Java and C (part II) + Course Wrap-Up

CSE 351 Summer 2020

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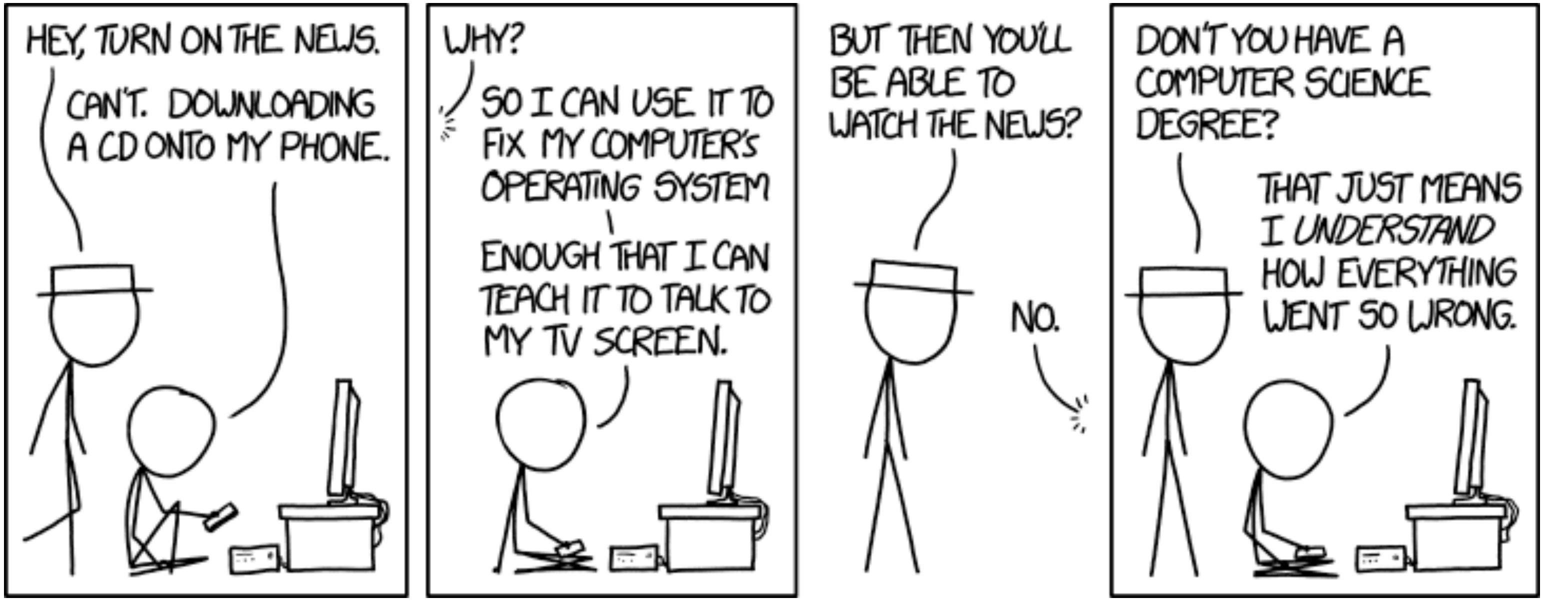


https://xkcd.com/1760/

Administrivia

- Questions doc: https://tinyurl.com/CSE351-8-21

- Can still do hw19 (it's optional/not for credit)
- hw23 due Monday (8/24) – 10:30am
  - Cover ~~most~~ all of the material today, a few more things Friday

- Lab 5 and Unit Summary 3 due tonight!(Friday 8/21)
  - ***Cutoff is tomorrow, Saturday 8/22 @11:59pm (only one late day can be used!)*** on each assignment

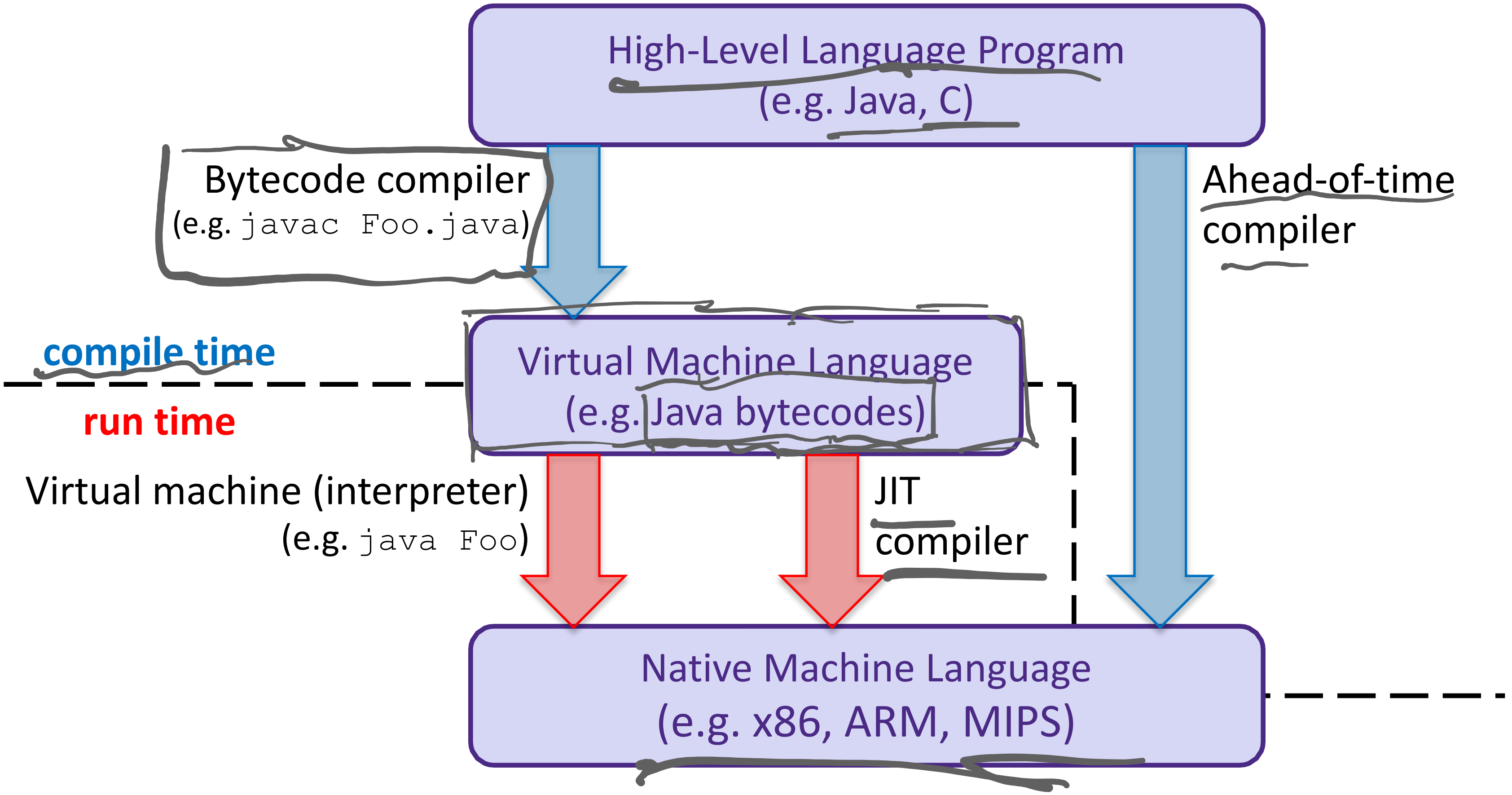
☆ Saturday & Sunday office hours

Course Evaluation Reminder Meme

closes tonight!

