

Integers II

CSE 351 Autumn 2021

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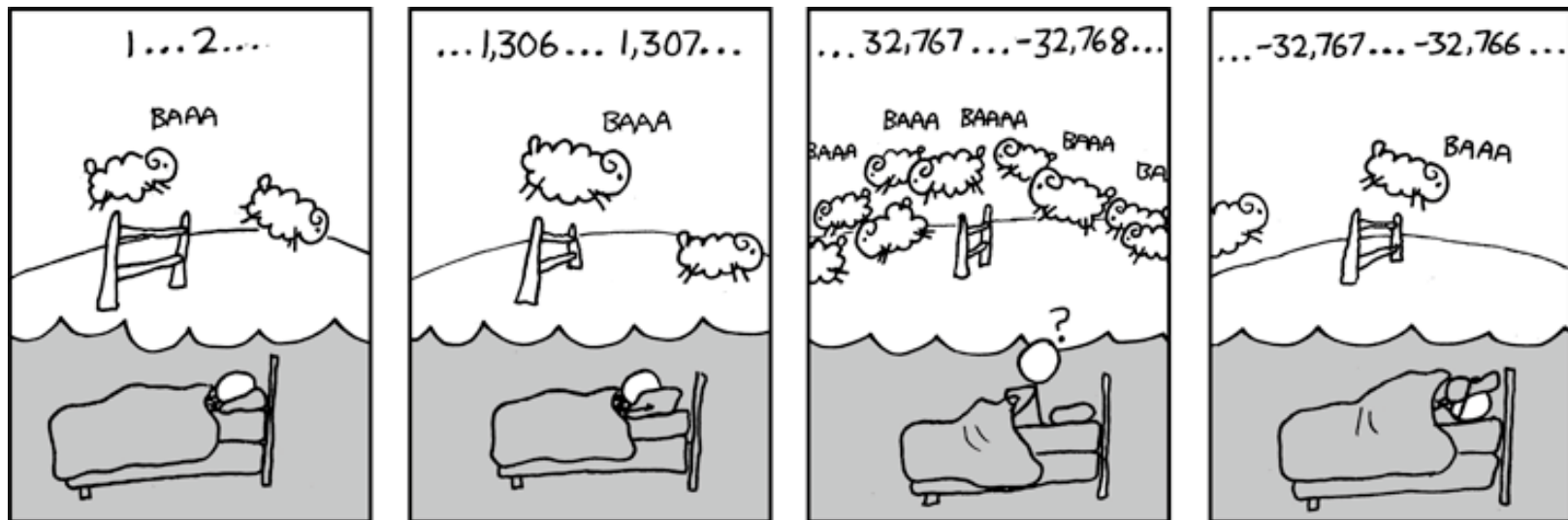
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Relevant Course Information

- ❖ hw4 due 10/11, hw5 due 10/13
- ❖ Lab 1a due Monday (10/11)
 - Use `ptest` and `d1c.py` to check your solution for correctness (on the CSE Linux environment)
 - Submit `pointer.c` and `lab1Asynthesis.txt` to Gradescope
 - Make sure you pass the File and Compilation Check – all the correct files were found and there were no compilation or runtime errors
- ❖ Lab 1b released today, due 10/18
 - Bit manipulation on a custom encoding scheme
 - Bonus slides at the end of today's lecture have relevant examples

Runnable Code Snippets on Ed

- ❖ Ed allows you to embed runnable code snippets (*e.g.*, readings, homework, discussion)
 - These are *editable* and *rerunnable*!
 - Hide compiler warnings, but will show compiler errors and runtime errors
- ❖ Suggested use
 - Good for experimental questions about basic behaviors in C
 - *NOT* entirely consistent with the CSE Linux environment, so should not be used for any lab-related work

Reading Review

- ❖ Terminology:
 - $UMin$, $UMax$, $TMin$, $TMax$
 - Type casting: implicit vs. explicit
 - Integer extension: zero extension vs. sign extension
 - Modular arithmetic and arithmetic overflow
 - Bit shifting: left shift, logical right shift, arithmetic right shift

- ❖ Questions from the Reading?

Review Questions

- ❖ What is the value (and encoding) of **TMin** for a fictional 6-bit wide integer data type?
- ❖ For unsigned char `uc = 0xA1;`, what are the produced data for the cast **(unsigned short)uc**?
- ❖ What is the result of the following expressions?
 - **(signed char)uc >> 2**
 - **(unsigned char)uc >> 3**

Why Does Two's Complement Work?

