

LinksPlatform's Platform.Numbers Class Library

1.1 ./Platform.Numbers/Arithmetic.cs

```
1 using System.Runtime.CompilerServices;
2
3 #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
4
5 namespace Platform.Numbers
6 {
7     public static class Arithmetic
8     {
9         [MethodImpl(MethodImplOptions.AggressiveInlining)]
10        public static T Add<T>(T x, T y) => Arithmetic<T>.Add(x, y);
11
12        [MethodImpl(MethodImplOptions.AggressiveInlining)]
13        public static T Subtract<T>(T x, T y) => Arithmetic<T>.Subtract(x, y);
14
15        [MethodImpl(MethodImplOptions.AggressiveInlining)]
16        public static T Increment<T>(T x) => Arithmetic<T>.Increment(x);
17
18        [MethodImpl(MethodImplOptions.AggressiveInlining)]
19        public static T Increment<T>(ref T x) => x = Arithmetic<T>.Increment(x);
20
21        [MethodImpl(MethodImplOptions.AggressiveInlining)]
22        public static T Decrement<T>(T x) => Arithmetic<T>.Decrement(x);
23
24        [MethodImpl(MethodImplOptions.AggressiveInlining)]
25        public static T Decrement<T>(ref T x) => x = Arithmetic<T>.Decrement(x);
26    }
27 }
```

1.2 ./Platform.Numbers/ArithmeticExtensions.cs

```
1 using System.Runtime.CompilerServices;
2
3 #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
4
5 namespace Platform.Numbers
6 {
7     public static class ArithmeticExtensions
8     {
9         [MethodImpl(MethodImplOptions.AggressiveInlining)]
10        public static T Decrement<T>(this ref T x) where T : struct => x =
11            ↪ Arithmetic<T>.Decrement(x);
12
13        [MethodImpl(MethodImplOptions.AggressiveInlining)]
14        public static T Increment<T>(this ref T x) where T : struct => x =
15            ↪ Arithmetic<T>.Increment(x);
16    }
17 }
```

1.3 ./Platform.Numbers/Arithmetic[T].cs

```
1 using System;
2 using System.Runtime.CompilerServices;
3 using Platform.Exceptions;
4 using Platform.Reflection;
5
6 // ReSharper disable StaticFieldInGenericType
7 #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
8
9 namespace Platform.Numbers
10 {
11     public static class Arithmetic<T>
12     {
13         public static readonly Func<T, T, T> Add = CompileAddDelegate();
14         public static readonly Func<T, T, T> Subtract = CompileSubtractDelegate();
15         public static readonly Func<T, T> Increment = CompileIncrementDelegate();
16         public static readonly Func<T, T> Decrement = CompileDecrementDelegate();
17
18         [MethodImpl(MethodImplOptions.AggressiveInlining)]
19         private static Func<T, T, T> CompileAddDelegate()
20         {
21             return DelegateHelpers.Compile<Func<T, T, T>>(emitter =>
22             {
23                 Ensure.Always.IsNumeric<T>();
24                 emitter.LoadArguments(0, 1);
25                 emitter.Add();
26                 emitter.Return();
27             });
28         }
29     }
```

```

30     [MethodImpl(MethodImplOptions.AggressiveInlining)]
31     private static Func<T, T, T> CompileSubtractDelegate()
32     {
33         return DelegateHelpers.Compile<Func<T, T, T>>(emitter =>
34         {
35             Ensure.Always.IsNumeric<T>();
36             emitter.LoadArguments(0, 1);
37             emitter.Subtract();
38             emitter.Return();
39         });
40     }
41
42     [MethodImpl(MethodImplOptions.AggressiveInlining)]
43     private static Func<T, T> CompileIncrementDelegate()
44     {
45         return DelegateHelpers.Compile<Func<T, T>>(emitter =>
46         {
47             Ensure.Always.IsNumeric<T>();
48             emitter.LoadArgument(0);
49             emitter.Increment<T>();
50             emitter.Return();
51         });
52     }
53
54     [MethodImpl(MethodImplOptions.AggressiveInlining)]
55     private static Func<T, T> CompileDecrementDelegate()
56     {
57         return DelegateHelpers.Compile<Func<T, T>>(emitter =>
58         {
59             Ensure.Always.IsNumeric<T>();
60             emitter.LoadArgument(0);
61             emitter.Decrement<T>();
62             emitter.Return();
63         });
64     }
65 }
66 }

```

1.4 ./Platform.Numbers/Bit.cs

```

1  using System.Runtime.CompilerServices;
2
3  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
4
5  namespace Platform.Numbers
6  {
7      public static class Bit
8      {
9          [MethodImpl(MethodImplOptions.AggressiveInlining)]
10         public static long Count(long x)
11         {
12             long n = 0;
13             while (x != 0)
14             {
15                 n++;
16                 x &= x - 1;
17             }
18             return n;
19         }
20
21         [MethodImpl(MethodImplOptions.AggressiveInlining)]
22         public static int GetLowestPosition(ulong value)
23         {
24             if (value == 0)
25             {
26                 return -1;
27             }
28             var position = 0;
29             while ((value & 1UL) == 0)
30             {
31                 value >>= 1;
32                 ++position;
33             }
34             return position;
35         }
36
37         [MethodImpl(MethodImplOptions.AggressiveInlining)]
38         public static T Not<T>(T x) => Bit<T>.Not(x);
39
40         [MethodImpl(MethodImplOptions.AggressiveInlining)]

```

```

41     public static T Or<T>(T x, T y) => Bit<T>.Or(x, y);
42
43     [MethodImpl(MethodImplOptions.AggressiveInlining)]
44     public static T And<T>(T x, T y) => Bit<T>.And(x, y);
45
46     [MethodImpl(MethodImplOptions.AggressiveInlining)]
47     public static T ShiftLeft<T>(T x, int y) => Bit<T>.ShiftLeft(x, y);
48
49     [MethodImpl(MethodImplOptions.AggressiveInlining)]
50     public static T ShiftRight<T>(T x, int y) => Bit<T>.ShiftRight(x, y);
51
52     [MethodImpl(MethodImplOptions.AggressiveInlining)]
53     public static T PartialWrite<T>(T target, T source, int shift, int limit) =>
54         ↪ Bit<T>.PartialWrite(target, source, shift, limit);
55
56     [MethodImpl(MethodImplOptions.AggressiveInlining)]
57     public static T PartialRead<T>(T target, int shift, int limit) =>
58         ↪ Bit<T>.PartialRead(target, shift, limit);
59 }

```

1.5 ./Platform.Numbers/BitExtensions.cs

```

1  using System.Runtime.CompilerServices;
2
3  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
4
5  namespace Platform.Numbers
6  {
7      public static class BitwiseExtensions
8      {
9          [MethodImpl(MethodImplOptions.AggressiveInlining)]
10         public static T Not<T>(this ref T target) where T : struct => target = Bit.Not(target);
11
12         [MethodImpl(MethodImplOptions.AggressiveInlining)]
13         public static T PartialWrite<T>(this ref T target, T source, int shift, int limit) where
14             ↪ T : struct => target = Bit<T>.PartialWrite(target, source, shift, limit);
15
16         [MethodImpl(MethodImplOptions.AggressiveInlining)]
17         public static T PartialRead<T>(this T target, int shift, int limit) =>
18             ↪ Bit<T>.PartialRead(target, shift, limit);
19     }
20 }

```

1.6 ./Platform.Numbers/Bit[T].cs

```

1  using System;
2  using System.Runtime.CompilerServices;
3  using Platform.Exceptions;
4  using Platform.Reflection;
5
6  // ReSharper disable StaticFieldInGenericType
7  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
8
9  namespace Platform.Numbers
10 {
11     public static class Bit<T>
12     {
13         public static readonly Func<T, T> Not = CompileNotDelegate();
14         public static readonly Func<T, T, T> Or = CompileOrDelegate();
15         public static readonly Func<T, T, T> And = CompileAndDelegate();
16         public static readonly Func<T, int, T> ShiftLeft = CompileShiftLeftDelegate();
17         public static readonly Func<T, int, T> ShiftRight = CompileShiftRightDelegate();
18         public static readonly Func<T, T, int, int, T> PartialWrite =
19             ↪ CompilePartialWriteDelegate();
20         public static readonly Func<T, int, int, T> PartialRead = CompilePartialReadDelegate();
21
22         [MethodImpl(MethodImplOptions.AggressiveInlining)]
23         private static Func<T, T> CompileNotDelegate()
24         {
25             return DelegateHelpers.Compile<Func<T, T>>(emitter =>
26             {
27                 Ensure.Always.IsNumeric<T>();
28                 emitter.LoadArguments(0);
29                 emitter.Not();
30                 emitter.Return();
31             });
32         }
33
34         [MethodImpl(MethodImplOptions.AggressiveInlining)]
35         private static Func<T, T, T> CompileOrDelegate()

