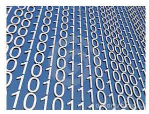
Princeton University

Computer Science 217: Introduction to Programming Systems

Number Systems and Number Representation



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For Your Amusement

Question: Why do computer programmers confuse Christmas and Halloween?

Answer: Because 25 Dec = 31 Oct

– http://www.electronicsweekly.com

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Goals of this Lecture

Help you learn (or refresh your memory) about:

- The binary, hexadecimal, and octal number systems
- Finite representation of unsigned integers
- Finite representation of signed integers
- Finite representation of rational numbers (if time)

Why?

- A power programmer must know number systems and data representation to fully understand C's **primitive data types**

Primitive values and the operations on them

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Agenda

Number Systems

Finite representation of unsigned integers

Finite representation of signed integers

Finite representation of rational numbers (if time)

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The Decimal Number System

Name

- "decem" (Latin) ⇒ ten

Characteristics

- Ten symbols
  - `0 1 2 3 4 5 6 7 8 9`
- Positional
  - $2945 \neq 2495$
  - $2945 = (2*10^3) + (9*10^2) + (4*10^1) + (5*10^0)$

(Most) people use the decimal number system

Why?

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The Binary Number System

binary

adjective: being in a state of one of two mutually exclusive conditions such as on or off, true or false, molten or frozen, presence or absence of a signal. From Late Latin *bīnārius* ("consisting of two").

Characteristics

- Two symbols
  - `0 1`
- Positional
  - $1010_B \neq 1100_B$

Most (digital) computers use the binary number system

Why?

Terminology

- **Bit**: a binary digit
- **Byte**: (typically) 8 bits

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Decimal-Binary Equivalence

Decimal	Binary
0	0
1	1
2	10
3	11
4	100
5	101
6	110
7	111
8	1000
9	1001
10	1010
11	1011
12	1100
13	1101
14	1110
15	1111

Decimal	Binary
16	10000
17	10001
18	10010
19	10011
20	10100
21	10101
22	10110
23	10111
24	11000
25	11001
26	11010
27	11011
28	11100
29	11101
30	11110
31	11111
...	...

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Decimal-Binary Conversion

Binary to decimal: expand using positional notation

$100101_B = (1*2^5)+(0*2^4)+(0*2^3)+(1*2^2)+(0*2^1)+(1*2^0)$
$= 32 + 0 + 0 + 4 + 0 + 1$
$= 37$

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Integer ~~Decimal~~-Binary Conversion

Binary to Integer ~~decimal~~: expand using positional notation

$100101_B = (1*2^5)+(0*2^4)+(0*2^3)+(1*2^2)+(0*2^1)+(1*2^0)$
$= 32 + 0 + 0 + 4 + 0 + 1$
$= 37$

These are integers
They exist as their pure selves no matter how we might choose to *represent* them with our fingers or toes

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Integer-Binary Conversion

Integer to binary: do the reverse

- Determine largest power of 2 ≤ number; write template

$37 = (?*2^5)+(?*2^4)+(?*2^3)+(?*2^2)+(?*2^1)+(?*2^0)$

- Fill in template

$37 = (1*2^5)+(0*2^4)+(0*2^3)+(1*2^2)+(0*2^1)+(1*2^0)$

```
 37
-32
  5
 -4
  1
 -1
  0
```

100101_B

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Integer-Binary Conversion

Integer to binary shortcut

- Repeatedly divide by 2, consider remainder

```
37 / 2 = 18 R 1
18 / 2 =  9 R 0
 9 / 2 =  4 R 1
 4 / 2 =  2 R 0
 2 / 2 =  1 R 0
 1 / 2 =  0 R 1
```

Read from bottom to top: 100101_B

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The Hexadecimal Number System

Name

- "hexa" (Greek) ⇒ six
- "decem" (Latin) ⇒ ten

Characteristics

- Sixteen symbols
  - 0 1 2 3 4 5 6 7 8 9 A B C D E F
- Positional
  - $A13D_H \neq 3DA1_H$

Computer programmers often use the hexadecimal number system

Why?

