

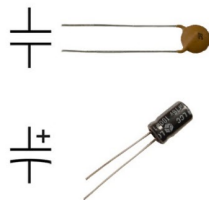
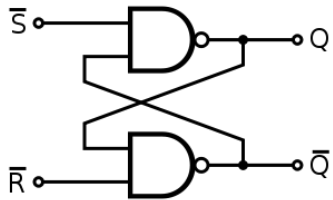
Lecture 7: Memory and the Stack

CS 51P

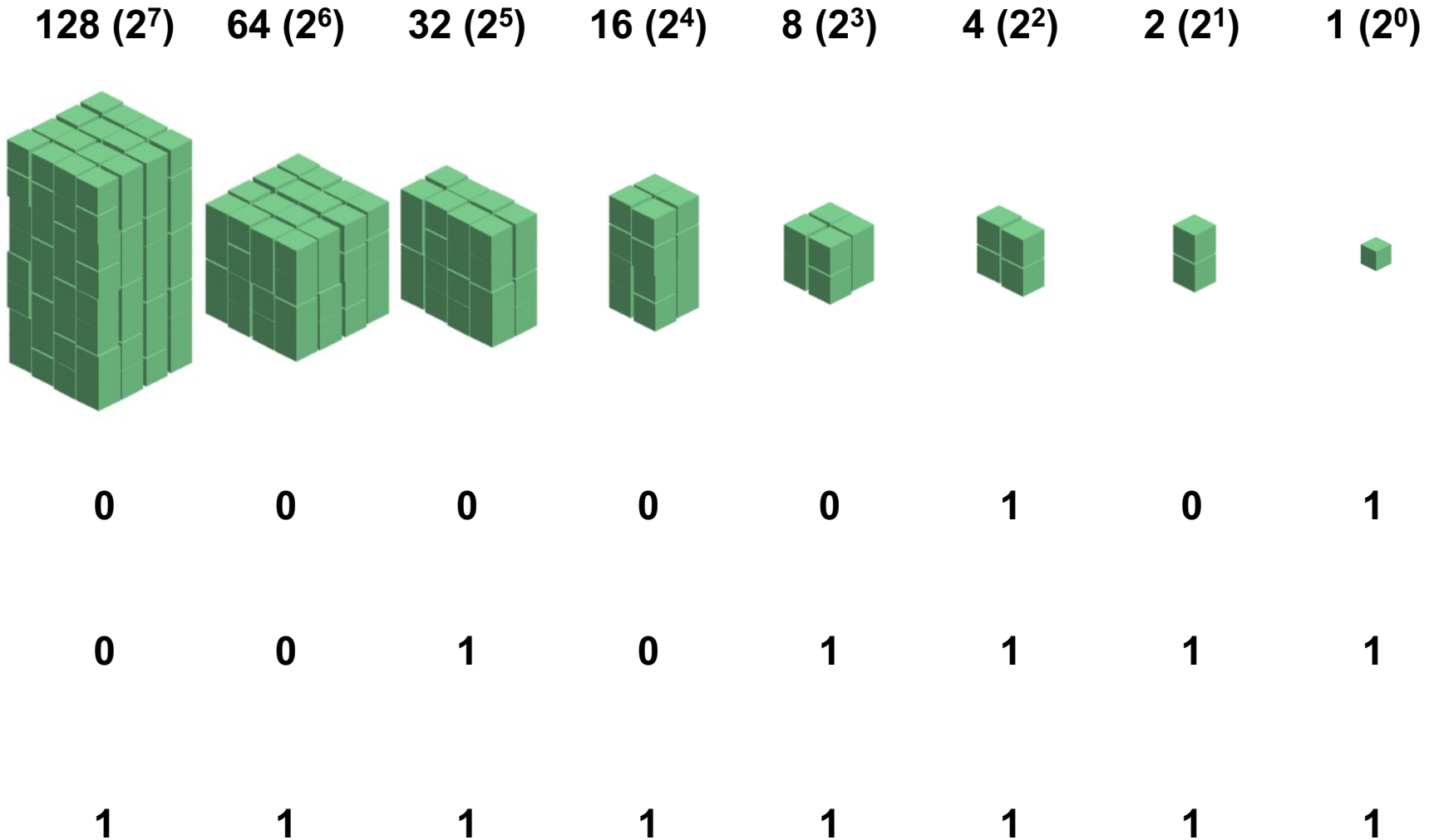
September 26, 2022

Bits

- a **bit** is a binary digit that can have two possible values
- can be physically represented with a two state device



