Topics of this Slideset

- Numeric Encodings: Unsigned and two’s complement
- Programming Implications: C promotion rules
- Basic operations:
  - addition, negation, multiplication
  - Consequences of overflow
  - Using shifts to perform power-of-2 multiply/divide
Assume a machine with 32-bit, two’s complement integers.
For each of the following, either:

- Argue that is true for all argument values;
- Give an example where it’s not true.

\[
\begin{align*}
     x < 0 & \quad \rightarrow (x \times 2 < 0) \\
     ux \geq 0 & \quad \rightarrow (x \ll 30 < 0) \\
     (x \& 7) == 7 & \quad \rightarrow (x \ll 30 < 0) \\
     ux > -1 & \quad \rightarrow -x < -y \\
     x > y & \quad \rightarrow -x < -y \\
     x \times x \geq 0 & \quad \rightarrow x + y > 0 \\
     x > 0 \ \&\& y > 0 & \quad \rightarrow x + y > 0 \\
     x \geq 0 & \quad \rightarrow -x \leq 0 \\
     x \leq 0 & \quad \rightarrow -x \geq 0
\end{align*}
\]
For unsigned integers, we treat all values as non-negative and use *position notation* as with non-negative decimal numbers.

Assume we have a $w$ length bit string $X$.

\[
\text{Unsigned: } B2U_w(X) = \sum_{i=0}^{w-1} X_i \times 2^i
\]
Two's complement is a way of encoding integers, including some positive and negative values. It’s exactly like unsigned except the high order bit is given negative weight.

**Two’s complement:** \( B2T_w(X) = -X_{w-1} \times 2^{w-1} + \sum_{i=0}^{w-2} X_i \times 2^i \)

<table>
<thead>
<tr>
<th>Decimal</th>
<th>Hex</th>
<th>Binary</th>
</tr>
</thead>
<tbody>
<tr>
<td>15213</td>
<td>3B6D</td>
<td>00111011 01101101</td>
</tr>
<tr>
<td>-15213</td>
<td>C493</td>
<td>11000100 10010011</td>
</tr>
</tbody>
</table>

**Sign Bit:**
For 2’s complement, the most significant bit indicates the sign.
- 0 for nonnegative
- 1 for negative
### Encoding Example

\[
x = \quad 15213: \quad 00111011 \quad 01101101
\]
\[
y = \quad -15213: \quad 11000100 \quad 10010011
\]

<table>
<thead>
<tr>
<th>Weight</th>
<th>15213</th>
<th>-15213</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>8</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>16</td>
<td>0</td>
<td>1</td>
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<tr>
<td>32</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>64</td>
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<tr>
<td>128</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>256</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>512</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>1024</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>2048</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>4096</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>8192</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>16384</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>-32768</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Sum</th>
<th>15213</th>
<th>-15213</th>
</tr>
</thead>
</table>

Integers
**Numeric Ranges**

**Unsigned Values**

\[
U_{\text{Min}} = 0 \quad \quad 000\ldots0 \\
U_{\text{Max}} = 2^w - 1 \quad \quad 111\ldots1
\]

**Two’s Complement Values**

\[
T_{\text{Min}} = -2^{w-1} \quad \quad 100\ldots0 \\
T_{\text{Max}} = 2^{w-1} - 1 \quad \quad 011\ldots1
\]

**Values for \( w = 16 \)**

<table>
<thead>
<tr>
<th></th>
<th>Decimal</th>
<th>Hex</th>
<th>Binary</th>
</tr>
</thead>
<tbody>
<tr>
<td>UMax</td>
<td>65535</td>
<td>FF FF</td>
<td>11111111 11111111</td>
</tr>
<tr>
<td>TMax</td>
<td>32767</td>
<td>7F FF</td>
<td>01111111 11111111</td>
</tr>
<tr>
<td>Tmin</td>
<td>-32768</td>
<td>80 00</td>
<td>10000000 00000000</td>
</tr>
<tr>
<td>-1</td>
<td>-1</td>
<td>FF FF</td>
<td>11111111 11111111</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>00 00</td>
<td>00000000 00000000</td>
</tr>
</tbody>
</table>
Values for Different Word Sizes

<table>
<thead>
<tr>
<th>w</th>
<th>8</th>
<th>16</th>
<th>32</th>
<th>64</th>
</tr>
</thead>
<tbody>
<tr>
<td>UMax</td>
<td>255</td>
<td>65,525</td>
<td>4,294,967,295</td>
<td>18,446,744,073,709,551,615</td>
</tr>
<tr>
<td>TMax</td>
<td>127</td>
<td>32,767</td>
<td>2,147,483,647</td>
<td>9,223,372,036,854,775,807</td>
</tr>
<tr>
<td>Tmin</td>
<td>-128</td>
<td>-32,768</td>
<td>-2,147,483,648</td>
<td>-9,223,372,036,854,775,808</td>
</tr>
</tbody>
</table>

