

# Applications of Pointers (1A)

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& address-of operator

\* dereference operator

# Address-of operator and dereferencing operator

*the address of a variable :  
address-of operator **&***

*the content at an address :  
dereferencing operator **\****

**& variable** :  
*returns the address of a variable*

**variable** has memory locations  
*whose value can be changed  
by an assignment*

**(variable must be an lvalue)**

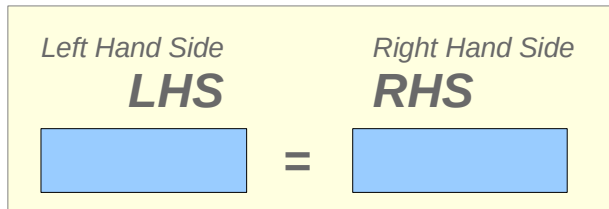
**\* address** :  
*returns the value at the address*

**\* address** has memory locations  
*whose value can be changed  
by an assignment*

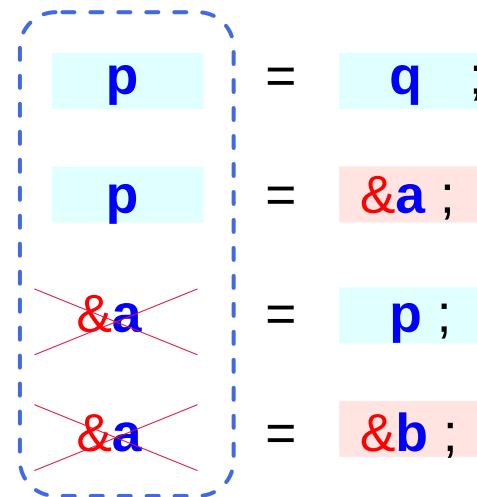
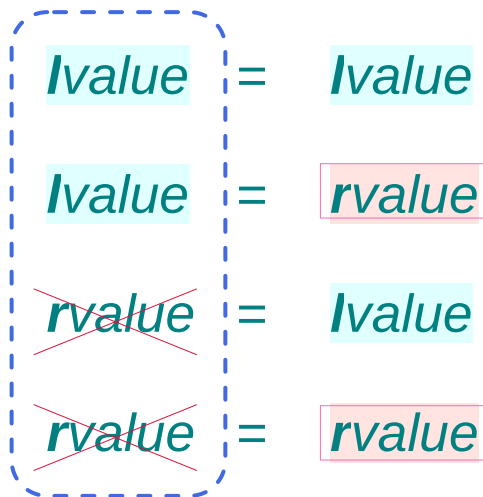
**(\* address is an lvalue)**

# Ivalue and rvalue in assignments

*an assignment statement*



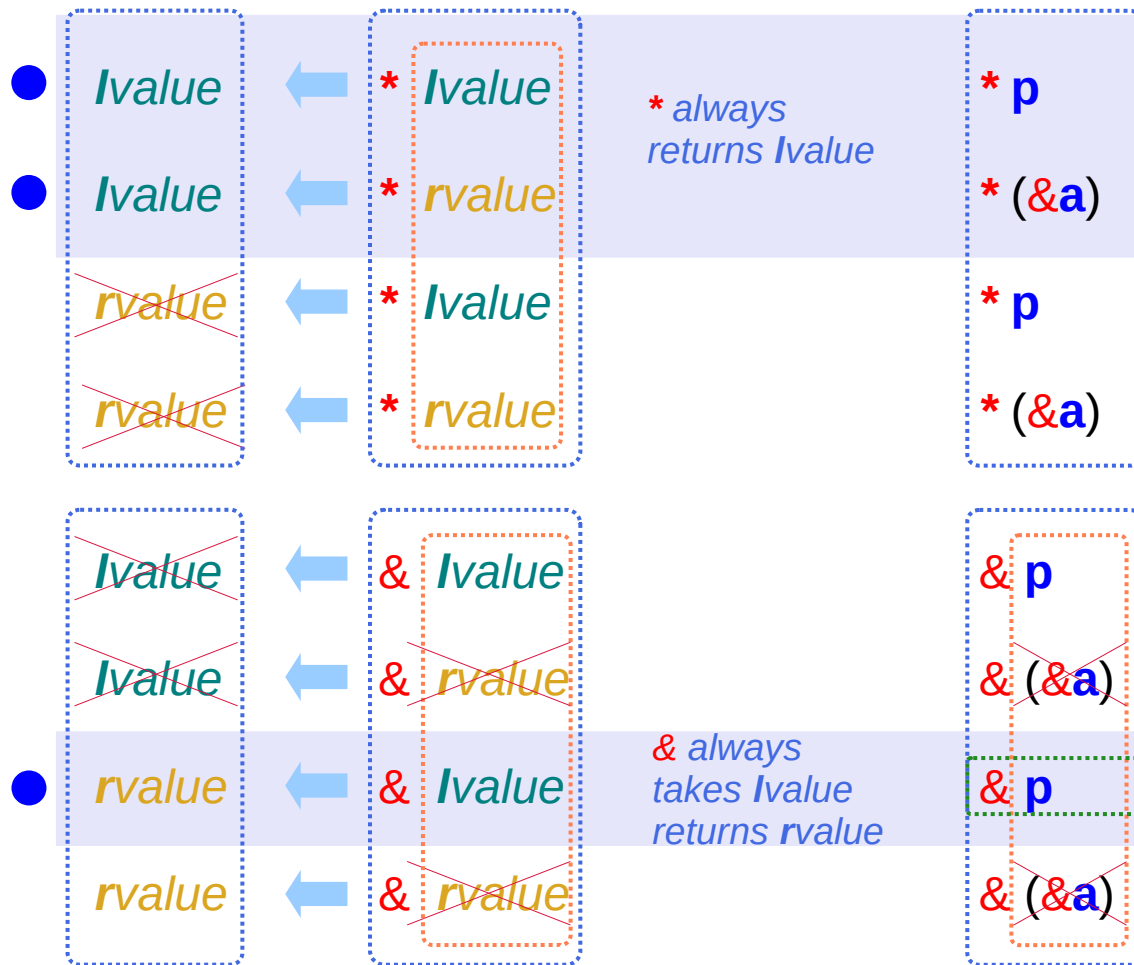
```
int a, b = 10 ;  
int * p, q = &a ;
```



*in the LHS, only Ivalue can exist  
rvalue can exist only in the RHS*

<b>a, b, p, q</b>	: Ivalues	... variables	... RW
<b>*p, *q</b>	: Ivalues	... variables	... RW
<b>&amp;a, &amp;b</b>	: rvalues	... constants	... RO

# Ivalue and rvalue with \* and & operators



```
int a = 10 ;
int * p = &a ;
```

\* can be applied to either an **lvalue** variable or a **rvalue** address

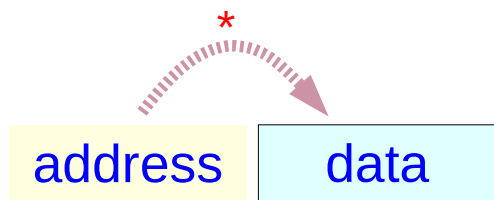
\* **operand** becomes an **lvalue** variable thus can be applied successively.

& can be applied to only an **lvalue** variable and returns only an **rvalue** address

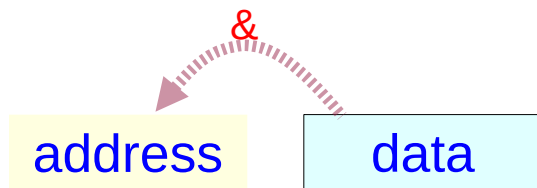
a, p : lvalues ... variables ... RW  
 \*p : lvalues ... variables ... RW  
 &a : rvalues ... constants ... RO

# Address-of & and dereference \* C operators (1)

## Primitive Data Type

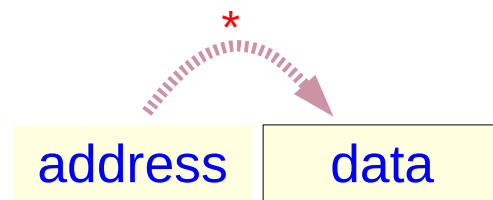


*rvalue* &a  $\rightarrow^*$  *Ivalue* a  
 constant variable  
*Ivalue* p  $\rightarrow^*$  *Ivalue* \*p  
 pointer variable

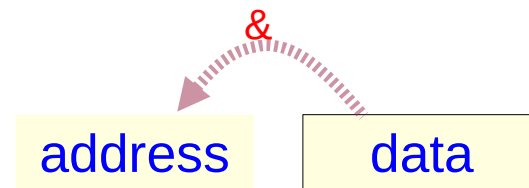


*rvalue* &a  $\leftarrow^&$  *Ivalue* a  
 constant variable  
~~*Ivalue* p  $\leftarrow^&$  *Ivalue* \*p~~  
~~pointer variable~~

## Pointer Data Type

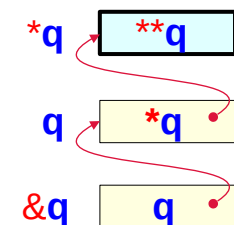
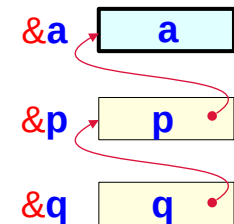


*rvalue* &q  $\rightarrow^*$  *Ivalue* q  
 constant double pointer  
*Ivalue* q  $\rightarrow^*$  *Ivalue* \*q  
 double pointer pointer

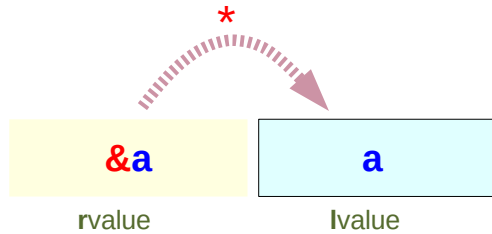


*rvalue* &q  $\leftarrow^&$  *Ivalue* q  
 constant double pointer  
~~*Ivalue* q  $\leftarrow^&$  *Ivalue* \*q~~  
~~double pointer pointer~~

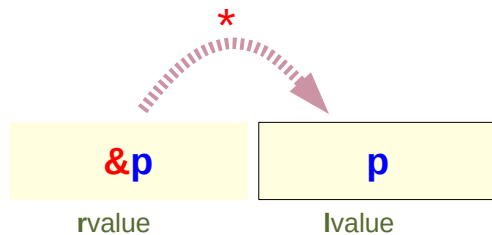
```
int a ;
int * p ;
int ** q ;
```



# Type, Size, and Value attributes of an **Ivalue**



*lvalue* ← *\*rvalue*  
**a**            **\*&a**



*lvalue* ← *\*rvalue*  
**p**            **\*&p**

**Ivalue** is associated with a memory location

**Ivalue** has the following attributes

- Type
- Size
- Value

**rvalue** has the only attribute

- Value

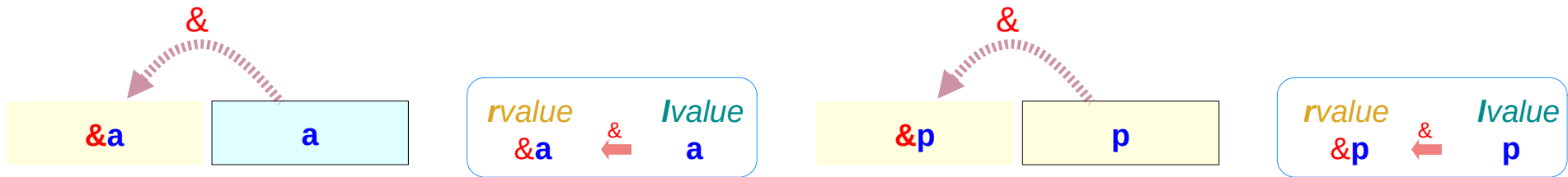
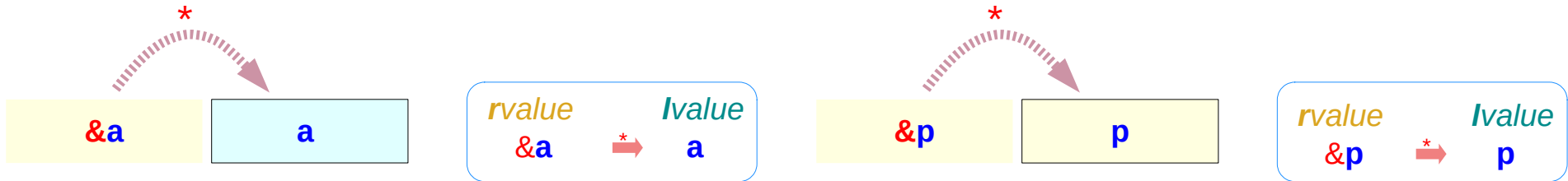
assume the function `value()`

`value(lvalue)` returns  
the **Value** attribute of **lvalue**

`value(rvalue)` returns  
the **Value** attribute of **rvalue**



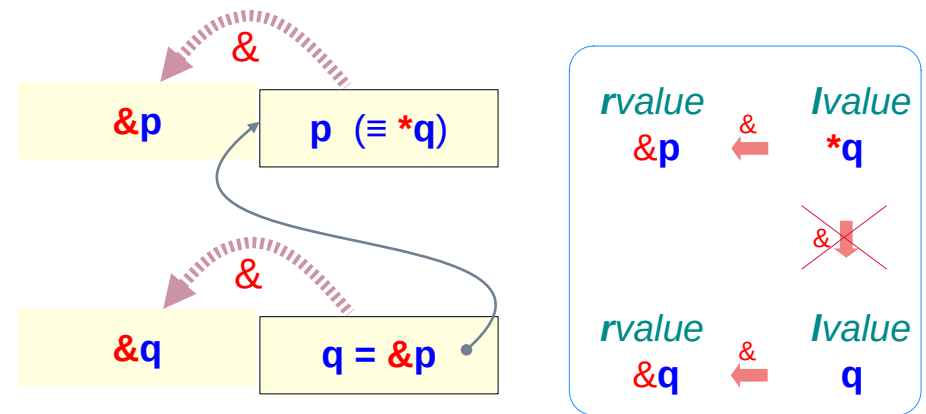
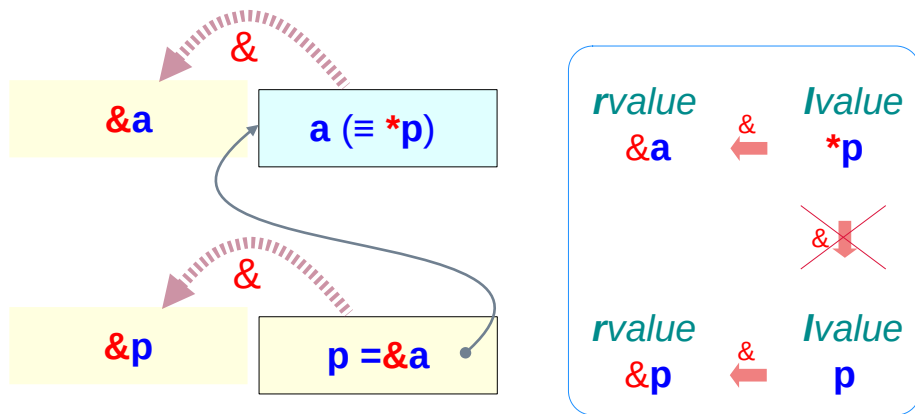
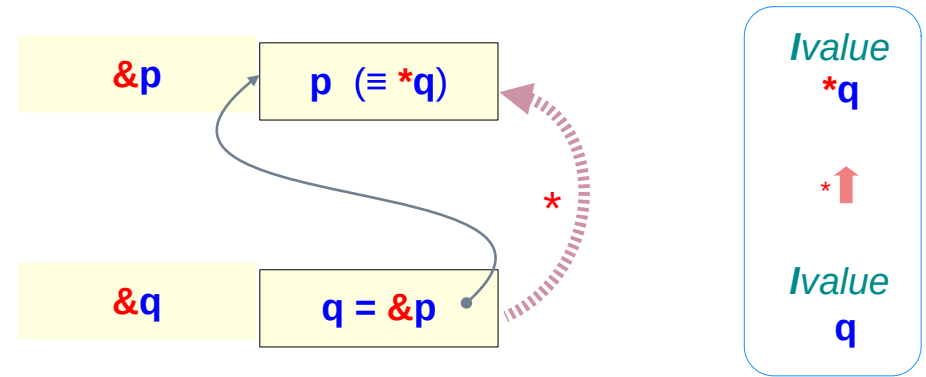
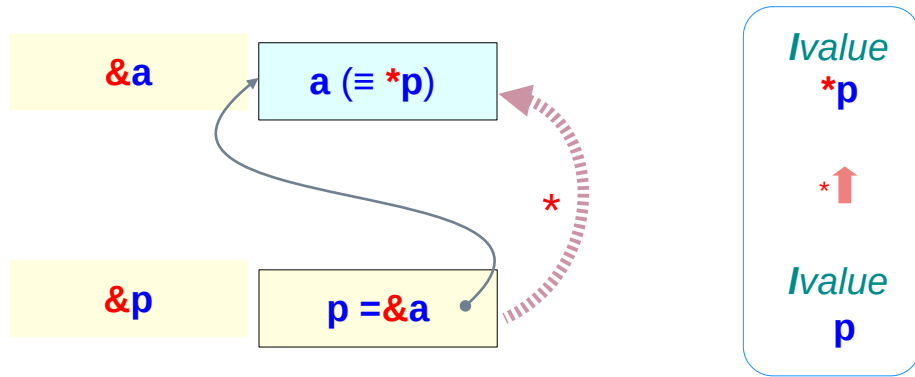
# Address-of & and dereference \* C operators (1)



$$*\&a = a$$

$$*\&p = p$$

# Address-of & and dereference \* C operators (2)

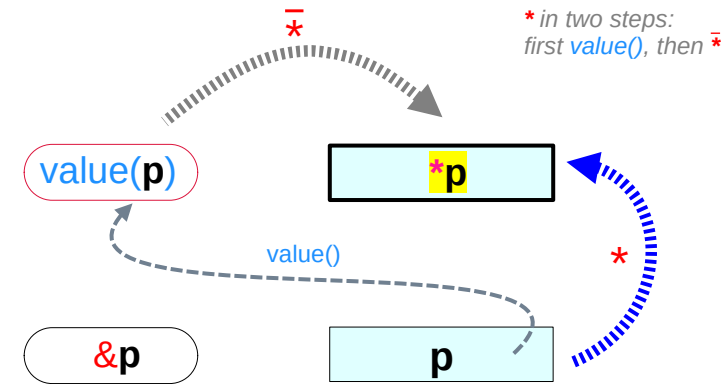
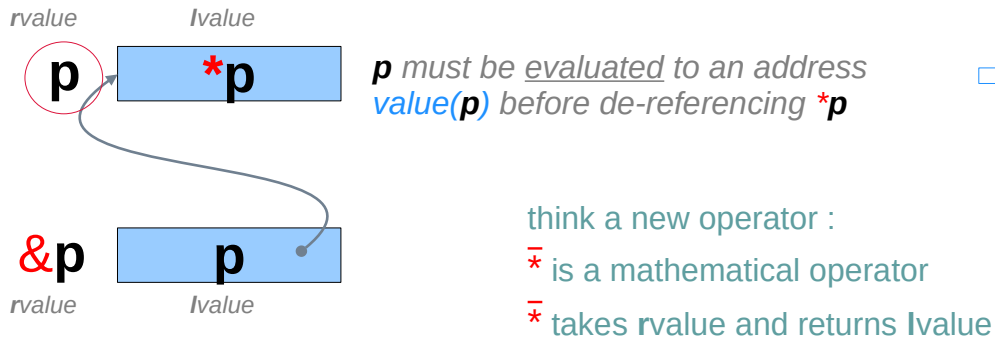


$*\&p = p$   
 ~~$\&*p = p$~~      `value(p)`

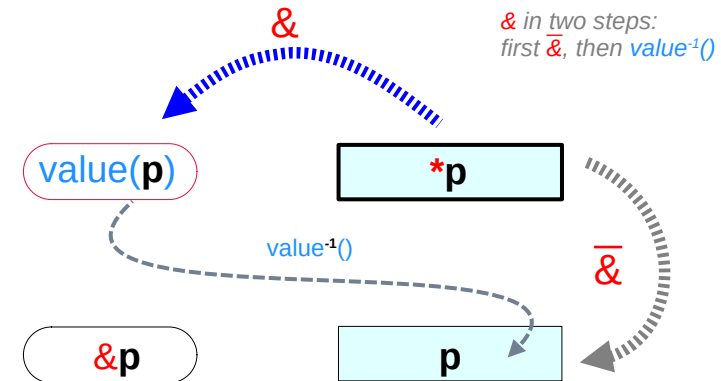
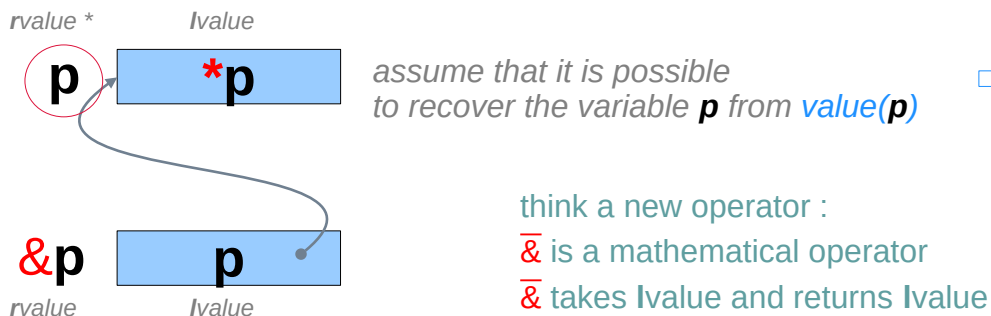
$*\&q = q$   
 ~~$\&*q = q$~~      `value(q)`

# & and \* operators in pointer de-referencing

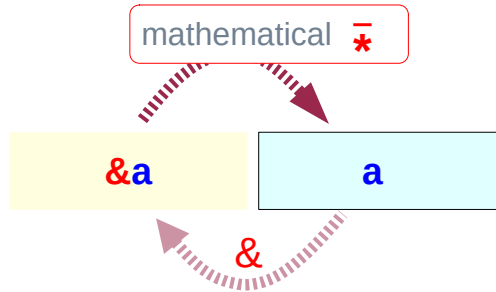
## Two step De-reference \* operation



## Two step Address-of & operation

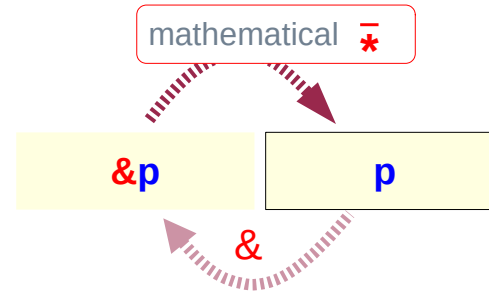


# Introducing mathematical operators : $\bar{\&}$ and $\bar{*}$



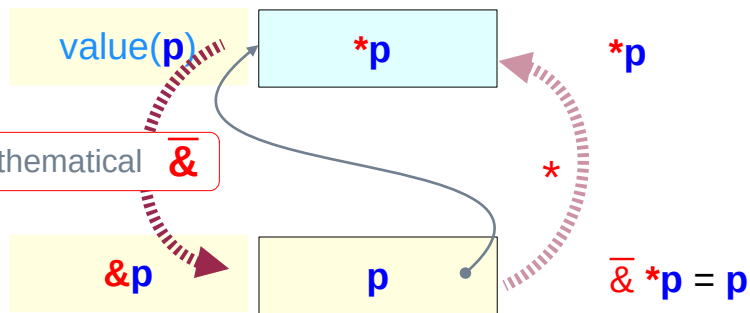
$$\bar{*} \&a = a$$

$\&a$

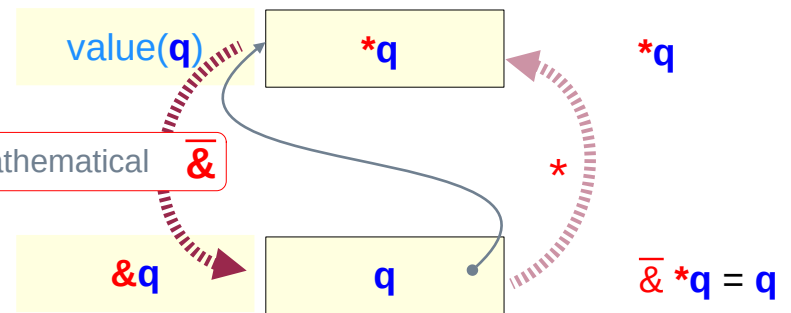


$$\bar{*} \&p = p$$

$\&p$

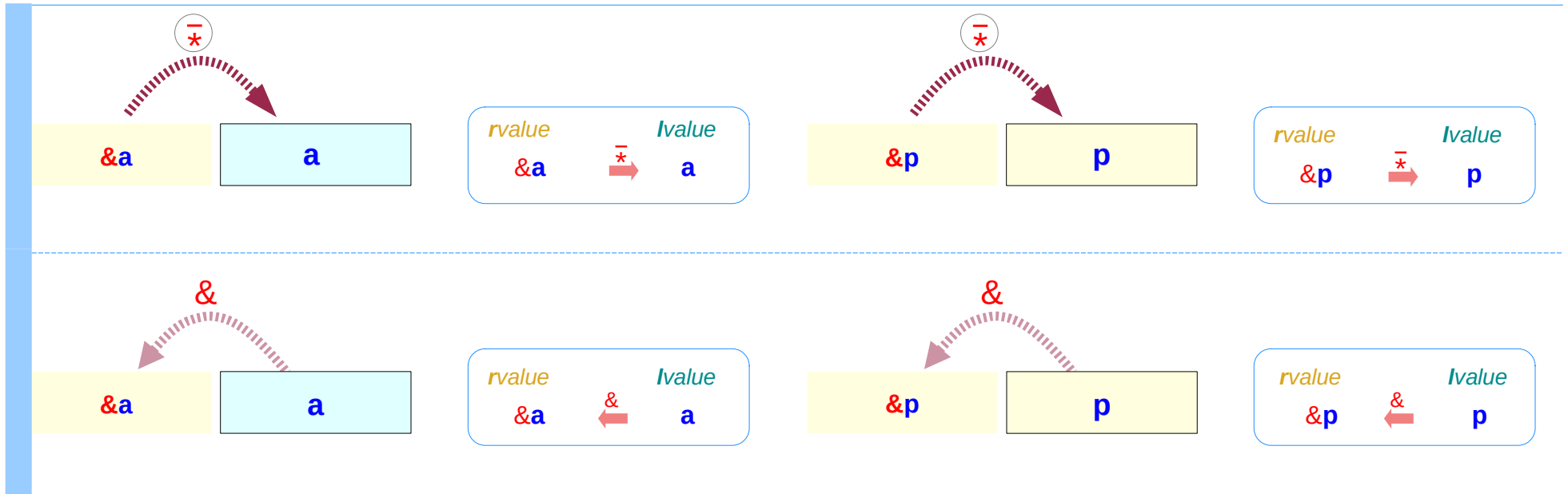


$$\bar{*} *p = p$$



$$\bar{*} *q = q$$

# Inverse operators $\bar{*}$ and $\&$



$$\bar{*}\&a = a$$

$$\&\bar{*}\&a = \&a$$

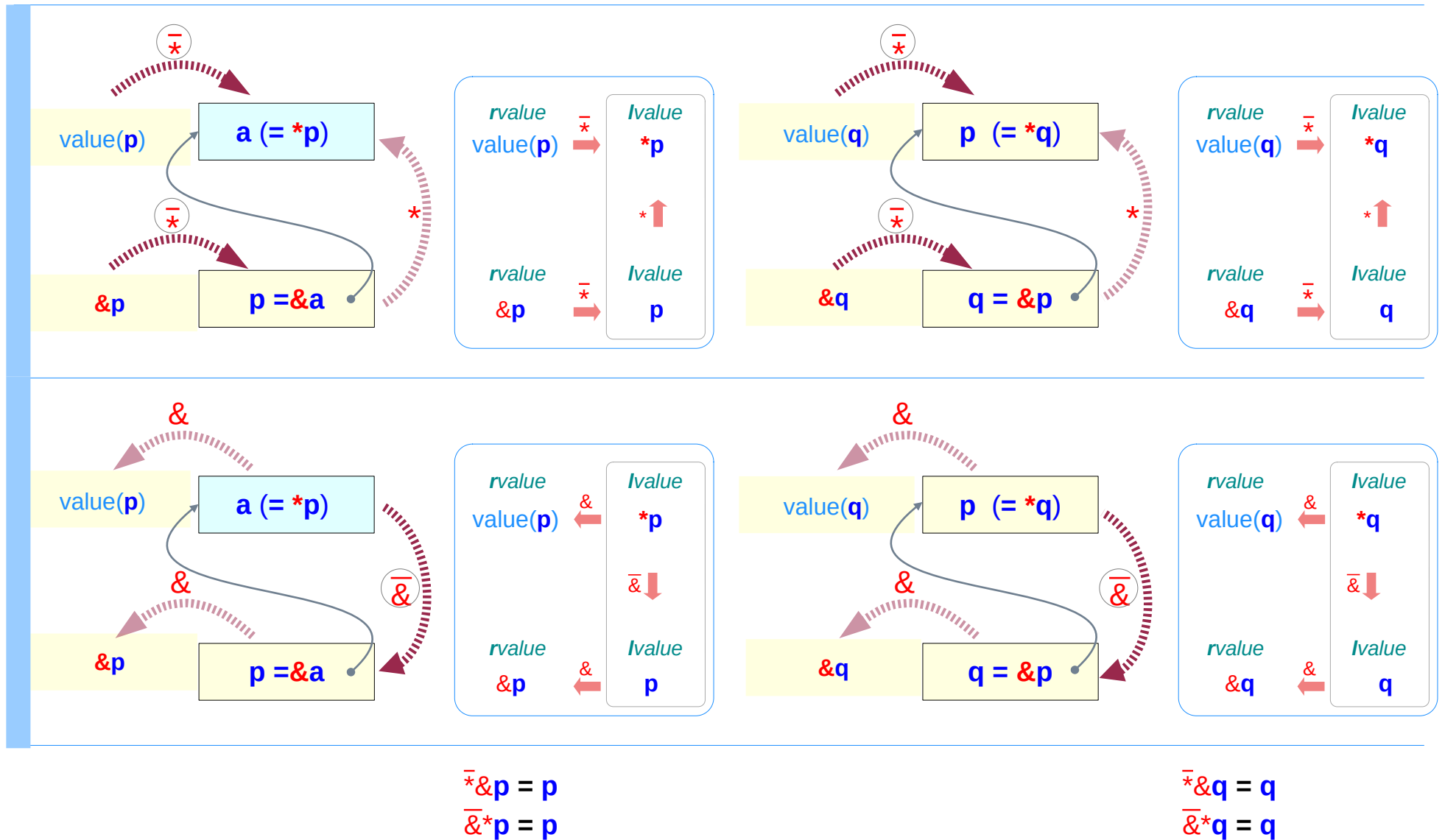
$\bar{*}$  and  $\&$  are  
inverse operators  
to each other

$$\bar{*}\&p = p$$

$$\&\bar{*}\&p = \&p$$

$\bar{*}$  and  $\&$  are  
inverse operators  
to each other

# Inverse operators $\bar{\&}$ and $\bar{*}$



# Examples of inverse operators

$\overline{*}&a \rightarrow a$

$\overline{*}&p \rightarrow p$

$\overline{*}&q \rightarrow q$

$\overline{*}value(p) \rightarrow *p \rightarrow a$

$\overline{*}value(q) \rightarrow *q \rightarrow p$

$\overline{*}value(*q) \rightarrow **q \rightarrow *p \rightarrow a$

$\overline{\&}*p \rightarrow p$

$\overline{\&}*q \rightarrow q$

$\overline{\&}**q \rightarrow *q$

Extended Operators

$*\&a \rightarrow a$

$*\&p \rightarrow p$

$*\&q \rightarrow q$

$*p \rightarrow a$

$*q \rightarrow p$

$**q \rightarrow *p \rightarrow a$

$\&*p \rightarrow \&a$

$\&*q \rightarrow \&p$

$\&**q \rightarrow \&a$

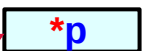
C Operators

```
int a;  
int * p = &a;  
int ** q = &p;
```

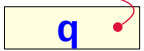
$\&a$  

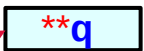
$\&p$  

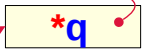
$\&q$  

$value(p)$  

$\&p$  

$\&q$  

$value(*q)$  

$value(q)$  

$\&q$  

# Operands of mathematical operators : $\bar{\&}$ and $\bar{*}$

$\bar{*}$  address value

$\bar{\&} \bar{*} \text{value(P)}$   $\longrightarrow$   $\text{value(P)}$

$\bar{*}$   $\bar{\&}$  variable

$\bar{*} \bar{\&} X$   $\longrightarrow$   $X$

$\bar{\&}$   $\bar{*}$  pointer  
dereferenced pointer

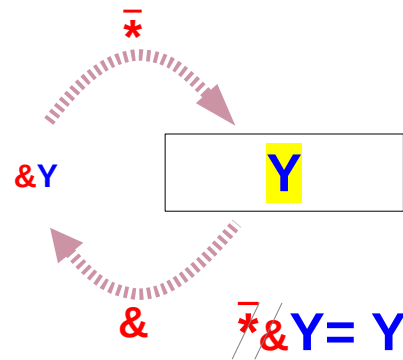
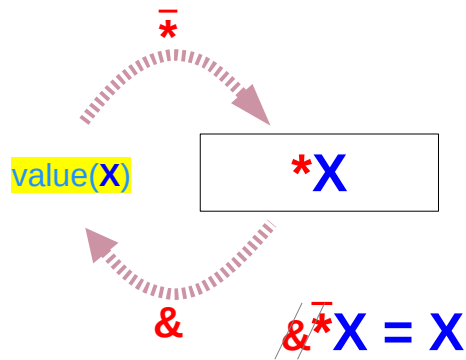
$\bar{\&} \bar{*} P$   $\longrightarrow$   $P$

$\bar{\&}$  ~~pointer~~  
must be a dereferenced pointer  
not considering  
simultaneous pointing

$\bar{*} \bar{\&} Q$   $\longrightarrow$   $Q$   
Q must be a dereferenced pointer  
i.e,  $Q = *p \longrightarrow \bar{\&} Q = p$



# & and mathematical $\bar{*}$



$$\begin{aligned} \& \bar{*} \text{value}(\mathbf{a}) &= \text{value}(\mathbf{a}) \\ \& \bar{*} \text{value}(\mathbf{p}) &= \text{value}(\mathbf{p}) \\ \& \bar{*} \text{value}(\mathbf{q}) &= \text{value}(\mathbf{q}) \end{aligned}$$

$$\begin{aligned} \& * \mathbf{a} &= \text{value}(\mathbf{a}) \\ \& * \mathbf{p} &= \text{value}(\mathbf{p}) \\ \& * \mathbf{q} &= \text{value}(\mathbf{q}) \end{aligned}$$

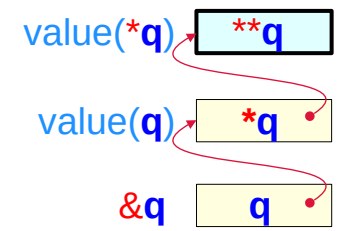
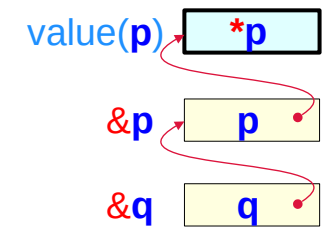
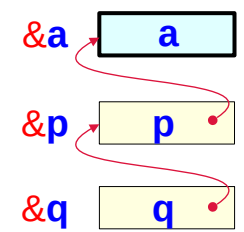
$$\begin{aligned} \bar{*} \& \mathbf{a} &= \mathbf{a} \\ \bar{*} \& \mathbf{p} &= \mathbf{p} \\ \bar{*} \& \mathbf{q} &= \mathbf{q} \end{aligned}$$

$$\begin{aligned} \bar{*} \& \mathbf{a} &= \mathbf{a} \\ \bar{*} \& \mathbf{p} &= \mathbf{p} \\ \bar{*} \& \mathbf{q} &= \mathbf{q} \end{aligned}$$

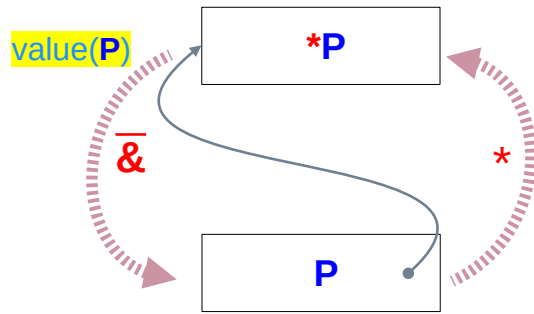
$$\begin{aligned} * \& \mathbf{a} &= \mathbf{a} \\ * \& \mathbf{p} &= \mathbf{p} \\ * \& \mathbf{q} &= \mathbf{q} \end{aligned}$$

