

Computer Engineering Course 2023/2024

Report 1

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Accessing the Pis

Output hostname:
rspi06.inf-ra.uni-jena.de

Output lscpu:

Architecture: aarch64
CPU op-mode(s): 32-bit, 64-bit
Byte Order: Little Endian
CPU(s): 4
On-line CPU(s) list: 0-3
Vendor ID: ARM
Model name: Cortex-A72
Model: 3
Thread(s) per core: 1
Core(s) per cluster: 4
Socket(s): -
Cluster(s): 1
Stepping: r0p3
CPU max MHz: 1500,0000
CPU min MHz: 600,0000
BogoMIPS: 108.00
Flags: fp asimd evtstrm crc32 cpuid
Caches (sum of all):
L1d: 128 KiB (4 instances)
L1i: 192 KiB (4 instances)
L2: 1 MiB (1 instance)
Vulnerabilities:
Itlb multihit: Not affected
L1tf: Not affected
Mds: Not affected
Meltdown: Not affected
Mmio stale data: Not affected
Retbleed: Not affected
Spec store bypass: Vulnerable
Spectre v1: Mitigation; __user pointer sanitization
Spectre v2: Vulnerable
Srbds: Not affected
Tsx async abort: Not affected

Working with Bits

| name | type | value | bit value | explanation |
|---------|---------------|-------------|-----------|---|
| l_data1 | unsigned char | 1 | 00000001 | We selected 8 bits as that is the size of the char datatype. The leading zeroes represent the empty bits. |
| l_data2 | unsigned char | 255 | 11111111 | This is simply 255 in binary: the largest number that can be stored in eight bits. |
| l_data3 | unsigned char | l_data2 + 1 | 00000000 | 256 is beyond the boundary of numbers that can be stored as char datatype. Adding 1 to the char maximum creates an overflow, flipping all the bits back to 0. |
| l_data4 | unsigned char | 0xF0 | 11110000 | $F_{16} = 15_{10} = 1111_2$. A single hex digit can be converted into a group of four bits. Zero is "0000". So it's just those digits in binary in the same order. |
| l_data5 | unsigned char | 0b10111 | 00010111 | This is already in binary, so the bit output is the same (with additional leading zeroes because of the eight bits). |

| | | | | |
|----------|---------------|------------------|-------------------------------------|---|
| l_data6 | unsigned char | 'J' | 01001010 | Characters are saved as actual numbers (their ASCII code). For J that's $112_{10} = 4A_{16} = 1001010_2$ (the most significant bit being represented as leading 0). |
| l_data7 | char | -11 | 11110101 | For signed datatypes, the most significant bit is reserved for the sign: 1 for negative, 0 for positive. Positive $11_{10} = 00001011_2$. Bitwise NOT leads to 11110100, the <i>one's complement</i> . Adding 1 to the one's complement yields the <i>two's complement</i> ; the usual representation of negative numbers in binary. Thus -11_{10} is 11110101 ₂ when using eight bits. |
| l_data8 | unsigned int | 1u << 7 | 000000000000000000000000010000000 | 1u is an unsigned 1. "a << b" shifts the bits of number a by b places to the left (inserting zeroes on the right). The 1 is now on the eighth position. |
| l_data9 | unsigned int | l_data8 << 23 | 01000000000000000000000000000000 | The previous number is shifted left another 23 times. |
| l_data10 | unsigned int | 0xFFFFFFFF >> 3 | 00011111111111111111111111111111 | Each hex digit corresponds to a 4-group of bits. $F_{16} = 1111_2$. Thus $FFFFFFFF_{16} = 11111111111111111111111111111111_2$. Shifted right three times, it inserts three zeroes to the left. Because the bitshift operator is acyclical, bits that shift "out of bounds" are lost. |
| l_data11 | unsigned int | 0b1001 ^ 0b11011 | 0000000000000000000000000000010010 | ^ is a bitwise XOR. 01001 XOR 11011 yields 10010. |
| l_data12 | unsigned int | ~0b0011 | 11111111111111111111111111111100 | NOT is true except for the two lowest bits. |
| l_data13 | unsigned int | 0xB0 & 0b1010101 | 0000000000000000000000000000010000 | Bitwise AND. $B0_{16} = 10110000_2$. 10110000 AND $01010101 = 00010000$ (only the fifth bit is 1 in both numbers). |
| l_data14 | unsigned int | 0b011 0b110 | 00000000000000000000000000000111 | 011 OR 110 yields 111. |
| l_data15 | unsigned int | 0x7c0 | 00000000000000000000000011111000000 | $7C0_{16} = 011111000000_2$. |
| l_data16 | int | -1984 | 111111111111111111111000010000000 | $1984_{10} = 11111000000_2$. Its 32-bit one's complement is 111111111111111111110000011111. Adding 1 to that gives the two's complement 1111111111111111111100001000000. |