

# Interpreting Bits: Binary and Hexadecimal Numbers

(hex)



UCONN

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CSE3666: Introduction to Computer Architecture

# Outline

- Binary numbers
  - Addition and subtraction
- Two's complement numbers
  - Addition and subtraction
  - Negation
  - Sign extension
- Hexadecimal numbers
- ASCII
- Practice

<https://zhijieshi.github.io/cse3666/binarynumbers/>



$n$		$2^n$
2	→	4
3	→	8
4		16
5		32
6		64
7		128
8		256
9		512
10		1024
11		2048
12		4096

Reading: Section 2.4, and hex to binary conversion in Section 2.5

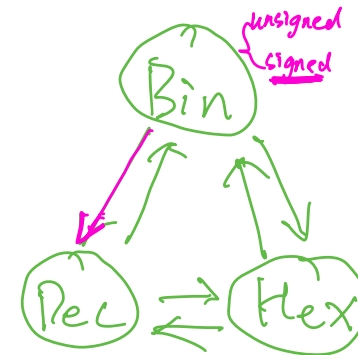
# Questions

- What are the decimal representations of the following binary numbers? **What can we learn from these exercises?**

Q1: 1101  $\rightarrow (13)_{10}$   
 $8 + 4 + 1$

Q2: 11010  
 $2^4 + 2^3 + 2^1 = (26)_{10}$

Q3: 110100  
 $2^5 + 2^4 + 2^2 = (52)_{10}$



# Questions

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- What are the decimal representations of the following binary numbers? **What can we learn from these exercises?**

Q1: 1101

$$1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 = 13$$

Q2: 11010

$$\begin{aligned} & 1 \times 2^4 + 1 \times 2^3 + 0 \times 2^2 + 1 \times 2^1 + 0 \times 2^0 \\ &= 2 \times (1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0) + 0 = 26 \end{aligned}$$

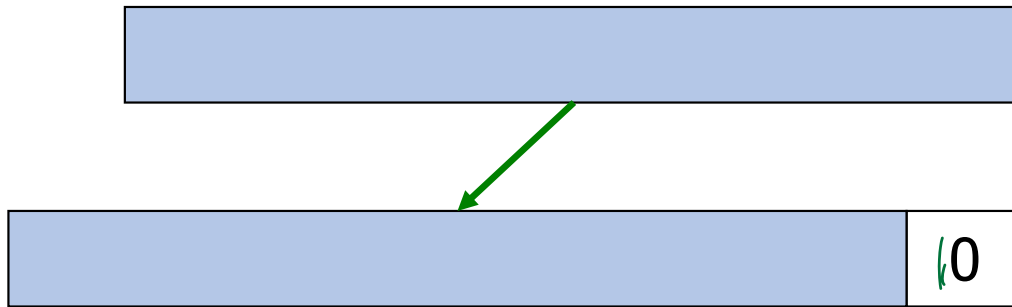
Q3: 110100

Can you quickly find out the answer to Q3?

# Shift bits

Given  $v$ ,

- Shift left by one bit, the value becomes  $2v$



- Shift right by one bit, the value becomes  $v / 2$

# n-bit binary numbers

- Very often, the number of bits available is fixed
- The range of values that can be represented by  $n$  bits is

$$0 \text{ to } 2^n - 1$$

For example:

10 bits can represent any values from 0 to 1,023

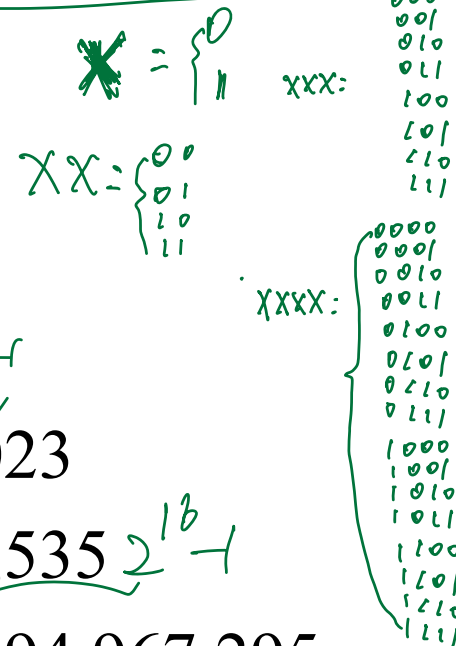
16 bits can represent any values from 0 to 65,535