C expressions

```
int a;
int * p = &a;
int ** q = &p;
```



# \* and mathematical $\bar{\&}$



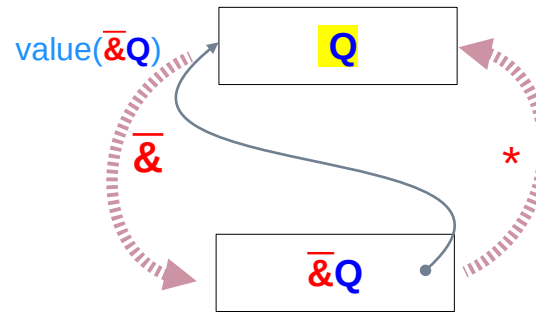
$$\bar{\&} * P = P$$

$$\bar{\&} * p = p$$

$$\bar{\&} * q = q$$

$$\bar{\&} * p = \text{value}(p)$$

$$\bar{\&} * q = \text{value}(q)$$



$$* \bar{\&} Q = Q$$

$$* \bar{\&} * p = * p$$

$$* \bar{\&} * q = * q$$

$$* \bar{\&} * p = * p$$

$$* \bar{\&} * q = * q$$

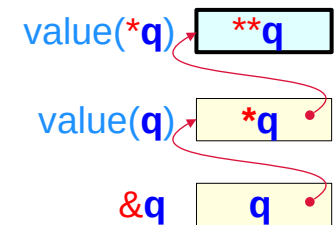
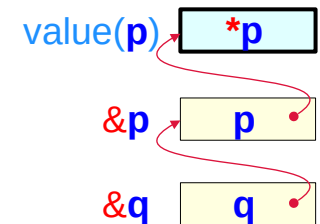
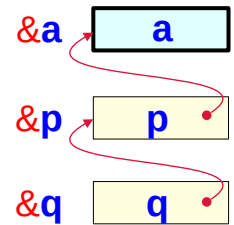
$$* \bar{\&} * p = * p$$

$$* \bar{\&} * q = * q$$

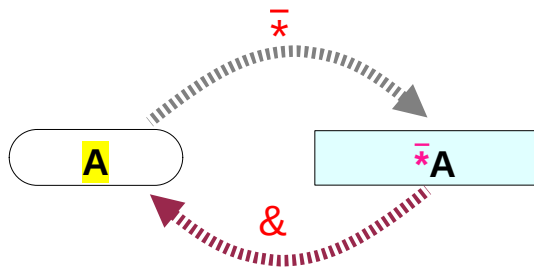
C operators

if not considering simultaneous pointing

```
int a;
int * p = &a;
int ** q = &p;
```

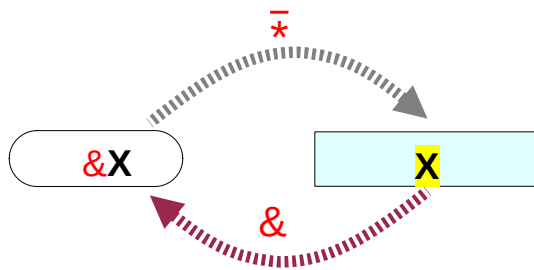


# Requirements of address and data



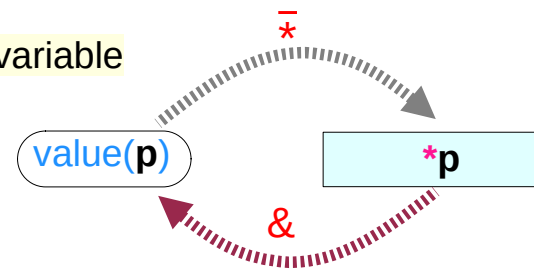
A : an address value - a number

`value(p), &p, &x`



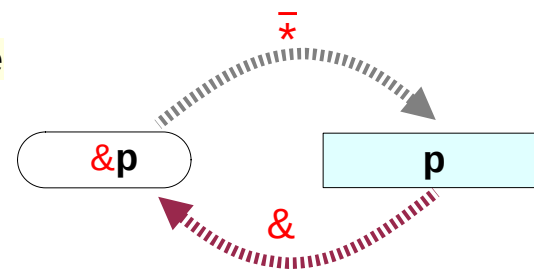
X : a variable     `*p, p, a`

`*p` : a dereferenced variable



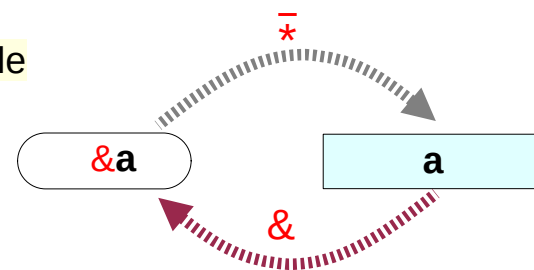
Pointer Dereferencing

`p` : a pointer variable



Pointer Data

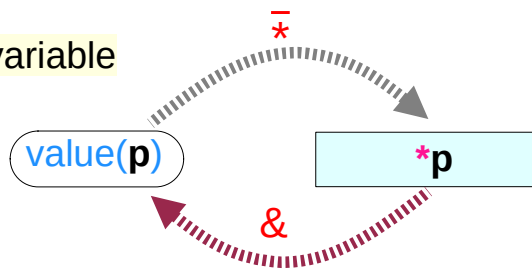
`a` : a primitive variable



Non-pointer Data

# Inverse relations of $\&$ and $\bar{*}$ operators

$*p$  : a dereferenced variable

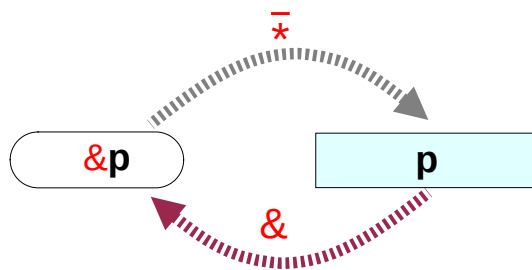


$$\bar{*} \text{value}(p) = *p$$

$$\bar{\&} \text{value}(p) = \& *p = \text{value}(p)$$

$$*\bar{\&} \text{value}(p) = *\bar{\&} *p = \bar{*} \text{value}(p) = *p$$

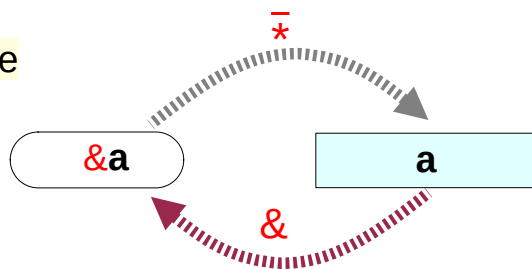
$p$  : a pointer variable



$$*\bar{\&} p = p$$

$$\bar{\&} \bar{*} p = \bar{\&} p$$

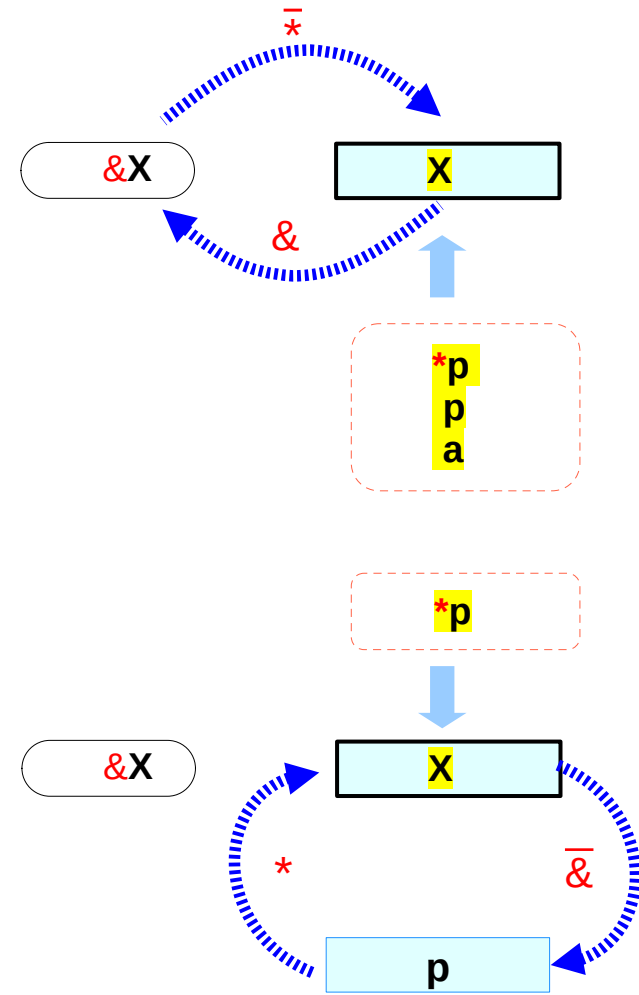
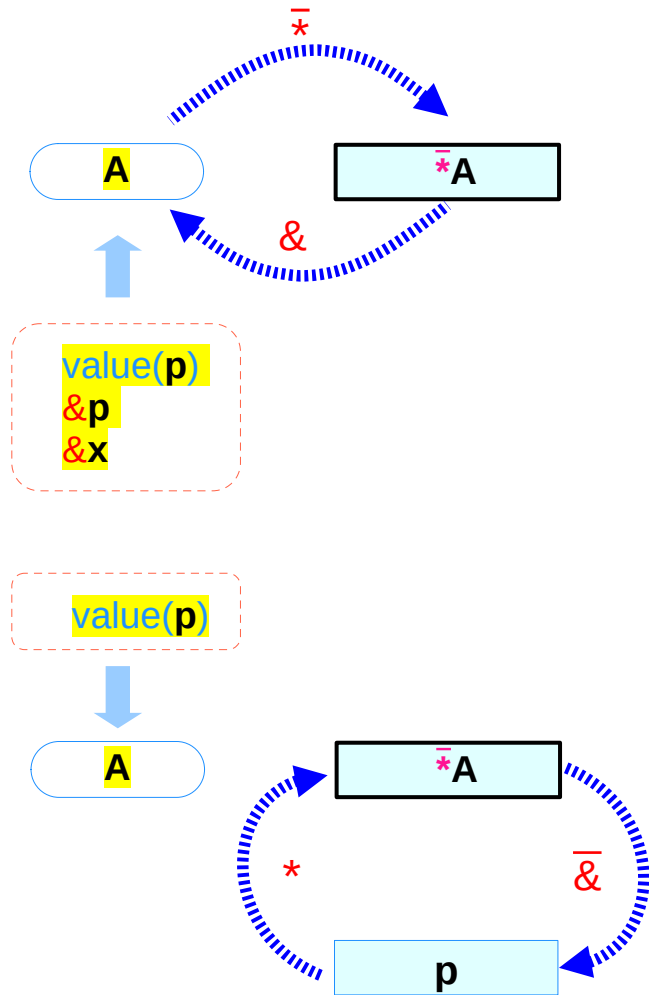
$a$  : a primitive variable



$$*\bar{\&} a = a$$

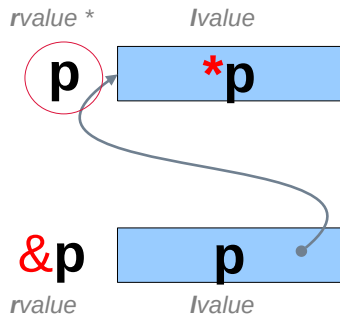
$$\bar{\&} \bar{*} a = \bar{\&} a$$

# Requirements of pointed address and data



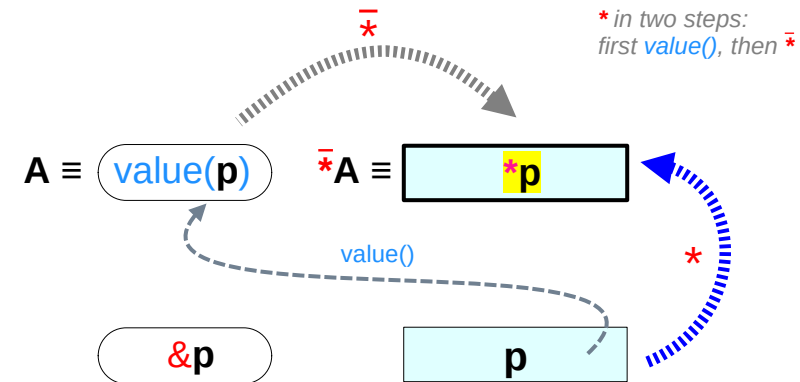
# & and \* operators in pointer de-referencing (1)

## Two step De-reference \* operation

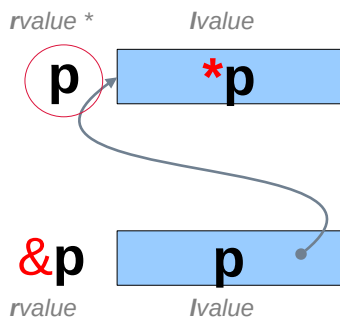


$$\begin{aligned} *p &= \bar{*} \text{value}(p) \\ \bar{*}A &= * \text{value}^{-1}(A) \end{aligned}$$

C Expressions                      Mixed Expressions

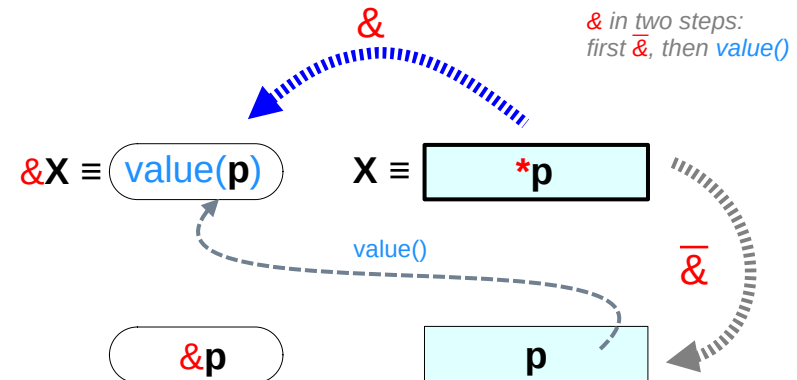


## Two step Address-of & operation



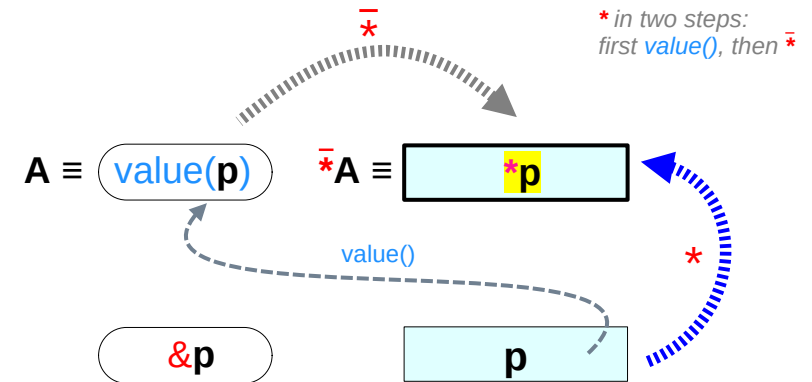
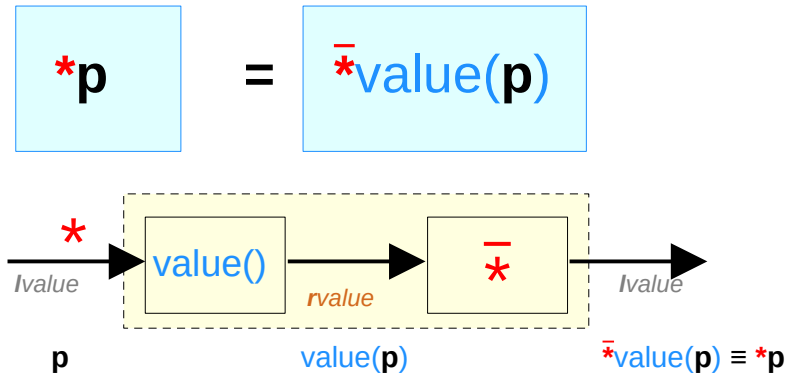
$$\begin{aligned} \&X &= \text{value}(\bar{\&}X) \\ \bar{\&}X &= \text{value}^{-1}(\&X) \end{aligned}$$

C Expressions                      Mixed Expressions

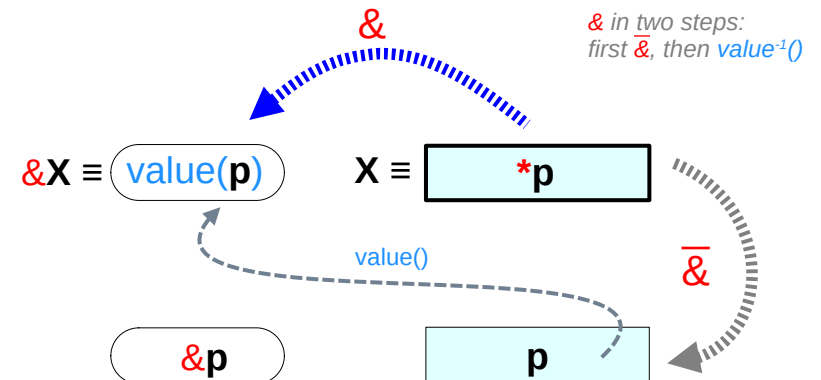
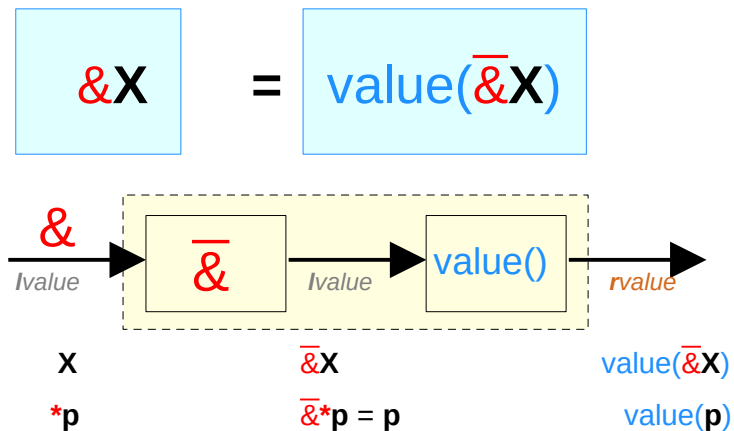


# & and \* operators in pointer de-referencing (2)

## Two step De-reference \* operation

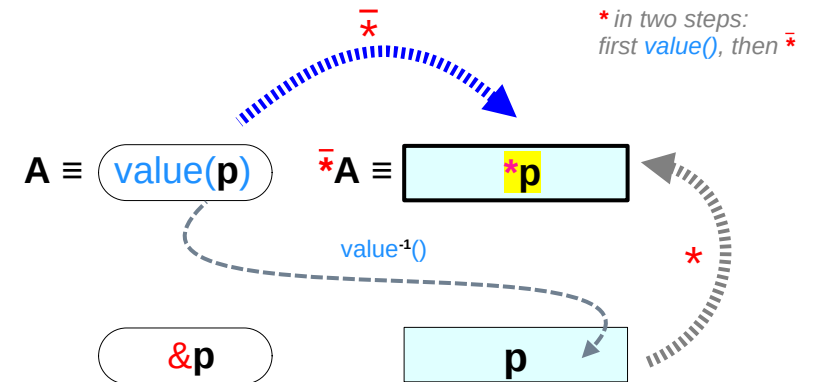
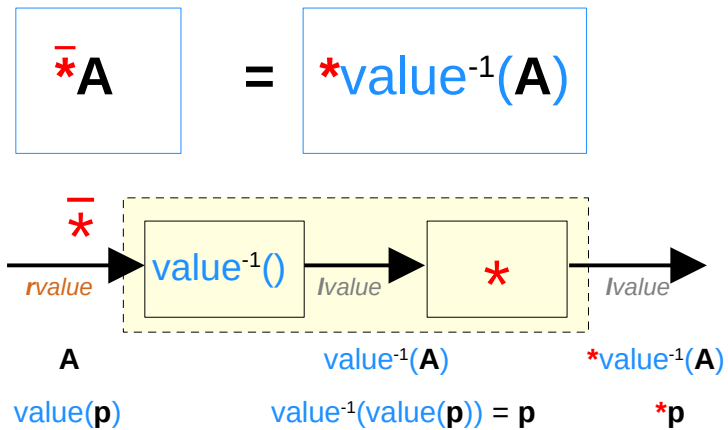


## Two step Address-of & operation

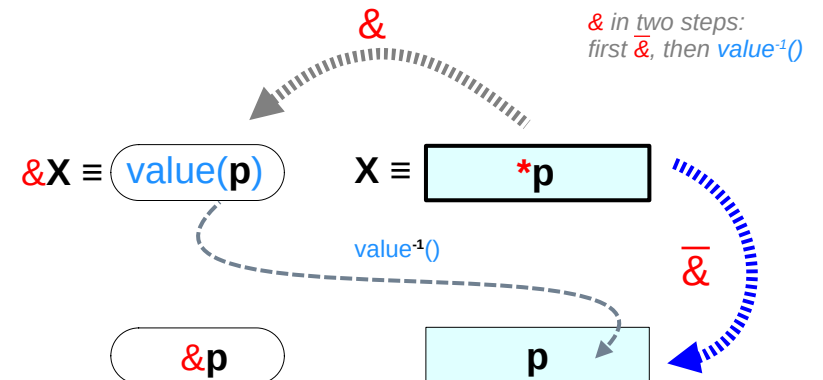
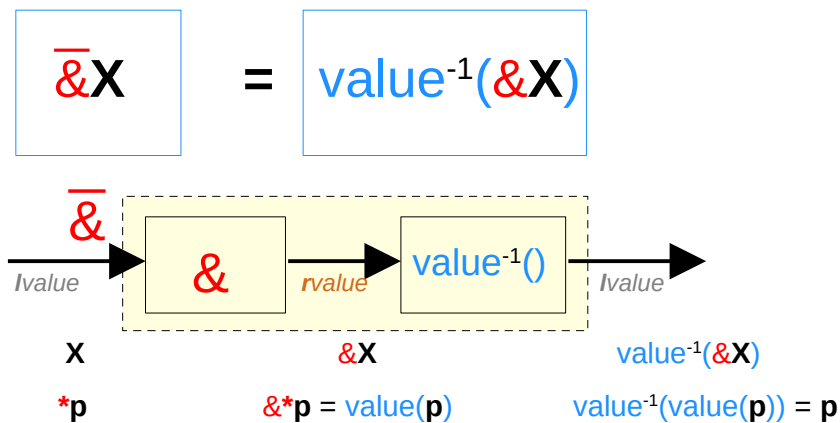


# $\bar{\&}$ and $\bar{*}$ operators in pointer de-referencing (3)

## Two step De-reference $\bar{*}$ operation



## Two step Address-of $\bar{\&}$ operation





# Two step address-of & and $\bar{\&}$ operators

for  $\&X$ ,  $X$  can be  $*p$ ,  $p$ ,  $a$

$$\&X = \text{value}(\bar{\&X})$$

C Expressions

for  $\bar{\&X} = p$ ,  $X$  must be  $*p$

$$\bar{\&X} = \text{value}^{-1}(\&X)$$

$*p$  a dereferenced variable  
 $p$  a pointer variable  
 $a$  a primitive variable

$\&X$

$$\&*p = \&* \text{value}(p) = \text{value}(p)$$

$\&p$

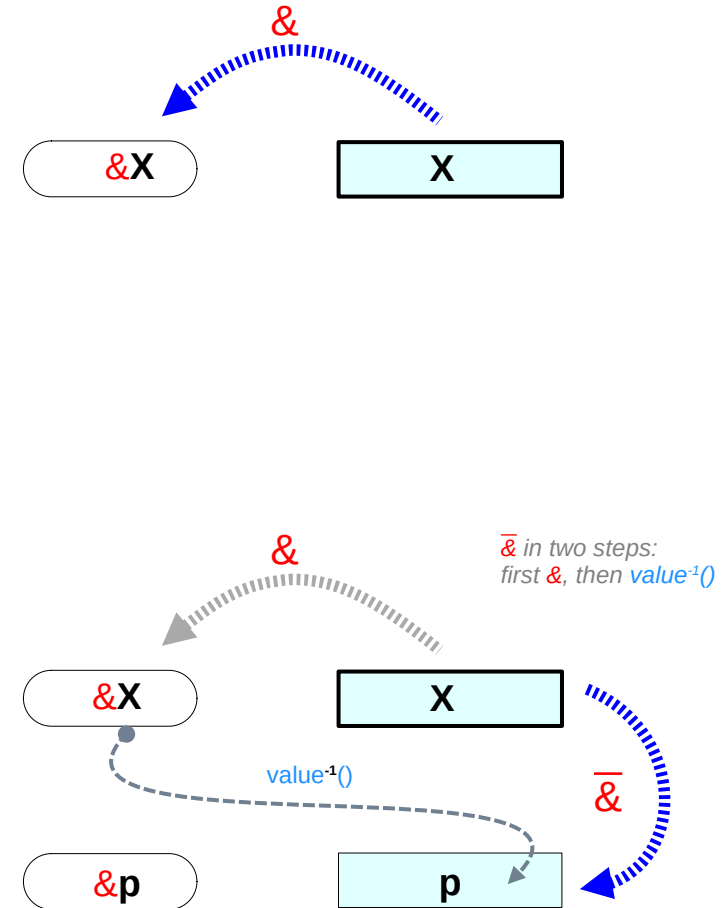
$\&a$

$*p$  a dereferenced variable  
 ~~$p$  a pointer variable~~  
 ~~$a$  a primitive variable~~

$$\bar{\&X} = p$$

$$\bar{\&*p} \equiv p$$

~~$\bar{\&p}$~~   
 ~~$\bar{\&a}$~~



# Two step de-reference $\bar{*}$ and $*$ operators

for  $\bar{*}A$ , A can be  $\text{value}(p)$ ,  $\&p$ ,  $\&a$

$$\bar{*}A = *value^{-1}(A)$$

$\text{value}(p)$  value of a pointer variable  
 $\&p$  address of a pointer variable  
 $\&a$  address of a primitive variable

$$\bar{*}A$$

$$\bar{*}value(p) = *p$$

$$*\&p = p$$

$$*\&a = a$$

for  $\bar{*}A = *p$ , A must be  $\text{value}(p)$

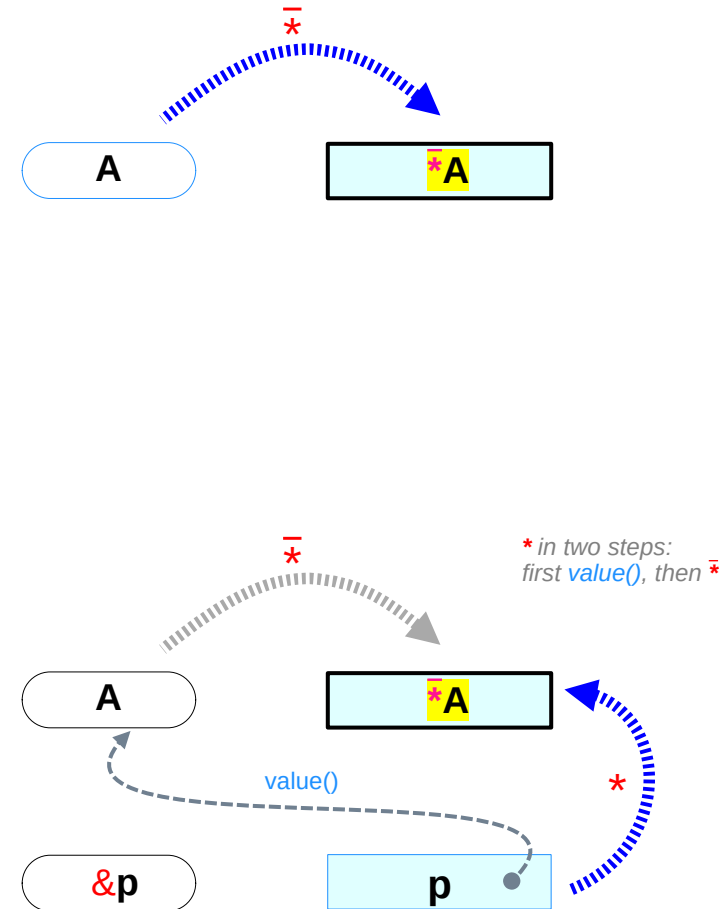
$$*p = \bar{*}value(p)$$

C Expressions

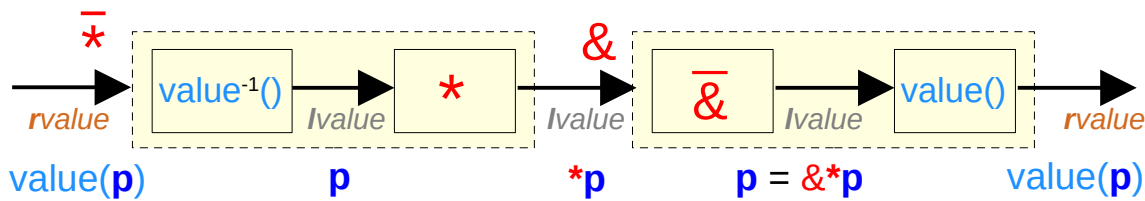
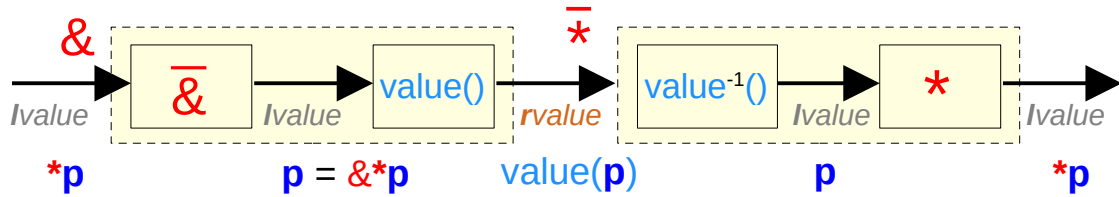
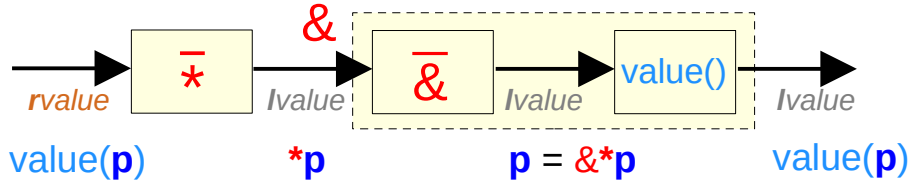
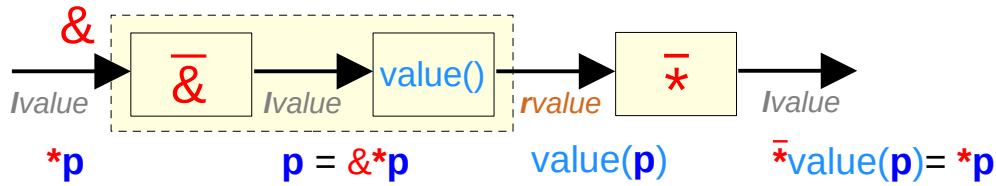
$\text{value}(p)$  value of a pointer variable  
 ~~$\&p$  address of a pointer variable~~  
 ~~$\&a$  address of a primitive variable~~

$$*p$$

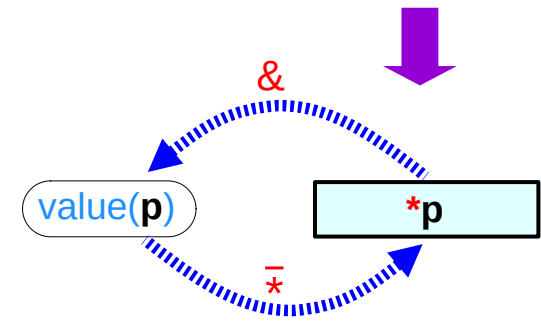
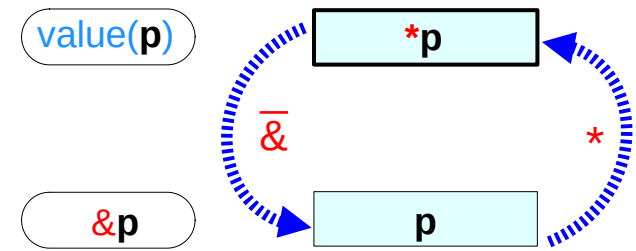
$$*p \equiv \bar{*}value(p)$$
~~$$*\&p = p$$~~
~~$$*\&a = a$$~~



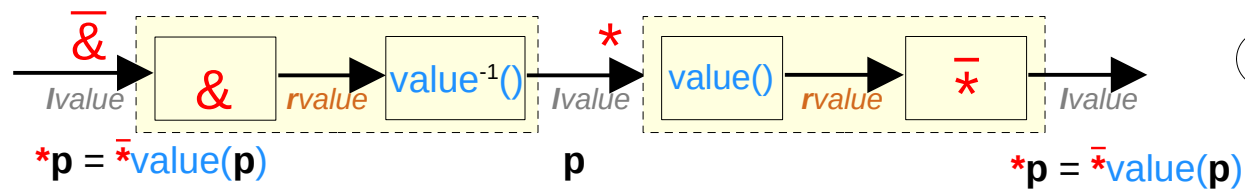
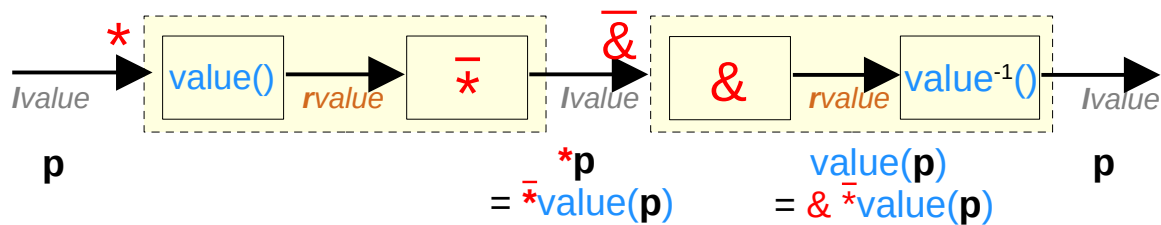
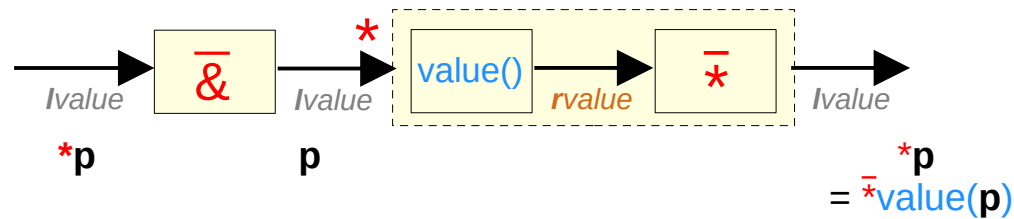
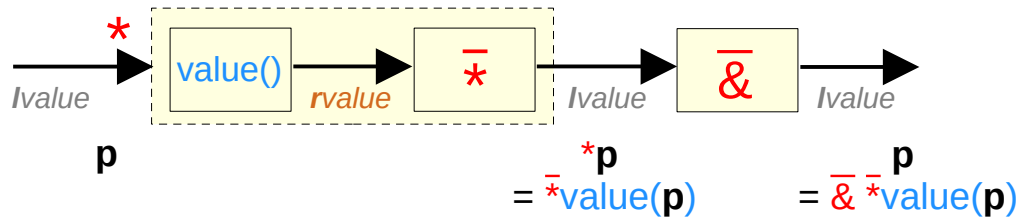
# Inverse operators : $\&$ and $\bar{*}$ in pointer de-referencing



$\bar{*} value(p) = *p$   
 $\&\bar{*} value(p) = \&*p = value(p)$   
 $\bar{*}\&\bar{*}value(p) = \bar{*}\&*p = \bar{*}value(p) = *p$



# Inverse operators of & and \*



$$\&*value(p) = *p$$

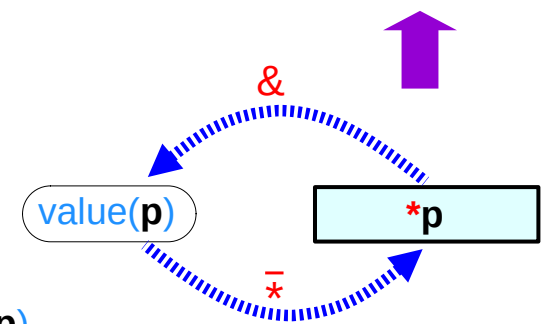
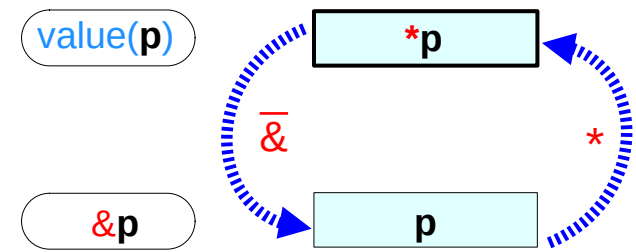
$$\&*p = p$$

$$*p = \&*value(p)$$

$$p = \&*value(p)$$

$$*p = *p$$

$$value(p) = \&*value(p)$$



# Inverse operators in pointer referencing (2)

$\overline{*}&$

$&\overline{*}$

$*&$

$&*$

$\overline{&}*$

$*\overline{&}$

$&*$

$*&$

$\text{value}(\text{value}(\text{rvalue})) = \text{rvalue}$

$*&$

With the new notation using  $\overline{&}$  and  $\overline{*}$ ,  
this is not a legitimate case

it should be  $\overline{*}&$ , since  $&$  returns  $\text{rvalue}$

but assuming successive applications  
of  $\text{value}()$ , it gives correct answer

