

# Numerical Simulations II - WS 2018/19

## Chapter 2 - Arrays and Functions

## Pointers and addresses

- The address-operator & can be used to find out the memory-address where the value of a variable is stored

```
#include <iostream>

using namespace std;

int main(){
    int i;
    double a,b,c;
    int j;

    cout << &i << endl;
    cout << &a << endl;
    cout << &b << endl;
    cout << &c << endl;
    cout << &j << endl;

    return 0;
}
```

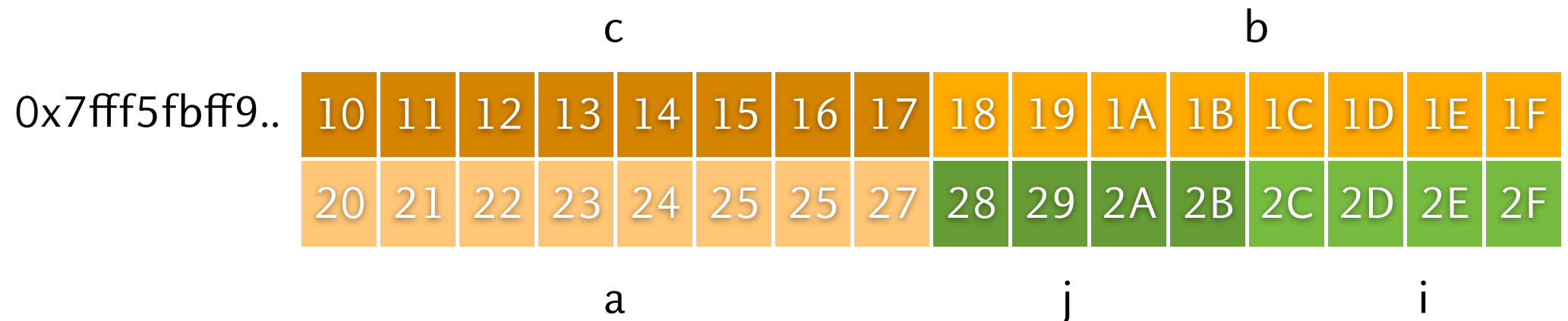
Output (in hex):

```
0x7fff5fbff92c
0x7fff5fbff920
0x7fff5fbff918
0x7fff5fbff910
0x7fff5fbff928
```

Each double: 64 Bits = 8 Byte

Each int : 32 Bit = 4 Byte

Total: 32 Byte



## Pointers and addresses

- What happens to a variable when we pass its value to a function?

```
#include <iostream>

using namespace std;

void f(double x){
    cout << &x << endl;
}

int main(){
    double a=5;

    cout << &a << endl;

    f(a);

    return 0;
}
```

Output:

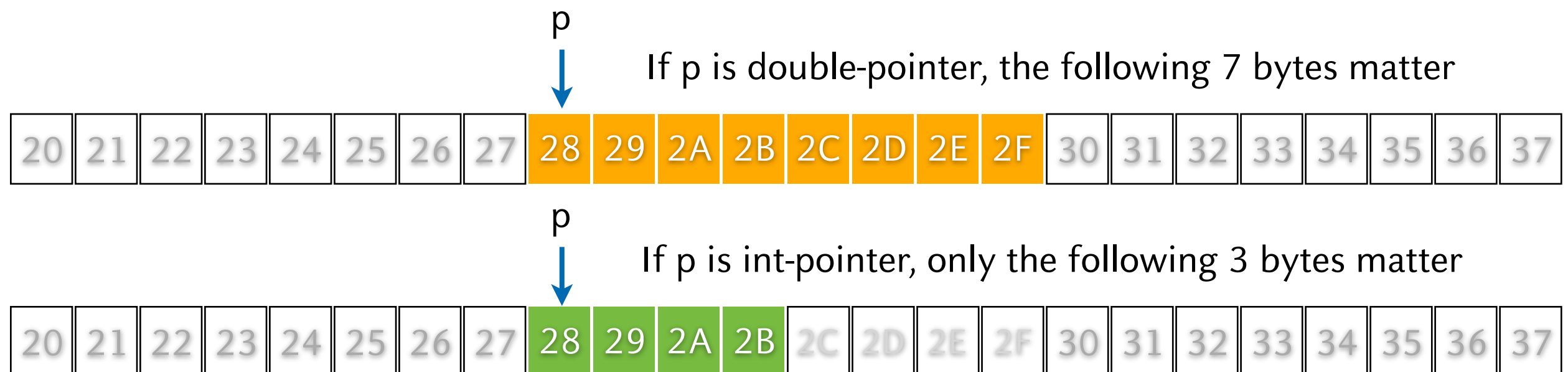
0x7fff5fbff928  
0x7fff5fbff920

a	28	29	2A	2B	2C	2D	2E	2F
x	20	21	22	23	24	25	26	27

- When we call a function, *new memory* is allocated to which a copy of the parameter values is stored. Within the function, we are thus working with a copy not the original data. *Modification of the local value does not affect the original variable.*

