



CSC 220: Computer Organization

Unit 4

Signed Number Representation

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Overview

- Unsigned Representation
- Representation of signed numbers
 - Signed Magnitude Representation
 - One's Complement Notation
 - Two's Complement Notation
- Two's Complement Addition
- Comparing Signed Number Systems
- Signed Overflow

Unsigned Representation

- Represents positive integers.

Ex: 8 bit representation of unsigned numbers:

position	7	6	5	4	3	2	1	0
contribution	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
157	1	0	0	1	1	1	0	1
1	0	0	0	0	0	0	0	1
10	0	0	0	0	1	0	1	0
0	0	0	0	0	0	0	0	0

- Addition is simple:

$$00001001 + 00000101 = 00001110.$$

Binary Addition (1 of 2)

- Two 1-bit values

A	B	A + B
0	0	0
0	1	1
1	0	1
1	1	10

“two”

Binary Addition (2 of 2)

- Two n -bit values
 - Add individual bits
 - Propagate carries
 - E.g.,

$$\begin{array}{r} 000\overset{1}{1}0\overset{1}{1}01 \\ +\underline{00011001} \\ \hline 00101110 \end{array} \qquad \begin{array}{r} 21 \\ + \underline{25} \\ \hline 46 \end{array}$$

Unsigned Representation ...

Advantages:

One representation of zero

Simple addition

Disadvantages

Negative numbers can not be represented.

The need of different notation to represent negative numbers.

Representation of signed numbers

- Is a representation of negative numbers possible?
 - you can not just stick a negative sign in front of a binary number.
(it does not work like that)
- There are three methods used to represent negative numbers.
 - Signed magnitude representation
 - One's complement representation
 - Two's complement representation
- We will consider two operations
 - How to get –ve number from +ve number
 - How to add two signed Numbers

Signed magnitude representation

- Humans use the **signed-magnitude** system. We add + or - to the front of a number to indicate its sign.
- We can do this in binary too, by adding a **sign bit** in front of our numbers.
 - A **0** sign bit represents a positive number.
 - A **1** sign bit represents a negative number.

1101₂ = 13₁₀ (a 4-bit unsigned number)

0 1101 = +13₁₀ (a positive number in 5-bit signed magnitude)

1 1101 = -13₁₀ (a negative number in 5-bit signed magnitude)

0100₂ = 4₁₀ (a 4-bit unsigned number)

0 0100 = +4₁₀ (a positive number in 5-bit signed magnitude)

1 0100 = -4₁₀ (a negative number in 5-bit signed magnitude)

n-bit Representation

For n bit representation we use the $(n-1)^{\text{th}}$ bit for the **sign** and remaining bits for **magnitude**

Example:

- Suppose **10011101** is a signed magnitude representation of a 8 bit number.
- The sign bit is **1**, then the number represented is negative
- The magnitude is **0011101** with a value $2^4+2^3+2^2+2^0= 29$
- Then the number represented by 10011101 is **-29**.

position	7	6	5	4	3	2	1	0
contribution	-			2^4	2^3	2^2		2^0
-29	1	0	0	1	1	1	0	1

Signed magnitude representation

Exercise 1:

37_{10} has 0010 0101 in signed magnitude notation. Find the signed magnitude of -37_{10} in 8 bits?

Using the signed magnitude notation find the 8-bit binary representation of the decimal value 24_{10} and -24_{10} .

Find the signed magnitude of -63 using 8-bit binary sequence?

Disadvantage of Signed Magnitude

- Addition and subtractions are difficult:

Signs and magnitude, both have to carry out the required operation.

- There are two representations of 0

$$00000000 = + 0_{10}$$

$$10000000 = - 0_{10}$$

To test if a number is 0 or not, the CPU will need to see whether it is 00000000 or 10000000.

0 is always performed in programs.

Therefore, having two representations of 0 is inconvenient.

Ones' complement representation

- In a different representation, **ones' complement**, we negate numbers by complementing each bit of the number.
- We keep the sign bits: 0 for positive numbers, and 1 for negative.
- The sign bit is complemented along with the rest of the bits.

