# CSED211: Lab. 1 Introduction & DataLab

조현욱 (gusdnr9779@postech.ac.kr)

박용곤 (<u>nanimdo@postech.ac.kr</u>)

**POSTECH** 

2023.09.11

#### **Table of Contents**

Lab introduction

DataLab

Homework

# Lab Introduction

#### Communication with TAs

- To contact TAs, please use the 'Q&A' board, or 'LAB Q&A 게시판' board on PLMS
- Use of e-mails is limited to privacy-sensitive matters
  - E.g., excused absence, HW/lab scores...







백승훈



조현욱







박용곤



조승혁

#### **About Lab Session**

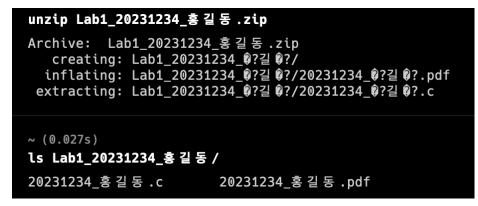
- Lab session will be held
  - TJ Park library 506 (청암학술정보관 506호)
- Evaluation
  - Quiz: 10%
  - Assignment: 90%
    - Lab report: 40%
    - Source code: 50%
- Schedule and percentile of each lab will be announced soon
  - You have a lab session next week (Datalab2)
  - Datalab1(2) will have 20%(40%) weight compared to other labs



#### About Lab Session (cont.)

- We will take a brief quiz (no pre-lab report)
- You have to submit a zip file with your source file & the lab report for a due date
  - Submit one zip file to the assignment board
  - Name of source code: [student\_#]\_[your\_name].c (20231234\_홍길동.c)
  - Name of the report: [student\_#]\_[your\_name].pdf (20231234\_홍길동.pdf)
  - Name of the zip file: Lab[lab\_#]\_[student\_#]\_name.zip (Lab1\_20231234\_홍길동.zip)
  - Incorrect format of files would be regarded as 0 point

- Contents of a final report: TBA
  - 1. What you did in the lab (method)
  - 2. Simple explanation of your source code (how you solved the problems)



#### **Lab Evaluation Policy**

- Assignment late penalty
  - 10% penalty for every 24-hour
  - No score for submissions over 72-hour
  - E.g., When the deadline is 09/18 23:59 (midnight),
    - o 09/19 00:00 ~ 09/19 11:59: 90% of the score
    - o 09/20 00:00 ~ 09/20 11:59: 80%, 09/21 00:00 ~ 09/21 11:59: 70%,
    - Over 09/21 11:59: 0% (zero point)
- Attendance
  - 10% of total course score penalty for one absence (except the Q&A session)
  - Being late for more than 15 minutes is considered an absence
  - To check the attendance, students should sit in their assigned sits



# **Programming Account Registration**

- Lab session and homework are processed on Linux machine
- Homework should work on a Linux machine
  - If it doesn't work on a Linux machine, it would be regarded as 0 point

- How to register a programming account
- How to install terminal programs such as PUTTY, and XShell and access the Linux server via the programs

## Programming Account Registration (cont.)

- Login and enter the hemos (<a href="https://hemos.postech.ac.kr/">https://hemos.postech.ac.kr/</a>)
- Click Server/File -> Programming Account



# Programming Account Registration (cont.)

Click the request and fill in the blanks

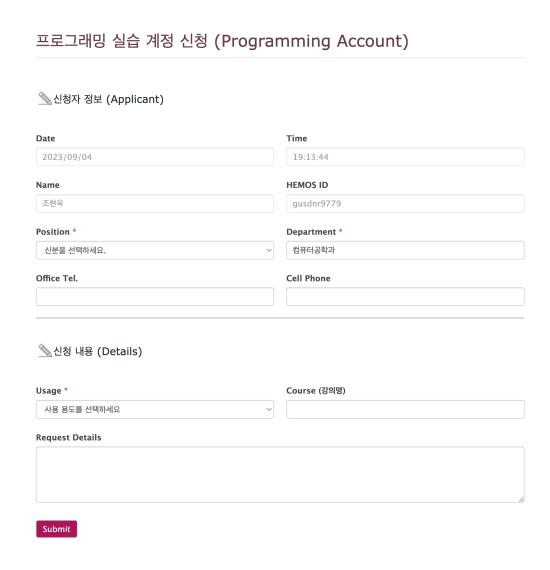
프로그래밍 실습 계정 신청 (Programming Account)

