计算机体系架构 Lab02

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Problem ex1

对于一个 32-bit 的整数 x,加法发生溢出的边界是 ~x,此时恰好得到 ~0x0,若是加数大于此边界(无符号类型)即可判断发生了溢出。

Listing 1: ex1 solution

```
\# if the op1 and op2 hava different sign
# there will be no carry out.
# {op1_sign, op2_sign, ans_sign} = {1, 1, 0} or {0, 0, 1}
# in 2 instructions
# the largest op2 for op1 is ~op1 (unsigned)
# so we need to compare op2 and ~op1
# the 'not x' could be 'x xor Oxffffffff'
# test 1 passed
# li $t3, 0x8000000
# li $t4, Ox7fffffff
# test 2 passed
# li $t3, 0x0000000
# li $t4, Oxffffffff
# test 3 passed
# li $t3, 0x0000001
# li $t4, Oxffffffff
xori $t3, $t3, 0xffffffff
sltu $t2, $t3, $t4
```

Problem ex2

对于一个浮点数, 当其越来越大, 每两个数字之间的间距也会越来越

Problem ex3

Problem ex4

事实上浮点数的不可交换源自于浮点数的特殊值也就是 ∞ 和 NaN。如果前两个值相加会溢出,而第三个值的提前出现会防止这种情况的出现。这样的集合可以表示为

 $\{a,b,c|a+b \text{ overflow }\&\&|a+c|<|a| \text{ thus } (a+c)+b \text{ don't overflow}\}$ 进行举例,最大的规格化值 $\{0b\ 0\ 1111\ 1110\ 11111\ 11111\ 1111\ 1111\ 1111\ 11111\ 11111\ 1111$

Listing 2: ex4 solution

```
#include <stdio.h>
#include <inttypes.h>

int main()
{

   unsigned a = 0x7f7ffffffu;
   float* ap = (float*)(&a);
   unsigned b = 0x7effffffu;
   float* bp = (float*)(&b);
   unsigned c = 0xfeffffffu;
   float* cp = (float*)(&c);
```

¹通过 C 进行转换成浮点数

输出为

```
340282346638528859811704183484516925440.000000

170141173319264429905852091742258462720.000000

-170141173319264429905852091742258462720.000000

inf

340282346638528859811704183484516925440.000000
```