32 bits can represent any values from 0 to 4,294,967,295

Powers of 2:

$$1\text{K}: 2^{10} = 1024 \quad 64\text{K}: 2^{16} = 65,536$$

$$1\text{M}: 2^{20} = 1,048,576$$



$$n \text{ bits} = 2^n$$
$$\downarrow$$
$$0 \sim 2^n - 1$$

# Question

- At least, how many bits do you need to represent 100 different values?

- A. 5
- B. 6
- C. 7
- D. 8
- E. Don't know

↓

$$\begin{array}{l} 2^5 = 32 \text{ X} \\ 2^6 = 64 \text{ X} \\ \underline{2^7 = 128} \\ 2^8 = 256 \end{array}$$

100

# Addition of numbers

Decimal numbers

$$\begin{array}{r} \phantom{+} 6 \phantom{0} 5 \phantom{0} 3 \phantom{0} 9 \\ + 7 \phantom{0} 1 \phantom{0} 6 \phantom{0} 3 \\ \hline 1 \phantom{0} 0 \phantom{0} 1 \phantom{0} 1 \\ \hline 3 \phantom{0} 7 \phantom{0} 0 \phantom{0} 2 \end{array}$$

Carries

Binary numbers

$$\begin{array}{r} \phantom{+} 0 \phantom{0} 1 \phantom{0} 0 \phantom{0} 1 \\ + 0 \phantom{0} 1 \phantom{0} 1 \phantom{0} 1 \\ \hline 1 \phantom{0} 1 \phantom{0} 0 \phantom{0} 0 \end{array}$$

Handwritten notes: Above the first column, '1 1 1 1' is written. Above the second column, '(1)' is circled. Above the third column, '(2)' is circled. The result '1 1 0 0' has the first '0' circled.



# Subtraction of binary numbers

0b1101 – 0b0111

$$\begin{array}{r} \phantom{0}1101 \\ - 0111 \\ \hline 0110 \end{array}$$

$$\begin{array}{r} 13 \\ - 9 \\ \hline 5 \end{array}$$

# How about negative numbers?

-3 -2 -1 0 1 2 3 4 ?

Suppose we have 3 bits.

We know how to convert each number to decimal.

-4 -3 -2 -1 0 1 2 3 ?

How can we represent negative numbers with bits?

mapping

?

Bits	In decimal	?
000	0	
001	1	
010	2	
011	3	
100	4	
101	5	
110	6	
111	7	

# Two's complement numbers

- The most popular method is **two's complement numbers**
  - There are other schemes. Almost all processors now use 2's complement
- Use half of bit patterns for negative values (**which half?**)

Bits	As binary	As 2's complement
000	0	0
001	1	1
010	2	2
011	3	3
100	4	( <del>4</del> ) ? -4
101	5	( <del>5</del> ) ? -3
110	6	( <del>6</del> ) ? -2
111	7	( <del>7</del> ) ? -1

# Reading two's complement numbers

Given an *n*-bit 2's complement number

$$b_{n-1} b_{n-2} \dots b_2 b_1 b_0$$

The value is

$$-b_{n-1} \times 2^{n-1} + b_{n-2} \times 2^{n-2} + \dots + b_2 \times 2^2 + b_1 \times 2^1 + b_0 \times 2^0$$



Another way:

If the sign is 0, the value = the unsigned value.