- ❖ For all representable positive integers x , we want:

$$\frac{\textit{bit representation of } x \\ + \textit{ bit representation of } -x}{} \quad 0 \quad (\text{ignoring the carry-out bit})$$

- What are the 8-bit negative encodings for the following?

$$\begin{array}{r} 00000001 \\ + \text{????????} \\ \hline 00000000 \end{array}$$

$$\begin{array}{r} 00000010 \\ + \text{????????} \\ \hline 00000000 \end{array}$$

$$\begin{array}{r} 11000011 \\ + \text{????????} \\ \hline 00000000 \end{array}$$

Why Does Two's Complement Work?

- ❖ For all representable positive integers x , we want:

$$\frac{\text{bit representation of } x \\ + \text{bit representation of } -x}{0} \quad (\text{ignoring the carry-out bit})$$

- What are the 8-bit negative encodings for the following?

$$\begin{array}{r} 00000001 \\ + 11111111 \\ \hline 100000000 \end{array}$$

$$\begin{array}{r} 00000010 \\ + 11111110 \\ \hline 100000000 \end{array}$$

$$\begin{array}{r} 11000011 \\ + 00111101 \\ \hline 100000000 \end{array}$$

These are the bitwise complement plus 1!

$$-x == \sim x + 1$$

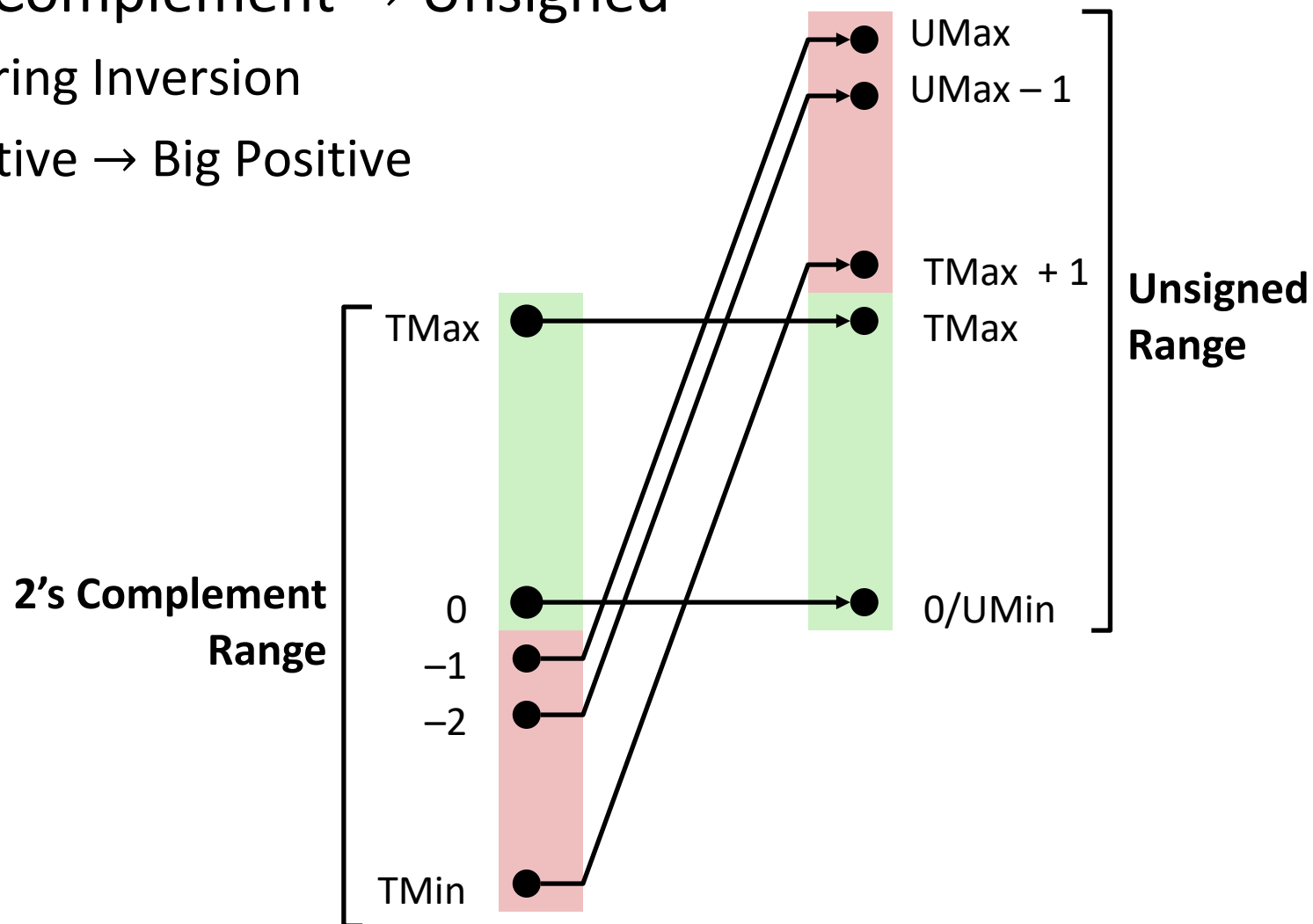
Integers

- ❖ **Binary representation of integers**
 - Unsigned and signed
 - Casting in C
- ❖ Consequences of finite width representations
 - Sign extension, overflow
- ❖ Shifting and arithmetic operations

Signed/Unsigned Conversion Visualized

❖ Two's Complement \rightarrow Unsigned

- Ordering Inversion
- Negative \rightarrow Big Positive



Values To Remember (Review)

❖ Unsigned Values

- UMin = 0b00...0
= 0
- UMax = 0b11...1
= $2^w - 1$

❖ Two's Complement Values

- TMin = 0b10...0
= -2^{w-1}