- Reminder to please fill out your course evaluations!! (you should have received a couple emails with a link to the eval)

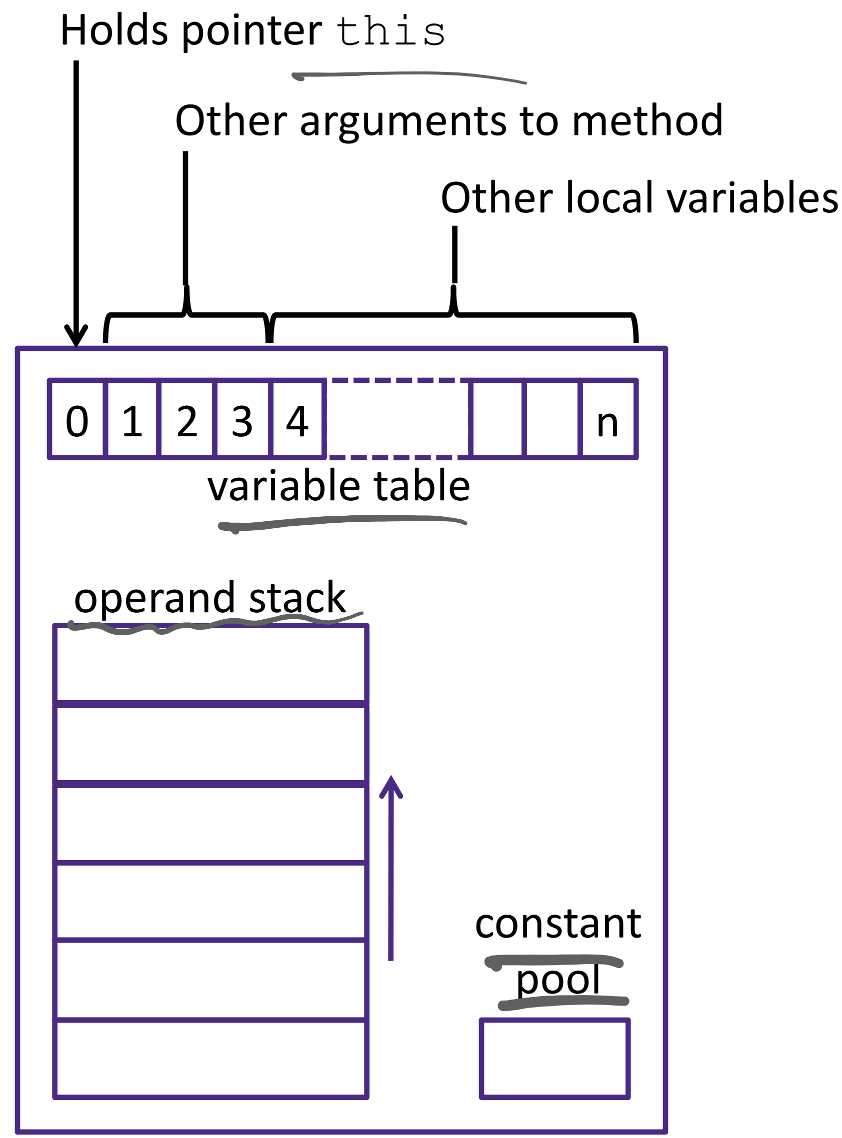
Virtual Machine Model



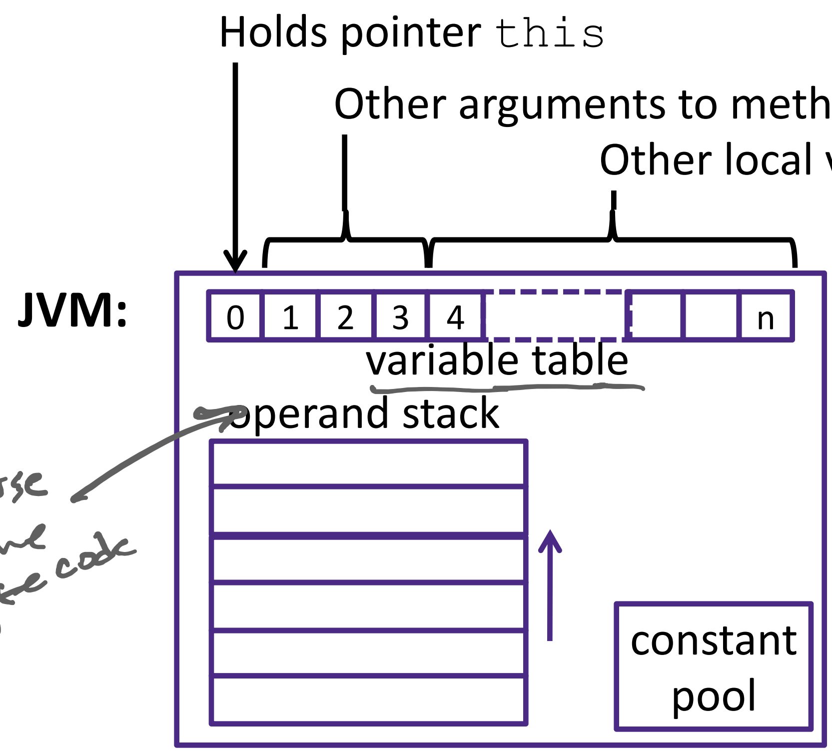
Java Bytecode

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

byte code view of JVM



JVM Operand Stack



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

workhorse of the bytecode

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

at runtime

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
```

Byte number:	0	1			4
	aload_0	getfield	00	05	areturn

As stored in the `.class` file:

2A	B4	00	05	B0

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**: 0xCAFEBABE (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
```

hw23

```
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)
…
```

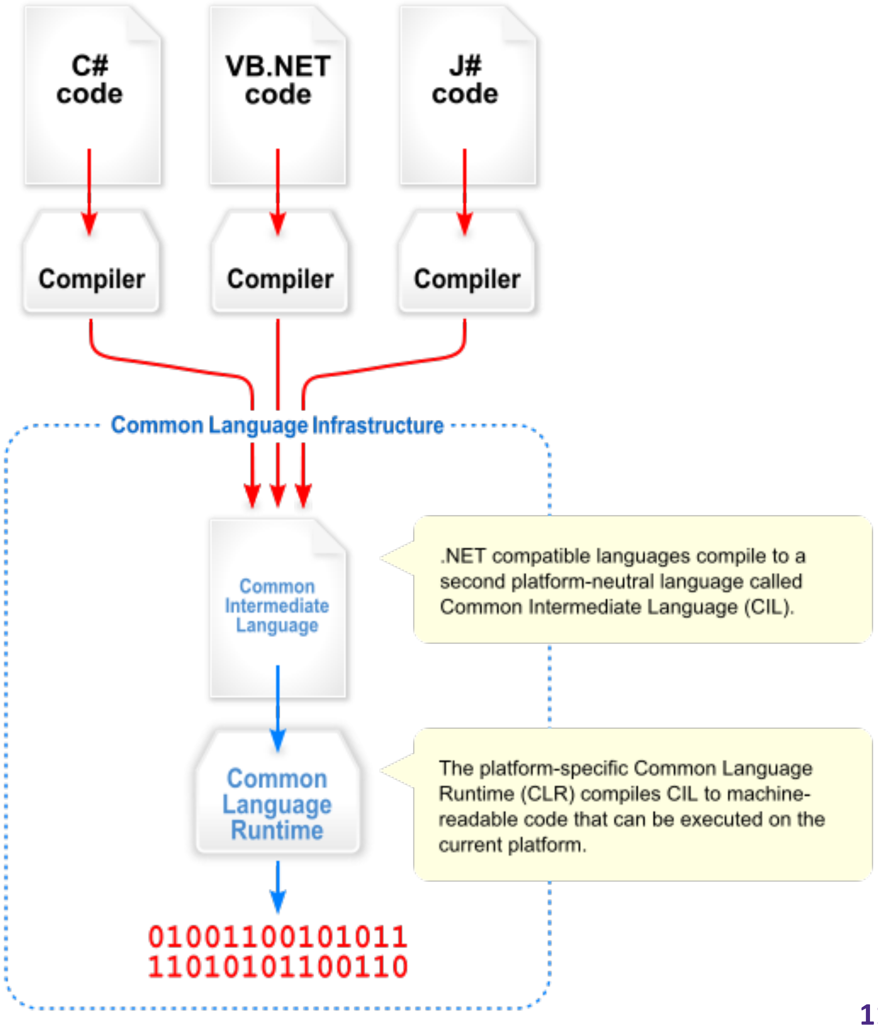
http://en.wikipedia.org/wiki/Java_bytecode_instruction_listings

