Bits, Bytes, and Integers

15-213: Introduction to Computer Systems
2\textsuperscript{nd} and 3\textsuperscript{rd} Lectures, Aug 28 and Sep 2, 2014

\textbf{Instructors:}
Greg Ganger, Greg Kesden, and Dave O’Hallaron
Today: Bits, Bytes, and Integers

- Representing information as bits
- Bit-level manipulations
- Integers
  - Representation: unsigned and signed
  - Conversion, casting
  - Expanding, truncating
  - Addition, negation, multiplication, shifting
  - Summary
- Representations in memory, pointers, strings
Everything is bits

- Each bit is 0 or 1
- By encoding/interpreting sets of bits in various ways
  - Computers determine what to do (instructions)
  - ... and represent and manipulate numbers, sets, strings, etc...
- Why bits? Electronic Implementation
  - Easy to store with bistable elements
  - Reliably transmitted on noisy and inaccurate wires
For example, can count in binary

- **Base 2 Number Representation**
  - Represent $15213_{10}$ as $11101101101101_2$
  - Represent $1.20_{10}$ as $1.0011001100110011[0011]..._2$
  - Represent $1.5213 \times 10^4$ as $1.11011011011012 \times 2^{13}$
Encoding Byte Values

- **Byte = 8 bits**
  - Binary: 00000000₂ to 11111111₂
  - Decimal: 0₁₀ to 255₁₀
  - Hexadecimal: 00₁₆ to FF₁₆
    - Base 16 number representation
    - Use characters ‘0’ to ‘9’ and ‘A’ to ‘F’
    - Write FA1D37B₁₆ in C as
      - 0xFA1D37B
      - 0xfa1d37b

<table>
<thead>
<tr>
<th>Hex</th>
<th>Decimal</th>
<th>Binary</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0000</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0001</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>0010</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>0011</td>
</tr>
<tr>
<td>4</td>
<td>4</td>
<td>0100</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
<td>0101</td>
</tr>
<tr>
<td>6</td>
<td>6</td>
<td>0110</td>
</tr>
<tr>
<td>7</td>
<td>7</td>
<td>0111</td>
</tr>
<tr>
<td>8</td>
<td>8</td>
<td>1000</td>
</tr>
<tr>
<td>9</td>
<td>9</td>
<td>1001</td>
</tr>
<tr>
<td>A</td>
<td>10</td>
<td>1010</td>
</tr>
<tr>
<td>B</td>
<td>11</td>
<td>1011</td>
</tr>
<tr>
<td>C</td>
<td>12</td>
<td>1100</td>
</tr>
<tr>
<td>D</td>
<td>13</td>
<td>1101</td>
</tr>
<tr>
<td>E</td>
<td>14</td>
<td>1110</td>
</tr>
<tr>
<td>F</td>
<td>15</td>
<td>1111</td>
</tr>
</tbody>
</table>
# Example Data Representations

<table>
<thead>
<tr>
<th>C Data Type</th>
<th>Typical 32-bit</th>
<th>Intel IA32</th>
<th>x86-64</th>
</tr>
</thead>
<tbody>
<tr>
<td>char</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>short</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>int</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>long</td>
<td>4</td>
<td>4</td>
<td>8</td>
</tr>
<tr>
<td>long long</td>
<td>8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>float</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>double</td>
<td>8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>long double</td>
<td>8</td>
<td>10/12</td>
<td>10/16</td>
</tr>
<tr>
<td>pointer</td>
<td>4</td>
<td>4</td>
<td>8</td>
</tr>
</tbody>
</table>
Today: Bits, Bytes, and Integers

- Representing information as bits
- Bit-level manipulations
- Integers
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  - Conversion, casting
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  - Addition, negation, multiplication, shifting
  - Summary
- Representations in memory, pointers, strings
Boolean Algebra

- Developed by George Boole in 19th Century
  - Algebraic representation of logic
    - Encode “True” as 1 and “False” as 0

<table>
<thead>
<tr>
<th>And</th>
<th>Or</th>
</tr>
</thead>
<tbody>
<tr>
<td>A&amp;B = 1 when both A=1 and B=1</td>
<td>A</td>
</tr>
<tr>
<td>&amp;</td>
<td>0 1</td>
</tr>
<tr>
<td>0 0 0</td>
<td>0 0 1</td>
</tr>
<tr>
<td>1 0 1</td>
<td></td>
</tr>
</tbody>
</table>

Not
- ~A = 1 when A=0

<table>
<thead>
<tr>
<th>~</th>
</tr>
</thead>
<tbody>
<tr>
<td>~</td>
</tr>
<tr>
<td>0 1</td>
</tr>
<tr>
<td>1 0</td>
</tr>
</tbody>
</table>

Exclusive-Or (Xor)
- A^B = 1 when either A=1 or B=1, but not both

<table>
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</tr>
</thead>
<tbody>
<tr>
<td>^</td>
</tr>
<tr>
<td>0 0 1</td>
</tr>
<tr>
<td>1 1 0</td>
</tr>
</tbody>
</table>
General Boolean Algebras

