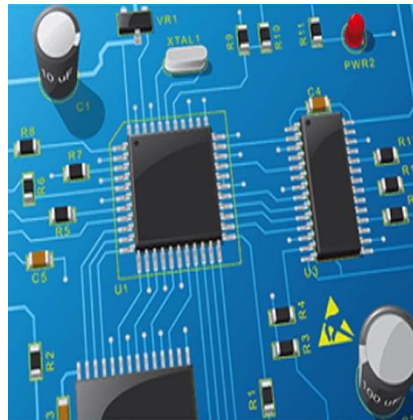


CSCI 341: Computer Organization

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Topics for Module 1

● Part 1: Course Logistics

● Part 2: Review number representation

■ → Fixed point numbers

- Canvas: number system conversion references
- Textbook section 2.4
- Worksheet on integer representation

■ Floating point numbers

- Textbook Section 3.5 (up to “Floating Point Addition) and the Elaboration part at the end of the section
- Worksheet on floating point number representation

Integer Representation

• bits vs. numbers

• Different Bases

■ Binary (base 2):

- Example: 0000 0001 0010 0011 0100 0101
- MSB, LSB
- Odd vs. even numbers in binary
- Numbers that are multiples of 4 in binary: end with 00
- Add 0 to the end of a number = multiplying the number by 2

■ Hexadecimal (base 16)

■ Decimal (base 10)

Signed Integers

- **Two's Complement (2C) Representation**

- **MSB is sign bit**

- 1 for negative numbers
- 0 for non-negative numbers

- **Given an n-bit signed binary integer:**

- $X_{n-1}X_{n-2}\dots X_1X_0$

$$X = -X_{n-1}2^{n-1} + X_{n-2}2^{n-2} + \dots + X_12^1 + X_02^0$$

- **Non-negative numbers have the same unsigned and 2s-complement representation**

2C Signed Integers

● Example

$$\begin{aligned} & 1111\ 1111\ 1111\ 1111\ 1111\ 1111\ 1111\ 1100_2 \\ &= -1 \times 2^{31} + 1 \times 2^{30} + \dots + 1 \times 2^2 + 0 \times 2^1 + 0 \times 2^0 \\ &= -2,147,483,648 + 2,147,483,644 = -4_{10} \end{aligned}$$

● Range: $[-2^{n-1}, 2^{n-1}-1]$

■ $-(-2^{n-1})$ can't be represented

● Some specific numbers

■ 0: 0000 0000 ... 0000

■ -1: 1111 1111 ... 1111

■ smallest: 1000 0000 ... 0000

■ largest: 0111 1111 ... 1111

2C Signed Integers in RISC-V

RISC-V uses 32 bits to represent an integer

0000	0000	0000	0000	0000	0000	0000	0000	$_{\text{two}}$	=	0_{ten}	
0000	0000	0000	0000	0000	0000	0000	0001	$_{\text{two}}$	=	$+ 1_{\text{ten}}$	
0000	0000	0000	0000	0000	0000	0000	0010	$_{\text{two}}$	=	$+ 2_{\text{ten}}$	
...											
0111	1111	1111	1111	1111	1111	1111	1110	$_{\text{two}}$	=	$+ 2,147,483,646_{\text{ten}}$	<i>maxint</i>
0111	1111	1111	1111	1111	1111	1111	1111	$_{\text{two}}$	=	$+ 2,147,483,647_{\text{ten}}$	
1000	0000	0000	0000	0000	0000	0000	0000	$_{\text{two}}$	=	$- 2,147,483,648_{\text{ten}}$	<i>minint</i>
1000	0000	0000	0000	0000	0000	0000	0001	$_{\text{two}}$	=	$- 2,147,483,647_{\text{ten}}$	
1000	0000	0000	0000	0000	0000	0000	0010	$_{\text{two}}$	=	$- 2,147,483,646_{\text{ten}}$	
...											
1111	1111	1111	1111	1111	1111	1111	1101	$_{\text{two}}$	=	$- 3_{\text{ten}}$	
1111	1111	1111	1111	1111	1111	1111	1110	$_{\text{two}}$	=	$- 2_{\text{ten}}$	
1111	1111	1111	1111	1111	1111	1111	1111	$_{\text{two}}$	=	$- 1_{\text{ten}}$	

Range: $[-2^{31}, 2^{31}-1]$

Number: $(b^{31} \times (-2^{31})) + (b^{30} \times 2^{30}) + \dots + (b^0 \times 2^0)$

Signed Negation

• If x is a binary number, how to get $-x$ in binary?

