
Lecture 5: Arithmetic

COS / ELE 375

Computer Architecture and Organization

Princeton University
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Prof. David August

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Binary Representation of Integers

- Two physical states: call these 1 and 0
- Collections of these bits can represent numbers

Binary	Decimal
0	0
1	1
10	2
11	3
100	4
101	5
110	6
111	7
1000	8
...	...
$1\{n\}$	$2^n - 1$

A Familiar Assignment of Meaning

Size and Overflow in Unsigned Integers

Bits	Integer Range
8	0 - 255
16	0 - 65,535
32	0 - 4,294,967,295
64	0 - 18,446,744,073,709,551,615

Binary	Decimal
0	0
1	1
10	2
...	...
$1\{n\}$	$2^n - 1$

Number of bits determines **unsigned** integer range

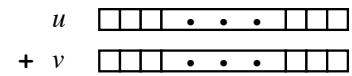
Overflow:

- 8-bit integer $\rightarrow 11111111_2 (= 255_{10})$
- Add 1
- What happens?

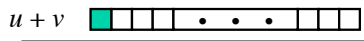
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Overflow in Unsigned Addition

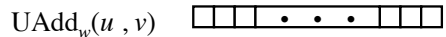
Operands: w bits



True Sum: $w + 1$ bits



Discard Carry: w bits



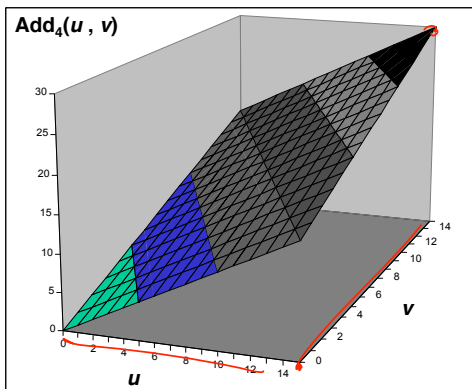
$$UAdd_w(u, v) = \begin{cases} u + v & u + v < 2^w \\ u + v - 2^w & u + v \geq 2^w \end{cases}$$

Modulo Arithmetic: $UAdd_w(u, v) = u + v \bmod 2^w$

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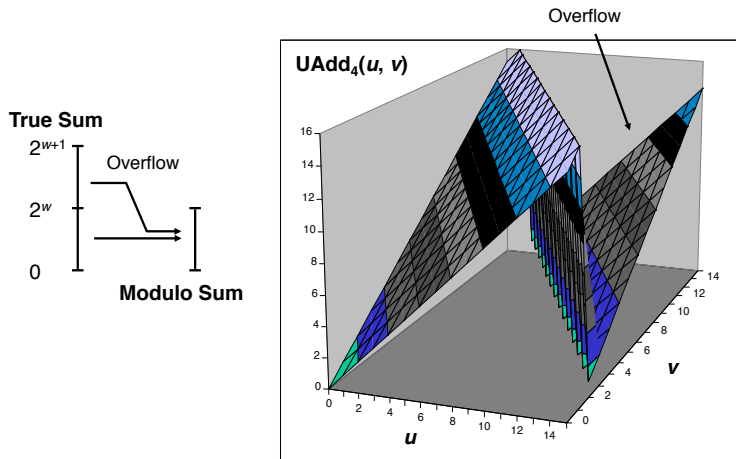
Visualization of Integer Addition

- Compute true sum $Add_4(u, v)$
- Values increase linearly with u and v
- Forms planar surface



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Visualization of Unsigned Addition



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Modulo Arithmetic

Modulo Addition Forms an Abelian Group

- Closed under addition
 - $0 \leq UAdd_w(u, v) \leq 2^w - 1$
- Commutative
 - $UAdd_w(u, v) = UAdd_w(v, u)$
- Associative
 - $UAdd_w(t, UAdd_w(u, v)) = UAdd_w(UAdd_w(t, u), v)$
- 0 is additive identity
 - $UAdd_w(u, 0) = u$
- Every element has additive inverse
 - Let $UComp_w(u) = 2^w - u$
 - $UAdd_w(u, UComp_w(u)) = 0$

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Overflow Possibilities

1. Hardware does not detect overflow (MIPS: addu, addiu, subu)
 - Software checks if necessary
 - Reacts in manner specified
2. Hardware records overflow
 - Software decides whether or not to do anything
 - Software system / language specific
3. Hardware throws exception(interrupt) (MIPS: add, addi, sub)
 - Control jumps to predefined address for exception
 - Interrupted address is saved for possible resumption

