



**Course Name:** \_\_\_\_Comp Arch \_\_\_\_

**Course Number and Section:** 14:332: \_\_333\_\_:B\_\_

**Experiment:** [Experiment # [1] – Intro, git, Number Representation]

**Lab Instructor:** Ali Haddad

**Date Performed:** Sept 17

**Date Submitted:** Oct 1

**Submitted by:** [Devvrat Patel 169009727]

Course Name: \_\_\_\_\_

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GRADE: \_\_\_\_\_

COMMENTS:

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ECE Lab Report Structure

1. Purpose / Introduction / Overview – describe the problem and provide background information
2. Approach / Method – the approach took, how problems were solved
3. Results – present your data and analysis, experimental results, etc.
4. Conclusion / Summary – what was done and how it was done

1.1a Convert the following numbers from their initial radix into the other two common radices:

1)  $0b10001110$  to base 10 =  $(1*2)+(1*4)+(1*8)+(1*128) = 142$   
to base 16 =  $(8+4+2)(8) = 0x8E$

2)  $0xC3BA$  to base 10 =  $(10*1)+(11*16)+(3*256)+(12*4096) = 50106$   
to base 2 =  $(1100)(0011)(1011)(1010) = 0b1101\ 0011\ 1010\ 1101$

3) To base 2  
81  $(81/2) = 40a + 1$  (Here, a means \*2)  
40  $(40/2) = 20a + 0$   
20  $(20/2) = 10a + 0$   
10  $(10/2) = 5a + 0$   
5  $(5/2) = 2a + 1$   
2  $(2/2) = 1a + 0$   
1  $(1/2) = 0a + 1$   
Therefore in base 2  $63 = 0b0101\ 0001$   
To base 16  $(4+1)(1)$   
 $= 0x51$

4)  $0b1\ 0010\ 0100$   
To base 16 =  $(1)(2)(4) = 0x24$   
To base 10 =  $(1*4)+(1*32) = 36$

5)  $0xBCA1$   
To base 2 =  $(1011)(1100)(1010)(0001)$   
 $= 0b1011110010100001$   
To base 10 =  $(1*1)+(10*16)+(12*256)+(11*4096)$   
 $= 0x48289$

6) 0  
 $0b0$  binary  
 $0x0$  hexadecimal

7) 42  
42  $(42/2) = 21a + 0$  (Here, a means \*2)  
21  $(21/2) = 10a + 1$   
10  $(10/2) = 5a + 0$   
5  $(5/2) = 2a + 1$   
2  $(2/2) = 1a + 0$   
1  $(1/2) = 0a + 1$   
Therefore, in binary 42 is  $0b00101010$

In hexa (2)(10) = 0x2A

8) 0xBAC4

To binary (1011)(1010)(1100)(0100) = 0b1011 1010 1100 0100

To decimal  $(4*1)+(12*16)+(10*256)+(4096*11) = 47812$

1.1b

$$2^{14} = 2^4 * 2^{10} = 16\text{Ki}$$

$$2^{43} = 2^3 * 2^{40} = 8\text{Ti}$$

$$2^{23} = 2^3 * 2^{20} = 8\text{Mi}$$

$$2^{58} = 2^8 * 2^{50} = 256\text{Pi}$$

$$2^{64} = 2^4 * 2^{60} = 16\text{Ei}$$

$$2^{42} = 2^2 * 2^{40} = 4\text{Ti}$$

1.1c

$$2\text{Ki } 2^2 * 2^{10} = 2^{11}$$

$$512\text{Pi } 2^9 * 2^{50} = 2^{59}$$

$$256\text{Ki } 2^8 * 2^{10} = 2^{18}$$

$$32\text{Gi } 2^5 * 2^{30} = 2^{35}$$

$$64\text{Mi } 2^6 * 2^{20} = 2^{26}$$

$$8\text{Ei } 2^3 * 2^{60} = 2^{63}$$

2)

1)

- a) The largest unsigned integer will be 255.  $255+1$  will be 0.
  - b) The largest two's complement number will be 127.  $127+1$  will be -128.
- 2)
  - a) For unsigned numbers  $0 = 0b0000\ 0000$ ,  $3 = 0b0000\ 0011$ , and -3 cannot be converted for unsigned integers.
  - b)  $0 = 0b0000\ 0000$ ,  $3 = 0b0000\ 0011$ ,  $-3 = 0b\ 1111\ 1101$
- 3)
  - a)  $42 = 0b00101010$ , -42 cannot be represented with unsigned integers.
  - b)  $42 = 0b00101010$ ,  $-42 = 0b00101010$
- 4) There isn't any integer that can be represented like that as for example, an 8 bit mapping can only choose to represent numbers from 1 to 256 instead of 0 to  $255(2^8 - 1)$ .
- 5) For any integer  $x$ , we know that  $x + \bar{x} = 0b1\dots\dots 1$ . And adding 1 more to that will give us just a 0.
- 6)
  - Decimal system shines or is used mostly for human calculations it humans have ten fingers and can utilize it to calculate.
  - Binary number system is mainly used for computers as binary signals do not get distorted as much as the other higher radix signals, as there is more distance between the valid signals. Also, on top of it, binary signals are very convenient to design logic circuits.
  - Hexadecimal numbers system is used more for displaying the binary numbers in shortforms, as it condensed the binary numbers by one fourth.

3)

- 1) The minimum number of bits required to represent 0, pi or is 2.
- 2) The address will have to be 28 bits.

3) We wont need any bits therefore the answer is 0.