Integers II (I lied… we'll start floating point next week)

CSE 351 Winter 2023

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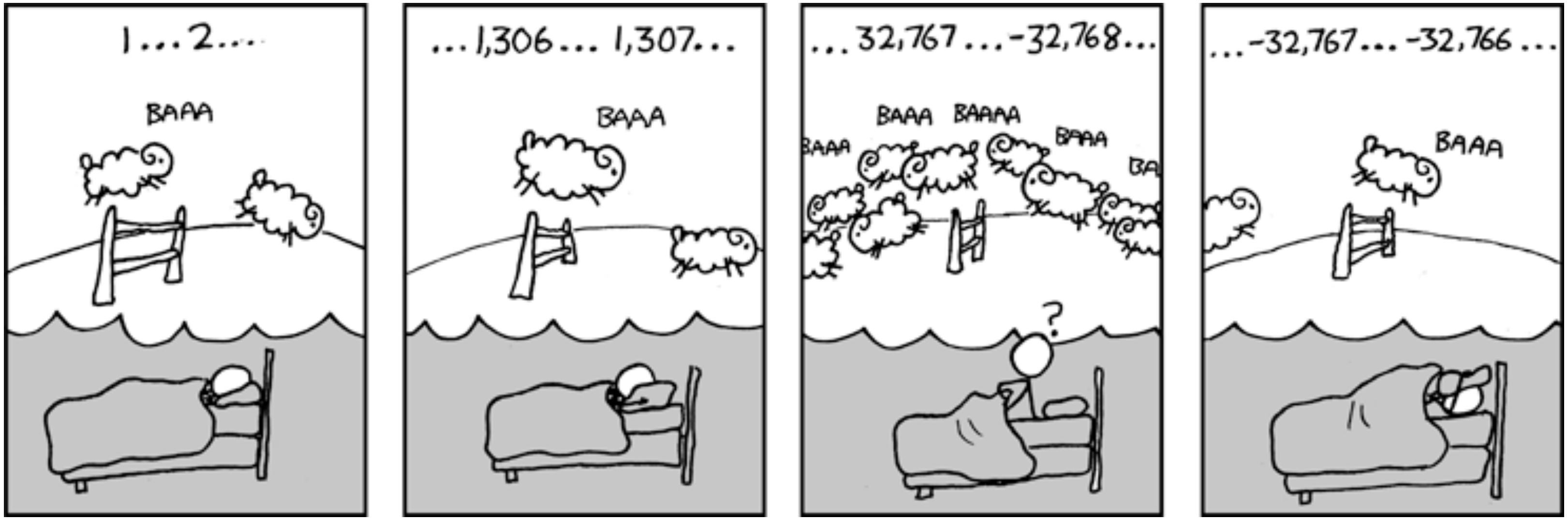


http://xkcd.com/571/

Relevant Course Information

- No lecture on Monday!
- hw3 due tonight, hw4 due Wednesday (1/18)
- Lab 1a due Wednesday (1/18)
  - Use `ptest` and `dlc.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 yesterday, due next Friday (1/20)
  - Bit manipulation on a custom encoding scheme
  - Bonus slides at the end of today's lecture have examples

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:

$$\begin{array}{r} \textit{bit representation of } x \\ + \ \textit{bit representation of } {-x} \\ \hline 0 \end{array}$$

(ignoring the carry-out bit)

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

$$\begin{array}{r} 00000001 \\ + \ ???????? \\ \hline 00000000 \end{array} \qquad \begin{array}{r} 00000010 \\ + \ ???????? \\ \hline 00000000 \end{array} \qquad \begin{array}{r} 11000011 \\ + \ ???????? \\ \hline 00000000 \end{array}$$

Why Does Two's Complement Work?

- For all representable positive integers x, we want:

$$\begin{array}{r} \textit{bit representation of } x \\ + \textit{ bit representation of } -x \\ \hline 0 \end{array}$$

(ignoring the carry-out bit)

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

```
   00000001        00000010        11000011
+  11111111     +  11111110     +  00111101
-----------     -----------     -----------
  100000000       100000000       100000000
```

These are the bitwise complement plus 1!

