significant digit



Decimal (base 10) numbers are expressed in the *positional notation*

$$4202 = 2 \times 10^0 + 0 \times 10^1 + 2 \times 10^2 + 4 \times 10^3$$

1

1's multiplier



Decimal (base 10) numbers are expressed in the *positional notation*

$$4202 = 2 \times 10^0 + 0 \times 10^1 + 2 \times 10^2 + 4 \times 10^3$$

Diagram illustrating the positional notation for the decimal number 4202. The number is broken down into its constituent parts: 2×10^0 , 0×10^1 , 2×10^2 , and 4×10^3 . A bracket above the 10^1 term is labeled "10". A bracket below the 10^0 and 10^1 terms is labeled "10's multiplier".



Decimal (base 10) numbers are expressed in the *positional notation*

$$4202 = 2 \times 10^0 + 0 \times 10^1 + 2 \times 10^2 + 4 \times 10^3$$

Diagram illustrating the positional notation for the decimal number 4202. The number is expressed as a sum of products of digits and powers of 10. A bracket above the term 2×10^2 indicates the multiplier 100. A bracket below the terms 2×10^0 and 2×10^2 indicates the multiplier 100's multiplier.



Decimal (base 10) numbers are expressed in the *positional notation*

$$4202 = 2 \times 10^0 + 0 \times 10^1 + 2 \times 10^2 + 4 \times 10^3$$

1000

1000's multiplier



Binary (base 2) numbers are also expressed in the *positional notation*

The right-most is the least significant digit

$$10011 = 1 \times 2^0 + 1 \times 2^1 + 0 \times 2^2 + 0 \times 2^3 + 1 \times 2^4$$

The left-most is the most significant digit



Binary (base 2) numbers are also expressed in the *positional notation*

$$10011 = 1 \times 2^0 + 1 \times 2^1 + 0 \times 2^2 + 0 \times 2^3 + 1 \times 2^4$$

1's multiplier



Binary (base 2) numbers are also expressed in the *positional notation*

$$10011 = 1 \times 2^0 + 1 \times 2^1 + 0 \times 2^2 + 0 \times 2^3 + 1 \times 2^4$$

Diagram illustrating the positional notation for the binary number 10011. The equation shows the expansion of the binary number into its positional notation: $10011 = 1 \times 2^0 + 1 \times 2^1 + 0 \times 2^2 + 0 \times 2^3 + 1 \times 2^4$. A bracket above the 2^1 term indicates the base 2 multiplier. A bracket below the 2^0 and 2^1 terms is labeled "2's multiplier".



Binary (base 2) numbers are also expressed in the *positional notation*

$$10011 = 1 \times 2^0 + 1 \times 2^1 + \underbrace{0 \times 2^2 + 0 \times 2^3}_4 + 1 \times 2^4$$

4's multiplier



Binary (base 2) numbers are also expressed in the *positional notation*

$$10011 = 1 \times 2^0 + 1 \times 2^1 + 0 \times 2^2 + 0 \times 2^3 + 1 \times 2^4$$

8

8's multiplier



Binary (base 2) numbers are also expressed in the *positional notation*

$$10011 = 1 \times 2^0 + 1 \times 2^1 + 0 \times 2^2 + 0 \times 2^3 + 1 \times 2^4$$

16

16's multiplier



Counting in Decimal

0	10	20	30
1	11	21	31
2	12	22	32
3	13	23	33
4	14	24	34
5	15	25	35
6	16	26	36
7	17	27	.
8	18	28	.
9	19	29	.

Counting in Binary

0	1010	10100	11110
1	1011	10101	11111
10	1100	10110	100000
11	1101	10111	100001
100	1110	11000	100010
101	1111	11001	100011
110	10000	11010	100100
111	10001	11011	.
1000	10010	11100	.
1001	10011	11101	.

Why binary?

Because this system is natural for digital computers

The fundamental building block of a digital computer – the **switch** – possesses two natural states, ON & OFF.

