

Lecture 2: The Magical Base-2

CSE 370, Autumn 2007
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1

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
$$\begin{aligned} &= 1 \times 2^6 + 0 \times 2^5 + 0 \times 2^4 + 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 \\ &= 1 \times 64 + 0 \times 32 + 0 \times 16 + 1 \times 8 + 1 \times 4 + 0 \times 2 + 1 \times 1 \\ &= \quad 64 + \qquad \qquad \qquad 8 + \quad 4 + \qquad \qquad 1 \\ &= 77 \end{aligned}$$

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

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

- $$\begin{array}{r} 1101101_2 \\ \times 101011_2 \\ \hline 1101101_2 \\ 0000000_2 \\ 1101101_2 \\ 0000000_2 \\ + 1101101_2 \\ \hline 1001001001111_2 \end{array}$$
- $$\begin{array}{r} A3_{16} \\ \times 17_{16} \\ \hline 475_{16} \\ + A3_{16} \\ \hline EA5_{16} \end{array}$$

Division, Too

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

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

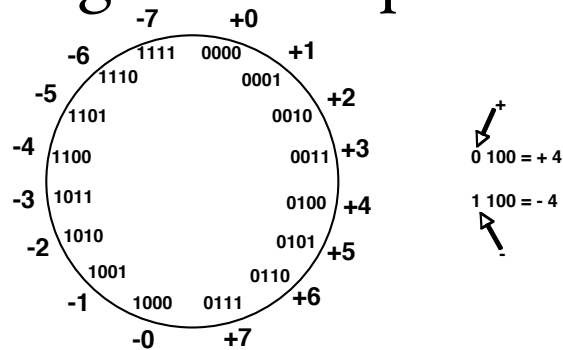
- $10011010_2 \div 1010_2 = 1111_2$ Remainder 100_2
 $1111_2 \div 1010_2 = 1_2$ Remainder 101_2
 $1_2 \div 1010_2 = 0_2$ Remainder 1_2

- 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

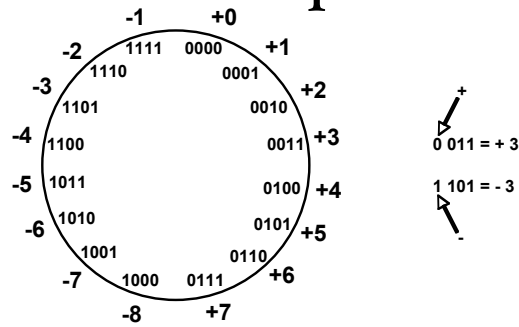


- High-order (left-most) bit is the sign. 0=positive, 1=negative
- Remaining bits are the magnitude
- With N bits, represent numbers between $-2^{N-1}+1$ and $2^{N-1}-1$
- Two representations of 0!

Sign/Magnitude

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

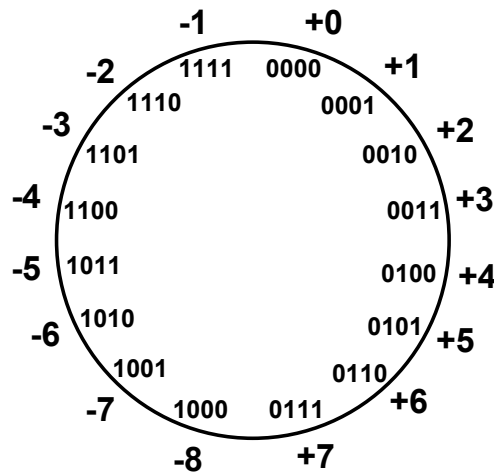
Two's Complement



- 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