

Bits, Bytes, and Integers

15-213: Introduction to Computer Systems
2nd and 3rd Lectures, Sep 1 and Sep 6, 2011

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Boolean Algebra

- **Developed by George Boole in 19th Century**

- Algebraic representation of logic
 - Encode “True” as 1 and “False” as 0

And

- $A \& B = 1$ when both $A=1$ and $B=1$

$\&$	0	1
0	0	0
1	0	1

Or

- $A | B = 1$ when either $A=1$ or $B=1$

	0	1
0	0	1
1	1	1

Not

- $\sim A = 1$ when $A=0$

\sim	
0	1
1	0

Exclusive-Or (Xor)

- $A \wedge B = 1$ when either $A=1$ or $B=1$, but not both

\wedge	0	1
0	0	1
1	1	0

General Boolean Algebras

- Operate on Bit Vectors

- Operations applied bitwise

$$\begin{array}{cccc}
 01101001 & 01101001 & 01101001 & 01101001 \\
 \& \underline{01010101} & | \underline{01010101} & ^ \underline{01010101} & \sim \underline{01010101} \\
 01000001 & 01111101 & 00111100 & 10101010
 \end{array}$$

- All of the Properties of Boolean Algebra Apply

Shift Operations

- **Left Shift: $x \ll y$**
 - Shift bit-vector x left y positions
 - Throw away extra bits on left
 - Fill with 0's on right
- **Right Shift: $x \gg y$**
 - Shift bit-vector x right y positions
 - Throw away extra bits on right
 - Logical shift
 - Fill with 0's on left
 - Arithmetic shift
 - Replicate most significant bit on left

Argument x	01100010
$\ll 3$	00010000
Log. $\gg 2$	00011000
Arith. $\gg 2$	00011000

Argument x	10100010
$\ll 3$	00010000
Log. $\gg 2$	00101000
Arith. $\gg 2$	11101000