CSCE 230J
Computer Organization

Integers

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Giving credit where credit is due

- Most of slides for this lecture are based on slides created by Drs. Bryant and O'Hallaron, Carnegie Mellon University.
- I have modified them and added new slides.

Topics

- Numeric Encodings
  - Unsigned & Two's complement
- Programming Implications
  - C promotion rules
- Basic operations
  - Addition, negation, multiplication
- Programming Implications
  - Consequences of overflow
  - Using shifts to perform power-of-2 multiply/divide

C Puzzles

- Taken from old exams
- Assume machine with 32 bit word size, two's complement integers
- For each of the following C expressions, either:
  - Argue that is true for all argument values
  - Give example where not true

Initialization

```
int x = foo();
int y = bar();
unsigned ux = x;
unsigned uy = y;
```

- `x < 0` ⇒ `((x*2) < 0)`
- `ux >= 0`
- `x & 7 == 7` ⇒ `(x<<30) < 0`
- `ux > -1`
- `x > y` ⇒ `-x < -y`
- `x * x >= 0`
- `x > 0 && y > 0` ⇒ `x + y > 0`
- `x >= 0` ⇒ `-x <= 0`
- `x <= 0` ⇒ `-x >= 0`

Encoding Integers

Unsigned

$$B2U(X) = \sum_{i=0}^{w-1} x_i \cdot 2^i$$

Two's Complement

$$B2T(X) = -x_{w-1} \cdot 2^{w-1} + \sum_{i=0}^{w-2} x_i \cdot 2^i$$

Sign Bit

```
short int x =  15213;
short int y = -15213;
```

- C `short` 2 bytes long

	Decimal	Hex	Binary
x	15213	3B 6D	00111011 01101101
y	-15213	C4 93	11000100 10010011

Sign Bit

- For 2's complement, most significant bit indicates sign
  - 0 for nonnegative
  - 1 for negative

Encoding Example (Cont.)

```
x =      15213: 00111011 01101101
y =     -15213: 11000100 10010011
```

Weight	15213		-15213	
1	1	1	1	1
2	0	0	1	2
4	1	4	0	0
8	1	8	0	0
16	0	0	1	16
32	1	32	0	0
64	1	64	0	0
128	0	0	1	128
256	1	256	0	0
512	1	512	0	0
1024	0	0	1	1024
2048	1	2048	0	0
4096	1	4096	0	0
8192	1	8192	0	0
16384	0	0	1	16384
-32768	0	0	1	-32768
Sum		**15213**		**-15213**

Numeric Ranges

Unsigned Values

- *UMin* = 0
  000…0
- *UMax* = $2^w - 1$
  111…1

Two's Complement Values

- *TMin* = -2^{w-1}
  100…0
- *TMax* = $2^{w-1} - 1$
  011…1

Other Values

- Minus 1
  111…1

Values for *W* = 16

	Decimal	Hex	Binary
UMax	65535	FF FF	11111111 11111111
TMax	32767	7F FF	01111111 11111111
TMin	-32768	80 00	10000000 00000000
-1	-1	FF FF	11111111 11111111
0	0	00 00	00000000 00000000

Values for Different Word Sizes

	W			
	8	16	32	64
UMax	255	65,535	4,294,967,295	18,446,744,073,709,551,615
TMax	127	32,767	2,147,483,647	9,223,372,036,854,775,807
TMin	-128	-32,768	-2,147,483,648	-9,223,372,036,854,775,808

Observations

- |*TMin* | = *TMax* + 1
  - Asymmetric range
- *UMax* = 2 * *TMax* + 1

C Programming

- `#include <limits.h>`
  - **K&R App. B11**
- **Declares constants, e.g.,**
  - `ULONG_MAX`
  - `LONG_MAX`
  - `LONG_MIN`
- **Values platform-specific**

Unsigned & Signed Numeric Values

X	B2U(*X*)	B2T(*X*)
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

Equivalence

- **Same encodings for nonnegative values**

Uniqueness

- **Every bit pattern represents unique integer value**
- **Each representable integer has unique bit encoding**

