

INTRODUCTION

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Course Theme:

Abstraction Is Good But Don't Forget Reality

Most CS and CE courses emphasize abstraction

- Abstract data types
- Asymptotic analysis

抽象
추상화

These abstractions have limits

- Especially in the presence of bugs
- Need to understand details of underlying implementations

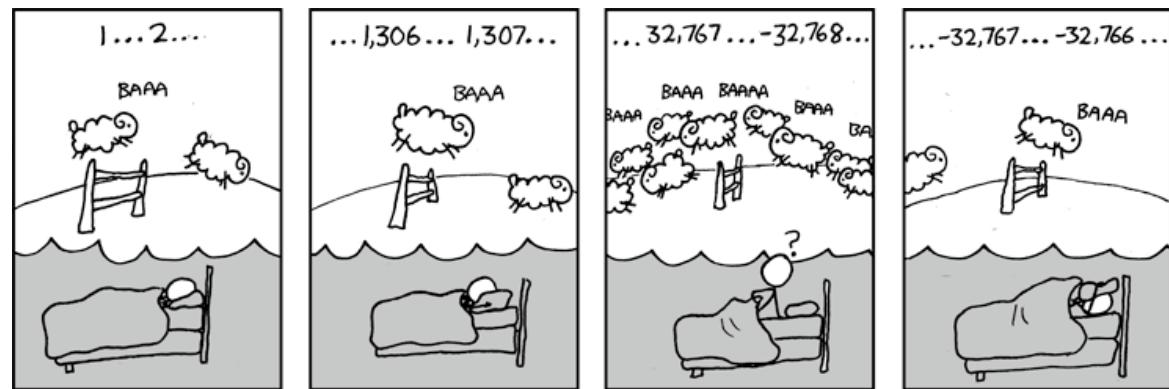
Useful outcomes

- Become more effective programmers
 - Able to find and eliminate bugs efficiently
 - Able to understand and tune for program performance
- Prepare for later "systems" classes
 - Compilers, Operating Systems, Networks, Computer Architecture, Embedded Systems

Great Reality #1: Ints are not Integers, Floats are not Reals

Example 1: Is $x^2 \geq 0$?

- Float's: Yes!



- Int's:

- $40000 * 40000 = 1600000000$
- $50000 * 50000 = -1794967296$ (overflow)

Example 2: Is $(x + y) + z = x + (y + z)$?

- Unsigned & Signed Int's: Yes!
- Float's:
 - $(1e20 + -1e20) + 3.14 \rightarrow 3.14$
 - $1e20 + (-1e20 + 3.14) \rightarrow ?? \text{ O}$

Code Security Example

```
/* Kernel memory region holding user-accessible data */
#define KSIZE 1024
char kbuf[KSIZE];          ↳ kernel buffer

/* Copy at most maxlen bytes from kernel region to user buffer */
int copy_from_kernel(void *user_dest, int maxlen) {
    /* Byte count len is minimum of buffer size and maxlen */
    int len = KSIZE < maxlen ? KSIZE : maxlen;
    memcpy(user_dest, kbuf, len);
    return len;
}
```

Similar to code found in FreeBSD's implementation of *getpeername()*

There are legions of smart people trying to find vulnerabilities in programs

Typical Usage

```
/* Kernel memory region holding user-accessible data */
#define KSIZE 1024
char kbuf[KSIZE];          my buf      -528

/* Copy at most maxlen bytes from kernel region to user buffer */
int copy_from_kernel(void *user_dest, int maxlen) {
    /* Byte count len is minimum of buffer size and maxlen */
    int len = KSIZE < maxlen ? KSIZE : maxlen;
    memcpy(user_dest, kbuf, len);
    return len;
}
```

```
#define MSIZE 528

void getstuff() {
    char mybuf[MSIZE];
    copy_from_kernel(mybuf,      MSIZE);
    printf("%s\n", mybuf);
}
```

Computer Arithmetic

Cannot assume all "usual" mathematical properties

- Due to finiteness of representations
- Integer operations satisfy "ring" properties
 - Commutativity, associativity, distributivity
- Floating point operations satisfy "ordering" properties
 - Monotonicity, values of signs

Observation

- Need to understand which abstractions apply in which contexts
- Important issues for compiler writers and serious application programmers