It is **natural to represent** those states in a number system that has only two symbols, 1 and 0, i.e. the binary number system

In some ways, the **decimal number system is natural** to us humans. Why?



bit

binary digit



Byte = 8 bits



Decimal → Binary conversion



Convert 75 to Binary

2	75	remainder
2	37	1
2	18	1
2	9	0
2	4	1
2	2	0
2	1	0
	0	1



1001011



Check

$$\begin{aligned}1001011 &= 1 \times 2^0 + 1 \times 2^1 + 0 \times 2^2 + 1 \times 2^3 + \\ &\quad 0 \times 2^4 + 0 \times 2^5 + 1 \times 2^6 \\ &= 1 + 2 + 0 + 8 + 0 + 0 + 64 \\ &= 75\end{aligned}$$



Convert 100 to Binary

2	100	remainder
2	50	0
2	25	0
2	12	1
2	6	0
2	3	0
2	1	1
	0	1



1100100



That finishes our first topic - **introduction**
to binary numbers and their **conversion**
to and from decimal numbers

Our next topic is ...



Boolean Logic Operations



Let x, y, z be Boolean variables. Boolean variables can only have binary values i.e., they can have values which are either 0 or 1

For example, if we represent the state of a **light switch** with a Boolean variable x , we will assign a value of 0 to x when the switch is OFF, and 1 when it is ON



A few other names for the states of these Boolean variables

0	1
Off	On
Low	High
False	True



We define the following **logic operations** or **functions** among the Boolean variables

Name	Example	Symbolically
NOT	$y = \text{NOT}(x)$	x'
AND	$z = x \text{ AND } y$	$x \cdot y$
OR	$z = x \text{ OR } y$	$x + y$
XOR	$z = x \text{ XOR } y$	$x \oplus y$



We'll **define these operations** with the help of truth tables

**what is the truth table
of a logic function?**

A truth table defines the **output** of a logic function for **all possible inputs**



Truth Table for the NOT Operation

(y true whenever x is false)

x	$y = x'$
0	1
1	0



Truth Table for the NOT Operation

x	$y = x'$
0	1
1	0



Truth Table for the AND Operation

(z true when both x & y true)

x	y	$z = x \cdot y$
0	0	
0	1	
1	0	
1	1	



Truth Table for the AND Operation

x	y	$z = x \cdot y$
0	0	0
0	1	0
1	0	0
1	1	1



Truth Table for the OR Operation

(z true when x or y or both true)

x	y	$z = x + y$
0	0	
0	1	
1	0	
1	1	



Truth Table for the OR Operation

x	y	$z = x + y$
0	0	0
0	1	1
1	0	1
1	1	1



Truth Table for the XOR Operation

(z true when x or y true, but not both)

x	y	$z = x \oplus y$
0	0	
0	1	
1	0	
1	1	



Truth Table for the XOR Operation

x	y	$z = x \oplus y$
0	0	0
0	1	1
1	0	1
1	1	0



Those 4 were the **fundamental** logic operations.
Here are examples of a few more **complex situations**

$$z = (x + y)'$$

$$z = y \cdot (x + y)$$

$$z = (y \cdot x) \oplus$$

w

STRATEGY: Divide & Conquer



$$z = (x + y)'$$

x	y	$x + y$	$z = (x + y)'$
0	0	0	1
0	1	1	0
1	0	1	0
1	1	1	0



$$z = y \cdot (x + y)$$

x	y	$x + y$	$z = y \cdot (x + y)$
0	0	0	0
0	1	1	1
1	0	1	0
1	1	1	1



$$z = (y \cdot x) \oplus w$$

x	y	w	$y \cdot x$	$z = (y \cdot x) \oplus w$
0	0	0	0	0
0	0	1	0	1
0	1	0	0	0
0	1	1	0	1
1	0	0	0	0
1	0	1	0	1
1	1	0	1	1

Number of rows in a truth table?

$$2^n$$

n = number of input variables



Assignment # 3

- A. Convert the following into binary numbers:
- The **last three digits** of your roll number
 - 256
- B. x , y & z are Boolean variables. Determine the **truth tables** for the following combinations:
- $(x \cdot y) + y$
 - $(x \oplus y)' + w$

Consult the **CS101 syllabus** for the submission instructions & deadline



What have we learnt today?

1. About the **binary number system**, and how it **differs** from the decimal system
2. **Positional notation** for representing binary and decimal numbers
3. A **process** (or algorithm) which can be used to **convert** decimal numbers to binary numbers
4. Basic **logic operations** for Boolean variables, i.e. NOT, OR, AND, XOR, NOR, NAND, XNOR
5. Construction of **truth tables** (How many rows?)



Focus of the Next Lecture

Next lecture will be the 3rd on Web dev

The focus of the one after that, the 10th lecture, however, will be on software. During that lecture we will try:

- To understand the role of software in computing
- To become able to differentiate between system and application software

