



# **BASE CONVERSION**

COP 3502

# The Decimal Numbering System

- What is the decimal numbering system?
- Have you ever thought about why we use this system or how it came about?





# Base 10

- Our regular counting system is decimal
  - i.e. Base 10
    - This is because we use 10 distinct digits, 0 → 9
  - In general the numerical value of a number, is what you were taught in elementary school:
    - 2713
    - $= 2 \times 10^3 + 7 \times 10^2 + 1 \times 10^1 + 3 \times 10^0$
    - Where each digit's value is determined by what place it's in, going from right to left:

**Note: each 'place',  
is a perfect  
power of the base,  
i.e. 10**

- » 3 is in the **1's** place
- » 1 is in the **10's** place
- » 7 is in the **100's** place
- » 2 is in the **1000's** place

$$\begin{array}{r} 3 \\ 10 \\ 700 \\ +2000 \\ \hline 2713 \end{array}$$



# Base Conversion

- Although this may seem to be the only possible numbering system,
  - it turns out that the number of digits used is arbitrary!
  - We could just have easily chosen 5 digits (0→4),
    - in which case the value of a number would be:
    - $314_5 =$
    - $= 3 \times 5^2 + 1 \times 5^1 + 4 \times 5^0 = 84_{10}$
- Thus, this is how we convert from a different base to base 10



# Base Conversion

$$314_5 = 3 \times 5^2 + 1 \times 5^1 + 4 \times 5^0 = 84_{10}$$

In general, we can use the following formula:

$$d_{n-1}d_{n-2}\dots d_2d_1d_0 \text{ (in base } b) = d_{n-1} \times b^{n-1} + d_{n-2} \times b^{n-2} + \dots + d_2 \times b^2 + d_1 \times b + d_0$$

➤ (Note:  $b$  raised to the 1 and 0 powers were simplified)





# Base Conversion to Base 10

- Given,  $781_9$  what would this be base 10?
  - $781_9 = 7 \times 9^2 + 8 \times 9^1 + 1 \times 9^0$
  - $= 640_{10}$
- Given,  $1110101_2$  what would this be base 10?
  - $1110101_2 = 1 \times 2^6 + 1 \times 2^5 + 1 \times 2^4 + 0 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$
  - $= 117_{10}$
  - Base 2 is so common it's called binary
    - (heard of it before?)



# Binary and Hexadecimal

- The uses of Binary and Hexadecimal
  - A “digital” computer, (vs analog) operates on the principle of 2 possible states – ON and OFF
    - This corresponds to there being an electrical current present, or absent.
  - So ON is “1” and OFF is “0”
  - Each binary digit, or “bit” corresponds to a single “switch” in a circuit
  - And if we add up enough switches we can represent more numbers, so instead of one digit we can get 8 to make a byte.




# Binary and Hexadecimal

- So why do all computers use binary then?
  - Simple answer – computer weren't designed to use binary, rather, binary was determined to be the most practical system to use with the computers we did design





# Binary and Hexadecimal

- So this explains why we would want to use binary, but why would we ever want hexadecimal?
  - Octal and hexadecimal are simply a shorter representation of binary, or a more human readable version of binary.
  - Usually used more memory addresses or RGB color values
  - So if you want to specify this color: 
    - You don't have to type: 1111 1111 0000 0000 1111 1111
    - You can type: #FF00FF



# Hexadecimal

- The most common base above 10 is 16
  - Which is known as Hexadecimal
  - The 16 digits are:
    - 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F
      - Where A = 10, B = 11, C = 12, D = 13, E = 14, F = 15
  - Note that converting from Hexadecimal to Decimal, is the same as the previous slide
- $A3D_{16} =$ 
  - $= Ax16^2 + 3x16^1 + D = 10x16^2 + 3x16 + 13$
  - $= 2621_{10}$



# Converting from Hexadecimal to Binary

- Since 16 is a perfect power of 2, converting to base 2 is relatively easy 😊
  - We find that each hexadecimal digit is perfectly represented by 4 binary digits (since  $16 = 2^4$ )
- Here's a chart with the conversions between each hexadecimal digit and base 2:

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





# Converting from Hexadecimal to Binary

- Using the chart below,
  - What is **ACD**<sub>16</sub> in binary?
    - = **1010 0011 1101**<sub>2</sub>

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



# Converting from Decimal to Another Base

- Let's consider converting a number in decimal to another base, say binary
  - For example convert  $117_{10}$  to binary
  - We know that the format is going to look something like this:
    - $117_{10} = d_6x2^6 + d_5x2^5 + d_4x2^4 + d_3x2^3 + d_2x2^2 + d_1x2^1 + d_0x2^0$
- So, what we know is this:
  - All of the terms on the right hand side are divisible by 2 except the last.
    - Sooo all of them will give a remainder of 0, when divided by 2
    - Thus we know that  $d_0 = 117\%2$ , this is the remainder



# Converting from Decimal to Another Base

- $117_{10} = d_6x2^6 + d_5x2^5 + d_4x2^4 + d_3x2^3 + d_2x2^2 + d_1x2^1 + d_0x2^0$

- Now if we divide the right hand side by 2, using int division we get:

- $d_6x2^5 + d_5x2^4 + d_4x2^3 + d_3x2^2 + d_2x2^1 + d_1x2^0$

- This number must equal  $117/2 = 58$ ,

- So we've come up with a process of continually reducing the equation by a factor of 2...