# Inverse operators in pointer referencing (2)

$$\bar{*}\&p = p$$

value(value(rvalue)) = rvalue

$$*\bar{*}p = *p$$

With the new notation using  $\bar{\&}$  and  $\bar{*}$ ,  
this is not a legitimate case,  
But assuming successive applications  
of `value()`, it gives correct answer

$$\bar{\&}*p = p$$

$$\bar{\&}*p = \text{value}(p)$$

$$\bar{\&}* \text{value}(p) = \text{value}(p)$$

$$\bar{\&}*p = \text{value}(p)$$

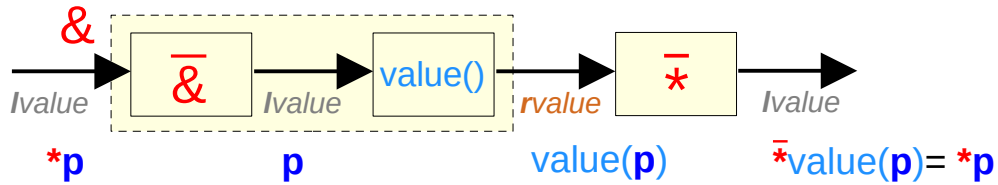
$$*\bar{\&}*p = *p$$

value(value(rvalue)) = rvalue

$$*\bar{\&}*p = *p$$

With the new notation using  $\bar{\&}$  and  $\bar{*}$ ,  
this is not a legitimate case,  
But assuming successive applications  
of `value()`, it gives correct answer

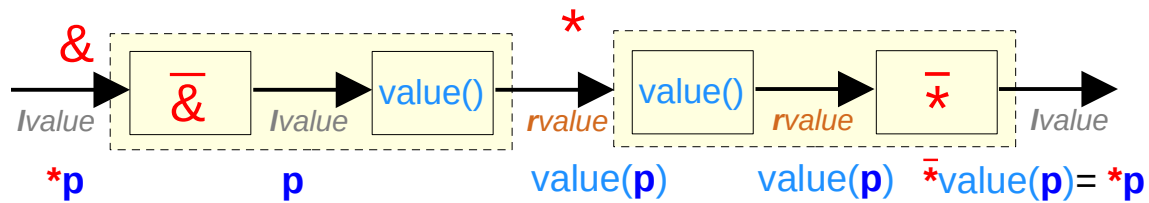
# Inverse operators in pointer referencing (1)



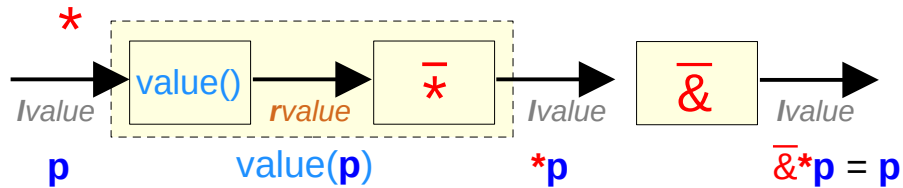
$$*\&p = p$$

$$\text{value}(\text{value}(\text{rvalue})) = \text{rvalue}$$

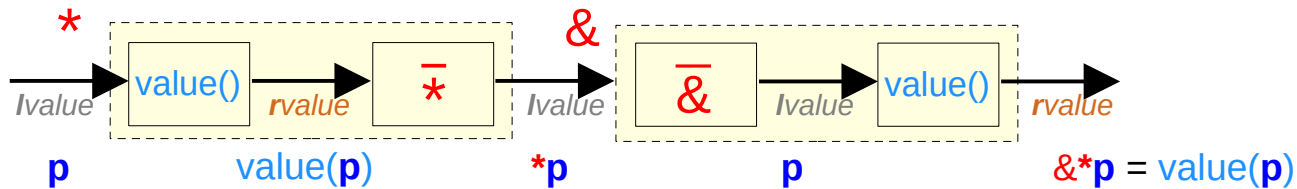
$$*\&*p = *p$$



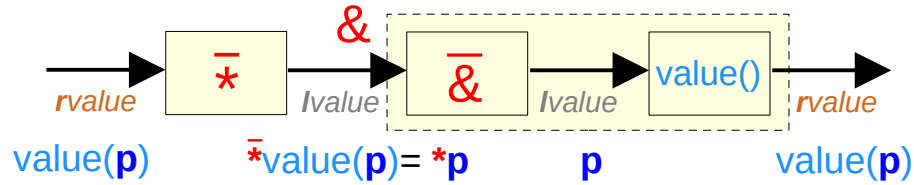
$$\&*p = p$$



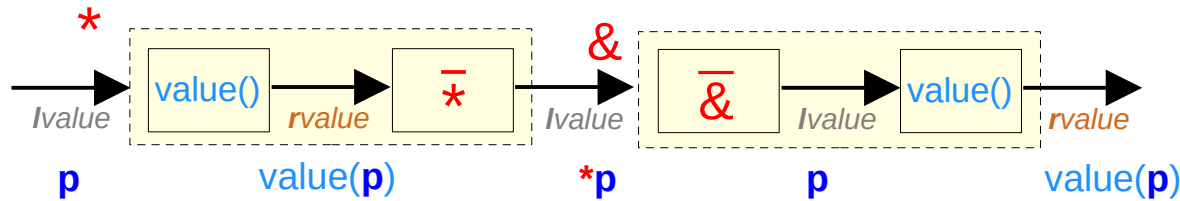
$$\&*p = \text{value}(p)$$



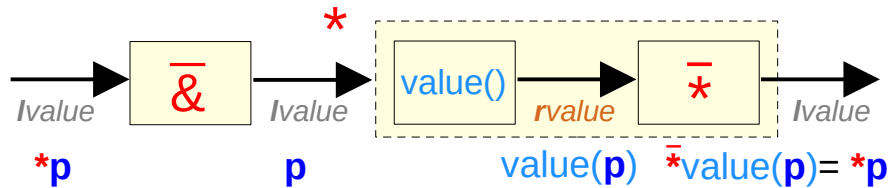
# Inverse operators in pointer referencing (2)



$$\boxed{\&*}value(p) = value(p)$$

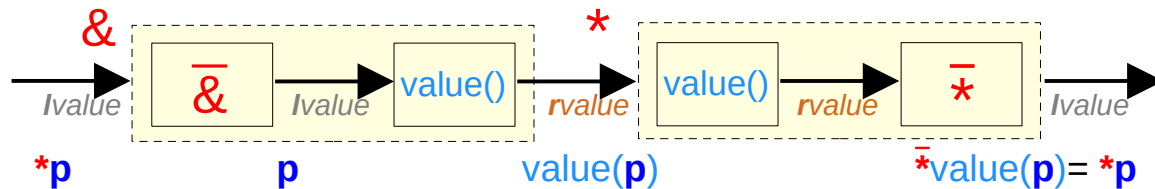


$$\boxed{\&*}p = value(p)$$



$$\boxed{* \&}p = *p$$

$$value(value(rvalue)) = rvalue$$

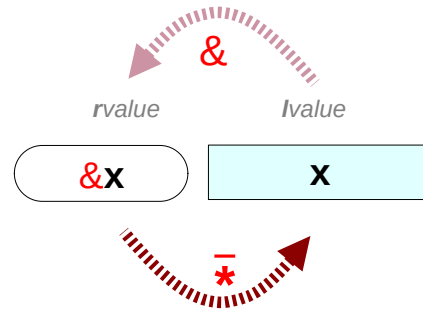


$$\boxed{* \&*}p = *p$$



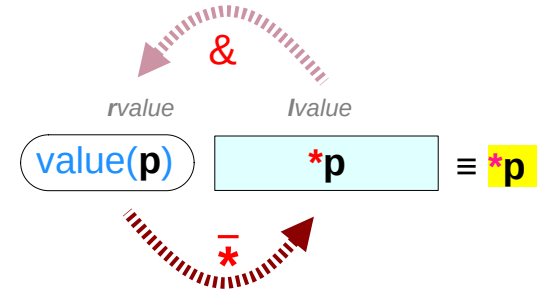
# Inverse operators of & and \*

$$\overline{*\cancel{&}}x = x$$

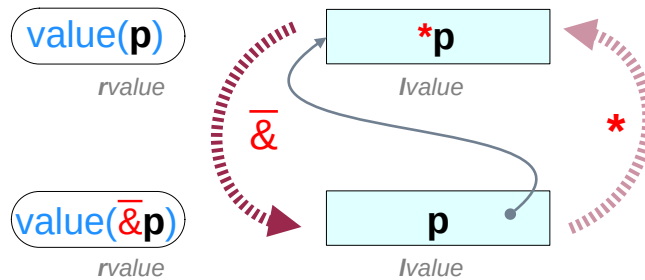


$$*p \equiv \overline{*\text{value}(p)}$$

$$\overline{&*}p = \text{value}(p)$$



$$\overline{&*}p = p$$

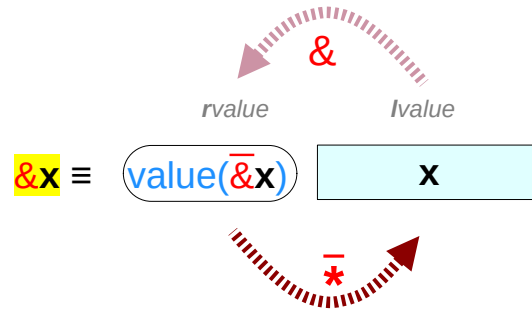


# Inverse operators of & and \*

$$\&x \equiv \text{value}(\bar{\&x})$$

$$\bar{\&x} = x$$

$$\bar{*}\text{value}(\bar{\&x}) = x$$

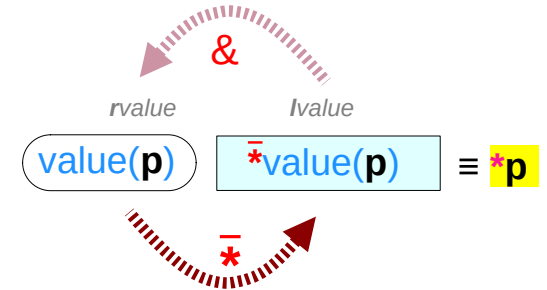


$$*p \equiv \bar{*}\text{value}(p)$$

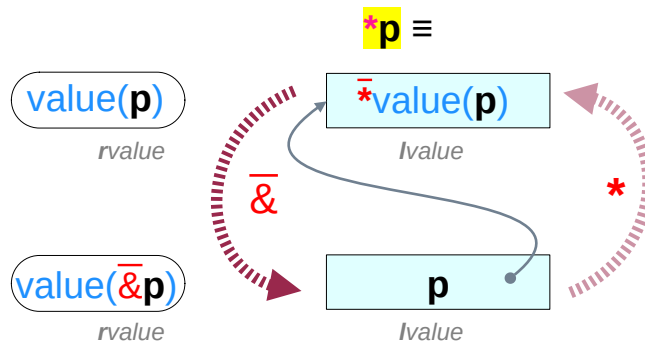
$$\&*p = \text{value}(p)$$

$$\&*p = \text{value}(\bar{*}p)$$

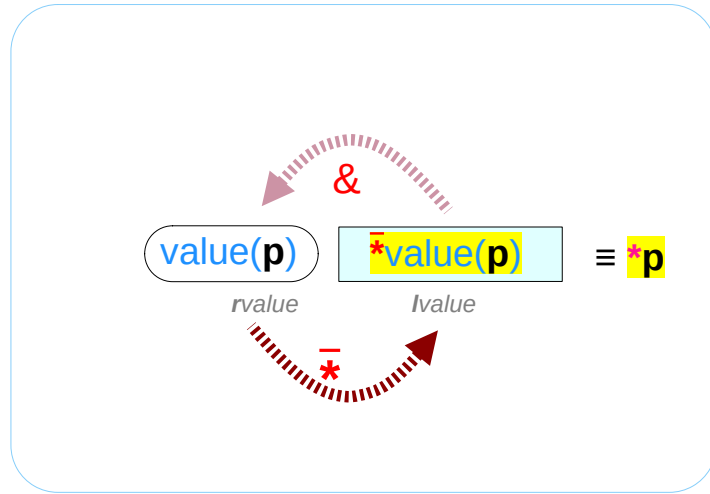
$$\&*p = \text{value}(p)$$



$$*p \equiv \bar{*}\text{value}(p)$$



# Inverse operators of & and \*



$$\bar{*} \text{value}(\bar{\&}x) = x$$

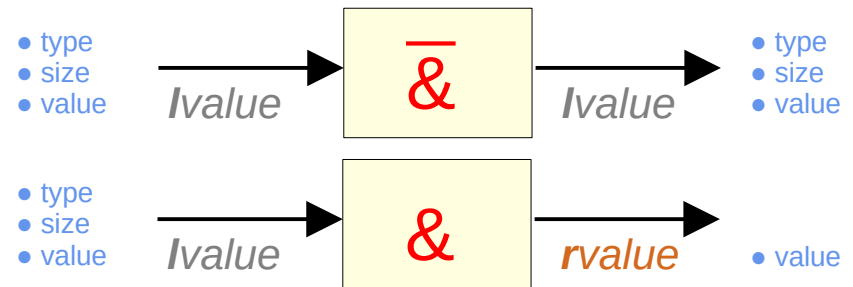
$$\bar{\&} \bar{*} \text{value}(p) = p$$

$$\bar{\&} * p = \text{value}(p)$$

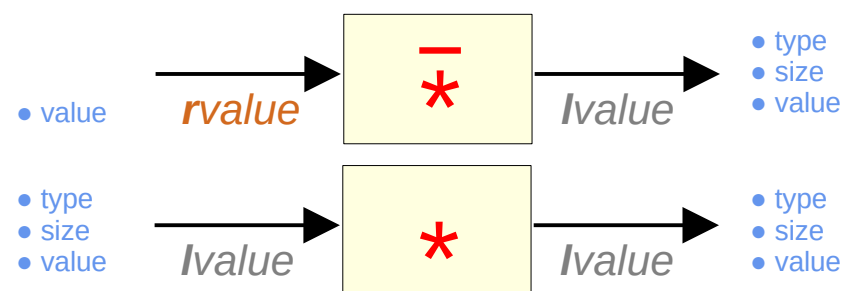
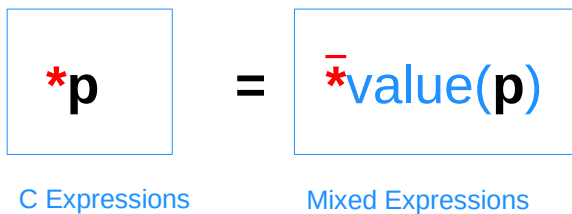
$$\text{value}(\bar{\&} \bar{*} \text{value}(p)) \begin{cases} \text{value}(\bar{\&} * p) & \Rightarrow \text{value}(p) \\ \text{value}(\bar{\&} \bar{*} \text{value}(p)) & \Rightarrow \text{value}(p) \end{cases}$$

# C operators and mathematical operators

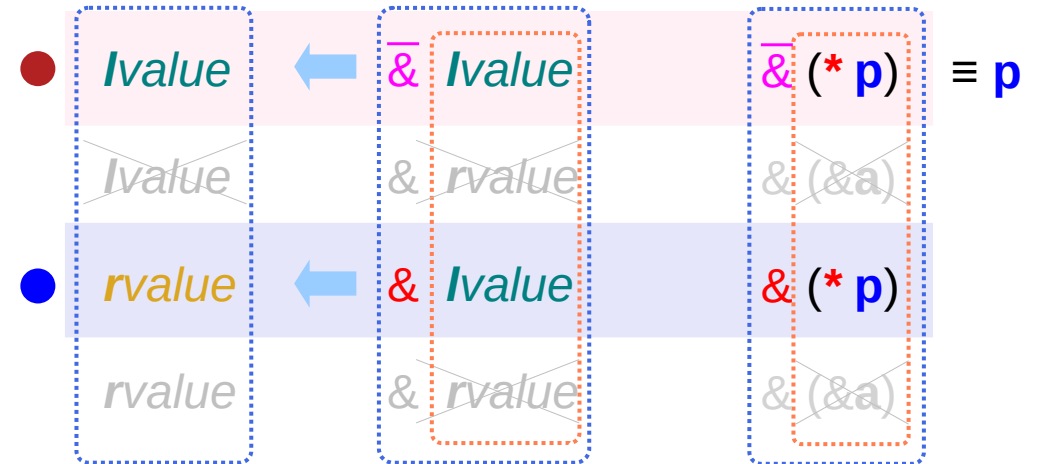
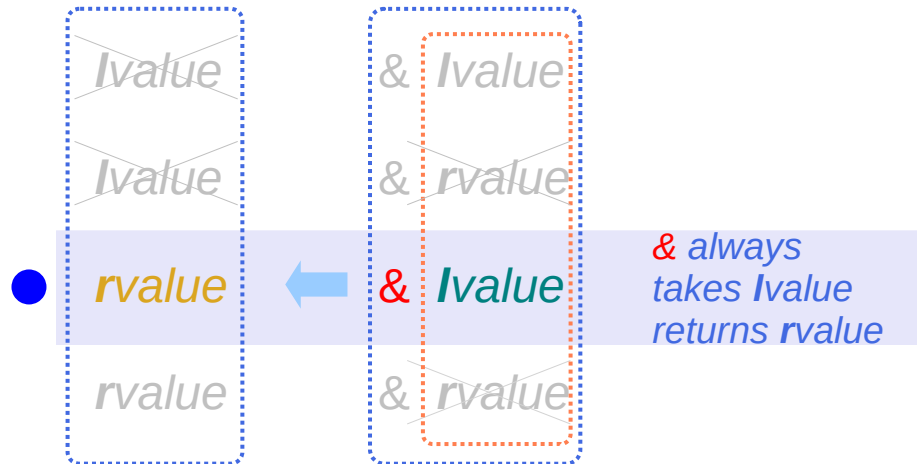
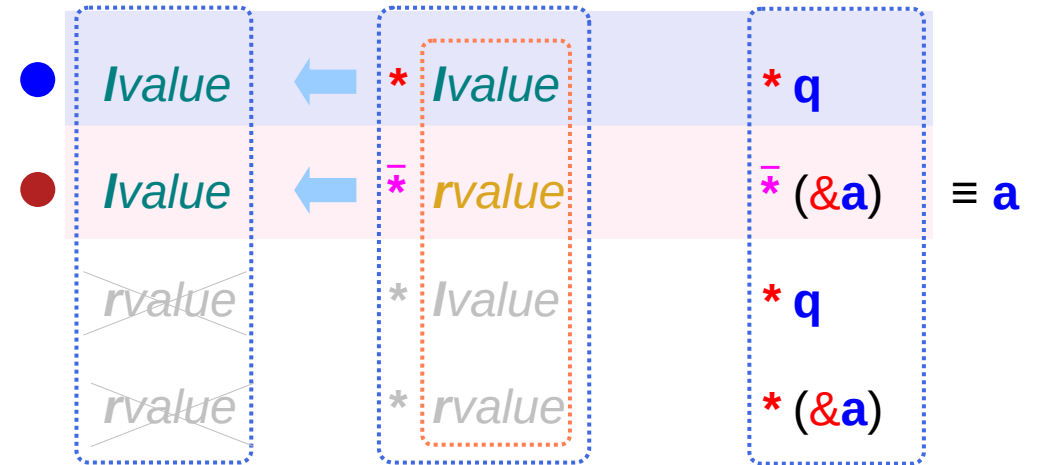
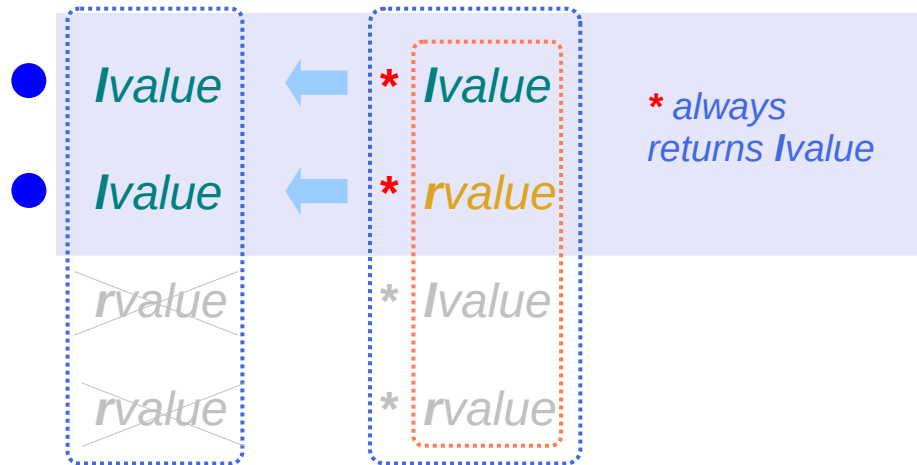
## Address-of operation



## De-reference operation



# Ivalue and rvalue with \* and & operators



a, p, q : Ivalues ... variables ... RW  
 \*p, \*q, \*\*q : Ivalues ... variables ... RW  
 &a, &p, &q : rvalues ... constants ... RO

# Recursive application of the address-of operator

~~$\&(\&(\&(c[i])[j])[k])$~~

## $\&$ C operator

can be applied to only **lvalue** variable

returns **address value**

thus, the above expression is **not** possible

successive application of  $\&$  is **not** possible

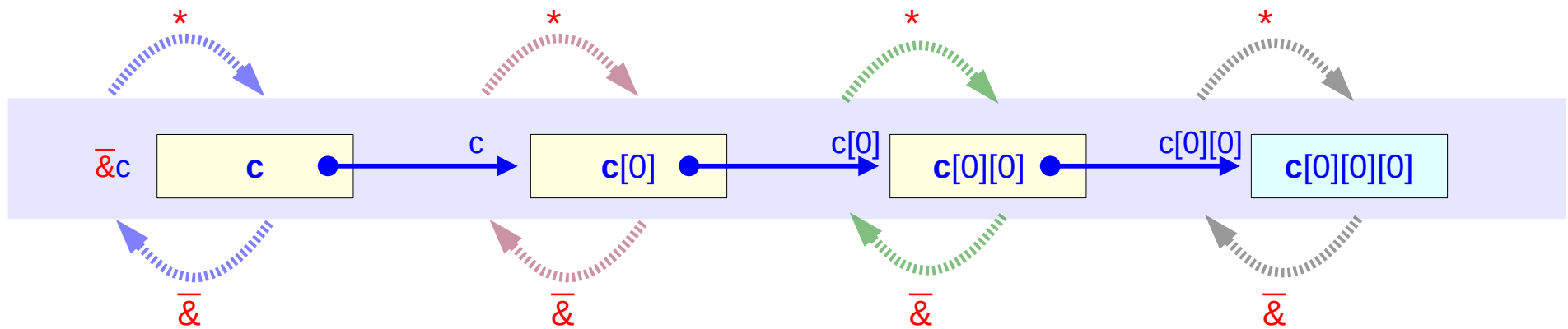
In contrast, **\*p** becomes a lvalue variable

**\*** operator can be applied successively.

$\bar{\&}(\bar{\&}(\bar{\&}(c[i])[j])[k])$

## $\bar{\&}$ mathematical operator

# Two step deferencing in type II (1) – without skipping



$\bar{\&}$  : mathematical & operator

## n-d access of a 1-d array

- **2-d** array access of a **1-d** array
- **3-d** array access of a **1-d** array
- Accessing a **contiguous 1-d** array
- Accessing a **non-contiguous 1-d** arrays
  
- Accessing **static** allocated arrays
- Accessing **dynamically** allocated arrays

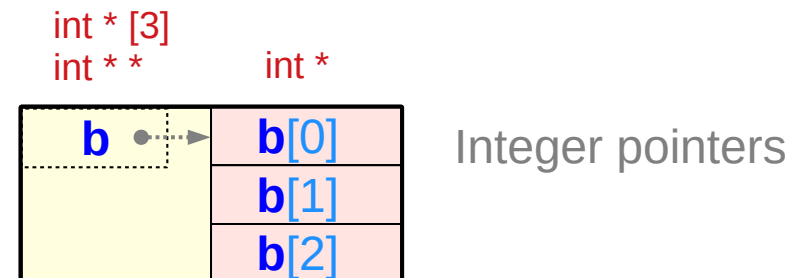
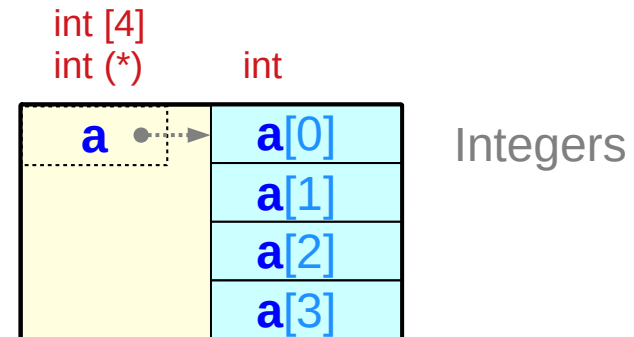
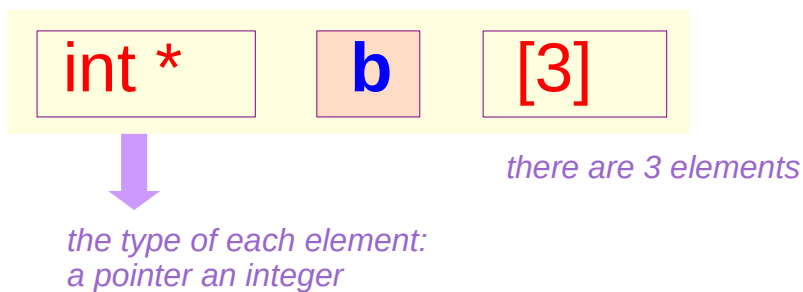
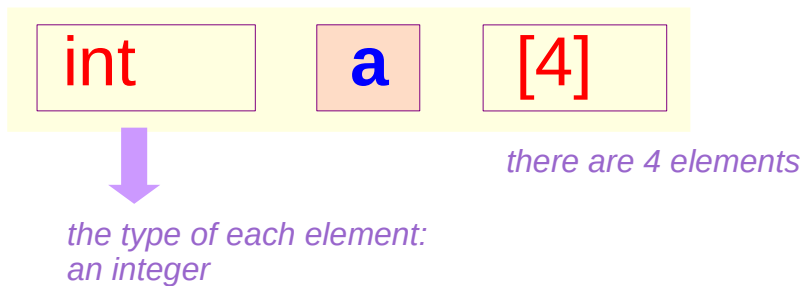


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## 2-d array access of a 1-d array

# Array of Pointers

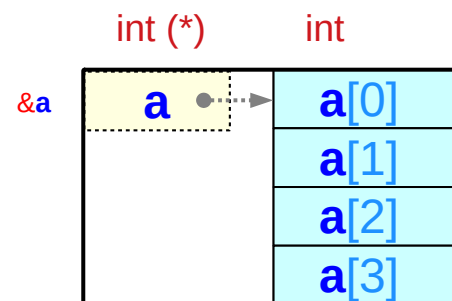
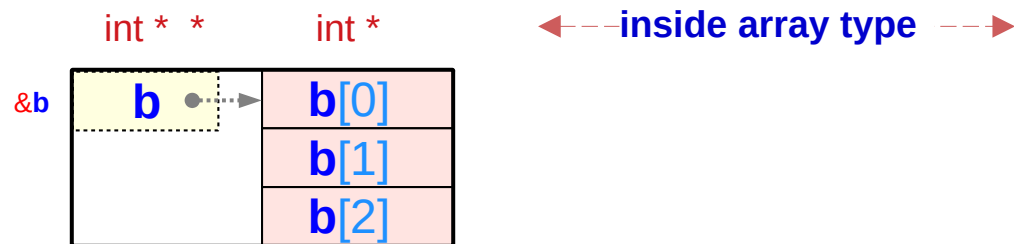
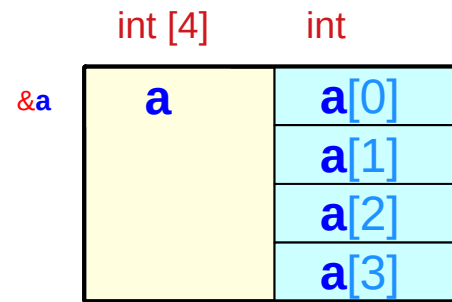
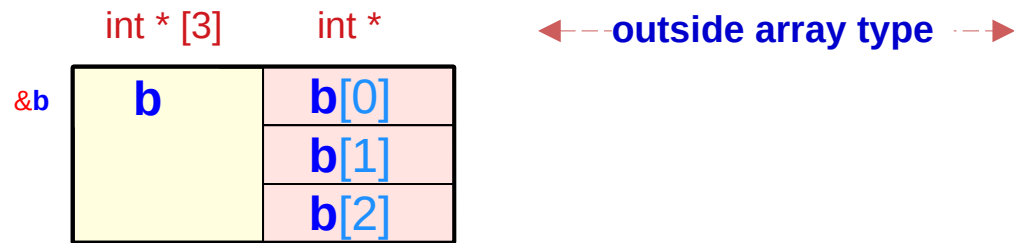
```
int    a [4] ;  
int *  b [3] ;
```



# Array of Pointers – a type view

`int *`      `b [3] ;`      Pointer Array

`int`      `a [4] ;`

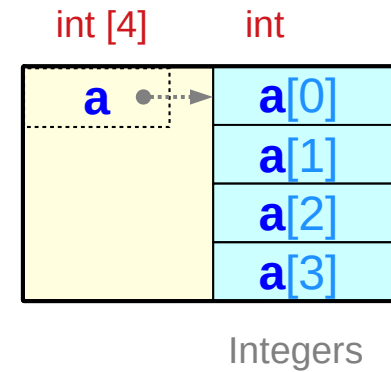
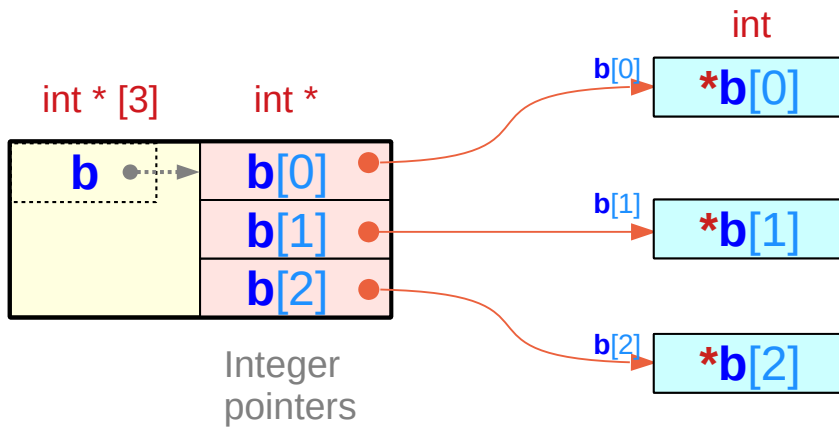


# Array of Pointers – a variable view

```
int * b [3] ;
```

Pointer Array

```
int a [4] ;
```



# Assigning a 1-d array name

int \*

b [3] ;

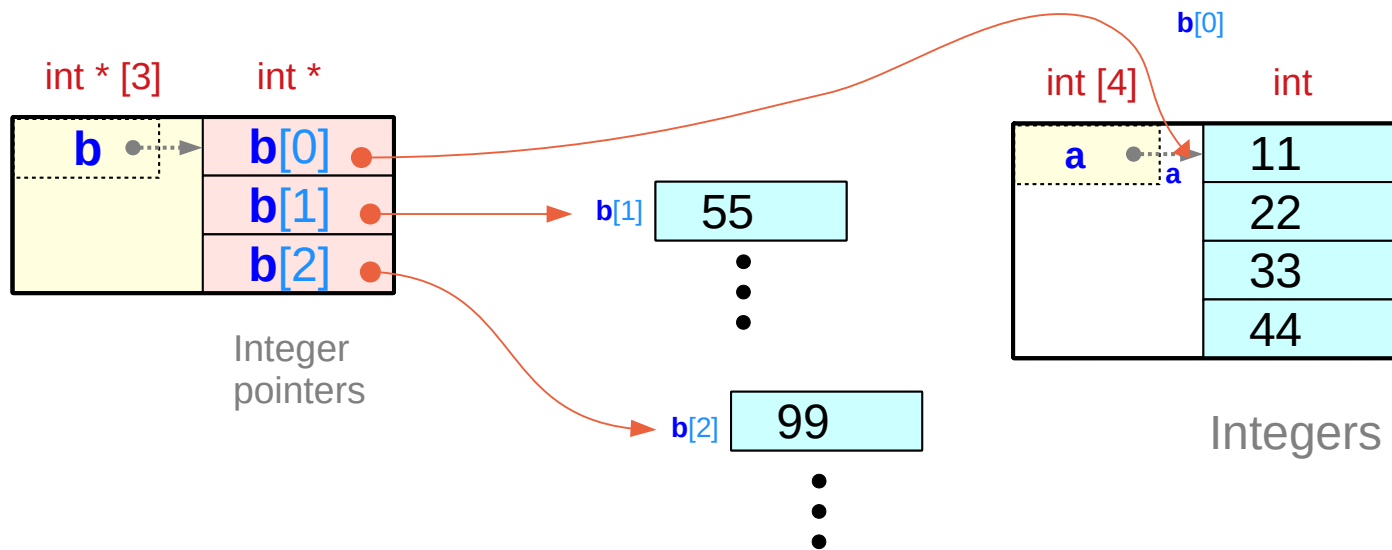
Pointer Array

int

a [4] ;

assignment

b[0] = a (= &a[0])



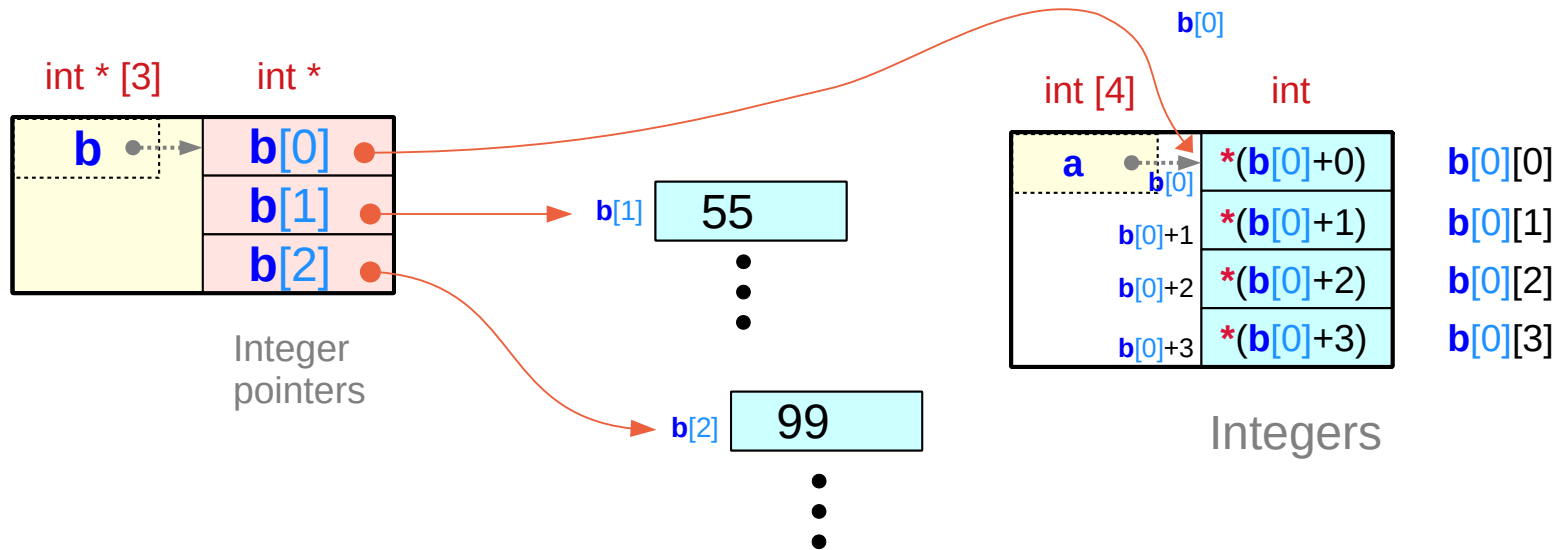
# Assigning a 1-d array name – equivalence

