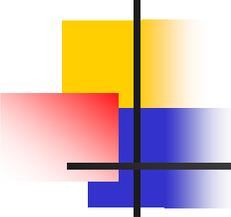


CSE 401 – Compilers

Code Shape II – Objects & Classes

Hal Perkins

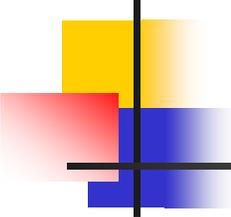
Autumn 2010



Agenda

- Object representation and layout
- Field access
- What is `this`?
- Object creation - `new`
- Method calls
 - Dynamic dispatch
 - Method tables
- Runtime type information

(As before, more generality than we strictly need for the project)



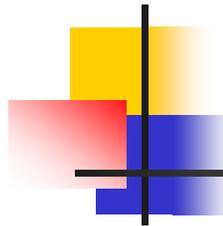
What does this program print?

```
class One {
    int tag;
    int it;
    void setTag()    { tag = 1; }
    int getTag()    { return tag; }
    void setIt(int it) { this.it = it; }
    int getIt()     { return it; }
}
class Two extends One {
    int it;
    void setTag() {
        tag = 2; it = 3;
    }
    int getThat()    { return it; }
    void resetIt()  { super.setIt(42); }
}
```

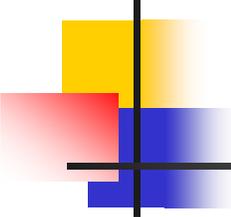
```
public static void main(String[] args) {
    Two two = new Two();
    One one = two;

    one.setTag();
    System.out.println(one.getTag());

    one.setIt(17);
    two.setTag();
    System.out.println(two.getIt());
    System.out.println(two.getThat());
    two.resetIt();
    System.out.println(two.getIt());
    System.out.println(two.getThat());
}
```

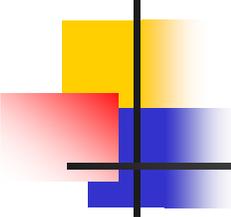


Your Answer Here



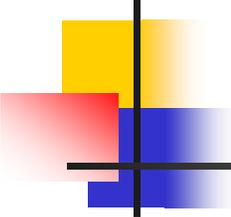
Object Representation

- The naïve explanation is that an object contains
 - Fields declared in its class and in all superclasses
 - Redeclaration of a field hides superclass instance
 - But the hidden fields are still present and accessible in superclass methods
 - Methods declared in its class and all superclasses
 - Redeclaration of a method overrides (replaces)
 - But overridden methods can still be accessed by super....
- When a method is called, the method “inside” that particular object is called
 - (But we really don’t want to copy all those methods, do we?)



Actual representation

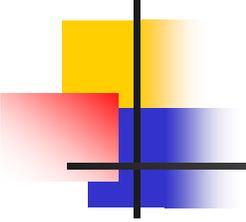
- Each object contains
 - An entry for each field (variable)
 - A pointer to a runtime data structure describing the class
 - Key component: method dispatch table
- Basically a C struct
- Fields hidden by declarations in extended classes are *still* allocated in the object and are accessible from superclass methods



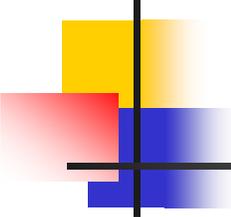
Method Dispatch Tables

- Often known as “vtables”
- One pointer per method – points to beginning of method code
- Dispatch table offsets fixed at compile time
- One instance of this per class, not per object

Method Tables and Inheritance

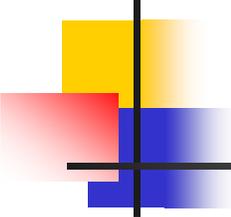


- Simple implementation
 - Method table for extended class has pointers to methods declared in it
 - Method table also contains a pointer to parent class method table
 - Method dispatch
 - Look in current table and use if method declared locally
 - Look in parent class table if not local
 - Repeat
 - Actually used in some dynamic systems (e.g. SmallTalk, Ruby, etc.)



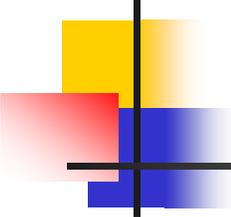
O(1) Method Dispatch

- Idea: First part of method table for extended class has pointers for same methods in same order as parent class
 - BUT pointers actually refer to overriding methods if these exist
 - ∴ Method dispatch is indirect using fixed offsets known at compile time – O(1)
 - In C: `*(object->vtbl[offset])(parameters)`
- Pointers to additional methods in extended class are included in the table following inherited/overridden ones



Method Dispatch Footnotes

- Still want pointer to parent class method table for other purposes
 - Casts and instanceof
- Multiple inheritance requires more complex mechanisms
 - Also true for multiple interfaces



