



Numeric Representation

Lecture Objectives:

- 1) Define the terms least significant bit and most significant bit.
- 2) Explain how unsigned integer numbers are represented in memory.
- 3) Understand the limitations of using sign and magnitude to represent signed integer numbers.
- 4) Explain how signed integer numbers are represented in memory using twos complement notation.
- 5) Convert twos complement numbers into decimal.
- 6) Convert decimal numbers into twos complement format.
- 7) Explain the concept of sign extension.
- 8) Convert a binary number into hexadecimal.

Homework

- Read sections 2.5, 2.6, and 2.7 for the next class.

Given a binary number, convert it
to an unsigned decimal format

- $1\ 1011_{\text{two}}$ \rightarrow Base / binary

11?

27?

$$1 \times 2^0 + 1 \times 2^1 + 0 \times 2^2 + 1 \times 2^3 + 1 \times 2^4$$

$$1 + 2 + 0 + 8 + 16$$

27

Given a decimal number,
convert it to unsigned binary

- 51_{ten} = ?_{two}

2 | 51

25 R 1

12 R 1

6 R 0

3 R 0

1 R 1

0 R 1

$$1 \times 2^0 + 1 \times 2^1 + 0 \times 2^2 + 0 \times 2^3 + 1 \times 2^4 + 1 \times 2^5$$

$$1 + 2 + 0 + 0 + 16 + 32$$

51

Signed Numbers

- First approach
 - Add a sign bit to the number
 - 0 indicates positive
 - 1 indicates negative

- Example
 - -11_{ten} = ?_{two}

Sign bit



1 1011

2 | 11

5 R1

2 R1

1 R0

0 R1

Problem with sign and

magnitude

- 1 00000000 == 0 00000000

Two Zeros

Negative
Zero

Positive
Zero

Solution: 2's complement numbers

- Leading 0's mean positive, leading 1's mean negative

00000000 11111000 ∈ Positive #

- Range: -2^{n-1} to $+2^{n-1} - 1$

- Example

- $1111\ 1111\ 1111\ 1111\ 1111\ 1111\ 1111\ 1100_2$
 $= -1 \times 2^{31} + 1 \times 2^{30} + \dots + 1 \times 2^2 + 0 \times 2^1 + 0 \times 2^0$

$$X = -X_{n-1} 2^{n-1} + X_{n-2} 2^{n-2} + \dots + X_1 2^1 + X_0 2^0$$

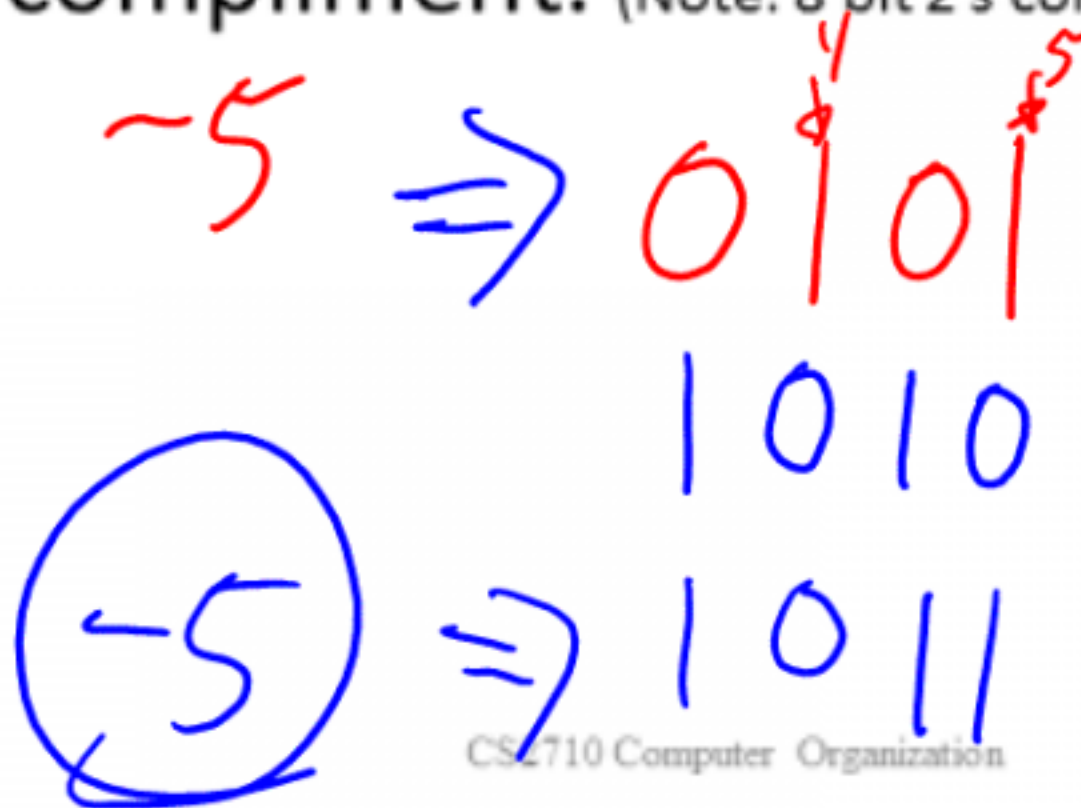
- Using 32 bits

- $-2,147,483,648$ to $+2,147,483,647$

Negative
1 00000000 11110000

Converting a number into 2's complement

- Convert the absolute value of the number into a binary number
- Compliment the bits (1-> 0, 0->1)
- Add 1 to the value
- Example: Convert -5 to binary using 2's complement. (Note: 8 bit 2's complement number)



- Convert -51 to 2's complement form as an 8 bit number

$$1511 \Rightarrow 2 \mid 51$$

25 R 1

12 R 1

6 R 0

3 R 0

1 R 1

0 R 1

00110011

11001100

11001101 Add 1

Example: Represent



Most significant bit

-51 as significant bit
an 8 bit # bit

Least

Sign extension

- Representing a number using more bits
 - Preserve the numeric value
- Replicate the sign bit to the left
 - c.f. unsigned values: extend with 0s
- Examples: 8-bit to 16-bit
 - +2: 0000 0010 => 0000 0000 0000 0010
 - -2: 1111 1110 => 1111 1111 1111 1110

Blue is
extended
bits

All the
same.

- Convert -51 to a 16 bit signed binary representation based on the 2's complement value from before

Example

0011 0011 ~ 751

1100 1100

8 bit #

1100 1101 -51

Copy to make a 16 bit #

1111 1111 1100 1101

Converting binary to hex

- Hexadecimal – Base 16
 - Group binary digits into sets of 4
 - Convert each group into a hex digit

Hex #
D O X

0000	0	1000	8
0001	1	1001	9
0010	2	1010	A
0011	3	1011	B
0100	4	1100	C
0101	5	1101	D
0110	6	1110	E
0111	7	1111	F

↑
Binary Values

↑
Hex Values

- Convert the number 10100101 to hex

0x A 5

Example

- Convert the number 1100100 to hex
 - What decimal number is this?

0x 6 4

Sign Extend w/ Hex

⇒ Add either 0's

OR F's

0x 81 ⇒ 8 bit signed

0x FF 81 0x 7F
 ↓
 0x 00 7F

Sign Extension

- Representing a number using more bits
 - Preserve the numeric value
- In MIPS instruction set
 - `addi`: extend immediate value
 - `lb`, `lh`: extend loaded byte/halfword
 - `beq`, `bne`: extend the displacement
- Replicate the sign bit to the left
 - c.f. unsigned values: extend with 0s
- Examples: 8-bit to 16-bit
 - +2: 0000 0010 => 0000 0000 0000 0010
 - -2: 1111 1110 => 1111 1111 1111 1110

