

# Signed integers

## Lecture B03



Lecture notes section B03

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## Last time

- Place value number systems
- Bases
  - binary (base 2)
  - hexadecimal (base 16)
  - octal (base 8)
- Thinking in binary
  - powers of two
  - binary 0 to 15
- Converting
  - from and to binary
- Unsigned integers

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## In this lecture

- Arithmetic
  - addition
- Signed integers
  - two's complement system
- More arithmetic
  - addition
  - subtraction
  - multiplication

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## Addition

- In decimal:

$$\begin{array}{r} 010 \\ 534 \\ + 191 \\ \hline 725 \end{array}$$

carry (zero or one): remaining digit of the sum (or zero)

sum (one digit): right-hand digit of the sum

work right to left

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## Addition

- In unsigned binary

$$\begin{array}{r} 01111000 \\ 00111010 \\ + 01011100 \\ \hline 10010110 \end{array}$$

carry (0 or 1)

sum (0 or 1)

final carry used to detect overflow: 0 indicates result is correct; 1 indicates result is wrong

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## Addition

- To verify, do same addition in decimal

$$\begin{array}{r} 58 \\ + 92 \\ \hline 150 \end{array}$$

00111010

+ 01011100

= 10010110 ✓

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## Overflow

- An incorrect result occurs if the sum is too large to be represented in the number of bits available
- For addition of unsigned integers, overflow occurs if and only if carry out of MSB is 1

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## Overflow

- Try to add  $200_{10} + 101_{10}$ 
  - 8-bit unsigned binary

$$\begin{array}{r}
 \text{final carry} \\ \text{is 1, result} \\ \text{is incorrect} \quad 1 \quad 1 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0 \quad 0 \\
 \quad \quad \quad 1 \quad 1 \quad 0 \quad 0 \quad 1 \quad 0 \quad 0 \quad 0 \\
 + \quad 0 \quad 1 \quad 1 \quad 0 \quad 0 \quad 1 \quad 0 \quad 1 \\
 \hline
 \quad \quad \quad 0 \quad 0 \quad 1 \quad 0 \quad 1 \quad 1 \quad 0 \quad 1 \\
 \text{result is 45,} \\ \text{not 301}
 \end{array}$$

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## Subtraction

- In decimal

$$\begin{array}{r}
 4 \quad 13 \\
 \cancel{5} \quad \cancel{3} \quad 4 \\
 - \quad 1 \quad 9 \quad 1 \\
 \hline
 3 \quad 4 \quad 3 \\
 \text{difference} \\ \text{(one digit)}
 \end{array}$$

if necessary, borrow ten from previous column

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## Subtraction

- Could do same with binary
  - borrow 2 from previous column if needed
- Subtraction means negative numbers are possible
  - need a system of representation of both positive and negative (signed) numbers
    - using just bits
    - borrow alone isn't enough

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## Signed integers

- Need to reserve one bit of integer for sign
- Simplest technique is signed magnitude
  - MSB = 0: number is positive
  - MSB = 1: number is negative

$$\begin{array}{r}
 \text{sign bit} \quad 0 \quad 0 \quad 0 \quad 0 \quad 1 \quad 1 \quad 1 \quad 0 = +14 \\
 \quad \quad \quad 1 \quad 0 \quad 0 \quad 0 \quad 1 \quad 1 \quad 1 \quad 0 = -14
 \end{array}$$

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## Signed integers

- Signed magnitude has problems
  - more complex circuitry needed to perform addition/subtraction
  - two representations of zero!
    - +0 (all bits 0)
    - -0 (all bits 0 except MSB)
- Need a better system to represent signed numbers

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## Signed integers

- Almost all computers use two's complement system
  - so called because negative numbers are represented as the difference (complement) from a power of two
- MSB's place value is negative of normal

$-2^7 \quad 2^6 \quad 2^5 \quad 2^4 \quad 2^3 \quad 2^2 \quad 2^1 \quad 2^0$   
 (-128) (64) (32) (16) (8) (4) (2) (1)

MSB in 8-bit binary is bit 7

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## Signed integers

- Smallest value (8 bits)

$-2^7 \quad 2^6 \quad 2^5 \quad 2^4 \quad 2^3 \quad 2^2 \quad 2^1 \quad 2^0$   
 (-128) (64) (32) (16) (8) (4) (2) (1)

1 0 0 0 0 0 0 0  
 ✓ × × × × × × ×

This bit pattern no longer represents +128 as it did in an unsigned representation

-128 = -128

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## Signed integers

- Largest value (8 bits)

