Machine-Level Programming IV: Data

15-213: Introduction to Computer Systems
8th Lecture, Sep. 24, 2015

Instructors:

Randal E. Bryant and David R. O'Hallaron

Today

- **Arrays**
  - One-dimensional
  - Multi-dimensional (nested)
  - Multi-level
- **Structures**
  - Allocation
  - Access
  - Alignment
- **Floating Point**

Array Allocation

- **Basic Principle**

  T **A**[*L*];

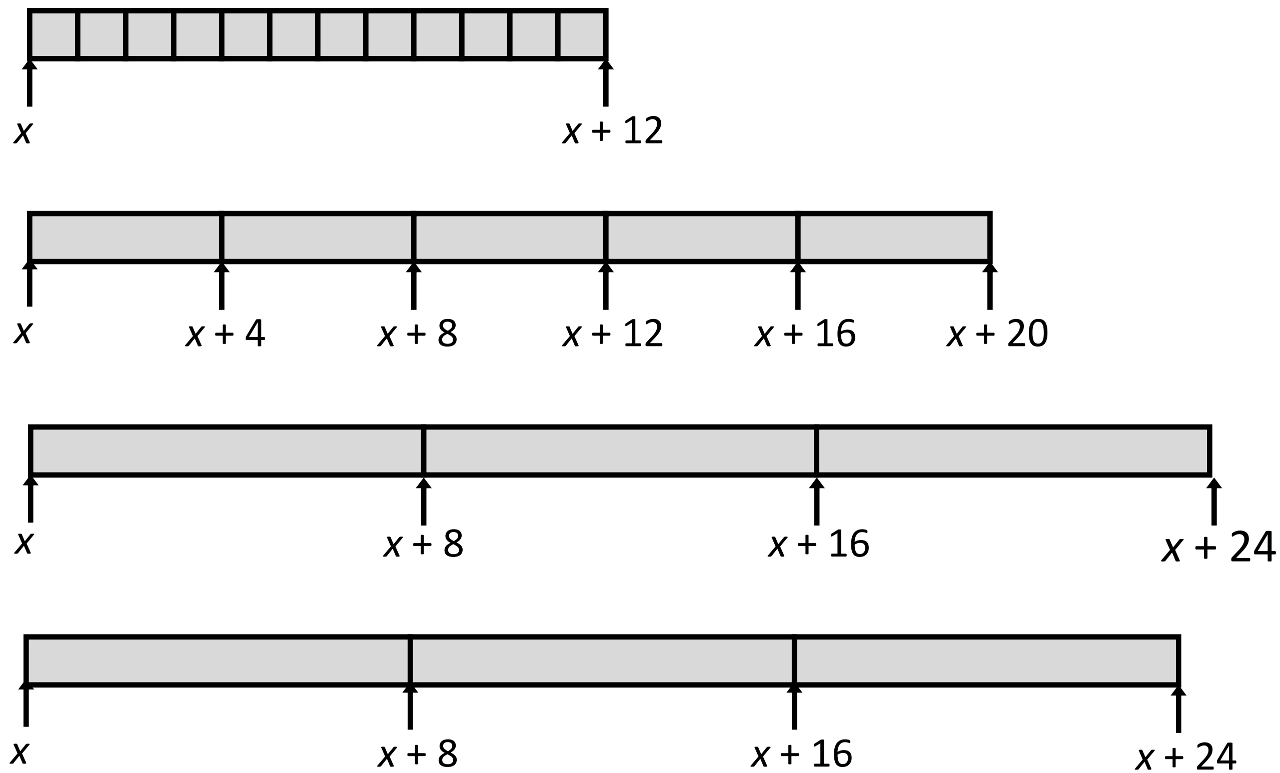
  - Array of data type *T* and length *L*
  - Contiguously allocated region of *L* * `sizeof`(*T*) bytes in memory

`char string[12];`

`int val[5];`

`double a[3];`

`char *p[3];`



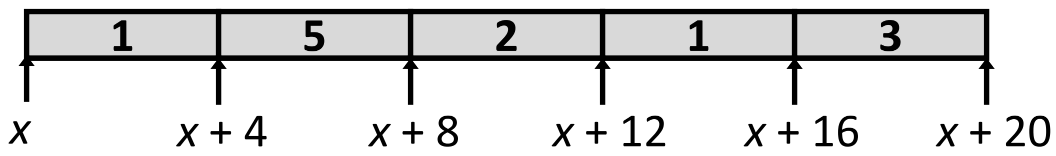
Array Access

Basic Principle

T **A[*L*];**

- Array of data type *T* and length *L*
- Identifier **A** can be used as a pointer to array element 0: Type *T**

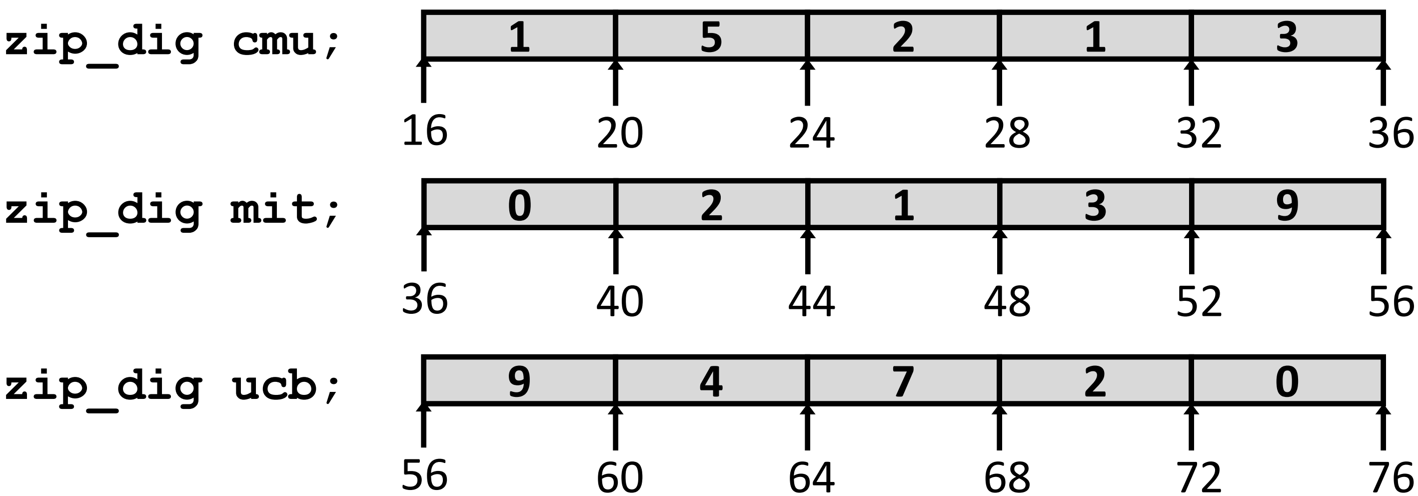
```
int val[5];
```



Reference	Type	Value
`val[4]`	`int`	3
`val`	`int *`	x
`val+1`	`int *`	$x + 4$
`&val[2]`	`int *`	$x + 8$
`val[5]`	`int`	??
`*(val+1)`	`int`	5
`val + i`	`int *`	$x + 4\,i$

