

# CSC 222: Computer Organization & Assembly Language

## **2 – Data Representation**

Instructor: Mr. Farooq Faisal

ICS & IT FMCS The University of Agriculture Peshawar

# Number System

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- ▶ Any number system using a range of digits that represents a specific number. The most common numbering systems are decimal, binary, octal, and hexadecimal.
- ▶ Numbers are important to computers
  - ▶ represent information precisely
  - ▶ can be processed
- ▶ **For example:**
  - ▶ to represent yes or no: use 0 for no and 1 for yes
  - ▶ to represent 4 seasons: 0 (autumn), 1 (winter), 2(spring) and 3 (summer)

# Positional Number System

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- ▶ A computer can understand positional number system where there are only a few symbols called digits and these symbols represent different values depending on the position they occupy in the number.
- ▶ A value of each digit in a number can be determined using
  - ▶ The digit
  - ▶ The position of the digit in the number
  - ▶ The base of the number system (where base is defined as the total number of digits available in the number system).

# Decimal Number System

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- ▶ A numbering system that uses ten digits, from 0 to 9, to represent numerical values/quantities. Each digit has a weighted value of  $10^0$ ,  $10^1$ ,  $10^2$ ,  $10^3$  and so on, ranging from right to left.

# Binary Number System

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- ▶ A numbering system that uses two digits 0 and 1, to represent numerical values/quantities. Each digit has a weighted value of  $2^0, 2^1, 2^2, 2^3$  and so on, ranging from right to left.

# Hexadecimal Number System

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- ▶ A numbering system that uses sixteen digits, from 0 to 9 and A to F, to represent numerical values/quantities. Each digit has a weighted value of  $16^0$ ,  $16^1$ ,  $16^2$ ,  $16^3$  and so on, ranging from right to left.

# Conversion Between Number Systems

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- ▶ Converting Hexadecimal to Decimal
- ▶ Multiply each digit of the hexadecimal number from right to left with its corresponding power of 16.
- ▶ Convert the Hexadecimal number **82ADh** to decimal number.

# Conversion Between Number Systems

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- ▶ Converting Binary to Decimal
- ▶ Multiply each digit of the binary number from right to left with its corresponding power of 2.
- ▶ Convert the Binary number **11101** to decimal number.



# Conversion Between Number Systems

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- ▶ Converting Decimal to Binary
- ▶ Divide the decimal number by 2.
- ▶ Take the remainder and record it on the side.
- ▶ REPEAT UNTIL the decimal number cannot be divided into anymore.

# Conversion Between Number Systems

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- ▶ Converting Decimal to Hexadecimal
- ▶ Divide the decimal number by 16.
- ▶ Take the remainder and record it on the side.
- ▶ REPEAT UNTIL the decimal number cannot be divided into anymore.

# Conversion Between Number Systems

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## ▶ Converting Hexadecimal to Binary

- ▶ Given a hexadecimal number, simply convert each digit to its binary equivalent. Then, combine each 4 bit binary number and that is the resulting answer.

## ▶ Converting Binary to Hexadecimal

- ▶ Begin at the rightmost 4 bits. If there are not 4 bits, pad 0s to the left until you hit 4. Repeat the steps until all groups have been converted.

# Binary Arithmetic Operations

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- ▶ Addition
- ▶ Like decimal numbers, two numbers can be added by adding each pair of digits together with carry propagation.

$$\begin{array}{r} 11001 \\ + 10011 \\ \hline 101100 \end{array}$$

Binary Addition

$$\begin{array}{r} 647 \\ + 537 \\ \hline 1184 \end{array}$$

Decimal Addition

# Binary Arithmetic Operations

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- ▶ Subtraction
- ▶ Two numbers can be subtracted by subtracting each pair of digits together with borrowing, where needed.

$$\begin{array}{r} 11001 \\ - 10011 \\ \hline 00110 \end{array}$$

Binary Subtraction

$$\begin{array}{r} 627 \\ - 537 \\ \hline 090 \end{array}$$

Decimal Subtraction

# Hexadecimal Arithmetic Operations

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- ▶ Addition
- ▶ Like decimal numbers, two numbers can be added by adding each pair of digits together with carry propagation.

$$\begin{array}{r} 5B39 \\ + 7AF4 \\ \hline D62D \end{array}$$

Hexadecimal Addition

# Hexadecimal Arithmetic Operations

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- ▶ Subtraction
- ▶ Two numbers can be subtracted by subtracting each pair of digits together with borrowing, where needed.

$$\begin{array}{r} \text{D26F} \\ - \text{BA94} \\ \hline \text{17DB} \end{array}$$

Hexadecimal Subtraction

# MSB and LSB

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- ▶ In computing, the **most significant bit (msb)** is the bit position in a binary number having the greatest value. The **msb** is sometimes referred to as the **left-most bit**.
- ▶ In computing, the **least significant bit (lsb)** is the bit position in a binary integer giving the units value, that is, determining whether the number is even or odd. The **lsb** is sometimes referred to as the **right-most bit**.



