

Java and C

CSE 351 Spring 2019

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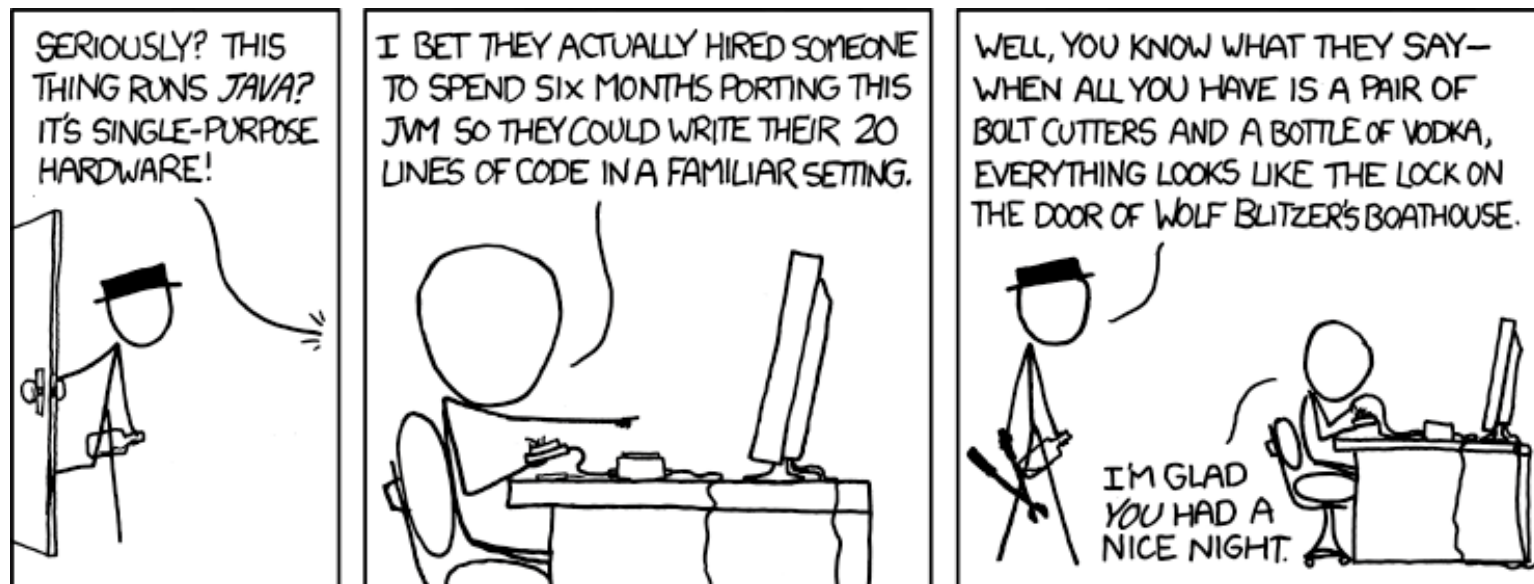
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<https://xkcd.com/801/>

Administrivia

- ❖ Lab 5, due Friday (6/7)
 - Memory Allocation
 - Recommended that you watch the Lab 5 helper videos
 - Sunday 6/9 is last day Lab 5 may be submitted (if one late day is used)

- ❖ **Final Exam:** Wed, 6/12, 12:30-2:20 pm in KNE 130

- ❖ Course evaluations now open, please fill out!

Roadmap

C:

```

car *c = malloc(sizeof(car));
c->miles = 100;
c->gals = 17;
float mpg = get_mpg(c);
free(c);
    
```

Java:

```

Car c = new Car();
c.setMiles(100);
c.setGals(17);
float mpg =
    c.getMPG();
    
```

- Memory & data
- Integers & floats
- x86 assembly
- Procedures & stacks
- Executables
- Arrays & structs
- Memory & caches
- Processes
- Virtual memory
- Memory allocation

Java vs. C

Assembly language:

```

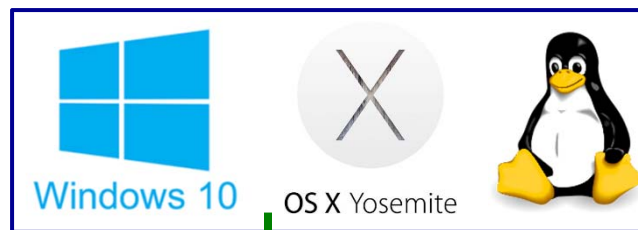
get_mpg:
    pushq    %rbp
    movq    %rsp, %rbp
    ...
    popq    %rbp
    ret
    
```

Machine code:

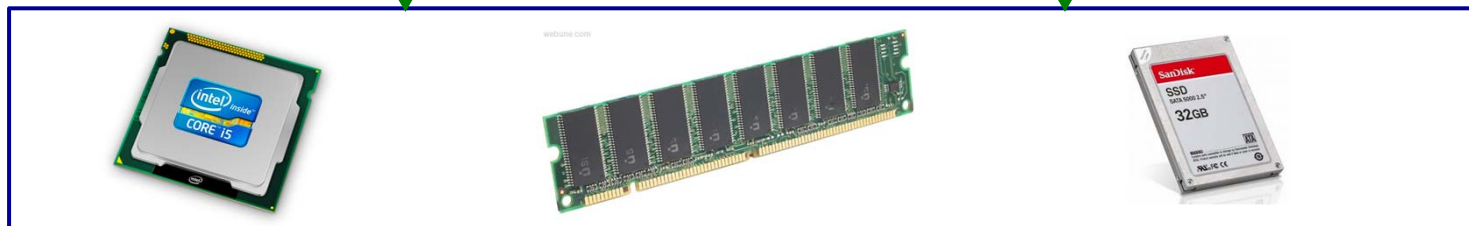
```

0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
    
```

OS:



Computer system:



Java vs. C

- ❖ Reconnecting to Java (hello CSE143!)
 - But now you know a lot more about what really happens when we execute programs

- ❖ We've learned about the following items in C; now we'll see what they look like for Java:
 - Representation of data
 - Pointers / references
 - Casting
 - Function / method calls including dynamic dispatch

Worlds Colliding

- ❖ CSE351 has given you a “really different feeling” about what computers do and how programs execute
- ❖ We have occasionally contrasted to Java, but CSE143 may still feel like “a different world”
 - It’s not – it’s just a higher-level of abstraction
 - Connect these levels via how-one-could-implement-Java in 351 terms

Meta-point to this lecture

- ❖ None of the data representations we are going to talk about are guaranteed by Java
- ❖ In fact, the language simply provides an abstraction (Java language specification)
 - Tells us how code should behave for different language constructs, but we can't easily tell how things are really represented
 - But it is important to understand an implementation of the lower levels – useful in thinking about your program

Data in Java

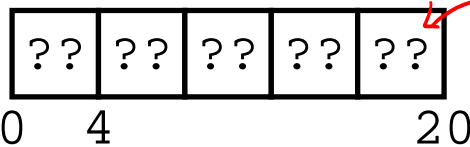
- ❖ Integers, floats, doubles, pointers – same as C
 - “Pointers” are called “references” in Java, but are much more constrained than C’s general pointers
 - Java’s portability-guarantee fixes the sizes of all types
 - Example: `int` is 4 bytes in Java regardless of machine
 - No unsigned types to avoid conversion pitfalls
 - Added some useful methods in Java 8 (also use bigger signed types)
- ❖ `null` is typically represented as 0 but “you can’t tell”
- ❖ Much more interesting:
 - **Arrays**
 - **Characters and strings**
 - **Objects**

Data in Java: Arrays

- ❖ Every element initialized to 0 or null
- ❖ Length specified in immutable field at start of array (`int - 4 bytes`)
 - `array.length` returns value of this field
- ❖ *Since it has this info, what can it do?*

C:

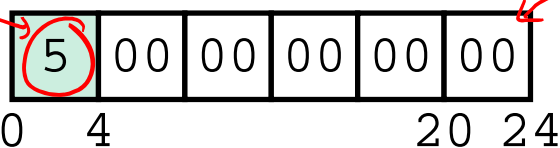
```
int array[5];
```



garbage!

