#### Unit 5: Data Representation

Prashant Gautam M.Sc. CSIT

## Binary, Octal & Hexadecimal Number Systems and their conversions

## Number system

A number system defines how a number can be represented using distinct symbols.

A number can be represented differently in different systems.

□For example, the two numbers (2A)<sub>16</sub> and (52)<sub>8</sub> both refer to the same quantity, (42)<sub>10</sub>, but their representations are different. Number system can be categorized as

- 1. Decimal number system
- 2. Binary number system
- 3. Octal number system
- 4. Hexadecimal Number System

- Each number system is associated with a base or radix
- The decimal number system is said to be of base or radix10
- A number in *base r* contains r digits 0,1,2,...,r-1
- Decimal (Base 10): 0,1,2,3,4,5,6,7,8,9

System	Base	Symbols	Used by humans?	Used in computers?
Decimal	10	0, 1, 9	Yes	No
Binary	2	0, 1	No	Yes
Octal	8	0, 1, 7	No	No
Hexa- decimal	16	0, 1, 9, A, B, F	No	No

2000 2012 All Dights Deserved

## The decimal system (base 10)

The word decimal is derived from the Latin root decem(ten). In this system the base b = 10 and we use ten symbols.

 $S = \{0, 1, 2, 3, 4, 5, 6, 7, 8, 9\}.$ 

## Binary system (base 2)

The word binary is derived from the Latin root bini (or two by two).

□In this system the **base b = 2** and we use only two symbols, S =  $\{0, 1\}$ 

□The symbols in this system are often referred to as **binary digits** or **bits**.

#### <u>The hexadecimal system</u> (base 16)

□ The word **hexadecimal** is derived from the Greek root hex (six) and the Latin root **decem** (ten).

 $\Box$  In this system the **base b = 16** and we use sixteen

symbols to represent a number.

- □ The set of symbols is
- S = {0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, F}
- □ The symbols A, B, C, D, E, F are equivalent to
- 10, 11, 12, 13, 14, and 15 respectively.

□ The symbols in this system are often referred to as **hexadecimal digits.** 

## The octal system (base 8)

The word octal is derived from the Latin root octo (eight).

 $\Box$  In this system the base b = 8 and we use eight symbols to represent a number.

The set of symbols is:

$$S = \{0, 1, 2, 3, 4, 5, 6, 7\}$$

#### **Common Number Systems**

System	Base	Symbols	Used by Humans?	Used in Computers?

## Quantities / Counting

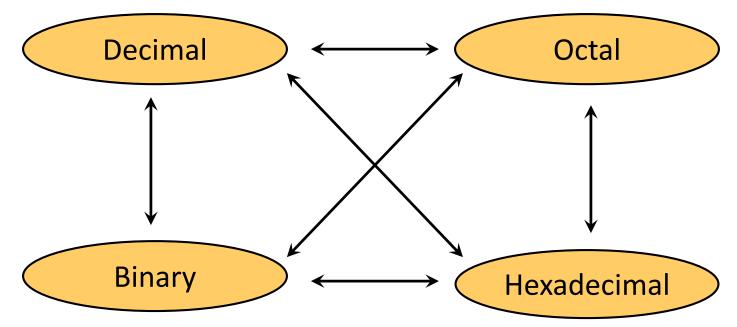
Decimal	Binary	Octal	Hexa- decimal	Decimal	Binary	Octal	Hexa- decimal

## Quantities / Counting

Decimal	Binary	Octal	Hexa- decimal	Decimal	Binary	Octal	Hexa- decimal
0	0	0	0	8	1000	10	8
1	1	1	1	9	1001	11	9
2	10	2	2	10	1010	12	А
3	11	3	3	11	1011	13	В
4	100	4	4	12	1100	14	С
5	101	5	5	13	1101	15	D
6	110	6	6	14	1110	16	E
7	111	7	7	15	1111	17	F

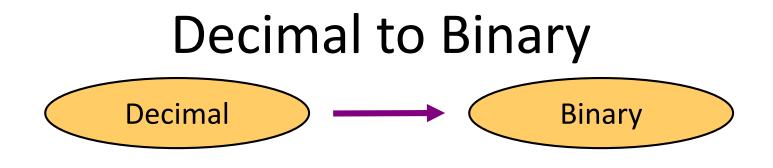
#### **Conversion among Bases**

• Possibilities



• Example

$$25_{10} = 11001_2 = 31_8 = 19_{16}$$



- Technique
  - Divide by two, keep track of the remainder
  - First remainder is bit 0 (LSB, least-significant bit)
  - Second remainder is bit 1 and so on

#### Example (Decimal to Binary)

125<sub>10</sub> = ?<sub>2</sub>

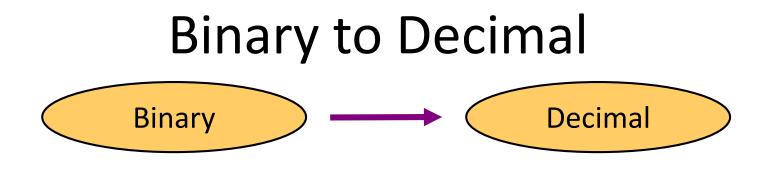
2	125	
2	62	0
2	31	1
2	15	1
2	7	1
2	3	1
2	1	1
	0	