# Unsigned Integers

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- ▶ An unsigned integer is an integer that represents a magnitude, so it is never negative.
- ▶ Unsigned integers are appropriate for representing quantities that can be never negative.

# Signed Integers

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- ▶ A signed integer can be positive or negative.
- ▶ The most significant bit is reserved for the sign:
  - ▶ 1 means negative and 0 means positive.

- ▶ **Example:**

00001010 = decimal 10

10001010 = decimal -10



# One's Complement

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- ▶ The one's complement of an integer is obtained by complementing each bit, that is, replace each 0 by a 1 and each 1 by a 0.

# 2's Complement

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- ▶ Negative integers are stored in computer using 2's complement.
- ▶ To get a two's complement by first finding the one's complement, and then by adding 1 to it.

- ▶ **Example**

$$\begin{array}{r} 11110011 \quad (\text{one's complement of } 12) \\ + 00000001 \quad (\text{decimal } 1) \\ \hline 11110100 \quad (\text{two's complement of } 12) \end{array}$$

# Subtract as 2's Complement Addition

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- ▶ Find the difference of  $12 - 5$  using complementation and addition.
- ▶ 00000101 (decimal 5)
- ▶ 11111011 (2's Complement of 5)

$$\begin{array}{r} 00001100 \quad (\text{decimal } 12) \\ + \underline{11111011} \quad (\text{decimal } -5) \\ \hline 00000111 \quad (\text{decimal } 7) \end{array}$$

No Carry

# Example

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- ▶ Find the difference of 5ABCh – 21FCh using complementation and addition.
- ▶ 5ABCh = 0101 1010 1011 1100
- ▶ 21FCh = 0010 0001 1111 1100
- ▶ 1101 1110 0000 0100 (2's Complement of 21FCh)

$$\begin{array}{r} 0101\ 1010\ 1011\ 1100 \text{ (Binary 5ABCh)} \\ + 1101\ 1110\ 0000\ 0100 \text{ (1's Complement of 21FCh)} \\ \hline 10011\ 1000\ 1100\ 0000 \\ \hline \end{array}$$

Discard  
Carry

# Decimal Interpretation

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- ▶ How to interpret the contents of a byte or word as a signed and unsigned decimal integer?
- ▶ Unsigned decimal interpretation
  - ▶ Simply just do a binary to decimal conversion or first convert binary to hexadecimal and then convert hexadecimal to decimal.
- ▶ Signed decimal interpretation
  - ▶ If msb is zero then number is positive and signed decimal is same as unsigned decimal.
  - ▶ If msb is one then number is negative, so call it  $-N$ . To find  $N$ , just take the 2's complement and then convert to decimal.



# Example

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- ▶ Give unsigned and signed decimal interpretation FE0Ch.

- ▶ Unsigned decimal interpretation

- ▶  $16^3 * 15 + 16^2 * 14 + 16^1 * 0 + 16^0 * 12 = 61440 + 3584 + 0 + 12 = 65036$

- ▶ Signed decimal interpretation

- ▶ FE0Ch = 1111 1110 0000 1100 (msb is 1, so number is negative).

- ▶ To find N, get its 2's complement

0000 0001 1111 0011 (1's complement of FE0Ch)

$$\begin{array}{r} + \phantom{0000} \phantom{0001} \phantom{1111} \phantom{0011} \phantom{0000} \phantom{0000} \phantom{0000} \phantom{0000} \\ \phantom{0000} \phantom{0001} \phantom{1111} \phantom{0011} \phantom{0000} \phantom{0000} \phantom{0000} \phantom{0000} \\ \hline \phantom{0000} \phantom{0001} \phantom{1111} \phantom{0011} \phantom{0000} \phantom{0000} \phantom{0000} \phantom{0000} \end{array}$$

$$N = \underline{0000\ 0001\ 1111\ 0100} = 01F4h = 500$$

So,  $-N = 500$

# Decimal Interpretation

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- ▶ For 16 – bit word, following relationships holds between signed and unsigned decimal interpretation
- ▶ From 0000h – 7FFFh, signed decimal = unsigned decimal
- ▶ From 8000h – FFFFh, signed decimal = unsigned decimal – 65536.
- ▶ Example:
- ▶ Unsigned interpretation of FE0Ch is 65036.
- ▶ Signed interpretation of FE0Ch =  $65036 - 65536 = -500$ .

