CMSC 154, Spring 2008
Programming Assignment 1: Manipulating Bits
Assigned: April 2, Due: Sun., April 13, 11:59PM

This lab was developed by the authors of the course text.

Introduction

The purpose of this assignment is to become more familiar with bit-level representations and manipulations. You will do this by solving a series of programming "puzzles." Many of these puzzles are quite artificial, but you will find yourself thinking much more about bits in working your way through them.

Logistics

You may work in a group of up to two people in solving the problems for this assignment. The only "hand-in" will be electronic. Any clarifications and revisions to the assignment will be posted on the course Web page.

Hand Out Instructions

Start by downloading `datalab-handout.tar` from the syllabus web page to (protected) directory in which you plan to do your work. Then give the command: `tar xvf datalab-handout.tar`. This will cause a number of files to be unpacked in the directory. The only file you will be modifying and turning in is `bits.c`.

The file `btest.c` allows you to evaluate the functional correctness of your code. The file `README` contains additional documentation about `btest`. Use the command `make btest` to generate the test code and run it with the command `./btest`. The file `dlc` is a compiler binary that you can use to check your solutions for compliance with the coding rules. The remaining files are used to build `btest`.

Looking at the file `bits.c` you will notice a C structure `team` into which you should insert the requested identifying information about the one or two individuals comprising your programming team. Do this right away so you do not forget.

Table 1: Bit-Level Manipulation Functions.

Name	Description	Rating	Max Ops
`bitAnd(x,y)`	Compute `x&y` using only `|` and `~`	1	8
`bitXor(x,y)`	Compute `x ^ y`	2	14
`copyLSB(x)`	Set all bits of the result to least significant bit of `x`	2	5
`bitMask(h, l)`	Generate a mask consisting of all 1's from bit `l` to bit `h`	3	16
`logicalShift(x, n)`	Shift `x` to the right by `n`, using a logical shift	3	16
`bitParty(x)`	Return 1 if `x` contains an odd number of 0's	4	20

Table 2: Arithmetic Functions

Name	Description	Rating	Max Ops
`fitsBits(x, n)`	Return 1 if `x` can be represented as an `n`-bit integer.	2	15
`negate(x)`	Return `-x`	2	5
`multFiveEights(x)`	Multiply `x` by 5/8 rounding toward 0	3	12
`isLess(x, y)`	`x<y`	3	24
`sum3(x, y, z)`	Computes `x+y+z` using only a single `+`	3	16
`isNonZero(x)`	`x==0`	4	10
`logb2(x)`	Computes `floor(log base 2 of x)`	4	90
`sm2tc(x)`	Convert `x` from sign-magnitude to 2's complement	4	15

The puzzles

The file `bits.c` contains a skeleton for each of the 14 programming puzzles. Your assignment is to complete each function skeleton using only *straightline* code (i.e., no loops or conditionals) and a limited number of C arithmetic and logical operators. Specifically, you are *only* allowed to use the following eight operators:

```
! ~ & ^ | + << >>
```

A few of the functions further restrict this list. Also, you are not allowed to use any constants longer than 8 bits. See the comments in `bits.c` for detailed rules and a discussion of the desired coding style.

Table 1 describes a set of functions that manipulate and test sets of bits and Table 2 describes a set of functions that make use of the two's complement representation of integers. The "Rating" field gives the difficulty rating (the number of points) for the puzzle, and the "Max ops" field gives the maximum number of operators you are allowed to use to implement each function. If you find a descrepancy between the tables and the information in `bits.c`, follow the information in `bits.c`.

Evaluation

Your code will be compiled with GCC and run and tested on lilac. Your score will be computed out of a maximum of 75 points based on the following distribution:

40 Correctness of code running on one of the class machines.

28 Performance of code, based on number of operators used in each function.

7 Style points, based on your instructor's subjective evaluation of the quality of your solutions and your comments.

The 14 puzzles you must solve have been given a difficulty rating between 1 and 4, such that their weighted sum totals to 40. We will evaluate your functions using the test arguments in `btest.c`. You will get full credit for a puzzle if it passes all of the tests performed by `btest.c`, half credit if it fails one test, and no credit otherwise.

Regarding performance, our main concern at this point in the course is that you can get the right answer. However, we want to instill in you a sense of keeping things as short and simple as you can. Furthermore, some of the puzzles can be solved by brute force, but we want you to be more clever. Thus, for each function we have established a maximum number of operators that you are allowed to use for each function. This limit is very generous and is designed only to catch egregiously inefficient solutions. You will receive two points for each function that satisfies the operator limit.

Finally, we have reserved 7 points for a subjective evaluation of the style of your solutions and your commenting. Your solutions should be as clean and straightforward as possible. Your comments should be informative, but they need not be extensive.

Advice

You are welcome to do your code development using any system or compiler you choose. Just make sure that the version you turn in compiles and runs correctly on `lilac.cs.uchicago.edu`. If it does not compile, we **will not** grade it.

The `dlc` program, a modified version of an ANSI C compiler, will be used to check your programs for compliance with the coding style rules. The typical usage is

```
./dlc bits.c
```

Type `./dlc -help` for a list of command line options. The README file is also helpful. Some notes on `dlc`:

- The `dlc` program runs silently unless it detects a problem.
- Do not include `<stdio.h>` in your `bits.c` file, as it confuses `dlc` and results in some non-intuitive error messages.

Check the file `README` for documentation on running the `btest` program. You will find it helpful to work through the functions one at a time, testing each one as you go. You can use the `-f` flag to instruct `btest` to test only a single function, e.g., `./btest -f isPositive`.

Hand In Instructions

- Make sure you have included your identifying information in your file `bits.c`.
- Remove any extraneous print statements.
- Create a team name of the form:
  - "*ID*" where *ID* is your login, if you are working alone, or
  - "ID_1+ID_2" where ID_1 is the login of the first team member and ID_2 is the login of the second team member.

  This should be the same as the team name you entered in the structure in `bits.c`.
- Email your solution to `siweiw@cs.uchicago.edu` and cc `robby@cs.uchicago.edu` and `macqueen@cs.uchicago.edu`. Your email must be received by the deadline.