

Numbers and Notations

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January 29, 2025

Motivation

- We all believe we know what a number is
- Programs are full of numbers
- At the end, a program is a list of numbers
- We are being told computers use the binary method
- There are even hints of this (\ll , \gg , $\&$, $|$, etc...)
- So we need to see how (if!) this is done

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Caveperson

Addition

Subtraction

Multiplication

Switching radices

Hardware

\mathbb{Z}

Complement

Hardware

\mathbb{Q}

Examples

Hardware

Fixed point

BCD

Floating-point

Examples

The Natural Numbers (\mathbb{N})

*Die ganzen Zahlen hat der liebe Gott gemacht,
alles andere ist Menschenwerk*

*[Natural numbers were created by God, every-
thing else is the work of men]
(attributed to) Kronecker*

Whoever is happy with the naturals can skip to [notation](#)

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The Naturals

- Nothing is **natural** with the natural numbers
- Intuition has been distilled in us from youth
- Intuition is useful, but it might lead to mistakes
- Formalization of the intuition saves problems

► **extra**

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Peano Axioms extra

- 0 is a constant symbol and S is a unary operator
- 1. $S(n) = S(m) \implies n = m$
2. For each n , $S(n) \neq 0$
3. For a set P , if
 - ▶ $0 \in P$ and
 - ▶ for each n , $n \in P \implies S(n) \in P$then P is the set of all the naturals

Intuition

- 0 is the symbol for the minimal natural
- $S(n)$ is $n + 1$ (we have neither $+$ nor 1 as of yet)

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$+$, \times , and x^y extra

Definition ($+$)

$$\begin{aligned} m + 0 &= m \\ m + S(n) &= S(m + n) \end{aligned}$$

Definition (\times)

$$\begin{aligned} m \times 0 &= 0 \\ m \times S(n) &= m \times n + m \end{aligned}$$

Definition (x^y)

$$\begin{aligned} m^0 &= S(0) \\ m^{S(n)} &= m^n \times m \end{aligned}$$

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Order extra

Definition

- $n \geq m \iff \exists k \ n = m + k$
- $n \leq m \iff m \geq n$
- $n > m \iff n \geq m \text{ and } n \neq m$
- $n < m \iff m > n$

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Logicians, please have mercy extra

- We are well aware of the following:
- The non-categoricity when using FO induction
 - The categoricity when using SO induction
 - The problem with the operators definition in FO logic

Rest of humanity

All is perfectly well

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Counting, The Caveperson Method extra

Clear, simple, and **useless** in every day use:
 $0, S(0), S(S(0)), S(S(S(0))), \dots$

Using Peano axioms we can prove things like

- $S(S(0)) + S(S(S(0))) = S(S(S(S(S(0)))))$
- $S(S(0)) \times S(S(S(0))) = S(S(S(S(S(S(0)))))$

Everything taught at school can be **proved**

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Improving on the Caveperson Method extra

- Several notations for numbers were devised over time
- Humanity settled on the (decimal) positional notation
- The **decimal** is the less important fact
- The **position** idea is very important
- Mere humans can (could?) **compute** using:
 - Addition table
 - Multiplication table

Addition in different methods

Roman	Decimal
V + V = X	5 + 5 = 10
XV + XV = XXX	15 + 15 = 30
XXV + XV = XL	25 + 15 = 40

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(Failing to explain) **Our** Decimal Notation extra

We take for granted the alphabet 0, 1, 2, 3, 4, 5, 6, 7, 8, 9

Positioning method

Example: 235

- We tend to say that 235 is a natural number
- However, 235 is definitely not a number
- It is a concatenation of the symbols '2', '3' and '5'
- We explain: We **mean** $200 + 30 + 5$
- Same problem. 200, 30 and 5 are strings
- We mean $2 \times 10^2 + 3 \times 10 + 5$
- Same problem. 10 is a string.

Luckily we have the useless notation!

And a useful theorem

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Division with Remainder extra

Theorem

Let x and b be natural numbers such that $b > S(0)$. Then there are unique natural numbers $q < x$ and $d < b$ such that $x = q \times b + d$.

Corollary

Let x and b be natural numbers such that $b > S(0)$. Then there is a unique tuple $\langle d_{n-1}, \dots, d_0 \rangle$, where $d_i < b$ for each $i < n$, such that $x = d_{n-1} \times b^{n-1} + \dots + d_1 \times b^1 + d_0 \times b^0$.

Definition

$\langle d_{n-1}, \dots, d_0 \rangle$ is the b -radix notation for x and we write $x = (d_{n-1} \dots d_0)_b$.

The default radix is $S(S(S(S(S(S(S(S(S(0))))))))$.

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Alphabet (a brilliant caveperson!) extra

Definition

1 = S(0)

2 = S(1)

3 = S(2)

4 = S(3)

5 = S(4)

6 = S(5)

7 = S(6)

8 = S(7)

9 = S(8)

A = S(9)

B = S(A)

C = S(B)

D = S(C)

E = S(D)

F = S(E)

That is it

The number notation we are used to has just been resurrected

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Language abuse

- Later on we will talk about 'decimal numbers'
- There are **no** decimal numbers
- There is a decimal **notation** or decimal **representation**
- By which we mean a notation using the alphabet
 $\{0, 1, 2, 3, 4, 5, 6, 7, 8, 9\}$

as defined previously
- We have intuition regarding this alphabet

Ditto for 'binary numbers', 'hex numbers', or whatever

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Decimal Notation extra

Examples

- $S(5) = 0 \times S(9) + 6 \times S(0),$

$S(9) = 1 \times S(9) + 0 \times S(0).$

Thus in radix- $S(9)$ string notation we have

$S(5) = 6,$

$S(9) = 10.$

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Arithmetic Operations in ℕ

(Using the positional notation)

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The Plan extra

- The operations $+$ and \times have been defined
- Positional notation has been defined
- We define $+_b$ and \times_b between **notations**
- Then we identify $+$ with $+_b$ and \times with \times_b

