Memory, Data, & Addressing II

CSE 351 Spring 2022

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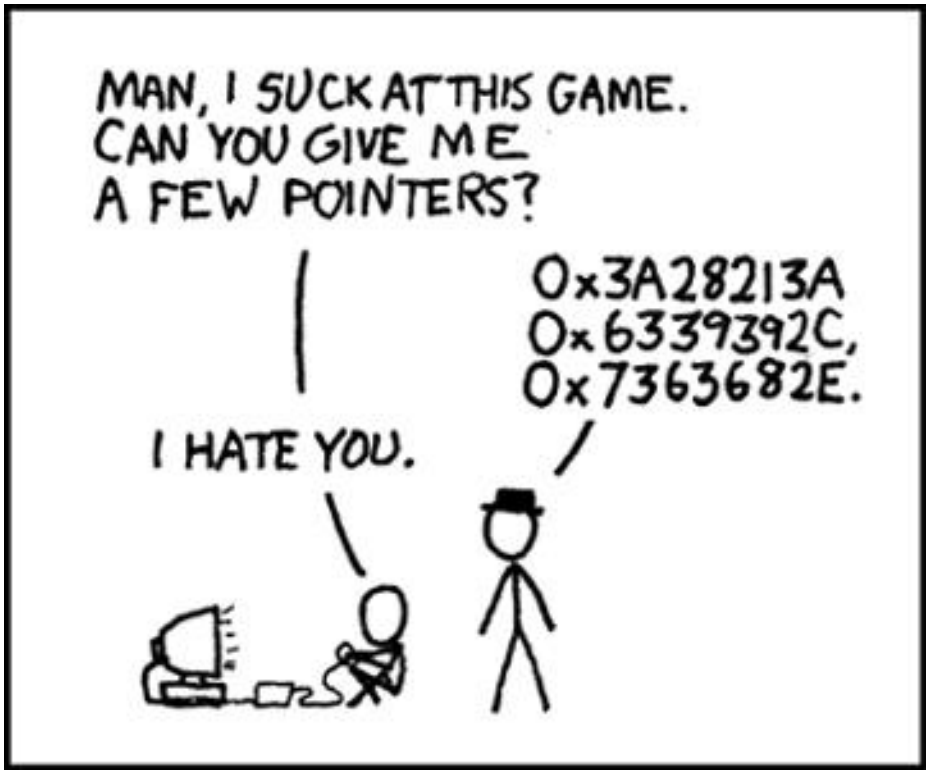


http://xkcd.com/138/

Relevant Course Information

- hw1 due tonight, Friday (4/01) @ 11:59 pm
- Lab 0 and hw2 due Monday (4/04) @ 11:59 pm
- hw3 due Wednesday (4/06) @ 11:59 pm
- Lab 1a coming soon! due next Monday (4/11)
  - Pointers in C
  - Submitted via Gradescope
  - Last submission graded, can optionally work with a partner
    - One student submits, then add their partner to the submission
  - Short answer "synthesis questions" for after the lab
- Ed Discussion etiquette
  - For anything that doesn't involve sensitive information or a solution, post publicly (you can post anonymously!)
  - If you feel like you question has been sufficiently answered, make sure that a response has a checkmark

Late Days

- You are given 5 late days for the whole quarter
  - Late days can only apply to Labs
  - No benefit to having leftover late days
- Count lateness in *days* (even if just by a second)
  - Special: weekends count as *one day*
  - No submissions accepted more than two days late
- Late penalty is 20% deduction of your score per day
  - Only late labs are eligible for penalties
  - Penalties applied at end of quarter to *maximize* your grade
- Use at own risk – don't want to fall too far behind
  - Intended to allow for unexpected circumstances

Memory, Data, and Addressing

- Representing information as bits and bytes
  - Binary, hexadecimal, fixed-widths
- Organizing and addressing data in memory
  - Memory is a byte-addressable array
  - Machine "word" size = address size = register size
  - Endianness – ordering bytes in memory
- **Manipulating data in memory using C**
  - **Assignment**
  - **Pointers, pointer arithmetic, and arrays**
- Boolean algebra and bit-level manipulations

Reading Review

- Terminology:
  - address-of operator (&), dereference operator (*), NULL
  - box-and-arrow memory diagrams
  - pointer arithmetic, arrays
  - C string, null character, string literal

Review Questions

- ```
  int x = 351;
  char *p = &x;
  int ar[3];
  ```

- How much space does the variable p take up?
  - A. 1 byte
  - B. 2 bytes
  - C. 4 bytes
  - D. 8 bytes

- Which of the following expressions evaluate to an address?
  - A. `x + 10`
  - B. `p + 10`
  - C. `&x + 10`
  - D. `*(&p)`
  - E. `ar[1]`
  - F. `&ar[2]`
  ```

Addresses and Pointers in C

- `&` = "address of" operator
- `*` = "value at address" or "dereference" operator

`*` is also used with variable declarations

```
int* ptr;
```

Declares a variable, `ptr`, that is a pointer to (*i.e.* holds the address of) an `int` in memory

```
int x = 5;
int y = 2;
```

Declares two variables, `x` and `y`, that hold `int`s, and *initializes* them to 5 and 2, respectively

```
ptr = &x;
```

Sets `ptr` to the address of `x` ("`ptr` points to `x`")