- **Operate on Bit Vectors**
  - Operations applied bitwise

  \[
  \begin{align*}
  01101001 & \quad 01101001 & \quad 01101001 \\
  \& 01010101 & \mid 01010101 & \^ 01010101 & \sim 01010101 \\
  01000001 & \quad 01111101 & \quad 00111100 & \quad 10101010
  \end{align*}
  \]

- **All of the Properties of Boolean Algebra Apply**
Example: Representing & Manipulating Sets

- **Representation**
  - Width $w$ bit vector represents subsets of $\{0, \ldots, w-1\}$
  - $a_j = 1$ if $j \in A$

  - 01101001  $\{0, 3, 5, 6\}$
  - 01010101  $\{0, 2, 4, 6\}$

- **Operations**
  - $\&$  Intersection  01000001  $\{0, 6\}$
  - $|$  Union  01111101  $\{0, 2, 3, 4, 5, 6\}$
  - $^\wedge$  Symmetric difference  00111100  $\{2, 3, 4, 5\}$
  - $\sim$  Complement  10101010  $\{1, 3, 5, 7\}$
Bit-Level Operations in C

- **Operations & , | , ~ , ^ Available in C**
  - Apply to any “integral” data type
    - long, int, short, char, unsigned
  - View arguments as bit vectors
  - Arguments applied bit-wise

- **Examples (Char data type)**
  - ~0x41 → 0xBE
    - ~01000001₂ → 10111110₂
  - ~0x00 → 0xFF
    - ~00000000₂ → 11111111₂
  - 0x69 & 0x55 → 0x41
    - 01101001₂ & 01010101₂ → 01000001₂
  - 0x69 | 0x55 → 0x7D
    - 01101001₂ | 01010101₂ → 01111101₂
Contrast: Logic Operations in C

Contrast to Logical Operators

- `&&`, `||`, `!`
  - View 0 as “False”
  - Anything nonzero as “True”
  - Always return 0 or 1
  - Early termination

Examples (char data type)

- `!0x41` ➔ `0x00`
- `!0x00` ➔ `0x01`
- `!!0x41` ➔ `0x01`
- `0x69 && 0x55` ➔ `0x01`
- `0x69 || 0x55` ➔ `0x01`
- `p && *p` (avoids null pointer access)
Contrast: Logic Operations in C

- Contrast to Logical Operators
  - &&, ||, !
    - View 0 as "False"
    - Anything nonzero as "True"
    - Always return 0 or 1
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- Examples (char data type)
  - !0x41 ➞ 0x00
  - !0x00 ➞ 0x01
  - !!0x41 ➞ 0x01
  - 0x69 && 0x55 ➞ 0x01
  - 0x69 || 0x55 ➞ 0x01
  - p && *p (avoids null pointer access)

**Watch out for && vs. & (and || vs. |)… one of the more common oopsies in C programming**
Shift Operations

- **Left Shift: $x << y$**
  - Shift bit-vector $x$ left $y$ positions
    - Throw away extra bits on left
      - Fill with 0’s on right

- **Right Shift: $x >> y$**
  - Shift bit-vector $x$ right $y$ positions
    - Throw away extra bits on right
  - Logical shift
    - Fill with 0’s on left
  - Arithmetic shift
    - Replicate most significant bit on left

- **Undefined Behavior**
  - Shift amount < 0 or $\geq$ word size

<table>
<thead>
<tr>
<th>Argument $x$</th>
<th>01100010</th>
</tr>
</thead>
<tbody>
<tr>
<td>$&lt;&lt; 3$</td>
<td>00010000</td>
</tr>
<tr>
<td>Log. $&gt;&gt; 2$</td>
<td>00011000</td>
</tr>
<tr>
<td>Arith. $&gt;&gt; 2$</td>
<td>00011000</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Argument $x$</th>
<th>10100010</th>
</tr>
</thead>
<tbody>
<tr>
<td>$&lt;&lt; 3$</td>
<td>00010000</td>
</tr>
<tr>
<td>Log. $&gt;&gt; 2$</td>
<td>00101000</td>
</tr>
<tr>
<td>Arith. $&gt;&gt; 2$</td>
<td>11101000</td>
</tr>
</tbody>
</table>
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Encoding Integers

Unsigned

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

Two’s Complement

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

- C short 2 bytes long

<table>
<thead>
<tr>
<th>Decimal</th>
<th>Hex</th>
<th>Binary</th>
</tr>
</thead>
<tbody>
<tr>
<td>x</td>
<td>15213</td>
<td>3B 6D 00111011 01101101</td>
</tr>
<tr>
<td>y</td>
<td>-15213</td>
<td>C4 93 11000100 10010011</td>
</tr>
</tbody>
</table>

