Programming with Memory

via C, pointers, and arrays

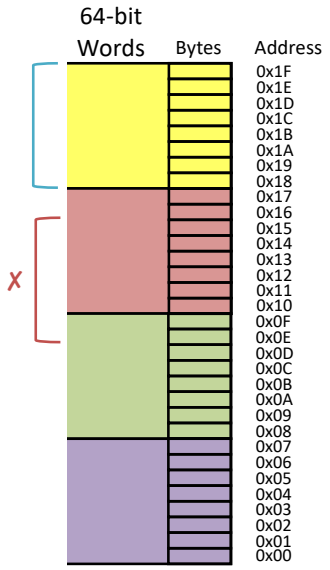
Why not just registers?

- Represent larger structures
- Computable addressing
- Indirection

multi-byte values in memory

Store across contiguous byte locations.

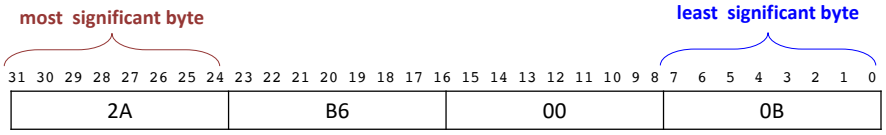
Alignment (Why?)



Bit order within byte always same.

Byte ordering within larger value?

Endianness: To store a multi-byte value in memory, which byte is stored first (at a lower address)?



Address	Contents
03	2A
02	B6
01	00
00	0B

Address	Contents
03	0B
02	00
01	B6
00	2A

Little Endian: least significant byte first

- low order byte at low address, high order byte at high address
- used by **x86**, …

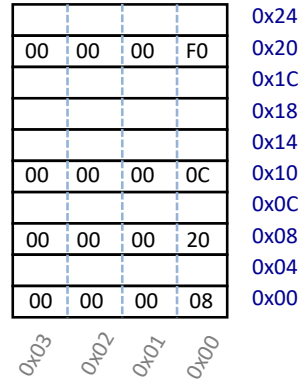
Big Endian: most significant byte first

- high order byte at low address, low order byte at high address
- used by networks, SPARC, …

Data, Addresses, and Pointers

address = index of a cell in memory

pointer = address represented as data



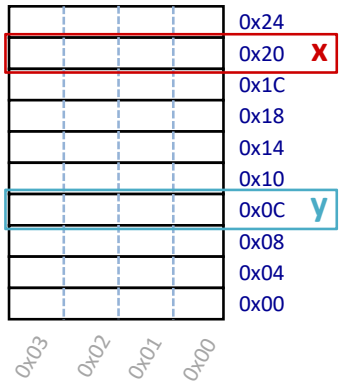
memory drawn as 32-bit values, little endian order

C: variables are memory locations (for now)

Compiler maps variable → memory location.

Declarations do not initialize!

```
int x; // x at 0x20
int y; // y at 0x0C

x = 0; // store 0 at 0x20

// store 0x3CD02700 at 0x0C
y = 0x3CD02700;

// load the contents at 0x0C,
// add 3, and store sum at 0x20
x = y + 3;
```



C: Address and Pointer Primitives

address = index of a cell/location in memory

pointer = address represented as data

Expressions using addresses and pointers:

&___ **address of** the memory location representing ___

*___ **contents at** the memory address given by ___

a.k.a. "dereference ___"

Pointer types:

___* address of a memory location holding a ___

C: Address and Pointer Example

& = address of
** = contents at*

Declare a variable, p

```
int* p;
```

that will hold the address of a memory location holding an int

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

Declare two variables, x and y, that hold ints, and store 5 and 2 in them, respectively.

Get the address of the memory location representing x

```
p = &x;
```

... and store it in p. Now, "*p points to x.*"

Add 1 to the contents of memory at the address stored in p

```
y = 1 + *p;
```

... and store it in the memory location representing y.

