

15-213

## Structured Data: February, 7, 2002

### Topics

- Arrays
- Structs
- Unions
- Reading: 3.8-3.11
- Problems: 3.36

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## Basic Data Types

### Integral

- Stored & operated on in general registers
- Signed vs. unsigned depends on instructions used

| Intel       | GAS | Bytes | C                |
|-------------|-----|-------|------------------|
| byte        | b   | 1     | [unsigned] char  |
| word        | w   | 2     | [unsigned] short |
| double word | l   | 4     | [unsigned] int   |

### Floating Point

- Stored & operated on in floating point registers

| Intel    | GAS | Bytes | C           |
|----------|-----|-------|-------------|
| Single   | s   | 4     | float       |
| Double   | l   | 8     | double      |
| Extended | t   | 10/12 | long double |

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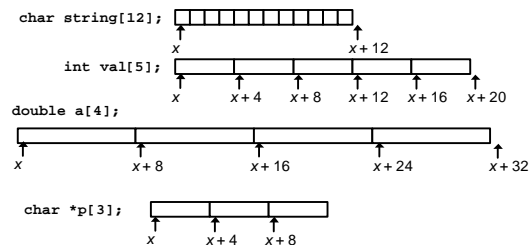
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## Array Allocation

### Basic Principle

- $T\ A[L];$
- Array of data type  $T$  and length  $L$
- Contiguously allocated region of  $L * \text{sizeof}(T)$  bytes



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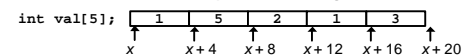
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## Array Access

### Basic Principle

- $T\ A[L];$
- Array of data type  $T$  and length  $L$
- Identifier  $A$  can be used as a pointer to starting element of the array



| Reference                | Type  | Value  |
|--------------------------|-------|--------|
| <code>val[4]</code>      | int   | 3      |
| <code>val</code>         | int * | $x$    |
| <code>val+1</code>       | int * | $x+4$  |
| <code>&amp;val[2]</code> | int * | $x+8$  |
| <code>val[5]</code>      | int   | ??     |
| <code>*(val+1)</code>    | int   | 5      |
| <code>val + i</code>     | int * | $x+4i$ |

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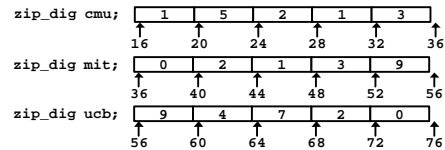
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## Array Example

```
typedef int zip_dig[5];

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



### Notes

- Declaration "zip\_dig cmu" equivalent to "int cmu[5]"
- Example arrays were allocated in successive 20 byte blocks  
– Not guaranteed to happen in general

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## Array Accessing Example

### Computation

- Register %edx contains starting address of array
- Register %eax contains array index
- Desired digit at  $4 * \%eax + \%edx$
- Use memory reference ( $\%edx, \%eax, 4$ )

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

### Memory Reference Code

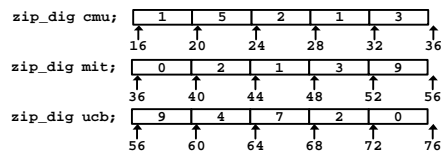
```
# %edx = z
# %eax = dig
movl (%edx,%eax,4),%eax # z[dig]
```

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## Referencing Examples



### Code Does Not Do Any Bounds Checking!

| Reference | Address            | Value | Guaranteed? |
|-----------|--------------------|-------|-------------|
| mit[3]    | $36 + 4 * 3 = 48$  | 3     | Yes         |
| mit[5]    | $36 + 4 * 5 = 56$  | 9     | No          |
| mit[-1]   | $36 + 4 * -1 = 32$ | 3     | No          |
| cmu[15]   | $16 + 4 * 15 = 76$ | ??    | No          |

- Out of range behavior implementation-dependent  
– No guaranteed relative allocation of different arrays

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## Array Loop Example

### Original Source

```
int zd2int(zip_dig z)
{
    int i;
    int zi = 0;
    for (i = 0; i < 5; i++) {
        zi = 10 * zi + z[i];
    }
    return zi;
}
```

### Transformed Version

- As generated by GCC
- Eliminate loop variable *i*
- Convert array code to pointer code
- Express in do-while form  
– No need to test at entrance

