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If we have n bits, we can use them to represent signed values in — what range?

Or we can use them to represent non-negative values only ("unsigned values") — then what range?

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Many MIPS instructions have "unsigned" counterparts — addu, addiu, sltu, etc.
Example: Suppose we have 0x0000000 in \$t0

0xffffff2 in \$t1
What happens if we execute slt \$t2, \$t0, \$t1?
What happens if we execute sltu \$t2, \$t0, \$t1?
(Same bits, different interpretations!)



 If we have a number in 16-bit two's complement notation (e.g., the constant in an I-format instruction), do we know how to "extend" it into a 32-bit number?
 For non-negative numbers, easy.

For negative numbers, also not too hard — consider taking absolute value, extending it, then taking negative again.

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- In effect "extend" by duplicating sign bit.
- (Notice that not all instructions that include a 16-bit constant do this.)

Two's Complement and Addition/Subtraction

- Addition in binary works much like addition in decimal (taking into account the different bases). Notice what happens if one number is negative. (Try an example or two.)
- Subtraction could also be done the way we do in decimal. Or how else could we do it? (Again, try some examples.)
- But there is one catch, related to the fact that operands and result are all *n* bits. What is it?

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Slide 5