If the sign is 1, the value = the unsigned value  $-2^n$

4-bit two's complement number:

$$0b1001 = -8 + 0 + 0 + 1 = -7 = 9 - 16$$

$$0b1100 = -8 + 4 + 0 + 0 = -4 = 12 - 16$$

# Example: 3-bit binary numbers

We have two ways to interpret the bits

unsigned:

binary numbers (without sign)

signed:

two's complement numbers

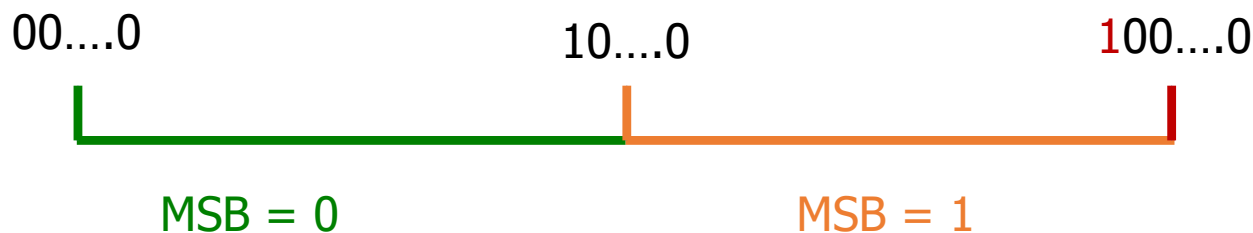
Bits	Unsigned	Signed
000	0	0
001	1	1
010	2	2
011	3	3
100	4	-4
101	5	-3
110	6	-2
111	7	-1

# Why 2's complement numbers?

- Math: the signed/unsigned values are congruent modulo  $2^n$

$$-1 \equiv 2^n - 1 \pmod{2^n}$$

- We can use the same method/circuit to perform addition and subtraction for both unsigned and signed numbers
- For 2's complement numbers, if the sign is 1, we look at how far it is away from the next 0 ( $2^n$ )



# 2's complement numbers: range of values

- When dealing with 2's complement numbers, we need to know the number of bits
  - For example, 4-bit, 8-bit, 16-bit, etc., 2's complement number.
  - We always write leading 0s for 2's complement numbers

Given an ***n*-bit** 2's complement number:

$$b_{n-1} b_{n-2} \dots b_2 b_1 b_0$$

Handwritten example of 5-bit 2's complement numbers:  
10000 (negative)  
0001 (positive)  
0000 (positive)

$$-b_{n-1} \times 2^{n-1} + b_{n-2} \times 2^{n-2} + \dots + b_2 \times 2^2 + b_1 \times 2^1 + b_0 \times 2^0$$

What are the smallest and largest values can be represented by these bits?

Handwritten note:  $-b_{n-1} \times 2^{n-1}$

Handwritten note: 3-bit { smallest: -4, largest: 3 }

# Example: Range of values

For  $n$ -bit two's complement numbers:

$-2^{n-1}$  can be represented but  $2^{n-1}$  cannot

## Examples

Number of bits	Smallest	Largest
8	$-2^7$ -128	$2^7-1$ 127
12	$-2^{11}$ -2048	$2^{11}-1$ 2047
16	-32768	32767
32	-2,147,483,648	2,147,483,647

What are the bits for the smallest values?

What are the bits for the largest values?



# Negate 2's complement numbers

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Given the bits representing  $x$ , find out the bits for  $-x$

$x$  can be positive or negative

## Steps:

1. Complement all the bits in  $x$ , i.e.,  $1 \rightarrow 0$  and  $0 \rightarrow 1$  | flip all bits
2. Add 1 to the complemented bits | +1

Explanation:

The two steps do:  $\underline{0 - x} = (-1 + 1) - x = (-1 - x) + 1$

Bit pattern of -1 is 111...111

"Subtract  $x$  from -1" is the same as "flip the bits in  $x$ "

# Example: negate 2's complement numbers

From <u>+2</u> to <u>-2</u>	From -2 to + 2
0000 0010    where we start 1111 1101    flip bits 1 1111 1110    add 1	1111 1110    where we start 0000 0001    flip bits 1 0000 0010    add 1

0000 0010

① flip bits = ~~0000~~

1111 1101

② +1 : 1111 1110  $(-2)_{10}$

1111 1110

① flip: 0000 0001

② +1 : 0000 0010

# Question

- What is the value of the following 2's complement numbers?

