

CS 2340 – Computer Architecture

4 Signed Number Representations
Dr. Alice Wang

What is the difference between a programmer and a non-programmer?

The non-programmer thinks a kilobyte is 1000 bytes while a programmer is convinced that a kilometer is 1024 meters.

Review: Bin/Dec/Hex

Hex	Dec	Bin
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111

Hex	Dec	Bin
8	8	1000
9	9	1001
A	10	1010
B	11	1011
C	12	1100
D	13	1101
E	14	1110
F	15	1111

Review: Bin/Dec/Hex conversion rules

Given a number: $a_{N-1}, a_{N-2}, \dots, a_1, a_0$

From	To		Example	
Decimal	Binary	Divide by 2, Remainder is binary	9	$9/2 = 4R1$, $4/2 = 2R0$, $2/2 = 1R0$, $1/2 = 0R1 \rightarrow 0b1001$
Decimal	Hexadecimal	Divide by 16, Remainder is binary	93	$93/16 = 5R13$ "D", $5/16 = 0R5 \rightarrow 0x5D$
Binary	Decimal	$\sum a_i \cdot 2^i$ from $i = 0$ to $N-1$	0b0110	$0 \cdot 2^3 + 1 \cdot 2^2 + 1 \cdot 2^1 + 0 \cdot 2^0 = 6$
Hexadecimal	Decimal	$\sum a_i \cdot 16^i$ from $i = 0$ to $N-1$	0xB8	$11 \cdot 16^1 + 8 \cdot 16^0 = 184$
Binary	Hexadecimal	Convert every 4 bits to hex	0b0011_1110	$0b0011 \rightarrow 0x3$, $0b1110 \rightarrow E$ $0x3E$
Hexadecimal	Binary	Convert every hex digit to bits	0x59	$5 \rightarrow 0101$, $9 \rightarrow 1001$: $0b0101_1001$

Review: Unsigned Binary Numbers

Unsigned Binary Number

Power of 2	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0	
Binary Representation	0	1	1	0	0	0	1	1	$= 2^6 + 2^5 + 2^1 + 2^0 = 99_{10}$

$$\sum a_i * r^i \text{ from } i = 0 \text{ to } N-1$$

$r = \text{radix } 2 \text{ (binary)}$

- Multiply every digit in the binary number with 2 raised to the power based on its position to get the decimal number
- Assumes all numbers are positive (unsigned)

Signed Binary Numbers

- How do we represent negative numbers?
- 2 methods
 - Signed Magnitude
 - Two's Complement

Signed Magnitude

Signed Magnitude Binary Number

Power of 2	Sign bit	2^6	2^5	2^4	2^3	2^2	2^1	2^0	
									Sign Bit ↓
Binary Representation	0	1	1	0	0	0	1	1	$= (-1)^0 * (2^6 + 2^5 + 2^1 + 2^0) = 99_{10}$
	1	1	1	0	0	0	1	1	$= (-1)^1 * (2^6 + 2^5 + 2^1 + 2^0) = -99_{10}$

- Most Significant Bit (MSB) is the sign bit
- Multiply the magnitude by -1 raised to the sign bit
 - Note: $(-1)^0$ is equal to 1

Signed Magnitude example – My Turn

Example: What is the decimal value of Signed Magnitude 0b10011?

1	0	0	1	1
Sign	2^3	2^2	2^1	2^0

=

Signed Magnitude example – Your Turn

Example: What is the decimal value of Signed Magnitude 0b11101?

$$\begin{array}{cccc} 1 & 1 & 1 & 0 & 1 \\ \text{Sign} & 2^3 & 2^2 & 2^1 & 2^0 \\ = & & & & \end{array}$$

Signed Magnitude Format

$$A = (-1)^{a_{n-1}} * \sum_{i=0}^{n-2} a_i 2^i$$

- The MSB indicates the sign (1 = negative, 0 = positive)
- Range of an N -bit signed magnitude number: $[-(2^{N-1}-1), 2^{N-1}-1]$

Example: $N=4$

- Most positive 4-bit number: **0111 = 7**
- Most negative 4-bit number: **1111 = -7**
- Range of a 4-bit signed magnitude number: **$[-7, 7]$**

Signed Magnitude arithmetic

Two problems with Signed Magnitude representation:

1. Addition doesn't work, for example $-6 + 6$:

$$\begin{array}{rcl} -6 & 1110 & \\ +6 & + 0110 & \\ \hline 0 \neq 10100 & \text{(not zero!)} & \end{array}$$

2. Two representations of 0 (± 0):

1000 is zero
0000 is also zero

Two's Complement number representation

Two's Complement Binary Number

Power of 2	-2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0	
Binary Representation									

- Second way to represent Positive and Negative numbers
- The Power of 2 of the MSB is negative
- Multiply every binary number with its base raised to the power based on its position to get the decimal number

Two's Complement example – My Turn

Example: What is the decimal value of Two's Complement 0b10101?

$$\begin{array}{cccccc} 1 & 0 & 1 & 0 & 1 & \\ -2^4 & 2^3 & 2^2 & 2^1 & 2^0 & \\ = & & & & & \end{array}$$

Two's Complement example – Your Turn

Example: What is the decimal value of Two's Complement 0b11000?

$$\begin{array}{cccccc} 1 & 1 & 0 & 0 & 0 & \\ -2^4 & 2^3 & 2^2 & 2^1 & 2^0 & \\ = & & & & & \end{array}$$

