Bits, Bytes and Numbers

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## Bit Operators

|  |  |
| --- | --- |
| << | a **11**010101  a << 2 010101**00** |
| >> (Signed Integers) | a 110101**01**  a >> 2 **11**110101  a 010101**01**  a >> 2 **00**010101 |
| ~ | a 00001101  ~a 11110010 |
| & | a 00001101  b 11101011  a&b 00001001 |
| | | a 00001101  b 11101011  a|b 11101111 |
| ^ | a 00001101  b 11101011  a^b 11100110 |

## Bit Properties

|  |  |
| --- | --- |
| a ^ 0s = a | a 00001101  0s 00000000  a ^ 0s 00001101 |
| a ^ 1s = ~a | a 00001101  1s 11111111  a ^ 1s 11110010 |
| a ^ a = 0 | a 00001101  0s 00000000  a & 0s 00000000 |
| a & 0s = 0 | a 00001101  0s 00000000  a & 0s 00000000 |
| a & 1s = a | a 00001101  1s 11111111  a & 1s 00001101 |
| a & a = a | a 00001101  a 00001101  a & a 00001101 |
| a | 1s = 1s | a 00001101  1s 11111111  a | 1s 11111111 |
| a | a = a | a 00001101  a 00001101  a | 1s 00001101 |
| a ^ ~a = 1s | a 00001101  ~a 11110010  a^~a 11111111 |

## Bit Manipulation

|  |  |  |  |
| --- | --- | --- | --- |
| 1 << i | 1 << 3 | 0001000 | Create a mask with all zeros except a single 1 at bit location i |
| ~(1 << i) | ~(1 << 3) | 11110111 | Create a mask with all ones except a single 0 at bit location i |
| ~0 << n | ~0 << 3 | 11111000 | Create a mask of all 1s except for 0s in the n least significant digits |
| (1 << i)-1 | (1 << 3)-1 | 00000111 | Create a mask of all 0s except for 1s in the n least significant digits |
| (1 << j-i+1)-1)<<i | (1 << 4-2+1)-1)<<2 | 00011100 | Create a mask of all 0s except for digits i through j which contain 1s |
| ~(((1 << i - j + 1) - 1) << i)) | ~(((1 << i - j + 1) - 1) << i)) | 111000111 | Create a mask of all 1s except for digits i through j which contain 0s |
| a+(~b+1) | 5 + (~3+1) | 2 | Perform subtraction without using the - key |

## Bit Operations

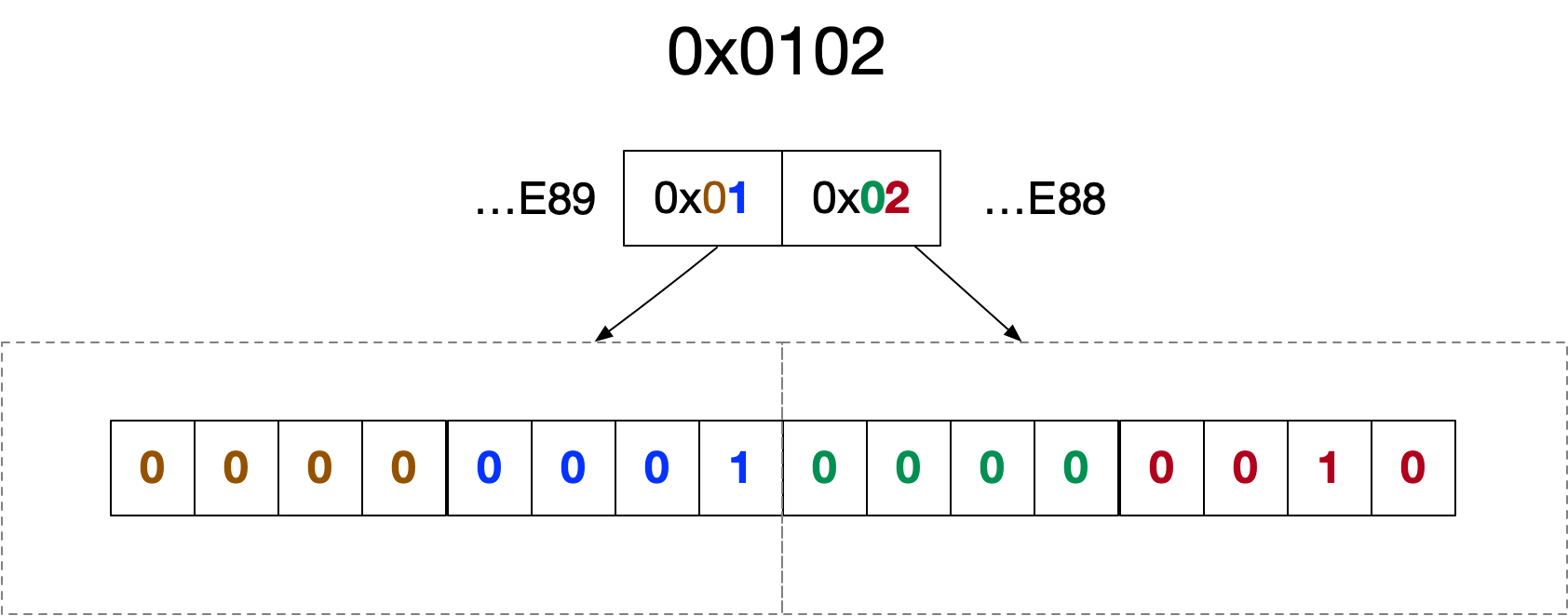
|  |  |  |  |
| --- | --- | --- | --- |
| (1 << i) | a | (1 << 2) | 0b00101000 | 00101100 | Set bit i to 1 |
| ~(1 << i) & a | ~(1 << 2) & 0b00101100 | 00101000 | Set bit i to 0 |
| (a >> i) & 1 | (0b00101100 >> 3) & 1 | 1 | Get the value of bit i |
| (~0 << i) & a | (~0 << 3) & 0b10101111 | 10101000 | Clear i least significant bits |
| ((1 << i)-1) | a | ((1 << 3)-1) | 0b10100000 |  | Set i least signifcant bits |
| a & (a-1) | a 00111100 a-1 00111011 a&(a-1) 00111000 |  | Clear the rightmost (least significant) 1 digit |