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



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();
```

Assembly language:

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

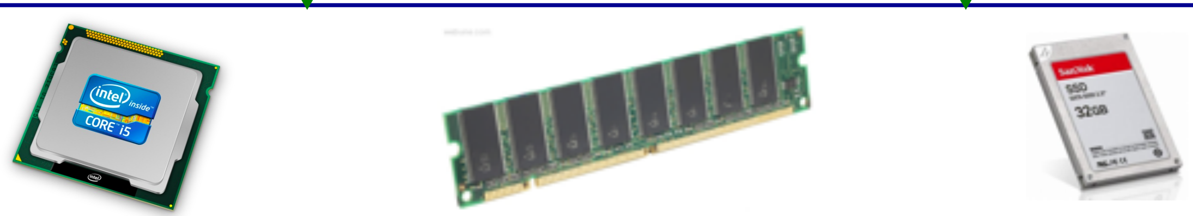
Machine code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

OS:

Windows 10 OS X Yosemite

Computer system:



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

Today

- End-to-end Review
  - What happens after you write your source code?
    - How code becomes a program
    - How your computer executes your code
- Victory lap and high-level concepts (key points)
  - More useful for “5 years from now” than “next week’s final”

C: The Low-Level High-Level Language

- C is a "hands-off" language that "exposes" more of hardware (especially memory)
  - Weakly-typed language that stresses data as bits
    - Anything can be represented with a number!
  - Unconstrained pointers can hold address of *anything*
    - And no bounds checking – buffer overflow possible!
  - Efficient by leaving everything up to the programmer
  - "C is good for two things: being beautiful and creating catastrophic 0days in memory management." (https://medium.com/message/everything-is-broken-81e5f33a24e1)

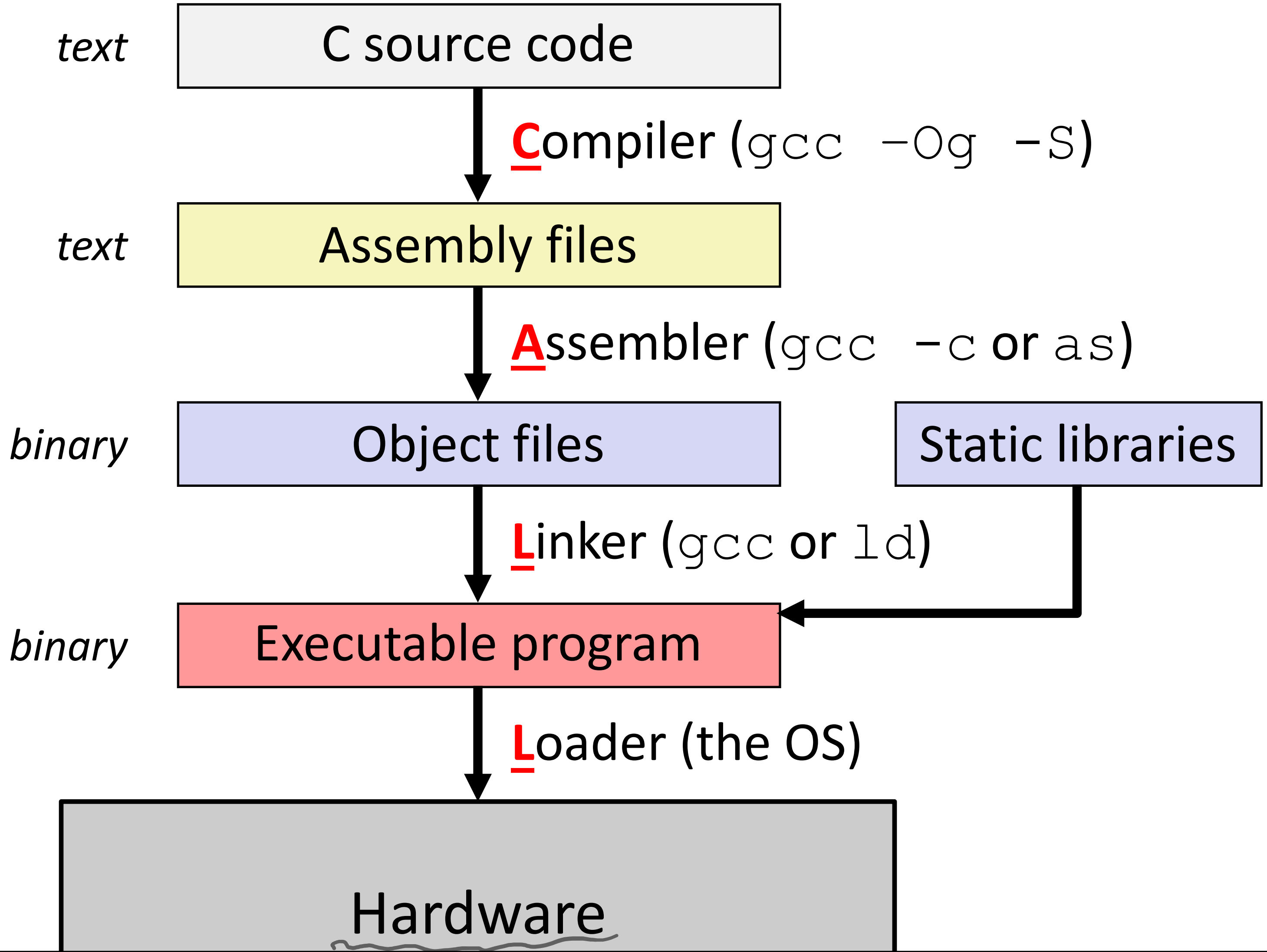
C Data Types

- C Primitive types
  - Fixed sizes and alignments
  - Characters (`char`), Integers (`short`, `int`, `long`), Floating Point (`float`, `double`)
- C Data Structures
  - Arrays – contiguous chunks of memory
    - Multidimensional arrays = still one continuous chunk, but row-major
    - Multi-level arrays = array of pointers to other arrays