 $125_{10} = 1111101_2$ 

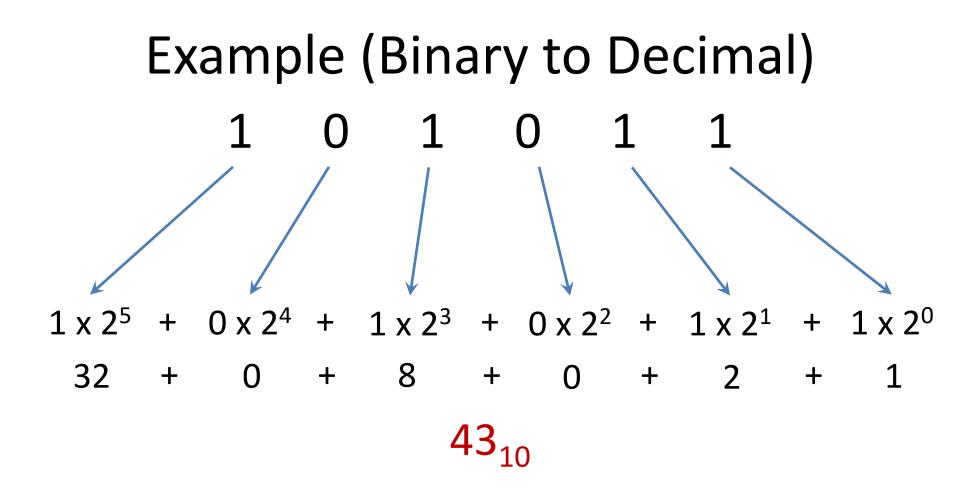
#### Example (Decimal to Binary) $0.6875_{10} = ?_2$

	inte	<u>ger</u>	<u>fraction</u>
0.6875 x 2 = 1.3750	1	+	0.3750
0.3750 x 2 = 0.7500	0	+	0.7500
$0.7500 \times 2 = 1.5000$	1	+	0.5000
$0.5000 \times 2 = 1.0000$	↓ 1	+	0.0000

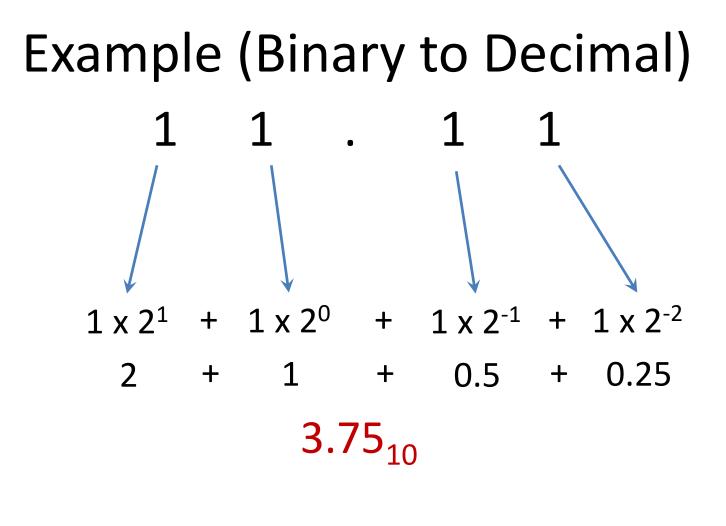
 $0.6875_{10} = 0.1011_{2}$ 



- Technique
  - Multiply each bit by 2<sup>n</sup>, where n is the "weight" of the bit
  - The weight is the position of the bit, starting from 0 on the right
  - Add the results



#### $101011_2 = 43_{10}$



 $11.11_2 = 3.75_{10}$ 



- Technique
  - Divide by eight
  - Keep track of the remainder

#### Example (Decimal to Octal)

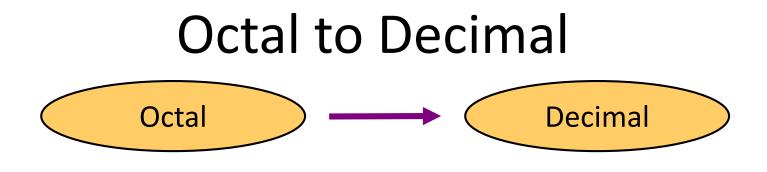
$$125_{10} = \frac{2}{8} \qquad \frac{8}{125} \qquad 5 \qquad \frac{5}{125} \qquad \frac{5}{125} \qquad \frac{1}{125} \qquad \frac{1$$

 $125_{10} = 175_8$ 

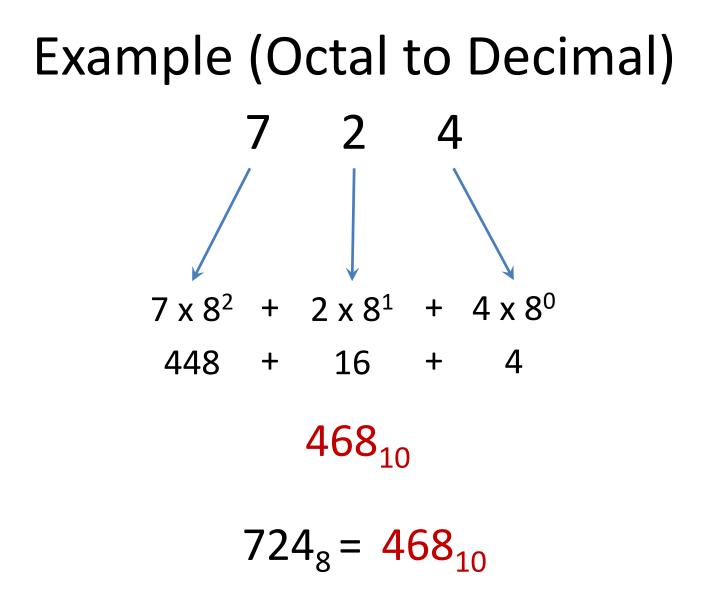
#### Example (Decimal to Octal) 0.6875<sub>10</sub> = ?8

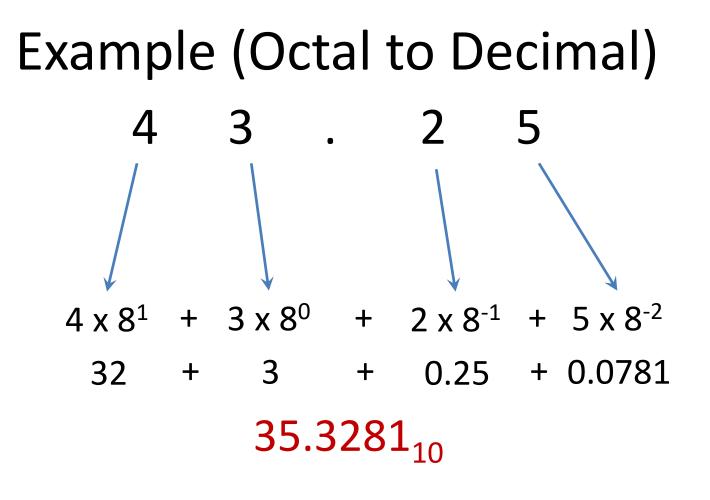
	<u>integer</u>		er	<u>fraction</u>
0.6875 x 8 = 5.5000		5	+	0.5000
$0.5000 \times 8 = 4.0000$		4	+	0.0000

$$0.6875_{10} = 0.54_8$$



- Technique
  - Multiply each bit by 8<sup>n</sup>, where n is the "weight" of the bit
  - The weight is the position of the bit, starting from 0 on the right
  - Add the results





 $43.25_8 = 35.3281_{10}$ 



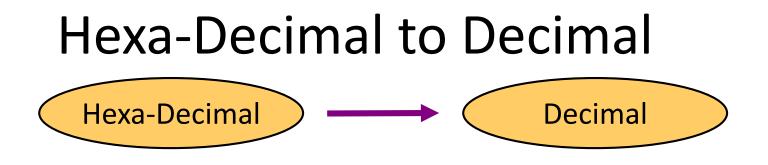
- Technique
  - Divide by 16
  - Keep track of the remainder

### Example (Decimal to HexaDecimal)

16	1234	2
16	77	13=D
16	4	4
	0	

 $1234_{10} = 4D2_{16}$ 

 $1234_{10} = ?_{16}$ 



- Technique
  - Multiply each bit by 16<sup>n</sup>, where n is the "weight" of the bit
  - The weight is the position of the bit, starting from 0 on the right
  - Add the results

## Example (HexaDecimal to Decimal) B Α $A \times 16^{2} + B \times 16^{1} + C \times 16^{0}$ $10 \times 16^{2} + 11 \times 16^{1} + 12 \times 16^{0}$ 2560 + 176 + 12 **2748**<sub>10</sub> $ABC_{16} = 2748_{10}$

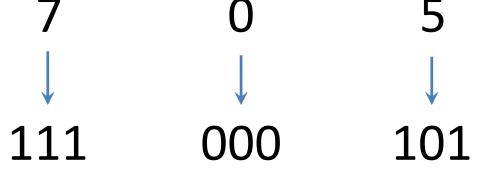


- Technique
  - Convert each octal digit to a 3-bit equivalent binary representation

#### Octal - Binary Table

Octal	Binary	
0	000	
1	001	
2	010	
3	011	
4	100	
5	101	
6	110	
7	111	

# Example (Octal to Binary) $705_8 = \frac{2}{2}$



#### $705_8 = 111000101_2$



- Technique
  - Group bits in threes, starting on right
  - Convert to octal digits

## Example (Binary to Octal) 1011010111<sub>2</sub> = ?<sub>8</sub>

#### 

#### $1011010111_2 = 1327_8$

## Hexa-Decimal to Binary

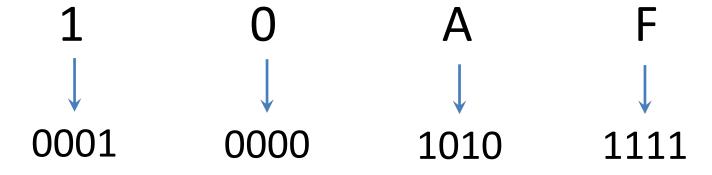


- Technique
  - Convert each hexadecimal digit to a 4-bit equivalent binary representation

#### Hexa-Decimal to Binary

Hexa- Decimal	Binary	Hexa- Decimal	Binary
0	0000	8	1000
1	0001	9	1001
2	0010	А	1010
3	0011	В	1011
4	0100	С	1100
5	0101	D	1101
6	0110	Е	1110
7	0111	F	1111
5/17/2023	IIT by Pra	shant	36

## Example (Hexa-Decimal to Binary) $10AF_{16} = ?_2$



$$10AF_{16} = 1000010101111_{2}$$



- Technique
  - Group bits in fours, starting on right
  - Convert to hexadecimal digits

#### Example (Binary to Hexa-Decimal) 1011010111<sub>2</sub> = ?<sub>16</sub>

#### 0010 1101 0111 ↓ ↓ ↓ 2 D 7

#### $1011010111_2 = 2D7_{16}$



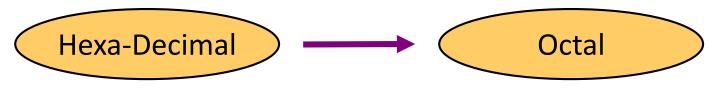
- Technique
  - Convert Octal to Binary
  - Regroup bits in fours from right
  - Convert Binary to Hexa-Decimal

#### Example (Octal to Hexa-Decimal) $1076_8 = ?_{16}$

1	0	7	6					
$\downarrow$	$\downarrow$	$\downarrow$	$\downarrow$					
001	000	111	110	)				
0010	00	11	1110					
$\checkmark$	Ň	Ļ	$\checkmark$					
2		3	Е					
$1076_8 = 23E_{16}$								

**IIT by Prashant** 

#### Hexa-Decimal to Octal



- Technique
  - Convert Hexa-Decimal to Binary
  - Regroup bits in three from right
  - Convert Binary to Octal

## Example (Hexa-Decimal to Octal) 1FOC<sub>16</sub> = ?<sub>8</sub>

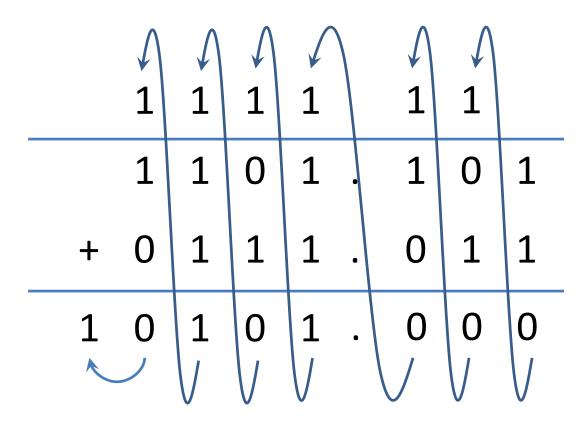
	1	F	-	0		С
	$\downarrow$	,	Ļ	$\downarrow$		$\downarrow$
	0001	11	.11	0000		1100
000	001	11	.1 10	0	001	100
↓ 0	↓ 1	* 7	′ <b>4</b>		↓ 1	↓ 4
		1F	=0C <sub>16</sub> =	1741	4 <sub>8</sub>	

