CS61B Lecture #14: Integers

Announcement:

- Project #0 due Tuesday night.
- Programming contest SATURDAY! You can still sign up at `https://inst.eecs.berkeley.edu/~ctest/contest/register`.
- Test #1 will be Tuesday, 6 October 2015, 8–10PM.
- Test #2 will be Tuesday, 10 November 2015, 7–9PM.

Today: Integer Types; Readings: *A Java Reference*, §6.3–4. *Head First Java*, Chapter 10.

Readings for Upcoming Topics: *Data Structures (Into Java)*, Chapter 1.

Integer Types and Literals

Type	Bits	Signed?	Literals
byte	8	Yes	Cast from **int**: (byte) 3
short	16	Yes	None. Cast from **int**: (short) 4096

char	16	No	`'a' // (char) 97`
			`'\n' // newline ((char) 10)`
			`'\t' // tab ((char) 8)`
			`'\\' // backslash`
			`'A', '\101', '\u0041' // == (char) 65`

int	32	Yes	`123`
			`0100 // Octal for 64`
			`0x3f, 0xffffffff // Hexadecimal 63, -1 (!)`

long	64	Yes	`123L, 01000L, 0x3fL` `1234567891011L`

- Negative numerals are just negated (positive) literals.
- "N bits" means that there are 2^N integers in the domain of the type:
  - If signed, range of values is $-2^{N-1} .. 2^{N-1}-1$.
  - If unsigned, only non-negative numbers, and range is $0..2^N-1$.

Modular Arithmetic

- **Problem:** How do we handle overflow, such as occurs in 10000*10000*10000?
- Some languages throw an exception (Ada), some give undefined results (C, C++)
- Java *defines* the result of any arithmetic operation or conversion on integer types to "wrap around"—*modular arithmetic*.
- That is, the "next number" after the largest in an integer type is the smallest (like "clock arithmetic").
- E.g., `(byte) 128 == (byte) (127+1) == (byte) -128`
- In general,
  - If the result of some arithmetic subexpression is supposed to have type T, an n-bit integer type,
  - then we compute the real (mathematical) value, x,
  - and yield a number, x', that is in the range of T, and that is equivalent to x modulo 2^n.
  - (That means that $x - x'$ is a multiple of 2^n.)

Modular Arithmetic: Examples

- `(byte) (64*8)` yields 0, since $512 - 0 = 2 \times 2^8$.
- `(byte) (64*2)` and `(byte) (127+1)` yield -128, since $128 - (-128) = 1 \times 2^8$.
- `(byte) (101*99)` yields 15, since $9999 - 15 = 39 \times \cdot 2^8$.
- `(byte) (-30*13)` yields 122, since $-390 - 122 = -2 \times 2^8$.
- `(char) (-1)` yields $2^{16} - 1$, since $-1 - (2^{16} - 1) = -1 \times 2^{16}$.

Modular Arithmetic and Bits

- Why wrap around?
- Java's definition is the natural one for a machine that uses binary arithmetic.
- For example, consider bytes (8 bits):

Decimal	Binary
101	1100101
×99	1100011
9999	100111|00001111
− 9984	100111|00000000
15	00001111

- In general, bit n, counting from 0 at the right, corresponds to 2^n.
- The bits to the left of the vertical bars therefore represent multiples of $2^8 = 256$.
- So throwing them away is the same as arithmetic module 256.

Negative numbers

- Why this representation for -1?

$$\begin{array}{rr|l} & 1 & 00000001_2 \\ + & -1 & 11111111_2 \\ = & 0 & 1|00000000_2 \end{array}$$

Only 8 bits in a byte, so bit 8 falls off, leaving 0.

- The truncated bit is in the 2^8 place, so throwing it away gives an equal number modulo 2^8. All bits to the left of it are also divisible by 2^8.
- On unsigned types (**char**), arithmetic is the same, but we choose to represent only non-negative numbers modulo 2^{16}:

$$\begin{array}{rr|l} & 1 & 0000000000000001_2 \\ + & 2^{16}-1 & 1111111111111111_2 \\ = & 2^{16}+0 & 1|0000000000000000_2 \end{array}$$

Conversion

- In general Java will silently convert from one type to another if this makes sense and no information is lost from value.
- Otherwise, cast explicitly, as in `(byte) x`.
- Hence, given

```
byte aByte; char aChar; short aShort; int anInt; long aLong;

// OK:
aShort = aByte; anInt = aByte; anInt = aShort; anInt = aChar;
aLong = anInt;

// Not OK, might lose information:
anInt = aLong; aByte = anInt; aChar = anInt; aShort = anInt;
aShort = aChar; aChar = aShort; aChar = aByte;

// OK by special dispensation:
aByte = 13;    // 13 is compile-time constant
aByte = 12+100 // 112 is compile-time constant
```


Promotion

- Arithmetic operations (+, *, ...) *promote* operands as needed.
- Promotion is just implicit conversion.
- For integer operations,
  - if any operand is **long**, promote both to **long**.
  - otherwise promote both to **int**.
- So,

```
aByte + 3 == (int) aByte + 3   // Type int
aLong + 3 == aLong + (long) 3  // Type long
'A' + 2 == (int) 'A' + 2       // Type int
aByte = aByte + 1              // ILLEGAL (why?)
```

- But fortunately,

```
aByte += 1;      // Defined as aByte = (byte) (aByte+1)
```

- Common example:

```
// Assume aChar is an upper-case letter
char lowerCaseChar = (char) ('a' + aChar - 'A'); // why cast?
```

Bit twiddling

- Java (and C, C++) allow for handling integer types as sequences of bits. No "conversion to bits" needed: they already are.
- Operations and their uses:

Mask	Set	Flip	Flip all
00101100	00101100	00101100	
& 10100111	| 10100111	^ 10100111	~ 10100111
00100100	10101111	10001011	01011000

- Shifting:

Left	Arithmetic Right	Logical Right
10101101 << 3	10101101 >> 3	10101100 >>> 3
01101000	11110101	00010101

- What is:
  - (-1) >>> 29?
  - x << n?
  - x >> n?
  - (x >>> 3) & ((1<<5)-1)?

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