⇒ Can Invert Mappings

- **U2B(*x*) = B2U^{-1}(*x*)**
  - **Bit pattern for unsigned integer**
- **T2B(*x*) = B2T^{-1}(*x*)**
  - **Bit pattern for two's comp integer**

Casting Signed to Unsigned

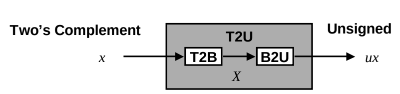
C Allows Conversions from Signed to Unsigned

```
short int          x =  15213;
unsigned short int ux = (unsigned short) x;
short int          y  = -15213;
unsigned short int uy = (unsigned short) y;
```

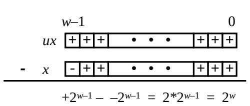
Resulting Value

- **No change in bit representation**
- **Nonnegative values unchanged**
  - ***ux* = 15213**
- **Negative values change into (large) positive values**
  - ***uy* = 50323**

Relation between Signed & Unsigned



Maintain Same Bit Pattern



$$ux = \begin{cases} x & x \geq 0 \\ x + 2^w & x < 0 \end{cases}$$

Relation Between Signed & Unsigned

Weight	-15213		50323	
1	1	1	1	1
2	1	2	1	2
4	0	0	0	0
8	0	0	0	0
16	1	16	1	16
32	0	0	0	0
64	0	0	0	0
128	1	128	1	128
256	0	0	0	0
512	0	0	0	0
1024	1	1024	1	1024
2048	0	0	0	0
4096	0	0	0	0
8192	0	0	0	0
16384	1	16384	1	16384
32768	1	*-32768*	1	*32768*
Sum		**-15213**		**50323**

- *uy* = *y* + 2 * 32768 = *y* + 65536

Signed vs. Unsigned in C

Constants

- By default are considered to be signed integers
- Unsigned if have “U” as suffix

```
0U, 4294967259U
```

Casting

- Explicit casting between signed & unsigned same as U2T and T2U

```
int tx, ty;
unsigned ux, uy;
tx = (int) ux;
uy = (unsigned) ty;
```

- Implicit casting also occurs via assignments and procedure calls

```
tx = ux;
uy = ty;
```

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Casting Surprises

Expression Evaluation

- If mix unsigned and signed in single expression, signed values implicitly cast to unsigned
- Including comparison operations <, >, ==, <=, >=
- Examples for $W = 32$

Constant$_1$	Constant$_2$	Relation	Evaluation
`0`	`0U`	==	unsigned
`-1`	`0`	<	signed
`-1`	`0U`	>	unsigned
`2147483647`	`-2147483648`	>	signed
`2147483647U`	`-2147483648`	<	unsigned
`-1`	`-2`	>	signed
`(unsigned) -1`	`-2`	>	unsigned
`2147483647`	`2147483648U`	<	unsigned
`2147483647`	`(int) 2147483648U`	>	signed

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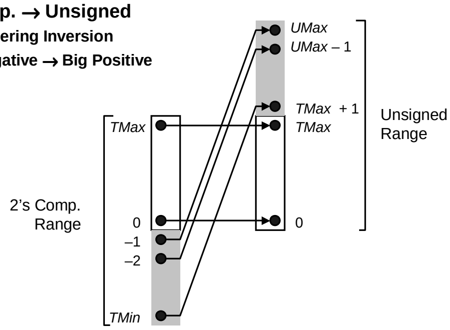
Explanation of Casting Surprises

2’s Comp. → Unsigned

- Ordering Inversion
- Negative → Big Positive



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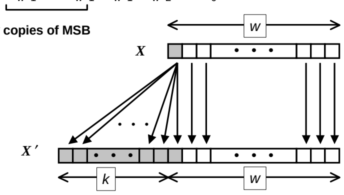
Sign Extension

Task:

- Given w-bit signed integer x
- Convert it to $w+k$-bit integer with same value

Rule:

- Make k copies of sign bit:
- $X' = \underbrace{x_{w-1}, \ldots, x_{w-1}}_{k \text{ copies of MSB}}, x_{w-1}, x_{w-2}, \ldots, x_0$



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Sign Extension Example

```
short int x =  15213;
int      ix = (int) x;
short int y = -15213;
int      iy = (int) y;
```