Binary Numbers (aka Base-2 Integers)



ASCII characters

Ch	Dec	Binary	Ch	Dec	Binary	Ch	Dec	Binary	Ch	Dec	Binary	Ch	Dec	Binary
!	33	00100001	1	49	00110001	A	65	01000001	Q	81	01010001	a	97	01100001
"	34	00100010	2	50	00110010	B	66	01000010	R	82	01010010	b	98	01100010
#	35	00100011	3	51	00110011	C	67	01000011	S	83	01010011	c	99	01100011
\$	36	00100100	4	52	00110100	D	68	01000100	T	84	01010100	d	100	01100100
%	37	00100101	5	53	00110101	E	69	01000101	U	85	01010101	e	101	01100101
&	38	00100110	6	54	00110110	F	70	01000110	V	86	01010110	f	102	01100110
'	39	00100111	7	55	00110111	G	71	01000111	W	87	01010111	g	103	01100111
(40	00101000	8	56	00111000	H	72	01001000	X	88	01011000	h	104	01101000
)	41	00101001	9	57	00111001	I	73	01001001	Y	89	01011001	i	105	01101001
*	42	00101010	:	58	00111010	J	74	01001010	Z	90	01011010	j	106	01101010
+	43	00101011	;	59	00111011	K	75	01001011	[91	01011011	k	107	01101011
,	44	00101100	<	60	00111100	L	76	01001100	\	92	01011100	l	108	01101100
-	45	00101101	=	61	00111101	M	77	01001101]	93	01011101	m	109	01101101
.	46	00101110	>	62	00111110	N	78	01001110	^	94	01011110	n	110	01101110
/	47	00101111	?	63	00111111	O	79	01001111	_	95	01011111	o	111	01101111
0	48	00110000	@	64	01000000	P	80	01010000	`	96	01100000	p	112	01110000

Program Instructions

Python Code

```
def example1(n):  
    x = n + 1  
    return x
```

Binary Representation

```
10001101 01000111 00000001  
11000011
```

Bits Require Interpretation

01000011 01010011 00110101 00110001

might be interpreted as

- The integer 1129526577_{10}
- A floating point number close to 211.207779
- The string “CS51”
- A portion of an image or video
- A portion of code
- An address in memory

Memory

- memory is a sequence of **bytes** (8-bit segments)
- different "sections" of memory are used for different purposes
- code section stores your programs
- the stack is used to store variables to keep track of functions

The Stack

```
101001011110101
010101010111010
101010101010000
111110101010101
011101010101011
101010101011010
101010101011101
```

```
010010000000011
010101111101010
101010101010111
010101011101010
001010100000111
100011101010111
101010110100000
110011101110110
010000111010101
```