Exception - an unscheduled procedure call

EPC - Exception PC records excepting instruction address

Detecting Unsigned Overflow

- Task:

- Given $s = \text{UAdd}_w(u, v)$
- Determine if $s = u + v$

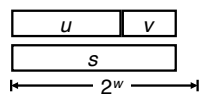
- Claim:

- Overflow iff $s < u$
- $\text{ovf} = (s < u)$
- By symmetry iff $s < v$

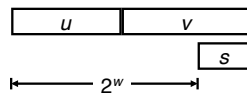
- Proof:

- $0 \leq v < 2^w$
- No overflow $\Rightarrow s = u + v \geq u + 0 = u$
- Overflow $\Rightarrow s = u + v - 2^w < u + 0 = u$

No Overflow:



Overflow:



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What about Negative Numbers?

Bits	Patterns
8	256
16	65,536
32	4,294,967,296
64	18,446,744,073,709,551,616

Binary	Pattern
0	1
1	2
10	3
...	...
$1\{n\}$	2^n

- We have been looking at **unsigned numbers**
- What about negative or **signed numbers**?
- Need new interpretation of bits
- Some patterns interpreted as negative numbers

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Key Standard Pattern Assignments

Bit Pattern	Sign Magnitude	One's Complement	Two's Complement
000	+0	+0	0
001	+1	+1	+1
010	+2	+2	+2
011	+3	+3	+3
100	-0	-3	-4
101	-1	-2	-3
110	-2	-1	-2
111	-3	-0	-1

- Which one is best?
- Issues?
 - Balance
 - Zeros
 - Ease of operations

Most Common: Two's Complement

Bit Pattern	Two's Complement
000	0
001	+1
010	+2
011	+3
100	-4
101	-3
110	-2
111	-1

- “Invert and Add 1” to negate
- Sign Bit
- Zeros, Range
- What about arithmetic?

Unsigned and Two's Complement

- Unsigned Values
- Two's Complement Sign Bit

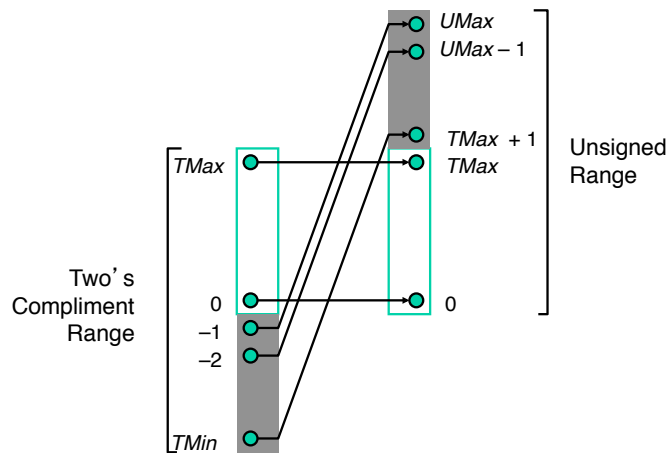
$$B2U(X) = \sum_{i=0}^{w-1} x_i \cdot 2^i \quad B2T(X) = -x_{w-1} \cdot 2^{w-1} + \sum_{i=0}^{w-2} x_i \cdot 2^i$$

- **UMin** = 0
- **TMin** = -2^{w-1}
- **UMax** = $2^w - 1$
- **TMax** = $2^{w-1} - 1$

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

Representation Relationship



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Sizes and C Data Types

C Data Type	MIPS, x86	Alpha
char	8 bits	8 bits
short	16 bits	16 bits
int	32 bits	32 bits
long int	32 bits	64 bits

char, short, int, long int

- Refer to number of bits of integer
- Most machines: signed two's complement

unsigned <type>

- Same number of bits as signed counterparts
- Unsigned integer

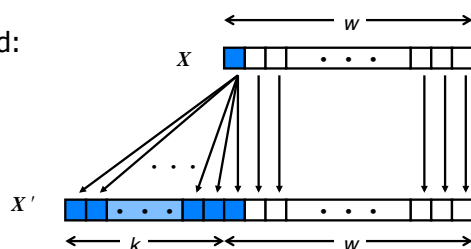
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Sign Extension

```
char minusFour = -4;
short moreBits;
moreBits = (short)minusFour;
```

