

Numbers & Arithmetic

CS 3410: Computer System Organization and Programming



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Roadmap

- Lecture #1
- Number representations
- Lecture #2 (today!)
- Addition
- Negative numbers, two's complement
- Addition (two's compliment)
- Overflow



Binary Addition

Addition works the same for all bases

- Add the digits in each position
- Propagate the carry

Binary addition is pretty easy

- Combine two bits at a time
- Along with a carry

Carry-in 111 Carry-out 001110 + 011100101010



1st **Try**: **Sign/Magnitude Representation**

First Attempt:Sign/Magnitude Representation

- 1 bit for sign (0=positive, 1=negative)
- N-1 bits for magnitude Problem?
- 2 zero's: +0 different than -0 $\underline{0000} = +0$ $\underline{1000} = -0$
- Complicated circuits
- -2 + 1 =??? [Prelim 1, FA19]







IBM 7090, 1959: "a second-generation transistorized version of the earlier IBM 709 vacuum tube mainframe computers"

Final Try: Two's Complement Representation

Positive numbers are represented as usual

• 0 = 0000, 1 = 0001, 3 = 0011, 7 = 0111

Leading 1's for negative numbers

To negate any number:

- complement *all* the bits (i.e. flip all the bits)
- then add 1
- -1: $1 \Rightarrow 0001 \Rightarrow 1110 \Rightarrow 1111$
- -3: $3 \Rightarrow 0011 \Rightarrow 1100 \Rightarrow 1101$
- -8: $8 \Rightarrow 1000 \Rightarrow 0111 \Rightarrow 1000$
- -0: $0 \Rightarrow 0000 \Rightarrow 1111 \Rightarrow 0000$ (this is good, -0=+0)



Two's Complement

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Non-negatives		Negatives
unchanged:	flip	then add 1
• $+ 0 = 0000$	$\overline{0} = 11111$	-0 = 0000
• $+1 = 0001$	$\overline{1} = 1110$	-1=1111
• $+2 = 0010$ How do y	$\bar{2} = 1101$	-2 = 1110
• $+3 = 0011$ express 1	$\overline{3} = 1100$	-3 = 1101
• $+4 = 0100$ magnitu	$\bar{4} = 1011$	-4 = 1100
• $+5 = 0101$ in the	$\bar{5} = 1010$	-5 = 1011
• $+6 = 0110$ negative	$\overline{6} = 1001$	-6=1010
• $+7 = 0111$	$\overline{7} = 1000$	-7 = 1001
• $+8 = 1000$	$\overline{8} = 01111$	-8 = 1000

Computer Science (8 no longer expressible in 4 bits when moving to signed)

Two's Complement vs. Unsigned

Anotherwayte	-1 =	1 111	=15	
Another way to	-2 =	1 110	=14	
the MSB is a	-3 =	<mark>1</mark> 101	=13	
negative column	-4 =	<mark>1</mark> 100	=12	
(here -8)	-5 =	1011	=11	-8+0+2+1
1 hit	-6=	<mark>1</mark> 010	=10	
4 UIL	-7 =	<mark>1</mark> 001	=9	4 bit
IWO S	-8=	<mark>1</mark> 000	=8	
Complement	+7 =	0111	=7	Unsigned
_8 7	+6 =	0110	=6	Binary
-0 /	+5 =	0101	=5	0 15
12 l,306 l,307	+4 =	0100	=4	013
BAAAA BAAAAA BAAAAA BAAAA BAAAA BAAAA BAAAA BAAAA BAAAAAAAA	+3 = +2 =	0011	=3 =2	
Cornell Power Provide And Prov		0001	$=1^{2}$	
Computer Computer	9 0 =	0000	= 0	



PollEV Question #1:

What is the value (expressed in decimal) of the 2s complement number 11010

- A 26
- B. 6
- C. -6
- D. -10
- E. -26







PollEV Question #1:

What is the value (expressed in decimal) of the 2s complement number 11010 11010

A. 26 B. 6 C. -6 D. -10 E. -26 $00101 \\ +1 \\ -6 = 00110$

or -6 = -16 + 8 + 2



Two's Complement Facts

Signed two's complement

- Negative numbers have leading 1's
- zero is unique: +0 = -0
- wraps from largest positive to largest negative

Nbits can be used to represent

- unsigned: range $0...2^{N}-1$
 - eg: 8 bits $\Rightarrow 0...255$

Computer Science

- signed (two's complement): $-(2^{N-1})...(2^{N-1} 1)$
- E.g.: 8 bits \Rightarrow (1000 0000) ... (0111 1111) • -128 ... 127



Suppose I want to express the 2s complement number 1010 in 5 bits instead of 4 bits. What number should I use?