- TMax = 0b01...1
= $2^{w-1} - 1$
- -1 = 0b11...1

❖ Example: Values for $w = 64$

	Decimal	Hex
UMax	18,446,744,073,709,551,615	FF FF FF FF FF FF FF FF
TMax	9,223,372,036,854,775,807	7F FF FF FF FF FF FF FF
TMin	-9,223,372,036,854,775,808	80 00 00 00 00 00 00 00
-1	-1	FF FF FF FF FF FF FF FF
0	0	00 00 00 00 00 00 00 00

In C: Signed vs. Unsigned (Review)

❖ Casting

- Bits are unchanged, just interpreted differently!
 - `int tx, ty;`
 - `unsigned int ux, uy;`
- *Explicit* casting
 - `tx = (int) ux;`
 - `uy = (unsigned int) ty;`
- *Implicit* casting can occur during assignments or function calls
 - `tx = ux;`
 - `uy = ty;`



Casting Surprises (Review)

- ❖ Integer literals (constants)
 - By default, integer constants are considered *signed* integers
 - Hex constants already have an explicit binary representation
 - Use “U” (or “u”) suffix to explicitly force *unsigned*
 - Examples: `0U`, `4294967259u`
- ❖ Expression Evaluation
 - When you mixed unsigned and signed in a single expression, then **signed values are implicitly cast to unsigned**
 - Including comparison operators `<`, `>`, `==`, `<=`, `>=`

Practice Question 1

- ❖ Assuming 8-bit data (*i.e.*, bit position 7 is the MSB), what will the following expression evaluate to?
 - $UMin = 0, UMax = 255, TMin = -128, TMax = 127$
- ❖ $127 < (\text{signed char})\ 128u$

Integers

- ❖ Binary representation of integers
 - Unsigned and signed
 - Casting in C
- ❖ **Consequences of finite width representations**
 - **Sign extension, overflow**
- ❖ Shifting and arithmetic operations

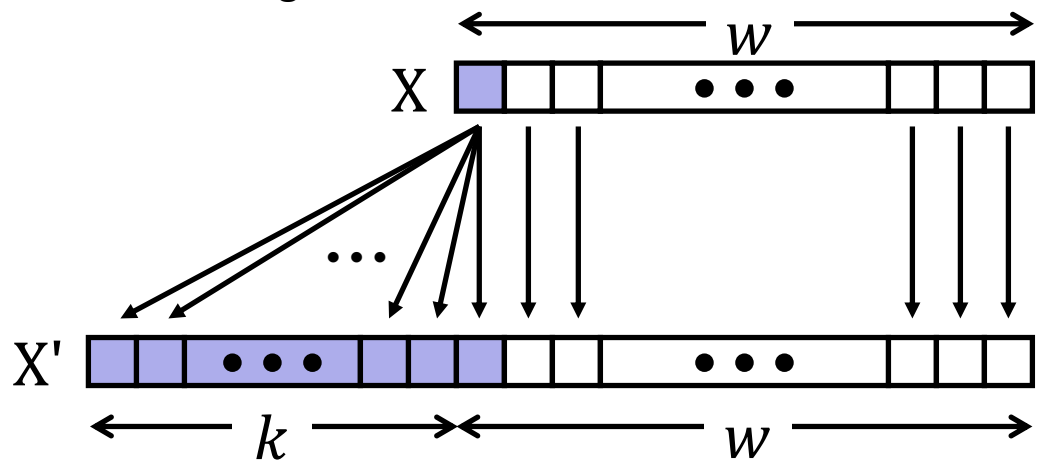
Sign Extension (Review)

❖ **Task:** Given a w -bit signed integer X , convert it to $w+k$ -bit signed integer X' with the same value

❖ **Rule:** Add k copies of sign bit

■ Let x_i be the i -th digit of X in binary

$$X' = \underbrace{x_{w-1}, \dots, x_{w-1}}_{k \text{ copies of MSB}}, \underbrace{x_{w-1}, x_{w-2}, \dots, x_1, x_0}_{\text{original } X}$$



Two's Complement Arithmetic

- ❖ The same addition procedure works for both unsigned and two's complement integers
 - **Simplifies hardware:** only one algorithm for addition
 - **Algorithm:** simple addition, **discard the highest carry bit**
 - Called modular addition: result is sum *modulo* 2^w

Arithmetic Overflow (Review)

Bits	Unsigned	Signed
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	9	-7
1010	10	-6
1011	11	-5
1100	12	-4
1101	13	-3
1110	14	-2
1111	15	-1

- ❖ When a calculation produces a result that can't be represented in the current encoding scheme
 - Integer range limited by fixed width
 - Can occur in both the positive and negative directions
- ❖ C and Java ignore overflow exceptions
 - You end up with a bad value in your program and no warning/indication... oops!

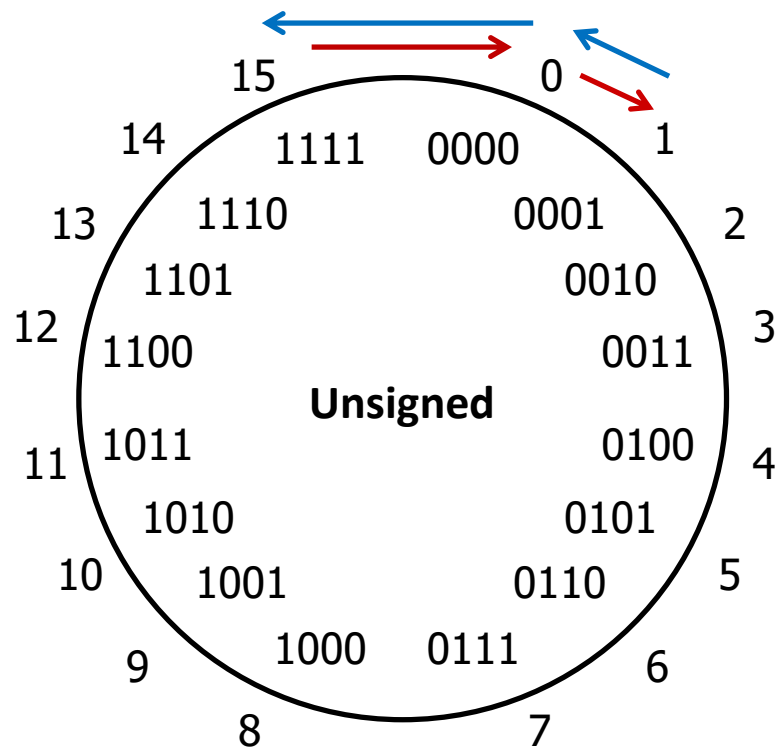
Overflow: Unsigned

- ❖ **Addition:** drop carry bit (-2^N)

15	1111
+ 2	+ 0010
17	10001
1	

- ❖ **Subtraction:** borrow ($+2^N$)

