CSCI 210: Computer Architecture
Lecture 6: Number Systems

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Announcements

- Problem Set 1 due by the end of Friday
  - Submit via Gradescope
- Problem Set 2 due a week from Friday
- Lab 1 due a week from Sunday
  - On website, submit via GitHub

- Office hours 13:30 – 14:30 Friday

Positional Notation

- The meaning of a digit depends on its position in a number.
- A number, written as the sequence of digits $d_n d_{n-1} \ldots d_2 d_1 d_0$ in base b represents the value

$$d_n * b^n + d_{n-1} * b^{n-1} + \ldots + d_2 * b^2 + d_1 * b^1 + d_0 * b^0$$

Binary to Decimal

- We have b = 2

$$10110_2 = 1\cdot 2^4 + 0\cdot 2^3 + 1\cdot 2^2 + 1\cdot 2^1 + 0\cdot 2^0$$
$$= 16 + 4 + 2$$
$$= 22$$

Decimal to binary

- Convert 115 to binary
- We know

  $115 = d_n \cdot 2^n + \cdots + d_1 \cdot 2^1 + d_0 \cdot 2^0$

  $= 2(d_n \cdot 2^{n-1} + \cdots + d_1) + d_0$
- 115 is odd and $2(d_n \cdot 2^{n-1} + \cdots + d_1)$ is even so $d_0 = 1$
- Subtract 1, divide by 2, and repeat

  $57 = d_n \cdot 2^{n-1} + \cdots + d_2 \cdot 2^1 + d_1$

  $= 2(d_n \cdot 2^{n-2} + \cdots + d_2) + d_1$

Decimal to Binary

- Repeatedly divide by 2, recording the remainders
- The remainders form the binary digits of the number from the least significant to the most significant
- Converting 25 to binary

$34_{10}=?_{2}$

A. 010001

B. 010010

C. 100010

D. 111110

E. None of the above

Hexadecimal to binary

- Each hex digit corresponds directly to four binary digits

- $35AE_{16}$ =

$$23C_{16} = ?_{2}$$

A. 0010 0000 1100

B. 0010 1111 0010

C. 0010 0011 1100

D. 1000 1101 1000

E. None of the above

If every hex digit corresponds to 4 binary digits, how many binary digits does an octal digit correspond to?

A. 2
B. 3
C. 4
D. 5

Addition

- Use the same place-by-place algorithm that you use for decimal numbers, but do the arithmetic in the appropriate base

$$2A5C_{16} + 38BE_{16} = ?$$

A. 586A

B. 631A

C. 6986

D. None of the above

How We Store Numbers

- Binary numbers in memory are stored using a finite, fixed number of bits (typically 8, 16, 32, or 64)
  - 8 bits = byte (usually and always in this class)
- Pad extra digits with leading 0s
- A byte representing 4_{10} = 00000100

A byte (8 bits) can store positive values from 0 up to

A. 127

B. 128

C. 255

D. 256

E. None of the above

Java

- A `byte` is 8 bits
- A `char` is 16 bits
- A `short` is 16 bits
- An `int` is 32 bits
- A `long` is 64 bits

In C, an int is

A. 8 bits

B. 16 bits

C. 32 bits

D. It depends

E. None of the above

C specifies a *minimum size* for types

- chars are 1 byte and must be at least 8 bits
- shorts and ints must be at least 16 bits
- longs are at least 32 bits
- long longs are at least 64 bits
- sizeof(type) tells us how many bytes type is
- 1 = sizeof(char) ≤ sizeof(short) ≤ sizeof(int) ≤ sizeof(long) ≤ sizeof(long long)

So how do I know?

- Use sizeof(int) to check
- Or use C99 types like int16_t or int32_t

But how do we indicate a negative number?

- Sign and magnitude
- Ones’ Compliment
- Two’s Compliment

Short aside

- ones' complement involves taking each bit and taking the complement with respect to 1; there are many bits so many complements with respect to 1 hence "ones' complement"
- two's complement involves taking a complement with respect to a single power of 2, not bit-by-bit, hence "two's complement"
- Yes. It *is* confusing. No. No one remembers this.

