

CSO2 (CS3130)

# changelog [since lecture]

C exercise (2): correct return type of `mystery` to `void`

warmup: correct due date for this semester

# themes

automating building software

libraries, taking advantage of incremental compilation

sharing machines

multiple users/programs on one system

parallelism and concurrency

doing two+ things at once

under the hood of sockets

layered design of networks

implementing secure communication

under the hood of fast processors

caching, (hidden) parallelism, avoiding idle time

# themes

## automating building software

libraries, taking advantage of incremental compilation

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# make

```
$ ./foo.exe
```

```
...
```

```
...
```

```
$ edit readline.c
```

```
$ make
```

```
clang -g -O -Wall -c readline.c -o readline.o
```

```
ar rcs terminal.o readline.o libreadline.a
```

```
clang -o foo.exe foo.o foo-utility.o -L. -lreadline
```

```
$
```

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under the hood of sockets

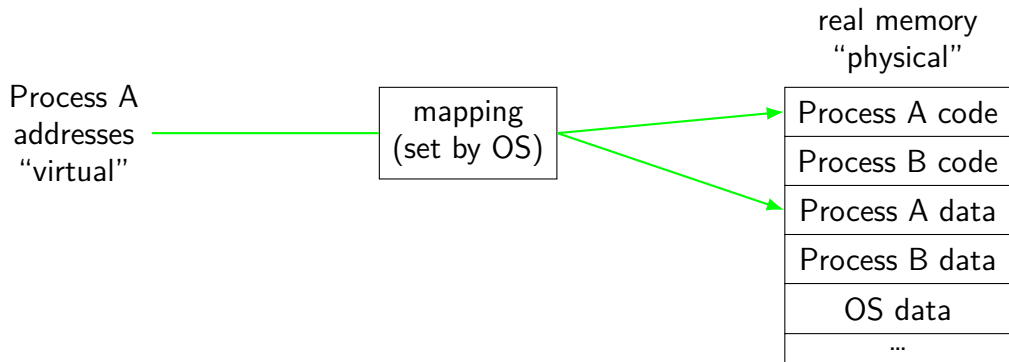
layered design of networks

implementing secure communication

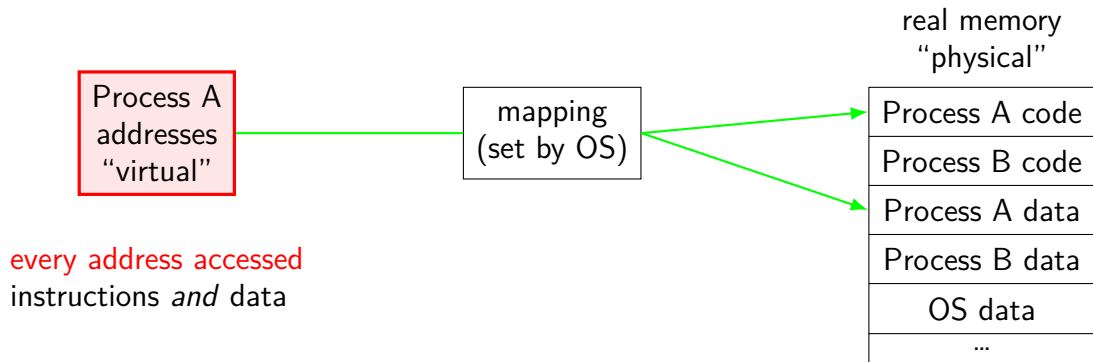
under the hood of fast processors

caching, (hidden) parallelism, avoiding idle time