$+$ and $+_b$, the crux of the matter extra

- $+_b$ is how long addition is being taught at school
- $+$ is how mathematician defines addition
- Both methods leads to the same result (a theorem!)
- The $+$ definition allows us to prove properties
- With $+_b$ we really take for granted everything

$+_b$

Definition (Long addition)

Given two notations $\langle d_{n-1}^0 \cdots d_0^0 \rangle$ and $\langle d_{n-1}^1 \cdots d_0^1 \rangle$, their b -radix long addition is defined to be

$$\langle c_n e_{n-1} \cdots e_0 \rangle = \langle d_{n-1}^0 \cdots d_0^0 \rangle +_b \langle d_{n-1}^1 \cdots d_0^1 \rangle,$$

where

$$\begin{aligned} c_0 &= 0, \\ d_i &= d_i^0 + d_i^1 + c_i, \\ c_{i+1} &= \begin{cases} 0 & d_i < b, \\ 1 & d_i \geq b \end{cases} \end{aligned}$$

and

$$e_i = d_i - c_{i+1} \times b,$$

for each $i < n$.

The Long Addition Lemma extra

Lemma

Assume $m = \langle d_{n-1}^0 \cdots d_0^0 \rangle_b$ and $n = \langle d_{n-1}^1 \cdots d_0^1 \rangle_b$. Then

$$m + n = (\langle d_{n-1}^0 \cdots d_0^0 \rangle +_b \langle d_{n-1}^1 \cdots d_0^1 \rangle)_b.$$

Worth noticing extra

- We can assume the notations have the same width
- Adding two n -digits numbers might yield $n + 1$ -digits

Proof of the Long Addition Lemma (1) extra

Begin with the obvious:

$$\sum_{i=0}^{n-1} d_i^0 \times b^i + \sum_{i=0}^{n-1} d_i^1 \times b^i = \sum_{i=0}^{n-1} (d_i^0 + d_i^1) \times b^i$$

This does not yield a b -radix notation since we might have i 's for which $d_i^0 + d_i^1 \geq b$.

We use the e_i and c_i notation from the definition of $+_b$ and prove by induction that for each $k \leq n$,

$$m + n = \sum_{i=0}^{k-1} e_i \times b^i + c_k \times b^k + \sum_{i=k}^{n-1} (d_i^0 + d_i^1) \times b^i.$$

The point is that $e_i < b$ and $c_i < 2$, thus when $k = n$ the theorem is proved.

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Proof of the Long Addition Lemma (2) extra

The case $k = 0$ is degenerate. Assuming $k < n$ we prove the case $k + 1$.

$$\begin{aligned} \sum_{i=0}^{n-1} (d_i^0 + d_i^1) \times b^i &= \\ &= \sum_{i=0}^{k-1} e_i \times b^i + c_k \times b^k + \sum_{i=k}^{n-1} (d_i^0 + d_i^1) \times b^i = \\ &= \sum_{i=0}^{k-1} e_i \times b^i + c_k \times b^k + (d_k^0 + d_k^1) \times b^k - \\ &\quad c_{k+1} \times b^{k+1} + c_{k+1} \times b^{k+1} + \\ &\quad \sum_{i=k+1}^{n-1} (d_i^0 + d_i^1) \times b^i = \end{aligned}$$

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Proof of the Long Addition Lemma (3) extra

$$\begin{aligned} &= \sum_{i=0}^{k-1} e_i \times b^i + (d_k^0 + d_k^1 + c_k - c_{k+1} \times b) \times b^k \\ &\quad + c_{k+1} \times b^{k+1} + \sum_{i=k+1}^{n-1} (d_i^0 + d_i^1) \times b^i = \\ &= \sum_{i=0}^{k-1} e_i \times b^i + e_k \times b^k + c_{k+1} \times b^{k+1} + \\ &\quad \sum_{i=k+1}^{n-1} (d_i^0 + d_i^1) \times b^i = \\ &= \sum_{i=0}^k e_i \times b^i + c_{k+1} \times b^{k+1} + \sum_{i=k+1}^{n-1} (d_i^0 + d_i^1) \times b^i. \quad \square \end{aligned}$$

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The Long Addition Lemma, **Meaning**

Addition table for digits is enough

Addition of large numbers, no matter how large, can be calculated using a small addition table

This was a serious breakthrough!

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Addition Tables (Binary and Radix-3)

Binary

+	0	1
0	0	1
1	1	10

Radix-3

+	0	1	2
0	0	1	2
1	1	2	10
2	2	10	11

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Addition Table (Radix-12)

+	0	1	2	3	4	5	6	7	8	9	A	B
0	0	1	2	3	4	5	6	7	8	9	A	B
1	1	2	3	4	5	6	7	8	9	A	B	10
2	2	3	4	5	6	7	8	9	A	B	10	11
3	3	4	5	6	7	8	9	A	B	10	11	12
4	4	5	6	7	8	9	A	B	10	11	12	13
5	5	6	7	8	9	A	B	10	11	12	13	14
6	6	7	8	9	A	B	10	11	12	13	14	15
7	7	8	9	A	B	10	11	12	13	14	15	16
8	8	9	A	B	10	11	12	13	14	15	16	17
9	9	A	B	10	11	12	13	14	15	16	17	18
A	A	B	10	11	12	13	14	15	16	17	18	19
B	B	10	11	12	13	14	15	16	17	18	19	1A

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Addition Examples

Decimal (Well known!)