## Binary representations

Most numeric types consist of multiple bytes. The order in which the bytes are arranged in memory is known as endianness. On a little-endian system, a numeric object’s least to most significant bytes are arranged in order from lower memory addresses to higher memory addresses. Consider a .NET unsigned short which occupies 2 bytes or 16 bits

ushort a = 0x0102;

Figure 1 Endianness



### Bit Operators

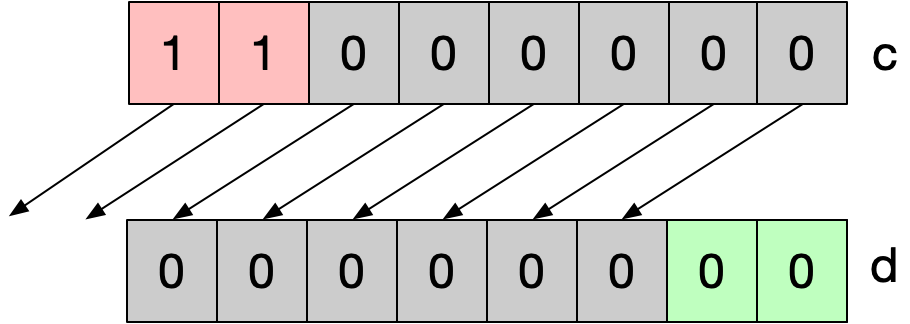
<< Left Shift

A left shift moves everything n place to the left. The left most n bits are dropped and the rightmost n bits are filled with zeros.

byte c = byte.MaxValue;

byte d = (byte)(a >> 2);

Figure 2 Left Shift

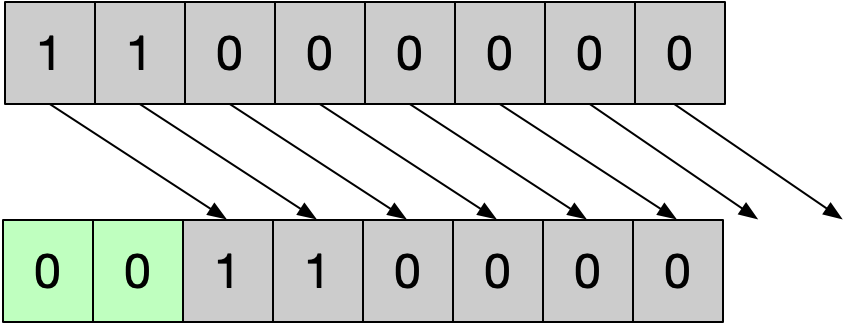


>> Right Shift

The right shift operator shifts all bits n places to the right. The rightmost n digits are dropped and the leftmost n digits are filled as follows. If the operand is unsigned the left n bits are filled with zeros

byte c = 128+64;