  - Structs – structured group of variables
    - Struct fields are ordered according to declaration order
    - ***Internal* fragmentation:** space between members to satisfy member alignment requirements (aligned for each primitive element)
    - ***External* fragmentation:** space after last member to satisfy overall struct alignment requirement (largest primitive member)

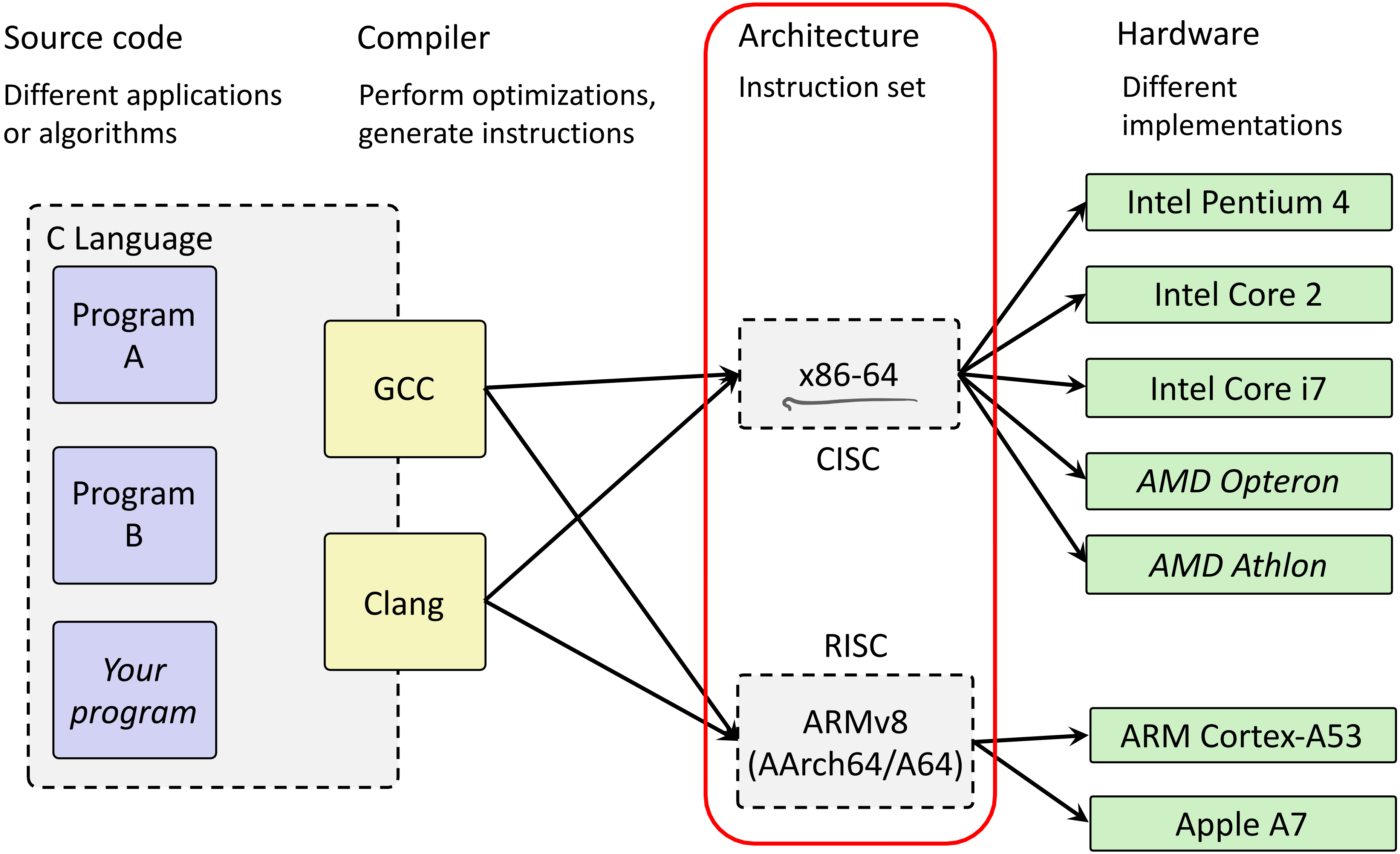
C and Memory

- Using C allowed us to examine how we store and access data in memory
  - Endianness (**only applies to memory**)
    - Is the first byte (lowest address) the least significant (little endian) or most significant (big endian) of your data?
  - Array indices and struct fields result in calculating proper addresses to access
- Consequences of your code:
  - Affects performance (locality)
  - Affects security
- But to understand these effects better, we had to dive deeper…

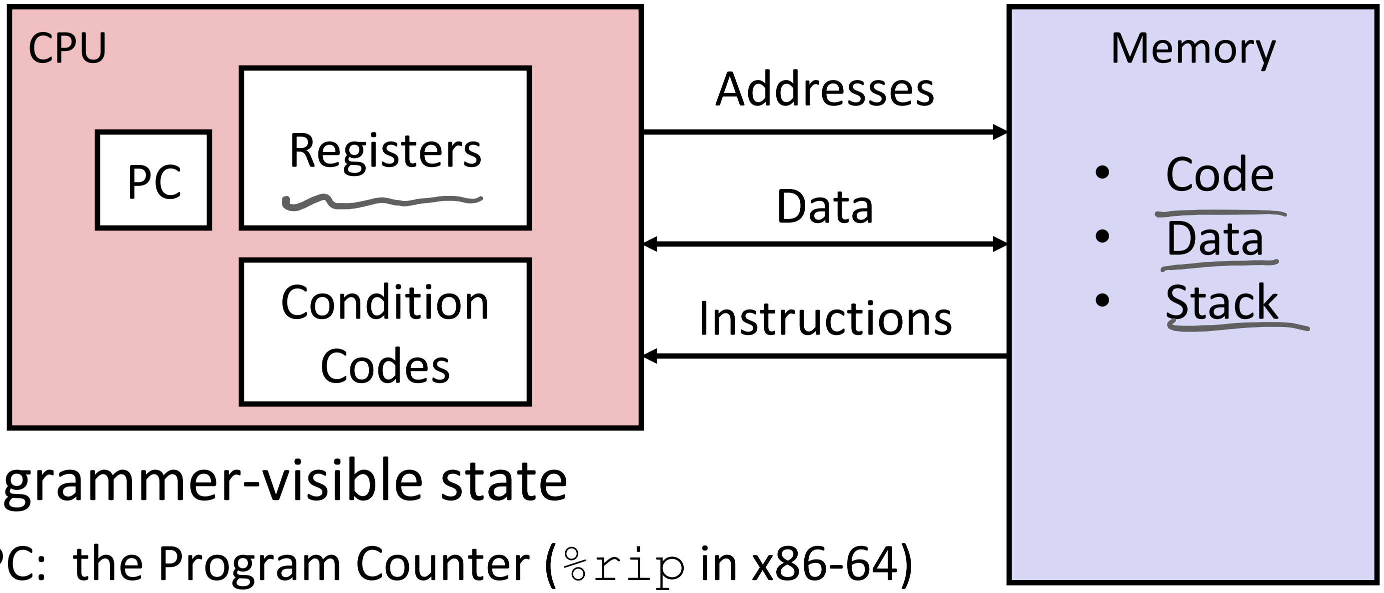
How Code Becomes a Program



Instruction Set Architecture



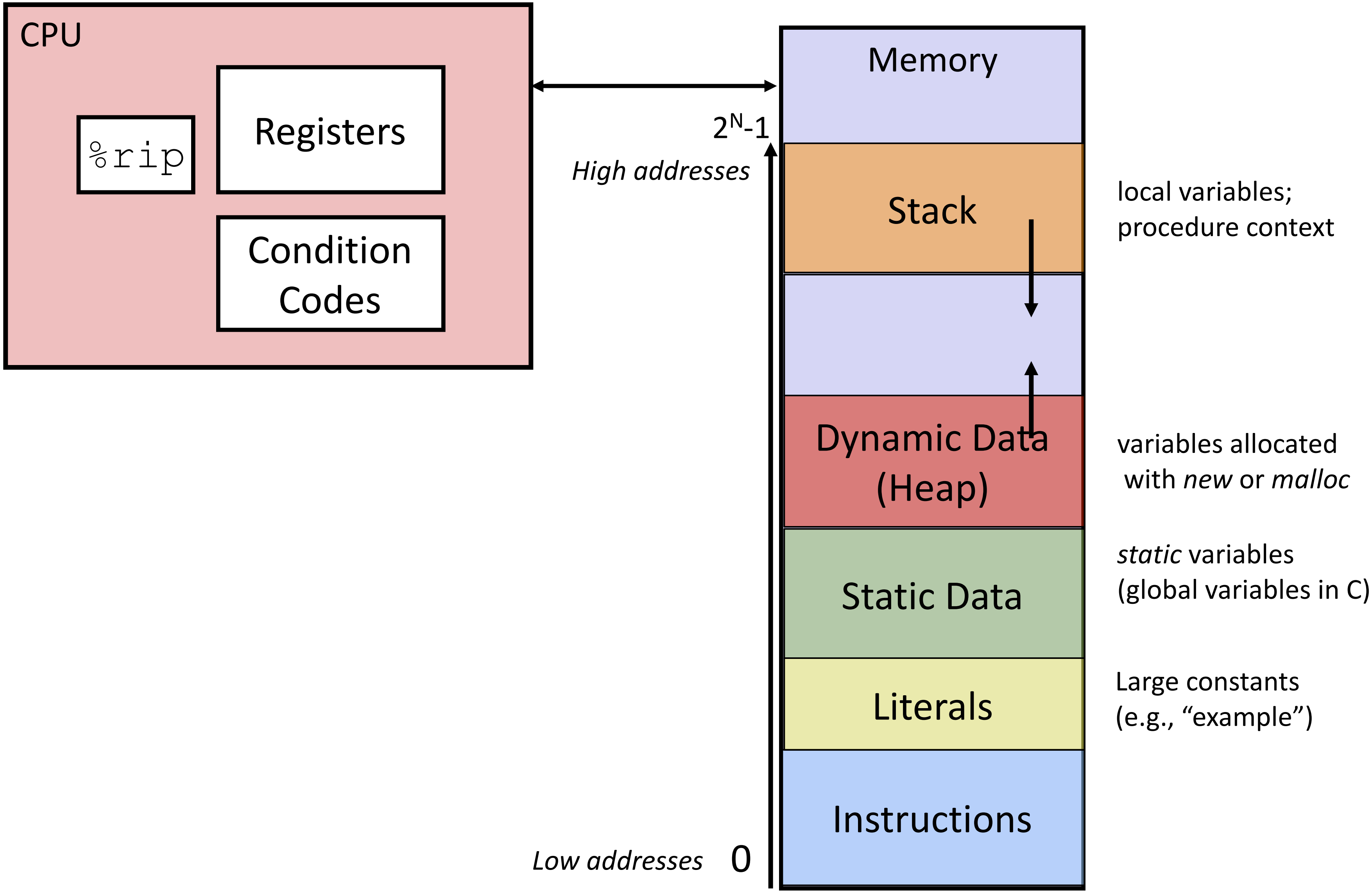
Assembly Programmer's View



- Programmer-visible state
  - PC: the Program Counter (`%rip` in x86-64)
    - Address of next instruction
  - Named registers
    - Together in "register file"
    - Heavily used program data
  - Condition codes
    - Store status information about most recent arithmetic operation
    - Used for conditional branching

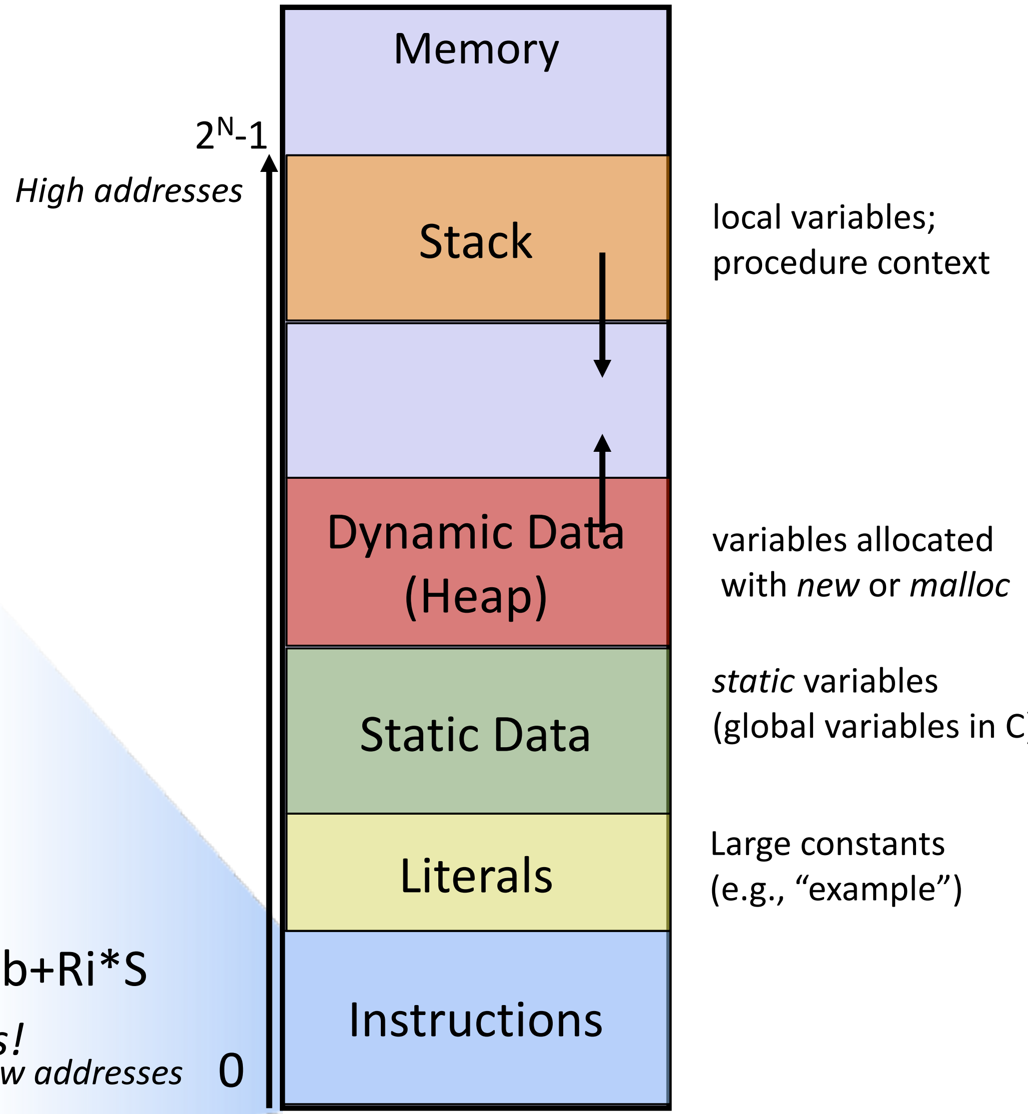
- Memory
  - Byte-addressable array
  - Huge *virtual* address space
  - *Private, all to yourself…*

Program's View



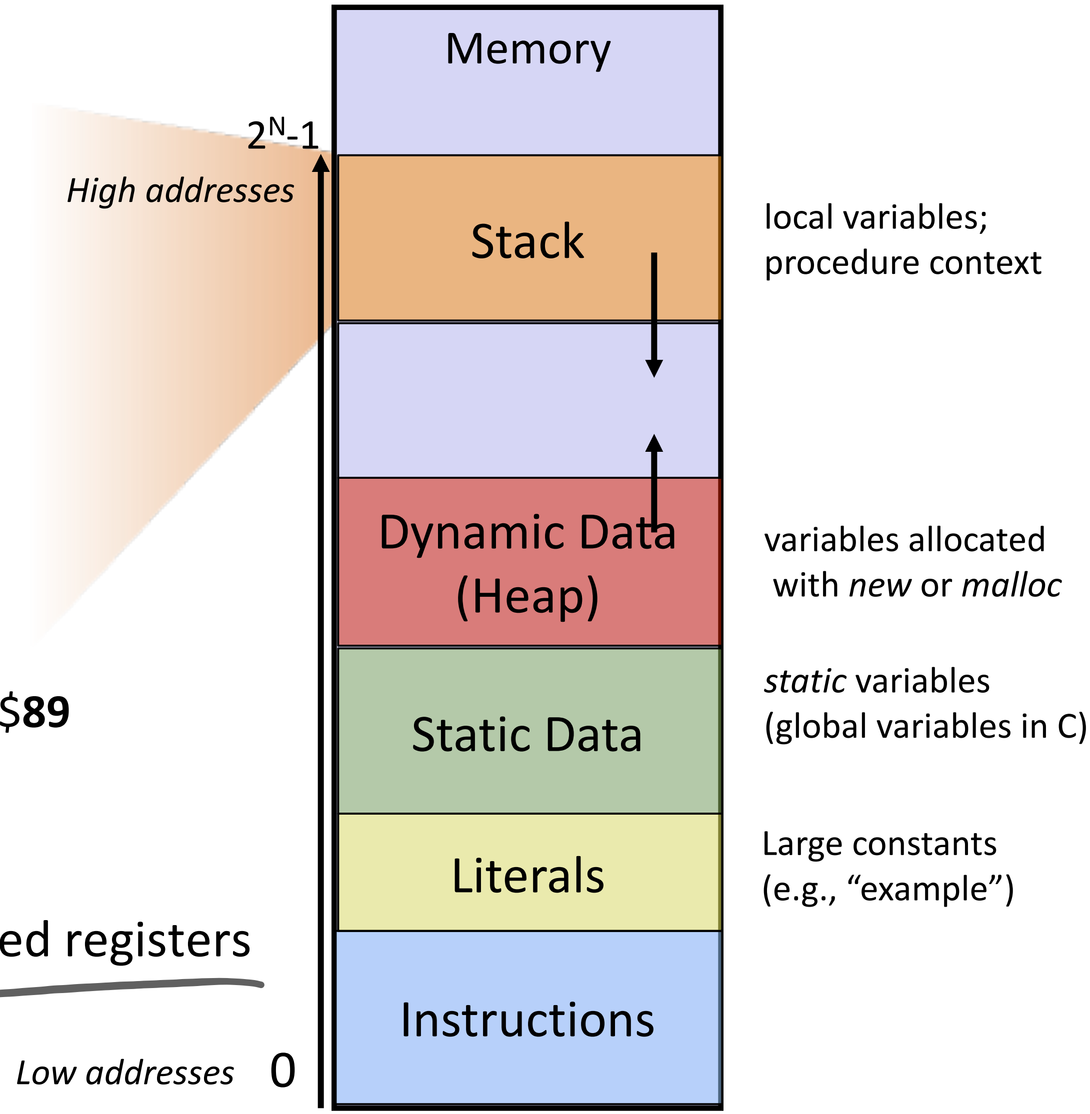
Program's View

- Instructions
  - Data movement
