Memory, Data, & Addressing II

CSE 351 Winter 2018

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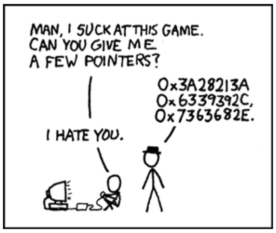

http://xkcd.com/138/

Administrivia

- Lab 0 due today @ 11:59pm
  - *You will be revisiting this program throughout this class!*
- Homework 1 due Wednesday
  - Reminder: autograded, 20 tries, no late submissions
- Lab 1 released today
  - Prelim due Jan. 15
  - Due Jan. 19

Memory, Data, and Addressing

- Representing information as bits and bytes
- Organizing and addressing data in memory
- **Manipulating data in memory using C**
- Boolean algebra and bit-level manipulations

Addresses and Pointers in C

- A pointer is a variable that holds an address
- Pointers are declared similarly to other variables in C
  - Type (e.g., `int *`)
  - Name (e.g., `ptr`)
  - Declaration, Initialization, Assignment
- Type is specified using one (or more) * after some type T
  - `int *ptr;`
  - `struct Scores *s;`
  - `double **dPtr;`
- Operators
  - `&` = "address of" operator
  - `*` = "dereference" operator, or "value at address"

Assignment in C

- A variable is represented by a memory location
- Declaration ≠ initialization (initially holds "garbage")
- Left-Hand Side = Right-Hand Side
  - = operator
  - LHS is a memory location
  - RHS is a value (could be an address)

Assignment in C

32-bit example (pointers are 32-bits wide)

little-endian

- `int x, y;`
  - `x` is at address 0x04, `y` is at 0x18

	0x00	0x01	0x02	0x03	
0x00					
0x04	00	01	29	F3	x
0x08					
0x0C					
0x10					
0x14					
0x18	01	00	00	00	y
0x1C					
0x20					
0x24					

Assignment in C

32-bit example (pointers are 32-bits wide)

& = "address of"
* = "dereference"

- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`

little endian!

	0x00	0x01	0x02	0x03	
0x00					
0x04	00	00	00	00	x
0x08					
0x0C					
0x10					
0x14					
0x18	00	27	D0	3C	y
0x1C					
0x20					
0x24					

Assignment in C

32-bit example (pointers are 32-bits wide)

& = "address of"
* = "dereference"

- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`

	0x00	0x01	0x02	0x03	
0x00					
0x04	03	27	D0	3C	x
0x08					
0x0C					
0x10					
0x14					
0x18	00	27	D0	3C	y
0x1C					
0x20					
0x24					

Assignment in C

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- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int *z;`
  - `z` is at address 0x20

	0x00	0x01	0x02	0x03	
0x00					
0x04	03	27	D0	3C	x
0x08					
0x0C					
0x10					
0x14					
0x18	00	27	D0	3C	y
0x1C					
0x20	DE	AD	BE	EF	z
0x24					

Assignment in C

32-bit example (pointers are 32-bits wide)

& = "address of"
* = "dereference"

- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int *z = &x;`
  - `&x = 0x00000004`

	0x00	0x01	0x02	0x03	
0x00					
0x04	03	27	D0	3C	x
0x08					
0x0C					
0x10					
0x14					
0x18	00	27	D0	3C	y
0x1C					
0x20	DE	AD	BE	EF	z
0x24					

Assignment in C

32-bit example (pointers are 32-bits wide)

& = "address of"
* = "dereference"

- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int *z = &x;`
  - `&x = 0x00000004`

	0x00	0x01	0x02	0x03	
0x00					
0x04	03	27	D0	3C	x
0x08					
0x0C					
0x10					
0x14					
0x18	00	27	D0	3C	y
0x1C					
0x20	04	00	00	00	z
0x24					

Assignment in C

32-bit example (pointers are 32-bits wide)

& = "address of"
* = "dereference"

- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int *z = &x;`
  - `&x = 0x00000004`
- `int y = *z + 1;`

	0x00	0x01	0x02	0x03	
0x00					
0x04	03	27	D0	3C	x
0x08					
0x0C					
0x10					
0x14					
0x18	00	27	D0	3C	y
0x1C					
0x20	04	00	00	00	z
0x24					

Assignment in C

32-bit example (pointers are 32-bits wide)
& = "address of"
* = "dereference"

- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int *z = &x;`
  - `&x = 0x00000004`
- `int y = *z + 1;`
  - `y = 0x3CD02704`

	0x00	0x01	0x02	0x03	
0x00					
0x04	03	27	D0	3C	x
0x08					
0x0C					
0x10					
0x14					
0x18	04	27	D0	3C	y
0x1C					
0x20	04	00	00	00	z
0x24					

Pointer Arithmetic in C

32-bit example (pointers are 32-bits wide)
& = "address of"
* = "dereference"

- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int *z;`
  - `z` is at address 0x20

	0x00	0x01	0x02	0x03	
0x00					
0x04	03	27	D0	3C	x
0x08					
0x0C					
0x10					
0x14					
0x18	00	27	D0	3C	y
0x1C					
0x20	DE	AD	BE	EF	z
0x24					

Pointer Arithmetic in C

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& = "address of"
* = "dereference"

- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int *z = &y + 3;`
  - Get address of y, "add 3", store in z

Pointer arithmetic

	0x00	0x01	0x02	0x03	
0x00					
0x04	03	27	D0	3C	x
0x08					
0x0C					
0x10					
0x14					
0x18	00	27	D0	3C	y
0x1C					
0x20	DE	AD	BE	EF	z
0x24					

Pointer Arithmetic in C

- Pointer arithmetic is scaled by the size of the pointer's target data type
  - In this example, `sizeof(int)` = 4
- `int* z = &y + 3;`
  - Get address of `y`, add `3*sizeof(int)`, store in `z`
  - `&y = 0x18 = 1*16^1 + 8*16^0 = 24`
  - `24 + 3*(4) = 36 = 2*16^1 + 4*16^0 = 0x24`
- Pointer arithmetic can be dangerous!
  - Can easily lead to bad memory accesses
  - Be careful with data types and *casting*

Pointer Arithmetic in C

32-bit example (pointers are 32-bits wide)
& = "address of"
* = "dereference"

- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int *z = &y + 3;`
  - Get address of `y`, add **12**, store in `z`

	0x00	0x01	0x02	0x03	
0x00					
0x04	03	27	D0	3C	x
0x08					
0x0C					
0x10					
0x14					
0x18	00	27	D0	3C	y
0x1C					
0x20	24	00	00	00	z
0x24					

Assignment in C

32-bit example (pointers are 32-bits wide)
& = "address of"
* = "dereference"

- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int* z = &y + 3;`
  - Get address of `y`, add **12**, store in `z`
- `*z = y;`
  - What does this do?

	0x00	0x01	0x02	0x03	
0x00					
0x04	03	27	D0	3C	x
0x08					
0x0C					
0x10					
0x14					
0x18	00	27	D0	3C	y
0x1C					
0x20	24	00	00	00	z
0x24					

Assignment in C

32-bit example (pointers are 32-bits wide)

& = "address of"
* = "dereference"

- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int* z = &y + 3;`
  - Get address of `y`, add **12**, store in `z`
- `*z = y;`
  - Get value of `y`, put in address stored in `z`

The target of a pointer is also a memory location

	0x00	0x01	0x02	0x03	
0x00					
0x04	03	27	D0	3C	x
0x08					
0x0C					
0x10					
0x14					
0x18	00	27	D0	3C	y
0x1C					
0x20	24	00	00	00	z
0x24	00	27	D0	3C	

Arrays in C

Arrays are adjacent locations in memory storing the same type of data object

a is a name for the array's address

Declaration: `int a[6];`

element type — name — number of elements

64-bit example (pointers are 64-bits wide)

a[1], a[3], a[5]

	0x0 / 0x8	0x1 / 0x9	0x2 / 0xA	0x3 / 0xB	0x4 / 0xC	0x5 / 0xD	0x6 / 0xE	0x7 / 0xF	
									0x00
									0x08
a[0]									0x10
a[2]									0x18
a[4]									0x20
									0x28
									0x30
									0x38
									0x40
									0x48

Arrays in C

Arrays are adjacent locations in memory storing the same type of data object

a is a name for the array's address

The address of `a[i]` is the address of `a[0]` plus `i` times the element size in bytes

Declaration: `int a[6];`

Indexing: `a[0] = 0x015f;`
`a[5] = a[0];`

	0x0 / 0x8	0x1 / 0x9	0x2 / 0xA	0x3 / 0xB	0x4 / 0xC	0x5 / 0xD	0x6 / 0xE	0x7 / 0xF	
									0x00
									0x08
a[0]	5F	01	00	00					0x10
a[2]									0x18
a[4]					5F	01	00	00	0x20
									0x28
									0x30
									0x38
									0x40
									0x48

