

CSE 31

Computer Organization

Lecture 12 – Integer Representation (wrap up)

Announcements

- Labs
 - Lab 4 grace period ends this week
 - Lab 5 out this week
 - » Due at 11:59pm on the same day of your next lab (with 7 days grace period after due date)
 - » You must demo your submission to your TA within 14 days from posting of lab
 - » Demo is REQUIRED to receive full credit
 - » **No penalty** for submission after due date but before end of grace period.
- Reading assignments
 - Reading 03 (zyBooks 3.1 – 3.7, 3.9) due 06-MAR
 - » Complete **Participation Activities** in each section to receive grade
 - » IMPORTANT: Make sure to submit score to CatCourses by using the link provided on CatCourses
- Homework assignment
 - Homework 03 (zyBooks 3.1 – 3.7, 3.9) due 13-MAR
 - » Complete **Challenge Activities** in each section to receive grade
 - » IMPORTANT: Make sure to submit score to CatCourses by using the link provided on CatCourses

Announcements

- Project 01
 - Due 17-MAR
 - Can work in teams of 2 students
 - » Each team member must identify teammate in “Comments...” text-box at the submission page
 - » If working in teams, each student must submit code (can be the same as teammate) and demo individually
 - » Grade can vary among teammates depending on demo
 - Demo required for project grade
 - » No partial credit for submission without demo
 - No grace period
 - » Must complete submission and demo by due date.
- Midterm 01
 - See Announcements 12 and 13 on CatCourses for details

One's Complement (review)

- Complement the bits

- Example: $7_{10} = 00111_2$ $-7_{10} = 11000_2$

- Called **One's Complement**

- Note: positive numbers have leading 0s, negative numbers have leading 1s.

- What is -00000?

- » Answer: 11111



- How many positive (including +0) numbers in N bits? 2^{N-1}

- How many negative (including -0) numbers? 2^{N-1}

Shortcomings of One's complement?

- Arithmetic is less complicate than sign & magnitude.
- Still two zeros
 - $0x00000000 = +0_{\text{ten}}$
 - $0xFFFFFFFF = -0_{\text{ten}}$
- Although used for a while on some computer products, one's complement was eventually abandoned because another solution was better.

Standard Negative # Representation

- Problem is the negative mappings “overlap” with the positive ones (the two 0s). Want to shift the negative mappings left by one.
 - Solution! For negative numbers, complement, then add 1 to the result
- As with sign and magnitude, & one’s complement, leading 0s \rightarrow positive, leading 1s \rightarrow negative
 - 000000...xxx is ≥ 0 , 111111...xxx is < 0
 - except 1...1111 is -1, not -0
- This representation is ***Two’s Complement***
- This makes the hardware simple!

In C: short, int, long, intN_t (C99) are all signed integers.

Two's Complement Formula

- Can represent positive and negative numbers in terms of the bit value times a power of 2:

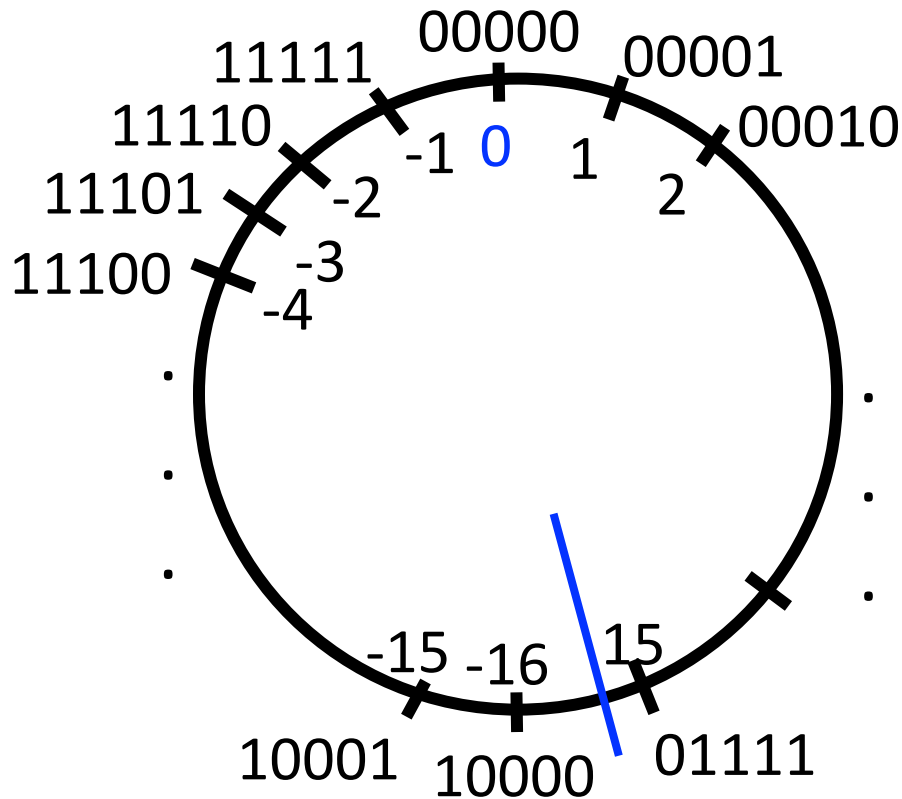
$$d_{31} * \textcolor{red}{-(2^{31})} + d_{30} * 2^{30} + \dots + d_2 * 2^2 + d_1 * 2^1 + d_0 * 2^0$$

