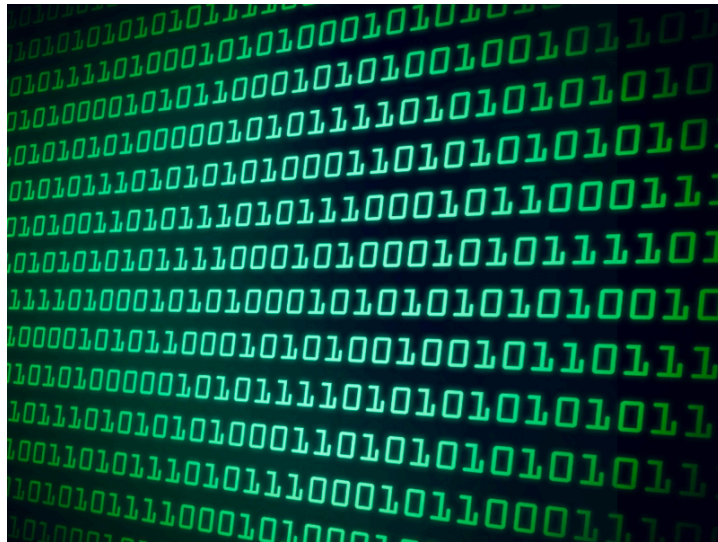


Data Representation



Typical Data Sizes

Data Type	Bytes
char	1
short	2
int	4
long	8
float	4
double	8

Numbering Systems

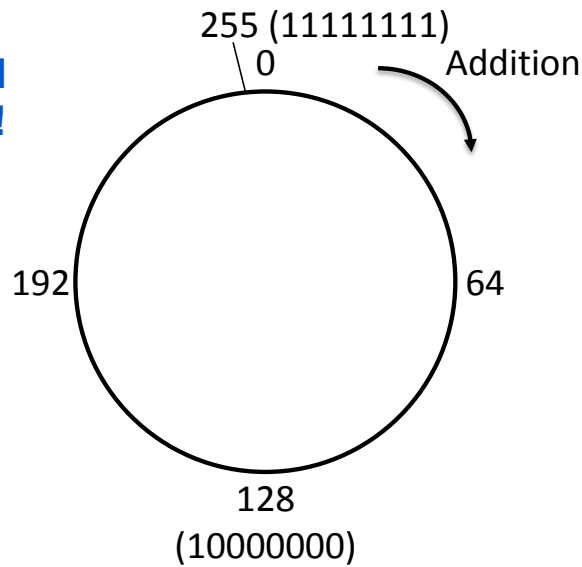
Hex	Decimal	Binary
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
A	10	1010
B	11	1011
C	12	1100
D	13	1101
E	14	1110
F	15	1111

Binary Arithmetic

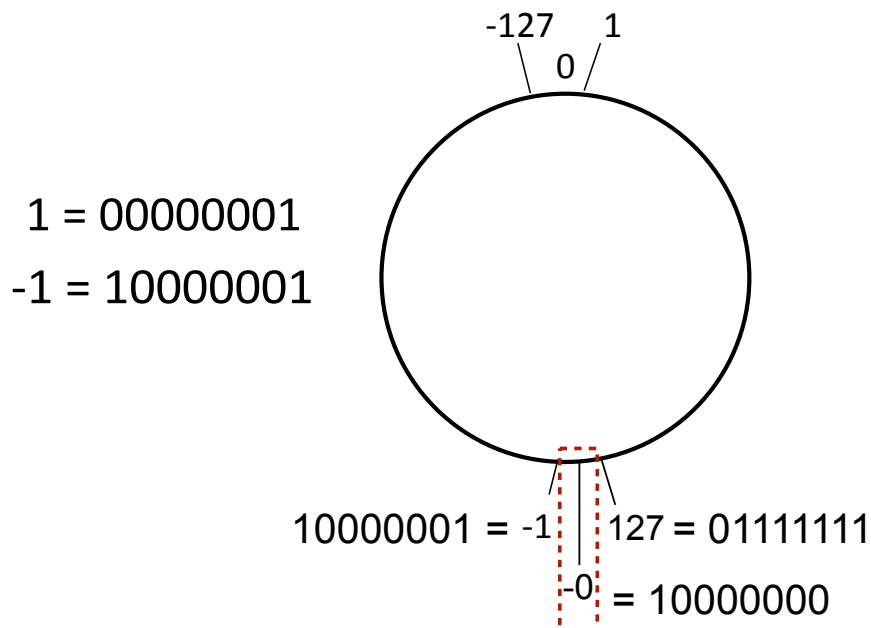
$$\begin{array}{r} 1 \\ 0110 \\ + 0100 \\ \hline 1010 \end{array} \qquad \begin{array}{r} 6 \\ + 4 \\ \hline 10 \end{array}$$