Arrays in C

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a is a name for the array's address

The address of `a[i]` is the address of `a[0]` plus `i` times the element size in bytes

Declaration: `int a[6];`

Indexing: `a[0] = 0x015f;`
`a[5] = a[0];`

No bounds checking: `a[6] = 0xBAD;`
`a[-1] = 0xBAD;`

	0x0 / 0x8	0x1 / 0x9	0x2 / 0xA	0x3 / 0xB	0x4 / 0xC	0x5 / 0xD	0x6 / 0xE	0x7 / 0xF	
									0x00
					AD	0B	00	00	0x08
a[0]	5F	01	00	00					0x10
a[2]									0x18
a[4]					5F	01	00	00	0x20
	AD	0B	00	00					0x28
									0x30
									0x38
									0x40
									0x48

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Declaration: `int a[6];`

Indexing: `a[0] = 0x015f;`
`a[5] = a[0];`

No bounds checking: `a[6] = 0xBAD;`
`a[-1] = 0xBAD;`

Pointers: `int* p;`

equivalent { `p = a;`
`p = &a[0];` }
`*p = 0xA;`

	0x0 / 0x8	0x1 / 0x9	0x2 / 0xA	0x3 / 0xB	0x4 / 0xC	0x5 / 0xD	0x6 / 0xE	0x7 / 0xF	
									0x00
					AD	0B	00	00	0x08
a[0]	0A	00	00	00					0x10
a[2]									0x18
a[4]					5F	01	00	00	0x20
	AD	0B	00	00					0x28
									0x30
									0x38
p	10	00	00	00	00	00	00	00	0x40
									0x48

Arrays in C

Arrays are adjacent locations in memory storing the same type of data object

a is a name for the array's address

The address of `a[i]` is the address of `a[0]` plus `i` times the element size in bytes

Declaration: `int a[6];`

Indexing: `a[0] = 0x015f;`
`a[5] = a[0];`

No bounds checking: `a[6] = 0xBAD;`
`a[-1] = 0xBAD;`

Pointers: `int* p;`

equivalent { `p = a;`
`p = &a[0];` }
`*p = 0xA;`

array indexing = address arithmetic
(both scaled by the size of the type)

equivalent { `p[1] = 0xB;`
`*(p+1) = 0xB;` }
`p = p + 2;`

	0x0 / 0x8	0x1 / 0x9	0x2 / 0xA	0x3 / 0xB	0x4 / 0xC	0x5 / 0xD	0x6 / 0xE	0x7 / 0xF	
									0x00
					AD	0B	00	00	0x08
a[0]	0A	00	00	00	0B	00	00	00	0x10
a[2]									0x18
a[4]					5F	01	00	00	0x20
	AD	0B	00	00					0x28
									0x30
									0x38
p	10	00	00	00	00	00	00	00	0x40
									0x48

Arrays in C

Arrays are adjacent locations in memory storing the same type of data object

a is a name for the array's address

The address of `a[i]` is the address of `a[0]` plus `i` times the element size in bytes

Declaration: `int a[6];`

Indexing:
```
a[0] = 0x015f;
a[5] = a[0];
```

No bounds checking:
```
a[6] = 0xBAD;
a[-1] = 0xBAD;
```

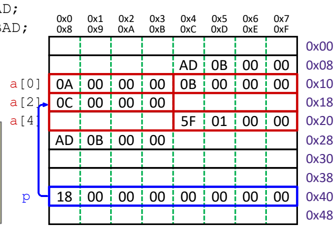
Pointers: `int* p;`

equivalent {
```
p = a;
p = &a[0];
```
}
```
*p = 0xA;
```

array indexing = address arithmetic (both scaled by the size of the type)

equivalent {
```
p[1] = 0xB;
*(p+1) = 0xB;
```
}
```
p = p + 2;
```

```
*p = a[1] + 1;
```



Question: The variable values after Line 3 executes are shown on the right. What are they after Line 4 & 5?

```
1    void main() {
2        int a[] = {5,10};
3        int* p = a;
4        p = p + 1;
5        *p = *p + 1;
6    }
```