- Example: 1101_{two}
 $= 1x - (2^3) + 1 * 2^2 + 0 * 2^1 + 1 * 2^0$
 $= -2^3 + 2^2 + 0 + 2^0$
 $= -8 + 4 + 0 + 1$
 $= -8 + 5$
 $= -3_{\text{ten}}$

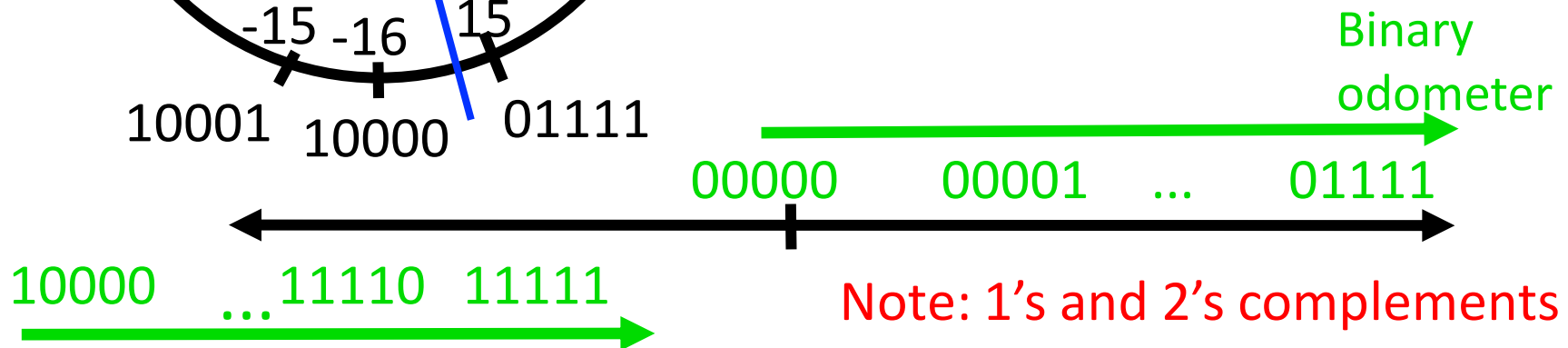
Example: -3 to +3 to -3:

x:	1101_{two}	(-3)
x':	0010_{two}	
+1:	0011_{two}	(3)
()':	1100_{two}	
+1:	1101_{two}	(-3)

