

Structs & Alignment

CSE 351 Autumn 2020

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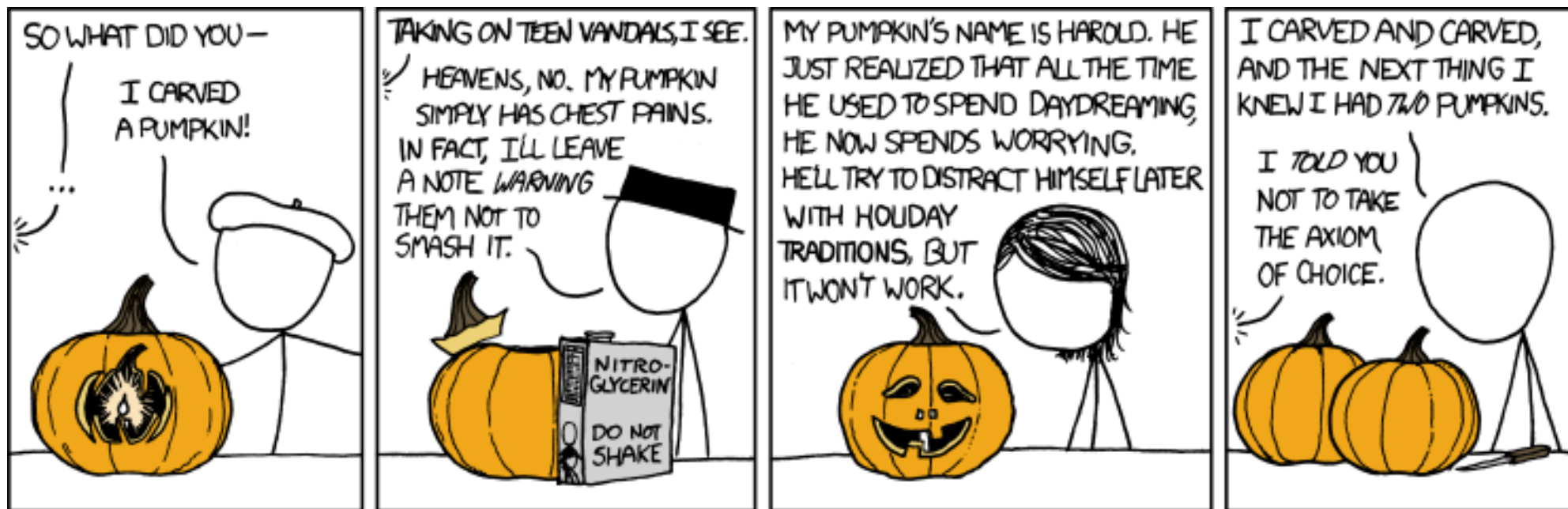
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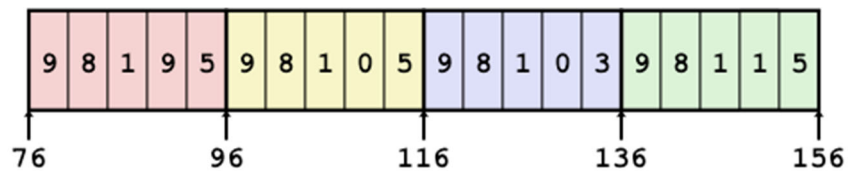
- ❖ Lab 2 due tonight
- ❖ Lab 3 released next Wednesday (11/4)
- ❖ hw13 due next Wednesday (11/4)

- ❖ **Midterm, Group Stage (10/31 – 11/2)**
 - Instructions will be posted on Ed Discussion
 - **Communicate with your group**: work together, help each other out, and prep for individual stage
 - We will be available on Ed Discussion (private posts, please) and office hours to answer clarifying questions

