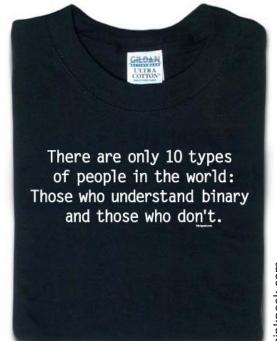
Fundamentals of Computer Systems Binary Information

Harris and Harris Chapter 1.1-1.4



thinkgeek.com

The Decimal Positional Numbering System



Ten figures: 0 1 2 3 4 5 6 7 8 9

$$7\times 10^2 + 3\times 10^1 + 0\times 10^0 = 730_{10}$$

$$9\times 10^2 + 9\times 10^1 + 0\times 10^0 = 990_{10}$$

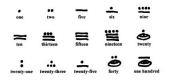
Why base ten?



Which Numbering System Should We Use? Some Older Choices:



Roman: I II III IV V VI VII VIII IX X



Mayan: base 20, Shell = 0



Babylonian: base 60

Hexadecimal, Decimal, Octal, and Binary

Hex	Dec	Oct	Bin
0	0	0	0
1	1	1	1
2	2	2	10
3	3	3	11
4	4	4	100
5	5	5	101
6	6	6	110
7	7	7	111
8	8	10	1000
9	9	11	1001
Α	10	12	1010
В	11	13	1011
С	12	14	1100
D	13	15	1101
Ε	14	16	1110
F	15	17	1111

Binary and Octal

146910



_		
	Oct	Bin
89	0	000
13	1	001
ن	2	010
	3	011
-8	4	100
	5	101
	6	110
Ĕ.	7	111

PC =
$$0 \times 2^{11} + 1 \times 2^{10} + 0 \times 2^9 + 1 \times 2^8 + 1 \times 2^7 + 0 \times 2^6 + 1 \times 2^5 + 1 \times 2^4 + 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$$

= $2 \times 8^3 + 6 \times 8^2 + 7 \times 8^1 + 5 \times 8^0$

Hexadecimal Numbers

Base 16: 0 1 2 3 4 5 6 7 8 9 A B C D E F

Instead of groups of 3 bits (octal), Hex uses groups of 4.

$$\begin{array}{lll} \text{CAFEF00D}_{16} & = & 12\times 16^7 + 10\times 16^6 + 15\times 16^5 + 14\times 16^4 + \\ & & 15\times 16^3 + 0\times 16^2 + 0\times 16^1 + 13\times 16^0 \\ & = & 3,405,705,229_{10} \end{array}$$

```
| C | A | F | E | F | 0 | 0 | D | Hex
11001010111111101111000000001101 Binary
| 3 | 1 | 2 | 7 | 7 | 5 | 7 | 0 | 0 | 1 | 5 | Octal
```

Computers Rarely Manipulate True Numbers

Infinite memory still very expensive

Finite-precision numbers typical

32-bit processor: naturally manipulates 32-bit numbers

64-bit processor: naturally manipulates 64-bit numbers

How many different numbers can you

binary

represent with 5

octal decimal

digits?

hexadecimal

Jargon



Bit Binary digit: 0 or 1

Byte Eight bits

Word Natural number of bits for the processor, e.g., 16, 32, 64

LSB Least Significant Bit ("rightmost")

MSB Most Significant Bit ("leftmost")

	+	0	1	2	3	4	5	6	7	8	9
434	0	0	1	2	3	4	5	6	7	8	9
 4628	1	1	2	3	4	5	6	7	8	9	10
- 1020	2	2	3	4	5	6	7	8	9	10	11
	3	3	4	5	6	7	8	9	10	11	12
	4	4	5	6	7	8	9	10	11	12	13
	5	5	6	7	8	9	10	11	12	13	14
	6	6	7	8	9	10	11	12	13	14	15
4 + 8 = 12	7	7	8	9	10	11	12	13	14	15	16
	8	8	9	10	11	12	13	14	15	16	17
	9	9	10	11	12	13	14	15	16	17	18
	10	10	11	12	13	14	15	16	17	18	19

$$4+8 = 12$$

 $1+3+2 = 6$

+	0	1	2	3	4	5	6	7	8	9
0	0	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9	10
2	2	3	4	5	6	7	8	9	10	11
3	3	4	5	6	7	8	9	10	11	12
4	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
6	6	7	8	9	10	11	12	13	14	15
7	7	8	9	10	11	12	13	14	15	16
8	8	9	10	11	12	13	14	15	16	17
9	9	10	11	12	13	14	15	16	17	18
10	10	11	12	13	14	15	16	17	18	19

$$\begin{array}{rcl}
 & & & & & \\
 & & & & 434 \\
 & & & & +628 \\
\hline
 & & & & 62 \\
 & & & & 62 \\
 & & & & 4+8 & = & 12 \\
 & & & & 1+3+2 & = & 6 \\
 & & & & 4+6 & = & 10
\end{array}$$

+	0	1	2	3	4	5	6	7	8	9
0	0	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9	10
2	2	3	4	5	6	7	8	9	10	11
3	3	4	5	6	7	8	9	10	11	12
4	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
6	6	7	8	9	10	11	12	13	14	15
7	7	8	9	10	11	12	13	14	15	16
8	8	9	10	11	12	13	14	15	16	17
9	9	10	11	12	13	14	15	16	17	18
10	10	11	12	13	14	15	16	17	18	19

$$\begin{array}{rcl}
1 & 1 \\
 & 434 \\
 & +628 \\
\hline
 & 062
\end{array}$$

$$\begin{array}{rcl}
4 + 8 & = & 12 \\
1 + 3 + 2 & = & 6 \\
4 + 6 & = & 10
\end{array}$$

+	0	1	2	3	4	5	6	7	8	9
0	0	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9	10
2	2	3	4	5	6	7	8	9	10	11
3	3	4	5	6	7	8	9	10	11	12
4	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
6	6	7	8	9	10	11	12	13	14	15
7	7	8	9	10	11	12	13	14	15	16
8	8	9	10	11	12	13	14	15	16	17
9	9	10	11	12	13	14	15	16	17	18
10	10	11	12	13	14	15	16	17	18	19

43 +62 106	4 8		
4+8	=	12	
+3+2	=	6	
4+6	=	10	

+	0	1	2	3	4	5	6	7	8	9
0	0	1	2	3	4	5	6	7	8	9
1	1	2	3	4	5	6	7	8	9	10
2	2	3	4	5	6	7	8	9	10	11
3	3	4	5	6	7	8	9	10	11	12
4	4	5	6	7	8	9	10	11	12	13
5	5	6	7	8	9	10	11	12	13	14
6	6	7	8	9	10	11	12	13	14	15
7	7	8	9	10	11	12	13	14	15	16
8	8	9	10	11	12	13	14	15	16	17
9	9	10	11	12	13	14	15	16	17	18
10	10	11	12	13	14	15	16	17	18	19

$$10011 \\ +11001$$

$$1 + 1 = 10$$

+	0 1
0	00 01
1	01 10
10	10 11

$$\begin{array}{c}
1\\
10011\\
+11001\\
\hline
0
\end{array}$$

		0 1
1+1 = 10	0	00 01 01 10 10 11
1 + 1 + 0 = 10	10	10 11

$$\begin{array}{r}
 11 \\
 10011 \\
 +11001 \\
\hline
 00
\end{array}$$

$$1+1 = 10$$
 $1+1+0 = 10$
 $1+0+0 = 01$

$$1+1 = 10$$
 $1+1+0 = 10$
 $1+0+0 = 01$
 $0+0+1 = 01$

+	0 1
0	00 <mark>01</mark>
1	01 10
10	10 11

$$0011 \\ 10011 \\ +11001 \\ \hline 1100$$

$$\begin{array}{rcl} 1+1 & = & 10 \\ 1+1+0 & = & 10 \\ 1+0+0 & = & 01 \\ 0+0+1 & = & 01 \\ 0+1+1 & = & 10 \end{array}$$

+	0 1
0	00 01
1	01 10
10	10 11

$$\begin{array}{rcl} 1+1 & = & 10 \\ 1+1+0 & = & 10 \\ 1+0+0 & = & 01 \\ 0+0+1 & = & 01 \\ 0+1+1 & = & 10 \end{array}$$

+	0 1
0	00 01
1	01 10
10	10 11

Signed Numbers: Dealing with Negativity



How should both positive and negative numbers be represented?