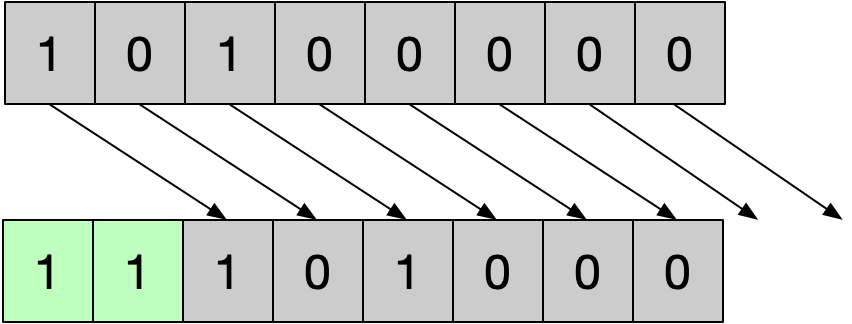
byte d = (byte)(c >> 2);



If the operand is signed the sign of the bits filled on the left matches the sign bit in the most significant position.

sbyte a = -96;

sbyte b = (sbyte)(a >> 2);



This extra complexity ensures that shifting right 1 place is equivalent to divinding by two when the operand is negative.

~ bitwise complement

Inverts all the bits

a 00001101

~a 11110010

& bitwise and

Copies a 1 into the result if the corresponding bits in each operand are 1

a 00001101

b 11101011

a&b 00001001

| bitwise or

a 00001101

b 11101011

a|b 11101111

^ exclusive or

a 00001101

b 11101011

a^b 11100110

## Manipulating Binary

### Tricks

Adding the same number

Performing integer addition where both operands are the same equal to multiplying by two which is equal to shifting left one place.

0000**1101**

+ 0000**1101**

000**1101**0

Multiplication

In binary multiplication is simply shiting the multiplicand left by a number of digits equal to the multiplier.

0000**1101**

\* 00000011

0**1101**000

## Positional Number Systems

A positional number system represents any real number as a polynomial in the base of the number system.

When writing polynomial representations of numbers, we use a radix point to separate the whole and fractional parts. We can then drop the powers of the base as the exponent is implicit in the position of the digit. If a power has no value, we still need to mark it with a co-efficient of zero. Our form becomes.

The following are some examples

## Integers

If we drop the fractional part of the representation and consider only positive values, we have what programming languages refer to as the ‘unsigned integers

Note:

Mathematicians usually assume the natural numbers exclude zero. We use the standard computer science convention that the set includes zero.

Such a representation can distinguish between different values which we can use to represent positive integers in the range To highlight the approach consider the specific case of