- Sign Bit
  - For 2’s complement, most significant bit indicates sign
    - 0 for nonnegative
    - 1 for negative
# Two-complement Encoding Example (Cont.)

\[
\begin{align*}
\mathbf{x} &= 15213: 00111011 \ 01101101 \\
\mathbf{y} &= -15213: 11000100 \ 10010011
\end{align*}
\]

<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>
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<tr>
<td>16</td>
<td>0</td>
<td>1</td>
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<tr>
<td>32</td>
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<tr>
<td>64</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>128</td>
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<tr>
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<td>512</td>
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<tr>
<td>1024</td>
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<td>1</td>
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<td>0</td>
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<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>

\[
\text{Sum} \quad 15213 \quad -15213
\]
## 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 $W = 16$

<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></td>
<td>FF FF</td>
<td>11111111 11111111</td>
</tr>
<tr>
<td>0</td>
<td></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>65,535</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**
- $|T_{\text{Min}}| = T_{\text{Max}} + 1$
  - Asymmetric range
- $U_{\text{Max}} = 2 \times T_{\text{Max}} + 1$

**C Programming**
- `#include <limits.h>`
- Declares constants, e.g.,
  - `ULONG_MAX`
  - `LONG_MAX`
  - `LONG_MIN`
- Values platform specific
Unsigned & Signed Numeric Values

<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>
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<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>
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<tr>
<td>1100</td>
<td>12</td>
<td>-4</td>
</tr>
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<tr>
<td>1110</td>
<td>14</td>
<td>-2</td>
</tr>
<tr>
<td>1111</td>
<td>15</td>
<td>-1</td>
</tr>
</tbody>
</table>

- **Equivalence**
  - Same encodings for nonnegative values

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

- \( \Rightarrow \) **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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Representations in memory, pointers, strings
Mappings between unsigned and two’s complement numbers:
keep bit representations and reinterpret
# Mapping Signed ↔ Unsigned

<table>
<thead>
<tr>
<th>Bits</th>
<th>Signed</th>
<th>Unsigned</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>-7</td>
<td>9</td>
</tr>
<tr>
<td>1010</td>
<td>-6</td>
<td>10</td>
</tr>
<tr>
<td>1011</td>
<td>-5</td>
<td>11</td>
</tr>
<tr>
<td>1100</td>
<td>-4</td>
<td>12</td>
</tr>
<tr>
<td>1101</td>
<td>-3</td>
<td>13</td>
</tr>
<tr>
<td>1110</td>
<td>-2</td>
<td>14</td>
</tr>
<tr>
<td>1111</td>
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<td>15</td>
</tr>
</tbody>
</table>
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</tr>
<tr>
<td>0011</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>0100</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
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<td>14</td>
</tr>
<tr>
<td>1111</td>
<td>-1</td>
<td>15</td>
</tr>
</tbody>
</table>

Note: The mapping shows that the first bit indicates the sign, with 0 for signed and 1 for unsigned. The unsigned values are the direct binary representation of the bits. The signed values include a negative sign bit, indicating negative numbers.
Relation between Signed & Unsigned

Two’s Complement

\[ x \rightarrow T2B \rightarrow B2U \rightarrow ux \]

Maintain Same Bit Pattern

\[ \begin{array}{c}
  w-1 \\
  ux \\
  x
\end{array} \]

\[ \begin{array}{c}
  + + + + \\
  + + + + \\
  - + + + \\
  + + + + \\
\end{array} \]

Large negative weight becomes Large positive weight
Conversion Visualized

- 2’s Comp. → Unsigned
  - Ordering Inversion
  - Negative → Big Positive
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
    ```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;
    ```
Casting Surprises

- **Expression Evaluation**
  - If there is a mix of unsigned and signed in single expression, *signed values implicitly cast to unsigned*
  - Including comparison operations `<`, `>`, `==`, `<=`, `>=`
  - Examples for $W = 32$: $T_{MIN} = -2,147,483,648$, $T_{MAX} = 2,147,483,647$

<table>
<thead>
<tr>
<th>Constant$_1$</th>
<th>Constant$_2$</th>
<th>Relation</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>-2147483647-1</td>
<td>&gt;</td>
<td>signed</td>
</tr>
<tr>
<td>2147483647U</td>
<td>-2147483647-1</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>&gt;</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>
Summary

Casting Signed ↔ Unsigned: Basic Rules

- Bit pattern is maintained
- But reinterpreted
- Can have unexpected effects: adding or subtracting $2^w$

- Expression containing signed and unsigned int
  - int is cast to unsigned!!
Today: Bits, Bytes, and Integers

- Representing information as bits
- Bit-level manipulations
- Integers
  - Representation: unsigned and signed
  - Conversion, casting
  - Expanding, truncating
  - Addition, negation, multiplication, shifting
  - Summary
- Representations in memory, pointers, strings
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:
  - \( X' = x_{w-1},...,x_{w-1},x_{w-1},x_{w-2},...,x_0 \)
Sign Extension Example