- A 01010
- B. 11010
- C. 10101
- D. 10100
- E. Sorry, it is not possible.







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E. Sorry, it is not possible.





Sign Extension & Truncation

Extendingto larger size

- 11111 = -1
- 111111111=-1
- 0111 = 7
- 0000 0111 = 7
- Truncate to smaller size
 - 0000 1111 = 15
 - BUT, 0000 1111 = 1111 = -1



A 1 1 4 °	1 T 41 '	-1 =	<mark>1</mark> 111	=15
Addition as usual. Ignore the sign.		-2 =	1 110	=14
It just works!	Examples	-3 =	1 101	=13
1 + -1 =		-4 =	1 100	=12
-3 + -1 =		-5 =	1 011	=11
-7 + 3 =		- 6 =	1 010	=10
7 + (-3) =		-7 =	1 001	=9
		-8 =	1000	=8
		+7 =	0111	=7
		+6=	0110	=6
		+5 =	0101	=5
		+4 =	0100	=4
		+3 =	0011	=3
		+2 =	0010	=2
Cornell Rowers C.IS		+1 =	0001	=1
Computer Science		0 =	0000	=0

	-1 =	<mark>1</mark> 111	=15
Addition as usual. Ignore the sign.	-2=	1 110	=14
It just works! Examples	-3 =	<mark>1</mark> 101	=13
1 + -1 = 0001 + 11111 =	-4 =	<mark>1</mark> 100	=12
-3 + -1 = 1101 + 1111 =	-5 =	1 011	=11
-7 + 3 = 1001 + 0011 =	-6 =	1 010	=10
7 + (-3) = 0111 + 1101 =	-7 =	<mark>1</mark> 001	=9
	-8 =	1000	=8
	+7 =	0111	=7
	+6 =	0110	=6
	+5 =	0101	=5
	+4 =	0100	=4
	+3 =	0011	=3
	+2 =	0010	=2
	+1 =	0001	=1



15

0 =

0000

=0

Addition on usual lanar	the eign	-1 =	1111	=15
Addition as usual. Ignore	e the sign.	-2 =	1 110	=14
It just works! Exampl	es	-3 =	<mark>1</mark> 101	=13
1 + -1 = 0001 + 1111 = 0000	(0)	-4 =	<mark>1</mark> 100	=12
-3 + -1 = 1101 + 1111 = 1100	(-4)	-5 =	<mark>1</mark> 011	=11
-7 + 3 = 1001 + 0011 = 1100	(-4)	-6=	<mark>1</mark> 010	=10
7 + (-3) = 0111 + 1101 = 010	^{(0 (4)} PollEVQuestion #3	-7 =	<mark>1</mark> 001	=9
Which of the fo	llowing has problems	-8 =	1000	=8
	nowing has providing	+7 =	0111	=7
(assuming a for	ır-bit number)?	+6=	0110	=6
a) 7+1		+5 =	0101	=5
b) $-7+-3$		+4 =	0100	=4
0) -7 + -3		+3 =	0011	=3
c) $-7 + -1$		+2 =	0010	=2
Cornell Row (In d) Only A	&Bhave problems	+1 =	0001	=1
Computer (Computer Computer e) They al	1 have problems.	0 =	0000	=0