Java:

```
int[] array = new int[5];
```

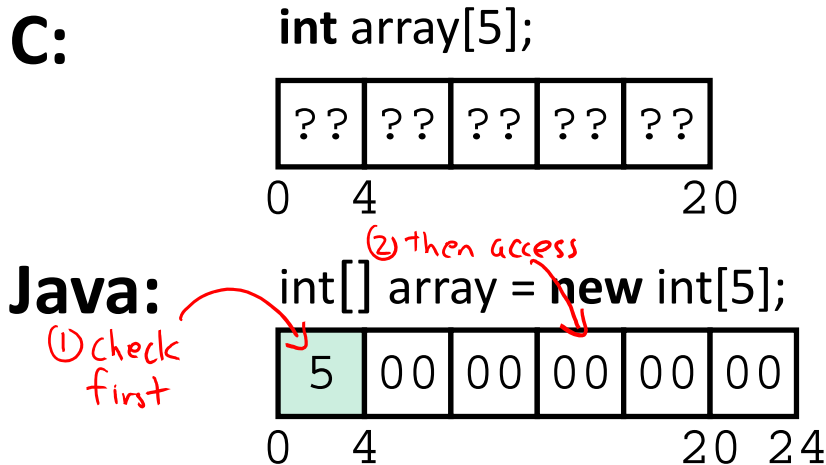


size/length info only

guaranteed zeros

Data in Java: Arrays

- ❖ Every element initialized to 0 or `null`
- ❖ Length specified in immutable field at start of array (`int` – 4 bytes)
 - `array.length` returns value of this field
- ❖ Every access triggers a bounds-check
 - Code is added to ensure the index is within bounds
 - Exception if out-of-bounds



To speed up bounds-checking:

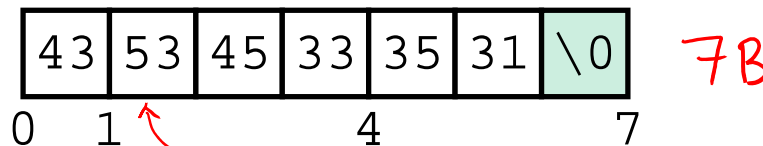
- Length field is likely in cache
- Compiler may store length field in register for loops
- Compiler may prove that some checks are redundant

Data in Java: Characters & Strings

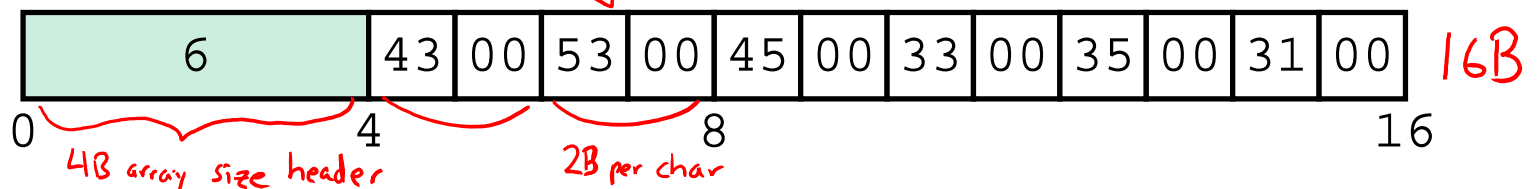
- ❖ Two-byte Unicode instead of ASCII
 - Represents most of the world's alphabets
- ❖ String not bounded by a '\0' (null character)
 - Bounded by hidden length field at beginning of string
- ❖ All String objects read-only (vs. StringBuffer)

Example: the string "CSE351"

C:
(ASCII)



Java:
(Unicode)



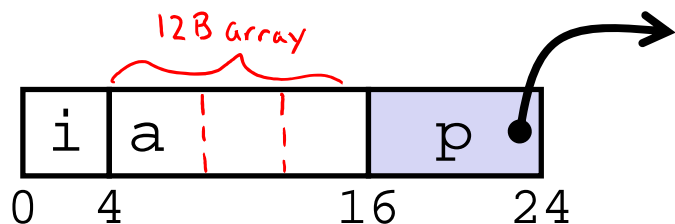
Data in Java: Objects

- ❖ Data structures (objects) are always stored by reference, never stored “inline”
 - Include complex data types (arrays, other objects, etc.) using references

C:

```
struct rec {
    int i;
    int a[3];
    struct rec *p;
};
```

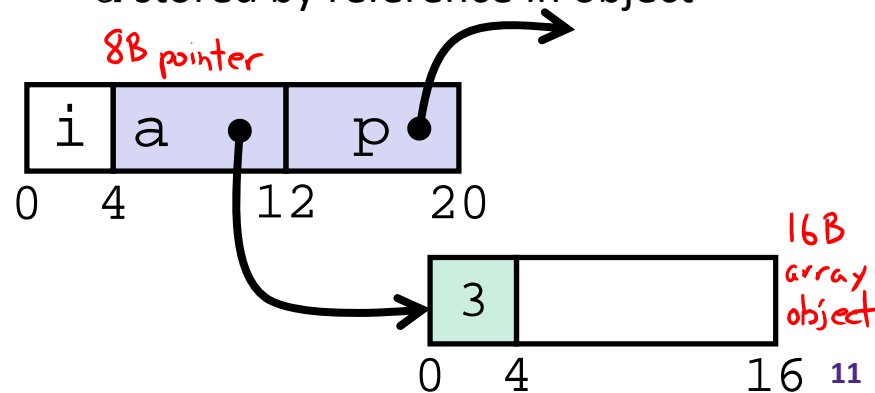
- a[] stored “inline” as part of struct



Java:

```
class Rec {
    int i;
    int[] a = new int[3];
    Rec p;
    ...
}
```

- a stored by reference in object



Pointer/reference fields and variables

- ❖ In C, we have “->” and “.” for field selection depending on whether we have a pointer to a struct or a struct
 - (*r).a is so common it becomes r->a
- ❖ In Java, *all non-primitive variables are references to objects*
 - We always use r.a notation
 - But really follow reference to r with offset to a, just like r->a in C
 - So no Java field needs more than 8 bytes

C:

```
struct rec *r = malloc(...);
struct rec r2;
r->i = val;
r->a[2] = val;
r->p = &r2;
```

Java:

```
r = new Rec();
r2 = new Rec();
r.i = val;
r.a[2] = val;
r.p = r2;
```

references

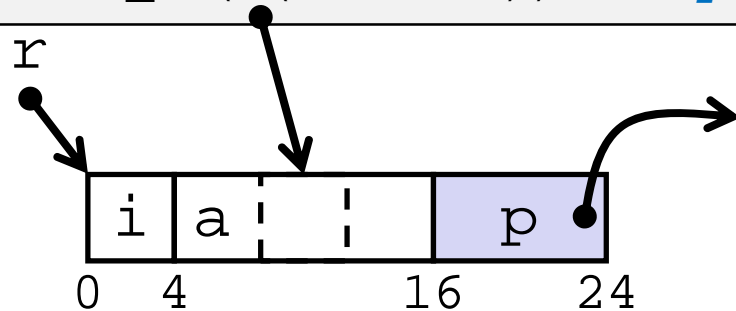
Pointers/References

- ❖ *Pointers* in C can point to any memory address
- ❖ *References* in Java can only point to [the starts of] objects
 - Can only be dereferenced to access a field or element of that object

C:

```

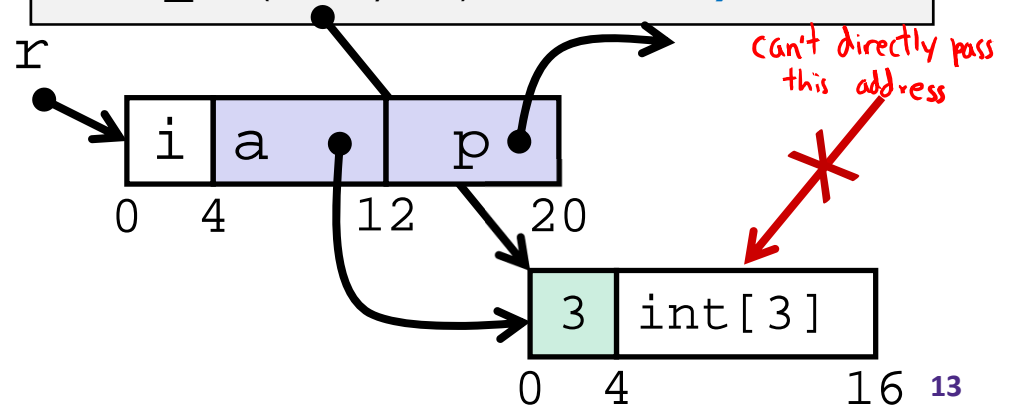
struct rec {
    int i;
    int a[3];
    struct rec *p;
};
struct rec* r = malloc(...);
some_fn(&(r->a[1])); // ptr
    
```



