

CSC 411

Computer Organization (Spring 2023)

Lecture 2: Number Systems, Bitwise Operations

Number Systems

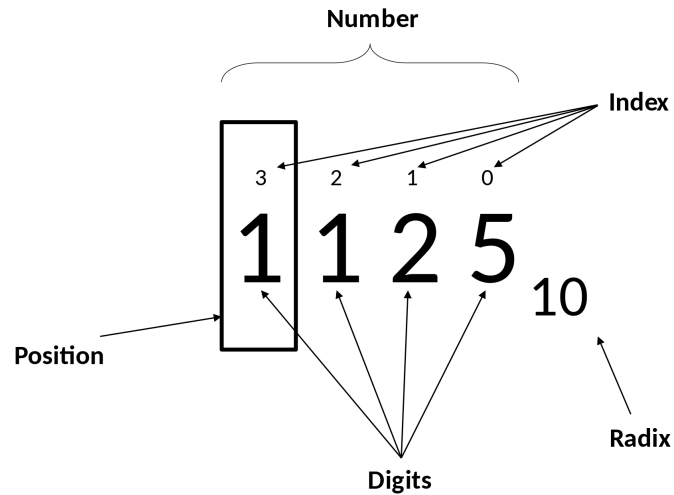
Number systems

- A way to represent numbers
 - numbers are expressed in a certain **base**
- Why study number systems in **CS**?
 - to understand data representation
- Examples of number systems
 - binary
 - decimal
 - octal
 - hexadecimal

Number Systems

System	Base	Digits
Binary	2	0 1
Octal	8	0 1 2 3 4 5 6 7
Decimal	10	0 1 2 3 4 5 6 7 8 9
Hexadecimal	16	0 1 2 3 4 5 6 7 8 9 A B C D E F

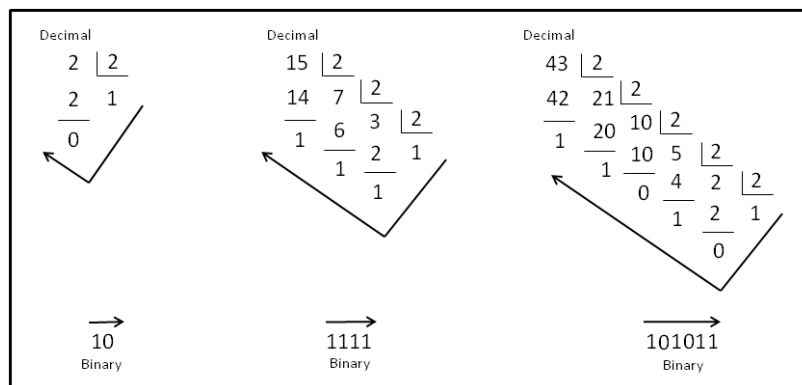
Positional notation



https://en.wikipedia.org/wiki/Positional_notation

Conversions to decimal

Conversions from decimal



https://en.wikiversity.org/wiki/Numeral_systems

Examples

Binary to hexadecimal

Hex	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
Bin	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
Dec	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Oct	0	1	2	3	4	5	6	7	10	11	12	13	14	15	16	17

Humans think in **base 10**. Computers think in **base 2**.
Humans use **base 16** to easily manipulate data in **base 2**.

Color codes

	Name ↕	Hex (RGB) ↕
	White	#FFFFFF
	Silver	#C0C0C0
	Gray	#808080
	Black	#000000
	Red	#FF0000
	Maroon	#800000
	Yellow	#FFFF00
	Olive	#808000
	Lime	#00FF00
	Green	#008000
	Aqua	#00FFFF
	Teal	#008080
	Blue	#0000FF
	Navy	#000080
	Fuchsia	#FF00FF
	Purple	#800080

Integer literals in C/C++

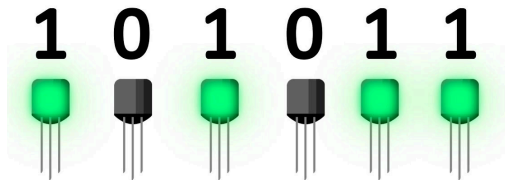
```
int d = 42;  
int o = 052;  
int x = 0x2a;  
int X = 0X2A;  
int b = 0b101010; // C++14
```

- **decimal-literal** is a non-zero decimal digit (1, 2, 3, 4, 5, 6, 7, 8, 9), followed by zero or more decimal digits (0, 1, 2, 3, 4, 5, 6, 7, 8, 9)
- **octal-literal** is the digit zero (0) followed by zero or more octal digits (0, 1, 2, 3, 4, 5, 6, 7)
- **hex-literal** is the character sequence `0x` or the character sequence `0X` followed by one or more hexadecimal digits (0, 1, 2, 3, 4, 5, 6, 7, 8, 9, a, A, b, B, c, C, d, D, e, E, f, F)
- **binary-literal** is the character sequence `0b` or the character sequence `0B` followed by one or more binary digits (0, 1)

Bits and Bytes

Bits and computers

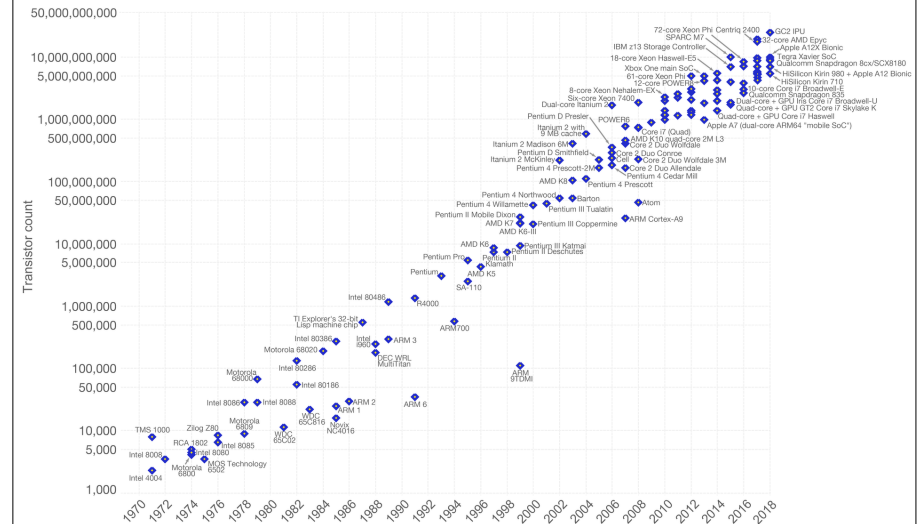
- A bit can only have two values (states)
 - easy to embed into physical devices
- Transistor
 - processors have billions of transistors
 - transistors can be switched on and off



Moore's Law – The number of transistors on integrated circuit chips (1971-2018)

Moore's law describes the empirical regularity that the number of transistors on integrated circuits doubles approximately every two years. This advancement is important as other aspects of technological progress – such as processing speed or the price of electronic products – are linked to Moore's law.

OurWorld
in Data



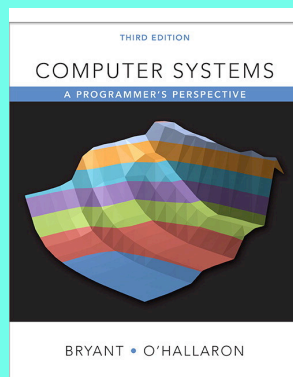
Data source: Wikipedia (https://en.wikipedia.org/wiki/Transistor_count)

The data visualization is available at OurWorldinData.org. There you find more visualizations and research on this topic.

Licensed under CC-BY-SA by the author Max Roser.

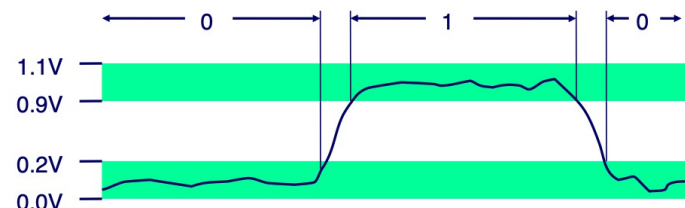
Disclaimer

The following slides are from:
Computer Systems (Bryant and O'Hallaron)
A Programmer's Perspective



Everything is bits

- Each bit is 0 or 1
- By encoding/interpreting sets of bits in various ways
 - Computers determine what to do (instructions)
 - ... and represent and manipulate numbers, sets, strings, etc...
- Why bits? Electronic Implementation
 - Easy to store with bistable elements
 - Reliably transmitted on noisy and inaccurate wires



Bryant and O'Hallaron, Computer Systems: A Programmer's Perspective, Third Edition

Example Data Representations

C Data Type	Typical 32-bit	Typical 64-bit
char	1	1
short	2	2
int	4	4
long	4	8
float	4	4
double	8	8
pointer	4	8
	"ILP32"	"LP64"

Boolean Algebra

Developed by George Boole in 19th Century

- Algebraic representation of logic
- Encode "True" as 1 and "False" as 0

And

$A \& B = 1$ when **both** $A=1$ and $B=1$

$\&$	0	1
0	0	0
1	0	1

Or

$A | B = 1$ when **either** $A=1$ or $B=1$ or **both**

$ $	0	1
0	0	1
1	1	1

Not

$\sim A = 1$ when $A=0$

\sim	0	1
0	1	0

Exclusive-Or (Xor)

$A \wedge B = 1$ when $A=1$ or $B=1$, **but not both**

\wedge	0	1
0	0	1
1	1	0

General Boolean Algebras

Operate on Bit Vectors

- Operations applied bitwise

01101001	01101001	01101001	
$\&$ 01010101	$ $ 01010101	\wedge 01010101	\sim 01010101
01000001	01111101	00111100	10101010

All of the Properties of Boolean Algebra Apply

Example: Sets of Small Integers

Width w bit vector represents subsets of $\{0, 1, \dots, w-1\}$

- Let a be a bit vector representing set A , then bit $a_j = 1$ if $j \in A$

Examples:

- 01101001 {0, 3, 5, 6}
76543210
- 01010101 {0, 2, 4, 6}
76543210

Operations

- $\&$ Intersection 01000001 {0, 6}
- $|$ Union 01111101 {0, 2, 3, 4, 5, 6}
- \wedge Symmetric difference 00111100 {2, 3, 4, 5}
- \sim Complement 10101010 {1, 3, 5, 7}

Bit-Level Operations in C

- Operations `&`, `|`, `~`, `^` Available in C
 - Apply to any “integral” data type
 - long, int, short, char, unsigned
 - View arguments as bit vectors
 - Arguments applied bit-wise

Activity question 10!

`~0x41` ?

`~0x00` ?

`0x69 & 0x55` ?

`0x69 | 0x55` ?

Hex	Decimal	Binary
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
A	10	1010
B	11	1011
C	12	1100
D	13	1101
E	14	1110
F	15	1111

Contrast: Logic Operations in C

Contrast to Bit-Level Operators

- Logic Operations: `&&`, `||`, `!`
 - View 0 as “False”
 - Anything nonzero as “True”
 - Always return 0 or 1
 - Early termination

Examples (char data type)

- `!0x41` → `0x00`
- `!0x00` → `0x01`
- `!!0x41` → `0x01`
- `0x69 && 0x55` → `0x01`
- `0x69 || 0x55` → `0x01`
- `p && *p` (avoids null pointer access)

Watch out for `&&` vs. `&` (and `||` vs. `|`)...
Super common C programming pitfall!

Logical versus Bitwise

X	!X	!!X	!!X == X	X	~X	~~X	~~X == X
-1	0	1	No	-1	0	-1	Yes
0	1	0	Yes	0	-1	0	Yes
1	0	1	Yes	1	-2	1	Yes
2	0	1	No	2	-3	2	Yes

`!!x != x`

`~~x == x`

Shift Operations

Left Shift: `x << y`

- Shift bit-vector `x` left `y` positions
 - Throw away extra bits on left
 - Fill with 0's on right

Right Shift: `x >> y`

- Shift bit-vector `x` right `y` positions
 - Throw away extra bits on right
- Logical shift
 - Fill with 0's on left
- Arithmetic shift
 - Replicate most significant bit on left

Undefined Behavior

- Shift amount `< 0` or `≥` word size

Argument x	01100010
<code><< 3</code>	00010000
Log. <code>>> 2</code>	00011000
Arith. <code>>> 2</code>	00011000

Argument x	10100010
<code><< 3</code>	00010000
Log. <code>>> 2</code>	00101000
Arith. <code>>> 2</code>	11101000