

Agenda

- 1) Tutoring groups, HW 1
- 2) Review
- 3) Negative binary representation
- two's complement

Review

- 1. Modular Math
- 2. Non-base 10-math
- 3. Dec \rightarrow Bin/Hex
- Euclid, Subtraction

1) $35_{10} \rightarrow$ Binary
(your choice of method)

0	0	$35 = 17 \cdot 2 + 1$	↑
2	1	$17 = 8 \cdot 2 + 1$	
4	2	$8 = 4 \cdot 2 + 0$	
8	3	$4 = 2 \cdot 2 + 0$	
16	4	$2 = 1 \cdot 2 + 0$	
32	5	$1 = 0 \cdot 2 + 1$	

100011_2

2) $(15+12) \bmod 5 = ?$

$15 \bmod 5 = 0$

$12 \bmod 5 = 2$

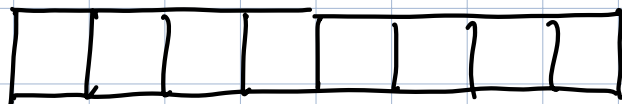
$0 + 2 \bmod 5 = \boxed{2}$

$\rightarrow 15 + 12 = 27$

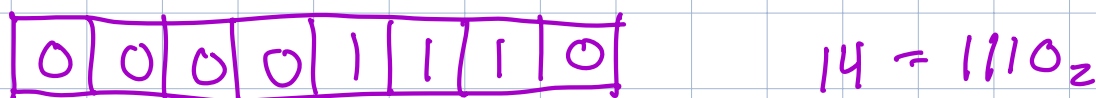
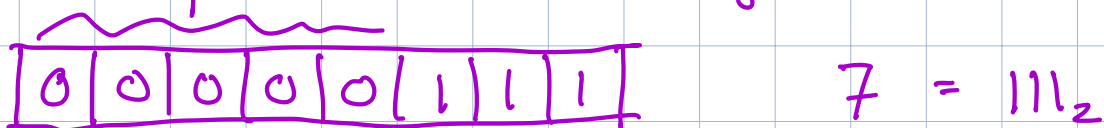
$27 \bmod 5 = 2$

$1 \cdot 16000_2 + 0 \cdot 10000_2 + 0 \cdot 1000_2 + 0 \cdot 100_2 + 1 \cdot 10_2 + 1 \cdot 1_2$
 $35 - 32 \quad R3 \quad 3 \cdot 2 = R1$

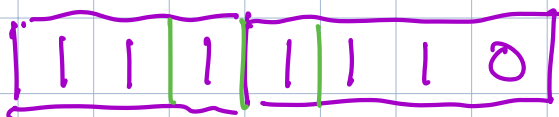
Quick note on how computers store numbers. Remember Bytes? 8-bit



Computers store numbers using the same # of bits
pad out w/ leading zeroes



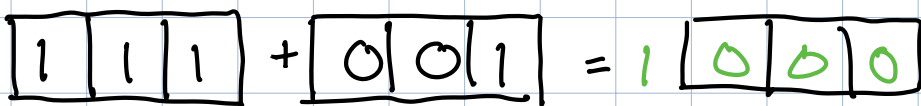
Sometimes 8 bits, 32, 64 etc. Why?



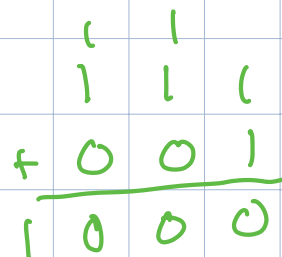
Computer doesn't know where things start or end



This means sometimes numbers are too big for their # of bits e.g w/ 3-bits



$$7 + 1 = 8$$



This is kinda like working in mod 8!

Negative Representation

In most math negative numbers represented by -17 , -456

But computers only store 0/1, how to we indicate negative numbers?

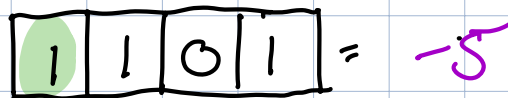
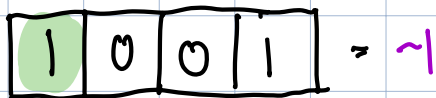
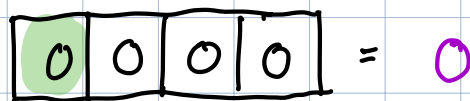
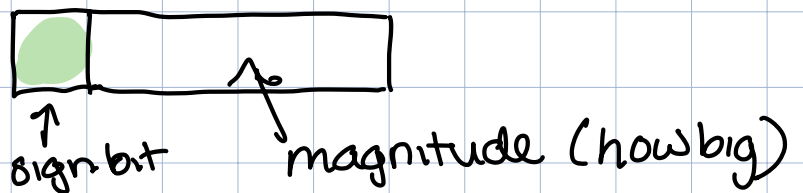
Vocab

unsigned number: whole ^{non-}negative binary numbers e.g 101_2

↓ sign bit
- 27 ← magnitude

Starter idea! Just add a sign bit in front of number

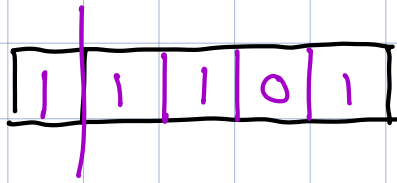
1 = negative
0 = positive



if unsigned $1001_2 = 9$
($8+1$)

It's important to tell a computer how to read #

Ex] Write -13 in 5 bits



$$\begin{aligned}
 13 &= 6 \cdot 2 + 1 \\
 6 &= 3 \cdot 2 + 0 \\
 3 &= 1 \cdot 2 + 1 \\
 1 &= 0 \cdot 2 + 1
 \end{aligned}$$

However just a sign bit has some problems...