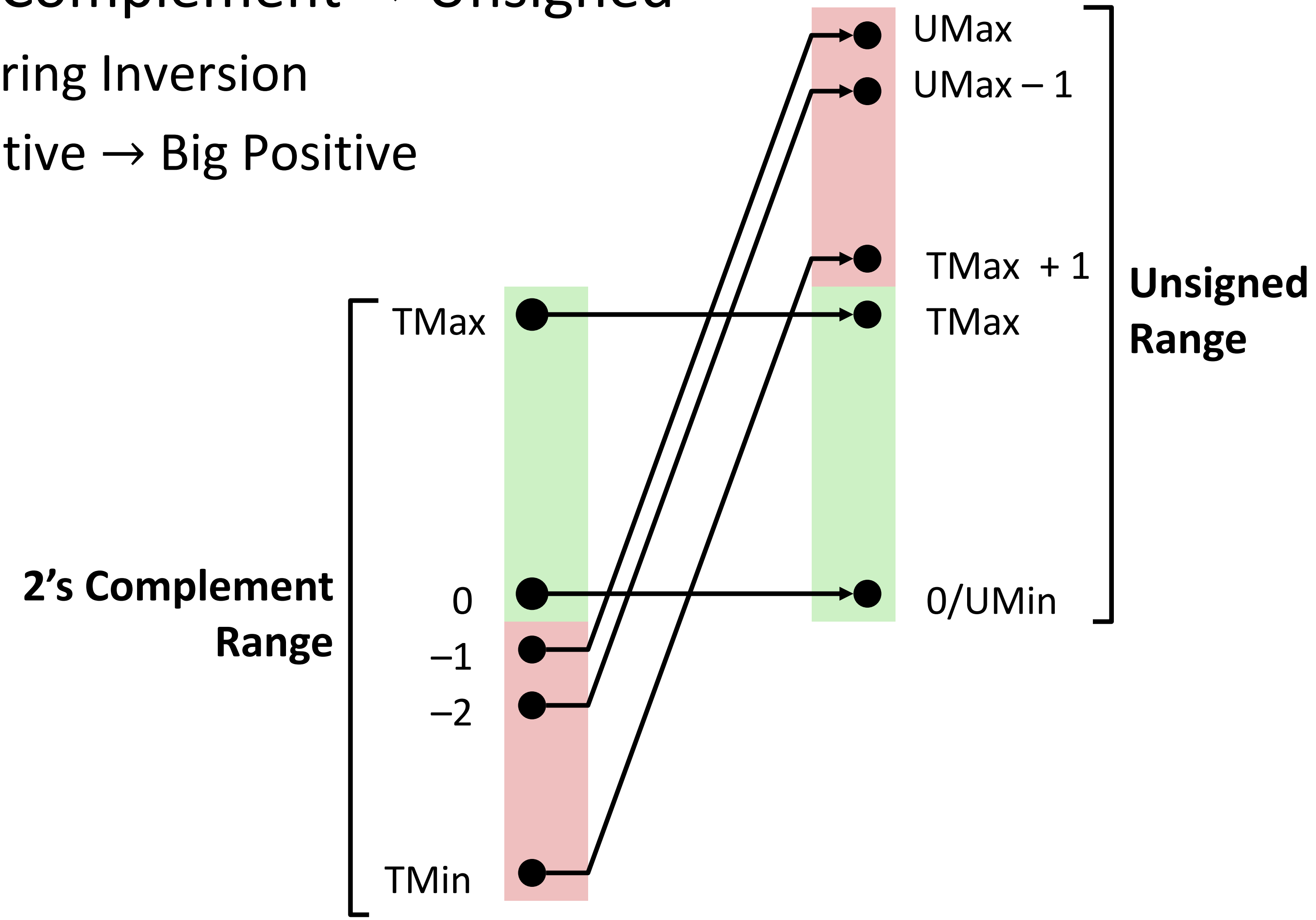
`-x == ~x + 1`

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 → Unsigned
  - Ordering Inversion
  - Negative → 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

