

## COMPSCI 105 – Lecture #2 Numbers and the Computer

(The First of Three Math-Heavy Lectures)

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### Definition: BIT

- Binary Digit
- Smallest possible unit of information
- Two values only: 0 or 1
- Represent a single Yes or No question
- Can encode any two-valued system
  - Yes/No, True/False, Up/Down, On/Off, In/Out, etc.
- Easy to build hardware to encode bits.

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### Bits and Patterns

- 1 Bit gives  $2^1 = 2$  patterns: 0 or 1
- 2 Bits gives  $2^2 = 4$  patterns: 00, 01, 10, 11
- 3 Bits gives  $2^3 = 8$  patterns: 000, 001, 010, 011, 100, 101, 110, 111
- Each new bit doubles the number of patterns
- Therefore: N Bits gives  $2^N$  Distinct patterns.
- Those patterns can be interpreted as either unsigned or signed decimal numbers.

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### What About 8 Bits?

- |                   |   |
|-------------------|---|
| • <u>Unsigned</u> | <u>Signed</u>                             |
| • 00000000 = 0    | 00000000 = +0 (zero is positive!)         |
| • 00000001 = 1    | 00000001 = +1                             |
| • 00000010 = 2    | 00000010 = +2                             |
| • 00000011 = 3    | 00000011 = +3                             |
| • 00000100 = 4    | 00000100 = +4                             |
| • ...             | ... (all positives start with 0)          |
| • 01111110 = 126  | 01111110 = +126                           |
| • 01111111 = 127  | <u>01111111 = +127 (biggest positive)</u> |
| • 10000000 = 128  | 10000000 = -128 (smallest negative)       |
| • 10000001 = 129  | 10000001 = -127                           |
| • ...             | ... (all negatives start with 1)          |
| • 11111100 = 252  | 11111100 = -4                             |
| • 11111101 = 253  | 11111101 = -3                             |
| • 11111110 = 254  | 11111110 = -2                             |
| • 11111111 = 255  | 11111111 = -1                             |

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### Definition: Byte

- Packet of 8 Bits (French word is “octet”)
- Typical unit of computer memory / storage
- Used to represent one standard character
- Values range from 00000000 ... 11111111
- $2^8=256$  Distinct patterns
- Can encode any integer from 0 through 255
- Can also encode any integer from -128 through +127 (and zero is treated as positive)

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### Unsigned Integers

- Pick storage size of N bits (8, 16, 32, 64, etc.)...
- ...therefore  $2^N$  distinct patterns are available.
- Smallest value is all zeroes (decimal value 0),
- Largest value is therefore  $2^N-1$ .
- Results less than zero are “underflow” errors,
- Results greater than max are “overflow” errors
- Each computer architecture has a fixed N.

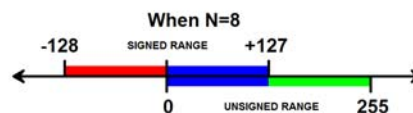
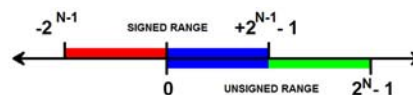
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## Signed Integers

- Pick  $N$ , there are still  $2^N$  patterns.
- Consider half the patterns to be negative.  
(Half of  $2^N$  is  $2^N/2 = 2^{N-1}$ )
- The other half of the patterns are zero and above.
- Zero is considered to be positive.
- Signed range is therefore  $-2^{N-1} \dots +2^{N-1}-1$ .

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## Signed vs. Unsigned Integers



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## Example for $N=8$

- $2^8 = 256$  patterns
- Unsigned Range
  - Minimum:  $0$
  - Maximum:  $2^8-1 = 255$
- Signed Range
  - Minimum:  $-2^{8-1} = -2^7 = -128$
  - Maximum:  $+2^{8-1}-1 = +2^7-1 = +128-1 = +127$

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## Example for $N=16$

- $2^{16} = 65536$  patterns
- Unsigned Range
  - Minimum:  $0$
  - Maximum:  $2^{16}-1 = 65535$
- Signed Range
  - Minimum:  $-2^{16-1} = -2^{15} = -32768$
  - Maximum:  $+2^{16-1}-1 = +2^{15}-1 = +32768-1 = +32767$

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## Example for $N=32$

- $2^{32} = 4,294,967,296$  patterns
- Unsigned Range
  - Minimum:  $0$
  - Maximum:  $2^{32}-1 = 4,294,967,295$
- Signed Range
  - Minimum:  $-2^{32-1} = -2^{31} = -2,147,483,648$
  - Maximum:  $+2^{32-1}-1 = +2^{31}-1 = +2,147,483,647$
  - Nine (and a little more) significant digits

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## What about Real numbers?

- Approaches:
  - Rational (ratio of integers)
  - Fixed-Point
  - Floating-Point
- All require re-interpreting how bits are used.
- All have both good and bad attributes.
- All have been successfully used in real tools.
- Floating-Point is dominant today.

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## Rational Numbers



- For N bits, divide into two  $N/2$  bit sections:
  - First section is numerator
  - Second section is denominator
- Numbers like  $1/3$ ,  $1/2$ ,  $3/7$ ,  $1/10$ ,  $355/113$  are easy
- Reduce to lowest form (e.g.,  $2/4$  and  $3/6$  go to  $1/2$ )
- Not very efficient:
  - low information density (many redundant patterns)
  - Not efficient use of bits (N has to be very big)

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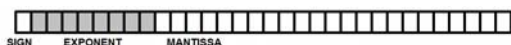
## Fixed-Point Numbers



- Set virtual decimal point to middle of bits:
  - Half the bits are integer
  - Half the bits are fraction
- All bit patterns are useful
- Easy to add, subtract, multiply, divide in binary
- Trades off range of values for fraction support.
  - For N=32 (16-bit signed integer, 16-bit fraction), maximum signed value is only +32767.9999847412...
- Still not an efficient use of bits

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## Floating-Point Numbers



- Binary version of Scientific Notation
  - Decimal:  $-3.4024 \times 10^{15}$  or  $+1.732 \times 10^{-6}$  or  $3 \times 10^0 = 3$
  - Binary:  $+1.00101001 \times 2^{101}$  (which in decimal is  $+37\%$ )
- Use one bit for *sign* (0=plus, 1=minus)
- Use some of the N bits for *exponent*
- Use remaining bits for *mantissa* (significand)
- Trades off precision for dynamic range
- Efficient use of bits (very few unused patterns)
- Most software today uses floating-point

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## Floating-Point Precision

- Single Precision**
  - N=32 bits (1 sign, 8 exponent, 23 mantissa)
  - Dynamic Range:  $\pm 10^{\pm 38}$
  - Significant Figures: only 5-6 Decimal Digits (Remember that 32 bit integers have about 9 sig. figs.)
- Double Precision** (Used by Excel & Python)
  - N=64 bits (1 sign, 11 exponent, 52 mantissa)
  - Dynamic Range  $\pm 10^{\pm 308}$
  - Significant Figures: 15-16 Decimal Digits

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## But long fractions get rounded off:

- Expected loss of precision:
  - Numbers with naturally long but finite fractions,
  - Rationals that repeat forever ( $1/3 = 0.33333333...$ ),
  - Irrationals (e,  $\pi$ ,  $\phi$ ,  $\sqrt{2}$ ,  $\sqrt{3}$ ,  $\sqrt{5}$ , etc.).
- Unexpected loss of precision: Many well-behaved fractions in decimal are ill-behaved in binary ( $1/10 = 0.00011001100110011...$ )

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## Aside: Proof that $\sqrt{2}$ is Irrational