- Complement (i.e., $1 \rightarrow 0$, $0 \rightarrow 1$) and add 1

• Why?

$$x + \bar{x} = 1111\dots111_2 = -1$$

$$\bar{x} + 1 = -x$$

• Example

- $2_{10} = 0000\ 0000 \dots 0010_2$
- How to represent -2 in binary?
- $-2_{10} = 1111\ 1111 \dots 1101_2 + 1 = 1111\ 1111 \dots 1110_2$

Sign Extension

- The operation of increasing the number of bits of a binary number while preserving the number's sign (positive/negative) and value.
 - Make copies of MSB and place that in the left of the word
 - Positive 2C numbers have an infinite number of 0s on the left
 - Negative 2C numbers have an infinite number of 1s on the left
- **Example 1**
 - Sign extend $0011\ 1100_2$ to 16 bits: $0000\ 0000\ 0011\ 1100_2$
 - Sign extend $1001\ 1001_2$ to 16 bits: $1111\ 1111\ 1001\ 1001_2$
- **Example 2**
 - $1011_{\text{two}} = -8 + 2 + 1 = -5$
 - $11011_{\text{two}} = -16 + 8 + 2 + 1 = -5$
 - $111011_{\text{two}} = -32 + 16 + 8 + 2 + 1 = -5$
- The same way as leading zeroes do not affect values of a positive number, leading 1s do not affect values of a negative number

Hexadecimal

- An easier way to express binary numbers
- The letters that stand for hexadecimal numbers above 9 can be upper or lower case – both are used
- Note: one hex digit

$$0_{16} = 0_{10} = 0000_2$$

$$4_{16} = 4_{10} = 0100_2$$

$$8_{16} = 8_{10} = 1000_2$$

$$C_{16} = 12_{10} = 1100_2$$

$$1_{16} = 1_{10} = 0001_2$$

$$5_{16} = 5_{10} = 0101_2$$

$$9_{16} = 9_{10} = 1001_2$$

$$D_{16} = 13_{10} = 1101_2$$

$$2_{16} = 2_{10} = 0010_2$$

$$6_{16} = 6_{10} = 0110_2$$

$$A_{16} = 10_{10} = 1010_2$$

$$E_{16} = 14_{10} = 1110_2$$

$$3_{16} = 3_{10} = 0011_2$$

$$7_{16} = 7_{10} = 0111_2$$

$$B_{16} = 11_{10} = 1011_2$$

$$F_{16} = 15_{10} = 1111_2$$

Number base conversion

● **Binary ↔ Hex**

- Signs are already part of the number

● **Binary/Hex → Decimal**

- Signed vs. unsigned

● **Decimal → Binary/Hex**

- Signed vs. unsigned

Binary → Hexadecimal

- Separate into 4-bit groups, starting from the **right**

Converting: $\underbrace{0111}_{7_{16}} \underbrace{1000}_{8_{16}} \underbrace{1010}_{A_{16}} \underbrace{0101}_{5_{16}} \underbrace{1010}_{A_{16}} \underbrace{1111}_{F_{16}} \underbrace{1011}_{B_{16}} \underbrace{1110}_{E_{16}}$

● Or, 0111 1000 1010 0101 1010 1111 1011 1110
= **0x** 78A5AFBE

- The “0x” prefix before a number signifies “hexadecimal.”