00 0000

01 0001

02 0010

03 0011

04 0100

05 0101

06 0110

07 0111

08 1000

09 1001

10 1010

11 1011

12 1100

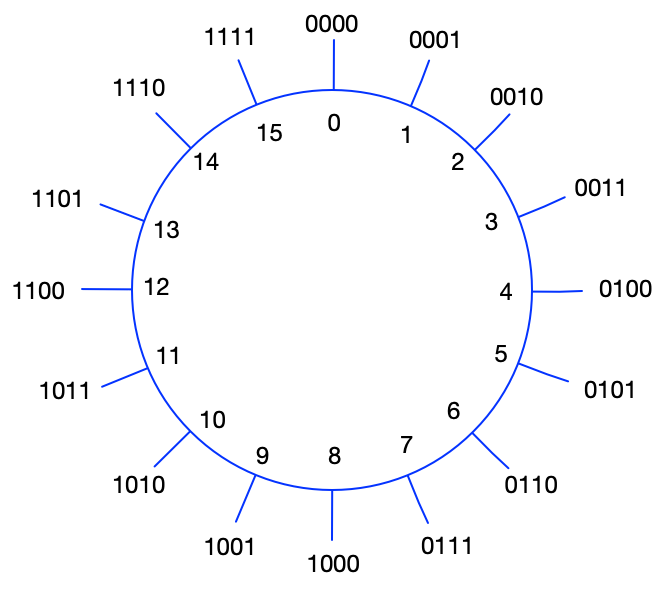
13 1101

14 1110

15 1111

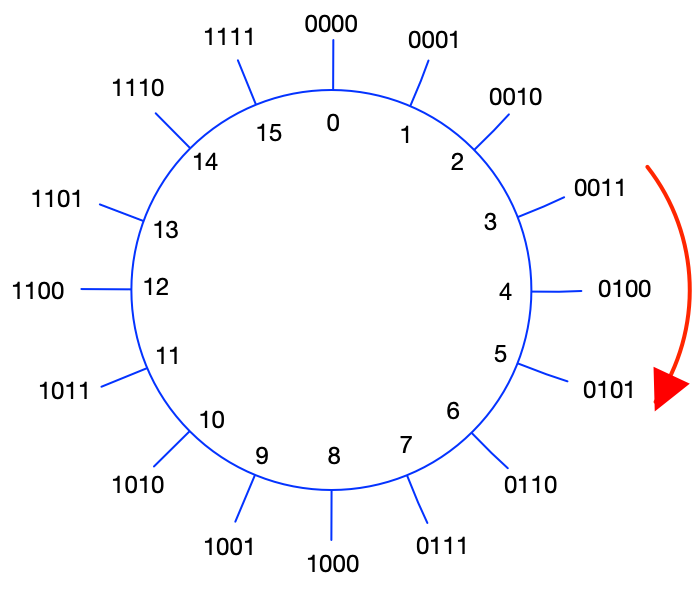
It is useful to visualize such a system as a circle

Figure 3 Unsigned Integers



#### Unsigned Addition

Addition is achieved by starting at a and moving b places clockwise around the wheel. Consider the specific case of We visualize this as follows



This is very simple binary addition

0011

+ 0010

0101

The following C# code shows how we might achieve such addition

Figure 4 Adding Unsigned Integers



Notice in our add method we do not deal with the overflow from the most significant bit. When we add one to the largest representable binary digit which consists of all ones the result is the smallest binary digit consisting of all zeros. In a four bit unsigned integer we would have as follows. Note the bold red overflow is discarded.

1111

+ 0001

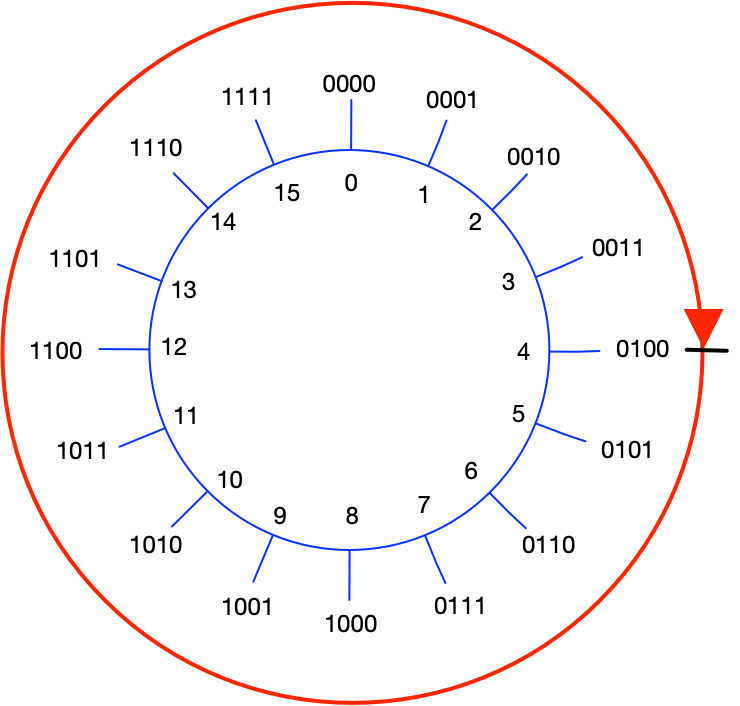
**1**0000

By implementing add in this way we have created a modulo number system. If there are n bits in our unsigned integer, then addition is . For any unsigned integers a and m we have

=

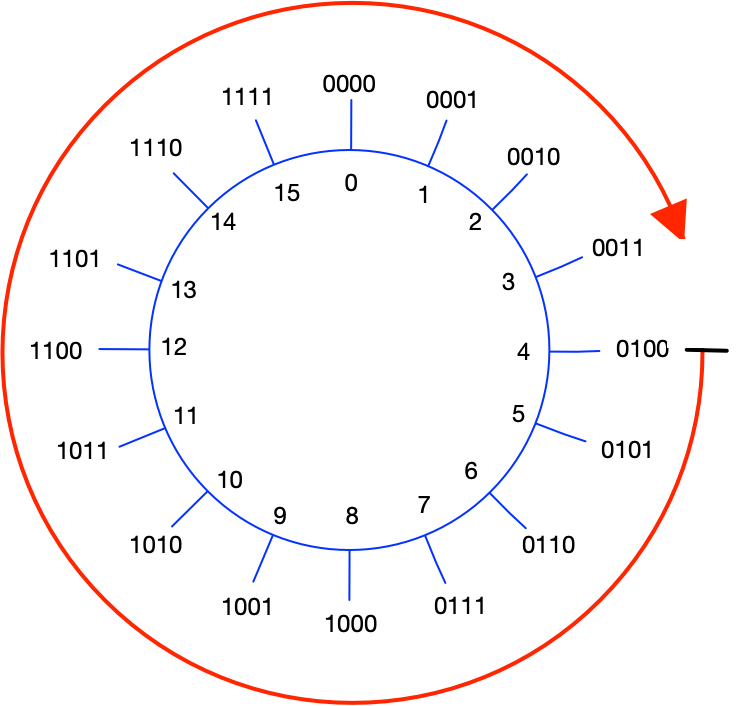
=for

In our case adding to any value gets back to the same value. We show 4



#### Unsigned subtraction

In our 4-bit integer notice what happens if we add to 4. We only rotate to 3. So, adding is the same as adding -1.