C: Address and Pointer Example

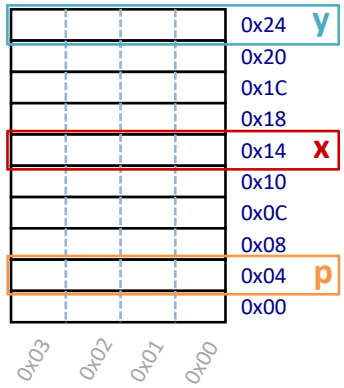
& = address of
** = contents at*

C assignment:

Left-hand-side = right-hand-side;

location value

```
int* p;      // p: 0x04
int x = 5;   // x: 0x14, store 5 at 0x14
int y = 2;   // y: 0x24, store 2 at 0x24
p = &x;      // store 0x14 at 0x04
// load the contents at 0x04  (0x14)
// load the contents at 0x14  (0x5)
// add 1 and store sum at 0x24
y = 1 + *p;
// load the contents at 0x04  (0x14)
// store 0xF0 (240) at 0x14
*p = 240;
```



C: Arrays

Arrays are adjacent memory locations storing the same type of data.

a is a name for the array's base address, can be used as an *immutable* pointer.

Address of **a[i]** is base address **a** plus **i** times element size in bytes.

Declaration: `int a[6];`

Indexing:
```
a[0] = 0xf0;
a[5] = a[0];
```

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

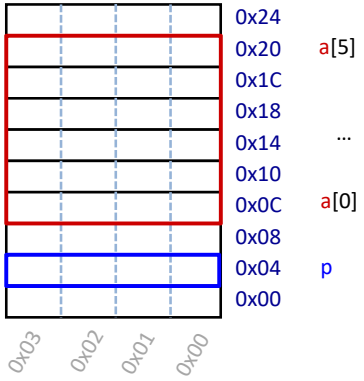
Pointers:
```
int* p;
```

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

equivalent
```
p[1] = 0xB;
*(p + 1) = 0xB;
p = p + 2;
```

array indexing = address arithmetic
Both are scaled by the size of the type.

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



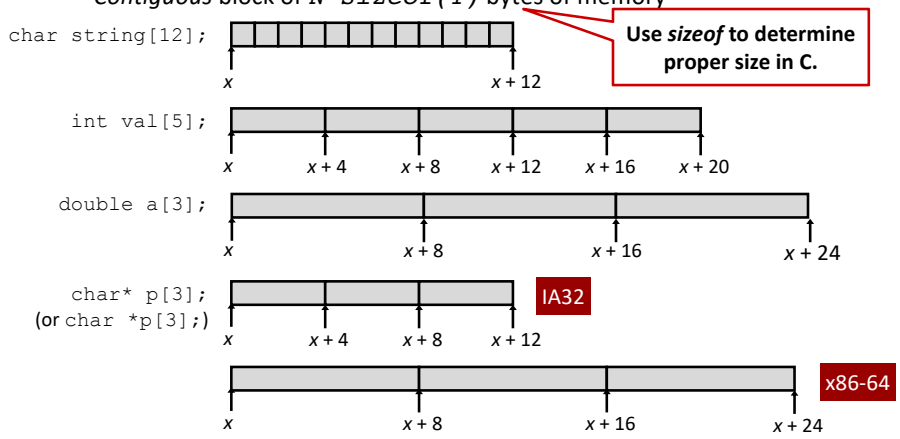
C: Array Allocation

Basic Principle

T `A[N];`

Array of length *N* with elements of type *T* and name *A*

Contiguous block of `N*sizeof(T)` bytes of memory



C: Array Access

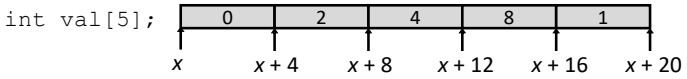
ex

Basic Principle

T `A[N];`

Array of length *N* with elements of type *T* and name *A*

Identifier *A* has type



Reference	Type	Value
val[4]	int	
val	int *	
val+1	int *	
&val[2]	int *	
val[5]	int	
*(val+1)	int	
val + i	int *	

C: Null-terminated strings

ex

C strings: arrays of ASCII characters ending with *null* character.