# Converting from Decimal to Another Base

- $117_{10} = d_6x2^6 + d_5x2^5 + d_4x2^4 + d_3x2^3 + d_2x2^2 + d_1x2^1 + d_0x2^0$

- Here is the whole process:

- $117 \% 2 = 1 (d_0) \quad 117/2 = 58$

- $58 \% 2 = 0 (d_1) \quad 58/2 = 29$

- $29 \% 2 = 1 (d_2) \quad 29/2 = 14$

- $14 \% 2 = 0 (d_3) \quad 14/2 = 7$

- $7 \% 2 = 1 (d_4) \quad 7/2 = 3$

- $3 \% 2 = 1 (d_5) \quad 3/2 = 1$

- $1 \% 2 = 1 (d_6) \quad 1/2 = 0 \text{ (we can stop)}$

*Now, read the answer from the bottom up!*



# Converting from Decimal to Another Base

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- $14 \% 2 = 0 (d_3) \quad 14/2 = 7$

- $7 \% 2 = 1 (d_4) \quad 7/2 = 3$

- $3 \% 2 = 1 (d_5) \quad 3/2 = 1$

- $1 \% 2 = 1 (d_6) \quad 1/2 = 0$  (we can stop)

*Now, read the answer from the bottom up!*

**1 1 1 0 1 0 1**



# Practice Problem

- Convert the following from decimal to the given base:

$$175_{10} = \underline{\quad\quad} _3$$

$$381_{10} = \underline{\quad\quad} _{16}$$

$$175 \% 3 = 1 \quad 175/3 = 58$$

$$58 \% 3 = 1 \quad 58/3 = 19$$

$$19 \% 3 = 1 \quad 19/3 = 6$$

$$6 \% 3 = 0 \quad 6/3 = 2$$

$$2 \% 3 = 2 \quad 2/3 = 0,$$

$$381 \% 16 = 13 \text{ (D)}$$

$$23 \% 16 = 7$$

$$1 \% 16 = 1$$

$$\text{so } 381_{10} = 17D_{16}.$$

$$381/16 = 23$$

$$23/16 = 1$$

$$1/16 = 0,$$

$$\text{so } 175_{10} = 20111_3.$$





# Converting from any base

- Converting from any base (B1) to and other base (B2) where neither base is base 10
  - What do we do?
  - Don't panic!
    - We can:
      1. Convert from base B1 to base 10
      2. Convert from base 10 to base B2
    - Phew! We know how to do both of those!



# Converting from any base

- If you are converting between two bases that are perfect powers of 2,
  - the following procedure works more quickly:
    1. Convert from base B1 to base 2
    2. Convert from base 2 to base B2
  - Consider the following example
    - We want to know what  $\mathbf{ACD}_{16}$  is in base 8
    - We know  $\mathbf{ACD}_{16} = \mathbf{1010\ 0011\ 1101}_2$  from before
    - **Know we must convert the right-hand side to base 8.**



# Converting from any base

- We know  $ACD_{16} = 1010\ 0011\ 1101_2$  from before
- Now we must convert the right-hand side to base 8.
  - Remember that  $8 = 2^3$ , so three binary digits perfectly represent one octal (base 8) digit.
  - So let's just group the binary digits in sets of 3, from right to left
    - $101\ 000\ 111\ 101_2$
  - And finally convert each set of three binary digits to its octal equivalent:
    - $5075_8$
- **Note: only works when one base is a perfect power of the second base.**





# Why this works:

$$\begin{aligned}A3D_{16} &= 10 \times 16^2 + 3 \times 16^1 + 13 \times 16^0 \\ &= (1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 0 \times 2^0) \times 16^2 + \\ &\quad (0 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 1 \times 2^0) \times 16^1 + \\ &\quad (1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0) \\ &= (1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 0 \times 2^0) \times 2^8 + \\ &\quad (0 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 1 \times 2^0) \times 2^4 + \\ &\quad (1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0), \text{ by rewriting 16 as a power of 2.} \\ &= 1 \times 2^{11} + 0 \times 2^{10} + 1 \times 2^9 + 0 \times 2^8 + \\ &\quad 0 \times 2^7 + 0 \times 2^6 + 1 \times 2^5 + 1 \times 2^4 + \\ &\quad 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 \\ &= 101000111101_2.\end{aligned}$$



# Practice Problem

- Consider writing a function that takes in a number in decimal, and prints out the equivalent value in binary.
  - We can utilize what we learned about base conversion.
  - The key is as follows:
    - If we are converting 78 from base 10 to base 2, we calculate  $78\%2 = 0$ .
    - This is the LAST digit we want to print, since it's the units digit of our answer.
    - Preceding that zero, we must take the decimal number  $78/2 = 39$ , and convert THAT to binary. **But, this is a recursive task!!!**