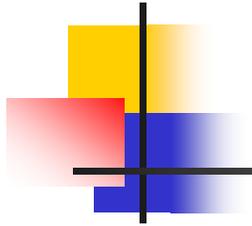
Perverse Example Revisited

```
class One {
    int tag;
    int it;
    void setTag() { tag = 1; }
    int getTag() { return tag; }
    void setIt(int it) {this.it = it;}
    int getIt() { return it; }
}
class Two extends One {
    int it;
    void setTag() {
        tag = 2; it = 3;
    }
    int getThat() { return it; }
    void resetIt() { super.setIt(42); }
}
```

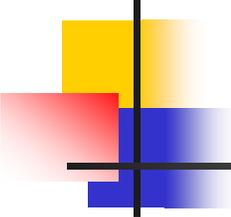
```
public static void main(String[] args) {
    Two two = new Two();
    One one = two;

    one.setTag();
    System.out.println(one.getTag());

    one.setIt(17);
    two.setTag();
    System.out.println(two.getIt());
    System.out.println(two.getThat());
    two.resetIt();
    System.out.println(two.getIt());
    System.out.println(two.getThat());
}
```

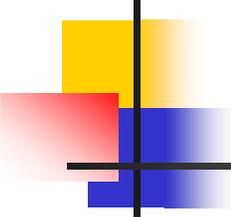


Implementation



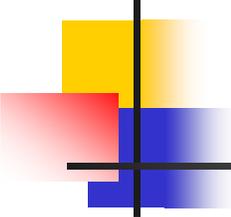
Now What?

- Need to explore
 - Object layout in memory
 - Compiling field references
 - Implicit and explicit use of “this”
 - Representation of vtables
 - Object creation – new
 - Code for dynamic dispatch
 - Runtime type information – instanceof and casts



Object Layout

- Typically, allocate fields sequentially
- Follow processor/OS alignment conventions when appropriate
- Use first word of object for pointer to method table/class information
- Objects are allocated on the heap
 - No actual bits in the generated code



Local Variable Field Access

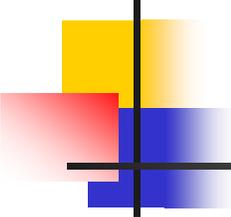
- Source

```
int n = obj.fld;
```

- X86

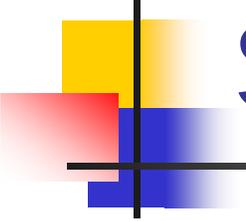
- Assuming that obj is a local variable in the current method

```
mov  eax,[ebp+offset_obj]    ; load obj ptr
mov  eax,[eax+offset_fld]    ; load fld
mov  [ebp+offset_n],eax      ; store n
```



Local Fields

- A method can refer to fields in the receiving object either explicitly as “this.f” or implicitly as “f”
 - Both compile to the same code – an implicit “this.” is assumed if not present explicitly
- Mechanism: a reference to the current object is an implicit parameter to every method
 - Can be in a register or on the stack



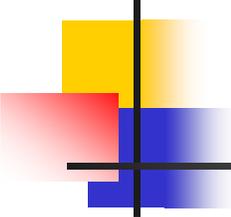
Source Level View

- When you write:

```
void setIt(int it) {  
  
    this.it = it;  
}  
...  
obj.setIt(42);
```

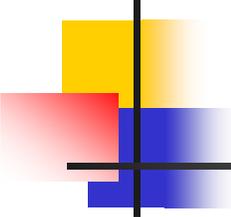
- You really get:

```
void setIt(ObjType this,  
          int it) {  
  
    this.it = it;  
}  
...  
setIt(obj,42);
```



x86 Conventions (C++)

- ecx is traditionally used as “this”
- Add to method call
 - `mov ecx,receivingObject ; ptr to object`
 - Do this after arguments are evaluated and pushed, right before dynamic dispatch code that actually calls the method
 - Need to save ecx in a temporary or on the stack in methods that call other non-static methods
 - One possibility: add to prologue
 - Following examples aren't careful about this



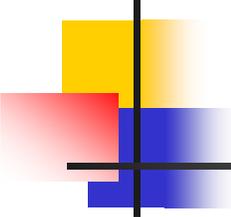
x86 Local Field Access

- Source

```
int n = fld; or int n = this.fld;
```

- X86

```
mov  eax,[ecx+offsetfld]      ; load fld  
mov  [ebp+offsetn],eax        ; store n
```



x86 Method Tables (vtables)

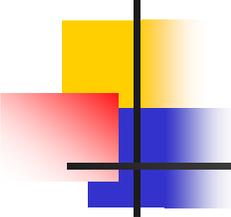
- Generate these as initialized data in the assembly language source program
- Need to pick a naming convention for method labels; suggest:
 - For methods, classname\$methodname
 - Would need something more sophisticated for overloading
 - For the vtables themselves, classname\$\$
- First method table entry points to superclass table
- Also useful: second entry points to default (0-argument) constructor (if you have constructors)