```

```

35 {
36     return DelegateHelpers.Compile<Func<T, T, T>>(emitter =>
37     {
38         Ensure.Always.IsNumeric<T>();
39         emitter.LoadArguments(0, 1);
40         emitter.Or();
41         emitter.Return();
42     });
43 }
44
45 [MethodImpl(MethodImplOptions.AggressiveInlining)]
46 private static Func<T, T, T> CompileAndDelegate()
47 {
48     return DelegateHelpers.Compile<Func<T, T, T>>(emitter =>
49     {
50         Ensure.Always.IsNumeric<T>();
51         emitter.LoadArguments(0, 1);
52         emitter.And();
53         emitter.Return();
54     });
55 }
56
57 [MethodImpl(MethodImplOptions.AggressiveInlining)]
58 private static Func<T, int, T> CompileShiftLeftDelegate()
59 {
60     return DelegateHelpers.Compile<Func<T, int, T>>(emitter =>
61     {
62         Ensure.Always.IsNumeric<T>();
63         emitter.LoadArguments(0, 1);
64         emitter.ShiftLeft();
65         emitter.Return();
66     });
67 }
68
69 [MethodImpl(MethodImplOptions.AggressiveInlining)]
70 private static Func<T, int, T> CompileShiftRightDelegate()
71 {
72     return DelegateHelpers.Compile<Func<T, int, T>>(emitter =>
73     {
74         Ensure.Always.IsNumeric<T>();
75         emitter.LoadArguments(0, 1);
76         emitter.ShiftRight();
77         emitter.Return();
78     });
79 }
80
81 [MethodImpl(MethodImplOptions.AggressiveInlining)]
82 private static Func<T, T, int, int, T> CompilePartialWriteDelegate()
83 {
84     return DelegateHelpers.Compile<Func<T, T, int, int, T>>(emitter =>
85     {
86         Ensure.Always.IsNumeric<T>();
87         var constants = GetConstants();
88         var bitsNumber = constants.Item1;
89         var numberFilledWithOnes = constants.Item2;
90         ushort shiftArgument = 2;
91         ushort limitArgument = 3;
92         var checkLimit = emitter.DefineLabel();
93         var calculateSourceMask = emitter.DefineLabel();
94         // Check shift
95         emitter.LoadArgument(shiftArgument);
96         emitter.LoadConstant(0);
97         emitter.BranchIfGreaterOrEqual(checkLimit); // Skip fix
98         // Fix shift
99         emitter.LoadConstant(bitsNumber);
100        emitter.LoadArgument(shiftArgument);
101        emitter.Add();
102        emitter.StoreArgument(shiftArgument);
103        emitter.MarkLabel(checkLimit);
104        // Check limit
105        emitter.LoadArgument(limitArgument);
106        emitter.LoadConstant(0);
107        emitter.BranchIfGreaterOrEqual(calculateSourceMask); // Skip fix
108        // Fix limit
109        emitter.LoadConstant(bitsNumber);
110        emitter.LoadArgument(limitArgument);
111        emitter.Add();
112        emitter.StoreArgument(limitArgument);

```

```

113     emitter.MarkLabel(calculateSourceMask);
114     var sourceMask = emitter.DeclareLocal<T>();
115     var targetMask = emitter.DeclareLocal<T>();
116     emitter.LoadConstant(typeof(T), numberFilledWithOnes);
117     emitter.LoadArgument(limitArgument);
118     emitter.ShiftLeft();
119     emitter.Not();
120     emitter.LoadConstant(typeof(T), numberFilledWithOnes);
121     emitter.And();
122     emitter.StoreLocal(sourceMask);
123     emitter.LoadLocal(sourceMask);
124     emitter.LoadArgument(shiftArgument);
125     emitter.ShiftLeft();
126     emitter.Not();
127     emitter.StoreLocal(targetMask);
128     emitter.LoadArgument(0); // target
129     emitter.LoadLocal(targetMask);
130     emitter.And();
131     emitter.LoadArgument(1); // source
132     emitter.LoadLocal(sourceMask);
133     emitter.And();
134     emitter.LoadArgument(shiftArgument);
135     emitter.ShiftLeft();
136     emitter.Or();
137     emitter.Return();
138     });
139 }
140
141 [MethodImpl(MethodImplOptions.AggressiveInlining)]
142 private static Func<T, int, int, T> CompilePartialReadDelegate()
143 {
144     return DelegateHelpers.Compile<Func<T, int, int, T>>(emitter =>
145     {
146         Ensure.Always.IsNumeric<T>();
147         var constants = GetConstants();
148         var bitsNumber = constants.Item1;
149         var numberFilledWithOnes = constants.Item2;
150         ushort shiftArgument = 1;
151         ushort limitArgument = 2;
152         var checkLimit = emitter.DefineLabel();
153         var calculateSourceMask = emitter.DefineLabel();
154         // Check shift
155         emitter.LoadArgument(shiftArgument);
156         emitter.LoadConstant(0);
157         emitter.BranchIfGreaterOrEqual(checkLimit); // Skip fix
158         // Fix shift
159         emitter.LoadConstant(bitsNumber);
160         emitter.LoadArgument(shiftArgument);
161         emitter.Add();
162         emitter.StoreArgument(shiftArgument);
163         emitter.MarkLabel(checkLimit);
164         // Check limit
165         emitter.LoadArgument(limitArgument);
166         emitter.LoadConstant(0);
167         emitter.BranchIfGreaterOrEqual(calculateSourceMask); // Skip fix
168         // Fix limit
169         emitter.LoadConstant(bitsNumber);
170         emitter.LoadArgument(limitArgument);
171         emitter.Add();
172         emitter.StoreArgument(limitArgument);
173         emitter.MarkLabel(calculateSourceMask);
174         var sourceMask = emitter.DeclareLocal<T>();
175         var targetMask = emitter.DeclareLocal<T>();
176         emitter.LoadConstant(typeof(T), numberFilledWithOnes);
177         emitter.LoadArgument(limitArgument); // limit
178         emitter.ShiftLeft();
179         emitter.Not();
180         emitter.LoadConstant(typeof(T), numberFilledWithOnes);
181         emitter.And();
182         emitter.StoreLocal(sourceMask);
183         emitter.LoadLocal(sourceMask);
184         emitter.LoadArgument(shiftArgument);
185         emitter.ShiftLeft();
186         emitter.StoreLocal(targetMask);
187         emitter.LoadArgument(0); // target
188         emitter.LoadLocal(targetMask);
189         emitter.And();
190         emitter.LoadArgument(shiftArgument);

```

```

191         emitter.ShiftRight();
192         emitter.Return();
193     });
194 }
195
196 [MethodImpl(MethodImplOptions.AggressiveInlining)]
197 private static Tuple<int, T> GetConstants()
198 {
199     var type = typeof(T);
200     if (type == typeof(ulong))
201     {
202         return new Tuple<int, T>(64, (T)(object)ulong.MaxValue);
203     }
204     if (type == typeof(uint))
205     {
206         return new Tuple<int, T>(32, (T)(object)uint.MaxValue);
207     }
208     if (type == typeof(ushort))
209     {
210         return new Tuple<int, T>(16, (T)(object)ushort.MaxValue);
211     }
212     if (type == typeof(byte))
213     {
214         return new Tuple<int, T>(8, (T)(object)byte.MaxValue);
215     }
216     throw new NotSupportedException();
217 }
218 }
219 }

```

1.7 ./Platform.Numbers/Math.cs

```

1 using System.Runtime.CompilerServices;
2
3 #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
4
5 namespace Platform.Numbers
6 {
7     /// <remarks>
8     /// Resizable array (FileMappedMemory) for values cache may be used. or cached oeis.org
9     /// </remarks>
10    public static class Math
11    {
12        /// <remarks>
13        /// <para>Source: https://oeis.org/A000142/list </para>
14        /// <para>Источник: https://oeis.org/A000142/list </para>
15        /// </remarks>
16        private static readonly double[] _factorials =
17        {
18            1D, 1D, 2D, 6D, 24D, 120D, 720D, 5040D, 40320D, 362880D, 3628800D, 39916800D,
19            479001600, 6227020800, 87178291200, 1307674368000D, 20922789888000D,
20            355687428096000D, 6402373705728000D, 121645100408832000D, 2432902008176640000D,
21            51090942171709440000D, 112400072777607680000D
22        };
23
24        /// <remarks>
25        /// <para>Source: https://oeis.org/A000108/list </para>
26        /// <para>Источник: https://oeis.org/A000108/list </para>
27        /// </remarks>
28        private static readonly double[] _catalans =
29        {
30            1D, 1D, 2D, 5D, 14D, 42D, 132D, 429D, 1430D, 4862D, 16796D, 58786D,
31            ↪ 208012D,
32            742900D, 2674440D, 9694845D, 35357670D, 129644790D, 477638700D, 1767263190D,
33            6564120420D, 24466267020D, 91482563640D, 343059613650D, 1289904147324D,
34            ↪ 4861946401452D,
35            18367353072152D, 69533550916004D, 263747951750360D, 1002242216651368D,
36            ↪ 3814986502092304D
37        };
38    };
39
40    public static double Factorial(double n)
41    {
42        if (n <= 1)
43        {
44            return 1;
45        }
46        if (n < _factorials.Length)
47        {
48            return _factorials[(int)n];
49        }
50    }

```

```

46         return n * Factorial(n - 1);
47     }
48
49     public static double Catalan(double n)
50     {
51         if (n <= 1)
52         {
53             return 1;
54         }
55         if (n < _catalans.Length)
56         {
57             return _catalans[(int)n];
58         }
59         return Factorial(2 * n) / (Factorial(n + 1) * Factorial(n));
60     }
61
62     [MethodImpl(MethodImplOptions.AggressiveInlining)]
63     public static bool IsPowerOfTwo(ulong x) => (x & x - 1) == 0;
64
65     [MethodImpl(MethodImplOptions.AggressiveInlining)]
66     public static T Abs<T>(T x) => Math<T>.Abs(x);
67
68     [MethodImpl(MethodImplOptions.AggressiveInlining)]
69     public static T Negate<T>(T x) => Math<T>.Negate(x);
70 }
71 }

```

1.8 ./Platform.Numbers/MathExtensions.cs

```

1  using System.Runtime.CompilerServices;
2
3  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
4
5  namespace Platform.Numbers
6  {
7      public static class MathExtensions
8      {
9          [MethodImpl(MethodImplOptions.AggressiveInlining)]
10         public static T Abs<T>(this ref T x) where T : struct => x = Math<T>.Abs(x);
11
12         [MethodImpl(MethodImplOptions.AggressiveInlining)]
13         public static T Negate<T>(this ref T x) where T : struct => x = Math<T>.Negate(x);
14     }
15 }

```

1.9 ./Platform.Numbers/Math[T].cs

```

1  using System;
2  using System.Runtime.CompilerServices;
3  using Platform.Exceptions;
4  using Platform.Reflection;
5
6  // ReSharper disable StaticFieldInGenericType
7  #pragma warning disable CS1591 // Missing XML comment for publicly visible type or member
8
9  namespace Platform.Numbers
10 {
11     public static class Math<T>
12     {
13         public static readonly Func<T, T> Abs = CompileAbsDelegate();
14         public static readonly Func<T, T> Negate = CompileNegateDelegate();
15
16         [MethodImpl(MethodImplOptions.AggressiveInlining)]
17         private static Func<T, T> CompileAbsDelegate()
18         {
19             return DelegateHelpers.Compile<Func<T, T>>(emitter =>
20             {
21                 Ensure.Always.IsNumeric<T>();
22                 emitter.LoadArgument(0);
23                 if (NumericType<T>.IsSigned)
24                 {
25                     emitter.Call(typeof(System.Math).GetMethod("Abs", Types<T>.Array));
26                 }
27                 emitter.Return();
28             });
29         }
30
31         [MethodImpl(MethodImplOptions.AggressiveInlining)]
32         private static Func<T, T> CompileNegateDelegate()
33         {
34             return DelegateHelpers.Compile<Func<T, T>>(emitter =>

```

```

35         {
36             emitter.LoadArgument(0);
37             emitter.Negate();
38             emitter.Return();
39         });
40     }
41 }
42 }

```

1.10 ./Platform.Numbers.Tests/ArithmeticExtensionsTests.cs

```

1  using Xunit;
2
3  namespace Platform.Numbers.Tests
4  {
5      public static class ArithmeticExtensionsTests
6      {
7          [Fact]
8          public static void IncrementTest()
9          {
10             var number = 0UL;
11             var returnValue = number.Increment();
12             Assert.Equal(1UL, returnValue);
13             Assert.Equal(1UL, number);
14         }
15
16         [Fact]
17         public static void DecrementTest()
18         {
19             var number = 1UL;
20             var returnValue = number.Decrement();
21             Assert.Equal(0UL, returnValue);
22             Assert.Equal(0UL, number);
23         }
24     }
25 }