Java:

```

class Rec {
    int i;
    int[] a = new int[3];
    Rec p;
}
Rec r = new Rec();
some_fn(r.a, 1); // ref, index
    
```



Casting in C (example from Lab 5)

- ❖ Can cast any pointer into any other pointer
 - Changes dereference and arithmetic behavior

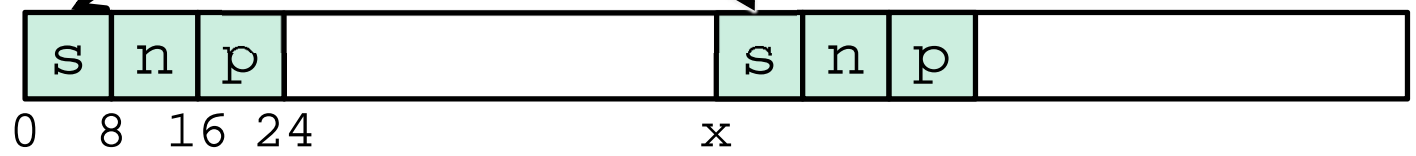
```

struct BlockInfo {
    size_t sizeAndTags;
    struct BlockInfo* next;
    struct BlockInfo* prev;
};
typedef struct BlockInfo BlockInfo;
...
int x;
BlockInfo *b;
BlockInfo *newBlock;
...
newBlock = (BlockInfo *) ( (char *) b + x );
...
    
```

Cast b into char * to do unscaled addition

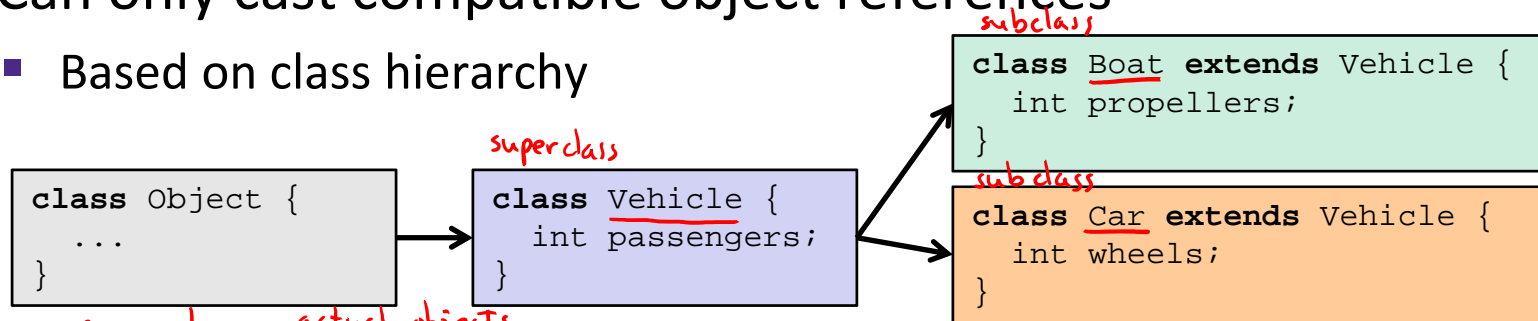
Cast back into BlockInfo * to use as BlockInfo struct

(+x)
move by x bytes



Type-safe casting in Java

- ❖ Can only cast compatible object references
 - Based on class hierarchy



```

references!
Vehicle v = actual objects new Vehicle(); // super class of Boat and Car
Boat b1 = new Boat(); // |--> sibling
Car c1 = new Car(); // |--> sibling
    
```

```

Vehicle v1 = new Car();
Vehicle v2 = v1;
Car c2 = new Boat();

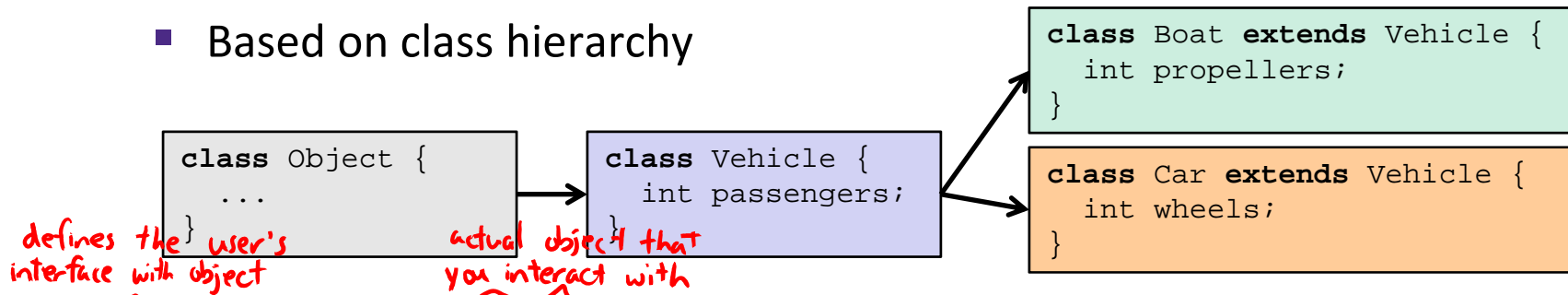
Car c3 = new Vehicle();

Boat b2 = (Boat) v;

Car c4 = (Car) v2;
Car c5 = (Car) b1;
    
```

Type-safe casting in Java

- ❖ Can only cast compatible object references
 - Based on class hierarchy



```

Vehicle v = new Vehicle(); // super class of Boat and Car
Boat b1 = new Boat(); // |--> sibling
Car c1 = new Car(); // |--> sibling
    
```

```

Vehicle v1 = new Car(); // ✓ Everything needed for Vehicle also in Car
Vehicle v2 = v1; // ✓ v1 is declared as type Vehicle
Car c2 = new Boat(); // ✗ Compiler error: Incompatible type – elements in Car that are not in Boat (siblings)
Car c3 = new Vehicle(); // ✗ Compiler error: Wrong direction – elements in Car not in Vehicle (wheels)
Boat b2 = (Boat) v; // ✗ Runtime error: Vehicle does not contain all elements in Boat (propellers)
Car c4 = (Car) v2; // ✓ v2 refers to a Car at runtime
Car c5 = (Car) b1; // ✗ Compiler error: Unconvertable types – b1 is declared as type Boat
    
```


Java Object Definitions

```
class Point {  
    double x;  
    double y;  
  
    Point() {  
        x = 0;  
        y = 0;  
    }  
  
    boolean samePlace(Point p) {  
        return (x == p.x) && (y == p.y);  
    }  
}  
...  
Point p = new Point();  
...  
p.samePlace(q)
```

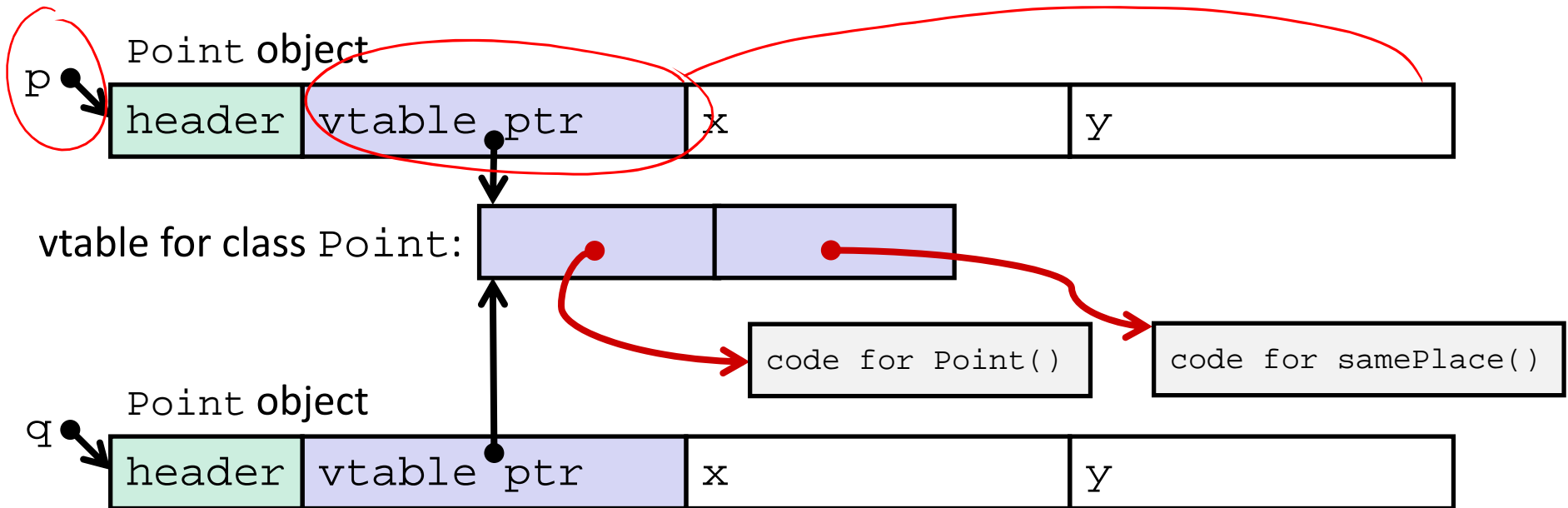
fields

constructor

method(s)

creation

Java Objects and Method Dispatch



- ❖ *Virtual method table (vtable)*
 - Like a jump table for instance (“virtual”) methods plus other class info
 - One table per class
- ❖ *Object header* : GC info, hashing info, lock info, etc.
 - Why no size?