# address translation

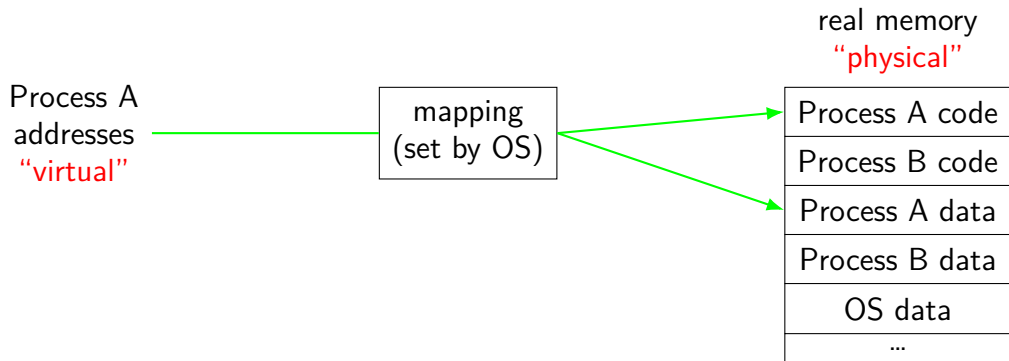


# address translation



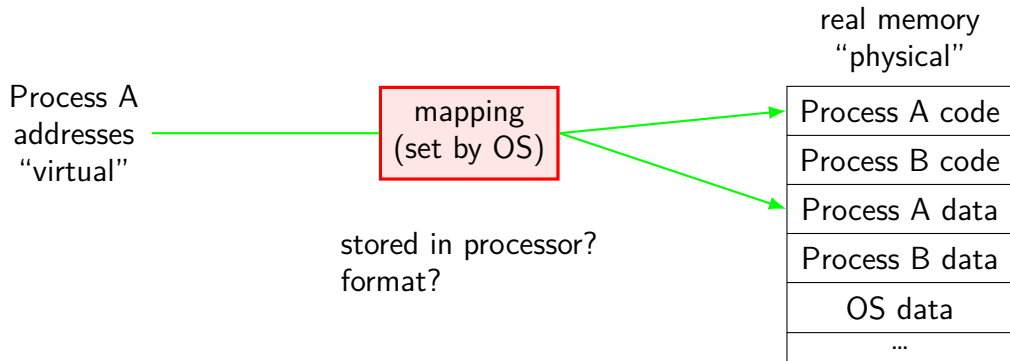


# address translation



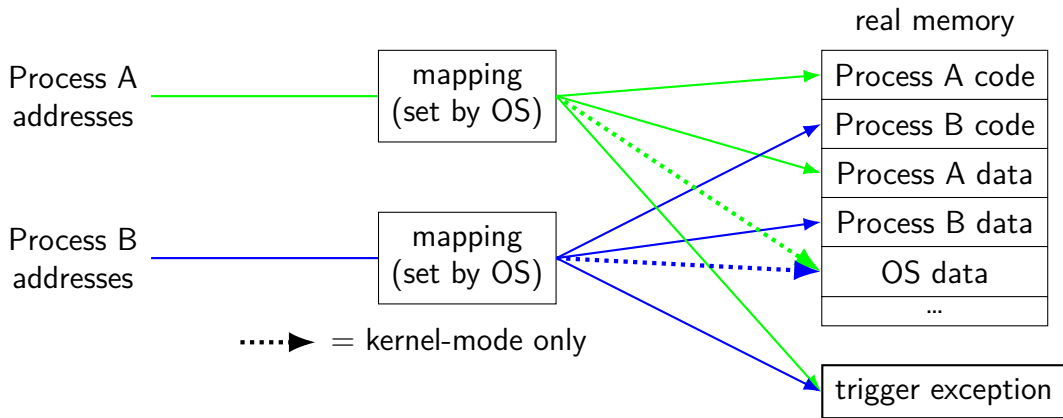
program addresses are 'virtual'  
real addresses are 'physical'  
can be different sizes!

# address translation



# address spaces

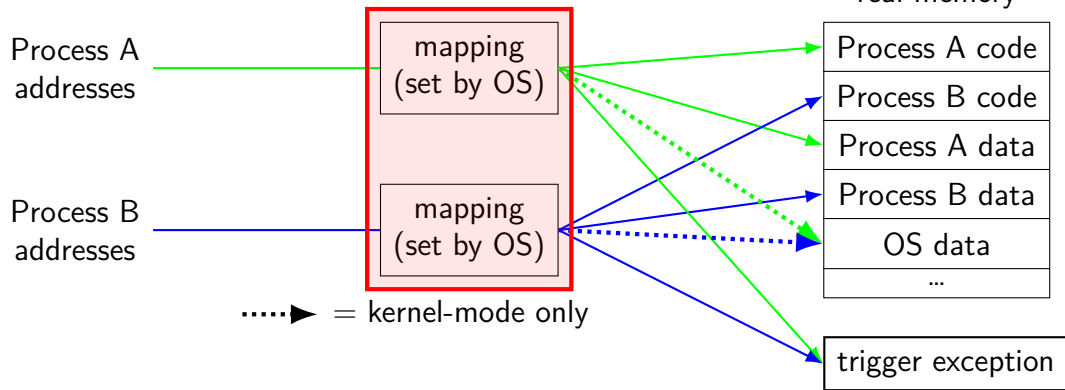
illusion of **dedicated memory**



# address spaces

illusion of **dedicated memory**

chose one during context switch



# themes

- automating building software

  - libraries, taking advantage of incremental compilation

- sharing machines

  - multiple users/programs on one system

- parallelism and concurrency

  - doing two+ things at once

- under the hood of sockets

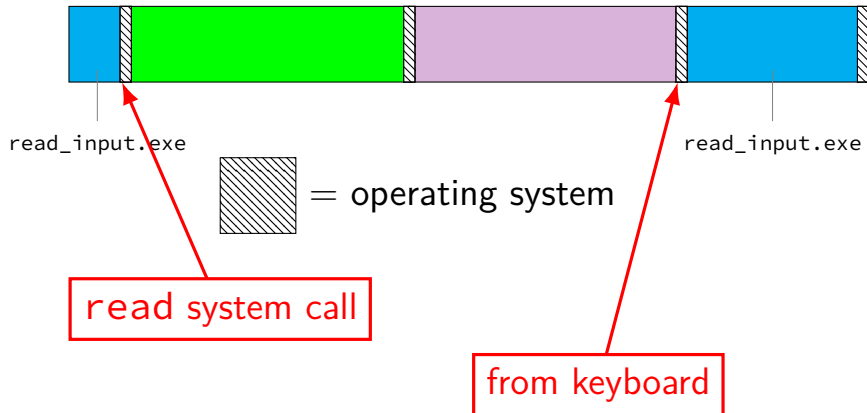
  - layered design of networks

  - implementing secure communication

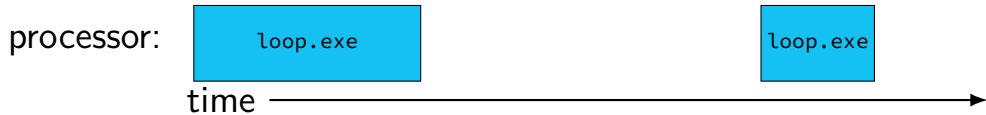
- under the hood of fast processors

  - caching, (hidden) parallelism, avoiding idle time

# keyboard input timeline



# time multiplexing



# time multiplexing



...

```
call get_time
```

*// whatever get\_time does*

```
movq %rax, %rbp
```

———— million cycle delay ————

```
call get_time
```

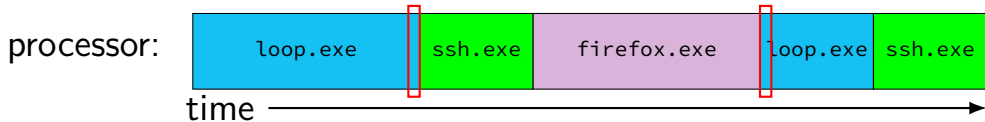
*// whatever get\_time does*

```
subq %rbp, %rax
```

...



