

Homework 2:

DUE 03/14

Void pointer = a pointer to something but we don't know the size or what kind of type it is.

- Different from a null pointer: points to nothing.
- With an arraylist you have to reallocate it to grow it. Can be a hassle.
- Linkedlist avoids this, you can allocate it on the heap instead of the stack.
- Tail allows us to add to the end of the list in linear time
- Generics don't exist in C
 - Void pointers help fill this role
- For functions, pointers must be passed into the function
 - Java: list.add(item)
 - C: add(list,item)
- Validation: test file:
- Continuous strict: it's gonna compile your code and it's gonna test it against all of the cases, and tell you whether if the tests pass or fail.
- Make your own tests, 20, you can use chat GPT to do this

Notes:

- GCC internals and compilation process:
 - Compilation is a translation process.
 - Each step of the compilation process translates code from one form to another
 - There are many such stages in the pipeline.
 - C source, consists of *.c and *.h files
 - In general the high level overview looks like this:
 1. Preprocessor: get everything ready for staging process
 2. Compilation frontend: representation of our code into its essentials
 3. Compilation backend: generate some type of machine code; object files that are able to be loaded into actual CPUs
 4. Linking:
(compile time)

(runtime)
 5. Loading

C preprocessor:

- The first step in compilation process
- Names: cpp
 - Purpose:
 - organise all included code into one file
 - It removes comments
 - expands macros: #include or #whatever those are targeted toward the compiler and macros that are expanded. It will go and search for that file and paste it into your code.
 - #ifndef - if the constant has not been defined
- File type: *.i

Front end Compilation:

- Input: preprocessed C
- Output: ast
- Program: cc
- Purpose:
 - Check for syntax errors
 - Can also check for some semantic errors
 - Generate a syntax-independent representation of your code called an:
ABSTRACT SYNTAX TREE (AST)

Program optimization:

- After the compilation stage, code exists in tree format
- This tree will be transformed into a number of **intermediate representations (IR)**
- Trees are converted to “generic” (different from java)
- This generic is converted to “gimple”
 - Gimple is the same code as generic but spaced out rather than condensed.
- In a gimple program: you have variable names that can be changed throughout the program: while a SSA form you have for example: a_1 and a_4 which would be the same variable in gimple program: a. So SSA you can have different ...
- The purpose of the front/midend IR transformation is to optimize and get the program into the correct backend representation.
- After the backend we can do optimization:
 - Reduce code by removing redundant calls
 - Inline function calls to reduce indirection
 - Reorder statements to make them more efficient
 - Skip code that produces results that are not consumed.
 - Remove code from binary that is never called.
 - Unroll loops
 - Automatic tail call optimization: