

CS270 Practice Sheet "Number Crunching"

These problems are similar to the one in Recitation 2 and Homework 1.
Answers can be checked on the websites shown at the bottom of the assignment.

Goals

To understand data representation in a computer, including boolean, integer, floating point, and character values, and the associated logical and arithmetic operations.

Question 1 (10 points): What is the minimum number of bits required to represent all of the 52 cards in a deck? If you use the minimum number of bits, how many bit patterns are unused?

Minimum number of bits: **6, since $2^6 = 64$, 5 bits is not enough, since $2^5 = 32$, 7 bits is too much**

Number of unused bit patterns: **12, since $64 - 52 = 12$**

Question 2 (10 points): What are the binary, hexadecimal, and base 6 representations of the decimal value 5678?

Hexadecimal: **$5678 / 16 = 354$, $5678 \% 16 = 14 = 0xE$ (digit 0)**

$354 / 16 = 22$, $354 \% 16 = 2 = 0x2$ (digit 1)

$22 / 16 = 1$, $22 \% 16 = 6 = 0x6$ (digit 2)

$1 / 16 = 0$, $1 \% 16 = 1 = 0x1$ (digit 3)

Answer: $5678_{10} = 162E_{16}$

Confirmation: $1 * 16^3 + 6 * 16^2 + 2 * 16 + 14 = 4096 + 1536 + 32 + 14 = 5678_{10}$

Binary: **Answer $5678_{10} = 0001\ 0110\ 0010\ 1110_2$, this is very simple!**

Confirmation: $2^{12} + 2^{10} + 2^9 + 2^5 + 2^3 + 2^2 + 2 = 5678_{10}$

Base 6: **$5678 / 6 = 946$, $5678 \% 6 = 2$ (digit 0)**

$946 / 6 = 157$, $946 \% 6 = 4$ (digit 1)

$157 / 6 = 26$, $157 \% 6 = 1$ (digit 2)

$26 / 6 = 4$, $26 \% 6 = 2$ (digit 3)

$4 / 6 = 0$, $4 \% 6 = 4$ (digit 4)

Answer: $5678_{10} = 42142_6$

Confirmation: $4 * 6^4 + 2 * 6^3 + 1 * 6^2 + 4 * 6 + 2 = 5184 + 432 + 36 + 24 + 2 = 5678$

Question 3 (10 points): What is the range of unsigned integers that can be stored using 4 bits? What is the range for signed integers represented in 1's and 2's complement, with the same number of bits?

Range of unsigned integers: **0 to 15**

Range of signed integers: **-7 to 7** (1's complement)

Range of signed integers: **-8 to 7** (2's complement)

Question 4 (10 points): Show the 2's complement addition of -8 plus +5, with both numbers in binary using 6 bits. Hint: make sure that the resulting binary number corresponds to the correct answer.

$$111000 (-8) + 000101 (5) = 111101 (-3)$$

Question 6 (10 points): Show the results of the following bitwise operations (using the same number of bits as shown in each problem):

$$\begin{aligned} \text{NOT}(1011) &= 0100 \\ 1001 \text{ OR } 1100 &= 1101 \\ 1001 \text{ AND } 1100 &= 1000 \\ 1001 \text{ XOR } 1100 &= 0101 \end{aligned}$$

Question 7 (10 points): Show the results of the following bitwise operations:

$$\sim(0x45 \mid 0x23) = \sim(01000101 \mid 00100011) = \sim(01100111) = 10011000 = 0x98$$

Question 8 (10 points): Find the decimal floating-point number corresponding to the hex value shown below (assuming IEEE 32-bit floating-point representation):

$$\begin{aligned} 0x40840000 &= \text{sign: } 0, \text{ exponent: } 10000001, \text{ mantissa: } 000\ 0100\ 0000\ 0000\ 0000\ 0000 \\ \text{Exponent} &= 129 - 127 = 2, \text{ mantissa} = 1.00001 \\ \text{Binary method: } &1.00001 * 2^2 = 100.001 = 4.125 \\ \text{Decimal method: } &1.03125 * 2^2 = 4.125 \\ \text{Answer: } &4.125 \end{aligned}$$

Question 9 (10 points): Find the binary and hexadecimal numbers for the following floating-point value (assuming IEEE 32-bit floating-point representation):

$$\begin{aligned} 5.75f &= 101.11 \text{ in binary, left of decimal } 4 + 1 = 5, \text{ right of decimal } 0.5 + 0.25 = 0.75 \\ \text{Must normalize } &101.11 \text{ by shifting right 2 bits to } 1.0111, \text{ so exponent is } 2 \\ \text{Sign} &= 0 \text{ (positive), exponent} = 2 + 127 \text{ bias} = 129 = 10000001, \text{ mantissa} = 0111 \\ \text{Put it together } &0\ 10000001\ 011100000000000000000000 = 0100\ 0000\ 1011\ 1000\ 0000\ 0000\ 0000\ 0000 \\ \text{Answer: } &0x40B80000 \end{aligned}$$

Question 10 (10 points): Translate the following strings from characters into ASCII hexadecimal values and vice versa:

$$\text{"What"} = 0x57686174$$

Website for ASCII conversion: www.branah.com/ascii-converter

Website for IEEE floating-point conversion: www.h-schmidt.net/FloatConverter

Website for two's complement math: www.planetcalc.com/747