

# CS 214 Recitation (Sec.7)



Oct. 3, 2017

# Topic of this week

- Malloc's placement strategies
- Valgrind

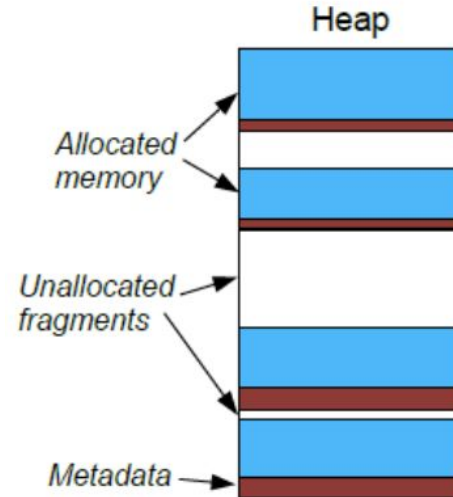
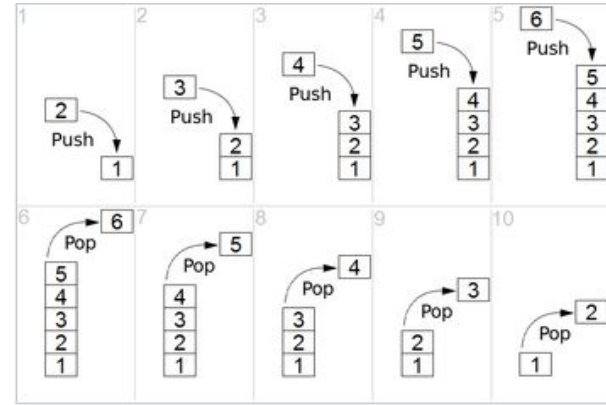
# Memory allocation

- (stack): stack data structure

static memory allocation, follows LIFO semantics

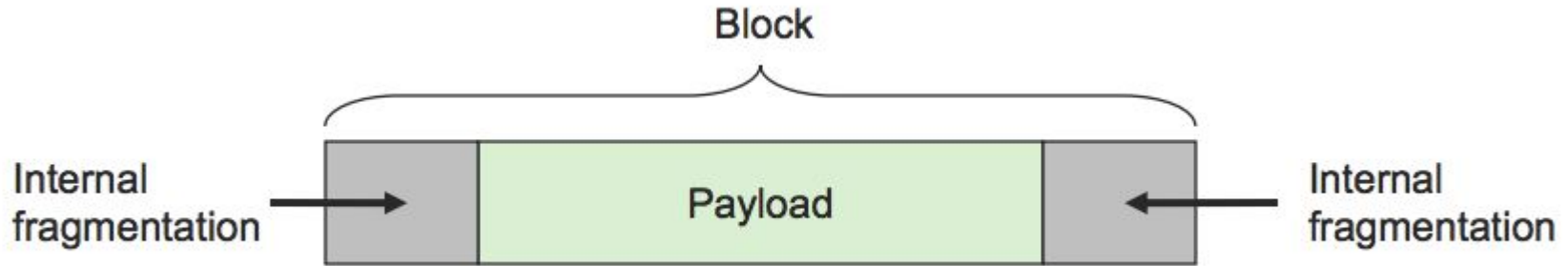
- (heap): malloc

dynamic memory allocation, need to deal with fragmentation



# Internal Fragmentation

Payload is smaller than block size



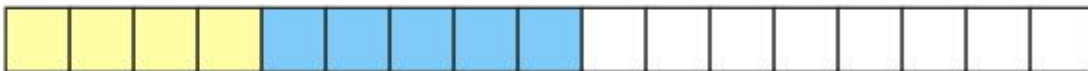
# External Fragmentation

There is enough aggregate heap memory, but no single free block is large enough

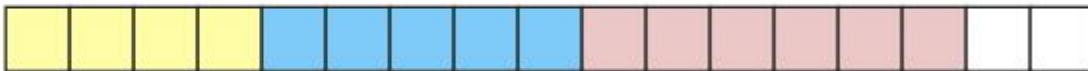
```
p1 = malloc(4)
```



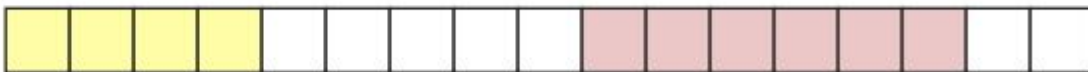
```
p2 = malloc(5)
```



```
p3 = malloc(6)
```



```
free(p2)
```



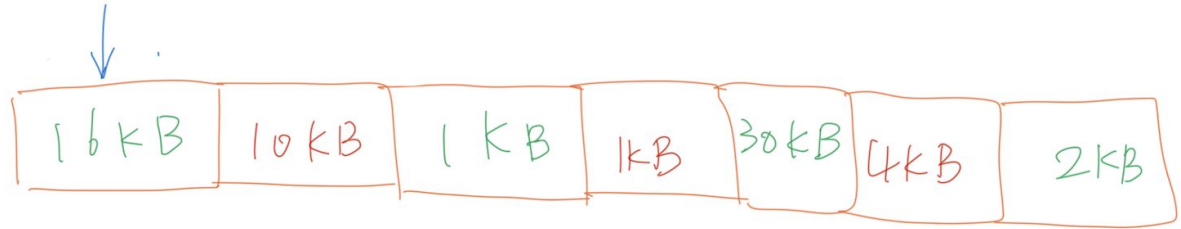
```
p4 = malloc(6)
```

*Oops! (what would happen now?)*

# Placement strategies for dynamic memory allocation

**First-fit:** pick the first block that fits

First-fit strategy



**Perfect-fit:** finds the smallest hole that is of sufficient size

Perfect-fit strategy

**Worst-fit:** strategy finds the largest hole that is of sufficient size

Worst-fit strategy



# Memory leak

If you use malloc  
to assign a dynamic  
variable, but not free  
it. It will cause memory  
leak.

```
#include <stdlib.h>

void f(void)
{
    int* x = malloc(10 * sizeof(int));
    x[10] = 0;          // problem 1: heap block overrun
}                      // problem 2: memory leak -- x not freed

int main(void)
{
    f();
    return 0;
}
```

# Segment fault

If you attempts to  
access a memory location  
which doesn't exist or is not  
allowed to access, a segment  
fault will occur.

```
#include <stdio.h>
int main(){
    char *p;
    p = NULL;
    *p = 'x';
    printf("%c", *p);
    return 0;
}
```

```
#include <stdio.h>
int main(){
    int b = 10;
    printf("%s\n", b);
    return 0;
}
```



# Valgrind

Valgrind is a programming tool for **memory debugging, memory leak detection.**



# Basics of Valgrind

- Official homepage: <http://valgrind.org/>
- Install on Ubuntu: *sudo apt-get install valgrind*
- Add **-g option** of gcc to sets up debugging information:

*gcc -g xxx.c -o xxx*

- Launch Valgrind by *valgrind ./xxx*

# How to use Valgrind

Show by an example

Reference video: <https://youtu.be/bb1bTJtgXrl>

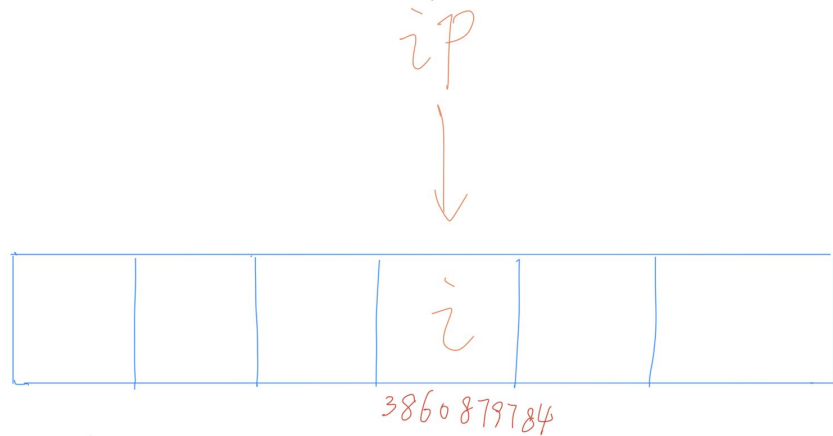
# Homework 2 - Qo Answer

0. Consider:

```
int i = 5;
```

```
int *ip = &i;
```

.. what is ip? What is its value?