```

1.11 ./Platform.Numbers.Tests/ArithmeticTests.cs

```

1  using System;
2  using Xunit;
3
4  namespace Platform.Numbers.Tests
5  {
6      public static class ArithmeticTests
7      {
8          [Fact]
9          public static void CompiledOperationsTest()
10         {
11             Assert.True(Arithmetic<short>.Add(1, 2) == 3);
12             Assert.True(Arithmetic<short>.Subtract(2, 1) == 1);
13             Assert.True(Arithmetic<byte>.Increment(1) == 2);
14             Assert.True(Arithmetic<ulong>.Decrement(2) == 1);
15             Assert.Throws<NotSupportedException>(() => Arithmetic<string>.Subtract("1", "2"));
16         }
17     }
18 }

```

1.12 ./Platform.Numbers.Tests/BitTests.cs

```

1  using System;
2  using Xunit;
3
4  namespace Platform.Numbers.Tests
5  {
6      public static class BitTests
7      {
8          [Theory]
9          [InlineData(00, -1)] // 0000 0000 (none, -1)
10         [InlineData(01, 00)] // 0000 0001 (first, 0)
11         [InlineData(08, 03)] // 0000 1000 (forth, 3)
12         [InlineData(88, 03)] // 0101 1000 (forth, 3)
13         public static void GetLowestBitPositionTest(ulong value, int expectedPosition)
14         {
15             Assert.True(Bit.GetLowestPosition(value) == expectedPosition);
16         }
17
18         [Fact]
19         public static void ByteBitwiseOperationsTest()
20         {
21             Assert.True(Bit<byte>.Not(2) == unchecked((byte)~2));
22         }
23     }
24 }

```



```

22     Assert.True(Bit<byte>.Or(1, 2) == (1 | 2));
23     Assert.True(Bit<byte>.And(1, 2) == (1 & 2));
24     Assert.True(Bit<byte>.ShiftLeft(1, 2) == (1 << 2));
25     Assert.True(Bit<byte>.ShiftRight(1, 2) == (1 >> 2));
26 }
27
28 [Fact]
29 public static void UInt16BitwiseOperationsTest()
30 {
31     Assert.True(Bit<ushort>.Not(2) == unchecked((ushort)~2));
32     Assert.True(Bit<ushort>.Or(1, 2) == (1 | 2));
33     Assert.True(Bit<ushort>.And(1, 2) == (1 & 2));
34     Assert.True(Bit<ushort>.ShiftLeft(1, 2) == (1 << 2));
35     Assert.True(Bit<ushort>.ShiftRight(1, 2) == (1 >> 2));
36 }
37
38 [Fact]
39 public static void UInt32BitwiseOperationsTest()
40 {
41     Assert.True(Bit<uint>.Not(2) == unchecked((uint)~2));
42     Assert.True(Bit<uint>.Or(1, 2) == (1 | 2));
43     Assert.True(Bit<uint>.And(1, 2) == (1 & 2));
44     Assert.True(Bit<uint>.ShiftLeft(1, 2) == (1 << 2));
45     Assert.True(Bit<uint>.ShiftRight(1, 2) == (1 >> 2));
46 }
47
48 [Fact]
49 public static void UInt64BitwiseOperationsTest()
50 {
51     Assert.True(Bit<ulong>.Not(2) == unchecked((ulong)~2));
52     Assert.True(Bit<ulong>.Or(1, 2) == (1 | 2));
53     Assert.True(Bit<ulong>.And(1, 2) == (1 & 2));
54     Assert.True(Bit<ulong>.ShiftLeft(1, 2) == (1 << 2));
55     Assert.True(Bit<ulong>.ShiftRight(1, 2) == (1 >> 2));
56 }
57
58 [Fact]
59 public static void PartialReadWriteTest()
60 {
61     {
62         uint firstValue = 1;
63         uint secondValue = 1543;
64
65         // Pack (join) two values at the same time
66         uint value = secondValue << 1 | firstValue;
67
68         uint unpackagedFirstValue = value & 1;
69         uint unpackagedSecondValue = (value & 0xFFFFFFF0) >> 1;
70
71         Assert.True(firstValue == unpackagedFirstValue);
72         Assert.True(secondValue == unpackagedSecondValue);
73
74         // Using universal functions:
75         Assert.True(PartialRead(value, 0, 1) == firstValue);
76         Assert.True(PartialRead(value, 1, -1) == secondValue);
77
78         firstValue = 0;
79         secondValue = 6892;
80
81         value = PartialWrite(value, firstValue, 0, 1);
82         value = PartialWrite(value, secondValue, 1, -1);
83
84         Assert.True(PartialRead(value, 0, 1) == firstValue);
85         Assert.True(PartialRead(value, 1, -1) == secondValue);
86     }
87
88     {
89         uint firstValue = 1;
90         uint secondValue = 1543;
91
92         // Pack (join) two values at the same time
93         uint value = secondValue << 1 | firstValue;
94
95         uint unpackagedFirstValue = value & 1;
96         uint unpackagedSecondValue = (value & 0xFFFFFFF0) >> 1;
97
98         Assert.True(firstValue == unpackagedFirstValue);
99         Assert.True(secondValue == unpackagedSecondValue);
100
101         // Using universal functions:

```

```

102     Assert.True(Bit.PartialRead(value, 0, 1) == firstValue);
103     Assert.True(Bit.PartialRead(value, 1, -1) == secondValue);
104
105     firstValue = 0;
106     secondValue = 6892;
107
108     value = Bit.PartialWrite(value, firstValue, 0, 1);
109     value = Bit.PartialWrite(value, secondValue, 1, -1);
110
111     Assert.True(Bit.PartialRead(value, 0, 1) == firstValue);
112     Assert.True(Bit.PartialRead(value, 1, -1) == secondValue);
113 }
114
115 {
116     uint firstValue = 1;
117     uint secondValue = 1543;
118
119     // Pack (join) two values at the same time
120     uint value = secondValue << 1 | firstValue;
121
122     uint unpackagedFirstValue = value & 1;
123     uint unpackagedSecondValue = (value & 0xFFFFFFF) >> 1;
124
125     Assert.True(firstValue == unpackagedFirstValue);
126     Assert.True(secondValue == unpackagedSecondValue);
127
128     // Using universal functions:
129     var readMasksAndShiftFor0And1 = GetReadMaskAndShift(0, 1);
130     var readMasksAndShiftFor1AndMinus1 = GetReadMaskAndShift(1, -1);
131     var writeMasksAndShiftFor0And1 = GetWriteMasksAndShift(0, 1);
132     var writeMasksAndShiftFor1AndMinus1 = GetWriteMasksAndShift(1, -1);
133
134     Assert.True(PartialRead(value, readMasksAndShiftFor0And1) == firstValue);
135     Assert.True(PartialRead(value, readMasksAndShiftFor1AndMinus1) == secondValue);
136
137     firstValue = 0;
138     secondValue = 6892;
139
140     value = PartialWrite(value, firstValue, writeMasksAndShiftFor0And1);
141     value = PartialWrite(value, secondValue, writeMasksAndShiftFor1AndMinus1);
142
143     Assert.True(PartialRead(value, readMasksAndShiftFor0And1) == firstValue);
144     Assert.True(PartialRead(value, readMasksAndShiftFor1AndMinus1) == secondValue);
145 }
146 }
147
148 // TODO: Can be optimized using precalculation of TargetMask and SourceMask
149 private static uint PartialWrite(uint target, uint source, int shift, int limit)
150 {
151     if (shift < 0)
152     {
153         shift = 32 + shift;
154     }
155     if (limit < 0)
156     {
157         limit = 32 + limit;
158     }
159     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
160     var targetMask = ~(sourceMask << shift);
161     return target & targetMask | (source & sourceMask) << shift;
162 }
163
164 private static uint PartialRead(uint target, int shift, int limit)
165 {
166     if (shift < 0)
167     {
168         shift = 32 + shift;
169     }
170     if (limit < 0)
171     {
172         limit = 32 + limit;
173     }
174     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
175     var targetMask = sourceMask << shift;
176     return (target & targetMask) >> shift;
177 }
178
179 private static Tuple<uint, uint, int> GetWriteMasksAndShift(int shift, int limit)
180 {
181     if (shift < 0)

```

```

182     {
183         shift = 32 + shift;
184     }
185     if (limit < 0)
186     {
187         limit = 32 + limit;
188     }
189     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
190     var targetMask = ~(sourceMask << shift);
191     return new Tuple<uint, uint, int>(targetMask, sourceMask, shift);
192 }
193
194 private static Tuple<uint, int> GetReadMaskAndShift(int shift, int limit)
195 {
196     if (shift < 0)
197     {
198         shift = 32 + shift;
199     }
200     if (limit < 0)
201     {
202         limit = 32 + limit;
203     }
204     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
205     var targetMask = sourceMask << shift;
206     return new Tuple<uint, int>(targetMask, shift);
207 }
208
209 private static uint PartialWrite(uint target, uint targetMask, uint source, uint
    ↪ sourceMask, int shift) => target & targetMask | (source & sourceMask) << shift;
210
211 private static uint PartialWrite(uint target, uint source, Tuple<uint, uint, int>
    ↪ masksAndShift) => PartialWrite(target, masksAndShift.Item1, source,
    ↪ masksAndShift.Item2, masksAndShift.Item3);
212
213 private static uint PartialRead(uint target, uint targetMask, int shift) => (target &
    ↪ targetMask) >> shift;
214
215 private static uint PartialRead(uint target, Tuple<uint, int> masksAndShift) =>
    ↪ PartialRead(target, masksAndShift.Item1, masksAndShift.Item2);
216
217 [Fact]
218 public static void BugWithLoadingConstantOf8Test()
219 {
220     Bit<byte>.PartialWrite(0, 1, 5, -5);
221 }
222 }
223 }