Array Example

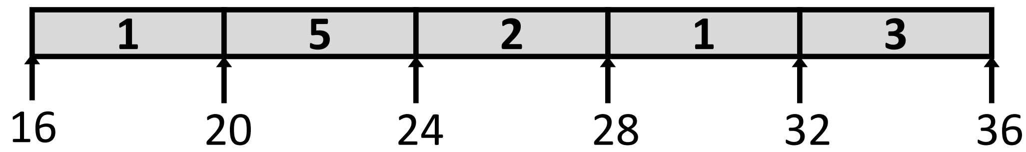
```
#define ZLEN 5
typedef int zip_dig[ZLEN];

zip_dig cmu = { 1, 5, 2, 1, 3 };
zip_dig mit = { 0, 2, 1, 3, 9 };
zip_dig ucb = { 9, 4, 7, 2, 0 };
```



- **Declaration "`zip_dig cmu`" equivalent to "`int cmu[5]`"**
- **Example arrays were allocated in successive 20 byte blocks**
  - Not guaranteed to happen in general

Array Accessing Example

```
zip_dig cmu;
```




```
int get_digit
  (zip_dig z, int digit)
{
  return z[digit];
}
```

IA32

```
  # %rdi = z
  # %rsi = digit
movl (%rdi,%rsi,4), %eax  # z[digit]
```

- Register `%rdi` contains starting address of array
- Register `%rsi` contains array index
- Desired digit at `4*%rdi + %rsi`
- Use memory reference `(%rdi,%rsi,4)`

Array Loop Example

```
void zincr(zip_dig z) {
  size_t i;
  for (i = 0; i < ZLEN; i++)
    z[i]++;
}
```

```
  # %rdi = z
  movl    $0, %eax          #   i = 0
  jmp     .L3               #   goto middle
.L4:                        # loop:
  addl    $1, (%rdi,%rax,4) #   z[i]++
  addq    $1, %rax          #   i++
.L3:                        # middle
  cmpq    $4, %rax          #   i:4
  jbe     .L4               #   if <=, goto loop
  rep; ret
```

Multidimensional (Nested) Arrays

- **Declaration**
  - *T* **A**[*R*][*C*];
    - 2D array of data type *T*
    - *R* rows, *C* columns
    - Type *T* element requires *K* bytes
- **Array Size**
  - *R* * *C* * *K* bytes
- **Arrangement**
  - Row-Major Ordering

$$\begin{bmatrix} \texttt{A[0][0]} & \cdots & \texttt{A[0][C-1]} \\ \vdots & & \vdots \\ \texttt{A[R-1][0]} & \cdots & \texttt{A[R-1][C-1]} \end{bmatrix}$$

```
int A[R][C];
```

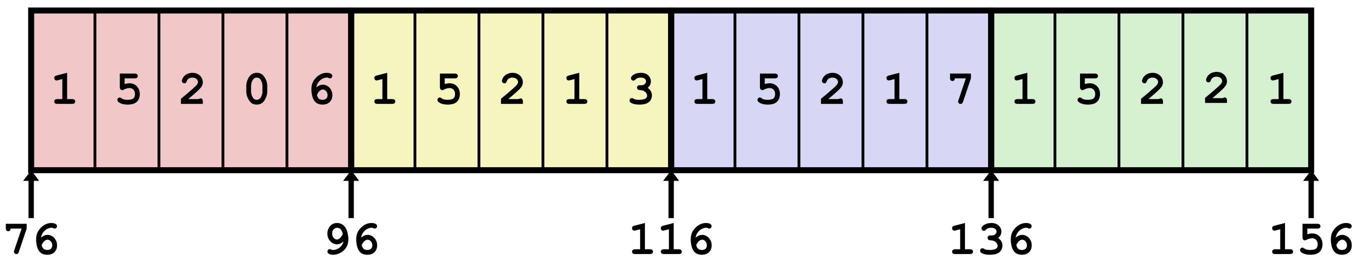
A [0] [0]	• • •	A [0] [C-1]	A [1] [0]	• • •	A [1] [C-1]	• • •	A [R-1] [0]	• • •	A [R-1] [C-1]

4*R*C Bytes

Nested Array Example

```
#define PCOUNT 4
zip_dig pgh[PCOUNT] =
  {{1, 5, 2, 0, 6},
   {1, 5, 2, 1, 3 },
   {1, 5, 2, 1, 7 },
   {1, 5, 2, 2, 1 }};
```

```
zip_dig
pgh[4];
```

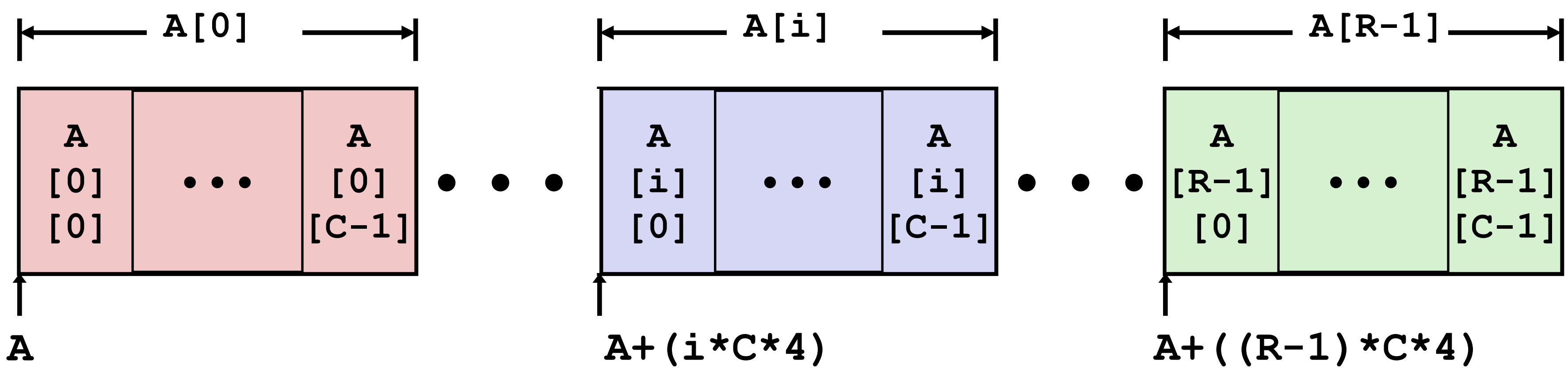


- "`zip_dig pgh[4]`" equivalent to "`int pgh[4][5]`"
  - Variable **`pgh`**: array of 4 elements, allocated contiguously
  - Each element is an array of 5 **`int`**'s, allocated contiguously
- "Row-Major" ordering of all elements in memory

