

CSC 374: Computer Systems 2, 2010 Fall, Assignment #4

Last revised 2010 Oct 26

Purpose

To go over virtual memory/caching issues, paging, and safe C string/pointer usage.

Assignment

1. Virtual Memory and the Cache (30 Points)

Please tell me the following about virtual address: *0x02F9*

- **Virtual page number:**
- **Physical page number:**
- **Page offset:**
- **Cache Tag:**
- **Cache Index:**
- **Cache Offset:**
- ***Byte at that position!***

Assume, as in lecture 6:

1. a 14-bit virtual address space,
2. a 12-bit physical address space
3. a page size of 64 bytes

Virtual Page:

13	12	11	10	9	8	7	6	5	4	3	2	1	0
-----										-----			
Virtual page number										Virtual pg offset			

Physical Page:

11	10	9	8	7	6	5	4	3	2	1	0
-----						-----					
Physical pg num						Physical pg offset					

The page table maps virtual pages to physical ones.

Assume the following page table (all numbers in hexadecimal):

VPN	PPN	Valid?
-----	-----	--------

00	28	1
01	--	0
02	33	1
03	02	1
04	--	0
05	16	1
06	--	0
07	--	0
08	13	1
09	17	1
0A	09	1
0B	23	1
0C	--	0
0D	2D	1
0E	11	1
0F	0D	1
...		

The Cache maps physical addresses to bytes stored there

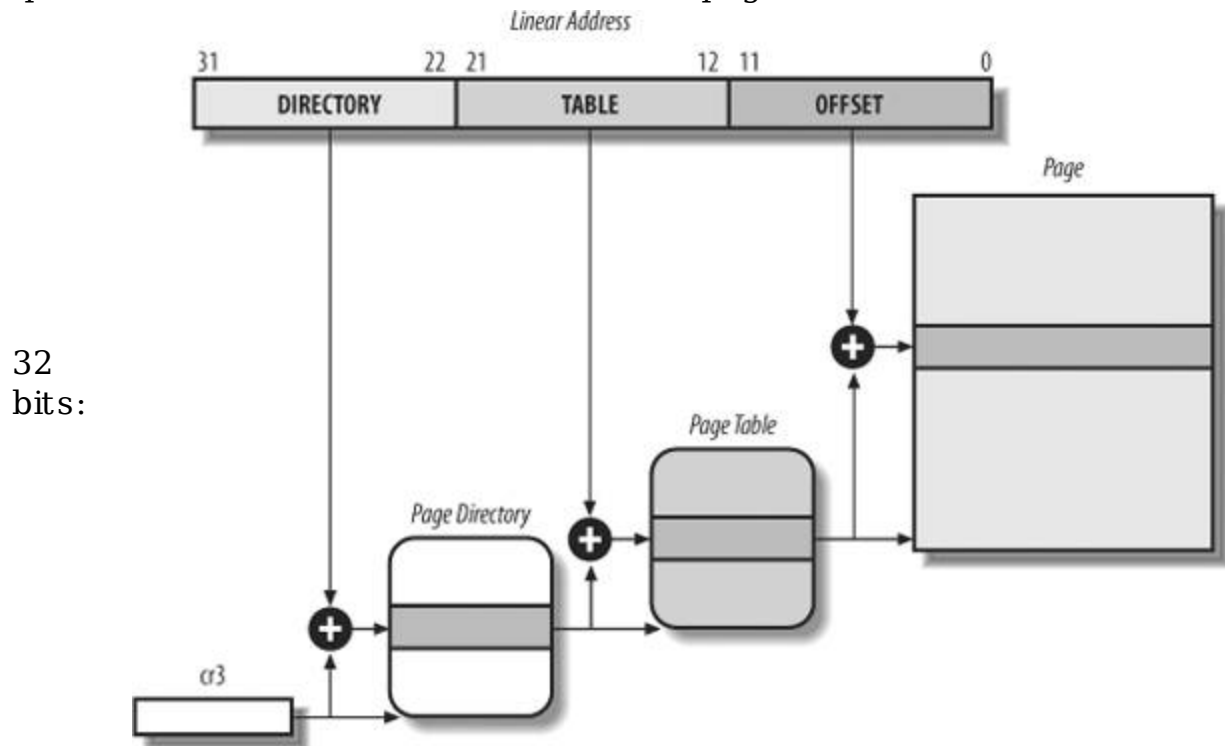
Physical pg num Physical pg offset
 |-----| |-----|
 11 10 9 8 7 6 5 4 3 2 1 0
 |-----| |-----| |---|
 Tag Index Offset

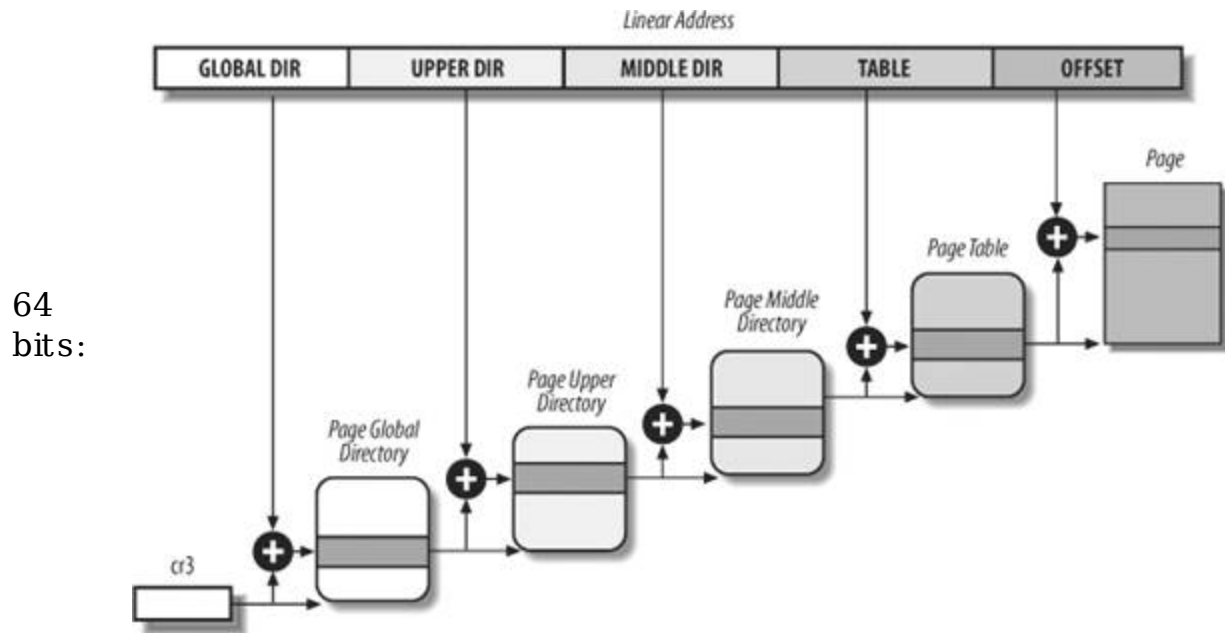
Index	Tag	Valid?	Byte offset			
			B0	B1	B2	B3
0	19	1	99	11	23	11
1	15	0	--	--	--	--
2	1B	1	00	02	04	08
3	36	0	--	--	--	--
4	32	1	43	6D	8F	09
5	0D	1	36	72	F0	1D
6	31	0	--	--	--	--
7	16	1	11	C2	DF	03

8	24	1	3A	00	51	89
9	2D	0	--	--	--	--
A	2D	1	93	15	DA	3B
B	0B	1	41	32	23	14
C	12	0	--	--	--	--
D	16	1	04	96	34	15
E	23	1	83	77	1B	D3
F	14	0	--	--	--	--

2. 64-Bit Paging (30 Points)

Recall that in going from a 32-bit address space to a 64-bit address space we doubled the number of small "page tables" from 2 to 4.