0

10

110

0110

00110

5678

+ 1234

2129126912

0

00

100

1100

11100

5678

+ 6331

909009200912009

Radix-12

0

10

110

1110

01110

(89AB)₁₂

+ (23A4)₁₂

()₁₂(3)₁₂(93)₁₂(193)₁₂(B193)₁₂

0

10

110

1110

11110

(89AB)₁₂

+ (ABBA)₁₂

(9)₁₂(A9)₁₂(9A9)₁₂(79A9)₁₂(179A9)₁₂

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More Addition Examples

Radix-3

0

10

110

1110

01110

(1202)₃

+ (222)₃

()₃(1)₃(01)₃(201)₃(2201)₃

0

00

000

1000

11000

(1202)₃

+ (1120)₃

(2)₃(22)₃(022)₃(0022)₃(10022)₃

Binary

0

10

110

0110

00110

(1011)₂

+ (11)₂

()₂(0)₂(10)₂(110)₂(1110)₂

0

10

110

1110

11110

(1011)₂

+ (111)₂

(0)₂(10)₂(010)₂(0010)₂(10010)₂

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Addition Conclusions

- If $c_n = 1$ then an additional digit appears
- The lower the radix the less we need to remember
- Binary is the **best**

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Subtraction

- Subtraction is a **partial** operation on the naturals
 - There is no natural for $3 - 5$
- As expected the $-$ is taken to be the negation of $+$
- The addition tables can be used for subtraction

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Subtraction Examples

Decimal (Well known!)

0	0
00	10
000	110
0000	1110
00000	01110
5678	6331
− 1234	− 5678
444444444	353653653653

Radix-12

0	0
00	10
000	010
0000	0010
00000	00010
(89AB) ₁₂	(ABBA) ₁₂
− (23A4) ₁₂	− (89AB) ₁₂
() ₁₂ (7) ₁₂ (07) ₁₂ (607) ₁₂ (6607) ₁₂	(B) ₁₂ (0B) ₁₂ (20B) ₁₂ (220B) ₁₂

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More Subtraction Examples

Radix-3

0	0
00	00
100	100
1100	0100
01100	00100
(1202) ₃	(1202) ₃
− (222) ₃	− (1120) ₃
() ₃ (0) ₃ (10) ₃ (210) ₃ (210) ₃	(2) ₃ (12) ₃ (012) ₃ (012) ₃ (12) ₃

Binary

0	0
00	00
000	000
0000	1000
00000	01000
(1011) ₂	(1011) ₂
− (11) ₂	− (111) ₂
() ₂ (0) ₂ 00 ₂ (000) ₂ (1000) ₂	(0) ₂ (00) ₂ (100) ₂ (100) ₂

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Definition (Semi long multiplication)

$$\langle d_{n-1}^0 \cdots d_0^0 \rangle \times_b \langle d \rangle = \langle c_n e_{n-1} \cdots e_0 \rangle,$$

where

$$\begin{aligned} c_0 &= 0, \\ d_i &= d_i^0 \times d + c_i, \\ c_{i+1} &= \lfloor d_i/b \rfloor \end{aligned}$$

and

$$e_i = d_i - c_{i+1} \times b,$$

for each $i < n$.

Lemma

Assume $x = (d_{n-1}^0 \cdots d_0^0)_b$. Then

$$x \times (d)_b = (\langle d_{n-1}^0 \cdots d_0^0 \rangle \times_b \langle d \rangle)_b.$$

Begin with the obvious:

$$\begin{aligned} x \times (d)_b &= \left(\sum_{i=0}^{n-1} d_i^0 \times b^i \right) \times d = \\ &= \sum_{i=0}^{n-1} (d_i^0 \times d) \times b^i. \end{aligned}$$

This does not yield a b -radix notation since we might have i 's for which $d_i^0 \times d \geq b$.

Using the c_i and e_i from the definition of \times_b we will prove by induction that for each $k \leq n$,

$$m + n = \sum_{i=0}^{k-1} e_i \times b^i + c_k \times b^k + \sum_{i=k}^{n-1} (d_i^0 \times d) \times b^i.$$

The point is that $e_i, c_i < b$, thus when $k = n$ the theorem is proved.

The case $k = 0$ is degenerate. Assuming $k < n$ we prove the case $k + 1$.

$$\begin{aligned} \sum_{i=0}^{n-1} (d_i^0 \times d) \times b^i &= \\ &= \sum_{i=0}^{k-1} e_i \times b^i + c_k \times b^k + \sum_{i=k}^{n-1} (d_i^0 \times d) \times b^i = \\ &= \sum_{i=0}^{k-1} e_i \times b^i + c_k \times b^k + (d_k^0 \times d) \times b^k - \\ &\quad c_{k+1} \times b^{k+1} + c_{k+1} \times b^{k+1} + \\ &\quad \sum_{i=k+1}^{n-1} (d_i^0 \times d) \times b^i = \end{aligned}$$

Proof of the 1st Multi. Lemma (3) extra

$$\begin{aligned} &= \sum_{i=0}^{k-1} e_i \times b^i + (d_k^0 \times d + c_k - c_{k+1} \times b) \times b^k \\ &\quad + c_{k+1} \times b^{k+1} + \sum_{i=k+1}^{n-1} (d_i^0 \times d) \times b^i = \\ &= \sum_{i=0}^{k-1} e_i \times b^i + e_k \times b^k + c_{k+1} \times b^{k+1} + \\ &\quad \sum_{i=k+1}^{n-1} (d_i^0 \times d) \times b^i = \\ &= \sum_{i=0}^k e_i \times b^i + c_{k+1} \times b^{k+1} + \sum_{i=k+1}^{n-1} (d_i^0 \times d) \times b^i. \quad \square \end{aligned}$$

The ‘Meaning’ of the 1st Multi. Lemma extra

Knowing the multiplication table for digits is enough

Multiplication of a number, no matter the number digits in its representation, by a digit, can be calculated using the 1st multiplication lemma

The Multiplication Lemma extra

Lemma

Fix $x = (d_{n_0-1}^0 \cdots d_0^0)_b$ and $y = (d_{n_1-1}^1 \cdots d_0^1)_b$. Then there is c^j and $e_{n_0-1}^j, \dots, e_{n_0-1}^j$ for each $j < n_1$ such that

$$x \times y = \sum_{j=0}^{n_1-1} (c^j e_{n_0-1}^j \cdots e_0^j)_b \times b^j.$$

- Note that multiplying by b^j means adding j zeros to the right of the representation
- Thus long multiplication is reduced to long addition, for which we have a lemma