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

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

<table>
<thead>
<tr>
<th></th>
<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>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>
Summary:
Expanding, Truncating: Basic Rules

- **Expanding (e.g., short int to int)**
  - Unsigned: zeros added
  - Signed: sign extension
  - Both yield expected result

- **Truncating (e.g., unsigned to unsigned short)**
  - Unsigned/signed: bits are truncated
  - Result reinterpreted
  - Unsigned: mod operation
  - Signed: similar to mod
  - For small numbers yields expected behaviour
Today: Bits, Bytes, and Integers

- Representing information as bits
- Bit-level manipulations
- Integers
  - Representation: unsigned and signed
  - Conversion, casting
  - Expanding, truncating
  - Addition, negation, multiplication, shifting
- Representations in memory, pointers, strings
- Summary
Unsigned Addition

Operands: \( w \) bits

True Sum: \( w+1 \) bits

Discard Carry: \( w \) bits

- **Standard Addition Function**
  - Ignores carry output

- **Implements Modular Arithmetic**

\[
s = UAdd_w(u, v) = u + v \mod 2^w
\]
Visualizing (Mathematical) Integer Addition

- Integer Addition
  - 4-bit integers $u, v$
  - Compute true sum $\text{Add}_4(u, v)$
  - Values increase linearly with $u$ and $v$
  - Forms planar surface
Visualizing Unsigned Addition

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

True Sum

$2^{w+1}$

$2^w$

0

Modular Sum

Overflow

$UAdd_4(u, v)$

Overflow
Two’s Complement Addition

Operands: \( w \) bits

\[ u \]

\[ + \]

\[ v \]

\[ u + v \]

True Sum: \( w+1 \) bits

Discard Carry: \( w \) bits

\[ \text{TAdd}_w(u, v) \]

- **TAdd and UAdd have Identical Bit-Level Behavior**
  - Signed vs. unsigned addition in C:
    ```c
    int s, t, u, v;
    s = (int) ((unsigned) u + (unsigned) v);
    t = u + v
    ```
  - Will give \( s == t \)
TAdd Overflow

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

<table>
<thead>
<tr>
<th>True Sum</th>
<th>TAdd Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 111...1</td>
<td>011...1</td>
</tr>
<tr>
<td>0 100...0</td>
<td>000...0</td>
</tr>
<tr>
<td>0 000...0</td>
<td></td>
</tr>
<tr>
<td>1 011...1</td>
<td>100...0</td>
</tr>
<tr>
<td>1 000...0</td>
<td></td>
</tr>
</tbody>
</table>

PosOver

NegOver
Visualizing 2’s Complement Addition

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

- **Wraps Around**
  - If sum ≥ $2^{w-1}$
    - Becomes negative
    - At most once
  - If sum < $-2^{w-1}$
    - Becomes positive
    - At most once
Multiplication

Goal: Computing Product of $w$-bit numbers $x, y$
  - Either signed or unsigned

But, exact results can be bigger than $w$ bits
  - Unsigned: up to $2w$ bits
    - Result range: $0 \leq x \times y \leq (2^w - 1)^2 = 2^{2w} - 2^{w+1} + 1$
  - Two’s complement min (negative): Up to $2w-1$ bits
    - Result range: $x \times y \geq (-2^{w-1}) \times (2^{w-1}-1) = -2^{2w-2} + 2^{w-1}$
  - Two’s complement max (positive): Up to $2w$ bits, but only for $(TMin_w)^2$
    - Result range: $x \times y \leq (-2^{w-1})^2 = 2^{2w-2}$

So, maintaining exact results...
  - would need to keep expanding word size with each product computed
  - is done in software, if needed
    - e.g., by “arbitrary precision” arithmetic packages
Unsigned Multiplication in C

Operands: $w$ bits

True Product: $2w$ bits

Discard $w$ bits: $w$ bits

- **Standard Multiplication Function**
  - Ignores high order $w$ bits

- **Implements Modular Arithmetic**

\[
\text{UMult}_w(u, v) = u \cdot v \mod 2^w
\]
Signed Multiplication in C

Operands: \( w \) bits

\[
\begin{array}{c}
\text{True Product: } 2w \text{ bits} \\
u \cdot v
\end{array}
\]

Discard \( w \) bits: \( w \) bits

- **Standard Multiplication Function**
  - Ignores high order \( w \) bits
  - Some of which are different for signed vs. unsigned multiplication
  - Lower bits are the same
Power-of-2 Multiply with Shift

- **Operation**
  - \( u << k \) gives \( u \times 2^k \)
  - Both signed and unsigned

- **Examples**
  - \( u << 3 \) == \( u \times 8 \)
  - \( u << 5 - u << 3 \) == \( u \times 24 \)
  - Most machines shift and add faster than multiply
    - Compiler generates this code automatically
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