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Decimal-Hexadecimal Equivalence

Decimal	Hex
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	A
11	B
12	C
13	D
14	E
15	F

Decimal	Hex
16	10
17	11
18	12
19	13
20	14
21	15
22	16
23	17
24	18
25	19
26	1A
27	1B
28	1C
29	1D
30	1E
31	1F

Decimal	Hex
32	20
33	21
34	22
35	23
36	24
37	25
38	26
39	27
40	28
41	29
42	2A
43	2B
44	2C
45	2D
46	2E
47	2F
...	...

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Integer-Hexadecimal Conversion

Hexadecimal to integer: expand using positional notation

```
25H = (2*16^1) + (5*16^0)
    =   32     +    5
    =   37
```

Integer to hexadecimal: use the shortcut

```
37 / 16 = 2 R 5
 2 / 16 = 0 R 2
```

Read from bottom to top: 25_H

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Binary-Hexadecimal Conversion

Observation: $16^1 = 2^4$

- Every 1 hexadecimal digit corresponds to 4 binary digits

Binary to hexadecimal

```
1010 0001 0011 1101B
   A    1    3    DH
```

Digit count in binary number not a multiple of 4 ⇒ pad with zeros on left

Hexadecimal to binary

```
   A    1    3    DH
1010 0001 0011 1101B
```

Discard leading zeros from binary number if appropriate

Is it clear why programmers often use hexadecimal?

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The Octal Number System

Name

- "octo" (Latin) ⇒ eight

Characteristics

- Eight symbols
  - 0 1 2 3 4 5 6 7
- Positional
  - $1743_O \neq 7314_O$

Computer programmers often use the octal number system

Why?

(So does Mickey Mouse!)

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Agenda

Number Systems

Finite representation of unsigned integers

Finite representation of signed integers

Finite representation of rational numbers (if time)

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Unsigned Data Types: Java vs. C

Java has type:

- `int`
  - Can represent signed integers

C has type:

- `signed int`
  - Can represent signed integers
- `int`
  - Same as `signed int`
- `unsigned int`
  - Can represent only unsigned integers

To understand C, must consider representation of both unsigned and signed integers

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Representing Unsigned Integers

Mathematics
- Range is 0 to ∞

Computer programming
- Range limited by computer's **word** size
- Word size is n bits ⇒ range is 0 to $2^n - 1$
- Exceed range ⇒ **overflow**

CourseLab computers
- n = 64, so range is 0 to $2^{64} - 1$ (huge!)

Pretend computer
- n = 4, so range is 0 to $2^4 - 1$ (15)

Hereafter, assume word size = 4
- All points generalize to word size = 64, word size = n

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Representing Unsigned Integers

On pretend computer

Unsigned Integer	Rep
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001
10	1010
11	1011
12	1100
13	1101
14	1110
15	1111

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Adding/subtracting binary numbers

Addition

```
0011
1010
----
```

Subtraction

```
1010
0111
----
```

Subtraction

```
0011
1010
----
```

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Adding Unsigned Integers

Addition

```
            1
   3       0011B
+ 10     + 1010B
  --       ----
  13       1101B
```

Start at right column
Proceed leftward
Carry 1 when necessary

```
            1
   7       0111B
+ 10     + 1010B
  --       ----
   1       0001B
```

Beware of overflow

How would you detect overflow programmatically?

Results are mod 2^4

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Subtracting Unsigned Integers

Subtraction

```
           111
  10       1010B
-  7     - 0111B
  --       ----
   3       0011B
```

Start at right column
Proceed leftward
Borrow when necessary

```
           1
   3       0011B
- 10     - 1010B
  --       ----
   9       1001B
```

Beware of overflow

How would you detect overflow programmatically?

Results are mod 2^4

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Shifting Unsigned Integers

Bitwise right shift (>> in C): fill on left with zeros

```
10 >> 1 ⇒ 5
1010B   0101B

10 >> 2 ⇒ 2
1010B   0010B
```

What is the effect arithmetically? (No fair looking ahead)

Bitwise left shift (<< in C): fill on right with zeros

```
5 << 1 ⇒ 10
0101B   1010B

3 << 2 ⇒ 12
0011B   1100B
```

What is the effect arithmetically? (No fair looking ahead)

Results are mod 2^4

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Other Operations on Unsigned Ints

Bitwise NOT (~ in C)

- Flip each bit

```
~10 ⇒ 5
1010B 0101B
```

Bitwise AND (& in C)

- Logical AND corresponding bits

```
  10        1010B
& 7       & 0111B
 --         ----
  2         0010B
```

Useful for setting selected bits to 0

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Other Operations on Unsigned Ints

Bitwise OR: (| in C)

- Logical OR corresponding bits

```
  10        1010B
|  1      | 0001B
  --        ----
  11        1011B
```

Useful for setting selected bits to 1

Bitwise exclusive OR (^ in C)

- Logical exclusive OR corresponding bits

```
  10        1010B
^ 10      ^ 1010B
  --        ----
   0        0000B
```

x ^ x sets all bits to 0

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Aside: Using Bitwise Ops for Arith

Can use <<, >>, and & to do some arithmetic efficiently

x * 2^y == x << y
- 3*4 = 3*2² = 3<<2 ⇒ 12

Fast way to **multiply** by a power of 2

x / 2^y == x >> y
- 13/4 = 13/2² = 13>>2 ⇒ 3

Fast way to **divide** by a power of 2

x % 2^y == x & (2^y-1)
- 13%4 = 13%2² = 13&(2²-1) = 13&3 ⇒ 1

Fast way to **mod** by a power of 2

```
  13        1101B
& 3       & 0011B
 --         ----
  1         0001B
```

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Aside: Example C Program

```
#include <stdio.h>
#include <stdlib.h>
int main(void)
{  unsigned int n;
   unsigned int count;
   printf("Enter an unsigned integer: ");
   if (scanf("%u", &n) != 1)
   {  fprintf(stderr, "Error: Expect unsigned int.\n");
      exit(EXIT_FAILURE);
   }
   for (count = 0; n > 0; n = n >> 1)
      count += (n & 1);
   printf("%u\n", count);
   return 0;
}
```

What does it write?

How could this be expressed more succinctly?

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Agenda

Number Systems

Finite representation of unsigned integers

Finite representation of signed integers

Finite representation of rational numbers (if time)

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Signed Magnitude

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

Definition

High-order bit indicates sign

0 ⇒ positive

1 ⇒ negative

Remaining bits indicate magnitude

1101_B = -101_B = -5

0101_B = 101_B = 5

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Signed Magnitude (cont.)

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

Computing negative

neg(x) = flip high order bit of x

neg(0101_B) = 1101_B

neg(1101_B) = 0101_B

Pros and cons

+ easy for people to understand
+ symmetric
- two representations of zero
- can't use the same "add" algorithm for both signed and unsigned numbers

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Ones' Complement

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

Definition

High-order bit has weight -7

1010_B = (1*-7)+(0*4)+(1*2)+(0*1)
= -5

0010_B = (0*-7)+(0*4)+(1*2)+(0*1)
= 2

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Ones' Complement (cont.)

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

Computing negative

neg(x) = ~x

neg(0101_B) = 1010_B

neg(1010_B) = 0101_B

Computing negative (alternative)

neg(x) = 1111_B - x

neg(0101_B) = 1111_B − 0101_B
= 1010_B

neg(1010_B) = 1111_B − 1010_B
= 0101_B

Pros and cons

+ symmetric
− two reps of zero
− can't use the same "add" algorithm for both signed and unsigned numbers

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Two's Complement

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

Definition

High-order bit has weight -8

1010_B = (1*-8)+(0*4)+(1*2)+(0*1)
= -6

0010_B = (0*-8)+(0*4)+(1*2)+(0*1)
= 2

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Two's Complement (cont.)

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

Computing negative

neg(x) = ~x + 1

neg(x) = onescomp(x) + 1

neg(0101_B) = 1010_B + 1 = 1011_B

neg(1011_B) = 0100_B + 1 = 0101_B

Pros and cons

- not symmetric
+ one representation of zero
+ same algorithm adds unsigned numbers or signed numbers

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Two's Complement (cont.)

