CS429: Computer Organization and Architecture

Integers

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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

C Puzzles

- Assume a 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 an example where it's not true.

```c
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              → -y <= 0
x <= 0              → -x >= 0
```

Encoding Integers

Assume we have a w length bit string X.

Unsigned: $\mathrm{B2U}(X) = \sum_{i=0}^{w-1} X_i \times 2^i$

Two's complement: $\mathrm{B2T}(X) = -X_{w-1} \times 2^{w-1} + \sum_{i=0}^{w-1} X_i \times 2^i$

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

Sign Bit:
For 2's complement, the most significant bit indicates the sign.

- 0 for nonnegative
- 1 for negative

Encoding Example

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**	

Unsigned Values

$$\text{UMin} = 0 \qquad \texttt{000...0}$$
$$\text{UMax} = 2^w - 1 \qquad \texttt{111...1}$$

Two's Complement Values

$$\text{TMin} = -2^{w-1} \qquad \texttt{100...0}$$
$$\text{TMax} = 2^{w-1} - 1 \qquad \texttt{011...1}$$

Values for w = 16

	Decimal	Hex	Binary
UMax	65535	FF FF	11111111 11111111
TMax	32767	7F FF	01111111 11111111
TMin	-32768	FF FF	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	65,525	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

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

C Programming

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

Declares various constants: `ULONG_MAX`, `LONG_MAX`, `LONG_MIN`, etc. *The values are platform-specific.*

Unsigned and Signed Numeric Values

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)

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

Casting Signed to Unsigned

C allows conversions from signed to unsigned.

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

Resulting Values:

- No change in bit representation.
- 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:

```
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;
```

Casting Surprises

Expression Evaluation

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

Const 1	Const 2	Rel.	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

Sign Extension

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

```c
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

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.

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

- It's 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 you need extra bits of range.

Negating Two's Complement

To find the negative of a number in two's complement form: complement the bit pattern and add 1:

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

Example:

$10011101 = 0x9C = -98_{10}$

complement:

$01100010 = 0x62 = 97_{10}$

add 1:

$01100011 = 0x63 = 98_{10}$

Try it with: 11111111 and 00000000.

Complement and Increment Examples

	Decimal	Hex	Binary
x	15213	3B 6D	00111011 01101101
~x	-15214	C4 92	11000100 10010010
~x+1	-15213	C4 93	11000100 10010011
0	0	00 00	00000000 00000000
~0	-1	FF FF	11111111 11111111
~0+1	0	00 00	00000000 00000000

Unsigned Addition

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

We just discard the carry bit, and treat the result as an unsigned integer.

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

$$\mathrm{UAdd}_w(u, v) = (u + v) \bmod 2^w$$

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

Properties of Unsigned Addition

Unsigned addition forms an **Abelian Group.**

- 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 unsigned quantities u, v, the true sum may be a w+1-bit quantity.

We just discard the carry bit, treat the result as a two's complement number.

$$\mathrm{TAdd}_w(u,v) = \begin{cases} u+v+2^{w-1} & u+v < \mathrm{TMin}_w \ \textbf{(NegOver)} \\ u+v & \mathrm{TMin}_w < u+v \leq \mathrm{TMax}_w \\ u+v-2^{w-1} & \mathrm{TMax}_w < u+v \ \textbf{PosOver} \end{cases}$$

Two's Complement Addition

TAdd and UAdd have identical bit-level behavior.

```
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 $s = \text{TAdd}_w(u, v) = u + v$.

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);
```

Properties of TAdd

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

$$\mathrm{Tadd}_w(u, v) = \mathrm{U2T}(\mathrm{UAdd}_w(\mathrm{T2U}(u), \mathrm{T2U}(v)))$$

Two's Complement under TAdd forms a group.

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

  Let $\mathrm{TComp}_w(u) = \mathrm{U2T}(\mathrm{UComp}_w(\mathrm{T2U}(u))$, then
  $\mathrm{TAdd}_w(u, \mathrm{UComp}_w(u)) = 0$

$$\mathrm{TComp}_w(u) = \begin{cases} -u & u \neq \mathrm{TMin}_w \\ \mathrm{TMin}_w & u = \mathrm{TMin}_w \end{cases}$$

Multiplication

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

Ranges:

- Unsigned: $0 \leq x * y \leq (2^w - 1)^2 = 2^{2w} - 2^{w+1} + 1$, requires up to $2w$ bits.
- Two's comp. min: $x * y \geq (-2^{w-1}) * (2^{w-1} - 1) = -2^{2w-2} + 2^{w-1}$, requires up to $2w - 1$ bits.
- Two's comp. max: $x * y \leq (-2^{w-1})^2 = 2^{2w-2}$, requires up to $2w$, but only for $TMin_w)^2$.

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.

Unsigned Multiplication in C

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**.

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

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: $up = ux \cdot uy \bmod 2^w$

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 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`

Multiply with Shift

A left shift by k, is equivalent to multiplying by 2^k. This is true for both signed and unsigned values.

$$\begin{aligned}
\texttt{u << 1} &\rightarrow u \times 2 \\
\texttt{u << 2} &\rightarrow u \times 4 \\
\texttt{u << 3} &\rightarrow u \times 8 \\
\texttt{u << 4} &\rightarrow u \times 16 \\
\texttt{u << 5} &\rightarrow u \times 32 \\
\texttt{u << 6} &\rightarrow u \times 64
\end{aligned}$$

Compilers often use shifting for multiplication, since shift and add is much faster than multiply.

$$\texttt{u << 5 - u << 3} == \texttt{u * 24}$$

Unsigned Divide by Shift

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.

$$\texttt{u >> k} == \lfloor x/2^k \rfloor$$

Uses logical shift.

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

Quotient of unsigned value by power of 2.

$$\texttt{u >> k} == \lfloor x/2^k \rfloor$$

- Uses arithmetic shift. What does that mean?
- Rounds in wrong direction when $u < 0$.

	Division	Computed	Hex	Binary
`y`	-15213	-15213	C4 93	11000100 10010011
`y >> 1`	-7606.5	-7607	E2 49	11100010 01001001
`y >> 4`	-950.8125	-951	FC 49	11111100 01001001
`y >> 8`	-59.4257813	-60	FF C4	11111111 11000100

Correct Power-of-2 Division

We've seen that right shifting a negative number, give the wrong answer, because it rounds away from 0.

$$\texttt{u >> k} == \lfloor x/2^k \rfloor$$

We'd really like $\lceil x/2^k \rceil$ instead.

You can compute this as: $\lfloor (x + 2^k - 1)/2^k \rfloor$. In C, that's:

```
(x + (1<<k) -1) >> k
```

This biases the dividend toward 0.

Properties of Unsigned Arithmetic

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

- Addition is commutative
- Closed under multiplication

$$0 \leq \mathsf{UMult}_w(u, v) \leq 2^w - 1$$

- Multiplication is commutative

$$\mathsf{UMult}_w(u, v) = \mathsf{UMult}_w(v, u)$$

- Multiplication is associative

$$\mathsf{UMult}_w(t, \mathsf{UMult}_w(u, v)) = \mathsf{UMult}_w(\mathsf{UMult}_w(t, u), v)$$

- 1 is the multiplicative identity

$$\mathsf{UMult}_w(u, 1) = u$$

- Multiplication distributes over addition

$$\mathsf{UMult}_w(t, \mathsf{UAdd}_w(u, v)) = \mathsf{UAdd}_w(\mathsf{UMult}_w(t, u), \mathsf{UMult}_w(t, v))$$

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 Interer Arithmetic

- Both are rings
- Integers obey ordering properties, e.g.

$$u > 0 \rightarrow u + v > 0$$
$$u > 0, v > 0 \rightarrow u \cdot v > 0$$

- These properties are not obeyed by two's complement arithmetic.

`TMax + 1` $==$ `TMin`

`15213 * 30426` $==$ `-10030` (for 16-bit words)

C Puzzle Answers

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`	$\rightarrow$ `((x*2) < 0`	False: TMin
`ux >= 0`		True: $0 = \text{UMin}$
`x & 7 == 7`	$\rightarrow$ `(x<<30) < 0`	True: $x_1 = 1$
`ux > -1`		False: 0
`x > y`	$\rightarrow$ `-x < -y`	False: -1, TMin
`x * x >= 0`		False: 30426
`x > 0 && y > 0`	$\rightarrow$ `x + y > 0`	False: TMax, TMax
`x >= 0`	$\rightarrow$ `-y <= 0`	True: -TMax < 0
`x <= 0`	$\rightarrow$ `-x >= 0`	False: TMin