```
int zd2int(zip_dig z)
{
    int zi = 0;
    int *zend = z + 4;
    do {
        zi = 10 * zi + *z;
        z++;
    } while(z <= zend);
    return zi;
}
```

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## Array Loop Implementation

### Registers

%ecx z  
%eax zi  
%ebx zend

### Computations

- $10 * zi + *z$  implemented as  $*z + 2 * (zi + 4 * zi)$
- $z++$  increments by 4

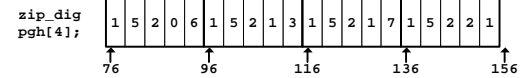
```
int zd2int(zip_dig z)
{
    int zi = 0;
    int *zend = z + 4;
    do {
        zi = 10 * zi + *z;
        z++;
    } while(z <= zend);
    return zi;
}
```

```
# %ecx = z
xorl %eax,%eax      # zi = 0
leal 16(%ecx),%ebx   # zend = z+4
.L59:
leal (%eax,%eax,4),%edx # 5*zi
movl (%ecx),%eax      # *z
addl $4,%ecx          # z++
leal (%eax,%edx,2),%eax # zi = *z + 2*(5*zi)
cmpl %ebx,%ecx        # z : zend
jle .L59             # if <= goto loop
```

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## 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}};
```



- Declaration "`zip_dig pgh[4]`" equivalent to "`int pgh[4][5]`"
  - Variable `pgh` denotes array of 4 elements
    - » Allocated contiguously
  - Each element is an array of 5 int's
    - » Allocated contiguously
- "Row-Major" ordering of all elements guaranteed

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## Nested Array Allocation

### Declaration

- $T A[R][C];$
- Array of data type  $T$
  - $R$  rows
  - $C$  columns
  - Type  $T$  element requires  $K$  bytes

```

a[0][0] . . . a[0][C-1]
.
.
.
a[R-1][0] . . . a[R-1][C-1]
```

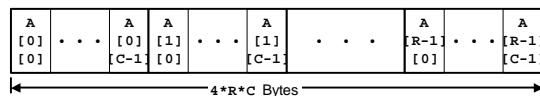
### Array Size

- $R * C * K$  bytes

### Arrangement

- Row-Major Ordering

`int A[R][C];`



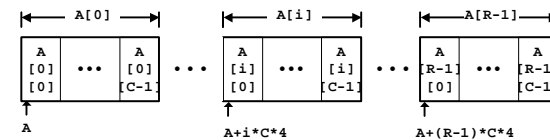
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## Nested Array Row Access

### Row Vectors

- $A[i]$  is array of  $C$  elements
- Each element of type  $T$
- Starting address  $A + i * C * K$

`int A[R][C];`



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## Nested Array Row Access Code

```
int *get_pgh_zip(int index)
{
    return pgh[index];
}
```

### Row Vector

- `pgh[index]` is array of 5 int's
- Starting address `pgh+20*index`

### Code

- Computes and returns address
- Compute as `pgh + 4*(index+4*index)`

```
# %eax = index
leal (%eax,%eax,4),%eax # 5 * index
leal pgh(,%eax,4),%eax # pgh + (20 * index)
```

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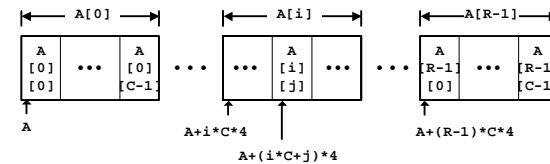
## Nested Array Element Access

### Array Elements

- `A[i][j]` is element of type `T`
- Address `A + (i * C + j) * K`

```
A
[i]
[j]
```

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



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## Nested Array Element Access Code

### Array Elements

- `pgh[index][dig]` is int
- Address:  
`pgh + 20*index + 4*dig`

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

### Code

- Computes address  
`pgh + 4*dig + 4*(index+4*index)`
- `movl` performs memory reference

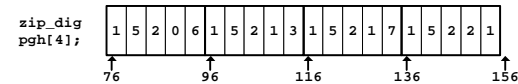
```
# %ecx = dig
# %eax = index
leal 0(,%ecx,4),%edx # 4*dig
leal (%eax,%eax,4),%eax # 5*index
movl pgh(%edx,%eax,4),%eax # *(pgh + 4*dig + 20*index)
```

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## Strange Referencing Examples