- A. What was the reason we needed more small page tables?
Why no still have two, but just make them larger?
- B. If 4 is good, why not even more?
Why not use 6 or 8 small tables that reference each other?

3. Good C String Programming (40 Points)

Below there's a C program that is a **case study** in bad string programming in C. **Re-write it** into both:

- A. A *proper* C program that uses the C string library. *Be sure to use const pointers where appropriate!*
- B. A C++ program that uses the C++ string class.

```
/*-----*
*-----*
*-----      badString.c      -----*
*-----*
*-----      This program serves as a case-study in how *not* to do -----*
*-----      string programming in C. -----*
*-----*
*-----      -----*
*-----*
*-----      Version 1.0      Joseph Phillips      2010 October 26 -----*
*-----*
*-----*/

#include <stdlib.h>
#include <stdio.h>
#include <string.h>
```

```
#define  STRING_LEN    20

#define  NUMBER_LEN    3


/*  PURPOSE:  To let the user enter their name into the array pointed to by
 *            'namePtr'.  No return value.
 */
void    enterName      (char*  namePtr)
{
    printf("Please enter your name: ");
    gets(namePtr);
}


/*  PURPOSE:  To let the user enter their age into the integer pointed to by
 *            'agePtr'.  No return value.
 */
void    enterAge       (int*   agePtr)
{
    char  numberText[NUMBER_LEN];

    printf("Please enter your age: ");
    gets(numberText);
    *agePtr = atoi(numberText);
}


/*  PURPOSE:  To let the user enter their favorite color for the item whose
 *            name is pointed to by 'itemNamePtr' into the space pointed to by
 *            'entryPtr'.  No return value.
 */
void    enterFavoriteColor (char*  itemNamePtr,
                           char*  entryPtr
                           )
{
    printf("Please enter your favorite color for a %s.  ",itemNamePtr);
    gets(entryPtr);
}


/*  PURPOSE:  To print out information on the user whose name is pointed to
 *            by 'namePtr', whose age is given in 'age', whose favorite car color's
 *            name is pointed to by 'carColorPtr' and whose favorite house color's
 *            name is pointed to by 'houseColorPtr'.  No return value.
 */
void    printInfo       (char*  namePtr,
                        int     age,
                        char*   carColorPtr,
                        char*   houseColorPtr
                        )
```

```

        )
    {
        char designation[STRING_LEN];

        sprintf(designation,"%s who is %d years old",namePtr,age);
        printf ("%s likes the car color %s.\n",designation,carColorPtr);

        if (strcmp(carColorPtr,houseColorPtr) == 0)
            printf("They do like the same color for houses, too.\n");
        else
            printf("However, they prefer houses colored %s.\n",houseColorPtr);
    }

/* PURPOSE: To run the program. Ignores parameters. Returns 'EXIT_SUCCESS'
 *          to OS on completion.
 */
int main ()
{
    char name[STRING_LEN];
    int age;
    char carColor[STRING_LEN];
    char houseColor[STRING_LEN];

    enterName(name);
    enterAge(&age);
    enterFavoriteColor("car",carColor);
    enterFavoriteColor("house",houseColor);
    printInfo(name,age,carColor,houseColor);
    return(EXIT_SUCCESS);
}

```

Not so bad output:

```

[jphillips@localhost Assign4]$ badString
Please enter your name: Joe
Please enter your age: 43
Please enter your favorite color for a car. gray
Please enter your favorite color for a house. brown
Joe who is 43 years old likes the car color gray.
However, they prefer houses colored brown.

```

Really bad output:

```

[jphillips@localhost Assign4]$ badString
Please enter your name: Joseph Perry Phillips
Please enter your age: 143
Please enter your favorite color for a car. orange with shiny purple speckles
Segmentation fault

```