

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.

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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

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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;
```

- $x < 0 \Rightarrow ((x*2) < 0)$
- $ux \geq 0$
- $x \& 7 == 7 \Rightarrow (x < 30) < 0$
- $ux > -1$
- $x > y \Rightarrow -x < -y$
- $x * x \geq 0$
- $x > 0 \&\& y > 0 \Rightarrow x + y > 0$
- $x \geq 0 \Rightarrow -x \leq 0$
- $x \leq 0 \Rightarrow -x \geq 0$

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Encoding Integers

Unsigned

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

Two's Complement

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

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

Sign Bit

- 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

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Encoding Example (Cont.)

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

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

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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

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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

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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

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Casting Signed to Unsigned

C Allows Conversions from Signed to Unsigned

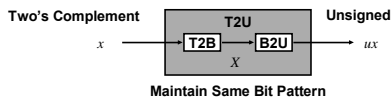
```
short int      x = 15213;
unsigned short int ux = (unsigned short) x;
short int      y = -15213;
unsigned short int uy = (unsigned short) y;
```

Resulting Value

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

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Relation between Signed & Unsigned



$$ux = \begin{matrix} w-1 & & 0 \\ + & + & + & \dots & + & + & + \\ - & x & - & + & + & + & + \end{matrix}$$

$$+2^{w-1} - 2^{w-1} = 2 * 2^{w-1} = 2^w$$

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

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Relation Between Signed & Unsigned

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

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

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Signed vs. Unsigned in C

Constants

- By default are considered to be signed integers
- Unsigned if have "U" as suffix
0U, 4294967295U

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

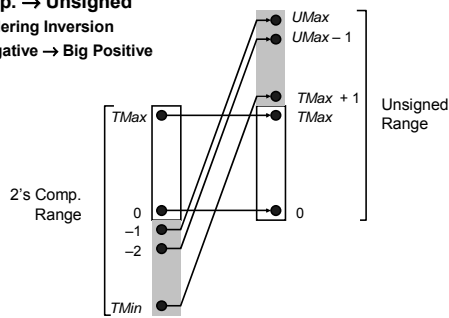
Constant ₁	Constant ₂	Relation	Evaluation
0	0U	==	unsigned
-1	0	<	signed
-1	0U	>	unsigned
2147483647	=2147483648	>	signed
2147483647U	=2147483648	<	unsigned
-1	-2	>	signed
(unsigned) -1	-2	>	unsigned
2147483647	2147483648U	<	unsigned
2147483647	(int) 2147483648U	>	signed

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Explanation of Casting Surprises

2's Comp. → Unsigned

- Ordering Inversion
- Negative → Big Positive



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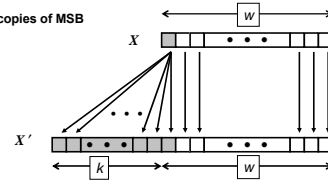
Sign Extension

Task:

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

Rule:

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



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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

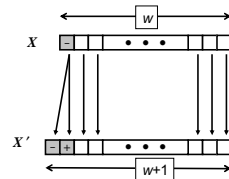
- Converting from smaller to larger integer data type
- C automatically performs sign extension

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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:

$$X = -2^{w-1} x_{w-1} + \dots$$

$$X' = -2^w x_{w-1} + 2^{w-1} x_{w-1} + \dots = -2^{w-1} x_{w-1} + \dots$$

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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

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Negating with Complement & Increment

Claim: Following Holds for 2's Complement

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

Complement

- Observation: $\sim x + x == 1111...11_2 == -1$

$$\begin{array}{r} x \quad 10011101 \\ + \sim x \quad 01100010 \\ \hline -1 \quad 11111111 \end{array}$$

Increment

- $\sim x + \cancel{x} + (\cancel{x} + 1) == \sim \cancel{x} + (-\cancel{x} + \cancel{x})$
- $\sim x + 1 == -x$

Warning: Be cautious treating int's as integers

- OK here

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Comp. & Incr. Examples

x = 15213

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

0

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

What is the complement and increment of 0?