# time multiplexing



...

```
call get_time
```

*// whatever get\_time does*

```
movq %rax, %rbp
```

———— million cycle delay ————

```
call get_time
```

*// whatever get\_time does*

```
subq %rbp, %rax
```

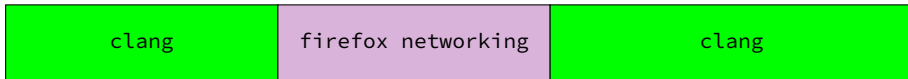
...

# multiple cores+threads

core 1:

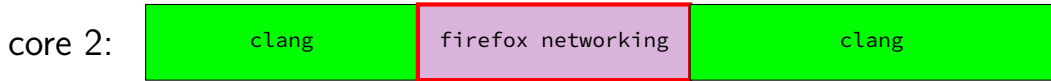


core 2:



multiple cores? each core still divided up

# multiple cores+threads



one program with multiple *threads*

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# permissions

```
$ ls /u/other/secret  
ls: cannot open directory '/u/other/secret': Permission denied  
$ shutdown  
shutdown: Permission denied
```

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# layers

application	HTTP, SSH, SMTP, ...	application-defined meanings
transport	TCP, UDP, ...	reach      correct      program, reliability/streams
network	IPv4, IPv6, ...	reach      correct      machine (across networks)
link	Ethernet, Wi-Fi, ...	coordinate shared wire/radio
physical	...	encode bits for wire/radio

# names and addresses

name	address
logical identifier	location/how to locate
variable counter	memory address 0x7FFF9430
DNS name www.virginia.edu	IPv4 address 128.143.22.36
DNS name mail.google.com	IPv4 address 216.58.217.69
DNS name mail.google.com	IPv6 address 2607:f8b0:4004:80b::2005
DNS name reiss-t3620.cs.virginia.edu	IPv4 address 128.143.67.91
DNS name reiss-t3620.cs.virginia.edu	MAC address 18:66:da:2e:7f:da
service name https	port number 443
service name ssh	port number 22



# secure communication?

how do you know who your socket is to?

who can read what's on the socket?

what can you do to restrict this?

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# 2004 CPU

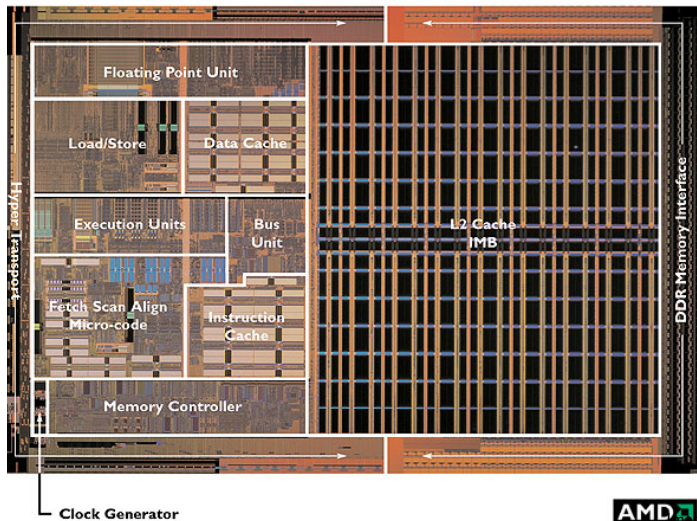


Image: approx 2004 AMD press image of Opteron die;  
approx register location via [chip-architect.org](http://chip-architect.org) (Hans de Vries)