\* → value-of  
& → address - of

# Homework 2 - Qo Answer

0. Consider:

```
int i = 5;
```

```
int *ip = &i;
```

.. what is ip? What is its value?

ip is a pointer that stores the address of i

\*ip vs ip

```
~/2017F/CS 214/Recitation » ./hm2_0
3974719912
```

```
~/2017F/CS 214/Recitation » ./hm2_0
3989752232
```

```
~/2017F/CS 214/Recitation » ./hm2_0
3945531816
```

```
~/2017F/CS 214/Recitation » ./hm2_0
3800770984
```

```
~/2017F/CS 214/Recitation » ./hm2_0
3866962344
```

```
~/2017F/CS 214/Recitation » ./hm2_0
3860879784
```

# Homework 2 - Q1 Answer

1. Write some code that declares two arrays of size 10 that are string literals.

Make a pointer to one of the arrays, cast it to be an int pointer, and print out its value.

Make a new integer, set it equal to the value of your int pointer, then make a pointer to that integer, cast it to be a char pointer, and print out 8 chars.

What happened? Why?

# Homework 2 - Q1 Answer

1. Write some code that declares two arrays of size 10 that are string literals.

What happened? Why?

```
~/2017F/CS 214/Recitation » ./hm2_1  
1684234849
```

a

b

c

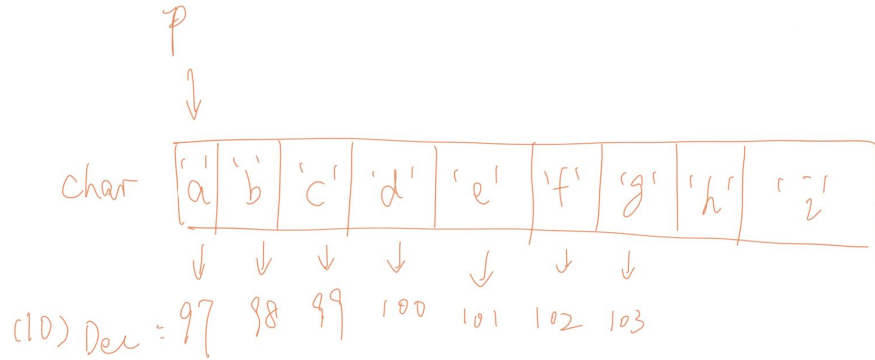
d

?

?

?

# Homework 2 - Q1 Answer



(16) Hexa: 61, 62, 63, 64, .....

(2) Binary: 11000001, 11000010, 11000011, 11000100

Int

Hex →	64	'd'	63	'c'	62	'b'	61	'a'
Bin →	1100100	1100011	1100010	1100001				

4 bits



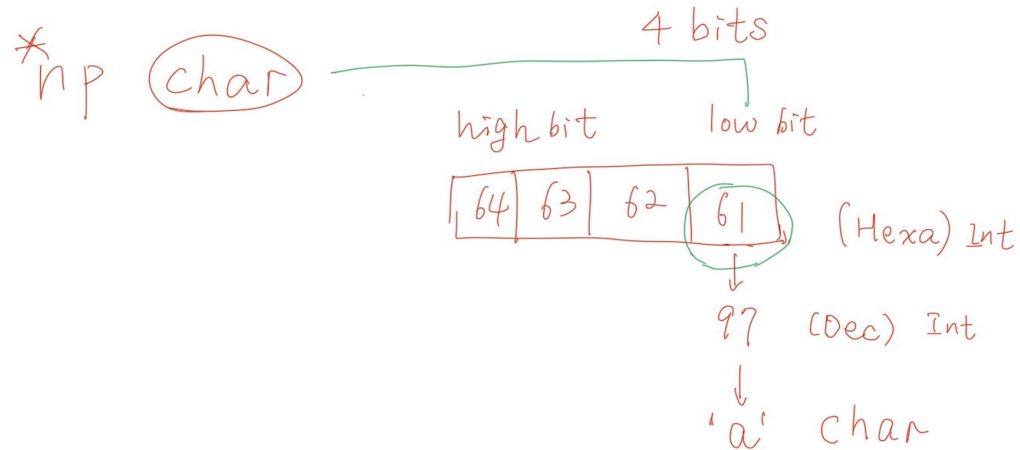
ASCII (1977/1986)