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Unsigned Addition

Operands: w bits

$$\begin{array}{r} u \\ + v \\ \hline u + v \end{array}$$

True Sum: w+1 bits

Discard Carry: w bits

$$UAdd_w(u, v)$$

Standard Addition Function

- Ignores carry output

Implements Modular Arithmetic

$$s = UAdd_w(u, v) = u + v \bmod 2^w$$

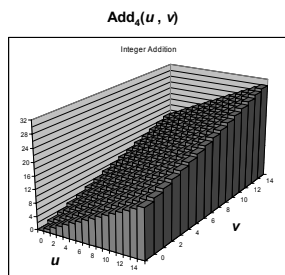
$$UAdd_w(u, v) = \begin{cases} u + v & u + v < 2^w \\ u + v - 2^w & u + v \geq 2^w \end{cases}$$

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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

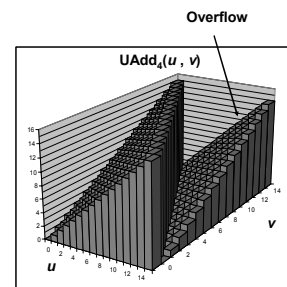
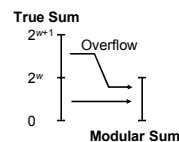


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Visualizing Unsigned Addition

Wraps Around

- If true sum $\geq 2^w$
- At most once



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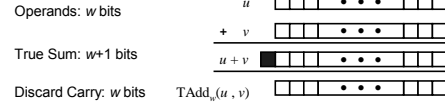
Mathematical Properties

Modular 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 additive identity
 $\text{UAdd}_w(u, 0) = u$
- Every element has additive inverse
 - Let $\text{UComp}_w(u) = 2^w - u$
 - $\text{UAdd}_w(u, \text{UComp}_w(u)) = 0$

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Two's Complement Addition



TAdd and UAdd have Identical Bit-Level Behavior

- Signed vs. unsigned addition in C:

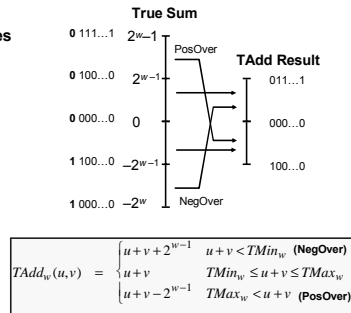
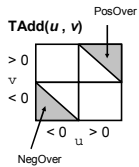

```
int s, t, u, v;
s = (int) ((unsigned) u + (unsigned) v);
t = u + v;
// Will give s == t
```

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Characterizing TAdd

Functionality

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



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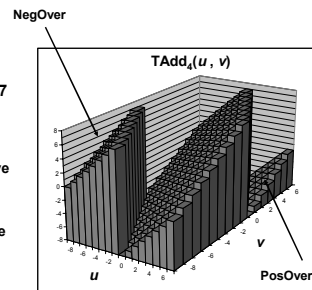
Visualizing 2's Comp. Addition

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

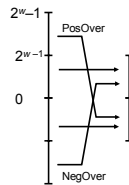
Task

- Given $s = \text{TAdd}_w(u, v)$
- Determine if $s = \text{Add}_w(u, v)$
- 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)
- $$\text{ovf} = (u < 0 == v < 0) \ \&\& \ (u < 0 != s < 0);$$



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Mathematical Properties of TAdd

Isomorphic Algebra to UAdd

- $\text{TAdd}_w(u, v) = \text{U2T}(\text{UAdd}_w(\text{T2U}(u), \text{T2U}(v)))$
 - 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 $\text{TComp}_w(u) = \text{U2T}(\text{UComp}_w(\text{T2U}(u)))$
 - $\text{TAdd}_w(u, \text{TComp}_w(u)) = 0$

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

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Multiplication

Computing Exact Product of w -bit numbers x, y

- Either signed or unsigned

Ranges

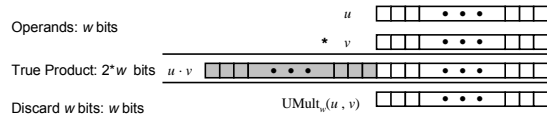
- Unsigned: $0 \leq x * y \leq (2^w - 1)^2 = 2^{2w} - 2^{w+1} + 1$
 - Up to $2w$ bits
- Two's complement min: $x * y \geq (-2^{w-1}) * (-2^{w-1} - 1) = -2^{2w-2} + 2^{w-1}$
 - Up to $2w-1$ bits
- Two's complement max: $x * y \leq (2^{w-1} - 1)^2 = 2^{2w-2} - 2^{w-1} + 1$