- $\sqrt{2} = 1.414213562...$
- Remember:
  - Even  $\times$  Even = Even ( $4 \times 6 = 24$ )
  - Even  $\times$  Odd = Even ( $4 \times 7 = 28$ )
  - Odd  $\times$  Odd = Odd ( $5 \times 7 = 35$ )
- Assume  $\sqrt{2}$  is Rational:  $\sqrt{2} = P/Q$
- Assume Lowest Form: P, Q aren't both even
  - (if both were even, we can repeatedly divide both P and Q by 2 until at least one is odd)

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### Aside: Proof that $\sqrt{2}$ is Irrational

- Starting assumption:  $\sqrt{2} = P/Q$  (P, Q not both even)
- Square both sides:  $2 = P^2 / Q^2$
- Multiply by  $Q^2$ :  $2Q^2 = P^2$
- Conclusion #1:  $P^2$  is even, thus P is even
- Divide by 2:  $Q^2 = P^2 / 2 = P \times P/2$
- Conclusion #2:  $Q^2$  is even, thus Q is even
- Contradiction:
  - Initial assertion was P, Q aren't both even, proof says both are even, thus assumption that  $\sqrt{2} = P/Q$  is false. No such rational number exists.

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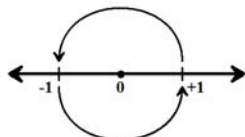
### The Biggest Dirty Secret of Computing

- Most of the interesting numbers in the Universe are irrational,
- Numbers on computers have a fixed and finite number of bits,
- Therefore, most values get rounded off.
- Most numerical results are approximations.**
- More bits means more precision, but only forestalls and does not eliminate the problem.

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### Complex Numbers

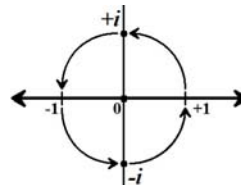
- The Real number line extends from  $-\infty$  to  $+\infty$ ,
- Use of space above and below the line gives us more computational expressive power.
- Negation then becomes a rotation of 180°:



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### Complex Numbers

- Rotation of +1 by 90° leaves it in space above the zero center. Call that number  $i$ :



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### Complex Numbers

- Multiplying a number by  $i$  twice equals negation (two rotations of 90°),
- Thus  $i \times i = i^2 = -1$ , and therefore  $i = \sqrt{-1}$
- You can't take the square root of negative numbers, right?
- Well, here we can, sort of, but to do this...
- ...  $i$  is called "imaginary"

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### Complex Numbers

- A complex number is then a pair of numbers:
  - A value along the Real axis,
  - A value along the Imaginary axis.
  - Written with the Real part first, then Imaginary.
- Examples:
  - $-2+3i$ ,  $5-7i$ ,  $-3+2i$ ,  $-4-6i$ ,  $6.7+5.9i$ , etc.
  - Just 7 by itself (the same as  $7+0i$ )

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## Complex Math

- Add/Subtract: treat components separately:
  - $2+6i + 5-2i = (2+5) + (6-2)i = 7+4i$
  - $2+6i - 5-2i = (2-5) + (6-2)i = -3+8i$
- Multiplication uses FOIL method:
  - $2+6i \times 5-2i =$
  - $(2 \times 5) + (2 \times -2i) + (6i \times 5) + (6i \times -2i) =$
  - $(10) + (-4i) + (30i) + (-12i^2) =$
  - $(10+12) + (-4+30)i = 22+26i$

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## Complex Math

- Division uses two complex multiplications to eliminate imaginary component in denominator,
- Multiply both numerator and denominator by complex conjugate of denominator (the same number with opposite sign on imaginary part).
- Example:
  - $22+26i \div 2+6i =$
  - Numerator:  $22+26i \times 2-6i = 200-80i$
  - Denominator:  $2+6i \times 2-6i = 4+36 = 40$
  - $200-80i \div 40 = 5-2i$

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## Complex Math

- Used in math, engineering, physics, etc.
- Supported by early language FORTRAN,
- Supported by modern language Python,
- Supported (badly) by Excel 2007 and later.
- Mostly Double-Precision Floats,
- Subject to same round-off errors as other floating-point numbers.

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