### 1's Complement

#### Bitwise inverse of the number as its negative number

| NO. | Binary | Unsigned | Signed Magnitude | 1's |
|-----|--------|----------|------------------|-----|
| 7   | 111    | +7       | -3               | -0  |
| 6   | 110    | +6       | -2               | -1  |
| 5   | 101    | +5       | -1               | -2  |
| 4   | 100    | +4       | -0               | -3  |
| 3   | 011    | ₩3       | +3               | +3  |
| 2   | 010    | ₩3<br>+2 | +2               | +2  |
| 1   | 001    | +1       | +1               | +1  |
| 0   | 000    | +0       | +0               | +0  |

### 1's Complement

Bitwise inverse of the number as its negative number

点替给/包含花数

|     |        |           | /                |     |
|-----|--------|-----------|------------------|-----|
| NO. | Binary | Unsigned  | Signed Magnitude | 1's |
| 7   | 111    | +7        | -3               | -0  |
| 6   | 110    | +6        | -2               | -1  |
| 5   | 101    | +5        | -1               | -2  |
| 4   | 100    | +4        | -0               | -3  |
| 3   | 011    | <b>%3</b> | +3               | +3  |
| 2   | 010    | +2        | +2               | +2  |
| 1   | 001    | +1        | +1               | +1  |
| 0   | 000    | +0        | +0               | +0  |

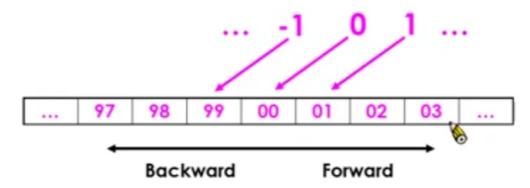
100-70/

### Signed Number

- Both signed magnitude and 1's complement are not quite suitable for representing the numbers, since...
- 2 zeros (positive zero, negative zero)
- A special adder is required to perform addition
- Ex: 1 + (-1) = 0
  - Signed Magnitude: 001 + 101 = 110 (-2)
  - 1's Complement: 001 + 110 = 111 (-0)
- We need a GOOD representation for signed number

#### Odometer (2/2)

Use the odometer to represent negative mileage



- Where is the new zero?
  - 49? 50? 51? Definitely a bad Idea! We want to use 00
- Since 99+1 = 00, let's rotate the numbers!

note-有符号数-无符号数.md 2/24/2022

### Binary Odometer

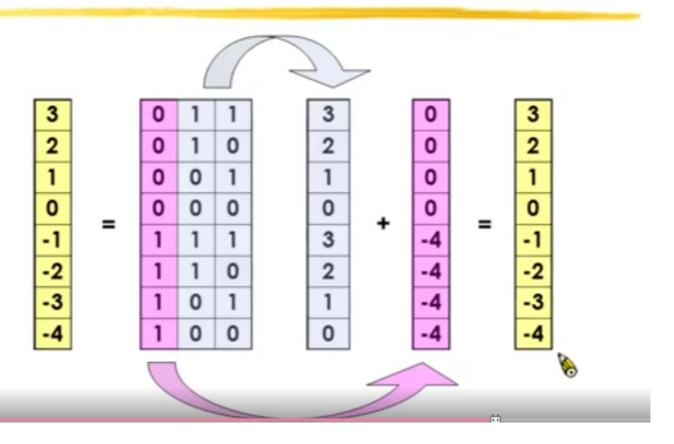
#### 2 possible representations...

| 4                     | 011            | +3 |
|-----------------------|----------------|----|
| All positive          | 0 0            | +2 |
| numbers<br>begin in 0 | 001            | +1 |
| begin in o            | 000            | 0  |
| 4                     | <b>-</b> /\\11 | -1 |
| All negative          | 10             | -2 |
| numbers               | 101            | -3 |
| begin in 1            | 100            | -4 |
|                       | V              |    |

| 100 | +4 |
|-----|----|
| 011 | +3 |
| 010 | +2 |
| 001 | +1 |
| 000 | 0  |
| 111 | -1 |
| 110 | -2 |
| 101 | -3 |

Which one is better?

## Insight of 2's Complement



### 2's Complement

#### MSB represents the negative number

$$B = \begin{bmatrix} b_7 & b_6 & b_5 & b_4 & b_3 & b_2 & b_1 & b_0 \end{bmatrix}$$

$$B = (-b_7 \times 2^7) + b_6 \times 2^6 + b_5 \times 2^5 + b_4 \times 2^4 + b_3 \times 2^3 + b_2 \times 2^2 + b_1 \times 2^1 + b_0 \times 2^0$$

$$(10000000)_2 \le B \le (011111111)_2$$

$$-2^{7} \le B \le (2^{6} + 2^{5} + 2^{4} + 2^{3} + 2^{2} + 2^{1} + 2^{0}) = 2^{7} - 1$$

For n-bit number

$$-2^{n-1} \le B \le 2^{n-1}-1$$

## 2's Complement

#### 2's complement = 1's complement + 1

| NO. | Binary | Unsigned | Signed Magnitude | 1's | 2's |
|-----|--------|----------|------------------|-----|-----|
| 7   | 111    | +7       | -3               | -0  | -1  |
| 6   | 110    | +6       | -2               | -1  | -2  |
| 5   | 101    | +5       | -1               | -2  | -3  |
| 4   | 100    | +4       | -0               | -3  | -4  |
| 3   | 011    | +3       | +3               | +3  | +3  |
| 2   | 010    | +2       | +2               | +2  | +2  |
| 1   | 001    | +1       | +1               | +1  | +1  |
| 0   | 000    | +0       | +0               | +0  | 0   |

# 2's Complement Sign Extension

#### Assume there is a 3-bit integer

$$A = \begin{bmatrix} a_2 & a_1 & a_0 \end{bmatrix}$$

$$A = -a_2 \times 2^2 + a_1 \times 2^1 + a_0 \times 2^0$$

#### How to store A in a 4-bit slot?

A' = 
$$a_3 a_2 a_1 a_0$$
  
A' =  $a_3 \times 2^3 + a_2 \times 2^3 + a_1 \times 2^1 + a_0 \times 2^0$   
A' = A  $\Rightarrow$  A' - A = 0  
 $-a_3 \times 2^3 + a_2 \times 2^2 + a_2 \times 2^2 = -a_3 \times 2^3 + a_2 \times 2^3 = 0 \Rightarrow a_3 = a_2$