    - `mov, movz, movz`
    - `push, pop`
  - Arithmetic
    - `add, sub, imul`
  - Control flow
    - `cmp, test`
    - `jmp, je, jgt, ...`
    - `call, ret`
- Operand types
  - Literal: `$8`
  - Register: `%rdi, %al`
  - Memory: D(Rb,Ri,S) = D+Rb+Ri*S
    - `lea`: *not a memory access!*



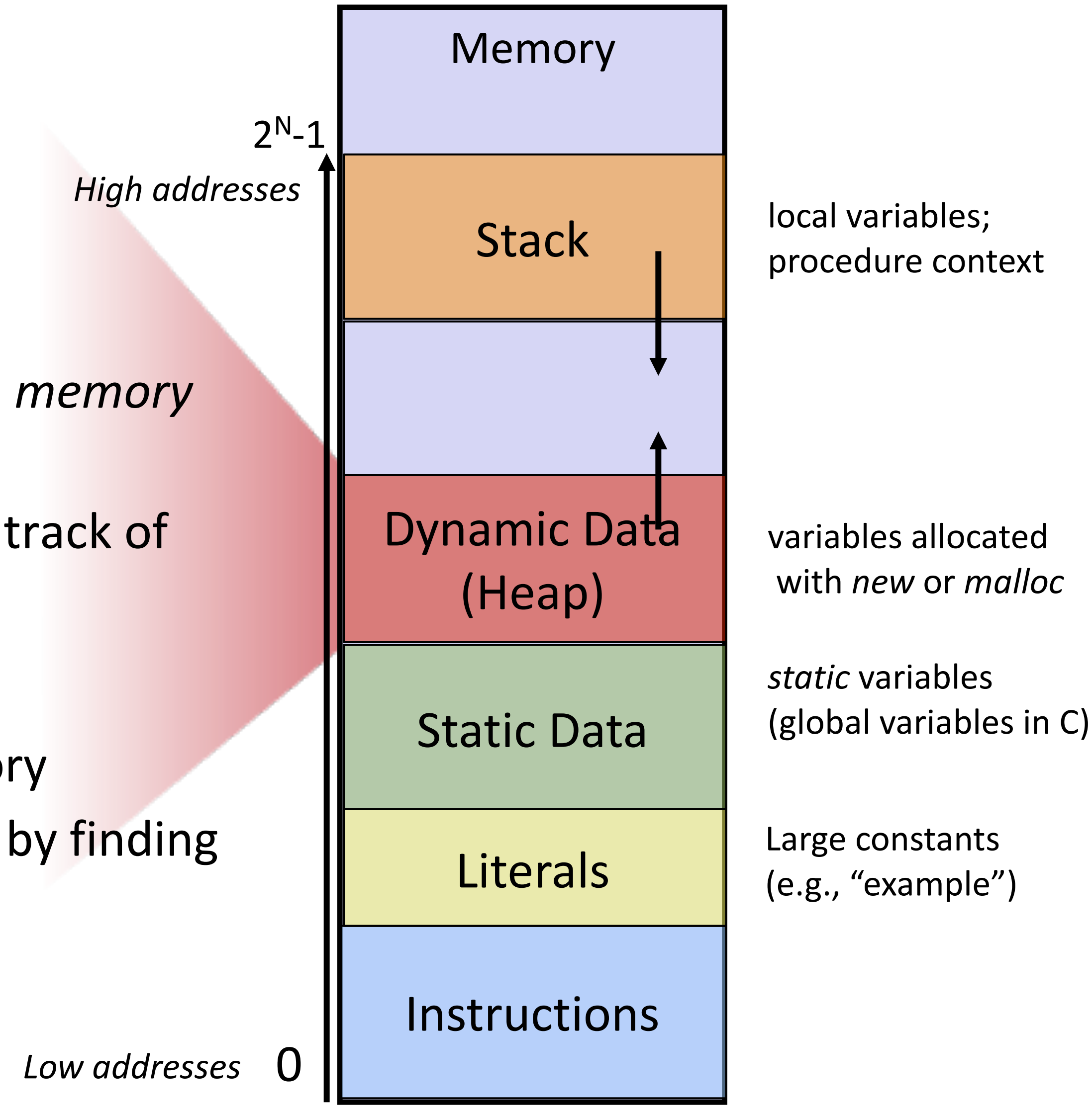
Program's View

- Procedures
  - Essential abstraction
  - Recursion…
- Stack discipline
  - Stack frame per call
  - Local variables
- Calling convention
  - How to pass arguments
    - **Di**ane's **Si**lk **D**ress **C**osts $**89**
  - How to return data
  - Return address
  - Caller-saved / callee-saved registers

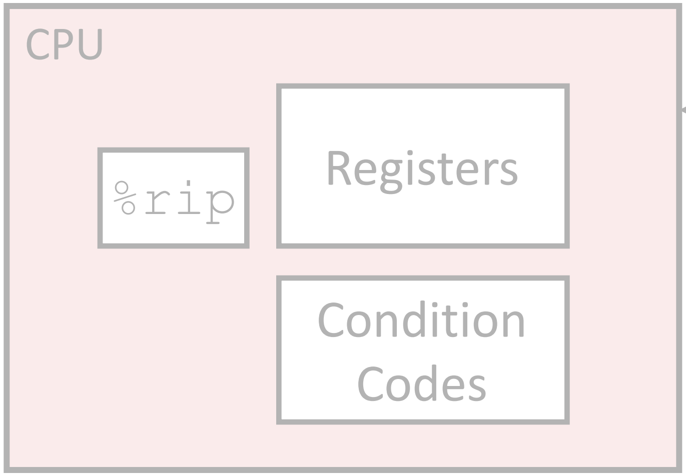


Program's View

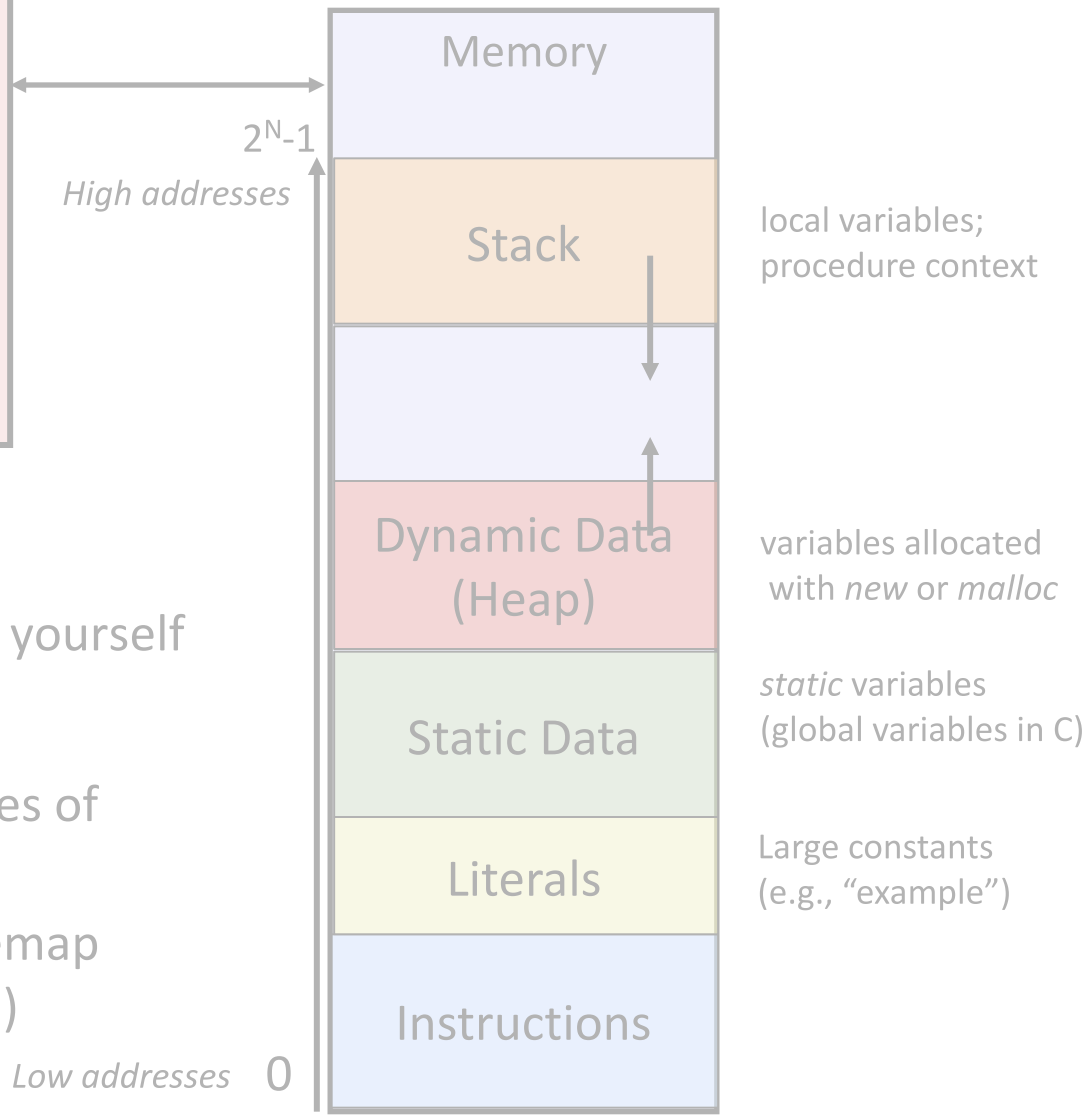
- Heap data
  - Variable size
  - Variable lifetime
- Allocator
  - Balance *throughput* and *memory utilization*
  - Data structures to keep track of free blocks
- Garbage collection
  - Must always free memory
  - Garbage collectors help by finding anything *reachable*
  - Failing to free results in *memory leaks*



But remember… it's all an *illusion*! 😮



- Context switches
  - Don't really have CPU to yourself
- Virtual Memory
  - Don't really have 2^{64} bytes of memory all to yourself
  - Allows for *indirection* (remap physical pages, sharing…)



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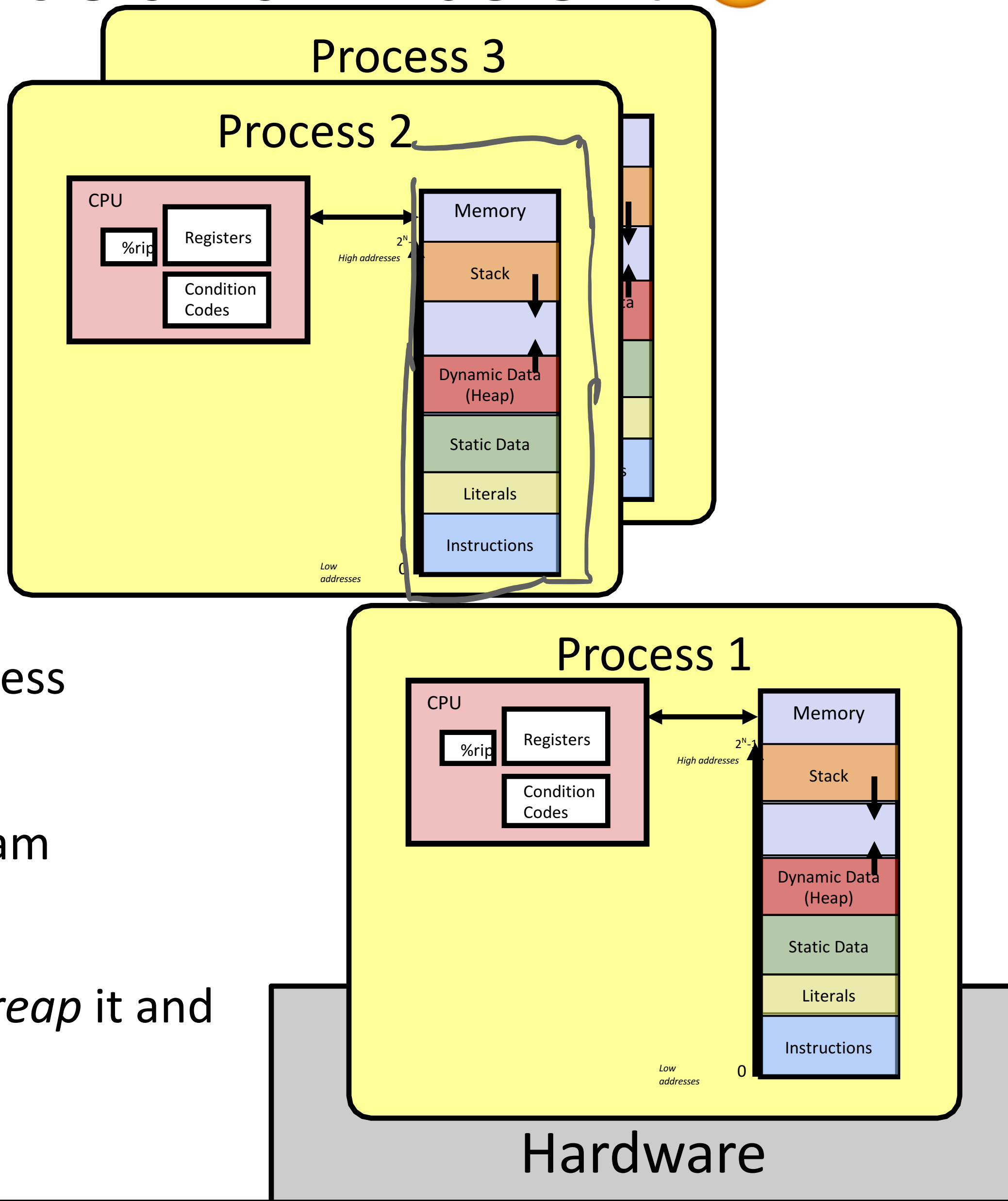
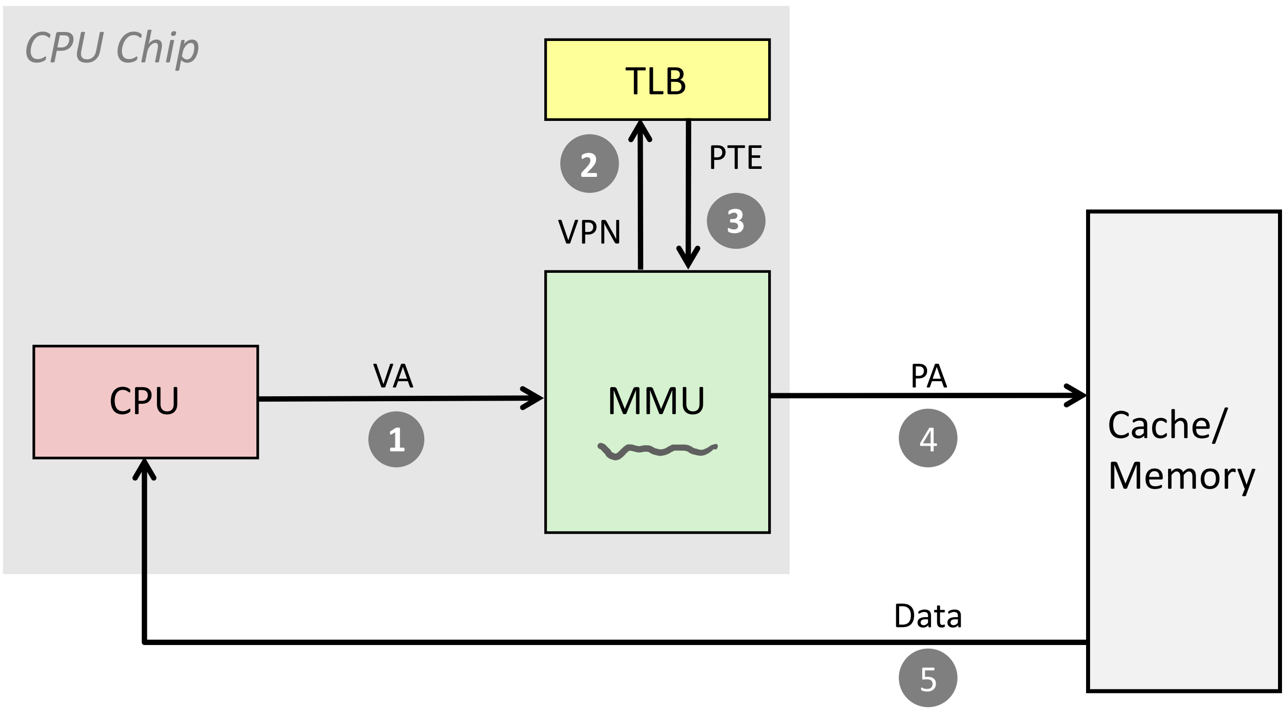


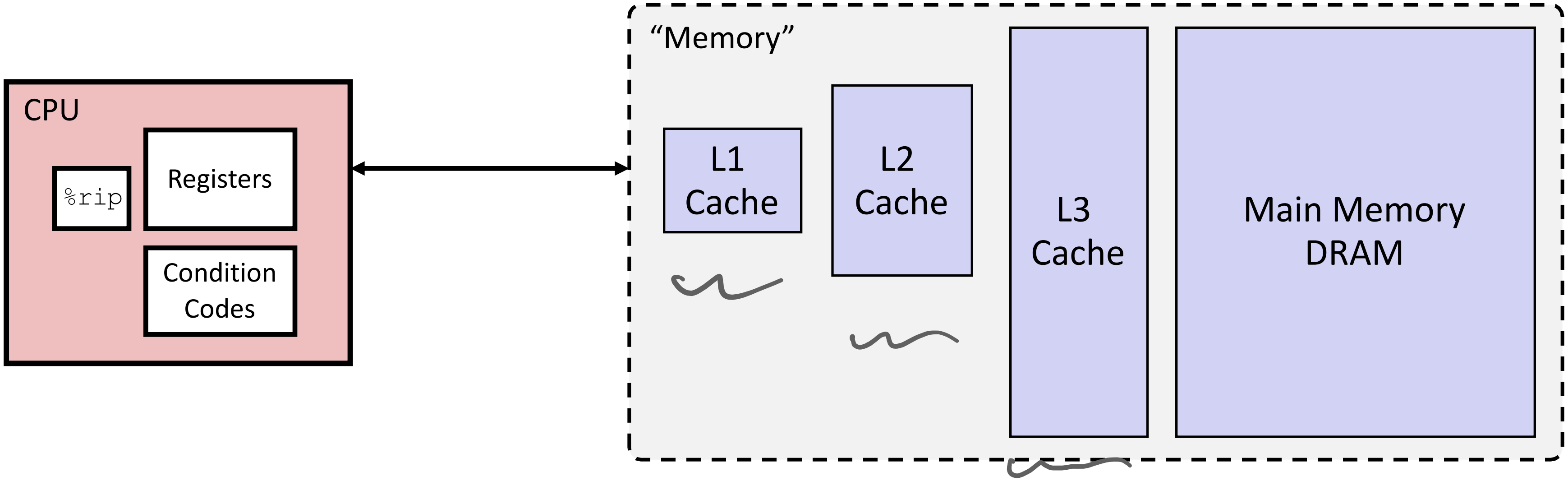
- fork
  - Creates copy of the process
- execv
  - Replace with new program
- wait
  - Wait for child to die (to *reap* it and prevent *zombies*)

