

Wrap-around Semantics

- Cause of unbelievably expensive bugs, e.g. the Ariane 5 Flight 501.
- $2^{64} - 1$ is the largest value that can be represented by 64 bits. In selfie this value is denoted `UINT64_MAX`.

$$\text{UINT64_MAX} + 1 = 0$$

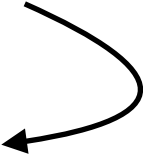
$$\text{UINT64_MAX} + 2 = 1$$

$$\text{UINT64_MAX} + 3 = 2$$

...

1 1 1 1 1 1 1 1 1 ... 1 1 1 1 1 1 1 1 1

204-1



Adding 1 to
`UINT64_MAX` leads
to a wrap-around
where only the
64 LSB
are considered.

264

-

1

+

1

64

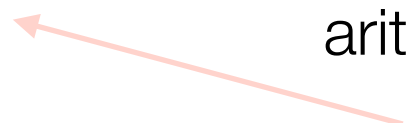
bit

Arithmetic Instructions

sltu	\$rd	\$rs1	\$rs2
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- Set `$rd` to 1 if `$rs1 < $rs2`.
- This is the only instruction needed to implement `<`, `>`, `<=`, `>=`, `==` and `!=`.
- How this is done:
 - `==` is implemented using `b - a < 1`.

In unsigned arithmetic only 0 satisfies this condition.



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