

CPSC 213 – Assignment 1

Numbers and Memory

Due: Saturday, January 18, 2019 at 11:59pm

You may use one of your two late days on this assignment to make it due Sunday.

Overview

One preliminary goal for this assignment is for you to familiarize yourself with the computing environment we will be using this term. You will learn about the UNIX command line, how to transfer files to the department UNIX servers, and how to submit assignments using the *handin* program. You will also setup an IntelliJ project for the *Simple Machine* processor simulator.

The assignment consists of five parts. The marks for each part and for each question within the parts are listed as a percentage as like this [xx%].

You may do this assignment in groups of 2 if you like. If you do, be sure that both of you work every problem — don't split up the work. See the *How to Hand In* Section for important details on how you do this.

What You Need to Do

Part 1: The UNIX Command Line

You can get a UNIX Command Line (i.e., a *shell*) in one of the following ways:

1. You can login to one of the department server machines directly in the lab or remotely from your own machine. To do this from the Mac use *ssh*. To do this from Windows install and run *putty* or *xshell*.
2. If you run Mac or Linux you can get a shell directly on your computer via the built-in terminal app.
3. If you run a recent version of Windows 10, you can install the *Windows Subsystem for Linux* (WSL, aka Bash on Windows), which provides a usable Linux environment with a shell.
4. If you're on a previous version of Windows, you can install *Cygwin*, which emulates Linux to some degree, but this is not a recommended configuration.

You'll also need to install the Java JDK. This is preinstalled on the department servers, but on your own machine you might need to download and install it from Oracle's website, or using your system package manager.

Pick your environment. Then do the following.

1. Create a file called `HelloWorld.java` and edit it so that it will print "Hello World" when it *runs*. You'll do this by creating a static method called *main* that prints that string.
2. Compile this class **from the command line** using the `javac` command.
3. Run this class **from the command line** using the `java` command.
4. Follow the instructions in the final section to use *handin* to submit what you've done so far. Then use *handin* again to verify that your code was submitted properly. The goal here is to test out the process of running *handin*. You'll run *handin* again later when you finish the rest of the assignment.

Part 2: Install the Simple Machine

Most of you will want to use IntelliJ to edit and run the simple machine simulator we will use throughout the term. It is also possible to use Eclipse or another other IDE or editor you like (`emacs` and `vim` are possibilities).

To install the simulator in IntelliJ, download:

- www.students.cs.ubc.ca/~cs-213/cur/resources/sm-student-213-intellij.zip

Then follow instructions in *Companion Section B.1* for IntelliJ. Note that you'll find a link to the Companion readings on the course Piazza resources page.

To use an IDE other than IntelliJ, unpack one of these zip files to select the files `SimpleMachineStudent.jar`, `SimpleMachineStudentSrc.zip`, and `SimpleMachineStudentDoc213.zip`. Then install them into your IDE. The first file contains jar files you need to include in your path, the second contains the source of the simulator, and the third is Java Doc.

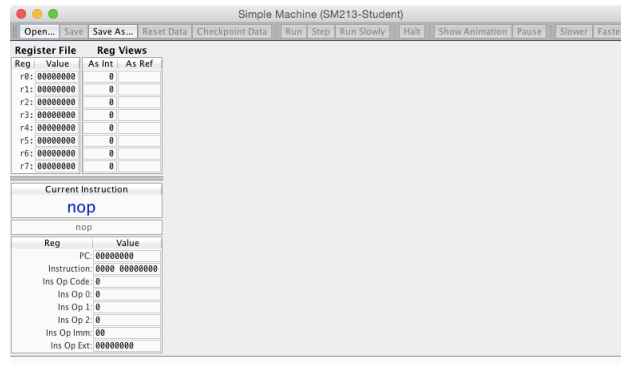
Finally, download the solution / reference implementation of the simulator from

- www.students.cs.ubc.ca/~cs-213/cur/resources/SimpleMachine213.jar.

Save this file for later assignments. *Companion Section B.5* describes how to run this version. You can, for example, run it from the UNIX command line by typing:

```
java -jar SimpleMachine213.jar
```

Now, check to see whether your installation was successful by following the instructions in Companion Section B.4 to run the simulator. If all went well, the simulator will start and show a window like this:



Part 3: Endianness and Hex Questions [20%]

	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F
7000	73	C3	DA	3D	53	78	13	C7	F4	02	7D	2D	41	A0	C8	4B
7010	18	8D	25	06	9A	FC	35	70	87	B0	32	EF	41	1B	63	6C
7020	5D	29	FE	43	A7	B4	26	06	6D	A4	46	84	C8	1B	48	75
7030	57	C2	3E	78	C7	09	22	37	82	4B	0A	CC	37	53	7B	34
7040	64	07	A3	76	21	ED	DE	B2	21	B2	50	3A	CE	12	4D	E1
7050	52	45	AD	0A	FD	5C	8D	E7	15	EB	65	E6	05	6D	5E	02
7060	08	FD	01	2D	4D	70	A2	69	E1	66	13	56	B4	30	FF	A1
7070	04	21	C3	18	EE	B9	3C	5B	B0	37	0E	C2	CA	F8	4E	3A
7080	6C	53	AC	F3	4D	D6	2B	D2	57	C8	C6	C7	BD	5D	E2	FD
7090	EE	73	04	65	9B	8F	58	C0	A4	70	90	60	B1	2C	52	A6
70A0	A0	D7	1F	68	0F	0C	18	F4	8A	52	5F	1F	0E	1E	81	5E
70B0	7F	7E	4F	E3	35	F6	34	91	0A	D4	97	F7	FB	24	AE	0E
70C0	6E	5E	9E	20	19	75	B5	60	BC	66	74	91	BE	FF	7A	5A
70D0	7E	7C	E4	CE	37	43	0B	DA	6D	0D	45	9E	0C	C9	4A	6B
70E0	94	D9	4C	83	F5	82	66	7F	88	92	8A	9E	80	4A	8A	C9
70F0	37	45	BD	09	EA	B9	A9	75	29	80	5D	C3	EC	41	CD	62

Table 1: Contents of Memory from Address 0x7000 to 0x70FF.

Answer these questions.

- [4%] What is the value (in hex) of the little-endian, 4-byte integer stored at location 0x70d8 in Table 1?
- [4%] What is the value (in hex) of the big-endian, 8-byte long stored at location 0x7020 in the table above?
- [4%] Give an example of a 4-byte integer whose big- and little-endian representations are identical. Can you generalize this example?

4. [8%] The Hubble Space Telescope labels the image data it collects with sky positions using *right ascension / declination* coordinates. It downloads this data as binary files that are accessible on the Internet. You've decided that you'd like to take an up-close look at *Proxima Centauri*, the nearest star to earth after the sun, whose position is RA 14h 29m 42.9s, D -62° 40' 46.1".

Hubble image files encode position coordinates using two 4-byte integers, one for right ascension and the other for declination. And so the position of *Proxima Centauri* would be labeled as RA=521,829 and D=-2,256,461.

$$\begin{aligned} \text{RA} &= 14 * 36000 + 29 * 600 + 42.9 * 10 = 521,829 \\ \text{D} &= -(62 * 36000 + 40 * 600 + 46.1 * 10) = -2,256,461 \end{aligned}$$

So you write a program to download a portion of the Hubble dataset and search it for images containing these coordinates. You discover, however, that Hubble apparently never took any images of *Proxima Centauri*. You call the head of NASA to complain bitterly. She tells you that they have taken thousands of pictures of *Proxima Centauri* and suggest that perhaps you are an idiot.

Then you note that the computer on the Hubble that generated the coordinates is the DF-224 manufactured by Rockwell Autonetics in the 1980's and the computer on which your program is running uses an Intel Core i7 processor that you recently purchased — and then you realize that something you learned in CPSC 213 might actually be useful.

What did you realize and what are the correct values of the two integers that you should use in your program to search for *Proxima Centauri*?

HINT: Use a calculator or a program to convert the numbers 521,829 and -2,256,461 to hex. Then think about how you might need to manipulate these hex values. You can give your answer in hex or convert it back to decimal; your choice. To print the hex value of a number in Java:

```
System.out.printf("0x%x\n", i);
```

Part 4: Programming Test of Endianness [30%]

Download the file www.students.cs.ubc.ca/~cs-213/cur/assignments/a1/code.zip. It contains the skeleton of an executable Java class in the file `Endianness.java`. Place this file directory on a UNIX machine (e.g., one of the lab machines, a Mac, or Windows running Cygwin/WSL) and compile it from the UNIX command line like this:

```
javac Endianness.java
```

You can now run this program from the command line. The program takes four command-line arguments. These arguments are the values of four consecutive bytes (in hex) of memory from which the program will construct both big-endian and the little-endian integers. For example, to see the value of the integer whose byte values are 0x01, 0x02, 0x03, and 0x04, in that order, you would type:

java Endianness 01 02 03 04

[25%] Write the code that transforms this memory into integers by replacing the TODOs with an implementation of `bigEndianValue` and `littleEndianValue`.