Modular Arithmetic

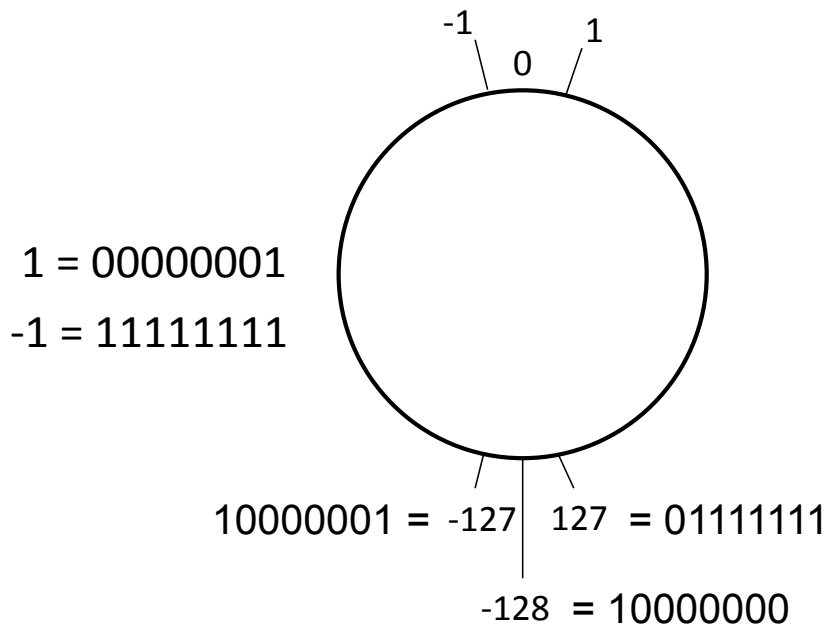
Unsigned numbers!



Signed Magnitude



Two's Complement



Signed vs Unsigned

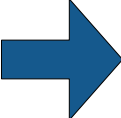
Bits	Signed	Unsigned
0000	0	0
0001	1	1
0010	2	2
0011	3	3
0100	4	4
0101	5	5
0110	6	6
0111	7	7
1000	-8	8
1001	-7	9
1010	-6	10
1011	-5	11
1100	-4	12
1101	-3	13
1110	-2	14
1111	-1	15