IIT by Prashant

#### 2.1.2 Binary Arithmetic

# **Binary Addition**

• Rules for binary addition



0 + 0 = 0 0 + 1 = 1 1 + 0 = 1 1 + 1 = 10 i.e. 0 with a carry of 1

### **Binary Subtraction**

• Rules for binary subtraction

0 - 0 = 0

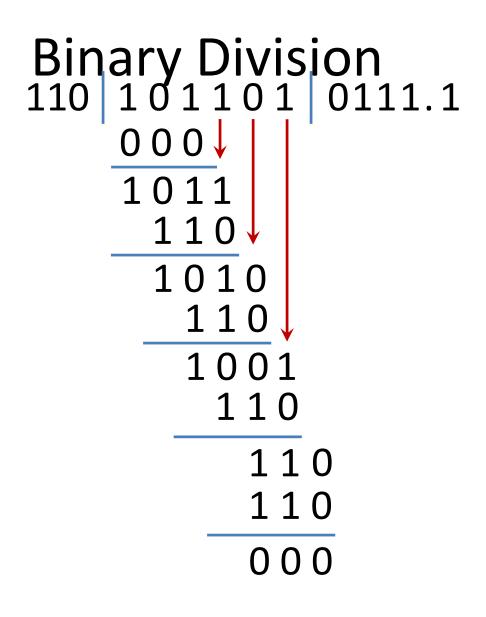
$$1 - 1 = 0$$

$$1 - 0 = 1$$

0 - 1 = 1, with

a borrow 1

#### **Binary Multiplication** × 10011



# 2.1.1 Representation of Signed Numbers, Floating Point Number

#### Signed Binary Numbers

- Two ways of representing signed numbers:
- 1) Sign-magnitude form, 2) Complement form.
- Most of computers use complement form for negative number notation.
- 1's complement and 2's complement are two different methods in this type.

- 1's complement of a binary number is obtained by subtracting each digit of that binary number from 1.
- Example

	1	1	1	1			1	1	1	•	1	1
-	1	1	0	1		-	1	0	1	•	0	1
	0	0	1	0	-		0	1	0	•	1	0
(1's	comp	olem	ent	of 1101)		(1'	s cor	nple	men	t of	101	.01)

- 2's complement of a binary number is obtained by adding 1 to its 1's complement.
- Example

	1	1	1	1			1	1	1	•	1	1
-	1	1	0	0		-	1	0	1	•	0	1
	0	0	1	1			0	1	0	•	1	0
+				1		+						1
	0	1	0	0			0	1	0	•	1	1
(2's c	comp	olem	ent	of 1100)	(2's complement of 101.01)							
5/17/202	23				IIT by	Prashant						

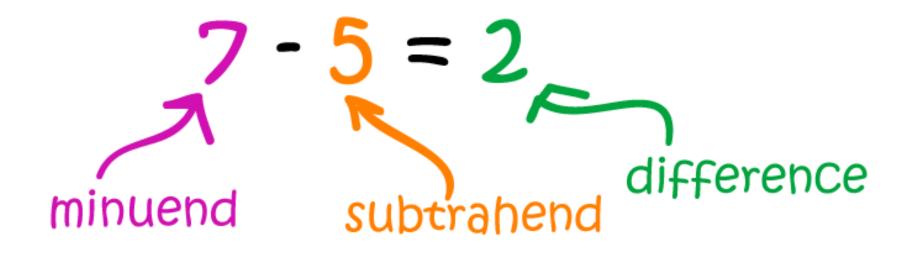
- 9's complement of a decimal number is obtained by subtracting each digit of that decimal number from 9.
- Example

	9	9	9	9		9	9	9	•	9	9
-	3	4	6	5	-	7	8	2	•	5	4
	6	5	3	4		2	1	7	•	4	5
(9's	comp	olem	ent	of 3465)	(9':	s cor	nple	men	t of	782	.54)

- 10's complement of a decimal number is obtained by adding 1 to its 9's complement.
- Example

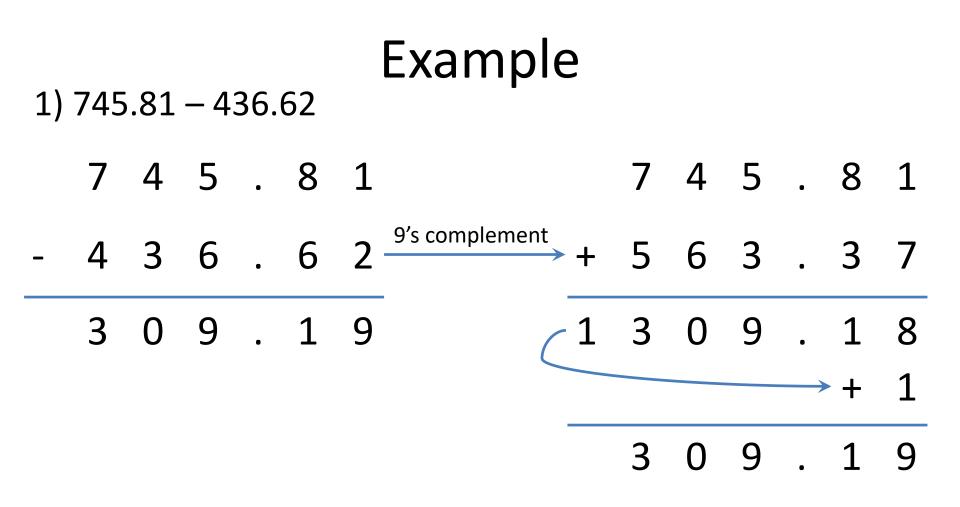
	9	9	9	9			9	9	9	•	9	9
-	3	4	6	5		-	7	8	2	•	5	4
	6	5	3	4			2	1	7	•	4	5
+				1		+						1
	6	5	3	5			2	1	7	•	4	6
(10's	com	npler	nent	of 3465)		(10	)'s cc	mpl	eme	ent c	of 78	2.54)
5/17/202	23				IIT by	/ Prashant						

54



### Subtraction using 9's complement

- Obtain 9's complement of subtrahend
- Add the result to minuend and call it intermediate result
- If carry is generated then answer is positive and add the carry to Least Significant Digit (LSD)
- If there is no carry then answer is negative and take 9's complement of intermediate result and place negative sign to the result.



