CS 354 Machine Organization and Programming

Week 8a

Michael Doescher Spring 2021 **Casting Review and Endianness**

Bitwise Operations

Binary Arithmetic

File Input/Output

Introduction to Assembly

Type casting short to unsigned int

```
short x = 0xCFC7; //-12345
unsigned int y = (unsigned)x;
```

Type casting short to unsigned int

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```

We're making two changes. Which comes first?

- 2 bytes to 4 bytes
- Signed to unsigned

Type casting short to unsigned int

```
short x = 0xCFC7; //-12345
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```

Size comes first: Remember sign extension

0xCFC7 -> 0xFFFF CFC7 //42945495

Type casting short to unsigned int

```
short x = 0xCFC7; //-12345
unsigned int y = (unsigned)x;
```

Size comes first: Remember sign extension 0xCFC7 -> 0xFFFF CFC7 //42,945,495

Then signed to unsigned 0xFFFF CFC7 -> 0xFFFF CFC7 //still 42,945,495 Changing signedness doesn't change the binary representation

Type casting short to unsigned int

```
short x = 0xCFC7; //-12345
unsigned int y = (unsigned)x;
```

What if we had done this operation in reverse?

Then signed to unsigned

0xCFC7 -> 0xCFC7.

Changing signedness doesn't change the binary representation

Type casting short to unsigned int

```
short x = 0xCFC7; //-12345
unsigned int y = (unsigned)x;
```

What if we had done this operation in reverse?

Then signed to unsigned 0xCFC7 -> 0xCFC7u Changing signedness doesn't change the binary representation

2 Bytes to 4 Bytes with unsigned numbers just extends with 0s 0xCFC7u -> 0x0000CFC7u // 53191

Default Casting

Comparison operators need to compare like types

- -1 < 0
- -1 < 0U

U makes the literal value into an unsigned number

Default Casting

Comparison operators need to compare like types

true

-1 < 0U

U makes the literal value into an unsigned number

Default Casting

Comparison operators need to compare like types

```
-1 < 0 true
```

U makes the literal value into an unsigned number

Signed type is converted to unsigned type by default

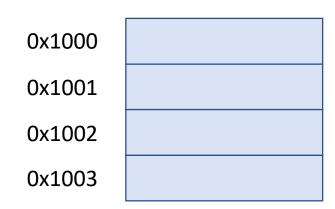
Consider 4-byte integer

int n = 0x87654321;

0x1000	
0x1001	
0x1002	
0x1003	

Consider 4-byte integer

int n =
$$0x87654321$$
;
 $b_3 b_2 b_1 b_0$



Consider 4-byte integer

int n = 0x87654321;

0x1000	87
0x1001	65
0x1002	43
0x1003	21

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Big Endian MSB first Little Endian LSB first . . . Lilliput and Blefuscu . . . have, as I was going to tell you, been engaged in a most obstinate war for six-and-thirty moons past. It began upon the following occasion. It is allowed on all hands, that the primitive way of breaking eggs, before we eat them, was upon the larger end; but his present majesty's grandfather, while he was a boy, going to eat an egg, and breaking it according to the ancient practice, happened to cut one of his fingers. Whereupon the emperor his father published an edict, commanding all his subjects, upon great penalties, to break the smaller end of their eggs. The people so highly resented this law, that our histories tell us, there have been six rebellions raised on that account; wherein one emperor lost his life, and another his crown. These civil commotions were constantly fomented by the monarchs of Blefuscu; and when they were quelled, the exiles always fled for refuge to that empire. It is computed that eleven thousand persons have at several times suffered death, rather than submit to break their eggs at the smaller end. Many hundred large volumes have been published upon this controversy: but the books of the Big-endians have been long forbidden, and the whole party rendered incapable by law of holding employments.

In his day, Swift was satirizing the continued conflicts between England (Lilliput) and France (Blefuscu). Danny Cohen, an early pioneer in networking protocols, first applied these terms to refer to byte ordering [25], and the terminology has been widely adopted.

Data Transfer Between Computers