Why?

0x48	0x61	0x72	0x72	0x79	0x20	0x50	0x6F	0x74	0x74	0x65	0x72	0x00
'H'	'a'	'r'	'r'	'y'	' '	'P'	'o'	't'	't'	'e'	'r'	'\0'

Does Endianness matter for strings?

```
int string_length(char str[]) {



}
```

C: * *and* [ ]

ex

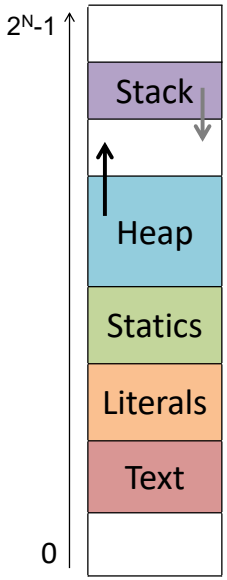
C programmers often use * where you might expect []:

e.g., char*:

- pointer to a char
- pointer to the first char in a string of unknown length

```
int strcmp(char* a, char* b);
int string_length(char* str) {
  // Try with pointer arithmetic, but no array indexing.




}
```

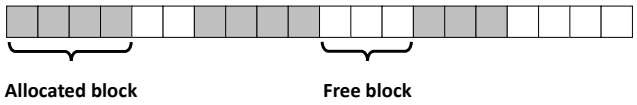
Memory Layout



Perm	Contents	Managed by	Initialized
RW	Procedure context	Compiler	Run time
RW	Dynamic data structures	Programmer, malloc/free, new/GC	Run time
RW	Global variables/ static data structures	Compiler/ Assembler/Linker	Startup
R	String literals	Compiler/ Assembler/Linker	Startup
X	Instructions	Compiler/ Assembler/Linker	Startup

C: Dynamic memory allocation in the heap

Heap:



Managed by memory allocator:

pointer to newly allocated block of at least that size

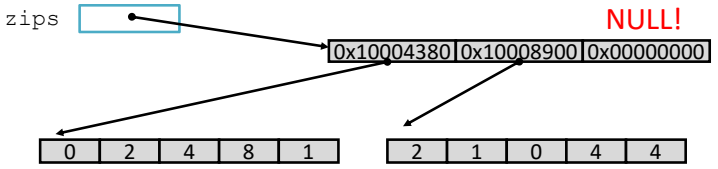
number of contiguous bytes required

```
void* malloc(size_t size);
```

pointer to allocated block to free

```
void free(void* ptr);
```


Zip Cycles




```
// return a count of all zips the end with digit endNum

int zipCount(int* zips[], int endNum) {




}
```

C: scanf reads formatted input

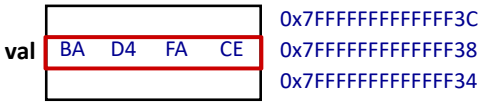
```
int val;

...

scanf("%d", &val);
```

Declared, but not initialized – holds anything.

Read one int from input.

Store it in memory at this address.

i.e., store it in memory at the address **where the contents of val is stored**: store into memory at 0xFFFFFF38.



C: classic bug using scanf

!!!

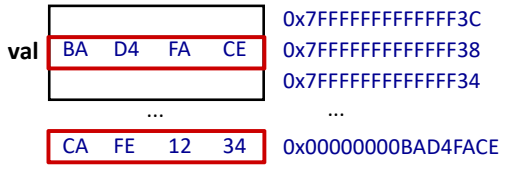
```
int val;

...

scanf("%d",  val);
```

Declared, but not initialized – holds anything.

Read one int from input.

Store it in memory at this address.

i.e., store it in memory at the address **given by the contents of val**: store into memory at 0xBAD4FACE.



Best case: segmentation fault, or bus error, crash.

Bad case: silently corrupt data stored at address 0xBAD4FACE, and val still holds 0xBAD4FACE.
Worst case: arbitrary corruption