**Operands:**

\[
\begin{array}{c|c}
  u & \begin{array}{c}
    \ldots
  \end{array} \\
  \frac{1}{2^k} & \begin{array}{c}
    0 \ldots 0 1 0 \ldots 0 0
  \end{array}
\end{array}
\]

**Division:**

\[
\begin{array}{c|c}
  u / 2^k & \begin{array}{c}
    \ldots
  \end{array} \\
  \frac{1}{2^k} & \begin{array}{c}
    0 \ldots 0 0
  \end{array}
\end{array}
\]

**Result:**

\[
\lfloor u / 2^k \rfloor = \begin{array}{c}
  0 \ldots 0 0
\end{array}
\]

**Table:**

<table>
<thead>
<tr>
<th>Operands</th>
<th>Division</th>
<th>Computed</th>
<th>Hex</th>
<th>Binary</th>
</tr>
</thead>
<tbody>
<tr>
<td>x</td>
<td>15213</td>
<td>15213</td>
<td>3B 6D</td>
<td>00111011 01101101</td>
</tr>
<tr>
<td>x \gg 1</td>
<td>7606.5</td>
<td>7606</td>
<td>1D B6</td>
<td>00011101 10110110</td>
</tr>
<tr>
<td>x \gg 4</td>
<td>950.8125</td>
<td>950</td>
<td>03 B6</td>
<td>00000011 10110110</td>
</tr>
<tr>
<td>x \gg 8</td>
<td>59.4257813</td>
<td>59</td>
<td>00 3B</td>
<td>00000000 00111011</td>
</tr>
</tbody>
</table>
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- Bit-level manipulations
- Integers
  - Representation: unsigned and signed
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  - Addition, negation, multiplication, shifting
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- Representations in memory, pointers, strings
Arithmetic: Basic Rules

- **Addition:**
  - Unsigned/signed: Normal addition followed by truncate, same operation on bit level
  - Unsigned: addition mod $2^w$
    - Mathematical addition + possible subtraction of $2^w$
  - Signed: modified addition mod $2^w$ (result in proper range)
    - Mathematical addition + possible addition or subtraction of $2^w$

- **Multiplication:**
  - Unsigned/signed: Normal multiplication followed by truncate, same operation on bit level
  - Unsigned: multiplication mod $2^w$
  - Signed: modified multiplication mod $2^w$ (result in proper range)
Why Should I Use Unsigned?

- **Don’t Use Just Because Number Nonnegative**
  - Easy to make mistakes
    
    ```c
    unsigned i;
    for (i = cnt-2; i >= 0; i--)
      a[i] += a[i+1];
    ```
  
  - Can be very subtle
    
    ```c
    #define DELTA sizeof(int)
    int i;
    for (i = CNT; i-DELTA >= 0; i-= DELTA)
      ...
    ```

- **Do Use When Performing Modular Arithmetic**
  
  - Multiprecision arithmetic

- **Do Use When Using Bits to Represent Sets**
  
  - Logical right shift, no sign extension
Today: Bits, Bytes, and Integers

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- Integers
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Byte-Oriented Memory Organization

- Programs refer to data by address
  - Conceptually, envision it as a very large array of bytes
    - In reality, it’s not, but can think of it that way
  - An address is like an index into that array
    - and, a pointer variable stores an address

- Note: system provides private address spaces to each “process”
  - Think of a process as a program being executed
  - So, a program can clobber its own data, but not that of others
Machine Words

Any given computer has a “Word Size”
- Nominal size of integer-valued data
  - and of addresses

- Until recently, most machines used 32 bits (4 bytes) as word size
  - Limits addresses to 4GB ($2^{32}$ bytes)

- Increasingly, machines have 64-bit word size
  - Potentially, could have 18 PB (petabytes) of addressable memory
  - That’s $18.4 \times 10^{15}$

- Machines still support multiple data formats
  - Fractions or multiples of word size
  - Always integral number of bytes
## Word-Oriented Memory Organization

- **Addresses Specify Byte Locations**
  - Address of first byte in word
  - Addresses of successive words differ by 4 (32-bit) or 8 (64-bit)

<table>
<thead>
<tr>
<th>32-bit Words</th>
<th>64-bit Words</th>
<th>Bytes</th>
<th>Addr.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Addr = 0000</td>
<td>Addr = 0000</td>
<td>0000</td>
<td></td>
</tr>
<tr>
<td>Addr = 0004</td>
<td></td>
<td>0001</td>
<td></td>
</tr>
<tr>
<td>Addr = 0008</td>
<td></td>
<td>0002</td>
<td></td>
</tr>
<tr>
<td>Addr = 0012</td>
<td></td>
<td>0003</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Addr = 0008</td>
<td>0004</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>0005</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>0006</td>
<td></td>
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<td></td>
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<td>0007</td>
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<td></td>
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<td>0008</td>
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<td>0009</td>
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<td></td>
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<td>0010</td>
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<td></td>
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<td>0011</td>
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<td>0012</td>
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<td></td>
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<td>0013</td>
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<td></td>
<td></td>
<td>0014</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>0015</td>
<td></td>
</tr>
</tbody>
</table>
For other data representations too ...