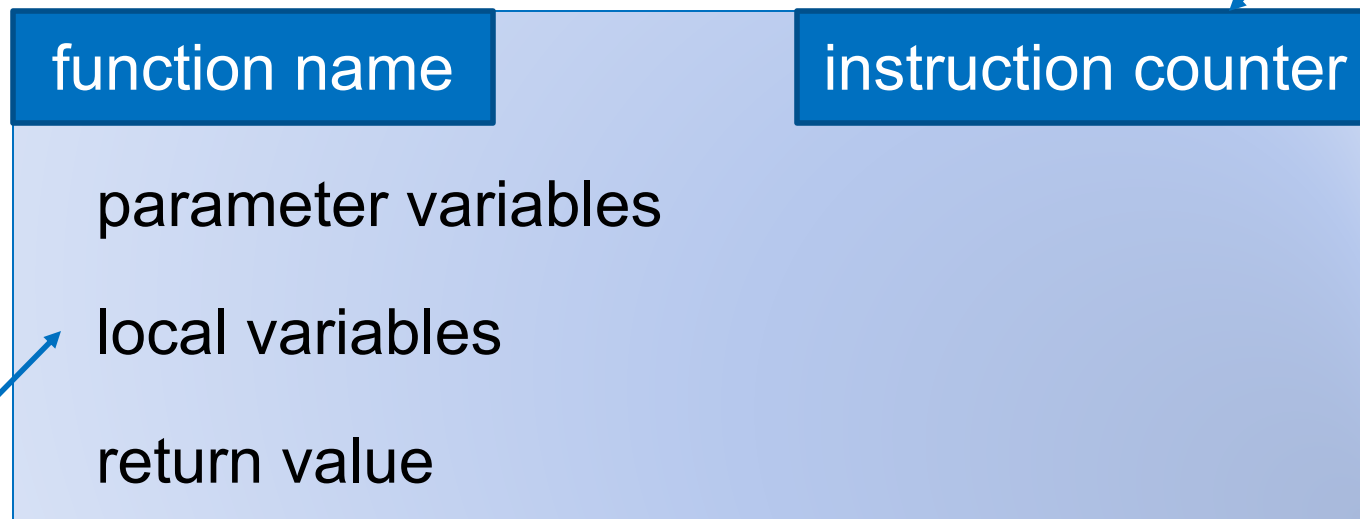
code

```
011110001100110
101000110000010
101011001110011
101011110110101
```

Stack Frames

- each time a function is called, that function call gets its own section of the stack, known as a stack frame or function frame

line number of **next** statement in the function body to execute initially first line of body



draw variables as named boxes

Example

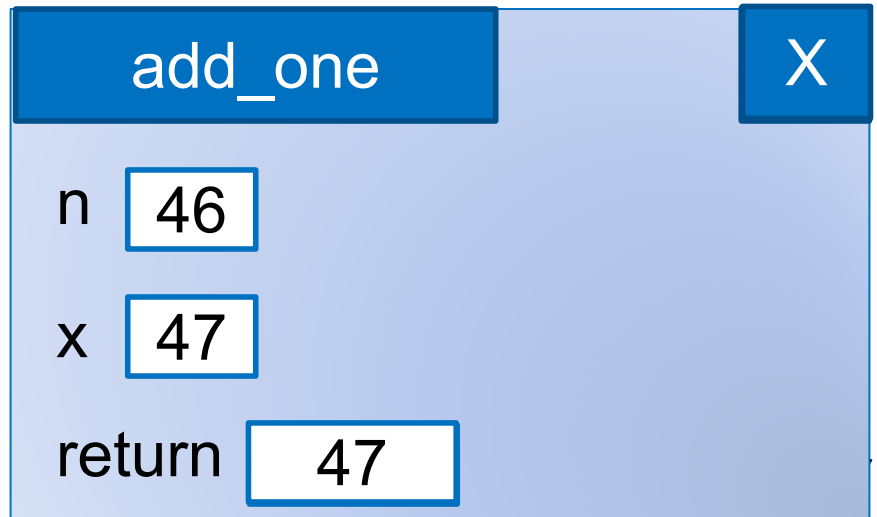
```
def add_one(n):
```

```
1  x = n + 1
```

```
2  return x
```

```
num = add_one(46)
```

num 47



Exercise

```
def foo(a, b):  
1  x = a + b  
2  y = 2 * b  
3  return 2 * x + y
```

```
n = foo(2, 3)
```

Control Flow and Nested Functions

```
def square(n):  
1   if n <= 0:  
2       return 0  
3   else:  
4       return n**2  
  
def sum_squares(n):  
5   sum = 0  
6   for i in range(n):  
7       sum += square(i)  
8   return sum  
  
def main():  
9   total = sum_squares(2)  
  
main()
```

Exercise

```
def is_pos_int(s):
1   if str.isdigit(s):
2       return int(s) > 0
3   else:
4       return False

def get_pos_int():
5   done = False
6   while not done:
7       s = input()
8       done = is_pos_int(s)
9   return s

def main():
10  x = get_pos_int()

main()
```

assume user enters

- "hello"
- "47"

