

CS 31: Intro to Systems

Binary Representation

Kevin Webb

Swarthmore College

September 6, 2022

Announcements

- Check your clicker registration on EdSTEM

Reading Quiz

Abstraction

User / Programmer
Wants low complexity



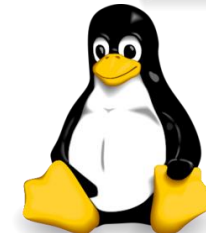
Applications
Specific functionality



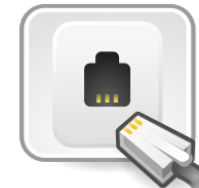
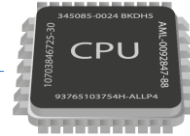
Software library
Reusable functionality



Operating system
Manage resources



Complex devices
Compute & I/O



Today

- Number systems and conversion
- Data types and storage:
 - Sizes
 - Representation
 - Signedness

Data Storage

- Lots of technologies out there:
 - Magnetic (hard drive, floppy disk)
 - Optical (CD / DVD / Blu-Ray)
 - Electronic (RAM, registers, ...)
- Focus on electronic for now
 - We'll see (and build) digital circuits soon
- Relatively easy to differentiate two states
 - Voltage present
 - Voltage absent

Bits and Bytes

- Bit: a 0 or 1 value (binary)
 - HW represents as two different voltages
 - 1: the presence of voltage (high voltage)
 - 0: the absence of voltage (low voltage)
- Byte: 8 bits, the smallest addressable unit

Memory:	01010101	10101010	00001111	...
(address)	[0]	[1]	[2]	...

- Other names:
 - 4 bits: Nibble
 - “Word”: Depends on system, often 4 bytes

Bits and Bytes

- One bit: two values (0 or 1)
- Two bits: four values (00, 01, 10, or 11)
- Three bits: eight values (000, 001, ..., 110, 111)

How many unique values can we represent with 9 bits? Why?

- One bit: two values (0 or 1)
- Two bits: four values (00, 01, 10, or 11)
- Three bits: eight values (000, 001, ..., 110, 111)

- A. 18
- B. 81
- C. 256
- D. 512
- E. Some other number of values.

How many values?

1 bit: 0 1

2 bits: 0 0 0 1 1 0 1 1

3 bits: 0 0 0 0 0 1 0 1 0 0 1 1 1 0 0 1 1 0 1 1 1

4 bits: 0 0 0 0 0 0 0 1 0 0 1 0 0 0 1 1 16 values
0 1 0 0 0 1 0 1 0 1 1 0 0 1 1 1
1 0 0 0 1 0 0 1 1 0 1 0 1 0 1 1
1 1 0 0 1 1 0 1 1 1 1 0 1 1 1 1

N bits: 2^N values

C types and their (typical!) sizes

- 1 byte: `char`, `unsigned char`
- 2 bytes: `short`, `unsigned short`
- 4 bytes: `int`, `unsigned int`, `float`
- 8 bytes: `long long`, `unsigned long long`, `double`
- 4 or 8 bytes: `long`,

```
unsigned long v1;  
short s1;  
long long ll;
```

```
// prints out number of bytes  
printf("%lu %lu %lu\n", sizeof(v1), sizeof(s1), sizeof(ll));
```

WARNING: These sizes are **NOT** a guarantee. Don't always assume that every system will use these values!

How do we use this storage space (bits) to represent a value?

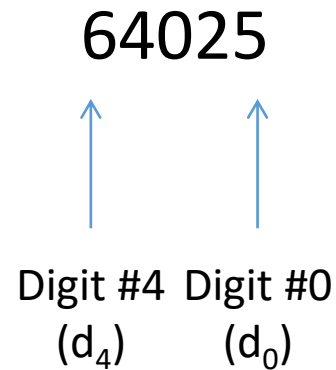
Let's start with what we know...

- Decimal number system (Base 10)
- Sequence of digits in range [0, 9]

64025

↑ ↑
Digit #4 Digit #0

What is the significance of the i^{th} digit number in this number system? What does it contribute to the overall value?



