

# Lecture 2: The Magical Base-2

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CSE 370, Autumn 2007  
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## Daily Quiz

- Have you added yourself to the class mailing list?
- Do it by 5:30 this afternoon to get a 4 on today's daily quiz
- Tell classmates who didn't make it to class on time at your own discretion

# Administrivia

- Office hours

Monday	Ramkumar	???	lab
Tuesday	Josh	1:30-2:30	lab
Wednesday	Benjamin	1:30-2:30	210
Thursday	Benjamin	9:30-10:30	210
Friday	Nikhil	11:30-12:30	lab

## Elementary Math Review

- Positional number notation

- $2,104 = 2 \times 1,000 + 1 \times 100 + 0 \times 10 + 4 \times 1$   
 $= 2 \times 10^3 + 1 \times 10^2 + 0 \times 10^1 + 4 \times 10^0$

- Generalize to arbitrary base b

- $XYZ = X \times b^2 + Y \times b^1 + Z \times b^0$   
where X, Y and Z are digits with values in  
the range  $[0..b-1]$

# Bases of Interest

- In 370, we are interested in the following bases:
  - Binary [0,1]
  - Octal [0..7]
  - Decimal [0..9]
  - Hexadecimal [0..9,A..F]
    - A=10, B=11, C=12, D=13, E=14, F=15

## Conversion to Decimal

- $1001101_2$ 
$$= 1 \times 2^6 + 0 \times 2^5 + 0 \times 2^4 + 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0$$
$$= 1 \times 64 + 0 \times 32 + 0 \times 16 + 1 \times 8 + 1 \times 4 + 0 \times 2 + 1 \times 1$$
$$= \quad 64 + \quad \quad \quad 8 + \quad 4 + \quad \quad \quad 1$$
$$= 77$$

- $92A70_{16}$ 
$$= 9 \times 16^4 + 2 \times 16^3 + 10 \times 16^2 + 7 \times 16^1 + 0 \times 16^0$$
$$= 9 \times 65536 + 2 \times 4096 + 10 \times 256 + 7 \times 16 + 0 \times 1$$
$$= 589824 + 8192 + 2560 + 112$$
$$= 600688$$

## Arithmetic is the Same in All Bases

- $$\begin{array}{r} 1001101_2 \\ + 101011_2 \\ \hline 1111000_2 \end{array}$$
- $$\begin{array}{r} 32175_8 \\ + 1622_8 \\ \hline 34017_8 \end{array}$$
- $$\begin{array}{r} 27AA32_{16} \\ + 92A70_{16} \\ \hline 30D4A2_{16} \end{array}$$
- $$\begin{array}{r} 1001101_2 \\ - 101011_2 \\ \hline 100010_2 \end{array}$$
- $$\begin{array}{r} 32175_8 \\ - 1622_8 \\ \hline 30353_8 \end{array}$$
- $$\begin{array}{r} 27AA32_{16} \\ - 92A70_{16} \\ \hline 1E7FC2_{16} \end{array}$$

## Multiplication, Too

- |   |                   |                  |
|---|-------------------|------------------|
| • | $1101101_2$       | $A3_{16}$        |
|   | $\times 101011_2$ | $\times 17_{16}$ |
|   | $1101101_2$       | $475_{16}$       |
|   | $1101101_2$       | $+A3_{16}$       |
|   | $000000_2$        | $EA5_{16}$       |
|   | $1101101_2$       |                  |
|   | $000000_2$        |                  |
|   | $+1101101_2$      |                  |
|   | $100100100111_2$  |                  |

## Division, Too

- $$\begin{array}{r}
 \phantom{101} \overline{1001} \quad \text{Remainder: } 100 \\
 101 \overline{)110001} \\
 \underline{-101} \phantom{000} \\
 10 \phantom{000} \\
 \underline{-0} \phantom{00} \\
 100 \phantom{0} \\
 \underline{-0} \phantom{0} \\
 1001 \\
 \underline{-101} \\
 100
 \end{array}$$