1) Two ways of representing zero
(4-bit example)

$$\begin{aligned}
 0000 &= +0 \\
 1000 &= -0
 \end{aligned}$$

This means we aren't the most efficient!

2) Sign bit doesn't always add correctly!
(3-bit)

$$\begin{array}{r}
 \boxed{111} + \boxed{001} = \overset{\text{discard}}{1} \boxed{000} + \begin{array}{r} 111 \\ 001 \\ \hline 1000 \end{array} \\
 -3 \quad 1 \quad = \quad \cancel{-2} \quad 0
 \end{array}$$

(One's complement)

Two's complement: a better negative rep.

Intuition: most significant (biggest) place value is negative, everything else positive

eg Two's complement value in 3 bits
1 1 1

Two ways to think about this

1)
$$\begin{array}{r} -4 \ 2 \ 1 \\ \hline 1 \ 1 \ 1 \end{array} \quad -4 + 2 + 1 = -1$$

$$\begin{array}{r} -8 \ 4 \ 2 \ 1 \\ \hline 1 \ 0 \ 1 \ 1 \\ -8 \cdot 1 + 0 \cdot 4 + 1 \cdot 2 + 1 \cdot 1 \end{array}$$

2)
$$-1 \cdot 100_2 + 1 \cdot 10_2 + 1 \cdot 1_2$$
$$-1 \cdot 2^2 + 1 \cdot 2 + 1 = -1$$

1011
Exercise:
$$-1 \cdot 1000_2 + 0 \cdot 100_2 + 1 \cdot 10_2 + 1 \cdot 1_2$$
$$-1 \cdot 8 + 0 \cdot 4 + 1 \cdot 2 + 1 \cdot 1$$

1) 0 1 0 1 in 4-bit two's complement to decimal

$$\begin{array}{r} -8 \ 4 \ 2 \ 1 \\ \hline 0 \ 1 \ 0 \ 1 \end{array}$$

$$0 \cdot 8 + 4 \cdot 1 + 0 \cdot 2 + 1 \cdot 1$$

5

2) 1 1 0 1 in 4-bit two's to decimal

$$\begin{array}{r} -8 \ 4 \ 2 \ 1 \\ \hline 1 \ 1 \ 0 \ 1 \end{array}$$

$$-1 \cdot -8 + 1 \cdot 4 + 2 \cdot 0 + 1 \cdot 1$$

$$-8 + 4 + 1$$

-3

What pattern do we see (3-bits)

-4	2	1
1	0	0
1	0	1
1	1	0
1	1	1
0	0	0
0	0	1
0	1	0
0	1	1

- 4
- 3
- 2
- 1
- 0
- 1
- 2
- 3

1) Only one zero 😊

2) Math work? Yes

-4, → 3

Checking math

$$-2 + 3 = 1$$

$$110 + 011 = 001$$

$$\begin{array}{r}
 110 \\
 + 011 \\
 \hline
 1001
 \end{array}$$

Note: discarding digits isn't always bad. It only counts as overflow if the result is wrong

$$\begin{array}{r}
 011 + 001 = 100 \\
 \text{3} + \text{1} \quad \text{4}
 \end{array}$$

[-4, 3]

Overflow - when outcome cannot be rep. w/ # of bits

Connection to Mod

The magnitude is too big for 2 bits - like mod things wrap around

2 bits \rightarrow mod 4 (2^2)

Careful this is only true for positive!

Exercise: Which of the following values fit into their bits

- | | | | | |
|----|----|-------------------|-----|------------------------|
| 1) | 0 | unsigned 2-bit | Yes | 00 |
| 2) | -2 | unsigned 3-bit | No | unsigned can't be neg |
| 3) | 0 | 2 bit two's comp. | Yes | 00 |
| 4) | -4 | 3 bit two's comp | Yes | |
| 5) | -4 | 4 bit two's comp | Yes | |
| 6) | 5 | 4 bit two's comp | Yes | 101 \rightarrow 0101 |
| 7) | 10 | 4 bit two's comp | No | too big |
| 8) | -3 | 4 bit two's comp | Yes | |

This leads us to ask what values can we represent w/ N-bits

Unsigned

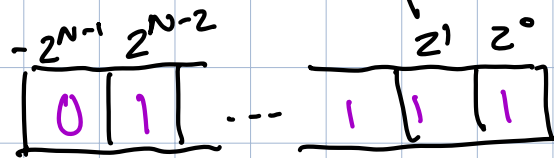


smallest = 0

largest = 11111...111

$$1 \cdot 2^{N-1} + \dots + 1 \cdot 2^1 + 1 \cdot 2^0$$

Two's complement



smallest = 1000...

