Interpreting Bits: Binary and Hexadecimal Numbers



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CSE3666: Introduction to Computer Architecture

Admin

- Tue's lecture is on number systems and Thur's on logical operations.
- lab 1 on Monday (hosted in Blackboard Collaborate in HuskyCT, for all lab sessions) and it is due on Wed. The link to the lab assignment is in HuskyCT (in Labs/lab1).
 - Please get prepared for the lab. Install RARS and run the example code, for example, hello.s
 - Read the lab assignment.
 - Study the slides we discussed last week.
 - It is not enough time in a 50-minute lab session to learn the slides, figuring out issues with RARS, and then complete the lab.
- HW1 is available in HuskyCT. (Due 02/04/2022,11:59pm EST)
- Office hours posted (HuskyCT and Discord).
- Some students have not set the section role on Discord. Please check Discord messages often.

Outline

| Binary numbers | n | 2^n |
|--|----|-------|
| Addition and subtraction | 2 | 4 |
| Two's complement numbers | 3 | 8 |
| Addition and subtraction | 4 | 16 |
| Negation | 5 | 32 |
| Sign extension | 6 | 64 |
| Hexadecimal numbers | 7 | 128 |
| | 8 | 256 |
| • ASCII | 9 | 512 |
| Practice | 10 | 1024 |
| https://zhijieshi.github.io/cse3666/binarynumbers/ | 11 | 2048 |
| | 12 | 4096 |

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

Why Learning Binary and Hexadecimal Numbers?

• We are using them in RARS.

| 16 | ext Segment 🏽 | | | | 2000/00/00/00/00 | | |
|------|---------------|------------|-------------------------|-----------|------------------|------------------|---|
| Bkpt | Address | Code | Basic | | | | Source |
| | 0x00400000 | 0x0fc10517 | auipc x10,0x0000fc10 | 16: | la | a0, msg | # load the address of the string |
| | 0x00400004 | 0x00050513 | addi x10,x10,0x00000000 | | | | |
| | 0x00400008 | 0x00400893 | addi x17,x0,0x00000004 | 17: | li | a7, 4 | # set the system call number. 4 for printing a string |
| | 0x0040000c | 0x00000073 | ecall | 18: | ecall | | # system call |
| | 0x00400010 | 0x00631293 | slli x5,x6,0x00000006 | 19: | slli | t0,t1,6 | |
| | 0x00400014 | 0x00538333 | add x6,x7,x5 | 20: | loop | : add t1, t2, t0 | |
| | 0x00400018 | 0x008000ef | jal x1,0x00000004 | 21: | jal | ra, foo | |
| | 0x0040001c | 0xfe031ce3 | bne x6,x0,0xfffffffc | 22: | bne ' | t1, zero, loop | |
| | 0x00400020 | 0x00008067 | jalr x0,x1,0x00000000 | 23: | foo: | jr ra | |
| | 0x00400024 | 0x00a00893 | addi x17,x0,0x0000000a | 25: exit: | li | a7, 10 | # set the system call number |
| | 0x00400028 | 0x00000073 | ecall | 26: | ecall | | # system call |

- Data and Address often use Hexadecimal Numbers.
 - Memory address per block is increased by 4.

| 1 | | | | | | | | <u>,</u> |
|--------------|------------|--------------|--|------------|--|---|---|-------------|
| Data Segment | | ensumment en | en e | | STATE OF THE STATE | annen en | 1000011:0000100100100100100100100100010 | - □ |
| Address | Value (+0) | Value (+4) | Value (+8) | Value (+c) | Value (+10) | Value (+14) | Value (+18) | Value (+1c) |
| 0x10010000 | 0x6c6c6548 | 0x77202c6f | 0x6f636c65 | 0x7420656d | 0x5343206f | 0x36332045 | 0x0a2e3636 | 0x000000000 |
| 0x10010020 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010040 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010060 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010080 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x100100a0 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x100100c0 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x100100e0 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010100 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010120 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010140 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010160 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x10010180 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x100101a0 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x100101c0 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| 0x100101e0 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 | 0x00000000 |
| l . | | | | | | | | |

Decimal number

- We are familiar with decimal numbers
 - The radix is 10
- There are ten digits: 0, 1, 2, ..., 8, 9

Example: 3 6 6 6

$$3666 = 3 \times 10^{3} + 6 \times 10^{2} + 6 \times 10^{1} + 6 \times 10^{0}$$
$$= 3000 + 600 + 60 + 6$$

In this example, each 6 carries different values.