C 언어 등의 프로그래밍 및 기타 리눅스 실습을 수행할 수 있는 서버 환경에 대한 계정 신청 서비스입니다.

- 이용 기간
- 계정 생성 후 1년간 유효
- 졸업 시에는 이용 불가
- 접속 방법
- 접속 주소: programming2.postech.ac.kr
- 접속 포트: SSH (2022), FTP (21)
- 대학 외부에서 접속 시에는 POSTECH VPN(vpn.postech.ac.kr) 접속 후 이용
- 유의 사항
- 계정 생성 시, 패스워드는 'id + !@#' 형태로 생성되며 최초 접속 후 본인이 반드시 변경해야 함
   (eq, HEMOS-ID: gildong 일 경우, 최초 패스워드는 gildong!@#)

Request

List



# Terminal Programs (Putty and XShell)

Through the terminal programs, students can access the Linux server

IP: programming2.postech.ac.kr

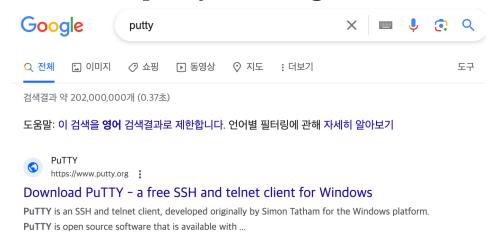
Port: 2022

Putty

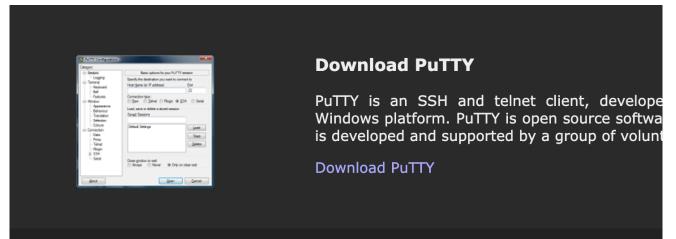
Xshell

#### **Install Putty**

#### 1. Search putty in Google.



#### 2. Click "Download PuTTY".



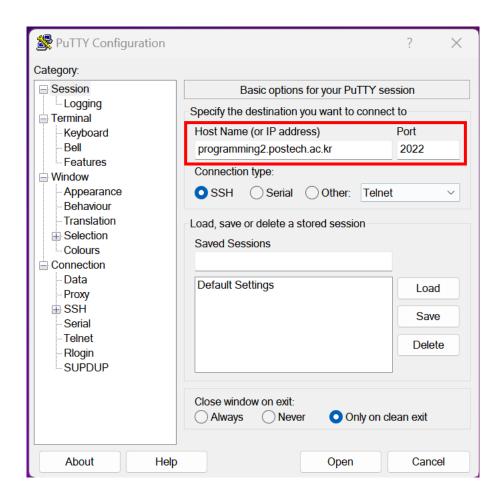
# 3. Download putty.exe corresponding to your OS.



## **Executing Putty**

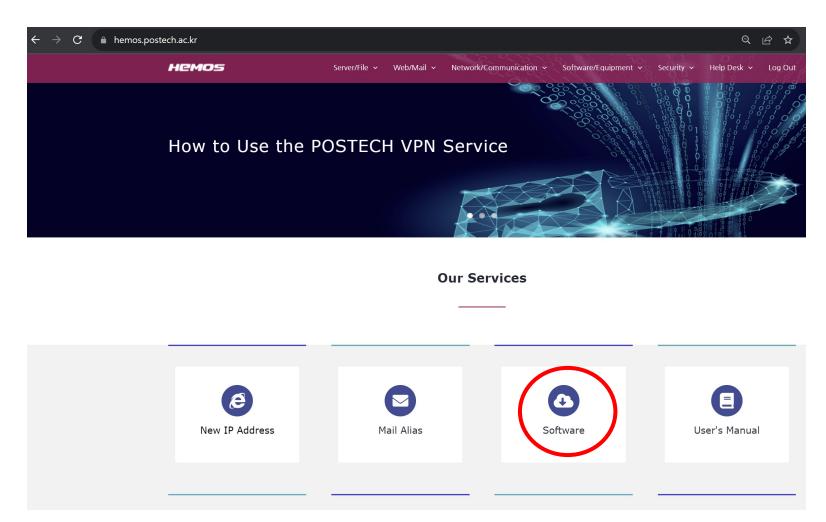
Execute downloaded "putty.exe"

 Fill the IP at Host Name and Port using SSH then you can access the Linux server



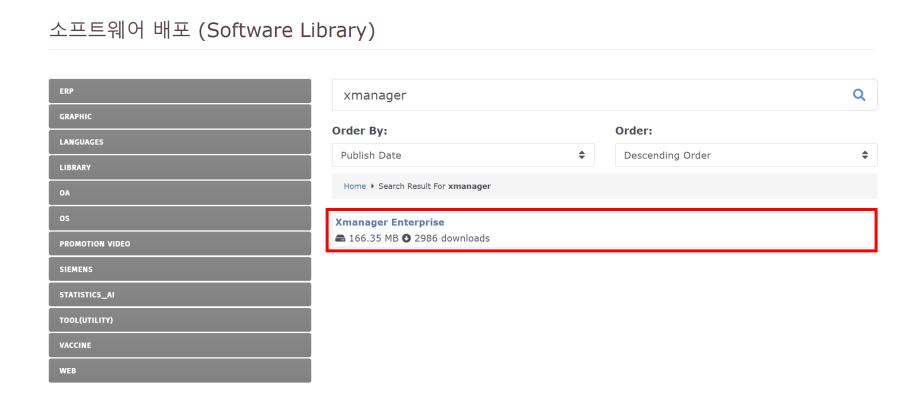
#### Install XShell

Access hemos and click the software



#### Install XShell

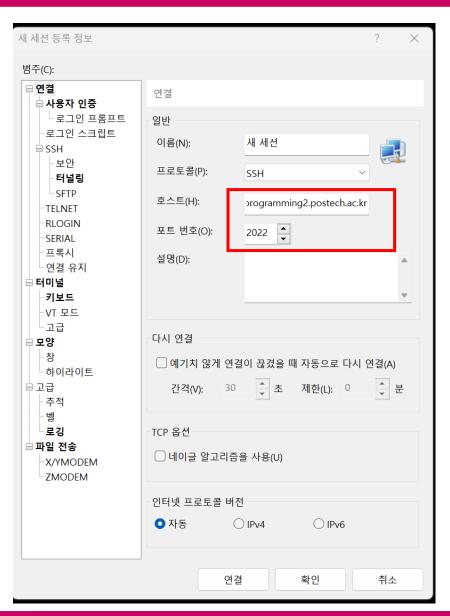
Click TOOL(Utility) and download Xmanager Enterprise



# **Executing XShell**

Press Alt + N

• Fill the IP (Host) and Port



# **DataLab**

#### **Linux Commands Basic**

- 1s: list information of files in the directory
  - Option –a (all files), I (detail info)
- cd dir location: change directory
  - cd /subdir
- cp original new: copy file
  - cp a.out new.out
- mv old new: move file
  - mv a.out new.out
- mkdir dir name: make directory
  - mkdir homework1



