

Homework

1. Convert the following decimal numbers to **6-bit** binary numbers (describe how you have done this).

Unsigned: 0, 13, 24, 63.

Signed: 16, -2, 31, -32.

2. Convert the following **6-bit** values to decimal numbers. Consider both unsigned and two's complement formats (provide a formula).

Values: 000101, 101011, 111111, 100000

3. Convert the following decimal values to 8-bit hexadecimal numbers.

Values: 7, 240, 171, 126

4. Convert the following hexadecimal numbers to 8-bit binary values:

Values: 0x3C, 0x7E, 0xFF, 0xA5

5. Negate the binary values (integer negation) from the previous task.

6. Describe how bytes of the 0xDEADBEEF value would be located in memory for Big- and Little-Endian convention.

7. Convert the following decimal values to **5-bit** binary values. Then sign- and zero-extend them to 8-bit binary values.

Values: 7, 15, -16, -5

8. Convert the following pairs decimal numbers to 4-bit binaries and add them.

Values: unsigned (7, 9), signed (4, -5)

Additionally:

1. Provide your explanation for (*) tasks from the class. Bonus point.

Commit the file with the solutions to your private GitHub account. Place it into the folder ca/lab02.

$$\sqrt{1.} \quad 0_{10} = 000000_2$$

$$13_{10} = 001101_2$$

$$13 \begin{array}{l} 2 \\ 6 \end{array} \begin{array}{l} 1 \\ 1 \end{array} \rightarrow 6 \begin{array}{l} 2 \\ 3 \end{array} \begin{array}{l} 0 \\ 0 \end{array} \rightarrow 3 \begin{array}{l} 2 \\ 1 \end{array} \begin{array}{l} 1 \\ 1 \end{array} \rightarrow 1 \begin{array}{l} 2 \\ 0 \end{array} \begin{array}{l} 1 \\ 1 \end{array}$$

We are dividing by 2 and remember remainder on each step.

then write resulting remainders in reverse order.

$$24 = 16 + 8 + 4 + 2 + 1 = 011000_2$$

*	*	*	*	*
1	1	0	0	0

Another approach is to split the number on 2^n summands and choose 1 or 0 multiplier with them

$$63_{10} = 111111_2 \quad \text{because} \quad 64_{10} = 100000_2 \quad 63_{10} = 100000 - 1 = 111111$$

$$\text{Signed: } 16_{10} = 010000_2$$

$$-2_{10} = 111110_2$$

$$2_{10} = 000010 \Rightarrow \text{to get } -2 \text{ we need to invert bits and add 1}$$
$$000010 \xrightarrow{\text{invert}} 111101 \xrightarrow{+1} 111110$$

$$31_{10} = 32 - 1 = 011111_2$$

$$-32_{10} = 100000$$

$$32_{10} = 100000 \rightarrow 011111 \rightarrow 100000$$

W2. unsigned: $000101_2 = 0 \cdot 2^5 + 0 \cdot 2^4 + 0 \cdot 2^3 + 1 \cdot 2^2 + 0 \cdot 2^1 + 1 \cdot 2^0 = 5_{10}$
 signed: the same since leading bit is 0

UInt: $101011_2 = 32 + 8 + 2 + 1 = 43_{10}$

Int: $101011_2 = -32 + 8 + 2 + 1 = -21_{10}$

UInt: $111111_2 = 63_{10}$

Int: $111111_2 \rightarrow 000000_2 + 1_2 \rightarrow 000001_2 = 1_{10} \xrightarrow{\text{abs value}} -1_{10}$

UInt: $100000_2 = 32_{10}$

Int: $100000_2 = -32_{10}$

W3. $7_{10} = 0x07_{16}$

$240_{10} = 0xF0_{16}$

$240 \overline{) 16}$
15 0

$15 \overline{) 16}$
0 F

10 ↓ A
11 ↓ B
12 ↓ C
13 ↓ D
14 ↓ E
15 ↓ F

$171_{10} = 0xAB_{16}$

$171 \overline{) 16}$
10 B

$10 \overline{) 16}$
- 0 A

$126_{10} = 0x7E_{16}$

$126 \overline{) 16}$
7 E

W4. $0x3C = 00111100_2$

3 12
0011 1100

$0xFF = 11111111_2$

obvious

$0x7E = 01111111_2$

7 14
0111 1111

$0xA5 = 01100101_2$

0110 0101

WS. to make negative we invert bits and add 1.

$$00111100 \rightarrow 11000011 + 1 \rightarrow 11000100$$

$$01111111 \rightarrow 10000000 + 1 \rightarrow 10000001$$

~~$$11111111 \rightarrow 00000000 + 1 \rightarrow 00000001$$~~

$$01100101 \rightarrow 10011010 + 1 \rightarrow 10011011$$

W2. $4_{10} = 00111$

Sign-ext: 00000111

Zero-ext: 00000111

$15_{10} = 01111$

Sign-ext: 00001111

Zero-ext: 00001111

$-16_{10} = 10000$

Sign-ext: $11110000 = -16_{10}$

Zero-ext: $00010000 = 16_{10}$

$-5_{10} = 11011$

Sign-ext: $11111011 = -5_{10}$

Zero-ext: $00011011 = 27_{10}$

W3. $7_{10} = 0111_2$

$9_{10} = 1001_2$

$$\begin{array}{r} 111 \\ + 0111 \\ \hline 1001 \\ \hline 10000 \end{array}$$

$4_{10} = 0100_2$

$-5_{10} = 1011$

$$\begin{array}{r} + 0100 \\ + 1011 \\ \hline 1111 = -1_{10} \end{array}$$

$4 - 5 = 4 + (-5)$

W6. $0x\text{DEADBEEF}$ Big Endian:

little Endian:

0x100	0x101	0x102	0x103
DE	AD	BE	EF
0x100	0x101	0x102	0x103
EF	BE	AD	DE

Least signif bit has highest addr

least signif bit has lowest addr