Virtual Memory



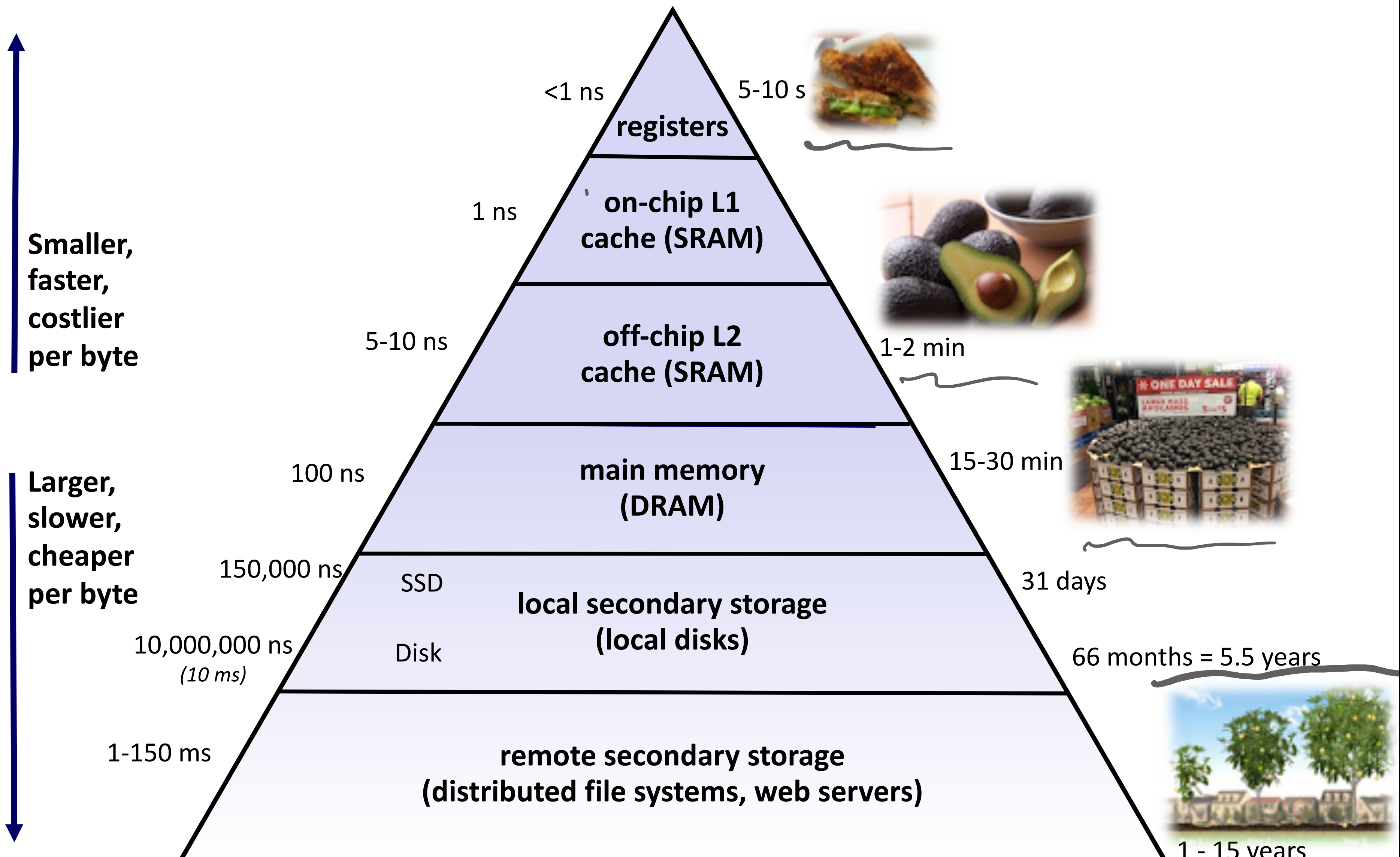
- Address Translation
  - Every memory access must first be converted from virtual to physical
  - *Indirection:* just change the address mapping when switching processes
  - Luckily, TLB (and page size) makes it pretty fast

But Memory is Also a Lie! 😮



- *Illusion* of one flat array of bytes
  - But *caches* invisibly make accesses to physical addresses faster!
- Caches
  - **Associativity** tradeoff with miss rate and access time
  - **Block size** tradeoff with spatial and temporal locality
  - **Cache size** tradeoff with miss rate and cost

Memory Hierarchy



Review of Course Themes

- Review course goals
  - They should make much more sense now!

Big Theme: Abstractions and Interfaces

- Computing is about abstractions
  - (but we can't forget reality)
- What are the abstractions that we use?
- What do you need to know about them?
  - When do they break down and you have to peek under the hood?
  - What bugs can they cause and how do you find them?
- How does the hardware relate to the software?
  - Become a better programmer and begin to understand the important concepts that have evolved in building ever more complex computer systems

Little Theme 1: Representation

- All digital systems represent everything as 0s and 1s
  - The 0 and 1 are really two different voltage ranges in the wires
  - Or magnetic positions on a disc, or hole depths on a DVD, or even *DNA*…
- "Everything" includes:
  - Numbers – integers and floating point
  - Characters – the building blocks of strings
  - Instructions – the directives to the CPU that make up a program
  - Pointers – addresses of data objects stored away in memory
- Encodings are stored throughout a computer system
  - In registers, caches, memories, disks, etc.
- They all need addresses (a way to locate)
  - Find a new place to put a new item
  - Reclaim the place in memory when data no longer needed

Little Theme 2: Translation

- There is a big gap between how we think about programs and data and the 0s and 1s of computers
  - Need languages to describe what we mean
  - These languages need to be translated one level at a time

- We know Java as a programming language
  - Have to work our way down to the 0s and 1s of computers
  - Try not to lose anything in translation!
  - We encountered C language, assembly language, and machine code (for the x86 family of CPU architectures)

Little Theme 3: Control Flow

- How do computers orchestrate everything they are doing?
- Within one program:
  - How do we implement if/else, loops, switches?
  - What do we have to keep track of when we call a procedure, and then another, and then another, and so on?
  - How do we know what to do upon "return"?
- Across programs and operating systems:
  - Multiple user programs
  - Operating system has to orchestrate them all
    - Each gets a share of computing cycles
    - They may need to share system resources (memory, I/O, disks)
  - Yielding and taking control of the processor
    - Voluntary or "by force"?

Course Perspective

- CSE351 will make you a better programmer
  - Purpose is to show how software really works
  - Understanding the underlying system makes you more effective
    - Better debugging