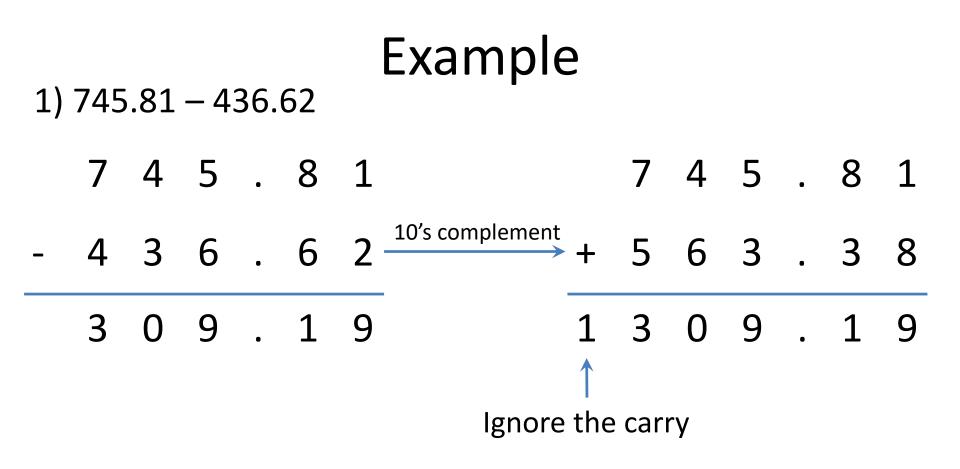
#### Example

#### 2) 436.62 - 745.81

	4	3	6	•	6	2			4	3	6	•	6	2
-	7	4	5	•	8	1	9's complement	+	2	5	4	•	1	8
-	3	0	9	•	1	9	9's complement	$\left( \right)$	6	9	0	•	8	0
									3	0	9	•	1	9
As carry is not generated, so take 9's complement of the intermediate result and add ' – ' sign to the result							ermediate							

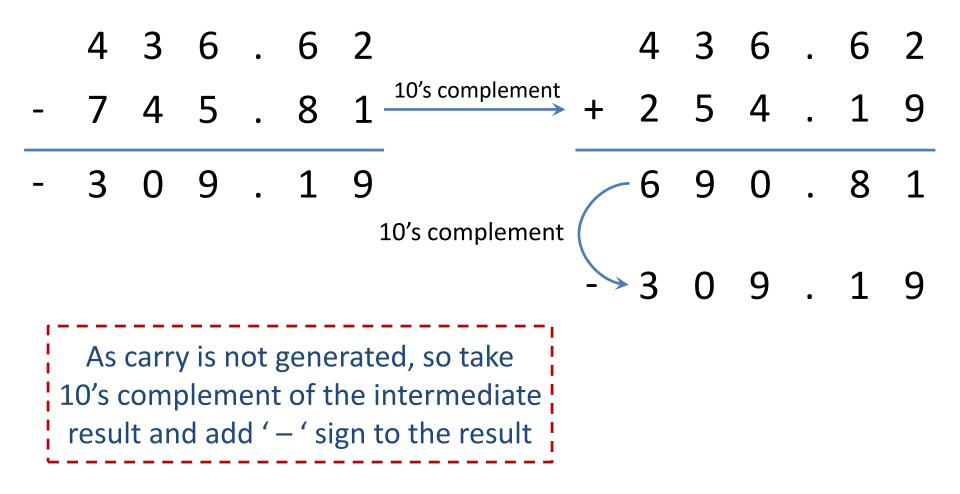
### Subtraction using 10's complement

- Obtain 10's complement of subtrahend
- Add the result to minuend
- If carry is generated then ignore it and result itself is answer
- If there is no carry then answer is negative and take 10's complement of result and place negative sign to the result.



#### Example

#### 2) 436.62 - 745.81



#### Subtraction using 1's Complement

- Obtain 1's complement of **subtrahend**
- Add the result to minuend and call it intermediate result
- If carry is generated, then answer is positive and add the carry to Least Significant Bit (LSB)
- If there is no carry, then answer is negative and take 1's complement of intermediate result and place negative sign to the result.

#### Example

1) 68.75 - 27.50

#### 68.7501000100.1100

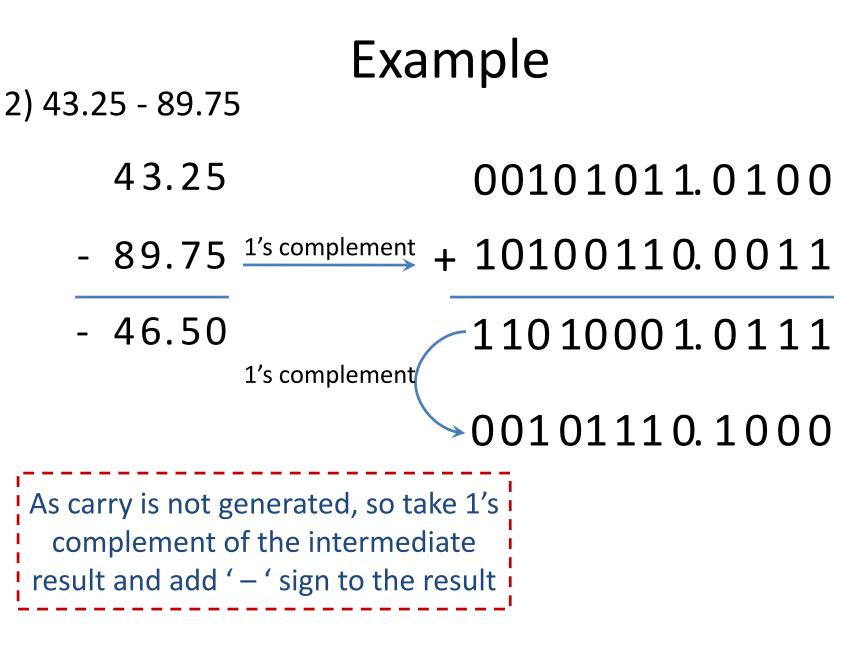
- 27.50 <sup>1's complement</sup> + 11100100.0111