## Pointers and addresses

- Pointers are datatypes which store the addresses of other variables.
- A pointer must always carry the information where the data is and what type of data there is
- Pointers are declared as:  
`double a=6;`  
`double* p = &a; // p is a pointer`  
`int* pp = &a; // this will not work`
- Why do pointers carry a type?
  - ▶ It is to make sure the data at the address the pointer points to is interpreted correctly



## Pointers and addresses

- Given we know the address of a variable we can manipulate the value which is stored there:

```
int a=5;  
int* p = &a;  
*(p) = 2;
```

- If we would just write

```
p=2;
```

we would modify the address stored in p, not the value which is stored at the address p

- We need to *de-reference* the pointer using the \* operator to write a new value at the address where p points to

- Another example:

```
double k=2, x=1.5, t;  
double* p = &x;  
t = k + *p;
```

## Pointers as function parameters

- When we call a function, we can pass the address of a parameter instead of the value of the parameter

```
#include <iostream>
using namespace std;

void f(double* x){
    cout << "x = " << x << endl;
    *x = 5;
}

int main(){
    double a=2;

    cout << "&a = " << &a << endl;
    f(&a);
    cout << "a = " << a << endl;

    return 0;
}
```

Output:

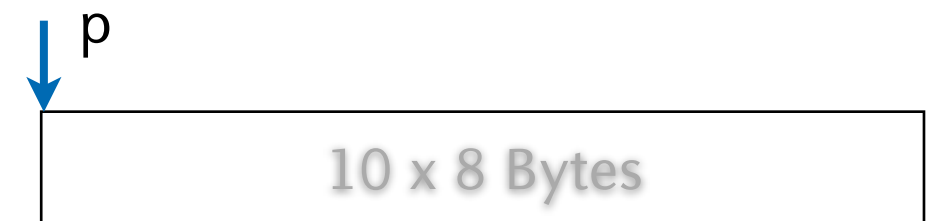
```
&a = 0x7fff5fbff928
x = 0x7fff5fbff928
a = 5
```

- Using this technique we can actually modify the value of the original variable from the main function.

## Pointers and arrays

- We already used pointers when we discussed fixed size arrays. The statement `double p[10];` actually creates a double pointer to the beginning of a part of memory where we can sequentially store 10 double values.

```
int main(){  
    double p[5];  
    double* dp;  
  
    p[0] = 1; p[2] = 2; p[4]=3;  
  
    dp=p;  
  
    cout << dp[0] << "\\t" << dp[1] << "\\t" << dp[4] << endl;  
  
    return 0;  
}
```



Output:

1    0    3

- The operator `[]` is related to the de-reference operator `*`, but it can do more. Based on the pointer type it knows how far behind the first memory address begins the second, third,... element.

## Pointers and arrays

- Now we know how to pass an array as a function parameter: We pass the pointer to the first element of the array

```
#include <iostream>
using namespace std;

void f(double* x, int N){
    for(int i=0; i<N; i++)
        x[i] = i*i;
}

int main(){
    double p[5];
    int N = 5;

    f(p, N);
}
```

- Inside the function, we do not need to explicitly de-reference x, since we are using the [] operator which does the de-referencing for us
- We have to explicitly pass the array dimension, since the function can not infer this from the memory address alone



## Calling a function...

- Up to now, we know two ways to pass parameters to a function:
  - ▶ pass a copy of the original variable
  - ▶ pass a pointer to the original variable
- Passing a copy allows to manipulate the copy without influencing the original data, but creating a copy needs time and space
- Passing the pointer to the original allows to manipulate the original (which we might want or not) and is usually fast
- Passing pointers is something we want to do frequently, but we always have to use the address operator `&` and the de-reference operator `*`, which makes code less readable.
- The solution are references

## References

- References appear in function headers and are indicated by & after the datatype  
`void f(double* p, double& sum, double a, int N);`
- References are like pointers, but without the need for determining addresses and de-referencing. If we modify the value of a variable passed as reference in the function, we will change the value of the variable from the main function

```
void f(double* x, double& sum, double a, int N){  
    sum=0;  
    for(int i=0; i<N; i++){  
        x[i] = pow(a,i);  
        sum += x[i];  
    }  
}  
  
int main(){  
    double p[5];  
    int N = 5;  
    double a=2.3, sum;  
  
    f(p,sum,a,N);  
  
    for(int i=0; i<N; i++) cout << p[i] << endl;  
    cout << "---" << endl << "sum = " << sum << endl;  
}
```

No need to write  
`*sum += ...`  
here, because sum is a  
reference.

Output:

```
1  
2.3  
5.29  
12.167  
27.9841  
---  
sum = 48.7411
```

more on references later...

## const

- We often have variables which store a value that should never change. These values can be protected from change using the const statement

```
double area(const double r, const double PI){  
    return r*r*PI;  
}  
  
int main(){  
    const double PI = 3.14159265;  
    const double PI2 = 2*PI;  
    double r;  
  
    cout << "r = "; cin >> r;  
    const double u = PI2*r;  
  
    cout << "circumference = " << u << ",\t area = " << area(r,PI) << endl;  
}
```

- Use const wherever possible to minimize the risk of changing a variable unintentionally
- Const also allows the compiler to optimize code generation

## const

- Using const together with pointers we have to distinguish two cases:
  - ▶ The pointer points to a variable which is constant,
  - ▶ The pointer itself is constant and can not be altered, it always points to the same place, but the value at this place may change
- A `const double*` is a pointer which always points to a `const double`
- A `double* const` is a pointer which points to always the same double, but the value of the double may be altered
- It is possible to combine both to `const double* const`, which is a constant pointer that always points to the same constant double...

## Const

```
void f(const double* x, double* const y){  
    // *x = 1; // error: assignment of read-only location  
    *y = 3;  
  
    const double q = 2;  
    x = &q;  
  
    double g=2;  
    // y = &g; // error: assignment of read-only parameter 'y'  
}  
  
int main(){  
    const double pi = 3.141;  
    const double e = 2.714;  
    double d=2;  
  
    // double* p = &pi; // invalid conversion from 'const double*' to 'double*'  
  
    const double* p2 = &pi;  
    // *p2 = 1; // error: assignment of read-only location  
  
    f(p2, &d);  
  
    const double* const p3 = &pi;  
    // p3 = &e; // assignment of read-only variable 'ppp'  
}
```

## Dynamic arrays

- Often we need arrays for which the size is only known at runtime, then we need to dynamically reserve memory to store the array.
- To obtain a chunk of memory of the correct size, we need the new command
- `new double[n]` will return a double pointer to a chunk of memory large enough to hold n doubles

```
#include <iostream>
```

```
using namespace std;
```

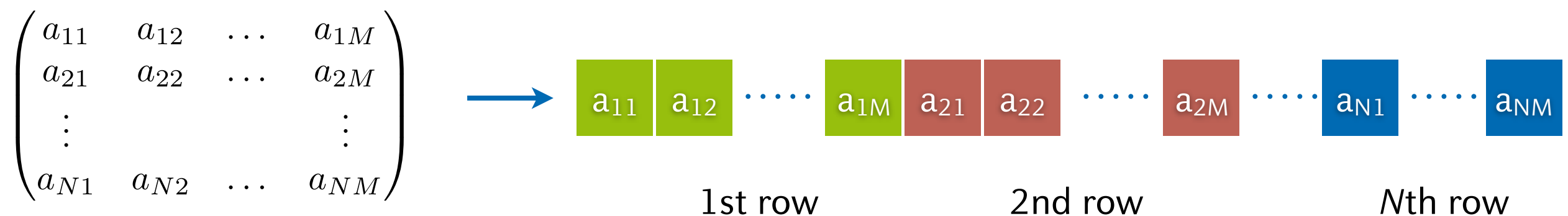
```
int main(){  
    const int N = 10;  
    double p[N]; //static allocation,  
                //size known in advance  
  
    int n;  
    cout << "n = "; cin >> n;  
  
    double* pn=new double[n]; //dynamic allocation  
  
    for(int i=0; i<n; i++) pn[i] = 0;  
  
    delete[] pn; //free up memory  
}
```

## Dynamic arrays

- For every new statement we need the according delete statement
- If we reserve memory just for a single variable  
`double* d = new double;`  
we only need to free this single memory slot via  
`delete d;`
- When we reserve memory for an array of data  
`double *d = new double[n];`  
we need to free the whole memory block via  
`delete[] d;`
- When you forget to free memory again, this may lead to a crash of your program
- Always check programs for memory leaks (e.g. using Valgrind) and take memory leaks seriously!

## Multi-dimensional arrays

- Static allocation is easy:  
`double p[100][20];`  
`p[99][19] = 10;`
- When we pass a multi-dimensional, statically allocated array to a function we have to write the size of all dimensions but the first into the function header:  
`void f(double p[][20]);`
- How is the data stored in memory?
  - ▶ C++ uses row-major format (Fortran column-major!)





## Multi-dimensional arrays

- For us the more interesting case is a dynamically allocated multi-dimensional array. There is no such thing in C++.
- We could mimic the syntax `a[i][j]` for dynamic allocation of memory for a  $N \times M$  matrix by dynamically allocating memory for  $N$  double pointers. Each double pointer would then be assigned via `new` to a 1D double array of length  $M$ .
  - ▶ This provides intuitive indexing, but we can not guarantee all double arrays to lie in a contiguous memory block  $\Rightarrow$  this is bad for performance
- We need to map a 2D array onto a 1D array on our own
- Assume we want to store a Matrix of  $N_y \times N_x$  double values.
  - ▶ Allocate an array of length  $N = N_y * N_x$
  - ▶ Entry  $(i,j)$  of the Matrix is located at index  $k = (i-1)*N_x + j - 1$  of the array (assuming all entries in one row of the matrix are stored sequentially - row-major order)
- Writing code that makes extensive use of Matrices becomes very cumbersome this way... We will need a much easier way to access these entries.