## Linux Commands Basic (cont.)

- rm file: remove file
  - rm a.out
- ./executable\_file: execute a file
  - ./a.out
- gcc: compile a source file to executable file
  - gcc test.c -> a.out/gcc -o output test.c -> output
- chmod option file: change mode of a file
  - chmod +x a.out

## Linux Commands Basic (cont.)

- more fille / cat file: see contents of a file
  - cat(or more) a.out
- tar option file: compress & decompress file
  - tar -xvf compressed.tar (for decompression)
  - tar -cvf compressed.tar datafile

- Commands in this slide will help you to do your assignments
- For more information, google 'linux commands'
  - Ex) <a href="https://www.digitalocean.com/community/tutorials/linux-commands">https://www.digitalocean.com/community/tutorials/linux-commands</a>



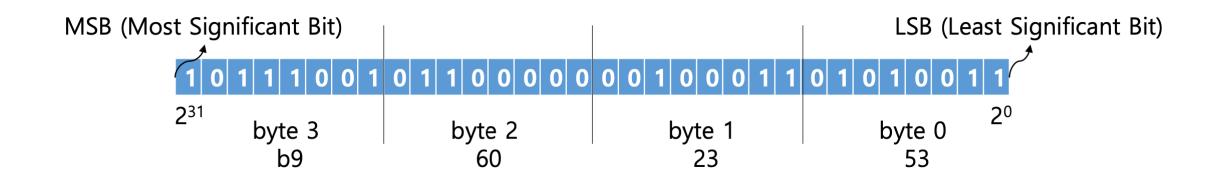
#### Vim Command

- Use vim when open for writing and reading your program on Linux
- Usage: vi (m) 'your\_file' -> code -> (esc):wq
- For the vim commands and configurations, please refer to the below websites
  - https://www.cs.colostate.edu/helpdocs/vi.html
  - http://vimconfig.com/

20

# Bit and Byte

- Most systems use 4 bytes to represent an integer data type
- 1 byte = 8 bits
- Example
  - Int a = 0xb9602353



# **Bitwise Operation**

- A bitwise operation operates on one or more bit patterns or binary numerals at the level of their individual bit
- Bitwise operators (~, &, |, ^)
- Shift operators (<<, >>)
- Bitwise assignment operators (&=, |=, ^=, <<=, >>=)

# & Operator (And)

- Bitwise AND operator
- It works on the bits of the operands
- Do not confuse with logical AND "&&"

11001010
&

- **1**0011000
  - = 10001000

bit a	bit b	a & b (a AND b)
0	0	0
0	1	0
1	0	0
1	1	1

# ~ Operator (Not)

- Bitwise NOT operator (Complement operator)
- Invert the bits for every bit 1 the result is bit 0, and conversely for every bit 0 we have a bit 1
- Do not confuse with logical negation "!"

**-** ~1011 = 0100

bit a	~a (complement of a)
0	1
1	0

# | Operator (Or)

- Bitwise OR operator
- It works on the bits of the operands
- Do not confuse with logical OR "||"

- 11001010|
- **•** 10011000
  - = 11011010

bit a	bit b	a   b (a OR b)
0	0	0
0	1	1
1	0	1
1	1	1

# ^ Operator (XOR)

- Bitwise XOR (exclusive OR) operator
- The result is zero when two bits are same

- **11001010**
- **1**0011000
  - = 01010010

bit a	bit b	a ^ b (a XOR b)
0	0	0
0	1	1
1	0	1
1	1	0

## <<, >> Operator (Shift)

- <<: Left shift</p>
  - $001100 << 1 \rightarrow 011000 (x2^{1})$
  - $110110 << 3 \rightarrow 110000 (x2^3)$
- >>: Right shift
  - $001100 >> 1 \rightarrow 000110 (/2^1)$
  - $110110 >> 3 \rightarrow 000110 (/2^3)$
- Logical shift: the blanks will be filled by Os
- Arithmetic shift: the blanks will be filled with the sign bit