8 bits  
-2<sup>7</sup> -2<sup>6</sup> -2<sup>5</sup> -2<sup>4</sup> 2<sup>1</sup>  
1111 0010  
1110 1010  
-22

① using the  $-b_{n-1} \times 2^{n-1} + \dots = -128 + 64 + 32 + 16 + 2 = -14$

② using the negate

a. flip = 0000 1101  
+1 = 0000 1110 = 14

-14

12 bits  
1111 1111 0010 -14  
1111 1110 1010  
-22

# Addition and subtraction of 2's complement numbers

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- **Addition:** Same methods as (unsigned) binary numbers

- **Subtraction:**

$$a - b = a + (-b) = a + (\sim b) + 1$$

We just need an adder!



Flip bits in  $b$

# Exercises

Find the sum and differences of  $1111_2$  and  $0100_2$ .

Keep the lower 4 bits of the results.

$$\begin{array}{l} 1111 + 0100 \quad \textcircled{3} \\ 1111 - 0100 \quad \textcircled{-5} \end{array}$$

$\rightarrow$  signed =  $\textcircled{-1}$   
unsigned = 15

# Sign Extension *alignment*

- Representing a 2's complement number with more bits
  - And **preserve the value!**

- Replicate the sign bit to the left

- Compared with unsigned values where we just extend with 0s

*unsigned: pad "0"*  
*signed: { sign=0, pad "0"*  
*{ sign=1, pad "1"*

Examples: 8-bit to 16-bit

0000 0010 => 0000 0000 0000 0010 (same for signed and unsigned)

1111 1110 => 1111 1111 1111 1110 (sign extension for signed)

1111 1110 => 0000 0000 1111 1110 (0 extension for unsigned)

Sign extension or 0 extension? Depends on how we interpret bits

# Question

- Which of the following signed number can be saved in a byte and still has the correct value?

↳ 8-bit

A. 0b1011 1000 0001

B. 0b1111 1000 0001

1111 (-1)

1111 1111 (-1)

What if they are unsigned? None

# Hexadecimal

- The radix is 16 and there are 16 digits

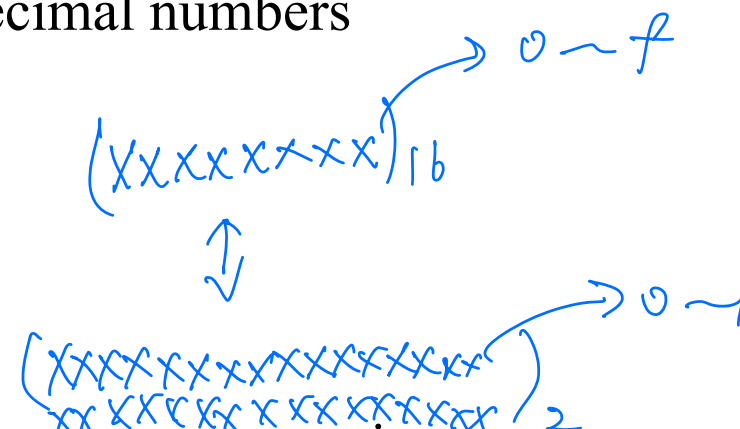
Hex digits	0 – 9	a	b	c	d	e	f
Decimal value	0 – 9	10	11	12	13	14	15

- Use 0x or a subscript of 16 to indicate hexadecimal numbers

0xABCD or  $ABCD_{16}$

## Why hexadecimal?

- More compact for representing bits
  - Hexadecimal representation is shorter than binary representation
  - Easier for human to read/write/compute
  - Easy to convert between hexadecimal digits and bits





# Conversion between hexadecimal and binary

- Hexadecimal is more compact to represent bits
  - Each hex digit represents 4 bits
  - 8 hex digits for 32 bits, and 16 for 64 bits

Mapping between hex digits and bits

0	0b0000	4	0b0100	8	0b1000	C (12)	0b1100
1	0b0001	5	0b0101	9	0b1001	D (13)	0b1101
2	0b0010	6	0b0110	A (10)	0b1010	E (14)	0b1110
3	0b0011	7	0b0111	B (11)	0b1011	F (15)	0b1111

