

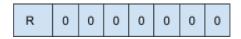
BCC203

Tutoria

1. Shift-And Exato

	а	b	r	а	b	r	а
M[a]	1	0	0	1	0	0	1
M[b]	0	1	0	0	1	0	0
M[c]	0	0	0	0	0	0	0
M[r]	0	0	1	0	0	1	0

R' = ((R >> 1) | 10m-1) & M[T[i]]



Passo a passo:

abracabcabc abrabrabra abababrabrb

{a} R' = (0000000 | 1000000) & 1001001 = 1000000 & 1001001 = 1000000
{b} R' = (0100000 | 1000000) & 0100100 = 1100000 & 0100100 = 0100000
{r} R' = (0010000 | 1000000) & 0010010 = 1010000 & 0010010 = 0010000
{a} R' = (0001000 | 1000000) & 1001001 = 1001000 & 1001001 = 1001000
{b} R' = (0100100 | 1000000) & 0100100 = 1100100 & 0100100 = 0100100
{r} R' = (0010010 | 1000000) & 0010010 = 1010010 & 0010010 = 0010010
{a} R' = (0001001 | 1000000) & 1001001 = 1001001 & 1001001 = 1001001
Como o número 1 se encontra na última posição então achamos o padrão.

2. Shift-And Aproximado

	а	b	r	а	b	r	а
M[a]	1	0	0	1	0	0	1
M[b]	0	1	0	0	1	0	0
M[c]	0	0	0	0	0	0	0
M[r]	0	0	1	0	0	1	0

R0 = ((R >> 1) | 10m-1) & M[T[i]] R1 = ((R1 >> 1) & M[T[i]]) | R0 | 10m-1

Passo a passo:

abracabcabc abrabrabra abababrabrb

```
R0 = (0000000 | 1000000) & 1001001 = 1000000 & 1001001 = 1000000
R1 = (0000000 & 1000000) | 1000000 | 1000000 = 1000000
```

{a}
R0 = (0000000 | 1000000) & 1001001 = 1000000 & 1001001 = 1000000
R1 = (0000000 & 1000000) | 1000000 | 1000000

```
{b}
R0 = (0100000 | 1000000) & 0100100 = 1100000 & 0100100 = 0100000
R1 = (0100000 & 0100100) | 1000000 | 1000000 = 1100000
{r}
R0 = (0010000 | 1000000) & 0010010 = 1010000 & 0010010 = 0010000
R1 = (0110000 & 0010010) | 0100000 | 1000000 = 1110000
{a}
R0 = (0001000 | 1000000) & 1001001 = 1001000 & 1001001 = 1001000
R1 = (0111000 & 1001001) | 0010000 | 1000000 = 1011000
{c}
R0 = (1001000 | 1000000) & 0000000 = 1001000 & 0000000 = 0000000
R1 = (0101100 & 0000000) | 1001000 | 1000000 = 1001000
{a}
R0 = (0000000 | 1000000) & 1001001 = 1000000 & 1001001 = 1000000
R1 = (0100100 & 1001001) | 0000000 | 1000000 = 1000000
{b}
R0 = (0100000 | 1000000) & 0100100 = 1100000 & 0100100 = 0100000
R1 = (0100000 & 0100100) | 1000000 | 1000000 = 1100000
{c}
R0 = (0010000 | 1000000) & 0000000 = 1010000 & 0000000 = 0000000
R1 = (0110000 & 0000000) | 0100000 | 1000000 = 1100000
{a}
R0 = (0000000 | 1000000) & 1001001 = 1000000 & 1001001 = 1000000
R1 = (0110000 & 1001001) | 0000000 | 1000000 = 1000000
```

```
{b}
R0 = (0100000 | 1000000) & 0100100 = 1100000 & 0100100 = 0100000
R1 = (0100000 & 0100100) | 1000000 | 1000000 = 1100000
{c}
R0 = (0010000 | 1000000) & 0000000 = 1010000 & 0000000 = 0000000
R1 = (0110000 & 0000000) | 0100000 | 1000000 = 1100000
{}
R0 = (0000000 | 1000000) & 0000000 = 1000000 & 0000000 = 0000000
R1 = (0110000 & 0000000) | 0000000 | 1000000 = 1000000
{a}
R0 = (0000000 | 1000000) & 1001001 = 1000000 & 1001001 = 1000000
R1 = (0100000 & 1001001) | 0000000 | 1000000 = 1000000
{b}
R0 = (0100000 | 1000000) & 0100100 = 1100000 & 0100100 = 0100000
R1 = (0100000 & 0100100) | 1000000 | 1000000 = 1100000
{r}
R0 = (0010000 | 1000000) & 0010010 = 1010000 & 0010010 = 0010000
R1 = (0110000 & 0010010) | 0100000 | 1000000 = 1110000
{a}
R0 = (0001000 | 1000000) & 1001001 = 1001000 & 1001001 = 1001000
R1 = (0111000 & 1001001) | 0010000 | 1000000 = 1011000
{b}
R0 = (0100100 | 1000000) & 0100100 = 1100100 & 0100100 = 0100100
R1 = (0101100 & 0100100) | 1001000 | 1000000 = 1101100
```

{r}
R0 = (0010010 | 1000000) & 0010010 = 1010010 & 0010010 = 0010010
R1 = (0110110 & 0010010) | 0100100 | 1000000 = 1110110
{a}
R0 = (0001001 | 1000000) & 1001001 = 1001001 & 1001001 = 1001001

R1 = (0111011 & 1001001) | 0010010 | 1000000 = 1011011