# Binary, Decimal, and Hexadecimal Equivalents.

Binary	Decimal	Hexadecimal	Binary	Decimal	Hexadecimal
0000	0	0	1000	8	8
0001	1	1	1001	9	9
0010	2	2	1010	10	A
0011	3	3	1011	11	B
0100	4	4	1100	12	C
0101	5	5	1101	13	D
0110	6	6	1110	14	E
0111	7	7	1111	15	F



# Character Representation

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- ▶ All data, characters must be coded in binary to be processed by the computer.
- ▶ ASCII:
  - ▶ American Standard Code for Information Interchange
  - ▶ Most popular character encoding scheme.
  - ▶ Uses 7 bit to code each character.
  - ▶  $2^7 = 128$  ASCII codes.
  - ▶ Single character Code = One Byte [7 bits: char code, 8<sup>th</sup> bit set to zero]
  - ▶ 32 to 126 ASCII codes: printable
  - ▶ 0 to 31 and 127 ASCII codes: Control characters

Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char
0	00	Null	32	20	Space	64	40	@	96	60	`
1	01	Start of heading	33	21	!	65	41	A	97	61	a
2	02	Start of text	34	22	"	66	42	B	98	62	b
3	03	End of text	35	23	#	67	43	C	99	63	c
4	04	End of transmit	36	24	\$	68	44	D	100	64	d
5	05	Enquiry	37	25	%	69	45	E	101	65	e
6	06	Acknowledge	38	26	&	70	46	F	102	66	f
7	07	Audible bell	39	27	'	71	47	G	103	67	g
8	08	Backspace	40	28	(	72	48	H	104	68	h
9	09	Horizontal tab	41	29	)	73	49	I	105	69	i
10	0A	Line feed	42	2A	*	74	4A	J	106	6A	j
11	0B	Vertical tab	43	2B	+	75	4B	K	107	6B	k
12	0C	Form feed	44	2C	,	76	4C	L	108	6C	l
13	0D	Carriage return	45	2D	-	77	4D	M	109	6D	m
14	0E	Shift out	46	2E	.	78	4E	N	110	6E	n
15	0F	Shift in	47	2F	/	79	4F	O	111	6F	o
16	10	Data link escape	48	30	0	80	50	P	112	70	p
17	11	Device control 1	49	31	1	81	51	Q	113	71	q
18	12	Device control 2	50	32	2	82	52	R	114	72	r
19	13	Device control 3	51	33	3	83	53	S	115	73	s
20	14	Device control 4	52	34	4	84	54	T	116	74	t
21	15	Neg. acknowledge	53	35	5	85	55	U	117	75	u
22	16	Synchronous idle	54	36	6	86	56	V	118	76	v
23	17	End trans. block	55	37	7	87	57	W	119	77	w
24	18	Cancel	56	38	8	88	58	X	120	78	x
25	19	End of medium	57	39	9	89	59	Y	121	79	y
26	1A	Substitution	58	3A	:	90	5A	Z	122	7A	z
27	1B	Escape	59	3B	;	91	5B	[	123	7B	{
28	1C	File separator	60	3C	<	92	5C	\	124	7C	
29	1D	Group separator	61	3D	=	93	5D	]	125	7D	}
30	1E	Record separator	62	3E	>	94	5E	^	126	7E	~
31	1F	Unit separator	63	3F	?	95	5F	_	127	7F	□

# How to Convert?

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- ▶ If a byte contains the ASCII code of an uppercase letter, what hex should be added to it to convert to lower case?
  - ▶ Solution: 20 h
  - ▶ Example: A (41h) a (61 h)
- ▶ If a byte contains the ASCII code of a decimal digit, What hex should be subtracted from the byte to convert it to the numerical form of the characters?
  - ▶ Solution: 30 h
  - ▶ Example: 2 (32 h)

# Character Storage

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## ASCII Representation of "123" and 123