## Conversion to Binary by Successive Division

- |                                  |           |   |   |          |
|----------------------------------|-----------|---|---|----------|
| $154_{10} \div 2_{10} = 77_{10}$ | Remainder | 0 | ↑ | 10011010 |
| $77_{10} \div 2_{10} = 38_{10}$  | Remainder | 1 |   |          |
| $38_{10} \div 2_{10} = 19_{10}$  | Remainder | 0 |   |          |
| $19_{10} \div 2_{10} = 9_{10}$   | Remainder | 1 |   |          |
| $9_{10} \div 2_{10} = 4_{10}$    | Remainder | 1 |   |          |
| $4_{10} \div 2_{10} = 2_{10}$    | Remainder | 0 |   |          |
| $2_{10} \div 2_{10} = 1_{10}$    | Remainder | 0 |   |          |
| $1_{10} \div 2_{10} = 0_{10}$    | Remainder | 1 |   |          |

Read the result “up”

## ... and Back Again

- $10011010_2 \div 1010_2 = 1111_2$  Remainder  $100_2$   
     $1111_2 \div 1010_2 = 1_2$  Remainder  $101_2$   
     $1_2 \div 1010_2 = 0_2$  Remainder  $1_2$

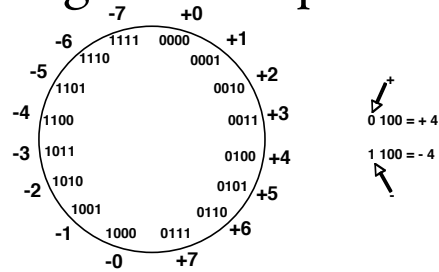
- Converting from base B to C

- Do divisions in base B
- Divide by C

## The Trouble with Negative Numbers

- The symbol “-” for negative can be used in any base, when doing arithmetic by hand
- Computers only have two symbols: 1, 0. No “-”
- Also, computers usually do arithmetic with numbers that are a fixed number of bits “wide” (like, 8, 16, 32, 64)

# Sign/Magnitude Representation

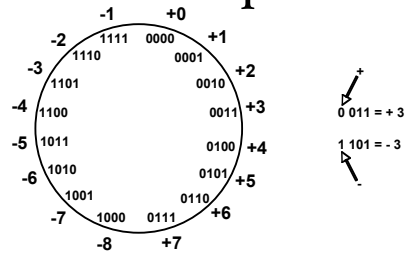


- High-order (left-most) bit is the sign. 0=positive, 1=negative
- Remaining bits are the magnitude
- With N bits, represent numbers between  $-2^{N-1}+1$  and  $2^{N-1}-1$
- Two representations of 0!

# Sign/Magnitude

- Pro: easy to read and write for humans
- Con: harder to do basic arithmetic correctly with a computer
- Result: rarely used

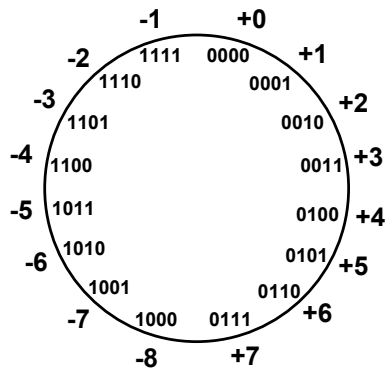
# Two's Complement



- High-order (left-most) bit is the sign. 0=positive, 1=negative
- Remaining bits are the magnitude (encoded in a funny way)
- With N bits, represent numbers between  $-2^{N-1}$  and  $2^{N-1}-1$
- Just one representations of 0

# Negation in 2's Complement

- Flip the bits and add 1





# Addition in 2's Complement

- $$\begin{array}{r} 0011 \quad (3) \\ +0101 \quad (5) \\ \hline 1000 \quad (-8) \end{array}$$

$$\begin{array}{r} 1101 \quad (-3) \\ +0101 \quad (5) \\ \hline 0010 \quad (2) \end{array}$$

$$\begin{array}{r} 0011 \quad (3) \\ +1011 \quad (-5) \\ \hline 1110 \quad (-2) \end{array}$$

$$\begin{array}{r} 1101 \quad (-3) \\ +1011 \quad (-5) \\ \hline 1000 \quad (-8) \end{array}$$

- Subtraction is just addition with the second operand negated first

## Later in the Course

- Efficient circuits for implementing arithmetic
- Detecting overflow/underflow
- Changing the width of numbers without changing the number

# Fractional Numbers

- We might want to represent non-integral numbers
- Two popular approaches:
  - Fixed-point
  - Floating-point
- Not covered in 370

## Thank You for Your Attention

- Lab 1 has changed slightly, I'll post an update soon (and send a mail to the class mailing list)
- Continue reading the book
- Continue/start homework 1
- Next time: the fundamentals of Boolean logic