### Reference Address Value Guaranteed?

| Reference               | Address                                | Value | Guaranteed? |
|-------------------------|--|-------|-------------|
| <code>pgh[3][3]</code>  | $76 + 20 \cdot 3 + 4 \cdot 3 = 148$    | 2     | Yes         |
| <code>pgh[2][5]</code>  | $76 + 20 \cdot 2 + 4 \cdot 5 = 136$    | 1     | Yes         |
| <code>pgh[2][-1]</code> | $76 + 20 \cdot 2 + 4 \cdot (-1) = 112$ | 3     | Yes         |
| <code>pgh[4][-1]</code> | $76 + 20 \cdot 4 + 4 \cdot (-1) = 152$ | 1     | Yes         |
| <code>pgh[0][19]</code> | $76 + 20 \cdot 0 + 4 \cdot 19 = 152$   | 1     | Yes         |
| <code>pgh[0][-1]</code> | $76 + 20 \cdot 0 + 4 \cdot (-1) = 72$  | ??    | No          |

- Code does not do any bounds checking
- Ordering of elements within array guaranteed

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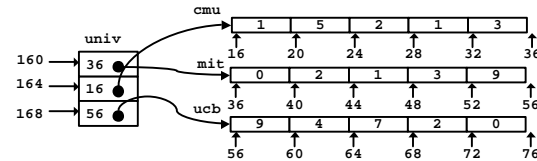
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## Multi-Level Array Example

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

```
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};
```



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## Accessing Element in Multi-Level Array

### Computation

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

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

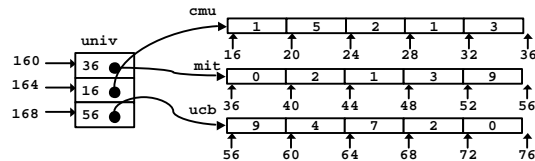
```
# %ecx = index
# %eax = dig
leal 0(,%ecx,4),%edx # 4*index
movl univ(%edx),%edx # Mem[univ+4*index]
movl (%edx,%eax,4),%eax # Mem[...+4*dig]
```

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## Strange Referencing Examples



| Reference                   | Address        | Value | Guaranteed? |
|-----------------------------|----------------|-------|-------------|
| <code>univ[2][3]</code>     | $56+4*3 = 68$  | 2     | Yes         |
| <code>univ[1][5]</code>     | $16+4*5 = 36$  | 0     | No          |
| <code>univ[2][-1]</code>    | $56+4*-1 = 52$ | 9     | No          |
| <code>univ[3][-1] ??</code> | ??             | ??    | No          |
| <code>univ[1][12]</code>    | $16+4*12 = 64$ | 7     | No          |

- Code does not do any bounds checking
- Ordering of elements in different arrays not guaranteed

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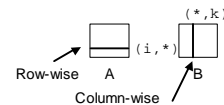
## Using Nested Arrays

### Strengths

- C compiler handles doubly subscripted arrays
- Generates very efficient code
  - Avoids multiply in index computation

### Limitation

- Only works if have fixed array size



```
#define N 16
typedef int fix_matrix[N][N];
```

```
/* Compute element i,k of
fixed matrix product */
int fix_prod_ele
(fix_matrix a, fix_matrix b,
int i, int k)
{
    int j;
    int result = 0;
    for (j = 0; j < N; j++)
        result += a[i][j]*b[j][k];
    return result;
}
```

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## Dynamic Nested Arrays

### Strength

- Can create matrix of arbitrary size

### Programming

- Must do index computation explicitly

### Performance

- Accessing single element costly
- Must do multiplication

```
int * new_var_matrix(int n)
{
    return (int *)
        calloc(sizeof(int), n*n);
}
```

```
int var_ele
(int *a, int i,
 int j, int n)
{
    return a[i*n+j];
}
```

```
movl 12(%ebp),%eax    # i
movl 8(%ebp),%edx     # a
imull 20(%ebp),%eax   # n*i
addl 16(%ebp),%eax    # n*i+j
movl (%edx,%eax,4),%eax # Mem[a+4*(i*n+j)]
```

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## Dynamic Array Multiplication