```
y = 1 + *ptr;
```

"Dereference `ptr`"

Sets `y` to "1 plus the value stored at the address held by `ptr`." Because `ptr` points to `x`, this is equivalent to `y=1+x;`

What is `*(&y)` ?

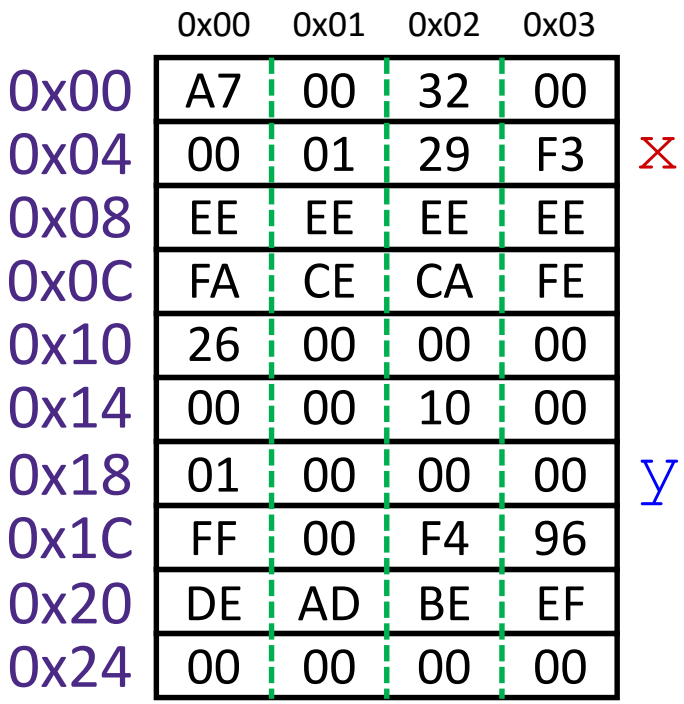
Pointer Operators

- & = "address of" operator
- * = "value at address" or "dereference" operator

- Operator confusion
  - The pointer operators are *unary* (*i.e.*, take 1 operand)
  - These operators both have *binary* forms
    - x & y is bitwise AND (we'll talk about this next lecture)
    - x * y is multiplication
  - * is also used as part of the data type in pointer variable declarations – this is NOT an operator in this context!

Assignment in C

- A variable is represented by a location
- Declaration ≠ initialization (initially holds random data)
- `int x, y;`
  - `x` is at address 0x04, `y` is at 0x18



Assignment in C

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

little-endian

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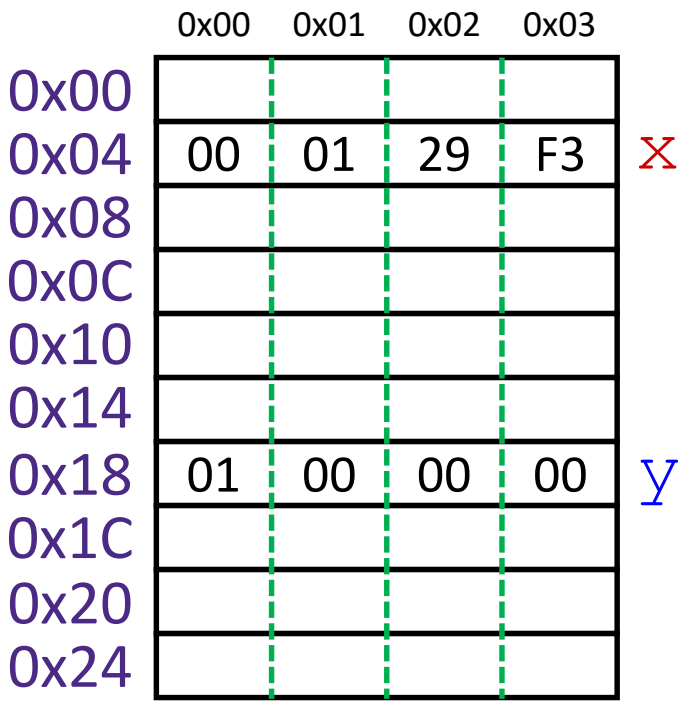
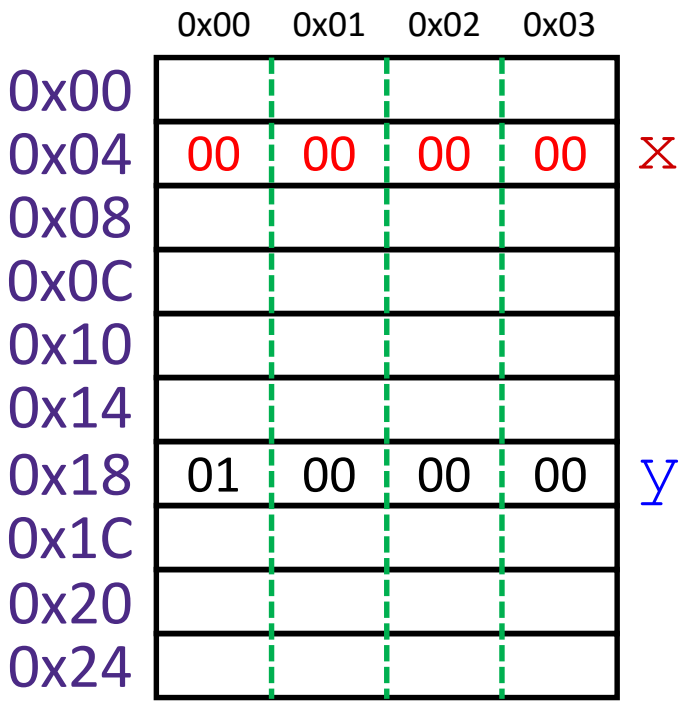


Assignment in C

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

`&` = "address of"
`*` = "dereference"

- left-hand side = right-hand side;
  - LHS must evaluate to a *location*
  - RHS must evaluate to a *value* (could be an address)
  - Store RHS value at LHS location
- `int x, y;`
- `x = 0;`



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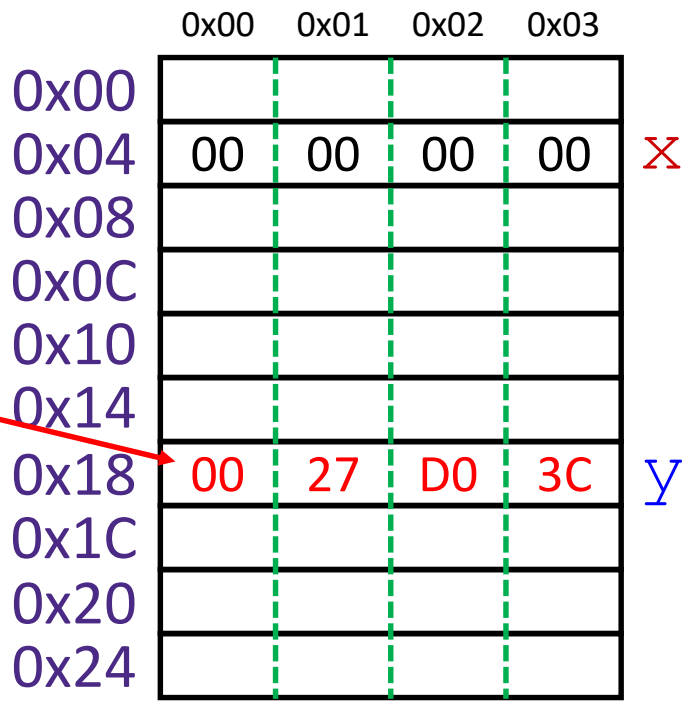
- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`

little endian!



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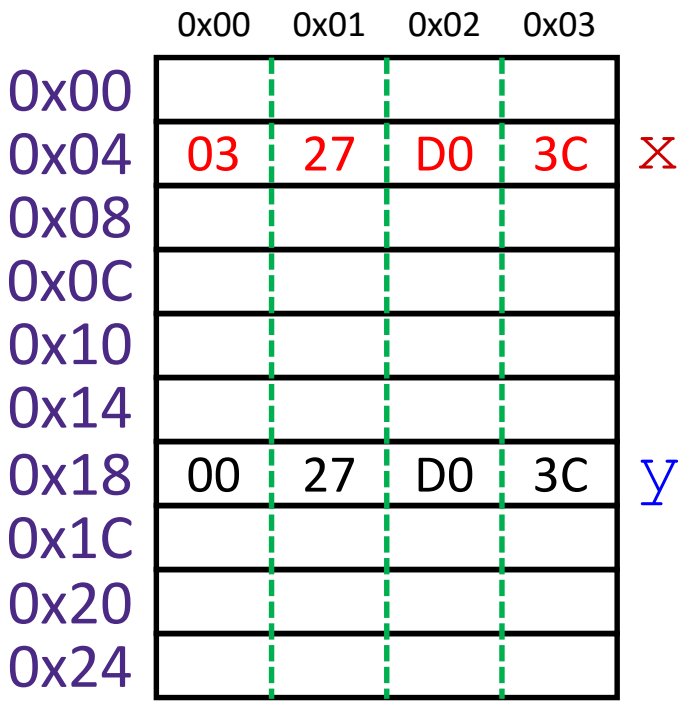
- `int x, y;`
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`