Two's Complement facts

- Doesn't have the same issues as Signed/Magnitude
 - Addition works!
 - One "Zero", not two
- Two's complement is a number representation or format
 - Both positive and negative numbers are Two's Complement numbers
- Two's complement is also a procedure or a method
 - "Take the Two's complement of a number" means that
 - Pos (+) \rightarrow Neg (-)
 - Neg (-) \rightarrow Pos (+)

Two's Complement Format

$$A = a_{n-1} \left(-2^{n-1} \right) + \sum_{i=0}^{n-2} a_i 2^i$$

- The MSB indicates the sign (1 = negative, 0 = positive)
- Range of an N -bit two's comp number: **$[-2^{N-1}, 2^{N-1}-1]$**

Example : $N = 4$

- Most positive 4-bit number: **$0111 = 7$**
- Most negative 4-bit number: **$1000 = -8$**
- Range of a 4-bit number: **$[-8, 7]$**

Two's Complement Procedure – Step-by-step

- This procedure converts from a positive 2s complement number to negative 2s complement number
 - Step 1: Starting with the equivalent positive number.
 - Step 2: Inverting (or flipping) all bits – changing every 0 to 1, and every 1 to 0;
 - Step 3: Adding 1 to the entire inverted number, **ignoring any overflow**. Accounting for overflow will produce the wrong value for the result.
- It is the same procedure to go from negative 2s complement to positive 2s complement number

Example: Two's Complement method – My turn

Example: What is -7 in Two's Complement Binary (Hex)?

Step 1: Start with pos # **0b**_____ (**0x**_____)

Step 2: Flip the bits **0b**_____ (**0x**_____)

Step 3: +1 to LSB **0b**_____ (**0x**_____)

Example: Two's Complement method – Your turn

Example: What is -12 in Two's Complement Binary (Hex)?

Step 1: Start with pos # **0b**_____ (**0x**_____)

Step 2: Flip the bits **0b**_____ (**0x**_____)

Step 3: +1 to LSB **0b**_____ (**0x**_____)

Important concept: Sign Extension

- Sign bit copied to MSB's
- Number value is same
- **Example 1:**
 - 4-bit representation of 3 = 0011
 - 8-bit sign-extended value: 00000011 is still 3
- **Example 2:**
 - 4-bit representation of -7 = 1001
 - 8-bit sign-extended value: 11111001 is still -7

Decimal to bin/hex example

Express decimal 14 in all formats below (My Turn):

	Unsigned	Sign/Magnitude	Two's Complement
Binary			
Hexadecimal			

Express decimal -14 in all formats below (Your Turn):

	Unsigned	Sign/Magnitude	Two's Complement
Binary			
Hexadecimal			

Two's complement is best for arithmetic

- Has the advantage that the fundamental arithmetic operations of **addition**, **subtraction**, and **multiplication** are identical to those for unsigned binary numbers
- The system is simpler to implement, especially for higher-precision arithmetic
- This why computers use the unsigned and two's complement number formats and not signed magnitude

Two's complement subtraction – My turn

- Example: Perform 20-7 in binary.
- Hint: Use 2's complement format on the second number, then perform binary addition

20 =

7 =

-7 =

Add them...

Two's complement subtraction – Your turn

- Example: Perform 7-20 in binary.
- Hint: Use 2's complement format on the second number, then perform binary addition

7 =

20 =

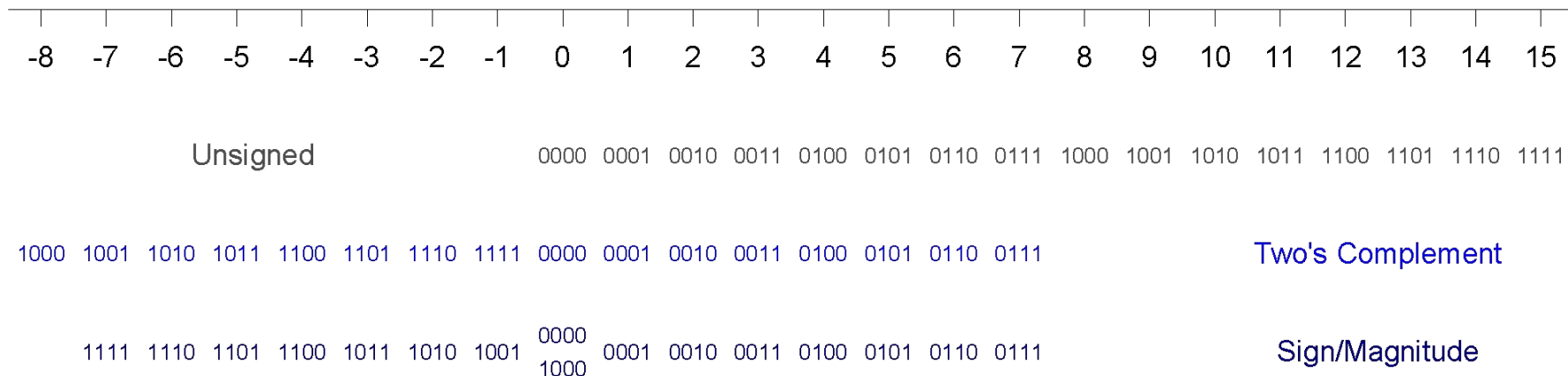
-20 =

Add them...

Summary: Number System Comparison

Number System	Range
Unsigned	$[0, 2^N-1]$
Sign/Magnitude	$[-(2^{N-1}-1), 2^{N-1}-1]$
Two's Complement	$[-2^{N-1}, 2^{N-1}-1]$

For example, 4-bit representation:



Next lecture

Arithmetic and Logical Operations

