The Hardware/Software Interface

CSE351 Winter 2013

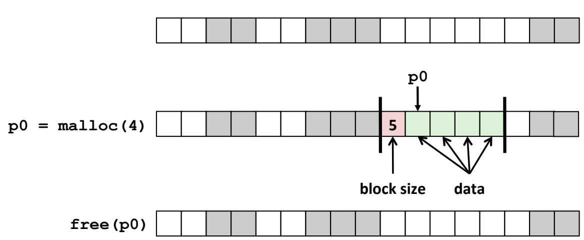
Memory Allocation II

Implementation Issues

- How do we know how much memory to free given just a pointer?
- How do we keep track of the free blocks?
- How do we pick a block to use for allocation (when many might fit)?
- What do we do with the extra space when allocating a structure that is smaller than the free block it is placed in?
- How do we reinsert freed block into the heap?

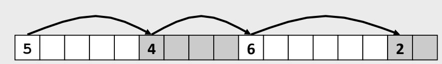
Knowing How Much to Free

- **Standard method**
  - Keep the length of a block in the word preceding the block
    - This word is often called the ***header field*** or ***header***
  - Requires an extra word for every allocated block

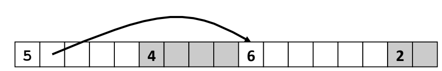


Keeping Track of Free Blocks

- **Method 1: *Implicit list* using length—links all blocks**



- **Method 2: *Explicit list* among the free blocks using pointers**



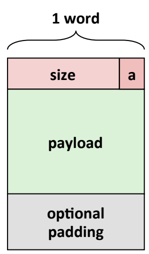
- **Method 3: *Segregated free list***
  - Different free lists for different size classes
- **Method 4: *Blocks sorted by size***
  - Can use a balanced binary tree (e.g. red-black tree) with pointers within each free block, and the length used as a key

Implicit Free Lists

- **For each block we need: size, is-allocated?**
  - Could store this information in two words: wasteful!
- **Standard trick**
  - If blocks are aligned, some low-order size bits are always 0
  - Instead of storing an always-0 bit, use it as a allocated/free flag
  - When reading size, must remember to mask out this bit

e.g. with 8-byte alignment, sizes look like:
00000000
00001000
00010000
00011000
...

Format of allocated and free blocks



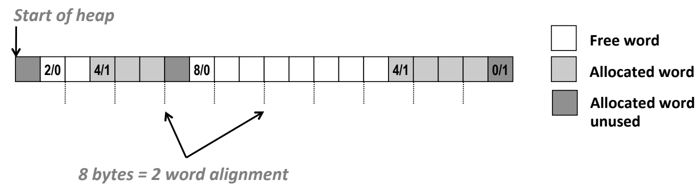
a = 1: allocated block
a = 0: free block

size: block size

payload: application data (allocated blocks only)

Implicit Free List Example

Sequence of blocks in heap: 2/0, 4/1, 8/0, 4/1 (size/allocated)



- **8-byte alignment**
  - May require initial unused word
  - Causes some internal fragmentation
- **One word (0/1) to mark end of list**

Implicit List: Finding a Free Block

*p gets the block *header*
*p & 1 extracts the allocated bit
*p & -2 masks the allocated bit, gets just the size

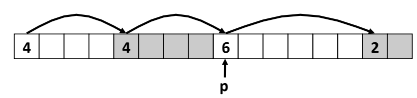
- ***First fit:***
  - Search list from beginning, choose ***first*** free block that fits:

```
p = heap_start;
while ((p < end) &&     \\ not passed end
       ((*p & 1) ||     \\ already allocated
       (*p <= len)))    \\ too small
  p = p + (*p & -2);    \\ goto next block
```