Example: to binary: convert each hex digit to **4 bits**

ECA8 6420<sub>16</sub>  
= 1110 1100 1010 1000 0110 0100 0010 0000<sub>2</sub>  
E C A 8 6 4 2 0

# Example

Sometimes the number of bits is not a multiple of 4

bits to hex: 0 extended to a multiple of 4

hex to bits: only keep the bits at the right end

- This is part of the green card

7 bits	3 bits	hex
OPCODE	FUNCT3	FUNCT7 OR IMM HEXADECIMAL
00000011	000	03/0
00000011	001	03/1
00000011	010	03/2

Handwritten annotations: A blue circle around the OPCODE column with an arrow pointing to the handwritten text "0x03". A blue circle around the FUNCT3 column with an arrow pointing to the handwritten text "hex".

# Question

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- What is the hexadecimal representation of the following bits?
  - Note that we do not care how the bits are interpreted
  - They could be unsigned or signed

1010 1001 1010

A 9 A

1100 0111 0110

C 7 6

# Addition of hexadecimal numbers

$$\begin{array}{r} 75A9 \\ + 6FB \\ \hline 0110 \\ E55C \end{array}$$

Handwritten notes and arrows:  
- Blue arrows point from hex digits to their decimal equivalents: 9 to 9, B to 11, A to 10, F to 15, 5 to 5, 6 to 6, 7 to 7.  
- Blue arrows show the carry propagation: 9 + B = 20 (10 + 10) = 0xC with a carry of 1; 10 + 15 + 1 = 26 (16 + 10) = 0x5 with a carry of 1; 1 + 7 + 6 = 14 = 0xE.  
- A note at the bottom says:  $21 = 16 + 5$ .

We (humans) convert hex digits to decimal and then convert results back

$$9 + 3 = 12 = 0x\text{C}$$

$$\begin{aligned} &0xA + 0xB + 0 \\ &= 10 + 11 + 0 \\ &= 21 \\ &= 16 + 5 \\ &= 0x15 \end{aligned}$$

$$\begin{aligned} &0x5 + 0xF + 1 \\ &= 0x5 + 0x10 \\ &= 0x15 \end{aligned}$$

$$1 + 7 + 6 = 14 = 0xE$$

Similarly, we can do subtraction. Try yourself.

# ASCII: Representing Characters

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We also use bits to represent characters!

- ASCII: a standard that use 7 bits to represent 128 characters
  - Including digits, English letters, and special characters
  - And 33 control characters

Example: 65 for 'A', 66 for 'B', 110 for '^'

- An ASCII character is stored in a byte \*\*\*
  - Only use 7 bits. The MSB is always 0
  - Latin-1 extends ASCII to 256 characters (using all 8 bits in a byte)

# ASCII Table (partial)

ASCII values are in decimal

Control characters (0 – 31) are not shown

ASCII value	Char-acter	ASCII value	Char-acter	ASCII value	Char-acter	ASCII value	Char-acter	ASCII value	Char-acter	ASCII value	Char-acter
32	space	48	0	64	@	80	P	96	`	112	p
33	!	49	1	65	A	81	Q	97	a	113	q
34	"	50	2	66	B	82	R	98	b	114	r
35	#	51	3	67	C	83	S	99	c	115	s
36	\$	52	4	68	D	84	T	100	d	116	t
37	%	53	5	69	E	85	U	101	e	117	u
38	&	54	6	70	F	86	V	102	f	118	v
39	'	55	7	71	G	87	W	103	g	119	w
40	(	56	8	72	H	88	X	104	h	120	x
41	)	57	9	73	I	89	Y	105	i	121	y
42	*	58	:	74	J	90	Z	106	j	122	z
43	+	59	;	75	K	91	[	107	k	123	{
44	,	60	<	76	L	92	\	108	l	124	
45	-	61	=	77	M	93	]	109	m	125	}
46	.	62	>	78	N	94	^	110	n	126	~
47	/	63	?	79	O	95	_	111	o	127	DEL

