

Memory Allocation I

CSE 351 Autumn 2020

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WHEN WILL WE FORGET?

BASED ON US CENSUS BUREAU
NATIONAL POPULATION PROJECTIONS

ASSUMING WE DON'T REMEMBER CULTURAL
EVENTS FROM BEFORE AGE 5 OR 6

BY THIS YEAR:	THE MAJORITY OF AMERICANS WILL BE TOO YOUNG TO REMEMBER:
2016	RETURN OF THE JEDI RELEASE
2017	THE FIRST APPLE MACINTOSH
2018	NEW COKE
2019	CHALLENGER
2020	CHERNOBYL
2021	BLACK MONDAY
2022	THE REAGAN PRESIDENCY
2023	THE BERLIN WALL
2024	HAMMERTIME
2025	THE SOVIET UNION
2026	THE LA RIOTS
2027	LORENA BOBBITT
2028	THE FORREST GUMP RELEASE
2029	THE RWANDAN GENOCIDE
2030	OT SIMPSON'S TRIAL
2038	A TIME BEFORE FACEBOOK
2039	VH1'S I LOVE THE 90s
2040	HURRICANE KATRINA
2041	THE PLANET PLUTO
2042	THE FIRST iPhone
2047	ANYTHING EMBARRASSING YOU DO TODAY

Adapted from

<https://xkcd.com/1093/>

Administrivia

- ❖ hw22 due Wed, hw24 due Fri, hw25 due next Wed
- ❖ Lab 4 due tonight, Lab 5 released Tue
- ❖ Final Details (*not* cumulative, no GDB)
 - Final review section on 12/10, no lecture on 12/11
 - Group stage (12/11-13), Individual stage (12/16-17)
 - New group signup and matching forms
 - Aiming for 3-5 hr group, 1-3 hr individual
 - Assumes studying from a significant number of past finals beforehand

Roadmap

C:

```
car *c = malloc(sizeof(car));
c->miles = 100;
c->gals = 17;
float mpg = get_mpg(c);
free(c);
```

Java:

```
Car c = new Car();
c.setMiles(100);
c.setGals(17);
float mpg =
    c.getMPG();
```

- Memory & data
- Integers & floats
- x86 assembly
- Procedures & stacks
- Executables
- Arrays & structs
- Memory & caches
- Processes
- Virtual memory
- Memory allocation**
- Java vs. C

Assembly language:

```
get_mpg:
    pushq    %rbp
    movq    %rsp, %rbp
    ...
    popq    %rbp
    ret
```

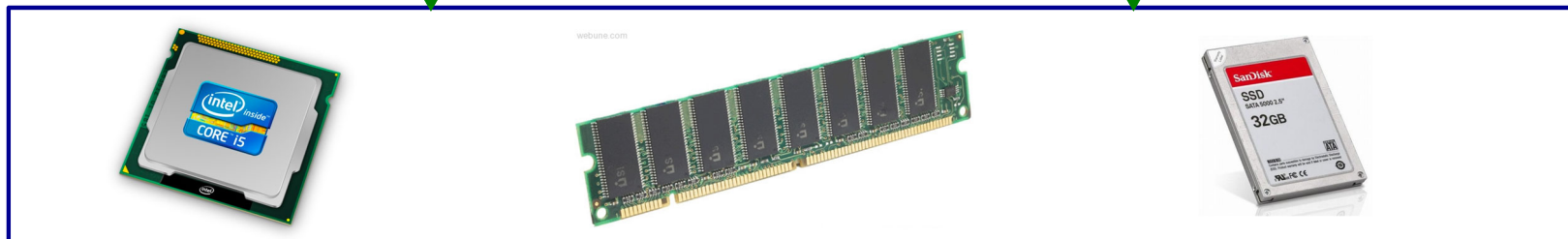
Machine code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

OS:



Computer system:



Reading Review

- ❖ Terminology:
 - Dynamically-allocated data: malloc, free
 - Allocators: implicit vs. explicit allocators, heap blocks, implicit vs. explicit free lists
 - Heap fragmentation: internal vs. external

- ❖ Questions from the Reading?

Multiple Ways to Store Program Data

❖ Static global data

- Fixed size at compile-time
- Entire *lifetime of the program* (loaded from executable)
- Portion is read-only (e.g., string literals)

```
int array[1024];

void foo(int n) {
    int tmp;
    int local_array[n];

    int* dyn =
        (int*)malloc(n*sizeof(int));
}
```

❖ Stack-allocated data

- Local/temporary variables
 - Can be dynamically sized (in some versions of C)
- Known *lifetime* (deallocated on `return`)

❖ **Dynamic (heap) data**

- Size known only at runtime (*i.e.*, based on user-input)
 - Lifetime known only at runtime (long-lived data structures)
-

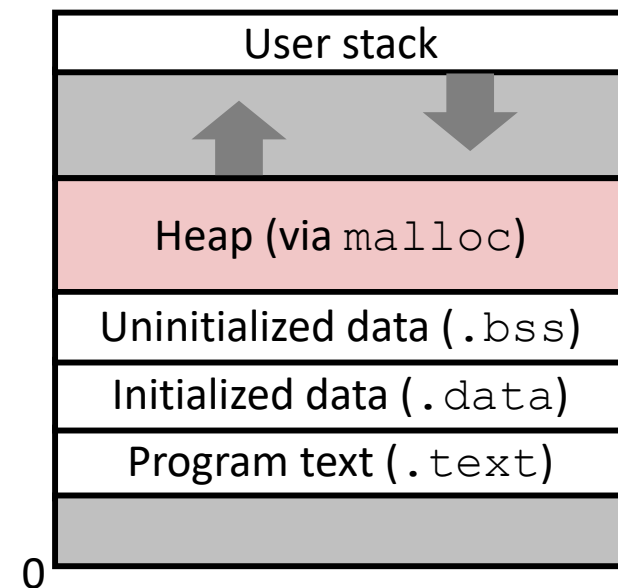
Memory Allocation

- ❖ **Dynamic memory allocation**
 - Introduction and goals
 - Allocation and deallocation (free)
 - Fragmentation
- ❖ Explicit allocation implementation
 - Implicit free lists
 - Explicit free lists (Lab 5)
 - Segregated free lists
- ❖ Implicit deallocation: garbage collection
- ❖ Common memory-related bugs in C

Dynamic Memory Allocation

❖ Programmers use **dynamic memory allocators** to acquire virtual memory at run time

- For data structures whose size (or lifetime) is known only at runtime
- Manage the heap of a process' virtual memory:



❖ Types of allocators

★ **Explicit allocator:** programmer allocates and frees space

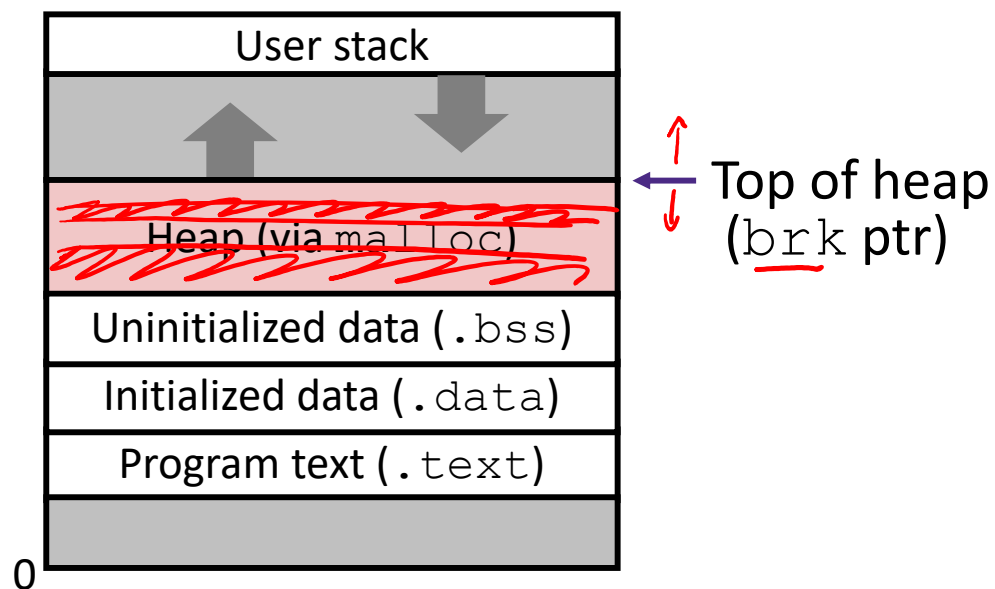
- Example: `malloc` and `free` in C

■ **Implicit allocator:** programmer only allocates space (no free)

- Example: garbage collection in Java, Caml, and Lisp

Dynamic Memory Allocation

- ❖ Allocator organizes heap as a collection of variable-sized ^{heap} *blocks*, which are either *allocated* or *free*
 - Allocator requests pages in the heap region; virtual memory hardware and OS kernel allocate these pages to the process
 - Application objects are typically smaller than pages, so the allocator manages blocks *within* pages
 - (Larger objects handled too; ignored here)



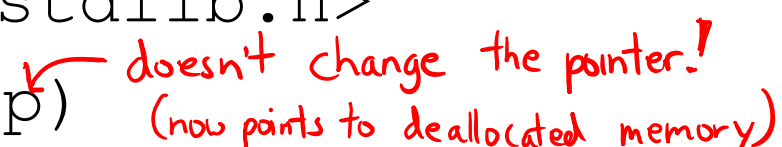
Allocating Memory in C

- ❖ Need to `#include <stdlib.h>`
- ❖ `void* malloc(size_t size)`
 - Allocates a continuous block of `size` bytes of uninitialized memory
 - Returns a pointer to the beginning of the allocated block; `NULL` indicates a failed request
 - Typically aligned to an 8-byte (x86) or 16-byte (x86-64) boundary
 - Returns NULL if allocation failed (also sets `errno`) or `size==0`
 - Different blocks not necessarily adjacent
- ❖ Good practices:
 - `ptr = (int*) malloc(n*sizeof(int));`
 - `sizeof` makes code more portable
 - `void*` is implicitly cast into any pointer type; explicit typecast will help you catch coding errors when pointer types don't match

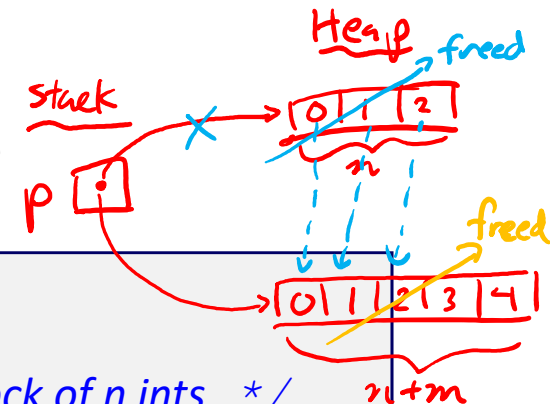
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- ❖ Related functions:
 - `void* calloc(size_t nitems, size_t size)`
 - “Zeros out” allocated block
 - `void* realloc(void* ptr, size_t size)`
 - Changes the size of a previously allocated block (if possible)
 - `void* sbrk(intptr_t increment)`
 - Used internally by allocators to grow or shrink the heap

Freeing Memory in C

- ❖ Need to `#include <stdlib.h>`
- ❖ `void free(void* p)` 
 - Releases whole block pointed to by `p` to the pool of available memory
 - Pointer `p` must be the address *originally* returned by `m/c/realloc` (*i.e.*, beginning of the block), otherwise system exception raised
 - Don't call `free` on a block that has already been released
 - No action occurs if you call `free(NULL)`

Memory Allocation Example in C



```

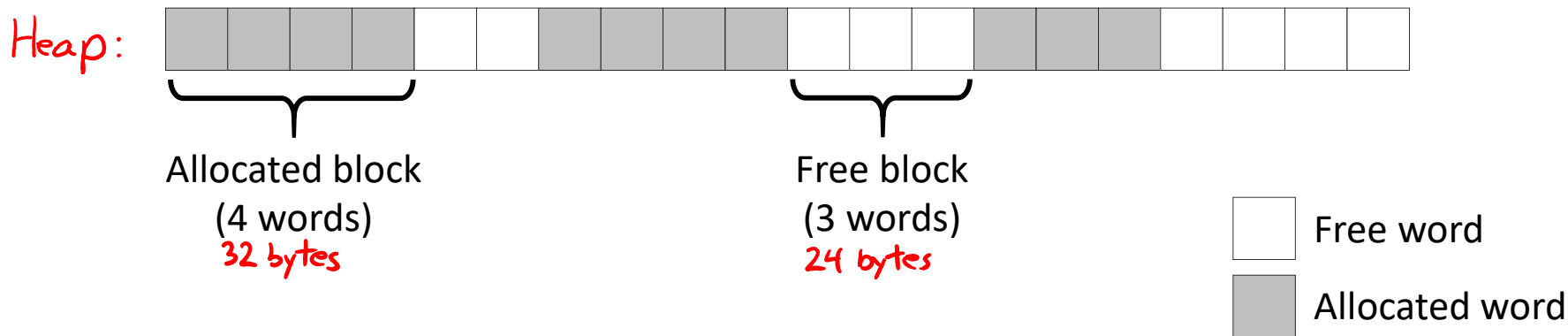
void foo(int n, int m) {
    int i, *p;
    ① p = (int*) malloc(n*sizeof(int)); /* allocate block of n ints */
    if (p == NULL) { /* check for allocation error */
        perror("malloc"); ← prints message related to errno
        exit(0);
    }
    for (i=0; i<n; i++) /* initialize int array */
        p[i] = i;

    ② p = (int*) realloc(p, (n+m)*sizeof(int)); /* add space for m ints to end of p block */
    if (p == NULL) { /* check for allocation error */
        perror("realloc");
        exit(0);
    }
    for (i=n; i < n+m; i++) /* initialize new spaces */
        p[i] = i;
    for (i=0; i<n+m; i++) /* print new array */
        printf("%d\n", p[i]);
    ③ free(p); /* free p */
}
    
```