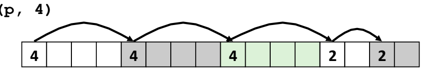
  - Can take time linear in total number of blocks (allocated and free)
  - In practice it can cause "splinters" at beginning of list
- ***Next fit:***
  - Like first-fit, but search list starting where previous search finished
  - Should often be faster than first-fit: avoids re-scanning unhelpful blocks
  - Some research suggests that fragmentation is worse
- ***Best fit:***
  - Search the list, choose the ***best*** free block: fits, with fewest bytes left over
  - Keeps fragments small—usually helps fragmentation
  - Will typically run slower than first-fit

Implicit List: Allocating in Free Block

- **Allocating in a free block: *splitting***
  - Since allocated space might be smaller than free space, we might want to split the block



`addblock(p, 4)`

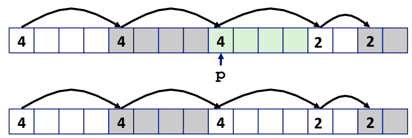



```
void addblock(ptr p, int len) {
  int newsize = ((len + 1) >> 1) << 1;  // round up to even
  int oldsize = *p & -2;                // mask out low bit
  *p = newsize | 1;                     // set new length + allocated
  if (newsize < oldsize)
    *(p+newsize) = oldsize - newsize;   // set length in remaining
}                                       //   part of block
```

Implicit List: Freeing a Block

- **Simplest implementation:**
  - Need only clear the “allocated” flag
    `void free_block(ptr p) { *p = *p & -2 }`
  - But can lead to “false fragmentation”

free(p)



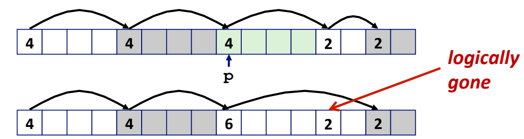
malloc(5) ***Oops!***

There is enough free space, but the allocator won’t be able to find it

Implicit List: Coalescing

- **Join *(coalesce)* with next/previous blocks, if they are free**
  - Coalescing with next block

free(p)

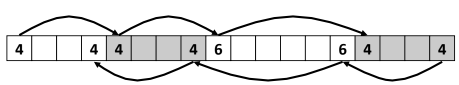



```
void free_block(ptr p) {
    *p = *p & -2;           // clear allocated bit
    next = p + *p;          // find next block
    if ((*next & 1) == 0)
      *p = *p + *next;      // add to this block if
}                           //    not allocated
```

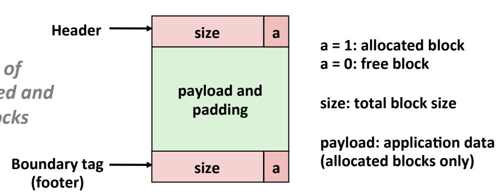
- But how do we coalesce with the *previous* block?

Implicit List: Bidirectional Coalescing

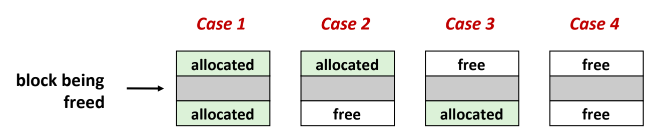
- ***Boundary tags*** [Knuth73]
  - Replicate size/allocated word at “bottom” (end) of free blocks
  - Allows us to traverse the “list” backwards, but requires extra space
  - Important and general technique!