2's Complement Number "line": N = 5

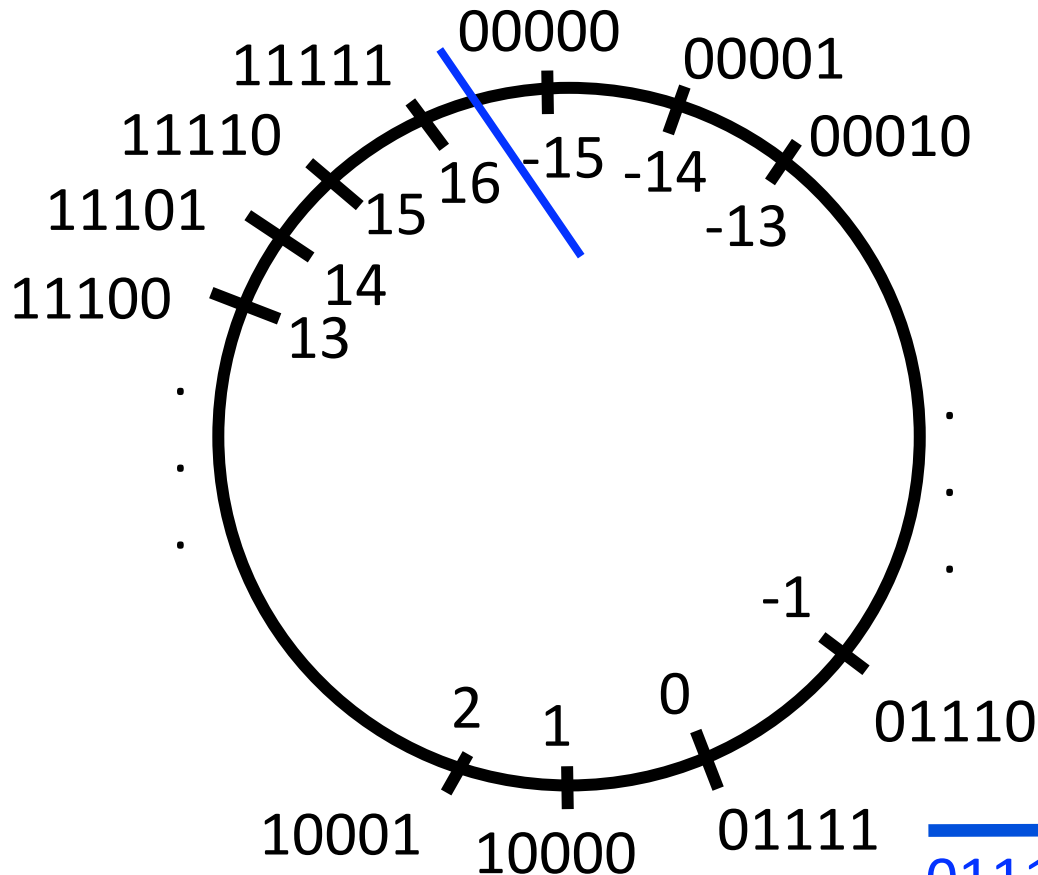


- 2^{N-1} non-negatives (includes zero)
- 2^{N-1} negatives
- one zero
- how many positives?
– $2^{N-1} - 1$

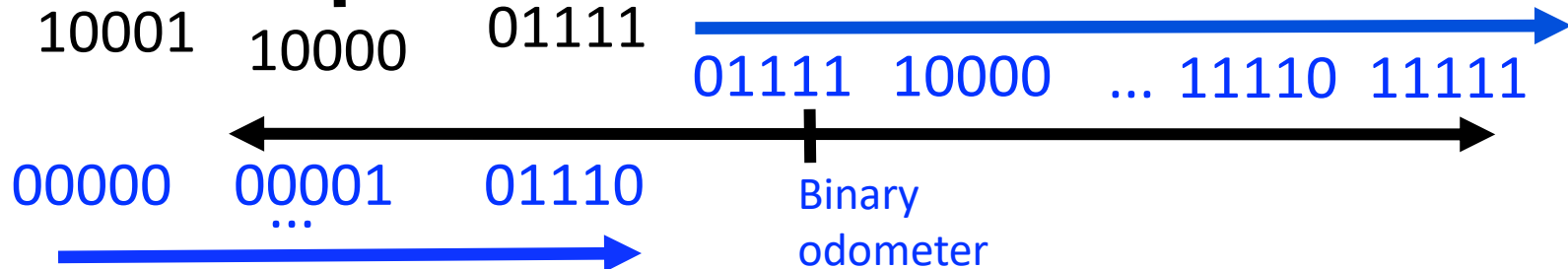


Note: 1's and 2's complements are used to represent negative numbers only!

Bias Encoding: N = 5 (bias = 15)



- ▶ Want 00... to represent the smallest number
- ▶ value = unsigned - bias
- ▶ Bias for N bits = $2^{N-1} - 1$
- ▶ one zero
- ▶ how many positives?
 - 2^{N-1}
 - (more than 2's complement)



Summary

- We represent “things” in computers as particular bit patterns:
 - N bits $\rightarrow 2^N$ things
- Different integer encodings have different benefits; 1s complement and sign/mag have most problems.
- **unsigned** (C99's `uintN_t`):

00000 00001 ... 01111 10000 ... 11111



- **2's complement** (C99's `intN_t`): universal, learn it!

00000 00001 ... 01111



10000 ... 11110 11111

- Overflow: numbers ∞ ; computers finite \rightarrow errors!