+ 41.25

100101001.0011

00101001.0100

**>+1** 



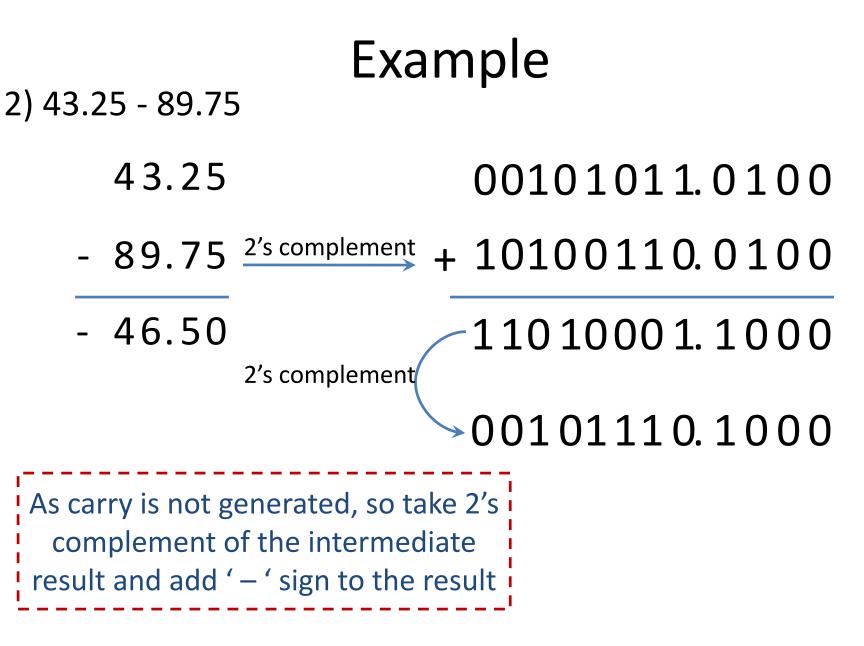
### Subtraction using 2's Complement

- Obtain 2's complement of subtrahend
- Add the result to minuend
- If carry is generated, then ignore it and result itself is answer
- If there is no carry, then answer is negative and take 2's complement of result and place negative sign to the result.

#### Example

1) 68.75 - 27.50

# 68.75 01000100.1100 - 27.50 <sup>2's complement</sup> + 11100100.1000 + 41.25 100101001.0100 Ignore Carry bit 00101001.0100



#### Signed Binary Numbers

- To represent negative integers, we need a notation for negative values.
- It is customary to represent the sign with a bit placed in the leftmost position of the number since binary digits.
- The convention is to make the sign bit 0 for positive and 1 for negative.
- Different methods of representations (example):

Signed-magnitude representation:	10001001
Signed-1's-complement representation:	11110110
Signed-2's-complement representation:	11110111 ne three
representations.	

### Signed Binary Numbers

Table 1.3

Signed Binary Numbers

Decimal	Signed-2's Complement	Signed-1's Complement	Signed Magnitude
+7	0111	0111	0111
+6	0110	0110	0110
+5	0101	0101	0101
+4	0100	0100	0100
+3	0011	0011	0011
+2	0010	0010	0010
+1	0001	0001	0001
+0	0000	0000	0000
-0		1111	1000
-1	1111	1110	1001
-2	1110	1101	1010
-3	1101	1100	1011
-4	1100	1011	1100
-5	1011	1010	1101
-6	1010	1001	1110
-7	1001	1000	1111
-8	1000	_	

# Representation of negative number in 2's complement form

• Express -65.5 in 12 bit 2's complement form.

2	65	1 ′
2	32	0
2	16	0
2	8	0
2	4	0
2	2	0
2	1	1
	0	

2 bit 2 S complement form.  $0.5 \times 2 = 1.0$ So, result in 12-bit binary is as follows:

 $65.5_{10} = 01000001.1000_2$ 

For negative number, we have to convert this into 2's complement form

 $-65.5_{10} = 10111110.1000_{2}$ 

#### **Signed Binary Numbers**

- Arithmetic addition
  - The addition of two numbers in the signed-magnitude system follows the rules of ordinary arithmetic. If the signs are the same, we add the two magnitudes and give the sum the common sign. If the signs are different, we subtract the smaller magnitude from the larger and give the difference the sign if the larger magnitude.
  - The addition of two signed binary numbers with negative numbers represented in signed-2's-complement form is obtained from the addition of the two numbers, including their sign bits.
  - A carry out of the sign-bit position is discarded.

• Example:

+ 6	00000110	- 6	11111010
<u>+13</u>	00001101	+13	<u>00001101</u>
+ 19	00010011	+ 7	00000111
+ 6	00000110	-6	11111010
<u>-13</u>	<u>11110011</u>	<u>-13</u>	<u>11110011</u>
- 7	IIT by Prashant 111111001	- 19	11101101

#### Signed Binary Numbers

- Arithmetic Subtraction
  - In 2's-complement form:
    - 1. Take the 2's complement of the subtrahend (including the sign bit) and add it to the minuend (including sign bit).
    - 2. A carry out of sign-bit position is discarded.

 $(\pm A) - (+B) = (\pm A) + (-B)$  $(\pm A) - (-B) = (\pm A) + (+B)$ 

• Example:

(-6) - (-13) (11111010 - 11110011) (11111010 + 00001101) 00000111 (+ 7)

## Representation of Floating-Point Number

#### BINARY REPRESENTATION OF FLOATING-POINT NUMBERS

#### **Converting decimal fractions into binary** representation.

Consider a decimal fraction of the form: 0.d1d2...dn

We want to convert this to a binary fraction of the form:

0.b1b2...bn (using binary digits instead of decimal digits)

#### **Algorithm for conversion**

```
Let X be a decimal fraction: 0.d<sub>1</sub>d<sub>2</sub>..d<sub>n</sub>
i = 1
```

Repeat until X = 0 or i = required no. of binary fractional digits {

```
Y = X * 2
X = fractional part of Y
B_i = integer part of Y
i = i + 1
```

#### **EXAMPLE 1**

**Convert 0.75 to binary** 

X = 0.75 (initial value) X\* 2 = 1.50. Set b1 = 1, X = 0.5 X\* 2 = 1.0. Set b2 = 1, X = 0.0

The binary representation for 0.75 is thus 0.b1b2 = 0.11b Let's consider what that means...

In the binary representation 0.b1b2...bm b1 represents 2<sup>-1</sup> (i.e., 1/2) b2 represents 2<sup>-2</sup> (i.e., 1/4)

bm represents 2<sup>-m</sup> (1/(2<sup>m</sup>))

. . .

So, 0.11 binary represents 2<sup>-1</sup> + 2<sup>-2</sup> = 1/2 + 1/4 = 3/4 = 0.75

#### EXAMPLE 2

**Convert the decimal value 4.9 into binary** 

Part 1: convert the integer part into binary: 4 = 100 b

#### Part 2.

Convert the fractional part into binary using multiplication by 2:

X = .9*2 = 1.8.	Set b <sub>1</sub> = 1, X = 0.8
X*2 = 1.6.	Set b <sub>2</sub> = 1, X = 0.6
X*2 = 1.2.	Set b <sub>3</sub> = 1, X = 0.2
X*2 = 0.4.	Set b <sub>4</sub> = 0, X = 0.4
X*2 = 0.8.	Set b <sub>5</sub> = 0, X = 0.8,

which repeats from the second line above.

Since X is now repeating the value 0.8,

we know the representation will repeat.

The binary representation of **4.9** is thus:

100.1110011001100...

## COMPUTER REPRESENTATION OF FLOATING-POINT NUMBERS

In the CPU, a 32-bit floating point number is represented using IEEE standard format as follows:

### SIGN | EXPONENT | MANTISSA

where SIGN is one bit, the EXPONENT is 8 bits, and the MANTISSA is 23 bits.

- The *mantissa* represents the leading significant bits in the number.
- The <u>exponent</u> is used to adjust the position of the binary point (as opposed to a "decimal" point)
- The mantissa is said to be **normalized** when it is expressed as a value between 1 and 2. I.e., the mantissa would be in the form 1.xxxx.

- The leading integer of the binary representation is not stored. Since it is always a 1, it can be easily restored.
- The "SIGN" bit is used as a sign bit and indicates whether the value represented is positive or negative (0 for positive, 1 for negative)
- If a number is smaller than 1, normalizing the mantissa will produce a negative exponent.
- But 127 is added to all exponents in the floating point representation, allowing all exponents to be represented by a positive number.

**Example 1**. Represent the decimal value 2.5 in 32bit floating point format.

2.5 = 10.1

In normalized form, this is: 1.01 \* 2<sup>1</sup>

The exponent: E = 1 + 127 = 128 = 10000000The sign: S = 0 (the value stored is positive)

**Example 2**: Represent the number -0.00010011 in floating point form.

 $0.00010011 = 1.0011 * 2^{-4}$ 

Exponent: E = -4 + 127 = 01111011

S = 1 (as the number is negative)

#### **Exercise 1**: represent -0.75 in floating point format.

**Exercise 2**: represent 4.9 in floating point format.

Complements (Summary)

- There are two types of complements for each base-*r* system: the radix complement and diminished radix complement.
- Diminished Radix Complement (r-1)'s Complement
  - Given a number Nin base r having n digits, the (r-1)'s complement of Nis defined as:

(r-1)-N

- Example for 6-digit <u>decimal</u> numbers:
  - 9's complement is  $(n 1) N = (10^{6} 1) N = 999999 N$
  - 9's complement of 546700 is 999999-546700 = 453299
- Example for 7-digit <u>binary</u> numbers:
  - 1's complement is  $(m-1) N = (2^7-1) N = 111111 N$
  - 1's complement of 1011000 is 111111-1011000 = 0100111
- Observation:
  - Subtraction from (r-1) will never require a borrow
  - Diminished radix complement can be computed digit-by-digit
  - For binary: 1 0 = 1 and 1 1 = 0

- 1's Complement (*Diminished Radix* Complement)
   –All '0's become '1's
   –All '1's become '0's
  - Example (10110000)<sub>2</sub>
    - □ (01001111)<sub>2</sub>
  - If you add a number and its 1's complement...

# $\begin{array}{r} 1 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ 1 \\$

Radix Complement

The *r*'s complement of an *n*-digit number *N* in base *r* is defined as  $r^n - N$  for  $N \neq 0$  and as 0 for N = 0. Comparing with the (r - 1) 's complement, we note that the *r*'s complement is obtained by adding 1 to the (r - 1) 's complement, since  $r^n - N = [(r^n - 1) - N] + 1$ .