# 2004 CPU

▲ Registers

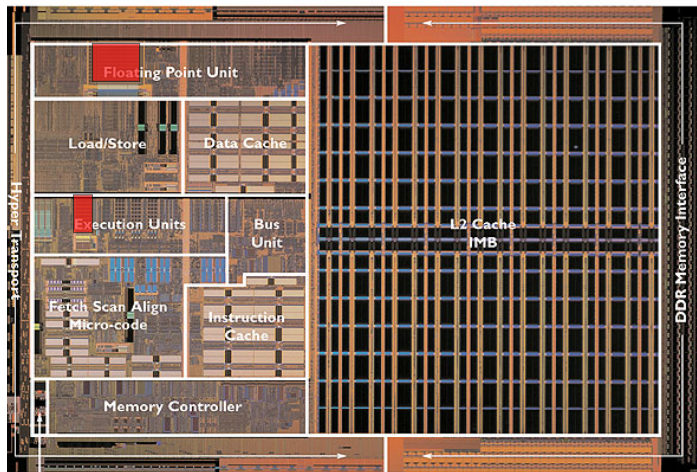


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# 2004 CPU

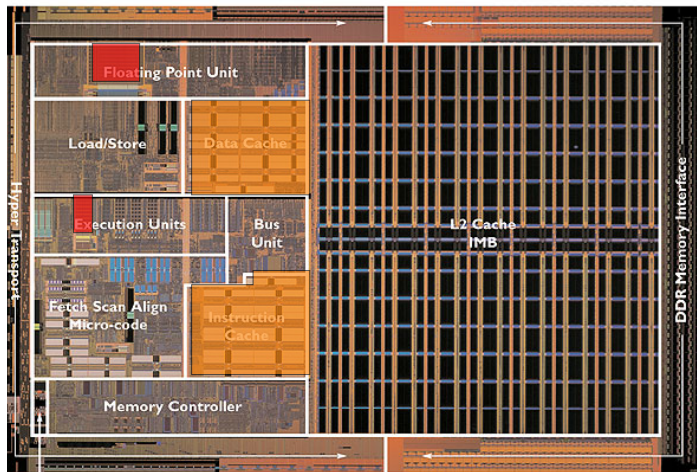
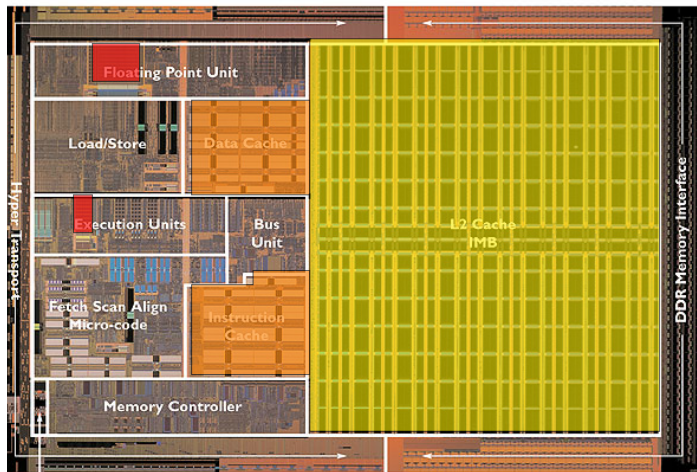


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# 2004 CPU



Clock Generator

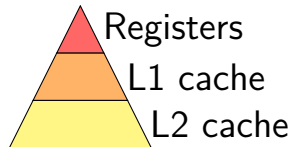
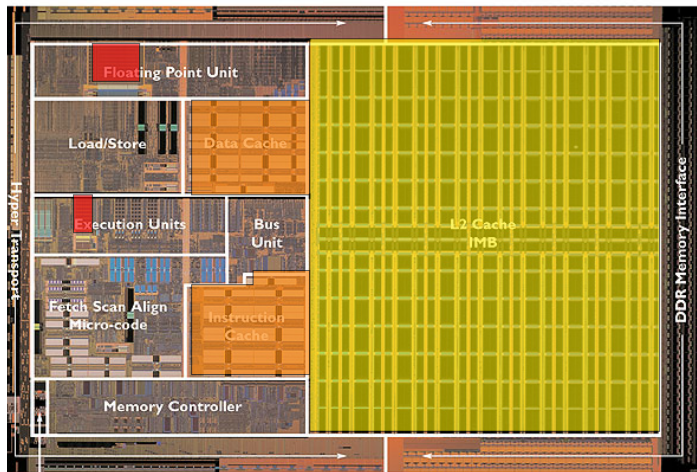


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# 2004 CPU



Clock Generator

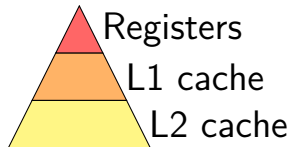
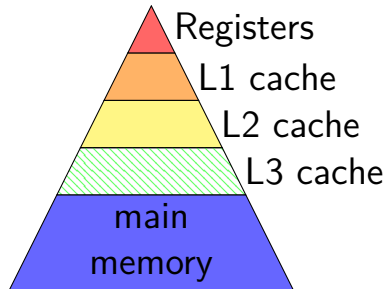
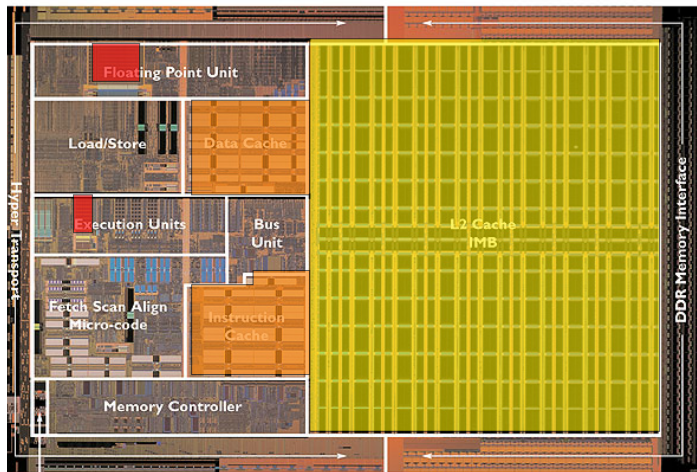


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# 2004 CPU





# 2004 CPU

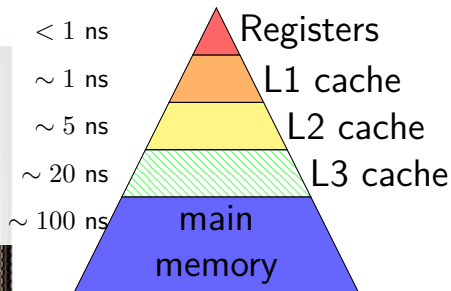
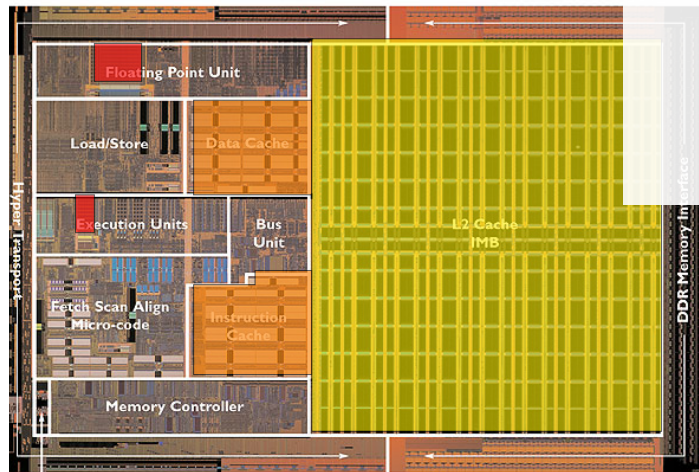