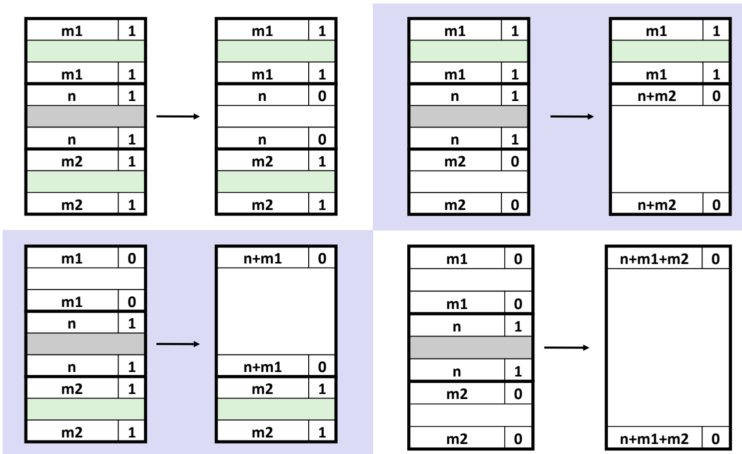
Format of allocated and free blocks



Constant Time Coalescing



Constant Time Coalescing

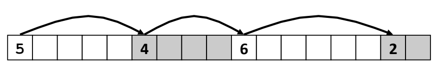


Implicit Free Lists: Summary

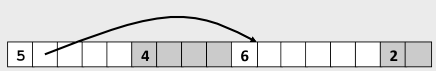
- **Implementation: very simple**
- **Allocate cost:**
  - linear time (in total number of heap blocks) worst case
- **Free cost:**
  - constant time worst case
  - even with coalescing
- **Memory utilization:**
  - will depend on placement policy
  - First-fit, next-fit or best-fit
- **Not used in practice for `malloc()/free()` because of linear-time allocation**
  - used in some special purpose applications
- **The concepts of splitting and boundary tag coalescing are general to *all* allocators**

Keeping Track of Free Blocks

- **Method 1: *Implicit free list* using length—links all blocks**



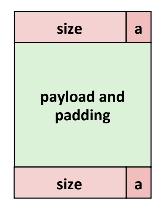
- **Method 2: *Explicit free list* among the free blocks using pointers**



- **Method 3: *Segregated free list***
  - Different free lists for different size classes
- **Method 4: *Blocks sorted by size***
  - Can use a balanced tree (e.g. Red-Black tree) with pointers within each free block, and the length used as a key

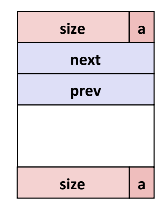
Explicit Free Lists

Allocated block:



(same as implicit free list)

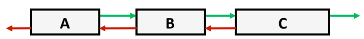
Free block:



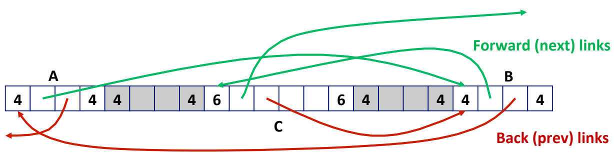
- **Maintain list(s) of *free* blocks, rather than implicit list of *all* blocks**
  - The "next" free block could be anywhere in the heap
    - So we need to store forward/back pointers, not just sizes
  - Luckily we track only free blocks, so we can use payload area for pointers
  - Still need boundary tags for coalescing