Given w bit signed integer, return equivalent $w+k$ bit signed integer

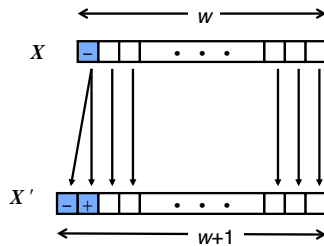
Sign Extend:



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Sign Extension Proof of Correctness Outline

- Prove Correctness by Induction on k
- Induction Step: extending by single bit maintains value

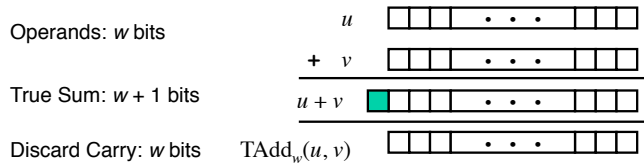


lb, lbu - load byte (sign extend), load byte unsigned

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Two's Complement Addition

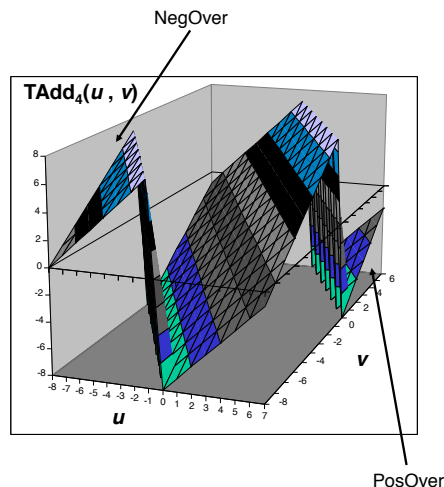
- TAdd and UAdd have identical Bit-Level Behavior!



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Visualizing Two's Complement Addition

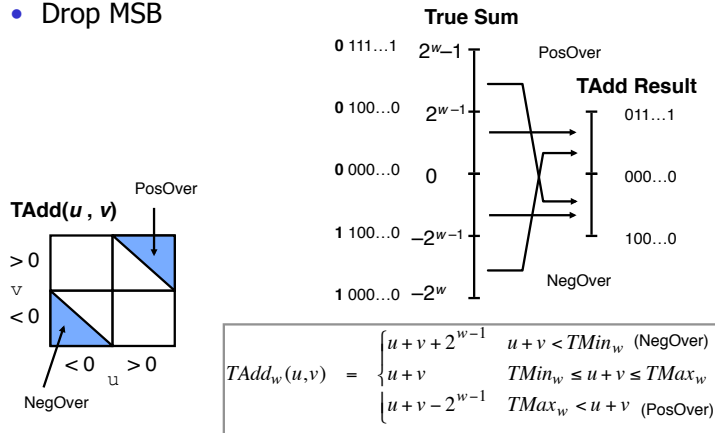
- Range: -8 to $+7$
- If $\text{sum} \geq 2^w - 1$
 - Becomes negative
 - At most once
- If $\text{sum} < -2^w - 1$
 - Becomes positive
 - At most once



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Characterizing TAdd

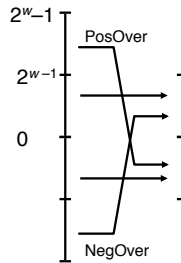
- True sum requires $w+1$ bits
- Drop MSB



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Detecting Two's Complement Overflow

- Task:
 - Given $s = TAdd_w(u, v)$
 - Determine if $s = Add_w(u, v)$
- Claim:
 - Overflow iff either:
 - $u, v < 0, s \geq 0$ (NegOver)
 - $u, v \geq 0, s < 0$ (PosOver)
 - $ovf = (u < 0 == v < 0) \ \&\& \ (u < 0 != s < 0);$
- Proof:
 - Obviously, if $u \geq 0$ and $v < 0$, then $TMin_w \leq u + v \leq TMax_w$
 - Symmetrically if $u < 0$ and $v \geq 0$
 - Other cases from analysis of TAdd



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Negation, Inversion

Inversion:

- Flip all 0's to 1's and vice versa: $0011 \Rightarrow 1100$
- What does this do to the two's complement value?