`int *`      `b [3] ;`      Pointer Array

`int`      `a [4] ;`

assignment

`b[0] = a (= &a[0])`



# Array of Pointers – extended dimension

`int *`

`b [3] ;`

Pointer Array

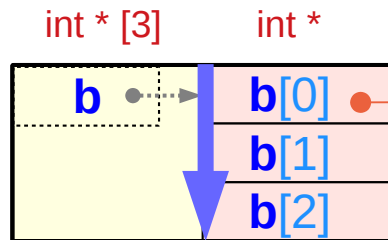
`int`

`a [4] ;`

array name `b`

assignment

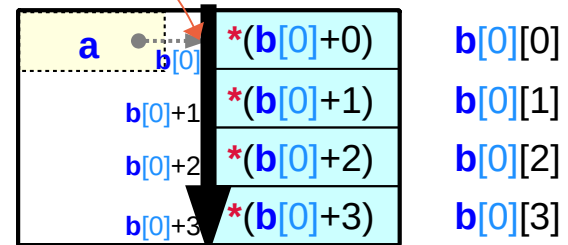
`b[0] = a (= &a[0])`



array name `b[0]`

1<sup>st</sup> dim

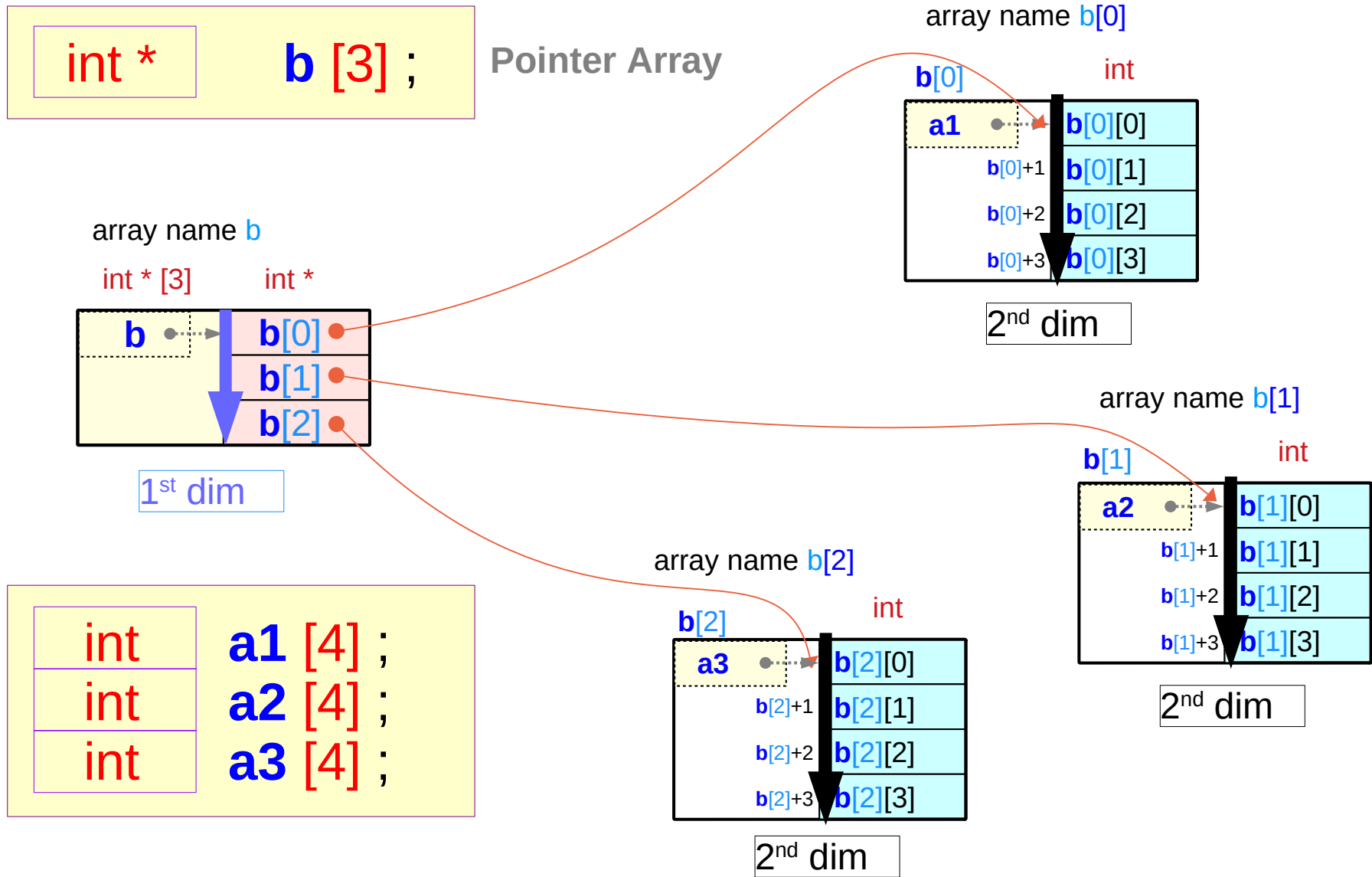
`int [4]`      `int`



2<sup>nd</sup> dim

```
a[0] ≡ b[0][0] ≡ (*(b+0)+0)
a[1] ≡ b[0][1] ≡ (*(b+0)+1)
a[2] ≡ b[0][2] ≡ (*(b+0)+2)
a[3] ≡ b[0][3] ≡ (*(b+0)+3)
```

# 2-d access of 1-d arrays





# 2-d access of a 1-d array

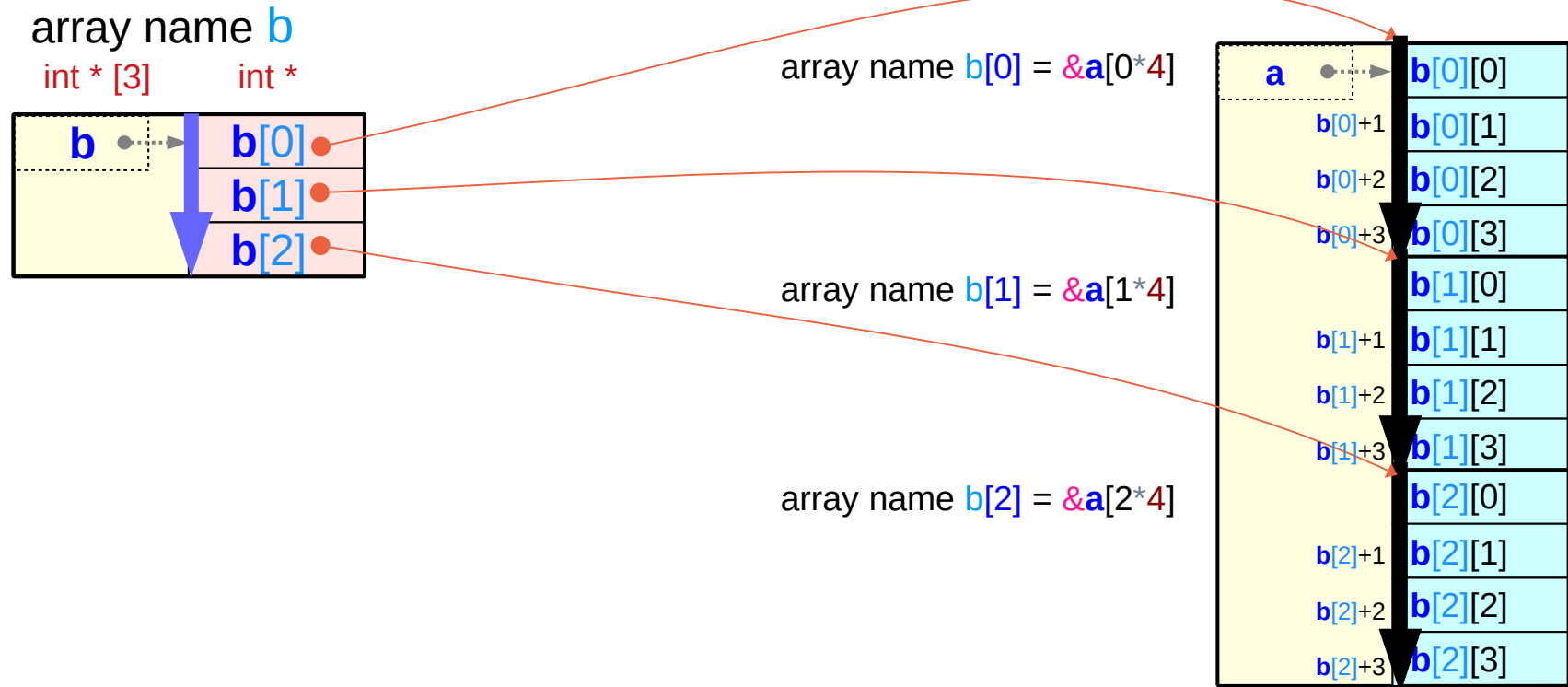
int \*

b [3] ;

Pointer Array

int \*

a [3\*4] ;



# 2-d access of a 1-d array – pointer array assignment

```
int * b [2*3] ;  
int a [2*3*4] ;
```

```
b[j] = &a[j*4] (= a+j*4)
```

```
b[j] + k = a+j*4 + k  
*(b[j] + k) = *(a+j*4 + k)
```

```
b[j][k] ≡ a[j*4 + k]
```

```
j = [0:5]      k = [0:3]
```

```
j*4+k = [0:23]
```

constraint : contiguous b[i][j] over j

2-d access of a 1-d array

```
b[i][j]      ≡    *( b[i] + j )  
              ↕              ↕  
a[i*4+j]    ≡    *( a+i*4 + j )
```

1-d access of a 1-d array

constraint : contiguous a[i\*4+j] over j

---

## 3-d array access of a 1-d array

# 3-d access of a 1-d array (1)

```
int **   c [2] ;  
int *    b [2*3] ;  
int      a [2*3*4] ;
```

```
int *    b [2*3] ;  
int      a [2*3*4] ;
```

```
b[j] = &a[j*4] (= a+j*4)
```

```
b[j] + k = a+j*4 + k  
*(b[j] + k) = *(a+j*4 + k)
```

```
b[j][k] ≡ a[j*4 + k]  
j = [0:5]      k = [0:3]  
j*4+k = [0:23]
```

```
int **   c [2] ;  
int *    b [2*3] ;
```

```
c[i] = &b[i*3] (= b+i*3)
```

```
c[i] + j = b+i*3 + j  
*(c[i] + j) = *(b+i*3 + j)
```

```
c[i][j] = b[i*3 + j]
```

```
c[i][j] + k = b[i*3 + j] + k  
*(c[i][j] + k) = b[i*3 + j][k]
```

```
c[i][j][k] = a[(i*3+j)*4+k]
```

```
c[i][j][k] ≡ a[(i*3+j)*4+k]  
i = [0:1]      j = [0:2]      k = [0:3]  
(i*3+j)*4+k = [0:23]
```

# 3-d access of a 1-d array (2)

int **	<b>c</b> [2] ;
int *	<b>b</b> [2*3] ;
int	<b>a</b> [2*3*4] ;

$$\begin{aligned} \mathbf{a[k]} &\equiv *(\mathbf{a+k}) \\ \mathbf{b[j][k]} &\equiv *(*(\mathbf{b+j})+k) \\ \mathbf{c[i][j][k]} &\equiv *(*(*(\mathbf{c+i})+j)+k) \end{aligned}$$

constraint : contiguous a[i], b[i], c[i]

## Assignments

$$\begin{aligned} \mathbf{c[i]} &= \&\mathbf{b[i*3]} \quad (= \mathbf{b+i*3}) \\ \mathbf{b[j]} &= \&\mathbf{a[j*4]} \quad (= \mathbf{a+j*4}) \end{aligned}$$

Initializing pointer arrays **b** and **c**



## 3-d access of a 1-d array

$$\begin{aligned} \mathbf{c[i][j][k]} &\equiv *(\mathbf{c[i][j]} + k) \\ \mathbf{b[i*3+j][k]} &\equiv *(\mathbf{b[i*3+j]} + k) \\ \mathbf{a[(i*3+j)*4 + k]} &\equiv *(\mathbf{a+(i*3+j)*4 + k}) \end{aligned}$$

## 1-d access of a 1-d array

# 3-d access of a 1-d array (3)

int **	<b>c</b> [2] ;
int *	<b>b</b> [2*3] ;
int	<b>a</b> [2*3*4] ;

**a**[k] ≡ **\***(**a**+k)  
**b**[j][k] ≡ **\***(**\***(**b**+j)+k)  
**c**[i][j][k] ≡ **\***(**\***(**\***(**c**+i)+j)+k)

**((c[i])[j])[k]**  
≡ **((b+i\*3)[j])[k]** ←  
≡ **(b[i\*3+j])[k]**  
≡ **(a+(i\*3+j)\*4)[k]** ←  
≡ **a[(i\*3+j)\*4+k]**

**c[i] = &b[i\*3] = b+i\*3**

**b[j] = &a[j\*4] = a+j\*4**

**\***(**\***(**\***(**c**+i)+j)+k)  
≡ **\***(**\***(**b**+i\*3+j)+k)  
≡ **\***(**b**[i\*3+j]+k)  
≡ **\***(**a**+(i\*3+j)\*4+k)  
≡ **a**[(i\*3+j)\*4+k]

# Equivalence relations in pointer array assignments

$$\begin{aligned}c[i] &= \&b[i*3] = b+i*3 \\ b[j] &= \&a[j*4] = a+j*4\end{aligned}$$

substitute  $c[i]$  in  $*(c[i]+j)$

substitute  $b[m]$  in  $*(b[m]+k)$

$$m = i*3+j$$



$$\begin{aligned}c[i][j] &= *(c[i]+j) \\ &= *(b+i*3+j) = b[i*3+j]\end{aligned}$$

$$\begin{aligned}b[m][k] &= *(b[m]+k) \\ &= *(a+m*4+k) = a[m*4+k]\end{aligned}$$

$$c[i][j][k] = b[i*3+j][k] = a[(i*3+j)*4+k]$$

$$\begin{aligned}c[i] &= \&b[i*3] = b+i*3 \\ b[j] &= \&a[j*4] = a+j*4\end{aligned}$$

substitute  $c[i]$  in  $(c[i])[j]$

substitute  $b[m]$  in  $(b[m])[k]$

$$m = i*3+j$$



$$\begin{aligned}c[i][j] &= (b+i*3)[j] \\ &= *(b+i*3+j) = b[i*3+j]\end{aligned}$$

$$\begin{aligned}b[m][k] &= (a+m*4)[k] \\ &= *(a+m*4+k) = a[m*4+k]\end{aligned}$$

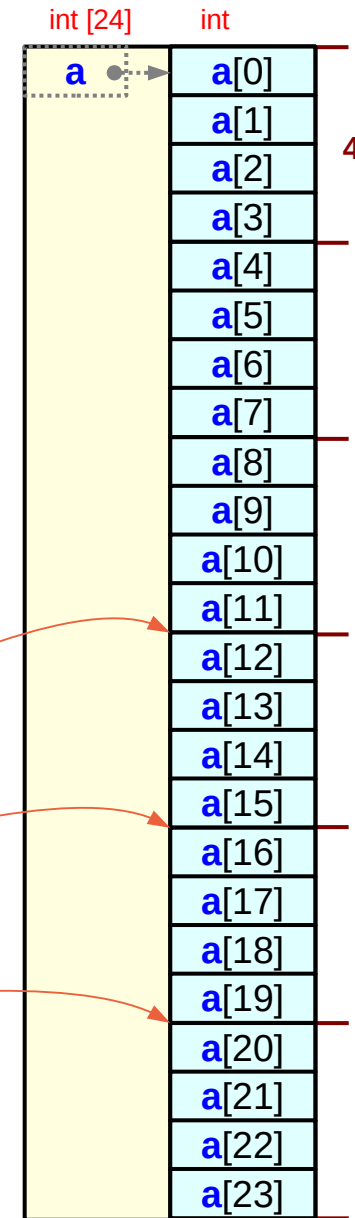
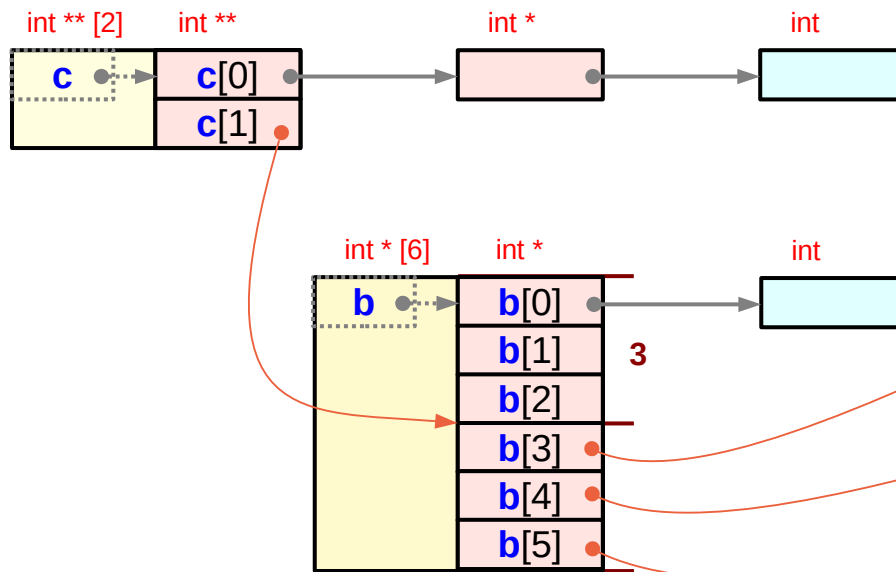
$$c[i][j][k] = b[i*3+j][k] = a[(i*3+j)*4+k]$$

# Integer array **a** and pointer arrays **b**, **c**

```
int ** c [2] ;
int * b [2*3] ;
int a [2*3*4] ;
```

divide 2·3·4 elements of **a** into  
six (= 2·3) partitions  
each partition has 4 elements

divide 2·3 elements of **b** into  
two (= 2) partitions  
each partition has 3 elements





# Pointer array initializations

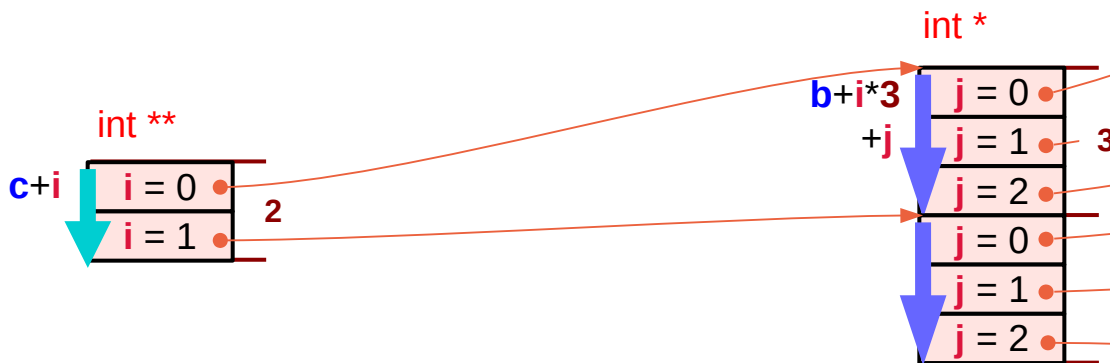
int **	<b>c</b> [2] ;
int *	<b>b</b> [2*3] ;
int	<b>a</b> [2*3*4] ;

$$c[i] = \&b[i*3] \quad (= b+i*3)$$

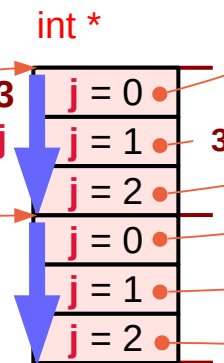
each element of **c** handles **3** elements of **b**  
 → **3**-element partitions in **b**

$$b[j] = \&a[j*4] \quad (= a+j*4)$$

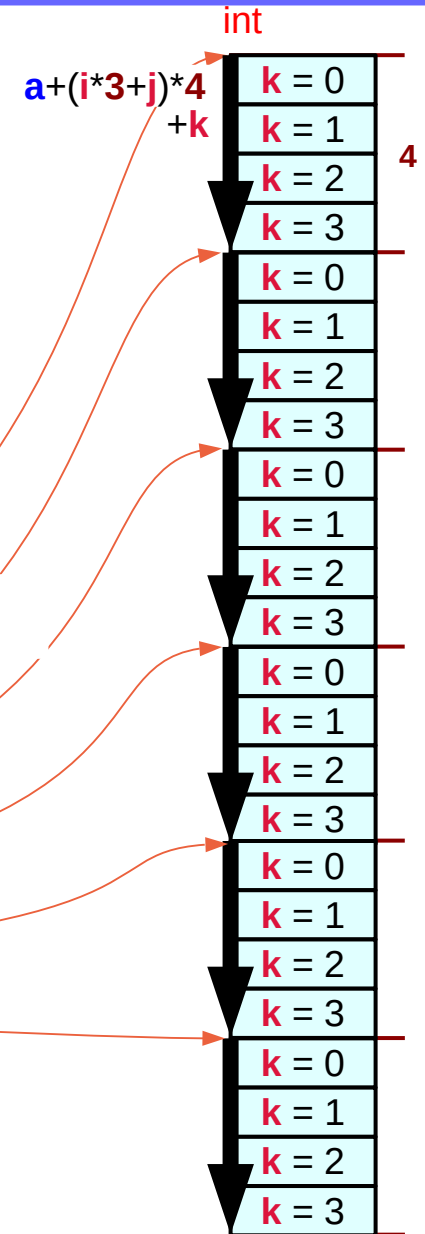
each element of **b** handles **4** elements of **a**  
 → **4**-element partitions in **a**



skipping **i** elements from **c**  
 = skipping **i\*3** elements from **b**  
 = skipping **i\*3\*4** leaf elements from **a**



skipping **j** elements from **b**  
 = skipping **j\*4** leaf elements from **a**



# Partitioning arrays **a** and **b**

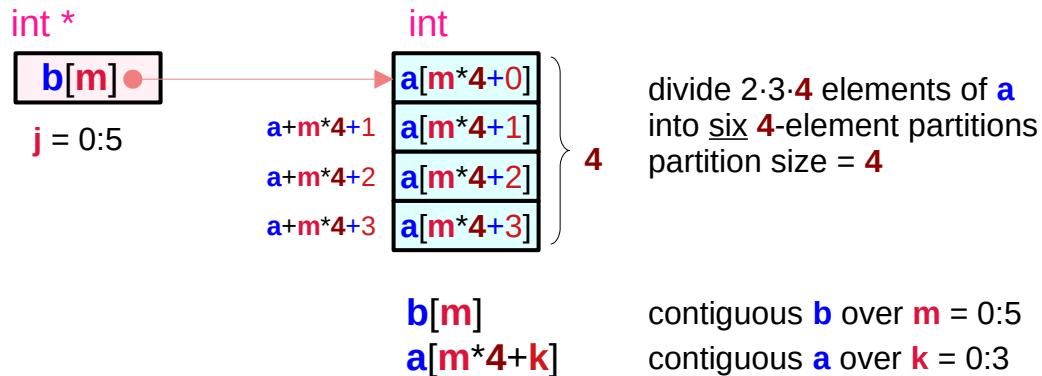
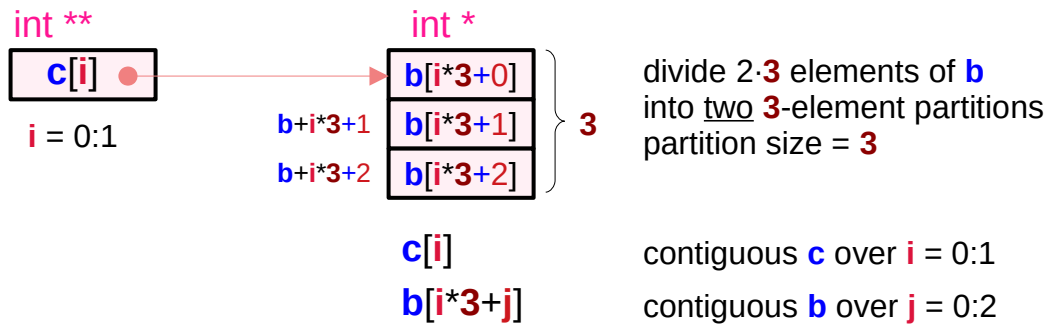
int **	<b>c</b> [2] ;
int *	<b>b</b> [2*3] ;
int	<b>a</b> [2*3*4] ;

## Assigning pointer array

**b**[j] = &**a**[j\*4] (= **a**+j\*4)  
**c**[i] = &**b**[i\*3] (= **b**+i\*3)

**c**[0] = &**b**[0\*3]; (= **b** + 0\*3)  
**c**[1] = &**b**[1\*3]; (= **b** + 1\*3)

**b**[0] = &**a**[0\*4]; (= **a** + 0\*4)  
**b**[1] = &**a**[1\*4]; (= **a** + 1\*4)  
**b**[2] = &**a**[2\*4]; (= **a** + 2\*4)  
**b**[3] = &**a**[3\*4]; (= **a** + 3\*4)  
**b**[4] = &**a**[4\*4]; (= **a** + 4\*4)  
**b**[5] = &**a**[5\*4]; (= **a** + 5\*4)



# Skipping leaf elements

int **	<b>c</b> [2] ;
int *	<b>b</b> [2*3] ;
int	<b>a</b> [2*3*4] ;

$$\mathbf{b[j] = \&a[j*4] \quad (= a+j*4)}$$

skipping 1 element in **b**  
= skipping **4** leaf elements in **a**

$$\mathbf{c[i][j][k] \equiv a[(i*3 + j)*4+k]}$$

skipping **i\*3+j** elements from **b**  
+ skipping **k** leaf elements from **a**  
= skipping **(i\*3+j)\*4+k** leaf elements from **a**

$$\mathbf{c[i] = \&b[i*3] \quad (= b+i*3)}$$

skipping 1 element in **c**  
= skipping **3** elements in **b**  
= skipping **3\*4** leaf elements in **a**

$$\mathbf{c[i][j] \equiv b[i*3 + j]}$$

skipping **i** elements from **c**  
+ skipping **j** elements from **b**  
= skipping **i\*3+j** elements from **b**

# Contiguous constraints for $c[i][j][k]$

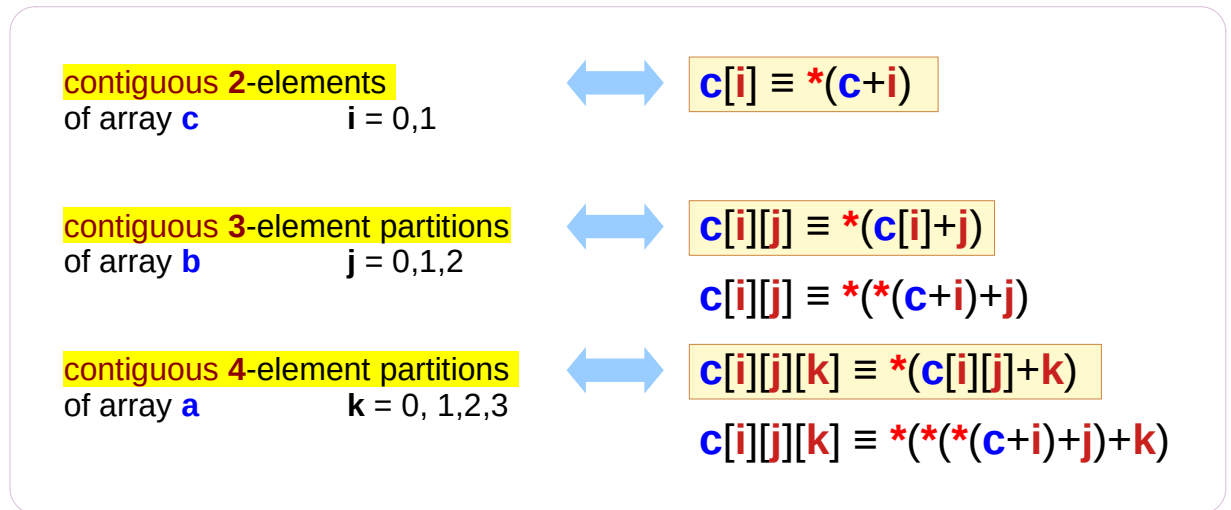
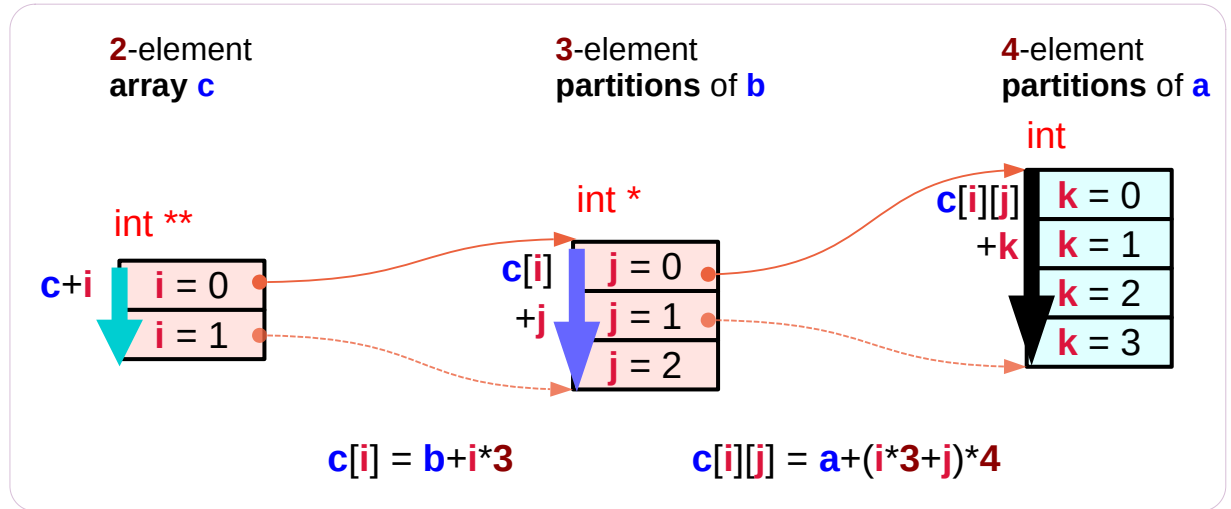
int **	<b>c</b> [2] ;
int *	<b>b</b> [2*3] ;
int	<b>a</b> [2*3*4] ;



<b>b</b> [j]	=	<b>&amp;a</b> [j*4]	(=	<b>a</b> +j*4)
<b>c</b> [i]	=	<b>&amp;b</b> [i*3]	(=	<b>b</b> +i*3)



<b>c</b> [i][j][k]	≡	<b>a</b> [(i*3 + j)*4+k]
--------------------	---	--------------------------



# Minimal constraints and implementations

```
int c [2];      int b [2*3];   int c [2*3*4];
```

```
c[0] = &b[0*3];  b[0] = &a[0*4];  
c[1] = &b[1*3];  b[1] = &a[1*4];  
                b[2] = &a[2*4];  
                b[3] = &a[3*4];  
                b[4] = &a[4*4];  
                b[5] = &a[5*4];
```

```
int c [2];      int b1 [3];   int a1 [4];  
                int b2 [3];   int a2 [4];  
                int a3 [4];  
                int a4 [4];  
                int a5 [4];  
                int a6 [4];
```

```
c[0] = &b1[0];   b1[0] = &a1[0];  
c[1] = &b2[0];   b1[1] = &a2[0];  
                b1[2] = &a3[0];  
                b2[0] = &a4[0];  
                b2[1] = &a5[0];  
                b2[2] = &a6[0];
```

contiguous  
2-element  
array **c**

contiguous  
2·3-element  
array **b**

contiguous  
2·3·4-element  
array **a**

*minimal constraints*

contiguous  
2-element  
array **c**

two contiguous  
3-element  
partitions of **b**

six contiguous  
4-element  
partitions of **a**

two contiguous  
3-element  
arrays **bi**

six contiguous  
4-element  
arrays **ai**

---

## Accessing a **contiguous 1-d** array

- **1-d** array access
- **2-d** array access
- **3-d** array access

# Accessing an int array **a** as a **1-d** array

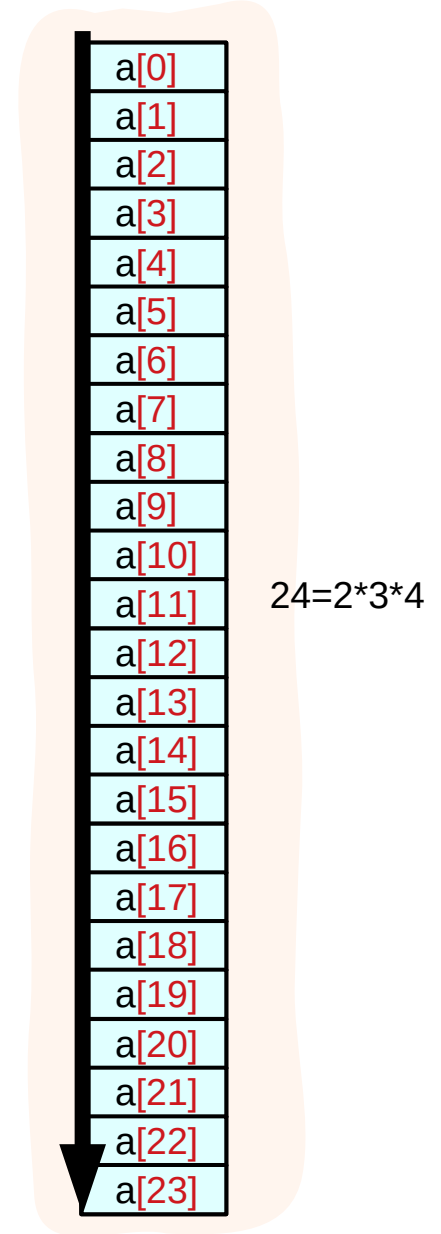
```
int    a [2*3*4] ;
```



```
a [k]
```

k = 0,1, ...,23

```
int a [2*3*4] ;
```



```
c[i][j][k] ≡ *(* (c+i)+j)+k    int ** c[2] ;  
b[j][k]    ≡ *(* (b+j)+k)      int * b[2*3] ;  
a[k]       ≡ *(a+k)            int a[2*3*4] ;
```

# Accessing an int array **a** as a 2-d array using **b**

```
int    a [2*3*4] ;
int *  b [2*3] ;
```

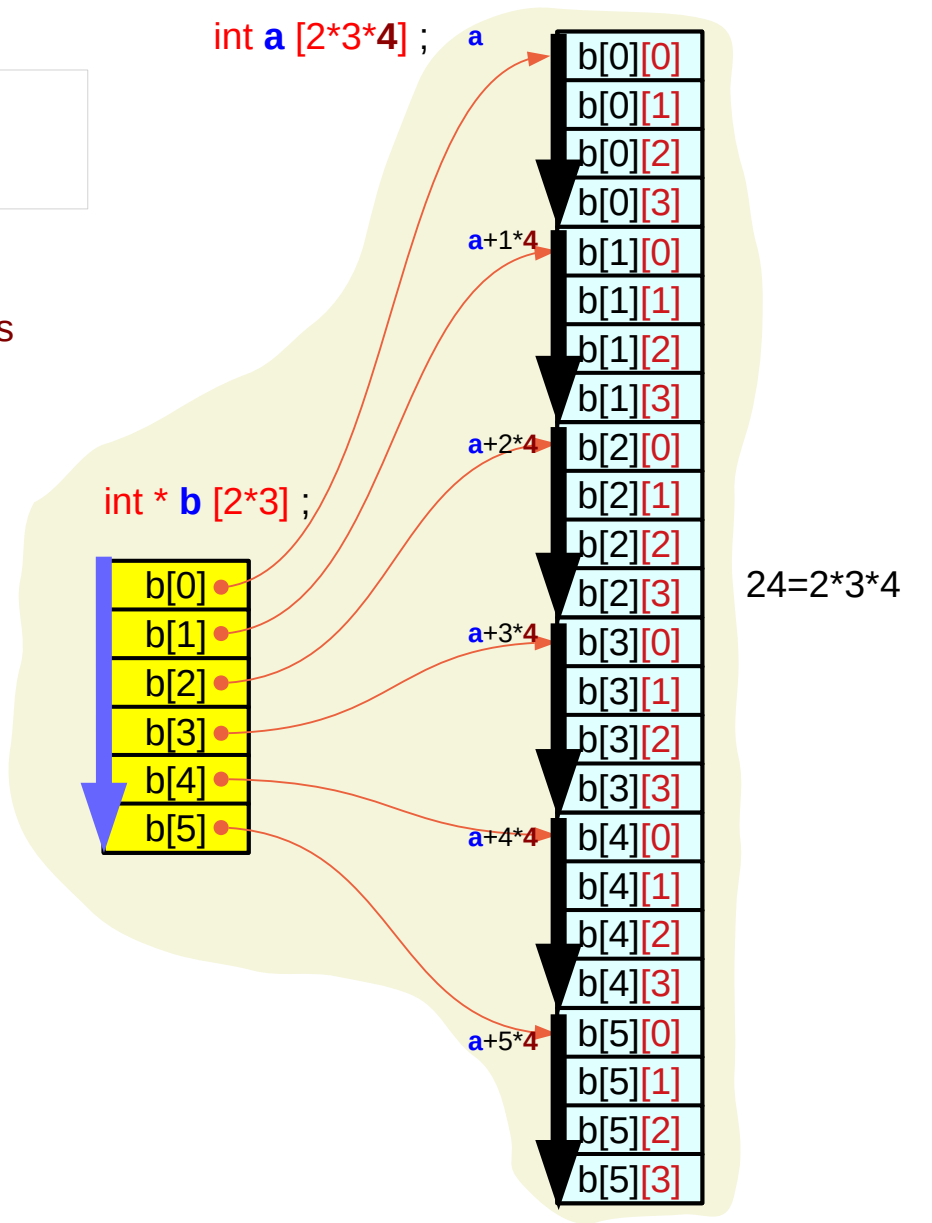
```
b[j] = &a[j*4];
```

**a**, **b** take actual memory locations

$$b[j][k] \equiv a[j*4 + k]$$

$j = 0, 1, 2, 3, 4$   
 $k = 0, 1, 2, 3$

```
c[i][j][k] ≡ *(*(*c+i)+j)+k    int ** c[2] ;
b[j][k]    ≡ *(*(*b+j)+k)       int * b[2*3] ;
a[k]       ≡ *(a+k)              int a[2*3*4] ;
```