Explicit Free Lists

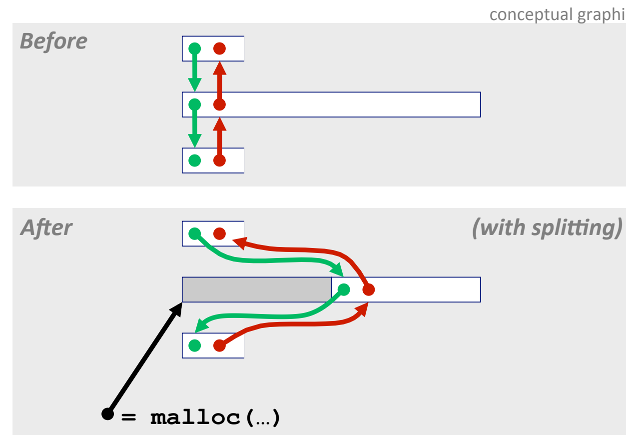
- **Logically (doubly-linked lists):**



- **Physically: blocks can be in any order**



Allocating From Explicit Free Lists

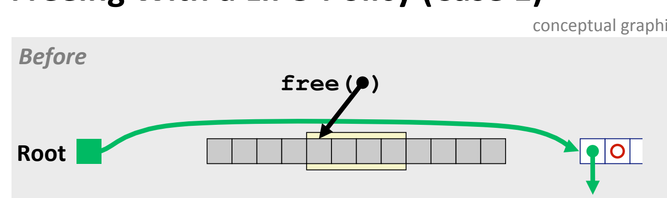


Freeing With Explicit Free Lists

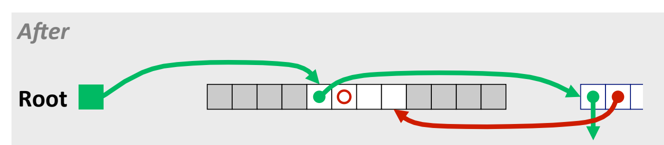
- ***Insertion policy*: Where in the free list do you put a newly freed block?**
  - LIFO (last-in-first-out) policy
    - Insert freed block at the beginning of the free list
    - ***Pro:*** simple and constant time
    - ***Con:*** studies suggest fragmentation is worse than address ordered
  - Address-ordered policy
    - Insert freed blocks so that free list blocks are always in address order:

      addr(prev) < addr(curr) < addr(next)
    - ***Con:*** requires linear-time search when blocks are freed
    - ***Pro:*** studies suggest fragmentation is lower than LIFO

Freeing With a LIFO Policy (Case 1)

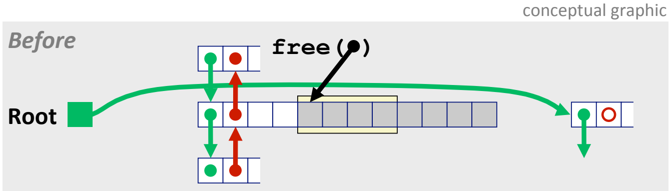


- **Insert the freed block at the root of the list**

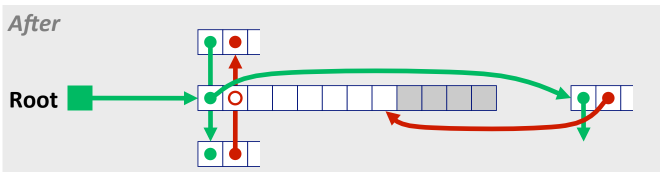


Freeing With a LIFO Policy (Case 2)

conceptual graphic

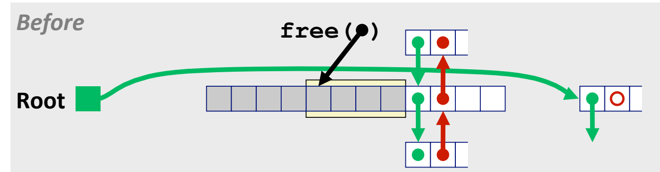


- Splice out predecessor block, coalesce both memory blocks, and insert the new block at the root of the list

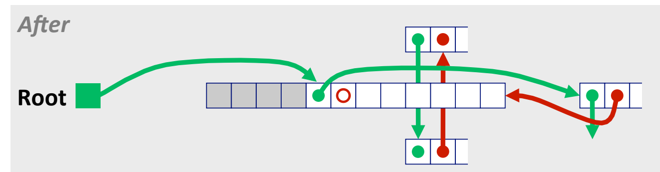


Freeing With a LIFO Policy (Case 3)

conceptual graphic

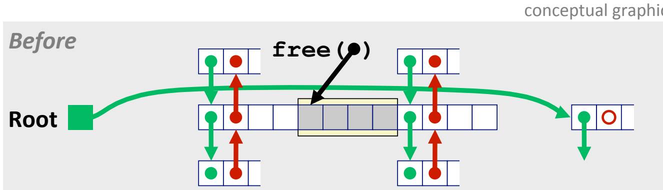


- Splice out successor block, coalesce both memory blocks and insert the new block at the root of the list

