

# Numbers & Arithmetic

CS 3410: Computer System Organization and Programming



# Roadmap

## Lecture #1

- Number representations

## Lecture #2 (today!)

- Addition
- Negative numbers, two's complement
- Addition (two's complement)
- 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

$$\begin{array}{r} 1 \\ 183 \\ + 254 \\ \hline 437 \end{array}$$

Carry-in

$$\begin{array}{r} 11(1) \text{ Carry-out} \\ 001110 \\ + 011100 \\ \hline 101010 \end{array}$$



# 1<sup>st</sup> Try: Sign/Magnitude Representation

First Attempt: Sign/Magnitude Representation

$$\underline{0}111 = 7$$
$$\underline{1}111 = -7$$

- 1 bit for sign (0=positive, 1=negative)
- N-1 bits for magnitude

Problem?

- 2 zero's: +0 different than -0

$$\underline{0}000 = +0$$

$$\underline{1}000 = -0$$

- Complicated circuits
- $-2 + 1 = ???$

[Prelim 1, FA19]



# 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

Non-negatives  
unchanged:

- $+0 = 0000$
- $+1 = 0001$
- $+2 = 0010$
- $+3 = 0011$
- $+4 = 0100$
- $+5 = 0101$
- $+6 = 0110$
- $+7 = 0111$
- $+8 = 1000$

*How do you  
express this  
magnitude  
in the  
negative?*

flip

- $\bar{0} = 1111$
- $\bar{1} = 1110$
- $\bar{2} = 1101$
- $\bar{3} = 1100$
- $\bar{4} = 1011$
- $\bar{5} = 1010$
- $\bar{6} = 1001$
- $\bar{7} = 1000$
- $\bar{8} = 0111$

Negatives  
then add 1

- $-0 = 0000$
- $-1 = 1111$
- $-2 = 1110$
- $-3 = 1101$
- $-4 = 1100$
- $-5 = 1011$
- $-6 = 1010$
- $-7 = 1001$
- $-8 = 1000$



# Two's Complement vs. Unsigned

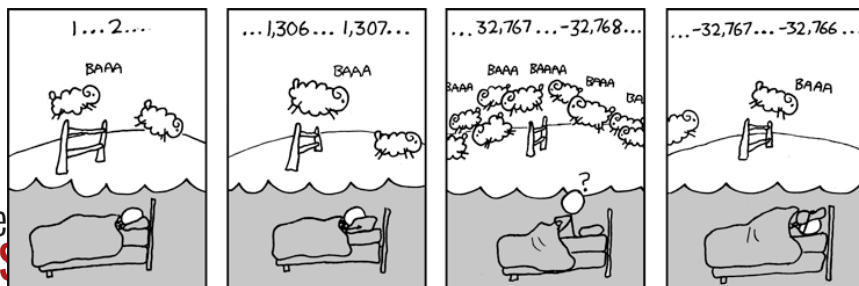
Another way to  
look at it:  
the MSB is a  
negative column  
(here -8)

4 bit  
Two's  
Complement  
-8 ... 7

-1 =	1111	= 15
-2 =	1110	= 14
-3 =	1101	= 13
-4 =	1100	= 12
-5 =	1011	= 11
-6 =	1010	= 10
-7 =	1001	= 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
0 =	0000	= 0

$$-8 + 0 + 2 + 1$$

4 bit  
Unsigned  
Binary  
0 ... 15

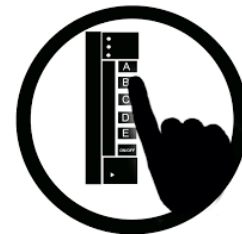


# PolEV Question #1:

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

11010

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





# 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

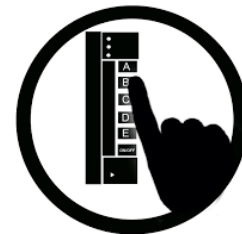
## N bits can be used to represent

- unsigned: range  $0 \dots 2^N - 1$ 
  - eg: 8 bits  $\Rightarrow 0 \dots 255$
- signed (two's complement):  $-(2^{N-1}) \dots (2^{N-1} - 1)$ 
  - E.g.: 8 bits  $\Rightarrow (1000\ 0000) \dots (0111\ 1111)$
  - $-128 \dots 127$

# PolEV Question #2:

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.



# Sign Extension & Truncation

**Extending** to larger size

- $1111 = -1$
- $1111\ 1111 = -1$
- $0111 = 7$
- $0000\ 0111 = 7$

**Truncate** to smaller size

- $0000\ 1111 = 15$
- **BUT, ~~0000~~  $1111 = 1111 = -1$**



# Two's Complement Addition

Addition as usual. Ignore the sign.

It just works!

Examples

$$1 + -1 =$$

$$-3 + -1 =$$

$$-7 + 3 =$$

$$7 + (-3) =$$

$$-1 = \quad 1111 \quad = 15$$

$$-2 = \quad 1110 \quad = 14$$

$$-3 = \quad 1101 \quad = 13$$

$$-4 = \quad 1100 \quad = 12$$

$$-5 = \quad 1011 \quad = 11$$

$$-6 = \quad 1010 \quad = 10$$

$$-7 = \quad 1001 \quad = 9$$

$$-8 = \quad 1000 \quad = 8$$

$$+7 = \quad 0111 \quad = 7$$

$$+6 = \quad 0110 \quad = 6$$

$$+5 = \quad 0101 \quad = 5$$

$$+4 = \quad 0100 \quad = 4$$

$$+3 = \quad 0011 \quad = 3$$

$$+2 = \quad 0010 \quad = 2$$

$$+1 = \quad 0001 \quad = 1$$

$$0 = \quad 0000 \quad = 0$$



# Overflow

When can **overflow** occur?

- adding a negative and a positive?
- adding two positives?
- adding two negatives?

-1 =	1111	= 15
-2 =	1110	= 14
-3 =	1101	= 13
-4 =	1100	= 12
-5 =	1011	= 11
-6 =	1010	= 10
-7 =	1001	= 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
0 =	0000	= 0



# 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.