# Accessing an int array **a** as a 3-d array

```
int    a [2*3*4] ;
int *  b [2*3]  ;
int ** c [2]    ;
```

```
c[i] = &b[i*3];
b[j] = &a[j*4];
```

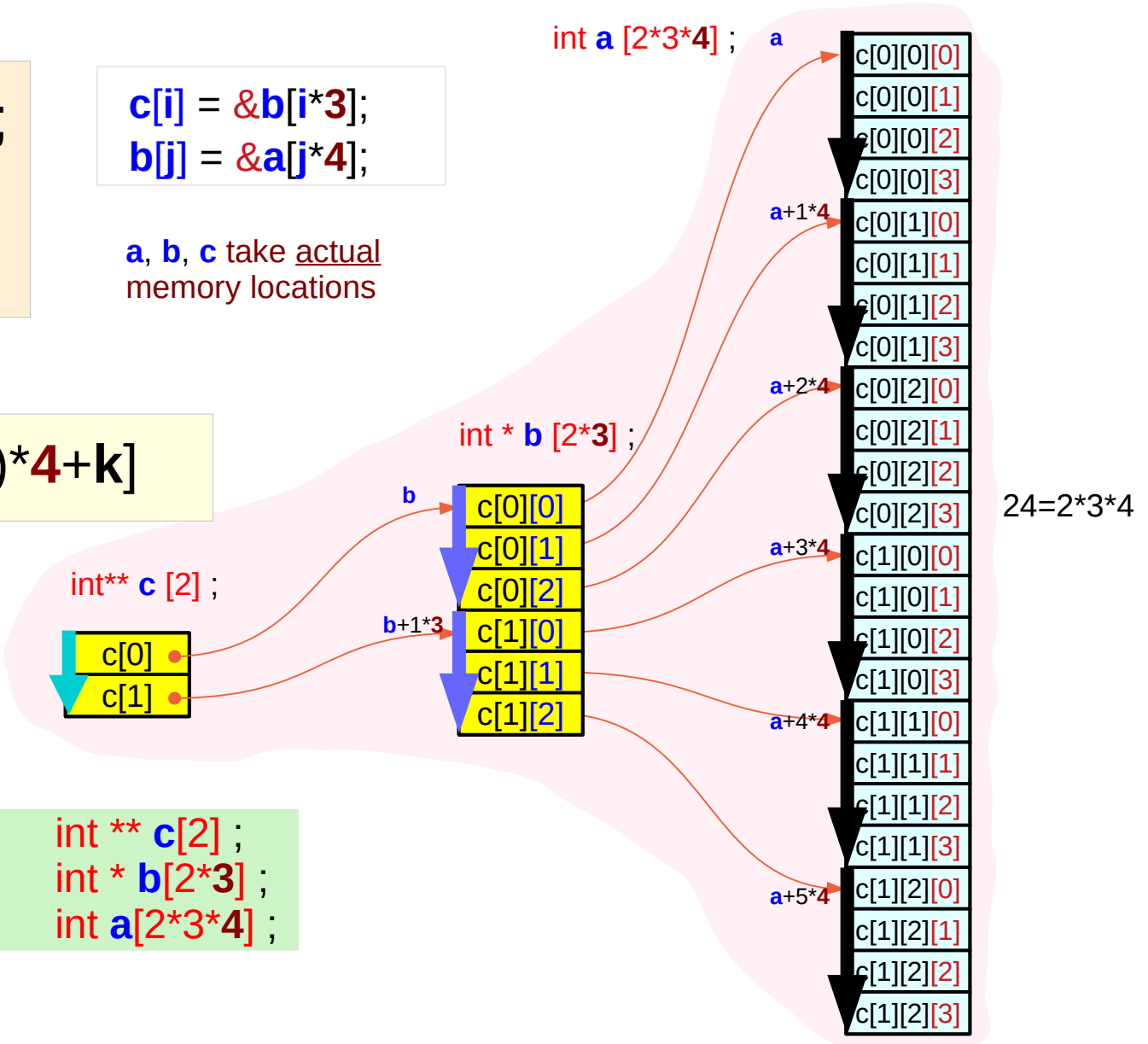
**a**, **b**, **c** take actual memory locations

$$c[i][j][k] \equiv a[(i*3+j)*4+k]$$

i = 0, 1  
j = 0, 1, 2  
k = 0, 1, 2, 3

```
c[i][j][k] ≡ *(*(*c+i)+j)+k
b[j][k]    ≡ *(*b+j)+k
a[k]       ≡ *(a+k)

int ** c[2];
int *  b[2*3];
int a[2*3*4];
```



---

## Accessing a **non-contiguous 1-d** arrays

- ◆ **3-d** array access

# Accessing non-contiguous 1-d arrays as a 3-d array (1)

```
int    a [2*3*4] ;
int *  b [2*3]  ;
int ** c [2]    ;
```

```
c[i] = &b[i*3];
b[j] = &aj[0];
```

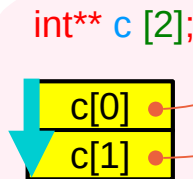
not c expressions

**aj, b, c** take actual memory locations

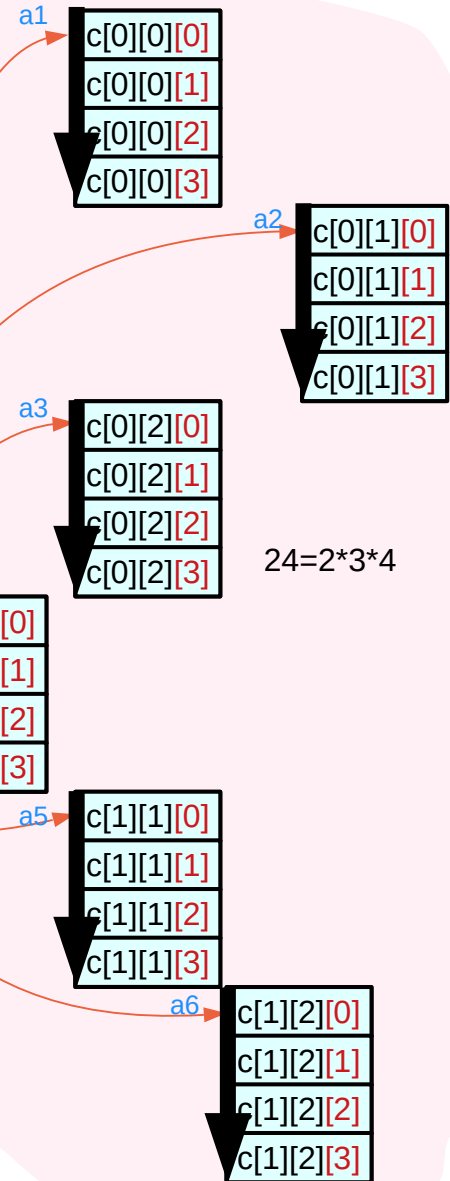
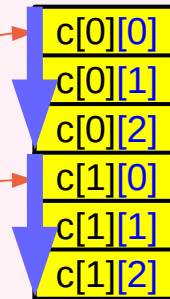
```
int a1 [4];
int a2 [4];
int a3 [4];
int a4 [4];
int a5 [4];
int a6 [4];
```

```
c [i][j][k]
```

i = 0, 1  
j = 0, 1, 2  
k = 0, 1, 2, 3



int\* b [2\*3];



Because the physical **allocation** of array **c** and **b**,  
the **contiguous constraints** can be **relaxed**  
contiguous **c[i][j][k]** only for **k=0,1,2,3**

# Accessing non-contiguous 1-d arrays as a 3-d array (2)

```
int    a [2*3*4] ;
int *  b [2*3]  ;
int ** c [2]    ;
```

not c expressions

```
c[i] = &bi[0];
bi[j] = &aj[0];
```

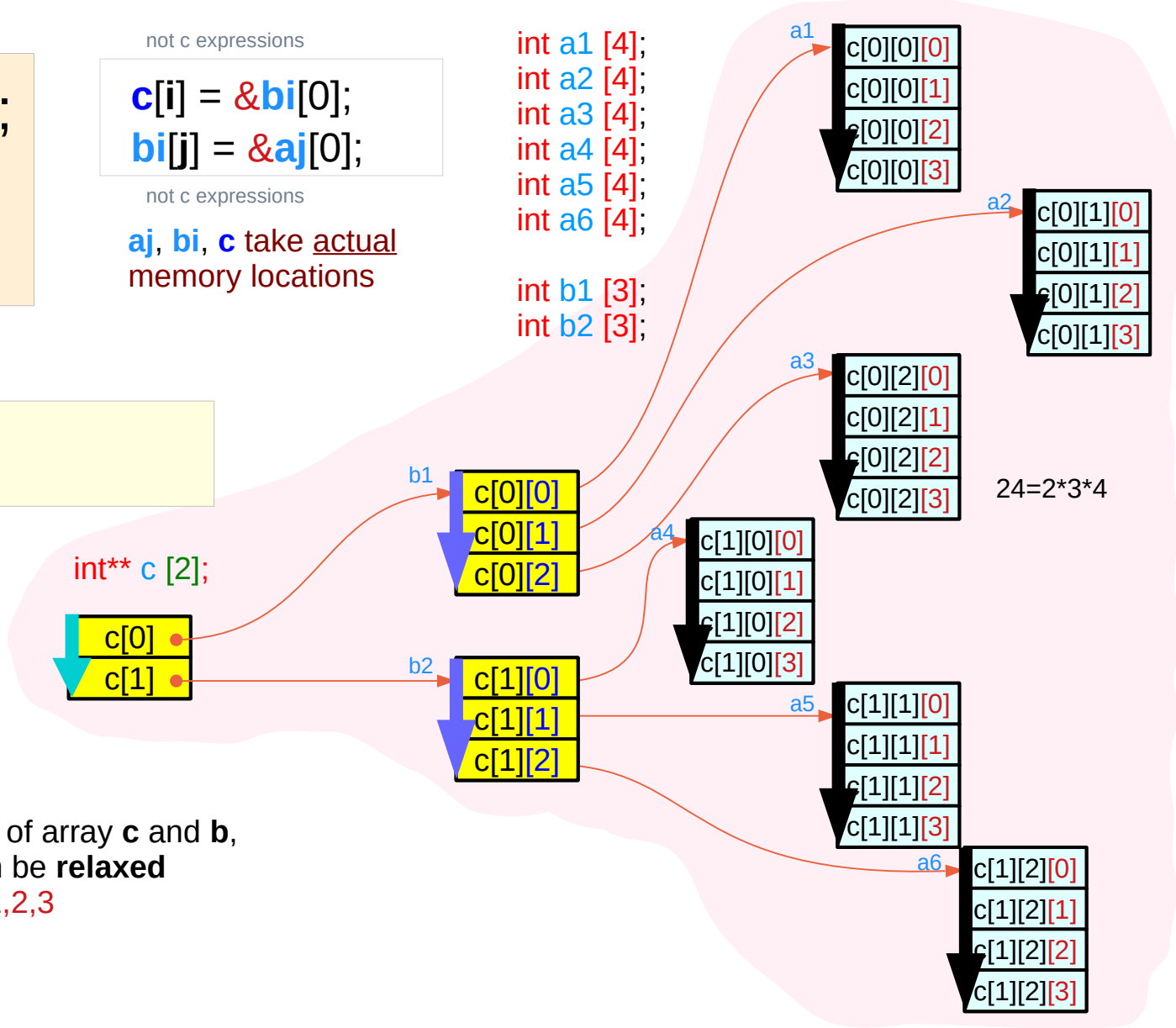
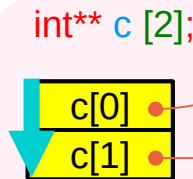
not c expressions  
aj, bi, c take actual memory locations

```
int a1 [4];
int a2 [4];
int a3 [4];
int a4 [4];
int a5 [4];
int a6 [4];

int b1 [3];
int b2 [3];
```

```
c [i][j][k]
```

i = 0, 1  
j = 0, 1, 2  
k = 0, 1, 2, 3



Because the physical **allocation** of array **c** and **b**,  
the **contiguous constraints** can be **relaxed**  
contiguous  $c[i][j][k]$  only for  $k=0,1,2,3$

---

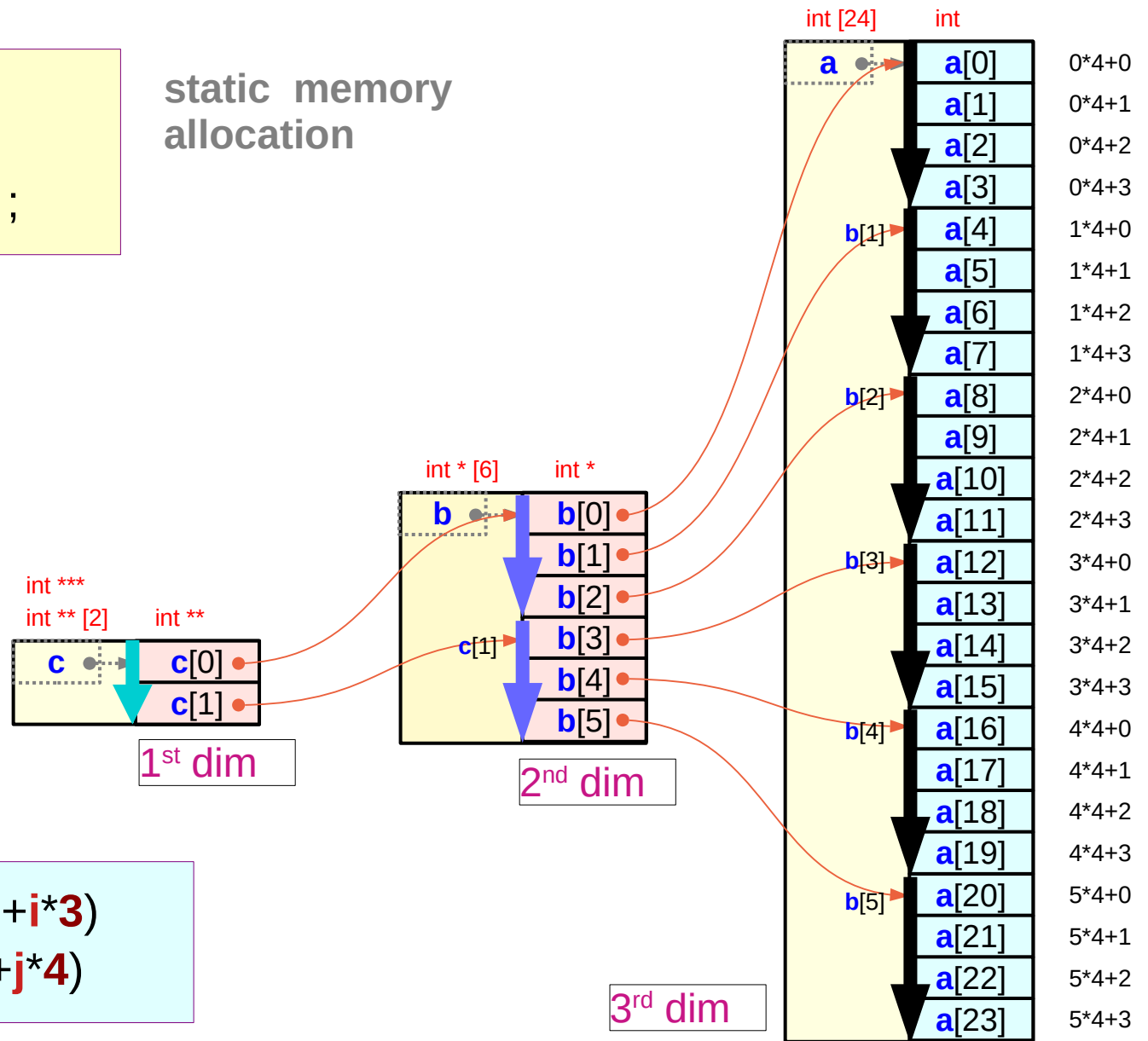
Accessing **statically** allocated arrays

Accessing **dynamically** allocated arrays

# Using arrays **a**, **b**, **c** – statically allocated

int **	<b>c</b> [2];
int *	<b>b</b> [2*3];
int	<b>a</b> [2*3*4];

static memory allocation



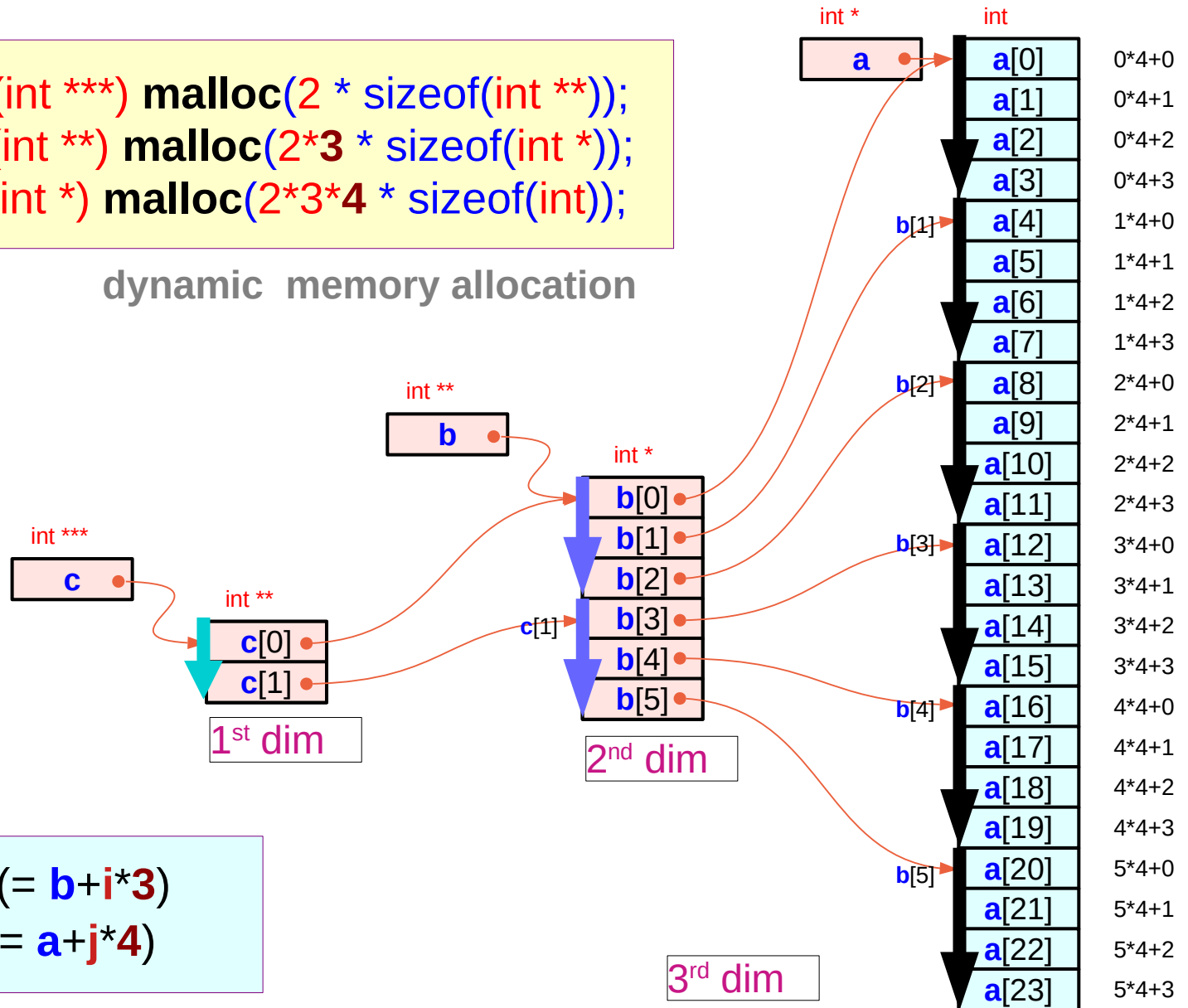
<b>c</b> [i]	= & <b>b</b> [i*3] (= <b>b</b> +i*3)
<b>b</b> [j]	= & <b>a</b> [j*4] (= <b>a</b> +j*4)

# Using pointer **a**, **b**, **c** – dynamically allocated

```

int *** c = (int ***) malloc(2 * sizeof(int **));
int ** b = (int **) malloc(2*3 * sizeof(int *));
int * a = (int *) malloc(2*3*4 * sizeof(int));
    
```

dynamic memory allocation



```

c[i] = &b[i*3] (= b+i*3)
b[j] = &a[j*4] (= a+j*4)
    
```

# Static v.s. dynamic allocation (1)

int **	<b>c</b>	[2];
int *	<b>b</b>	[2*3];
int	<b>a</b>	[2*3*4];

## static memory allocations

type(**c**) = int \*\* [2] → int \*\*\*

type(**b**) = int \* [2\*3] → int \*\*

type(**a**) = int [2\*3\*4] → int \*

sizeof(**c**) = 2 \* sizeof(int \*\*)

sizeof(**b**) = 2\*3 \* sizeof(int \*)

sizeof(**a**) = 2\*3\*4 \* sizeof(int)

value(**c**[i]) = **b** + 3\*i

value(**b**[j]) = **a** + 4\*j

int ***	<b>c</b>	= (int ***) malloc(2 * sizeof(int **));
int **	<b>b</b>	= (int **) malloc(2*3 * sizeof(int *));
int *	<b>a</b>	= (int *) malloc(2*3*4 * sizeof(int));

## dynamic memory allocations

type(**c**) = int \*\*\*

type(**b**) = int \*\*

type(**a**) = int \*

sizeof(**c**) = 4 bytes on 32-bit system

sizeof(**b**) = 4 bytes on 32-bit system

sizeof(**a**) = 4 bytes on 32-bit system

value(**c**[i]) = **b** + 3\*i

value(**b**[j]) = **a** + 4\*j

**c**[i] = **&b**[i\*3] (= **b**+i\*3)

**b**[j] = **&a**[j\*4] (= **a**+j\*4)



# Static v.s. dynamic allocation (2)

- static allocation

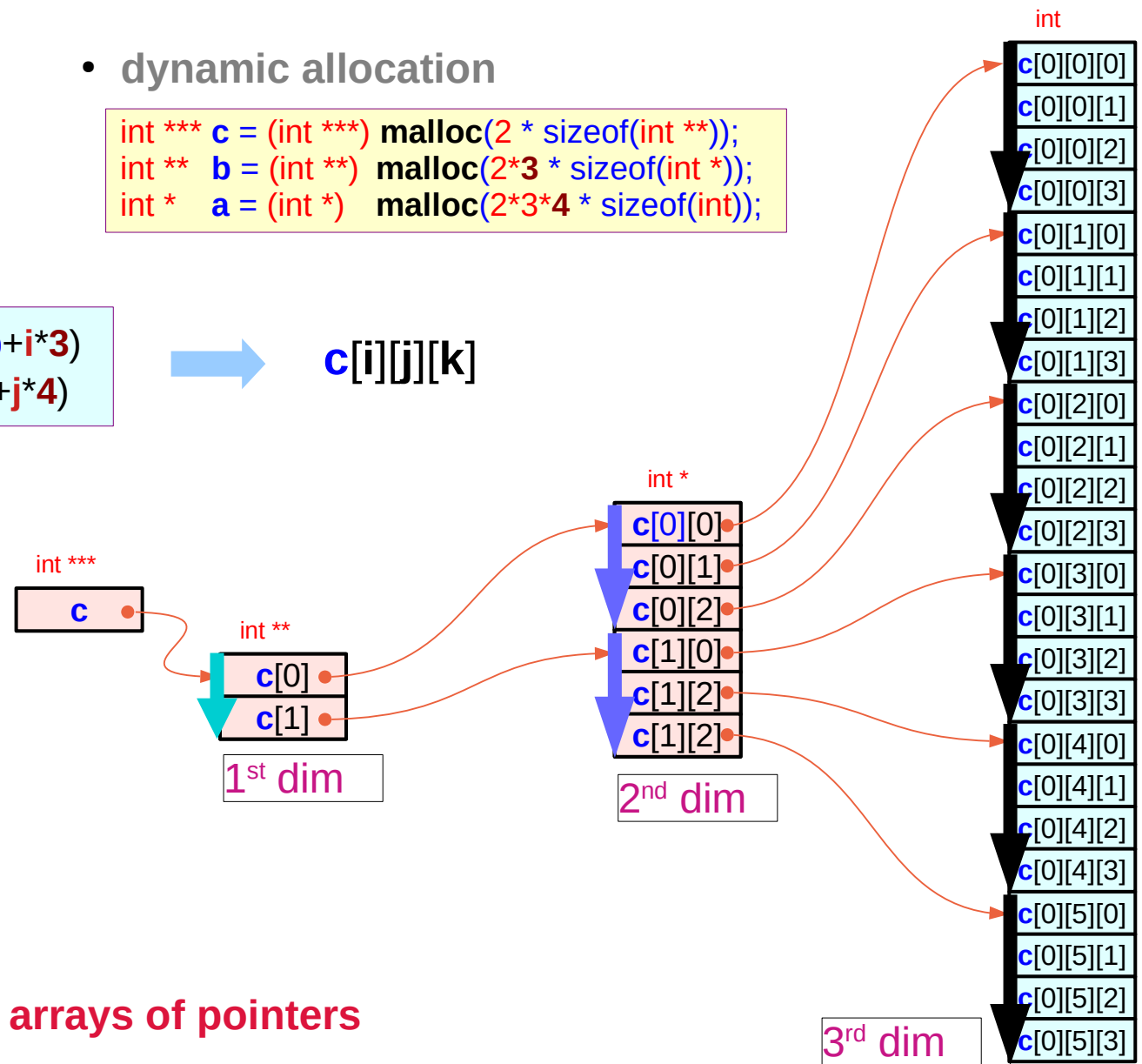
```
int ** c [2];
int * b [2*3];
int a [2*3*4];
```

- dynamic allocation

```
int *** c = (int ***) malloc(2 * sizeof(int **));
int ** b = (int **) malloc(2*3 * sizeof(int *));
int * a = (int *) malloc(2*3*4 * sizeof(int));
```

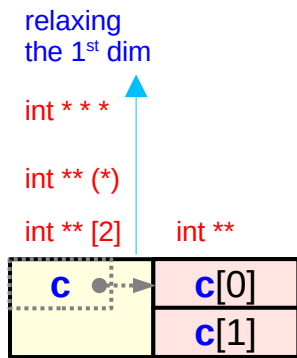
```
c[i] = &b[i*3] (= b+i*3)
b[j] = &a[j*4] (= a+j*4)
```

→ c[i][j][k]



arrays of pointers

# Static v.s. dynamic allocation (3)

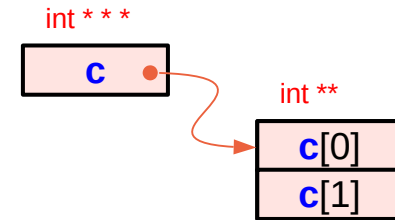
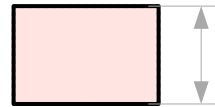


int \*\* c [2];

static memory allocation

```
int *** c = (int ***) malloc(2 * sizeof(int **));
```

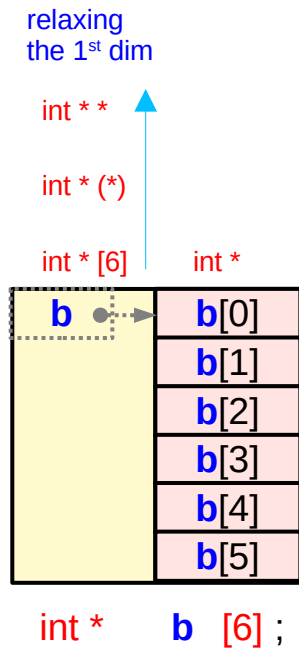
malloc(2 \* sizeof(int \*\*));



int \*\*\* c = (int \*\*\*) malloc(2 \* sizeof(int \*\*));

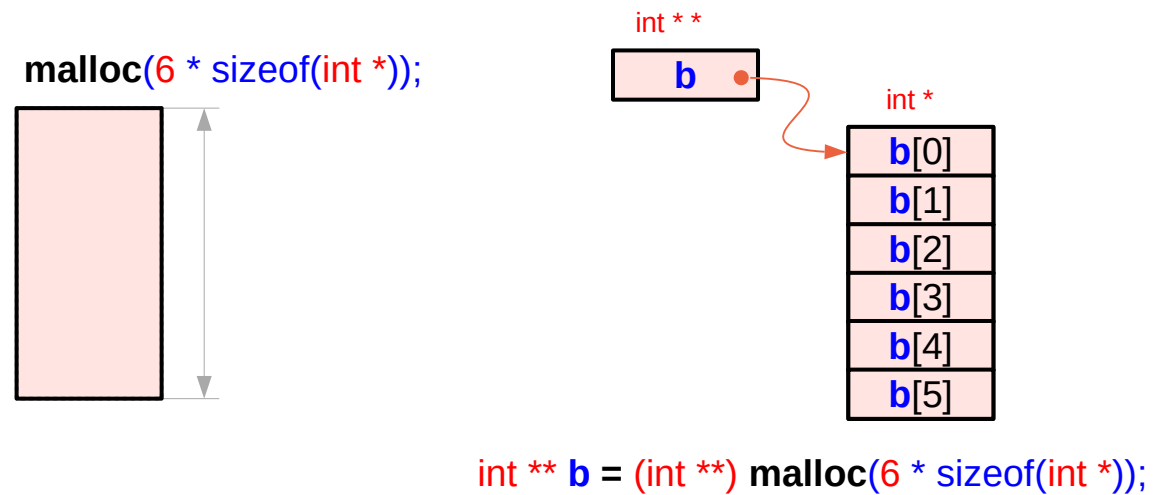
dynamic memory allocation

# Static v.s. dynamic allocation (4)



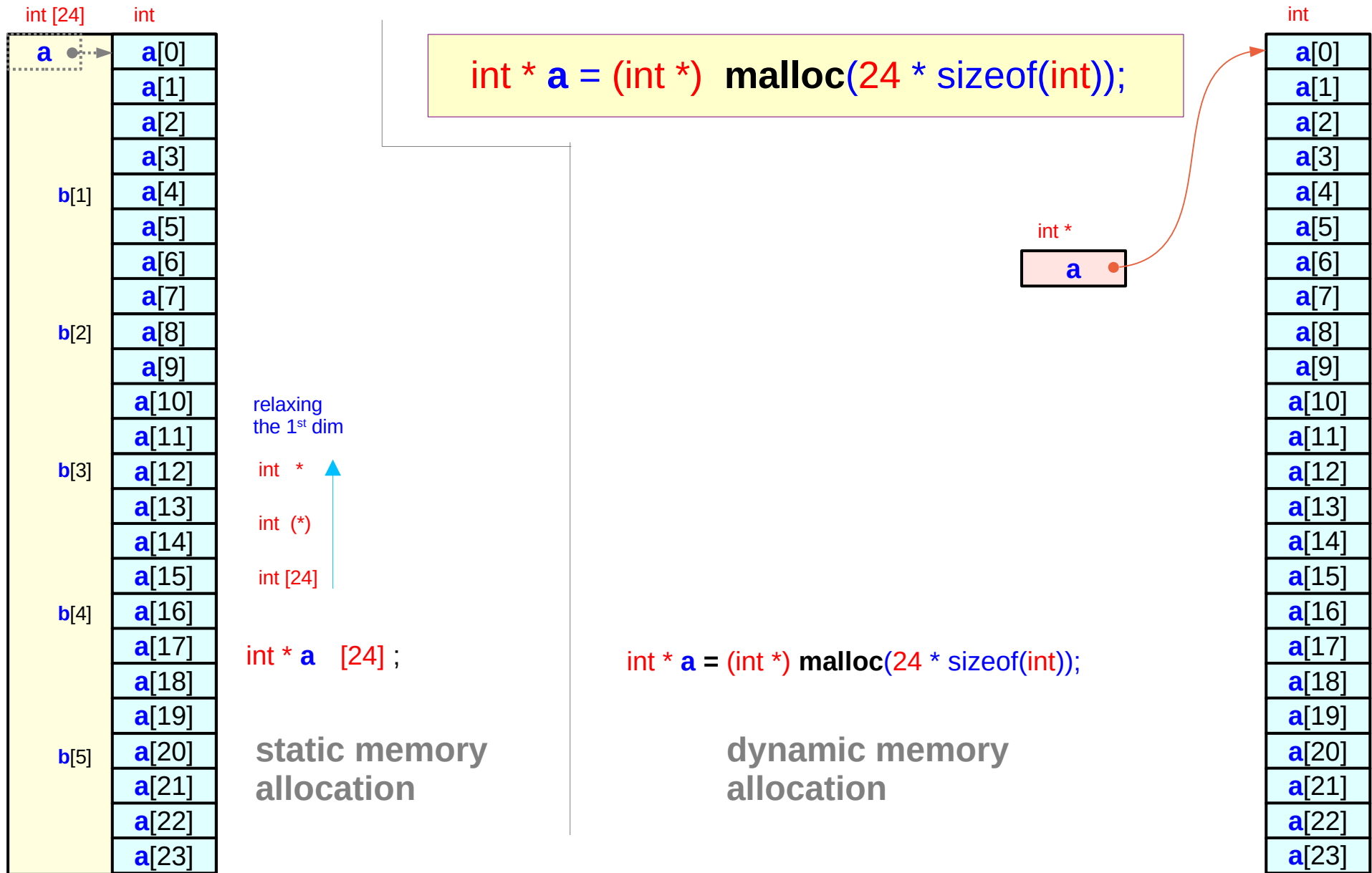
static memory allocation

```
int ** b = (int **) malloc(6 * sizeof(int *));
```



dynamic memory allocation

# Static v.s. dynamic allocation (5)



# Finding sub-array sizes

```
int c [2][3][4] ;
```

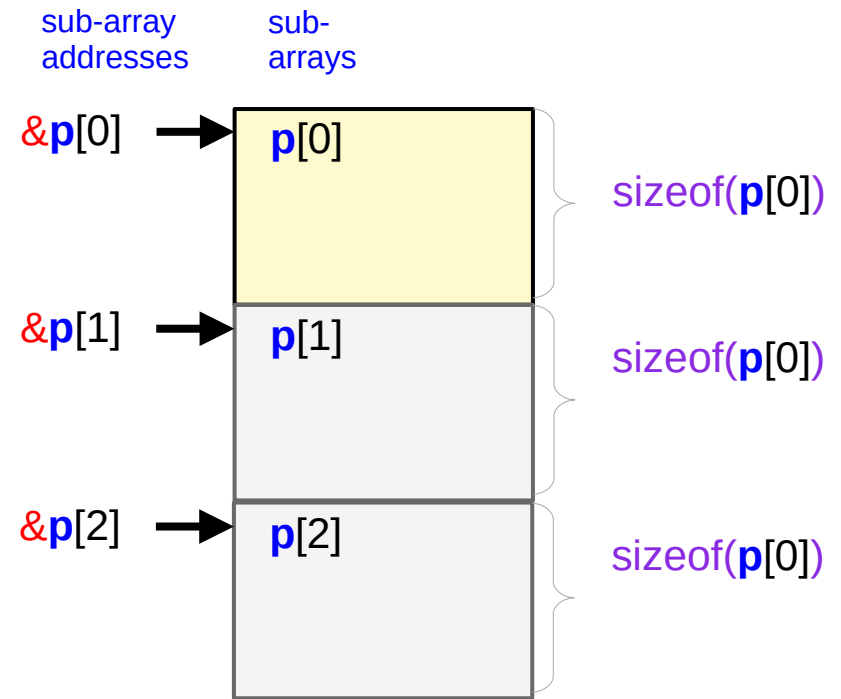
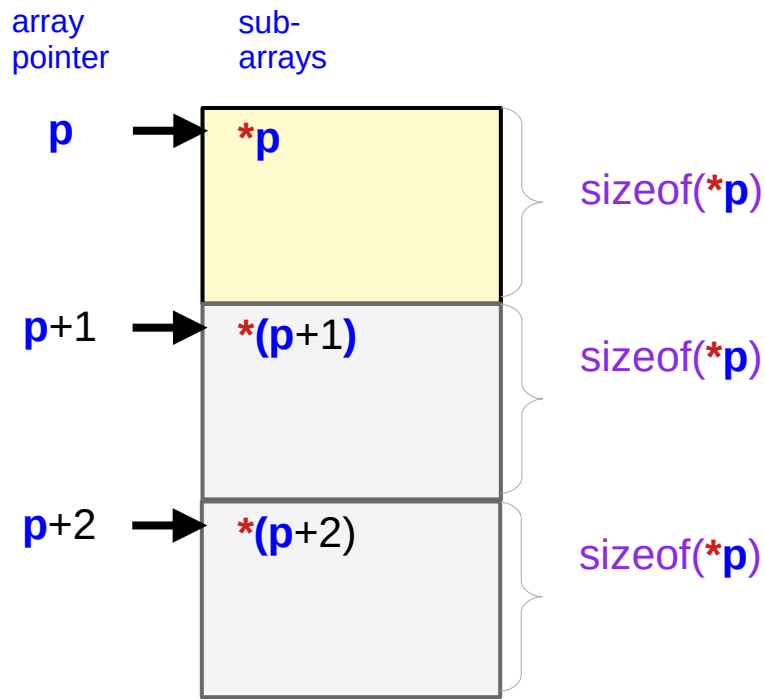
$\text{sizeof}(c[i][j][0]) = \text{sizeof}(\text{int})$

