

Structs & Alignment

CSE 351 Winter 2020

Instructor:

Ruth Anderson

Teaching Assistants:

Jonathan Chen

Justin Johnson

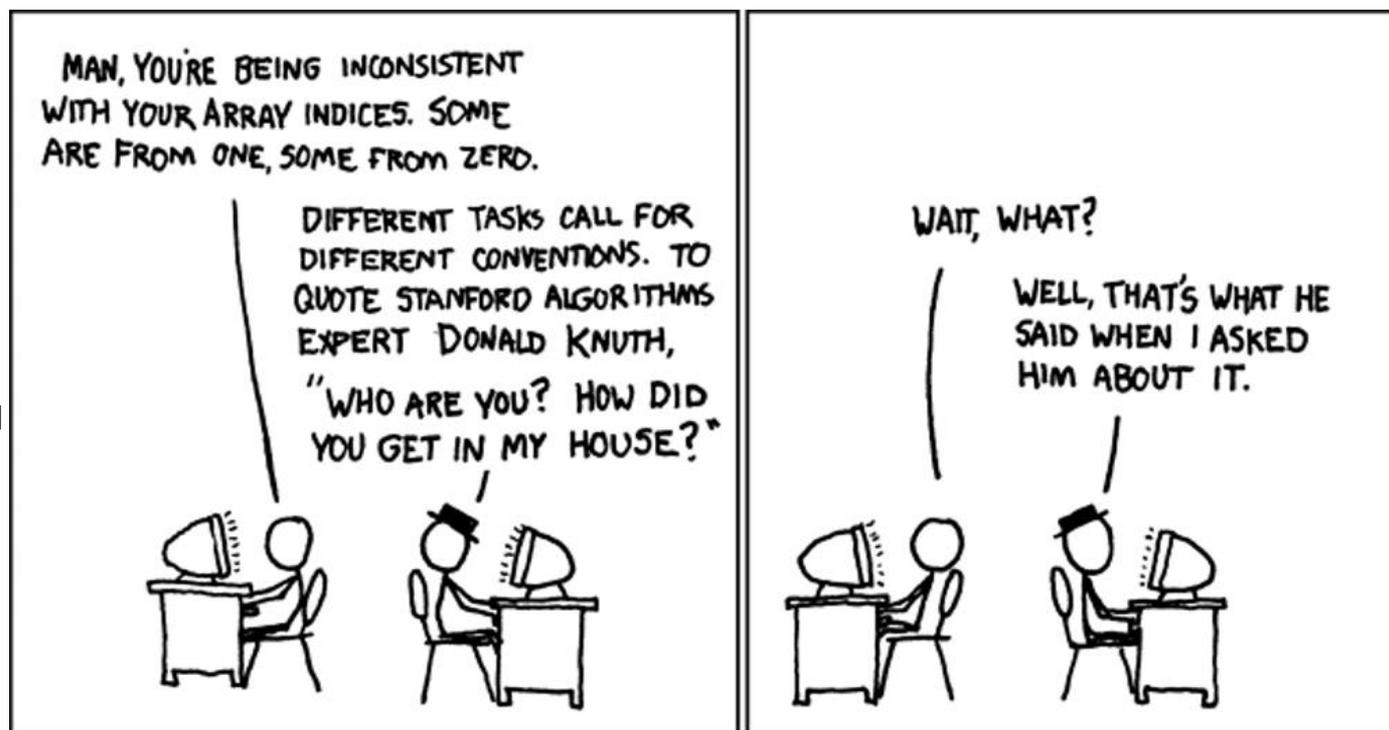
Porter Jones

Josie Lee

Jeffery Tian

Callum Walker

Eddy (Tianyi) Zhou



Administrivia

- ❖ Lab 2 due tonight (2/07)
 - Lab 3 coming soon!
- ❖ **Midterm** Monday (2/10), during lecture
- ❖ Mid-quarter survey due Thursday (2/13)
- ❖ hw13 due *next* Friday (2/14)

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

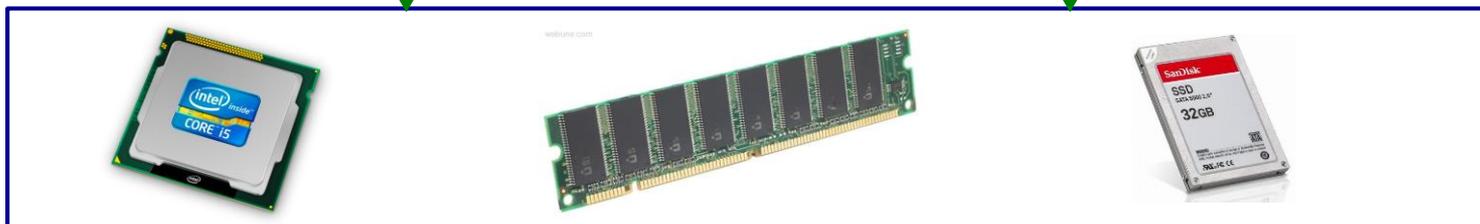
Assembly language:

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

Machine code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

Computer system:



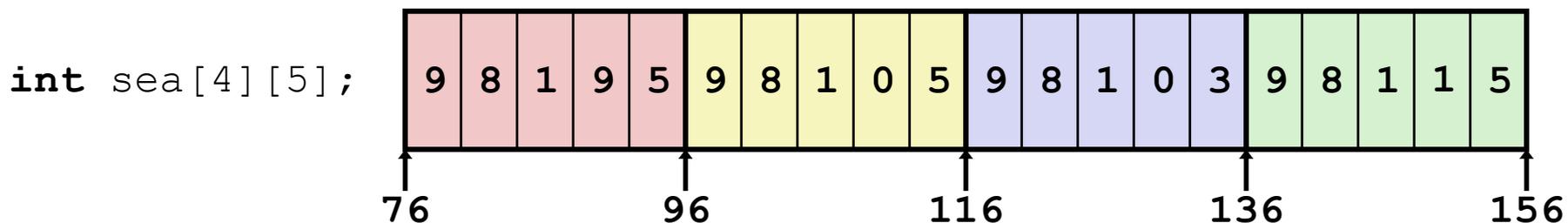
OS:



Polling Question

❖ Which of the following statements is FALSE?

- Vote at <http://pollev.com/rea>



- A. `sea[4][-2]` is a *valid* array reference
- B. `sea[1][1]` makes *two* memory accesses
- C. `sea[2][1]` will *always* be a higher address than `sea[1][2]`
- D. `sea[2]` is calculated using *only* `lea`
- E. We're lost...

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 read, 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

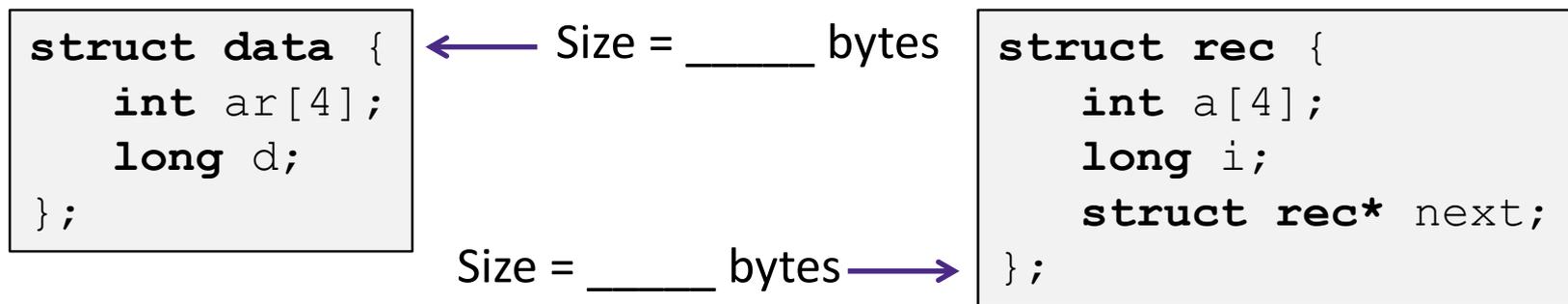
```
struct nm {  
    /* fields */  
};  
typedef struct nm name;  
name n1;
```



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

Scope of Struct Definition

- ❖ Why is the placement of struct definition important?
 - What actually happens when you declare a variable?
 - Creating 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;  
};
```

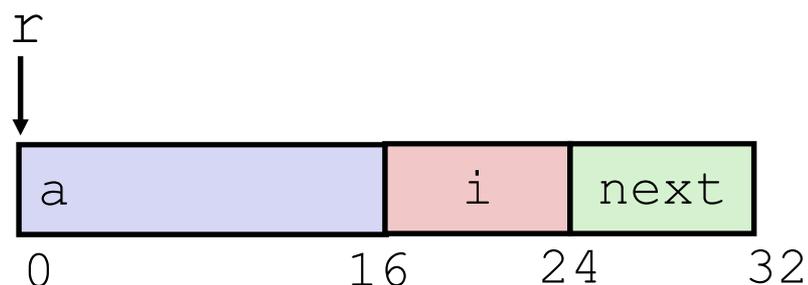
Java side-note

