Binary Arithmetic

CS 2130: Computer Systems and Organization 1 September 2, 2022



Announcements

- Quiz 0 due tonight at 5pm (when Quiz 1 opens)
- Quiz 1 opens at 5pm (due Monday at 8am)
- Lab 1 late check-off through Monday
- TA office hours start tonight!
 - In-person: Olsson 001, Wed-Sun, 5-7pm
 - Online: Discord, Wed-Sun, varies
 - Discord is now available
- My office hours
 - Tuesday, 4-5pm, Discord/Zoom
 - Wednesday, 4:30-6pm, Rice 210 (masks requested)
 - Thursday, 11am-12pm, Discord/Zoom

Representing negative integers

- Can we use the minus sign?
- In binary we only have 2 symbols, must do something else!
- Almost all hardware uses the following observation:

Representing negative integers

- Computers store numbers in fixed number of wires
- Ex: consider 4-digit decimal numbers
- Throw away the last borrow:
 - 0000 0001 = 9999
 - 9999 0001 = 9998
 - Normal subtraction/addition still works
- \cdot This works the same in binary

Two's Complement

This scheme is called Two's Complement

- More generically, a *signed* integer
- There is a break as far away from 0 as possible
- First bit acts vaguely like a minus sign
- Works as long as we do not pass number too large to represent

4-bits 0000 0001 1111 0 1110 0010 +1-2 +2 1101 0011 +3 1100 +4 0100 -4+5 0101 1011 +6 0110 1010 1001 0111 1000

Questions?

Two's Complement

Consider the following 8-bit binary number in Two's Complement:

24 - 45

What is its value in decimal?

Consider the following 8-bit binary number in Two's Complement:



What about other kinds of numbers?

Floating point numbers

· Decimal: 3.14159

Floating point numbersDecimal: 3.14159

- Binary: 11.10110

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- \cdot With integers, the point is always fixed after all digits
- With floating point numbers, the point can move!

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Challenge! only 2 symbols in binary

Convert the following decimal to scientific notation:

2130.

2.13 × 103

Convert the following binary to scientific notation:

An interesting phenomenon:

• Decimal: first digit can be any number *except* 0

 $\frac{1}{2.13} \times 10^{3}$

An interesting phenomenon:

• Decimal: first digit can be any number *except* 0

2.13×10^3

• Binary: first digit can be any number *except* 0 Wait!

1.01101 × 2⁵

An interesting phenomenon:

• Decimal: first digit can be any number *except* 0

2.13×10^3

• Binary: first digit can be any number *except* 0 Wait!

 1.01101×2^5

• First digit can only be 1

± 1.01101, × 25

We must store 3 components

- sign (1-bit): 1 if negative, 0 if positive
- fraction or mantissa: (?-bits): bits after binary point
- exponent (?-bits): how far to move binary point

We do not need to store the value before the binary point. Why?



How do we store them?

- Originally many different systems
- IEEE standardized system (IEEE 754 and IEEE 854)
- \cdot Agreed-upon order, format, and number of bits for each



Example

A rough example in Decimal:

How do we store the exponent?

• Exponents *can* be negative

$$2^{-3} = \frac{1}{2^3} = \frac{1}{8}$$

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- Biased integers
 - Make comparison operations run more smoothly
 - Hardware more efficient to build
 - Other valid reasons

Biased Integers

Similar to Two's Complement, but add bias

- Two's Complement: Define 0 as 00...0
- Biased: Define 0 as 0111...1
- Biased wraps from 000...0 to 111...1

0000 0001 1110 0010 +8 -6 +7 1101 0011 +6 -3 0100 1100 +5 -2 +41011 0101 +3 1010 0110 0 1001 0111 1000

Biased Integers

0000 1111 0001 0 1110 0010 -1 +1 +2 -2 1101 0011 +3 -3 +4 0100 1100 -4 +5 -5 1011 0101 +6 -6 1010 -7 +7 0110 -8 1001 1000 0111

Two's Complement

0000 0001 1111 -7 1110 0010 +8 -6 +7 -5 1101 0011 -4 +6 1100 -3 0100 +5 -2 +4 1011 0101 +3 -1 +2 1010 0 0110 +11000 0111 1001 Biased

Calculate value of biased integers (4-bit example)

$$\frac{1}{0010} = 2$$

$$-\frac{1}{0111} = 7$$

$$1 \text{ subtract bias}$$

$$\frac{1011}{0100} = 2$$

$$2) 2^{3} \text{ complement}$$

$$\frac{1}{0100} = -5$$

Biased Integers

101.011₂

101.011₂

What does the following encode?



What does the following encode?



What about 0?

Four cases:

• Normalized: What we have seen today

s eeee ffff = $\pm 1.ffff \times 2^{eeee-bias}$

• **Denormalized**: Exponent bits all 0

s eeee ffff =
$$\pm 0.ffff \times 2^{1-bias}$$

- Infinity: Exponent bits all 1, fraction bits all 0 (i.e., $\pm\infty$)
- Not a Number (NaN): Exponent bits all 1, fraction bits not all 0