Computer Systems and Networks

ECPE 170 – Jeff Shafer – University of the Pacific

Endianness

Lab Schedule

Activities

- **This Week**
  - UDP & DNS
  - **Lab 9 (DNS, UDP sockets)**
- **Next Week**
  - **Start Assembly Programming**
    (lecture for 1+ day)

Assignments Due

- **Lab 8**
  - **Due by Mar 23rd 5:00am**
- **Lab 9**
  - **Due by Mar 30th 5:00am**

Endianness

- **In typical computer memory, each address (location) stores one byte**
- If we have a one-byte integer, how is that stored in memory?
- If we have a two-byte integer, how is that stored in memory?
- If we have a four-byte integer, how is that stored in memory?

Endianness = Byte Ordering

Endianness Example

- 32-bit hexadecimal number
  `0x12345678`
- Composed of 4 bytes:
  `0x12 0x34 0x56 0x78`
  (MSB) (LSB)
- Two possible arrangements:

Address	"Option A"	"Option B"
0	`0x12`	`0x78`
1	`0x34`	`0x56`
2	`0x56`	`0x34`
3	`0x78`	`0x12`

Endianness Example

- 32-bit hexadecimal number
  `0x12345678`
- Composed of 4 bytes:
  `0x12 0x34 0x56 0x78`
  (MSB) (LSB)
- Two possible arrangements:
  - **Big Endian**
  - **Little Endian**

Address	Big Endian	Little Endian
0	`0x12` (MSB)	`0x78` (LSB)
1	`0x34`	`0x56`
2	`0x56`	`0x34`
3	`0x78`	`0x12`

Endianness

- **How is $DEADBEEF_{16}$ stored in little and big endian formats at address $21C_{16}$?**
  - Little endian
    - $21C_{16}=EF_{16}$
    - $21D_{16}=BE_{16}$
    - $21E_{16}=AD_{16}$
    - $21F_{16}=DE_{16}$
  - Big endian
    - $21C_{16}=DE_{16}$
    - $21D_{16}=AD_{16}$
    - $21E_{16}=BE_{16}$
    - $21F_{16}=EF_{16}$

Big Endian –vs– Little Endian

Big-Endian CPU

- **Most significant byte (MSB) comes first** (stored in lower memory address)
- Examples
  - Motorola 68000
  - Java virtual machine
  - IBM PowerPC (by default, can also be little endian)

Little-Endian CPU

- **Least significant byte (LSB) comes first** (stored in lower memory addresses)
- Examples
  - Intel x86/x86-64
  - DEC Alpha
  - ARM (by default, also can be big endian)

Etymology of "Endiann"

- Origin in 1980s
- Reference to Swift's *Gulliver's Travels*, in which the Lilliputians were divided into two camps:
  - Those who ate their eggs by opening the 'big' end
  - Those who ate them by opening the 'little' end
- In other words, **a trivial distinction**

Do I Care?

- **When do I need to care that some computers are big-endian and others are little endian?**
  - What happens if I open big-endian data on a little-endian computer?
- Endianness must be considered whenever you are **sharing data** between different computer systems
  - Reading/writing data files to **disk**
  - Reading/writing data files to **network**

Best Practices

- **Pick one format and stick with it!**
  - Example: Data sent over the network will always be in *big-endian* format regardless of who sends it
    - *Networks are big-endian "by tradition"*
  - Example: Data written to disk will always be in *little-endian* format regardless of who writes it
- **Convert between data storage/transfer format and internal representation as needed**
  - Example: Little-endian machines convert to big-endian before sending data onto the network (and convert back upon receiving data from the network)

Examples in Industry

Little-Endian Format		Big-Endian Format		Variable or Bi-Endian Format	
BMP	(Windows* & OS/2)	**PSD**	(Adobe Photoshop*)	**DXF**	(AutoCAD*)
GIF		**IMG**	(GEM Raster*)	**PS**	(Postscript*, 8 bit interpreted text, no Endian issue)
FLI	(Autodesk Animator*)	**JPEG, JPG**			
PCX	(PC Paintbrush*)	**MacPaint**		**POV**	(Persistence of Visionraytracer*)
QTM	(MAC Quicktime*)	**SGI**	(Silicon Graphics*)		
RTF	(Rich Text Format)	**Sun Raster**		**RIFF**	(WAV & AVI*)
		WPG	(WordPerfect*)	**TIFF**	
				XWD	(X Window Dump*)
Bus Protocols		**Network Protocols**		**Bus Protocols**	
Infiniband		**TCP/IP**		**GMII**	(8 bit wide bus, no Endian issue)
PCI Express		**UDP**			
PCI-32/PCI-64					
USB					

Table 2- Common file formats

http://download.intel.com/design/intarch/papers/endian.pdf