```
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;
```

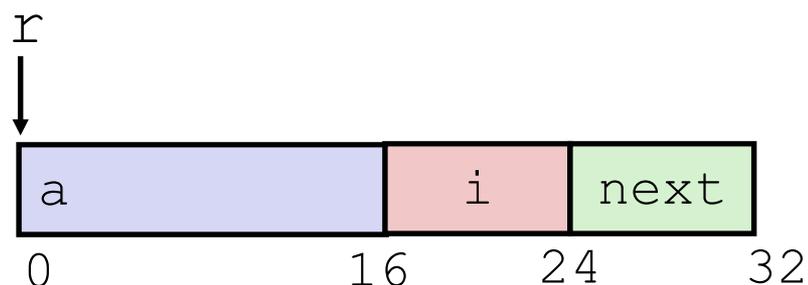


❖ Characteristics

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

Structure Representation

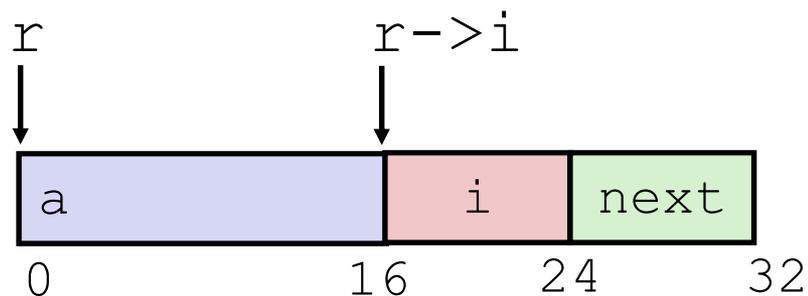
```
struct rec {  
    int a[4];  
    long i;  
    struct rec *next;  
} st, *r = &st;
```



- ❖ 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 within a struct

- Compute as $*(r + \text{offset})$
 - Referring to absolute offset, so no pointer arithmetic

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

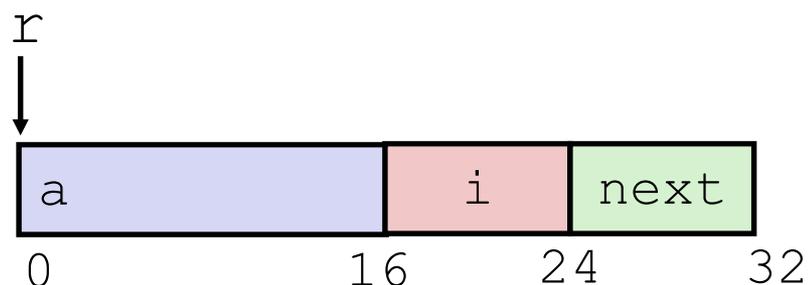
```
# r in %rdi, index in %rsi
movq 16(%rdi), %rax
ret
```

Exercise: 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
_____, %rax
ret

```

```

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

```

```

# r in %rdi
_____, %rax
ret

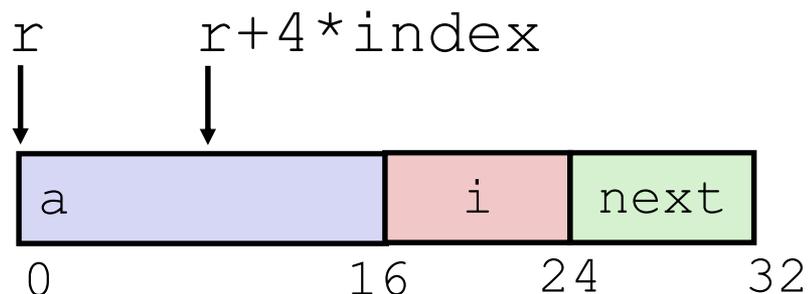
```

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

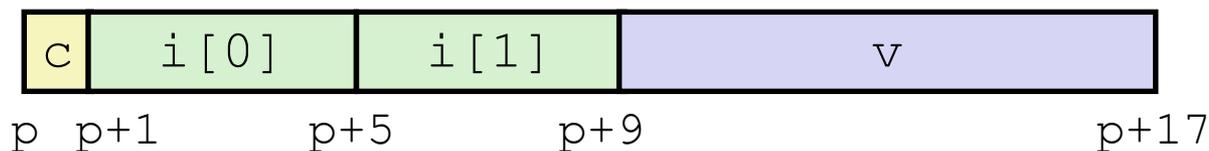
- Primitive data type requires K bytes
- Address must be multiple of K
- Required on some machines; advised on x86-64