### Without Optimizations

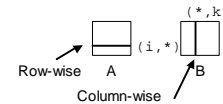
#### Multiplies

- 2 for subscripts
- 1 for data

#### Adds

- 4 for array indexing
- 1 for loop index
- 1 for data

```
/* Compute element i,k of
variable matrix product */
int var_prod_ele
(int *a, int *b,
 int i, int k, int n)
{
    int j;
    int result = 0;
    for (j = 0; j < n; j++)
        result +=
            a[i*n+j] * b[j*n+k];
    return result;
}
```



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## Optimizing Dynamic Array Multiplication

### Optimizations

- Performed when set optimization level to -O2

### Code Motion

- Expression  $i*n$  can be computed outside loop

### Strength Reduction

- Incrementing  $j$  has effect of incrementing  $j*n+k$  by  $n$

### Performance

- Compiler can optimize regular access patterns

```
{
    int j;
    int result = 0;
    for (j = 0; j < n; j++)
        result +=
            a[i*n+j] * b[j*n+k];
    return result;
}
```

```
{
    int j;
    int result = 0;
    int iTn = i*n;
    int jTnPn = k;
    for (j = 0; j < n; j++) {
        result +=
            a[iTn+j] * b[jTnPn];
        jTnPn += n;
    }
    return result;
}
```

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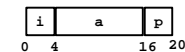
## Structures

### Concept

- Contiguously-allocated region of memory
- Refer to members within structure by names
- Members may be of different types

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

### Memory Layout



### Accessing Structure Member

```
void
set_i(struct rec *r,
      int val)
{
    r->i = val;
}
```

### Assembly

```
# %eax = val
# %edx = r
movl %eax, (%edx) # Mem[r] = val
```

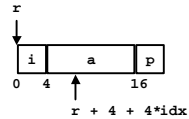
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## Generating Pointer to Structure Member

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



### Generating Pointer to Array Element

- Offset of each structure member determined at compile time

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

```
# %ecx = idx
# %edx = r
leal 0(, %ecx, 4), %eax # 4*idx
leal 4(%eax, %edx), %eax # r+4*idx+4
```

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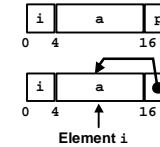
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## Structure Referencing (Cont.)

### C Code

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

```
void
set_p(struct rec *r)
{
    r->p =
    &r->a[r->i];
}
```



```
# %edx = r
movl (%edx), %ecx # r->i
leal 0(, %ecx, 4), %eax # 4*(r->i)
leal 4(%edx, %eax), %eax # r+4+4*(r->i)
movl %eax, 16(%edx) # Update r->p
```

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## Alignment

### Aligned Data

- Primitive data type requires K bytes
- Address must be multiple of K
- Required on some machines; advised on IA32
  - treated differently by Linux and Windows!

### Motivation for Aligning Data

- Memory accessed by (aligned) double or quad-words
  - Inefficient to load or store datum that spans quad word boundaries
  - Virtual memory very tricky when datum spans 2 pages

### Compiler

- Inserts gaps in structure to ensure correct alignment of fields

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## Specific Cases of Alignment

### Size of Primitive Data Type:

- 1 byte** (e.g., char)
  - no restrictions on address
- 2 bytes** (e.g., short)
  - lowest 1 bit of address must be 0<sub>2</sub>
- 4 bytes** (e.g., int, float, char \*, etc.)
  - lowest 2 bits of address must be 00<sub>2</sub>
- 8 bytes** (e.g., double)
  - Windows (and most other OS's & instruction sets):
    - lowest 3 bits of address must be 000<sub>2</sub>
  - Linux:
    - lowest 2 bits of address must be 00<sub>2</sub>
    - i.e., treated the same as a 4-byte primitive data type
- 12 bytes** (long double)
  - Linux:
    - lowest 2 bits of address must be 00<sub>2</sub>
    - i.e., treated the same as a 4-byte primitive data type

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## Satisfying Alignment with Structures

### Offsets Within Structure

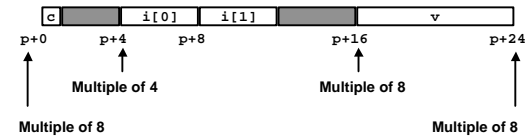
- Must satisfy element's alignment requirement

### Overall Structure Placement

- Each structure has alignment requirement K
  - Largest alignment of any element
- Initial address & structure length must be multiples of K

### Example (under Windows):

- K = 8, due to double element



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## Linux vs. Windows

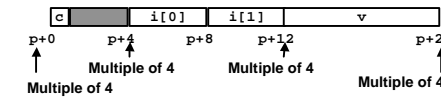
### Windows (including Cygwin):

- K = 8, due to double element



### Linux:

- K = 4; double treated like a 4-byte data type



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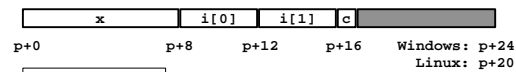
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## Effect of Overall Alignment Requirement

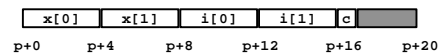
```
struct S2 {
    double x;
    int i[2];
    char c;
} *p;
```

p must be multiple of:  
8 for Windows  
4 for Linux



```
struct S3 {
    float x[2];
    int i[2];
    char c;
} *p;
```

p must be multiple of 4 (in either OS)



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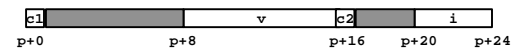
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## Ordering Elements Within Structure

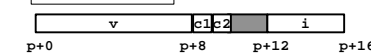
```
struct S4 {
    char c1;
    double v;
    char c2;
    int i;
} *p;
```

10 bytes wasted space in Windows



```
struct S5 {
    double v;
    char c1;
    char c2;
    int i;
} *p;
```

2 bytes wasted space



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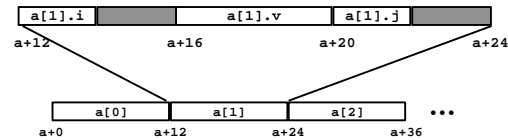


## Arrays of Structures

### Principle

- Allocated by repeating allocation for array type
- In general, may nest arrays & structures to arbitrary depth

```
struct S6 {
    short i;
    float v;
    short j;
} a[10];
```



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15-213 S'02 (Based on CS 213 F'01)

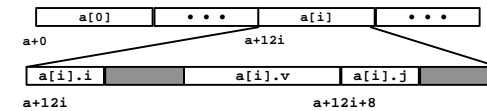
## Accessing Element within Array

- Compute offset to start of structure
  - Compute  $12*i$  as  $4*(i*2)$
- Access element according to its offset within structure
  - Offset by 8
  - Assembler gives displacement as  $a + 8$ 
    - » Linker must set actual value

```
struct S6 {
    short i;
    float v;
    short j;
} a[10];
```

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

```
# %eax = idx
leal (%eax,%eax,2),%eax # 3*idx
movswl a+8(,%eax,4),%eax
```



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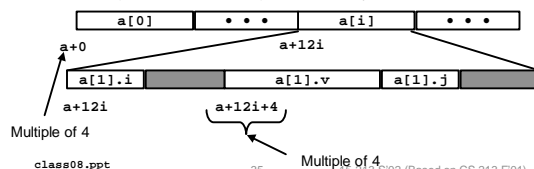
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## Satisfying Alignment within Structure

### Achieving Alignment

- Starting address of structure array must be multiple of worst-case alignment for any element
  - $a$  must be multiple of 4
- Offset of element within structure must be multiple of element's alignment requirement
  - $v$ 's offset of 4 is a multiple of 4
- Overall size of structure must be multiple of worst-case alignment for any element
  - Structure padded with unused space to be 12 bytes

```
struct S6 {
    short i;
    float v;
    short j;
} a[10];
```



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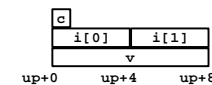
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## Union Allocation

### Principles

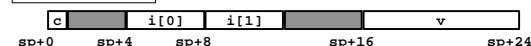
- Overlay union elements
- Allocate according to largest element
- Can only use one field at a time

```
union U1 {
    char c;
    int i[2];
    double v;
} *up;
```



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

(Windows alignment)



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## Using Union to Access Bit Patterns

```
typedef union {
    float f;
    unsigned u;
} bit_float_t;
```



- Get direct access to bit representation of float
- `bit2float` generates float with given bit pattern
  - NOT the same as `(float) u`
- `float2bit` generates bit pattern from float
  - NOT the same as `(unsigned) f`

```
float bit2float(unsigned u)
{
    bit_float_t arg;
    arg.u = u;
    return arg.f;
}
```

```
unsigned float2bit(float f)
{
    bit_float_t arg;
    arg.f = f;
    return arg.u;
}
```