Each time a digit moves to left by one place, the value is increased by 10.

Does the radix have to be 10?

Binary numbers

- If the radix is 2, we have binary numbers
 - We only needs two digits, 0 and 1
 - Each digit is also called a bit (a binary digit)

Given a sequence of bits:

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

The value is

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

 b_{n-1} is the most significant bit (MSB). b_0 is the least significant bit (LSB).

Questions

• 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

$$1 \times 2^{4} + 1 \times 2^{3} + 0 \times 2^{2} + 1 \times 2^{1} + 0 \times 2^{0}$$

$$= 2 \times (1 \times 2^{3} + 1 \times 2^{2} + 0 \times 2^{1} + 1 \times 2^{0}) + 0 = 26$$

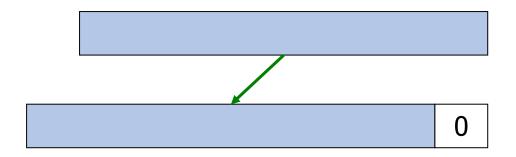
Q3: 110100

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

Example: convert decimal to binary

Convert decimal number 78 to a binary number.

Find the binary representation of the value denoted by decimal number 78

Different representations for the value.

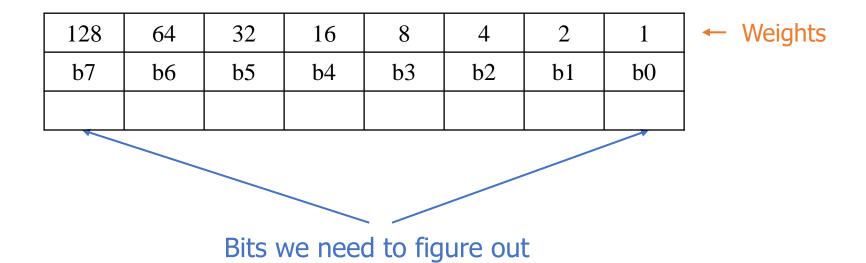
\$100 is the same as one hundred dollars, cien dolares, ...

Computers only deal with bits.

Decimal to binary

Human method

78



Which bit can you figure out first? What is the value of the bit?

Decimal to binary - 2

78

| 128 | 64 | 32 | 16 | 8 | 4 | 2 | 1 |
|-----|----|----|----|----|----|----|----|
| b7 | b6 | b5 | b4 | b3 | b2 | b1 | b0 |
| | | | | | | | 0 |

The more generic method is starting from the right

The right most bit is 0 because 78 is even, or when 78 is divided by 2, the remainder is 0

$$78 = 39 * 2 + 0$$

How about the rest of the bits?

Decimal to binary: Complete steps

We repeat on the quotient we get, until it is 0.

| Number | Quotient // 2 | Remainder % 2 | Expression |
|--------|---------------|------------------|------------------------|
| 78 | 39 | 0 | 78 = 39 * 2 + 0 |
| 39 | 19 | 1 | 39 = 19 * 2 + 1 |
| 19 | 9 | 1 | 19 = 9 * 2 + 1 |
| 9 | 4 | 1 | ••• |
| 4 | 2 | 0 | |
| 2 | 1 | 0 | |
| 1 | 0 | 1 | |

The answer is 0b 100 1110.

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 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:

1K: $2^{10} = 1024$ 64K: $2^{16} = 65,536$ 1M: $2^{20} = 1,048,576$

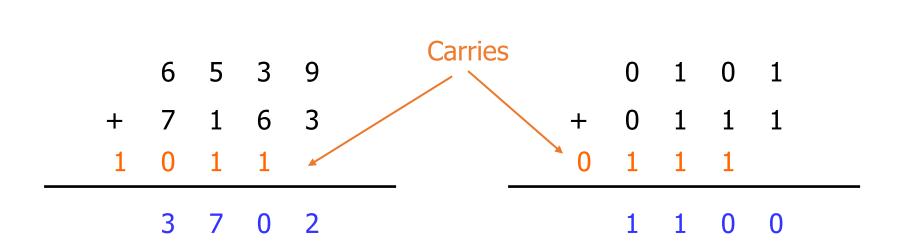
Question

• 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

Addition of numbers

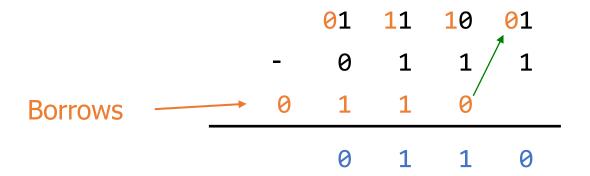
Decimal numbers



Binary numbers

Subtraction of binary numbers

0b1101 - 0b0111



We will learn another way to do binary subtraction.

Question

• Find the sum and difference of the following two binary numbers.

10110

01011

Enter the lower four bits of the difference on you iClicker.

How about negative numbers?

Suppose we have 3 bits.

We just learned how to convert each number to decimal.

How can we represent negative numbers with bits?

| 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 | | |
| 001 | 1 | | |
| 010 | 2 | | |
| 011 | 3 | | , |
| 100 | 4 | | |
| 101 | 5 | | |
| 110 | 6 | | |
| 111 | 7 | | , |

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

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

Other ways:

If the sign is 0, the value is the same as the unsigned.

If the sign is 1, the value is (the unsigned value -2^n).

4-bit two's complement number:

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

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

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 |

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 nummber.
 - We should always write leading 0s

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

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

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

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

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 | -128 | 127 |
| 12 | -2048 | 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

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 $0 \rightarrow 1$
- 2. Add 1 to the complemented bits

Explanation:

The two steps do: 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 +2 to -2 | | From -2 to $+2$ | 2 |
|------------------------|-----------------------------|-----------------------------|-----------------------------|
| 0000 0010 1111 1101 | where we start flip bits | 1111 1110 0000 0001 1 | where we start flip bits |
| 1111 1110 | add 1 | 0000 0010 | add 1 |

Question

8 bits

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

```
1111 0010
1110 1010
12 bits
```

1111 1111 0010

1111 1110 1010

Addition and subtraction of 2's complement numbers

- 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.

$$1111 + 0100$$

$$1111 - 0100$$

Sign Extension

- 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

Examples: 8-bit to 16-bit

```
0000\ 0010 \Rightarrow 0000\ 0000\ 0000\ 0010 (same result 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

Hexadecimal

- The radix is 16
 - There are 16 digits: 0-9, and a f

| 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 ABCD₁₆

Hexadecimal numbers are shorter than binary numbers, easy for human to read/write

Computer only know bits!

Example: conversion between hex and decimal

Convert 0x3666 to decimal

$$3 \times 16^3 + 6 \times 16^2 + 6 \times 16^1 + 6 \times 16^0 = 13926$$

Convert 78 to hexadecimal

| Number | Quotient // 16 | Remainder % 16 | Expression |
|--------|-------------------|-------------------|------------------|
| 78 | 4 | 14 | 78 = 4 * 16 + 14 |
| 4 | 0 | 4 | |

So 78 = 0x4E.

The lowest digit is 0xE(14).

Addition of hexadecimal numbers

| | 6 | 5 | Α | 9 | |
|---|---|---|---|---|--|
| + | 7 | F | В | 3 | |
| 0 | 1 | 1 | 0 | | |
| | _ | _ | 5 | | |

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

$$9 + 3 = 12 = 0xC$$
 $0xA + 0xB + 0$
 $= 10 + 11 + 0$
 $= 20$
 $= 16 + 5$
 $= 0x15$
 $0x5 + 0xF + 1$
 $= 0x5 + 0x10$
 $= 0x15$
 $1 + 6 + 7 = 14 = 0xE$

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 6420₁₆

 $= 1110\ 1100\ 1010\ 1000\ 0110\ 0100\ 0010\ 0000_{2}$

Question

- 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

1100 0111 0110

Why hexadecimal?

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

Often, we use hexadecimal digits for short representation of bits and we have many ways to interpret bits

0xECA8 6420 can be unsigned or signed

ASCII: Representing Characters

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 |
|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| 32 | space | 48 | 0 | 64 | @ | 80 | Р | 96 | ` | 112 | р |
| 33 | 1 | 49 | 1 | 65 | А | 81 | Q | 97 | а | 113 | q |
| 34 | " | 50 | 2 | 66 | В | 82 | R | 98 | b | 114 | r |
| 35 | # | 51 | 3 | 67 | С | 83 | S | 99 | С | 115 | S |
| 36 | \$ | 52 | 4 | 68 | D | 84 | T | 100 | d | 116 | t |
| 37 | % | 53 | 5 | 69 | Е | 85 | U | 101 | е | 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 | Н | 88 | Х | 104 | h | 120 | Х |
| 41 |) | 57 | 9 | 73 | 1 | 89 | Y | 105 | i | 121 | у |
| 42 | * | 58 | : | 74 | J | 90 | Z | 106 | j | 122 | Z |
| 43 | + | 59 | ; | 75 | K | 91 | [| 107 | k | 123 | { |
| 44 | , | 60 | < | 76 | L | 92 | \ | 108 | I | 124 | 1 |
| 45 | - | 61 | = | 77 | М | 93 |] | 109 | m | 125 | } |
| 46 | | 62 | > | 78 | N | 94 | ٨ | 110 | n | 126 | ~ |
| 47 | / | 63 | ? | 79 | 0 | 95 | _ | 111 | 0 | 127 | DEL |

Representation and interpretation

A value has different representations

$$0b1010 = 0xA = 10$$

- 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 immediates in additinstructions are the same!
 - Character '0' is not the same as number 0