$\text{sizeof}(c[i][0]) = 4 * \text{sizeof}(\text{int})$

$\text{sizeof}(c[i]) = 3 * 4 * \text{sizeof}(\text{int})$

$\text{sizeof}(c) = 2 * 3 * 4 * \text{sizeof}(\text{int})$

# Pointer increments and byte addresses



byte address      byte address      byte size

$$\text{value}(\mathbf{p+i}) = \text{value}(\mathbf{p}) + \mathbf{i} * \text{sizeof}(*\mathbf{p})$$

math expression with an explicit size information

$$(\mathbf{p+i})\text{sizeof}(*\mathbf{p})$$

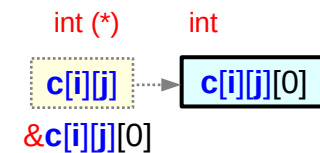
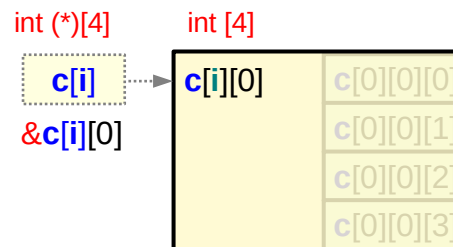
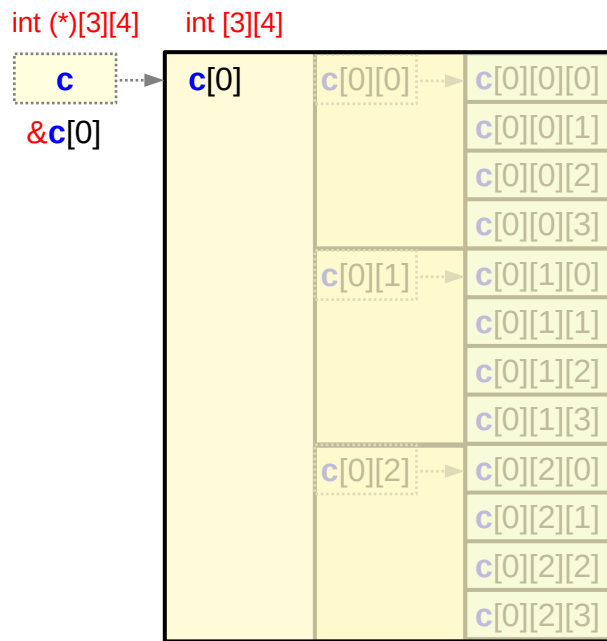
byte address      byte address      byte size

$$\text{value}(\mathbf{\&p[i]}) = \text{value}(\mathbf{p}) + \mathbf{i} * \text{sizeof}(\mathbf{p[0]})$$

math expression with an explicit size information

$$(\mathbf{\&p[i]})\text{sizeof}(*\mathbf{p})$$

# Byte addresses of subarrays $\&c[i]$ , $\&c[i][j]$ , $\&c[i][j][k]$



$i = 0:1$   
 $j = 0:2$   
 $k = 0:3$

$$\begin{aligned} \text{value}(\&c[i]) &= \text{value}(c+i) \\ &= \text{value}(c) + i * \text{sizeof}(*c) \\ &= \text{value}(c) + i * \text{sizeof}(c[0]) \\ &= \text{value}(c) + i * \text{sizeof}(\text{int}) * 3 * 4 \end{aligned}$$

skip  $i$  elements of  $*c$  from  $c$

$$(c + i)_{3 \cdot 4 \cdot 4}$$

$$\begin{aligned} \text{value}(\&c[i][j]) &= \text{value}(c[i]+j) \\ &= \text{value}(c[i]) + j * \text{sizeof}(*c[i]) \\ &= \text{value}(c[i]) + j * \text{sizeof}(c[i][0]) \\ &= \text{value}(c[i]) + j * \text{sizeof}(\text{int}) * 4 \end{aligned}$$

skip  $j$  elements of  $*c[i]$  from  $c[i]$

$$(c[i] + j)_{4 \cdot 4}$$

$$\begin{aligned} \text{value}(\&c[i][j][k]) &= \text{value}(c[i][j]+k) \\ &= \text{value}(c[i][j]) + k * \text{sizeof}(*c[i][j]) \\ &= \text{value}(c[i][j]) + k * \text{sizeof}(c[i][j][0]) \\ &= \text{value}(c[i][j]) + k * \text{sizeof}(\text{int}) \end{aligned}$$

skip  $k$  elements of  $*c[i][j]$  from  $c[i][j]$

$$(c[i][j] + k)_{1 \cdot 4}$$





# Address replications in a multi-dimensional array

```
int c [2][3][4] ;
```

## equivalences

```
c[i][j] ≡ &c[i][j][0]
c[i]    ≡ &c[i][0]
c       ≡ &c[0]
```

## address replication

```
value(c[i][j]) = value(&c[i][j])
value(c[i])    = value(&c[i])
value(c)       = value(&c)
```

**c, c[0], c[0][0] :**  
these virtual pointers have  
the same address value

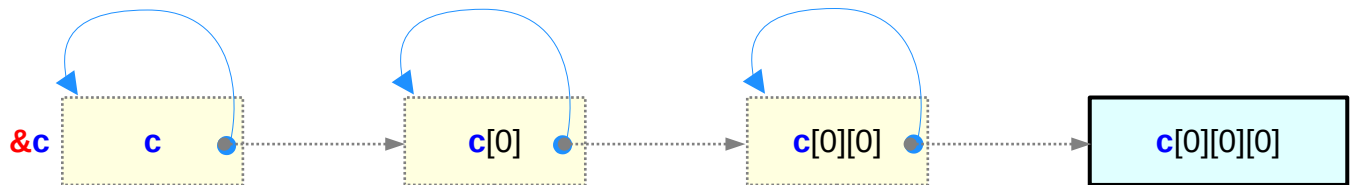
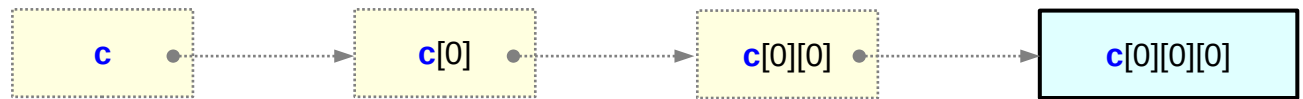
a physical location  
has a unique address



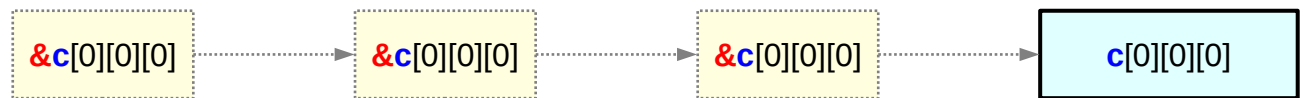
$c \equiv \&c[0]$

$c[0] \equiv \&c[0][0]$

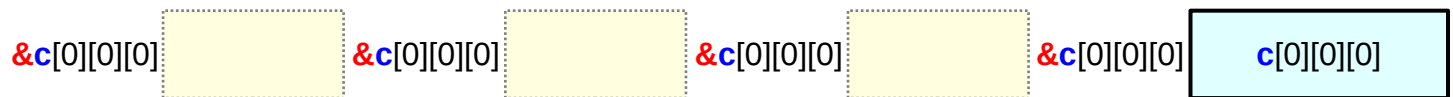
$c[0][0] \equiv \&c[0][0][0]$



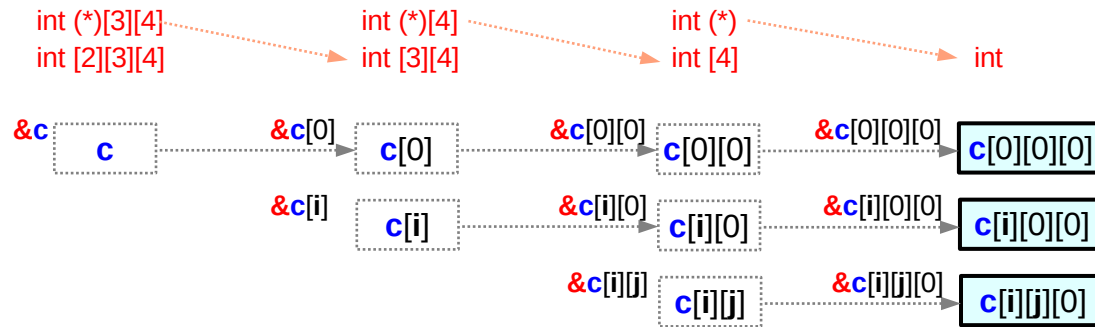
all have the same address value



all have the same starting address



# Referencing sub-arrays



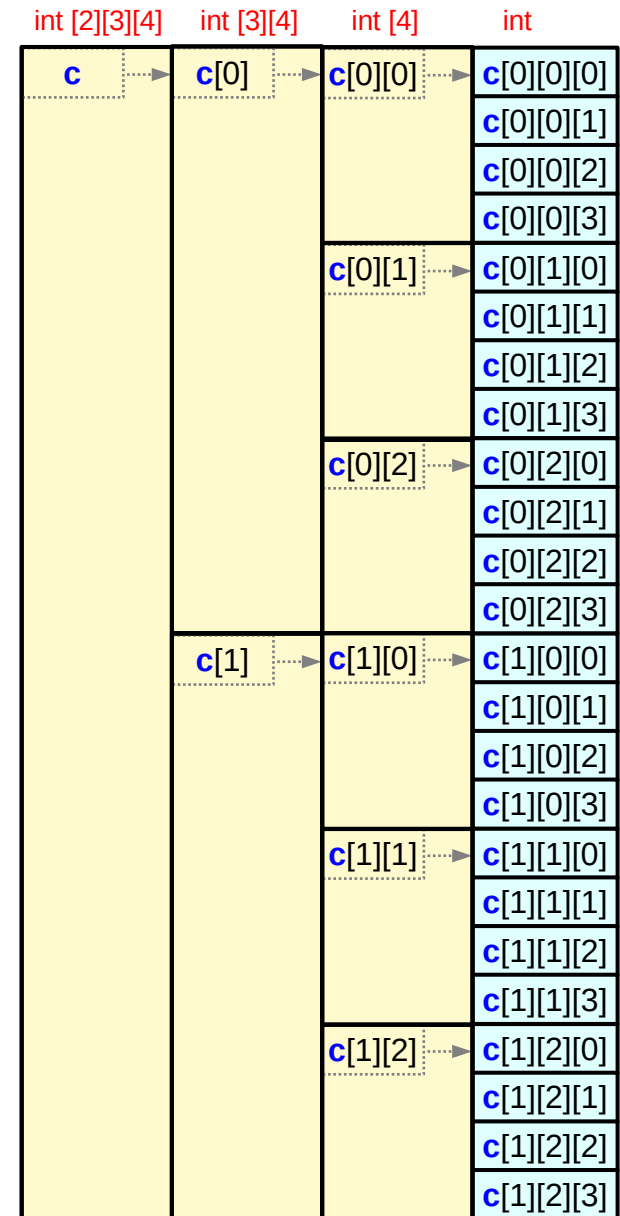
## equivalence relations

$\text{c}[i][j] \equiv *(\text{c}[i]+j)$      $\&\text{c}[i][j] \equiv (\text{c}[i]+j)$      $\&\text{c}[i][0] \equiv \text{c}[i]$   
 $\text{c}[i] \equiv *(\text{c}+i)$      $\&\text{c}[i] \equiv (\text{c}+i)$      $\&\text{c}[0] \equiv \text{c}$

## address replication

$\text{value}(\text{c}[i][j]) = \text{value}(\&\text{c}[i][j]) = \text{value}(\text{c}[i]+j) = *\text{value}(\text{c}[i]+j)$   
 $\text{value}(\text{c}[i]) = \text{value}(\&\text{c}[i]) = \text{value}(\text{c}+i) = *\text{value}(\text{c}+i)$

$\text{c}[i], \text{c}[i][0]$  point to the same data  $\text{c}[i][0][0]$   
 $\text{c}, \text{c}[0], \text{c}[0][0]$  point to the same data  $\text{c}[0][0][0]$



# Types, sizes, and values of sub-arrays

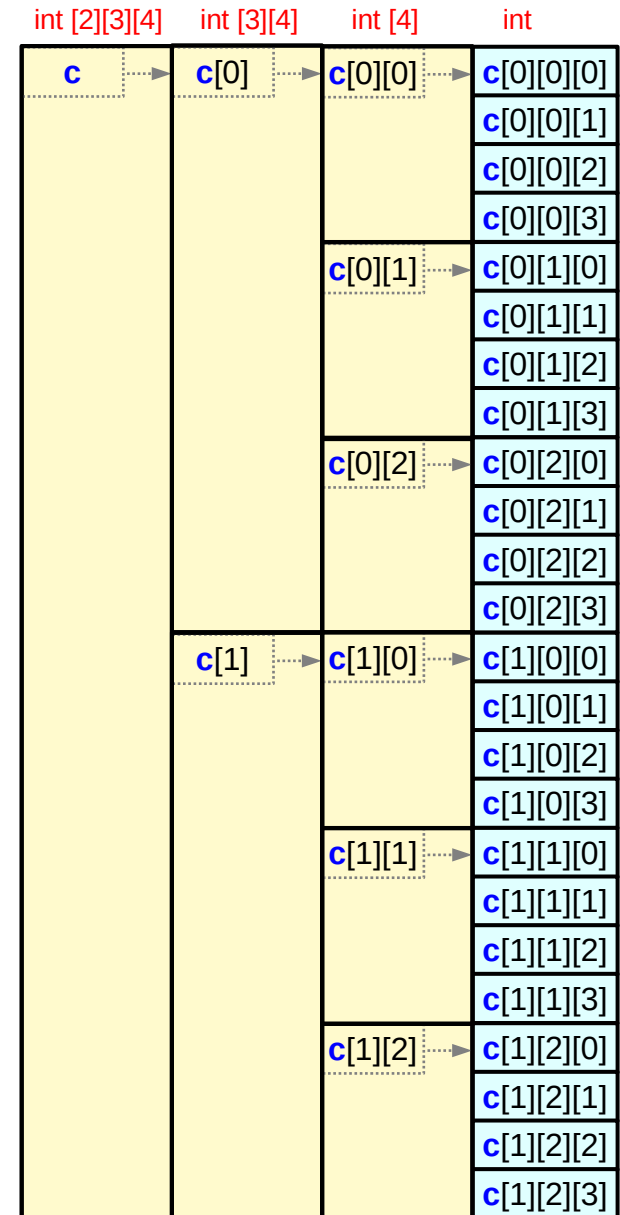
```
int c [2][3][4] ;      static allocation
```

```
value(c) = value(c[0]) = value(c[0][0]) = &c[0][0][0]
           value(c[0][1]) = &c[0][1][0]
           value(c[0][2]) = &c[0][2][0]
           value(c[1]) = value(c[1][0]) = &c[1][0][0]
           value(c[1][1]) = &c[1][1][0]
           value(c[1][2]) = &c[1][2][0]
```

```
sizeof(c)    = 2*3*4 * sizeof(int)
sizeof(c[i])  = 3*4 * sizeof(int)
sizeof(c[i][j]) = 4 * sizeof(int)
```

```
type(c)      = int [2][3][4]
              int (*)[3][4]
type(c[i])   = int [3][4]
              int (*)[4]
type(c[i][j]) = int [4]
              int (*)
```

pointers to arrays



# Using multi-dimensional arrays

---

## Pointer Array Approach

– using explicit pointers

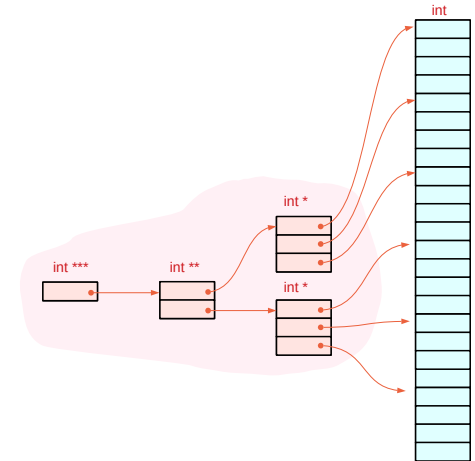
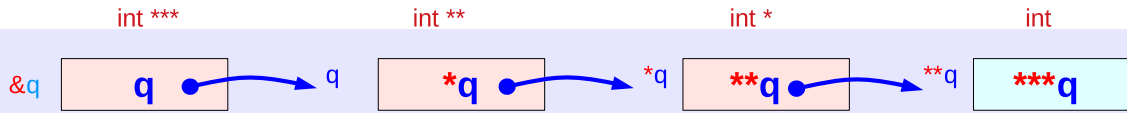
## Array Pointer Approach

– using implicit pointers

# Two types of 3-d array accesses

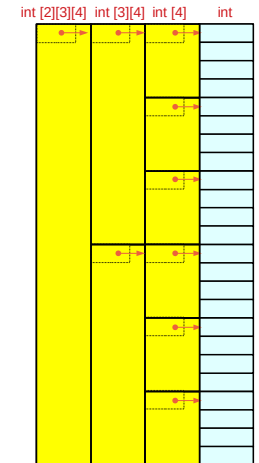
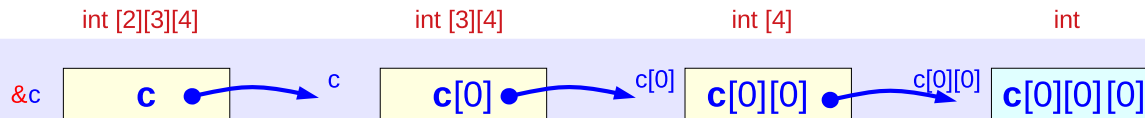
## Pointer Array Approach (arrays of pointers)

### Pointer Chain Type I



## Array Pointer Approach (pointers to arrays)

### Pointer Chain Type II



# Pointer addition – **math** and **c** expressions

## Accessing $c[i][j][k]$

– unified  $c$  expressions

skip  $i$  elements  
of  $c[i]$  from  $c$

$(c + i)$

skip  $j$  elements  
of  $c[i][j]$  from  $c[i]$

$(c[i] + j)$

skip  $k$  elements  
of  $c[i][j][k]$  from  $c[i][j]$

$(c[i][j] + k)$

## Pointer Array Approach

$(c + i)_{1 \cdot 4}$

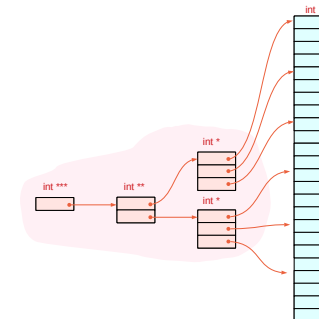
$\text{sizeof}(*c) = 1 \cdot 4$

$(c[i] + j)_{1 \cdot 4}$

$\text{sizeof}(*c[i]) = 1 \cdot 4$

$(c[i][j] + k)_{1 \cdot 4}$

$\text{sizeof}(*c[i][j]) = 1 \cdot 4$



## Array Pointer Approach

$(c + i)_{3 \cdot 4 \cdot 4}$

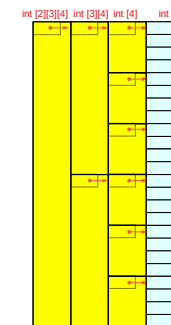
$\text{sizeof}(*c) = 3 \cdot 4 \cdot 4$

$(c[i] + j)_{4 \cdot 4}$

$\text{sizeof}(*c[i]) = 4 \cdot 4$

$(c[i][j] + k)_{1 \cdot 4}$

$\text{sizeof}(*c[i][j]) = 1 \cdot 4$



# Accessing $c[i][j][k]$ element

## Accessing $c[i][j][k]$

skip  $i$  elements  
of  $c[i]$  from  $c$

$(c + i)$

skip  $j$  elements  
of  $c[i][j]$  from  $c[i]$

$(c[i] + j)$

skip  $k$  elements  
of  $c[i][j][k]$  from  $c[i][j]$

$(c[i][j] + k)$

## Pointer Array Approach

skip  $i * \text{sizeof}(\text{int}^{**})$   
(=  $i * 4$ ) bytes from  $c$

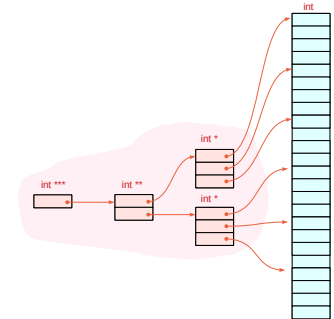
$(c + i)_{1.4}$

skip  $j * \text{sizeof}(\text{int}^*)$   
(=  $j * 4$ ) bytes from  $c[i]$

$(c[i] + j)_{1.4}$

skip  $k * \text{sizeof}(\text{int})$   
(=  $k * 4$ ) bytes from  $c[i][j]$

$(c[i][j] + k)_{1.4}$



## Array Pointer Approach

skip  $i * \text{sizeof}(\text{int} [3][4])$   
(=  $i * 3 * 4 * 4$ ) bytes from  $c$

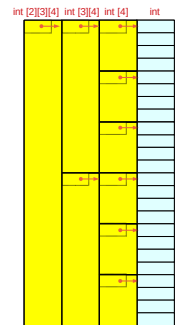
$(c + i)_{3.4.4}$

skip  $j * \text{sizeof}(\text{int} [4])$   
(=  $j * 4 * 4$ ) bytes from  $c[i]$

$(c[i] + j)_{4.4}$

skip  $k * \text{sizeof}(\text{int})$   
(=  $k * 4$ ) bytes from  $c[i][j]$

$(c[i][j] + k)_{1.4}$



# Accessing $c[i][j][k]$ – Pointer Array Approach

## Pointer Array Approach

skip  $i * \text{sizeof}(\text{int}^{**})$   
=  $i * 4$  bytes from  $c$

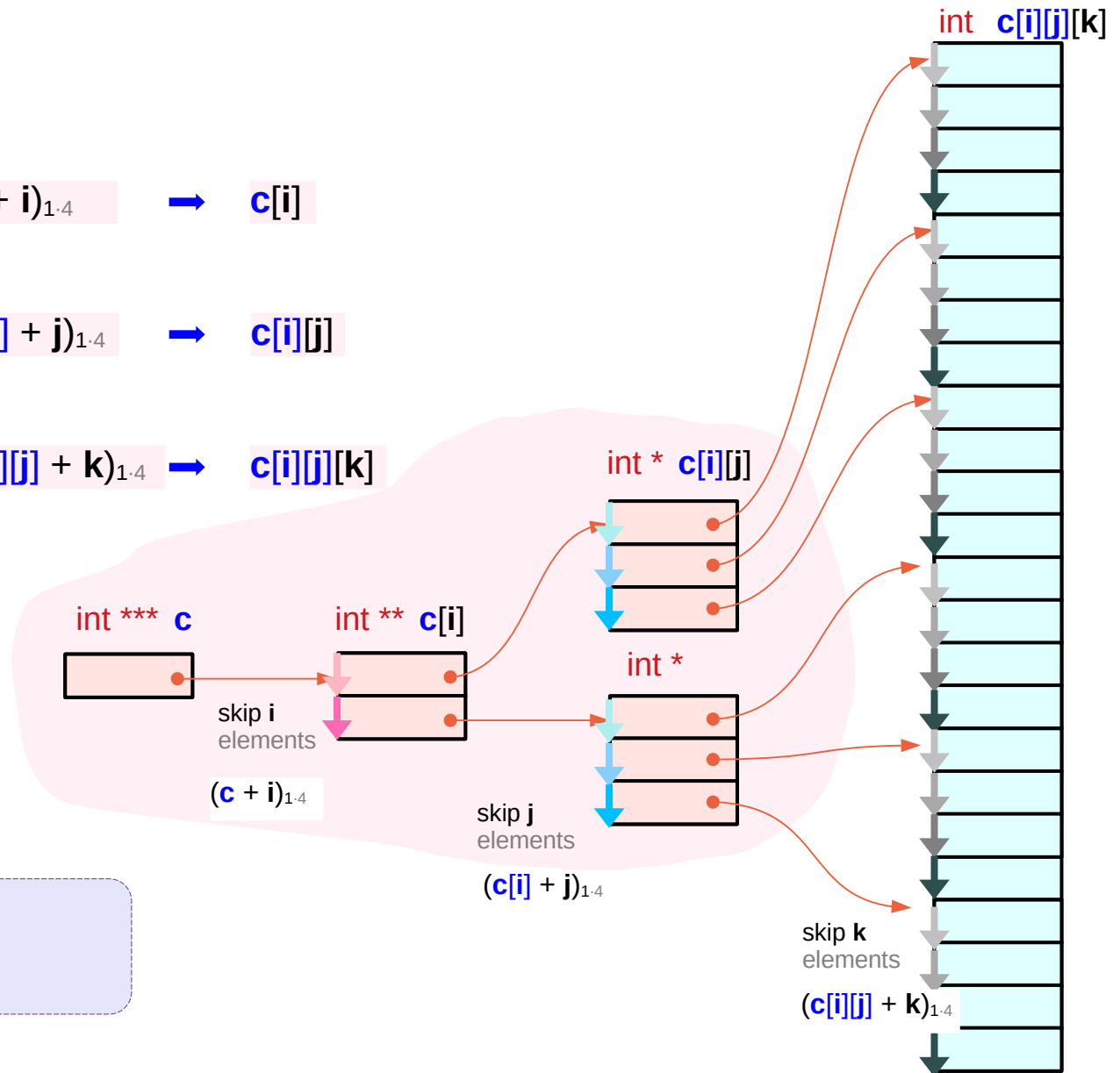
$(c + i)_{1..4} \rightarrow c[i]$

skip  $j * \text{sizeof}(\text{int}^*)$   
=  $j * 4$  bytes from  $c[i]$

$(c[i] + j)_{1..4} \rightarrow c[i][j]$

skip  $k * \text{sizeof}(\text{int})$   
=  $k * 4$  bytes from  $c[i][j]$

$(c[i][j] + k)_{1..4} \rightarrow c[i][j][k]$



$\text{sizeof}(c[i][j][k]) = \text{sizeof}(\text{int}) = 4$   
 $\text{sizeof}(c[i][j]) = \text{sizeof}(\text{int}^*) = 4$   
 $\text{sizeof}(c[i]) = \text{sizeof}(\text{int}^{**}) = 4$



# Accessing $c[i][j][k]$ – Array Pointer Approach

## Array **Pointer** Approach

skip  $i * \text{sizeof}(\text{int } [3][4])$   
 $= i * 3 * 4 * 4$  bytes from  $c$

$(c + i)_{3 \cdot 4 \cdot 4} \rightarrow c[i]$

skip  $j * \text{sizeof}(\text{int } [4])$   
 $= j * 4 * 4$  bytes from  $c[i]$

$(c[i] + j)_{4 \cdot 4} \rightarrow c[i][j]$

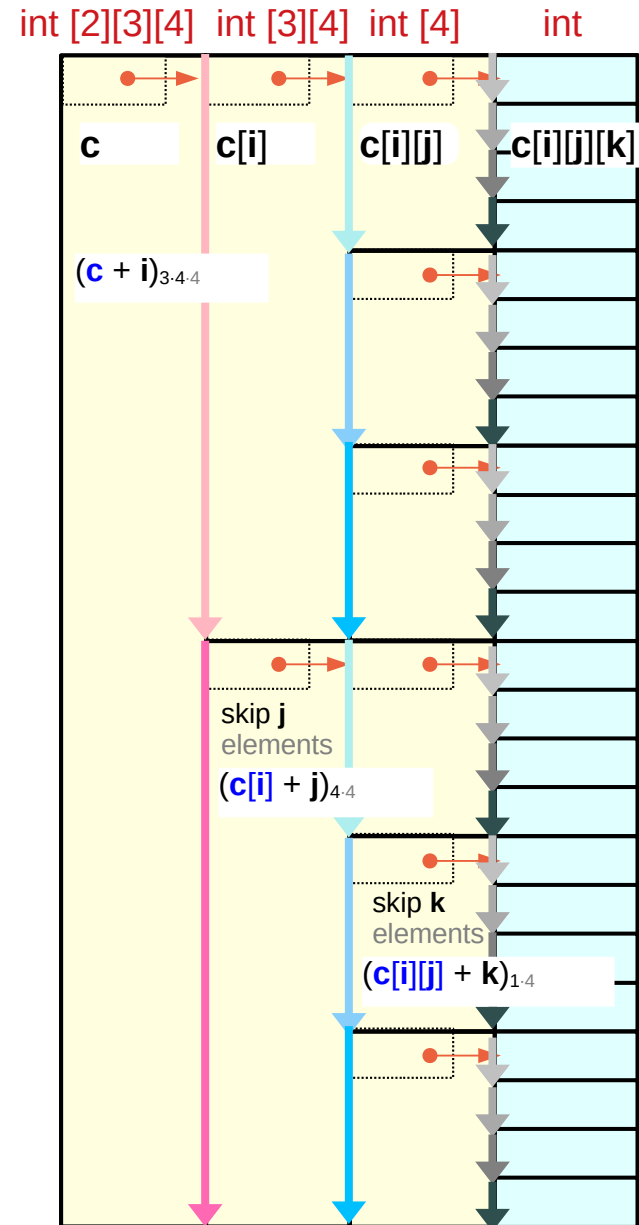
skip  $k * \text{sizeof}(\text{int})$   
 $= k * 4$  bytes from  $c[i][j]$

$(c[i][j] + k)_{1 \cdot 4} \rightarrow c[i][j][k]$

- *subarray partitioning*
- *address replication*

### size information

$\text{sizeof}(c[i][j][k]) = \text{sizeof}(\text{int}) = 4$   
 $\text{sizeof}(c[i][j]) = \text{sizeof}(\text{int } [4]) = 4 * 4$   
 $\text{sizeof}(c[i]) = \text{sizeof}(\text{int } [3][4]) = 3 * 4 * 4$



# Array element address – Pointer Array Approach

## equivalence relations – c expressions

$$\begin{aligned}\&c[i][j][k] &= (c[i][j] + k) \\ \&c[i][j] &= (c[i] + j) \\ \&c[i] &= (c + i)\end{aligned}$$

$$\begin{aligned}c[i][j][k] &= *(c[i][j] + k) \\ c[i][j] &= *(c[i] + j) \\ c[i] &= *(c + i)\end{aligned}$$

## size information

$$\begin{aligned}\text{sizeof}(c[i][j][k]) &= \text{sizeof}(\text{int}) = 4 \\ \text{sizeof}(c[i][j]) &= \text{sizeof}(\text{int} *) = 4 \\ \text{sizeof}(c[i]) &= \text{sizeof}(\text{int} **) = 4\end{aligned}$$

## address fetch – math expressions

$$\begin{aligned}\text{value}(c[i][j]) &\Rightarrow *value(c[i] + j)_{1.4} = *value(c[i] + j * 4) && \leftarrow \text{sizeof}(*c[i]) \\ \text{value}(c[i]) &\Rightarrow *value(c + i)_{1.4} = *value(c + i * 4) && \leftarrow \text{sizeof}(*c)\end{aligned}$$

## address of c[i][j][k] – math expressions

$$\begin{aligned}\&c[i][j][k] &= \text{value}(c[i][j] + k)_{1.4} \\ &= \text{value}(*value(c[i] + j)_{1.4} + k * 4) \\ &= \text{value}(*value(*value(c + i)_{1.4} + j * 4) + k * 4) \\ &= \text{value}(*value(*value(c + i * 4) + j * 4) + k * 4)\end{aligned}$$
$$\begin{aligned}\&c[i][j][k] &\equiv (c[i][j] + k) \\ c[i][j] &\equiv *(c[i] + j) \\ c[i] &\equiv *(c + i)\end{aligned}$$

# Array element address – Array Pointer Approach

## equivalence relations – c expressions

$$\begin{aligned} &\&c[i][j][k] = (c[i][j] + k) \\ &\&c[i][j] = (c[i] + j) \\ &\&c[i] = (c + i) \end{aligned}$$

$$\begin{aligned} c[i][j][k] &= *(c[i][j] + k) \\ c[i][j] &= *(c[i] + j) \\ c[i] &= *(c + i) \end{aligned}$$

## size information

$$\begin{aligned} \text{sizeof}(c[i][j][k]) &= \text{sizeof}(\text{int}) = 4 \\ \text{sizeof}(c[i][j]) &= \text{sizeof}(\text{int}[4]) = 4 * 4 \\ \text{sizeof}(c[i]) &= \text{sizeof}(\text{int}[3][4]) = 3 * 4 * 4 \end{aligned}$$

## address replication – math expressions

$$\begin{aligned} \text{value}(c[i][j]) &= \text{value}(\&c[i][j]) &\Rightarrow \text{value}(c[i] + j)_{4 \cdot 4} = \text{value}(c[i]) + j * 4 * 4 &\leftarrow \text{sizeof}(*c[i]) \\ \text{value}(c[i]) &= \text{value}(\&c[i]) &\Rightarrow \text{value}(c + i)_{3 \cdot 4 \cdot 4} = \text{value}(c) + i * 3 * 4 * 4 &\leftarrow \text{sizeof}(*c) \end{aligned}$$

## address of c[i][j][k] – math expressions

$$\begin{aligned} \&c[i][j][k] &= \text{value}(c[i][j] + k)_{1 \cdot 4} &\leftarrow \&c[i][j][k] \equiv c[i][j] + k \\ &= \text{value}(c[i] + j)_{4 \cdot 4} + k * 4 &\leftarrow \&c[i][j] \equiv c[i] + j &\leftarrow c[i][j] \text{ address replication} \\ &= \text{value}(c + i)_{3 \cdot 4 \cdot 4} + j * 4 * 4 + k * 4 &\leftarrow \&c[i] \equiv c + i &\leftarrow c[i] \text{ address replication} \\ &= \text{value}(c) + i * 3 * 4 * 4 + j * 4 * 4 + k * 4 \end{aligned}$$

- address replication
- combining size and address information

# Accessing $c[i][j][k]$ via byte addresses

## Pointer Array Approach

$$\begin{aligned}\&c[i][j][k] &= \text{value}( (c[i][j] + k)_{1 \cdot 4} ) &= \text{value}( c[i][j] + k * 4 ) \\ \&c[i][j] &= \text{value}( (c[i] + j)_{1 \cdot 4} ) &= \text{value}( c[i] + j * 4 ) \\ \&c[i] &= \text{value}( (c + i)_{1 \cdot 4} ) &= \text{value}( c + i * 4 )\end{aligned}$$

$$\begin{aligned}c[i][j][k] &= *value( c[i][j] + k * 4 ) \\ &= *value( *value( c[i] + j * 4 ) + k * 4 ) \\ &= *value( *value( *value( c + i * 4 ) + j * 4 ) + k * 4 )\end{aligned}$$

$$\begin{aligned}c[i][j][k] &= *value( c[i][j] + k * 4 ) \\ c[i][j] &= *value( c[i] + j * 4 ) \\ c[i] &= *value( c + i * 4 )\end{aligned}$$

three memory accesses for  $c[i][j][k]$

## Array Pointer Approach

$$\begin{aligned}\&c[i][j][k] &= \text{value}( (c[i][j] + k)_{1 \cdot 4} ) &= \text{value}( c[i][j] + k * 4 ) \\ \&c[i][j] &= \text{value}( (c[i] + j)_{4 \cdot 4} ) &= \text{value}( c[i] + j * 4 * 4 ) \\ \&c[i] &= \text{value}( (c + i)_{3 \cdot 4 \cdot 4} ) &= \text{value}( c + i * 3 * 4 * 4 )\end{aligned}$$

$$\begin{aligned}c[i][j][k] &= *value( c[i][j] + k * 4 ) \\ &= *value( *value( c[i] + j * 4 * 4 ) + k * 4 ) \\ &= *value( *value( *value( c + i * 3 * 4 * 4 ) + j * 4 * 4 ) + k * 4 ) \\ &= *value( value( value( c + i * 3 * 4 * 4 ) + j * 4 * 4 ) + k * 4 ) \\ &= *value( c + i * 3 * 4 * 4 + j * 4 * 4 + k * 4 )\end{aligned}$$

$$\begin{aligned}c[i][j][k] &= *value( c[i][j] + k * 4 ) \\ c[i][j] &= *value( c[i] + j * 4 * 4 ) \\ c[i] &= *value( c + i * 3 * 4 * 4 )\end{aligned}$$

address replication

single memory access for  $c[i][j][k]$

# Equivalence relations in $c[i][j][k]$

## Pointer Array Approach

$$\begin{aligned} \&c[i][j][k] &= \text{value}(c[i][j] + k * 4) &= \text{value}(c[i][j]) + k * 4 \\ \&c[i][j] &= \text{value}(c[i] + j * 4) &= \text{value}(c[i]) + j * 4 \\ \&c[i] &= \text{value}(c + i * 4) &= \text{value}(c) + i * 4 \end{aligned}$$

different semantics !  
be careful in mixed c and math expressions

$$\begin{aligned} c[i][j][k] &\neq *value(c[i][j]) + k * 4 \\ c[i][j] &\neq *value(c[i]) + j * 4 \\ c[i] &\neq *value(c) + i * 4 \end{aligned}$$

$$\begin{aligned} c[i][j][k] &= *value(c[i][j] + k * 4) \\ c[i][j] &= *value(c[i] + j * 4) \\ c[i] &= *value(c + i * 4) \end{aligned}$$