# Representation and interpretation

- A value has different representations

$$\text{0b1010} = \text{0xA} = 10$$



- Computers only deal with bits
  - You can write in any format. Compiler/assembler converts it to the same bits, if the representation is supported
- 
- Bits can be interpreted in different ways
    - E.g., unsigned numbers, 2's complement numbers
    - We are going to learn a few more ways

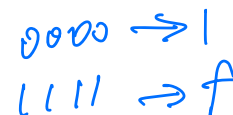
Memorize

Powers of 2, at least to 1024

Mapping between single hex digits and 4 bits

Mapping between single hex digits and numbers in [0, 15]





# Example

- The immediate in the following ADDI instructions are the same!
  - Character '0' is not the same as number 0

addi s1, x0, '0' *ASCII*  
addi s2, x0, 48 *dec*  
addi s3, x0, 0x30 *hex*

# s1 == s2 and s1 == s3

# lower eight bits are 0011 0000

add s4, x0, x0 *zero*

# s4 != s1

↑  
Reg number = 0



**Study the remaining slides yourself**

# 2's-Complement (signed) numbers

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- Need to know the number of bits to read 2's complement numbers
- The left-most bit (the MSB) is the sign bit
  - 0: for non-negative numbers. The value is the same as unsigned.
  - 1: for negative numbers. The value is the unsigned value  $-2^n$
- Some commonly seen representations:
  - 1: 0b 1111 1111 ... 1111
  - 2: 0b 1111 1111 ... 1110
  - Most-negative: 0b 1000 0000 ... 0000
  - Most-positive: 0b 0111 1111 ... 1111

# Example: counting by 5 in hexadecimal

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Count by 5 in hexadecimal, starting from 0.

0x0,

0x5,

0xA,

0xF,

0x14,

0x19,

0x1E,

0x23,

0x28,

0x2D,

0x32,

0x37,

...

Do you see any patterns?

## Example: radix 10 to radix 1000

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We often add thousands separators when writing large numbers

Basically, we convert decimal numbers to radix 1000 numbers

It is easy to do because  $1000 = 10^3$

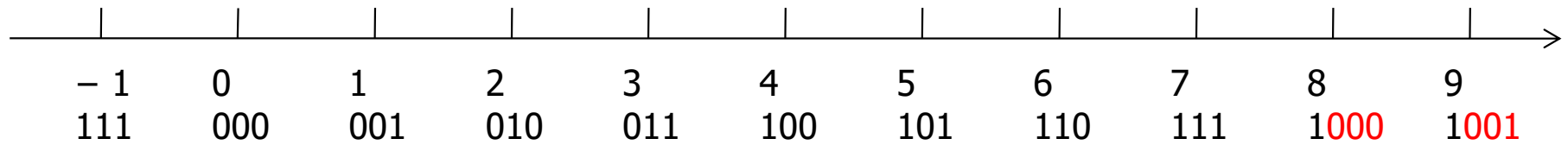
1 light-year = 9,460,730,472,580,800 meters



second digit

first digit

# Why 2's complement number works

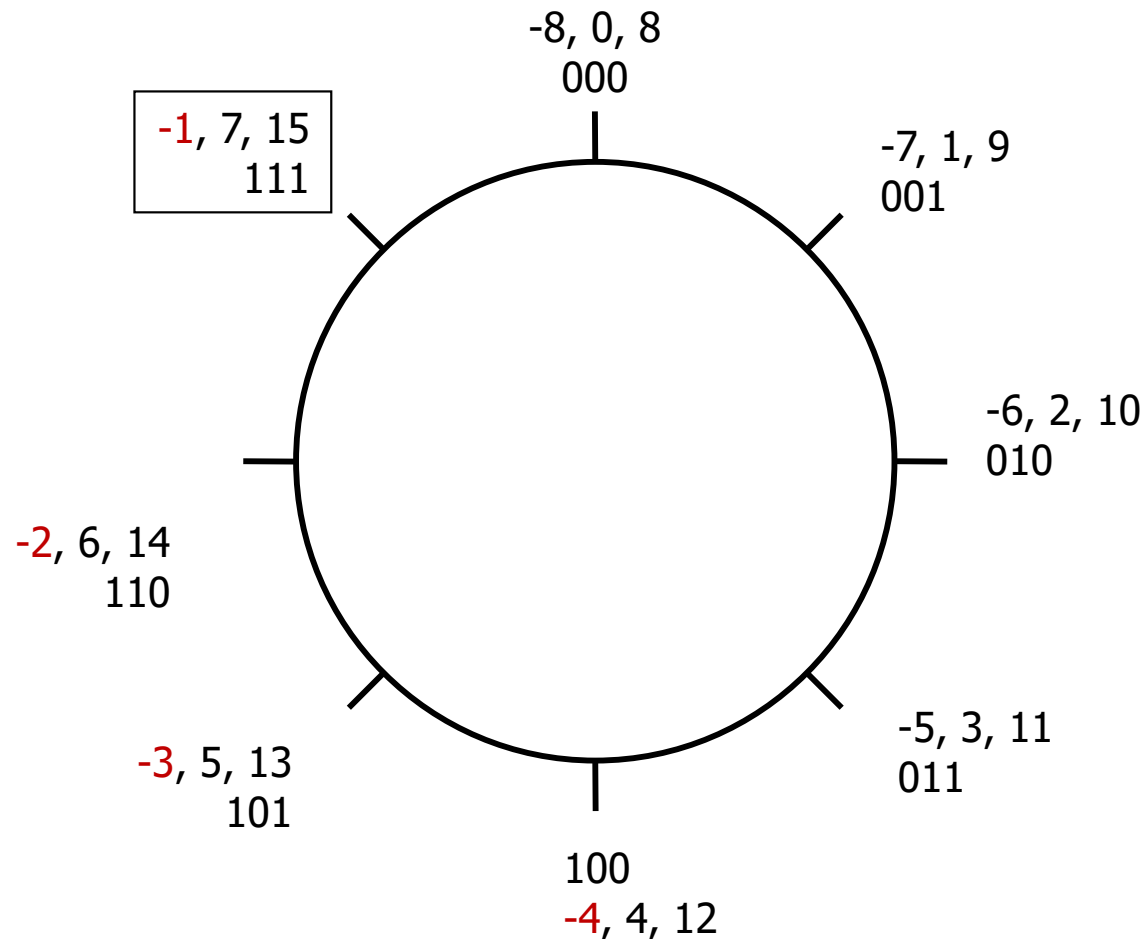


$$-1 = 7 \bmod 8$$

$$-2 = 6 \bmod 8$$

$$-3 = 5 \bmod 8$$

$$-4 = 4 \bmod 8$$



# Why 2's complement number works

2's complement  
picks values in red

unsigned picks  
values in this  
column

Bits			
000	-8	0	8
001	-7	1	9
010	-6	2	10
011	-5	3	11
100	-4	4	12
101	-3	5	13
110	-2	6	14
111	-1	7	15

# Question

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- What is the value of the following 4-bit number?

1001

We have to agree on how to interpret the bits first.

unsigned:            binary numbers (without sign)

signed:             two's complement numbers

unsigned:        9

signed:          -7

There will be a problem if a program writes 9 and another program reads -7

# Subtraction of binary numbers

0b1101 – 0b0111

		01	11	10	01
	-	0	1	1	1
Borrows	→	0	1	1	0
			0	1	1
			0	1	0

The borrow bits are from the next higher place.



# Subtraction of hexadecimal numbers

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	7	5	A	9
-	6	F	B	3
	0	1	1	0

---

0 5 F 6

$0x1A - 0xB = 16 + 10 - 11 = 15 = 0xF$

$0x15 - 0xF - 1 = 16 + 5 - 15 - 1 = 0x5$

# Misc

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- Convert a binary number to decimal number
  - It means “find out the value of the unsigned binary number and represent the same value in decimal”.
- Convert a decimal number to an  $n$ -bit 2's complement number
  - It means “represent the same value of the decimal number with  $n$ -bit 2's complement number”.
  - The bits can be represented by hexadecimal digits, too
- Hexadecimal number as  $n$ -bit 2's complement number
  - It means “ treat the bits specified by the hexadecimal digits as  $n$ -bit 2's complement number.”