# Logical/Arithmetic Shift

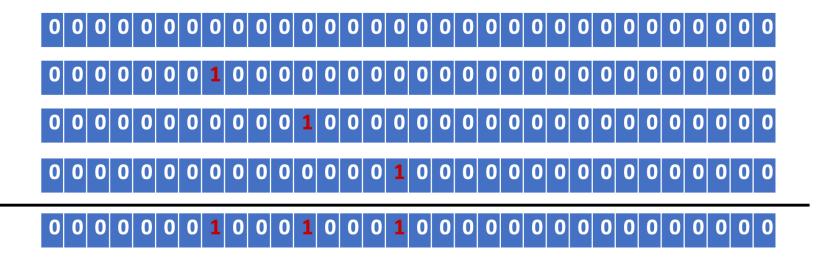
- Left shift is a logical shift
- Right shift depends on shift type
- For example,
  - Int x = -8 (1111 1000), x >> 2 = ?
  - If it is a logical shift, 0011 1110
  - If it is an arithmetic shift, 1111 1110 (:-2)
- When shifting an unsigned value, >> operator in C is a logical shift
- When shifting a signed value, >> operator is an arithmetic shift



## Bitwise Assignment Operators

#### Bitwise Operation Example

- Change the values of bit 24, bit 20, bit 16 to 1
  - x = OxO;
  - x = (1 << 24) | (1 << 20) | (1 << 16);



# Quiz

# Homework

#### Lab Homework 1

- Due: 09/18 23:59 (midnight)
- Upload a zip file which contains your source file and report
  - Explain your answer in the report
  - File name format (again): [student\_#]\_[name].c / .pdf, Lab[lab\_#]\_[student\_#]\_[name].zip
- Please refer to "writeup\_lab1" and "README" for further description

33

#### Homework Instruction

- Use the minimum number of operators as you can
- You are allowed to use only the following:
  - 1. Integer constants 0 through 255(0xFF)
  - 2. Function arguments and local variables
  - 3. Unary integer operations: !, ~
  - 4. Binary integer operations: &, ^, |, +, <<, >>

#### Homework Instruction (cont.)

- You are expressly forbidden to:
  - 1. Use any control constructs: if, do, while, for, switch
  - 2. Define or use any macros
  - 3. Call any functions
  - 4. Use any other operations: &&, | |, -, or ?:
  - 5. Use any data type other than int (cannot use arrays, structs, or unions)



- bitNor ~(x|y) using only ~ and &
- Example: bitNor(0x6,0x5) = 0xFFFFFF8
- Legal ops: ~, &
- Max ops: 8

```
int bitNor(int x, int y) {
   // to be implemented
}
```

- isZero return 1 if x == 0, and 0, otherwise
- Examples: isZero(5) = 0, isZero(0) = 1
- Legal ops: !, ~, &, ^, |, +, <<, >>
- Max ops: 2

```
int isZero(int x) {
    // to be implemented
}
```

- addOK Determine if we can compute x + y without overflow
- Example: addOK(0x80000000,0x80000000) = 0, addOK(0x80000000,0x70000000) = 1
- Legal ops: !, ~, &, ^, |, +, <<, >>
- Max ops: 20

```
int addOK(int x, int y) {
   // to be implemented
}
```

- absVal absolute value of x
- Example: absVal(-1) = 1
- You may assume –Tmax <= x <= Tmax</p>
- Legal ops: !, ~, &, ^, |, +, <<, >>
- Max ops: 10

```
int absVal(int x) {
    // to be implemented
}
```

- logicalShift shift x to the right by n, using a logical shift
- Can assume that 0 <= n <= 31</p>
- Examples: logicalShift(0x87654321,4) = 0x08765432
- Legal ops: ~, &, ^, |, +, <<, >>
- Max ops: 20

```
int logicalShift(int x, int n) {
   // to be implemented
}
```

#### How to Do?

- Download "bits.c" file and implement each function
- Please read "README" file before starting your homework
- Follow the rules
  - Use only legal operations, and follow the definition of the function
- Start homework as early as possible

# Q & A