

NUMBER OPERATIONS

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Overview

- This lecture
 - ▣ Binary representation
 - ▣ Negative numbers
 - ▣ Basic operations

Binary Representation

- The binary number

11011000 00010101 00101110 11100111

Most significant bit

Least significant bit


- The number quantity (decimal)

$$1 \times 2^{31} + 1 \times 2^{30} + 0 \times 2^{29} + \dots + 1 \times 2^0 = 3625266919$$

- A 32-bit word can represent 2^{32} numbers between 0 and $2^{32}-1$ (4,294,967,295)
 - ▣ Represent only positive numbers
 - ▣ Also known as the unsigned representation

Negative Numbers

- The binary number

 11011000 00010101 00101110 11100111

Sign bit

- Sign-magnitude representation

- ▣ 1. Quantify the magnitude (31 bits)

$$1 \times 2^{30} + 0 \times 2^{29} + \dots + 1 \times 2^0 = 1477783271$$

- ▣ 2. Determine the sign based in the sign bit

$$-1477783271$$


- Example: 3-bit sing-magnitude

- ▣ How many numbers

- ▣ How to do arithmetic

Negative Numbers

- The binary number

 **1**1011000 00010101 00101110 11100111

Sign bit

- 1's complement: **-x is represented by inverting x's bits**

- ▣ 1. Invert the bits if the sign bit is set

00100111 11101010 11010001 00011000

- ▣ 2. Quantify the magnitude (31 bits)

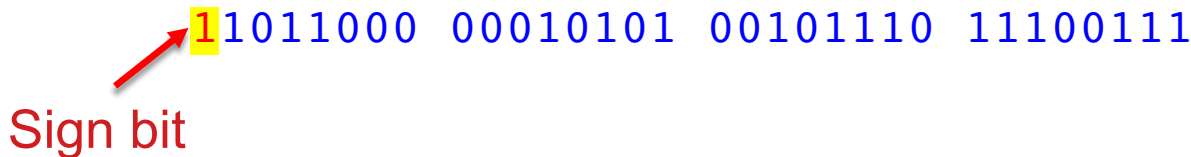
$$\mathbf{-1} \times (1 \times 2^{29} + \dots + 0 \times 2^0) = -669700376$$

- Example: 3-bit 1's complement

- ▣ How many numbers
- ▣ How to do arithmetic

Negative Numbers


- The binary number

11011000 00010101 00101110 11100111
Sign bit

- Sign-magnitude and 1's complement are not favorable
 - ▣ Relatively complex implementation of arithmetic operations
- A 32-bit word represents $2^{32}-1$ numbers between $-2^{31}+1$ and $+2^{31}-1$
 - ▣ Two different representations for zero

Negative Numbers

- The binary number

 **1**1011000 00010101 00101110 11100111

Sign bit


- 2's complement representation
 - ▣ Give the sign bit a negative weight

$$\mathbf{1} \times -2^{31} + 1 \times 2^{30} + 0 \times 2^{29} + \dots + 1 \times 2^0 = -669700377$$

- Example: 3-bit 2's complement
 - ▣ How many numbers
 - ▣ How to do arithmetic

Negative Numbers

- The binary number

 **1**1011000 00010101 00101110 11100111

Sign bit

- 2's complement representation
 - ▣ Give the sign bit a negative weight

$$\mathbf{1} \times -2^{31} + 1 \times 2^{30} + 0 \times 2^{29} + \dots + 1 \times 2^0 = -669700377$$

- A 32-bit word represents 2^{32} numbers between -2^{31} and $+2^{31}-1$.
 - ▣ No repeated numbers and simple arithmetic implementation

Example: 2's Complement

- Compute the 32-bit 2's complement representations for the following decimal numbers:
 - ▣ 5, -5, -6

Example: 2's Complement

- Compute the 32-bit 2's complement representations for the following decimal numbers:
 - ▣ 5, -5, -6
- Given -5, verify that negating and adding 1 yields the number 5
-

```
5: 0000 0000 0000 0000 0000 0000 0000 0101
-5: 1111 1111 1111 1111 1111 1111 1111 1011
-6: 1111 1111 1111 1111 1111 1111 1111 1010
```

Example

- All 32-bit 2's complement representations

```
int num = 0;
do {
    num++;
} while(num != 0);
```

0000 0000 0000 0000 0000 0000 0000 0000_{two} = 0_{ten}

0000 0000 0000 0000 0000 0000 0000 0001_{two} = 1_{ten}

...

