

**CS216: Program and Data Representation**  
University of Virginia Computer Science  
Spring 2006 David Evans

## Lecture 9: Low-Level Programming

<http://www.cs.virginia.edu/cs216>

## Menu

- Complexity Question
- Low-Level Programming

**Exam 1**

Out Wednesday, Due Monday, 11:01AM  
Covers everything through Lecture 8  
Expect questions on:  
order notation, algorithm analysis, lists, trees, recursive programming, dynamic programming, greedy algorithms  
Not on complexity classes (Lecture 8)

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### Problem Classes if $P \neq NP$ :

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## Is it ever *useful* to be confident that a problem is hard?

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### Knapsack Cipher [Merkle & Hellman, 1978]

- Public Key:  $A = \{a_1, a_2, \dots, a_n\}$   
– Set of integers
- Plain Text:  $x_1, \dots, x_n$   
 $x_i = 0$  or  $1$
- Cipher Text: 
$$s = \sum_{i=1}^n x_i a_i$$

UVa CS216 Spring 2006 - Lecture 9: Low-Level Programming 5

### Subset Sum is Hard

- Given  $s$  and  $A$  it is NP-Complete to find a subset of  $A$  that sums to  $s$
- Need to make decrypting each (for recipient with the “private key”)

UVa CS216 Spring 2006 - Lecture 9: Low-Level Programming 6

## Superincreasing Set

- Pick  $\{a_1, a_2, \dots, a_n\}$  is a *superincreasing sequence*

$$a_i > \sum_{j=1}^{i-1} a_j$$

How hard is subset sum if A is superincreasing?

## Knapsack Ciphers

- Private Key =  $\{p_1, p_2, \dots, p_n\}$ 
  - A superincreasing sequence
  - Values  $M$  and  $W$ :

$$M > \sum_{i=1}^n b_i$$

$$\text{GCD}(M, W) = 1$$

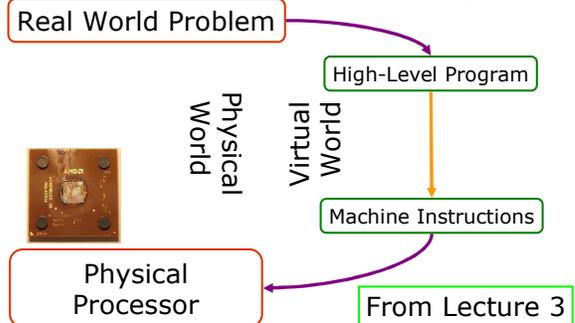
- Public Key =  $\{a_1, a_2, \dots, a_n\}$ 

$$a_i \equiv (b_i W) \pmod{M}$$

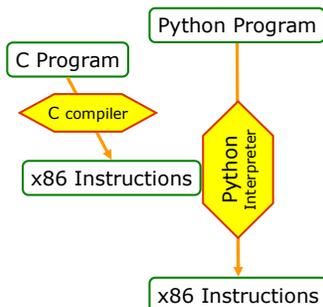
## Flawed Security Argument

- Subset Sum is NP-Complete
  - Breaking knapsack cipher involves solving a subset sum problem
  - Therefore, knapsack cipher is secure
- Flaw: NP-Complete means there is **no fast general solution**. Some instances may be solved quickly. (Note: Adi Shamir found a way of breaking knapsack cipher [1982])

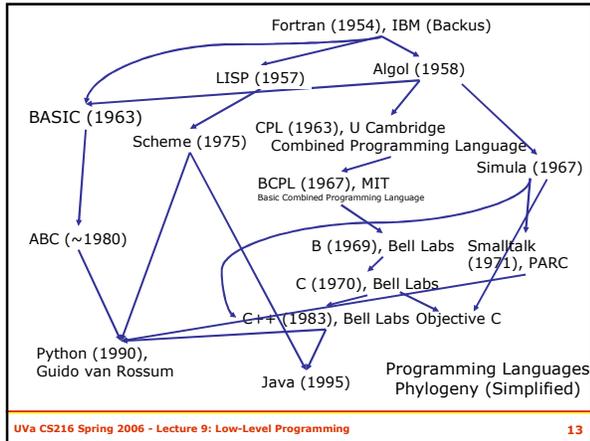
## Levels of Abstraction: Program



## Crossing-Levels



## Programming Languages



# Why so many Programming Languages?

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"Jamais Jamais Jamais" from *Harmonice Musices Odhecaton A*. Printed by Ottaviano Dei Petrucci in 1501 (first music with movable type)

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"Jamais Jamais Jamais" from *Harmonice Musices Odhecaton A*. (1501)

J S Bach, "Coffee Cantata", BWV 211 (1732)

[www.npi.com/homepage/teritowe/jsband.html](http://www.npi.com/homepage/teritowe/jsband.html)

UVA CS216 Spring 2006 - Lecture 9: Low-Level Programming 16

## Modern Music Notation

Roman Haubenstock-Ramati, *Concerto a Tre*

John Cage, *Fontana Mix*

<http://www.medienkunstnetz.de/works/fontana-mix/audio/1/>

UVA CS216 Spring 2006 - Lecture 9: Low-Level Programming 17

I  
TACET

II  
TACET

III  
TACET

4 55'

DE HET WERK IN OVERZICHT TE ZIEKEN

Fontana

OPMERKING: DE TITEL VAN HET WERK IS EEN SPEL OP HET WERK VAN HET ZELFDE NAAM.

