## 15-213 Recitation: Data Lab

Sept 10, 2018

## Agenda

- Course Details
- Data Lab
- ANSI C
- Floating Point


## Course Details

- How do I get help?

■ Course website: http://cs.cmu.edu/~213

- Office hours: 5-9PM from Sun-Thu in Wean 5207
- Piazza
- Definitely consult the course textbook - Carefully read the assignment writeups!
- All labs are submitted on Autolab.
- All labs should be worked on using the shark machines.


## Data Lab: Logistics

- How do I get started?

■ Use link in writeup to create git repository
$\square$ From command line: git clone <url>
■ Use this lab to get good at git
■ Bootcamp Slides: http://www.cs.cmu.edu/~213/activities/linux-bootcamp/linux-bootcamp.pdf

## Data Lab: What is ANSI C?

## This is not ANSI C.

unsigned int foo(unsigned int $x$ ) \{

$$
\begin{aligned}
& \mathbf{x}=\mathbf{x} * 2 \\
& \text { int } y=5
\end{aligned}
$$

Within two braces, all declarations must go before any expressions.

```
if (x > 5) {
            x = x * 3;
            int z = 4;
        x = x * z;
}
return x * y;
```

\}

## Data Lab: What is ANSI C?

## This is ANSI C.

unsigned int foo(unsigned int x) \{

$$
\text { return } x * y ;
$$

$$
\begin{aligned}
& \text { int } Y=5 \text {; } \\
& \mathbf{x}=\mathbf{x} * 2 \text {; } \\
& \text { if (x }>5 \text { ) \{ } \\
& \text { int } z=4 ; \\
& \mathbf{x}=\mathbf{x} * 3 \text {; } \\
& \mathbf{x}=\mathbf{x} * \mathbf{z} \text {; } \\
& \text { \} }
\end{aligned}
$$

## This is not ANSI C.

unsigned int foo(unsigned int $x$ ) \{

```
x = x * 2;
int y = 5;
if (x > 5) {
        x = x * 3;
        int z = 4;
        x = x * z;
}
```

    return \(x\) * \(y\);
    \}

## Form Groups of 3-4

- Series of exercises
-Operators
■Floating point
■Puzzle


## Floating Point: Rounding

- Guard Bit: the least significant bit of the resulting number
- Round Bit: the first bit removed from rounding
- Sticky Bits: all bits after the round bit, OR'd together Examples of rounding cases, including rounding to nearest even number
- 1.1011: More than $1 / 2$, round up: 1.11
- 1.10'10: Equal to $1 / 2$, round down to even: 1.10
- 1.01101 : Less than $1 / 2$, round down: 1.01
- 1.01 10 : Equal to $1 / 2$, round up to even: 1.10
- 1.0100 : Equal to 0 , do nothing: 1.01
- 1.00'00: Equal to 0 , do nothing: 1.00

All other cases involve either rounding up or down - try them!

## Questions?

- Remember, data lab is due this Thursday!

■ You really should have started already!

- Read the lab writeup.
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- Read the lab writeup.
» Please. :)