	Decimal	Hex	Binary
x	15213	3B 6D	00111011 01101101
ix	15213	00 00 3B 6D	00000000 00000000 00111011 01101101
y	-15213	C4 93	11000100 10010011
iy	-15213	FF FF C4 93	11111111 11111111 11000100 10010011

- Converting from smaller to larger integer data type
- C automatically performs sign extension

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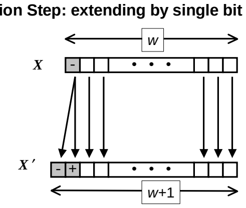
Justification For Sign Extension

Prove Correctness by Induction on k

- Induction Step: extending by single bit maintains value



- Key observation: $-2^{w-1} = -2^{w} + 2^{w-1}$
- Look at weight of upper bits:

x: $-2^{w-1} x_{w-1}$

x': $-2^{w} x_{w-1} + 2^{w-1} x_{w-1} = -2^{w-1} x_{w-1}$

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Why Should I Use Unsigned?

Don't **Use Just Because Number Nonzero**

- **C compilers on some machines generate less efficient code**

```
unsigned i;
for (i = 1; i < cnt; i++)
  a[i] += a[i-1];
```

- **Easy to make mistakes**

```
for (i = cnt-2; i >= 0; i--)
  a[i] += a[i+1];
```

Do **Use When Performing Modular Arithmetic**

- **Multiprecision arithmetic**
- **Other esoteric stuff**

Do **Use When Need Extra Bit's Worth of Range**

- **Working right up to limit of word size**

Negating with Complement & Increment

Claim: Following Holds for 2's Complement

`~x + 1 == -x`

Complement

- **Observation: `~x + x == 1111…11`$_2$ `== -1`**

x	1 0 0 1 1 1 0 1
+ ~x	0 1 1 0 0 0 1 0
-1	1 1 1 1 1 1 1 1

Increment

- `~x +` ~~`x`~~ `+ (`~~`-x`~~ `+ 1)   ==` ~~`-1`~~ `+ (-x +` ~~`1`~~`)`
- `~x + 1   ==   -x`

Warning: Be cautious treating `int`'s as integers

- **OK here**

Comp. & Incr. Examples

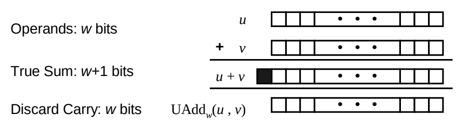
x = 15213

	Decimal	Hex	Binary
x	15213	3B 6D	00111011 01101101
~x	-15214	C4 92	11000100 10010010
~x+1	-15213	C4 93	11000100 10010011
y	-15213	C4 93	11000100 10010011

0

	Decimal	Hex	Binary
0	0	00 00	00000000 00000000
~0	-1	FF FF	11111111 11111111
~0+1	0	00 00	00000000 00000000

Unsigned Addition



Standard Addition Function

- **Ignores carry output**

Implements Modular Arithmetic

s = UAdd$_w(u, v)$ = $u + v \mod 2^w$

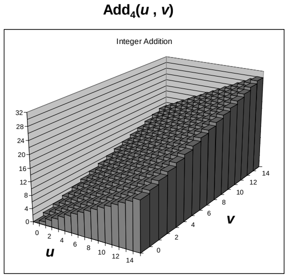
$$UAdd_w(u,v) = \begin{cases} u+v & u+v<2^w \\ u+v-2^w & u+v \geq 2^w \end{cases}$$

Visualizing Integer Addition

Integer Addition

- **4-bit integers *u*, *v***
- **Compute true sum Add$_4$(*u* , *v*)**
- **Values increase linearly with *u* and *v***
- **Forms planar surface**

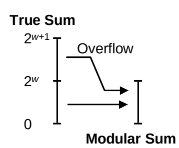
Add$_4$(*u* , *v*)