NOTES: THE TITLE OF THIS WORK IS ONE OF THE LAZARUS OF THE TITLES AND REASONS OF THE TITLES. AT THE END OF THE WORK, THE TITLE IS "TACET" AND THE TITLE IS "TACET". IT WAS PERFORMED BY GREGG TUCKER, BANGOR, WHO WAS CALLED THE TITLES OF THE WORKS. THE TITLES OF THE WORKS, THE TITLES OF THE WORKS. AFTER THE TITLES OF THE WORKS, A COPY OF THE ORIGINAL SCORE WAS MADE FOR THE TITLES OF THE WORKS. IT IS THE TITLES OF THE WORKS OF THE TITLES OF THE WORKS. HOWEVER, THE WORKS MAY BE PERFORMED BY ANY INSTRUMENT (TACET) AND THE TITLES OF THE WORKS OF THE TITLES OF THE WORKS.

FOR THE TITLES

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## Thought and Action

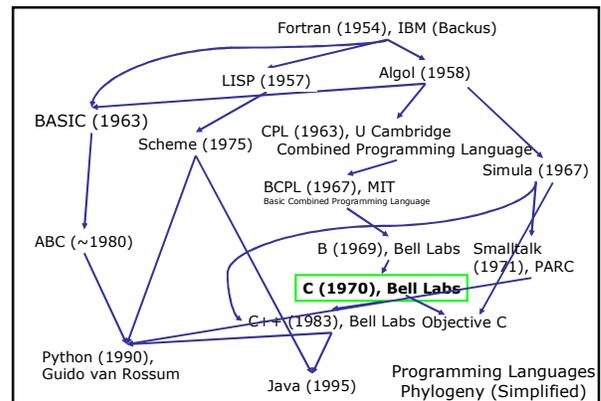
- Languages change the way we **think**
  - Scheme: think about procedures
  - BASIC: think about GOTO
  - Algol, Pascal: think about assignments, control blocks
  - Java: think about types, squiggles, exceptions
  - Python?
- Languages provide **abstractions** of machine resources
  - Hide dangerous/confusing details: memory locations, instruction opcodes, number representations, calling conventions, etc.

## Abstractions

- Higher level abstractions
  - Python, Java, BASIC, ...
  - Easier to describe abstract algorithms
  - But, cannot manipulate low-level machine state
    - How are things stored in memory?
    - Opportunities for optimization lost
- Lower level abstractions
  - C, C++, JVM, MSIL, Assembly, ...
  - Harder to describe abstraction algorithms
  - Provides programmer with control over low-level machine state

## Biggest Single Difference: Memory Management

- High-level languages (Python, Java) provide automatic memory management
  - Programmer has no control over how memory is allocated and reclaimed
  - Garbage collector reclaims storage
- Low-level languages (C, Assembly) leave it up to the programmer to manage memory



## C Programming Language

- Developed to build Unix OS
- Main design considerations:
  - Compiler size: needed to run on PDP-11 with 24KB of memory (Algol60 was too big to fit)
  - Code size: needed to implement the whole OS and applications with little memory
  - Performance, Portability
- Little (if any consideration):
  - Security, robustness, maintainability

## C Language

- No support for:
  - Array bounds checking
  - Null dereferences checking
  - Data abstraction, subtyping, inheritance
  - Exceptions
  - Automatic memory management
- Program crashes (or worse) when something bad happens
- Lots of syntactically legal programs have undefined behavior

## Example C Program

```
void test (int x) {
  while (x = 1) {
    printf ("I'm an imbecile!");
    x = x + 1;
  }
}
```

Weak type checking:

In C, there is no boolean type.  
Any value can be the test expression.

x = 1 assigns 1 to x, and has the value 1.

```
I'm an imbecile!
```

In Java:

```
void test (int x) {
  while (x = 1) {
    printf ("I'm an imbecile!");
    x = x + 1;
  }
}
```

> javac Test.java

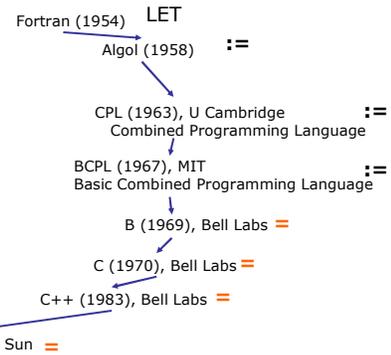
Test.java:21: incompatible typ

found : int

required: boolean

```
while (x = 1) {
```

1 error



## = vs. :=

Why does Python use = for assignment?

- Algol (designed for elegance for presenting algorithms) used :=
- CPL and BCPL based on Algol, used :=
- Thompson and Ritchie had a small computer to implement B, saved space by using = instead
- C was successor to B (also on small computer)
- C++'s main design goal was backwards compatibility with C
- Python was designed to be easy for C and C++ programmers to learn

## C Bounds Non-Checking

```
int main (void) {
  int x = 9;
  char s[4];

  gets(s);
  printf ("s is: %s\n", s);
  printf ("x is: %d\n", x);
}
```

Note: your results may vary (depending on machine, compiler, what else is running, time of day, etc.). This is what makes C fun!

> gcc -o bounds bounds.c

> bounds

abcde**ghijkl**

s is: abcde**ghijkl**

x is: 9

> bounds

abcde**ghijklm**

s is: abcde**ghijklm**

x is: 1828716553 = 0x6d000009

> bounds

abcde**ghijkln**

s is: abcde**ghijkln**

x is: 1845493769 = 0x6e000009

> bounds

aaa... [a few thousand characters]

crashes shell

(User input)

## Charge

- Wednesday: Exam 1 is out, due Monday
- No regularly scheduled Small Hall and office hours while Exam 1 is out