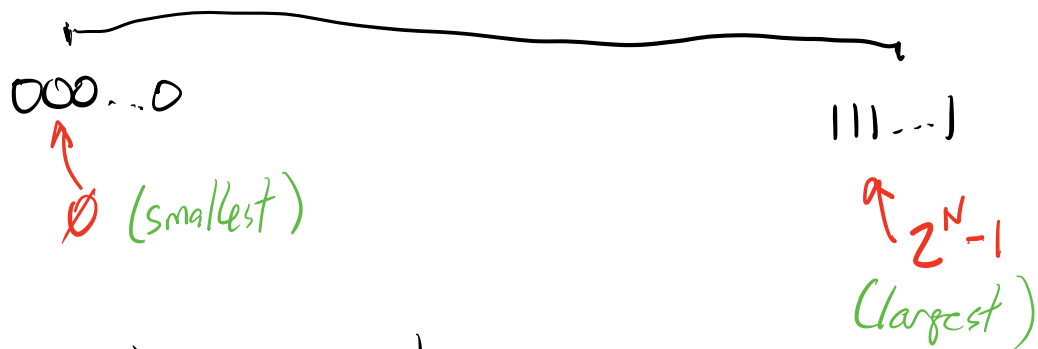


N-bit unsigned integers



N-bit signed integer

- need to represent negative numbers
 - sign + magnitude is not used.
 - two's complement is used.

What does " $-x$ " mean?

- it is the additive inverse of x

$$x + -x = 0$$

We'll use 4-bit numbers as examples

- computers have 32 or 64-bit numbers

4-bit addition:

$$\begin{array}{r} 0110 \\ 1111 \\ \hline 10101 \end{array}$$

carry → 0101 result

If the result can only be represented as 4 bits, the carry is discarded.

What can we add to 1 to get 0, using only 4-bit numbers?

$$\begin{array}{r} 1 \\ -1 \\ \hline 0 \end{array}$$
$$\begin{array}{r} 0001 \\ 1111 \\ \hline 0000 \end{array}$$

← -1

0000 result = 0

How to represent the rest of the negative numbers?

- hint: for $-x$, pick a number that when you add it to x you get all ones, $(111\dots)$, and then add 1.

- that will give us all 0's (and a carry to be discarded).

What can we add to x to get all 1's $(11\dots1)$?

- Answer: the complement of x (flip each bit)

Then add 1!

$$\begin{array}{r} x \quad 1011 \\ \sim x \quad 0100 \quad \leftarrow \text{complement of } x \text{ (flip each bit)} \\ \hline 1111 \\ 0001 \quad \leftarrow \text{add 1} \\ \hline 1 \quad 0000 \\ \quad \underbrace{}_0 \end{array}$$

So: $x + \overset{\substack{\uparrow \\ \text{complement} \\ \text{of } x}}{\sim x} + 1 = 0$

Because addition is associative:

$$x + \underbrace{(\sim x + 1)} = 0$$

So, for any x , the value of $-x$ is computed by flipping the bits of x and adding 1.

Example: 10 decimal = 1010 binary

Flipping the bits (0101) and adding 1:

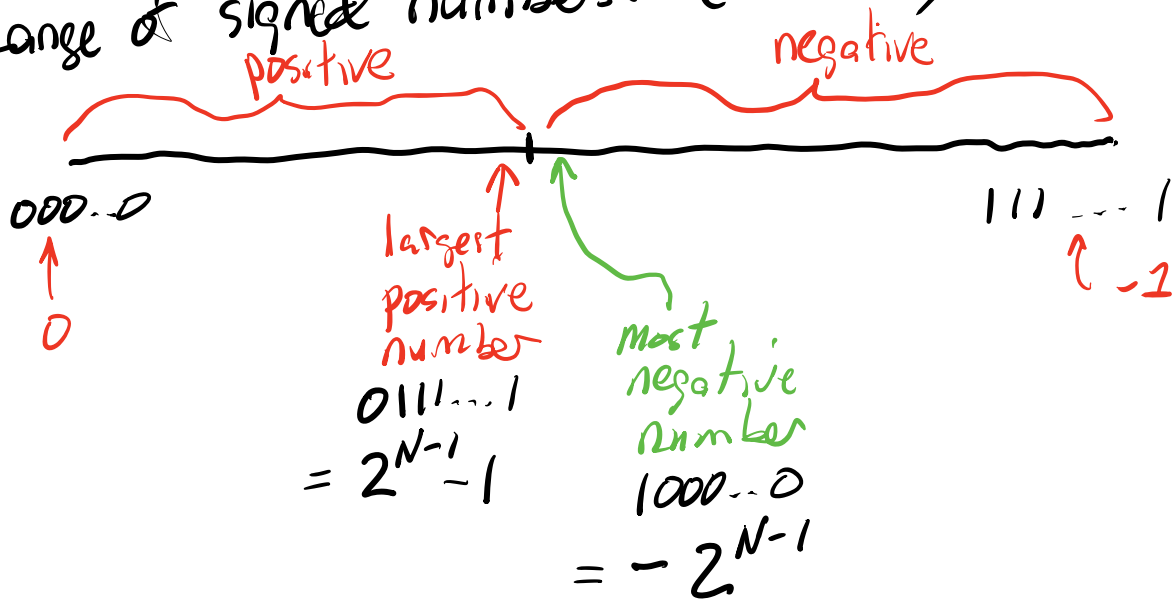
$$\begin{array}{r} 0'0) \\ \underline{0110} \quad \eta \\ -x \end{array}$$

So 0110 in binary is -10 decimal:

$1010 \leftarrow 10 \text{ decimal}$
 $0110 \leftarrow -10 \text{ decimal}$

 0000

Range of signed numbers: (N bits)



You can recognize a negative number because its leftmost bit will be 1.

- so, the leftmost bit indicates the sign of the number.

- still not sign + magnitude, because the rest of the bits of a negative number do not give the magnitude (i.e. the distance from zero).

The value of an N -bit unsigned number

$b_{n-1} b_{n-2} \dots b_1 b_0$
leftmost bit \nearrow \nwarrow rightmost bit

is
$$\sum_{i=0}^{n-1} (b_i \times 2^i)$$

\nearrow this represents the "column"
("1's column", "2's column",
"4's column", etc.)

The value of an N -bit
two's complement (signed) number

$b_{n-1} b_{n-2} \dots b_1 b_0$

is \nwarrow most negative number

$$(b_{n-1} \times -2^{n-1}) + \sum_{i=0}^{n-2} (b_i \times 2^i)$$

\nwarrow leftmost bit

In C, the logical operators are

&& : AND

|| : OR

! : NOT

These operators treat their operand as a single boolean value

- 00...0 - zero means false
- non-zero means true

So,

$x \&\& y$: produces a non-zero ("true") result only if both x and y are non-zero. .
- we don't know what that non-zero value will be, though.
Otherwise, it produces zero.

The same holds for $||$ and $!$.

- they will produce either \emptyset or some non-zero value.

Bitwise operators

- these perform logical operations on individual bits of the operands

$\&$: bitwise AND

$|$: bitwise OR

\sim : complement (bitwise NOT)

\wedge : XOR (exclusive OR)

Example: for 1-bit numbers

$$\begin{array}{r} \& \\ \hline \begin{array}{ccccc} 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 1 \end{array} \end{array}$$

$$\begin{array}{r} | \\ \hline \begin{array}{ccccc} 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 \end{array} \end{array}$$

$$\begin{array}{r} \sim \\ \hline \begin{array}{ccccc} 0 & 1 & 0 & 1 \\ 1 & 0 & 1 & 0 \end{array} \end{array}$$

$$\begin{array}{r} \wedge \\ \hline \begin{array}{ccccc} 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 \end{array} \end{array}$$

\uparrow XOR

4-bit numbers

$$\begin{array}{r} 0101 \\ \& 1100 \\ \hline 0100 \end{array} \quad \begin{array}{r} 0101 \\ 1100 \\ \hline 1101 \end{array}$$

You can't use the logical operators $\&\&$, $||$, etc. and the bitwise operators, $\&$, $|$, etc. interchangeably.

For example:

$x: 1010$ "true"

$y: 0101$ "true"

$x \& y \rightarrow \text{non-zero}$ ("true")

$x \& y \rightarrow 0000$ ("false")

$\text{if}(x \& y)$

----- \leftarrow will be executed

$\text{if}(x \& y)$

----- \leftarrow won't be executed