Representing Instructions

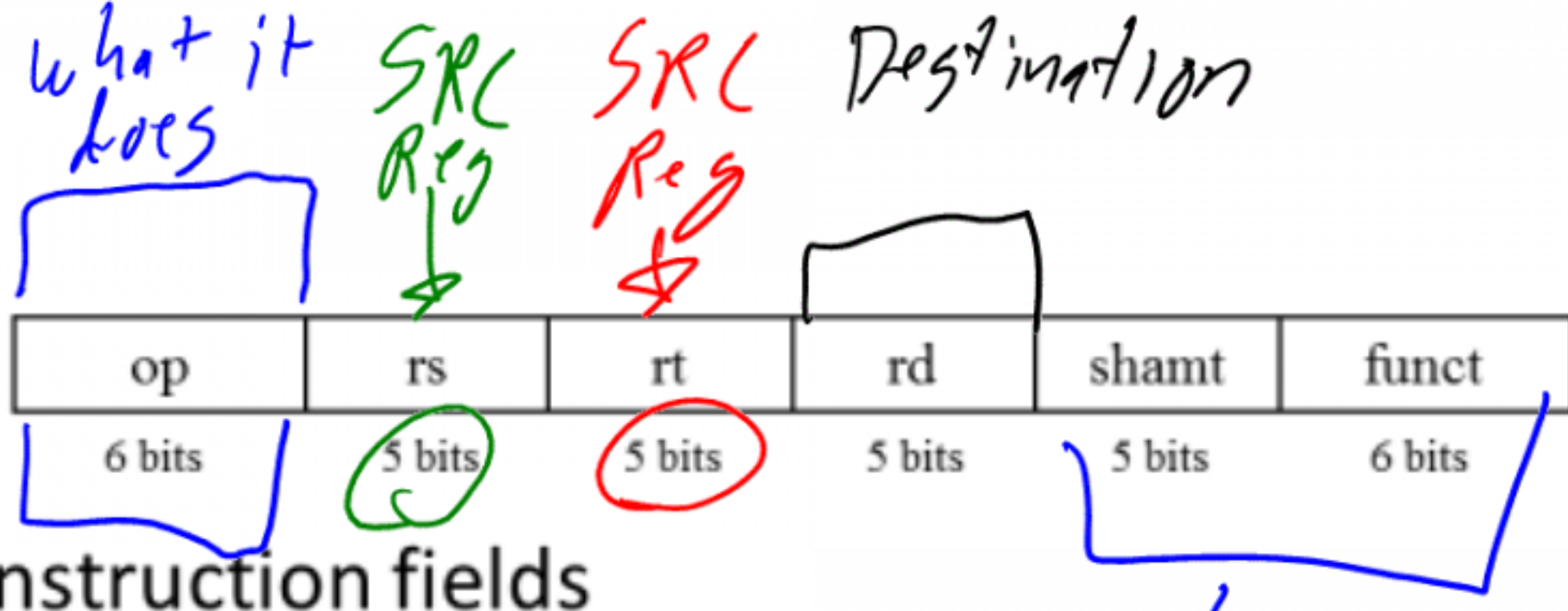
- Instructions are encoded in binary ^{#1's}
– Called machine code
- MIPS instructions
– Encoded as 32-bit instruction words
– Small number of formats encoding operation code (opcode), register numbers, ...
– Regularity!
- Register numbers ⁰⁻³¹
– \$t0 – \$t7 are reg's 8 – 15
– \$t8 – \$t9 are reg's 24 – 25
– \$s0 – \$s7 are reg's 16 – 23

#1's
in code

~~LI \$R5, 29~~

LI \$R5, 29

MIPS R-format Instructions



Instruction fields

- op: operation code (opcode)
- rs: first source register number
- rt: second source register number
- rd: destination register number
- shamt: shift amount (00000 for now)
- funct: function code (extends opcode)

One type of MIPS instruction