	_0	_1	_2	_3	_4	_5	_6	_7	_8	_9	_A	_B	_C	_D	_E	_F
0_	NUL 0000 0	SOH 0001 1	STX 0002 2	ETX 0003 3	EOT 0004 4	ENQ 0005 5	ACK 0006 6	BEL 0007 7	BS 0008 8	HT 0009 9	LF 000A 10	VT 000B 11	FF 000C 12	CR 000D 13	SO 000E 14	SI 000F 15
1_	DLE 0010 16	DC1 0011 17	DC2 0012 18	DC3 0013 19	DC4 0014 20	NAK 0015 21	SYN 0016 22	ETB 0017 23	CAN 0018 24	EM 0019 25	SUB 001A 26	ESC 001B 27	FS 001C 28	GS 001D 29	RS 001E 30	US 001F 31
2_	SP 0020 32	! 0021 33	" 0022 34	# 0023 35	\$ 0024 36	% 0025 37	& 0026 38	' 0027 39	( 0028 40	) 0029 41	* 002A 42	+ 002B 43	, 002C 44	- 002D 45	. 002E 46	/ 002F 47
3_	0 0030 48	1 0031 49	2 0032 50	3 0033 51	4 0034 52	5 0035 53	6 0036 54	7 0037 55	8 0038 56	9 0039 57	: 003A 58	; 003B 59	< 003C 60	= 003D 61	> 003E 62	? 003F 63
4_	@ 0040 64	A 0041 65	B 0042 66	C 0043 67	D 0044 68	E 0045 69	F 0046 70	G 0047 71	H 0048 72	I 0049 73	J 004A 74	K 004B 75	L 004C 76	M 004D 77	N 004E 78	O 004F 79
5_	P 0050 80	Q 0051 81	R 0052 82	S 0053 83	T 0054 84	U 0055 85	V 0056 86	W 0057 87	X 0058 88	Y 0059 89	Z 005A 90	[ 005B 91	\ 005C 92	] 005D 93	^ 005E 94	_ 005F 95
6_	` 0060 96	a 0061 97	b 0062 98	c 0063 99	d 0064 100	e 0065 101	f 0066 102	g 0067 103	h 0068 104	i 0069 105	j 006A 106	k 006B 107	l 006C 108	m 006D 109	n 006E 110	o 006F 111
7_	p 0070 112	q 0071 113	r 0072 114	s 0073 115	t 0074 116	u 0075 117	v 0076 118	w 0077 119	x 0078 120	y 0079 121	z 007A 122	{ 007B 123	 007C 124	}	~ 007E 126	DEL 007F 127

# Homework 2 - Q1 Answer

$C = 168\ 423\ 4849$  (Dec)

0x 64 63 62 61 (Hex)



# Homework 2 - Q2 Answer

2. Write some code that declares two arrays of size 10 that are string literals.

Create a pointer that points to the beginning of the first array, then in a loop, increment the pointer and print out the char it points to, out to index 20.

What happened? Why?

0	a
3763304852	3763304862
1	b
3763304853	3763304863
2	c
3763304854	3763304864
3	d
3763304855	3763304865
4	e
3763304856	3763304866
5	f
3763304857	3763304867
6	g
3763304858	3763304868
7	h
3763304859	3763304869
8	i
3763304860	3763304870
9	j
3763304861	3763304871

# Homework 2 - Q2 Answer

If exchange the order of array a and b, what will happen?

Let's try it!

0	3763304852	3908311464
1	3763304853	3908311465
2	3763304854	3908311466
3	3763304855	3908311467
4	3763304856	3908311468
5	3763304857	3908311469
6	3763304858	3908311470
7	3763304859	3908311471
8	3763304860	3908311472
9	3763304861	3908311473

# Homework 2 - Q2 Answer

b[0]  
:  
:  
:  
b[9]  
a[0]  
:  
:  
:  
:  
a[9]

First pushed  
↑  
char a[10]  
char b[10]  
↓  
Stack Later pushed

# Homework 3

0. What are the differences between `strlen` and `sizeof` a string in C? Why?

1. Write the function: `replace(char string[], char from[], char to[])`

which finds the string `from` in the string `string` and replaces it with the string `to`. You may assume that `from` and `to` are the same length. For example, the code

```
char string[] = "recieve";  
replace(string, "ie", "ei");
```

should change `string` to `"receive"`.

## Homework 3 (Cont.)

2.

Write a short program to read two lines of text, and concatenate them using `strcat`. Since `strcat` concatenates in-place, you'll have to make sure you have enough memory to hold the concatenated copy. For now, use a char array which is twice as big as either of the arrays you use for reading the two lines. Use `strcpy` to copy the first string to the destination array, and `strcat` to append the second one.