Proof of the Multiplication Lemma (1) extra

$$\begin{aligned} x \times y &= (d_{n_0-1}^0 \cdots d_0^0)_b \times (d_{n_1-1}^1 \cdots d_0^1)_b = \\ &= \sum_{j=0}^{n_1-1} (d_{n_0-1}^0 \cdots d_0^0)_b \times d_i^1 \times b^i. \end{aligned}$$

By the 1st multiplication lemma there is $c^j, e_{n_0-1}^j, \dots, e_0^j$ such that

$$(d_{n_0-1}^0 \cdots d_0^0)_b \times d_j^1 = (c^j e_{n_0-1}^j \cdots e_0^j)_b.$$

Thus

$$x \times y = \sum_{j=0}^{n_1-1} (c^j e_{n_0-1}^j \cdots e_0^j)_b \times b^j.$$

We are done.

Multiplication Tables (radix-3 and binary)

Radix-3

×	0	1	2
0	0	0	0
1	0	1	2
2	0	2	11

Binary

×	0	1
0	0	0
1	0	1

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Multiplication Table (Radix-12)

×	0	1	2	3	4	5	6	7	8	9	A	B
0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	1	2	3	4	5	6	7	8	9	A	B
2	0	2	4	6	8	A	10	12	14	16	18	1A
3	0	3	6	9	10	13	16	19	20	23	26	29
4	0	4	8	10	14	18	20	24	28	30	34	38
5	0	5	A	13	18	21	26	2B	34	39	42	47
6	0	6	10	16	20	26	30	36	40	46	50	56
7	0	7	12	19	24	2B	36	41	48	53	5A	65
8	0	8	14	20	28	34	40	48	54	60	68	74
9	0	9	16	23	30	39	46	53	60	69	76	83
A	0	A	18	26	34	42	50	5A	68	76	84	92
B	0	B	1A	29	38	47	56	65	74	83	92	A1

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Multiplication Example

Decimal

1 2 3 4 4

0 1 2 3 4

0 1 2 3 3

12345
789

111105
987600
8641500

9740205

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Multiplication Example

Radix-12

1 2 A A 2

0 0 0 0 0

1 2 9 9 2

12AB3
A1B

118039
12AB30
10514600

1075B569

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Multiplication Example

Radix-3

0 0 0 0 0

1 1 0 1 1

1 1 0 1 1

12012

221

12012

1011010

10110100

11210122

N

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Multiplication Example

Binary

0 0 0 0 0

0 0 0 0 0

0 0 0 0 0

11011

101

11011

000000

1101100

10000111

N

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Examples

Division

- Division is a **partial** operation on the naturals
 - ▶ There is no natural for $3 \div 5$
- As expected the \div is taken to be the negation of \times
 - ▶ There might be a remainder
- The multiplication tables can be used for division

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Division Example (Radix 10)

12345

9740305|789

789

1850

1578

2723

2367

3560

3156

4045

3945

100

9740305 = 12345 × 789 + 100

N

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Division Example (Radix 12)

$$\begin{array}{r} 012AB3 \\ \overline{1075B569} \overline{)A1B} \\ 0 \\ \overline{1075} \\ A1B \\ \overline{256B} \\ 183A \\ \overline{9315} \\ 8572 \\ \overline{9636} \\ 9666 \\ \overline{0} \end{array}$$

$(1075B569)_{12} = (12AB3)_{12} \times (A1B)_{12}$

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Division Example (Binary)

$$\begin{array}{r} 011011 \\ \overline{10001011} \overline{)101} \\ 0 \\ \overline{1000} \\ 101 \\ \overline{111} \\ 101 \\ \overline{100} \\ 0 \\ \overline{1001} \\ 101 \\ \overline{1001} \\ 101 \\ \overline{100} \end{array} \qquad (10001011)_2 = (11011)_2 \times (101)_2 + (100)_2$$

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(Carmi) Lecture 1 reached here

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Switching Radices

Luckily we have the '+' and '×' at this point

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Example: Radix-3 to Radix-4 (1)

Question

$(1022)_3 = (?)_4$

Solution 1 (Fluency with radix-10 is assumed)

Split the work into two steps:

$(1022)_3 = x$ then $x = (?)_4$

<u>Convert to decimal</u>	<u>Convert to base 4</u>
$x = 1 \times 3^3 + 0 \times 3^2 +$	$35 = 8 \times 4 + 3$
$2 \times 3 + 2 \times 1 =$	$8 = 2 \times 4 + 0$
$= 35$	$2 = 0 \times 4 + 2$

Solution

$(1022)_3 = (203)_4$

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Example: Base 3 to Base 4 (2)

Question

$(1022)_3 = (?)_4$

Solution 2 (Fluency with radix-3 is assumed)

$(1022)_3 = (22)_3 \times (11)_3 + (10)_3$

$(22)_3 = 2 \times (11)_3 + 0$

$2 = 0 \times (11)_3 + 2$

Solution

$(1022)_3 = (203)_4$

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Example: Base 12 to Base 16 (1)

Question

$(A5)_{12} = (?)_{16}$

Solution 1 (Fluency with radix-10 is assumed)

We split the work into two steps:

$(A5)_{12} = x$ then $x = (?)_{16}$

<u>Convert to decimal</u>	<u>Convert to base 16</u>
$x = A \times 12 +$	$125 = 7 \times 16 + 13$
$+ 5 \times 1 =$	$7 = 0 \times 16 + 7$
$= 125$	

Solution

$(A5)_{12} = (7D)_{16}$

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Example: Base 12 to Base 16 (2)

Question

$(A5)_{12} = (?)_{16}$

Solution 2 (Fluency with radix-12 is assumed)

