1 Introduction

In this lecture we will start the transition from C0 to C. In some ways, the lecture is therefore about knowledge rather than principles, a return to the emphasis on programming that we had earlier in the semester. In future lectures, we will explore some deeper issues in the context of C, but this lecture is full of cautionary tales.

The main theme of this lecture is the way C manages memory. Unlike C0 and other modern languages like Java, C#, or ML, C requires programs to explicitly manage their memory. Allocation is relatively straightforward, like in C0, requiring only that we correctly calculate the size of allocated memory. Deallocating (“freeing”) memory, however, is difficult and error-prone, even for experienced C programmers. Mistakes can either lead to attempts to access memory that has already been deallocated, in which case the result is undefined and may be catastrophic, or it can lead the running program to hold on to memory no longer in use, which may slow it down and eventually crash it when it runs out of memory. The second category is a so-called memory leak.

2 A First Look at C

Syntactically, C and C0 are very close. Philosophically, they diverge rather drastically. Underlying C0 are the principles of memory safety and type safety. A program is memory safe if it only reads from memory that has
been properly allocated and initialized, and only writes to memory that has been properly allocated. A program is type safe if all data it manipulates have their declared types. In C0, all programs are type safe and memory safe. The compiler guarantees this through a combination of static (that is, compile-time) and dynamic (that is, run-time) checks. An example of a static check is the error issued by the compiler when trying to assign an integer to a variable declared to hold a pointer, such as

```
int* p = 37;
```

An example of a dynamic check is an array out-of-bounds error, which would try to access memory that has not been allocated by the program. Modern languages such as Java, ML, or Haskell are both type safe and memory safe.

In contrast, C is neither type safe nor memory safe. This means that the behavior of many operations in C is undefined. Unfortunately, undefined behavior in C may yield any result or have any effect, which means that the outcome of many programs is unpredictable. In many cases, even programs that are patently absurd will yield a consistent answer on a given machine with a given compiler, or perhaps even across different machines and different compilers. No amount of testing will catch the fact that such programs have bugs, but they may break when, say, the compiler is upgraded or details of the runtime system changes. Taken together, these design decisions make it very difficult to write correct programs in C. This fact is in evidence every day, when we download so-called security critical updates to operating systems, browsers, and other software. In many cases, the security critical flaws arise because an attacker can exploit behavior that is undefined, but predictable across some spectrum of implementations, in order to cause your machine to execute some arbitrary malicious code. You will learn in 15-213 Computer Systems exactly how such attacks work.

These difficulties are compounded by the fact that there are other parts of the C standard that are implementation defined. For example, the size of values of type int is explicitly not specified by the C standard, but each implementation must of course provide a size. This makes it very difficult to write portable programs. Even on one machine, the behavior of a program might differ from compiler to compiler. We will talk more about implementation defined behavior in the next lecture.

Despite all these problems, almost 40 years after its inception, C is still a significant language. For one, it is the origin of the object-oriented languages C++ and strongly influenced Java and C#. For another, much systems code such as operating systems, file systems, garbage collectors, or
networking code are still written in C. Designing type-safe alternative languages for systems code is still an active area of research, including the Static OS project at Carnegie Mellon University.

3 Undefined Behavior in C

For today’s lecture, there are three important undefined behaviors in C are:

Out-of-bounds array access: accessing outside the range of an allocated array has undefined results.

Null pointer dereference: dereferencing the null pointer has undefined results.

Double-free: We’ll talk about this in Section 7.