Observations

- $|\text{TMin}| = \text{TMax} + 1$
- $\text{UMax} = 2 \times \text{TMax} + 1$

C Programming

```
#include <limits.h>
```

Declares various constants: ULONG_MAX, LONG_MAX, LONG_MIN, etc. The values are platform-specific.
**Equivalence:** Same encoding for nonnegative values

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

**Can Invert Mappings:**
- inverse of $B2U(X)$ is $U2B(X)$
- inverse of $B2T(X)$ is $T2B(X)$

<table>
<thead>
<tr>
<th>$X$</th>
<th>$B2U(X)$</th>
<th>$B2T(X)$</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>0001</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>0010</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>0011</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>0100</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>0101</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>0110</td>
<td>6</td>
<td>6</td>
</tr>
<tr>
<td>0111</td>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td>1000</td>
<td>8</td>
<td>-8</td>
</tr>
<tr>
<td>1001</td>
<td>9</td>
<td>-7</td>
</tr>
<tr>
<td>1010</td>
<td>10</td>
<td>-6</td>
</tr>
<tr>
<td>1011</td>
<td>11</td>
<td>-5</td>
</tr>
<tr>
<td>1100</td>
<td>12</td>
<td>-4</td>
</tr>
<tr>
<td>1101</td>
<td>13</td>
<td>-3</td>
</tr>
<tr>
<td>1110</td>
<td>14</td>
<td>-2</td>
</tr>
<tr>
<td>1111</td>
<td>15</td>
<td>-1</td>
</tr>
</tbody>
</table>
C allows conversions from signed to unsigned.

\[
\begin{align*}
\text{short int} & \quad x = 15213; \\
\text{unsigned short} & \quad ux = (\text{unsigned short}) x; \\
\text{short int} & \quad y = -15213; \\
\text{unsigned short} & \quad uy = (\text{unsigned short}) y;
\end{align*}
\]

**Resulting Values:**

- *The bit representation stays the same.*
- Nonnegative values are unchanged.
- Negative values change into (large) positive values.
Signed vs Unsigned in C

Constants
- By default, constants are considered to be signed integers.
- They are unsigned if they have “U” as a suffix: 0U, 4294967259U.

Casting
- Explicit casting between signed and unsigned is the same as U2T and T2U:

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

- Implicit casting also occurs via assignments and procedure calls.

```c
tx = ux;
uy = ty;
```
Expression Evaluation

- If you mix unsigned and signed in a single expression, signed values implicitly cast to unsigned.
- This includes when you compare using <, >, ==, <=, >=.

<table>
<thead>
<tr>
<th>Const 1</th>
<th>Const 2</th>
<th>Rel.</th>
<th>Evaluation</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0U</td>
<td>==</td>
<td>unsigned</td>
</tr>
<tr>
<td>-1</td>
<td>0</td>
<td>&lt;</td>
<td>signed</td>
</tr>
<tr>
<td>-1</td>
<td>0U</td>
<td>&gt;</td>
<td>unsigned</td>
</tr>
<tr>
<td>2147483647</td>
<td>-2147483648</td>
<td>&gt;</td>
<td>signed</td>
</tr>
<tr>
<td>2147483647U</td>
<td>-2147483648</td>
<td>&lt;</td>
<td>unsigned</td>
</tr>
<tr>
<td>-1</td>
<td>-2</td>
<td>&gt;</td>
<td>signed</td>
</tr>
<tr>
<td>(unsigned) 1</td>
<td>-2</td>
<td>&lt;</td>
<td>unsigned</td>
</tr>
<tr>
<td>2147483647</td>
<td>2147483648U</td>
<td>&lt;</td>
<td>unsigned</td>
</tr>
<tr>
<td>2147483647</td>
<td>(int) 2147483648U</td>
<td>&gt;</td>
<td>signed</td>
</tr>
</tbody>
</table>
**Task:** Given a $w$-bit signed integer $x$, convert it to a $w+k$-bit integer with the *same value*.

**Rule:** Make $k$ copies of the sign bit:

$$x' = x_{w-1}, \ldots x_{w-1}, x_{w-2}, \ldots, w_0$$

Why does this work?
Sign Extension Example

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

<table>
<thead>
<tr>
<th></th>
<th>Decimal</th>
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<th>Binary</th>
</tr>
</thead>
<tbody>
<tr>
<td>x</td>
<td>15213</td>
<td>3B 6D</td>
<td>00111011 01101101</td>
</tr>
<tr>
<td>ix</td>
<td>15213</td>
<td>00 00 3B 6D</td>
<td>00000000 00000000 00111011 01101101</td>
</tr>
<tr>
<td>y</td>
<td>-15213</td>
<td>C4 93</td>
<td>11000100 10010011</td>
</tr>
<tr>
<td>iy</td>
<td>-15213</td>
<td>FF FF C4 93</td>
<td>11111111 11111111 11000100 10010011</td>
</tr>
</tbody>
</table>

In converting from smaller to larger signed integer data types, C automatically performs sign extension.
Why Use Unsigned?

Don’t use just to ensure numbers are nonzero.

- Some C compilers generate less efficient code for unsigned.

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

- It’s easy to make mistakes.

```c
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 you need extra bits of range.
To find the negative of a number in two’s complement form: complement the bit pattern and add 1:

\[ \sim x + 1 = -x \]

**Example:**

\[ \begin{align*}
10011101 & = 0x9C = -99_{10} \\
\text{complement:} & \quad 01100010 = 0x62 = 98_{10} \\
\text{add 1:} & \quad 01100011 = 0x63 = 99_{10}
\end{align*} \]

Try it with: 11111111 and 00000000.
## Complement and Increment Examples

<table>
<thead>
<tr>
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<th>Decimal</th>
<th>Hex</th>
<th>Binary</th>
</tr>
</thead>
<tbody>
<tr>
<td>(x)</td>
<td>15213</td>
<td>3B 6D</td>
<td>00111011 01101101</td>
</tr>
<tr>
<td>(\sim x)</td>
<td>-15214</td>
<td>C4 92</td>
<td>11000100 10010010</td>
</tr>
<tr>
<td>(\sim x + 1)</td>
<td>-15213</td>
<td>C4 93</td>
<td>11000100 10010011</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>00 00</td>
<td>00000000 00000000</td>
</tr>
<tr>
<td>(\sim 0)</td>
<td>-1</td>
<td>FF FF</td>
<td>11111111 11111111</td>
</tr>
<tr>
<td>(\sim 0 + 1)</td>
<td>0</td>
<td>00 00</td>
<td>00000000 00000000</td>
</tr>
</tbody>
</table>
Given two \( w \)-bit unsigned quantities \( u, v \), the true sum may be a \( w+1 \)-bit quantity.

**Discard the carry bit** and treat the result as an unsigned integer.

Thus, unsigned addition implements **modular addition**.

\[
\text{UAdd}_w(u, v) = (u + v) \mod 2^w
\]

\[
\text{UAdd}_w(u, v) = \begin{cases} 
  u + v & u + v < 2^w \\
  u + v - 2^w & u + v \geq 2^w
\end{cases}
\]
Task:
Determine if $s = \text{UAdd}_w(u, v) = u + v$.

Claim: We have overflow iff:

$$s < u \text{ and } s < v.$$ 

On the machine, this causes the carry flag to be set.
Properties of Unsigned Addition

W-bit unsigned addition is:

- **Closed under addition:**
  \[ 0 \leq \text{UAdd}_w(u, v) \leq 2^w - 1 \]

- **Commutative**
  \[ \text{UAdd}_w(u, v) = \text{UAdd}_w(v, u) \]

- **Associative**
  \[ \text{UAdd}_w(t, \text{UAdd}_w(u, v)) = \text{UAdd}_w(\text{UAdd}_w(t, u), v) \]

- **0 is the additive identity**
  \[ \text{UAdd}_w(u, 0) = u \]

- **Every element has an additive inverse**
  Let \( \text{UComp}_w(u) = 2^w - u \), then
  \[ \text{UAdd}_w(u, \text{UComp}_w(u)) = 0 \]
Two’s Complement Addition

Given two $w$-bit signed quantities $u$, $v$, the true sum may be a $w+1$-bit quantity.

**Discard the carry bit** and treat the result as a two’s complement number.

$$\text{TAdd}_w(u, v) = \begin{cases} 
  u + v + 2^{w-1} & \text{if } u + v < \text{TMin}_w \quad \text{(NegOver)} \\
  u + v & \text{if } \text{TMin}_w < u + v \leq \text{TMax}_w \\