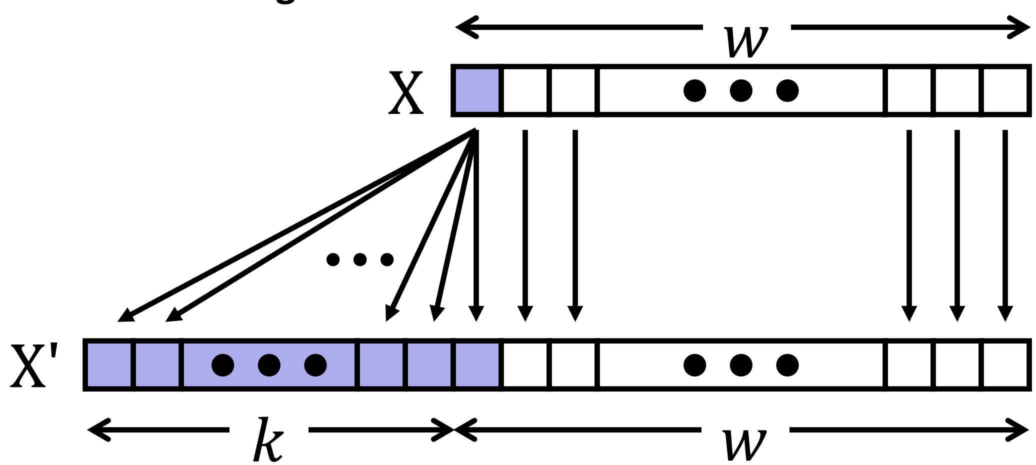
- Expression Evaluation
  - When you mixed unsigned and signed in a single expression, then **signed values are implicitly cast to unsigned**
  - Including comparison operators <, >, ==, <=, >=

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



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!

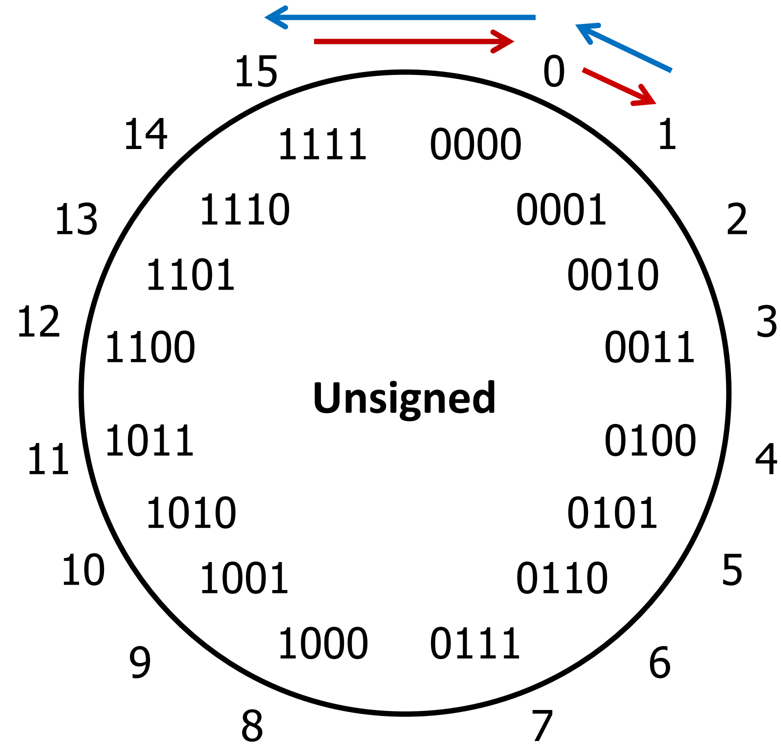
Overflow: Unsigned

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

```
   15          1111
+   2       +  0010
-----       -------
   17 (struck out)   10001 (leading 1 struck out)
    1
```

- **Subtraction:** borrow ($+2^N$)

```
    1         10001
-   2       -  0010
-----       -------
   -1 (struck out)    1111
   15
```