    - Better basis for evaluating performance
    - How multiple activities work in concert (e.g., OS and user programs)
  - Not just a course for hardware enthusiasts!
    - What **every** CSE major needs to know (plus many more details)
    - See many **patterns** that come up over and over in computing (like caching)
  - "Stuff everybody learns and uses and forgets not knowing"
- CSE351 presents a world-view that will empower you
  - The intellectual and software tools to understand the trillions+ of 1s and 0s that are "flying around" when your program runs

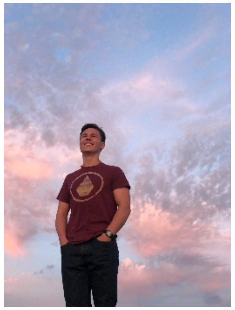
Topics: What's Next?

- Even if CSE 351 wasn't for you, I would encourage you to explore topics that build on its material!
  - I know plenty of people who hated 351 but ended up loving a future topic
- Here are a few topics that build on the material we talked about in this course.
  - UW has many courses that align with these topics, other universities might too!
  - You can also research these on your own, plenty of information online!
- Staying near the hardware/software interface:
  - Digital Design – basic hardware design and circuit logic
  - Computer Architecture – hardware design of CPUs
  - Embedded Systems – software design for microcontrollers
- Systems software
  - Programming Languages and Compilers
  - Data Structures and Parallelism
  - General Systems Programming – building well-structured systems in C/C++
  - Operating Systems
  - Networks
  - Security

Thanks for a great quarter!

- Huge thanks to your awesome TAs!



- Don’t be a stranger!
  - Feel free to send us emails with questions about anything in the future!