C

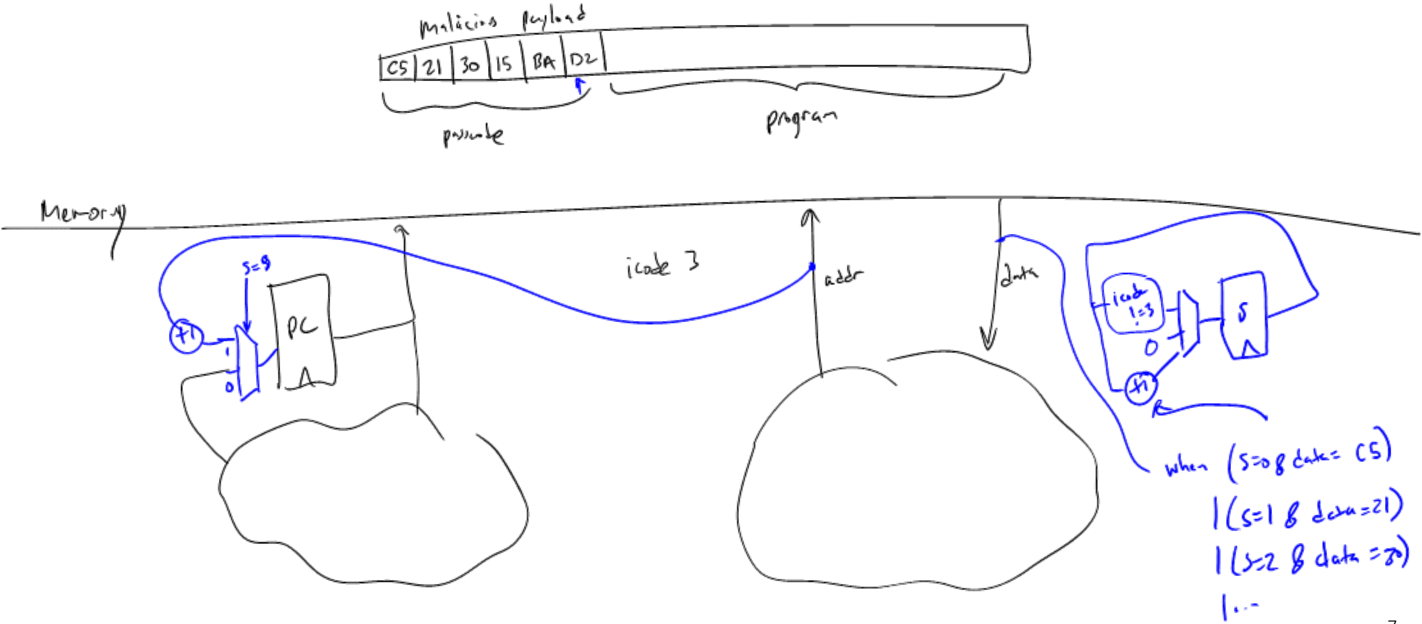
CS 2130: Computer Systems and Organization 1

October 19, 2022

Announcements

- Homework 5 due tonight at 11pm
- Homework 6 due Monday at 11pm (binary bomb phases)

Our Hardware Backdoor



Our Hardware Backdoor

Will you notice this on your chip?

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- Modern chips have **billions** of transistors
- We're talking adding a few hundred transistors

Our Hardware Backdoor

Will you notice this on your chip?

- Modern chips have **billions** of transistors
- We're talking adding a few hundred transistors
- *Maybe with a microscope? But you'd need to know where to look!*

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Have you heard about something like this before?

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Have you heard about something like this before?

- Sounds like something from the movies

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- Sounds like something from the movies
- People claim this might be happening

Our Hardware Backdoor

Have you heard about something like this before?

- Sounds like something from the movies
- People claim this might be happening
- To the best of my knowledge, no one has ever *admitted* to falling in this trap

Ethics, Business, Tech

Are there reasons to do this? Not to do this?

- No technical reason not to, it’s easy to do!

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Can we make a system where one bad actor can’t break it?

- Code reviews, double checks, verification systems, automated verification systems, ...

Why does this work?

Why?

Why does this work?

