IFT 307 Computer Organization and Architecture

Mr. Ibrahim Lawal

Data Representation

- How numbers are stored on your computer.
- Write them as a string and get them back either as 0 or 1 which is a binary number and we call them bits.
- Bytes are represented as storage.
- If you have a 0 or 1 you can't use a decimal such as 1,2,3...9,10 = base 10.

Base 2 include 0,1,10,11,100,101,110,111.... Counting system. _ . (binary point). In the ten's digit it is the ten's digit, in the two's digit it is the two's digit i.e. b² is 100 in base 10 and 4 in base 2.

Integer

- □ Positive integers they can be represented in base 2. There are numbers of bits dedicated to them and if any is not in use just contains a zero.
- ☐ How many bits are in an integer? It depends on the computer you are using. Either a 32bit or a 64bit.

- ☐ Integers that are positive are also called unsigned
- ☐ Negative integers are signed since all integers are not signed. Another way it is done is signed/magnitude.
- ☐ Sign/magnitude e.g + 10(sign and magnitude)

Signed Magnitude

- ☐ The signed magnitude (also referred to as sign and magnitude) representation is most familiar to us as the base 10 number system.
- \square A plus or minus sign to the left of a number indicates whether the number is positive or negative as in $+12_{10}$ or -12_{10} .

- ☐ In the binary signed magnitude representation, the leftmost bit is used for the sign, which takes on a value of 0 or 1 for '+' or '-', respectively.
- The remaining bits contain the absolute magnitude.

Consider representing $(+12)_{10}$ and $(-12)_{10}$ in an eight-bit format: $(+12)_{10} = (00001100)_2$ $(-12)_{10} = (10001100)_2$

- ☐ The negative number is formed by simply changing the sign bit in the positive number from 0 to 1.
- □ Notice that there are both positive and negative representations for zero:
 00000000 and 10000000.

- There are eight bits in this example format, and all bit patterns represent valid numbers, so there are $2^8 = 256$ possible patterns.
- Only 2^8 1 = 255 different numbers can be represented, however, since +0 and -0 represent the same number.

One's Complement

The one's complement operation is trivial to perform: convert all of the 1's in the number to 0's, and all of the 0's to 1's.

We can observe from the table that in the one's complement representation the leftmost bit is 0 for positive numbers and 1 for negative numbers, as it is for the signed magnitude representation.

Decimal	Unsigned	Sign-Mag.	1's Comp.	2's Comp.	Excess 4
7	111	<u> </u>	<u> </u>		X_X
6	110	=	<u> </u>	=	-
5	101	b 	-	-	0 — 0
4	100	0 10	-	-	-
3	011	011	011	011	111
2	010	010	010	010	110
1	001	001	001	001	101
+0	000	000	000	000	100
-0	-	100	111	000	100
-1	<u>-</u>	101	110	111	011
-2	-	110	101	110	010
-3	-	111	100	101	001
-4	l ono	0 70	10 00	100	000

3-bit Integer Representations

- This negation, changing 1's to 0's and changing 0's to 1's, is known as **complementing** the bits.
- Consider again representing $(+12)_{10}$ and $(-12)_{10}$ in an eight-bit format, now using the one's complement representation:
- $\Box (+12)_{10} = (00001100)_{2}$
- \Box $(-12)_{10}^{10} = (11110011)_{2}^{10}$

■ Note again that there are representations for both +0 and -0, which are 00000000 and 111111111, respectively.

As a result, there are only $2^8-1=255$ different numbers that can be represented even though there are 2^8 different bit patterns.

- The one's complement representation is not commonly used.
 This is at least partly due to the
 - I This is at least partly due to the difficulty in making comparisons when there are two representations for 0.
- ☐ There is also additional complexity involved in adding numbers.

Two's Complement

The two's complement is formed in a way similar to forming the one's complement: complement all of the bits in the number, but then add 1, and if that addition results in a carry-out from the most significant bit of the number, discard the carry-out.

The example below shows that in the **two's complement** representation, the leftmost bit is again 0 for positive numbers and is 1 for negative numbers.

☐ However, this number format does not have the unfortunate characteristic of signed-magnitude and one's complement representations: it has only one representation for zero.

To see that this is true, consider forming the negative of $(+0)_{10}$, which has the bit pattern: $(+0)_{10} = (00000000)_2$

Forming the one's complement of (00000000)₂ produces (111111111)₂ and adding 1 to it yields (00000000)₂,

thus $(-0)_{10} = (00000000)_2$.

- The carry out of the leftmost position is discarded in two's complement addition (except when detecting an overflow condition).
- Since there is only one representation for 0, and since all bit patterns are valid, there are $2^8 = 256$ different numbers that can be represented.

- Consider again representing $(+12)_{10}$ and $(-12)_{10}$ in an eight-bit format, this time using the two's complement representation.
- Starting with $(+12)_{10} = (00001100)2$, complement, or negate the number, producing $(111110011)_2$.

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Now add 1, producing (11110100)_2, and thus (-12)_{10} = (11110100)_2:
(+12)_{10} = (00001100)_2 \qquad (-12)_{10} = (11110100)_2
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☐ There is an equal number of positive and negative numbers provided zero is considered to be a positive number, which is reasonable because its sign bit is 0. The positive numbers start at 0, but the negative numbers start at -1, and so the magnitude of the most negative number is one greater than the magnitude of the most positive number.

- The positive number with the largest magnitude is +127, and the negative number with the largest magnitude is -128.
- ☐ There is thus no positive number that can be represented that corresponds to the negative of -128.

If we try to form the two's complement negative of -128, then we will arrive at a negative number, as shown below: $(-128)_{10} = (10000000)_2$

01111111

 $\frac{\pm}{10000000}$

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