



# Computer Arithmetic I

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# Topic

## Computer Arithmetic

- Negative binary number
- Chapter 2.4, 2.5 (Null)

# Negative Integer in Binary

- Subtraction in a processor is done by **changing positive numbers to negative number** and then **adding** them
- A processor **always** assumes “**an addition is on signed numbers**”

How to represent a negative integer in a computer system?

# Negative Integer – Two's Complement

- Define the **negative number** as a **complement number**
- 10's complement of 1718 in a **4-decimal** system  
 $10^4 - 1718 = 10000 - 1718 = 8282.$   
 8282 is 10's complement of 1718 in a 4-decimal system
- 2's complement of 7 in an **8-bit** system  
 $2^8 - 7 = 10000000_2 - 00000111_2 = 11111001_2$   
 Define  $11111001_2$  as a negative integer of 7 ( $00000111_2$ )
- Binary subtraction is confusing? Then,  
 $2^8 - 7 = (2^8 - 1) - 7 + 1$   
 $= 11111111_2 - 111_2 + 1_2 = 11111000_2 + 1_2 = 11111001_2$
- It's the same as **"flip bits** (1 to 0, 0 to 1) **and add 1 at the end"**

# Negative Integer – Two's Complement

- How to get the **2's complement of K** in **n-bit system**
  - $2^n - K$ , or
  - $(2^n - 1) - K + 1$ , or
  - **Flip** all bits of K, **then add 1**
- Example: In an 8-bit system, compute the 2's complement of 0x5E
  - Step 1: Convert to binary:  $0x5E = 0101\ 1110$
  - Step 2: Flip bits  $\rightarrow 1010\ 0001$
  - Step 3: Add 1  $\rightarrow = 1010\ 0001 + 1 = 1010\ 0010$
  - Step 4: Convert to hex again:  $1010\ 0010_2 \rightarrow 0xA2$
  - Flip 0xA2 and add 1, you will get 0101 1110, which is 0x5E

# Signed Number Range

- Signed number in a computer system
  - A negative number is in the format of 2's complement of a positive number
- Two's complement negative numbers imply
  - All arithmetic operations are converted to addition
  - The **MSB** is *always* 1 if it is a *negative number* (zero is positive)
  - Range of an n-bit number is  $-2^{n-1}$  to  $+(2^{n-1}-1)$
  - E.g., range of 4-bit numbers is  $-2^3$  to  $+(2^3-1) \rightarrow -8$  to 7
- Exercise: in a 4-bit system
  - What is the signed number  $1000_2$  in decimal?
    - The MSB is 1, so it is a negative number
    - 2's complement of  $1000_2$  is  $0111_2 + 1 = 1000_2 = 8$
    - So it is -8! This is a special case!

We cannot have a positive 8 in 4-bit signed system.

Similarly, we cannot have a positive 128 in 8-bit signed system.

# Repeat the question with 2's complement

- Question (in a 4-bit system)
  1. How to represent zero? 0000 or 1000 ?  
0000 is zero, and 1000 is -8
  2. How many unsigned numbers you can have in a 4-bit system?  
unsigned: 0000 to 1111 (0 to 15)
  3. How many signed numbers (in 2's complement) you can have in a 4-bit system?  
Positive: 0000 to 0111 (0 to 7)  
Negative: 1000 to 1111 (-8 to -1): So, total 16 numbers
  4. With this representation in a 4-bit system,
    - 1) What is  $7 - 5$  in binary?  
 $0111_2 - 0101_2 = 0010_2$
    - 2) What is  $7 + (-5)$  in binary?  
 $0111_2 + 1011_2 = 1\ 0010_2$   
(Since it is a 4-bit system, the "carry bit" won't appear, so  $0010_2 = 2_{10}$ )



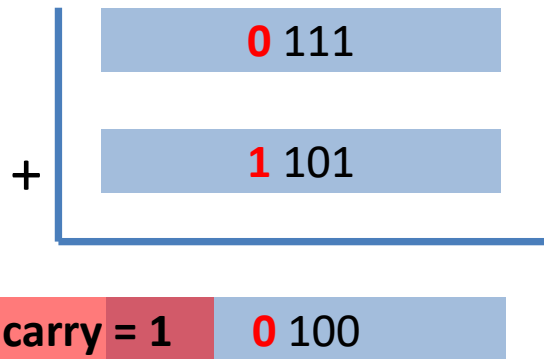
# Two's Complement Arithmetic

- Arithmetic **overflow**
  - Adding **two positive** numbers **results in a negative** number
  - Adding **two negative** numbers **results in a positive** number
  - *How can this be possible?*
- If the result is **out of range**, the computer results in an **incorrect answer**.
- For example, in a 4-bit system (range is -8 to 7)
  - $7 + 7 = 0111 + 0111 = 1110$  (It is not 14 but -2) → incorrect, negative
  - $(-7) + (-8) = 1001 + 1000 = 10001$  (it has a carry bit, and the result is 1) → incorrect, positive

# Two's Complement Arithmetic

- In a 4-bit system (range -8 to 7)

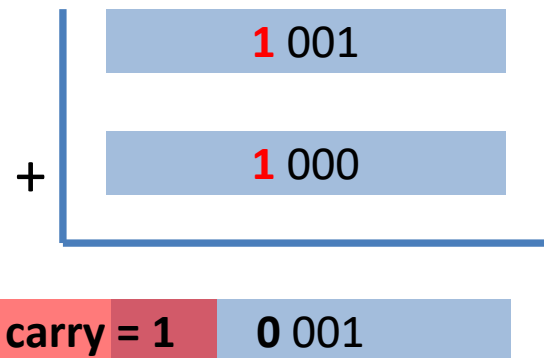
1.  $7 + (-3) = 4$



No overflow

carry-out bit is invisible.  
Then the answer is 4 (correct)

2.  $(-7) + (-8)$



Overflow (sign bit changed to 0)

***Incorrect result, error.***