Hexadecimal → Binary

- **Convert each hex digit into an equivalent 4-bit binary number**

- **Example**

0x2375 = 0010 0011 0111 0101

Unsigned Binary Integers → Decimal

• Given an n-bit binary number: $X_{n-1}X_{n-2}\dots X_1X_0$

• $X = X_{n-1} \times 2^{n-1} + X_{n-2} \times 2^{n-2} + \dots + X_1 \times 2^1 + X_0 \times 2^0$

• **Example**

0000 0000 ... 1011₂

$$= 0 + 0 + 1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 1 \times 2^0$$

$$= 0 + 0 + \dots + 8 + 0 + 2 + 1$$

$$= 11_{10}$$

• **Range: $[0, 2^n - 1]$**

■ $1111\dots 1_{\text{two}} = 1 + 2^1 + 2^2 + \dots + 2^{n-1} = (1 - 2^n) / (1 - 2) = 2^n - 1$

Review: Sum of Geometric Series

● **A geometric sequence/series: $\{a, ar, ar^2, ar^3, \dots\}$**

where:

■ a is the first term, and

■ r is the factor between the terms (called the "common ratio")

● **Sum of a geometric series: $a + ar + ar^2 + \dots + ar^{(n-1)}$**

$$\sum_{k=0}^{n-1} (ar^k) = a \left(\frac{1 - r^n}{1 - r} \right)$$

● **$1111\dots1_{\text{two}} = 1 + 2^1 + 2^2 + \dots + 2^{n-1} = (1 - 2^n)/(1 - 2) = 2^n - 1$**

Signed Binary Integers → Decimal

● **Given an n-bit **negative** binary number: $X_{n-1}X_{n-2}\dots X_1X_0$**

● **Method 1**

■ $X = -X_{n-1} \times 2^{n-1} + X_{n-2} \times 2^{n-2} + \dots + X_1 \times 2^1 + X_0 \times 2^0$

■ Note the negative sign in the first item above

● **Method 2 (for negative binary X)**

■ Use signed negation to get the absolute value (-X)

■ Convert the absolute value to decimal

■ Add the negative sign

Unsigned Hexadecimal → Decimal

- Given an n-digit hexadecimal number X: $X_{n-1}X_{n-2}\dots X_1X_0$

$$X = X_{n-1} \times 16^{n-1} + X_{n-2} \times 16^{n-2} + \dots + X_1 \times 16^1 + X_0 \times 16^0$$

- Example**

23_{16} or $0x23$

$$= 2 \times 16^1 + 3 \times 16^0$$

$$= 35_{10}$$

Negative Hex → Decimal

● Method 1 (the way the computer does it)

- Convert the original number to binary
- Use signed negation to get the magnitude of the number
- Convert the resulting number to decimal
- Add a negative sign in front of the decimal

● Method 2

- Convert the original number to decimal as if the number is unsigned
- Subtract 16^n from the resulting number, where n is the number of **hex digits** used to represent the number
- Given an n -digit hexadecimal number X : $X_{n-1}X_{n-2}\dots X_1X_0$

$$X = X_{n-1} \times 16^{n-1} + X_{n-2} \times 16^{n-2} + \dots + X_1 \times 16^1 + X_0 \times 16^0 - 16^n$$

- $0xC9 = 12 \times 16^1 + 9 \times 16^0 - 16^2 = -55_{10}$

Unsigned Integer Decimal \rightarrow Binary

● The Process : *Repeated Division by 2*

- Divide the *Decimal Number* by 2; the remainder is the LSB of *Binary Number*.
- If the quotient is zero, the conversion is complete; else repeat step (a) using the quotient as the *Decimal Number*. The new remainder is the next least significant bit of the *Binary Number*.

Example:

Convert the decimal number 6_{10} into its binary equivalent.

$$\begin{array}{l} 2 \overline{) 6} \quad r = 0 \leftarrow \text{Least Significant Bit} \\ 2 \overline{) 3} \quad r = 1 \\ 2 \overline{) 1} \quad r = 1 \leftarrow \text{Most Significant Bit} \end{array}$$

$$\therefore 6_{10} = 110_2$$

Unsigned Integer Decimal \rightarrow Binary : Example #1

Example:

Convert the decimal number 26_{10} into its binary equivalent.