Array Element Accesses

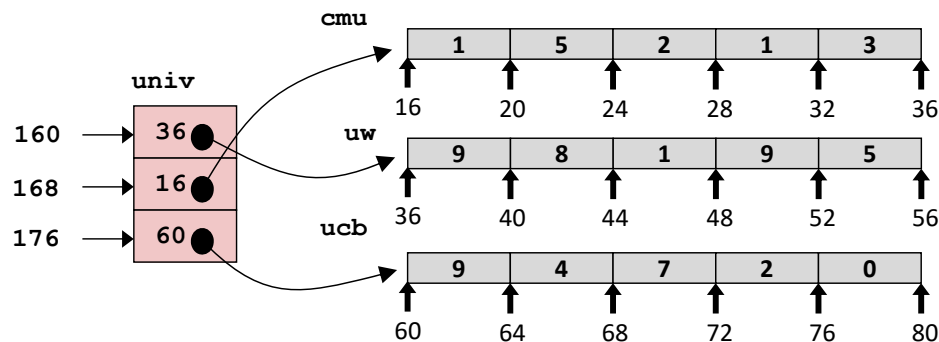
Multidimensional array

```
int get_sea_digit
(int index, int digit)
{
    return sea[index][digit];
}
```



Multilevel array

```
int get_univ_digit
(int index, int digit)
{
    return univ[index][digit];
}
```



Access *looks* the same, but it isn't:

Mem[sea+20*index+4*digit]

Mem[**Mem**[univ+8*index]+4*digit]

Reading Review

- ❖ Terminology:
 - Structs: tags and fields, . and -> operators
 - Typedef
 - Alignment, internal fragmentation, external fragmentation

- ❖ Questions from the Reading?

Review Questions

```
struct ll_node {  
    long data;  
    struct ll_node* next;  
} n1, n2;
```

- ❖ How much space does (in bytes) does an instance of `struct ll_node` take?

- ❖ Which of the following statements are syntactically valid?
 - `n1.next = &n2;`
 - `n2->data = 351;`
 - `n1.next->data = 333;`
 - `(&n2) ->next->next.data = 451;`

Data Structures in Assembly

- ❖ Arrays
 - One-dimensional
 - Multi-dimensional (nested)
 - Multi-level
- ❖ **Structs**
 - **Alignment**
- ❖ ~~Unions~~

Structs in C

- ❖ A structured group of variables, possibly including other structs
 - Way of defining compound data types

```
struct song {
    char* title;
    int lengthInSeconds;
    int yearReleased;
};

struct song song1;
song1.title = "Señorita";
song1.lengthInSeconds = 191;
song1.yearReleased = 2019;

struct song song2;
song2.title = "Call Me Maybe";
song2.lengthInSeconds = 193;
song2.yearReleased = 2011;
```

```
struct song {
    char* title;
    int lengthInSeconds;
    int yearReleased;
};
```

```
song1
title:      "Señorita"
lengthInSeconds: 191
yearReleased: 2019
```

```
song2
title: "Call Me Maybe"
lengthInSeconds: 193
yearReleased: 2011
```

Struct Definitions

- ❖ Structure definition:
 - Does NOT declare a variable
 - Variable type is “**struct name**”

```
struct name {  
    /* fields */  
};
```

Easy to forget
semicolon!

- ❖ Variable declarations like any other data type:

```
struct name name1, *pn, name_ar[3];
```

instance

pointer

array

- ❖ Can also combine struct and instance definitions:
 - This syntax can be difficult to parse, though

```
struct name {  
    /* fields */  
} st, *p = &st;
```


Typedef in C

- ❖ A way to create an *alias* for another data type:

```
typedef <data type> <alias>;
```

- After typedef, the alias can be used interchangeably with the original data type
- *e.g.*, `typedef unsigned long int uli;`

- ❖ Joint struct definition and typedef

- Don't need to give struct a name in this case

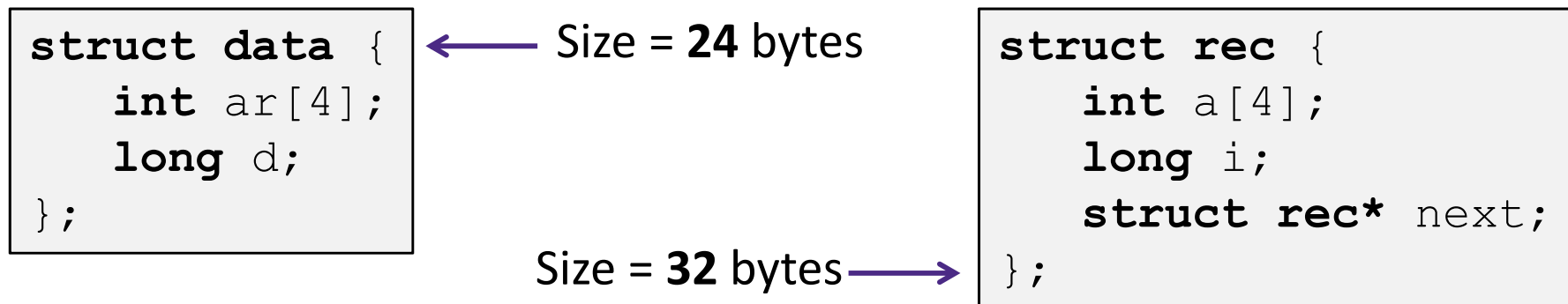
```
struct nm {  
    /* fields */  
};  
typedef struct nm name;  
name n1;
```



```
typedef struct {  
    /* fields */  
} name;  
name n1;
```

Scope of Struct Definition

- ❖ Why is the placement of struct definition important?
 - Declaring a variable creates space for it somewhere
 - Without definition, program doesn't know how much space



- ❖ Almost always define structs in global scope near the top of your C file
 - Struct definitions follow normal rules of scope

Accessing Structure Members

- ❖ Given a struct instance, access member using the `.` operator:

```
struct rec r1;  
r1.i = val;
```

- ❖ Given a *pointer* to a struct:

```
struct rec* r;  
r = &r1; // or malloc space for r to point to
```

We have two options:

- Use `*` and `.` operators: `(*r).i = val;`
- Use `->` operator for short: `r->i = val;`

- ❖ **In assembly:** register holds address of the first byte
 - Access members with offsets

```
struct rec {  
    int a[4];  
    long i;  
    struct rec* next;  
};
```

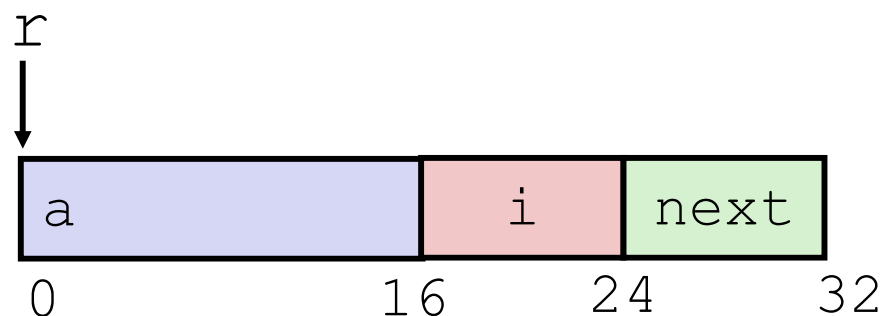
Java side-note

```
class Record { ... }  
Record x = new Record();
```

- ❖ An instance of a class is like a *pointer to* a struct containing the fields
 - (Ignoring methods and subclassing for now)
 - So Java's $x.f$ is like C's $x \rightarrow f$ or $(*x).f$
- ❖ In Java, almost everything is a pointer ("*reference*") to an object
 - Cannot declare variables or fields that are structs or arrays
 - Always a *pointer* to a struct or array
 - So every Java variable or field is ≤ 8 bytes (but can point to lots of data)

