

Computer Organization and Architecture

Representation of Numbers, Characters

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Recap

- Bus structure
- System software
- Performance of a computer
 - Basic performance equation
 - Factors affecting the performance
- Improving the performance
 - Pipelining
 - Superscalar processing
- Performance measurement

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Numbers

- All computers deal with numbers
- Instructions that perform basic arithmetic operations use **data operands**
- How the numbers are **represented**?
 - Integers
 - Real numbers
- How the numbers are **manipulated**
 - Addition operation
 - Subtraction operation

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Number Representation

- 000 → 0
001 → 1
...
111 → 7
- Information represented by two-values electrical signals
- 0 and 1
 - Bit of information – binary digit
- **n -bit vector**
- $B = b_{n-1}, \dots, b_1, b_0$
- Where $b_i = 0$ or 1 for $0 \leq i \leq n-1$
- **Unsigned integer value V** : $b_{n-1} \dots b_1 b_0$ } Magnitude of its underlying binary pattern.
- Need to represent both **positive and negative** numbers
- Sign-and-magnitude
 - 1's-complement
 - 2's-complement
 - Left **most bit** (MSB) (n-1) is 0 for positive numbers and 1 for negative numbers
- Resolution: 1
- Range: $0 \rightarrow 999$:
 $0 \rightarrow 10^n - 1$
- Examples:
- $n=3$: 011, 100, 101, 110, 111
 - $n=4$: 0-15
 - $n=8$: 0-255
- Examples of unsigned integers:
- $D = 25 = 2 \times 10^1 + 5 \times 10^0$
 - $1000 = 1 \times 2^3 + 0 \times 2^2 + 0 \times 2^1 + 0 \times 2^0$
- Handwritten notes:
- Unsigned: ≥ 0
 - Signed: $-ve, 0, +ve$
 - Most Significant bit (MSB)
 - Least " " (LSB)

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Sign-and-Magnitude Representation

- n-bit binary vector: B ✓
- Left ^{MSB} most bit (n-1) is 0 for positive numbers and 1 for negative numbers in the binary vector B
- ✓ Rest of the n-1 bits in B correspond to the magnitude of the number
- +5 gets represented as 0101
- -5 gets represented as 1101
- Range: $-(2^{n-1} - 1)$ to $+(2^{n-1} - 1)$

$5_{10} \rightarrow \underline{1010}$

$+5$ 0 101

-5 1

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n-bit Binary Representation of Signed numbers

$n = 4$

Range: -7 to $+7$
 -2^{n-1} to 2^{n-1} with $+0, -0$

$b_3 b_2 b_1 b_0$ Sign and magnitude

0 1 1 1	+7
0 1 1 0	+6
0 1 0 1	+5
0 1 0 0	+4
0 0 1 1	+3
0 0 1 0	+2
0 0 0 1	+1
0 0 0 0	+0
1 0 0 0	-0
1 0 0 1	-1
1 0 1 0	-2
1 0 1 1	-3
1 1 0 0	-4
1 1 0 1	-5
1 1 1 0	-6
1 1 1 1	-7

Resolution: 1

* 2 Representations 0 $+ve, -ve$.

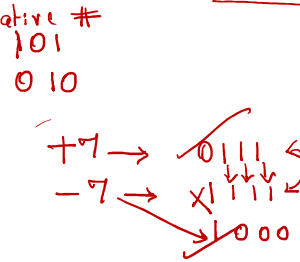
* $+ve, -ve$ numbers \rightarrow Different

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1's Complement Representation

- n-bit binary vector: B ✓
- Left most ^{MSB} bit (n-1) is 0 for positive numbers and 1 for negative numbers in the binary vector B ✓
- Rest of the n-1 bits in B correspond to the complement of the corresponding positive numbers for negative #
- +5 gets represented as 0101
- -5 gets represented as 1010
- Range: $-(2^{n-1} - 1)$ to $+(2^{n-1} - 1)$



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n-bit Binary Representation of Signed numbers

$b_3b_2b_1b_0$	Sign and magnitude	1's complement	Range: -2^{n-1} to $2^{n-1}-1$
0111	+7	+7	
0110	+6	+6	
0101	+5	+5	
0100	+4	+4	
0011	+3	+3	
0010	+2	+2	
0001	+1	+1	
0000	+0	+0	
1000	-0	-7	
1001	-1	-6	
1010	-2	-5	
1011	-3	-4	
1100	-4	-3	
1101	-5	-2	
1110	-6	-1	
1111	-7	-0	

