

## Chapter 5 · Section 5.1 — Exercises (Mazidi)

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Problems are paraphrased to respect copyright. Answers show the 32-bit **two's-complement** representation (hex).

### How to convert (quick refresher)

- **Positive** values: write the hex value and **zero-extend to 8 hex digits** (32 bits).
- **Negative**  $-N$ : write  $N$  in hex (32-bit), then **invert** (bitwise NOT) and **add 1**.

#### 1) 32-bit representations

item	value	32-bit two's-complement
(a)	$-23$	<b>0xFFFFFEE9</b>
(b)	$+12$	<b>0x0000000C</b>
(c)	$-0x28$	<b>0xFFFFFDD8</b>
(d)	$+0x6F$	<b>0x0000006F</b>
(e)	$-128$	<b>0xFFFFFFF8</b>
(f)	$+127$	<b>0x0000007F</b>
(g)	$+365$	<b>0x0000016D</b>
(h)	$-32,767$	<b>0xFFFF8001</b>

#### Checks (sketch):

- (a)  $23 = 0x00000017$ ;  $\sim 17 = 0xFFFFFEE8$ ;  $+1 \rightarrow 0xFFFFFEE9$ .
- (h)  $32767 = 0x00007FFF$ ;  $\sim = 0xFFFF8000$ ;  $+1 \rightarrow 0xFFFF8001$ .

#### 2) 32-bit representations

item	value	32-bit two's-complement
(a)	$-230$	<b>0xFFFFF1A</b>
(b)	$+1200$	<b>0x000004B0</b>
(c)	$-0x28F$	<b>0xFFFFD71</b>
(d)	$+0x6FF$	<b>0x000006FF</b>

#### Checks (sketch):

- (a)  $230 = 0x000000E6$ ;  $\sim = 0xFFFFF19$ ;  $+1 \rightarrow 0xFFFFF1A$ .
- (c)  $0x28F$ ;  $\sim = 0xFFFFD70$ ;  $+1 \rightarrow 0xFFFFD71$ .

### Notes for learners

- The **sign bit** is bit31 (1 = negative).
- Adding a positive number to its two's-complement negative gives **0** modulo  $2^{32}$ .
- To verify: in most programmer's calculators, set **word size = 32**, **two's complement**, and toggle **DEC/HEX**.