Java Constructors

- ❖ When we call **new**: allocate space for object (data fields and references), initialize to zero/null, and run constructor method

Java:

```
Point p = new Point();
```

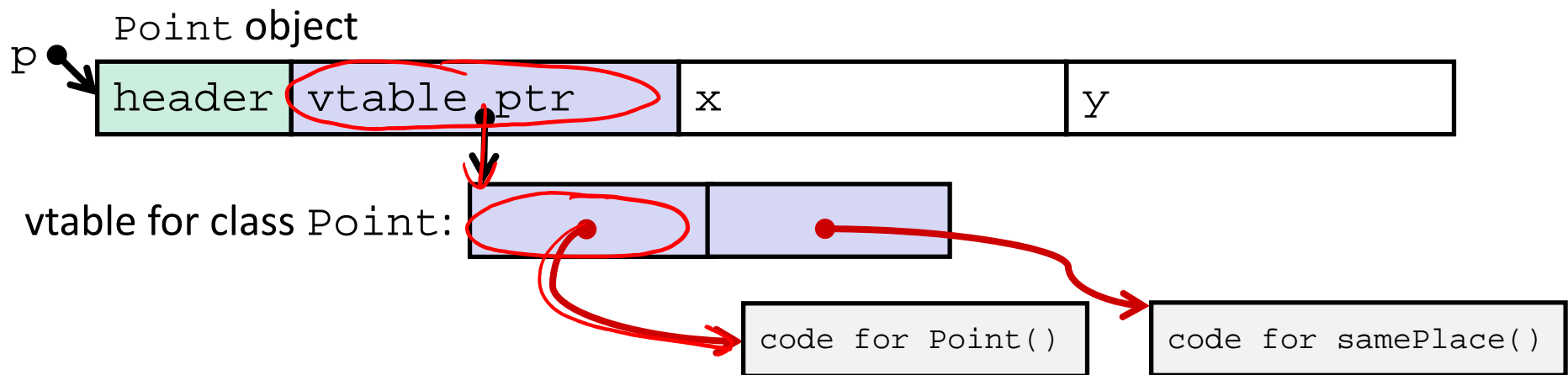
C pseudo-translation:

```
Point* p = calloc(1, sizeof(Point));
p->header = ...; // set up header (somehow)
p->vtable = &Point_vtable;
p->vtable[0](p);
```

Zero out object data

run the constructor

&Point()



Java Methods

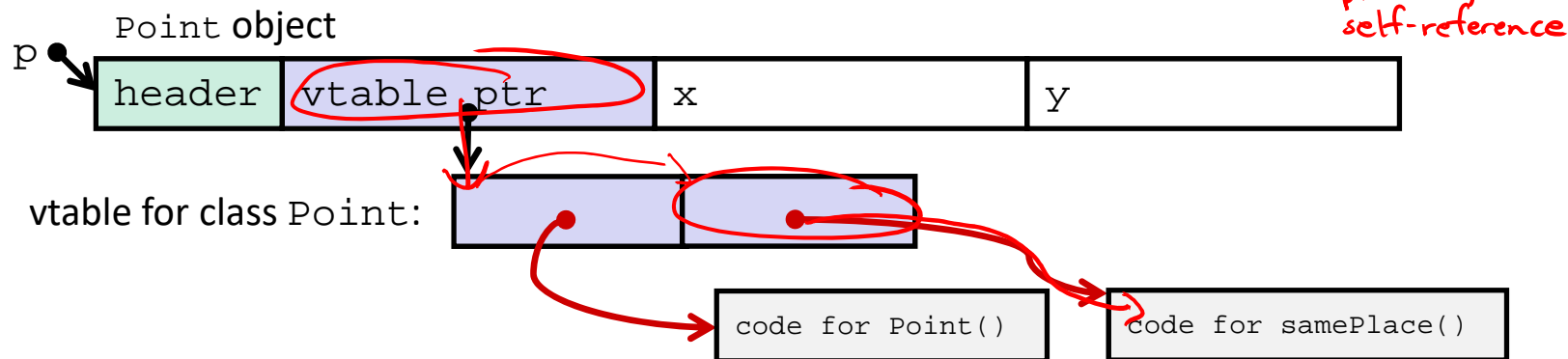
- ❖ Static methods are just like functions
- ❖ Instance methods:
 - Can refer to *this;* *reference to particular instance of class*
 - Have an implicit first parameter for *this;* and
 - Can be overridden in subclasses
- ❖ The code to run when calling an instance method is chosen *at runtime* by lookup in the vtable *(i.e. dispatch)*

Java:

```
p.samePlace(q);
```

C pseudo-translation:

```
p->vtable[1](p, q);
```



Subclassing

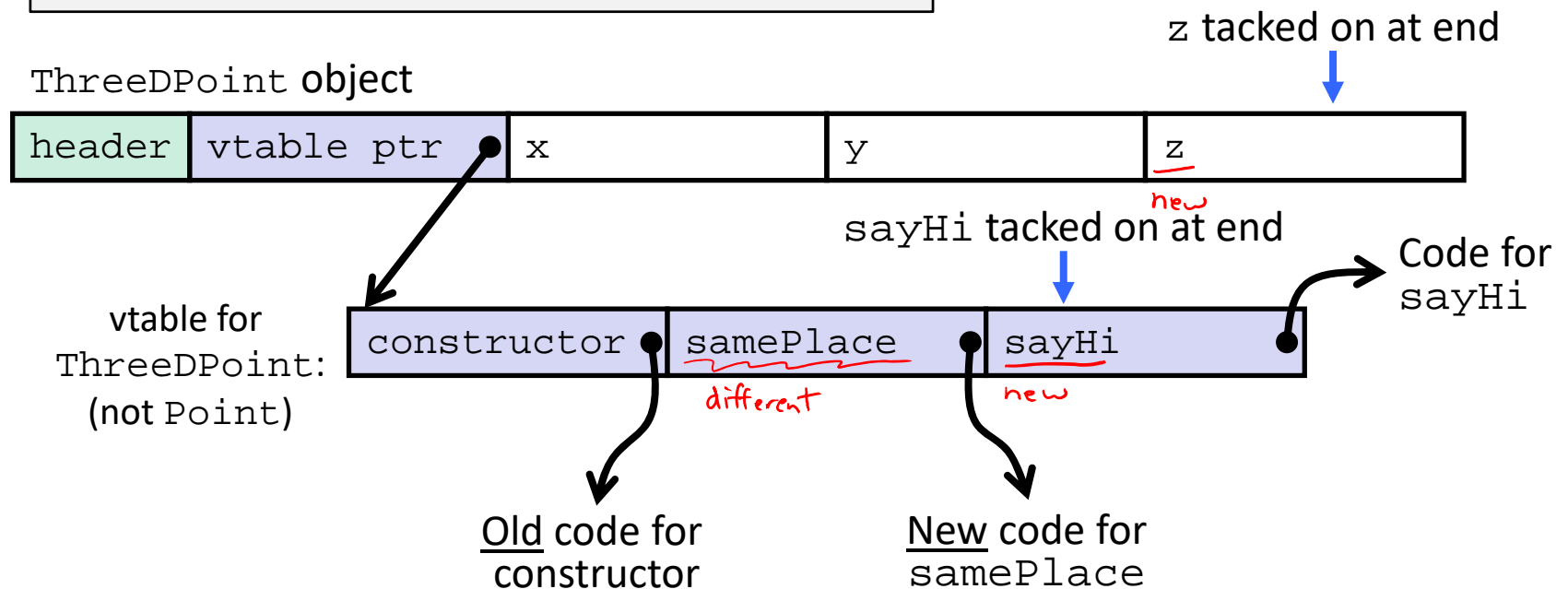
```
class ThreeDPoint extends Point {  
    double z; ← new field  
    boolean samePlace(Point p2) { } override method  
        return false;  
    }  
    void sayHi() { } new method  
        System.out.println("hello");  
    }  
}
```