Structure Representation

```
struct rec {  
    int a[4];  
    long i;  
    struct rec* next;  
} st, *r = &st;
```

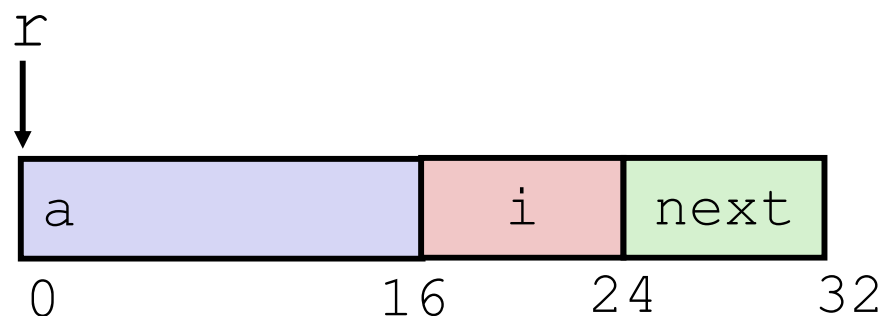


❖ Characteristics

- Contiguously-allocated region of memory
- Refer to members within structure by names
- Fields may be of different types

Structure Representation

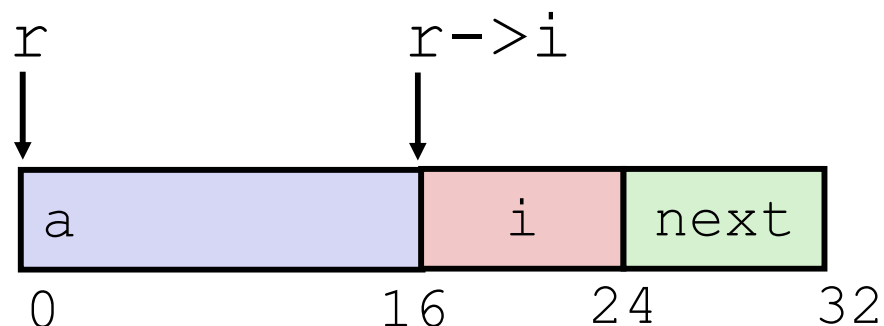
```
struct rec {  
    int a[4];  
    long i;  
    struct rec* next;  
} st, *r = &st;
```



- ❖ Structure represented as block of memory
 - Big enough to hold all of the fields
- ❖ Fields ordered according to declaration order
 - Even if another ordering would be more compact
- ❖ Compiler determines overall size + positions of fields
 - Machine-level program has no understanding of the structures in the source code

Accessing a Structure Member

```
struct rec {  
    int a[4];  
    long i;  
    struct rec* next;  
} st, *r = &st;
```



- ❖ Compiler knows the *offset* of each member
 - No pointer arithmetic; compute as $*(r + \text{offset})$

```
long get_i(struct rec* r) {  
    return r->i;  
}
```

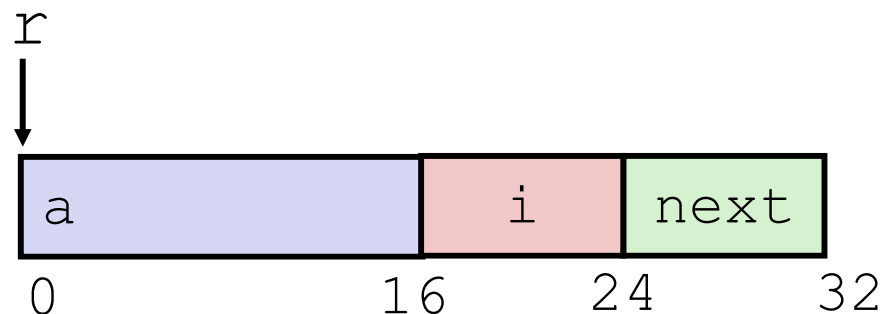
```
# r in %rdi  
movq 16(%rdi), %rax  
ret
```

```
long get_a3(struct rec* r) {  
    return r->a[3];  
}
```

```
# r in %rdi  
movl 12(%rdi), %rax  
ret
```