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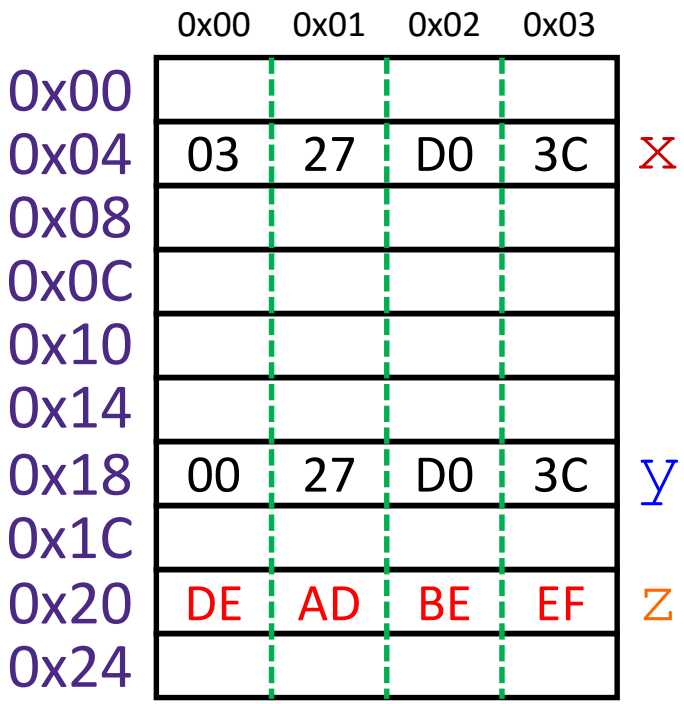
- `x = 0;`
- `y = 0x3CD02700;`
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int* z;`
  - `z` is at address 0x20



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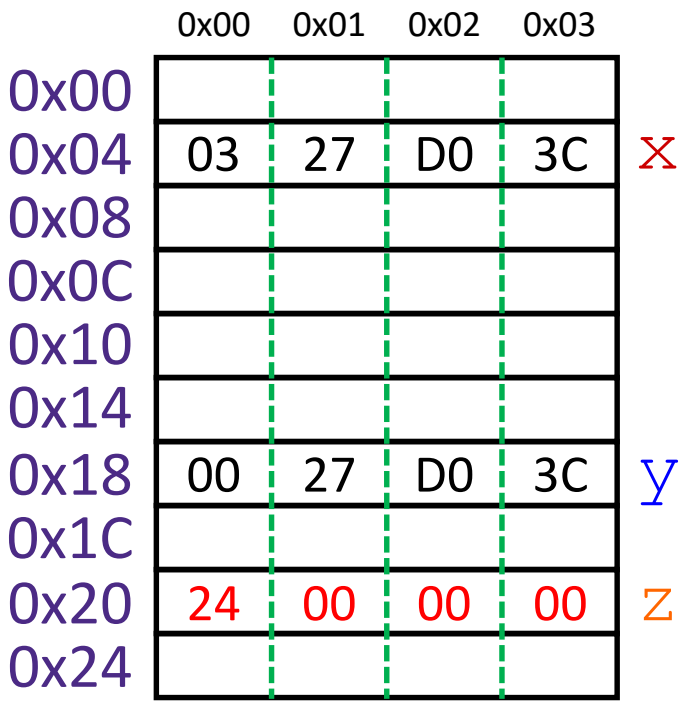
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int* z = &y + 3;`
  - Get address of `y`, "add 3", store in `z`



Pointer arithmetic

Pointer Arithmetic

- Pointer arithmetic is scaled by the size of target 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`

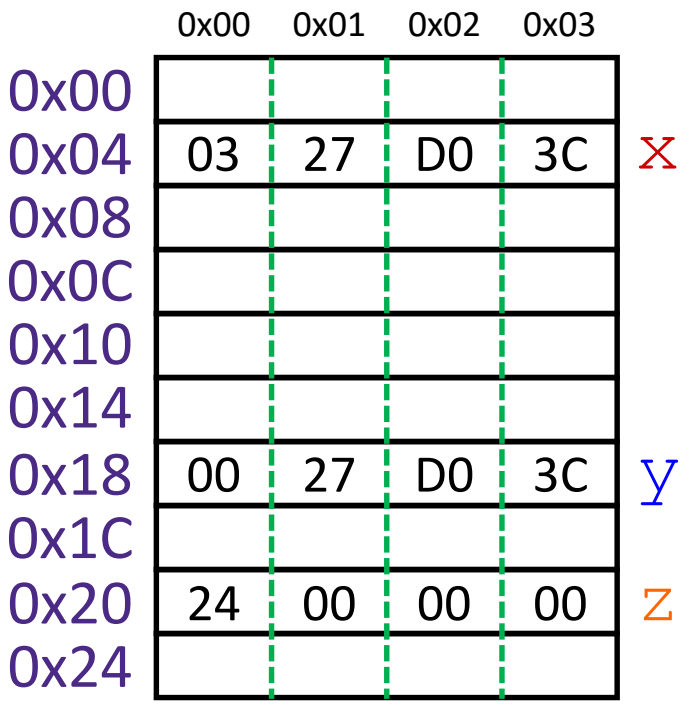
- Pointer arithmetic can be dangerous!
  - Can easily lead to bad memory accesses
  - Be careful with data types and *casting*

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?



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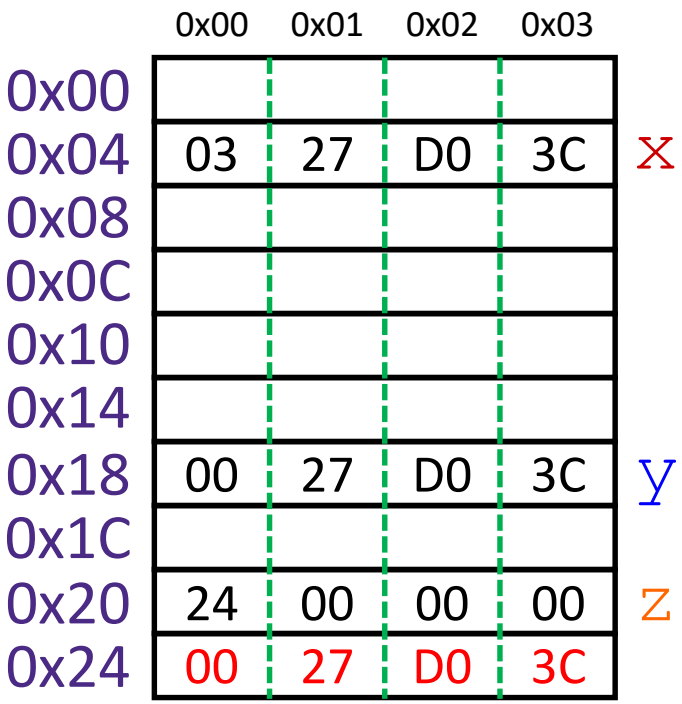
- `x = y + 3;`