• Example: Base-10

The 10's complement of 012398 is 987602 The 10's complement of 246700 is 753300

#### • Example: Base-2

The 2's complement of 1101100 is 0010100 The 2's complement of 0110111 is 1001001

- 2's Complement (*Radix* Complement)
  - Take 1's complement then add 1
- OR — Toggle all bits to the left of the first '1' from the right Example:
  - Number:
     10110000 10110000 

     1's Comp.:
     010011111 + 

     + 1 

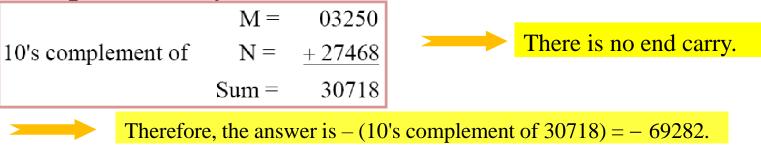
     01010000 01010000

- Subtraction with Complements
  - The subtraction of two *n*-digit unsigned numbers M N
    - 1. Add the minuend M to the r's complement of the subtrahend N. Mathematically,  $M + (r^n N) = M N + r^n$ .
    - 2. If  $M \ge N$ , the sum will produce and end carry  $r^n$ , which can be discarded; what is left is the result M N.
    - 3. If M < N, the sum does not produce an end carry and is equal to  $r^n (N M)$ , which is the *r*'s complement of (N M). To obtain the answer in a familiar form, take the *r*'s complement of the sum and place a negative sign in front.

- Example-
- Using 10's complement, subtract 72532 3250.

	M =	72532
10's complement of	N =	<u>+96750</u>
S	Sum =	169282
Discard end carry	<u>-100000</u>	
Ans	wer =	69282

- Example
  - Using 10's complement, subtract 3250-72532.

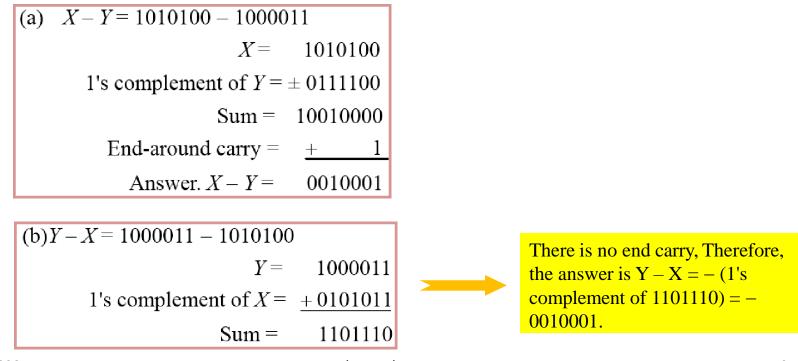


- Example
  - Given the two binary numbers X= 1010100 and Y= 1000011, perform the subtraction (a) X- Y; and (b) Y- X, by using 2's complement.

(a)	X = 1010100
	2's complement of $Y = \pm 0111101$
	Sum = 10010001
	Discard end carry $2^7 = -10000000$
	Answer. $X - Y = 0010001$
(b)	Y = 1000011
	2's complement of $X = + 0101100$
	Sum = 1101111
E /4 7 /2 02	

There is no end carry. Therefore, the answer is Y - X = -(2's complement of 1101111) = -0010001.

- Subtraction of unsigned numbers can also be done by means of the (r 1)'s complement. Remember that the (r 1) 's complement is one less then the r's complement.
- Example
  - Repeat Previous Example, but this time using 1's complement.



- To represent negative integers, we need a notation for negative values.
- It is customary to represent the sign with a bit placed in the leftmost position of the number since binary digits.
- The convention is to make the sign bit 0 for positive and 1 for negative.
- Example:

Signed-magnitude representation:10001001Signed-1's-complement representation:11110110Signed-2's-complement representation:11110111

• Table 1.3 lists all possible four-bit signed binary numbers in the three representations.

Table 1.3

Signed Binary Numbers

Decimal	Signed-2's Complement	Signed-1's Complement	Signed Magnitude
+7	0111	0111	0111
+6	0110	0110	0110
+5	0101	0101	0101
+4	0100	0100	0100
+3	0011	0011	0011
+2	0010	0010	0010
+1	0001	0001	0001
+0	0000	0000	0000
-0	_	1111	1000
-1	1111	1110	1001
-2	1110	1101	1010
-3	1101	1100	1011
-4	1100	1011	1100
-5	1011	1010	1101
-6	1010	1001	1110
-7	1001	1000	1111
-8	1000	—	

#### • Arithmetic addition

- The addition of two numbers in the signed-magnitude system follows the rules of ordinary arithmetic. If the signs are the same, we add the two magnitudes and give the sum the common sign. If the signs are different, we subtract the smaller magnitude from the larger and give the difference the sign if the larger magnitude.
- The addition of two signed binary numbers with negative numbers represented in signed-2's-complement form is obtained from the addition of the two numbers, including their sign bits.
- Acarry out of the sign-bit position is discarded.
- Example:

+ 6	00000110	- 6	11111010
<u>+13</u>	00001101	<u>+13</u>	<u>00001101</u>
+ 19	00010011	+ 7	00000111
+ 6	00000110	-6	11111010
<u>-13</u>	11110011	<u>-13</u>	<u>11110011</u>
- 7	11111001	- 19	11101101

- Arithmetic Subtraction
  - 1. Take the 2's complement of the subtrahend (including the sign bit) and add it to the minuend (including sign bit).
  - 2. A carry out of sign-bit position is discarded.

$$(\pm A) - (+B) = (\pm A) + (-B)$$
$$(\pm A) - (-B) = (\pm A) + (+B)$$

(-6) - (-13) (11111010 - 11110011) • Example: (11111010 + 00001101) 00000111 (+ 7)

## **Binary Storage and Registers**

- Registers •
  - Abinary cell is a device that possesses two stable states and is capable of storing one of the two states.
  - Aregister is a group of binary cells. Aregister with *n* cells can store any discrete quantity of information that contains *n*bits.

n cells 2<sup>n</sup> possible states 

- Abinary cell •
  - Two stable state
  - Store one bit of information
  - Examples: flip-flop circuits, ferrite cores, capacitor
- Aregister •
  - Agroup of binary cells
  - AX in x86 CPU
- **Register Transfer** •
  - Atransfer of the information stored in one register to another.
  - One of the major operations in digital system.
     An example in next slides.