↔ = ↔

↔ +/- 16 ↔

Sign Extension

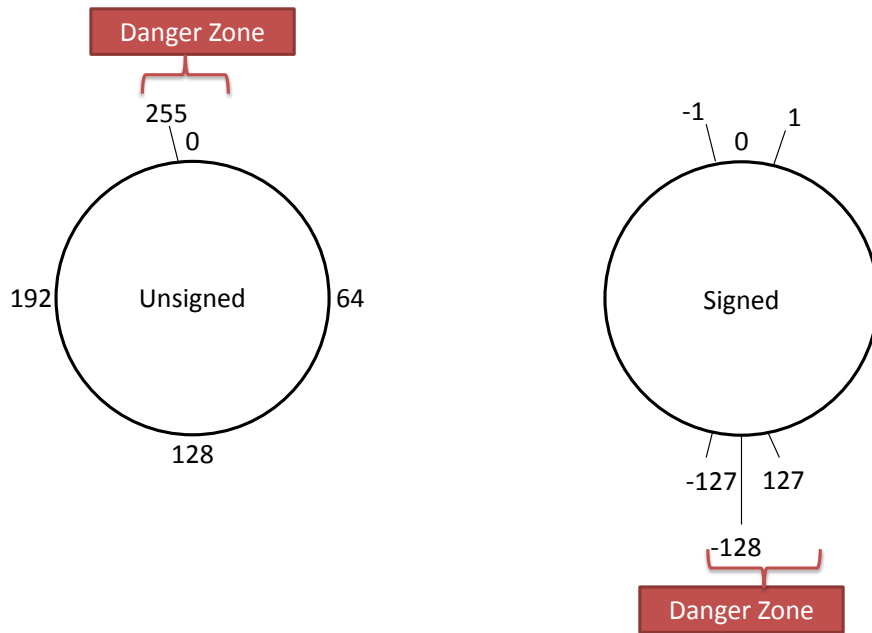
(5) 0101  00000101

(-4) 1100  11111100

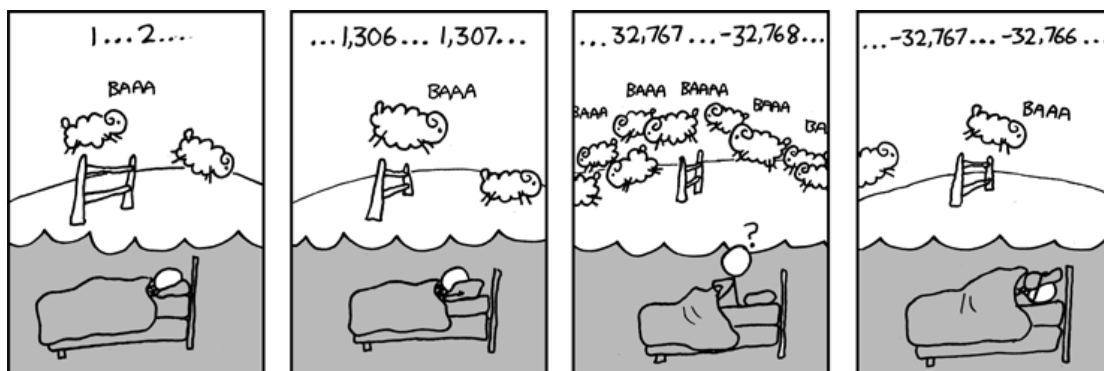
Lab 1 Warmup

- Given a signed 32-bit int X , return 1 if X is positive, 0 if X is zero, and -1 if X is negative.
- No loops or conditionals!
- Allowed operators: `!` `~` `&` `^` `|` `+` `<<` `>>`

Overflow



“Can’t Sleep”



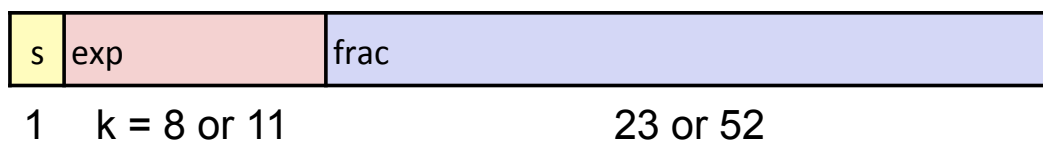
(credit: xkcd.com)

Unsigned Bugs...

```
float sum_elements(float a[], unsigned length) {  
  
    int i;  
    float result = 0;  
  
    for (i = 0; i <= length - 1; i++) {  
        result += a[i];  
    }  
  
    return result;  
}
```

