

BITS Pilani, Pilani Campus
2nd Sem. 2020-21
CS F211 Data Structures & Algorithms

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Lab IV

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Topics: Runtime Memory Layout and Heap Allocation, Linked Lists, Measuring Running Time and Space Usage

Programming: C on Linux

Memory Layout

- The typical runtime virtual memory (i.e. the collection of logical addresses) of a process (i.e. a program under execution) is divided into two parts: **code area** (which is typically *read-only*) and **data area**.
- The data-area is usually divided into three logical parts:
 - **global / static area**, meant for allocating *global variables* (referred to as *static variables* because they are allocated once at the start of program execution and stay allocated until execution ends)
 - **stack**, (a.k.a. *call stack* a.k.a. *activation stack*) where local variables of each function/procedure are allocated when that function is called and deallocated when it returns. (Local variables are referred to as *automatic variables* because they are allocated and deallocated automatically on call and return of functions/procedures).
 - **heap**, meant for dynamic allocation (i.e. allocation specified by programmer and executed at runtime) and deallocation. (In C, dynamic allocation and deallocation are explicitly specified by programmer e.g. by invoking *malloc* and *free* explicitly. In contrast, in Java, dynamic allocation happens when a new object is created, and deallocation is implicit – done by a **garbage collector**).

Exercise 1: [Expected Time: 15 minutes.]

Write a program with multiple procedures (say, *p*, *g*, *h*, and *d*) invoked from *main* – both one after the other and from each other. Let each of these procedures contain a local variable *pilani*, *goa*, *hyd*, and *dub* respectively. Let *bits* be a global variable.

- (a) Print the addresses of the local variables *pilani*, *goa*, *hyd*, and *dub* under different call sequences. Use the unary prefix operator **&** to obtain the address and use “%u” format specifier (in *printf*) to print an address as *unsigned int*.
- (b) Modify the procedure *p* such that it calls itself with a single updated argument e.g. *p(n) { ... p(n+1) ... }*. Print the address of *n* each time *p* is invoked. Modify the test for termination of the recursion and repeat the test until you get a runtime error.
- (c) Summarize your understanding (for yourself) of the stack space allocated.

Exercise 2: [Expected Time: 25 minutes]

- (a) Define your own allocation and deallocation procedures *myalloc* and *myfree* respectively such that:

- *myalloc* invokes *malloc* to allocate the space as requested and returns the starting address of the allocated block; in addition, *myalloc* updates a global variable that keeps track of total space allocated in the heap so far.
 - *myfree* invokes *free* to free the space pointed to by the given argument, and in addition, updates the global variable that keeps track of total space allocated in the heap.
- (b) Write a loop that repeatedly allocates and frees a dynamic array of size M using your *myalloc* and *myfree* procedures. In each iteration:
- choose a random number M in the range 10,000 to 25,000.
 - allocate an array A of M integers. Use *sizeof* to make it portable.
 - print the addresses of the first and the last location of A i.e. A and &(A[M-1])
 - free A
- The loop should terminate when allocation fails. Test the return value of *malloc* for failure.
- (c) Summarize your understanding (for yourself) of heap space used.

Linked Lists

A linked list is said to be:

- **linear** if traversing the list from the head ends in a “last node” which does not point anywhere i.e. there is a node whose next is set to NULL.
- **cyclic** if traversing the list from the head leads one to cycle the list i.e. one of the nodes points to another node in the list.
- **circular** if traversing the list from the head leads one to cycle the list through the head i.e. one of the nodes points to the head node. [Note that a circular list is a special case of a cyclic list.]

Exercise 3: [Expected Time: 45 minutes]

- Write a procedure *createList(N)* that generates N random numbers and stores them in a linear linked list *Ls* and returns *Ls*. All the allocation in this procedure must use *myalloc*. Output the total heap space allocated to a text file. N must be large (say 1 million or more.)
- Write a procedure *createCycle(Ls)* that tosses a coin – programmatically – to decide whether *Ls* must be linear or cyclic. If it must be cyclic, this procedure picks a random number, say *r*, and lets the last node in *Ls* point to (i.e. set its next to point to) the *r*th node from the head node. If it must be linear this procedure returns *Ls* as is.
- Write a main program that creates a new linked list *Ls* using the *createList* and *createCycle* procedures. Note that such a list *Ls* may or may not be cyclic. The main program should classify *Ls* as linear or cyclic by invoking a procedure *testCyclic* that is declared in a header file **cycle.h**. Test the program with a dummy implementation of *testCyclic* that returns FALSE always (or TRUE always).

Testing for Cycles in Linked Lists:

There are two ways to test for a cycle in a linked list:

1. Hare-and-Tortoise algorithm:

Maintain two pointers **hare** and **tort** such that hare jumps two nodes in the linked list when tort jumps one node. Repeat the jumps in lock-step until **hare** finds itself behind **tort** or in step with **tort**. Ensure that trivial/special cases are handled properly: empty list, singleton list, a list with two nodes, and a linear list (i.e. one that terminates.)

2. Link-Reversal algorithm

Reverse the links of a linked list as you traverse the linked list starting from the head. What will happen if there is a cycle in this case?

Exercise 4: [Expected Time: 60 minutes]

- Define two different implementations of *testCyclic* in *cycle1.c* and *cycle2.c* using the two different techniques mentioned above.
- Compile these two files separately with the main program file (and other required files) to create two different executables.
- Run the executables multiple times for different values of *N*, the size of the linked list created.
 - Measure the running time taken (programmatically) and output *N* and time taken along with the amount of heap space used.
 - Measure the running time of individual procedures using the gnu profiler for each run.
 - Plot the values and summarize your understanding of the running times of these procedures.

Exercise 5: [Expected Time: 30 minutes]

Write a procedure *makeCircularList(Ls)* which tests whether a given linked list is linear or cyclic:

- If it is linear it creates a circular list by setting the last node of *Ls* point to the first node of *Ls*.
- If it is cyclic it deletes all nodes from the head before the cycle i.e. after deletion, the result is a circular list and only nodes that were within the cycle remain.

makeCircularList should return the modified list. Use *myFree* to delete nodes. Output the total heap space used at different points.

Assignment task corresponding to Lab sheet 4: Solve Exercise-4 (as above) with all other required functions. As an assignment, you need to only implement *cycle1.c*, i.e. hare and the tortoise algorithm. Create an excel file (*observations.xlsx*) with three columns: value of *N*, Time Taken, Heap Space Used. Put all the files (along with the excel file) in a folder, name the folder with your BITS ID, zip it, and upload it as a part of assignment.

Deadline for this assignment is Saturday, Feb 13, 23:59. Please note that you should upload the files at least 4 hours before this deadline so that any issue of uploading can be handled by you. In any case, do not send a mail to me with your assignment.