Almost all computers use two's complement to represent signed integers

Why?

- Arithmetic is easy
  - Will become clear soon

Hereafter, assume two's complement representation of signed integers

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Adding Signed Integers

pos + pos

```
             11
  3         0011B
+ 3       + 0011B
 --         ----
  6         0110B
```

pos + pos (overflow)

```
             111
  7         0111B
+ 1       + 0001B
 --         ----
 -8         1000B
```

pos + neg

```
           1111
  3         0011B
+ -1      + 1111B
 --         ----
  2        10010B
```

How would you detect overflow programmatically?

neg + neg

```
           11
 -3         1101B
+ -2      + 1110B
 --         ----
 -5        11011B
```

neg + neg (overflow)

```
            1 1
 -6         1010B
+ -5      + 1011B
 --         ----
  5        10101B
```


Subtracting Signed Integers

Perform subtraction with borrows

or

Compute two's comp and add

```
             1
             22
  3          0011B
- 4        - 0100B
 --          ----
 -1          1111B
```

→

```
   3         0011B
+ -4       + 1100B
  --         ----
  -1         1111B
```

```
 -5          1011B
- 2        - 0010B
 --          ----
 -7          1001B
```

→

```
            111
  -5         1011
+ -2       + 1110
  --         ----
  -7        11001
```


Negating Signed Ints: Math

Question: Why does two's comp arithmetic work?

Answer: `[–b] mod 2⁴ = [twoscomp(b)] mod 2⁴`

```
[–b] mod 2⁴
= [2⁴ – b] mod 2⁴
= [2⁴ – 1 - b + 1] mod 2⁴
= [(2⁴ – 1 - b) + 1] mod 2⁴
= [onescomp(b) + 1] mod 2⁴
= [twoscomp(b)] mod 2⁴
```

See Bryant & O' Hallaron book for much more info

Subtracting Signed Ints: Math

And so:

`[a – b] mod 2⁴ = [a + twoscomp(b)] mod 2⁴`

```
[a – b] mod 2⁴
= [a + 2⁴ – b] mod 2⁴
= [a + 2⁴ – 1 – b + 1] mod 2⁴
= [a + (2⁴ - 1 – b) + 1] mod 2⁴
= [a + onescomp(b) + 1] mod 2⁴
= [a + twoscomp(b)] mod 2⁴
```

See Bryant & O' Hallaron book for much more info

Shifting Signed Integers

Bitwise left shift (<< in C): fill on right with zeros

```
3 << 1 ⇒ 6
0011B   0110B

-3 << 1 ⇒ -6
1101B   -1010B
```

What is the effect arithmetically?

Bitwise **arithmetic** right shift: fill on left **with sign bit**

```
6 >> 1 ⇒ 3
0110B   0011B

-6 >> 1 ⇒ -3
1010B   1101B
```

What is the effect arithmetically?

Results are mod 2^4

Shifting Signed Integers (cont.)

Bitwise **logical** right shift: fill on left **with zeros**

```
6 >> 1 ⇒ 3
0110B   0011B

-6 >> 1 ⇒ 5
1010B   0101B
```

What is the effect arithmetically**???**

In C, right shift (>>) could be logical or arithmetic

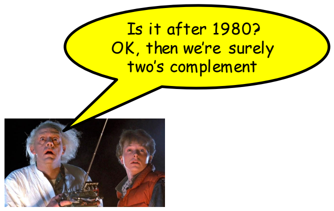
- Not specified by C90 standard
- Compiler designer decides

Best to avoid shifting signed integers

(if you must shift signed integers, make sure you're on a 2's complement machine, and do a bitwise-and after shifting)

(Java does this better, with two operators: >> >>>)

Shifting Signed Integers (cont.)



(if you must shift signed integers, make sure you're on a 2's complement machine, and do a bitwise-and after shifting)

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Other Operations on Signed Ints

Bitwise NOT (~ in C)
- Same as with unsigned ints

Bitwise AND (& in C)
- Same as with unsigned ints

Bitwise OR: (| in C)
- Same as with unsigned ints

Bitwise exclusive OR (^ in C)
- Same as with unsigned ints

Best to avoid with signed integers

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Agenda

Number Systems

Finite representation of unsigned integers

Finite representation of signed integers

Finite representation of rational numbers (if time)

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Rational Numbers

Mathematics
- A **rational** number is one that can be expressed as the **ratio** of two integers
- Infinite range and precision

Computer science
- Finite range and precision
- Approximate using **floating point** number
  - Binary point "floats" across bits

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IEEE Floating Point Representation

Common finite representation: **IEEE floating point**
- More precisely: ISO/IEEE 754 standard

Using 32 bits (type float in C):
- 1 bit: sign (0⇒positive, 1⇒negative)
- 8 bits: exponent + 127 (unsigned number with bias)
- 23 bits: binary fraction of the form 1.*ddddddddddddddddddddddd*

Using 64 bits (type double in C):
- 1 bit: sign (0⇒positive, 1⇒negative)
- 11 bits: exponent + 1023
- 52 bits: binary fraction of the form 1.*dddddddddddddddddddddddddddddddddddddddddddddddddddd*

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Floating Point Example

1 1 0 0 0 0 1 0 1 1011 011 0000 000 0000 00000

32-bit representation

Sign (1 bit):
- 1 ⇒ negative

Exponent representation (8 bits):
- $10000101_B = 133$
- Therefore, exponent = 133 – 127 = 6

Fraction (23 bits): also called "mantissa"
- $1.10110110000000000000000_B$
- $1 + (1*2^{-1})+(0*2^{-2})+(1*2^{-3})+(1*2^{-4})+(0*2^{-5})+(1*2^{-6})+(1*2^{-7}) = 1.7109375$

Number:
- $-1.7109375 * 2^{6} = -109.5$

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When was floating-point invented?

Answer: long before computers!

mantissa
noun
decimal part of a logarithm, 1865, from Latin *mantisa* "a worthless addition, makeweight," perhaps a Gaulish word introduced into Latin via Etruscan (cf. Old Irish *meit*, Welsh *maint* "size").

COMMON LOGARITHMS $\log_{10} x$

x	0	1	2	3	4	5	6	7	8	9	Δ_m +	1	2	3
50	·6990	6998	7007	7016	7024	7033	7042	7050	7059	7067	9	1	2	3
51	·7076	7084	7093	7101	7110	7118	7126	7135	7143	7152	8	1	2	2
52	·7160	7168	7177	7185	7193	7202	7210	7218	7226	7235	8	1	2	2
53	·7243	7251	7259	7267	7275	7284	7292	7300	7308	7316	8	1	2	2
54	·7324	7332	7340	7348	7356	7364	7372	7380	7388	7396	8	1	2	2
55	·7404	7412	7419	7427	7435	7443	7451	7459	7466	7474	8	1	2	2
56	·7482	7490	7497	7505	7513	7520	7528	7536	7543	7551	8	1	2	2
57	·7559	7566	7574	7582	7589	7597	7604	7612	7619	7627	8	1	2	2
58	·7634	7642	7649	7657	7664	7672	7679	7686	7694	7701	8	1	2	2
59	·7709	7716	7723	7731	7738	7745	7752	7760	7767	7774	7	1	1	2

Floating Point Warning

Decimal number system can represent only some rational numbers with finite digit count

- Example: 1/3

Decimal Approx	Rational Value
.3	3/10
.33	33/100
.333	333/1000
...	

Binary number system can represent only some rational numbers with finite digit count

- Example: 1/5

Binary Approx	Rational Value
0.0	0/2
0.01	1/4
0.010	2/8
0.0011	3/16
0.00110	6/32
0.001101	13/64
0.0011010	26/128
0.0011001 1	51/256
...	

Beware of **roundoff error**

- Error resulting from inexact representation
- Can accumulate

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Summary

The binary, hexadecimal, and octal number systems

Finite representation of unsigned integers

Finite representation of signed integers

Finite representation of rational numbers

Essential for proper understanding of

- C primitive data types
- Assembly language
- Machine language

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