

15-213-S09 Recitation #1

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Little Endian to Big Endian

- 32-bit unsigned integer: 0x257950B2

$$n = 37 * 2^{24} + 121 * 2^{16} + 80 * 2^8 + 178$$

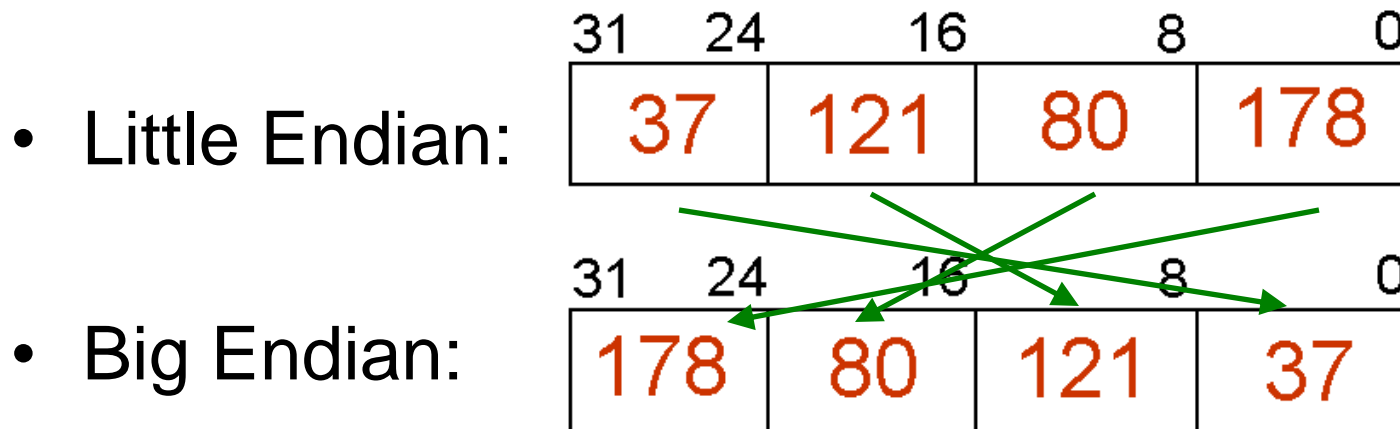
- Little Endian:

| | | | | |
|----|-----|----|-----|---|
| 31 | 24 | 16 | 8 | 0 |
| 37 | 121 | 80 | 178 | |

- Big Endian:

| | | | | |
|-----|----|-----|----|---|
| 31 | 24 | 16 | 8 | 0 |
| 178 | 80 | 121 | 37 | |

Little Endian to Big Endian



```
unsigned int LE2BE(unsigned int x)
{
    unsigned int result =
        (x << 24) | ((x << 8) & (0xFF << 16)) |
        ((x >> 8) & (0xFF << 8)) | ((x >> 24) & 0xFF);

    return result;
}
```

If-then-else

```
if (condition)
    expression1;
else
    expression2;
```

If-then-else

```
if (condition)
    expression1;
else
    expression2;
```

Rewrite as:

```
( condition & expression1) |
(~condition & expression2)
```

Datalab Example - Max

Return the max of 2 ints (x, y)

2 cases:

Different signs – look at sign of x

Same sign – look at sign of x-y

```
int max (int x, int y) {  
    int sub = x - y;  
    int signcomp = x ^ y; // compare the signs  
    // if signs are similar, take the sign of x-y, if not, take the sign of x.  
    //This will be 1 if y is greater, 0 otherwise  
    int mask = ((signcomp) & x) | (~signcomp & sub)) >> 31;  
    return (mask & y) | (~mask & x);  
}
```

Datalab Example - Least Bit Pos

Return a mask of the least bit position of n

Take a binary number x (1011...010..0)

Flip the bits (0100...101...1)

Add 1 to it (0100...110...0)

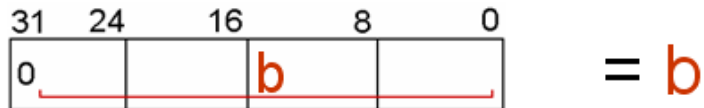
Only 1's occupying the same position between each the new number and original are in the lowest bit position

```
int leastBitPos(int x) {
```

```
    return x & (~x + 1);
```

```
}
```

2's complement: some examples



- $0x0 = 0$
- $0x1 = 1$
- $0x7FFFFFFF = 2^{31}-1$ // largest 32-bit int
- $0xFFFFFFFF = -1$
- $0xFFFFFFFEE = -2$
- $0x80000000 = -2^{31}$ // smallest 32-bit int
- $0x800000001 = -2^{31} + 1$

Simple 8-bit Integer Example

Some simple, positive examples:

0b0001 0110

$$= 128(0) + 64(0) + 32(0) + 16(1) + 8(0) + 4(1) + 2(1) + 1(0)$$

$$= 16 + 4 + 2$$

$$= 22$$

53

$$= 32 + 16 + 4 + 1$$

$$= 128(0) + 64(0) + 32(1) + 16(1) + 8(0) + 4(1) + 2(0) + 1(1)$$

$$= 0011 0101$$

Signed 8-bit Integer Examples

Using $-x = (\sim x) + 1$

-14

$= -(14)$

$= -(8(1) + 4(1) + 2(1) + 1(0))$

$= -(0000\ 1110)$

$= \sim(0000\ 1110) + 1$

$= (1111\ 0001) + 1$

$= 1111\ 0010$

Using negative sign bit (for numbers close to tMin)

-120

$= -128(1) + 8(1)$

$= 1000\ 1000$

Other Signed 8-bit Integer Examples

12 =

63 =

72 =

-10 =

-100 =

Other Signed 8-bit Integer Examples

$$12 = 0000\ 1100$$

$$63 = 0011\ 1111$$

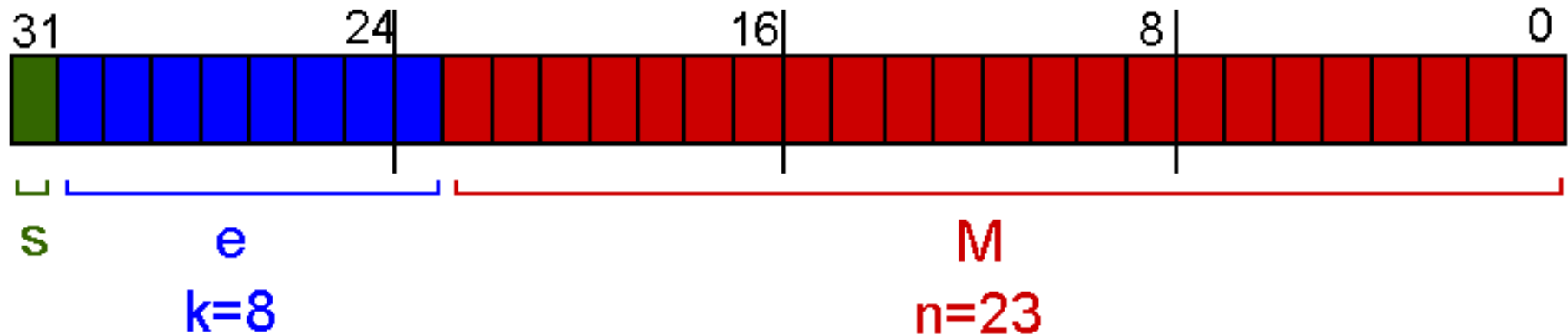
$$72 = 0100\ 1000$$

$$-10 = \sim(0000\ 1010) + 1 = 1111\ 0101 + 1 = 1111\ 0110$$

$$-100 = -128 + 28 = 1001\ 1100$$

Floating point

Single precision:

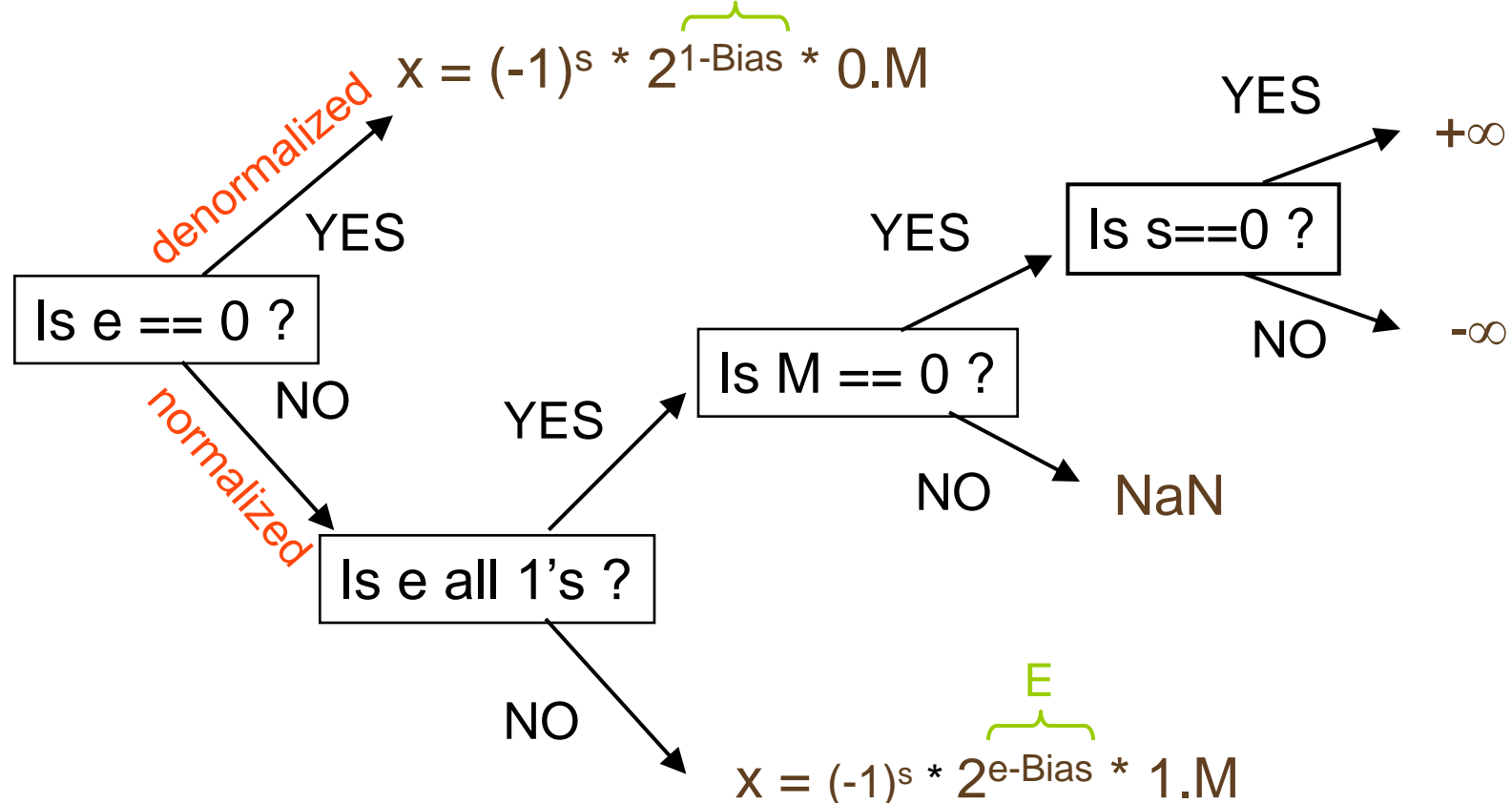
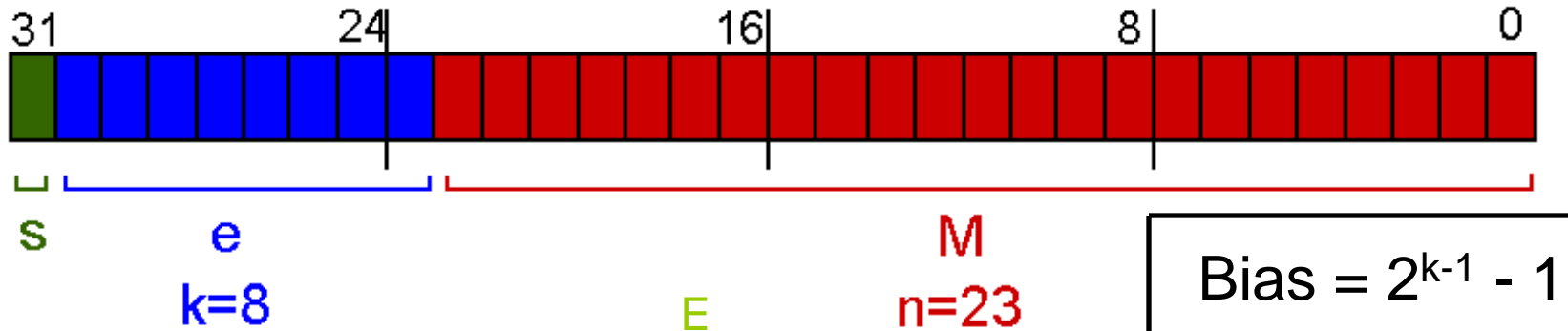


Note: exponent boundary is NOT aligned with byte boundary
e.g. 0xFF7FFFFFFF has lowest exponent bit zero (is normalized v.)

