#### 15-213 Recitation: Data Lab



## Agenda

Course Details
 Data Lab
 ANSI C
 Floating Point

### **Course Details**

#### How do I get help?

- Course website: <u>http://cs.cmu.edu/~213</u>
- 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
- From command line: git clone <url>

■ Use this lab to get good at git

Bootcamp Slides:

http://www.cs.cmu.edu/~213/activities/linuxbootcamp/linux-bootcamp.pdf

### Data Lab: What is ANSI C?

#### This is not ANSI C.

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

```
unsigned int foo(unsigned int x)
{
     x = x * 2;
     int y = 5;
     if (x > 5) {
          x = x * 3;
          int z = 4;
          \mathbf{x} = \mathbf{x} \star \mathbf{z};
     }
     return x * y;
}
```

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## Form Groups of 3 - 4

- Series of exercisesOperators
  - Floating point
  - Puzzle

# Floating Point: Rounding 1.BBG<u>RXXX</u>

In the below examples, imagine the underlined part as a fraction.

- 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
  - 1.10 11: More than ½, round up: 1.11
  - 1.10<sup>1</sup>/<sub>10</sub>: Equal to ½, round down to even: 1.10
  - 1.01<sup>1</sup>01: Less than ½, round down: 1.01
  - 1.01 10: Equal to ½, round up *to even:* 1.10
  - 1.01 00: Equal to 0, do nothing: 1.01

■ 1.00<sup>1</sup>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.

- Read the lab writeup.
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