## CSCI 516 - Fundamental Concepts in Computing and Machine Organization Homework Assignment Solution

## 1. Describe with an example how addition, subtraction, multiplication, and division is done in CPU using the binary number system.

Addition: Digits are added bit by bit from right to left, with carries passed to the next digit to the left, just as you would do by hand.

Figure 1: Binary Addition

Subtraction uses addition: the appropriate operand is simply negated before being added.

Figure 2: Binary Subtraction

Multiplication: The first operand is called the multiplicand and the second the multiplier. The final result is called the product. From right to left, multiplying the multiplicand by the single digit of the multiplier, and shifting the intermediate product one digit to the left of the earlier intermediate products. Each step of the multiplication is simple:

- Just place a copy of the multiplicand (1 multiplicand) in the proper place if the multiplier digit is a 1, or
- $\bullet\,$  Place 0 (0  $\,$  multiplicand) in the proper place if the digit is 0.

Figure 3: Example of binary multiplication

Division: Divides two operands, called the dividend and divisor, and the result, called the quotient, are accompanied by a second result, called the remainder. The basic division algorithm tries to see how big a number can be subtracted, creating a digit of the quotient on each attempt.

Figure 4: Example of binary division

2. Convert each of the following decimal values to IEEE-754 single and IEEE-754 double precision representation. Write your converted result in hexadecimal format. Clearly show all the steps.

```
• 3.75
```

-12.5

```
a. 3.75 3.75 = 15/4 = 15/2^2 = 1111_{two}/2_{ten}^2 = 11.11_{two} = 1.111 * 2^1 Subtracting the bias 127 from the exponent of 1.111 * 2^1: (-1)^0 * (1 + .1110\ 0000\ 0000\ 0000\ 0000\ 0000_{two}) * 2^{(128-127)}
```

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	1	0	0	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1 bi				B bit														3 bit													

Figure 5: 3.75 IEEE-754 single precision representation

The Hexadecimal format of the single precision representation is: 0x40700000

```
Subtracting the bias 1023 from the exponent of 1.111*2^1: (-1)^0*(1+0.1110\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000
```

1bit	11 bits	20 bits	
31 30 29 28	27 26 25 24 23 22 21 20 1	9 18 17 16 15 14 13 12 11 10 9 8 7	7 6 5 4 3 2 1 0

											2 hi																				
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

## b. -12.5

```
\begin{array}{l} -12.5 = -25/2 = -11001_{two}/2_{ten}^1 = -1100.1 = -1.1001*2^3 \\ \text{Subtracting the bias 127 from the exponent of } -1.1001*2^3 \\ (-1)^1*(1+.1001~0000~0000~0000~0000~000_{two})*2^{(130-127)} \end{array}
```

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	0	0	0	0	0	1	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1 bi	bit 8 bits													2	3 bit	ts															

Figure 7: -12.5 IEEE-754 single precision representation

The Hexadecimal format of the single precision representation is: 0xC1480000

Subtracting the bias 1023 from the exponent of  $-1.1001 * 2^3$ :  $(-1)^1 * (1 + 0.1001\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000) * 2^{(1026-1023)}$ 

63 1	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
1	1	0	0	0	0	0	0	0	0	1	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
1bit	t			1:	1 bi	ts													20	) bi	ts										_

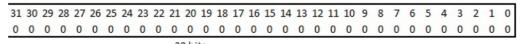


Figure 8: -12.5 IEEE-754 single precision representation

## 3. Convert each of the following IEEE-754 floating point representation to decimal values. Clearly show all the steps.

- 0x40200000
- 0xC1080000

a. 0x40200000

$$0x40200000 = 0100\ 0000\ 0010\ 0000\ 0000\ 0000\ 0000$$

$$= (-1)^{0} * (1 + 1 * 2^{-2}) * 2^{(128-127)}$$

$$= 1 * (1 + 0.25) * 2$$

$$= 2.5$$
(1)

b. 0xC1080000

$$0xC1080000 = 1100\ 0001\ 0000\ 1000\ 0000\ 0000\ 0000\ 0000$$

$$= (-1)^{1} * (1 + 1 * 2^{-4}) * 2^{(130-127)}$$

$$= -1 * (1 + 0.0625) * 2^{3}$$

$$= -8.5$$
(2)