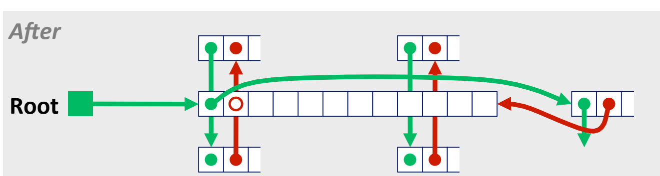


Freeing With a LIFO Policy (Case 4)

conceptual graphic



- Splice out predecessor and successor blocks, coalesce all 3 memory blocks and insert the new block at the root of the list



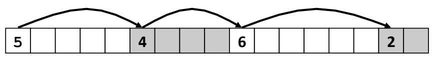
Explicit List Summary

- **Comparison to implicit list:**
  - Allocate is linear time in number of ***free*** blocks instead of ***all*** blocks
    - ***Much faster*** when most of the memory is full
  - Slightly more complicated allocate and free since needs to splice blocks in and out of the list
  - Some extra space for the links (2 extra words needed for each block)
    - Possibly increases minimum block size, leading to more internal fragmentation

- **Most common use of explicit lists is in conjunction with segregated free lists**
  - Keep multiple linked lists of different size classes, or possibly for different types of objects

Keeping Track of Free Blocks

- **Method 1: *Implicit list* using length—links all blocks**



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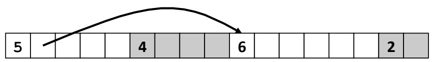

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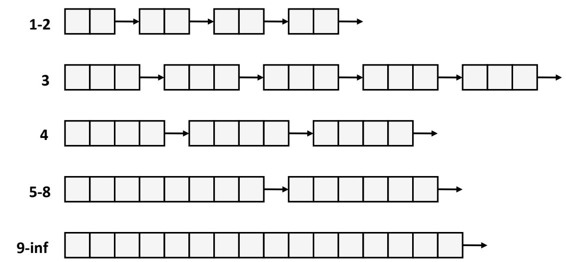
Segregated List (Seglist) Allocators

- **Each *size class* of blocks has its own free list**



- **Often have separate classes for each small size**
- **For larger sizes: One class for each two-power size**

Seglist Allocator

- **Given an array of free lists, each one for some size class**
- **To allocate a block of size *n*:**
  - Search appropriate free list for block of size $m > n$
  - If an appropriate block is found:
    - Split block and place fragment on appropriate list (optional)
  - If no block is found, try next larger class
  - Repeat until block is found
- **If no block is found:**
  - Request additional heap memory from OS (using `sbrk()`)
  - Allocate block of *n* bytes from this new memory
  - Place remainder as a single free block in largest size class

Seglist Allocator (cont.)

- **To free a block:**
  - Coalesce and place on appropriate list (optional)
- **Advantages of seglist allocators**
  - Higher throughput
    - log time for power-of-two size classes
  - Better memory utilization
    - First-fit search of segregated free list approximates a best-fit search of entire heap.
    - Extreme case: Giving each block its own size class is equivalent to best-fit.

Summary of Key Allocator Policies

- **Placement policy:**
  - First-fit, next-fit, best-fit, etc.
  - Trades off lower throughput for less fragmentation
  - ***Observation:*** segregated free lists approximate a best fit placement policy without having to search entire free list
- **Splitting policy:**
  - When do we go ahead and split free blocks?
  - How much internal fragmentation are we willing to tolerate?
- **Coalescing policy:**
  - ***Immediate coalescing:*** coalesce each time `free()` is called
  - ***Deferred coalescing:*** try to improve performance of `free()` by deferring coalescing until needed. Examples:
    - Coalesce as you scan the free list for `malloc()`
    - Coalesce when the amount of external fragmentation reaches some threshold

More Info on Allocators

- **D. Knuth, "*The Art of Computer Programming*", 2nd edition, Addison Wesley, 1973**
  - The classic reference on dynamic storage allocation
- **Wilson et al, "*Dynamic Storage Allocation: A Survey and Critical Review*", Proc. 1995 Int'l Workshop on Memory Management, Kinross, Scotland, Sept, 1995.**
  - Comprehensive survey
  - Available from CS:APP student site (csapp.cs.cmu.edu)