$-2^7 \quad 2^6 \quad 2^5 \quad 2^4 \quad 2^3 \quad 2^2 \quad 2^1 \quad 2^0$   
 (-128) (64) (32) (16) (8) (4) (2) (1)

0 1 1 1 1 1 1 1  
 × ✓ ✓ ✓ ✓ ✓ ✓ ✓

This bit pattern still represents +127 as it did in an unsigned representation

64 + 32 + 16 + 8 + 4 + 2 + 1 = +127

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## Signed integers

- In 8-bit binary
  - smallest representable value is -128
  - largest representable value is +127
  - All values between are representable
  - No other values are representable
- Positive values use same bit pattern as unsigned
- Negative values use bit patterns formerly representing positive numbers
  - positive range is reduced

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## Signed integers

- 8-bit two's complement

	binary	as unsigned value	as signed value
negative numbers have 1 in MSB	10000000 <sub>2</sub>	128 <sub>10</sub>	-128 <sub>10</sub>
	10000001 <sub>2</sub>	129 <sub>10</sub>	-127 <sub>10</sub>
	10000010 <sub>2</sub>	130 <sub>10</sub>	-126 <sub>10</sub>
	...	...	...
positive numbers have 0 in MSB	11111110 <sub>2</sub>	254 <sub>10</sub>	-2 <sub>10</sub>
	11111111 <sub>2</sub>	255 <sub>10</sub>	-1 <sub>10</sub>
	00000000 <sub>2</sub>	0 <sub>10</sub>	0 <sub>10</sub>
	00000001 <sub>2</sub>	1 <sub>10</sub>	+1 <sub>10</sub>
	00000010 <sub>2</sub>	2 <sub>10</sub>	+2 <sub>10</sub>
	...	...	...
	01111101 <sub>2</sub>	125 <sub>10</sub>	+125 <sub>10</sub>
	01111110 <sub>2</sub>	126 <sub>10</sub>	+126 <sub>10</sub>
01111111 <sub>2</sub>	127 <sub>10</sub>	+127 <sub>10</sub>	

unsigned and signed values differ by 256 (2<sup>8</sup>) for negative numbers

signed and unsigned values are same for positive numbers

zero is effectively positive

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## Signed integers

- In n-bit binary
  - represent -x as 2<sup>n</sup> - x
    - e.g., represent -2 as 2<sup>8</sup> - 2 = 254
  - number r represents value r - 2<sup>n</sup>
    - e.g., 254 really represents 254 - 256 = -2
- Called two's complement
  - number is represented as difference (complement) from power of two
- Range is -2<sup>n-1</sup> to +2<sup>n-1</sup> - 1

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## Signed integers

- C has signed integers of various sizes
- 8 bits (signed char)
  - -128 to +127
- 16 bits (short)
  - -32768 to +32767
- 32 bits (long)
  - -2147483648 to +2147483647
- 64 bits (long long)
  - -9223372036854775808 to +9223372036854775807
- int is either short or long

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## Signed integers

- Properties of two's complement
  - positive numbers (including zero)
    - MSB is 0
    - zero value is all 0 bits
    - same bit pattern as unsigned numbers
  - negative numbers start with 1
    - MSB is 1
    - -1 value is all 1 bits
  - negative range is bigger than positive range by 1

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## Signed integers: to binary

- What is  $+35_{10}$  in 8-bit two's complement?

positive, so proceed as for unsigned

	35		
÷ 2 =	17	rem 1	↑ read up, padding with 0s to 8 bits
÷ 2 =	8	rem 1	
÷ 2 =	4	rem 0	
÷ 2 =	2	rem 0	
÷ 2 =	1	rem 0	
÷ 2 =	0	rem 1	

answer: 00100011

confirm answer is positive: MSB = 0

stop

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## Signed integers: to binary

- What is  $-35_{10}$  in 8-bit two's complement?

- represent  $-35$  as  $2^8 - 35 = 256 - 35 = 221$

	221		
÷ 2 =	110	rem 1	↑ read up
÷ 2 =	55	rem 0	
÷ 2 =	27	rem 1	
÷ 2 =	13	rem 1	
÷ 2 =	6	rem 1	
÷ 2 =	3	rem 0	
÷ 2 =	1	rem 1	
÷ 2 =	0	rem 1	

answer: 11011101

confirm answer is negative: MSB = 1

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## Signed integers: to binary

- Another way to convert to signed
  - $-35$  represented as  $256 - 35$
  - $256 - 35 = (255 + 1) - x = (255 - 35) + 1$
  - 255 is highest representable 8-bit unsigned value
    - In binary, all bits are 1
  - Easy to subtract a bit from 1
    - $1 - 0 = 1$ ,  $1 - 1 = 0$
    - no borrow, just flip the bit
  - Easy to subtract (positive) 35 from 255
    - just flip all the bits
  - Still need to add 1 afterwards

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## Signed integers: to binary

- To write a negative number in two's complement binary:
  - start with the binary representation of the equivalent positive number
  - negate the number by doing these two steps
    - flip all the bits ( $0 \leftrightarrow 1$ )
    - add 1 to the result
- If flip-and-add-1 is repeated, original positive number is returned
  - $-(-x) = x$

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### Signed integers: to binary

- What is  $-35_{10}$  in 8-bit two's complement?

start with equivalent positive number  $+35_{10} = 00100011_2$

flip bits  $11011100$

add 1  $+ 1$

answer:  $11011101$

confirm result is negative: MSB = 1

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### Signed integers: from binary

- What value does 8-bit two's complement  $01100011$  have?
  - MSB = 0, so positive
  - just convert from binary like unsigned

$-2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$
(-128)	(64)	(32)	(16)	(8)	(4)	(2)	(1)
0	1	1	0	0	0	1	1
x	✓	✓	x	x	✓	✓	✓
	64	+ 32			+ 4	+ 2	+ 1
							= <b>+103</b>

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### Signed integers: from binary

- What value does 8-bit two's complement  $11000100$  have?
  - can convert as normal with MSB worth -128

$-2^7$	$2^6$	$2^5$	$2^4$	$2^3$	$2^2$	$2^1$	$2^0$
(-128)	(64)	(32)	(16)	(8)	(4)	(2)	(1)
1	1	0	0	0	1	0	0
✓	✓	x	x	x	✓	x	x
-128	+ 64				+ 4		
							= <b>-60</b>

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### Signed integers: from binary

- What value does 8-bit two's complement  $11000100$  have?
  - or, find positive equivalent using flip-and-add-1

flip bits  $11000100 \rightarrow 00111011$

add 1  $+ 1$

convert from binary to get  $60_{10}$   $00111100$

don't forget minus sign

Answer:  $-60_{10}$

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### Signed addition

- What's so great about two's complement?
  - addition is same for positive and negative numbers
    - positive + positive
    - positive + negative
    - negative + positive
    - negative + negative

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### Signed addition

- $-13 + (-10)$ 
  - 8-bit signed

	1	1	1	1	0	1	1	0
	1	1	1	1	0	0	1	1
+	1	1	1	1	0	1	1	0
	1	1	1	0	1	0	0	1

final carry no longer indicates overflow

$-13$

$-10$

$-23$  ✓

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### Signed addition

- 51 + 36
- 8-bit signed

```

  0 0 0 0 1 1 0 0
    1 1 0 0 1 1 0 1
+  0 0 1 0 0 1 0 0
-----
  1 1 1 1 0 0 0 1
  
```

Annotations: -51, 36, -15 ✓

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### Signed addition overflow

- 58 + 92
- 8-bit signed

```

  0 1 1 1 1 0 0 0
    0 0 1 1 1 0 1 0
+  0 1 0 1 1 1 0 0
-----
  1 0 0 1 0 1 1 0
  
```

Annotations: signed overflow occurs when these two carries differ, -106 x, or, more obviously, if the result has the wrong sign (here, pos + pos = neg?)

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### Signed subtraction

- Subtraction is easy in two's complement
- $x - y = x + (-y)$
- negate RHS of subtraction
  - with flip-and-add-1
- then do normal addition
- overflow rules are same as for addition

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### Signed subtraction

- 42 - 19
- 8-bit signed

```

  1 1 1 0 1 0 0 0
    0 0 1 0 1 0 1 0
-  0 0 0 1 0 0 1 1
-----
  + 1 1 1 0 1 1 0 1
-----
  0 0 0 1 0 1 1 1
  
```

Annotations: flip-and-add-1 to replace +19 with -19, and add, 23 ✓

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### Binary multiplication

- Using same techniques as for decimal

```

  10 00001010
  11 × 00001011
-----
  00001010
  0001010
+ 01010
-----
  110 01101110
  
```

Annotations: for every 1 in second number, write first number, aligned at LSB, add to produce result

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### Covered in this lecture

- Arithmetic
  - unsigned addition
- Signed integers
  - two's complement system
- More arithmetic
  - signed addition
  - subtraction
  - multiplication

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## Going further

- Hardware implementation of addition and subtraction
  - adder circuit
- Binary division
  - same technique as long division in decimal

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## Next time

- Floating point
  - representing real numbers



Reading:

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