3.1 Arrays, pointers, and out-of-bounds access

When compared to C0, the most shocking difference is that C does not distinguish arrays from pointers. Array accesses are not checked at all, and out-of-bounds memory references (whose result is formally undefined) may lead to unpredictable results. For example, the code fragment

```c
int main() {
    int* A = malloc(sizeof(int));
    A[0] = 0; /* ok - A[0] is like *A */
    A[1] = 1; /* error - not allocated */
    A[317] = 29; /* error - not allocated */
    A[-1] = 32; /* error - not allocated(!) */
    printf("A[-1] = %d\n", A[-1]);
    return 0;
}
```

will not raise any compile time error or even warnings, even under the strictest settings. Here, the call to malloc allocates enough space for a single integer in memory. In this class, we are using gcc with the following flags:

```
gcc -Wall -Wextra -Werror -std=c99 -pedantic
```

which generates all warnings (-Wall and -Wextra), turns all warnings into errors (-Werror), and applies the C99 standard (-std=c99) pedantically
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(-pedantic). The code above executes ok, and in fact prints 32, despite four blatant errors in the code.

To discover whether such errors may have occurred at runtime, we can use the valgrind tool.

```bash
% valgrind ./a.out
...
==nnnn== ERROR SUMMARY: 4 errors from 4 contexts (suppressed: 0 from 0)
```

which produces useful error messages (elided above) and indeed, flags 4 error in code whose observable behavior was bug-free.

`valgrind` slows down execution, but if at all feasible you should test all your C code in the manner to uncover memory problems. For best error messages, you should pass the `-g` flag to gcc which preserves some correlation between binary and source code.

You can also guard memory accesses with appropriate assert statements that abort the program when attempting out-of-bounds accesses.

Conflating pointers and arrays provides a hint on how to convert C0 programs to C. We need to convert `t[]` which indicates a C0 array with elements of type `t` to `t*` to indicate a pointer instead. In addition, the `alloc` and `alloc_array` calls need to be changed, or defined by appropriate macros (we’ll talk about this more later).

### 3.2 Null pointer dereference

In C0, an out of bounds array access or null pointer dereference will *always* cause the program to print out *Segmentation fault* and exit aborting with (abort with signal `SIGSEGV`). In C, reading or writing to an array out of bounds *may* cause a segmentation fault, but it is impossible to rely on this behavior in practice.

In contrast, it is so common that dereferencing the null pointer will lead to a segmentation fault that it may be overlooked that this is not defined. Nevertheless, it is undefined, dereferencing `NULL` may not yield an exception, particularly if your code runs in kernel mode, as part of the operating system,

### 3.3 What actually happens?

If you do not get an error, then perhaps nothing at all will happen, and perhaps memory will become silently corrupted and cause unpredictable
errors down the road. But we were able to describe, in each of the examples above, what sorts of things were likely to happen.

There’s an old joke that whenever your encounter undefined behavior, your computer could decide to play Happy Birthday or it could catch on fire. This is less of a joke considering recent events:

- In 2010, Alex Halderman’s team at the University of Michigan successfully hacked into Washington D.C.’s prototype online voting system, and caused its web page to play the University of Michigan fight song, “The Victors.”

- The Stuxnet worm caused centrifuges, such as those used for uranium enrichment in Iran, to malfunction, physically damaging the devices.

Not quite playing Happy Birthday and catching on fire, but close enough.

4 Memory Allocation

Two important system-provided functions for allocating memory are malloc and calloc.

malloc(sizeof(t)) allocates enough memory to hold a value of type t. In C0, we would have written alloc(t) instead. The difference is that alloc(t) has type t*, while malloc(sizeof(t)) returns a special type void*, which we will discuss more in the next lecture. The important thing to realize is that C will not even check that the pointer we allocated is the right size, so that while we can write this:

```c
int* p = malloc(sizeof(int));
```

we can also write this:

```c
int* p = malloc(sizeof(char));
```

which will generally have undefined results. Also, malloc does not guarantee that the memory it returns has been initialized, so the following code is an error:

---


---
int* p = malloc(sizeof(char));
printf("%d\n", *p);

Valgrind will report the error "Use of uninitialised value of size 8" if code with the above two lines is compiled and run.

calloc(n, sizeof(t)) allocates enough memory for n objects of type t. Unlike malloc, it also guarantees that all memory cells are initialized with 0. For many types, this yields a default element, such as false for booleans, 0 for ints, \'0\' for char, or NULL for pointers.