Nested Array Row Access

- **Row Vectors**
  - `A[i]` is array of *C* elements
  - Each element of type *T* requires *K* bytes
  - Starting address `A + ` *i* * (*C* * *K*)

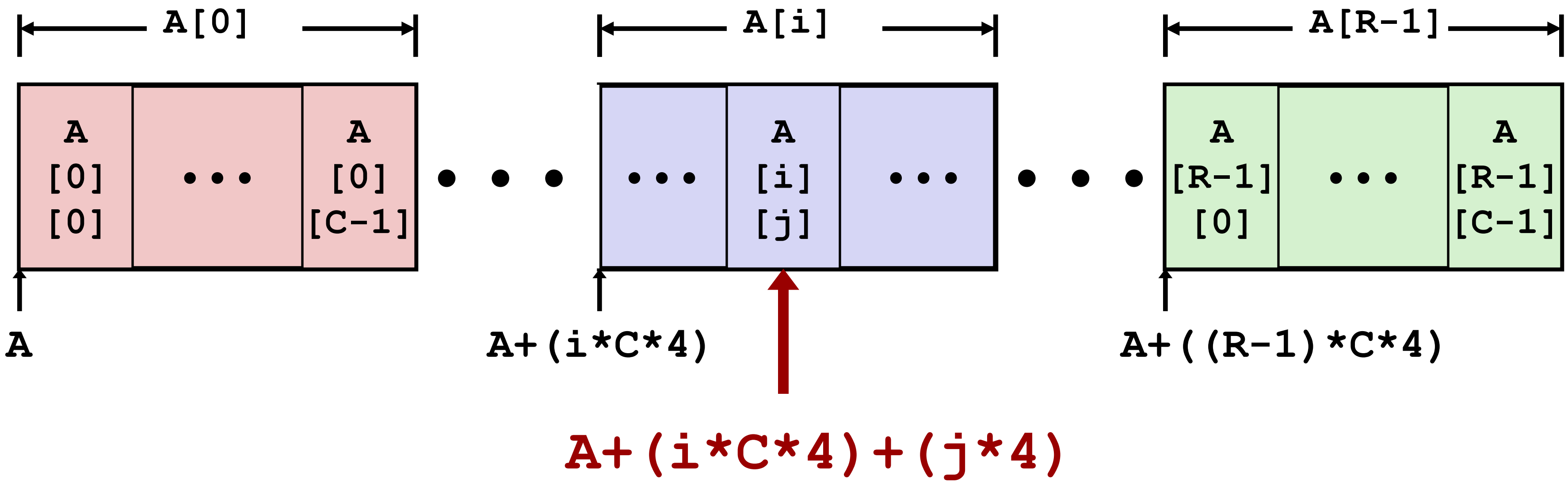
```
int A[R][C];
```



Nested Array Element Access

- **Array Elements**
  - `A[i][j]` is element of type *T*, which requires *K* bytes
  - Address `A +` $i * (C * K) + j * K = A + (i * C + j) * K$

```
int A[R][C];
```

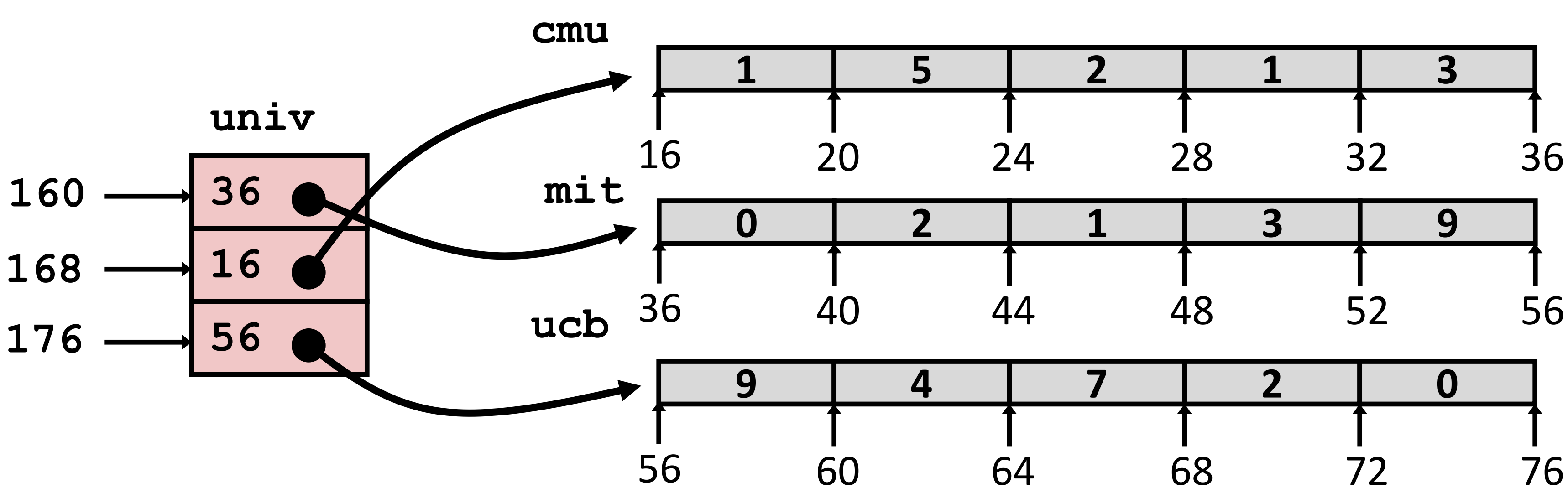


Multi-Level Array Example

```
zip_dig cmu = { 1, 5, 2, 1, 3 };
zip_dig mit = { 0, 2, 1, 3, 9 };
zip_dig ucb = { 9, 4, 7, 2, 0 };
```

```
#define UCOUNT 3
int *univ[UCOUNT] = {mit, cmu, ucb};
```

- Variable `univ` denotes array of 3 elements
- Each element is a pointer
  - 8 bytes
- Each pointer points to array of `int`'s



Element Access in Multi-Level Array

```
int get_univ_digit
  (size_t index, size_t digit)
{
  return univ[index][digit];
}
```

```
  salq    $2, %rsi               # 4*digit
  addq    univ(,%rdi,8), %rsi    # p = univ[index] + 4*digit
  movl    (%rsi), %eax           # return *p
  ret
```

- **Computation**
  - Element access **`Mem[Mem[univ+8*index]+4*digit]`**
  - Must do two memory reads
    - First get pointer to row array
    - Then access element within array

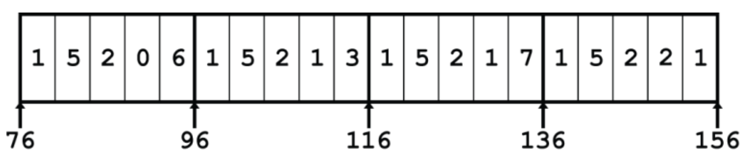
Array Element Accesses

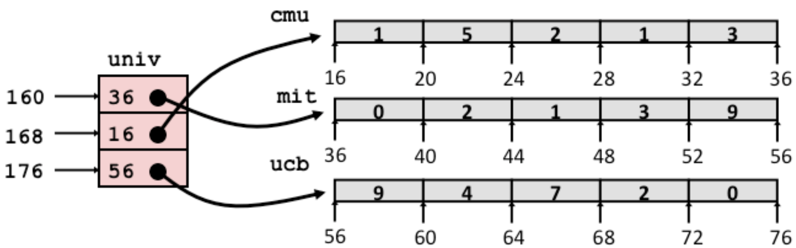
Nested array

```
int get_pgh_digit
  (size_t index, size_t digit)
{
  return pgh[index][digit];
}
```

Multi-level array

```
int get_univ_digit
  (size_t index, size_t digit)
{
  return univ[index][digit];
}
```





Accesses looks similar in C, but address computations very different:

`Mem[pgh+20*index+4*digit]`   `Mem[Mem[univ+8*index]+4*digit]`

N X N Matrix Code

- **Fixed dimensions**
  - Know value of N at compile time
- **Variable dimensions, explicit indexing**
  - Traditional way to implement dynamic arrays
- **Variable dimensions, implicit indexing**
  - Now supported by gcc

```
#define N 16
typedef int fix_matrix[N][N];
/* Get element a[i][j] */
int fix_ele(fix_matrix a,
            size_t i, size_t j)
{
  return a[i][j];
}
```

```
#define IDX(n, i, j) ((i)*(n)+(j))
/* Get element a[i][j] */
int vec_ele(size_t n, int *a,
            size_t i, size_t j)
{
  return a[IDX(n,i,j)];
}
```

```
/* Get element a[i][j] */
int var_ele(size_t n, int a[n][n],
            size_t i, size_t j) {
  return a[i][j];
}
```

16 X 16 Matrix Access

- **Array Elements**
  - Address **A +** $i * (C * K) + j * K$
  - C = 16, K = 4

```
/* Get element a[i][j] */
int fix_ele(fix_matrix a, size_t i, size_t j) {
  return a[i][j];
}
```

```
  # a in %rdi, i in %rsi, j in %rdx
  salq    $6, %rsi                # 64*i
  addq    %rsi, %rdi              # a + 64*i
  movl    (%rdi,%rdx,4), %eax     # M[a + 64*i + 4*j]
  ret
```

n X n Matrix Access

- **Array Elements**
  - Address **A** + $i * (C * K) + j * K$
  - C = n, K = 4
  - Must perform integer multiplication

```
/* Get element a[i][j] */
int var_ele(size_t n, int a[n][n], size_t i, size_t j)
{
  return a[i][j];
}
```

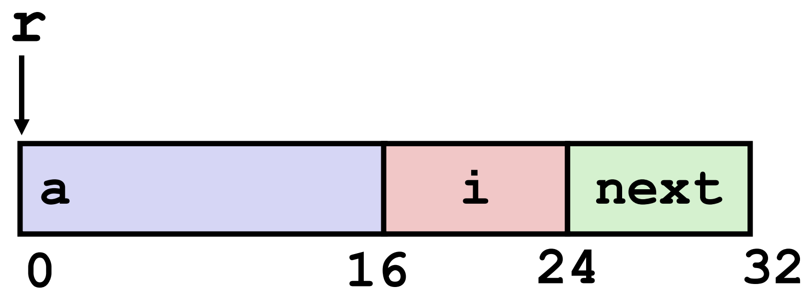
```
  # n in %rdi, a in %rsi, i in %rdx, j in %rcx
  imulq   %rdx, %rdi              # n*i
  leaq    (%rsi,%rdi,4), %rax     # a + 4*n*i
  movl    (%rax,%rcx,4), %eax     # a + 4*n*i + 4*j
  ret
```

Today

- **Arrays**
  - One-dimensional
  - Multi-dimensional (nested)
  - Multi-level
- **Structures**
  - Allocation
  - Access
  - Alignment
- **Floating Point**

Structure Representation

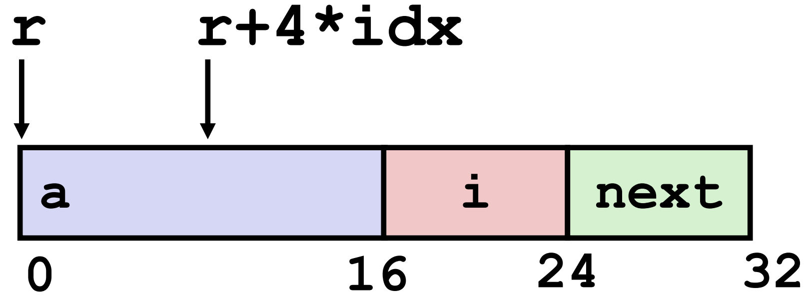
```
struct rec {
    int a[4];
    size_t i;
    struct rec *next;
};
```



- **Structure represented as block of memory**
  - **Big enough to hold all of the fields**
- **Fields ordered according to declaration**
  - **Even if another ordering could yield a more compact representation**
- **Compiler determines overall size + positions of fields**
  - **Machine-level program has no understanding of the structures in the source code**

Generating Pointer to Structure Member

```
struct rec {
    int a[4];
    size_t i;
    struct rec *next;
};
```



- **Generating Pointer to Array Element**
  - Offset of each structure member determined at compile time
  - Compute as `r + 4*idx`

```
int *get_ap
 (struct rec *r, size_t idx)
{
  return &r->a[idx];
}
```

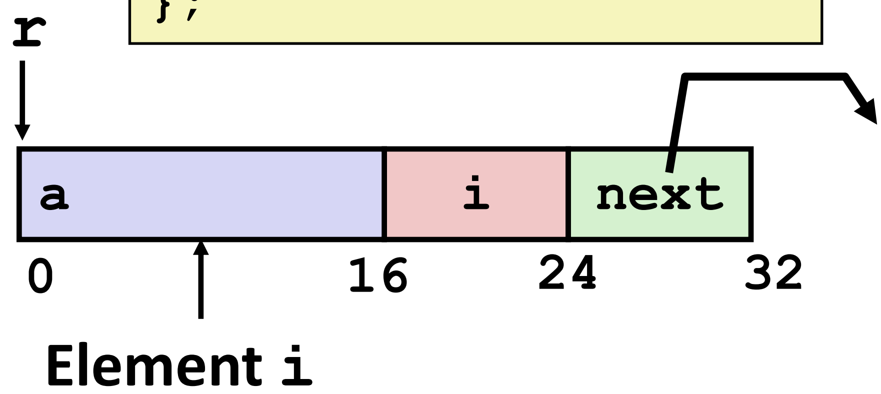
```
  # r in %rdi, idx in %rsi
  leaq  (%rdi,%rsi,4), %rax
  ret
```

Following Linked List

- C Code

```
struct rec {
    int a[3];
    int i;
    struct rec *next;
};
```

```
void set_val
  (struct rec *r, int val)
{
  while (r) {
    int i = r->i;
    r->a[i] = val;
    r = r->next;
  }
}
```

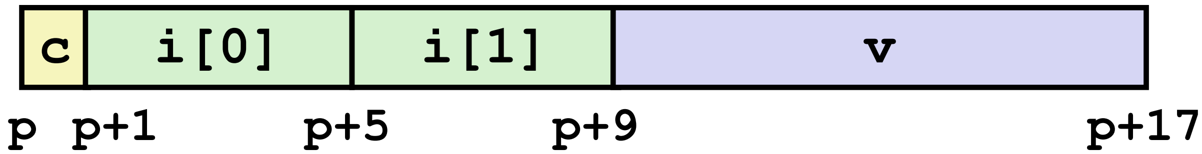


Register	Value
%rdi	r
%rsi	val

```
.L11:                              # loop:
  movslq  16(%rdi), %rax          #   i = M[r+16]
  movl    %esi, (%rdi,%rax,4)     #   M[r+4*i] = val
  movq    24(%rdi), %rdi          #   r = M[r+24]
  testq   %rdi, %rdi              #   Test r
  jne     .L11                    #   if !=0 goto loop
```

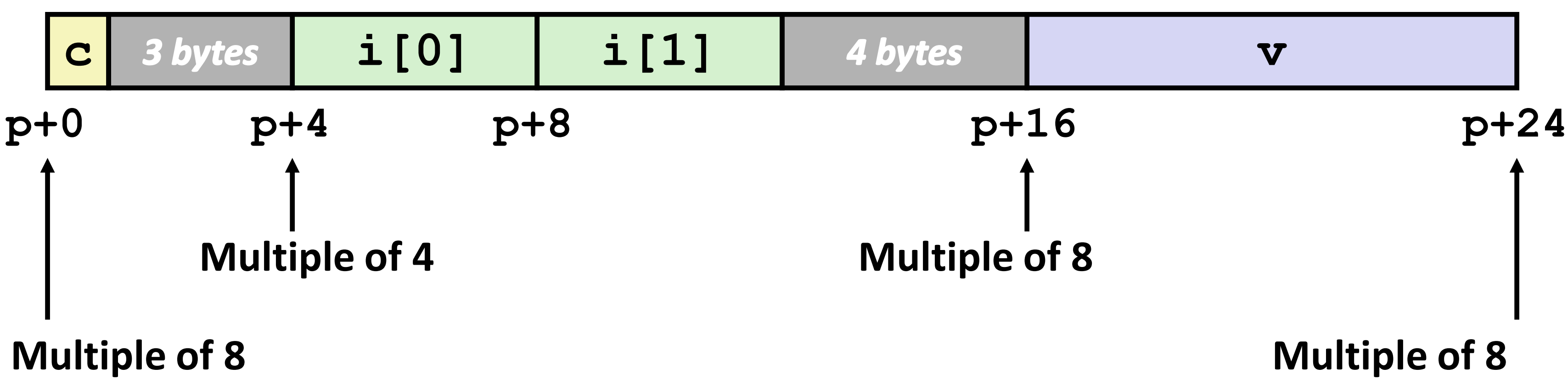
Structures & Alignment

- **Unaligned Data**




```
struct S1 {
  char c;
  int i[2];
  double v;
} *p;
```

- **Aligned Data**
  - Primitive data type requires ***K*** bytes
  - Address must be multiple of ***K***



Alignment Principles

- **Aligned Data**
  - Primitive data type requires ***K*** bytes
  - Address must be multiple of ***K***
  - Required on some machines; advised on x86-64
- **Motivation for Aligning Data**
  - Memory accessed by (aligned) chunks of 4 or 8 bytes (system dependent)
    - Inefficient to load or store datum that spans quad word boundaries
    - Virtual memory trickier when datum spans 2 pages
- **Compiler**
  - Inserts gaps in structure to ensure correct alignment of fields

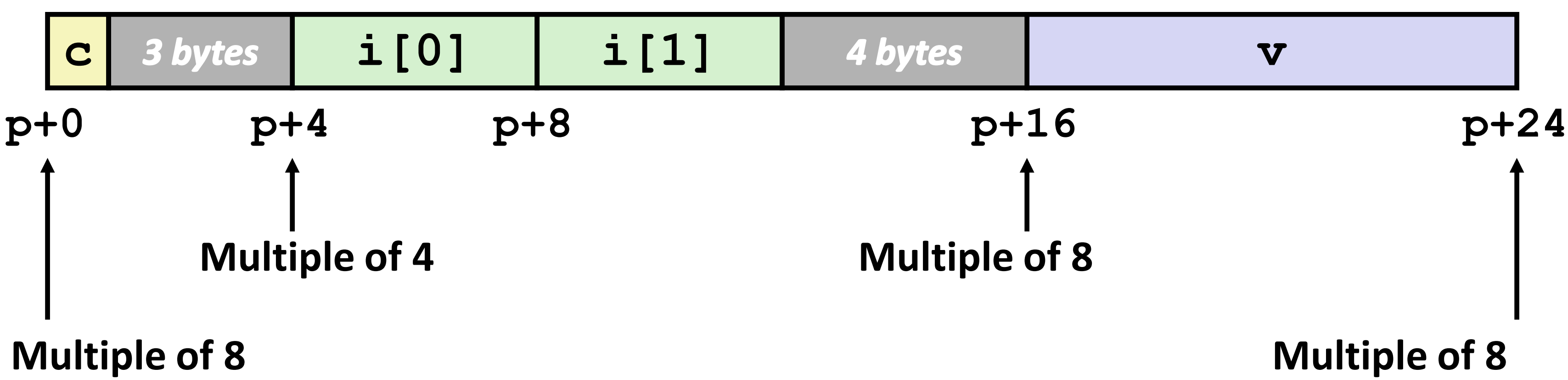
Specific Cases of Alignment (x86-64)