## Array Pointer Approach

$$\begin{aligned} \&c[i][j][k] &= \text{value}(c[i][j] + k)_{1 \cdot 4} &= \text{value}(c[i][j]) + k * 4 \\ \&c[i][j] &= \text{value}(c[i] + j)_{4 \cdot 4} &= \text{value}(c[i]) + j * 4 * 4 \\ \&c[i] &= \text{value}(c + i)_{3 \cdot 4 \cdot 4} &= \text{value}(c) + i * 3 * 4 * 4 \end{aligned}$$

different semantics !  
be careful in mixed c and math expressions

$$\begin{aligned} c[i][j][k] &\neq *value(c[i][j]) + k * 4 \\ c[i][j] &\neq *value(c[i]) + j * 4 * 4 \\ c[i] &\neq *value(c) + i * 3 * 4 * 4 \end{aligned}$$

$$\begin{aligned} c[i][j][k] &= *value(c[i][j] + k * 4) \\ c[i][j] &= *value(c[i] + j * 4 * 4) \\ c[i] &= *value(c + i * 3 * 4 * 4) \end{aligned}$$

# Accessing `c[i][j][k]`

```
int c [L][M][N] ;
```

```
c[i]      ≡ *(c + i)
c[i][j]   ≡ *(c[i] + j)
c[i][j][k] ≡ *(c[i][j] + k)
```

```
&c[i]     ≡ (c + i)
&c[i][j]  ≡ (c[i] + j)
&c[i][j][k] ≡ (c[i][j] + k)
```

equivalence relations

multiple indirections

address replications

<code>c[i]</code>	$\equiv$	<code>*(c+i)</code>	$\equiv$	<code>*(c+i)</code>	$\equiv$	<code>(c+i)</code>
<code>c[i][j]</code>	$\equiv$	<code>*(c[i]+j)</code>	$\equiv$	<code>*(*(c+i)+j)</code>	$\equiv$	<code>((c+i)+j)</code>
<code>c[i][j][k]</code>	$\equiv$	<code>*(c[i][j]+k)</code>	$\equiv$	<code>*(*(*(c+i)+j)+k)</code>	$\equiv$	<code>((((c+i)+j)+k)</code> $\rightarrow$ <code>*(c+i+j+k)</code>

**Pointer** Array Approach

Array **Pointer** Approach

# Conditions for `c[i][j][k]`

## Equivalence relations in `c[i][j][k]`

`c[i][j][k]`  $\equiv$  `*(c[i][j] + k)`  
`*(c[i][j] + k)`  $\equiv$  `**(*c[i] + j) + k`  
`**(*c[i] + j) + k`  $\equiv$  `***(*c + i) + j) + k`

`c[i][j][k]`  $\equiv$  `(c[i][j] + k)`  
`c[i][j]`  $\equiv$  `(c[i] + j)`  
`c[i]`  $\equiv$  `(c + i)`

## Pointer Array Approach

`c[i][j][k]`  $\equiv$  `(c[i][j] + k)`  
`c[i][j]`  $\equiv$  `(c[i] + j)`  
`c[i]`  $\equiv$  `(c + i)`



contiguous 4 `c[i][j][k]`'s `4 * (int 4 bytes)`  
contiguous 3 `c[i][j]`'s `3 * (int * 4 or 8 bytes)`  
contiguous 2 `c[i]`'s `2 * (int ** 4 or 8 bytes)`

## Array Pointer Approach

`c[i][j][k]`  $\equiv$  `(c[i][j] + k)`  
`c[i][j]`  $\equiv$  `(c[i] + j)`  
`c[i]`  $\equiv$  `(c + i)`



contiguous 4 `c[i][j][k]`'s `4 * (int 4 bytes)`  
contiguous 3 `c[i][j]`'s `3 * (int [4] 4*4 bytes)`  
contiguous 2 `c[i]`'s `2 * (int [3][4] 3*4*4 bytes)`

# Skipping leaf elements

## Continuity Constraints

$$\begin{aligned}c[i][j][k] &\equiv (c[i][j] + k) \\c[i][j] &\equiv (c[i] + j) \\c[i] &\equiv (c + i)\end{aligned}$$



contiguous  $c[i][j][k]$  over  $k=0:3$   
contiguous  $c[i][j]$  over  $j=0:2$   
contiguous  $c[i]$  over  $i=0:1$

## Pointer Array Approach

$(c[i][j] + k)_{1..4}$  skip  $k * 4$  bytes from  $c[i][j]$   
 $(c[i] + j)_{1..4}$  skip  $j * 4$  bytes from  $c[i]$   
 $(c + i)_{1..4}$  skip  $i * 4$  bytes from  $c$

$k$  leaf elements       $k * 4$  bytes  
 $j * 4$  leaf elements       $j * 4 * 4$  bytes  
 $i * 3 * 4$  leaf elements       $i * 3 * 4 * 4$  bytes

## Array Pointer Approach

$(c[i][j] + k)_{1..4}$  skip  $k * 4$  bytes from  $c[i][j]$   
 $(c[i] + j)_{4..4}$  skip  $j * 4*4$  bytes from  $c[i]$   
 $(c + i)_{3..4}$  skip  $i * 3*4*4$  bytes from  $c$

$k$  leaf elements       $k * 4$  bytes  
 $j * 4$  leaf elements       $j * 4 * 4$  bytes  
 $i * 3 * 4$  leaf elements       $i * 3 * 4 * 4$  bytes



---

## 3-d Access `c[i][j][k]`

# Accessing $c[i][j][k]$ – Conditions

## General requirements

```
c[i][j][k] = *(c[i][j]+k)
c[i][j]    = *(c[i]+j)
c[i]       = *(c+i)
```

```
&c[i][j][k] = c[i][j]+k
&c[i][j]    = c[i]+j
&c[i]       = c+i
```

```
&c[i][j][0] = c[i][j]
&c[i][0]    = c[i]
&c[0]       = c
```

## Pointer array approach

```
int** c[2];
int*  b[2*3];
int   c[2*3*4];
```

```
c[i][j][k] :: int
c[i][j]     :: int *
c[i]        :: int **
```

```
c[i] ← &b[i*3]
b[j] ← &a[j*4]
```

## Hierarchical Pointer Arrays

## Array pointer approach

```
int c[2][3][4];
```

```
c[i][j][k] :: int
c[i][j]     :: int [4]
c[i]        :: int [3][4]
```

```
c ← &c[0][0][0]
c[i] ← &c[i][0][0]
c[i][j] ← &c[i][j][0]
```

## Virtual Array Pointers

# Accessing $c[i][j][k]$ – Pointer Array Approach (1)

$c[i]$  ←  $\&b[i*3]$   
 $b[j]$  ←  $\&a[j*4]$

$[2][3][4]$



$c[i] \equiv *(c + i)$   
 $c[i][j] \equiv *(c[i] + j)$   
 $c[i][j][k] \equiv *(c[i][j] + k)$

$\&c[i] \equiv (c + i)$   
 $\&c[i][j] \equiv (c[i] + j)$   
 $\&c[i][j][k] \equiv (c[i][j] + k)$

$b[j] \equiv (a + j*4)$

$*(b[j]+k) = *(a+j*4+k);$

$b[j][k] \equiv a[j*4+k]$

$c[i] \equiv (b + i*3)$

$*(c[i]+j) = *(b+i*3+j);$

$c[i][j] \equiv b[i*3+j]$

$*(c[i][j]+k) = *(b[i*3+j]+k);$



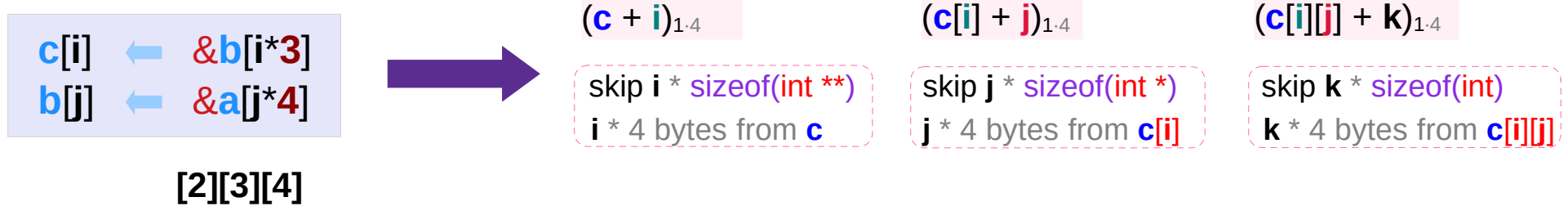
$c[i][j] \equiv (a + (i*3+j)*4)$

$*(c[i][j]+k) = *(a+(i*3+j)*4+k);$

```
int** c[2];  
int* b[2*3];  
int a[2*3*4];
```

$c[i][j][k] \equiv a[(i*3+j)*4+k]$

# Accessing $c[i][j][k]$ – Pointer Array Approach (2)



$b[j] \equiv (a + j*4)$

skip  $j$  elements of  $b$       skip  $j*4$  elements of  $a$

$c[i] \equiv (b + i*3)$

skip  $i$  elements of  $c$       skip  $i*3$  elements of  $b$

$b[j][k] \equiv a[j*4+k]$

skip  $j$  elements of  $b +$   
 skip  $k$  elements of  $a$

$c[i][j] \equiv b[i*3+j]$

skip  $i$  elements of  $c +$   
 skip  $j$  elements of  $b$

$c[i][j] \equiv (a + (i*3+j)*4)$

skip  $i*3*4$  elements of  $a +$   
 skip  $j*4$  elements of  $a +$

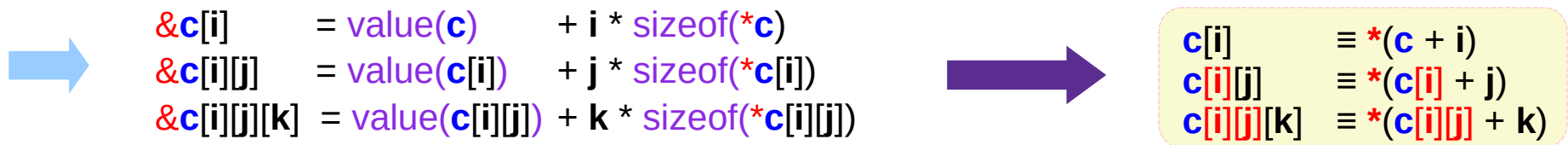
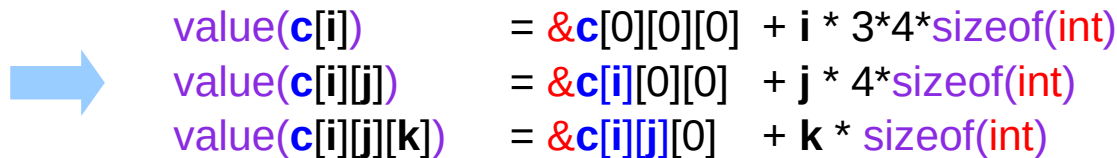
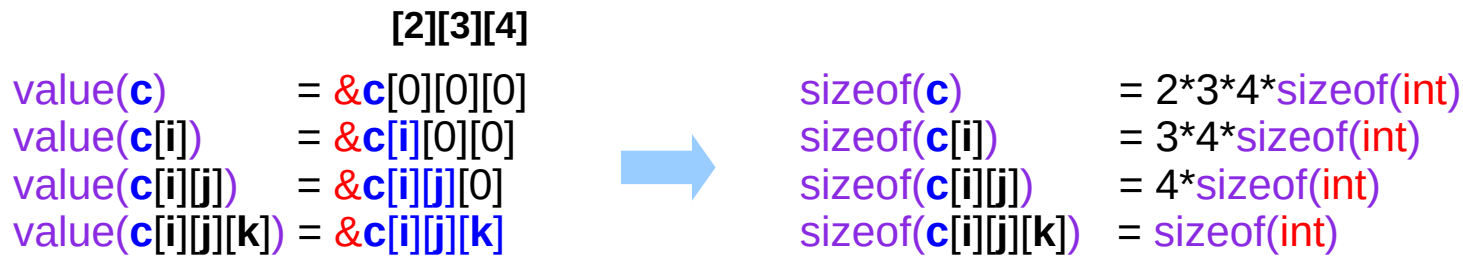
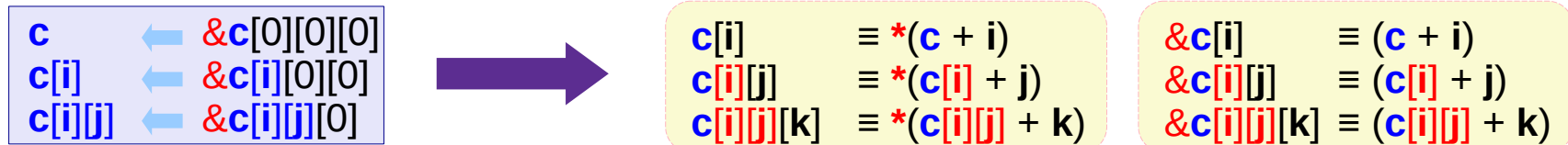
```

int** c[2];
int* b[2*3];
int a[2*3*4];
    
```

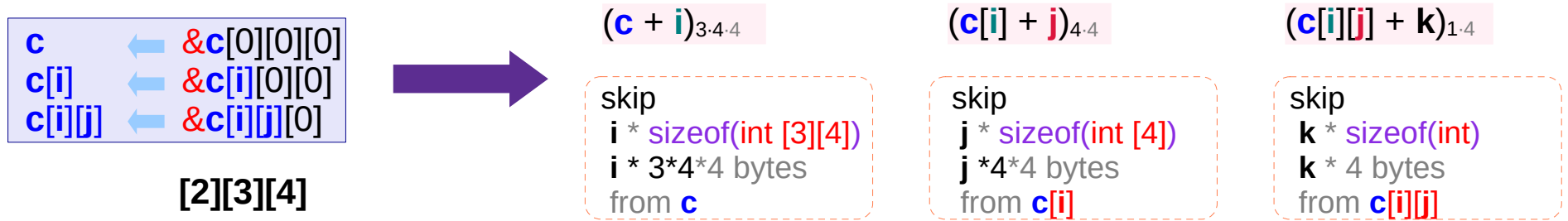
$c[i][j][k] \equiv a[(i*3+j)*4+k]$

skip  $i*3*4$  elements of  $a +$   
 skip  $j*4$  elements of  $a +$   
 skip  $k$  elements of  $a$

# Accessing $c[i][j][k]$ – Array Pointer Approach (1)



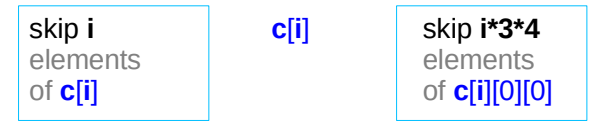
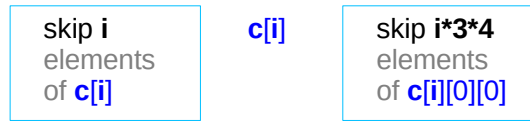
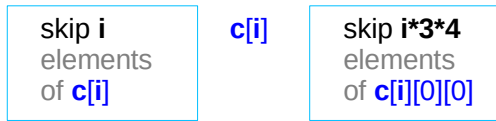
# Accessing $c[i][j][k]$ – Array Pointer Approach (2)



$$\text{value}(c[i]) = \&c[i][0][0]$$

$$\text{value}(c[i][j]) = \&c[i][j][0]$$

$$\text{value}(c[i][j][k]) = \&c[i][j][k]$$

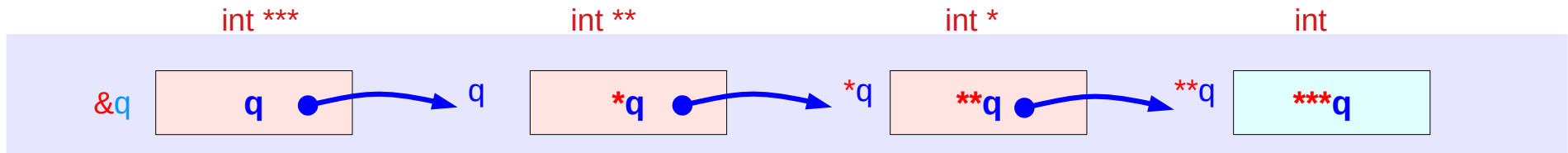


---

# Pointer Chain Types

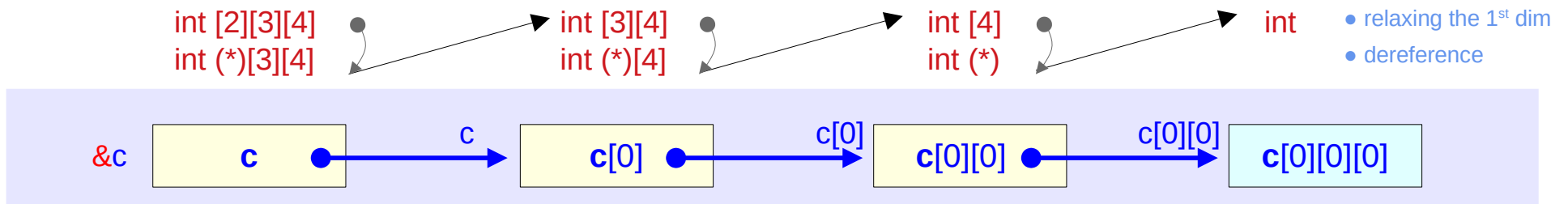
# Pointer Chain Types

## Pointer Chain Type I



- **Pointer Array Approach** (index operations are handled by a user)

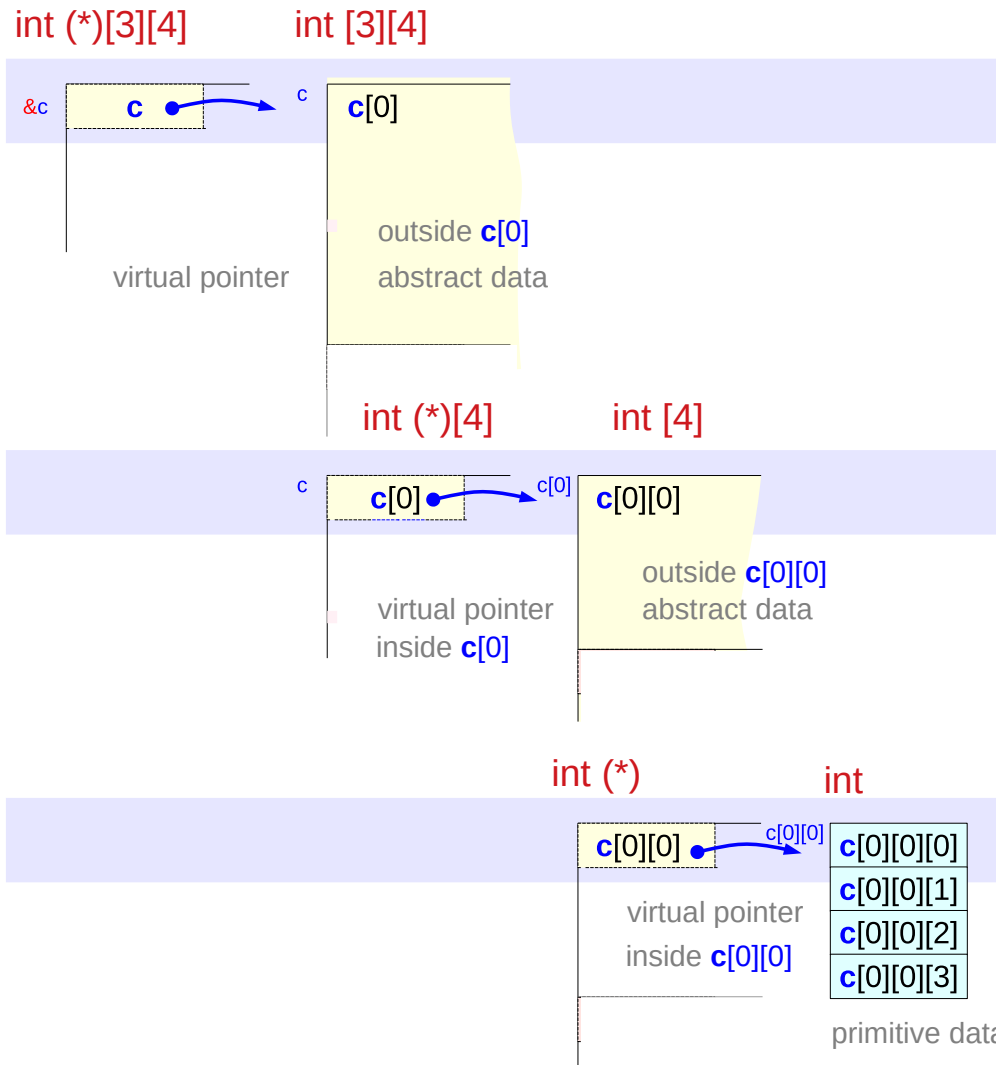
## Pointer Chain Type II



- **Array Pointer Approach** (index operations are handled by a compiler)



# Examples of two step dereferencing in type II



**int [3][4]**  
c[0]  
abstract data

relaxing  
the 1<sup>st</sup> dim

sizeof(c[0]) =  
3 \* sizeof(c[0][0])

within an array c[0]  
of int[3][4] type, c[0]  
can be relaxed to  
a pointer of  
int (\*)[4] type

**c[0][0] = \*(c[0]+0)**<sub>4,4</sub>  
Math Expression

**int (\*)[4]**  
c[0]  
virtual pointer

**int [4]**  
c[0][0]  
abstract data  
relaxing  
the 1<sup>st</sup> dim

sizeof(c[0][0]) =  
4 \* sizeof(c[0][0][0])

within an array c[0][0]  
of int [4] type, c[0][0]  
can be relaxed to  
a pointer of  
int (\*) type

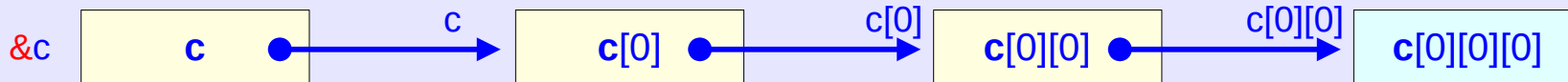
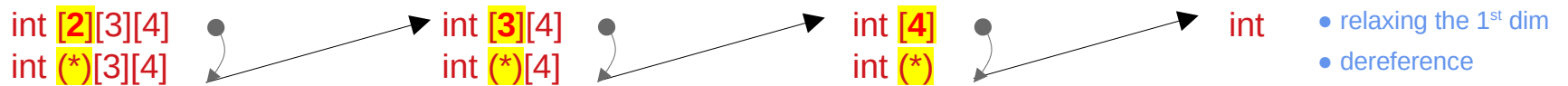
**c[0][0][0] = \*(c[0][0]+0)**<sub>1,4</sub>  
Math Expression

**int (\*)**  
c[0][0]  
virtual pointer

**int**  
c[0][0][0]  
abstract data

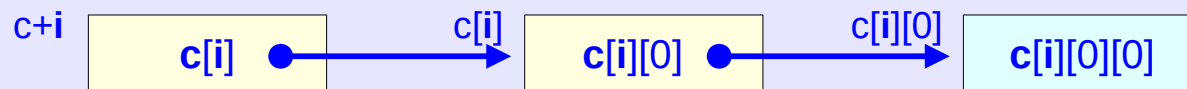
# Pointer Chains in Type II (1)

## Pointer Chain Type II



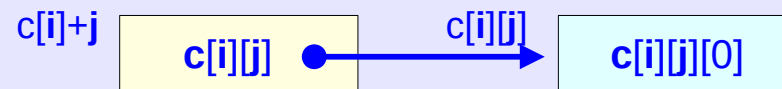
$c$  points to **2** elements  
 $\text{sizeof}(c) = 2 * \text{sizeof}(c[i])$

$c[i]$   $i=0,1$   
 $*(c+i)_{3,4,4}$



$c[i]$  points to **3** elements  
 $\text{sizeof}(c[i]) = 3 * \text{sizeof}(c[i][j])$

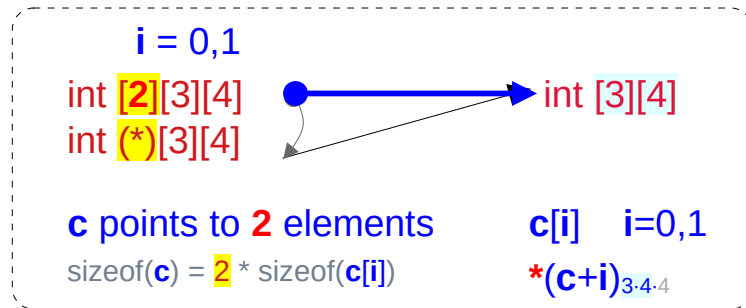
$c[i][j]$   $j=0,1,2$   
 $*(c[i]+j)_{4,4}$



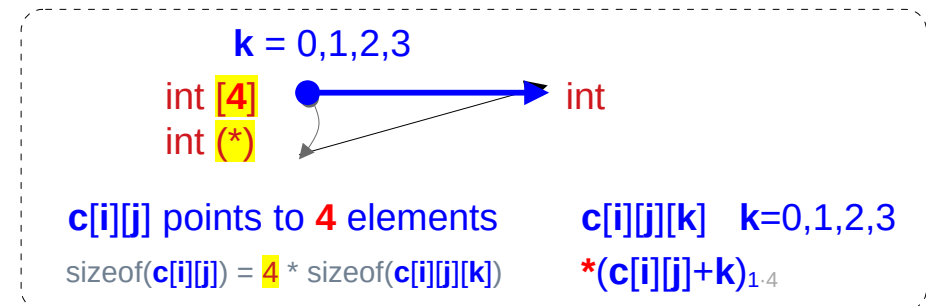
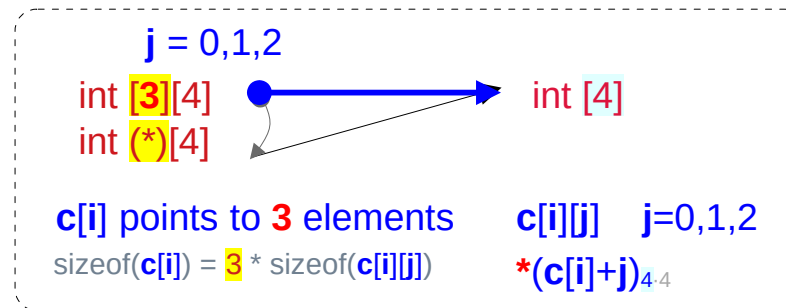
$c[i][j]$  points to **4** elements  
 $\text{sizeof}(c[i][j]) = 4 * \text{sizeof}(c[i][j][k])$

$c[i][j][k]$   $k=0,1,2,3$   
 $*(c[i][j]+k)_{1,4}$

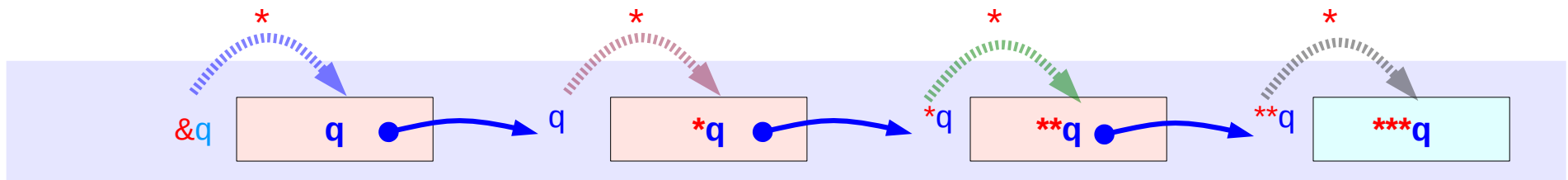
# Pointer Chains in Type II (2)



- relaxing the 1<sup>st</sup> dim
- dereference



# Pointer Chain Type I – \* and & operators



$$*(\&q) \equiv q$$

C expression  $*(\&q)$  equals to the variable  $q$

$$*(q) \equiv *q$$

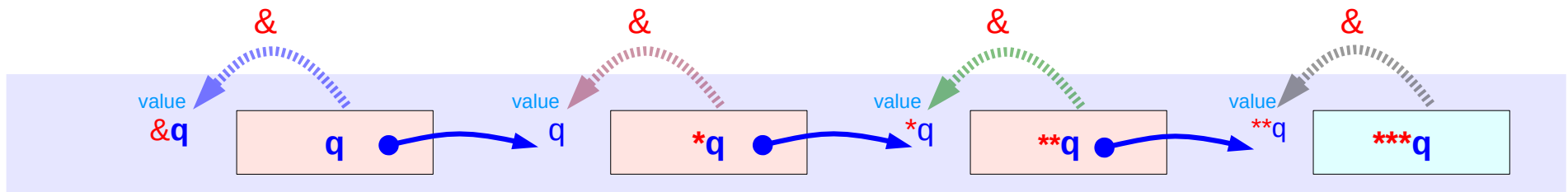
C expression  $*(q)$  equals to the variable  $q$

$$*(*q) \equiv **q$$

C expression  $*(*q)$  equals to the variable  $**q$

$$**( **q) \equiv ***q$$

C expression  $**( **q)$  equals to the variable  $***q$



$$\&q \equiv \text{value}(\&q)$$

C expression  $\&q$  equals to  $\text{value}(\&q)$  which is the address value of a variable  $q$

$$\&(*q) \equiv \text{value}(q)$$

C expression  $\&(*q)$  equals to  $\text{value}(q)$  which is the address value of a variable  $*q$

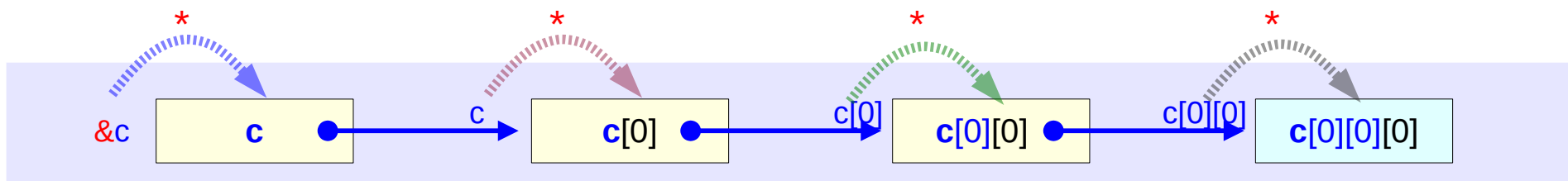
$$\&(**q) \equiv \text{value}(*q)$$

C expression  $\&(**q)$  equals to  $\text{value}(*q)$  which is the address value of a variable  $**q$

$$\&(** *q) \equiv \text{value}(**q)$$

C expression  $\&(** *q)$  equals to  $\text{value}(**q)$  which is the address value of a variable  $***q$

# Pointer Chain Type II – \* and & operators



$$*(\&c) \equiv c$$

$$*(c) \equiv c[0]$$

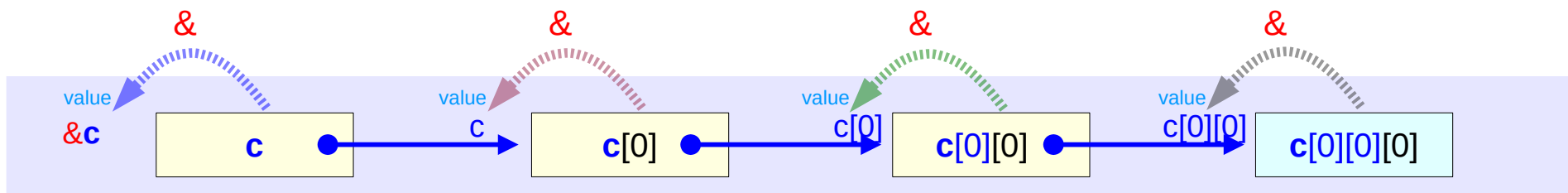
$$*(c[0]) \equiv c[0][0]$$

$$*(c[0][0]) \equiv c[0][0][0]$$

(int (\*)[3][4]) **c** can be viewed as a pointer to (int [3][4]) **c[0]**

(int (\*)[4]) **c[0]** can be viewed as a pointer to (int [4]) **c[0][0]**

(int (\*) **c[0][0]** can be viewed as a pointer to (int) **c[0][0][0]**



$$\&c \equiv \text{value}(\&c)$$

$$\&(c[0]) \equiv \text{value}(c)$$

$$\&(c[0][0]) \equiv \text{value}(c[0])$$

$$\&(c[0][0][0]) \equiv \text{value}(c[0][0])$$

(int (\*)[3][4]) **c** has the address value of (int [3][4]) **c[0]**

(int (\*)[4]) **c[0]** has the address value of (int [4]) **c[0][0]**

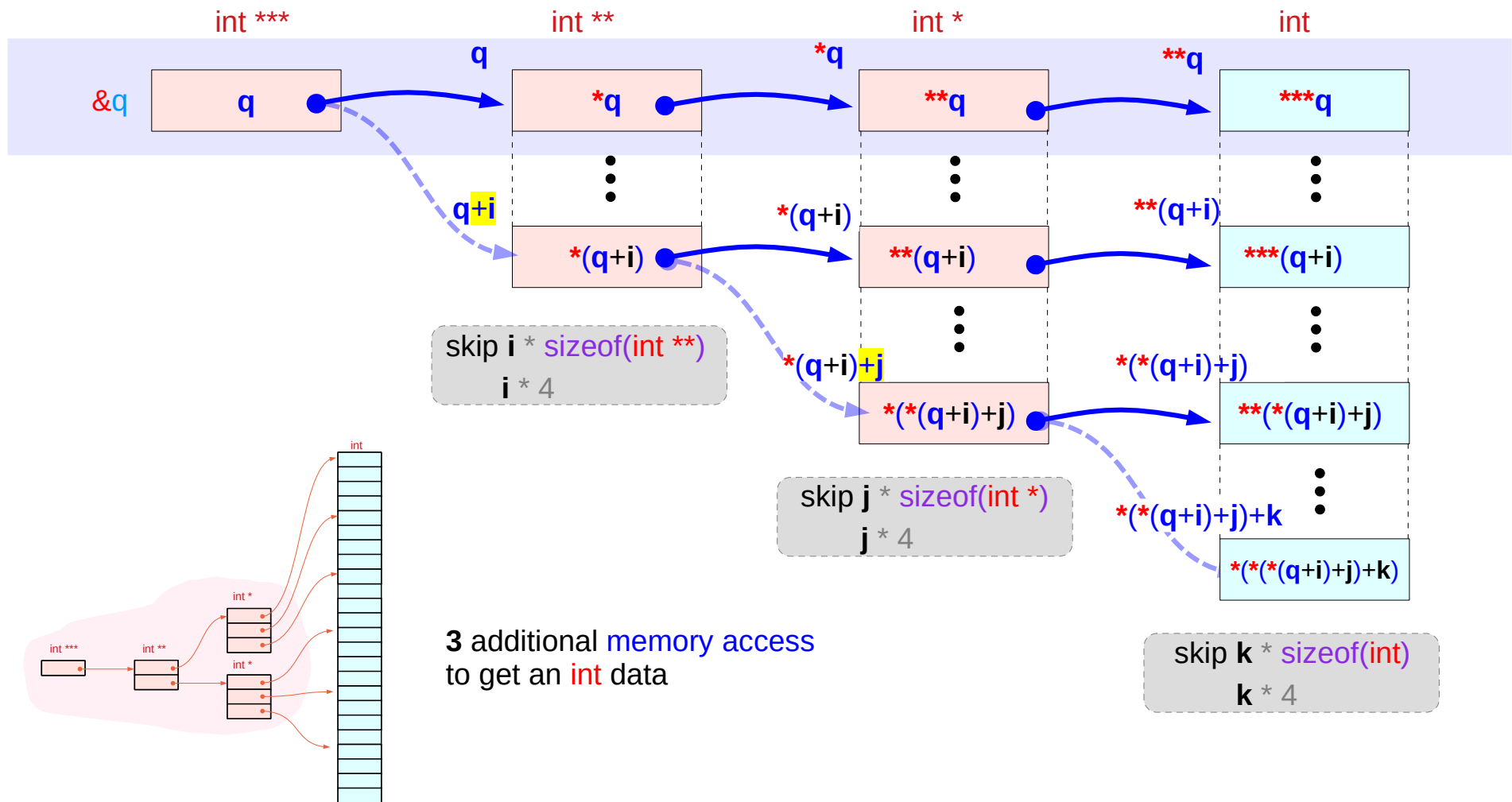
(int (\*) **c[0][0]** has the address value of (int) **c[0][0][0]**