$(A5)_{12} = 7_{12} \times (14)_{12} + (11)_{12}$

$(7)_{12} = 0 \times (14)_{12} + 7$

Solution

$(A5)_{12} = (7D)_{16}$

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Example: Decimal to Binary

Question

$200 = (?)_2$

Solution

$200 = 100 \times 2 + 0$
 $100 = 50 \times 2 + 0$
 $50 = 25 \times 2 + 0$
 $25 = 12 \times 2 + 1$
 $12 = 6 \times 2 + 0$
 $6 = 3 \times 2 + 0$
 $3 = 1 \times 2 + 1$
 $1 = 0 \times 2 + 1$

Solution
 $100 = (11001000)_2$

Example: Binary to Decimal (1)

Question

$(111001)_2 = ?$

Solution 1 (Fluency in decimal is assumed)

$1 \times 2^5 + 1 \times 2^4 + 1 \times 2^3 + 0 \times 2^2 + 0 \times 2^1 + 1 \times 2^0 =$
 $32 + 16 + 8 + 1 = 57$

Solution

$(111001)_2 = 57$

Example: Binary to Decimal (2)

Question

$(111001)_2 = ?$

Solution 2 (Fluency in binary is assumed)

$(111001)_2 = (101)_2 \times (1010)_2 + (111)_2$
 $(101)_2 = 0 \times (1010)_2 + (101)_2$

Solution

$(111001)_2 = 57$

Switching Radices, Special Case

Hard Work

- It is rather clear that switching radix requires work
- When working in binary, we have **long** numbers
- Converting these numers to decimal and back is not friendly

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The Easy Switching Theorem

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Lemma

Assume $c = b^k$, $b, k \in \mathbb{N}$, $k \geq 1$ and $b > 1$. Let

$$x = (d_{n-1} \cdots d_0)_c.$$

Then

$$x = (e_{m-1} \cdots e_0)_b,$$

where

$$m = n \times k$$

and for each $i < n$,

$$d_i = (e_{i \times k + k - 1} \cdots e_{i \times k + 1} e_{i \times k})_b.$$

Proof of the Easy Switching Theorem

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$$\begin{aligned} x &= \sum_{i=0}^{n-1} d_i \times c^i = \sum_{i=0}^{n-1} d_i \times b^{i \times k} = \\ &= \sum_{i=0}^{n-1} \left(\sum_{j=0}^{k-1} e_{i \times k + j} \times b^j \right) \times b^{i \times k} = \\ &= \sum_{i=0}^{n-1} \left(\sum_{j=0}^{k-1} e_{i \times k + j} \times b^{i \times k + j} \right) = \sum_{i=0}^{m-1} e_i \times b^i. \end{aligned}$$

□

Example: Binary \iff Hexa

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$2^4 = 16$, hence four binary digits are one hex digit

Binary	01001011111000001	Binary	01001011111000001
Hexa		Hexa	

Binary	10100110100111	Binary	10100110100111
Hexa		Hexa	

Example: Radix-3 \iff Radix-9

3 ² = 9, hence two radix-3 digits are one radix-9 digit					
Radix-3	12021022	Radix-3	12021022	Radix-3	12021022
Radix-9		Radix-9		Radix-9	

Radix-3	2021022	Radix-3	2021022	Radix-3	2021022
Radix-9		Radix-9		Radix-9	

Important

- Recall
- Number does not have a base
 - Number notation has a base

\mathbb{N} and the Hardware

\mathbb{N} in the Hardware, sort of

- The closest to \mathbb{N} is unsigned char/short/long
- The '+' and '×' are exact if there is no over/underflow
- E.g.,

unsigned char c = 255;
c = c + 1;
- c will be 0 at the end of the above snippet
- The number of (binary) digits is **fixed**

type	binary digits
unsigned char	8
unsigned short	16
unsigned long	32
unsigned long long	64

Identifying Overflow

For numbers with n bits

- There is overflow if $c_n = 1$

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Zero Extension

```
unsigned char  c = 5; // c=0x05
unsigned short s = c; // s=0x005
```

```
unsigned char  c = 251; // c=0xFB
unsigned short s = c;   // s=0x00FB
```

Contrast this slide with the corresponding slide for \mathbb{Z}

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Program Variables

- Variables are, in some sense, abstract as the naturals
- We do not **know** their notation
- We **believe** the manufacturer
- We have no access to the internals

So, how can we get the internal notation?

- We cannot
- We can get **digits** in some arbitrary radix
- We **believe** using radix 2 will give the internal structure

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Digits (right to left)

```
void digits(unsigned long x,
             unsigned long b) {
    assert (b>1);
    do {
        unsigned long d = x % b;
        x = x / b;
        printf("%d", d); // Digits (decimal)
    } while (x > 0);
}
```

The division with remainder theorem in action

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The Integers (Z)

Whoever is happy with the integers can jump to [Notation](#)

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Constructing Z extra

Definition

The relation \sim over $\mathbb{N} \times \mathbb{N}$ is defined as follows:
 $\langle m_0, n_0 \rangle \sim \langle m_1, n_1 \rangle \iff m_0 + n_1 = n_0 + m_1$

Claim

\sim is an equivalence relation

Definition

$$\mathbb{Z} = \mathbb{N} \times \mathbb{N} / \sim$$

Definition

$$0 = [\langle 0, 0 \rangle]$$

Definition (Embedding $\mathbb{N} \rightarrow \mathbb{Z}$)

$$n \mapsto [\langle n, 0 \rangle]$$

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'+' and 'x' extra

Definition

- $\langle m_0, n_0 \rangle + \langle m_1, n_1 \rangle = \langle m_0 + m_1, n_0 + n_1 \rangle$
- $\langle m_0, n_0 \rangle \times \langle m_1, n_1 \rangle = \langle m_0 \times m_1 + n_0 \times n_1, m_0 \times n_1 + n_0 \times m_1 \rangle$

Claim

'+' and 'x' are compatilbe with the equivalence classes

Definition

- $[\langle m_0, n_0 \rangle] + [\langle m_1, n_1 \rangle] = [\langle m_0 + m_1, n_0 + n_1 \rangle]$
- $[\langle m_0, n_0 \rangle] \times [\langle m_1, n_1 \rangle] = [\langle m_0 \times m_1 + n_0 \times n_1, m_0 \times n_1 + n_0 \times m_1 \rangle]$

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Negation extra

Note

$$[\langle m, n \rangle] + [\langle n, m \rangle] = [\langle 0, 0 \rangle] = 0$$

Definition

$$-[\langle m, n \rangle] = [\langle n, m \rangle]$$

We just got the negatives!

