

# CSE 1320 - Intermediate Programming

## Bit Fields and Unions

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# Bit Fields

Bit fields in C allow members of a structure to be packed into a word of memory as part of the definition of the `struct` itself.

# Bit Fields

Consider the 32-bit Thumb instruction encoding of the ARM v7 processor:

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	op1			op2										op															

The first 3 bytes are 1. We can use an *unnamed bit field* to pad our `struct` with 3 bytes.

# Bit Fields

The operation bits **op1**, **op2**, and **op** will be represented as individual members.

The 4 bits between **op2** and **op** as well as the trailing 15 bits will be represented as reserved members.

# Bit Fields

Since the entire instruction consists of 32 bits, we could represent this as an `int`.

With bit fields, we can create a 32-bit `struct` and separate the opcode from the reserved bits.

# Bit Fields

```
struct thumb_instr {  
    unsigned int          : 3;  
    unsigned int op1      : 2;  
    unsigned int op2      : 7;  
    unsigned int reserved1 : 4;  
    unsigned int op        : 1;  
    unsigned int reserved2 : 15;  
};
```

# Bit Fields

**Example: thumb\_instr.c**

# Bit Fields

Bit fields are useful in situations where resources are scarce, such as embedded systems.

Specifically, they're useful when the developer is trying to match some hardware specification.



# Unions

C offers another feature that is useful for low resource environments: the `union`.

A `union` can hold multiple members, just like a `struct`.

Only one of the members of a `union` will be represented at any given time.

# Unions

There are multiple practical uses for `union` instances.

Historically, a `union` was used so that multiple types could be represented without the additional memory overhead.

# Unions

They can also be used for **type punning** – declaring multiple representations of the same memory space without any additional overhead.

**Example: `vec3f.c`**

# Unions

**Example: union\_thumb\_instr.c**

# Unions

There are some pitfalls to consider when using `unions`.

Memory that is dynamically allocated will be lost if another member is accessed.

# Unions

**Example: union\_alloc.c**