```
addi s1, x0, '0'
addi s2, x0, 48
addi s3, x0, 0x30
# s1 == s2 and s1 == s3
# lower eight bits are 0011 0000
add s4, x0, x0
# s4 != s1
```

Study the remaining slides yourself

2's-Complement (signed) numbers

 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

Count by 5 in hexadecimal, starting from 0.

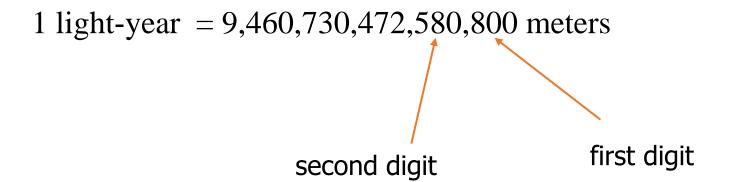
| 0x0, | | |
|-------|-------|-------|
| 0x5, | 0xA, | 0xF, |
| 0x14, | 0x19, | 0x1E, |
| 0x23, | 0x28, | 0x2D, |

Do you see any patterns?

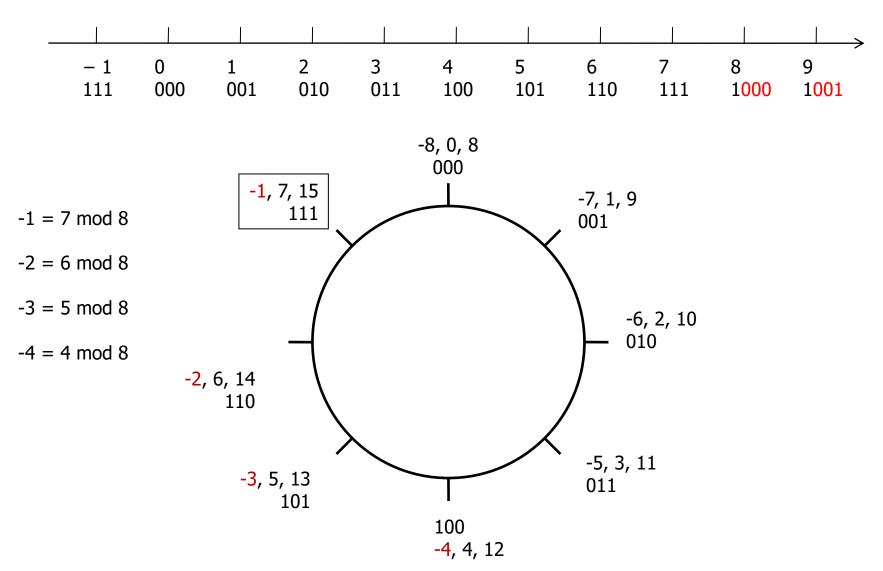
0x32, 0x37,

Example: radix 10 to radix 1000

We often add thousands separators when writing large numbers Basically, we convert decimal numbers to radix 1000 numbers It is easy to do because $1000 = 10^3$



Why 2's complement number works



Why 2's complement number works

| | complement s values in red | unsigned picks values in this column | | |
|------|-------------------------------|--------------------------------------|----|--|
| Bits | 1 | | | |
| 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

• 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

Misc

- 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."