<table>
<thead>
<tr>
<th>C Data Type</th>
<th>Typical 32-bit</th>
<th>Intel IA32</th>
<th>x86-64</th>
</tr>
</thead>
<tbody>
<tr>
<td>char</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>short</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>int</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>long</td>
<td>4</td>
<td>4</td>
<td>8</td>
</tr>
<tr>
<td>long long</td>
<td>8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>float</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>double</td>
<td>8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>long double</td>
<td>8</td>
<td>10/12</td>
<td>10/16</td>
</tr>
<tr>
<td>pointer</td>
<td>4</td>
<td>4</td>
<td>8</td>
</tr>
</tbody>
</table>
Byte Ordering

■ So, how are the bytes within a multi-byte word ordered in memory?

■ Conventions
  ▪ Big Endian: Sun, PPC Mac, Internet
    ▪ Least significant byte has highest address
  ▪ Little Endian: x86, ARM processors running Android, iOS, and Windows
    ▪ Least significant byte has lowest address
Byte Ordering Example

- **Example**
  - Variable x has 4-byte value of 0x01234567
  - Address given by &x is 0x100

<table>
<thead>
<tr>
<th>Big Endian</th>
<th>0x100 0x101 0x102 0x103</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>01 23 45 67</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Little Endian</th>
<th>0x100 0x101 0x102 0x103</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>67 45 23 01</td>
</tr>
</tbody>
</table>
Representing Integers

int A = 15213;

long int C = 15213;

int B = -15213;

Two’s complement representation
Examining Data Representations

- **Code to Print Byte Representation of Data**
  - Casting pointer to unsigned char * allows treatment as a byte array

```c
typedef unsigned char *pointer;

void show_bytes(pointer start, int len){
    int i;
    for (i = 0; i < len; i++)
        printf("%p \t 0x%.2x\n", start+i, start[i]);
    printf("\n");
}
```

**Printf directives:**
- %p: Print pointer
- %x: Print Hexadecimal
show_bytes Execution Example

```c
int a = 15213;
printf("int a = 15213;\n");
show_bytes((pointer) &a, sizeof(int));
```

Result (Linux):

```c
int a = 15213;
0x11ffffffcb8 0x6d
0x11ffffffcb9 0x3b
0x11ffffffcba 0x00
0x11ffffffcbb 0x00
```
Representing Pointers

Different compilers & machines assign different locations to objects
Representing Strings

- **Strings in C**
  - Represented by array of characters
  - Each character encoded in ASCII format
    - Standard 7-bit encoding of character set
    - Character “0” has code 0x30
      - Digit i has code 0x30+i
  - String should be null-terminated
    - Final character = 0

- **Compatibility**
  - Byte ordering not an issue

```
char S[6] = "18213";
```
Integer C Puzzles

- $x < 0 \implies (x \times 2 < 0)$
- $ux \geq 0$
- $x \& 7 == 7 \implies (x \ll 30 < 0)$
- $ux > -1$
- $x > y \implies -x < -y$
- $x \times x \geq 0$
- $x > 0 && y > 0 \implies x + y > 0$
- $x \geq 0$
- $x <= 0 \implies -x <= 0$
- $x <= 0 \implies -x >= 0$
- $(x \mid-x) \gg 31 == -1$
- $ux \gg 3 == ux/8$
- $x \gg 3 == x/8$
- $x \& (x-1) != 0$

Initialization

```c
int x = foo();
int y = bar();
unsigned ux = x;
unsigned uy = y;
```
Bonus extras
Application of Boolean Algebra

- Applied to Digital Systems by Claude Shannon
  - 1937 MIT Master’s Thesis
  - Reason about networks of relay switches
    - Encode closed switch as 1, open switch as 0

\[
\begin{align*}
A \land \neg B \\
\neg A \land B \\
\neg A \land B
\end{align*}
\]

Connection when

\[A \land \neg B \lor \neg A \land B = A^\land B\]
Binary Number Property

Claim

$$1 + 1 + 2 + 4 + 8 + \ldots + 2^{w-1} = 2^w$$

$$1 + \sum_{i=0}^{w-1} 2^i = 2^w$$

- **w = 0:**
  - $$1 = 2^0$$

- **Assume true for w-1:**
  - $$1 + 1 + 2 + 4 + 8 + \ldots + 2^{w-1} + 2^w = 2^w + 2^w = 2^{w+1}$$
  - $$= 2^w$$
Code Security Example

/* Kernel memory region holding user-accessible data */
#define KSIZE 1024
char kbuf[KSIZE];

/* Copy at most maxlen bytes from kernel region to user buffer */
int copy_from_kernel(void *user_dest, int maxlen) {
    /* Byte count len is minimum of buffer size and maxlen */
    int len = KSIZE < maxlen ? KSIZE : maxlen;
    memcpy(user_dest, kbuf, len);
    return len;
}

