CSE 374
Programming Concepts & Tools

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Lecture 10 – C: the heap and manual memory management
Pointer syntax

• A review (for completeness)
• Declare a variable to have a pointer type:
  
  t * x; or t* x; or t *x; or t*x;

  (where t is a type and x is a variable)
• An expression to dereference a pointer:
  
  *x (or more generally *e)

  where e is an expression
• C’s designers used the same character on purpose, but declarations (create space) and expressions (compute a value) are totally different things
Heap allocation

• So far, all of our ints, pointers, and arrays, have been stack-allocated, which in C has two huge limitations:
  – The space is reclaimed when the allocating function returns
  – The space required must be a constant (only an issue for arrays)
• Heap-allocation has neither limitation
• Comparison: new T(...) in Java does all this:
  – Allocate space for a T (exception if out-of-memory)
  – Initialize the fields to null or 0
  – Call the user-written constructor function
  – Return a reference (hey, a pointer!) to the new object
    • And the reference has a specific type: T
• In C, these steps are almost all separated
malloc, part 1

• malloc is “just” a library function: it takes a number, heap-allocates that many bytes and returns a pointer to the newly-allocated memory
  – Returns NULL on failure
  – Does not initialize the memory
  – You must cast the result to the pointer type you want
  – You do not know how much space different values need!
    • Do not do things like malloc(17)!
malloc, part 2

• malloc is “always” used in a specific way:
  \[(t*)\text{malloc}(e \times \text{sizeof}(t))\]
• Returns a pointer to memory large enough to hold an array of length \(e\) with elements of type \(t\)
• It is still not initialized (use a loop)!
  – Underused friend: calloc (takes \(e\) and \(\text{sizeof}(t)\) as separate arguments, initializes everything to 0)
• malloc returns an untyped pointer (void*); the cast \((t*)\) tells C to treat it as a pointer to a block of type \(t\)
Half the battle

- We can now allocate memory of any size and have it “live” forever
- For example, we can allocate an array and use it indefinitely
- Unfortunately, computers do not have infinite memory so “living forever” could be a problem
- Java solution: Conceptually objects live forever, but the system has a garbage collector that finds unreachable objects and reclaims their space
- C solution: You explicitly free an object’s space by passing a pointer to it to the library function free
- Freeing heap memory correctly is very hard in complex software and is the disadvantage of C-style heap-allocation
**Everybody wants to be free(d once)**

```c
int * p = (int*)malloc(sizeof(int));
p = NULL; /* LEAK! */
int * q = (int*)malloc(sizeof(int));
free(q);
free(q); /* HYCSBWK */
int * r = (int*)malloc(sizeof(int));
free(r);
int * s = (int*)malloc(sizeof(int));
*s = 19;
*r = 17; /* HYCSBWK, but maybe *s==17 ?! */
```

- Problems much worse with functions:
  - f returns a pointer; (when) should f’s caller free the pointed-to object?
  - g takes two pointers and frees one pointed-to object. Can the other pointer be dereferenced?
The Rules

• For every run-time call to malloc there should be one run-time call to free
• If you “lose all pointers” to an object, you can’t ever call free (a leak)!
• If you “use an object after it’s freed” (or free it twice), you used a dangling pointer!
• Note: It’s possible but rare to use up too much memory without creating “leaks via no more pointers to an object”
• Interesting side-note: The standard-library must “remember” how big the object is (but it won’t tell you)
  – We will explore this further… later …. 
Valgrind

- Ideally there are no memory leaks, dangling pointers, or other bugs, but how do we check?

  - valgrind *program program-arguments*
    - Runs *program* with *program-arguments*
    - Catches pointer errors during execution
    - At end, prints summary of heap usage, including details of any memory leaks at termination

- But it *really* slows down execution
  - But still a fantastic diagnostic, debugging tool

- Valgrind has other options/tools but memory check is the default and most commonly used
Processes and the heap

• Recall: a process (running program) has a single address space (code, static/global, heap, stack)
• When a program terminates the address space is released by the OS
  – So any allocated memory is “reclaimed” since it no longer exists
• Good practices
  – OK to rely on this if appropriate, but…
  – Any data structure package that allocates storage should normally provide routines to free it so client code can release the space if the client wants to