- **1 byte: `char`, …**
  - no restrictions on address
- **2 bytes: `short`, …**
  - lowest 1 bit of address must be 0_2
- **4 bytes: `int`, `float`, …**
  - lowest 2 bits of address must be 00_2
- **8 bytes: `double`, `long`, `char *`, …**
  - lowest 3 bits of address must be 000_2
- **16 bytes: `long double`** (GCC on Linux)
  - lowest 4 bits of address must be 0000_2

Satisfying Alignment with Structures

```
struct S1 {
  char c;
  int i[2];
  double v;
} *p;
```

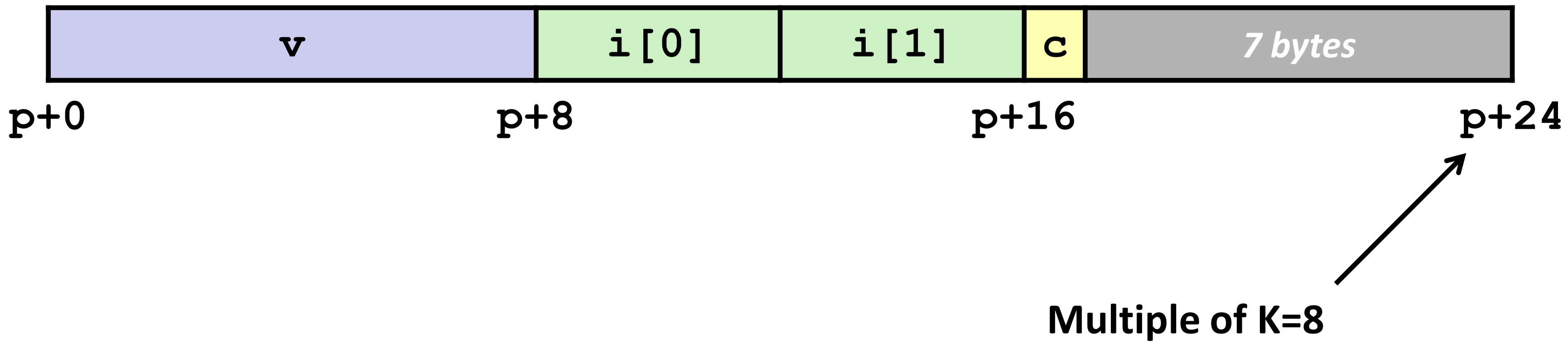
- **Within structure:**
  - Must satisfy each element's alignment requirement
- **Overall structure placement**
  - Each structure has alignment requirement **K**
    - **K** = Largest alignment of any element
  - Initial address & structure length must be multiples of **K**
- **Example:**
  - K = 8, due to **`double`** element



Meeting Overall Alignment Requirement

- For largest alignment requirement K
- Overall structure must be multiple of K

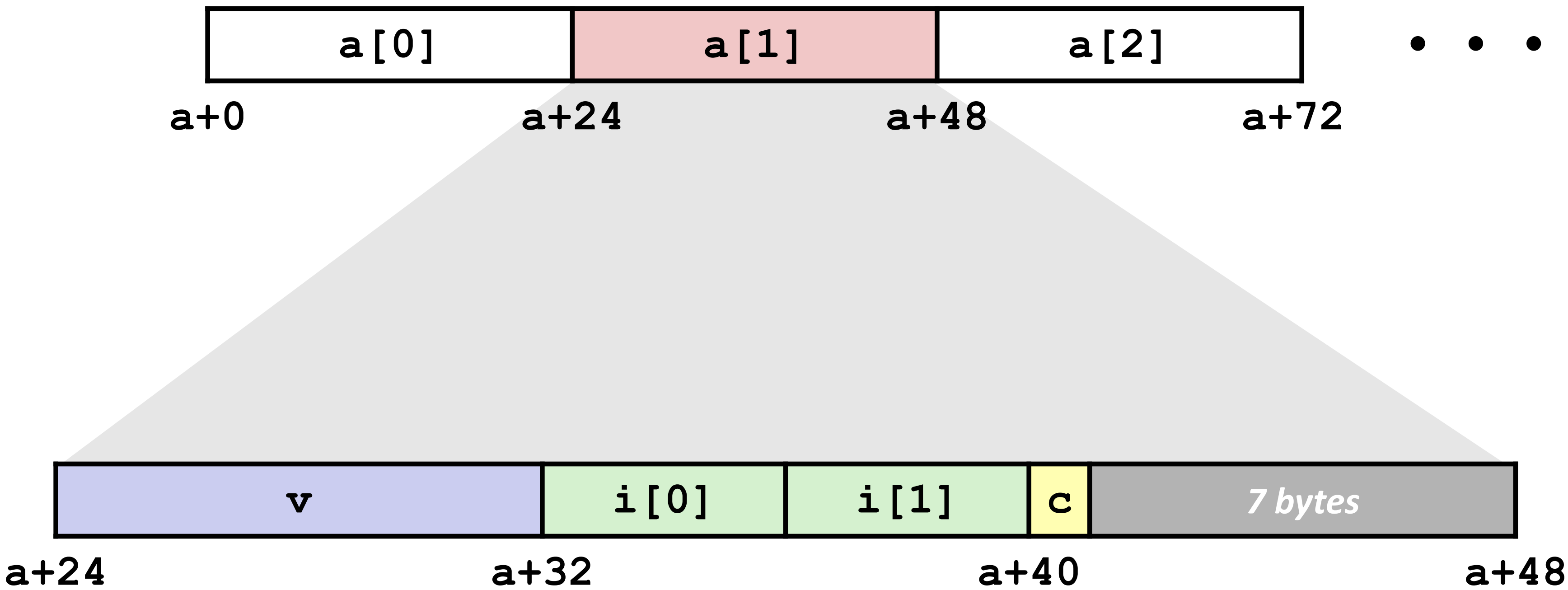
```
struct S2 {
  double v;
  int i[2];
  char c;
} *p;
```



Arrays of Structures

- Overall structure length multiple of K
- Satisfy alignment requirement for every element