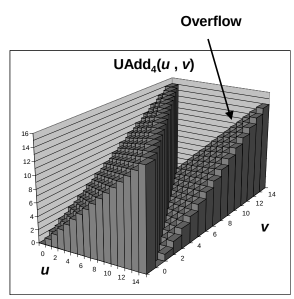


Visualizing Unsigned Addition

Wraps Around

- **If true sum ≥ 2^w**
- **At most once**





Mathematical Properties

Modular Addition Forms an *Abelian Group*

- **Closed under addition**
  $0 \leq UAdd_w(u, v) \leq 2^w - 1$
- **Commutative**
  $UAdd_w(u, v) = UAdd_w(v, u)$
- **Associative**
  $UAdd_w(t, UAdd_w(u, v)) = UAdd_w(UAdd_w(t, u), v)$
- **0 is additive identity**
  $UAdd_w(u, 0) = u$
- **Every element has additive inverse**
  - **Let** $UComp_w(u) = 2^w - u$
  $UAdd_w(u, UComp_w(u)) = 0$

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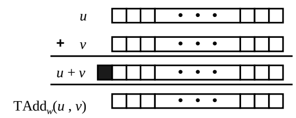
Two's Complement Addition

Operands: *w* bits

True Sum: *w*+1 bits

Discard Carry: *w* bits



TAdd and UAdd have Identical Bit-Level Behavior

- **Signed vs. unsigned addition in C:**

```
int s, t, u, v;
s = (int) ((unsigned) u + (unsigned) v);
 t = u + v
```

- **Will give** `s == t`

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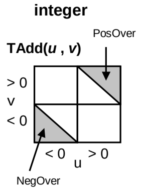
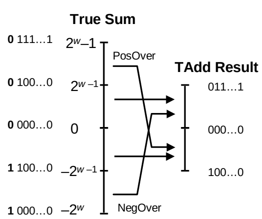
Characterizing TAdd

Functionality

- **True sum requires *w*+1 bits**
- **Drop off MSB**
- **Treat remaining bits as 2's comp. integer**





$$TAdd_w(u,v) = \begin{cases} u+v+2^{w-1} & u+v < TMin_w \quad \textbf{(NegOver)} \\ u+v & TMin_w \leq u+v \leq TMax_w \\ u+v-2^{w-1} & TMax_w < u+v \quad \textbf{(PosOver)} \end{cases}$$

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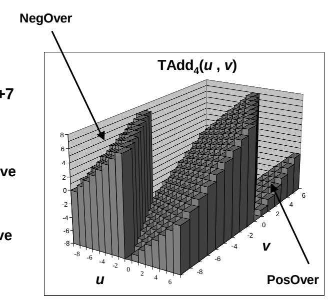
Visualizing 2's Comp. Addition

Values

- **4-bit two's comp.**
- **Range from -8 to +7**

Wraps Around

- **If sum $\geq 2^{w-1}$**
  - **Becomes negative**
  - **At most once**
- **If sum $< -2^{w-1}$**
  - **Becomes positive**
  - **At most once**



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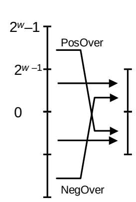
Detecting 2's Comp. Overflow

Task

- **Given** $s = TAdd_w(u, v)$
- **Determine if** $s = Add_w(u, v)$
- **Example**

```
int s, u, v;
s = u + v;
```



Claim

- **Overflow iff either:**
  $u, v < 0, s \geq 0$ **(NegOver)**
  $u, v \geq 0, s < 0$ **(PosOver)**

```
ovf = (u<0 == v<0) && (u<0 != s<0);
```

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Mathematical Properties of TAdd

Isomorphic Algebra to UAdd

- $TAdd_w(u, v) = U2T(UAdd_w(T2U(u), T2U(v)))$
  - **Since both have identical bit patterns**

Two's Complement Under TAdd Forms a Group

- **Closed, Commutative, Associative, 0 is additive identity**
- **Every element has additive inverse**
  Let $TComp_w(u) = U2T(UComp_w(T2U(u)))$
  $TAdd_w(u, TComp_w(u)) = 0$

$$TComp_w(u) = \begin{cases} -u & u \neq TMin_w \\ TMin_w & u = TMin_w \end{cases}$$