Similarly, adding is the same as subtracting 2 and adding is the same as subtracting b. We noted in the previous section that = and so it is self-evident that

This is a very useful result if we combine it with the following observation. Adding any binary number to its complement gives a number consisting solely of 1s.

In our representation we have that hence it follows that

If we substitute this into the expression

We get

This means we can use our method for addition of unsigned integers to perform subtraction of unsigned integers. The following shows the simple C# code

public uint Subtract(uint a, uint b) => Add(a, Add(~b, 1));

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| b  (Decimal) | B  (Binary) | ~b  (Binary) | Adding  (Clockwise) | Subtraction  (Anticlockwise) |
| 0 | 0000 | 1111 | 15 |  |
| 1 | 0001 | 1110 | 14 |  |
| 2 | 0010 | 1101 | 13 |  |
| 3 | 0011 | 1100 | 12 |  |

Proof that =

From properties of modulo numbers we know that

= and hence

= rearranging

= adding and subtracting 1

=

### 2s Complement Signed Integers

In the previous section we showed that an unsigned integer can be specified as the polynomial and that in this system the three-bit binary number represents the decimal value .

If we allow both positive and negative values we obtain the set of integers . In programming languages these are known as the signed integers.

In order to provide support for signed integers most systems use a 2’s complement notation. Twos complement is a way of encoding negative numbers into ordinary binary such that addition still works. In a 2’s complement signed representation we change our most significant digits weighting to giving us

A n bit 2s complement representation supports the values from … In this system the three-bit binary number is interpreted as the decimal value If all the coefficients are set to 1, i.e. () the value is interpreted as -1. The following shows the values of a 4-bit 2’s complement integer representation.

+00 0000

+01 0001

+02 0010

+03 0011

+04 0100

+05 0101

+06 0110

+07 0111

-08 1000

-07 1001

-06 1010

-05 1011

-04 1100

-03 1101

-02 1110

-01 1111

In the previous section on unsigned integers we saw that the maximum value than can be represented with a n-bit unsigned integer is .We also proved that subtracting a value from is every bit is the same as flipping the bits

In our twos complement notation the binary value with a one in every bit is no longer but instead is -1. Our equation then becomes

In order to negate a positive 2’s complement number we flip its bits and add one. We complement it and add one When adding a pair of twos complement numbers where one of them is negative we simply move around the wheel the number of places in the positive direction of the twos complement binary representation.

Figure 5 Addition of negative unsigned integers

short Negate( short x )

{

short neg = binaryAdd(~x, 1);

return neg;

}

short binarySubtract( short x, short y )

{

short minusY = Negate(y);

return binaryAdd( x, minusY);

}

#### Why twos complement is powerful

The most powerful aspect of 2’s complement notation is that we can add positive and negative numbers. If we have n bits, we can represent values. If we move points around our modular system, we get back to the same number (overflow).

The algorithm to multiply a 2’s complement number by -1 is to flip all its bits using the logical negation operator ~ and then add one. This is beautiful because we can use the same bitwise addition to perform addition and subtraction. To do subtraction just form the ones complement and then do normal addition

#### Summary

* The most significant bit represents the sign
* Negating a value requires switching all its bits and then adding one
* 1 is represented by 001 and -1 is represented by 111
* N-bit implementation can represent numbers from to

## Real Numbers

Real numbers from the set form the basis of most scientific calculations. Any real number can be written in normalized scientific form.

The mantissa is a real number whose value is greater than or equal to 1.0 and less than . The exponent is an integer. An example of a number in this form is

Given an infinite number of digits in the fractional part of the mantissa any real number can be represented in this general form.

### Restricting the representation size

In practice we do not have the luxury of an infinite number of digits in the mantissa and hence it is common to use a more restricted representation. In full generality, if we use a baseand have digits of precision in the mantissa/significand we can **represent** a real number using the representation.

This is the same as the following.