$1101_2 = 13_{10}$ (a 4-bit unsigned number)

0 1101 = $+13_{10}$ (a positive number in 5-bit ones' complement)

1 0010 = -13_{10} (a negative number in 5-bit ones' complement)

$0100_2 = 4_{10}$ (a 4-bit unsigned number)

0 0100 = $+4_{10}$ (a positive number in 5-bit ones' complement)

1 1011 = -4_{10} (a negative number in 5-bit ones' complement)

Why is it called ones' complement?

- Complementing a single bit is equivalent to subtracting it from 1.

x	x'	1 - x
0	1	1
1	0	0

- Similarly, complementing each bit of an n -bit number is equivalent to subtracting that number from $2^n - 1$.
- For example, we can negate the 5-bit number **01101**.
 - Here $n=5$, and $2^5 - 1 = 11111_2$.
 - Subtracting **01101** from 11111 yields **10010**.

$$\begin{array}{r} 1\ 1\ 1\ 1\ 1 \\ -\ 0\ 1\ 1\ 0\ 1 \\ \hline 1\ 0\ 0\ 1\ 0 \end{array}$$



Ones' complement addition

- There are two steps in adding ones' complement numbers.
 - Do unsigned addition on the numbers, *including* the sign bits.
 - Take the carry out and add it to the sum.

$$\begin{array}{r} 0111 \quad (+7) \\ + 1011 \quad + (-4) \\ \hline 10010 \end{array}$$

$$\begin{array}{r} 0010 \\ + \quad 1 \\ \hline 0011 \quad (+3) \end{array}$$

$$\begin{array}{r} 0011 \quad (+3) \\ + 0010 \quad + (+2) \\ \hline 00101 \end{array}$$

$$\begin{array}{r} 0101 \\ + \quad 0 \\ \hline 0101 \quad (+5) \end{array}$$

- This is simpler than signed magnitude addition, but still a bit tricky.
- Two representation of zero** (0000 = +0, 1111 = -0)

Two's Complement representation

- The most used representation for integers.
 - All positive numbers begin with 0.
 - All negative numbers begin with 1.

Two's complement representation

- Our final idea is **two's complement**. To negate a number, we complement each bit (just as for ones' complement) and then add 1.

$1101_2 = 13_{10}$ (a 4-bit unsigned number)

0 1101 = $+13_{10}$ (a positive number in 5-bit two's complement)

1 0010 = -13_{10} (a negative number in 5-bit *ones'* complement)

1 0011 = -13_{10} (a negative number in 5-bit two's complement)

$0100_2 = 4_{10}$ (a 4-bit unsigned number)

0 0100 = $+4_{10}$ (a positive number in 5-bit two's complement)

1 1011 = -4_{10} (a negative number in 5-bit *ones'* complement)

1 1100 = -4_{10} (a negative number in 5-bit two's complement)

More about two's complement

- Another way to negate an n -bit two's complement number is to subtract it from 2^n .

$$\begin{array}{r} 1\ 0\ 0\ 0\ 0\ 0 \\ -\ 0\ 1\ 1\ 0\ 1 \\ \hline 1\ 0\ 0\ 1\ 1 \end{array} \quad \begin{array}{l} (+13_{10}) \\ (-13_{10}) \end{array}$$

$$\begin{array}{r} 1\ 0\ 0\ 0\ 0\ 0 \\ -\ 0\ 0\ 1\ 0\ 0 \\ \hline 1\ 1\ 1\ 0\ 0 \end{array} \quad \begin{array}{l} (+4_{10}) \\ (-4_{10}) \end{array}$$

- You can also complement all of the bits to the left of the rightmost 1.

01101 = $+13_{10}$ (a positive number in two's complement)

10011 = -13_{10} (a negative number in two's complement)

00100 = $+4_{10}$ (a positive number in two's complement)

11100 = -4_{10} (a negative number in two's complement)

Two's Complement representation ...

Example:

11110101 in Two's Complement (8 bit number)

The most significant bit is 1, hence it is a negative number.

Corresponding number is $00001011 = 8 + 2 + 1 = 11$
the result is then -11 .