1	10001
- 2	- 0010
-1	1111
15	



±2^N because of modular arithmetic

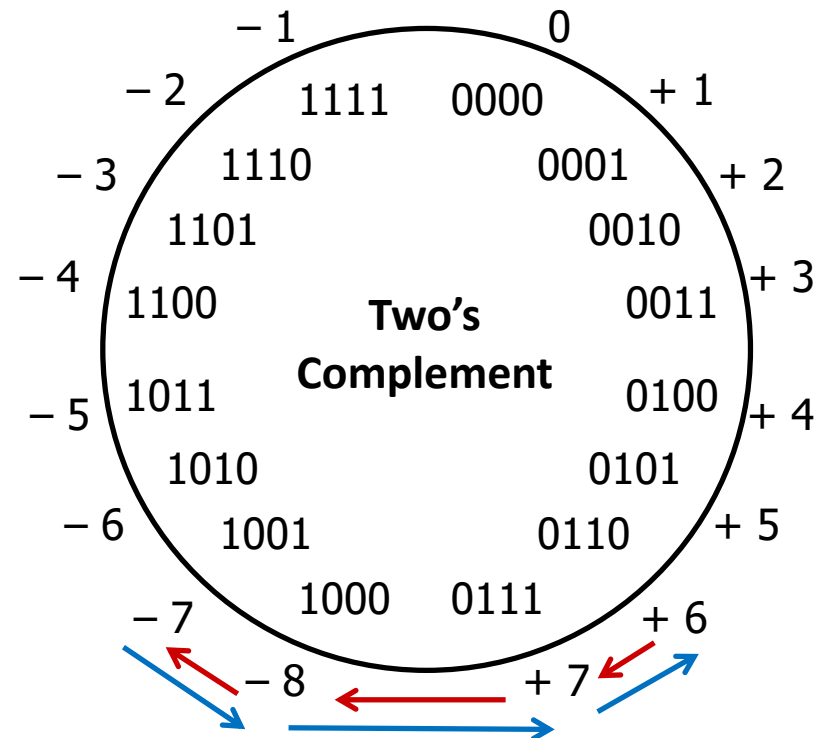
Overflow: Two's Complement

❖ **Addition:** (+) + (+) = (-) result?

$$\begin{array}{r} 6 \\ + 3 \\ \hline \cancel{9} \\ -7 \end{array} \qquad \begin{array}{r} 0110 \\ + 0011 \\ \hline 1001 \end{array}$$

❖ **Subtraction:** (-) + (-) = (+)?

$$\begin{array}{r} -7 \\ - 3 \\ \hline \cancel{-10} \\ 6 \end{array} \qquad \begin{array}{r} 1001 \\ - 0011 \\ \hline 0110 \end{array}$$



For signed: overflow if operands have same sign and result's sign is different

Practice Questions 2

- ❖ Assuming 8-bit integers:
 - $0x27 = 39$ (signed) = 39 (unsigned)
 - $0xD9 = -39$ (signed) = 217 (unsigned)
 - $0x7F = 127$ (signed) = 127 (unsigned)
 - $0x81 = -127$ (signed) = 129 (unsigned)

- ❖ For the following additions, did signed and/or unsigned overflow occur?
 - **$0x27 + 0x81$**

 - **$0x7F + 0xD9$**

Integers

- ❖ Binary representation of integers
 - Unsigned and signed
 - Casting in C
- ❖ Consequences of finite width representations
 - Sign extension, overflow
- ❖ **Shifting and arithmetic operations**

Shift Operations (Review)

- ❖ Throw away (drop) extra bits that “fall off” the end
- ❖ Left shift ($x \ll n$) bit vector x by n positions
 - Fill with 0's on right
- ❖ Right shift ($x \gg n$) bit-vector x by n positions
 - Logical shift (for **unsigned** values)
 - Fill with 0's on left
 - Arithmetic shift (for **signed** values)
 - Replicate most significant bit on left (maintains sign of x)

	x	0010	0010
	$x \ll 3$	0001	0000
logical:	$x \gg 2$	0000	1000
arithmetic:	$x \gg 2$	0000	1000

	x	1010	0010
	$x \ll 3$	0001	0000
logical:	$x \gg 2$	0010	1000
arithmetic:	$x \gg 2$	1110	1000

Shift Operations (Review)

❖ Arithmetic:

- Left shift ($x \ll n$) is equivalent to multiply by 2^n
- Right shift ($x \gg n$) is equivalent to divide by 2^n
- Shifting is faster than general multiply and divide operations!

❖ Notes:

- Shifts by $n < 0$ or $n \geq w$ (w is bit width of x) are *undefined*
- **In C:** behavior of \gg is determined by the compiler
 - In gcc / C lang, depends on data type of x (signed/unsigned)
- **In Java:** logical shift is \ggg and arithmetic shift is \gg

Left Shifting Arithmetic 8-bit Example

- ❖ No difference in left shift operation for unsigned and signed numbers (just manipulates bits)
 - Difference comes during interpretation: $x * 2^n$?