  u + v - 2^{w-1} & \text{if } \text{TMax}_w < u + v \quad \text{(PosOver)}
\end{cases}$$
TAdd and UAdd have identical bit-level behavior.

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

This will give $s == t$. 
Detecting 2’s Complement Overflow

**Task:**
Determine if $s = TAdd_w(u, v) = u + v$.

**Claim:** We have overflow iff either:
- $u, v < 0$ but $s \geq 0$ (NegOver)
- $u, v \geq 0$ but $s < 0$ (PosOver)

Can compute this as:

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

On the machine, this causes the **overflow flag** to be set.

Why don’t we have to worry about the case where one input is positive and one negative?
**Properties of TAdd**

**TAdd is Isomorphic to UAdd.**
This is clear since they have identical bit patterns.

\[
\text{Tadd}_w(u, v) = \text{U2T}(\text{UAdd}_w(\text{T2U}(u), \text{T2U}(v)))
\]

**Two’s Complement under TAdd forms a group.**

- Closed, commutative, associative, 0 is additive identity.
- Every element has an additive inverse:

  Let \( \text{TComp}_w(u) = \text{U2T}(\text{UComp}_w(\text{T2U}(u))) \), then
  \[
  \text{TAdd}_w(u, \text{UComp}_w(u)) = 0
  \]

\[
\text{TComp}_w(u) = \begin{cases} 
-u & u \neq \text{TMin}_w \\
\text{TMin}_w & u = \text{TMin}_w
\end{cases}
\]
Multiplication

Computing the exact product of two w-bit numbers $x$, $y$. This is the same for both signed and unsigned.

Ranges:

- **Unsigned**: $0 \leq x \times y \leq (2^w - 1)^2 = 2^{2w} - 2^{w+1} + 1$, requires up to $2w$ bits.
- **Two’s comp. min**: 
  \[ x \times y \geq (-2^{w-1}) \times (2^w - 1) = -2^{2w-2} + 2^{w-1}, \]
  requires up to $2w - 1$ bits.
- **Two’s comp. max**: 
  \[ x \times y \leq (-2^{w-1})^2 = 2^{2w-2}, \]
  requires up to $2w$ (but only for $T_{\text{Min}}^{2w}$).

Maintaining the exact result

- Would need to keep expanding the word size with each product computed.
- Can be done in software with “arbitrary precision” arithmetic packages.
Given two $w$-bit unsigned quantities $u$, $v$, the true sum may be a $2w$-bit quantity.

**We just discard the most significant $w$ bits**, treat the result as an unsigned number.

Thus, unsigned multiplication implements **modular multiplication**.

\[ \text{UMult}_w(u, v) = (u \times v) \mod 2^w \]
## 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: \( p = \text{TMult}_w(x, y) \)
Unsigned Multiplication

\[
\begin{align*}
\text{unsigned } & \; u_x = (\text{unsigned}) \; x; \\
\text{unsigned } & \; u_y = (\text{unsigned}) \; y; \\
\text{unsigned } & \; u_p = u_x \ast u_y;
\end{align*}
\]

Two’s Complement Multiplication

\[
\begin{align*}
\text{int } & \; x, \; y; \\
\text{int } & \; p = x \ast y;
\end{align*}
\]

Relation

- Signed multiplication gives same bit-level result as unsigned.
- \( u_p \)\; ==\; (\text{unsigned})\; p \)
A left shift by $k$, is equivalent to multiplying by $2^k$. This is true for both signed and unsigned values.

\[ u << 1 \rightarrow u \times 2 \]
\[ u << 2 \rightarrow u \times 4 \]
\[ u << 3 \rightarrow u \times 8 \]
\[ u << 4 \rightarrow u \times 16 \]
\[ u << 5 \rightarrow u \times 32 \]
\[ u << 6 \rightarrow u \times 64 \]

Compilers often use shifting for multiplication, since shift and add is much faster than multiply (on most machines).

\[ u << 5 - u << 3 == u \times 24 \]
Aside: Floor and Ceiling Functions

Two useful functions on real numbers are the *floor* and *ceiling* functions.

**Definition:** The floor function \lfloor r \rfloor, is the greatest integer less than or equal to \( r \).

\[
\lfloor 3.14 \rfloor = 3 \\
\lfloor -3.14 \rfloor = -4 \\
\lfloor 7 \rfloor = 7
\]