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## Byte Ordering

### Idea

- Long/quad words stored in memory as 4/8 consecutive bytes
- Which is most (least) significant?
- Can cause problems when exchanging binary data between machines

### Big Endian

- Most significant byte has lowest address
- IBM 360/370, Motorola 68K, Sparc

### Little Endian

- Least significant byte has lowest address
- Intel x86, Digital VAX

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## Byte Ordering Example

```
union {
    unsigned char c[8];
    unsigned short s[4];
    unsigned int i[2];
    unsigned long l[1];
} dw;
```

|      |      |      |      |      |      |      |      |
|------|------|------|------|------|------|------|------|
| c[0] | c[1] | c[2] | c[3] | c[4] | c[5] | c[6] | c[7] |
| s[0] | s[1] | s[2] | s[3] |      |      |      |      |
| i[0] |      | i[1] |      |      |      |      |      |
| l[0] |      |      |      |      |      |      |      |

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## Byte Ordering Example (Cont).

```
int j;
for (j = 0; j < 8; j++)
    dw.c[j] = 0xf0 + j;

printf("Characters 0-7 ==\n",
    [0x%x, 0x%x, 0x%x, 0x%x, 0x%x, 0x%x, 0x%x, 0x%x]\n",
    dw.c[0], dw.c[1], dw.c[2], dw.c[3],
    dw.c[4], dw.c[5], dw.c[6], dw.c[7]);

printf("Shorts 0-3 ==\n",
    [0x%x, 0x%x, 0x%x, 0x%x]\n",
    dw.s[0], dw.s[1], dw.s[2], dw.s[3]);

printf("Ints 0-1 == [0x%x, 0x%x]\n",
    dw.i[0], dw.i[1]);

printf("Long 0 == [0x%lx]\n",
    dw.l[0]);
```

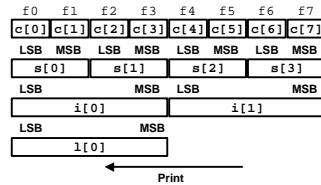
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## Byte Ordering on x86

### Little Endian



### Output on Pentium:

Characters 0-7 == [0xf0,0xf1,0xf2,0xf3,0xf4,0xf5,0xf6,0xf7]  
 Shorts 0-3 == [0xf1f0,0xf3f2,0xf5f4,0xf7f6]  
 Ints 0-1 == [0xf3f2f1f0,0xf7f6f5f4]  
 Long 0 == [f3f2f1f0]

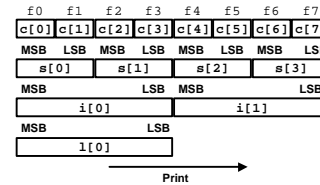
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## Byte Ordering on Sun

### Big Endian



### Output on Sun:

Characters 0-7 == [0xf0,0xf1,0xf2,0xf3,0xf4,0xf5,0xf6,0xf7]  
 Shorts 0-3 == [0xf0f1,0xf2f3,0xf4f5,0xf6f7]  
 Ints 0-1 == [0xf0f1f2f3,0xf4f5f6f7]  
 Long 0 == [0xf0f1f2f3]

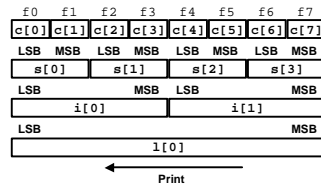
class08.ppt

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## Byte Ordering on Alpha

### Little Endian



### Output on Alpha:

Characters 0-7 == [0xf0,0xf1,0xf2,0xf3,0xf4,0xf5,0xf6,0xf7]  
 Shorts 0-3 == [0xf1f0,0xf3f2,0xf5f4,0xf7f6]  
 Ints 0-1 == [0xf3f2f1f0,0xf7f6f5f4]  
 Long 0 == [0xf7f6f5f4f3f2f1f0]

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## Summary

### Arrays in C

- Contiguous allocation of memory
- Pointer to first element
- No bounds checking

### Compiler Optimizations

- Compiler often turns array code into pointer code  
 zd2int
- Uses addressing modes to scale array indices
- Lots of tricks to improve array indexing in loops

### Structures

- Allocate bytes in order declared
- Pad in middle and at end to satisfy alignment

### Unions

- Overlay declarations
- Way to circumvent type system

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