	-1 =	1111	=15
Addition as usual. Ignore the sign.	-2 =	<mark>1</mark> 110	=14
It just works! Examples	-3 =	1 101	=13
1 + -1 = 0001 + 1111 = 0000(0)	-4 =	1 100	=12
-3 + -1 = 1101 + 1111 = 1100 (-4)	-5 =	1 011	=11
-7 + 3 = 1001 + 0011 = 1100 (-4)	-6=	1 010	=10
7 + (-3) = 0111 + 1101 = 0100 (4) PollEVQuestion #3	-7 =	<mark>1</mark> 001	=9
Which of the following has problems	-8=	1 000	=8
which of the following has problems	+7 =	0111	=7
(assuming a four-bit number)?	+6 =	0110	=6
a) $7+1 = 1000$	+5 =	0101	=5
b) $-7 + -3 = 1.0110$	+4 =	0100	=4
$(-7)^{-7} + -3 = 10110$	+3 =	0011	=3
c) $-/+-1 = 1000$	+2 =	0010	=2
d) Only A&Bhave problems	+1 =	0001	=1
(Computer Computer e) They all have problems.	0 =	0000	=0

	-1 =	1111	=15
Addition as usual. Ignore the sign.	-2 =	<mark>1</mark> 110	=14
It just works! Examples	-3 =	1 101	=13
1 + -1 = 0001 + 1111 = 0000(0)	-4 =	1 100	=12
-3 + -1 = 1101 + 1111 = 1100 (-4)	-5 =	1 011	=11
-7 + 3 = 1001 + 0011 = 1100 (-4)	-6=	1 010	=10
7+(-3)=0111+1101=0100(4)PollEVQuestion #3	-7 =	1001	=9
Which of the following has problems	-8=	<mark>1</mark> 000	=8
which of the following has problems	+7 =	0111	=7
(assuming a four-bit number)?	+6 =	0110	=6
a) $7+1 = 1000$ overflow	+5 =	0101	=5
b) $-7 + -3 = 1.0110$ overflow	+4 =	0100	=4
(0) -7 + -3 = 101100000110000000000000000000000000	+3 =	0011	=3
c) $-/+-1 = 1000 \text{ fine}$	+2 =	0010	=2
d) Only A&Bhave problems	+1 =	0001	=1
(Computer Computer e) They all have problems.	0 =	0000	=0

Overflow

When caroverflow occur?

- adding a negative and a positive?
 - Overflow *cannotoccur*(Why?)
- adding two positives?
 - Overflow *canoccur*(Why?)
- adding two negatives?
 - Overflow *canoccur*(Why?)



- -1 = 1111 = 15
- -2 = 1110 = 142 = 1101 = 12
- -3 = 1101 = 13-4 = 1100 = 12
- **-**5 = **1**011 = 11
- **-**6 = **1**010 = **1**0
- -7 = 1001 = 9

$$-8 = 1000 = 8$$

+7 = 0111 = 7

$$+6 = 0110 = 6$$

 $+5 = 0101 = 5$

$$+3 = 0100 = 4$$

 $+3 = 0011 = 3$

Overflow

Computer Science

When caroverflow occur?

- adding a negative and a positive?
 - Overflow *cannotoccur*(Why?)
 - Always subtract larger magnitude from smaller
- adding two positives?
 - Overflow *canoccur*(Why?)
 - Precision: Add two positives, and get a negative number!
- adding two negatives?
 - Overflow *canoccur*(Why?)
- Precision: add two negatives, get a positive number!





Shared publicly - Dec 1, 2014

We never thought a video would be watched in numbers greater than a 32-bit integer (=2,147,483,647 views), but that was before we met PSY. "Gangnam Style" has been viewed so many times we had to upgrade to a 64-bit integer (9,223,372,036,854,775,808)!

Hover over the counter in PSY's video to see a little math magic and stay tuned for bigger and bigger numbers on YouTube.





Takeaways

- Digital computers are implemented via logic circuits and thus represent *all* numbers in binary (base 2).
- We use decimal or hex for convenience and need to be able to convert to binary and back.
- Adding two 1-bit numbers generalizes to adding two numbers of any size since 1-bit full adders can be cascaded.
- Using Two's complement number representation simplifies adder Logic circuit design (0 is unique, easy to negate).
- Subtraction is adding, where one operand is negated (to negate in two's complement: flip the bits and add 1).
- Overflow not enough bits for the result; i.e. if sign of input operands A and B are the same, but different than the of the result S.