Two's complement addition

- Negating a two's complement number takes a bit of work, but addition is much easier than with the other two systems.
- To find $A + B$, you just have to do unsigned addition on A and B (including their sign bits), and *ignore* any carry out.
- For example, we can compute $0111 + 1100$, or $(+7) + (-4)$.
 - First add $0111 + 1100$ as unsigned numbers.

$$\begin{array}{r} 0111 \\ + 1100 \\ \hline 10011 \end{array}$$

- Ignore the carry out (1). The answer is 0011 (+3).



Another two's complement example

- To further convince you that this works, let's try adding two negative numbers—1101 + 1110, or (-3) + (-2) in decimal.
- Adding the numbers gives 11011.

$$\begin{array}{r} 1101 \\ + 1110 \\ \hline 11011 \end{array}$$

- Dropping the carry out (1) leaves us with the answer, 1011 (-5).

An algebraic explanation

- For n -bit numbers, the negation of B in two's complement is $2^n - B$. (This was one of the alternate ways of negating a two's complement number.)

$$\begin{aligned}A - B &= A + (-B) \\ &= A + (2^n - B) \\ &= (A - B) + 2^n\end{aligned}$$

- If $A \geq B$, then $(A - B)$ has to be positive, and the 2^n represents a carry out of 1. Discarding this carry out leaves us with the desired result, $(A - B)$.
- If $A < B$, then $(A - B)$ must be negative, and $2^n - (A - B)$ corresponds to the correct result $-(A - B)$ in two's complement form.

Advantages of Two's Complement Notation

- One representation of zero
 - 0 is represented as 0000 using 4-bit binary sequence.
- It is easy to add two numbers.
 - Subtraction can be easily performed.
 - Multiplication is just a repeated addition.
 - Division is just a repeated subtraction
 - Two's complement is widely used in *ALU*

Comparing the signed number systems

- Here are all the 4-bit numbers in the different systems.
- Positive numbers are the same in all three representations.
- There are *two* ways to represent 0 in signed magnitude and ones' complement. This makes things more complicated.
- In two's complement, there is one more negative number than positive number. Here, we can represent -8 but not +8.
- However, two's complement is preferred because it has only one 0, and its addition algorithm is the simplest.

Decimal	SM	1C	2C
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	1000	1111	—
-1	1001	1110	1111
-2	1010	1101	1110
-3	1011	1100	1101
-4	1100	1011	1100
-5	1101	1010	1011
-6	1110	1001	1010
-7	1111	1000	1001
-8	—	—	1000

Ranges of the signed number systems

- How many negative and positive numbers can be represented in each of the different four-bit systems on the previous page?

	Unsigned	SM	1C	2C
Smallest	0000 (0)	1111 (-7)	1000 (-7)	1000 (-8)
Largest	1111 (15)	0111 (+7)	0111 (+7)	0111 (+7)

- The ranges for general n -bit numbers (including the sign bit) are below.

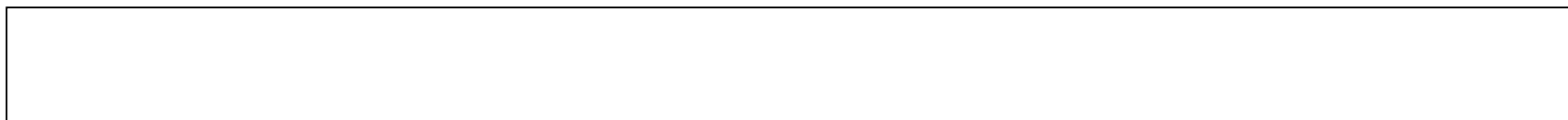
	Unsigned	SM	1C	2C
Smallest	0	$-(2^{n-1}-1)$	$-(2^{n-1}-1)$	-2^{n-1}
Largest	2^n-1	$+(2^{n-1}-1)$	$+(2^{n-1}-1)$	$+(2^{n-1}-1)$

Signed overflow

- With 4-bit two's complement numbers, the largest representable decimal value is +7, and the smallest is -8.
- What if you try to compute $4 + 5$, or $(-4) + (-5)$?

$$\begin{array}{r} 0100 \quad (+4) \\ + 0101 \quad + (+5) \\ \hline 01001 \quad (-7) \end{array} \qquad \begin{array}{r} 1100 \quad (-4) \\ + 1011 \quad + (-5) \\ \hline 10111 \quad (+7) \end{array}$$

- Signed overflow** is very different from unsigned overflow.
 - The carry out is not enough to detect overflow. In the example on the left, the carry out is 0 but there *is* overflow.



Detecting signed overflow

- The easiest way to detect signed overflow is to look at all the sign bits.

$$\begin{array}{r} \begin{array}{r} 0100 \quad (+4) \\ + 0101 \quad + (+5) \\ \hline 01001 \quad (-7) \end{array} \qquad \begin{array}{r} 1100 \quad (-4) \\ + 1011 \quad + (-5) \\ \hline 10111 \quad (+7) \end{array} \end{array}$$

- Overflow occurs only in the two situations above.
 - If you add two *positive* numbers and get a *negative* result.
 - If you add two *negative* numbers and get a *positive* result.
- Overflow can never occur when you add a positive number to a negative number. (Do you see why?)



Overflow

Example 1:

$$\begin{array}{r} \begin{array}{ccccccc} 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ \swarrow & \swarrow & \swarrow & \swarrow & \swarrow & \swarrow & \swarrow \\ 0 & 1 & 1 & 0 & 1 & 0 & 1 \end{array} \\ 0110101_2 \quad (= 53_{10}) \\ + 0101010_2 \quad (= 42_{10}) \\ \hline 1011111_2 \quad (= -33_{10}) \end{array}$$

Example 2:

$$\begin{array}{r} \begin{array}{ccccccc} 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ \swarrow & \swarrow & \swarrow & \swarrow & \swarrow & \swarrow & \swarrow \\ 1 & 0 & 1 & 0 & 1 & 0 & 1 \end{array} \\ 1010101_2 \quad (= -43_{10}) \\ + 1001010_2 \quad (= -54_{10}) \\ \hline 0011111_2 \quad (= 31_{10}) \end{array}$$

Example 3:

$$\begin{array}{r} \begin{array}{ccccccc} 1 & 1 & 0 & 0 & 0 & 0 & 0 \\ \swarrow & \swarrow & \swarrow & \swarrow & \swarrow & \swarrow & \swarrow \\ 0 & 1 & 1 & 0 & 1 & 0 & 1 \end{array} \\ 0110101_2 \quad (= 53_{10}) \\ + 1101010_2 \quad (= -22_{10}) \\ \hline 0011111_2 \quad (= 31_{10}) \end{array}$$

Example 4:

$$\begin{array}{r} \begin{array}{ccccccc} 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ \swarrow & \swarrow & \swarrow & \swarrow & \swarrow & \swarrow & \swarrow \\ 0 & 0 & 1 & 0 & 1 & 0 & 1 \end{array} \\ 0010101_2 \quad (= 21_{10}) \\ + 0101010_2 \quad (= 42_{10}) \\ \hline 0111111_2 \quad (= 63_{10}) \end{array}$$

Sign extension

- Decimal numbers are assumed to have an infinite number of 0s in front of them, which helps in “lining up” values for arithmetic operations.

$$\begin{array}{r} 225 \\ + 006 \\ \hline 231 \end{array}$$

- You need to be careful in extending signed binary numbers, because the leftmost bit is the *sign* and not part of the magnitude.
- To extend a signed binary number, you have to replicate the sign bit. If you just add 0s in front, you might accidentally change a negative number into a positive one!
- For example, consider going from 4-bit to 8-bit numbers.

$$\begin{array}{l} (+5) \quad 0101 \quad \longrightarrow \quad 0000 \ 0101 \quad (+5) \\ (-4) \quad 1100 \quad \longrightarrow \quad 1111 \ 1100 \quad (-4) \end{array}$$

Summary

- Data representations are all-important!
 - A good representation for negative numbers can make subtraction hardware much simpler to design.
 - Using **two's complement**, it's easy to build a single circuit for both addition and subtraction.
- Working with signed numbers involves several issues.
 - **Signed overflow** is very different from the unsigned overflow we talked about last week.
 - **Sign extension** is needed to properly "lengthen" negative numbers.