- ❖ Where does “z” go? At end of fields of `Point`
 - `Point` fields are always in the same place, so `Point` code can run on `ThreeDPoint` objects without modification
- ❖ Where does pointer to code for two new methods go?
 - No constructor, so use default `Point` constructor
 - To override “`samePlace`”, use same vtable position
 - Add new pointer at end of vtable for new method “`sayHi`”

Subclassing

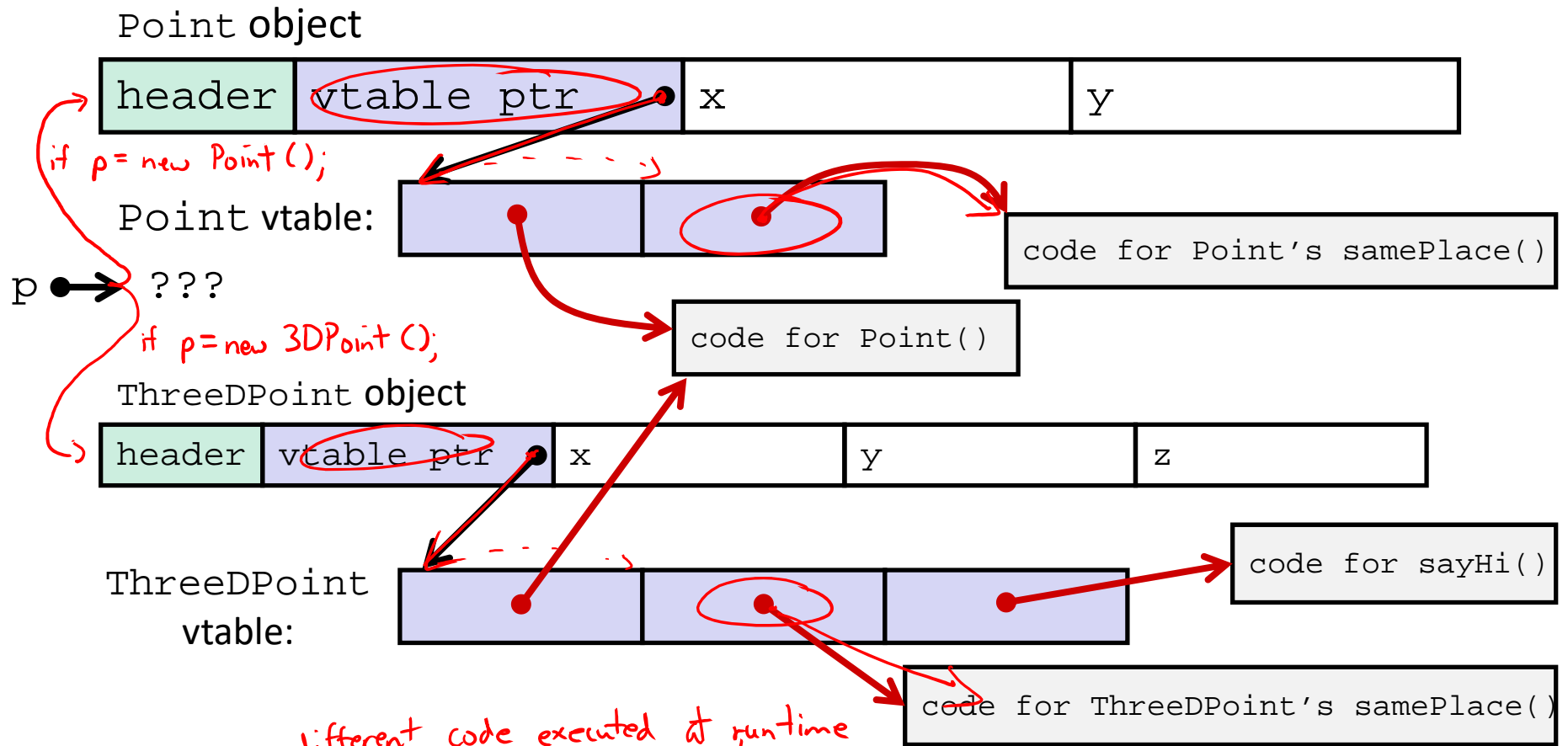
```

class ThreeDPoint extends Point {
    double z;
    boolean samePlace(Point p2) {
        return false;
    }
    void sayHi() {
        System.out.println("hello");
    }
}
    
```



Point p;

Dynamic Dispatch



Java:

```
Point p = ???;
return p.samePlace(q);
```

C pseudo-translation:

```
// works regardless of what p is
return p->vtable[1](p, q);
```

Ta-da!

- ❖ In CSE143, it may have seemed “magic” that an *inherited* method could call an *overridden* method
 - You were tested on this endlessly
- ❖ The “trick” in the implementation is this part:
`p->vtable[i](p,q)`
 - In the body of the pointed-to code, any calls to (other) methods of `this` will use `p->vtable`
 - Dispatch determined by `p`, not the class that defined a method

Practice Question

- ❖ Assume: 64-bit pointers and that a Java object header is 8 B
- ❖ What are the sizes of the things being pointed at by `ptr_c` (32 B) and `ptr_j`? (44 B)

```

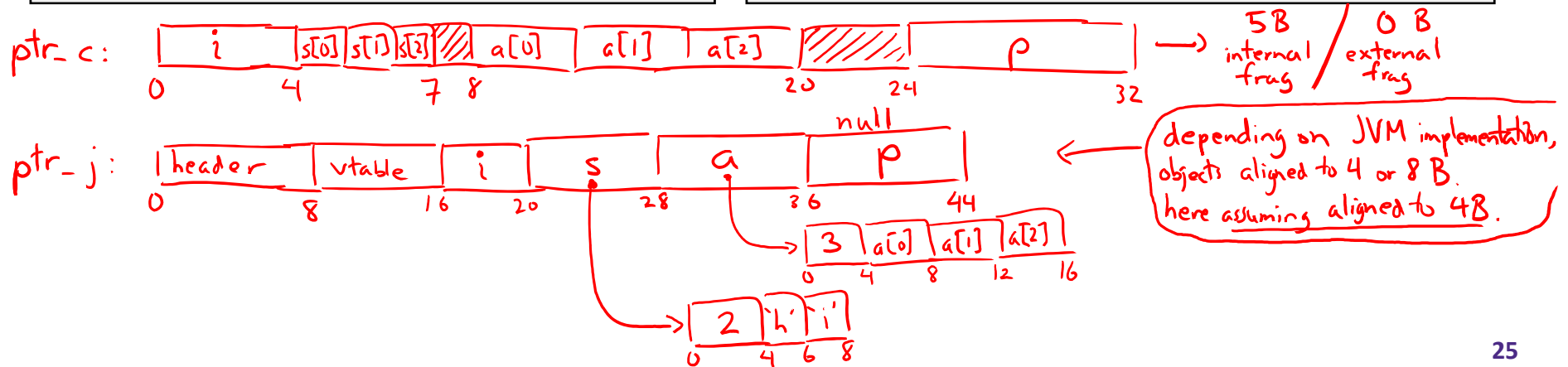
struct c {
    int i;
    char s[3];
    int a[3];
    struct c *p;
};
struct c* ptr_c;
    
```