W also need to restrict the values of the exponent in such that

### Properties of the finite representation

We now consider the important properties of our finite representation

#### Number Of Distinct Values

How many different numbers can a normalised finite form represent? One key point of the standard form is that that the digit before the decimal point must be in the set where the digits can be zero. The total number of different representable values is given as

Sign

Fractional

Digits

Exponent

Integral

Digits

#### Largest and Smallest Values

The largest representable value is . The smallest representable value is . The smallest non-negative value is .

#### Nearest Values

Consider the following case where we use base , 4 digits for the mantissa and 2 digits for the exponent.

If e is 0 then the distance between the two nearest values is

1.125

1.250

1.375

1.500

1.625

1.75

1.875

If we increase e to 1 the distance between the two nearest values becomes

1.125

2.5

1.375

1.500

1.625

1.75

2.00

2.250

2.75

1.875

1.250

For a given exponent and a given number of binary digits p in the mantissa the distance between the nearest two points in our representation is

Generalizing, for any base , precisision p and exponent e the distance between the nearest two values is

#### Summary Of Properties of finite representations

* Possible different values
* Smallest positive value 
* Largest value
* Smallest value
* Difference between nearest 2 values

### Examples

#### Base 2

If we use base with 4 digits for the mantissa and our finite normalized scientific representation becomes

The leading integer digit of the mantissa must be non-zero in normalized notation and such a binary digit is in the setthe only valid value it can take is 1. All the other digits in the mantissa and exponent can be either 0 or 1 giving us a total number of representable values as the product of

* values of the integer part of the mantissa
* values of the fractional part of the mantissa
* values of the exponent
* 2 positive and negative values of the exponent
* 2 positive and negative values of the mantissa

Giving a total number of representable values of

We note an important point here. We used 4 bits for the mantissa and 2 bits for the exponent, one bit for the sign of the mantissa and one bit for the sign of the exponent coming to a total of 8 bits. However the total number of representable values is only . This is because the leading integer digit of the mantissa has to be one. (remember in normalized scientific notation the integer digit must be greater than or equal to one and less than . If is 2 then only the integer digit 1 meets this criteria). We need one bit less in the representation. When we look at computer representation of floating point numbers later we will meet this again.

* Smallest non-zero positive value
* Largest representable value
* Smallest representable value
* Difference between nearest 2 values

#### Base 10

If we use base with 3 digits for the mantissa and our finite normalized scientific representation becomes

* Smallest non-zero positive value
* Largest representable value
* Smallest representable value
* Difference between nearest 2 values

### Representation error

#### Absolute error

Most real numbers can only be approximated by a finite representation. As such we need to be able to measure the error in approximation. If we are approximating some real number x with a floating point representation float(x) the absolute error in the approximation is given by.

#### Relative error

One problem with absolute error is that it does not take into account the scale of the number being approximated. Relative error includes the magnitude of the value we are approximating.

#### Units of the last place (ulps)

Often we are interested in the absolute error in terms of the precision of the mantissa, ignoring the exponent part. We often talk of the error in “units of the last place” which mean the error in units of the last place of the mantissa. If our mantissa has 3 decimal digits in the fractional part our floating point representation of 5.413298 is given by 5.413. The error in units of the last place would be .298. The unit of the last place itself has value

In our general form where we approximate a number x by a floating point number float(x) with base and p digits, the error in units in the last place becomes

Of course given a number in units of the last place we simply multiply by the exponent term to get the absolute error

If we have procedure that guarantees that the floating point number chosen to approximate our real number x is the closest floating point number then the error in terms of “units of the last place” can be at most ½ times the value of the unit of the last place

#### From units of the last place to relative error

For any chosen value of e a number of the form can vary in value from all the way to As such for any chosen value of e, where the error in terms of ulps is fixed the relative error will vary from up to If we have chosen the nearest floating point value to the real value then we can say that the error measured in ulps is 0.5 then our relative error will vary from up to

Put another way. For a fixed value of error in ulps the relative error can vary by a factor of due to the fact that the mantissa can vary from 1.0 up to just under .

We now consider a numerical example to cement these formulas. Consider the special case where we use a base of 10 and mantissa of 4 digits. Assuming we always choose the correct nearest floating point number then the error in ulps will be 0.5. In our case the last place has value . Our chosen value of e is 3 so from our ulp error to absolute error we multiply by giving us an absolute error of 0.5 units. If we consider the value our relative error becomes On the other hand if we consider the value and our relative error becomes Both of these confirm what we expect. A fixed absolute ulp for a given exponent e gives a relative error that varies by a factor of B depending on the value of the mantissa

## Numerical Operations

### Integer Division

Division is nothing but repeated subtraction. Integer division is defined using the following terms.