Image: approx 2004 AMD press image of Opteron die;  
approx register location via [chip-architect.org](http://chip-architect.org) (Hans de Vries)

## some performance examples

example1:

```
    movq $1000000000000, %rax
loop1:
    addq %rbx, %rcx
    decq %rax
    jge loop1
    ret
```

about 30B instructions

my desktop: approx 2.65 sec

example2:

```
    movq $1000000000000, %rax
loop2:
    addq %rbx, %rcx
    addq %r8, %r9
    decq %rax
    jge loop2
    ret
```

about 40B instructions

my desktop: approx 2.65 sec

## some performance examples

```
example1:  
    movq $1000000000000, %rax  
loop1:  
    addq %rbx, %rcx  
    decq %rax  
    jge loop1  
    ret
```

about 30B instructions  
my desktop: approx 2.65 sec

```
example2:  
    movq $1000000000000, %rax  
loop2:  
    addq %rbx, %rcx  
    addq %r8, %r9  
    decq %rax  
    jge loop2  
    ret
```

about 40B instructions  
my desktop: approx 2.65 sec

## C exercise

```
int array[4] = {10,20,30,40};  
int *p;  
p = &array[0];  
p += 2;  
p[1] += 1;
```

array =

- |                             |                  |
|-----------------------------|------------------|
| A. compile or runtime error | B. {10,20,30,41} |
| C. {10,20,32,41}            | D. {10,21,30,40} |
| E. {12,21,30,40}            | F. none of these |

## C exercise (2)

```
int *array2[4]; int array1[4] = {10,20,30,40};
void mystery(int **p) {
    *p = &array1[2];
}
int main() {
    int **q;
    q = array2;
    mystery(q);
    array1[1] = *q;
    ...
}
```

array1 =

- |                             |                  |
|-----------------------------|------------------|
| A. compile or runtime error | B. {10,10,30,40} |
| C. {10,30,30,40}            | D. {10,10,20,30} |
| E. {10,20,10,20}            | F. none of these |

# some avenues for review

review CSO1 stuff

labs 9–12 (of last Fall)

<https://researcher111.github.io/uva-cso1-F23-DG/>

exercises we've used in the past:

implement strsep library function

implement conversion from dynamic array to linked list

## some pointer stuff

0x040

0x038

0x030

0x028

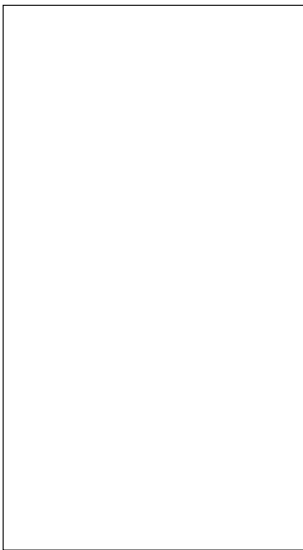
0x020

0x018

0x010

0x008

0x000



```
int array[3]={0x12,0x45,0x67};  
int single = 0x78;  
int *ptr;
```

## some pointer stuff

0x040	
0x038	array[2]: 0x67
	array[1]: 0x45
0x030	array[0]: 0x12
	single: 0x78
0x028	ptr = ???
0x020	
0x018	
0x010	
0x008	
0x000	

```
int array[3]={0x12,0x45,0x67};  
int single = 0x78;  
int *ptr;
```



## some pointer stuff

0x040	
0x038	array[2]: 0x67
	array[1]: 0x45
0x030	array[0]: 0x12
	single: 0x78
0x028	ptr = ???
0x020	
0x018	
0x010	
0x008	
0x000	

```
int array[3]={0x12,0x45,0x67};  
int single = 0x78;  
int *ptr;
```

~~\*ptr = 0xAB;~~ compile error

## some pointer stuff

0x040	
0x038	array[2]: 0x67
	array[1]: 0x45
0x030	array[0]: 0x12
	single: 0x78
0x028	ptr: 0x28
0x020	
0x018	
0x010	
0x008	
0x000	

```
int array[3]={0x12,0x45,0x67};  
int single = 0x78;  
int *ptr;
```

```
ptr = &single;  
ptr = (int*) 0x28;  addr. of single
```

## some pointer stuff

0x040	
0x038	array[2]: 0x67
	array[1]: 0x45
0x030	array[0]: 0x12
	single: 0x78
0x028	ptr: 0x28
0x020	
0x018	
0x010	
0x008	
0x000	

```
int array[3]={0x12,0x45,0x67};  
int single = 0x78;  
int *ptr;
```

```
ptr = &single;  
ptr = (int*) 0x28;  addr. of single
```

~~ptr = 0x28; compile error~~

~~ptr = (int\*) single;~~

pointer to unknown place

## some pointer stuff

0x040	
0x038	array[2]: 0x67
	array[1]: 0x45
0x030	array[0]: 0x12
0x028	single: 0xFF
	ptr: 0x28
0x020	
0x018	
0x010	
0x008	
0x000	

```
int array[3]={0x12,0x45,0x67};  
int single = 0x78;  
int *ptr;  
ptr = &single;
```

```
*ptr = 0xFF;
```