Handwritten annotations:
 - $K = 4$ (under `int i`)
 - `char s[3]`: 1
 - `int a[3]`: 4
 - `struct c *p`: 8
 - $K_{max} = 8$
 - "internal frag" (bracketed around `s` and `a`)
 - "external frag" (bracketed around `p`)

```

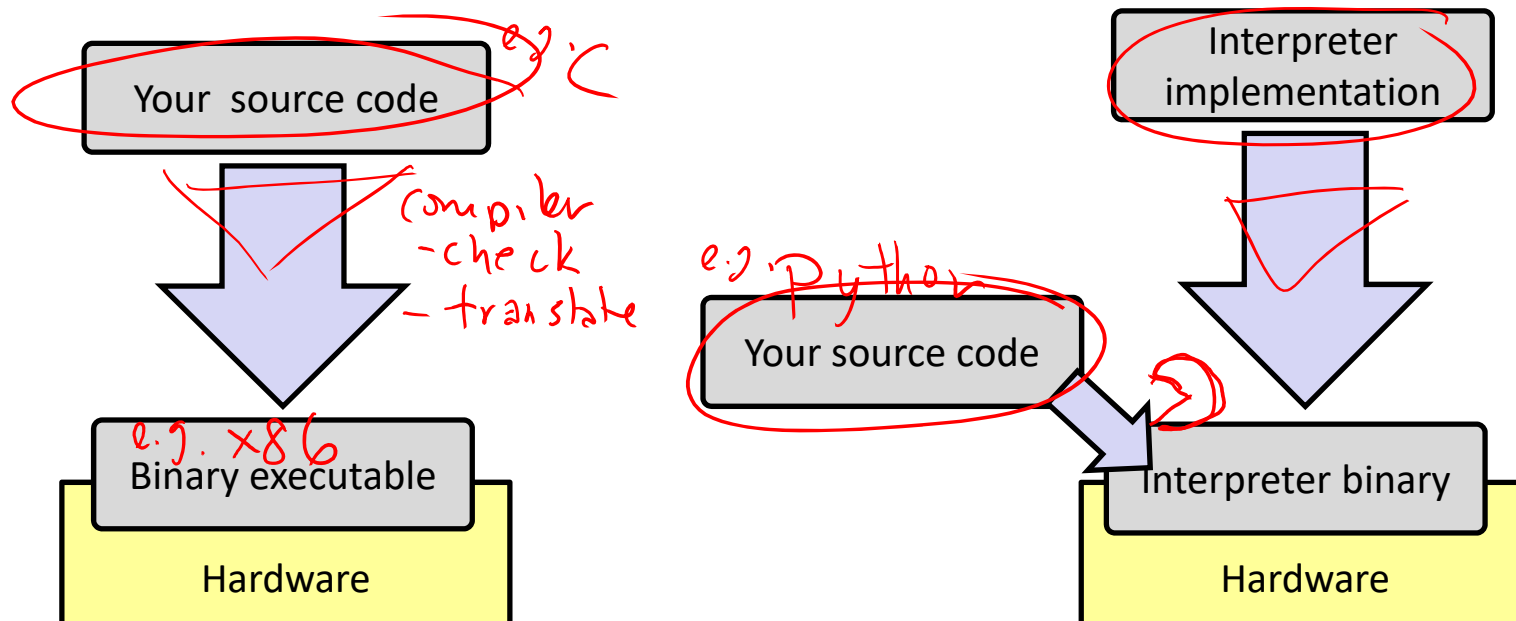
class jobj {
    int i;
    String s = "hi";
    int[] a = new int[3];
    jobj p;
};
jobj ptr_j = new jobj();
    
```

Handwritten annotation:
 - "no explicit methods, but still inherits constructor & methods from Object class"



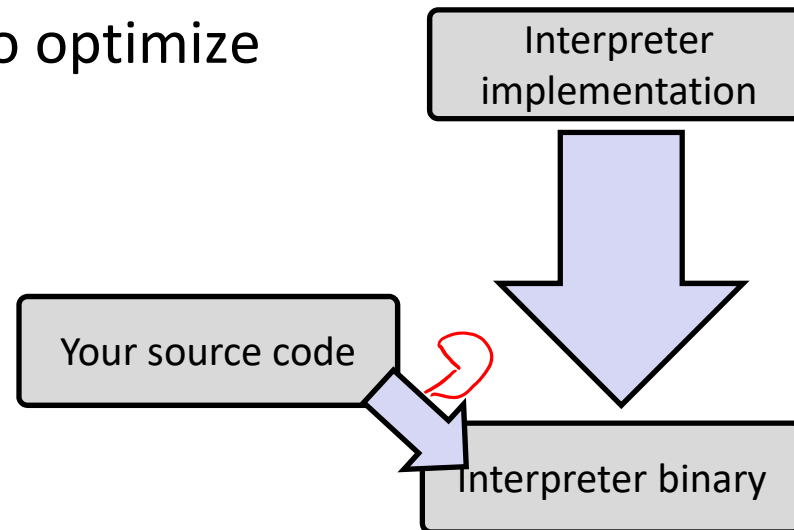
Implementing Programming Languages

- ❖ Many choices in how to implement programming models
- ❖ We've talked about compilation, can also *interpret*
- ❖ **Interpreting** languages has a long history
 - Lisp, an early programming language, was interpreted
- ❖ **Interpreters** are still in common use:
 - Python, Javascript, Ruby, Matlab, PHP, Perl, ...



An Interpreter is a Program

- ❖ Execute (something close to) the *source code* directly
- ❖ Simpler/no compiler – less translation
- ❖ More transparent to debug – less translation
- ❖ Easier to run on different architectures – runs in a simulated environment that exists only inside the *interpreter* process
 - Just port the interpreter (program), not the program-being-interpreted
- ❖ Slower and harder to optimize



Interpreter vs. Compiler

- ❖ An aspect of a language implementation
 - A language can have multiple implementations
 - Some might be compilers and other interpreters
- ❖ “Compiled languages” vs. “Interpreted languages” a misuse of terminology
 - But very common to hear this
 - And has *some* validation in the real world (e.g. JavaScript vs. C)
- ❖ Also, as about to see, modern language implementations are often a mix of the two. E.g. :
 - Compiling to a bytecode language, then interpreting
 - Doing just-in-time compilation of parts to assembly for performance

“The JVM”

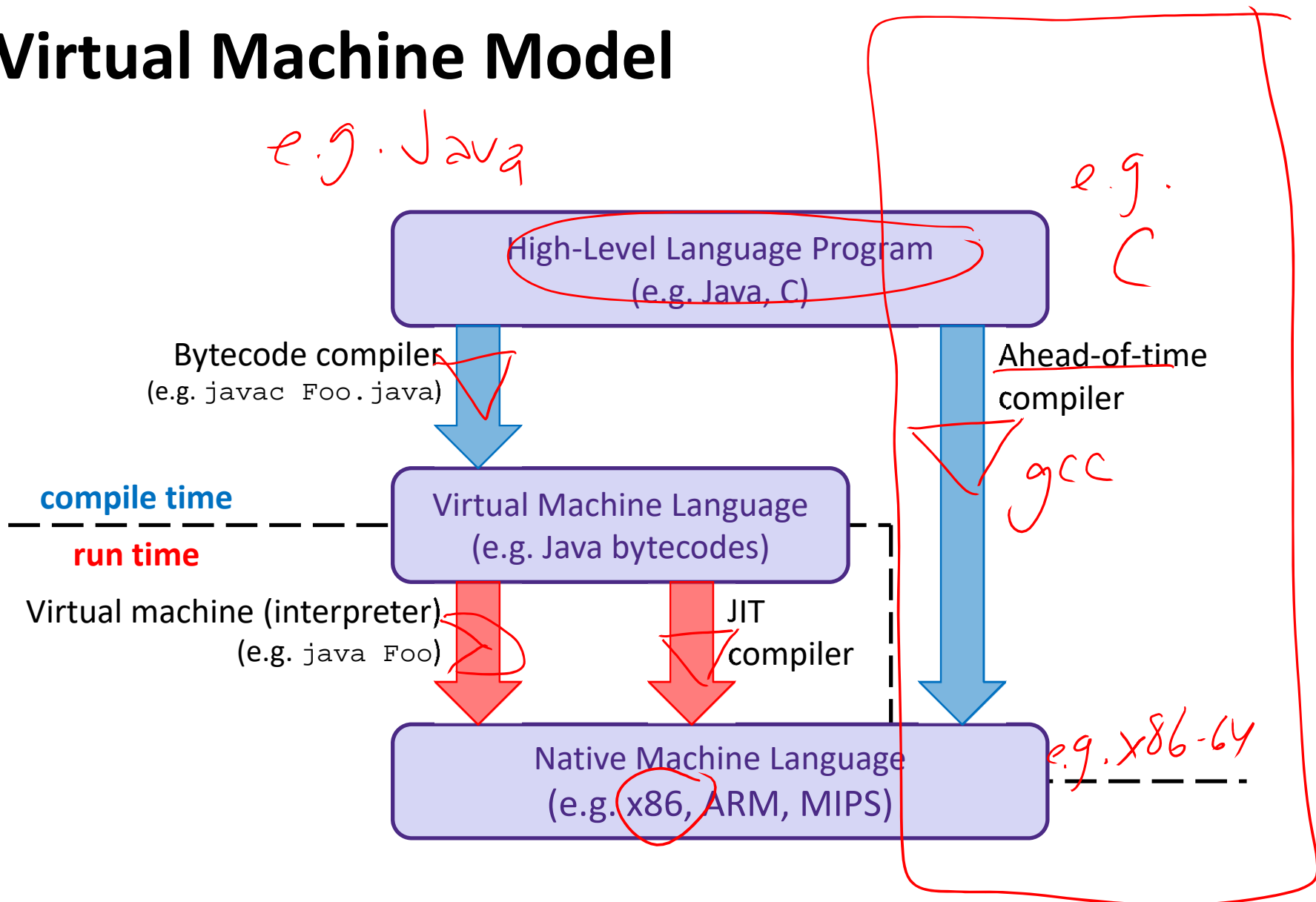
Note: The JVM is different than the CSE VM running on VMWare. Yet *another* use of the word “virtual”!