Negation:

- Two's complement: invert all bits and add 1
- Example:

$$3_{10} = 0011$$

$$\text{invert}(0011) + 1 \rightarrow 1100 + 1 \rightarrow 1101$$

$$1101 = -3_{10}$$

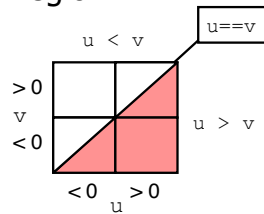
Two's Complement Negation

- Mostly like Integer Negation
 - $\text{TComp}(u) = -u$
- TMin is Special Case
 - $\text{TComp}(\text{TMin}) = \text{TMin}$
 - Note Also: $\text{TComp}(0) = 0$
- Negation in C ($x = -x;$) is Actually TComp

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Comparing Two's Complement Numbers

- Given signed numbers u, v
- Determine whether or not $u > v$
- Return true for shaded region:



- Bad Approach:
 - Test $(u - v) > 0$
 - Problem: Thrown off by Overflow

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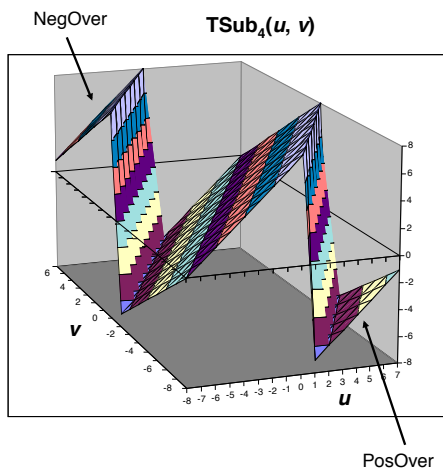
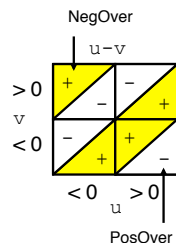
Comparing with TSub

NegOver:

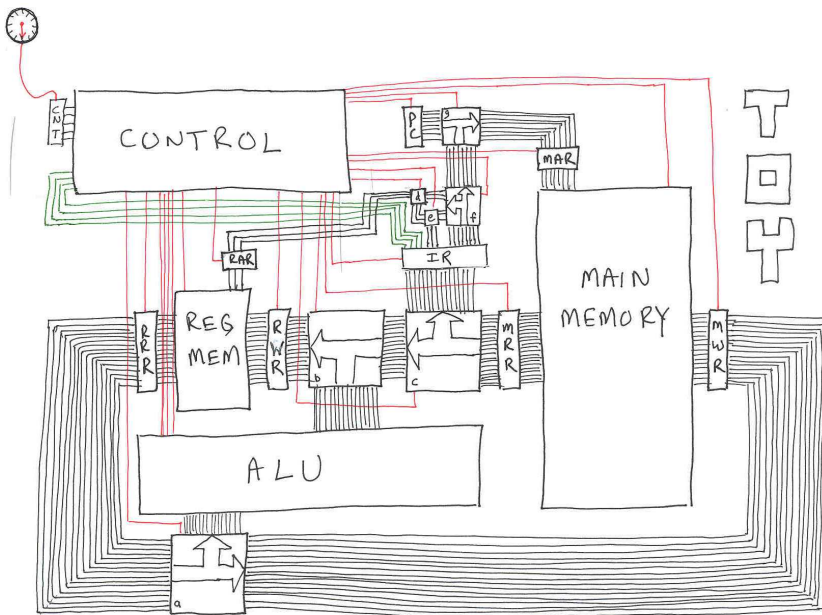
- $u < 0, v > 0$
- $\text{TSub}_4(u, v) > 0$

PosOver:

- $u > 0, v < 0$
- $\text{TSub}_4(u, v) < 0$



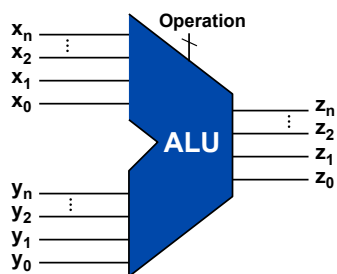
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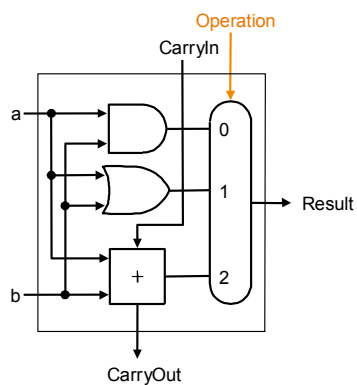
Building It!