```

1.13 ./Platform.Numbers.Tests/MathExtensionsTests.cs

```

1 using Xunit;
2
3 namespace Platform.Numbers.Tests
4 {
5     public static class MathExtensionsTests
6     {
7         [Fact]
8         public static void AbsTest()
9         {
10             var number = -1L;
11             var returnValue = number.Abs();
12             Assert.Equal(1L, returnValue);
13             Assert.Equal(1L, number);
14         }
15
16         [Fact]
17         public static void NegateTest()
18         {
19             var number = 2L;
20             var returnValue = number.Negate();
21             Assert.Equal(-2L, returnValue);
22             Assert.Equal(-2L, number);
23         }
24
25         [Fact]
26         public static void UnsignedNegateTest()
27         {
28             var number = 2UL;
29             var returnValue = number.Negate();
30             Assert.Equal(18446744073709551614, returnValue);

```

```

31         Assert.Equal(18446744073709551614, number);
32     }
33 }
34 }

```

1.14 ./Platform.Numbers.Tests/MathTests.cs

```

1  using Xunit;
2
3  namespace Platform.Numbers.Tests
4  {
5      public static class MathTests
6      {
7          [Fact]
8          public static void CompiledOperationsTest()
9          {
10             Assert.True(Math.Abs(Arithmetic<double>.Subtract(3D, 2D) - 1D) < 0.01);
11         }
12     }
13 }

```

1.15 ./Platform.Numbers.Tests/SystemTests.cs

```

1  using Xunit;
2
3  namespace Platform.Numbers.Tests
4  {
5      public static class SystemTests
6      {
7          [Fact]
8          public static void PossiblePackTwoValuesIntoOneTest()
9          {
10             uint value = 0;
11
12             // Set one to first bit
13             value |= 1;
14
15             Assert.True(value == 1);
16
17             // Set zero to first bit
18             value &= 0xFFFFFFFF;
19
20             // Get first bit
21             uint read = value & 1;
22
23             Assert.True(read == 0);
24
25             uint firstValue = 1;
26             uint secondValue = 1543;
27
28             // Pack (join) two values at the same time
29             value = (secondValue << 1) | firstValue;
30
31             uint unpackedFirstValue = value & 1;
32             uint unpackedSecondValue = (value & 0xFFFFFFFF) >> 1;
33
34             Assert.True(firstValue == unpackedFirstValue);
35             Assert.True(secondValue == unpackedSecondValue);
36
37             // Using universal functions:
38
39             Assert.True(PartialRead(value, 0, 1) == firstValue);
40             Assert.True(PartialRead(value, 1, -1) == secondValue);
41
42             firstValue = 0;
43             secondValue = 6892;
44
45             value = PartialWrite(value, firstValue, 0, 1);
46             value = PartialWrite(value, secondValue, 1, -1);
47
48             Assert.True(PartialRead(value, 0, 1) == firstValue);
49             Assert.True(PartialRead(value, 1, -1) == secondValue);
50         }
51
52         private static uint PartialWrite(uint target, uint source, int shift, int limit)
53         {
54             if (shift < 0)
55             {
56                 shift = 32 + shift;
57             }
58             if (limit < 0)
59             {

```

```

60         limit = 32 + limit;
61     }
62     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
63     var targetMask = ~(sourceMask << shift);
64     return (target & targetMask) | ((source & sourceMask) << shift);
65 }
66
67 private static uint PartialRead(uint target, int shift, int limit)
68 {
69     if (shift < 0)
70     {
71         shift = 32 + shift;
72     }
73     if (limit < 0)
74     {
75         limit = 32 + limit;
76     }
77     var sourceMask = ~(uint.MaxValue << limit) & uint.MaxValue;
78     var targetMask = sourceMask << shift;
79     return (target & targetMask) >> shift;
80 }
81 }
82 }

```

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