- ❖ Java programs are usually run by a
Java *virtual machine* (JVM)
 - JVMs interpret an intermediate language called *Java bytecode*
 - Many JVMs compile bytecode to native machine code
 - **Just-in-time (JIT) compilation**
 - http://en.wikipedia.org/wiki/Just-in-time_compilation
 - Java is sometimes compiled ahead of time (AOT) like C

Compiling and Running Java

1. Save your Java code in a `.java` file
2. To run the Java compiler:
 - `javac Foo.java`
 - The Java compiler converts Java into *Java bytecodes*
 - Stored in a `.class` file
3. To execute the program stored in the bytecodes, Java bytecodes can be interpreted by a program (an interpreter)
 - For Java, this interpreter is called the Java Virtual Machine (the JVM)
 - To run the virtual machine:
 - `java Foo`
 - This Loads the contents of `Foo.class` and interprets the bytecodes

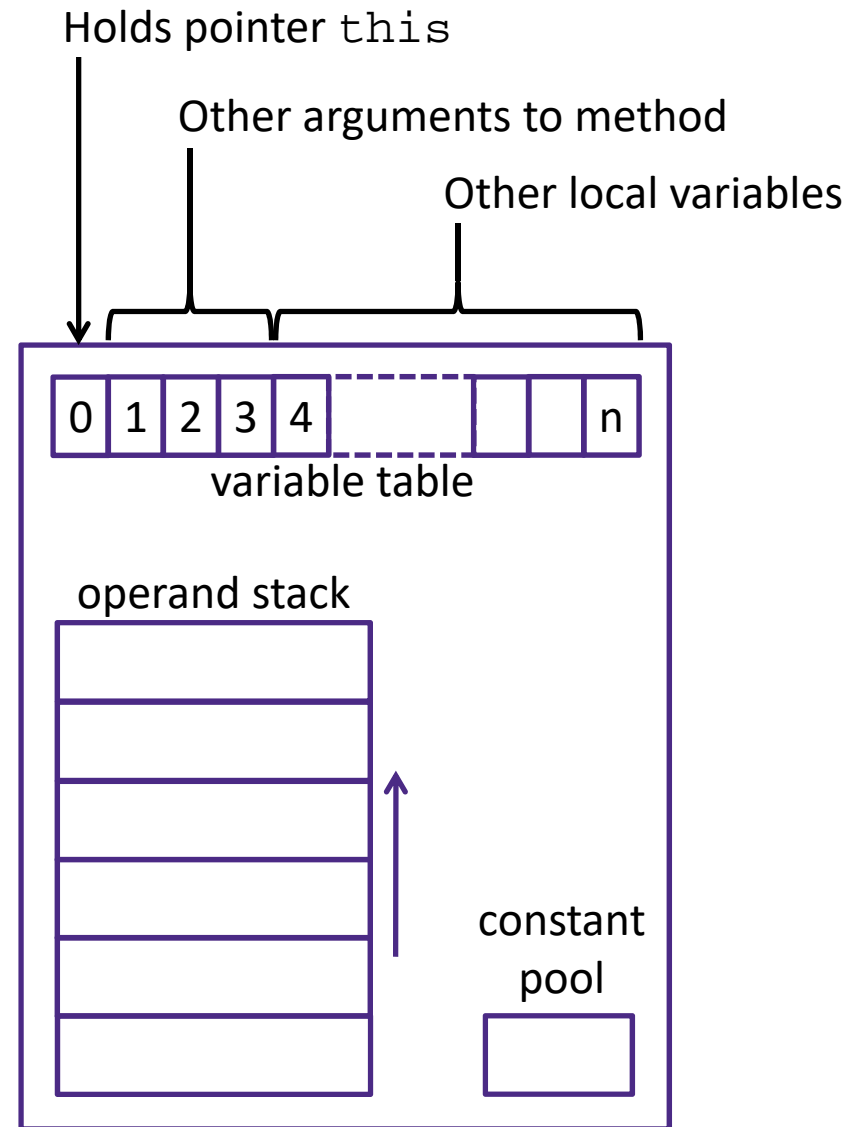
Virtual Machine Model



Java Bytecode

- ❖ Like assembly code for JVM, but works on *all* JVMs
 - Hardware-independent!
- ❖ Typed (unlike x86 assembly)
- ❖ Strong JVM protections

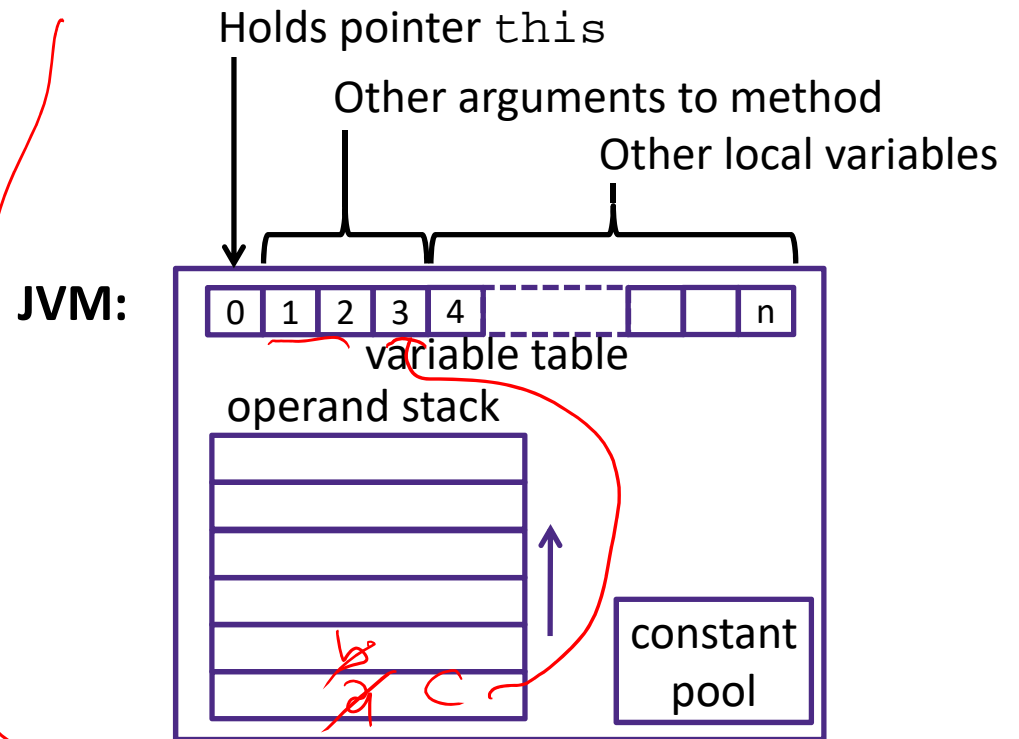
JVM Model



JVM Operand Stack

$$c = a + b$$

'i' = integer,
'a' = reference,
'b' for byte,
'c' for char,
'd' for double, ...