The ALU

- ALU takes 2 N-bit numbers and operates upon them
- Let's start by supporting MIPS and, andi, or, and ori
- Outline: Build a 1 bit ALU, and use 32 of them



1-bit ALU for and, or, add



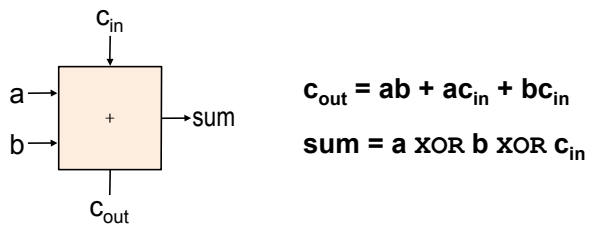
andi and ori Truth Table

Op	A _i	B _i	Result
0 (andi)	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1 (ori)	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

$$\text{Result} = A_i B_i (\overline{\text{Op}}) + (A_i + B_i) (\text{Op})$$

Addition

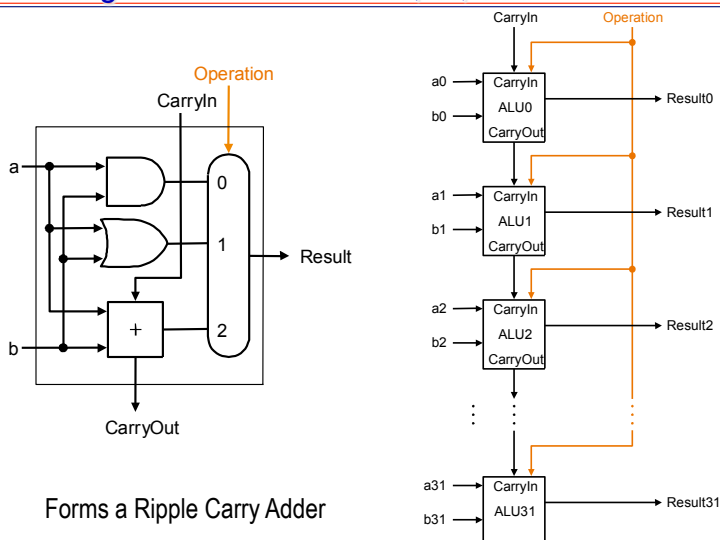
- 1-bit ALU for addition:



- Carry is majority function (more ones than zeros?)
- Sum is a parity function (odd number of 1's?)

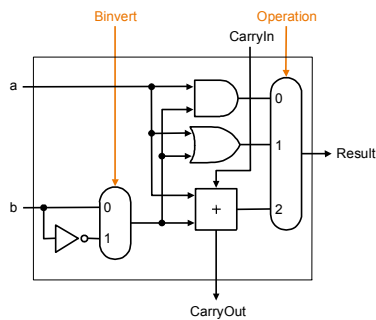
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Building a 32 bit ALU for and, or, add

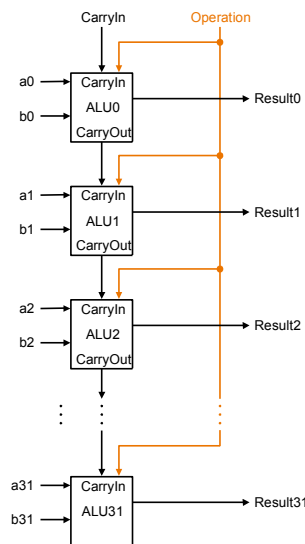


What about subtraction?

- Two's complement approach: just negate b and add.
- An elegant solution - use the carry in on bit 0:



Speed of 32 bit ALU for and, or, add, sub



A Performance Problem?

- Is a 32-bit ALU as fast as a 1-bit ALU?
- Can you see the ripple? How could you get rid of it?

$$c_1 = b_0c_0 + a_0c_0 + a_0b_0$$

$$c_2 = b_1c_1 + a_1c_1 + a_1b_1$$

- Other ways to do addition?
 - ripple carry adder - this approach, too slow!
 - complete sum-of-products - huge!
 - Somewhere in between...