$\pm 2^N$ because of modular arithmetic

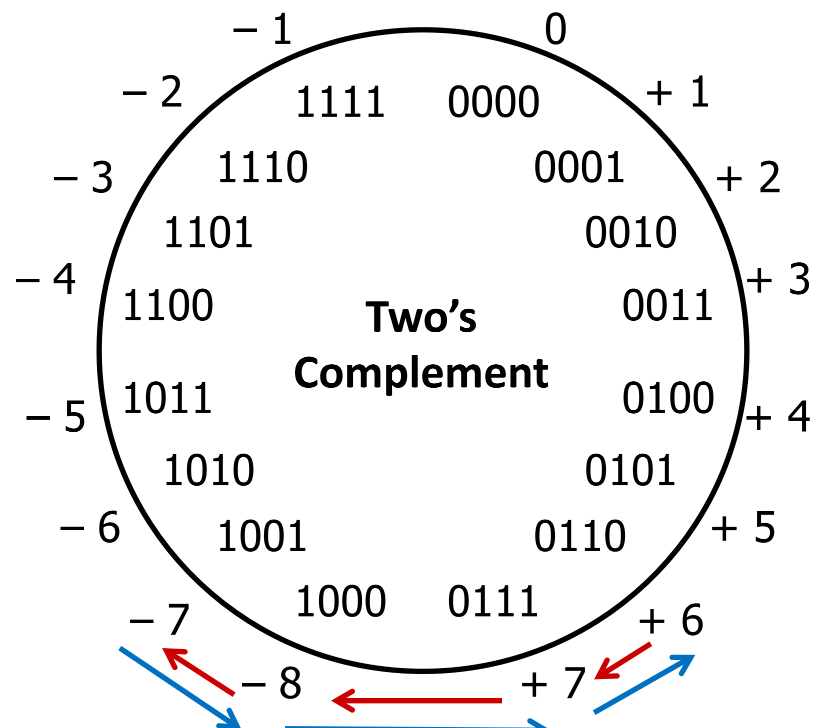
Overflow: Two's Complement

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

```
   6        0110
 + 3      + 0011
 ---      ------
   9        1001
  –7
```

- **Subtraction:** (–) + (–) = (+)?

```
  –7        1001
 – 3      – 0011
 ---      ------
 –10        0110
   6
```



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

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<<n) bit vector x by n positions
  - Fill with 0’s on right
- Right shift (x>>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<<3	0001 0000
logical:	x>>2	0000 1000
arithmetic:	x>>2	0000 1000

	x	1010 0010
	x<<3	0001 0000
logical:	x>>2	0010 1000
arithmetic:	x>>2	1110 1000

Shift Operations (Review)

- Arithmetic:
  - Left shift (`x<<n`) is equivalent to multiply by 2^n
  - Right shift (`x>>n`) is equivalent to divide by 2^n
  - Shifting is faster than general multiply and divide operations!

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

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<<2;`	`0001100100`	=	100	100
`L2=x<<3;`	`00011001000`	=	-56	200
`L3=x<<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
```

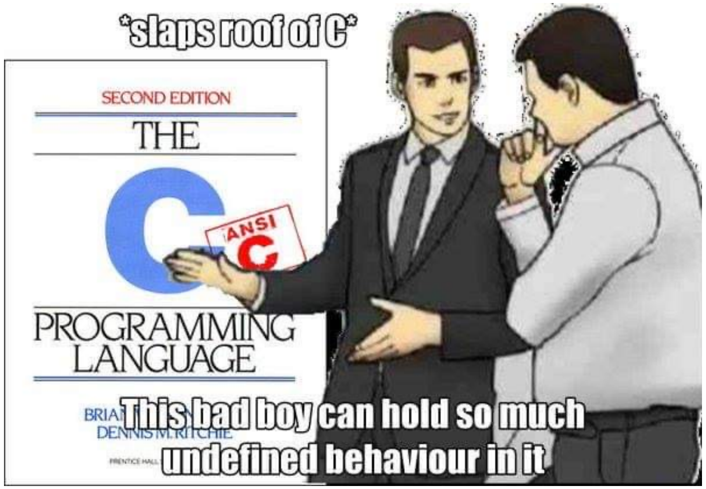
rounding (down)

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

Undefined Behavior in C

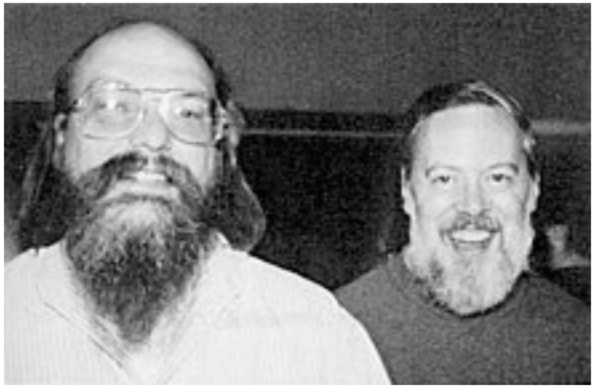
- How much **undefined behavior** have we talked about in just the past 5 lectures?
  - Shifting by more than size of type
  - No bounds checking in arrays
  - Pointer nonsense
  - Mystery data in unassigned variables
  - …and there will be more (I promise)

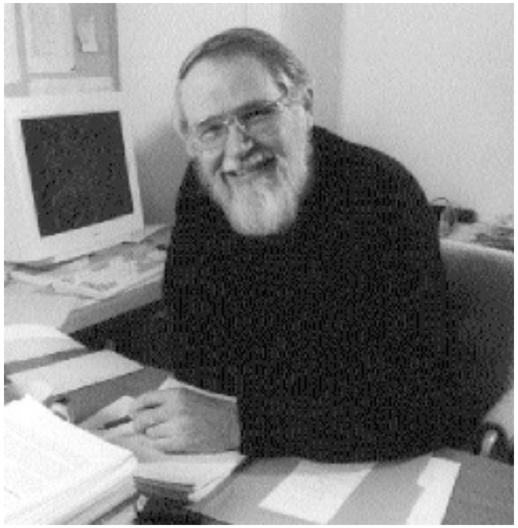


What does this tell us about the values that were embedded in C?

C language (1978)

- Created in 1972, “standardized” in 1978
  - Goal of writing Unix (precursor to Linux, macOS and others)
  - Different time, **significant performance and resource limits**
- Explicit Goals:
  - Portability, performance (better than B, it’s C!)



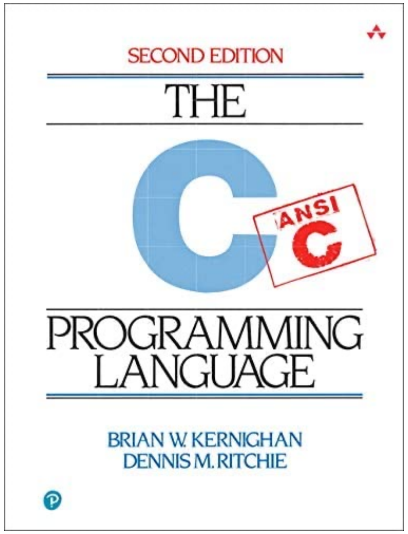


Your Perspectives on C

- What have you noticed about the way that C works?
  - What does it make **easy?**
  - What does it make **difficult?**

Perspectives on C

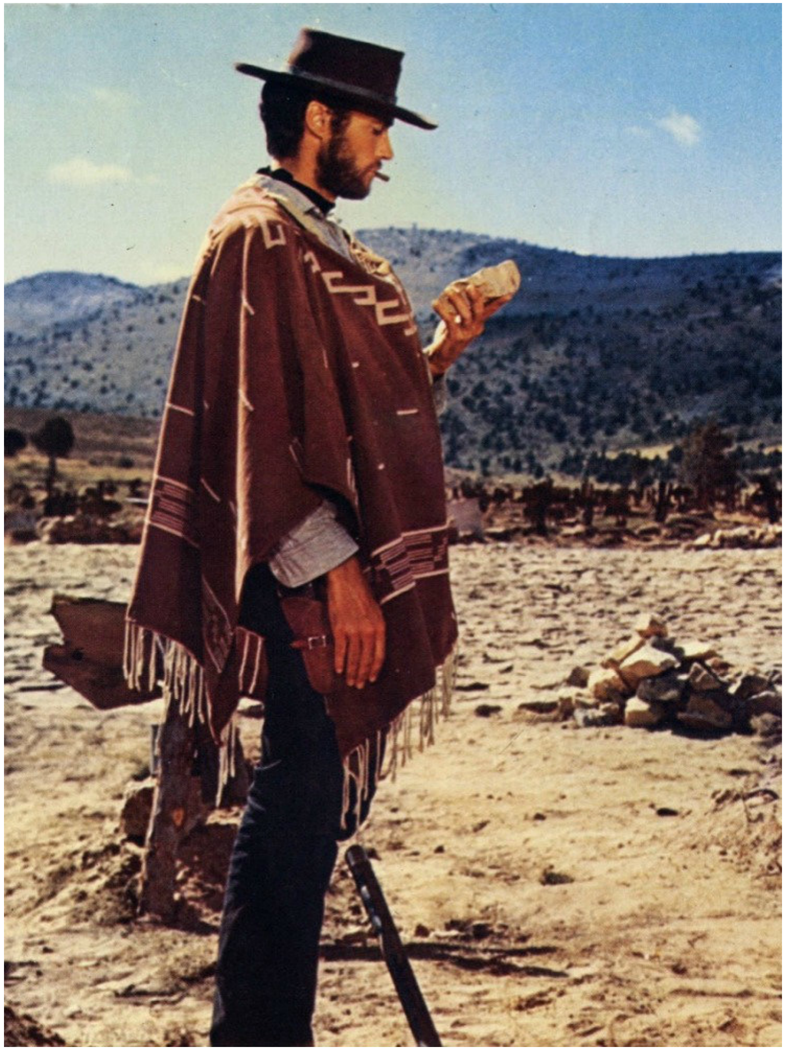
- **Minimalist**
  - Relatively small, can be described in a small space, and learned quickly (or so it's claimed)
  - "Only the bare essentials"
- **Rugged**
  - Close to the *hardware*
  - Shows what's *really happening*
- **Individualistic**
  - "I know what I'm doing, get out of my way"



- **Pioneering!** From a modern perspective, C is sort of like the Wild West of programming languages

Pioneers in Popular Culture

The Alamo (1960)



The Good The Bad And The Ugly (1966)

Replicated in Computing Culture

C And The Zeitgeist

- C: **Minimalistic, Rugged, Individualistic**
  - Embodied what was culturally valued at the time!
  - Frontierism! Moon landing was 1969!
- Explore the **digital** frontier!
  - Only carry the essentials
