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# ECE/CS 252

# Intro to Computer Engineering

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Week 02 Discussion

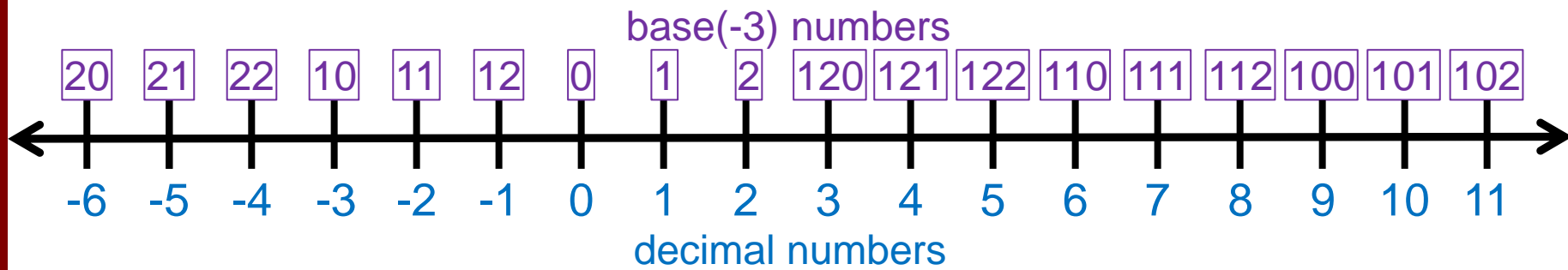


# Positional Notation

- It works the same in all bases

$$\mathbf{D_{N-1} \dots D_1 D_0 = D_{N-1} \times r^{N-1} + \dots + D_1 \times r^1 + D_0 \times r^0}$$

- What about base -3?
  - Uses digits 0, 1, 2, but the radix is negative!
  - Let's consider a three-digit number
    - The weight of the least significant digit is  $(-3)^0 = \mathbf{1}$
    - The weight of the middle digit is  $(-3)^1 = \mathbf{-3}$
    - The weight of the most significant digit is  $(-3)^2 = \mathbf{9}$



- Relax – we won't be testing you on negative bases! The point is that ALL number bases work the SAME way



# Remember...

- When converting between base 2, 8, and 16 (any combination, any direction)...

**Do NOT convert to decimal!**

- Converting between binary and any other base that is a power of 2 is **EASY**

01001101110<sub>2</sub>

5C<sub>16</sub>

26<sub>8</sub>



# Hexadecimal vs Octal

- Hexadecimal is pervasive throughout the computing fields
- Octal has fallen out of use generally, but there's one place it is used every day (but most people don't realize it)... in airplanes!

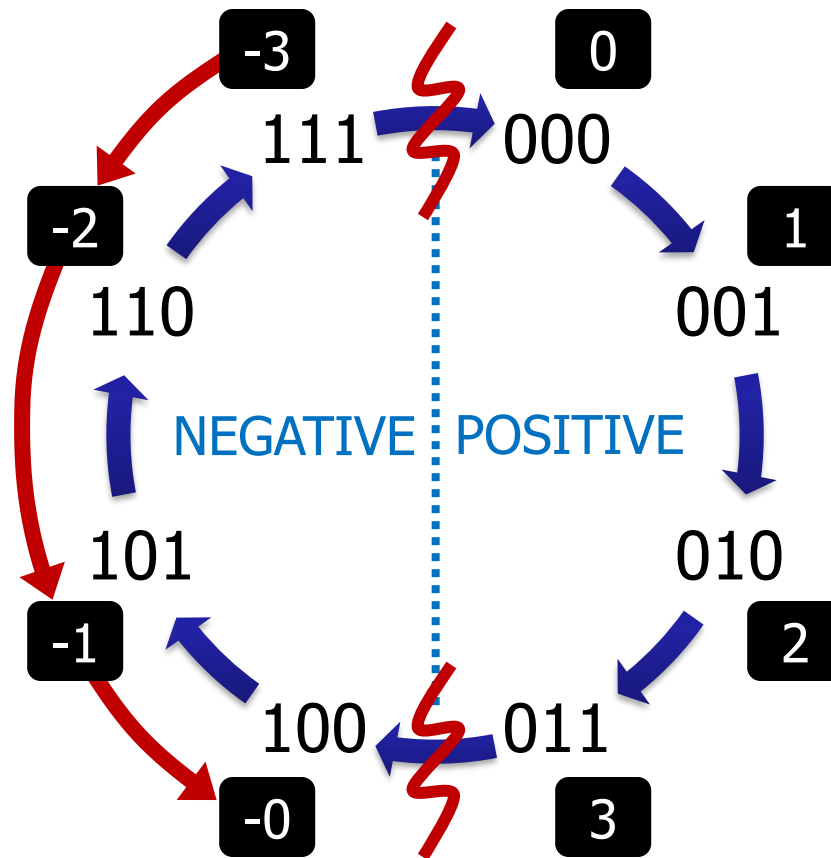


- The aircraft transponder setting (squawk code) is a 4-digit octal number representing a 12-bit binary code
  - Aircraft are assigned a code by ATC, or squawk special codes for emergencies (e.g., Mayday = 7700)



# Why Not Use Signed-Magnitude?

## Signed-Magnitude Binary





# Binary Representations

**Unsigned****2's-comp**

11

10

01

00

**Unsigned****2's-comp**

11111

11110

⋮

10001

10000

01111

01110

⋮

00001

00000



# Binary Numbers – 3 Bits

- Quantity of **unique values** represented

| Unsigned | 2's-Complement | Signed-Magnitude |
|----------|----------------|------------------|
|          |                |                  |

- Range** of representation

| Unsigned | 2's-Complement | Signed-Magnitude |
|----------|----------------|------------------|
|          |                |                  |



# Complement then +1 **Negates**

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- “Complement then add 1” does NOT convert a number to 2’s-complement – it **NEGATES**
- There are 3 reasons you would negate a number:
  - You have a negative 2’s-complement number and want to know its value
  - You need to express a negative decimal number in 2’s-complement format
  - You actually need to negate a number, e.g. for subtraction:  $A - B = A + (-B)$
- Do not negate when converting a positive number to 2’s-complement format!





# Overflow

- Key idea:** the correct result value can not be represented, so the result we see is incorrect

$$\begin{array}{r} 011 \\ + 001 \\ \hline \end{array}$$

$$\begin{array}{r} 111 \\ + 111 \\ \hline \end{array}$$

$$\begin{array}{r} 100 \\ + 100 \\ \hline \end{array}$$

unsigned

2's-comp



# Overflow Happens...

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- A 32-bit signed integer would overflow if used to count # views for some YouTube videos...
- In 2004, Comair airlines had to ground over a thousand flights because flight crew scheduling software used a 16-bit integer to count crew changes
- Several flavors of Unix use 32-bit signed integers to count time (in seconds) since January 1, 1970, so times on/after Jan 19, 2038 cause overflow
- Boeing 787 electrical system could shut down power if left on for 248 days straight because generators enter failsafe mode due to a software counter overflowing
  - FAA told airlines they must turn the plane off every 120 days...



# How Many Possibilities?

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- If you have **N** locations, each of which has **P** possibilities, then the total number of unique sequences is:  **$P^N$** 
  - Lights: **3** lights, **2** possibilities per light
    - **$2^3 = 8$**  different lighting options
  - Lights: **8** lights, **2** possibilities per light
    - **$2^8 = 256$**  different lighting options
  - Braille: **6** locations, **2** possibilities per location
    - Up to  **$2^6 = 64$**  different possibilities, but only 63 useful ones (because we have to subtract the one that is “all flat”)
  - Decimal numbers: **6** digits, **10** possibilities per digit
    - **$10^6 = 1,000,000$**  unique numbers (0 through 999,999)



# What's Next?

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- Week 03:
  - Fixed-point and floating-point representations
  - Character representation (ASCII)
  - **Assessment A1 on Wednesday**
    - Covers content from weeks 1 and 2
    - **Review the Educational Objectives!**
    - **Review Assessment Info & Procedures**  
(link below assessment date table in Canvas)
- **HW02 due tomorrow at 10pm**
- **Video Quiz 03 due tomorrow at 11:55pm**
- Questions?