# CSCI 210: Computer Architecture Lecture 6: Number Systems

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Slides from Cynthia Taylor

#### **Announcements**

- Problem Set 1 due by the end of Friday
  - Submit via Gradescope
- Problem Set 2 due a week from Friday
- Lab 1 due a week from Sunday
  - On website, submit via GitHub

Office hours 13:30 – 14:30 Friday

#### **Positional Notation**

- The meaning of a digit depends on its position in a number.
- A number, written as the sequence of digits  $d_n d_{n-1} ... d_2 d_1 d_0$  in base b represents the value

$$d_n * b^n + d_{n-1} * b^{n-1} + ... + d_2 * b^2 + d_1 * b^1 + d_0 * b^0$$

## Binary to Decimal

• We have b = 2

$$10110_2 = 1 \cdot 2^4 + 0 \cdot 2^3 + 1 \cdot 2^2 + 1 \cdot 2^1 + 0 \cdot 2^0$$
$$= 16 + 4 + 2$$
$$= 22$$

## Decimal to binary

- Convert 115 to binary
- We know

$$115 = d_n \cdot 2^n + \dots + d_1 \cdot 2^1 + d_0 \cdot 2^0$$
$$= 2(d_n \cdot 2^{n-1} + \dots + d_1) + d_0$$

- 115 is odd and  $2(d_n \cdot 2^{n-1} + \dots + d_1)$  is even so  $d_0 = 1$
- Subtract 1, divide by 2, and repeat

$$57 = d_n \cdot 2^{n-1} + \dots + d_2 \cdot 2^1 + d_1$$
$$= 2(d_n \cdot 2^{n-2} + \dots + d_2) + d_1$$

## Decimal to Binary

- Repeatedly divide by 2, recording the remainders
- The remainders form the binary digits of the number from the least significant to the most significant
- Converting 25 to binary

- A. 010001
- B. 010010
- C. 100010
- D. 111110
- E. None of the above

# Hexadecimal to binary

Each hex digit corresponds directly to four binary digits

•  $35AE_{16} =$ 

$$23C_{16} = ?_2$$

- A. 0010 0000 1100
- B. 0010 1111 0010
- C. 0010 0011 1100
- D. 1000 1101 1000
- E. None of the above

If every hex digit corresponds to 4 binary digits, how many binary digits does an octal digit correspond to?

A. 2

B. 3

C. 4

D. 5

#### Addition

 Use the same place-by-place algorithm that you use for decimal numbers, but do the arithmetic in the appropriate base

$$2A5C_{16} + 38BE_{16} = ?$$

A. 586A

B. 631A

C. 6986

D. None of the above

#### **How We Store Numbers**

- Binary numbers in memory are stored using a finite, fixed number of bits (typically 8, 16, 32, or 64)
  - 8 bits = byte (usually and always in this class)

Pad extra digits with leading 0s

• A byte representing  $4_{10} = 00000100$ 

### A byte (8 bits) can store positive values from 0 up to

A. 127

B. 128

C. 255

D. 256

E. None of the above

#### Java

- A byte is 8 bits
- A char is 16 bits
- A short is 16 bits
- An int is 32 bits
- A long is 64 bits

## In C, an int is

A. 8 bits

D. It depends

B. 16 bits

E. None of the above

C. 32 bits

## C specifies a *minimum size* for types

- chars are 1 byte and must be at least 8 bits
- shorts and ints must be at least 16 bits
- longs are at least 32 bits
- long longs are at least 64 bits
- sizeof(type) tells us how many bytes type is
- 1 = sizeof(char) ≤ sizeof(short) ≤ sizeof(int) ≤ sizeof(long) ≤ sizeof(long long)

#### So how do I know?

Use sizeof(int) to check

Or use C99 types like int16\_t or int32\_t

## But how do we indicate a negative number?

Sign and magnitude

Ones' Compliment

Two's Compliment

#### Short aside

- ones' complement involves taking each bit and taking the complement with respect to 1; there are many bits so many complements with respect to 1 hence "ones' complement"
- two's complement involves taking a complement with respect to a single power of 2, not bit-by-bit, hence "two's complement"
- Yes. It is confusing. No. No one remembers this.

## Sign and Magnitude

Have a separate bit for sign

Set it to 0 for positive, and 1 for negative

Can represent from -127 to 127 in 8 bits

• With n bits, can represent  $-(2^{n-1}-1)$  to  $2^{n-1}-1$ 

#### Addition and subtraction are a hassle

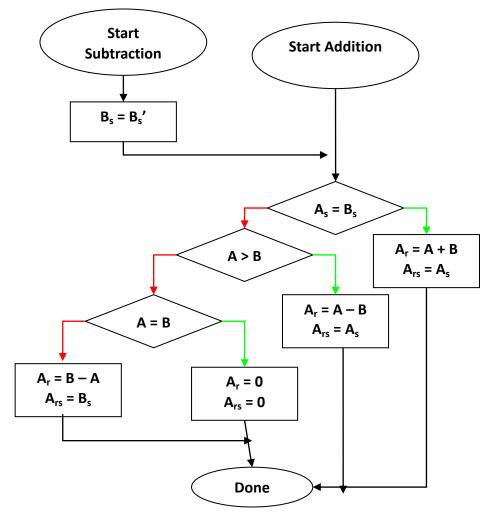


Diagram from Marek Andrzej Perkowski

# A byte representing $-6_{10}$ in Sign and Magnitude (with leftmost sign bit) is

A. 0000 0111

D. 1111 1110

B. 1000 0110

E. None of the above

C. 1000 0111

#### Which is NOT a drawback of Sign and Magnitude?

- A. There are two zeros
- B. Unclear where to put the sign bit
- C. Complicated arithmetic
- D. Difficult to convert numbers to negative representation
- E. None of the above

## Reading

- Next lecture: Negatives in binary
  - Section 2.4

- Problem Set 1 due Friday
- Lab 1 due a week from Sunday