# Pointer Chain Type I – skipping elements

## Pointer Chain Type I

multiple indirection

size: pointer size



# Pointer Chain Type II – skipping elements

## Pointer Chain Type II

virtual pointer to an abstract data

size: abstract data size

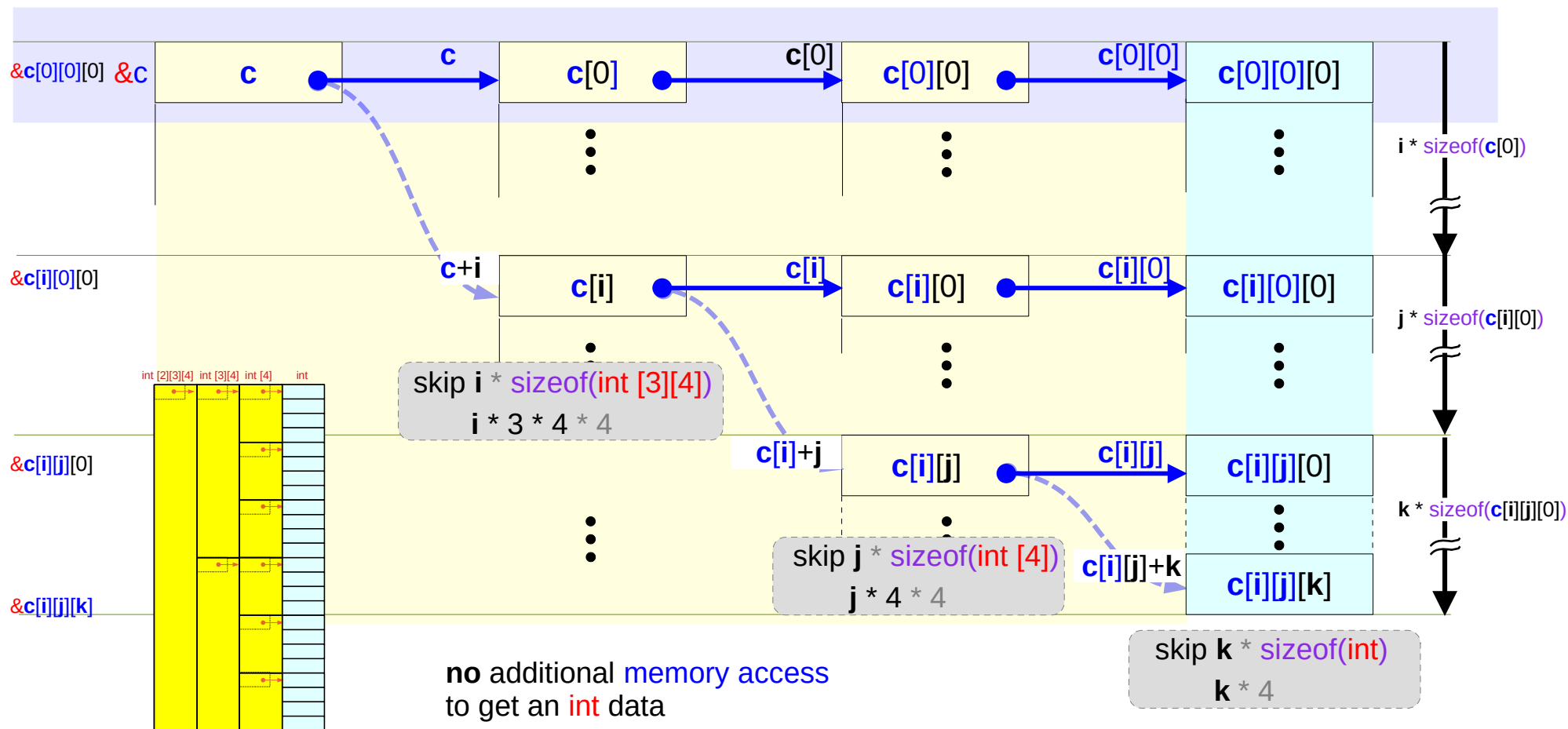
int [2][3][4]  
int (\*)[3][4]

int [3][4]  
int (\*)[4]

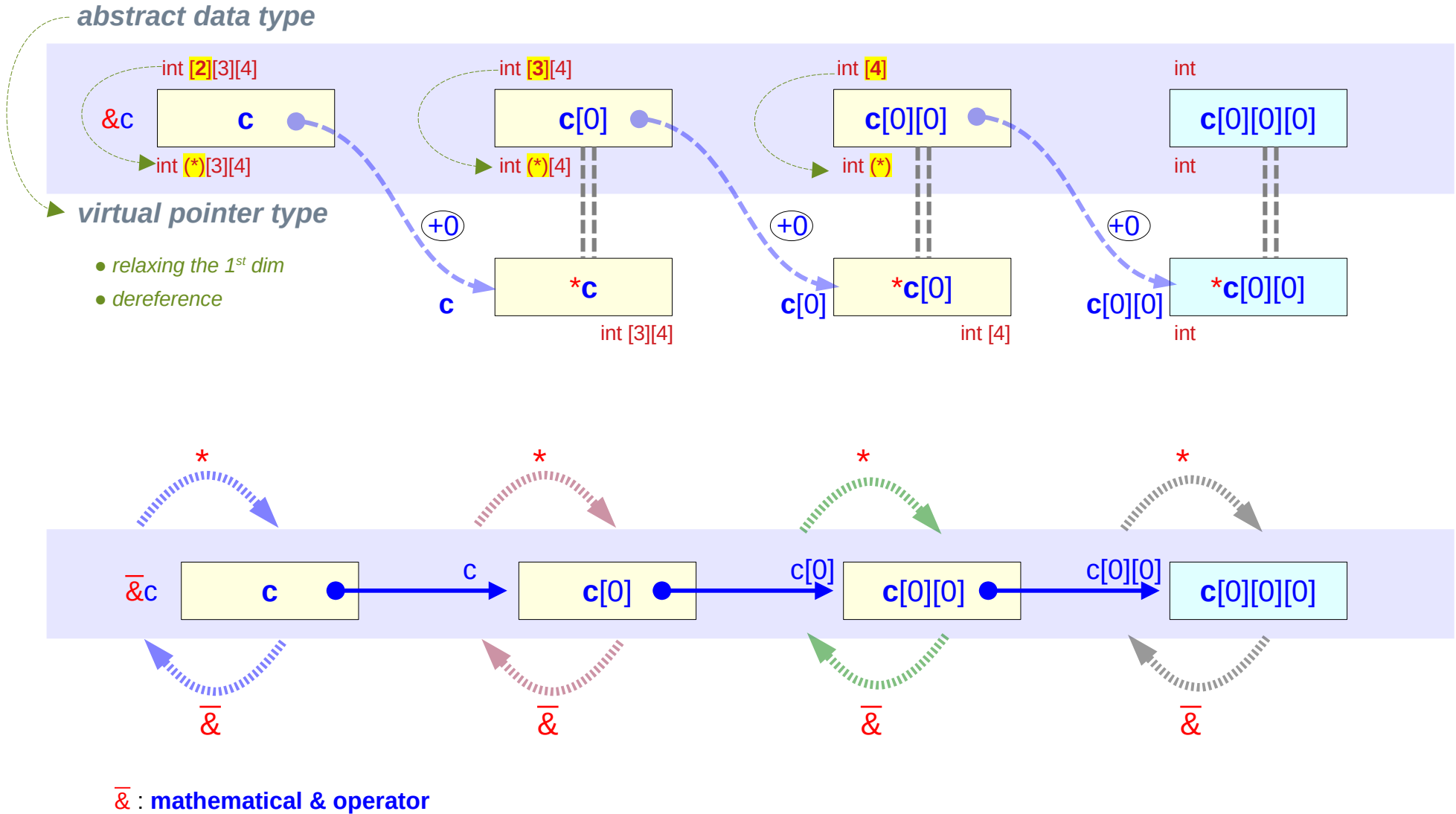
int [4]  
int (\*)

int

- relaxing the 1<sup>st</sup> dim
- dereference

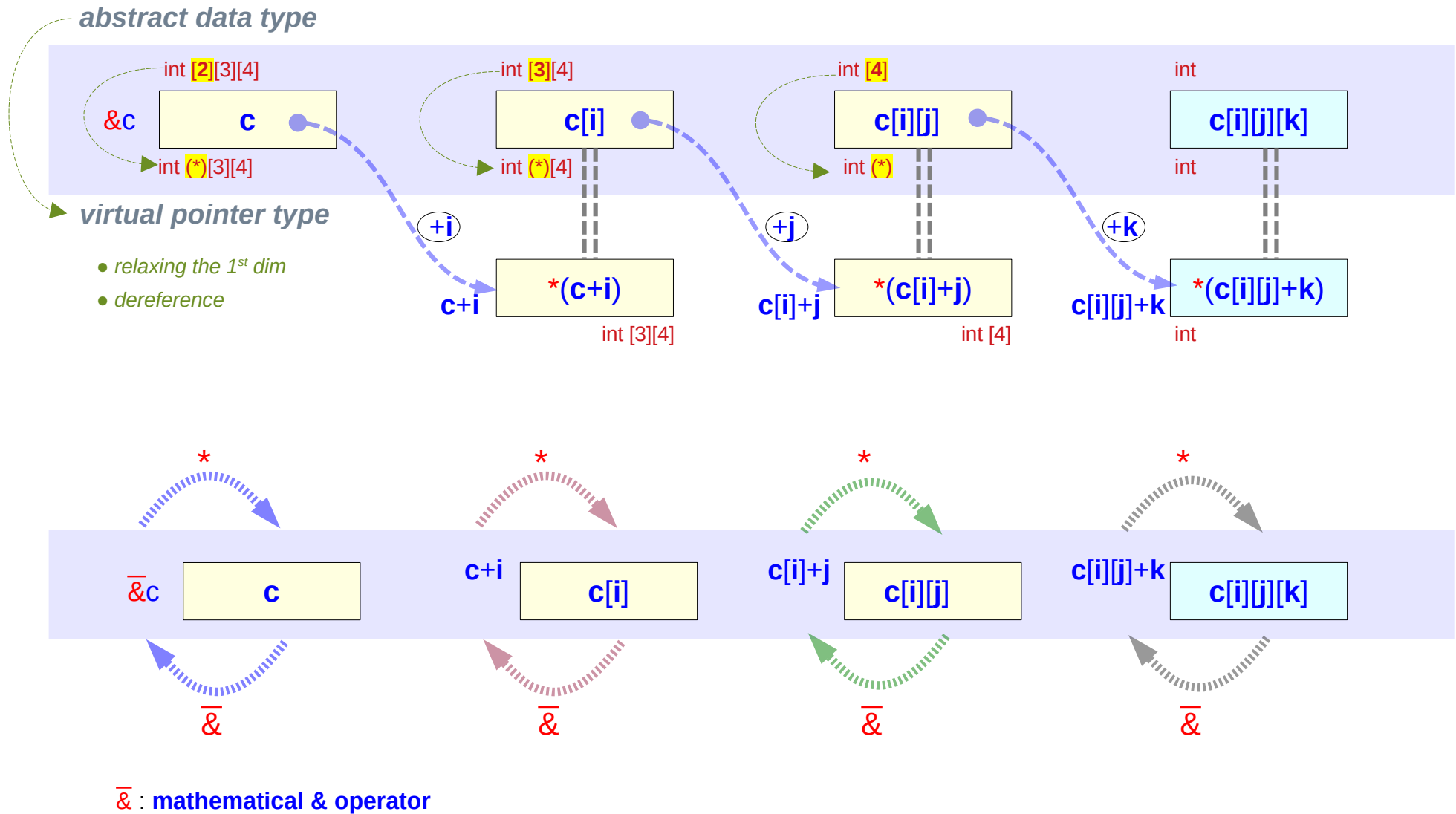


# Two step dereferencing in type II (1) – without skipping

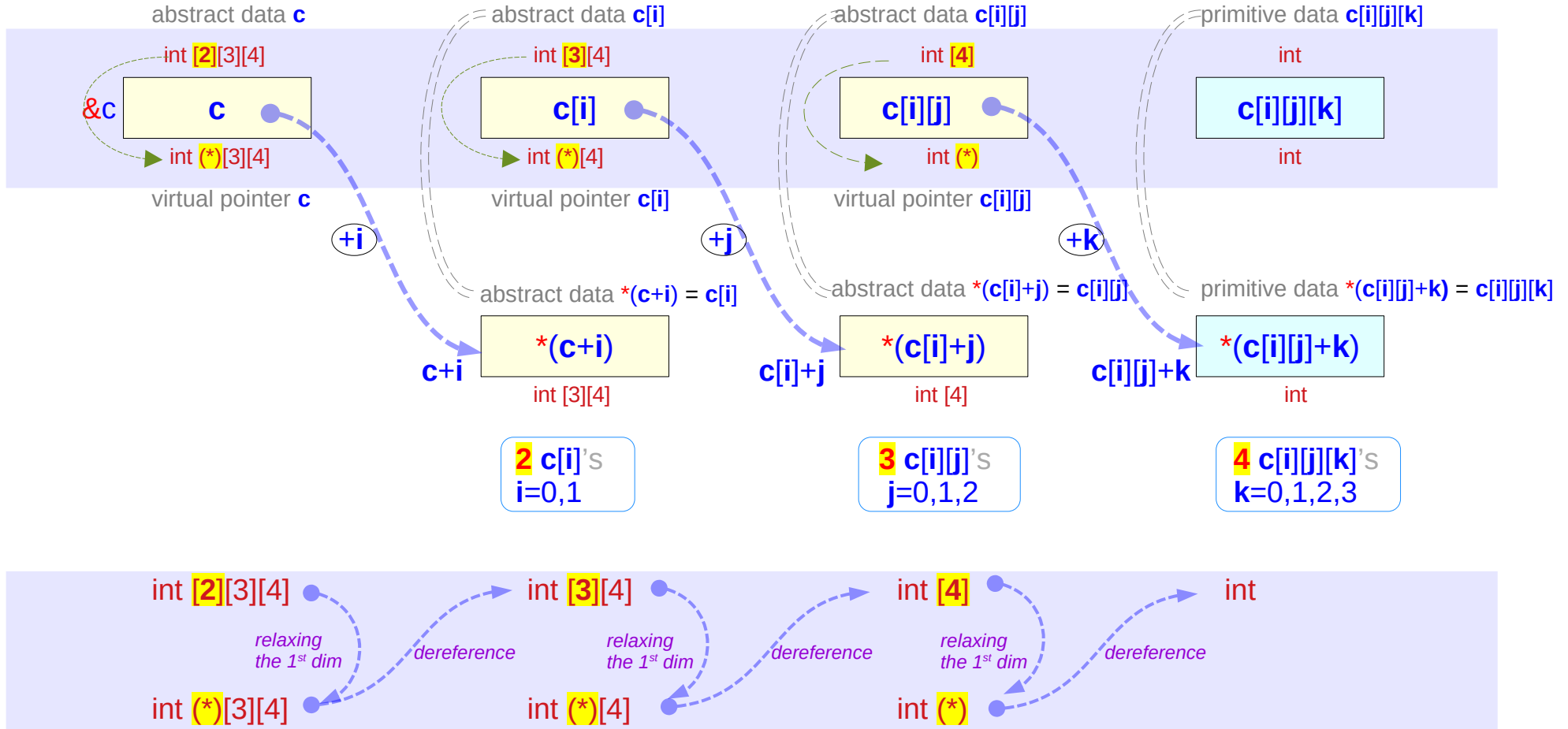




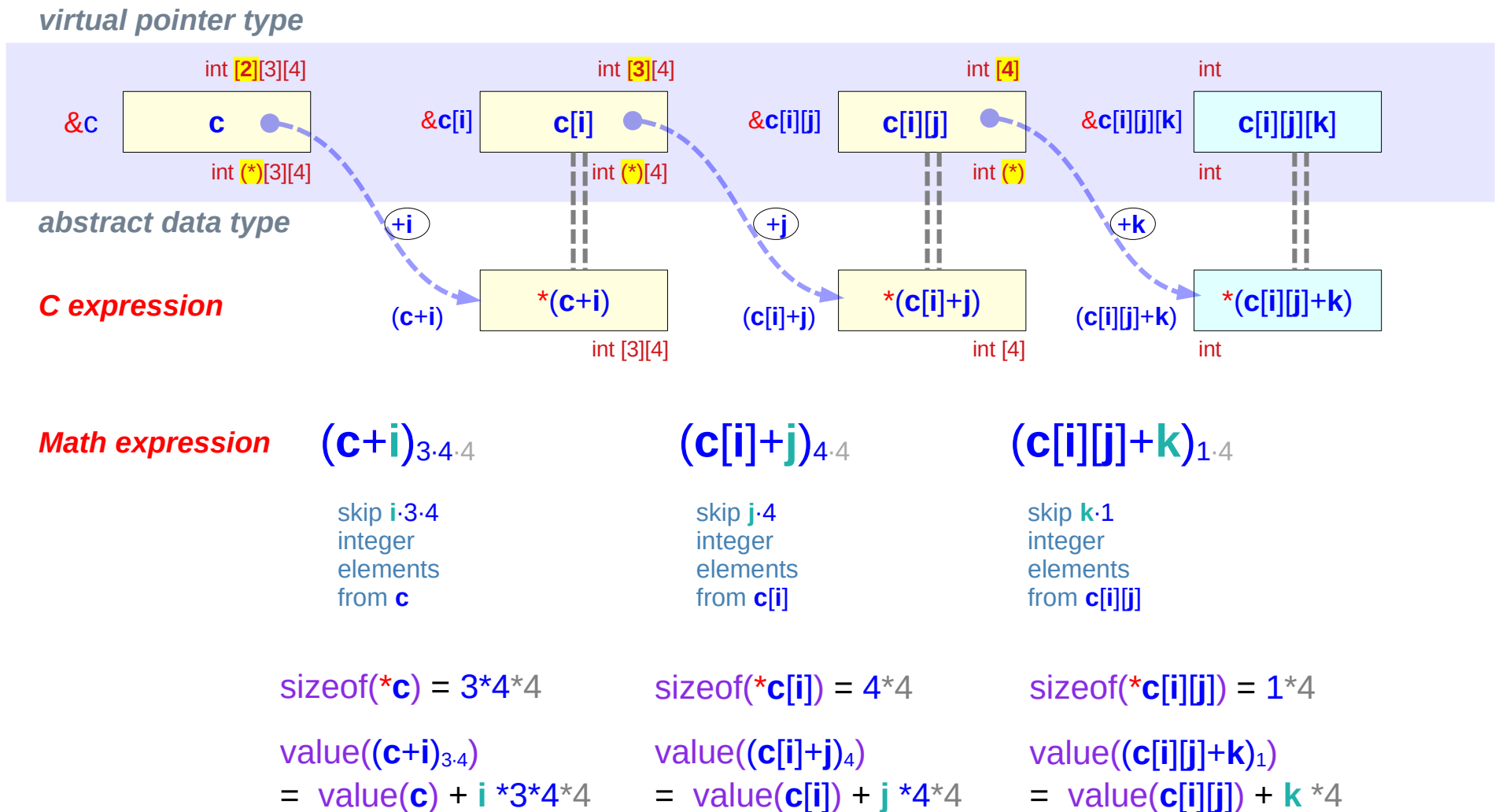
# Two step dereferencing in type II (2) – with skipping



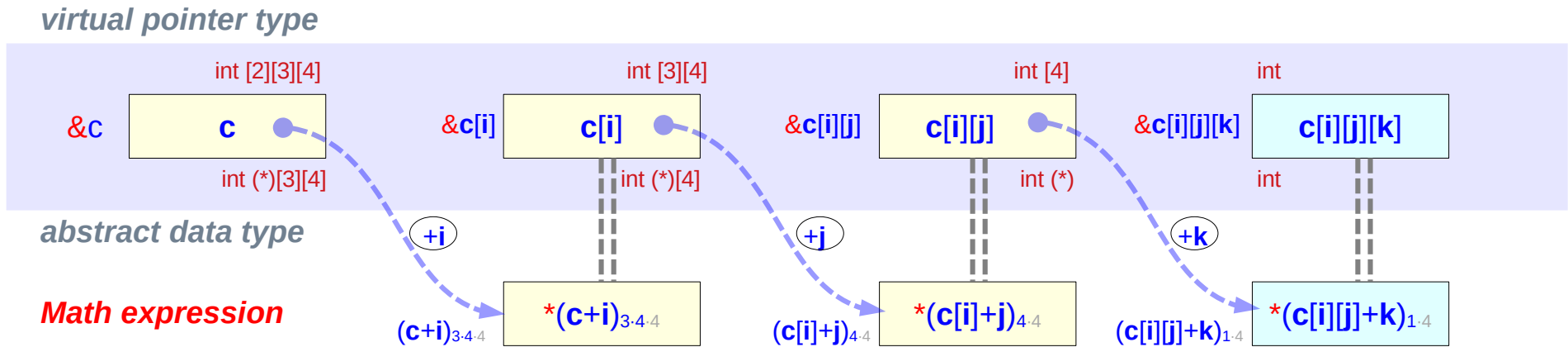
# Two step deferencing in type II (3)



# Skipping elements



# Address replication



## equivalence relations – c expressions

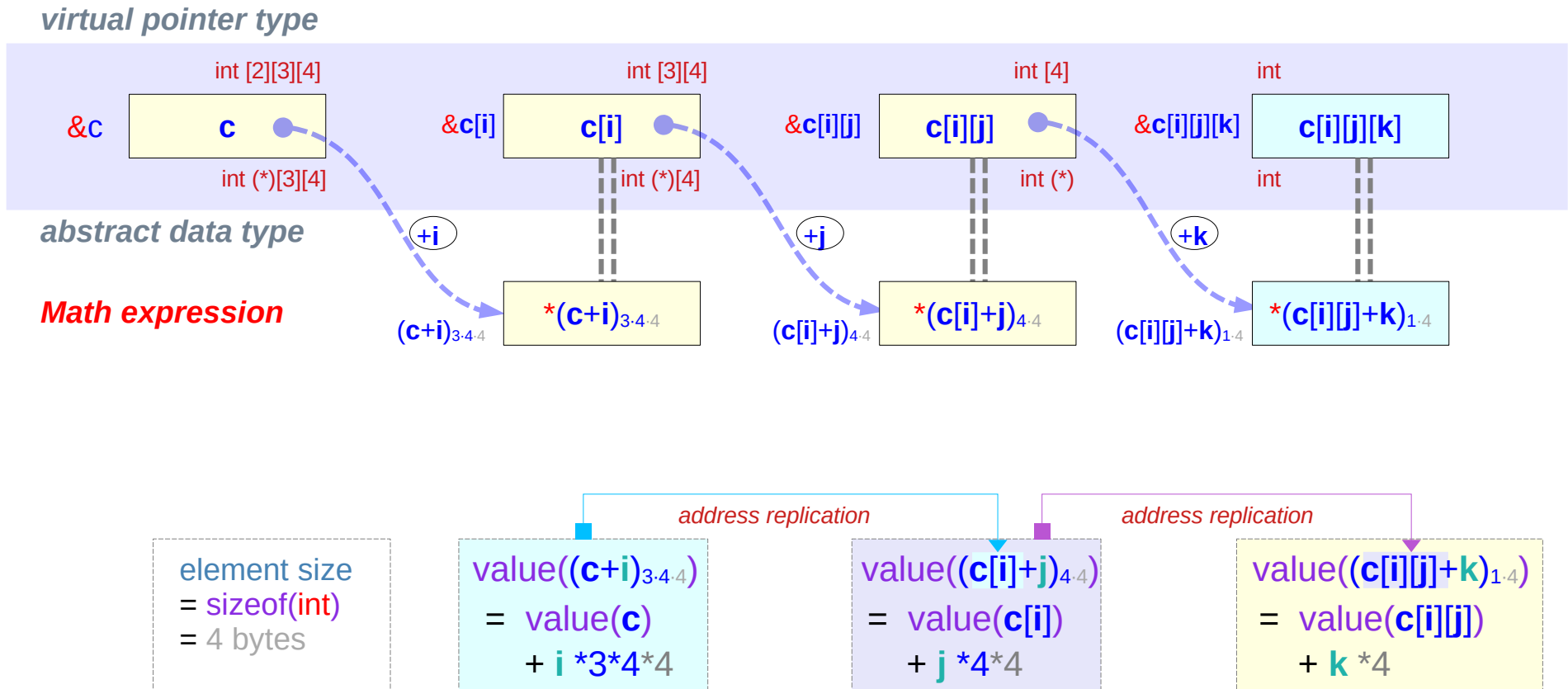
$$\begin{aligned} \mathbf{c[i][j][k]} &= \mathbf{*(c[i][j] + k)} \\ \mathbf{c[i][j]} &= \mathbf{*(c[i] + j)} \\ \mathbf{c[i]} &= \mathbf{*(c + i)} \end{aligned}$$

$$\begin{aligned} \mathbf{\&c[i][j][k]} &= \mathbf{(c[i][j] + k)} \\ \mathbf{\&c[i][j]} &= \mathbf{(c[i] + j)} \\ \mathbf{\&c[i]} &= \mathbf{(c + i)} \end{aligned}$$

## address replication – math expressions

$$\begin{aligned} \text{value}(\mathbf{c[i][j]}) &= \text{value}(\mathbf{(c[i] + j)_{4.4}}) \\ \text{value}(\mathbf{c[i]}) &= \text{value}(\mathbf{(c + i)_{3.4.4}}) \end{aligned}$$

# Applying address replication



---

# const pointers

# const type, const pointer type (1)

```
const int * p;
```

```
int * const q ;
```

```
const int * const r ;
```



```
int * p;
```

```
int * q ;
```

```
int * r ;
```



*constant*    *must not be changed*  
*must not be updated*  
*must not be written*  
*must not be assigned*

# const type, const pointer type (2)

**const int** \* p ;

constant integer

int \* **const q** ;

constant pointer

**const int** \* **const r** ;

constant integer

**const int** \* **const r** ;

constant pointer

**const** [ ]

group with the following

\*p : constant integer value

q : constant (int \*) pointer

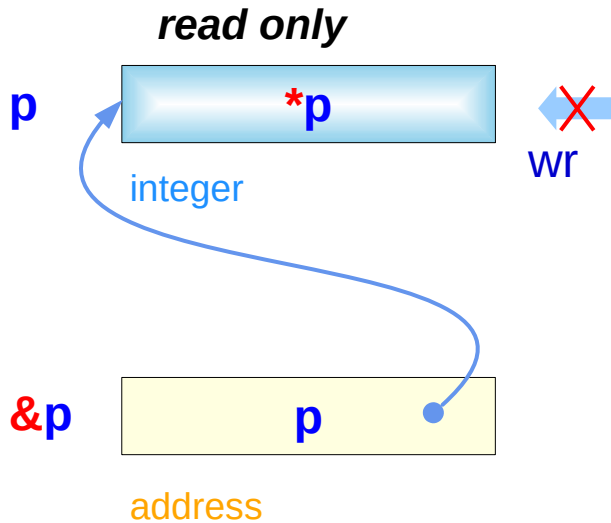
\*r : constant integer value

r : constant (int \*) pointer

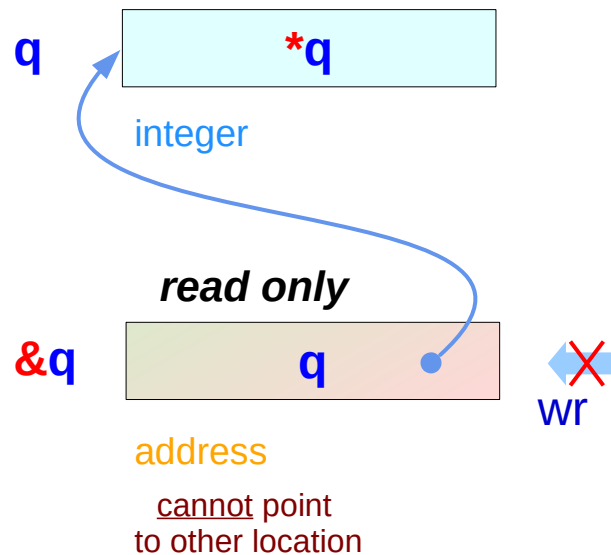


# const type, const pointer type (3)

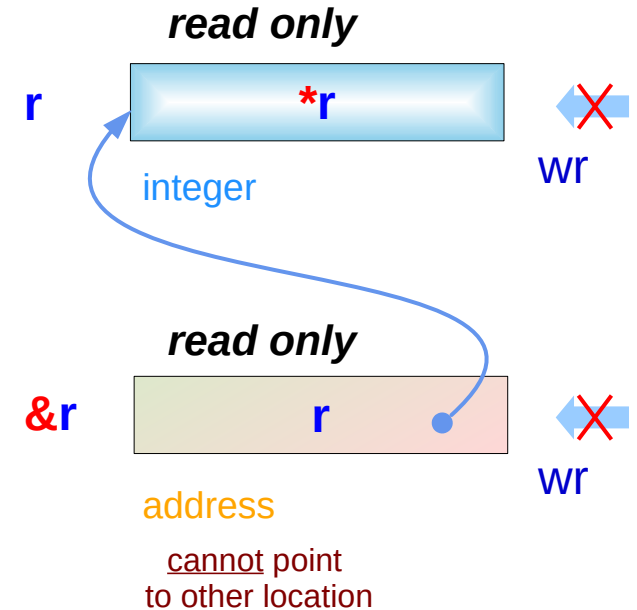
`const int *p;`



`int *const q;`



`const int *const r;`



# const examples (1)

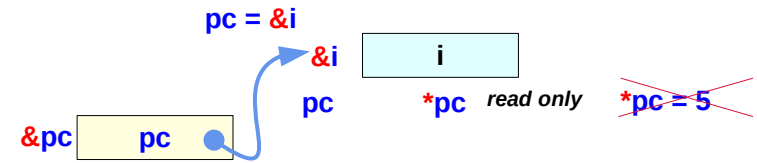
```
const int * pc;  
int * p, i;  
const int ic;
```

```
pc = &i; // (const int *) ← (int *)  
*pc = 5; // (const int) error
```

Writing to the writable memory location (i)  
is forbidden via **pc** ... (no harm, OK)

```
p = &ic; // (int *) ← (const int *) warning  
*p = 5; // (int)
```

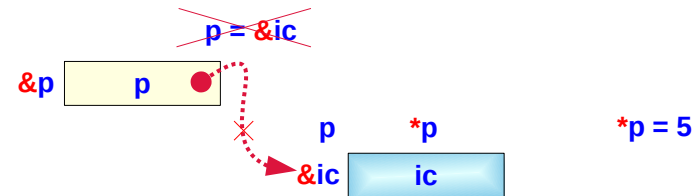
Writing to the read only memory location (ic)  
is not forbidden via **p** ... (hazardous, not OK)



**pc** can point to **i**  
**\*pc** must be **const**

the same memory location  
that can be written via **i**  
cannot be written via **\*pc**

**\*pc** should not write  
the writable memory location



Assume **p** points to **const ic**

the same memory location  
that cannot be written via **ic**,  
can be written via **\*p**

thus **\*p** can write  
the **const** memory location

therefore, **p** should not point to **const ic**

# const examples (2)

```
const int * pc;  
    int * p, i = 5;  
const int  ic = 7;
```

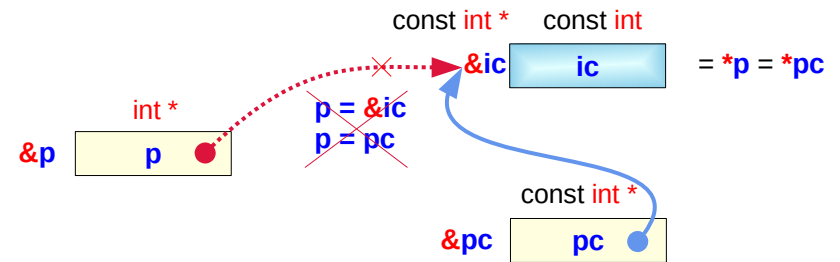
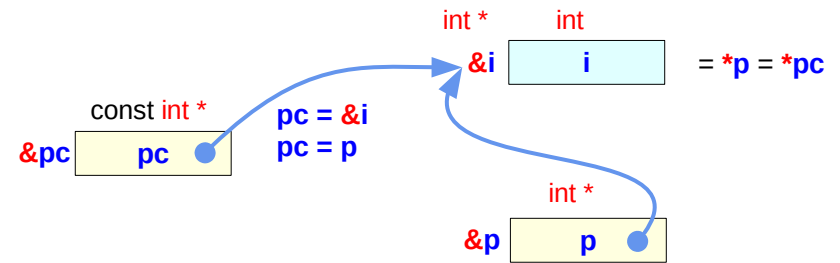
```
p  = &i;  
pc = &ic
```

// more constrained type ← general type (O)

```
pc = &i;    // (const int * ← int *)  
pc = p;    // (const int * ← int *)
```

// general type ← more constrained type (X)

```
p  = &ic;   // (int * ← const int *) warning  
p  = pc;   // (int * ← const int *) warning
```



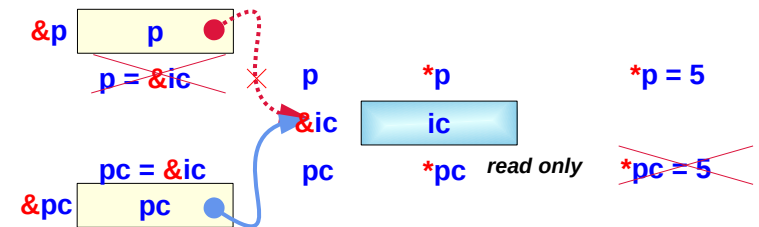
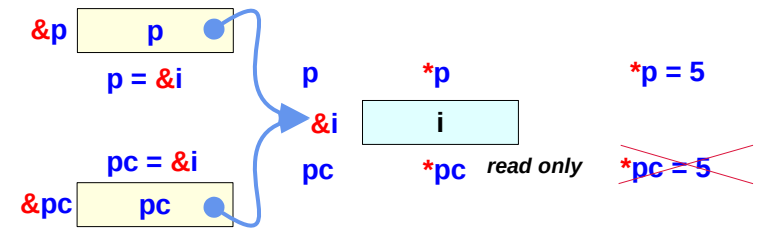
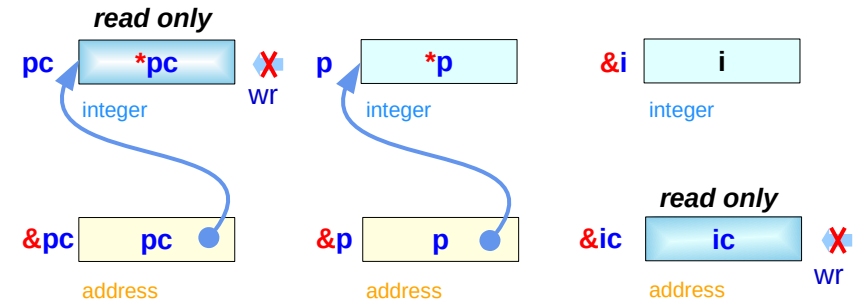
C A Reference Manual, Harbison & Steele Jr.

# const examples (3)

```
const int * pc;
      int * p, i;
const int ic;
```

```
p = &i; // (int *) ← (int *)
*p = 5; // (int)
pc = &i; // (const int *) ← (int *)
*pc = 5; // (const int) error
```

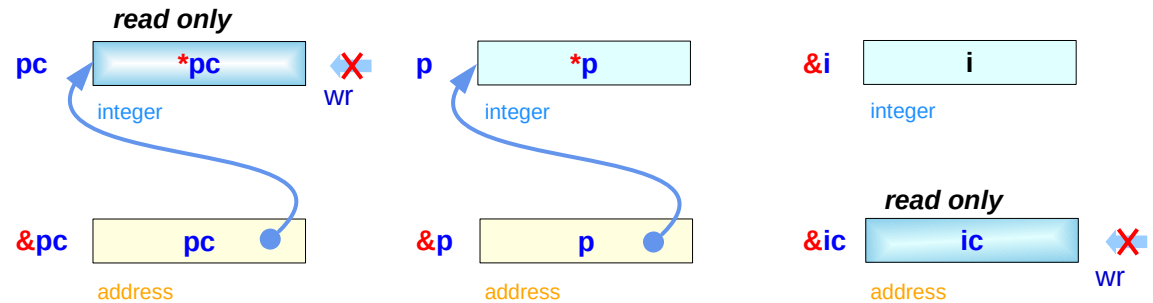
```
p = &ic; // (int *) ← (const int *) warning
*p = 5; // (int)
pc = &ic; // (const int *) ← (const int *)
*pc = 5; // (const int) error
```



C A Reference Manual, Harbison & Steele Jr.

# const examples (4)

```
const int * pc;
      int * p, i;
const int ic;
```



```
pc = p = &i;
pc = &ic
*p = 5;
*pc = 5;           // invalid   *pc :: const int
```

```
pc = &i;           // (const int * ← int *)
pc = p;           // (const int * ← int *)
p = &ic;          // invalid (int * ← const int *)
p = pc;           // invalid (int * ← const int *)
p = (int *) &ic; // type cast
p = (int *) pc;  // type cast
```

C A Reference Manual, Harbison & Steele Jr.

## References

- [1] Essential C, Nick Parlante
- [2] Efficient C Programming, Mark A. Weiss
- [3] C A Reference Manual, Samuel P. Harbison & Guy L. Steele Jr.
- [4] C Language Express, I. K. Chun