Sign and Magnitude

- Have a separate bit for sign
- Set it to 0 for positive, and 1 for negative
- Can represent from -127 to 127 in 8 bits
- With n bits, can represent $-(2^{n-1}-1)$ to $2^{n-1}-1$

Addition and subtraction are a hassle

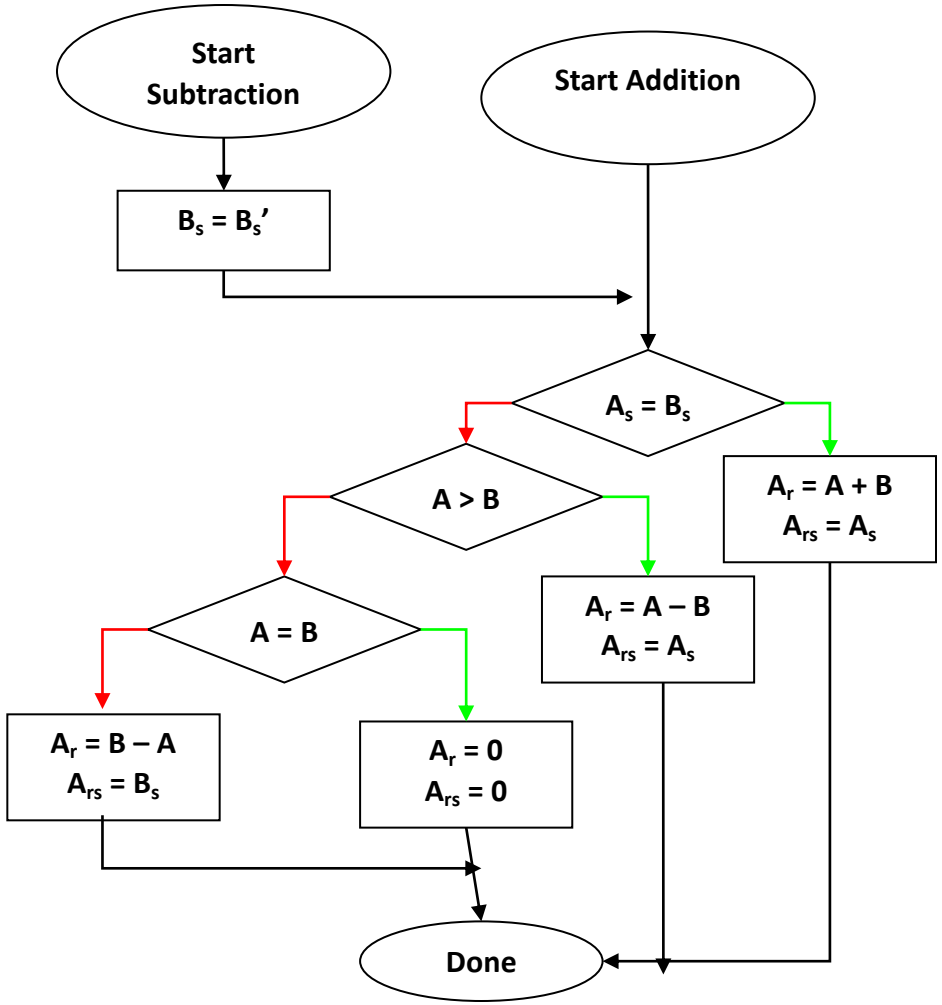

Diagram from Marek Andrzej Perkowski

A byte representing -6_{10} in Sign and Magnitude (with leftmost sign bit) is

A. 0000 0111

B. 1000 0110

C. 1000 0111

D. 1111 1110

E. None of the above

Which is NOT a drawback of Sign and Magnitude?

A. There are two zeros

B. Unclear where to put the sign bit

C. Complicated arithmetic

D. Difficult to convert numbers to negative representation

E. None of the above

Reading

- Next lecture: Negatives in binary
  - Section 2.4

- Problem Set 1 due Friday
- Lab 1 due a week from Sunday