Resolution: 1

2 representations

+ve, -ve numbers - ~~not~~ processed separately

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2's Complement Representation

- n -bit binary vector: B
- Left most bit ($n-1$) is 0 for positive numbers and 1 for negative numbers in the binary vector B
- Rest of the $n-1$ bits in B correspond to the complement of the corresponding positive numbers and plus 1 *for negative numbers*
- +5 gets represented as 0101
- -5 gets represented as 1011
- Range: $-(2^{n-1})$ to $(2^{n-1} - 1)$

$$\begin{array}{r} 101 \\ 010+ \\ \hline 1 \\ 011 \end{array}$$

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n -bit Binary Representation of Signed numbers

$b_3b_2b_1b_0$	Sign and magnitude	1's complement	2's complement
0111	+7	+7	+7
0110	+6	+6	+6
0101	+5	+5	+5
0100	+4	+4	+4
0011	+3	+3	+3
0010	+2	+2	+2
0001	+1	+1	+1
0000	+0	+0	+0
1000	-0	-7	-8
1001	-1	-6	-7
1010	-2	-5	-6
1011	-3	-4	-5
1100	-4	-3	-4
1101	-5	-2	-3
1110	-6	-1	-2
1111	-7	-0	-1

$$\begin{array}{r} 111 \\ 000+ \\ \hline 001 \\ 110+ \\ \hline 111 \\ 100 \\ 011+ \\ \hline 100 \end{array}$$

$$\begin{array}{r} -8 \quad 0 \quad +7 \\ \hline -2 \quad \quad \quad \downarrow \\ \quad \quad \quad 2^{-1} \end{array}$$

Resolution: 1

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n-bit Binary Representation of Signed numbers

$b_3b_2b_1b_0$	Sign and magnitude	1's complement	2's complement
0 1 1 1	+7	+7	+7
0 1 1 0	+6	+6	+6
0 1 0 1	+5	+5	+5
0 1 0 0	+4	+4	+4
0 0 1 1	+3	+3	+3
0 0 1 0	+2	+2	+2
0 0 0 1	+1	+1	+1
0 0 0 0	+0	+0	+0
1 0 0 0	-0	-7	-8
1 0 0 1	-1	-6	-7
1 0 1 0	-2	-5	-6
1 0 1 1	-3	-4	-5
1 1 0 0	-4	-3	-4
1 1 0 1	-5	-2	-3
1 1 1 0	-6	-1	-2
1 1 1 1	-7	-0	-1

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n-bit Binary Representation of Signed numbers

$b_3b_2b_1b_0$	Sign and magnitude	1's complement	2's complement
0 1 1 1	+7	+7	+7
0 1 1 0	+6	+6	+6
0 1 0 1	+5	+5	+5
0 1 0 0	+4	+4	+4
0 0 1 1	+3	+3	+3
0 0 1 0	+2	+2	+2
0 0 0 1	+1	+1	+1
0 0 0 0	+0	+0	+0
1 0 0 0	-0	-7	-8
1 0 0 1	-1	-6	-7
1 0 1 0	-2	-5	-6
1 0 1 1	-3	-4	-5
1 1 0 0	-4	-3	-4
1 1 0 1	-5	-2	-3
1 1 1 0	-6	-1	-2
1 1 1 1	-7	-0	-1

- Distinct representation for +0 and -0 in sign-and-magnitude and 1's complement representation

- -8 is representable in 2's complement representation

- Sign-and-magnitude representation is most natural

- 2's complement is highly unnatural
 - Most useful

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Characters

- Computers must be able to handle text information consisting of characters
 - Alphabets, decimal digits, punctuation marks and so on
- 8 bit codes
 - American Standard Committee of Information Interchange (ASCII) code

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To Summarize

- Need for number and character representation
- Unsigned number representation
- Signed number representation
 - Sign-and-magnitude
 - 1's complement
 - 2's complement
- Character representation

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Reference

- Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "**Computer Organization**", 5th Edition, Tata McGraw Hill, 2002

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Thank You

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