- We identify $\langle [n, 0] \mid n \in \mathbb{N} \rangle$ with \mathbb{N}
- The proper negatives are $\langle [0, n] \mid n \in \mathbb{N} \setminus \{0\} \rangle$

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Signed-Magnitude Notation

- $x \geq 0$: Use the \mathbb{N} -notation with an optional '+' prefixed
- $x < 0$: Use the \mathbb{N} -notation with '-' prefixed

Operations can be translated to \mathbb{N}

$a + b$	$b \geq 0$	$b < 0$
$a \geq 0$	$a + b$	$a - (-b)$
$a < 0$	$b - (-a)$	$-((-a) + (-b))$

when $b > a > 0$
 $a - b = -(b - a)$

$a \times b$	$b \geq 0$	$b < 0$
$a \geq 0$	$a \times b$	$-(a \times (-b))$
$a < 0$	$-((-a) \times b)$	$(-a) \times (-b)$

We can keep the operations from the \mathbb{N} -notation

Binary Signed-Magnitude

Not used by hardware for integers

- Left most bit is the sign
 - 1 for negative
 - 0 for non-negative
- We have +0 and -0

Four bits example

0000	0	1000	-0
0001	1	1001	-1
0010	2	1010	-2
0011	3	1011	-3
0100	4	1100	-4
0101	5	1101	-5
0110	6	1110	-6
0111	7	1111	-7

2's Complement Motivation

Five bits

- $9 + (-9) = 0$
- $9 = (01001)_2$
-

01001
+10111

00000

- $-9 = (10111)_2$
- The number of bits **must** be **FIXED**

Calculating the 2's Complement

Five bits

- Represnet -11
- $11 = 01011$
- Method 1

100000
- 01011

10101

- Method 2

11111
-01011

10100
+ 1

10101

2's Complement to Decimal

Five bits

- 00110
 - Left most bit is zero. Usual binary: 6
- 11001
 - Left most bit is one. Calculate 2's complement:

100000

- 11001

00110

Hence: -6

- Note the pathology at 10000

Table

Four bits example

0000	0	1000	-8
0001	1	1001	-7
0010	2	1010	-6
0011	3	1011	-5
0100	4	1100	-4
0101	5	1101	-3
0110	6	1110	-2
0111	7	1111	-1

The Radix Complement Method

- This method works when the number of digits is **fixed**
- The method is based on the overflow in the unsigned case:
 - 4-digits: $(1111)_2 + 1_2 = (0000)_2$
- The weight of the leftmost digit is negative
- The meaning of $(d_{n-1} \cdots d_0)_b$ is

$$-d_{n-1} \times b^{n-1} + \sum_{i=0}^{n-2} d_i \times b^i$$

Addition examples

	unsigned	signed		unsigned	signed
0011	3	3	0011	3	3
+1000	+8	+ - 8	+1111	+15	+ - 1
1011	11	-5	0010	2	2
	✓	✓		X	✓
0111	7	7	1000	8	-8
+0001	+1	+1	+1111	+15	-1
1000	8	-8	0111	7	7
	✓	X		X	X

(Carmi) Lecture 2 reached here

\mathbb{Z} and the Hardware

Program Variables

What was said about \mathbb{N} hold also for \mathbb{Z}

The hardware stores integers in 2's-complement notation

- **Not** in signed-magnitude notation
- We need to trust the manufacturers on this
- There are hints of this, of course

It seems the reason for the 2s-complement is historic

- Addition/subtraction algorithms are identical for unsigned and signed
- Thus saving logic and machine instructions

\mathbb{Z} in the Hardware, sort of

- The closest to \mathbb{Z} is char/short/long
- The '+' and '×' are exact if there is no over/underflow
- E.g.,

```
char c = 127;  
c = c + 1;
```
- c will be −128 at the end of the above snippet
- The number of (binary) digits is **fixed**

type	binary digits
char	8
short	16
long	32
long long	64

Identifying Overflow

- Assume n is the number of binary digits and c_i are the carry bits
- Unsigned overflow: $c_n = 1$
 - Sign overflow: $c_n \neq c_{n-1}$
-
- All hardware we know of ignore overflow
 - There is hardware exposing the information to the interested (e.g., x86)
 - (No one ever look there)
 - There is hardware which do not (e.g., riscv)

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Sign Extension

```
char  c = -5;  // c = 0xFB
short s = c;   // s = 0xFFFB
```



```
char  c = 5;   // c = 0x05
short s = c;   // s = 0x0005
```

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Digits (right to left)

```
void sdigits(long x,
              unsigned long b) {
    assert (b>1);
    if (x >= 0)
        digits((unsigned long)x, b);
    else {
        digits((unsigned long)(-x), b);
        printf("-");
    }
}
```

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The Rationals (\mathbb{Q})

There is no direct type in conventional programming languages for \mathbb{Q}

Whoever is happy with the rationals can jump to [Notation](#)

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Qextra

Of course, the following is formalizing the obvious

Definition (~)

The relation ~ over $\mathbb{Z} \times (\mathbb{Z} \setminus \{0\})$ is defined by
$$\langle m_0, n_0 \rangle \sim \langle m_1, n_1 \rangle \iff m_0 \times n_1 = n_0 \times m_1$$

Definition

$$\mathbb{Q} = (\mathbb{Z} \times (\mathbb{Z} \setminus \{0\})) / \sim$$

Definition

$$\frac{m}{n} = [\langle m, n \rangle]$$

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QOperationsextra

Definition

$$\frac{m_0}{n_0} + \frac{m_1}{n_1} = \left[\frac{m_0 \times n_1 + m_1 \times n_0}{n_0 \times n_1} \right]$$

Definition

$$\frac{m_0}{n_0} \times \frac{m_1}{n_1} = \left[\frac{m_0 \times m_1}{n_0 \times n_1} \right]$$

Definition (Embedding $\mathbb{Z} \rightarrow \mathbb{Q}$)

$$n \mapsto \frac{n}{1}$$

Lots of things to prove above!