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Multiplication

Computing Exact Product of *w*-bit numbers *x*, *y*

- **Either signed or unsigned**

Ranges

- **Unsigned:** $0 \le x * y \le (2^w - 1)^2 = 2^{2w} - 2^{w+1} + 1$
  - **Up to 2*w* bits**
- **Two's complement min:** $x * y \ge (-2^{w-1})*(2^{w-1}-1) = -2^{2w-2} + 2^{w-1}$
  - **Up to 2*w*–1 bits**
- **Two's complement max:** $x * y \le (-2^{w-1})^2 = 2^{2w-2}$
  - **Up to 2*w* bits, but only for $(TMin_w)^2$**

Maintaining Exact Results

- **Would need to keep expanding word size with each product computed**
- **Done in software by "arbitrary precision" arithmetic packages**

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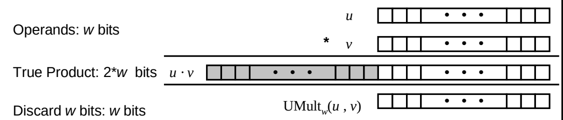
Unsigned Multiplication in C



Standard Multiplication Function

- **Ignores high order *w* bits**

Implements Modular Arithmetic

$\text{UMult}_w(u, v) = u \cdot v \mod 2^w$

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Unsigned vs. Signed Multiplication

Unsigned Multiplication

```
unsigned ux = (unsigned) x;
unsigned uy = (unsigned) y;
unsigned up = ux * uy
```

- **Truncates product to *w*-bit number** *up* $= \text{UMult}_w(ux, uy)$
- **Modular arithmetic:** $up = ux \cdot uy \mod 2^w$

Two's Complement Multiplication

```
int x, y;
int p = x * y;
```

- **Compute exact product of two *w*-bit numbers *x*, *y***
- **Truncate result to *w*-bit number** *p* $= \text{TMult}_w(x, y)$

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Unsigned vs. Signed Multiplication

Unsigned Multiplication

```
unsigned ux = (unsigned) x;
unsigned uy = (unsigned) y;
unsigned up = ux * uy
```

Two's Complement Multiplication

```
int x, y;
int p = x * y;
```

Relation

- **Signed multiplication gives same bit-level result as unsigned**
- `up == (unsigned) p`

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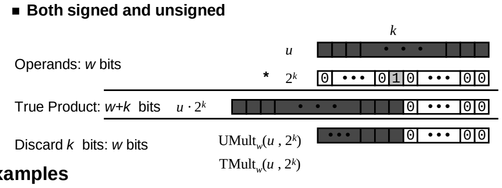
Power-of-2 Multiply with Shift

Operation

- `u << k` **gives** `u *` 2^k
- **Both signed and unsigned**



Examples

- `u << 3          ==    u * 8`
- `u << 5 - u << 3    ==    u * 24`
- **Most machines shift and add much faster than multiply**
  - **Compiler generates this code automatically**

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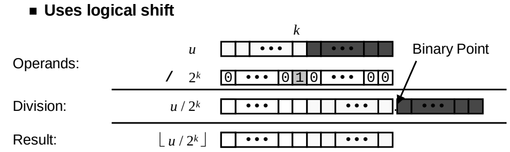
Unsigned Power-of-2 Divide with Shift

Quotient of Unsigned by Power of 2

- `u >> k` **gives** $\lfloor$ `u /` $2^k \rfloor$
- **Uses logical shift**



	Division	Computed	Hex	Binary
`x`	15213	15213	`3B 6D`	`00111011 01101101`
`x >> 1`	7606.5	7606	`1D B6`	`00011101 10110110`
`x >> 4`	950.8125	950	`03 B6`	`00000011 10110110`
`x >> 8`	59.4257813	59	`00 3B`	`00000000 00111011`

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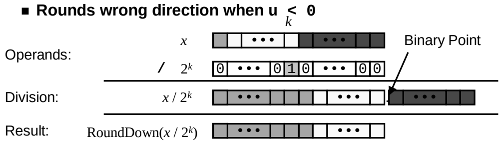
Signed Power-of-2 Divide with Shift

Quotient of Signed by Power of 2

- **`x >> k` gives $\lfloor$ `x` / 2^k $\rfloor$**
- **Uses arithmetic shift**
- **Rounds wrong direction when u < 0**



	Division	Computed	Hex	Binary
y	-15213	-15213	C4 93	11000100 10010011
y >> 1	-7606.5	-7607	E2 49	**1**1100010 01001001
y >> 4	-950.8125	-951	FC 49	**1111**1100 01001001
y >> 8	-59.4257813	-60	FF C4	**11111111** 11000100

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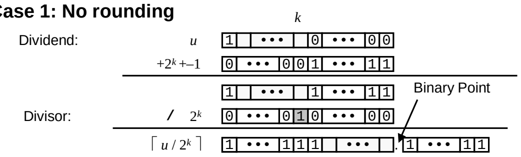
Correct Power-of-2 Divide

Quotient of Negative Number by Power of 2

- **Want $\lceil$ `x / 2`^{k} $\rceil$ (Round Toward 0)**
- **Compute as $\lfloor$ `(x+2`^{k}`-1)/ 2`^{k} $\rfloor$**
  - **In C: `(x + (1<<k)-1) >> k`**
  - **Biases dividend toward 0**

Case 1: No rounding



Biasing has no effect

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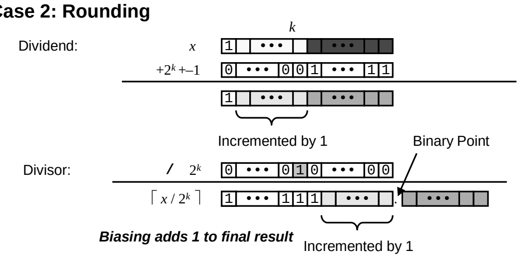
Correct Power-of-2 Divide (Cont.)

Case 2: Rounding



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Properties of Unsigned Arithmetic

Unsigned Multiplication with Addition Forms Commutative Ring

- **Addition is commutative group**
- **Closed under multiplication**
  $0 \leq \mathrm{UMult}_w(u, v) \leq 2^w - 1$
- **Multiplication Commutative**
  $\mathrm{UMult}_w(u, v) = \mathrm{UMult}_w(v, u)$
- **Multiplication is Associative**
  $\mathrm{UMult}_w(t, \mathrm{UMult}_w(u, v)) = \mathrm{UMult}_w(\mathrm{UMult}_w(t, u), v)$
- **1 is multiplicative identity**
  $\mathrm{UMult}_w(u, 1) = u$
- **Multiplication distributes over addtion**
  $\mathrm{UMult}_w(t, \mathrm{UAdd}_w(u, v)) = \mathrm{UAdd}_w(\mathrm{UMult}_w(t, u), \mathrm{UMult}_w(t, v))$

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Properties of Two's Comp. Arithmetic

Isomorphic Algebras

- **Unsigned multiplication and addition**
  - **Truncating to *w* bits**
- **Two's complement multiplication and addition**
  - **Truncating to *w* bits**

Both Form Rings

- **Isomorphic to ring of integers mod 2^w**

Comparison to Integer Arithmetic

- **Both are rings**
- **Integers obey ordering properties, e.g.,**
  $u > 0 \Rightarrow u + v > v$
  $u > 0, v > 0 \Rightarrow u \cdot v > 0$
- **These properties are not obeyed by two's comp. arithmetic**
  TMax `+ 1 ==` ***TMin***
  `15213 * 30426 == -10030` (16-bit words)

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C Puzzle Answers

- **Assume machine with 32 bit word size, two's comp. integers**
- ***TMin* makes a good counterexample in many cases**

❑ `x < 0`	⇒	`((x*2) < 0)`	**False:**	*TMin*
❑ `ux >= 0`			**True:**	0 = *UMin*
❑ `x & 7 == 7`	⇒	`(x<<30) < 0`	**True:**	$x_1 = 1$
❑ `ux > -1`			**False:**	0
❑ `x > y`	⇒	`-x < -y`	**False:**	`-1`, *TMin*
❑ `x * x >= 0`			**False:**	`30426`
❑ `x > 0 && y > 0`	⇒	`x + y > 0`	**False:**	*TMax*, *TMax*
❑ `x >= 0`	⇒	`-x <= 0`	**True:**	–*TMax* < 0
❑ `x <= 0`	⇒	`-x >= 0`	**False:**	*TMin*

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