Both malloc and calloc may fail when there is not enough memory available. In that case, they just return NULL. This means any code calling these two functions should check that the return value is not NULL before proceeding. Because makes it tedious and error-prone to write safe code, we have defined functions xmalloc and xcalloc which are just like malloc and calloc, respectively, but abort computation in case the operation fails. They are thereby guaranteed to return a pointer that is not NULL, if they return at all. These functions are in the file xalloc.c; their declarations are in xalloc.h (see Section 5 for an explanation of header files).

5 Header Files

To understand how the xalloc library works, and to take our our C0 implementation of binary search treas and begin turning it into a C implementation, we will need to start by explaining the C convention of using header files to specify interfaces. Header files have the extension .h and contain type declarations and definitions as well as function prototypes and macros, but never code. Header files are not listed on the command line when the compiler is invoked, but included in C source files (with the .c extension) using the #include preprocessor directive. The typical use is to #include the header file both in the implementation of a data structure and all of its clients. In this way, we know both match the same interface.

This applies to standard libraries as well as user-written libraries. For example, the client of the C implementation of BSTs starts with

#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <assert.h>

3when we say "include" in the rest of this lecture, we mean #include
#include "xalloc.h"
#include "contracts.h"
#include "bst.h"
#include "bst-client.h"

The form #include <filename.h> includes file filename.h which must be one of the system libraries provided by the suite of compilation tools (gcc, in our case). The second form #include "filename.h" looks for filename.h in the current source directory, so this is reserved for user files. The names of the standard libraries and the types and functions they provide can be found in the standard reference book The C Programming Language, 2nd edition by Brian Kernighan and Dennis Ritchie or in various places on the Internet.4

5.1 Client interface

We’ll start with are bst-client.h, which contains the client interface to BSTs

/*************************/
/* Client-side interface */
/*************************/

#include <string.h>

#ifndef _BST_CLIENT_H_
#define _BST_CLIENT_H_

typedef struct wcount *elem;
typedef string key;

key elem_key(elem e); /* e cannot be NULL! */
int key_compare(key k1, key k2); /* returns -1, 0, or 1 */
void elem_free(elem e);

#endif

Note that the way we are defining a client interface here is not good C style, but it will take a few more lectures before we have the tools to do a better job.

4for example, http://www.acm.uiuc.edu/webmonkeys/book/c_guide/
The core of this file is exactly the client interface part of our C0 BST specification. It defines the type `elem` as a pointer to a `struct wcount`, whose implementation remains hidden. There is one new function, `elem_free`, which we have not yet discussed. All of our contracts are gone - C does not have a facility for putting contracts in an interface.

We also see a certain idiom

```c
#ifndef _BST_CLIENT_H_
define _BST_CLIENT_H_
...
#endif
```

which is interpreted by the preprocessor, like other directives starting with #. This is a header guard, which prevents the header from being processed multiple times. The first time the header file is processed, the preprocessor variable `_BST_CLIENT_H_` will not be defined, so the test `#ifndef` (if not defined) will succeed. The next directive defines the variable `_BST_CLIENT_H_` (as the empty string, but that is irrelevant) and then processes the following declarations up to the matching `#endif`, usually at the end of the file.

Now if this file were included a second time, which happens frequently because standard libraries, for example, are included in many different source files that are compiled together, then the variable `_STACKS_H_` would be defined, the test would fail, and the body of the file ignored.