  - Get value at `y`, add 3, store in `x`
- `int* z = &y + 3;`
  - Get address of `y`, add **12**, store in `z`

The target of a pointer is also a location

- `*z = y;`
  - Get value of `y`, put in address stored in `z`



Arrays in C

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

a (array name) returns the array's address

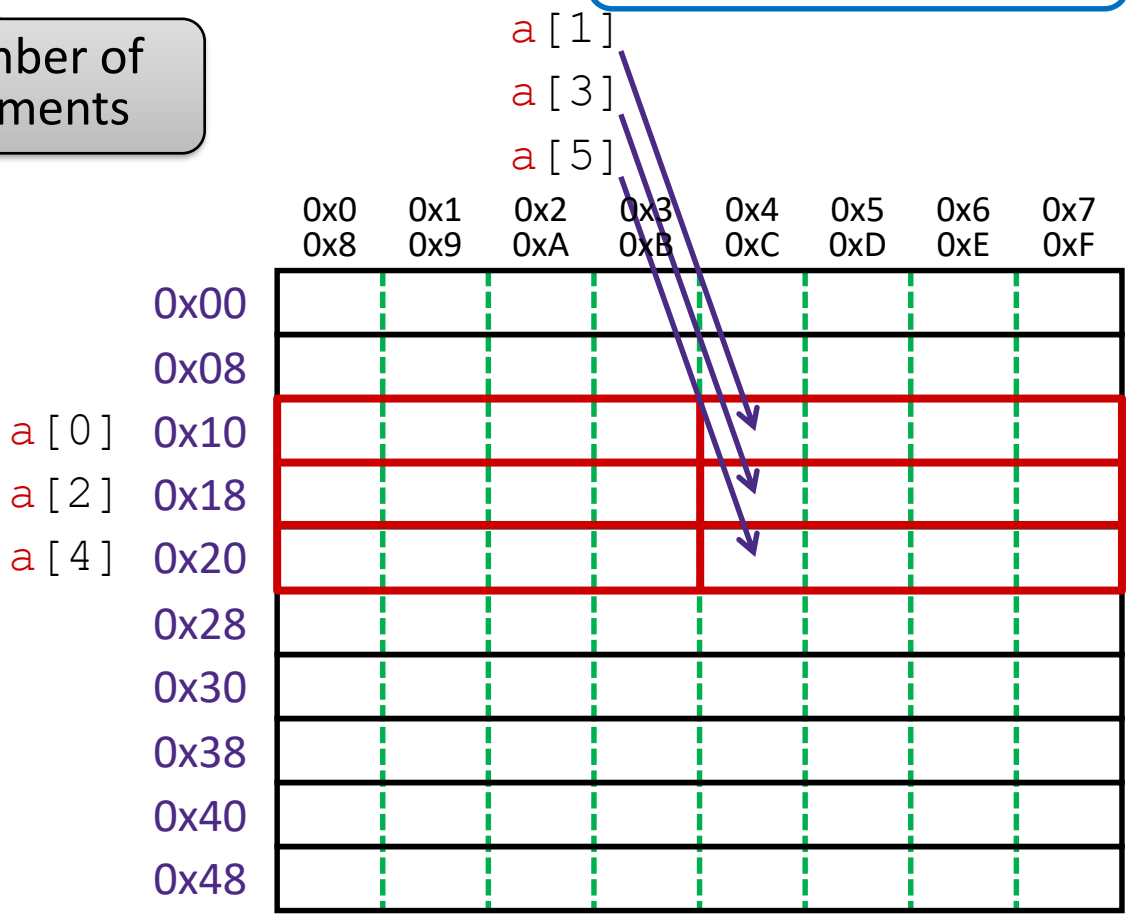
Declaration: `int a[6];`

element type

name

number of elements

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



Arrays in C

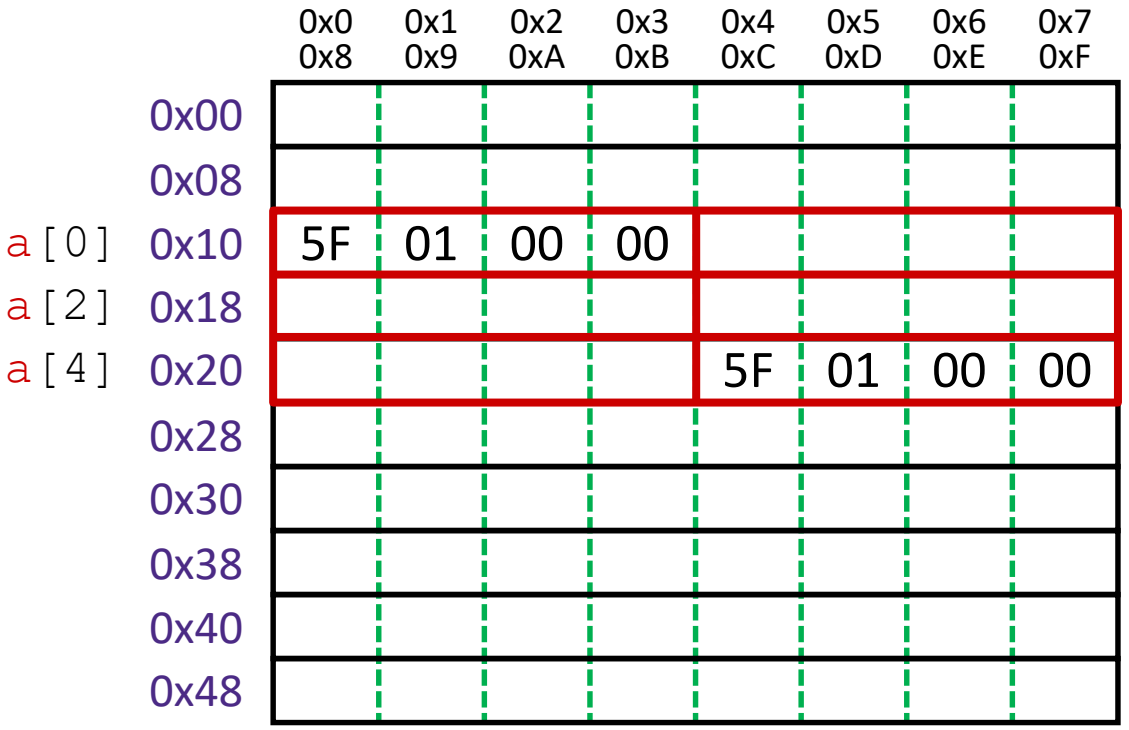
Declaration: `int a[6];`

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

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

`a` (array name) returns the array's address

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



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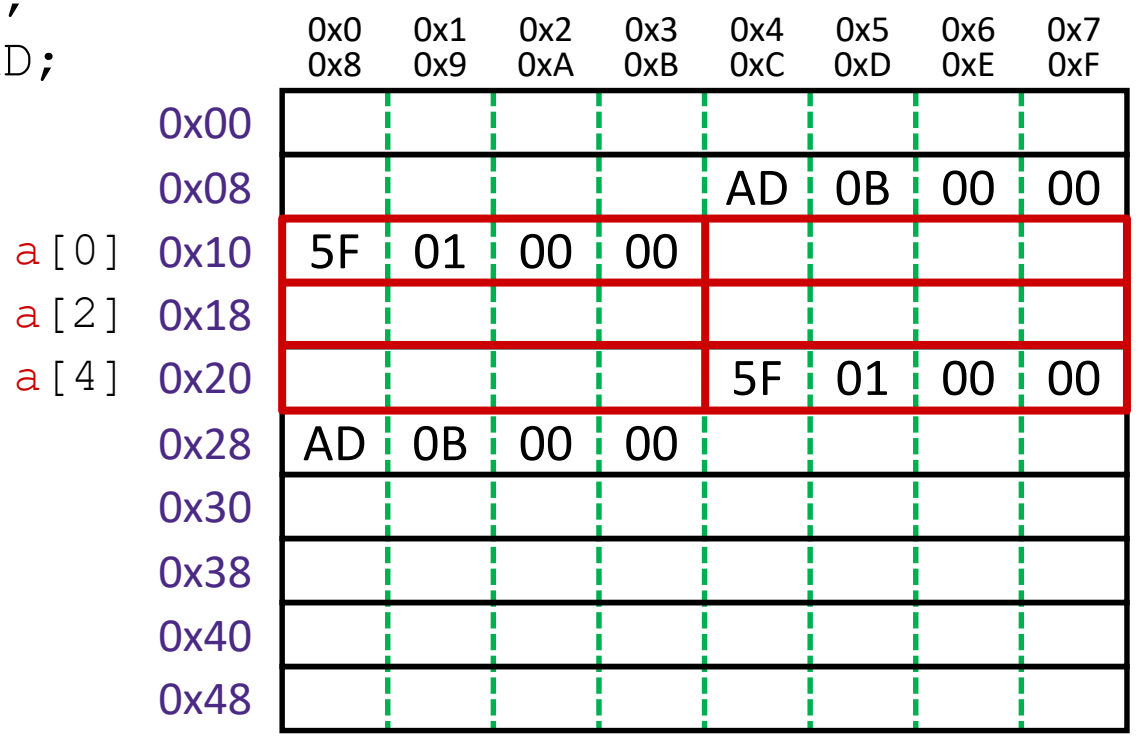
```

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



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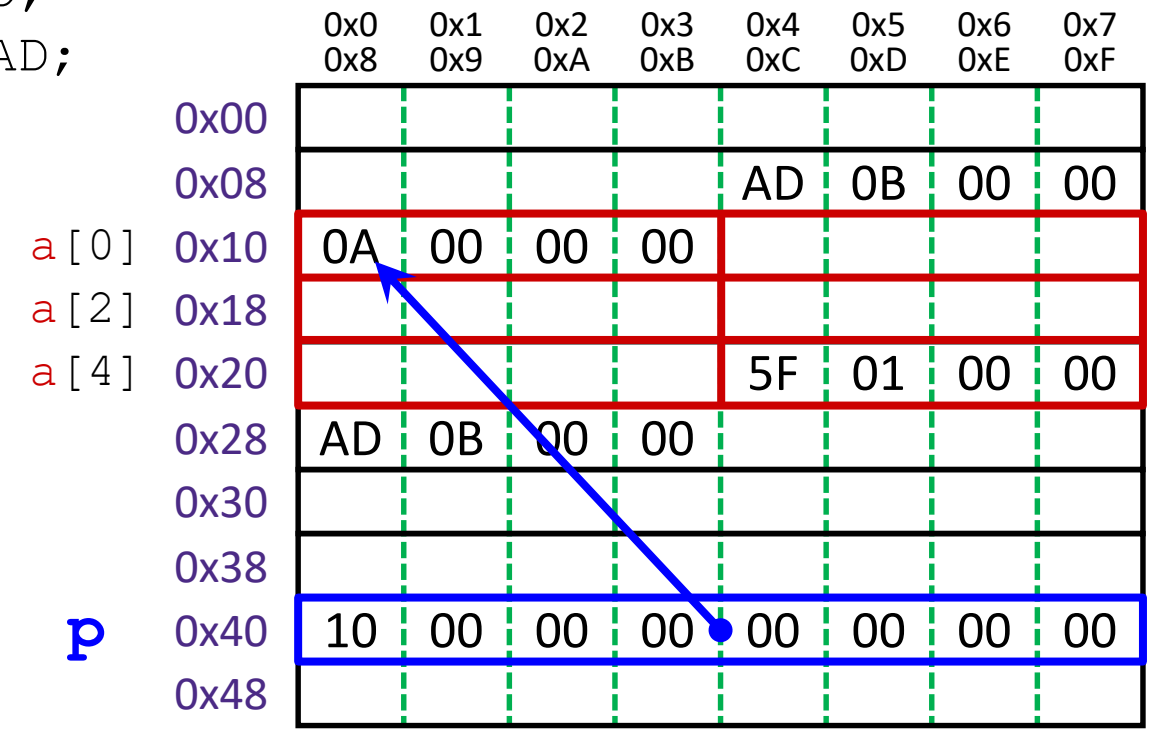
```

Pointers:
```
int* p;
```

equivalent:
```
p = a;
p = &a[0];
```