$$-1 \cdot 2^{N-1} + 0 \cdot 2^{N-2} + \dots = -2^{N-1}$$

largest = 01111...

$$0 \cdot 2^{N-1} + 1 \cdot 2^{N-2} + \dots + 1 \cdot 2^0 = 2^{N-1} - 1$$

$$2^N - 1$$

5-digits
11111 → one less
100000

Exercise: With 5 bits can rep. $N=5$

1) unsigned

$$0 \rightarrow 2^5 - 1$$

$$0 \rightarrow 31$$

2) two's comp

$$-2^{5-1} \rightarrow 2^{5-1} - 1$$

$$-16 \rightarrow 15$$

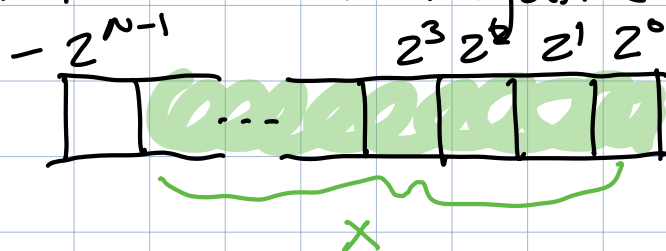
Two's comp: Dec → Binary

1) First we have to check if it fits in the number of bits

e.g. 4-bits ^{two's comp} Would 13 fit
 $2^{4-1} - 1 = 2^3 - 1 = 7$

2) if value is positive - use Euclid or subtraction (remember to pad w/ leading zeros!)

3) if value is negative - solve for x



$$\text{Value} = -2^{N-1} + x$$

$$x = \text{value} + 2^{N-1}$$

a) $\text{value} = -2^{N-1} + x$

b) just solve for x

c) turn x into binary

d) append leading 1

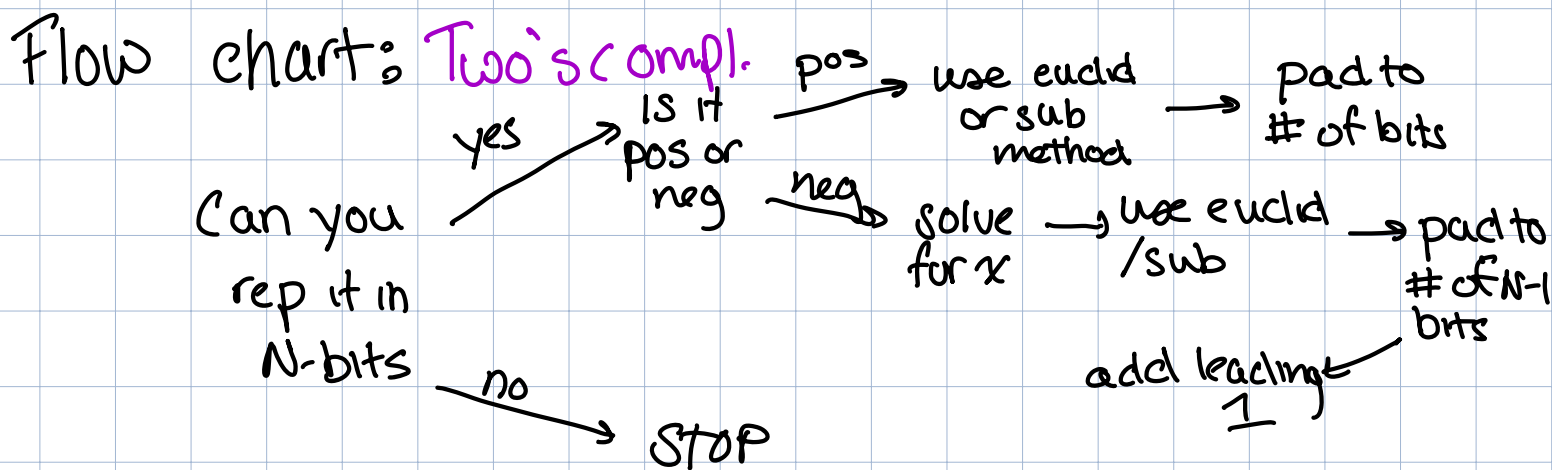
Example: -4 as 4-bit two's comp.

find x :
 $-2^{4-1} + x = -4$
 $-8 + x = -4$
 $x = 4$

x to binary:
 $4 = 100_2$

add any leading zeroes: + leading 1

$\boxed{1100}$



Exercise: Represent following as 6-bit two's comp

1) -5
 $-32 + x = -5$
 $x = 27$
 $27 \rightarrow 11011_2$
 $\boxed{111011_2}$

2) 5
 $5_{10} = 101_2$
 $\boxed{000101_2}$

3) 32
6 bits
 -32 to 31
 $2^{6-1} - 1$
too big