0111 1111 1111 1111 1111 1111 1111 1111_{two} = $2^{31}-1$

1000 0000 0000 0000 0000 0000 0000 0000_{two} = -2^{31}

1000 0000 0000 0000 0000 0000 0000 0001_{two} = $-(2^{31} - 1)$

1000 0000 0000 0000 0000 0000 0000 0010_{two} = $-(2^{31} - 2)$

...

1111 1111 1111 1111 1111 1111 1111 1110_{two} = -2

1111 1111 1111 1111 1111 1111 1111 1111_{two} = -1

Signed and Unsigned

- The hardware recognizes two formats:
- Unsigned
 - ▣ All numbers are positive, a 1 in the most significant bit just means it is a really large number
 - ▣ Example: the `unsigned int` declaration in C/C++
- Signed
 - ▣ Numbers can be +/- , a 1 in the MSB means the number is negative
 - ▣ Example: the `signed int` or `int` declaration in C/C++
- Why would I need both?
 - ▣ To represent twice as many numbers when we're sure that we don't need negatives

Example: MIPS Instructions

- Example: consider a comparison instruction
 - ▣ `slt $t0, $t1, $zero`
- and \$t1 contains the 32-bit number
 - ▣ `11110111 11001010 00010100 00011110`
- What gets stored in \$t0?

Example: MIPS Instructions

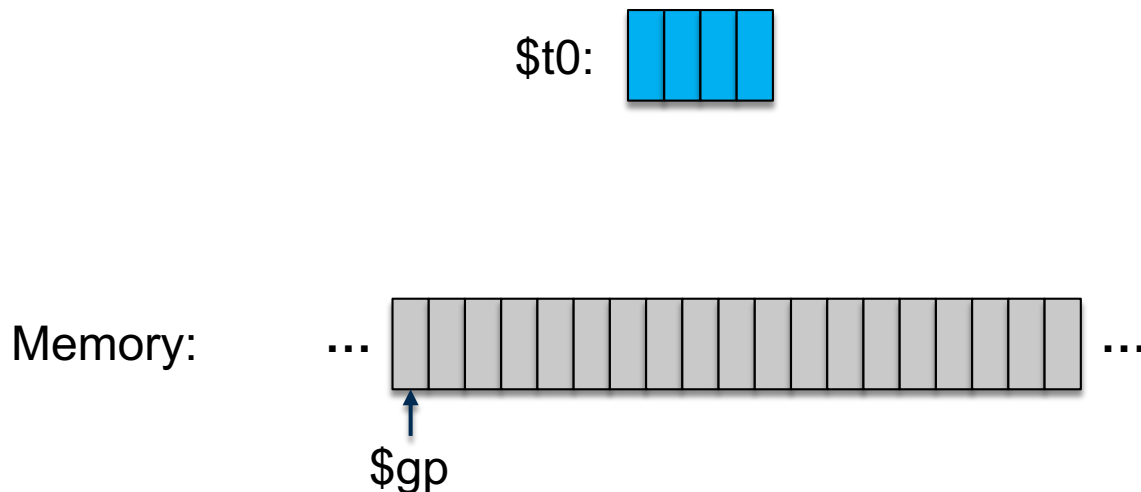
- Example: consider a comparison instruction
 - ▣ `slt $t0, $t1, $zero`
- and `$t1` contains the 32-bit number
 - ▣ `11110111 11001010 00010100 00011110`
- What gets stored in `$t0`?