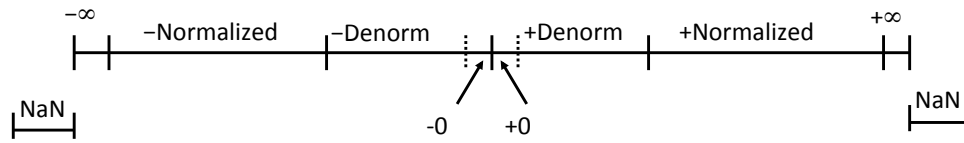
IEEE Floating Point (IEEE 754)

$$\text{value} = (-1)^s M 2^E$$

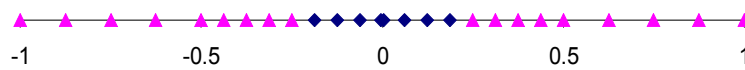
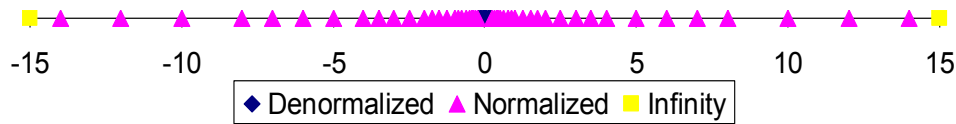


- Normalized
 - $E = \text{expU} - \text{bias}$
 - $\text{bias} = 2^{k-1} - 1$
 - $M = 1.\text{frac}$ (binary)
- Denormalized
 - when $\text{exp} = 00\dots00$
 - $E = 1 - \text{bias}$
 - $M = 0.\text{frac}$ (binary)
- Special Values
 - when $\text{exp} = 11\dots11$
 - Infinity ($\text{frac} = 00\dots00$)
 - NaN ($\text{frac} \neq 00\dots00$)

Floating Point Visualization



6-bit values (3 exp, 2 frac)



Close-up (central values)

Representing Chars

ASCII Table

Dec	Hex	Oct	Char	Dec	Hex	Oct	Char	Dec	Hex	Oct	Char	Dec	Hex	Oct	Char
0	0	0		32	20	40	[space]	64	40	100	@	96	60	140	`
1	1	1		33	21	41	!	65	41	101	A	97	61	141	a
2	2	2		34	22	42	"	66	42	102	B	98	62	142	b
3	3	3		35	23	43	#	67	43	103	C	99	63	143	c
4	4	4		36	24	44	\$	68	44	104	D	100	64	144	d
5	5	5		37	25	45	%	69	45	105	E	101	65	145	e
6	6	6		38	26	46	&	70	46	106	F	102	66	146	f
7	7	7		39	27	47	'	71	47	107	G	103	67	147	g
8	8	10		40	28	50	(72	48	110	H	104	68	150	h
9	9	11		41	29	51)	73	49	111	I	105	69	151	i
10	A	12		42	2A	52	*	74	4A	112	J	106	6A	152	j
11	B	13		43	2B	53	+	75	4B	113	K	107	6B	153	k
12	C	14		44	2C	54	,	76	4C	114	L	108	6C	154	l
13	D	15		45	2D	55	-	77	4D	115	M	109	6D	155	m
14	E	16		46	2E	56	.	78	4E	116	N	110	6E	156	n
15	F	17		47	2F	57	/	79	4F	117	O	111	6F	157	o
16	10	20		48	30	60	0	80	50	120	P	112	70	160	p
17	11	21		49	31	61	1	81	51	121	Q	113	71	161	q
18	12	22		50	32	62	2	82	52	122	R	114	72	162	r
19	13	23		51	33	63	3	83	53	123	S	115	73	163	s
20	14	24		52	34	64	4	84	54	124	T	116	74	164	t
21	15	25		53	35	65	5	85	55	125	U	117	75	165	u
22	16	26		54	36	66	6	86	56	126	V	118	76	166	v
23	17	27		55	37	67	7	87	57	127	W	119	77	167	w
24	18	30		56	38	70	8	88	58	130	X	120	78	170	x
25	19	31		57	39	71	9	89	59	131	Y	121	79	171	y
26	1A	32		58	3A	72	:	90	5A	132	Z	122	7A	172	z
27	1B	33		59	3B	73	;	91	5B	133	[123	7B	173	{
28	1C	34		60	3C	74	<	92	5C	134	\	124	7C	174	
29	1D	35		61	3D	75	=	93	5D	135]	125	7D	175	}
30	1E	36		62	3E	76	>	94	5E	136	^	126	7E	176	~
31	1F	37		63	3F	77	?	95	5F	137	_	127	7F	177	