## some pointer stuff

0x040	
0x038	array[2]: 0x67
	array[1]: 0x45
0x030	array[0]: 0x12
	single: 0x78
0x028	ptr: 0x2C
0x020	
0x018	
0x010	
0x008	
0x000	

```
int array[3]={0x12,0x45,0x67};  
int single = 0x78;  
int *ptr;
```

```
ptr = array;  
ptr = &array[0];  
ptr = (int*) 0x2C;
```

## some pointer stuff

0x040	
0x038	array[2]: 0x67
	array[1]: 0x45
0x030	array[0]: 0x12
	single: 0x78
0x028	ptr: 0x2C
0x020	
0x018	
0x010	
0x008	
0x000	

```
int array[3]={0x12,0x45,0x67};  
int single = 0x78;  
int *ptr;
```

```
ptr = array;  
ptr = &array[0];  
ptr = (int*) 0x2C;
```

~~ptr = array[0]; compile error~~

~~ptr = (int\*) array[0];~~

pointer to unknown place

## some pointer stuff

0x040	
0x038	array[2]: 0xFF
	array[1]: 0x45
0x030	array[0]: 0x12
	single: 0x78
0x028	ptr: 0x2C
0x020	
0x018	
0x010	
0x008	
0x000	

```
int array[3]={0x12,0x45,0x67};  
int single = 0x78;  
int *ptr;  
ptr = &array[0];
```

```
ptr[2] = 0xFF;  
*(ptr + 2) = 0xFF;
```

```
int *temp1; temp1 = ptr + 2;  
*temp1 = 0xFF;
```

```
int *temp2; temp2 = &ptr[2];  
*temp2 = 0xFF;
```

## some pointer stuff

0x040	
0x038	array[2]: 0x67
	array[1]: 0x45
0x030	array[0]: 0x12
0x028	single: ...
	ptr: 0x2C
0x020	
0x018	
0x010	
0x008	
0x000	

```
int array[3]={0x12,0x45,0x67};  
int single = 0x78;  
int *ptr;
```

```
void change_arg(int *x) {  
    *x = compute_some_value();  
}  
...  
change_arg(&single);
```



# waitlists

2p, 3:30p heavily limited by room capacity!

if you are on waitlist, suggest changing to 5p/6:30p

if on 5pm waitlist, probably something keeping you from registering  
e.g. credit hour limit, time conflict

# labs

attend lab in person and get checked off by TA, *or*

(most labs) submit something to submission site and we'll grade it

submit to submission site? don't care if you attend the lab

more strict about submissions without checkoffs

in-person lab checkoff of incomplete lab at least 50% credit

some labs will basically require attendance

or contact me for other arrangements if you can't (sick, etc.)

logistically won't work otherwise — e.g. code review

if can't make lab in-person (example: sick)

let me know, can arrange late/alternate checkoff

# lab collaboration and submissions

please collaborate on labs!

when working with others on lab and submitting code files

please indicate who you worked with in those files  
via comment or similar

# lab space

if labs are full, might kick out students from 'wrong' lab section

# homeworks

several homework assignments

done individually

generally due on Fridays

(tentative dates on schedule)

# homework/lab automatic testing

some homeworks/labs have automatic testing

with some delay after you submit

- usually 10s of minutes

- depending on assignment, number of submissions in queue

- if you submit very early, testing program might not be setup yet

when testing program doesn't understand/can't test something,  
left for manual grading ("not yet graded")

intention is that testing results are not surprises

if you did some manual testing (no hidden requirements, etc.)

if you think testing program made a mistake,  
please submit regrade request

# warmup assignment

first homework

due Friday 2 Feb

write C function to split a string into array of strings  
with dynamic memory allocation

write C program to call function using input/command-line  
arguments

write Makefile for it (next topic, next week's lab)

# quizzes

released evening after Thursday lecture  
starting *next* week

due 15 minutes before lecture on Tuesdays

about lecture and/or lab from the prior week

5–6ish questions

*individual*, open book, open notes, open Internet



# quizzes and work/comments

quizzes will have place for comments/work

will be used to do grading

delay: about 1 week after quiz is due

please use so we can give partial credit

if you find possible error in quiz question

please make your best guess about what was meant

and explain what you did in the comments

## on help on quiz questions

I and the TAs won't answer quiz questions...

but we will answer questions about the lecture material, etc.

(and TAs (not you) are responsible for knowing  
what they can't answer

but we'd prefer you don't try to test those limits)

# going over past quizzes

have in past gone over quiz Qs in lecture

either when a lot missed it or

on request in lecture

also fine office hour/Piazza question

# readings

in lieu of textbook, have readings

mostly written by Prof Tychnovich (now at UIUC) with edits by me

on website; should be indicated with corresponding lecture

readings often link to alternative/supplemental readings on topic

# lecture + assignment sync

generally:

quiz after lecture and/or lab coverage

labs after lecture coverage

homework after lab coverage

means homework (and sometimes quiz)

may be relatively delayed from lecture coverage

# exams

- 1 final exam

  - likely in-person

  - see official exam schedule

- no midterms — instead:

  - quizzes count a lot

# development enviroment

we will test via something like SSH into portal  
officially supported environment

no restrictions re: IDEs

but make sure you test/know how to run from command line

many students had success with VSCode + its SSH support

## some notes on VSCode

I don't use VSCode (I use vim via SSH+tmux...)

but many of our TAs do; their advice:...

use SSH support to run on portal (dept machine)

tutorial in last semester's CS 2130 lab (linked off main course website)

install Microsoft's C/C++ extension

set C standard in settings as 'gnu17' or similar

install Microsoft's Makefile Tools extension



## getting help

office hours — calendar will be posted on website

mix of in-person and remote, indicated on calendar

remote OH will use Discord + online queue

in-person OH may or may not — indicated on whiteboard, probably

### Piazza

use private questions if homework code, etc.