		Signed	Unsigned
$x = 25;$	00011001 =	25	25
$L1 = x \ll 2;$	0001100100 =	100	100
$L2 = x \ll 3;$	00011001000 =	-56	200
$L3 = x \ll 4;$	000110010000 =	-112	144

signed overflow

unsigned overflow

Right Shifting Arithmetic 8-bit Examples

- ❖ **Reminder:** C operator `>>` does *logical* shift on **unsigned** values and *arithmetic* shift on **signed** values
 - **Logical Shift:** $x / 2^n$?

`xu = 240u;` `11110000` = 240

`R1u=xu>>3;` `00011110000` = 30

`R2u=xu>>5;` `0000011110000` = 7

rounding (down)

Right Shifting Arithmetic 8-bit Examples

- ❖ **Reminder:** C operator `>>` does *logical* shift on **unsigned** values and *arithmetic* shift on **signed** values
 - **Arithmetic** Shift: $x/2^n$?

`xs = -16;` `11110000` = -16

`R1s = xu >> 3;` `11111110000` = -2

`R2s = xu >> 5;` `1111111110000` = -1

rounding (down)

Exploration Questions

For the following expressions, find a value of `signed char x`, if there exists one, that makes the expression True.

❖ Assume we are using 8-bit arithmetic:

■ `x == (unsigned char) x`

Example:

All solutions:

■ `x >= 128U`

■ `x != (x >> 2) << 2`

■ `x == -x`

• Hint: there are two solutions

■ `(x < 128U) && (x > 0x3F)`

Summary

- ❖ Sign and unsigned variables in C
 - Bit pattern remains the same, just *interpreted* differently
 - Strange things can happen with our arithmetic when we convert/cast between sign and unsigned numbers
 - Type of variables affects behavior of operators (shifting, comparison)
- ❖ We can only represent so many numbers in w bits
 - When we exceed the limits, *arithmetic overflow* occurs
 - *Sign extension* tries to preserve value when expanding
- ❖ Shifting is a useful bitwise operator
 - Right shifting can be arithmetic (sign) or logical (0)
 - Can be used in multiplication with constant or bit masking

BONUS SLIDES

Some examples of using shift operators in combination with bitmasks, which you may find helpful for Lab 1b.

- ❖ Extract the 2nd most significant byte of an `int`
- ❖ Extract the sign bit of a signed `int`
- ❖ Conditionals as Boolean expressions

Using Shifts and Masks

- ❖ Extract the 2nd most significant *byte* of an `int`:
 - First shift, then mask: $(x \gg 16) \ \& \ 0xFF$

x	00000001	00000010	00000011	00000100
x >> 16	00000000	00000000	00000001	00000010
0xFF	00000000	00000000	00000000	11111111
(x >> 16) & 0xFF	00000000	00000000	00000000	00000010

- Or first mask, then shift: $(x \ \& \ 0xFF0000) \gg 16$

x	00000001	00000010	00000011	00000100
0xFF0000	00000000	11111111	00000000	00000000
x & 0xFF0000	00000000	00000010	00000000	00000000
(x & 0xFF0000) >> 16	00000000	00000000	00000000	00000010

Using Shifts and Masks

❖ Extract the *sign bit* of a signed `int`:

- First shift, then mask: $(x \gg 31) \ \& \ 0x1$
 - Assuming arithmetic shift here, but this works in either case
 - Need mask to clear 1s possibly shifted in

x	0 0000001 00000010 00000011 00000100
x>>31	00000000 00000000 00000000 0000000 0
0x1	00000000 00000000 00000000 00000001
(x>>31) & 0x1	00000000 00000000 00000000 00000000

x	1 0000001 00000010 00000011 00000100
x>>31	11111111 11111111 11111111 1111111 1
0x1	00000000 00000000 00000000 00000001
(x>>31) & 0x1	00000000 00000000 00000000 00000001

Using Shifts and Masks

❖ Conditionals as Boolean expressions

- For `int x`, what does `(x<<31)>>31` do?

<code>x=!!123</code>	00000000 00000000 00000000 000000001
<code>x<<31</code>	10000000 00000000 00000000 00000000
<code>(x<<31)>>31</code>	11111111 11111111 11111111 11111111
<code>!x</code>	00000000 00000000 00000000 00000000
<code>!x<<31</code>	00000000 00000000 00000000 00000000
<code>(!x<<31)>>31</code>	00000000 00000000 00000000 00000000

- Can use in place of conditional:

- In C: `if (x) {a=y;} else {a=z;} equivalent to a=x?y:z;`
- `a = (((!!x<<31)>>31) &y) | (((!x<<31)>>31) &z);`