15-213

"The Class That Gives CMU Its Zip!"

Bits, Bytes, and Integers
August 28, 2008

Topics

- Representing information as bits
- Bit-level manipulations
  - Boolean algebra
  - Expressing in C
- Representations of Integers
  - Basic properties and operations
  - Implications for C

`class02.ppt`

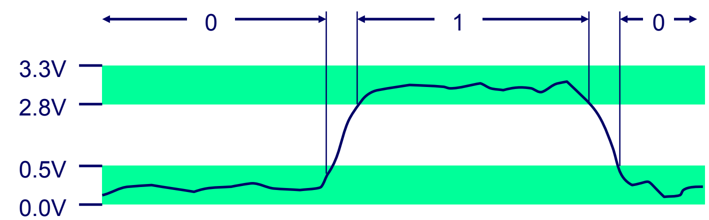
Binary Representations

Base 2 Number Representation

- Represent 15213_{10} as 11101101101101_2
- Represent 1.20_{10} as $1.0011001100110011[0011]\ldots_2$
- Represent $1.5213 \text{ X } 10^4$ as $1.1101101101101_2 \text{ X } 2^{13}$

Electronic Implementation

- Easy to store with bistable elements
- Reliably transmitted on noisy and inaccurate wires



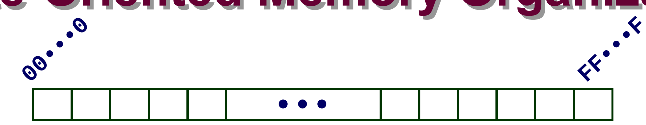
Encoding Byte Values

Byte = 8 bits

- Binary 00000000_2 to 11111111_2
- Decimal: 0_{10} to 255_{10}
  - First digit must not be 0 in C
- Hexadecimal 00_{16} to FF_{16}
  - Base 16 number representation
  - Use characters '0' to '9' and 'A' to 'F'
  - Write $FA1D37B_{16}$ in C as `0xFA1D37B`
    - » Or `0xfa1d37b`

Hex	Decimal	Binary
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
A	10	1010
B	11	1011
C	12	1100
D	13	1101
E	14	1110
F	15	1111

Byte-Oriented Memory Organization



Programs Refer to Virtual Addresses

- Conceptually very large array of bytes
- Actually implemented with hierarchy of different memory types
- System provides address space private to particular "process"
  - Program being executed
  - Program can clobber its own data, but not that of others

Compiler + Run-Time System Control Allocation

- Where different program objects should be stored
- All allocation within single virtual address space

Machine Words

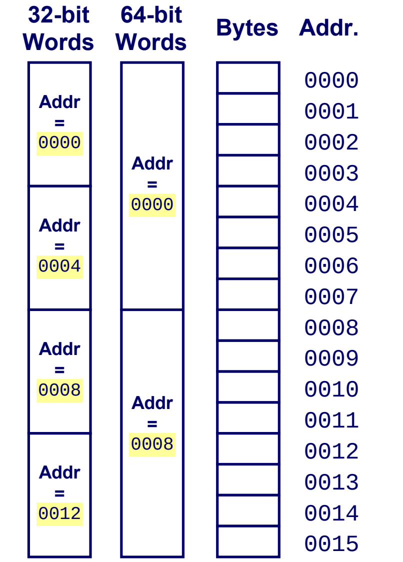
Machine Has "Word Size"

- Nominal size of integer-valued data
  - Including addresses
- Most current machines use 32 bits (4 bytes) words
  - Limits addresses to 4GB
  - Becoming too small for memory-intensive applications
- High-end systems use 64 bits (8 bytes) words
  - Potential address space ≈ 1.8 X 10^{19} bytes
  - x86-64 machines support 48-bit addresses: 256 Terabytes
- Machines support multiple data formats
  - Fractions or multiples of word size
  - Always integral number of bytes

Word-Oriented Memory Organization

Addresses Specify Byte Locations

- Address of first byte in word
- Addresses of successive words differ by 4 (32-bit) or 8 (64-bit)



Data Representations

Sizes of C Objects (in Bytes)

C Data Type	Typical 32-bit	Intel IA32	x86-64
char	1	1	1
short	2	2	2
int	4	4	4
long	4	4	8
long long	8	8	8
float	4	4	4
double	8	8	8
long double	8	10/12	10/16
char *	4	4	8

» Or any other pointer

Byte Ordering

How should bytes within multi-byte word be ordered in memory?

Conventions

- Big Endian: Sun, PPC Mac, Internet
  - Least significant byte has highest address
- Little Endian: x86
  - Least significant byte has lowest address

Byte Ordering Example

Big Endian

- Least significant byte has highest address

Little Endian

- Least significant byte has lowest address

Example

- Variable x has 4-byte representation `0x01234567`
- Address given by &x is `0x100`

Big Endian

		0x100	0x101	0x102	0x103		
		01	23	45	67		

Little Endian

		0x100	0x101	0x102	0x103		
		67	45	23	01		

Reading Byte-Reversed Listings

Disassembly

- Text representation of binary machine code
- Generated by program that reads the machine code

Example Fragment

Address	Instruction Code	Assembly Rendition
8048365:	5b	pop %ebx
8048366:	81 c3 ab 12 00 00	add $0x12ab,%ebx
804836c:	83 bb 28 00 00 00 00	cmpl $0x0,0x28(%ebx)

Deciphering Numbers

- Value: `0x12ab`
- Pad to 32 bits: `0x000012ab`
- Split into bytes: `00 00 12 ab`
- Reverse: `ab 12 00 00`

Examining Data Representations

Code to Print Byte Representation of Data

- Casting pointer to `unsigned char *` creates byte array

```
typedef unsigned char *pointer;

void show_bytes(pointer start, int len)
{
  int i;
  for (i = 0; i < len; i++)
    printf("0x%p\t0x%.2x\n",
           start+i, start[i]);
  printf("\n");
}
```