Signed Magnitude Numbers

You are most familiar with this: negative numbers have a leading —

In binary, a leading 1 means negative:

$$0000_2 = 0$$

$$0010_2 = 2$$

$$1010_2 = -2$$

$$1111_2 = -7$$

$$1000_2 = -0?$$

Can be made to work, but addition is annoying:

If the signs match, add the magnitudes and use the same sign.

If the signs differ, subtract the smaller number from the larger; return the sign of the larger.

One's Complement Numbers

Like Signed Magnitude, a leading 1 indicates a negative One's Complement number.

To negate a number, complement (flip) each bit.

0	വ	02	=	0
•	-	· • ·	_	\mathbf{v}

$$0010_2 = 2$$

$$1101_2 = -2$$

$$1000_2 = -7$$

$$1111_2 = -0?$$

Addition is nicer: just add the one's complement numbers as if they were normal binary.

Really annoying having a -0: two numbers are equal if their bits are the same or if one is 0 and the other is -0.



Two's Complement Numbers



Really neat trick: make the most significant bit represent a *negative* number instead of positive:

$$1101_2 = -8 + 4 + 1 = -3$$

$$1111_2 = -8 + 4 + 2 + 1 = -1$$

$$0111_2 = 4 + 2 + 1 = 7$$

$$1000_2 = -8$$

Easy addition: just add in binary and discard any carry.

Negation: complement each bit (as in one's complement) then add 1.

Very good property: no -0

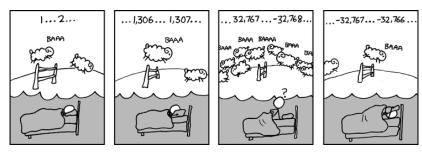
Two's complement numbers are equal if all their bits are the same.

Number Representations Compared

Bits	Binary	Signed Mag.	One's Comp.	Two's Comp.
0000	0	0	0	0
0001	1	1	1	1
:				
0111	7	7	7	7
1000	8	-0	-7	-8
1001	9	-1	-6	- 7
:				
1110	14	-6	-1	-2
1111	15	-7	-0	-1

Smallest number Largest number

Two's Complement, In Summary



https://xkcd.com/571/

Fixed-point Numbers

How to represent fractional numbers? In decimal, we continue with negative powers of 10:

$$31.4159 = 3 \times 10^{1} + 1 \times 10^{0} + 4 \times 10^{-1} + 1 \times 10^{-2} + 5 \times 10^{-3} + 9 \times 10^{-4}$$

The same trick works in binary:

$$1011.0110_{2} = 1 \times 2^{3} + 0 \times 2^{2} + 1 \times 2^{1} + 1 \times 2^{0} + 0 \times 2^{-1} + 1 \times 2^{-2} + 1 \times 2^{-3} + 0 \times 2^{-4}$$
$$= 8 + 2 + 1 + 0.25 + 0.125$$
$$= 11.375$$

Need a bigger range? Try Floating Point Representation.

Floating point can represent very large numbers in a compact way.

A lot like scientific notation, -7.776×10^3 , where you have the *mantissa* (-7.776) and *exponent* (3).

But for this course, think in binary: $-1.10x2^{0111}$

The bits of a 32-bit word are separated into fields. The IEEE 754 standard specifies

- which bits represent which fields (bit 31 is sign, bits 30-23 are 8-bit exponent, bits 22-00 are 23-bit fraction)
- how to interpret each field

Characters and Strings? ASCII.

The ASCII code www.theasciicode.com.ar American Standard Code for Information Interchange ASCII control characters ASCII printable characters Extended ASCII characters DEC HEX Simbolo ASCII MILL espacio SOH STX Ô (inicio texto) ETX (fin de texto) EOT (fin transmisión) n ENQ (enquiry) ACK (acknowledgement) REI (timbre) (retroceso) н (tab horizontal) (sato de linea) (tab vertical) (form feed) (retorno de carro) SO (shift Out) (shiff In) DIF (data link escape) DC1 (device control 1) DC2 Æ (device control 2) DC3 (device control 3) DC4 (device control 4) NAK (negative acknowle. u (synchronous idle) ñ. ETB (end of trans. block) w ù CAN (cancel) FM. (end of medium) SHR (substitute) -0 ESC (escape) FS (file separator) GS (group separator) 189 BDh (record separator) US 191 BFh 223 DFh (unit separator) theASCIIcode com ar DEL (delete)