

Computer Systems Organization
CSCI-UA.0201-005 Fall 2024
Assignment 2 Hints

1. Defining function-like macros using the preprocessor

Use `#define` to define a macro that results in a textual substitution before the code is compiled. For example,

```
#define TIMES24(x) ((x) * 24)
```

will cause the statements

```
y = TIMES24(z);  
a = TIMES24(b+c);
```

to be transformed, before compilation, into

```
y = (z) * 24;  
a = (b+c) * 24;
```

The second example shows why it is always a good idea, when defining a macro, to put parentheses around the macro parameter, in this case `x`.

2. Extracting the value of a multiple-bit field from a variable

Note: Remember that bit 0 is the rightmost (least significant) bit and bit 31 is the leftmost (most significant) bit of a 32-bit variable.

If you want to extract m bits from a variable v , starting at bit position n (i.e. the value of bits n through $n+m-1$ of v), then:

- (1) shift v to the right by n , and
- (2) bitwise-and (`&`) the result of the shift with a mask whose rightmost m bits are 1.

For example,

```
#define MASK5 0x1F // a mask whose rightmost 5 bits are 1.  
y = ((x >> 12) & MASK5); // sets y to the value of bits 12 through 16 of x
```

3. Setting the value of a multiple-bit field in a variable

If you want to write an m bit value k into a variable v , starting at bit position n (i.e. setting the value of bits n through $n+m-1$ of v to k), then:

- (1) bitwise-and (`&`) k with a mask whose rightmost m bits are 1
- (2) bitwise-or (`|`) x with the result of step (1) shifted left by n .

For example,

```
#define MASK12 0xFFF // a mask whose rightmost 12 bits are 1  
x = x | ((k & MASK12) << 6); // sets bits 6 through 17 of x to k.
```

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4. Treating a floating point variable as an unsigned 32-bit value (without conversion)

If you want to operate on the individual bits of a floating point variable `f` (as in the assignment), you cannot perform `&` or `|` on `f` directly, nor can you simply cast `f` to unsigned int. For example, if you were trying to extract the rightmost 16 bits of `f`,

```
unsigned int x = f & 0xFFFF; // This will be rejected by the compiler, & cannot be used on floats
unsigned int x = ((unsigned int) f) & 0xFFFF; // This will convert f to an unsigned integer,
                                              // changing the bits. No good.
```

To get around this issue, first convert the address of `f` to an unsigned int `*` (i.e. an unsigned int pointer) and then dereference the pointer to get the value. For example,

// In two steps

```
unsigned int *pf = (unsigned int *) &f; // pf points to f.
unsigned int x = (*pf) & 0xFFFF;        // x gets the value of the rightmost 16 bits of f
```

// In one step

```
unsigned int x = (*((unsigned int *) &f)) & 0xFFFF; // x gets the value of the rightmost 16 bits of f
```

5. Treating an unsigned int as a float (without conversion)

Similar to above, if you've assembled the bits of an unsigned int variable `x` and want to treat it as a float (as in the assignment), you convert the address of `x` to a float `*` (i.e. a float pointer) and then dereference the pointer. For example,

// In two steps

```
float *px = (float *) &x;
float f = *px;
```

// In one step

```
float f = *((float *) &x);
```