- Similar to code found in FreeBSD’s implementation of getpeername
- There are legions of smart people trying to find vulnerabilities in programs
Typical Usage

/* Kernel memory region holding user-accessible data */
#define KSIZE 1024
char kbuf[KSIZE];

/* Copy at most maxlen bytes from kernel region to user buffer */
int copy_from_kernel(void *user_dest, int maxlen) {
    /* Byte count len is minimum of buffer size and maxlen */
    int len = KSIZE < maxlen ? KSIZE : maxlen;
    memcpy(user_dest, kbuf, len);
    return len;
}

#define MSIZE 528

void getstuff() {
    char mybuf[MSIZE];
    copy_from_kernel(mybuf, MSIZE);
    printf(“%s\n”, mybuf);
}
Malicious Usage

/* Kernel memory region holding user-accessible data */
#define KSIZE 1024
char kbuf[KSIZE];

/* Copy at most maxlen bytes from kernel region to user buffer */
int copy_from_kernel(void *user_dest, int maxlen) {
    /* Byte count len is minimum of buffer size and maxlen */
    int len = KSIZE < maxlen ? KSIZE : maxlen;
    memcpy(user_dest, kbuf, len);
    return len;
}

#define MSIZE 528

void getstuff() {
    char mybuf[MSIZE];
    copy_from_kernel(mybuf, -MSIZE);
    ...
}
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 \[ \text{UComp}_w(u) = 2^w - u \]
      \[ \text{UAdd}_w(u, \text{UComp}_w(u)) = 0 \]
Mathematical Properties of TAdd

- **Isomorphic Group to unsigneds with 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

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

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

\[
\text{TAdd}(u, v) = \begin{cases} 
  u + v + 2^w & u + v < TMin_w \quad \text{(NegOver)} \\
  u + v & TMin_w \leq u + v \leq TMax_w \\
  u + v - 2^w & TMax_w < u + v \quad \text{(PosOver)}
\end{cases}
\]
Negation: Complement & Increment

- **Claim:** Following holds for 2’s Complement
  \[ \neg x + 1 \equiv -x \]

- **Complement**
  - Observation:  
    \[ \neg x + x \equiv 111...111 \equiv -1 \]

\[
\begin{array}{c}
x \quad 10011101 \\
+ \quad 01100010 \\
\hline
-1 \quad 11111111
\end{array}
\]

- **Complete Proof?**
## Complement & Increment Examples

### $x = 15213$

<table>
<thead>
<tr>
<th></th>
<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>$y$</td>
<td>-15213</td>
<td>C4 93</td>
<td>11000100 10010011</td>
</tr>
</tbody>
</table>

### $x = 0$

<table>
<thead>
<tr>
<th></th>
<th>Decimal</th>
<th>Hex</th>
<th>Binary</th>
</tr>
</thead>
<tbody>
<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>
Code Security Example #2

- SUN XDR library
  - Widely used library for transferring data between machines

```c
void* copy_elements(void *ele_src[], int ele_cnt, size_t ele_size);
```

```
malloc(ele_cnt * ele_size)
```
XDR Code

```c
void* copy_elements(void *ele_src[], int ele_cnt, size_t ele_size) {
    /*
     * Allocate buffer for ele_cnt objects, each of ele_size bytes
     * and copy from locations designated by ele_src
     */
    void *result = malloc(ele_cnt * ele_size);
    if (result == NULL)
        /* malloc failed */
        return NULL;
    void *next = result;
    int i;
    for (i = 0; i < ele_cnt; i++) {
        /* Copy object i to destination */
        memcpy(next, ele_src[i], ele_size);
        /* Move pointer to next memory region */
        next += ele_size;
    }
    return result;
}
```
XDR Vulnerability

```c
malloc(ele_cnt * ele_size)
```

- **What if:**
  - `ele_cnt` = $2^{20} + 1$
  - `ele_size` = 4096 = $2^{12}$
  - Allocation = ??

- **How can I make this function secure?**
Compiled Multiplication Code

C Function

```c
int mul12(int x) {
    return x*12;
}
```

Compiled Arithmetic Operations

- `leal (%eax,%eax,2), %eax`
- `sall $2, %eax`

Explanation

- `t <- x+x*2`
- `return t << 2;`

- C compiler automatically generates shift/add code when multiplying by constant
Compiled Unsigned Division Code

C Function

```c
unsigned udiv8(unsigned x)
{
    return x/8;
}
```

Compiled Arithmetic Operations

```
shrl $3, %eax
```

Explanation

```
# Logical shift
return x >> 3;
```

- Uses logical shift for unsigned
- For Java Users
  - Logical shift written as `>>>`
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 \( u < 0 \)

![Diagram of division with shift](image)