	Data (decimal)	Address (decimal)
a[0]	5	100
a[1]	10	
⋮		
p	100	

	p	*p	a[0]	a[1]		p	*p	a[0]	a[1]
(A)	101	10	5	10	then	101	11	5	11
(B)	104	10	5	10	then	104	11	5	11
(C)	100	6	6	10	then	101	6	6	10
(D)	100	6	6	10	then	104	6	6	10

Representing strings

- C-style string stored as an array of bytes (**`char*`**)
  - Elements are one-byte ASCII codes for each character
  - No "String" keyword, unlike Java

32	space	48	0	64	@	80	P	96	`	112	p
33	!	49	1	65	A	81	Q	97	a	113	q
34	"	50	2	66	B	82	R	98	b	114	r
35	#	51	3	67	C	83	S	99	c	115	s
36	$	52	4	68	D	84	T	100	d	116	t
37	%	53	5	69	E	85	U	101	e	117	u
38	&	54	6	70	F	86	V	102	f	118	v
39	'	55	7	71	G	87	W	103	g	119	w
40	(	56	8	72	H	88	X	104	h	120	x
41	)	57	9	73	I	89	Y	105	I	121	y
42	*	58	:	74	J	90	Z	106	j	122	z
43	+	59	;	75	K	91	[	107	k	123	{
44	,	60	<	76	L	92	\	108	l	124	|
45	-	61	=	77	M	93	]	109	m	125	}
46	.	62	>	78	N	94	^	110	n	126	~
47	/	63	?	79	O	95	_	111	o	127	del

ASCII: American Standard Code for Information Interchange

Null-Terminated Strings

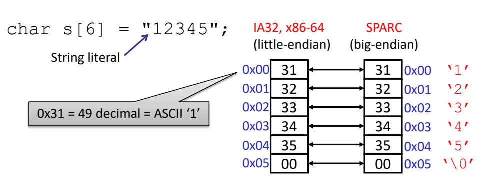
- **Example:** "Luke and Leia" stored as a 14-byte array

Decimal:	76	117	107	101	32	97	110	100	32	76	101	105	97	0
Hex:	0x4c	0x75	0x6b	0x65	0x20	0x61	0x6e	0x64	0x20	0x4c	0x65	0x69	0x61	0x00
Text:	L	u	k	e		a	n	d		L	e	i	a	\0

- Last character followed by a 0 byte (`'\0'`) (a.k.a. "null terminator")
  - Must take into account when allocating space in memory
  - Note that `'0'` ≠ `'\0'` (i.e. character 0 has non-zero value)
- How do we compute the length of a string?
  - Traverse array until null terminator encountered

Endianness and Strings

C (char = 1 byte)



- Byte ordering (endianness) is not an issue for 1-byte values
  - The whole array does not constitute a single value
  - Individual elements are values; chars are single bytes

Summary

- Assignment in C results in value being put in memory location
- Pointer is a C representation of a data address
  - & = "address of" operator
  - * = "value at address" or "dereference" operator
- Pointer arithmetic scales by size of target type
  - Convenient when accessing array-like structures in memory
  - Be careful when using – particularly when *casting* variables
- Arrays are adjacent locations in memory storing the same type of data object
  - Strings are null-terminated arrays of characters (ASCII)

Examining Data Representations

- Code to print byte representation of data
  - Any data type can be treated as a *byte array* by **casting** it to `char`
  - C has unchecked casts !! DANGER !!

```
void show_bytes(char* start, int len) {
   int i;
   for (i = 0; i < len; i++)
      printf("%p\t0x%.2x\n", start+i, *(start+i));
   printf("\n");
}
```

`printf` directives:

`%p`	Print pointer
`\t`	Tab
`%x`	Print value as hex
`\n`	New line

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   int i;
   for (i = 0; i < len; i++)
      printf("%p\t0x%.2x\n", start+i, *(start+i));
   printf("\n");
}
```


```
void show_int(int x) {
   show_bytes( (char *) &x, sizeof(int));
}
```


`show_bytes` Execution Example

```
int x = 12345; // 0x00003039
printf("int x = %d;\n",x);
show_int(x);  // show_bytes((char *) &x, sizeof(int));
```

- Result (Linux x86-64):
  - **Note:** The addresses will change on each run (try it!), but fall in same general range

```
int x = 12345;
0x7fffb7f71dbc      0x39
0x7fffb7f71dbd      0x30
0x7fffb7f71dbe      0x00
0x7fffb7f71dbf      0x00
```