Pointer to Structure Member

```
struct rec {  
    int a[4];  
    long i;  
    struct rec* next;  
} st, *r = &st;
```



```
long* addr_of_i(struct rec* r)  
{  
    return &(r->i);  
}
```

```
# r in %rdi  
leaq 16(%rdi), %rax  
ret
```

```
struct rec** addr_of_next(struct rec* r)  
{  
    return &(r->next);  
}
```

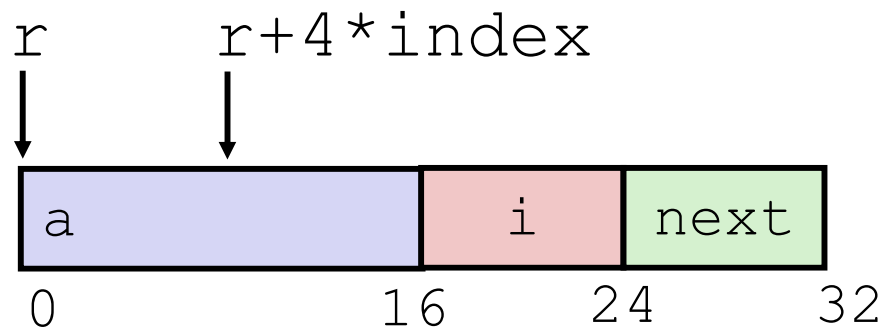
```
# r in %rdi  
leaq 24(%rdi), %rax  
ret
```


Generating Pointer to Array Element

```

struct rec {
    int a[4];
    long i;
    struct rec* next;
} st, *r = &st;

```



❖ Generating Pointer to Array Element

- Offset of each structure member determined at compile time
- Compute as:
 $r+4*index$

```

int* find_addr_of_array_elem
(struct rec* r, long index)
{
    return &r->a[index];
}

```

$\&(r \rightarrow a[index])$

```

# r in %rdi, index in %rsi
leaq (%rdi,%rsi,4), %rax
ret

```

Review: Memory Alignment in x86-64

- ❖ *Aligned* means that any primitive object of K bytes must have an address that is a multiple of K
- ❖ Aligned addresses for data types:

K	Type	Addresses
1	char	No restrictions
2	short	Lowest bit must be zero: $\dots 0_2$
4	int, float	Lowest 2 bits zero: $\dots 00_2$
8	long, double, *	Lowest 3 bits zero: $\dots 000_2$
16	long double	Lowest 4 bits zero: $\dots 0000_2$

Alignment Principles

❖ Aligned Data

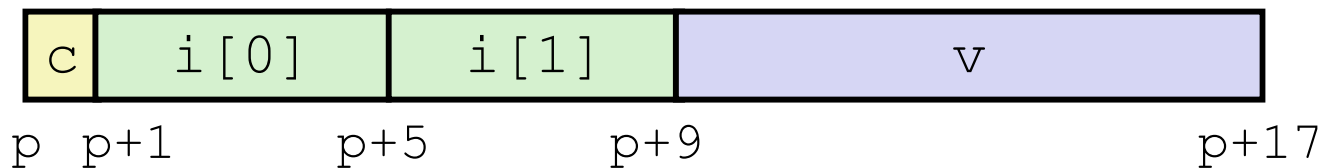
- Primitive data type requires K bytes
- Address must be multiple of K
- Required on some machines; advised on x86-64

❖ Motivation for Aligning Data

- Memory accessed by (aligned) chunks of bytes (width is system dependent)
 - Inefficient to load or store value that spans quad word boundaries
 - Virtual memory trickier when value spans 2 pages (more on this later)
- Though x86-64 hardware will work regardless of alignment of data

Structures & Alignment

❖ Unaligned Data

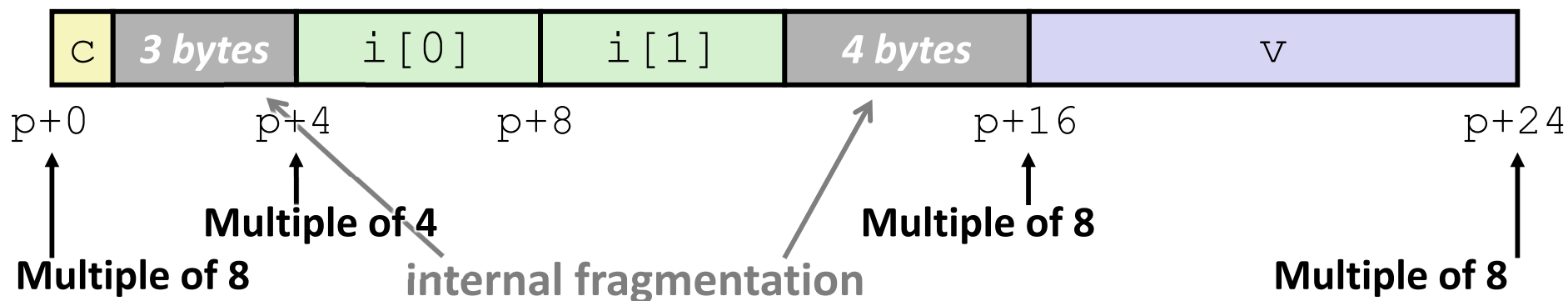


```

struct S1 {
    char c;
    int i[2];
    double v;
} st, *p = &st;
    
```

❖ Aligned Data

- Primitive data type requires K bytes
- Address must be multiple of K



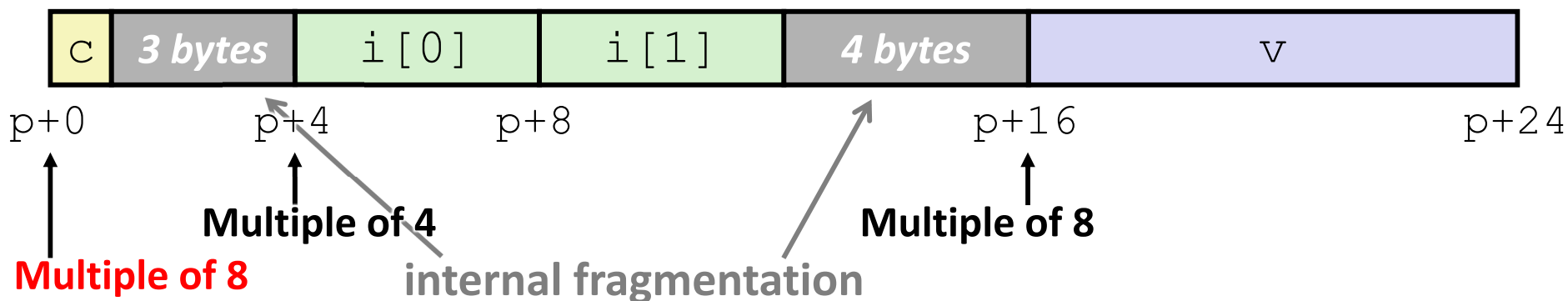
Satisfying Alignment with Structures (1)

- ❖ Within structure:
 - Must satisfy each element's alignment requirement
- ❖ Overall structure placement
 - Each structure has alignment requirement K_{\max}
 - K_{\max} = Largest alignment of any element
 - Counts array elements individually as elements

```

struct S1 {
    char c;
    int i[2];
    double v;
} st, *p = &st;
    
```

- ❖ Example:
 - $K_{\max} = 8$, due to double element



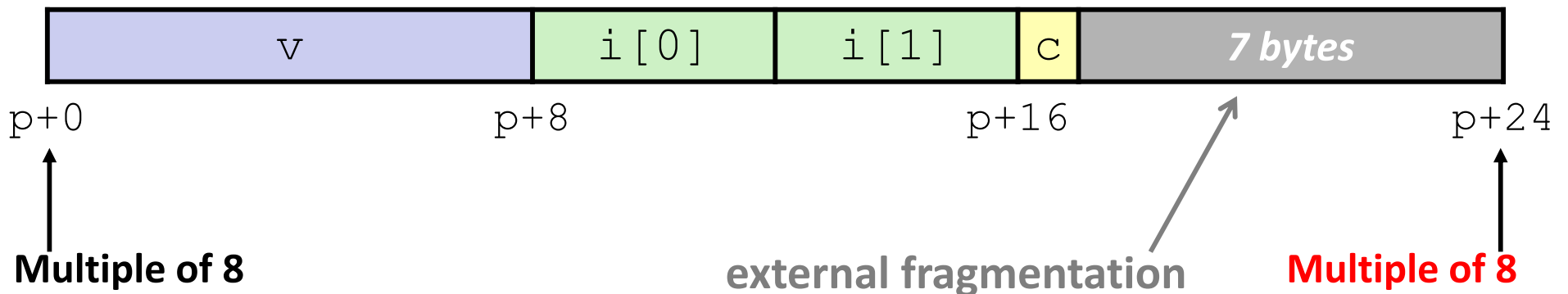
Satisfying Alignment with Structures (2)

- ❖ Can find offset of individual fields using `offsetof()`
 - Need to `#include <stddef.h>`
 - Example: `offsetof(struct S2, c)` returns 16

```

struct S2 {
    double v;
    int i[2];
    char c;
} st, *p = &st;
    
```

- ❖ For largest alignment requirement K_{max} , overall structure size must be multiple of K_{max}
 - Compiler will add padding **at end** of structure to meet overall structure alignment requirement

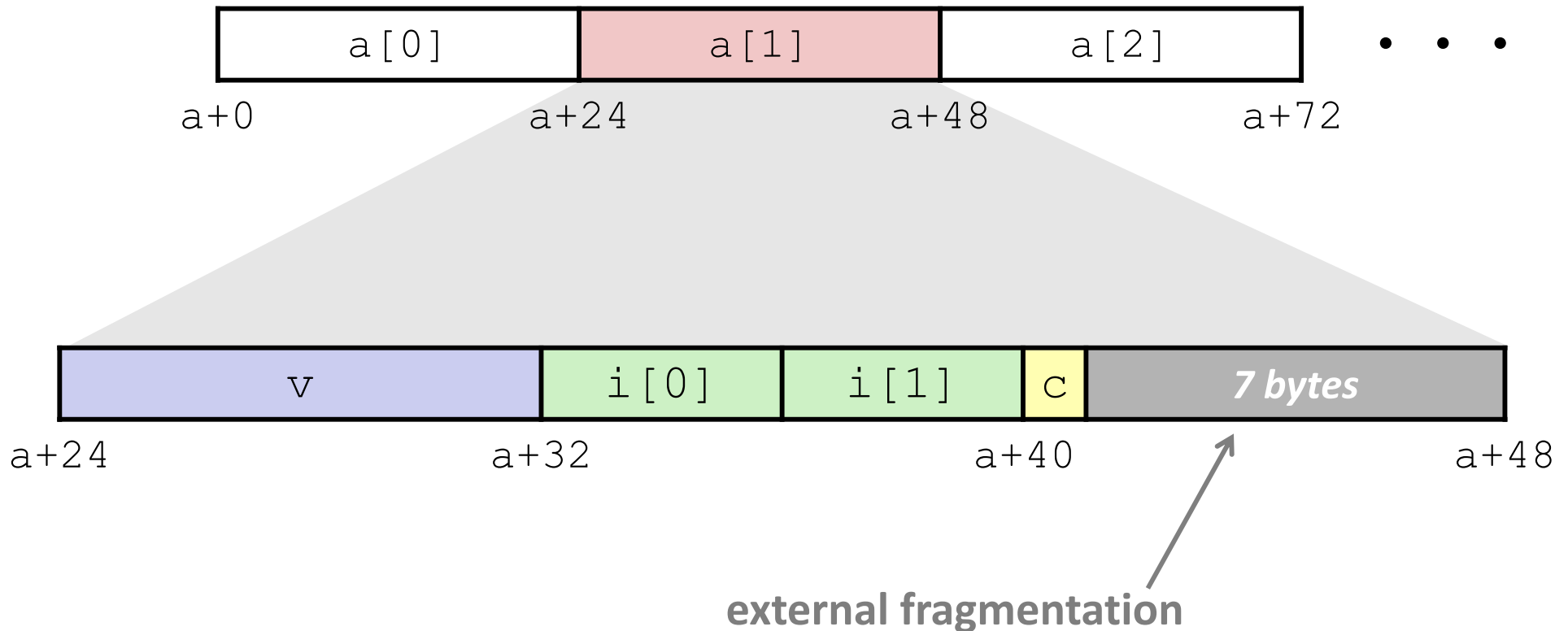


Arrays of Structures

- ❖ Overall structure length multiple of K_{max}
- ❖ Satisfy alignment requirement for every element in array

```

struct S2 {
    double v;
    int i[2];
    char c;
} a[10];
    
```



Alignment of Structs

- ❖ Compiler will do the following:
 - Maintains declared *ordering* of fields in struct
 - Each ***field*** must be aligned *within* the struct (*may insert padding*)
 - `offsetof` can be used to get actual field offset
 - Overall struct must be ***aligned*** according to largest field
 - Total struct ***size*** must be multiple of its alignment (*may insert padding*)
 - `sizeof` should be used to get true size of structs

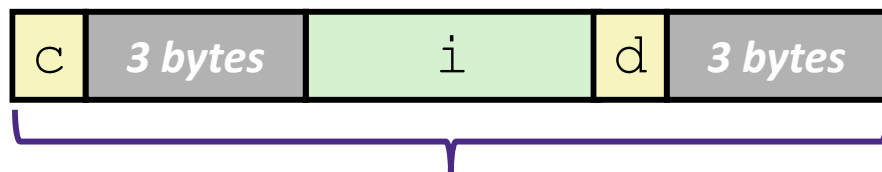
How the Programmer Can Save Space

- ❖ Compiler must respect order elements are declared in
 - Sometimes the programmer can save space by declaring large data types first

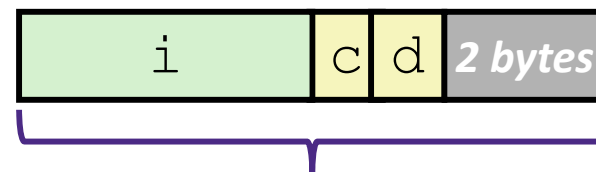
```
struct S4 {  
    char c;  
    int i;  
    char d;  
} st;
```



```
struct S5 {  
    int i;  
    char c;  
    char d;  
} st;
```



12 bytes



8 bytes

Practice Questions

- ❖ Minimize the size of the struct by re-ordering the vars

```
struct old {  
    int i;  
  
    short s[3];  
  
    char* c;  
  
    float f;  
};
```



```
struct new {  
    int i;  
  
    _____;  
  
    _____;  
  
    _____;  
};
```

- ❖ What are the old and new sizes of the struct?

sizeof(struct old) = _____

sizeof(struct new) = _____

- A. 16 bytes
- B. 22 bytes
- C. 28 bytes
- D. 32 bytes
- E. We're lost...

Summary

- ❖ Arrays in C
 - Aligned to satisfy every element's alignment requirement
- ❖ Structures
 - Allocate bytes for fields in order declared by programmer
 - Pad in middle to satisfy individual element alignment requirements
 - Pad at end to satisfy overall struct alignment requirement