Printf directives:
%p: Print pointer
%x: Print Hexadecimal

show_bytes Execution Example

```
int a = 15213;
printf("int a = 15213;\n");
show_bytes((pointer) &a, sizeof(int));
```

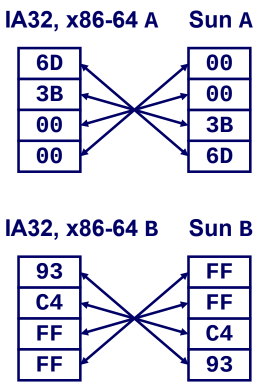
Result (Linux):

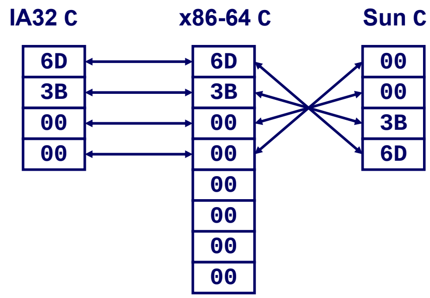
```
int a = 15213;
0x11ffffcb8   0x6d
0x11ffffcb9   0x3b
0x11ffffcba   0x00
0x11ffffcbb   0x00
```

Representing Integers

```
int A = 15213;
int B = -15213;
long int C = 15213;
```

Decimal:	15213
Binary:	0011 1011 0110 1101
Hex:	3 B 6 D

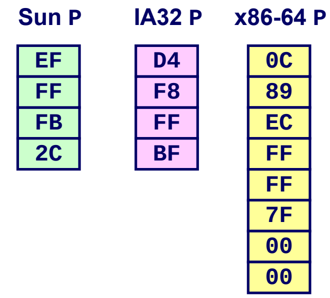




Two's complement representation
(Covered later)

Representing Pointers

```
int B = -15213;
int *P = &B;
```



Different compilers & machines assign different locations to objects

Representing Strings

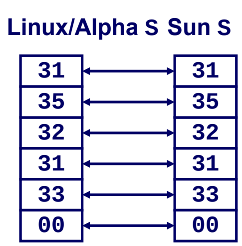
```
char S[6] = "15213";
```

Strings in C

- Represented by array of characters
- Each character encoded in ASCII format
  - Standard 7-bit encoding of character set
  - Character "0" has code `0x30`
    - » Digit *i* has code `0x30+i`
- String should be null-terminated
  - Final character = 0

Compatibility

- Byte ordering not an issue



Boolean Algebra

Developed by George Boole in 19th Century

- Algebraic representation of logic
  - Encode "True" as 1 and "False" as 0

And

- A&B = 1 when both A=1 and B=1

&	0	1
0	0	0
1	0	1

Or

- A|B = 1 when either A=1 or B=1

|	0	1
0	0	1
1	1	1

Not

- ~A = 1 when A=0

~	
0	1
1	0

Exclusive-Or (Xor)

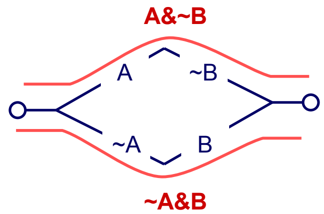
- A^B = 1 when either A=1 or B=1, but not both

^	0	1
0	0	1
1	1	0

Application of Boolean Algebra

Applied to Digital Systems by Claude Shannon

- 1937 MIT Master's Thesis
- Reason about networks of relay switches
  - Encode closed switch as 1, open switch as 0



Connection when

A&~B | ~A&B

= A^B

General Boolean Algebras

Operate on Bit Vectors

- Operations applied bitwise

```
  01101001     01101001     01101001
& 01010101   | 01010101   ^ 01010101   ~ 01010101
  01000001     01111101     00111100     10101010
```

All of the Properties of Boolean Algebra Apply

Representing & Manipulating Sets

Representation

- Width w bit vector represents subsets of $\{0, \ldots, w-1\}$
- $a_j = 1$ if $j \in A$

```
01101001      { 0, 3, 5, 6 }
76543210

01010101      { 0, 2, 4, 6 }
76543210
```

Operations

- & Intersection `01000001` { 0, 6 }
- | Union `01111101` { 0, 2, 3, 4, 5, 6 }
- ^ Symmetric difference `00111100` { 2, 3, 4, 5 }
- ~ Complement `10101010` { 1, 3, 5, 7 }

Bit-Level Operations in C

Operations &, |, ~, ^ Available in C

- Apply to any "integral" data type
  - `long`, `int`, `short`, `char`, `unsigned`
- View arguments as bit vectors
- Arguments applied bit-wise

Examples (Char data type)

- `~0x41 --> 0xBE`
  - `~01000001`$_2$ `-->` `10111110`$_2$
- `~0x00 --> 0xFF`
  - `~00000000`$_2$ `-->` `11111111`$_2$
- `0x69 & 0x55 --> 0x41`
  - `01101001`$_2$ `&` `01010101`$_2$ `-->` `01000001`$_2$
- `0x69 | 0x55 --> 0x7D`
  - `01101001`$_2$ `|` `01010101`$_2$ `-->` `01111101`$_2$

Contrast: Logic Operations in C

Contrast to Logical Operators

- `&&`, `||`, `!`
  - View 0 as "False"
  - Anything nonzero as "True"
  - Always return 0 or 1
  - Early termination

Examples (char data type)

- `!0x41  -->  0x00`
- `!0x00  -->  0x01`
- `!!0x41 -->  0x01`

- `0x69 && 0x55  -->  0x01`
- `0x69 || 0x55  -->  0x01`
- `p && *p` (avoids null pointer access)

Shift Operations

Left Shift: x << y

- Shift bit-vector x left y positions
  - » Throw away extra bits on left
  - Fill with 0's on right

Right Shift: x >> y

- Shift bit-vector x right y positions
  - Throw away extra bits on right
- Logical shift
  - Fill with 0's on left
- Arithmetic shift
  - Replicate most significant bit on right

Argument x	01100010
<< 3	00010*000*
Log. >> 2	*00*011000
Arith. >> 2	*00*011000

Argument x	10100010
<< 3	00010*000*
Log. >> 2	*00*101000
Arith. >> 2	*11*101000

Undefined Behavior

- Shift amount < 0 or ≥ word size

Integer C Puzzles

- Assume 32-bit word size, two's complement integers
- For each of the following C expressions, either:
  - Argue that is true for all argument values
  - Give example where not true

Initialization

```
int x = foo();
int y = bar();
unsigned ux = x;
unsigned uy = y;
```

- `x < 0` ⇒ `((x*2) < 0)`
- `ux >= 0`
- `x & 7 == 7` ⇒ `(x<<30) < 0`
- `ux > -1`
- `x > y` ⇒ `-x < -y`
- `x * x >= 0`
- `x > 0 && y > 0` ⇒ `x + y > 0`
- `x >= 0` ⇒ `-x <= 0`
- `x <= 0` ⇒ `-x >= 0`
- `(x|-x)>>31 == -1`
- `ux >> 3 == ux/8`
- `x >> 3 == x/8`
- `x & (x-1) != 0`

Encoding Integers

Unsigned

$$B2U(X) = \sum_{i=0}^{w-1} x_i \cdot 2^i$$

Two's Complement

$$B2T(X) = -x_{w-1} \cdot 2^{w-1} + \sum_{i=0}^{w-2} x_i \cdot 2^i$$

Sign Bit

```
short int x =  15213;
short int y = -15213;
```

- C `short` 2 bytes long

	Decimal	Hex	Binary
x	15213	3B 6D	00111011 01101101
y	-15213	C4 93	11000100 10010011

Sign Bit

- For 2's complement, most significant bit indicates sign
  - 0 for nonnegative
  - 1 for negative

Encoding Example (Cont.)

```
x =      15213: 00111011 01101101
y =     -15213: 11000100 10010011
```

Weight	15213		-15213	
1	1	1	1	1
2	0	0	1	2
4	1	4	0	0
8	1	8	0	0
16	0	0	1	16
32	1	32	0	0
64	1	64	0	0
128	0	0	1	128
256	1	256	0	0
512	1	512	0	0
1024	0	0	1	1024
2048	1	2048	0	0
4096	1	4096	0	0
8192	1	8192	0	0
16384	0	0	1	16384
-32768	0	0	1	-32768
Sum		**15213**		**-15213**

Numeric Ranges

Unsigned Values

- *UMin* = 0
  000…0
- *UMax* = $2^w - 1$
  111…1

Two's Complement Values

- *TMin* = -2^{w-1}
  100…0
- *TMax* = $2^{w-1} - 1$
  011…1

Other Values

- Minus 1
  111…1

Values for *W* = 16

	Decimal	Hex	Binary
UMax	65535	FF FF	11111111 11111111
TMax	32767	7F FF	01111111 11111111
TMin	-32768	80 00	10000000 00000000
-1	-1	FF FF	11111111 11111111
0	0	00 00	00000000 00000000

Values for Different Word Sizes

	W			
	8	**16**	**32**	**64**
UMax	**255**	**65,535**	**4,294,967,295**	**18,446,744,073,709,551,615**
TMax	**127**	**32,767**	**2,147,483,647**	**9,223,372,036,854,775,807**
TMin	**-128**	**-32,768**	**-2,147,483,648**	**-9,223,372,036,854,775,808**

Observations

- |*TMin* | = *TMax* + 1
  - Asymmetric range
- *UMax* = 2 * *TMax* + 1

C Programming

- `#include <limits.h>`
  - **K&R App. B11**
- **Declares constants, e.g.,**
  - `ULONG_MAX`
  - `LONG_MAX`
  - `LONG_MIN`
- **Values platform-specific**

Unsigned & Signed Numeric Values

X	B2U(*X*)	B2T(*X*)
0000	0	0
0001	1	1
0010	2	2
0011	3	3
0100	4	4
0101	5	5
0110	6	6
0111	7	7
1000	8	–8
1001	9	–7
1010	10	–6
1011	11	–5
1100	12	–4
1101	13	–3
1110	14	–2
1111	15	–1

Equivalence

- **Same encodings for nonnegative values**

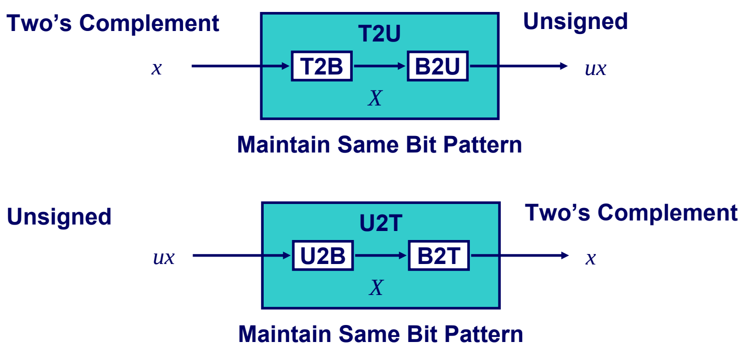
Uniqueness

- **Every bit pattern represents unique integer value**
- **Each representable integer has unique bit encoding**

⇒ Can Invert Mappings

- **U2B(*x*) = B2U^{-1}(*x*)**
  - **Bit pattern for unsigned integer**
- **T2B(*x*) = B2T^{-1}(*x*)**
  - **Bit pattern for two's comp integer**

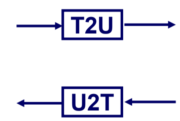
Mapping Between Signed & Unsigned



- Define mappings been unsigned and two's complement numbers based on their bit-level representations

Mapping Signed ↔ Unsigned

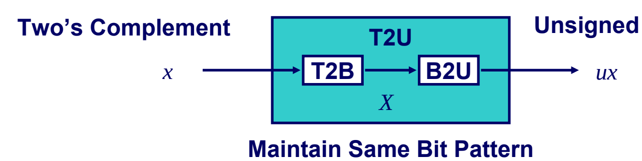
Bits	Signed	Unsigned
0000	0	0
0001	1	1
0010	2	2
0011	3	3
0100	4	4
0101	5	5
0110	6	6
0111	7	7
1000	-8	8
1001	-7	9
1010	-6	10
1011	-5	11
1100	-4	12
1101	-3	13
1110	-2	14
1111	-1	15

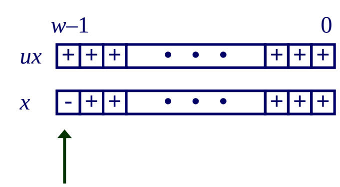


Mapping Signed ↔ Unsigned

Bits	Signed	Unsigned
0000	0	0
0001	1	1
0010	2	2
0011	3	3
0100	4	4
0101	5	5
0110	6	6
0111	7	7
1000	-8	8
1001	-7	9
1010	-6	10
1011	-5	11
1100	-4	12
1101	-3	13
1110	-2	14
1111	-1	15

Relation between Signed & Unsigned





Large negative weight
→
Large positive weight

$$ux = \begin{cases} x & x \geq 0 \\ x + 2^w & x < 0 \end{cases}$$

Signed vs. Unsigned in C

Constants

- By default are considered to be signed integers
- Unsigned if have "U" as suffix

```
0U, 4294967259U
```

Casting

- Explicit casting between signed & unsigned same as U2T and T2U

```
int tx, ty;
unsigned ux, uy;
tx = (int) ux;
uy = (unsigned) ty;
```

- Implicit casting also occurs via assignments and procedure calls

```
tx = ux;
uy = ty;
```


Casting Surprises

Expression Evaluation

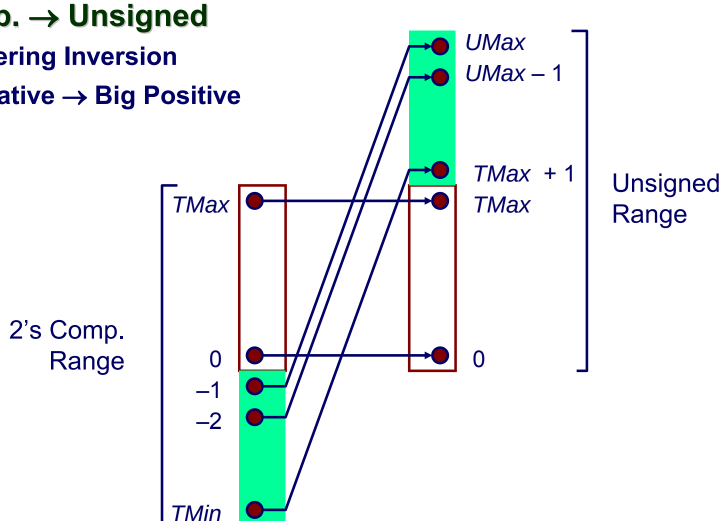
- If mix unsigned and signed in single expression, signed values implicitly cast to unsigned
- Including comparison operations <, >, ==, <=, >=
- Examples for *W* = 32

Constant$_1$	Constant$_2$	Relation	Evaluation
`0`	`0U`	`==`	unsigned
`-1`	`0`	`<`	signed
`-1`	`0U`	`>`	unsigned
`2147483647`	`-2147483647-1`	`>`	signed
`2147483647U`	`-2147483647-1`	`<`	unsigned
`-1`	`-2`	`>`	signed
`(unsigned) -1`	`-2`	`>`	unsigned
`2147483647`	`2147483648U`	`<`	unsigned
`2147483647`	`(int) 2147483648U`	`>`	signed

Explanation of Casting Surprises

2's Comp. → Unsigned

- Ordering Inversion
- Negative → Big Positive



Code Security Example #1

```
/* Kernel memory region holding user-accessible data */
#define KSIZE 1024
char kbuf[KSIZE];

/* Copy at most maxlen bytes from kernel region to user buffer */
int copy_from_kernel(void *user_dest, int maxlen) {
    /* Byte count len is minimum of buffer size and maxlen */
    int len = KSIZE < maxlen ? KSIZE : maxlen;
    memcpy(user_dest, kbuf, len);
    return len;
}
```

- Similar to code found in FreeBSD's implementation of getpeername.
- There are legions of smart people trying to find vulnerabilities in programs
  - Think of it as a very stringent testing environment

Typical Usage

```
/* Kernel memory region holding user-accessible data */
#define KSIZE 1024
char kbuf[KSIZE];

/* Copy at most maxlen bytes from kernel region to user buffer */
int copy_from_kernel(void *user_dest, int maxlen) {
    /* Byte count len is minimum of buffer size and maxlen */
    int len = KSIZE < maxlen ? KSIZE : maxlen;
    memcpy(user_dest, kbuf, len);
    return len;
}
```

```
#define MSIZE 528

void getstuff() {
    char mybuf[MSIZE];
    copy_from_kernel(mybuf, MSIZE);
    printf("%s\n", mybuf);
}
```


Malicious Usage

```
/* Declaration of library function memcpy */
void *memcpy(void *dest, void *src, size_t n);
```

```
/* Kernel memory region holding user-accessible data */
#define KSIZE 1024
char kbuf[KSIZE];

/* Copy at most maxlen bytes from kernel region to user buffer */
int copy_from_kernel(void *user_dest, int maxlen) {
    /* Byte count len is minimum of buffer size and maxlen */
    int len = KSIZE < maxlen ? KSIZE : maxlen;
    memcpy(user_dest, kbuf, len);
    return len;
}
```

```
#define MSIZE 528

void getstuff() {
    char mybuf[MSIZE];
    copy_from_kernel(mybuf, -MSIZE);
    . . .
}
```

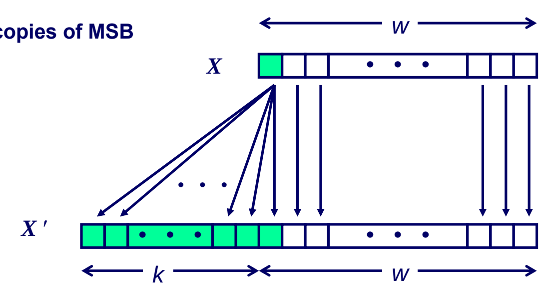

Sign Extension

Task:

- **Given *w*-bit signed integer *x***
- **Convert it to *w*+*k*-bit integer with same value**

Rule:

- **Make *k* copies of sign bit:**
- $X' = \underbrace{x_{w-1},\ldots,x_{w-1}}_{k \text{ copies of MSB}}, x_{w-1}, x_{w-2},\ldots,x_0$



Sign Extension Example

```
short int x =  15213;
int      ix = (int) x;
short int y = -15213;
int      iy = (int) y;
```

	Decimal	Hex	Binary
x	15213	3B 6D	00111011 01101101
ix	15213	00 00 3B 6D	00000000 00000000 00111011 01101101
y	-15213	C4 93	11000100 10010011
iy	-15213	FF FF C4 93	11111111 11111111 11000100 10010011

- **Converting from smaller to larger integer data type**
- **C automatically performs sign extension**

Why Should I Use Unsigned?

Don't Use Just Because Number Nonnegative

- Easy to make mistakes

```
unsigned i;
for (i = cnt-2; i >= 0; i--)
  a[i] += a[i+1];
```

- Can be very subtle

```
#define DELTA sizeof(int)
int i;
for (i = CNT; i-DELTA >= 0; i-= DELTA)
  . . .
```

Do Use When Performing Modular Arithmetic

- Multiprecision arithmetic

Do Use When Using Bits to Represent Sets

- Logical right shift, no sign extension

Complement & Increment

Claim: Following Holds for 2's Complement

`~x + 1 == -x`

Complement

- Observation: `~x + x == 1111…11`$_2$ `== -1`

x	1 0 0 1 1 1 0 1
+ ~x	0 1 1 0 0 0 1 0
-1	1 1 1 1 1 1 1 1

Increment

- `~x + x == -1`
- ~x + ~~x~~ + (-~~x~~ + 1) == -~~1~~ + (-x + ~~1~~)
- `~x + 1 == -x`

Warning: Be cautious treating `int`'s as integers

- OK here

Comp. & Incr. Examples

x = 15213

	Decimal	Hex	Binary
x	15213	3B 6D	00111011 01101101
~x	-15214	C4 92	11000100 10010010
~x+1	-15213	C4 93	11000100 1001001**1**
y	-15213	C4 93	11000100 10010011

0

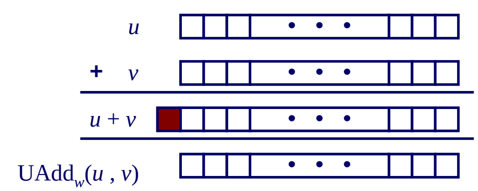
	Decimal	Hex	Binary
0	0	00 00	00000000 00000000
~0	-1	FF FF	11111111 11111111
~0+1	0	00 00	00000000 00000000

Unsigned Addition

Operands: *w* bits

True Sum: *w*+1 bits

Discard Carry: *w* bits



Standard Addition Function

- Ignores carry output

Implements Modular Arithmetic

$s = \text{UAdd}_w(u, v) = u + v \mod 2^w$

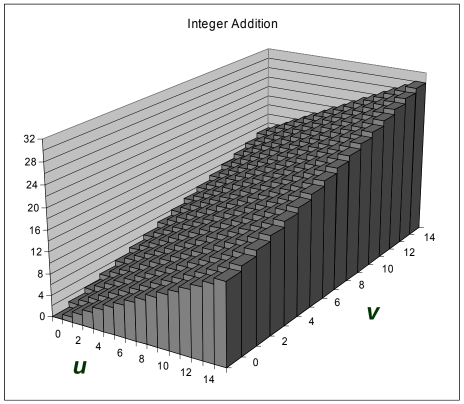
$$UAdd_w(u,v) = \begin{cases} u+v & u+v < 2^w \\ u+v-2^w & u+v \geq 2^w \end{cases}$$

Visualizing Integer Addition

Integer Addition

- 4-bit integers *u*, *v*
- Compute true sum $\text{Add}_4(u\ ,\ v)$
- Values increase linearly with *u* and *v*
- Forms planar surface

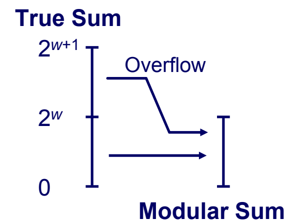
$\text{Add}_4(u\ ,\ v)$

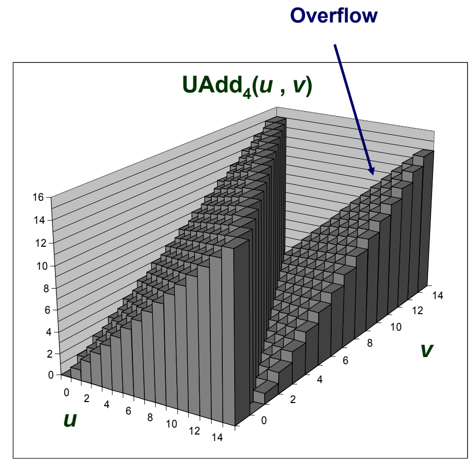


Visualizing Unsigned Addition

Wraps Around

- If true sum ≥ 2^w
- At most once





Mathematical Properties

Modular Addition Forms an *Abelian Group*

- Closed under addition

  $0 \le \text{UAdd}_w(u\ ,\ v) \le 2^w - 1$
- Commutative

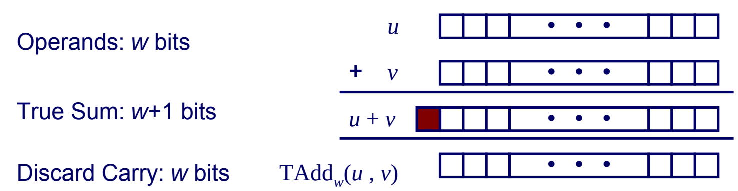
  $\text{UAdd}_w(u\ ,\ v) = \text{UAdd}_w(v\ ,\ u)$
- Associative

  $\text{UAdd}_w(t, \text{UAdd}_w(u\ ,\ v)) = \text{UAdd}_w(\text{UAdd}_w(t, u\ ), v)$
- 0 is additive identity

  $\text{UAdd}_w(u\ ,\ 0) = u$
- Every element has additive inverse
  - Let $\text{UComp}_w(u\ ) = 2^w - u$

  $\text{UAdd}_w(u\ , \text{UComp}_w(u\ )) = 0$

Two's Complement Addition



TAdd and UAdd have Identical Bit-Level Behavior

- Signed vs. unsigned addition in C:

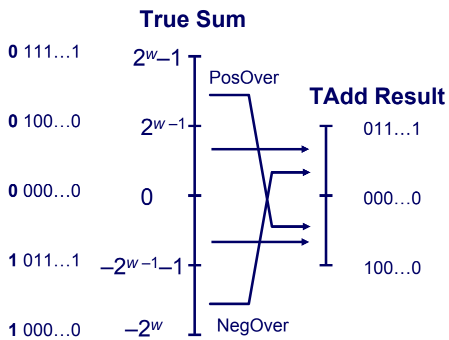
```
int s, t, u, v;
s = (int) ((unsigned) u + (unsigned) v);
t = u + v
```

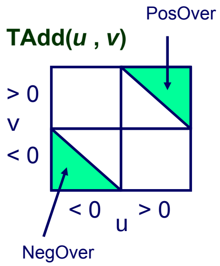
- Will give `s == t`

Characterizing TAdd

Functionality

- True sum requires w+1 bits
- Drop off MSB
- Treat remaining bits as 2's comp. integer





$$TAdd_w(u,v) = \begin{cases} u+v+2^{w-1} & u+v < TMin_w \quad \textbf{(NegOver)} \\ u+v & TMin_w \le u+v \le TMax_w \\ u+v-2^{w-1} & TMax_w < u+v \quad \textbf{(PosOver)} \end{cases}$$

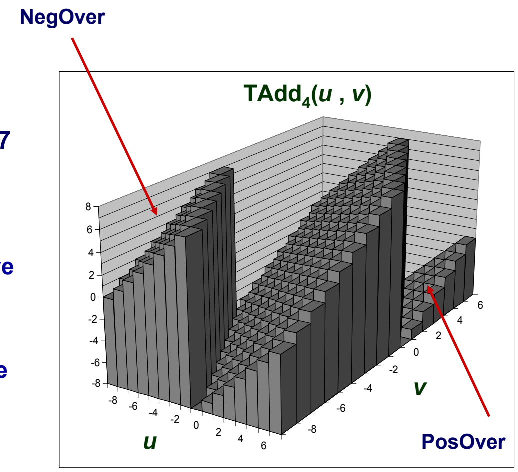
Visualizing 2's Comp. Addition

Values

- 4-bit two's comp.
- Range from -8 to +7

Wraps Around

- If sum ≥ $2^{w–1}$
  - Becomes negative
  - At most once
- If sum < $–2^{w–1}$
  - Becomes positive
  - At most once



Mathematical Properties of TAdd

Isomorphic Algebra to UAdd

- $TAdd_w(u, v)$ = $U2T(UAdd_w(T2U(u), T2U(v)))$
  - Since both have identical bit patterns

Two's Complement Under TAdd Forms a Group

- Closed, Commutative, Associative, 0 is additive identity
- Every element has additive inverse

$$TComp_w(u) = \begin{cases} -u & u \ne TMin_w \\ TMin_w & u = TMin_w \end{cases}$$

Multiplication

Computing Exact Product of w-bit numbers x, y

- Either signed or unsigned

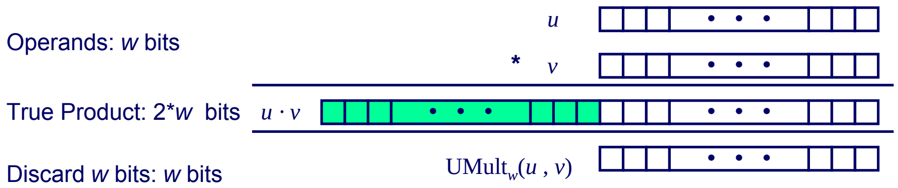
Ranges

- **Unsigned:** $0 \le x * y \le (2^w – 1)^2 = 2^{2w} – 2^{w+1} + 1$
  - Up to $2w$ bits
- **Two's complement min:** $x * y \ge (–2^{w–1})*(2^{w–1}–1) = –2^{2w–2} + 2^{w–1}$
  - Up to $2w–1$ bits
- **Two's complement max:** $x * y \le (–2^{w–1})^2 = 2^{2w–2}$
  - Up to $2w$ bits, but only for $(TMin_w)^2$

Maintaining Exact Results

- Would need to keep expanding word size with each product computed
- Done in software by "arbitrary precision" arithmetic packages

Unsigned Multiplication in C



Standard Multiplication Function

- **Ignores high order *w* bits**

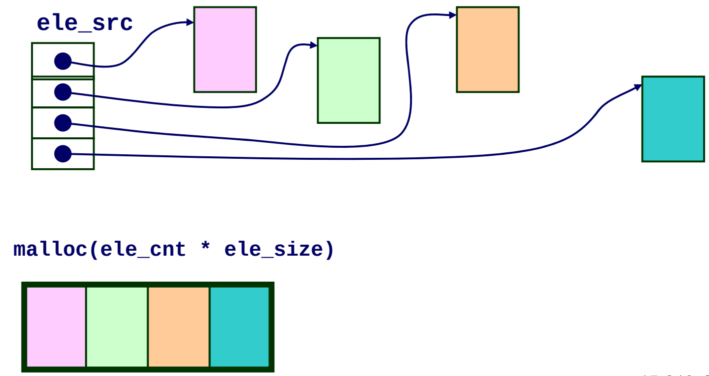
Implements Modular Arithmetic

$\text{UMult}_w(u, v) = u \cdot v \bmod 2^w$

Code Security Example #2

- **SUN XDR library**
  - **Widely used library for transferring data between machines**

```
void* copy_elements(void *ele_src[], int ele_cnt, size_t ele_size);
```



XDR Code

```
void* copy_elements(void *ele_src[], int ele_cnt, size_t ele_size) {
    /*
     * Allocate buffer for ele_cnt objects, each of ele_size bytes
     * and copy from locations designated by ele_src
     */
    void *result = malloc(ele_cnt * ele_size);
    if (result == NULL)
       /* malloc failed */
       return NULL;
    void *next = result;
    int i;
    for (i = 0; i < ele_cnt; i++) {
        /* Copy object i to destination */
        memcpy(next, ele_src[i], ele_size);
       /* Move pointer to next memory region */
       next += ele_size;
    }
    return result;
}
```


XDR Vulnerability

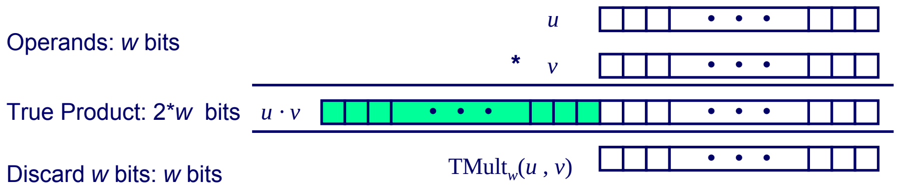
```
malloc(ele_cnt * ele_size)
```

What if:

- **`ele_cnt`** $= 2^{20} + 1$
- **`ele_size`** $= 4096 \quad = 2^{12}$
- **Allocation** = ??

How can I make this function secure?

Signed Multiplication in C



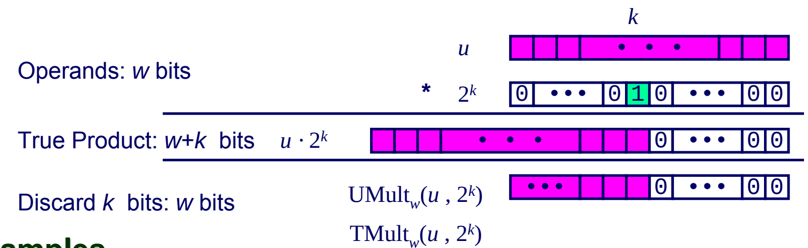
Standard Multiplication Function

- **Ignores high order *w* bits**
- **Some of which are different for signed vs. unsigned multiplication**
- **Lower bits are the same**

Power-of-2 Multiply with Shift

Operation

- **u << k gives u * 2^k**
- **Both signed and unsigned**



Examples

- **`u << 3 == u * 8`**
- **`u << 5 - u << 3 == u * 24`**
- **Most machines shift and add faster than multiply**
  - **Compiler generates this code automatically**

Compiled Multiplication Code

C Function

```
int mul12(int x)
{
  return x*12;
}
```

Compiled Arithmetic Operations

```
leal (%eax,%eax,2), %eax
sall $2, %eax
```

Explanation

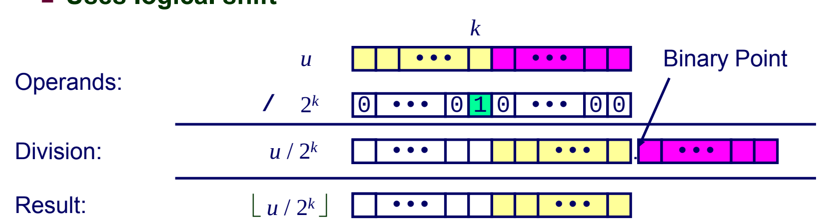
```
t <- x+x*2
return t << 2;
```

- **C compiler automatically generates shift/add code when multiplying by constant**

Unsigned Power-of-2 Divide with Shift

Quotient of Unsigned by Power of 2

- **u >> k gives ⌊ u / 2^k ⌋**
- **Uses logical shift**



	Division	Computed	Hex	Binary
x	15213	15213	3B 6D	00111011 01101101
x >> 1	7606.5	7606	1D B6	**0**0011101 10110110
x >> 4	950.8125	950	03 B6	**0000**0011 10110110
x >> 8	59.4257813	59	00 3B	**00000000** 00111011

Compiled Unsigned Division Code

C Function

```
unsigned udiv8(unsigned x)
{
  return x/8;
}
```

Compiled Arithmetic Operations

```
shrl $3, %eax
```

Explanation

```
# Logical shift
return x >> 3;
```

- **Uses logical shift for unsigned**

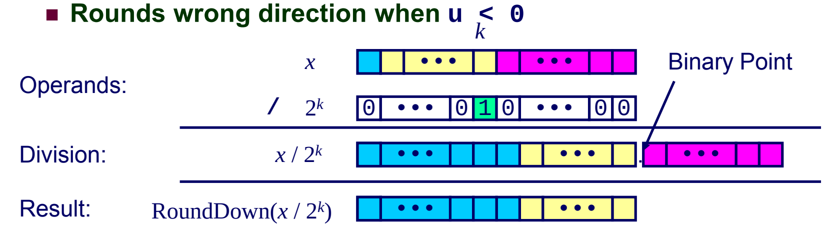
For Java Users

- **Logical shift written as >>>**

Signed Power-of-2 Divide with Shift

Quotient of Signed by Power of 2

- **x >> k gives ⌊ x / 2^k ⌋**
- **Uses arithmetic shift**
- **Rounds wrong direction when u < 0**



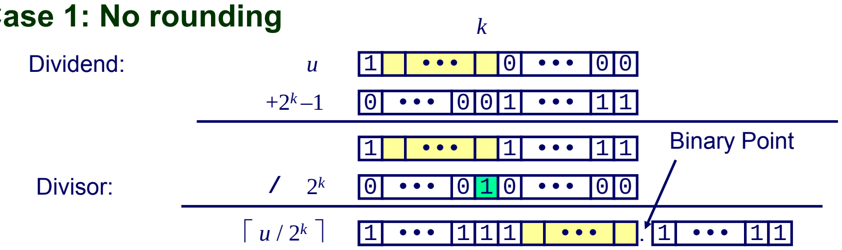
	Division	Computed	Hex	Binary
y	-15213	-15213	C4 93	11000100 10010011
y >> 1	-7606.5	-7607	E2 49	**1**1100010 01001001
y >> 4	-950.8125	-951	FC 49	**1111**1100 01001001
y >> 8	-59.4257813	-60	FF C4	**11111111** 11000100

Correct Power-of-2 Divide

Quotient of Negative Number by Power of 2

- **Want ⌈ x / 2^k ⌉ (Round Toward 0)**
- **Compute as ⌊ (x+2^k-1)/ 2^k ⌋**
  - **In C: (x + (1<<k)-1) >> k**
  - **Biases dividend toward 0**

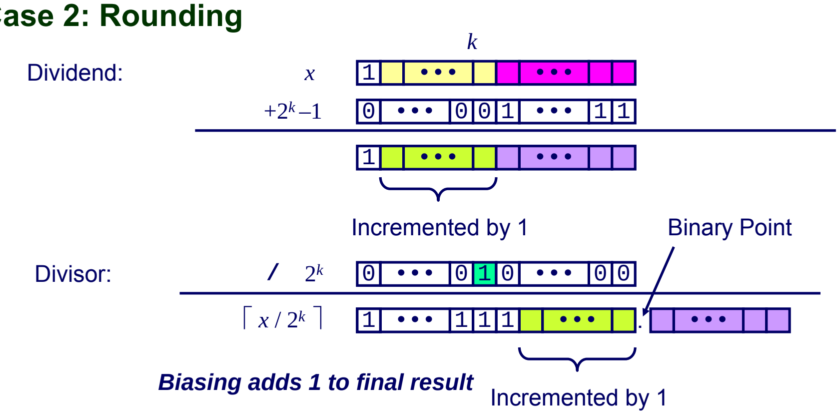
Case 1: No rounding



Biasing has no effect

Correct Power-of-2 Divide (Cont.)

Case 2: Rounding



Compiled Signed Division Code

C Function

```
int idiv8(int x)
{
  return x/8;
}
```

Compiled Arithmetic Operations

```
  testl %eax, %eax
  js   L4
L3:
  sarl $3, %eax
  ret
L4:
  addl $7, %eax
  jmp  L3
```

Explanation

```
if x < 0
  x += 7;
# Arithmetic shift
return x >> 3;
```

- Uses arithmetic shift for int

For Java Users

- Arith. shift written as >>

Properties of Unsigned Arithmetic

Unsigned Multiplication with Addition Forms Commutative Ring

- Addition is commutative group
- Closed under multiplication
  $0 \leq \mathrm{UMult}_w(u, v) \leq 2^w - 1$
- Multiplication Commutative
  $\mathrm{UMult}_w(u, v) = \mathrm{UMult}_w(v, u)$
- Multiplication is Associative
  $\mathrm{UMult}_w(t, \mathrm{UMult}_w(u, v)) = \mathrm{UMult}_w(\mathrm{UMult}_w(t, u), v)$
- 1 is multiplicative identity
  $\mathrm{UMult}_w(u, 1) = u$
- Multiplication distributes over addtion
  $\mathrm{UMult}_w(t, \mathrm{UAdd}_w(u, v)) = \mathrm{UAdd}_w(\mathrm{UMult}_w(t, u), \mathrm{UMult}_w(t, v))$

Properties of Two's Comp. Arithmetic

Isomorphic Algebras

- Unsigned multiplication and addition
  - Truncating to *w* bits
- Two's complement multiplication and addition
  - Truncating to *w* bits

Both Form Rings

- Isomorphic to ring of integers mod 2^w

Comparison to Integer Arithmetic

- Both are rings
- Integers obey ordering properties, e.g.,
  $u > 0 \quad \Rightarrow \quad u + v > v$
  $u > 0, v > 0 \quad \Rightarrow \quad u \cdot v > 0$
- These properties are not obeyed by two's comp. arithmetic
  TMax `+ 1` `==` *TMin*
  `15213 * 30426` `==` `-10030` (16-bit words)

Integer C Puzzles Revisited

Initialization

```
int x = foo();
int y = bar();
unsigned ux = x;
unsigned uy = y;
```

- `x < 0` ⇒ `((x*2) < 0)`
- `ux >= 0`
- `x & 7 == 7` ⇒ `(x<<30) < 0`
- `ux > -1`
- `x > y` ⇒ `-x < -y`
- `x * x >= 0`
- `x > 0 && y > 0` ⇒ `x + y > 0`
- `x >= 0` ⇒ `-x <= 0`
- `x <= 0` ⇒ `-x >= 0`
- `(x|-x)>>31 == -1`
- `ux >> 3 == ux/8`
- `x >> 3 == x/8`
- `x & (x-1) != 0`