**Definition:** The ceiling function \lceil r \rceil, is the smallest integer greater than or equal to \( r \).

\[
\lceil 3.14 \rceil = 4 \\
\lceil -3.14 \rceil = -3 \\
\lceil 7 \rceil = 7
\]
A right shift by \( k \), is (approximately) equivalent to dividing by \( 2^k \), but the effects are different for the unsigned and signed cases. **Quotient of unsigned value by power of 2.**

\[
u \gg k = \lfloor x/2^k \rfloor\]

Uses logical shift.

<table>
<thead>
<tr>
<th></th>
<th>Division</th>
<th>Computed</th>
<th>Hex</th>
<th>Binary</th>
</tr>
</thead>
<tbody>
<tr>
<td>( y )</td>
<td>15213</td>
<td>15213</td>
<td>3B 6D</td>
<td>00111011 01101101</td>
</tr>
<tr>
<td>( y \gg 1 )</td>
<td>7606.5</td>
<td>7606</td>
<td>1D B6</td>
<td>00011101 10110110</td>
</tr>
<tr>
<td>( y \gg 4 )</td>
<td>950.8125</td>
<td>950</td>
<td>03 B6</td>
<td>00000011 10110110</td>
</tr>
<tr>
<td>( y \gg 8 )</td>
<td>59.4257813</td>
<td>59</td>
<td>00 3B</td>
<td>00000000 00111011</td>
</tr>
</tbody>
</table>
Signed Divide by Shift

Quotient of signed value by power of 2.

\[ u \gg k = \lfloor x/2^k \rfloor \]

- Uses arithmetic shift. **What does that mean?**
- Rounds in wrong direction when \( u < 0 \).

<table>
<thead>
<tr>
<th>Division</th>
<th>Computed</th>
<th>Hex</th>
<th>Binary</th>
</tr>
</thead>
<tbody>
<tr>
<td>( y )</td>
<td>-15213</td>
<td>-15213</td>
<td>C4 93 11000100 10010011</td>
</tr>
<tr>
<td>( y \gg 1 )</td>
<td>-7606.5</td>
<td>-7607</td>
<td>E2 49 11100010 01001001</td>
</tr>
<tr>
<td>( y \gg 4 )</td>
<td>-950.8125</td>
<td>-951</td>
<td>FC 49 11111100 01001001</td>
</tr>
<tr>
<td>( y \gg 8 )</td>
<td>-59.4257813</td>
<td>-60</td>
<td>FF C4 11111111 11000100</td>
</tr>
</tbody>
</table>
We’ve seen that right shifting a negative number gives the wrong answer because it rounds away from 0.

\[ x \gg k = \lfloor x/2^k \rfloor \]

We’d really like \( \lceil x/2^k \rceil \) instead.

You can compute this as: \( \lceil (x + 2^k - 1)/2^k \rceil \). In C, that’s:

\[
(x + (1<<k) - 1) \gg k
\]

This biases the dividend toward 0.
Properties of Unsigned Arithmetic

Unsigned multiplication with addition forms a **Commutative Ring**.

- Addition is commutative
- Closed under multiplication
  \[ 0 \leq \text{UMult}_w(u, v) \leq 2^w - 1 \]
- Multiplication is commutative
  \[ \text{UMult}_w(u, v) = \text{UMult}_w(v, u) \]
- Multiplication is associative
  \[ \text{UMult}_w(t, \text{UMult}_w(u, v)) = \text{UMult}_w(\text{UMult}_w(t, u), v) \]
- 1 is the multiplicative identity
  \[ \text{UMult}_w(u, 1) = u \]
- Multiplication distributes over addition
  \[ \text{UMult}_w(t, \text{UAdd}_w(u, v)) = \text{UAdd}_w(\text{UMult}_w(t, u), \text{UMult}_w(t, v)) \]
Properties of Two’s Complement Arithmetic

Isomorphic Algebras

- Unsigned multiplication and addition: truncate to $w$ bits
- Two’s complement multiplication and addition: truncate 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 complement arithmetic.
  \[
  T_{\text{Max}} + 1 = T_{\text{Min}} \\
  15213 \times 30426 = -10030 \quad (\text{for } 16\text{-bit words})
  \]
Assume a machine with 32-bit word size, two’s complement integers.

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

- $x < 0$ → $(x*2) < 0$, False: $T_{\text{Min}}$
- $ux >= 0$ → $x<<30 < 0$, True: $0 = U_{\text{Min}}$
- $(x & 7) == 7$ → $(x<<30) < 0$, True: $x_1 = 1$
- $ux > -1$ → $x$, False: 0
- $x > y$ → $-x < -y$, False: $-1, T_{\text{Min}}$
- $x * x >= 0$ → $x + y > 0$, False: $30426$
- $x > 0 && y > 0$ → $x + y > 0$, False: $T_{\text{Max}}, T_{\text{Max}}$
- $x >= 0$ → $-x <= 0$, False: $-T_{\text{Max}} < 0$
- $x <= 0$ → $-x >= 0$, False: $T_{\text{Min}}$