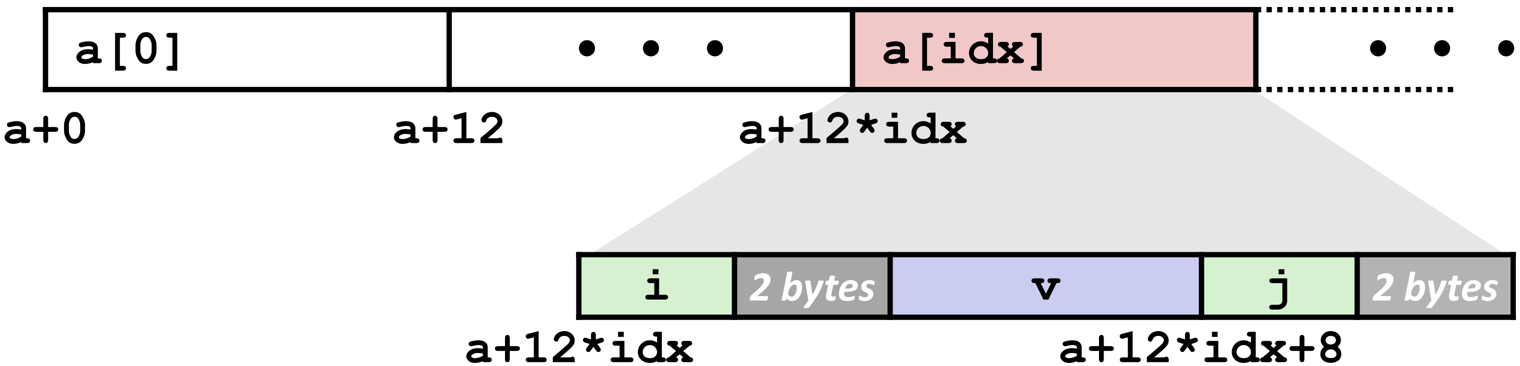
```
struct S2 {
  double v;
  int i[2];
  char c;
} a[10];
```



Accessing Array Elements

```
struct S3 {
  short i;
  float v;
  short j;
} a[10];
```

- Compute array offset 12*idx
  - `sizeof(S3)`, including alignment spacers
- Element `j` is at offset 8 within structure
- Assembler gives offset `a+8`
  - Resolved during linking




```
short get_j(int idx)
{
  return a[idx].j;
}
```

```
# %rdi = idx
leaq (%rdi,%rdi,2),%rax # 3*idx
movzwl a+8(,%rax,4),%eax
```

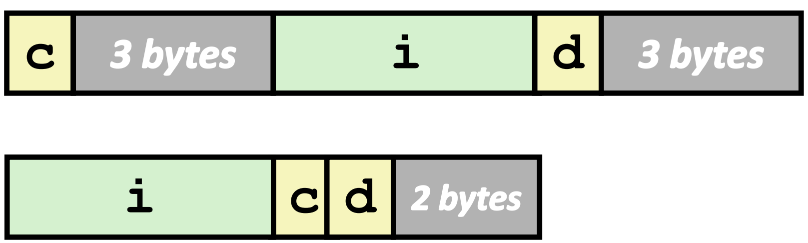
Saving Space

- **Put large data types first**

```
struct S4 {
  char c;
  int i;
  char d;
} *p;
```

```
struct S5 {
  int i;
  char c;
  char d;
} *p;
```

- **Effect (K=4)**



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- **Structures**
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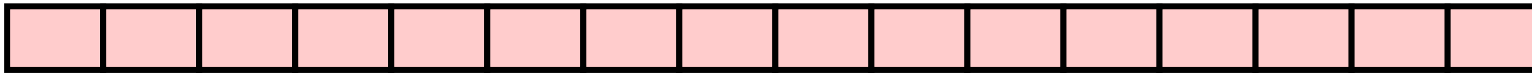
Background

- **History**
  - x87 FP
    - Legacy, very ugly
  - SSE FP
    - Supported by Shark machines
    - Special case use of vector instructions
  - AVX FP
    - Newest version
    - Similar to SSE
    - Documented in book

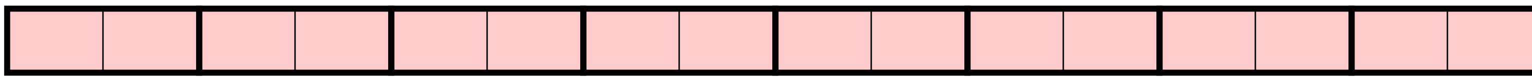
Programming with SSE3

XMM Registers

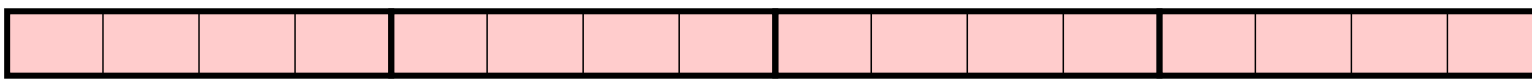
- 16 total, each 16 bytes
- 16 single-byte integers