- A. $d_i * 1$
- B. $d_i * 10$
- C. $d_i * 10^i$
- D. $d_i * N^{10}$
- E. $d_i * 10^{d_i}$

Consider the meaning of d_3 (the value 4) above.
What is it contributing to the total value?

Decimal: Base 10

- Favored by humans...
- A number, written as the sequence of digits $d_{n-1} \dots d_2 d_1 d_0$ where d is in $\{0, 1, 2, 3, 4, 5, 6, 7, 8, 9\}$, represents the value:

$$[d_{n-1} * 10^{n-1}] + [d_{n-2} * 10^{n-2}] + \dots + [d_1 * 10^1] + [d_0 * 10^0]$$

64025 =

$$\begin{array}{cccccc} 6 * 10^4 + & 4 * 10^3 + & 0 * 10^2 + & 2 * 10^1 + & 5 * 10^0 \\ 60000 + & 4000 + & 0 & 20 & 5 \end{array}$$

Generalizing

- The meaning of a digit depends on its position in a number.
- A number, written as the sequence of N digits $d_{n-1} \dots d_2 d_1 d_0$ in base b represents the value:

$$[d_{n-1} * b^{n-1}] + [d_{n-2} * b^{n-2}] + \dots + [d_2 * b^2] + [d_1 * b^1] + [d_0 * b^0]$$

Binary: Base 2

- Used by computers to store digital values.
- Indicated by prefixing number with **0b**
- A number, written as the sequence of N digits $d_{n-1}d_{n-2}d_{n-3} \dots d_2d_1d_0$ where d is in $\{0,1\}$, represents the value:

$$[d_{n-1} * 2^{n-1}] + [d_{n-2} * 2^{n-2}] + \dots + [d_2 * 2^2] + [d_1 * 2^1] + [d_0 * 2^0]$$

What is the value of 0b110101 in decimal?

- A number, written as the sequence of N digits $d_{n-1}d_{n-2}...d_2d_1d_0$ where d is in $\{0,1\}$, represents the value:

$$[d_{n-1} * 2^{n-1}] + [d_{n-2} * 2^{n-2}] + ... + [d_2 * 2^2] + [d_1 * 2^1] + [d_0 * 2^0]$$

- A. 26
- B. 53
- C. 61
- D. 106
- E. 128

Other (common) number systems.

- Base 10: decimal
- Base 2: binary

- Base 16: hexadecimal
- Base 8: octal
- Base 64

Hexadecimal: Base 16

- Indicated by prefixing number with **0x**
- A number, written as the sequence of N digits $d_{n-1}...d_2d_1d_0$ where d is in $\{0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F\}$, represents the value:

$$[d_{n-1} * 16^{n-1}] + [d_{n-2} * 16^{n-2}] + \dots + [d_2 * 16^2] + [d_1 * 16^1] + [d_0 * 16^0]$$

What is the value of 0x1B7 in decimal?

(Note: $16^2 = 256$)

- A. 397
- B. 409
- C. 419
- D. 437
- E. 439

Important Point...

- You can represent the same value in a variety of number systems or bases.
- It's **all** stored as binary in the computer.
 - Presence/absence of voltage.

Other (common) number systems.

- Base 2: How data is stored in hardware.
- Base 8: Used to represent file permissions.
- Base 10: Preferred by people.
- Base 16: Convenient for representing memory addresses.
- Base 64: Commonly used on the Internet, (e.g. email attachments).

It's **all** stored as binary in the computer!

Hexadecimal: Base 16

- Fewer digits to represent same value
 - Same amount of information!
- Like binary, base is power of 2
- Each digit is a “nibble”, or half a byte.