Carry-Lookahead Adder (CLA)

Without carry in value, what can we do?

$$c_{i+1} = b_i c_i + a_i c_i + a_i b_i$$

$$c_{i+1} = (a_i b_i) + (a_i + b_i) c_i$$

When is the carry generated?

$$g_i = a_i b_i$$

When does the carry propagate?

$$p_i = a_i + b_i$$

$$c_{i+1} = (a_i b_i) + (a_i + b_i) c_i$$

$$c_{i+1} = g_i + p_i c_i$$

$$c_{i+1} = g_i + p_i c_i$$

Carry-Lookahead Adder (CLA)

$$c_1 = g_0 + p_0 c_0$$

$$c_2 = g_1 + p_1 c_1$$

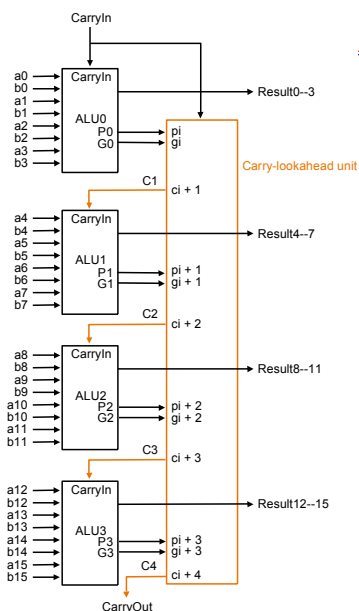
$$c_3 = g_2 + p_2 c_2$$

$$c_4 = g_3 + p_3 c_3$$

$$c_4 = g_3 + p_3 g_2 + p_3 p_2 g_1 + p_3 p_2 p_1 g_0 + p_3 p_2 p_1 p_0 c_0$$

Is this faster? Carry out = 2 gate delays, 4 bit adder

- Ripple Carry: $4 * 2 = 8$ gate delays
- CLA: 1 to compute all g/p + 2 for SOP = 3 gate delays



Use CLA principle to build bigger adders

16 bit CLA adder too big

Compose approaches:

- Use a set of 4-bit CLA adders
- Link them together:
 - Ripple carry between CLA blocks
 - Or, build another level of CLA

Carry-Lookahead Adder (CLA)

Hierarchy

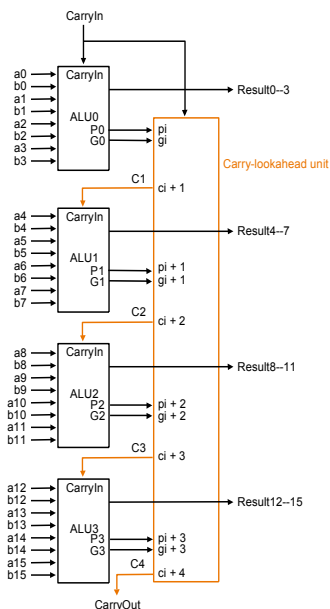
$$\begin{aligned}C_4 &= g_3 + p_3g_2 + p_3p_2g_1 + \\&\quad p_3p_2p_1g_0 + p_3p_2p_1p_0C_0 \\G_0 &= g_3 + p_3g_2 + p_3p_2g_1 + p_3p_2p_1g_0 \\P_0 &= p_3p_2p_1p_0\end{aligned}$$

P_i and G_i are to a 4-bit adder unit

as

p_i and g_i are to a single bit adder

$$\begin{aligned}C_4 &= G_3 + P_3G_2 + P_3P_2G_1 + \\&\quad P_3P_2P_1G_0 + P_3P_2P_1P_0C_0\end{aligned}$$



Use CLA principle to build bigger adders

How Fast for 16 bits?

Carry out = 2 gate delays

Ripple Carry:

- $16 * 2 = 32$ gate delays

2 Level CLA, using only 4-bit CLA Units:

- 1 gate delays for all g_i/p_i
- 2 gate delays for all G_i/P_i from g_i/p_i
- 2 gate delays for c_{out} from all G and P
- Total of 5 gate delays!

Summary

- Unsigned Numbers
- Signed Numbers: Signed Magnitude, One's Complement, Two's Complement
- Two's Complement
 - Addition
 - Inversion, Negation
 - Subtraction, Comparison
- ALU: and, or, add, sub
- Ripple Carry, Carry Lookahead

Reading:

- Pay particular attention to overflow detection logic