```
*p = 0xA;
```



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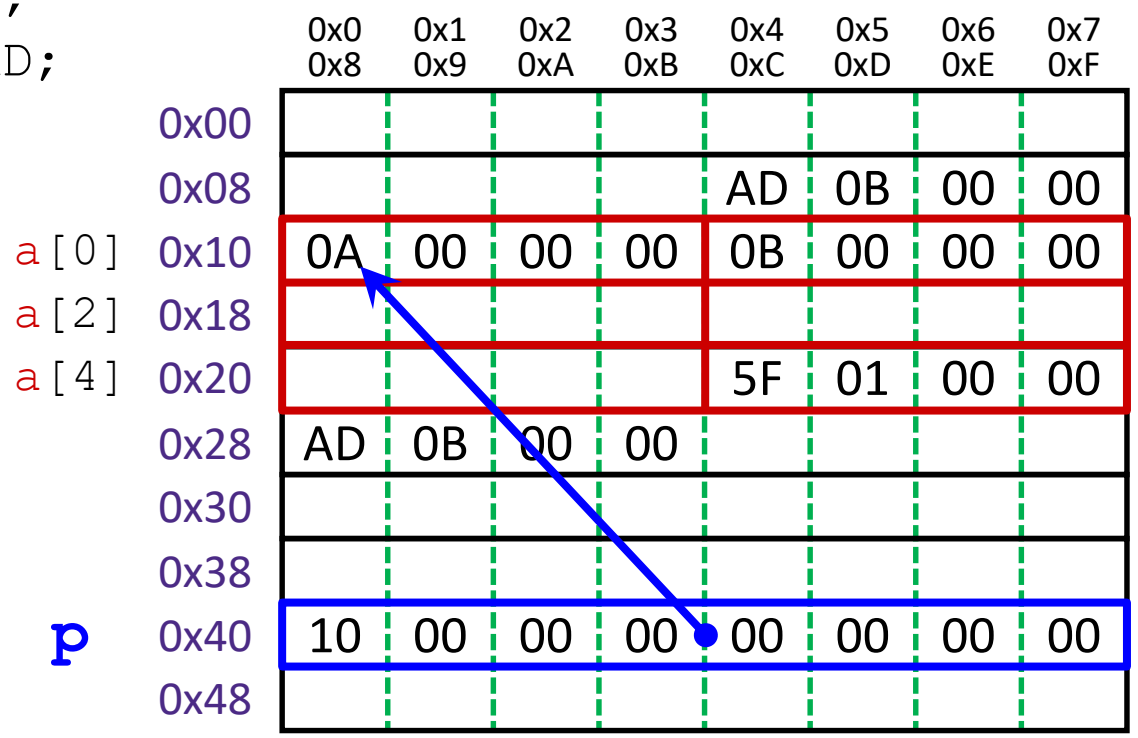
Pointers:
```
int* p;
```

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;
```



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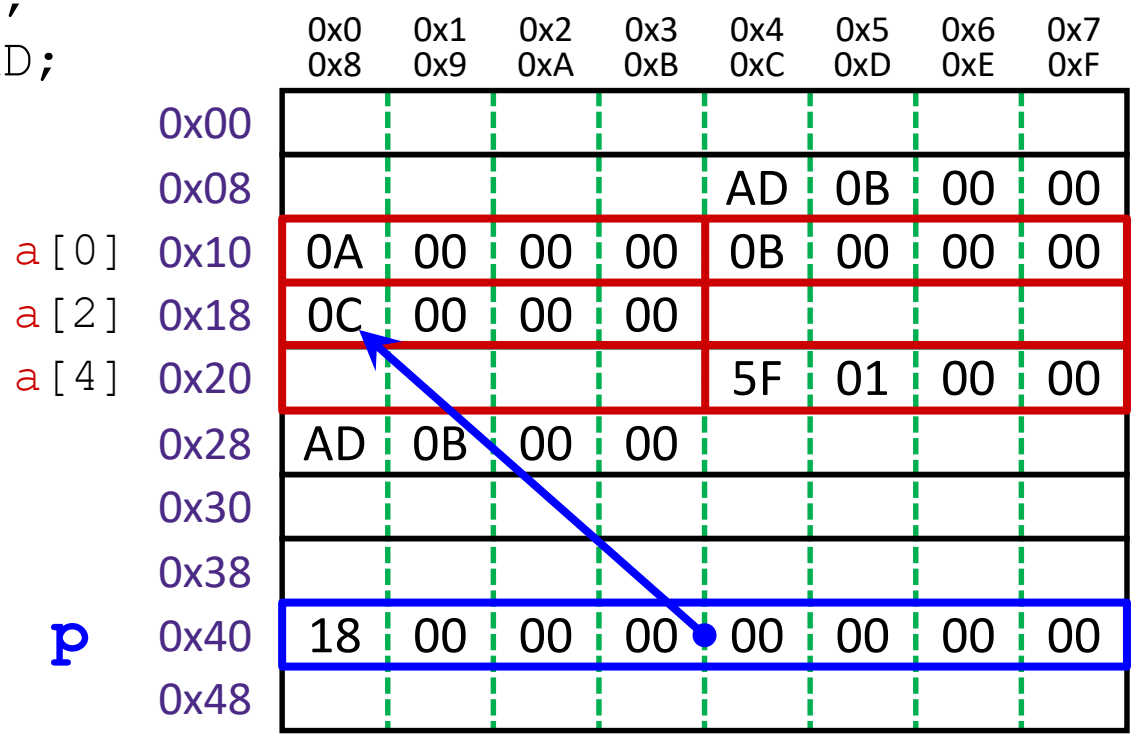
p = &a[0];
*p = 0xA;
```

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

equivalent:
```
p[1] = 0xB;
*(p+1) = 0xB;
```

```
p = p + 2;
```

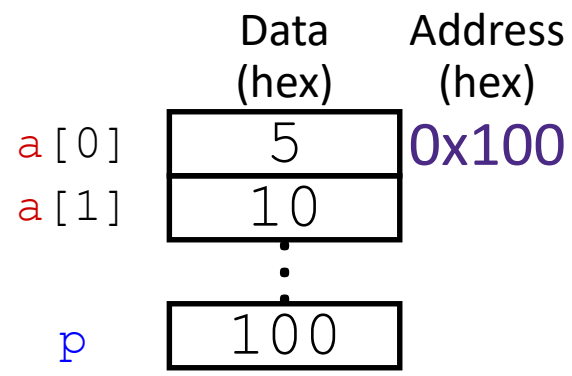
```
*p = a[1] + 1;
```



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

- Vote in Ed Lessons

```
1   void main() {
2     int a[] = {0x5,0x10};
3     int* p = a;
4     p = p + 1;
5     *p = *p + 1;
6   }
```



	p	a[0]	a[1]
(A)	0x101	0x5	0x11
(B)	0x104	0x5	0x11
(C)	0x101	0x6	0x10
(D)	0x104	0x6	0x10

Representing strings (Review)

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

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

Representing strings (Review)

- C-style string stored as an array of bytes (**`char*`**)
  - No "String" keyword, unlike Java
  - Elements are one-byte ASCII codes for each character
  - Last character followed by a 0 byte (`'\0'`)
    (a.k.a. "null character")

Decimal:	83	116	97	121	32	115	97	102	101	32	87	65	0
Hex:	0x53	0x74	0x61	0x79	0x20	0x73	0x61	0x66	0x65	0x20	0x57	0x41	0x00
Text:	'S'	't'	'a'	'y'	' '	's'	'a'	'f'	'e'	' '	'W'	'A'	'\0'

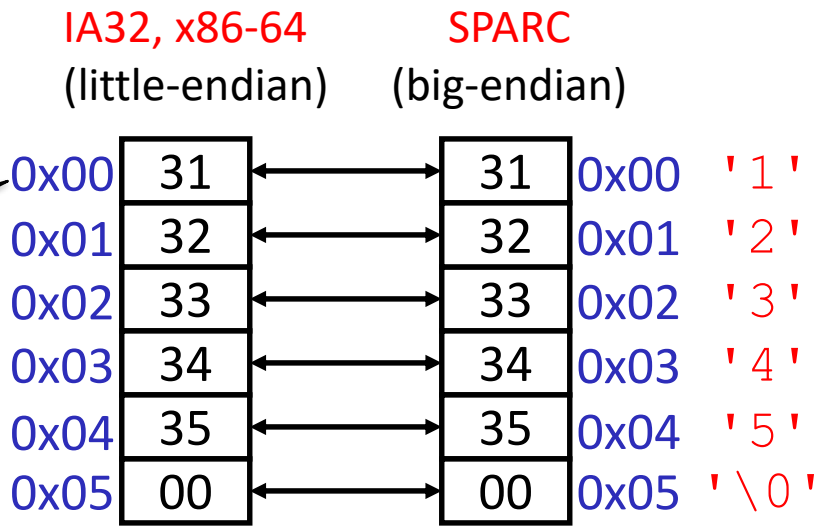
Endianness and Strings

C (char = 1 byte)

```
char s[6] = "12345";
```

String literal

0x31 = 49 decimal = ASCII '1'



- 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

Examining Data Representations

- Code to print byte representation of data
  - Treat any data type as a *byte array* by **casting** its address 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%.2hhX\n", start+i, *(start+i));
  printf("\n");
}
```

- `printf` directives:
  - `%p` Print pointer
  - `\t` Tab
  - `%.2hhX` Print value as char (`hh`) in hex (`X`), padding to 2 digits (`.2`)
  - `\n` New line

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  printf("\n");
}
```

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

show_bytes Execution Example

```
int x = 123456; // 0x00 01 E2 40
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 = 123456;
0x7fffb245549c  0x40
0x7fffb245549d  0xE2
0x7fffb245549e  0x01
0x7fffb245549f  0x00
```

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)