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Wish we had Division with Remainderextra

Lemma

Assume $0 \leq x < 1$, $b \in \mathbb{N}$ and $b > 1$. Then there is unique $d \in \mathbb{N}$ and $f < 1$, where $d < b$, such that
$$x \times b = d + f.$$

Corollary

Assume $0 \leq x < 1$, $b \in \mathbb{N}$ and $b > 1$. Then there is a sequence $\{d_n\}_{n=-1}^{-\infty}$ such that
$$x = \sum_{n=-1}^{-\infty} d_n \times b^n.$$

$0.\{d_n\}_{n=-1}^{-\infty}$ is the b -radix notation of x

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It is not really infiniteextra

Definition

A notation $0.(d_n)_{n=-1}^{-\infty}$ is said to be repetitive if there is $k, l \in \mathbb{N}$ such that for each $i \in \mathbb{N}$ and $j < l$, $d_{k+i \times l+j} = d_{k+j}$

Lemma

The b -radix notation of $x \in \mathbb{Q}$, $0 \leq x < 1$ is repetitive.

Proof.

For each d_n there is a corresponding f_n . For each f_n there is a corresponding r_n such that $f_n = \frac{r_n}{m}$. Thus after at most m steps there is k, n such that $r_k = r_n$, hence $f_k = f_n$ and we find the repetition. \square

Notation

$$0.d_1 \cdots d_k \overline{d_{k+1} \cdots d_n} = 0.d_1 \cdots d_k d_{k+1} \cdots d_n d_{k+1} \cdots d_n \cdots$$

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Example: Fraction to Decimal

Question

$$\frac{7}{25} = (?)_{10}$$

Solution

$$\frac{7}{25} \times 10 = 2 + \frac{20}{25}$$
$$\frac{20}{25} \times 10 = 8 + 0$$

Thus $\frac{7}{25} = 0.28$.

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Example: Radix-5 to Decimal (1)

Question

$$(0.34)_5 = (?)_{10}$$

Solution 1

$$(0.34)_5 = \frac{3}{5} + \frac{4}{25} = \frac{19}{25}$$

then

$$\frac{19}{25} \times 10 = 7 + \frac{15}{25}$$
$$\frac{15}{25} \times 10 = 6 + 0$$

Thus $(0.34)_5 = 0.76$.

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Example: Radix-5 fraction to Decimal (2)

Question

$$(0.34)_5 = (?)_{10}$$

Solution 2

$$(0.34)_5 \times (20)_5 = (12)_5 + (0.3)_5$$
$$(0.3)_5 \times (20)_5 = (11)_5 + 0$$

Thus $(0.34)_5 = 0.76$

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Example: Decimal to Radix-5

Question

$$0.5 = (?)_5$$

Solution

$$0.5 \times 5 = 2 + 0.5 \text{ // We are in infinite loop}$$

Thus $0.5 = (0.222...)_5 = (0.\overline{2})_5$.

Imprecision is almost inevitable

since we do not possess infinite memories

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Example: Fraction to Binary

Question

$$\frac{1}{5} = (?)_2$$

Solution

$$\begin{aligned} \frac{1}{5} \times 2 &= 0 + \frac{2}{5} \\ \frac{2}{5} \times 2 &= 0 + \frac{4}{5} \\ \frac{4}{5} \times 2 &= 1 + \frac{3}{5} \\ \frac{3}{5} \times 2 &= 1 + \frac{1}{5} \text{ here comes the infinite loop} \end{aligned}$$

Thus $\frac{1}{5} = (0.\overline{0011})_2$.

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Example: Fraction to Binary

Question

$$\frac{19}{28} = (?)_2$$

Solution

$$\begin{aligned} \frac{19}{28} \times 2 &= 1 + \frac{10}{28} & \frac{20}{28} \times 2 &= 1 + \frac{12}{28} \\ \frac{10}{28} \times 2 &= 0 + \frac{20}{28} & \frac{12}{28} \times 2 &= 0 + \frac{24}{28} & \frac{19}{28} &= (0.10\overline{101})_2 \\ & & \frac{24}{28} \times 2 &= 1 + \frac{20}{28} \end{aligned}$$

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Q and the Hardware

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Operations

- The operations can be reduced to \mathbb{Z} -operations
- Thus \mathbb{Z} notation claims can be used.

$$\begin{aligned} (0.3)_4 + (1.25)_4 &= \frac{(30)_4 + (125)_4}{(100)_4} \\ (0.3)_4 \times (1.25)_4 &= \frac{(3)_4 \times (125)_4}{(1000)_4} \end{aligned}$$

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Q and the Hardware

- Computer memory is finite
- Existence of maximum and minimum, as in the integers, is obvious
- In addition Q might require infinite digits
- Thus in addition to overflow and underflow we have imprecise calculations

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Forms of Q representation

- Fixed point
 - ▶ Never really processor implemented
 - ▶ Non-processor circuits might implement it
- Binary Coded Decimal
 - ▶ Ancient hardware had it
 - ▶ Software only on modern hardware
 - ▶ Important
- Floating point
 - ▶ Hardware implemented
 - ▶ Important

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Fixed Point

Left for the future

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Binary Coded Decimal

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(Binary) Floating-Point Notation

Decimal FP is left for the future

These are all rationals, actually

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Scientific Notation

- Sometime we need some precision in a vast range
- Numbers are represented in the form

$$m \times 10^n,$$

where $|m| < 10$.

Examples

3.14159

6.02×10^{23}

8.407564×10^{-16}

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IEEE 754

- First standard 1985
- The driving force was Intel
- Last standard as of yet, 2019
- Before 1985 manufacturer used propriety formats
- (Also after, e.g., IBM added IEEE 754 circa 2000)
- (float calculations were manufacturer dependent!)

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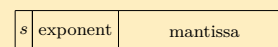
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Binary FP format



The exponent is considered to be an unsigned number of w -bits width

Let $\text{bias} = 2^{w-1} - 1$

- **Normal form** $0 < \text{exponent} < 2^w - 1$:
 $(-1)^s \times 1.\text{mantissa} \times 2^{\text{exponent} - \text{bias}}$
- **Subnormal form** $\text{exponent} = 0$:
 $(-1)^s \times 0.\text{mantissa} \times 2^{1 - \text{bias}}$
- **Bizzaro** $\text{exponent} = 2^w - 1$: NaNs, infinities, et. al.
We ignore this case in this course

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Binary FP fields width

	width of			
	s	exponent	mantissa	
binary16	1	5	10	float double
binary32	1	8	23	
binary64	1	11	52	
binary128	1	15	112	
binary256	1	18	237	

Example: Decimal to binary16

Question

Present 200 in binary16

200

100

50

25

12

6

3

1

0

0

0

0

1

0

0

1

1

0

$200 = (11001000)_2$

$(11001000)_2 = (1.1001000)_2 \times 2^7$

$s = 0$

$\text{exp} = 7 + 15 = 22 = (10110)_2$

$\text{mantissa} = (1001000000)_2$

15 14

10 9

0

0101101001000000

$200 = (0101101001000000)_2 \text{ bin16} = (5A40)_{16} \text{ bin16}$

Example: Decimal to binary16

Question

Present $\frac{1}{5}$ in binary16

1

2

3

4

5

6

7

8

9

10

0

0

1

1

$\frac{1}{5} = (0.\overline{0011})_2 = (1.\overline{10011})_2 \times 2^{-3}$

$s = 0$

$\text{exponent} = -3 + 15 = 12 = (01100)_2$

$\text{mantissa} = (1001100110)_2$

15 14

10 9

0

0011001001100110

$\frac{1}{5} \approx (0011001001100110)_2 \text{ bin16} = (3266)_{16} \text{ bin16}$

(Carmi) Lecture 3 reached here

Example: Decimal to binary16

Present 0.00006103515625 in binary16

0.00006103515625	0	$0.00006103515625 = 1 \times 2^{-14}$ $s = 0$ exponent = (00001) ₂ mantissa = (0000000000) ₂ <div><div>15141090</div><div>0000010000000000</div></div> $0.00006103515625 = (0400)_{16 \text{ bin16}}$
0.0001220703125	0	
0.000244140625	0	
0.00048828125	0	
0.0009765625	0	
0.001953125	0	
0.00390625	0	
0.0078125	0	
0.015625	0	
0.03125	0	
0.0625	0	
0.125	0	
0.25	0	
0.5	1	

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Example: Decimal to binary16

Present 0.000030517578125 in binary16

0.000030517578125	0	$0.000030517578125 = 1 \times 2^{-15}$ $0.000030517578125 = (0.1)_2 \times 2^{-14}$ $s = 0$ exponent = (00000) ₂ mantissa = (1000000000) ₂ <div><div>15141090</div><div>0000001000000000</div></div> $0.000030517578125 = (0200)_{16 \text{ bin16}}$
0.00006103515625	0	
0.0001220703125	0	
0.000244140625	0	
0.00048828125	0	
0.0009765625	0	
0.001953125	0	
0.00390625	0	
0.0078125	0	
0.015625	0	
0.03125	0	
0.0625	0	
0.125	0	
0.25	0	
0.5	1	

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Examples

binary16 Minimals

Minimal Positive

$2^{-24} = 5.960464477539063 \times 10^{-8} = (0001)_{16 \text{ bin16}}$

Minimal Non-Negative

$0 = (0000)_{16 \text{ bin16}}$

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Example: binary16 Addition

$(1.1)_2 \times 2^{-1} + (1.1)_2 \times 2^1 =$
 $(0.011)_2 \times 2^1 + (1.1)_2 \times 2^1 =$
 $((0.011)_2 + (1.1)_2) \times 2^1 =$
 $(1.111)_2 \times 2^1$

$(1.1)_2 \times 2^0 + (1.1)_2 \times 2^1 =$
 $(0.11)_2 \times 2^1 + (1.1)_2 \times 2^1 =$
 $((0.11)_2 + (1.1)_2) \times 2^1 =$
 $(10.01)_2 \times 2^1 =$
 $(1.001)_2 \times 2^2$

Always increase the lower exponent!

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Example: binary16 Addition Precision

$$(1.1)_2 \times 2^{-10} + (1.1)_2 \times 2^1 =$$
$$(0.000000000011)_2 \times 2^1 + (1.1)_2 \times 2^1 =$$
$$((0.000000000011)_2 + (1.1)_2) \times 2^1 =$$
$$(1.100000000011)_2 \times 2^1 \simeq$$
$$(1.1000000000)_2 \times 2^1 =$$
$$(1.1)_2 \times 2^1$$

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Example: binary16 Multiplication

$$(1.1)_2 \times 2^{-1} \times (1.1)_2 \times 2^1 =$$
$$((1.1)_2 \times (1.1)_2) \times (2^{-1} \times 2^1) =$$
$$(10.01)_2 \times 2^0 =$$
$$(1.001)_2 \times 2^1$$

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