❖ 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

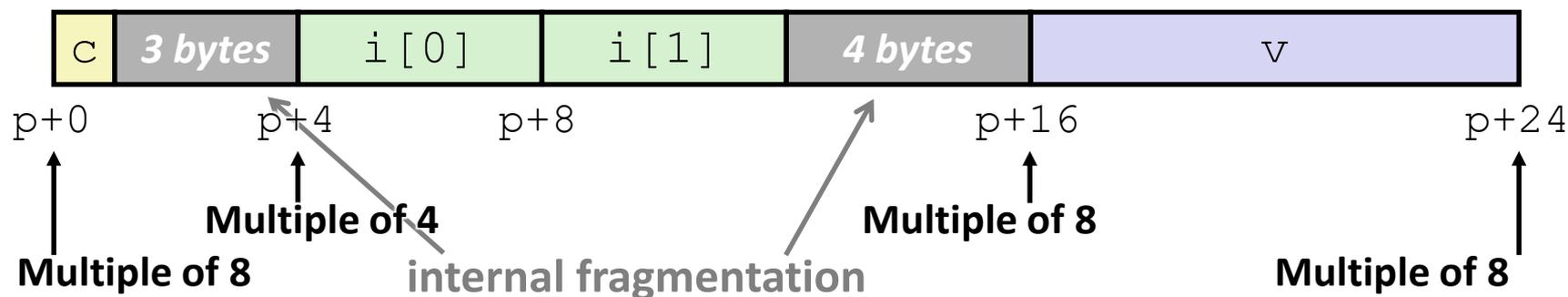


```

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



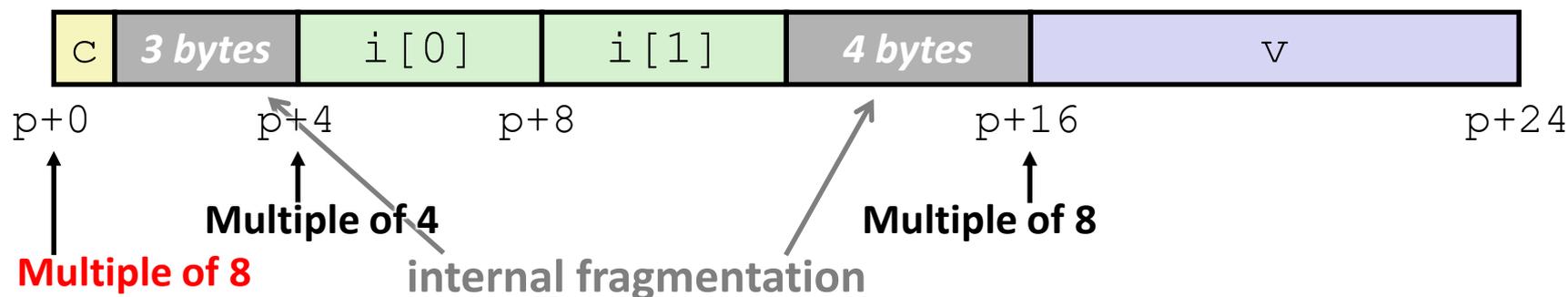
Satisfying Alignment with Structures (1)

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

```

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

```

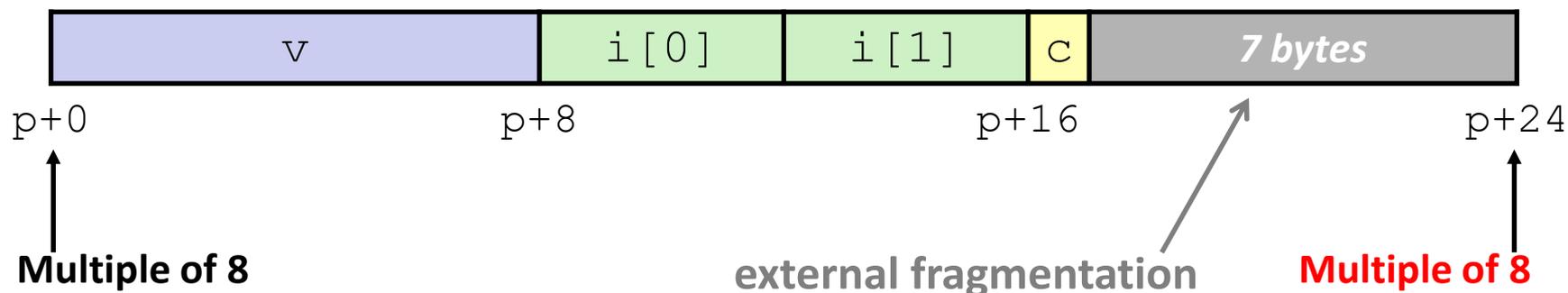


Satisfying Alignment with Structures (2)

- ❖ 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;
```