whether `$t1` is a signed or unsigned number
the compiler/programmer must track this and accordingly
use either `slt` or `sltu`

<code>slt</code>	<code>\$t0, \$t1, \$zero</code>	<code>#stores</code>	<code>1</code>	<code>in \$t0</code>
<code>sltu</code>	<code>\$t0, \$t1, \$zero</code>	<code>#stores</code>	<code>0</code>	<code>in \$t0</code>

Recall: Dealing with Characters

- Instructions are also provided to deal with byte-sized and half-word quantities: **lb** (load-byte), **sb**, **lh**, **sh**
- Example: loading a byte from memory
 - ▣ **Is the byte signed or unsigned?**



Sign Extension

- Signed 8-/16-bit numbers must be converted into 32-bit signed numbers
 - ▣ Example:
 - `addi $s0, $zero, 0x8000`
 - `addi $s0, $zero, 0x4000`
- **Conversion:** take the most significant bit and use it to fill up the additional bits on the left

`11111111 11111111 10000000 00000000 = -32768`

`00000000 00000000 01000000 00000000 = 16384`

Unsigned Conversion

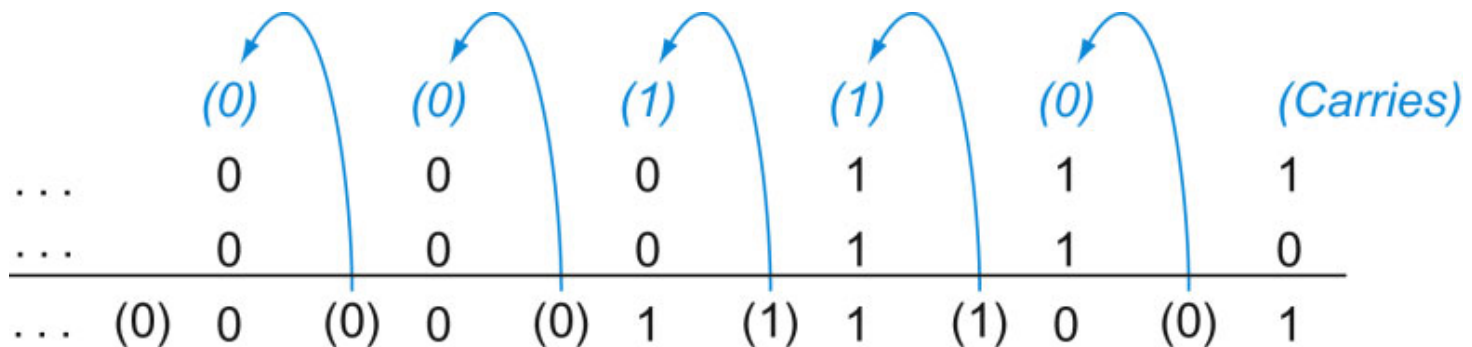
- Unsigned 8-/16-bit numbers must be converted into 32-bit signed numbers
 - ▣ Example:
 - `addiu $s0, $zero, 0x8000`
 - `addiu $s0, $zero, 0x4000`
- **Conversion:** fill up the additional bits on the left with zeroes

00000000 00000000 10000000 00000000 = 32768

00000000 00000000 01000000 00000000 = 16384

Addition and Subtraction

- Addition is similar to decimal arithmetic



- For subtraction, simply add the negative number
 - ▣ 4-bit example: $6 - 5 = 6 + (-5)$

$$\begin{array}{r} 0\ 1\ 1\ 0 \\ +\ 1\ 0\ 1\ 1 \\ \hline \end{array}$$

Overflows

- **Note:** machines have limited numbers of bits for representing each number
- For an unsigned number, overflow happens when the last carry (1) cannot be accommodated
- For a signed number, overflow happens when the most significant bit is not the same as every bit to its left
 - ▣ when the sum of two positive numbers is a negative result
 - ▣ when the sum of two negative numbers is a positive result
 - ▣ The sum of a positive and negative number will never overflow