### 5.2 Library interface

Our library interface uses types defined in `bst-client.h`, so we include this file in the library interface, `bst.h`.

```c
/********************/
/* Library interface */
/********************/

#include "bst-client.h"

#ifndef _BST_H_
define _BST_H_
#endif

typedef struct bst_header *bst;

bst bst_new();
```
void bst_insert(bst B, elem e); /* e cannot be NULL! */
elem bst_lookup(bst B, key k); /* return NULL if not in tree */
void bst_free(bst B);

#define REQUIRES(COND) ((void)0)

which can be found in the file contracts.h. The right-hand side of this
definition, ((void)0) is the number zero, cast to have type void which
means it cannot be used as an argument to a function or operator; its result
must be ignored. When the code is compiled with

gcc -DDEBUG ...

then it is defined instead as a regular assert:

#define REQUIRES(COND) assert(COND)

In this case, any use of REQUIRES(e) is expanded into assert(e) before the
result is compiled into a runtime test.

The three macros, all of which behave identically are

REQUIRES(e);
ENSURES(e);
ASSERT(e);

although they are intended for different purposes, mirroring the @requires,
@ensures, and @assert annotations of C0. @loop_invariant is missing,
since there appears to be no good syntax to support loop invariants di-
rectly; we recommend you check them right after the exit test or at the end
of the loop using the ASSERT macro.

Another common use for macros is to define compile-time constants.
In general, it is considered good style to isolate “magic” numbers at the
beginning of a file, for easy reference; for instance, if we were coding our E0 editor in C, it would make sense to

#define GAP_BUFFER_SIZE 16

to make it easy to change from size 16 gap buffers to some other size. The C implementation itself uses them as well, for example, limits.h defines INT_MAX as the maximal (signed) integer, and INT_MIN and the minimal signed integer, and similarly for UINT_MAX for unsigned integers.

6.1 Conditional compilation

Header guards _BST_H_ are an example of conditional compilation which is often used in systems files in order to make header files and their implementation portable. Another idiomatic use of conditional compilation is

#ifdef DEBUG
...debugging statements...
#endif

where the variable DEBUG is usually set on the gcc command line with

gcc -DDEBUG ...

Guarding debugging statements in this way generalizes the simple assertion macros provided in contracts.h.

7 Freeing Memory

Unlike C0, C does not automatically manage memory. As a result, programs have to free the memory they allocate explicitly; otherwise, long-running programs or memory-intensive programs are likely to run out of space. For that, the C standard library provides the function free, declared with

void free(void* p);

The restrictions as to its proper use are

1. It is only called on pointers that were returned from malloc or calloc.\(^5\)

\(^5\) or realloc, which we have not discussed
2. After memory has been freed, it is not longer referenced by the program in any way.

Freeing memory counts as a final use, so the goals imply that you should not free memory twice. And, indeed, in C the behavior of freeing memory that has already been freed is undefined and may be exploited by and adversary. If these rules are violated, the result of the operations is undefined. The `valgrind` tool will catch dynamically occurring violations of these rules, but it cannot check statically if your code will respect these rules when executed.

The golden rule of memory management in C is

*You allocate it, you free it!*

By inference, if you *didn’t* allocate it, you are *not* allowed to free it! But this rule is tricky in practice, because sometimes we do need to transfer ownership of allocated memory so that it “belongs” to a data structure.

Binary search trees are one example. When we allocate an element to the binary search tree, are we still in charge of freeing that element, or should it be freed when it is removed from the binary search tree? There are arguments to be made for both of these options. If we want the BST to “own” the reference, and therefore be in charge of freeing it, we can write the following functions that free a binary search tree, given a function `elem_free()` that frees elements.

```c
void tree_free(tree *T) {
    REQUIRES(is_ordtree(T));
    if(T != NULL) {
        elem_free(T->data);
        tree_free(T->left);
        tree_free(T->right);
        free(T);
    }
    return;
}

void bst_free(bst B) {
    REQUIRES(is_bst(B));
    tree_free(B->root);
    free(B);
    return;
}
```

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We should never free elements allocated elsewhere; rather, we should use the appropriate function provided in the interface to free the memory associated with the data structure. Freeing a data structure (for instance, by calling `free(T)`) is something the client itself cannot do reliably, because it would need to be privy to the internals of its implementation. If we called `free(B)` on a binary search tree it would only free the header; the tree itself would be irrevocably leaked memory.