Double precision:

$k = 11, n = 52$

Floating point decision diagram

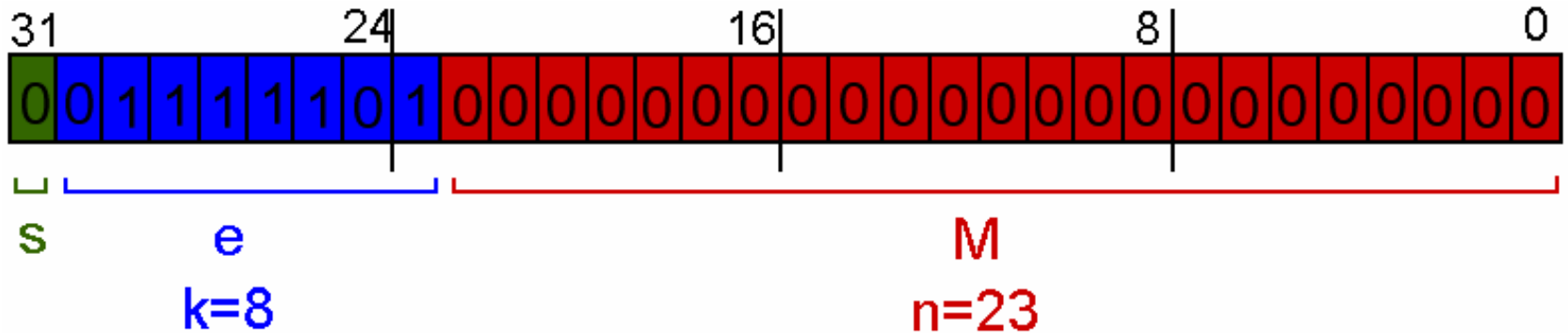


Example

$$1/4 = 1.0 * 2^{-2}$$

$s=0$, $e = -2 + \text{Bias} = 125$, $M = 0$

representation = 3E800000



8-bit Floating Point Example

8-bit floating point (1 sign, 3 exponent, 4 fraction)

$$\text{bias} = 2^{(3 - 1)} - 1 = 3$$

encode 13/16

sign bit = 0 (13/16 \geq 0)

$$\begin{aligned} 13/16 &= 13 \times 2^{-4} \\ &= 1101 \times 2^{-4} \\ &= 1.1010 \times 2^{-1} \text{ (remove the 1 because it's normalized)} \end{aligned}$$

$$\text{exponent} = -1 + \text{bias} = 2 = 010$$

$$\text{result} = 0 \ 010 \ 1010$$

8-bit Floating Point Example

8-bit floating point (1 sign, 3 exponent, 4 fraction)

$$\text{bias} = 2^{(3 - 1)} - 1 = 3$$

encode $-3/32$

sign bit = 1 ($-3/32 < 0$)

$$3/32 = 3 \times 2^{-5}$$

$$= 0b11 \times 2^{-5}$$

$$= 1.1 \times 2^{-4} \text{ Note: Lowest possible exponent is } -2$$

Must denormalize

$$= .011 \times 2^{-2}$$

exponent = 0 (denormalized)

result = 1 000 0110

Other 8-bit Floating Point Examples

$$10/4 =$$

$$-3 =$$

$$-10 =$$

$$1/64 =$$

Other 8-bit Floating Point Examples

$$10/4 = 0 \ 100 \ 0100$$

$$-3 = 1 \ 100 \ 1000$$

$$-10 = 1 \ 110 \ 0100$$

$$1/64 = 0 \ 000 \ 0001$$

Good coding style

- Consistent indentation
- Avoid long sequences of commands without a comment
- Each source file should have an appropriate header
- Have a brief comment at the beginning of each function

Version Control - Do It

Version Control allows you to maintain old versions of your source code, potentially saving you if you were to do something like `rm -rf *`

Good SVN tutorial:

<http://artis.imag.fr/~Xavier.Decoret/resources/svn/index.html>

Note:

`repoDir=`pwd` #of working dir`

Path to repo is `svn+ssh://unix.andrew.cmu.edu/${repoDir}`

Example:

`svn+ssh://unix.andrew.cmu.edu/afs/andrew.cmu.edu/usr17/agartrel/svn/15-410`