# 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

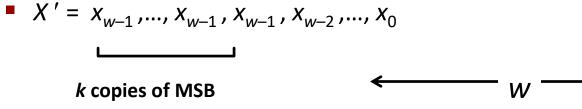
# **Sign Extension**

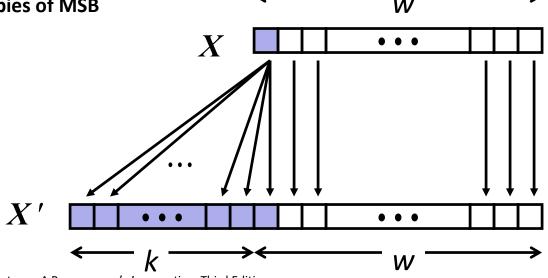
### Task:

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

### Rule:

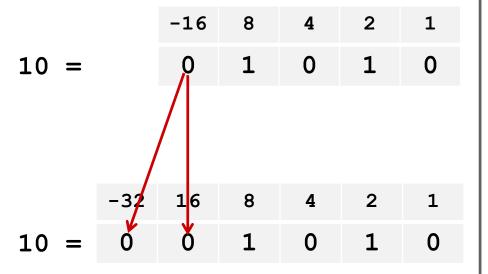
Make k copies of sign bit:



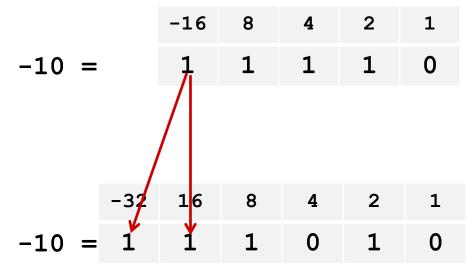


# Sign Extension: Simple Example

#### **Positive number**



## **Negative number**



## **Larger 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
У	-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

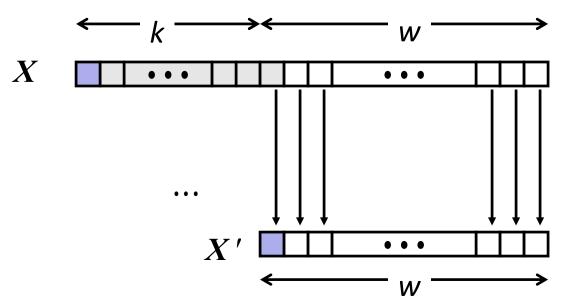
## **Truncation**

### Task:

- Given k+w-bit signed or unsigned integer X
- Convert it to w-bit integer X' with same value for "small enough" X

### Rule:

- Drop top k bits:
- $X' = X_{w-1}, X_{w-2}, ..., X_0$



# **Truncation: Simple Example**

## No sign change

$$-16$$
 8 4 2 1  $-6$  = 1 1 0 1 0

$$-8$$
 4 2 1  $-6$  = 1 0 1 0

 $-6 \mod 16 = 26U \mod 16 = 10U = -6$ 

## Sign change

$$-8$$
 4 2 1  $-6$  = 1 0 1 0

 $10 \mod 16 = 10U \mod 16 = 10U = -6$ 

$$-16$$
 8 4 2 1  $-10$  = 1 0 1 1 0

 $-10 \mod 16 = 22U \mod 16 = 6U = 6$ 

# **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 behavior

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