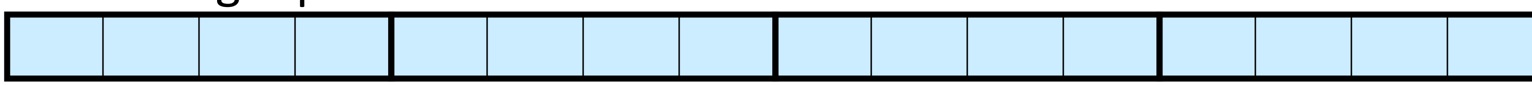
- 8 16-bit integers



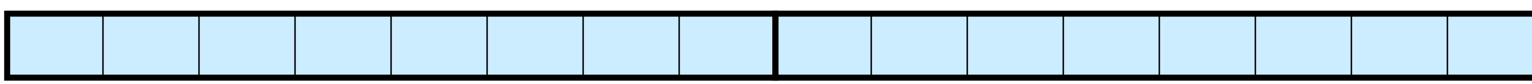
- 4 32-bit integers



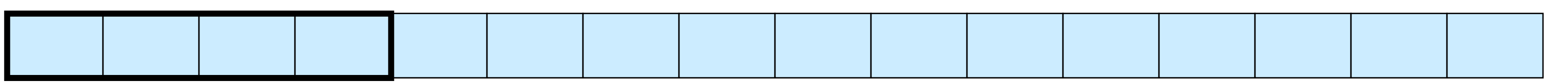
- 4 single-precision floats



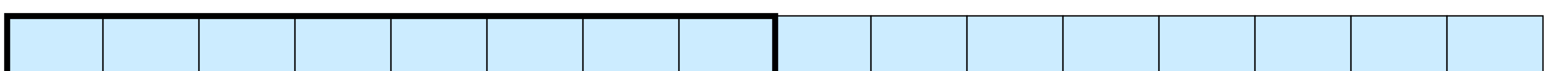
- 2 double-precision floats



- 1 single-precision float



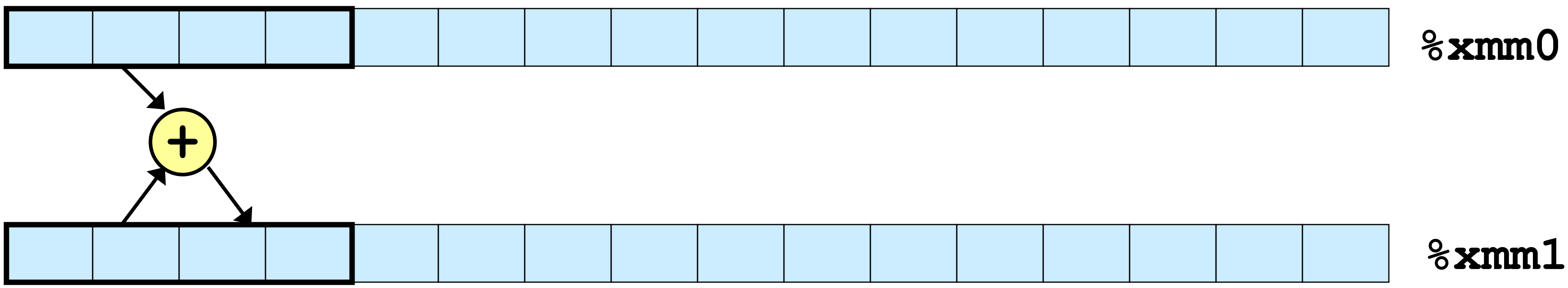
- 1 double-precision float



Scalar & SIMD Operations

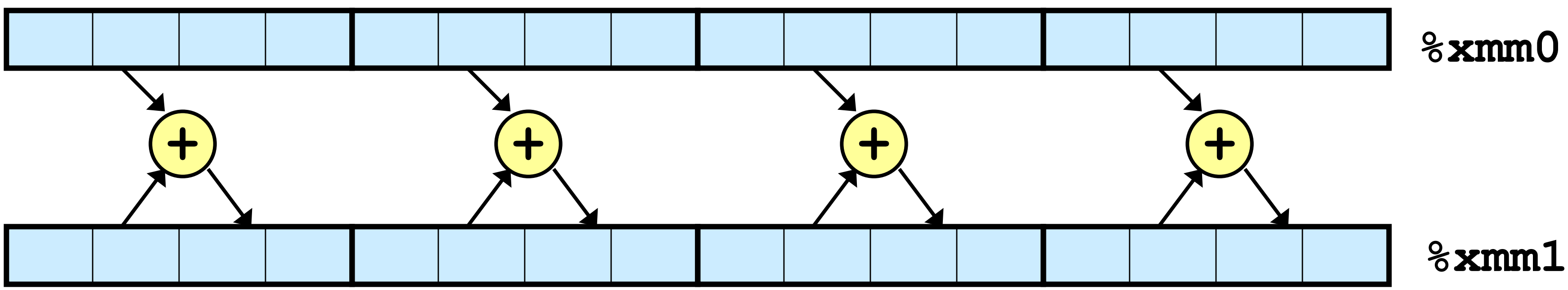
- Scalar Operations: Single Precision

`addss %xmm0,%xmm1`



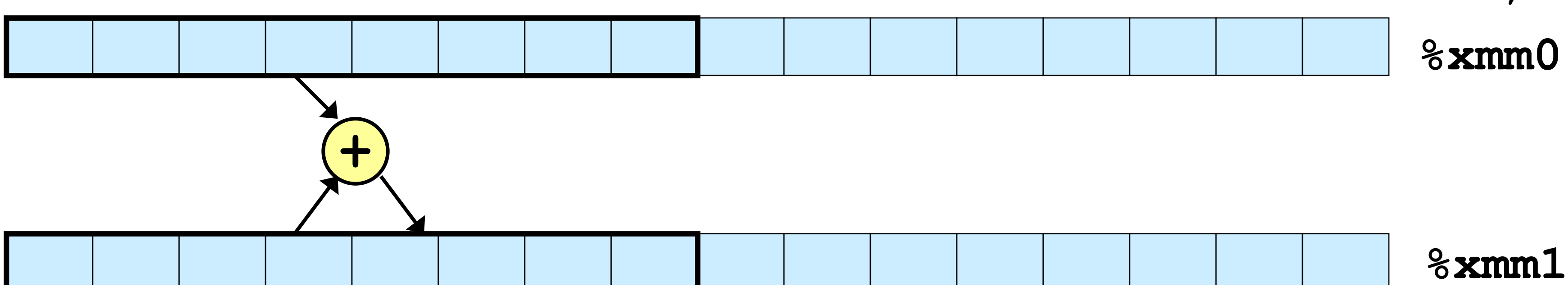
- SIMD Operations: Single Precision

`addps %xmm0,%xmm1`



- Scalar Operations: Double Precision

`addsd %xmm0,%xmm1`



FP Basics

- Arguments passed in `%xmm0`, `%xmm1`, ...
- Result returned in `%xmm0`
- All XMM registers caller-saved

```
float fadd(float x, float y)
{
    return x + y;
}
```

```
double dadd(double x, double y)
{
    return x + y;
}
```

```
  # x in %xmm0, y in %xmm1
  addss    %xmm1, %xmm0
  ret
```

```
  # x in %xmm0, y in %xmm1
  addsd    %xmm1, %xmm0
  ret
```

FP Memory Referencing

- Integer (and pointer) arguments passed in regular registers
- FP values passed in XMM registers
- Different mov instructions to move between XMM registers, and between memory and XMM registers

```
double dincr(double *p, double v)
{
    double x = *p;
    *p = x + v;
    return x;
}
```

```
  # p in %rdi, v in %xmm0
  movapd  %xmm0, %xmm1    # Copy v
  movsd   (%rdi), %xmm0   # x = *p
  addsd   %xmm0, %xmm1    # t = x + v
  movsd   %xmm1, (%rdi)   # *p = t
  ret
```

Other Aspects of FP Code

- *Lots* of instructions
  - Different operations, different formats, ...
- Floating-point comparisons
  - Instructions `ucomiss` and `ucomisd`
  - Set condition codes CF, ZF, and PF
- Using constant values
  - Set XMM0 register to 0 with instruction `xorpd %xmm0, %xmm0`
  - Others loaded from memory

Summary

- **Arrays**
  - Elements packed into contiguous region of memory
  - Use index arithmetic to locate individual elements
- **Structures**
  - Elements packed into single region of memory
  - Access using offsets determined by compiler
  - Possible require internal and external padding to ensure alignment
- **Combinations**
  - Can nest structure and array code arbitrarily
- **Floating Point**
  - Data held and operated on in XMM registers