Global Variables

```
fav = 13
```

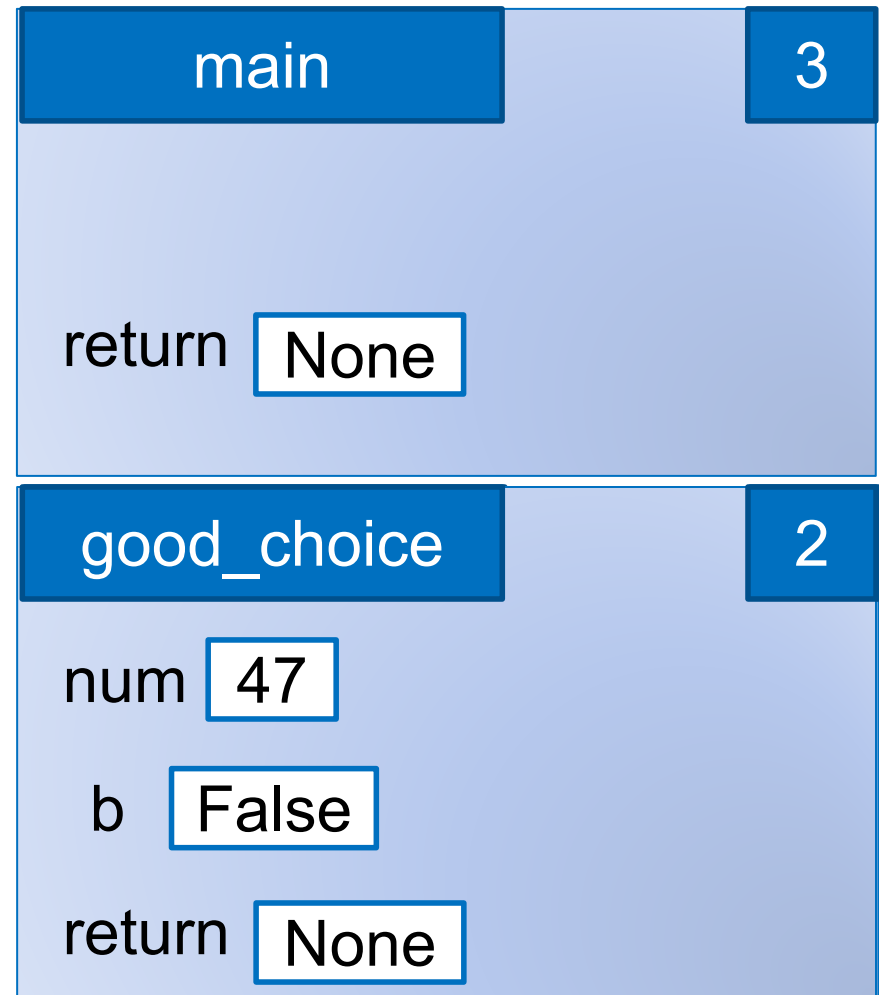
```
def good_choice(num):  
1  b = (num == fav)  
2  return b
```

```
def main():  
3  x = good_choice(47)
```

```
main()
```

global variables are outside of any stack frame. They are in a different section of memory!

fav 13



Scope

```
fav = 13
```

```
def good_choice(num):
```

```
1     b = (num == fav)
```

```
2     return b
```

```
def main():
```

```
3     in_str = input()
```

```
4     fav = int(in_str)
```

```
5     if good_choice(fav):
```

```
6         print("yay")
```

```
7     else:
```

```
8         print("boo")
```

```
main()
```

- Storing a value in a variable:
 - If there is a variable with that name in the current function's stack frame, store the value in that variable
 - Otherwise create a new variable in the current function's stack frame and store the value there
- Using a variable
 - Check for a local variable with that name. If it exists, use the value stored in that variable
 - Else if there exists a global variable with that name, use the value stored in that global variable
 - Otherwise get a NameError

Exercise

```
def print_example(s4,s5):  
    s1 = 3*s4  
    s2 = s4+s5  
    print(s0)  
    print(s1)  
    print(s2)  
    return s1+s2
```

```
s0 = '!'  
s1 = '?'  
print(s0)  
s3 = print_example(s0, s1)  
print(s1)  
print(s3)  
print(s4)
```