Division Example

#### Euclid’s Division Algorithm

The simplest algorithm to perform integer division is to repeatedly subtract. The runtime of this operation is very slow O(q) where q is the quotient

private (int q, int r) UnsignedDivide(int dividend, int divisor)

{

int quotient = 0;

int remainder = dividend;

while (remainder >= divisor)

{

remainder -= divisor;

quotient++;

}

return (quotient, remainder);

}

Signed divide is nothing more than a decorator of the unsigned divide method

public (int q, int r) Divide(int dividend, int divisor)

{

if (divisor == 0) throw new DivideByZeroException();

if ( dividend < 0 && divisor < 0 )

return UnsignedDivide(-dividend,-divisor);

if (dividend < 0)

{

(int q, int r) =UnsignedDivide(-dividend, divisor);

return (-q,r);

}

if (divisor < 0)

{

(int q, int r) = UnsignedDivide(dividend, -divisor);

return (-q, r);

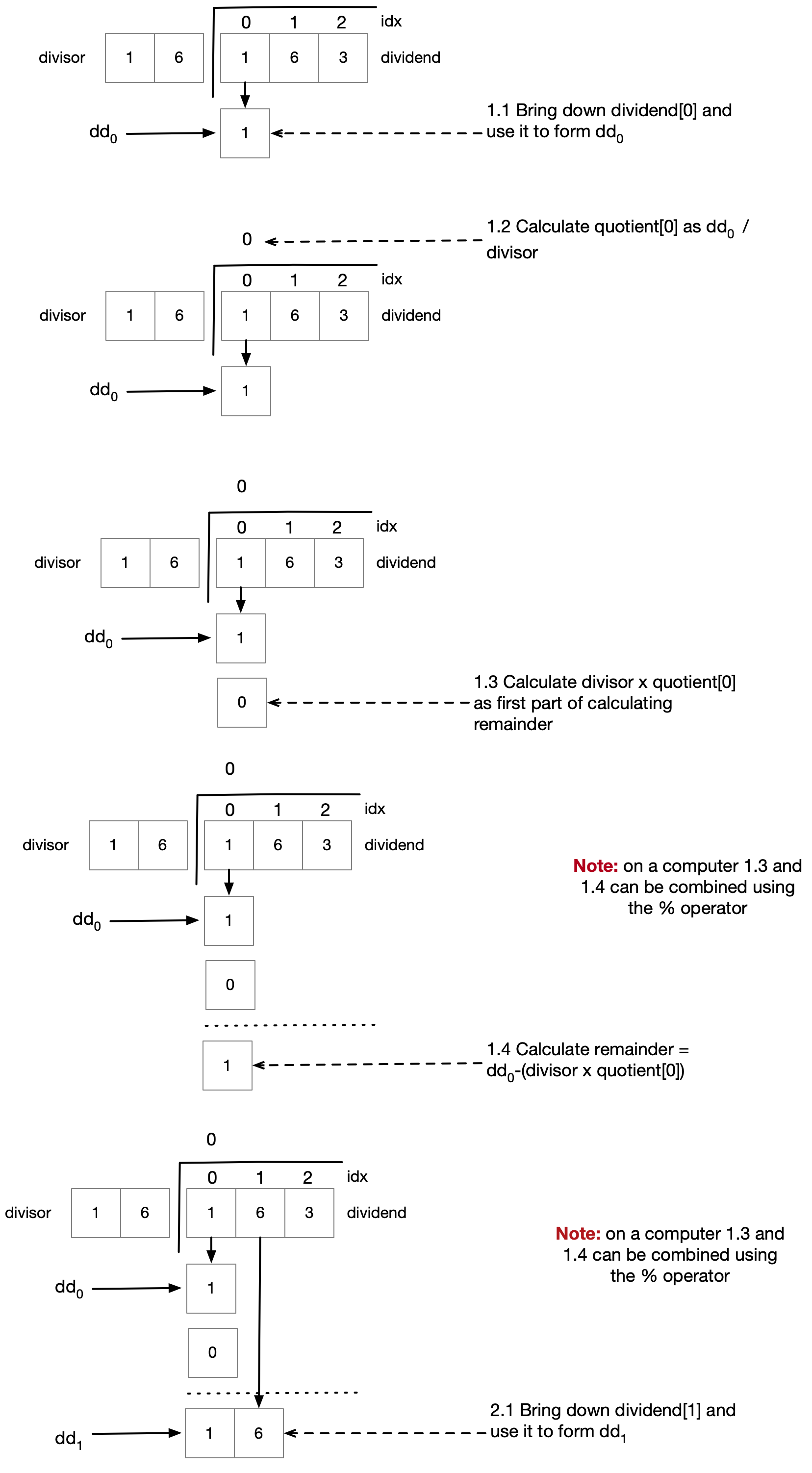
}

return UnsignedDivide(dividend,divisor);