  - Glorified in popular culture: westerns, video games
- K&R didn't mean to do harm!
  - But were human & influenced by the times they lived in
  - And C's laissez-faire attitude **has** caused harm…

Consequences of C

- "C is good for two things: being beautiful and creating catastrophic 0days in memory management."
  - https://medium.com/message/everything-is-broken-81e5f33a24e1
- "We shape our tools, and thereafter, our tools shape us." – John Culkin, 1967
  - In a word, **reification**: to make the abstract concrete.

- Computing is a tool, but a tool built by a distinctly non-neutral society!
  - We've always had values!

Maybe C is like…camping?

- Maybe you love it!
- Maybe you hate it!
- Maybe your feelings are more complicated than that!

- We're not trying to force you one way or another, we only ask that you try to appreciate both its **benefits** and its **shortcomings**.
- Mainly using C as a tool to understand computers.

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

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 < (signed char) 128u`

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`**

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:

	Example:	All solutions:
`x == (unsigned char) x`		
`x >= 128U`		
`x != (x>>2)<<2`		
`x == -x` (Hint: there are two solutions)		
`(x < 128U) && (x > 0x3F)`		

Using Shifts and Masks

- Extract the 2nd most significant *byte* of an `int`:
  - First shift, then mask: `(x>>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)>>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>>31) & 0x1`
    - Assuming arithmetic shift here, but this works in either case
    - Need mask to clear `1`s 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?

`x=!!123`	00000000 00000000 00000000 00000001
`x<<31`	10000000 00000000 00000000 00000000
`(x<<31)>>31`	11111111 11111111 11111111 11111111
`!x`	00000000 00000000 00000000 00000000
`!x<<31`	00000000 00000000 00000000 00000000
`(!x<<31)>>31`	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);`