Method Tables For Perverse Example (Intel/Microsoft asm)

```
class One {  
    void setTag() { ... }  
    int getTag() { ... }  
    void setIt(int it) {...}  
    int getIt() { ... }  
}
```

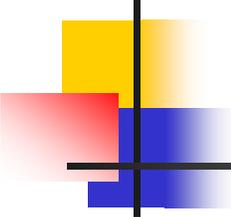
```
class Two extends One {  
    void setTag() { ... }  
    int getThat() { ... }  
    void resetIt() { ... }  
}
```

```
.data  
One$$ dd 0 ; no superclass  
      dd One$One  
      dd One$setTag  
      dd One$getTag  
      dd One$setIt  
      dd One$getIt  
Two$$ dd One$$ ; parent  
      dd Two$Two  
      dd Two$setTag  
      dd One$getTag  
      dd One$setIt  
      dd One$getIt  
      dd Two$getThat  
      dd Two$resetIt
```



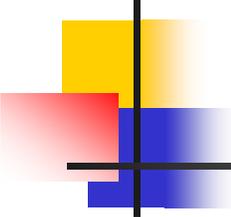
Method Table Footnotes

- Key point: First four non-constructor method entries in Two's method table are pointers to methods declared in One in *exactly the same order*
 - ∴ Compiler knows correct offset for a particular method pointer *regardless of whether that method is overridden* and regardless of the actual (dynamic) type of the object



Object Creation – new

- Steps needed
 - Call storage manager (malloc or similar) to get the raw bits
 - Store pointer to method table in the first 4 bytes of the object
 - Call a constructor (with pointer to the new object, `this`, in `ecx`)
 - Result of `new` is pointer to the constructed object



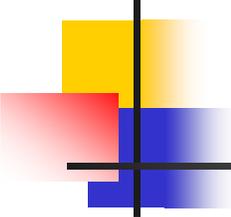
Object Creation

- Source

```
One one = new One(...);
```

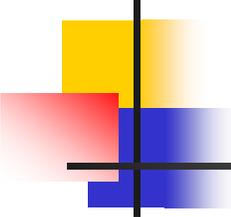
- X86

```
push  nBytesNeeded      ; obj size + 4
call   mallocEquiv      ; addr of bits returned in eax
add    esp,4            ; pop nBytesNeeded argument
lea    edx,One$$        ; get method table address
mov    [eax],edx        ; store vtab ptr at beginning of object
mov    ecx,eax          ; set up "this" for constructor
push  ecx               ; save ecx (constructor might clobber it)
<push constructor arguments> ; arguments (if needed)
call   One$One          ; call constructor (no vtab lookup needed)
<pop constructor arguments> ; (if needed)
pop    eax              ; recover ptr to object
mov    [ebp+offset_one],eax ; store object reference in variable one
```



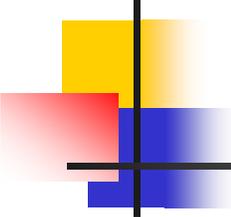
Constructor

- Only special issue here is generating call to superclass constructor
 - Same issues as `super.method(...)` calls – we know the superclass name, so just generate a direct call to the appropriate method.



Method Calls

- Steps needed
 - Push arguments as usual
 - Load pointer to object in ecx (this)
 - Get pointer to method table from first 4 bytes of object
 - Jump indirectly through method table
 - Restore ecx to point to current object (if needed after method returns)
 - Useful hack: push ecx in the function prologue so it is always in the stack frame at a known location & reload when needed if it might be clobbered



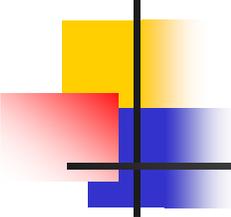
Method Call

- Source

```
obj.meth(...);
```

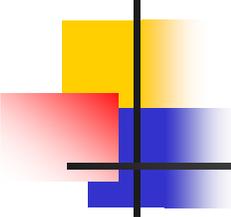
- X86

```
<push arguments from right to left> ; (as needed)
mov  ecx,[ebp+offset_obj]           ; get pointer to object
mov  eax,[ecx]                       ; get pointer to method table
call dword ptr [eax+offset_meth]    ; call indirect via method tbl
<pop arguments>                      ; (if needed)
mov  ecx,[ebp+offset_ecxtemp]       ; (if needed)
```



Runtime Type Checking

- Use the method table for the class as a “runtime representation” of the class
- The test for “o instanceof C” is
 - Is o’s method table pointer == &C\$\$?
 - If so, result is “true”
 - Recursively, get pointer to superclass method table from the method table and check that
 - Stop when you reach Object (or a null pointer, depending on how you represent things)
 - If no match by the top of the chain, result is “false”
- Same test as part of check for legal downcast



Coming Attractions

- Code generation: register allocation, instruction selection & scheduling
 - Industrial-strength versions plus a simpler “get it to work” scheme for our project
- Code optimization