emailing me (preferably with '3130' in subject)

# collaboration (1)

labs — you can/should work with other students  
everyone should understand the work submitted  
we may ask questions/etc. to check on occasion

homeworks — individual

write your own code / do not share your code  
can ask/look up *conceptual* questions of others  
others includes other students, Q&A sites, code generation tools, etc.  
**cite** any sources you use (comments in code)

## collaboration (2)

quizzes — individual

but open book+notes+etc.

can/should have help reviewing lecture/readings/etc.

legitimate questions for office hours

don't ask other students, stack overflow, gen AI tools, etc. the quiz questions

don't try to find exactly the quiz question on stack overflow

# feedback

anonymous feedback on Canvas

would appreciate feedback (esp. when I can do something)

(but not a good way to ask for regrades, etc.)

# late policy

no late quizzes

one quiz dropped (unconditionally)

90% credit for 0–72 hours late homeworks

for labs that allow submission only

lab submission due time is 11:59am the next day

90% credit for 0–24 hours late

no late lab checkoffs except by special arrangement

# excused lateness

special circumstances?

illness, emergency, etc.

contact me, we'll figure something out

please don't attend lab/etc. sick!

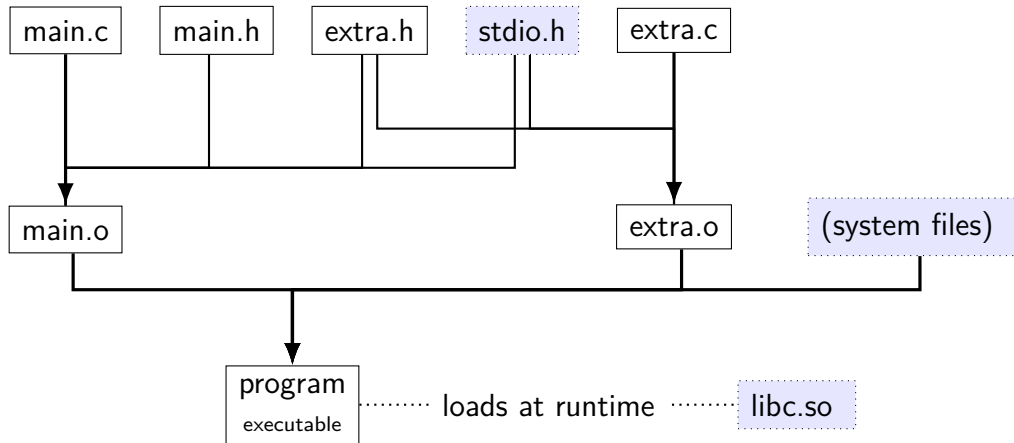
# attendance

I won't take attendance in lecture

I will attempt to have lecture recordings

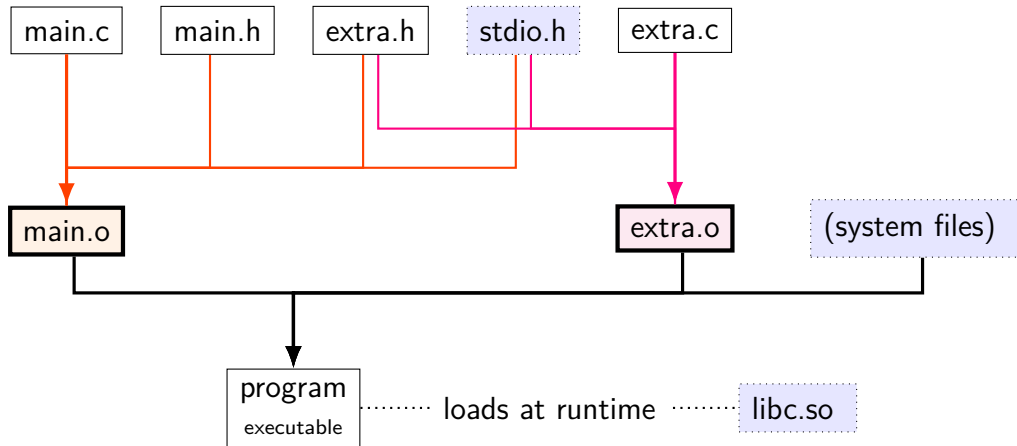
sometimes there may be issues with the recording

# files in building C programs [dynamic linking]



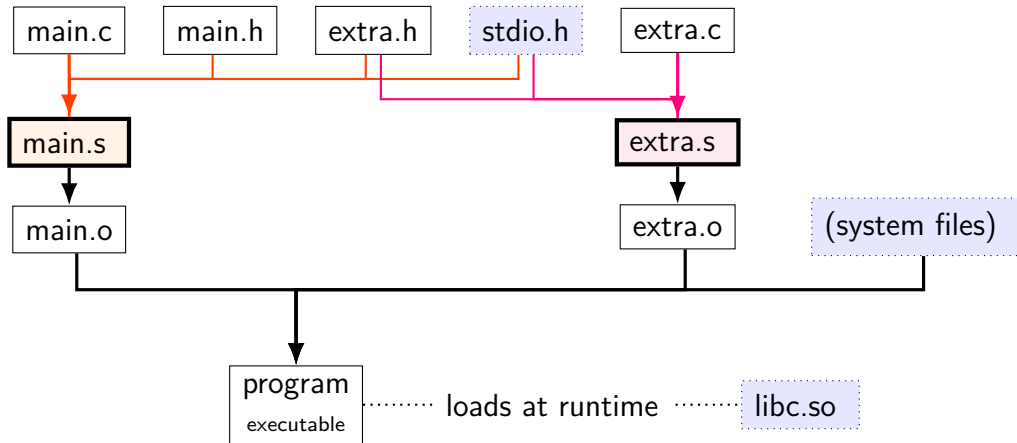


# files in building C programs [dynamic linking]



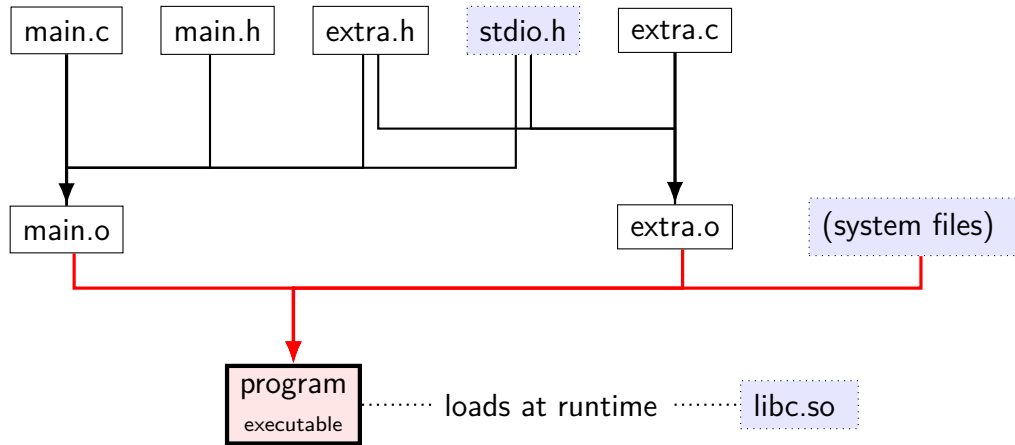
```
clang -c main.c  
clang -c extra.c
```

# files in building C programs [dynamic linking]



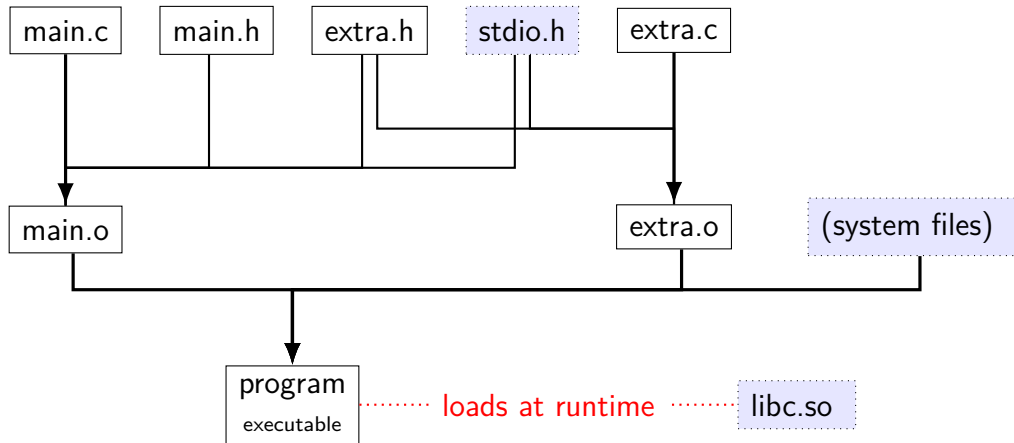
```
clang -S -c main.c  
clang -S -c extra.c
```

# files in building C programs [dynamic linking]



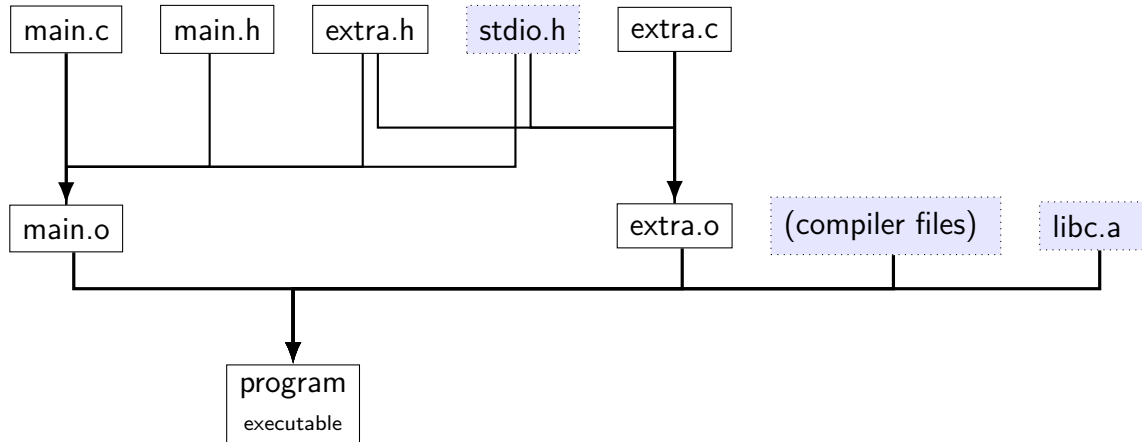
`clang -o program main.o extra.o`

# files in building C programs [dynamic linking]



`./program ...`

# files in building C programs [static linking]



# file extensions

name		
.c		C source code
.h		C header file
.s	(or .asm)	assembly file
.o	(or .obj)	object file (binary of assembly)
(none)	(or .exe)	executable file
.a	(or .lib)	statically linked library [collection of .o files]
.so	(or .dll or .dylib)	dynamically linked library ['shared object']