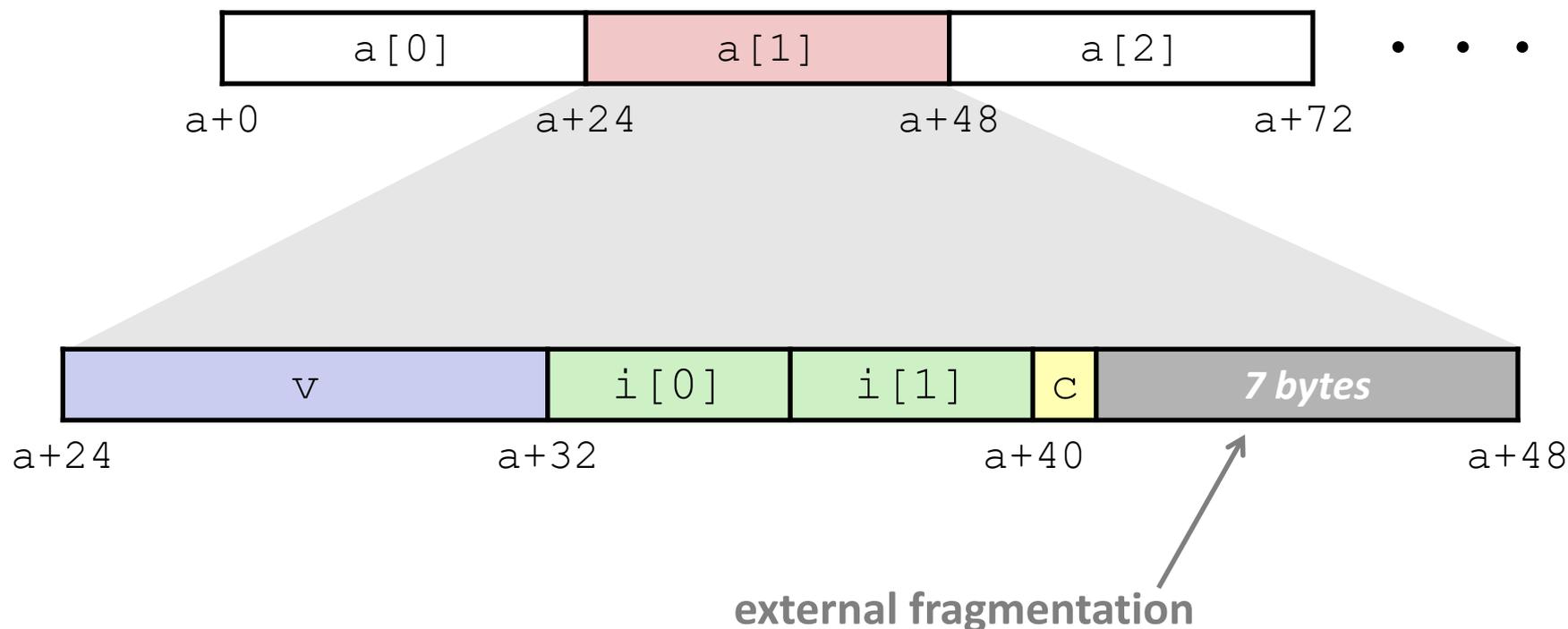
- ❖ For largest alignment requirement K_{\max} , **overall structure size must be multiple of K_{\max}**
 - Compiler will add padding **at end** of structure to meet overall structure alignment requirement



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

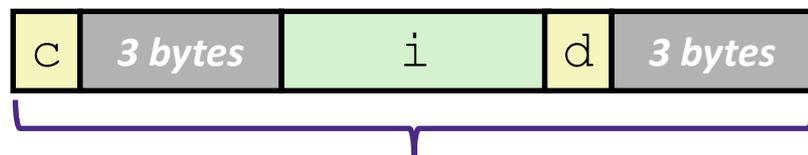
How the Programmer Can Save Space

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

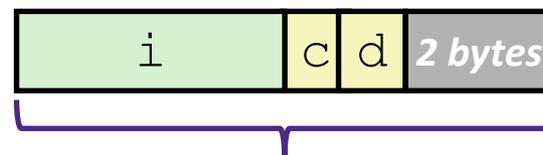
```
struct S4 {  
    char c;  
    int i;  
    char d;  
} st;
```



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



12 bytes



8 bytes

Polling Question

Vote on `sizeof(struct old)`:
<http://pollev.com/rea>

- ❖ 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