Bytecode:

```

iload 1 // push 1st argument from table onto stack
iload 2 // push 2nd argument from table onto stack
iadd   // pop top 2 elements from stack, add together, and
        // push result back onto stack
istore 3 // pop result and put it into third slot in table
    
```

No registers or stack locations!
All operations use operand stack

Compiled to (IA32) x86:

```

mov 8(%ebp), %eax
mov 12(%ebp), %edx
add %edx, %eax
mov %eax, -8(%ebp)
    
```

A Simple Java Method

Method `java.lang.String getEmployeeName()`

```

0 aload 0 // "this" object is stored at 0 in the var table
1 getfield #5 <Field java.lang.String name>
// getfield instruction has a 3-byte encoding
// Pop an element from top of stack, retrieve its
// specified instance field and push it onto stack
// "name" field is the fifth field of the object
4 areturn // Returns object at top of stack
    
```

instruction "address"

two-byte argument

reference

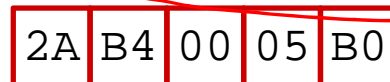
Byte number: 0

1

4



As stored in the .class file:



http://en.wikipedia.org/wiki/Java_bytecode_instruction_listings

Class File Format

- ❖ Every class in Java source code is compiled to its own class file
- ❖ 10 sections in the Java class file structure:
 - **Magic number:** 0xCAFEBAE (legible hex from James Gosling – Java’s inventor)
 - **Version of class file format:** The minor and major versions of the class file
 - **Constant pool:** Set of constant values for the class
 - **Access flags:** For example whether the class is abstract, static, final, etc.
 - **This class:** The name of the current class
 - **Super class:** The name of the super class
 - **Interfaces:** Any interfaces in the class
 - **Fields:** Any fields in the class
 - **Methods:** Any methods in the class
 - **Attributes:** Any attributes of the class (for example, name of source file, etc.)
- ❖ A `.jar` file collects together all of the class files needed for the program, plus any additional resources (e.g. images)

Disassembled Java Bytecode

```
> javac Employee.java  
> javap -c Employee
```

http://en.wikipedia.org/wiki/Java_bytecode_instruction_listings

```
Compiled from Employee.java  
class Employee extends java.lang.Object {  
    public Employee(java.lang.String,int);  
    public java.lang.String getEmployeeName();  
    public int getEmployeeNumber();  
}  
  
Method Employee(java.lang.String,int)  
0  aload_0  
1  invokespecial #3 <Method java.lang.Object()>  
4  aload_0  
5  aload_1  
6  putfield #5 <Field java.lang.String name>  
9  aload_0  
10 iload_2  
11 putfield #4 <Field int idNumber>  
14 aload_0  
15 aload_1  
16 iload_2  
17 invokespecial #6 <Method void  
    storeData(java.lang.String, int)>  
20 return  
  
Method java.lang.String getEmployeeName()  
0  aload_0  
1  getfield #5 <Field java.lang.String name>  
4  areturn  
  
Method int getEmployeeNumber()  
0  aload_0  
1  getfield #4 <Field int idNumber>  
4  ireturn  
  
Method void storeData(java.lang.String, int)  
...
```

Other languages for JVMs

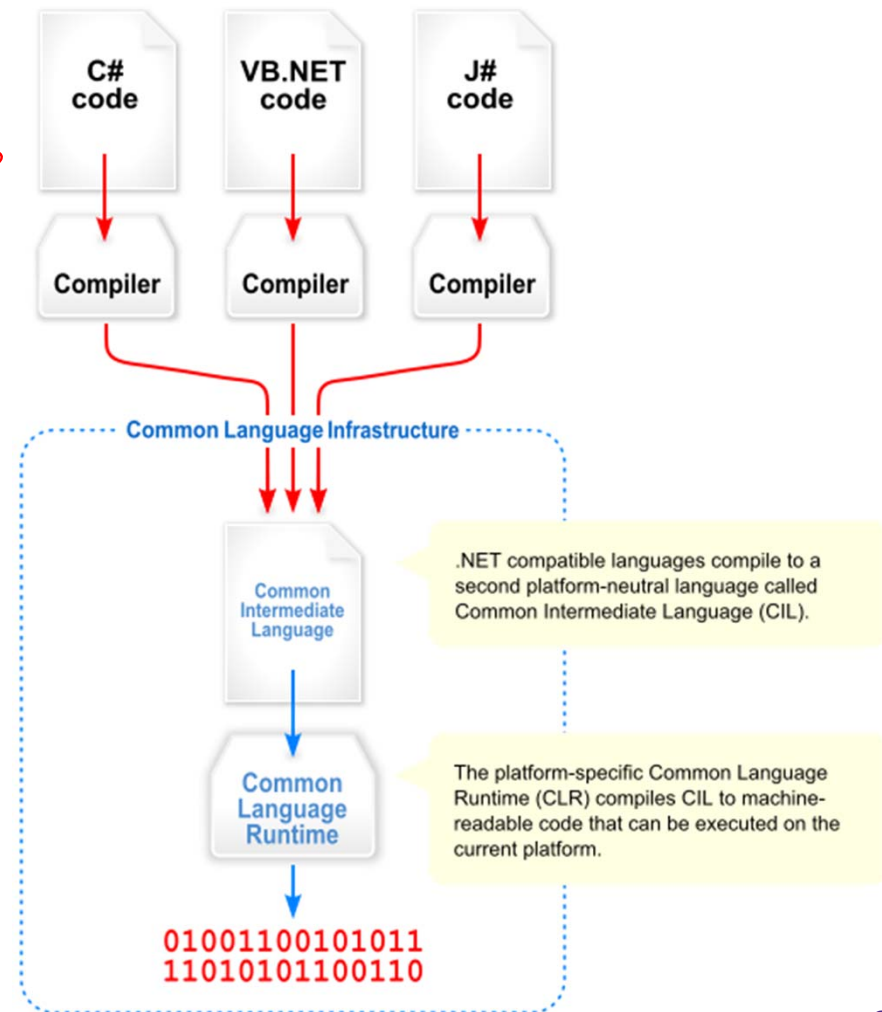
- ❖ JVMs run on so many computers that compilers have been built to translate many other languages to Java bytecode:
 - **AspectJ**, an aspect-oriented extension of Java
 - **ColdFusion**, a scripting language compiled to Java
 - **Clojure**, a functional Lisp dialect
 - **Groovy**, a scripting language
 - **JavaFX Script**, a scripting language for web apps
 - **JRuby**, an implementation of Ruby
 - **Jython**, an implementation of Python
 - **Rhino**, an implementation of JavaScript
 - **Scala**, an object-oriented and functional programming language
 - And many others, even including C!
- ❖ Originally, JVMs were designed and built for Java (still the major use) but JVMs are also viewed as a safe, GC'ed platform

Microsoft's C# and .NET Framework

❖ C# has similar motivations as Java

- Virtual machine is called the *Common Language Runtime*
- *Common Intermediate Language* is the bytecode for C# and other languages in the .NET framework

Java	C#
-----	-----
JVM	CLR
Bytecode	CIL



We made it! 😊 😎 😄

C:

```
car *c = malloc(sizeof(car));
c->miles = 100;
c->gals = 17;
float mpg = get_mpg(c);
free(c);
```

Java:

```
Car c = new Car();
c.setMiles(100);
c.setGals(17);
float mpg =
    c.getMPG();
```

- Memory & data
- Integers & floats
- x86 assembly
- Procedures & stacks
- Executables
- Arrays & structs
- Memory & caches
- Processes
- Virtual memory
- Memory allocation
- Java vs. C

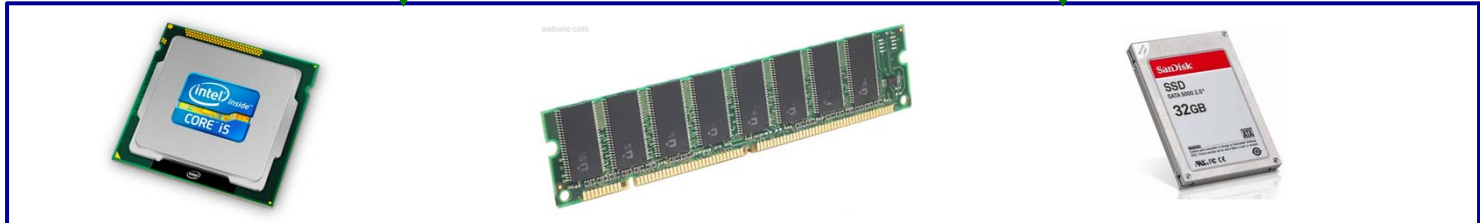
Assembly language:

```
get_mpg:
    pushq   %rbp
    movq   %rsp, %rbp
    ...
    popq   %rbp
    ret
```

Machine code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

Computer system:



OS:

