CS200 - Computer Organization Data Internals - Part2

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Motivation to learn data representation

- How is data represented internally?
- How is data represented and processed internally, while executing an operator?

Multiplication and Division



```
1  #include <stdio.h>
2  int main(){
3    int alpha = 10;
4    int beta = 3;
5    int gamma = 5;
6    alpha *= beta;
7    alpha /= gamma;
8    printf("%d\n", alpha);
9 }
```

Q₁: What happens when lines 6, 7, and 8 are executed?

Shift operator



- Shift Left: Makes a number grow bigger.
- Shift Right: Makes a number smaller.
- Test it out: 10 << 2
- Test it out: 10 >> 2

Shift operator (c'ntd)

$$\alpha << 0 \implies X \times 1$$

$$\alpha << 1 \implies X \times 2$$

$$\alpha << 2 \implies X \times 4$$

$$\alpha << 3 \implies X \times 8$$

 α is the binary representation of decimal X

Shift operator (c'ntd)

$$\alpha >> 0 \implies \frac{X}{1}$$

$$\circ \alpha >> 1 \implies \frac{X}{2}$$

$$\alpha >> 3 \implies \frac{X}{8}$$

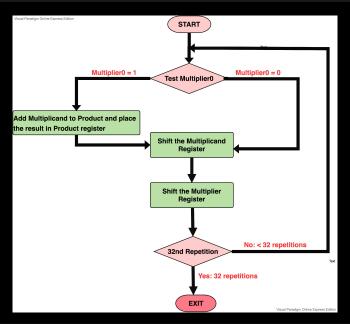
 α is the binary representation of decimal X

Multiplication - General Rules



- A process that executes repeated addition.
- Multiplying by any positive number, which is greater than 1, makes the number grow big.
 Similar to left shift operator.
- Test it out: can we multiply 15 by 2,3,4,5?

Multiplication Algorithm



Multiplication Example - 1

 15×7

Multiplicand	Multiplier	Product
0000 1111	0000 011 <mark>1</mark>	0000 0000
	──	0000 1111
0001 1110	0000 001 <mark>1</mark>	
←——	─	0010 1101
0011 1100	0000 000 <mark>1</mark>	
←──	──	0110 1001
0111 1000	0000 0000	
	─	0110 1001

Multiplication Example - 2

 13×9

Multiplicand	Multiplier	Product
0000 1101	0000 100 <mark>1</mark>	0000 0000
	─	0000 1101
0001 1010	0000 010 <mark>0</mark>	
	─	0000 1101
0011 0100	0000 0010	
	──	0000 1101
0110 1000	0000 000 <mark>1</mark>	
←──	─	0111 0101

Multiplication Example - 3

 10×13

Multiplicand	Multiplier	Product
0000 1010	0000 110 <mark>1</mark>	0000 0000
←——	─	0000 1010
0001 0100	0000 011 <mark>0</mark>	
	─	0000 1010
0010 1000	0000 001 <mark>1</mark>	
	──	0011 0010
0101 0000	0000 000 <mark>1</mark>	
	─	1000 0010

Multiplication Try Out

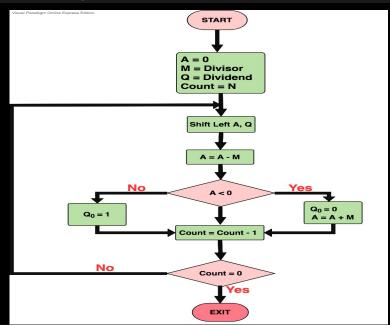
- \circ 5 × 6
- 7 × 3

Division - General Rules



- A process that executes repeated subtraction.
- Dividing by any positive number, which is greater than 1, makes the number smaller.
 Similar to right shift operator.
- Test it out: can we dvide 32 by 2,4,8,16,32?

Division Algorithm



Division Example - 1

 $\frac{12}{5}$

Operation	A	Q	М	Count
Initialize	00000	1100	00101	4
Left Shift	00001	100-	00101	4
Subtract	00001 + 11011 = 1 1100	1000	00101	4
Sum	11100 + 00101 = 00001	1000	00101	4
	00001	1000	00101	3

Division Example - 1 (contd)

 $\frac{12}{5}$

Left Shift	00011	000-	00101	3
Subtract	00011 + 11011 = 1 1110	0000	00101	3
Sum	00011	0000	00101	3
	00011	0000	00101	2
Left Shift	00110	000-	00101	2
Subtract	00110 + 11011 = 00001	0001	00101	2
	00001	0001`	00101	1

Division Example - 1 (contd)

Left Shift	00010	001-	00101	1
Subtract	00010 + 11011 = 1 1101	0010	00101	1
Sum	00010	0010	00101	1
	00010	0010	00101	0

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Let us try out some examples?

- 0.10/2
- 0 13/5
- 0 16/7
- 17/6

Next ...

- Logic gates
- Assembly language programming

Reading Assignment

PH - chapter 03: [3.3];