<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</td>
</tr>
<tr>
<td>( y \gg 1 )</td>
<td>-7606.5</td>
<td>-7607</td>
<td>E2 49</td>
</tr>
<tr>
<td>( y \gg 4 )</td>
<td>-950.8125</td>
<td>-951</td>
<td>FC 49</td>
</tr>
<tr>
<td>( y \gg 8 )</td>
<td>-59.4257813</td>
<td>-60</td>
<td>FF C4</td>
</tr>
</tbody>
</table>
Correct Power-of-2 Divide

■ Quotient of Negative Number by Power of 2
  ▪ Want \[ \lfloor \frac{x}{2^k} \rfloor \] (Round Toward 0)
  ▪ Compute as \[ \lfloor \frac{x+2^k-1}{2^k} \rfloor \]
    ▪ In C: \((x + (1<<k) - 1) >> k\)
    ▪ Biases dividend toward 0

Case 1: No rounding

Dividend: \[
x + (2^k - 1)\]

<table>
<thead>
<tr>
<th>Dividend</th>
<th>1</th>
<th>⋯</th>
<th>0</th>
<th>⋯</th>
<th>0</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2^k - 1</td>
<td>0</td>
<td>⋯</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>⋯</td>
</tr>
</tbody>
</table>

Divisor: \[ \frac{u}{2^k} \]

<table>
<thead>
<tr>
<th>Divisor</th>
<th>1</th>
<th>⋯</th>
<th>1</th>
<th>⋯</th>
<th>1</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>2^k</td>
<td>0</td>
<td>⋯</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>⋯</td>
</tr>
</tbody>
</table>

\[ \lfloor \frac{u}{2^k} \rfloor \]

| Quotient | 1 | ⋯ | 1 | 1 | 1 | ⋯ | 1 | 1 |

Biasing has no effect
Correct Power-of-2 Divide (Cont.)

Case 2: Rounding

Dividend: 

\[
\begin{align*}
\text{Dividend:} & \quad x \\
& \quad +2^k - 1 \\
& \quad [x / 2^k]
\end{align*}
\]

Divisor: 

\[
\begin{align*}
\text{Divisor:} & \quad / 2^k \\
& \quad [x / 2^k]
\end{align*}
\]

Binary Point

Incremented by 1

Incremented by 1

Biasing adds 1 to final result
Compiled Signed Division Code

C Function

```c
int idiv8(int x)
{
    return x/8;
}
```

Compiled Arithmetic Operations

```
testl %eax, %eax
    js   L4
L3:
    sarl $3, %eax
    ret
L4:
    addl $7, %eax
    jmp  L3
```

Explanation

```
if x < 0
    x += 7;
    # Arithmetic shift
    return x >> 3;
```

- Uses arithmetic shift for int
- For Java Users
  - Arith. shift written as `>>`

Arithmetic: Basic Rules

- Unsigned ints, 2’s complement ints are isomorphic rings: isomorphism = casting

- **Left shift**
  - Unsigned/signed: multiplication by $2^k$
  - Always logical shift

- **Right shift**
  - Unsigned: logical shift, div (division + round to zero) by $2^k$
  - Signed: arithmetic shift
    - Positive numbers: div (division + round to zero) by $2^k$
    - Negative numbers: div (division + round away from zero) by $2^k$
      Use biasing to fix
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
      \[ \text{UMult}_w(t, \text{UAdd}_w(u, v)) = \text{UAdd}_w(\text{UMult}_w(t, u), \text{UMult}_w(t, v)) \]
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 (Mathematical) Integer Arithmetic**
  - Both are rings
  - Integers obey ordering properties, e.g.,
    \[
    u > 0 \quad \implies \quad u + v > v
    \]
    \[
    u > 0, \ v > 0 \quad \implies \quad u \cdot v > 0
    \]
  - These properties are not obeyed by two’s comp. arithmetic
    \[
    T_{Max} + 1 = T_{Min}
    \]
    \[
    15213 \times 30426 = -10030 \quad \text{(16-bit words)}
    \]
Reading Byte-Reversed Listings

- **Disassembly**
  - Text representation of binary machine code
  - Generated by program that reads the machine code

- **Example Fragment**

<table>
<thead>
<tr>
<th>Address</th>
<th>Instruction Code</th>
<th>Assembly Rendition</th>
</tr>
</thead>
<tbody>
<tr>
<td>8048365:</td>
<td>5b</td>
<td>pop %ebx</td>
</tr>
<tr>
<td>8048366:</td>
<td>81 c3 ab 12 00 00</td>
<td>add $0x12ab,%ebx</td>
</tr>
<tr>
<td>804836c:</td>
<td>83 bb 28 00 00 00 00</td>
<td>cmpl $0x0,0x28(%ebx)</td>
</tr>
</tbody>
</table>

- **Deciphering Numbers**
  - Value: 0x12ab
  - Pad to 32 bits: 0x000012ab
  - Split into bytes: 00 00 12 ab
  - Reverse: ab 12 00 00