

# 1x-x13 Recitation: C Review

Monday, February 21st, 2022

# Agenda

- Logistics
- C Review
- Activity 1: Getopt
- Activity 2: Pythagorean Solver

# Logistics

- Cache Lab is due next Thursday, March 3rd
  - Come to office hours for help

# C Review

# C Review: Pointers

- Pointer: stores address of some value in memory
- Dereferencing a NULL pointer causes segfault
  
- Dereferencing a pointer: `*p`
- Access address of a value: `p = &v`

# C Review: Pointers

- What is wrong with this code?

```
1 int main(int argc, char** argv) {
2     int *a = (int*) malloc(213 * sizeof(int));
3     for (int i=0; i<213; i++) {
4         if (a[i] == 0) a[i]=i;
5         else a[i]=-i;
6     }
7     return 0;
8 }
```

# C Review: Pointers

- malloc can fail!

```
1 int main(int argc, char** argv) {
2     int *a = (int*) malloc(213 * sizeof(int));
3     if (a == NULL) return 0;
4     for (int i=0; i<213; i++) {
5         if (a[i] == 0) a[i]=i;
6         else a[i]=-i;
7     }
8     return 0;
9 }
```

# C Review: Pointers

- Allocated memory is not initialized!

```
1 int main(int argc, char** argv) {
2     int *a = (int*) calloc(213, sizeof(int));
3     if (a == NULL) return 0;
4     for (int i=0; i<213; i++) {
5         if (a[i] == 0) a[i]=i;
6         else a[i]=-i;
7     }
8     return 0;
9 }
```



# C Review: Pointers

- All allocated memory must be freed!

```
1 int main(int argc, char** argv) {
2     int *a = (int*) calloc(213, sizeof(int));
3     if (a == NULL) return 0;
4     for (int i=0; i<213; i++) {
5         if (a[i] == 0) a[i]=i;
6         else a[i]=-i;
7     }
8     free(a);
9     return 0;
10 }
```

# C Review: Arrays

- Initializing your array
  - `int *a = calloc(4, sizeof(int));`
    - Allocated on Heap
  - `int a[4];`
    - Allocated on stack
- Where does the following point to?

```
int a[4] = {1,2,3,4};
```

- `a[0]`
- `*(a + 3)`

```
char *listOfName[4] = {"Alice", "Bob", "Cherry"};
```

- `(listOfName + 1)`
- `*(listOfName + 1)`

# C Review: Structs + Unions

## Struct:

- Groups list of variables under one block in memory

```
struct temp {  
    int i;  
    char c;  
};
```



## Union:

- Store different data types in same region of memory
- Many ways to refer to same memory location

```
union temp {  
    int i;  
    char c;  
};
```



# C Review: Valgrind

- What is Valgrind?
  - Tool used for debugging memory use
- Valgrind may...
  - Find corrupted memory
  - Find potential memory leaks and double frees
  - Detects invalid memory reads and writes
- To learn more... `man valgrind`

# Valgrind Demo

- Even if program seems to run successfully, Valgrind can uncover memory leaks and invalid writes

# C Review Conclusion

- Did you know each concept? If not...
  - Refer to the C Bootcamp slides
- Were the concepts so easy you were bored? If not...
  - Refer to the C Bootcamp slides
- When in doubt...
  - Refer to the C Bootcamp slides
- This will be *very* important for the rest of this class, so make sure you are comfortable with the material covered or come to the C Bootcamp!

# C Programming Style

- Write comments and then implement functionality
- Communicate meaning through naming choices
- Code should be testable. Modularity supports this
- Use consistent formatting
- Common bugs: memory and file descriptor leaks, check errors and failure conditions

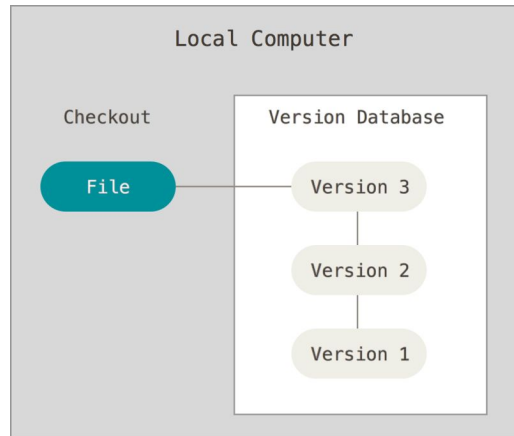
# Introduction to Git

Version control is your friend



# What is Git?

- Most widely used version control system out there
- Version control:
  - Help track changes to your source code over time
  - Help teams manage changes on shared code



# Git Commands

- Clone: `git clone <clone-repository-url>`
- Add: `git add .` or `git add <file-name>`
- Push / Pull: `git push` / `git pull`
- Commit: `git commit -m "your-commit-message"`
  - Good commit messages are key!
  - Bad: "commit", "change", "fixed"
  - Good: "Fixed buffer overflow potential in AttackLab"

# Activity 0 + 1

```
$ wget http://www.cs.cmu.edu/~213/activities/rec6.tar  
$ tar xvpf rec6.tar  
$ cd rec6  
$ make
```

# Activity 0: reading man pages!

- Reading man pages is important!
- To get started, either:
  - `$ man 3 getopt` on Terminal
  - Google “man getopt”
- Overall, what does getopt do?
- What arguments does it take?
- How can you use it in a program?
- <https://linux.die.net/man/3/getopt>

# Activity 2

# Let's write a Pythagorean Triples Solver!

- Open `pyth_solver.c` in a text editor of your choice.
- Your code should:
  - Take in args with `a`, `b`, `c` flags
  - Determine if the `a,b,c` is a Pythagorean triple
  - Error check on: number and validity of args (exit on invalid args)
  - Invalid: too few or negative args
  - Verbose mode: output  $a^2$ ,  $b^2$ ,  $c^2$

# C Hints and Math Reminders

- Can your Pythagorean Triple parse these input?
  - 3, 4, 5
  - 5, 12, 13
  - 7, 24, 25

- $a^2 + b^2 = c^2$

- $\Rightarrow a = \sqrt{c^2 - b^2}$

- $\Rightarrow b = \sqrt{c^2 - a^2}$

- $\Rightarrow c = \sqrt{a^2 + b^2}$

- $\Rightarrow 3^2 + 4^2 = 5^2$

- String to float in C:

```
#include <stdlib.h>
float atof(const char *str);
```

- Square root in C:

```
#include <math.h>
float sqrt(float x);
```

# How to compile and run your solver

```
$ gcc pyth_solver.c
```

```
$ ./a.out (ARGS)
```

More details on handout!

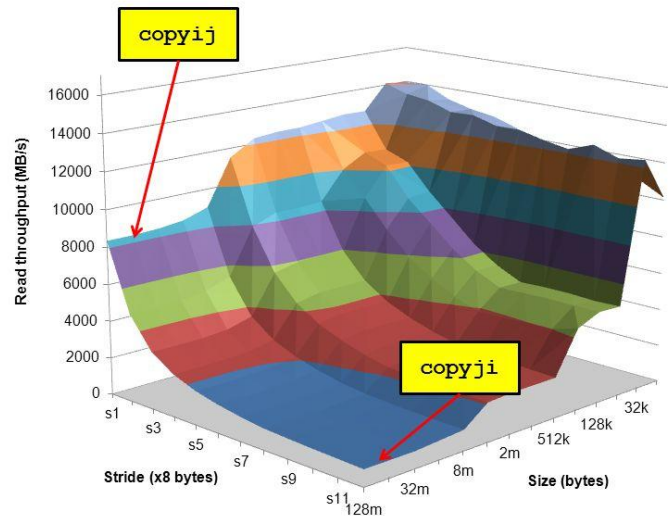
Good luck!



# Looking Ahead

# Cache Lab Overview

- Programs exhibiting locality run *a lot* faster!
  - Temporal Locality – same item referenced again
  - Spatial Locality – nearby items referenced again
- Cache Lab's Goal:
  - Understand how L1, L2, ... etc. caches work
  - Optimize memory dependent code to minimize cache misses and evictions
    - Noticeable increase in speed
- The use of git is required
  - Commit regularly with meaningful commit messages



# If you get stuck...

- Reread the writeup
- Look at CS:APP Chapter 6
- Review lecture notes (<http://cs.cmu.edu/~213>)
- Come to Office Hours (See piazza post on OH for times & locations)
- Post private question on Piazza
- `man malloc, man valgrind, man gdb`

# Cache Lab Tips!

- Review cache and memory lectures
  - Ask if you don't understand something
- Start early, this can be a challenging lab!
- Don't get discouraged!
  - If you try something that doesn't work, take a well deserved break, and then try again
- Good luck!

# Appendix

# Appendix: Valgrind

- Finding memory leaks
  - `$ valgrind -leak-resolution=high -leak-check=full -show-reachable=yes -track-fds=yes ./myProgram arg1 arg`
- Remember that Valgrind can be used for other things, like finding invalid reads and writes!

# Appendix: \$ man 3 getopt

- `int getopt(int argc, char * const argv[], const char *optstring);`
  - `int argc` → argument count passed to `main()`
    - Note: includes executable, so `./a.out 1 2` has `argc=3`
  - `char * const argv` is argument string array passed to `main`
  - `const char *optstring` → string with command line arguments
    - Characters followed by colon require arguments
      - Find argument text in `char *optarg`
    - `getopt` can't find argument or finds illegal argument sets `optarg` to “?”
    - Example: “`abc:d:`”
      - `-a -b -c 3 -d 4`
        - `a` and `b` are boolean arguments (not followed by text)
        - `c` and `d` are followed by text (found in `char *optarg`)
- Returns: `getopt` returns `-1` when done parsing

# Appendix: Clang / LLVM

- Clang is a (gcc equivalent) C compiler
  - Support for code analyses and transformation
  - Compiler will check your variable usage and declarations
  - Compiler will create code recording all memory accesses to a file
  - Useful for Cache Lab Part B (Matrix Transpose)