CSE 451: Operating Systems

Section 1

Intro, C programming, project 0

Introduction

- My name is Sean and I am a senior in Computer Science and Biochemistry
- I worked in the Multimedia Platform Team on Capture Performance at Microsoft this summer
- My background is mainly in Experimental and Computational Biochemistry
- I enjoy C/C++ programming, especially template errors, and systems
  - Favorite classes: Databases, OS, Comp Bio
  - I have been a TA for CSE 341 and for Coursera Courses Introduction to Data Science and Programming Languages
  - Currently TA for a Coursera course this quarter with Dan Grossman, so join if you have time! It's essentially 341 online https://www.coursera.org/course/proglang
- My office hours are Mondays, 10:30-11:20, Fridays, 1:30-2:20 or by appointment. Or you can tackle me in the halls wherever you see me.
- Contact: discussion board or by email (wujsean@cs)

Why are you here?

- You need a 400-level elective and this course fit your schedule
- You have heard that Ed is an exceptional lecturer
- You want a job / to go to graduate school in CS
- You want to understand what goes on "under the hood"

Far-reaching implications

- Concepts and techniques learned in lecture / through projects apply to all other areas of computer science
  - Data structures
  - Caching
  - Concurrency
  - Virtualization
- OSes *support* all other areas of computer science

Course tools

- Assn 0: Any computer with C development tools (002, attu, your *nix box)
- Assn 1: Use the course VM inside an emulator (VMware, VirtualBox, Qemu etc.) on your computer or a lab computer
- Can compile on forkbomb.cs.washington.edu (faster)

Course tools

- We'll be using the GNU C Compiler (gcc) for compiling C code in this course, which is available on every platform except Windows (Cygwin lovers proceed at your own risk)
- For an editor, use whatever you are most comfortable with; emacs, vim, gedit, and Eclipse are good choices (ed and butterflies also options)

Discussion board

- The discussion board is an invaluable tool; use it!
- Jeff (my TA partner in crime) and I both receive email alerts whenever there is a new post. Response time should be very fast.
- For anything non-personal use the discussion board.

Collaboration

- If you talk or collaborate with anybody, or access any websites for help, *name them* in your project submission
- See the course policy for more restrictions
- Okay: discussing problems and techniques to solve them with other students
- Not okay: looking at/copying other students' code. Googling solutions. Using code from Wikipedia.
- We will pass your code through plagiarism detection software (MOSS, Deckard, etc.)

C programming

- Most modern operating systems are still written in C
- Why not Java?
  - Interpreted Java code runs in a virtual machine, so what language is the VM built in?
- C is precise in terms of
  - Instructions (semantics are clear)
  - Timing (can usually estimate number of cycles needed to execute code)
  - Memory (allocations/de-allocations are explicit)

C language features

- Pointers
- Pass-by-value vs. pass-by-reference
- Structs
- Typedefs (aliasing)
- Malloc/free

Pointers

```
int iX = 5;
int iY = 6;

int* piX = &iX;  // declare a pointer to x
                 // with value as the
                 // address of x

*piX = iY;       // change value of x to y
                 // (x == 6)

piX = &iY;       // change px to point to
                 // y's memory location
// For more review, see the CSE 333 lecture
// and section slides
```

Function pointers

```
int functionate(int x, char c) { ... }
            // declare and define a function
int (*pfFoo)(int, char) = NULL;
            // declare a pointer to a function
            // that takes an int and a char as
            // arguments and returns an int
pfFoo = functionate;
            // assign pointer to
functionate()'s
            // location in memory
iX = pfFoo(7, 'p');
            // set iX to the value returned by
            // functionate(7, 'p')
```

Case study: signal()

```
extern void (*signal(int, void(*)(int)))(int);
```

* What is going on here?
* `signal()` is ”a function that takes two arguments, an integer and a pointer to a function that takes an integer as an argument and returns nothing, and it (`signal()`) returns a pointer to a function that takes an integer as an argument and returns nothing.” (from StackOverflow)

Case study: signal

- We can make this a lot clearer using a typedef:

```
// Declare a signal handler prototype
typedef void (*SigHandler)(int iSignum);
// signal could then be declared as
extern SigHandler signal(
    int iSignum, SigHandler pfHandler);
```

Arrays and pointer arithmetic

- Array variables can often be treated like pointers, and vice-versa:

```
int aiFoo[2];      // foo acts like a pointer to
                   // the beginning of the array
*(aiFoo + 1) = 5;// the second int in the
                   // array is set to 5
```

- Don’t use pointer arithmetic unless you have a good reason to do so

Passing by value vs. reference

```
int doSomething(int iFoo) {
   return iFoo + 1;
}

void doSomethingElse(int* piFoo) {
   *piFoo += 1;
}

void example(void) {
   int iX = 5;
   int iY = doSomething(iX);   // iX==5, iY==6
   doSomethingElse(&iX);       // iX==6, iY==6
}
```

Returning addl. information

```
int initialize(int iArg1, int iArg2,
    int* piErrorCode) {
  // If initialization fails, set an error
  // code and return false to indicate
  // failure.
  if (...) {
    *piErrorCode = ...;
    return EXIT_FAILURE;
  }
  // ... Do some other initialization work
  return EXIT_SUCCESS;
}
```

Structs

```
// Define a struct referred to as
// "struct s2DPoint"
struct s2DPoint {
  int iX;
  int iY;
};  // Don't forget the trailing ';'!

// Declare a struct on the stack
struct s2DPoint foo;

// Set the two fields of the struct
foo.iX = 1;
foo.iY = 2;
```

Typedefs

```
typedef struct s2DPoint 2DPoint;
      // Creates an alias "2DPoint" for
      // "struct s2DPoint"

2DPoint* poBar =
    (2DPoint*) malloc(
        sizeof(2DPoint));
       // Allocates space for a 2DPoint struct
       // on the heap; poBar points to it

poBar->iX = 2;
      // "->" operator dereferences the
      // pointer and accesses the field iX;
      // equivalent to (*poBar).iX = 2;
```

Memory management

- Allocate memory on the heap:

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

  - Note: malloc may fail!
    - But not necessarily when you would expect…
  - Use `sizeof()` operator to get the size of a type/struct

- Free memory on the heap:

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

  - Pointer argument comes from previous `malloc()` call

Common C pitfalls (1)

- What's wrong and how can it be fixed?

```
char* city_name(float fLat, float fLong) {
  char sName[100];
  ...
  return sName;
}
```

Common C pitfalls (1)

- Problem: returning pointer to local (stack) memory (also: using floats)
- Solution: allocate on heap

```
char* city_name(double fLat, double fLong) {
  // Preferably allocate a string of
  // just the right size
  char* sName =
      (char*) malloc(100*sizeof(char));
  ...
  return sName;
}
```

Common C pitfalls (2)

- What's wrong and how can it be fixed?

```
char* sBuf = (char*) malloc(32*sizeof(char));
strcpy(sBuf, argv[1]);
```

Common C pitfalls (2)

- Problem: potential buffer overflow
- Solution:

```
static const int BUFFER_SIZE = 32;

char* sBuf = (char*) malloc(BUFFER_SIZE);
strncpy(sBuf, argv[1], BUFFER_SIZE);
```

- Why are buffer overflow bugs dangerous?

Common C pitfalls (3)

- What's wrong and how can it be fixed?

```
char* sBuf = (char*) malloc(BUFFER_SIZE);
Strncpy(sBuf, sHello, BUFFER_SIZE);
printf("%s\n", sBuf);

sBuf = (char*) malloc(2*BUFFER_SIZE);
strncpy(sBuf, sLongHello, 2*BUFFER_SIZE);
printf("%s\n", sBuf);

free(sBuf);
```

Common C pitfalls (3)

- Problem: memory leak
- Solution:

```
char* sBuf = (char*) malloc(BUFFER_SIZE);
strncpy(sBuf, sHello, BUFFER_SIZE);
printf("%s\n", sBuf);
free(sBuf);

buf = (char*) malloc(2*BUFFER_SIZE);
...
```

Common C pitfalls (4)

- What's wrong (besides ugliness) and how can it be fixed?

```
char sFoo[2];
sFoo[0] = 'H';
sFoo[1] = 'i';
printf("%s\n", sFoo);
```

Common C pitfalls (4)

- Problem: string is not NULL-terminated
- Solution:

```
char sFoo[3];
sFoo[0] = 'H';
sFoo[1] = 'i';
sFoo[2] = '\0';
printf("%s\n", sFoo);
```

- Easier way: `char* sFoo = "Hi";`

Common C pitfalls (5)

- Another bug in the previous examples?
  - Not checking the return value of system calls / library calls!

```
char* sBuf = (char*) malloc(BUFFER_SIZE);
if (sBuf == 0) {
   fprintf(stderr, "error!\n");
   return EXIT_FAILURE;
}
strncpy(sBuf, argv[1], BUFFER_SIZE);
...
```

Project 0

- Description is on course web page
- Due Friday October 4, 11:59pm
- Work individually
  - Remaining projects are in groups of 2. When you have found a partner, one of you should fill out the survey on Catalyst (forthcoming by email)

Project 0 goals

- Get re-acquainted with C programming
- Practice working in C / Linux development environment
- Create data structures for use in later projects

Valgrind

- Helps find all sorts of memory problems
  - Lost pointers (memory leaks), invalid references, double frees
- Simple to run:
  - valgrind ./myprogram
  - Look for “definitely lost,” “indirectly lost” and “possibly lost” in the LEAK SUMMARY
- Manual:
  - http://valgrind.org/docs/manual/manual.html

Project 0 memory leaks

* Before you can check the queue for memory leaks, you should probably add a queue destroy function:

```
void queue_destroy(queue* q) {
  queue_link* cur;
  queue_link* next;
  if (q != NULL) {
    cur = q->head;
    while (cur) {
      next = cur->next;
      free(cur);
      cur = next;
    }
    free(q);
  }
}
```

Project 0 testing

- The test files in the skeleton code are incomplete
  - Make sure to test *every* function in the interface (the .h file)
  - Make sure to test corner cases
- Suggestion: write your test cases **first**

Project 0 tips

- Part 1: queue
  - First step: improve the test file
  - Then, use valgrind and gdb to find the bugs
- Part 2: hash table
  - Write a thorough test file
  - Perform memory management carefully
- You'll lose points for:
  - Leaking memory
  - Not following submission instructions
- Use the discussion board for questions about the code