Great Reality #2: You Need to Know Assembly



Chances are, you'll never write programs in assembly

- Compilers are much better & more patient than you are

But: Understanding assembly is key to machine-level execution model

- Behavior of programs in presence of bugs
 - High-level language models break down
- Tuning program performance
 - Understand optimizations done / not done by the compiler
 - Understanding sources of program inefficiency
- Implementing system software
 - Compiler has machine code as target
 - Operating systems must manage process state
- Creating / fighting malware

Assembly Code Example

Time Stamp Counter

- Special 64-bit register in Intel-compatible machines
- Incremented every **clock cycle**
- Read with `rdtsc` instruction

Application

- Measure time (in clock cycles) required by procedure

```
double t;
start_counter();
P();
t = get_counter();
printf("P required %f clock cycles\n", t);
```

Code to Read Counter

Write small amount of assembly code using [GCC's asm facility](#)

Inserts assembly code into machine code generated by compiler

```
static unsigned cyc_hi = 0;
static unsigned cyc_lo = 0;

/* Set *hi and *lo to the high and low order bits
   of the cycle counter.
*/
void access_counter(unsigned *hi, unsigned *lo)
{
    asm("rdtsc; movl %%edx,%0; movl %%eax,%1"
        : "=r" (*hi), "=r" (*lo)
        :
        : "%edx", "%eax");
}
```

Great Reality #3: Memory Matters

Random Access Memory Is an Unphysical Abstraction

~~DRAM~~

Memory is not unbounded

- It must be allocated and managed
- Many applications are memory dominated

Memory referencing bugs especially pernicious

- Effects are distant in both time and space

Memory performance is not uniform

- Cache and virtual memory effects can greatly affect program performance
- Adapting program to characteristics of memory system can lead to major speed improvements

Memory Referencing Bug Example

```
double fun(int i)
{
    volatile double d[1] = {3.14};
    volatile long int a[2];
    a[i] = 1073741824; /* Possibly out of bounds */
    return d[0];
}
```

volatile: Don't be optimized by compiler

| | |
|--------|-------------------------------|
| fun(0) | 3.14 |
| fun(1) | 3.14 |
| fun(2) | 3.1399998664856 |
| fun(3) | 2.00000061035156 |
| fun(4) | 3.14, then segmentation fault |

Result is architecture specific

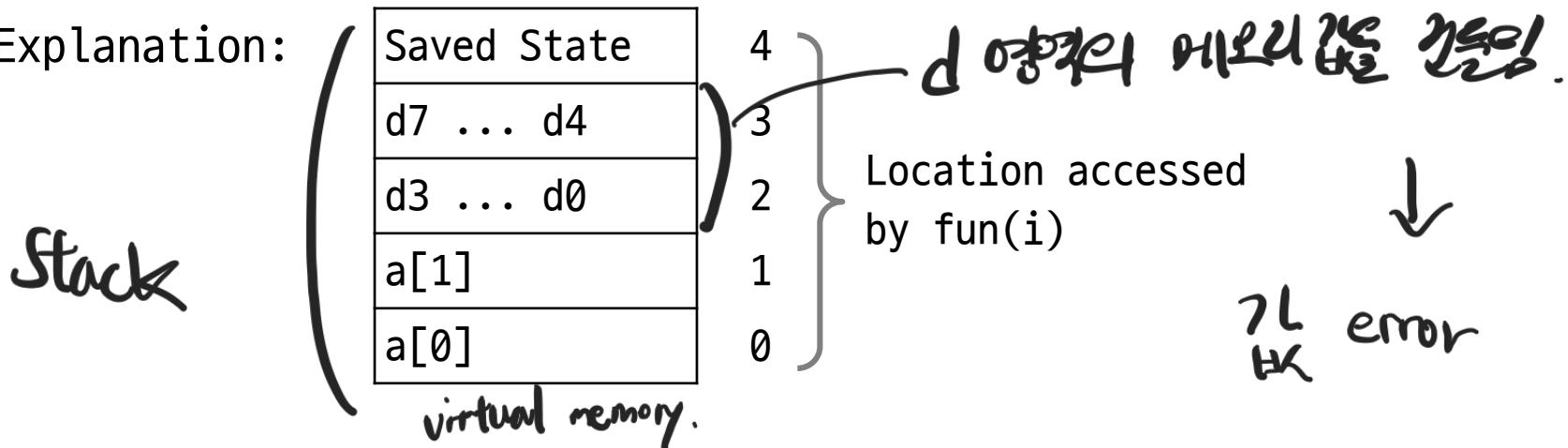
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Explanation:



Memory Referencing Errors

C and C++ do not provide any memory protection

- Out of bounds array references
- Invalid pointer values
- Abuses of malloc/free

Can lead to nasty bugs

- Whether or not bug has any effect depends on system and compiler
- Action at a distance
 - Corrupted object logically unrelated to one being accessed
 - Effect of bug may be first observed long after it is generated

How can I deal with this?

- Program in Java, Ruby or ML
- Understand what possible interactions may occur
- Use or develop tools to detect referencing errors
(e.g. Valgrind)

Memory System Performance Example

```
void copyij(int src[2048][2048],  
           int dst[2048][2048])  
{  
    int i,j;  
    for (i = 0; i < 2048; i++)  
        for (j = 0; j < 2048; j++)  
            dst[i][j] = src[i][j];  
}
```

```
void copyji(int src[2048][2048],  
           int dst[2048][2048])  
{  
    int i,j;  
    for (j = 0; j < 2048; j++)  
        for (i = 0; i < 2048; i++)  
            dst[i][j] = src[i][j];  
}
```



무엇이?

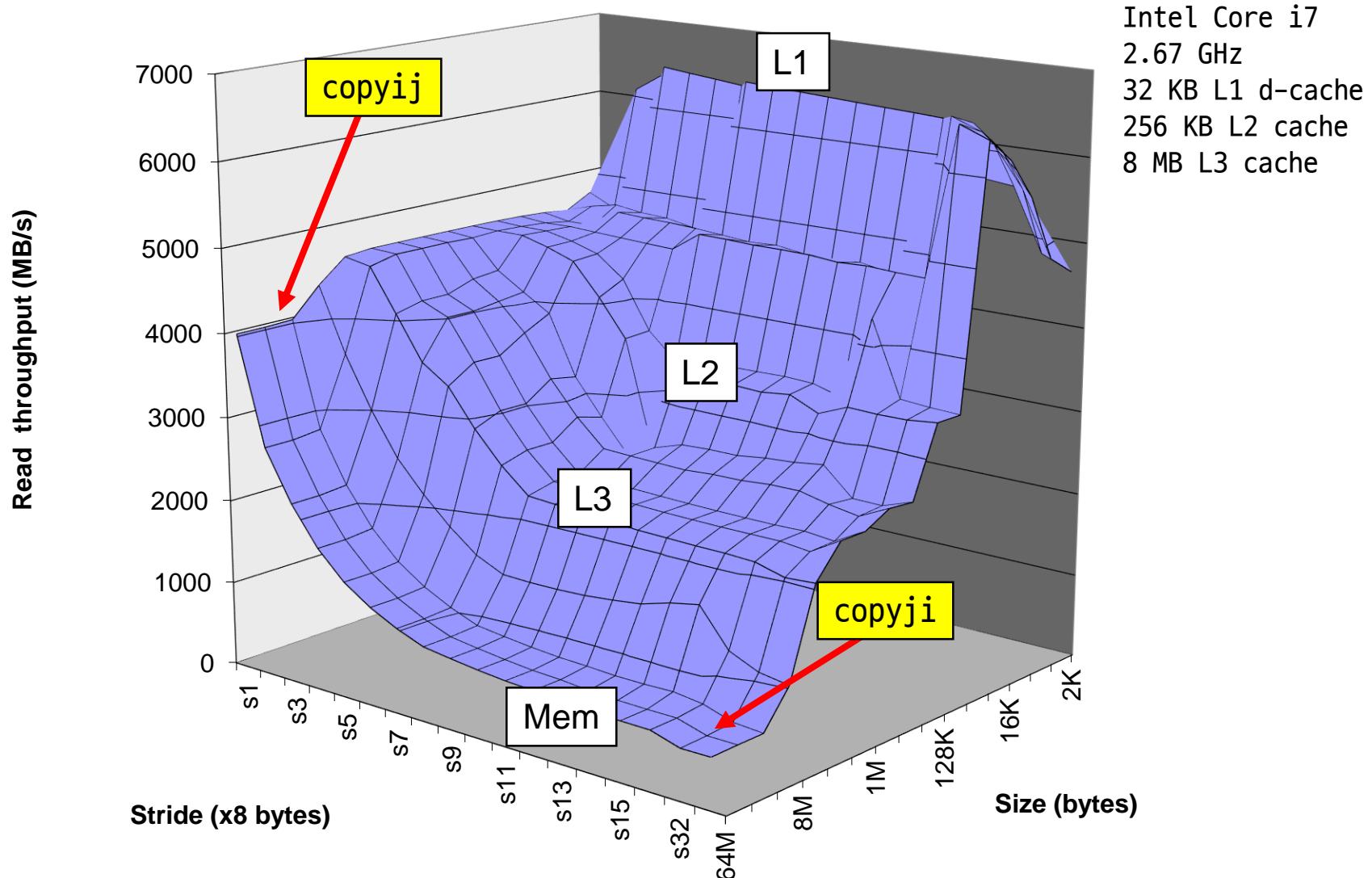
계층적

Need to understand hierarchical memory organization

Performance depends on access patterns

- Including how step through multi-dimensional array

The Memory Mountain



Great Reality #4: There's more to performance than asymptotic complexity

Must optimize at multiple levels: algorithm, data representations, procedures, and loops

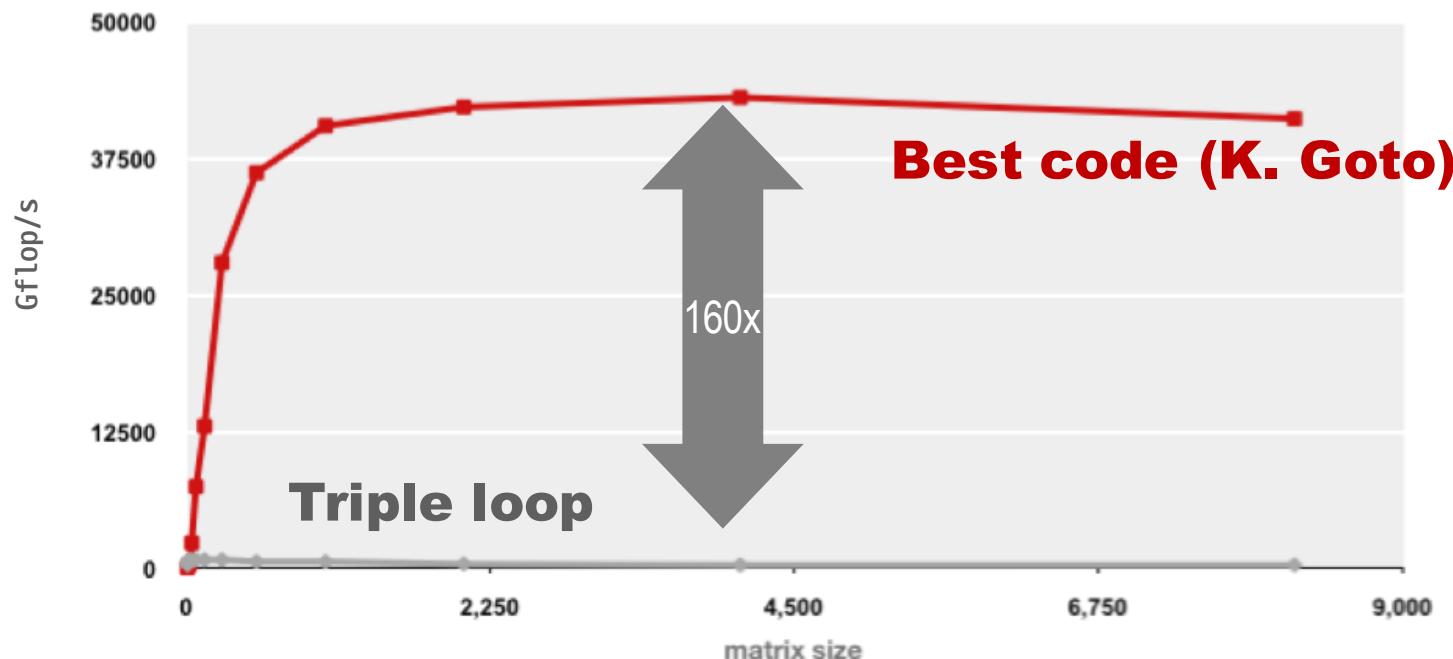
- Easily see 10:1 performance range depending on how code written