- **It's all bytes!**
- Everything we store in computers are bytes
- We store code and data in the same place: memory

Now back to compilation and C

C

C is a thin wrapper around assembly

- This is by design!
- Invented to write an operating system
    - Can write inline assembly in C
- Many other languages decided to look like C

Simple C Example

```c
int main() {
    int y = 5;
    return 0;
}
```

Compilation Pipeline

Earlier, we saw:

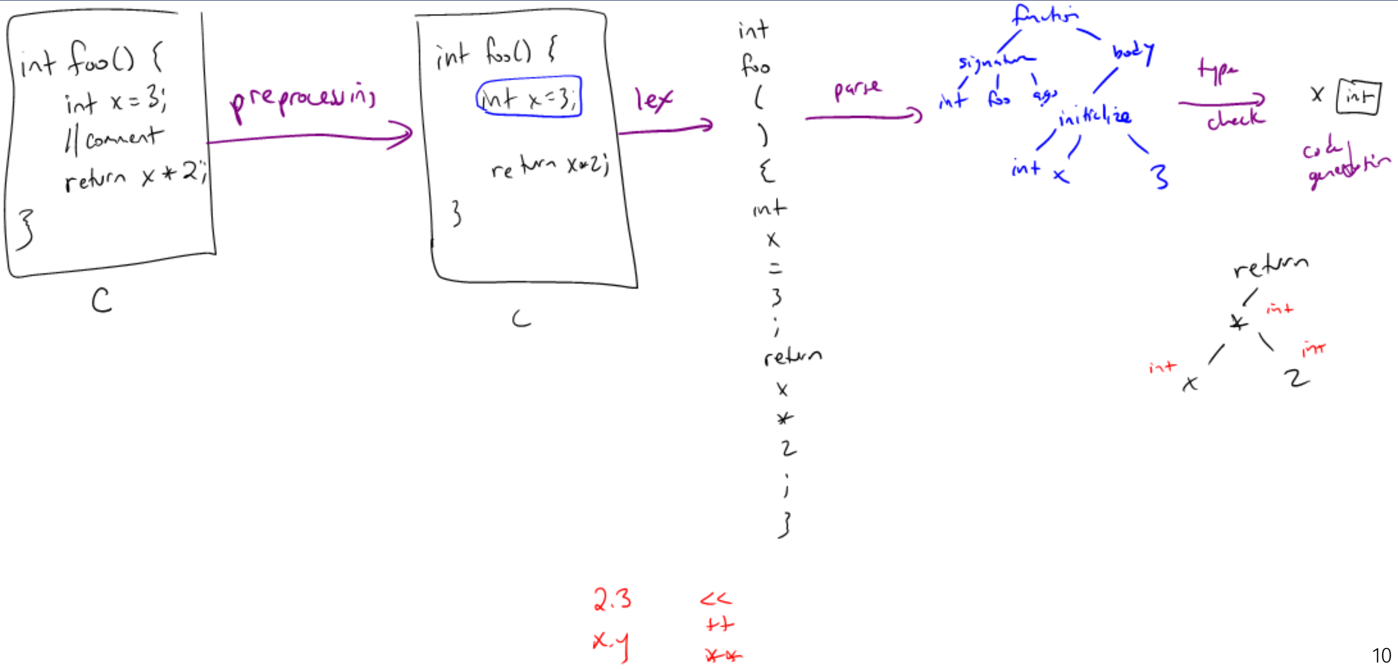
- C files (`.c`) compiled to assembly (`.s`)
- Assembly (`.s`) assembled into object files (`.o`)
- Object files (`.o`) linked into a program / executable

Compiling C to Assembly

Multiple stages to compile C to assembly

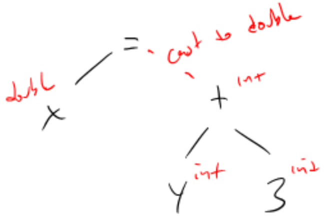
- Preprocess - produces C
    - C is actually implemented as 2 languages:
      C preprocessor language, C language
    - Removes comments, handles preprocessor directives (`#`)
    - `#include`, `#define`, `#if`, `#else`, ...
- Lex - breaks input into individual tokens
- Parse - assembles tokens into intended meaning (parse tree)
- Type check - ensures types match, adds casting as needed
- Code generation - creates assembly from parse tree

Compiling C to Assembly



Compiling C to Assembly

```
double x;
int y=2;
x = y +3; ←
```



Errors

Compile-time errors

- Errors we can catch during compilation (this process)
- **Before** running our program

Runtime errors

- Errors that occur when running our programs

Simple C Example

```c
int main() {
    return 0;
}
```

The `main` function

- Start running the `main()` function
- `main` must return an integer - **exit code**
  - `0` = everything went okay
  - Anything else = something went wrong
- There *should* be arguments to main

Example