Solution:

$$2 \overline{) 26} \quad r = 0 \leftarrow \text{LSB}$$

$$2 \overline{) 13} \quad r = 1$$

$$2 \overline{) 6} \quad r = 0$$

$$2 \overline{) 3} \quad r = 1$$

$$2 \overline{) 1} \quad r = 1 \leftarrow \text{MSB}$$

$$\therefore 26_{10} = 11010_2$$

Unsigned Integer Decimal \rightarrow Binary : Example #2

Example:

Convert the decimal number 41_{10} into its binary equivalent.

Solution:

$$2 \overline{) 41} \quad r = 1 \leftarrow \text{LSB}$$

$$2 \overline{) 20} \quad r = 0$$

$$2 \overline{) 10} \quad r = 0$$

$$2 \overline{) 5} \quad r = 1$$

$$2 \overline{) 2} \quad r = 0$$

$$2 \overline{) 1} \quad r = 1 \leftarrow \text{MSB}$$

$$\therefore 41_{10} = 101001_2$$

Negative Decimal → Binary

- **Convert the absolute value of the original number to binary**
- **Use signed negation to get the binary of the original number**

Unsigned Integer Decimal → Hexadecimal

● The Process : Repeated Division by 16

- Divide the *Decimal Number* by 16; the remainder is the rightmost digit of *hexadecimal number*.
- If the quotient is zero, the conversion is complete; else repeat step (a) using the quotient as the *Decimal Number*. The new remainder is the next rightmost digit of the *hex number*.

Example:

Convert the decimal number 382_{10} into its hexadecimal equivalent.

$$382/16 = 23 \text{ R } 14 (=E)$$

$$23/16 = 1 \text{ R } 7$$

$$1/16 = 0 \text{ R } 1$$

In reverse order, the hexadecimal number is **17E**

Negative Decimal → Hex

- 1. Convert the absolute value of the original number to binary**
- 2. Find two's complement of that binary using signed negation**
- 3. Convert the resulting binary to hex**
- 4. Example: convert -45 to hex**
 - $|-45| = 45 = 0010\ 1101_2$
 - $0010\ 1101_2 \rightarrow 1101\ 0011_2$
 - 0xD3

Fun Base Number Problems

- **Conversion between any pair of bases in which one base is a perfect power of the other**
- **Example: convert 2671_9 to base 3 without first converting to base 10**
 - $9 = 3^2$
 - Each digit in base 9 corresponds to two digits in base 3
 - 2 20 21 01

Self-check Exercises 1

- 1. Convert integer binary 11010001 to hex**
- 2. Convert 8-bit unsigned binary 11001100 to decimal**
- 3. Convert 8-bit unsigned number 0xCD to decimal and binary**
- 4. Convert 65 to hexadecimal**
- 5. Convert 34 to binary**
- 6. What is the largest possible 16-bit unsigned binary number?**

Keys to Self-check Exercises 1

1. Convert integer binary 11010001 to hex

■ 0x D1

2. Convert 8-bit unsigned binary 11001100 to decimal

■ 204

3. Convert 8-bit unsigned number 0xCD to decimal and binary

■ 205, 11001101

4. Convert 65 to hexadecimal

■ 0x41

5. Convert 34 to binary

■ 100010

6. What is the largest possible 16-bit unsigned binary number?

■ $1111111111111111 = 2^{16} - 1 = 65535$

Self-check Exercises 2

- 1. Convert the 8-bit, 2's complement 10110101 to decimal**
- 2. Convert decimal $(-1)_{10}$ to 9-bit 2's complement binary**
- 3. Convert 8-bit 2's complement binary 11001101 to decimal and hex**
- 4. What is the largest possible 16-bit signed binary number in 2's complement?**

Keys to Self-check Exercises 2

- 1. Convert the 8-bit, 2's complement 10110101 to decimal**
-75
- 2. Convert decimal $(-1)_{10}$ to 9-bit 2's complement binary**
111111111
- 3. Convert 8-bit 2's complement binary 11001101 to decimal and hex**
-51, 0xCD
- 4. What is the largest possible 16-bit signed binary number in 2's complement?**
 $0111111111111111 = 2^{15} - 1 = 32767$