Must understand system to optimize performance

- How programs compiled and executed
- How to measure program performance and identify bottlenecks
- How to improve performance without destroying code modularity and generality

Example Matrix Multiplication

Matrix-Matrix Multiplication (MMM) on 2 x Core 2 Duo 3 GHz (double precision)



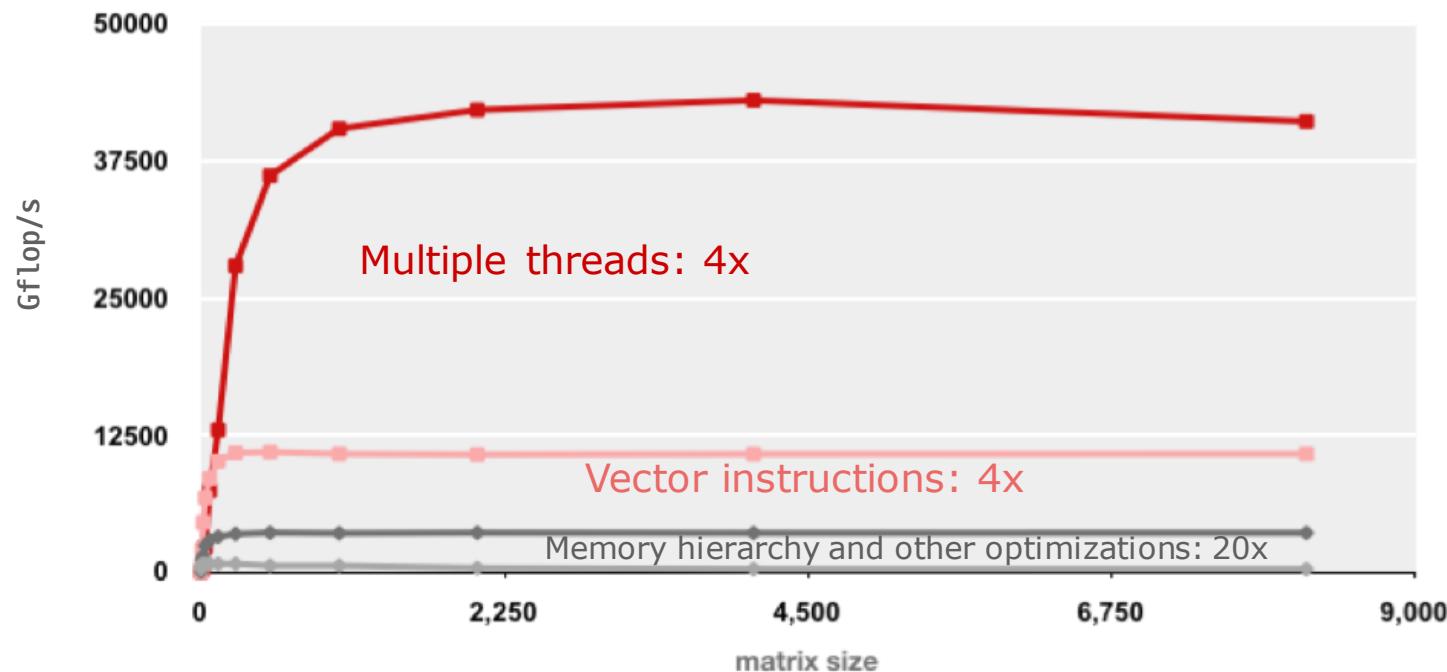
Standard desktop computer, vendor compiler, using optimization flags

- Both implementations have exactly the same operations count ($2n^3$)

What is going on?

MMM Plot: Analysis

Matrix-Matrix Multiplication (MMM) on 2 x Core 2 Duo 3 GHz (double precision)



Reason for 20x:

- Blocking or tiling, loop unrolling, array scalarization, instruction scheduling, search to find best choice

Effect: fewer register spills, L1/L2 cache misses, and TLB misses

Great Reality #5: Computers do more than execute programs

They need to get data in and out

- I/O system critical to program reliability and performance

They communicate with each other over networks

- Many system-level issues arise in presence of network
 - Concurrent operations by autonomous processes
 - Coping with unreliable media
 - Cross platform compatibility
 - Complex performance issues