 - Up to $2w$ bits, but only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

$$UMult_w(u, v) = u \cdot v \bmod 2^w$$

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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  $up = UMult_w(ux, uy)$
  - 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 $p = TMult_w(x, y)$

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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

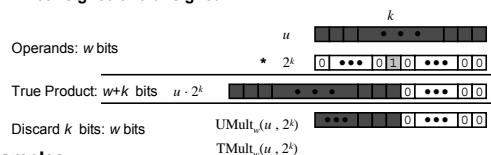
- Signed multiplication gives same bit-level result as unsigned
- $up == (unsigned) p$

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Power-of-2 Multiply with Shift

Operation

- $u \ll k$ gives $u * 2^k$
- Both signed and unsigned



Examples

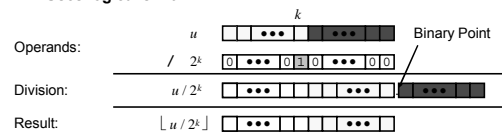
- $u \ll 3 == u * 8$
- $u \ll 5 - u \ll 3 == u * 24$
- Most machines shift and add much faster than multiply
 - Compiler generates this code automatically

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Unsigned Power-of-2 Divide with Shift

Quotient of Unsigned by Power of 2

- $u \gg k$ gives $\lfloor u / 2^k \rfloor$
- Uses logical shift



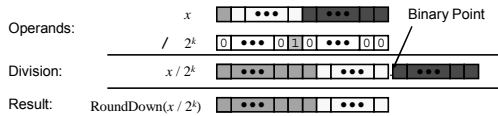
	Division	Computed	Hex	Binary
x	15213	15213	3B 6D	00111011 01101101
$x \gg 1$	7606.5	7606	1D B6	00011101 10110110
$x \gg 4$	950.8125	950	03 B6	00000011 10110110
$x \gg 8$	59.4257813	59	00 3B	00000000 00111011

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Signed Power-of-2 Divide with Shift

Quotient of Signed by Power of 2

- $x \gg k$ gives $\lfloor x / 2^k \rfloor$
- Uses arithmetic shift
- Rounds wrong direction when $u \leq 0$



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

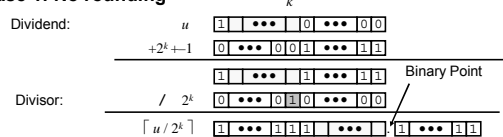
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Correct Power-of-2 Divide

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: $(x + (1 < k) - 1) \gg k$
 - Biases dividend toward 0

Case 1: No rounding

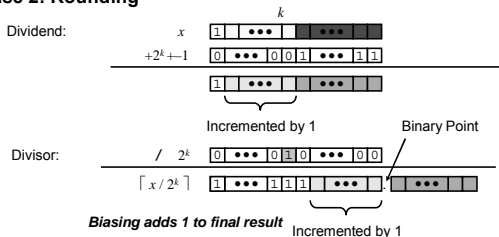


Biasing has no effect

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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
 - $0 \leq \text{UMult}_w(u, v) \leq 2^w - 1$
- Multiplication 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 multiplicative identity
 - $\text{UMult}_w(u, 1) = u$
- Multiplication distributes over addition
 - $\text{UMult}_w(t, \text{UAdd}_w(u, v)) = \text{UAdd}_w(\text{UMult}_w(t, u), \text{UMult}_w(t, v))$

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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

$x < 0$	$\Rightarrow ((x*2) < 0)$	False: $TMin$
$ux \geq 0$		True: $0 = UMin$
$x \& 7 == 7$	$\Rightarrow (x < 30) < 0$	True: $x_1 = 1$
$ux > -1$		False: 0
$x > y$	$\Rightarrow -x < -y$	False: $-1, TMin$
$x * x \geq 0$		False: 30426
$x > 0 \&\& y > 0$	$\Rightarrow x + y > 0$	False: $TMax, TMax$
$x \geq 0$	$\Rightarrow -x \leq 0$	True: $-TMax < 0$
$x \leq 0$	$\Rightarrow -x \geq 0$	False: $TMin$

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