[5%] Test your program carefully by calling it from the command line with various memory values. Ensure that your tests provide good coverage and be sure to include some tests with bytes that have bit-eight set to 1 (e.g., `0xff` or `0x80`). List and carefully describe each of the tests you perform and place this description in the file `P4.txt`. Your mark here will be based the list of tests you ran and the description you provide.

*Part 5: Implement the Simple Machine **MainMemory** Class [50%]*

Like a real processor, the simulator has a memory and a CPU. You will implement both of them as java classes. This week you will implement the memory.

Some portions of the memory are already implemented. Your job is to implement and test the five methods of `MainMemory.java` labeled with TODO's. You will find this file in your IntelliJ environment in the `arch.sm213.machine.student` package.

[35%] Implement the following methods.

- [10%] `isAccessAligned` that determines whether an address is aligned.
- [10%] `byteToInteger` and `integerToBytes` that translate between an array of bytes and a *big endian* integer. You can use your solution to Part 2 for this.
- [15%] `get` and `set` that provide array-of-byte access to memory used by the CPU to fetch and to store data. Follow the specification listed in the javadoc comments carefully. Note, for example, that the address provided to these methods is not required to be aligned.

[15%] Create a set of `JUnit` tests to test your implementation. Place all of your tests in a class named `MainMemoryTest` in the same package as the `MainMemory` class. Note that you will not actually be able to run the simulator itself yet beyond the initial screen, because you will still lack a CPU implementation.

Ensure that your tests provide good test coverage for each of five methods you implemented. Comment each test to explain what it is testing.

Plan Text Files

THIS IS IMPORTANT

All of the files you submit for this assignment and all future assignments must be *plain text* files.

Java files produced by IntelliJ are examples of this sort of file.

In this assignment you are also turning in several files ending in “.txt” that contains textual information. You might be tempted to create and edit these files in MS Word, for example. But, Word does not create plain text files. The files it creates contain formatting information in addition to the text and end in “.docx”, “.doc”, or maybe even “.rtf”. These will not work and you may lose marks for submitting invalid files! Be warned that some operating systems hide file extensions by default, and may therefore show .txt when the file is really a .txt.doc.

Be sure that you create your files in a plain text editor or export them to plain text format from whatever editor you use.

What to Hand In

In your home directory create a directory named `cs-213` and then inside that directory create a subdirectory named `a1` that contains the following files:

1. `PARTNER.txt` – containing your partner’s CWL ID **and nothing else**. **Your partner should not submit anything**. If you do not have a partner, do not include this file.
Remember PLAIN TEXT.
2. `HelloWorld.java`
3. `Q1.txt ... Q4.txt` – containing your answers to Questions 1-4, respectively.
4. `Endianness.java` – your solution to Part 4.
5. `P4.txt` containing your test description for Part 4.
6. `MainMemory.java` – your MainMemory solution
7. `MainMemoryTest.java` – your JUnit tests for Part 5.

Be sure this directory contains these files and nothing else and then follow the instructions in the next section to submit your assignment.

How to Hand In

You must use a program called `handin` to submit your assignment. To use this program you and your partner must activate your CWL ID for use as a CS undergrad account. You will find instructions on how to do this here:

www.cs.ubc.ca/students/undergrad/services/account

You should run `handin` program from the UNIX command line. Instructions for using the command-line version are here (note that the course name is `cs-213`):

my.cs.ubc.ca/docs/handin-instructions

As indicated in the instructions, place your assignment files in a directory called `~/cs-213/a1`.

You can hand in as many times as you want up to the grace-period deadline. The last hand in wins.

The instructions also tell you how to verify that your handin was successful. You should always double check.

The hand-in script will perform certain automated marking tasks and assign a tentative mark for certain parts of the assignment. But, since automated marking has limitations, TAs will review these automated marks and make corrections where appropriate.