}

#### Long Division Algorithm (Any Base)

Consider



The following algorithm performs long division in any base.

public (string quotient, string remainder) IntegerLongDivision(string dividend, int divisor,

int b = 10)

{

StringBuilder quotient = new StringBuilder();

int remainder = 0;

int dd = 0;

for (int idx = 0; idx < dividend.Length; idx++)

{

// idx.1 copy in next digit into temporary dividend dd

dd = (dd \* b) + dividend[idx].ToIntDigit();

// idx.2 calculate partial quotient and set into quotient[idx]

int partialQuotient = dd / divisor;

quotient.Append(partialQuotient.ToChar());

// idx.3 calculate this temporary as part of calculating the remainder

int temp = partialQuotient \* divisor;

// idx.4 Calculate the remainder

remainder = dd % divisor;

// the remainder will form the basis of dd[idx+1]

dd = remainder;

}

return (quotient.ToString(), remainder.ToChar().ToString());

}

public static class Extensions

{

public static int ToIntDigit(this char c)

{

if (char.IsNumber(c)) return (int)char.GetNumericValue(c);

return char.ToLower(c) - 'a' + 10;

}

public static char ToChar(this int i)

{

if (i >= 0 && i < 10)

return (char)(i + '0');

return (char)(i + 'a' - 10);

}

}

#### Long Division Algorithm Binary

If we want to do long division in binary the algorithm is very simple

public (int quotient, int remainder) UnsignedDivide(int dividend, int divisor)

{

int numBits = sizeof(byte) \* 8;

int quotient = 0;

int remainder = 0;

for (int i = numBits-1; i >= 0; i--)

{

// Get the value of the dividend's bit index i

byte d\_i = (byte)((dividend >> i) & 1);

// Shift the remainder left by 1 bit and add in the

// bit i from the dividend

remainder = ((remainder << 1) | d\_i);

// The value of the quotient at index i can only be 1 or 0.

// It is 1 if the divisor is greater than or equal to

// remainder, otherwise it is zero

int q\_i = (((remainder >= divisor) ? 1 : 0) << i);

// copy q\_i into the quotient

quotient |= q\_i;

// If the quotient digit q\_i is non zero we subtract the

// divisor fro, the dividendTemp

if ( q\_i > 0 )

remainder -= divisor;

}

return (quotient,remainder);

}

#### Integer Long Division Algorithm Floating Point Result

public string IntegerDivisionWithFloatingPointResult(string dividend, int divisor,

int b = 10, int maxDigits = 8)

{

StringBuilder quotient = new StringBuilder();

int remainder = 1;

int dd = 0;

for (int idx = 0; (idx < dividend.Length || remainder > 0)

&& idx < maxDigits; idx++)

{

// Add in a decimal point

if (idx == dividend.Length)

quotient.Append(".");

// idx.1 copy in next digit into temporary dividend dd

if (idx < dividend.Length)

dd = (dd \* b) + dividend[idx].ToIntDigit();

else

// The integer dividend has no more digits so we just increase

// by a factor of b as we move to the right side of the point

// point

dd = (dd \* b);

// idx.2 calculate partial quotient and set into quotient[idx]

int partialQuotient = dd / divisor;

quotient.Append(partialQuotient.ToChar());

// idx.3 calculate this temporary as part of calculating remainder

int temp = partialQuotient \* divisor;

// idx.4 Calculate the remainder

remainder = dd % divisor;

// the remainder will form the basis of dd[idx+1]

dd = remainder;

}

return quotient.ToString();

}

### Converting Between Bases

Give a number N in base we want to convert it to a new base . Given

we want to find the coefficients  and such that

When doing the conversion we consider the integral and fractional part separately.

#### Integral Part

Looking first at the integral part we have a number N

We want to convert it to base such that

We can rewrite this as

If we divide it by then the remainder is clearly and the quotient is

If we repeat this until the quotient is zero we can read off the value of to giving us the required number in the new base

Let us consider the scenario where we want to convert the decimal number 2748 to hexadecimal. We first divide our decimal number by the new base 16

2748

16

171

1600

112

1148

28

16

12

So after this first division we know that



We can’t represent 171 as we only have sixteen symbols so we to divide 171 by 16

171

16

10

160

11

So now we know that



Inserting ii) into i) we get

Which we know is a positional number

Similarly we can do the same for base 2

#### Fractional part

Consider the situation where we have a fraction part in some base and we want to find the digits in the representation

We first note that

So if we take our fractional part and multiply it by then the resulting integral component is the we can similarly repeate the process to find the digits

Example 1 Convert  to base 8

**i)**