Each hex digit is a “nibble”

- One hex digit: 16 possible values (0-9, A-F)
- $16 = 2^4$, so each hex digit has exactly four bits worth of information.
- We can map each hex digit to a four-bit binary value.
(helps for converting between bases)

Each hex digit is a “nibble”

Example value: 0x1B7

Four-bit value: 1

Four-bit value: B (decimal 11)

Four-bit value: 7

In binary:	0001	1011	0111
	1	B	7

Converting Decimal -> Binary

- Two methods:
 - division by two remainder
 - powers of two and subtraction

Method 1: decimal value D , binary result b (b_i is i th digit):

```
i = 0
while (D > 0)
    if D is odd
        set  $b_i$  to 1
    if D is even
        set  $b_i$  to 0
    i++
    D = D/2
```

Example: Converting 105

idea:

example: $D = 105$

$b_0 = 1$

Method 1: decimal value D , binary result b (b_i is i th digit):

```
i = 0
while (D > 0)
    if D is odd
        set  $b_i$  to 1
    if D is even
        set  $b_i$  to 0
    i++
    D = D/2
```

Example: Converting 105

idea:	D	example: D = 105	$b_0 = 1$
	D = D/2	D = 52	$b_1 = 0$

Method 1: decimal value D , binary result b (b_i is i th digit):

```
i = 0
while (D > 0)
    if D is odd
        set  $b_i$  to 1
    if D is even
        set  $b_i$  to 0
    i++
    D = D/2
```

Example: Converting 105

idea:	D	example: D = 105	$b_0 = 1$
	D = D/2	D = 52	$b_1 = 0$
	D = D/2	D = 26	$b_2 = 0$
	D = D/2	D = 13	$b_3 = 1$
	D = D/2	D = 6	$b_4 = 0$
	D = D/2	D = 3	$b_5 = 1$
	D = D/2	D = 1	$b_6 = 1$
	D = 0 (done)	D = 0	$b_7 = 0$

105 = 01101001

Method 2

- $2^0 = 1, 2^1 = 2, 2^2 = 4, 2^3 = 8, 2^4 = 16, 2^5 = 32, 2^6 = 64, 2^7 = 128$
- To convert 105:
 - Find largest power of two that's less than 105 (64)
 - Subtract 64 ($105 - 64 = \underline{41}$), put a 1 in d_6
 - Subtract 32 ($41 - 32 = \underline{9}$), put a 1 in d_5
 - Skip 16, it's larger than 9, put a 0 in d_4
 - Subtract 8 ($9 - 8 = \underline{1}$), put a 1 in d_3
 - Skip 4 and 2, put a 0 in d_2 and d_1
 - Subtract 1 ($1 - 1 = \underline{0}$), put a 1 in d_0 (Done)

$\overline{d_6}$

$\overline{d_5}$

$\overline{d_4}$

$\overline{d_3}$

$\overline{d_2}$

$\overline{d_1}$

$\overline{d_0}$

What is the value of 357 in binary?

- A. 101100011
- B. 101100101
- C. 101101001
- D. 101110101
- E. 110100101

$$2^0 = 1, \quad 2^1 = 2, \quad 2^2 = 4, \quad 2^3 = 8, \quad 2^4 = 16, \\ 2^5 = 32, \quad 2^6 = 64, \quad 2^7 = 128, \quad 2^8 = 256$$

So far: Unsigned Integers

- With N bits, can represent values: 0 to 2^n-1
- We can always add 0's to the front of a number without changing it:

10110 = 010110 = 00010110 = 0000010110

- 1 byte: char, unsigned char
- 2 bytes: short, unsigned short
- 4 bytes: int, unsigned int, float
- 8 bytes: long long, unsigned long long, double
- 4 or 8 bytes: long, unsigned long

Representing Signed Values

- One option (used for floats, NOT integers)
 - Let the first bit represent the sign
 - 0 means positive
 - 1 means negative
- For example:
 - 0101 -> 5
 - 1101 -> -5
- Problem with this scheme?

Floating Point Representation

1 bit for sign sign | exponent | fraction |

8 bits for exponent

23 bits for precision

$$\text{value} = (-1)^{\text{sign}} * 1.\text{fraction} * 2^{(\text{exponent}-127)}$$

let's just plug in some values and try it out

0x40ac49ba: 0 10000001 01011000100100110111010

sign = 0 exp = 129 fraction = 2902458

$$= 1 * 1.2902458 * 2^2 = 5.16098$$

I don't expect you to memorize this

Up Next: Binary Arithmetic