□ = 1 word = 8 bytes

Notation

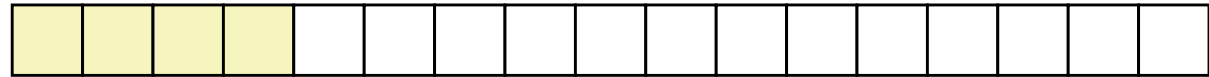
- ❖ We will draw memory divided into *words*
 - Each *word* is 64 bits = 8 bytes
 - Allocations will be in sizes that are a multiple of boxes (*i.e.*, multiples of 8 bytes)
 - Book and old videos still use 4-byte *word*
 - Holdover from 32-bit version of textbook 😞



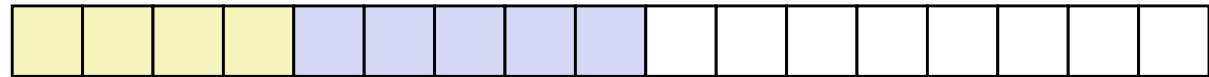
Allocation Example

□ = 8-byte word

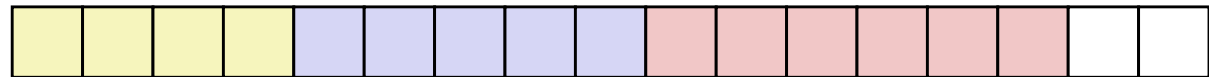
p1 = malloc(32)



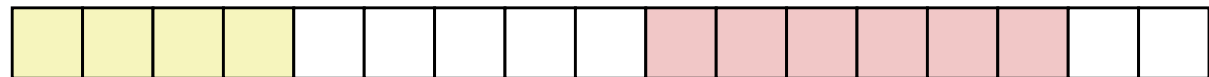
p2 = malloc(40)



p3 = malloc(48)

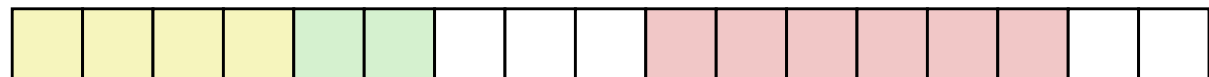


free(p2)



depends on allocator placement policy

p4 = malloc(16)



Implementation Interface

❖ Applications

- Can issue arbitrary sequence of `malloc` and `free` requests
- Must never access memory not currently allocated
- Must never free memory not currently allocated
 - Also must only use `free` with previously `malloc`'ed blocks

❖ Allocators

- Can't control number or size of allocated blocks
- Must respond immediately to `malloc` (can't reorder or buffer)
- Must allocate blocks from free memory (blocks can't overlap)
- Must align blocks so they satisfy all alignment requirements
- ★ Can't move the allocated blocks (defragmentation not allowed)
would break your pointers!

Performance Goals

- ❖ **Goals:** Given some sequence of `malloc` and `free` requests $R_0, R_1, \dots, R_k, \dots, R_{n-1}$, maximize **throughput** and **peak memory utilization**
 - These goals are often conflicting

1) Throughput

- Number of completed requests per unit time
- Example:
 - If 5,000 `malloc` calls and 5,000 `free` calls completed in 10 seconds, then throughput is 1,000 operations/second

Performance Goals

- ❖ Definition: *Aggregate payload* P_k
 - `malloc(p)` results in a block with a *payload* of p bytes
 - After request R_k has completed, the *aggregate payload* P_k is the sum of currently allocated payloads
- ❖ Definition: *Current heap size* H_k
 - Assume H_k is monotonically non-decreasing
 - Allocator can increase size of heap using `sbrk`

2) Peak Memory Utilization

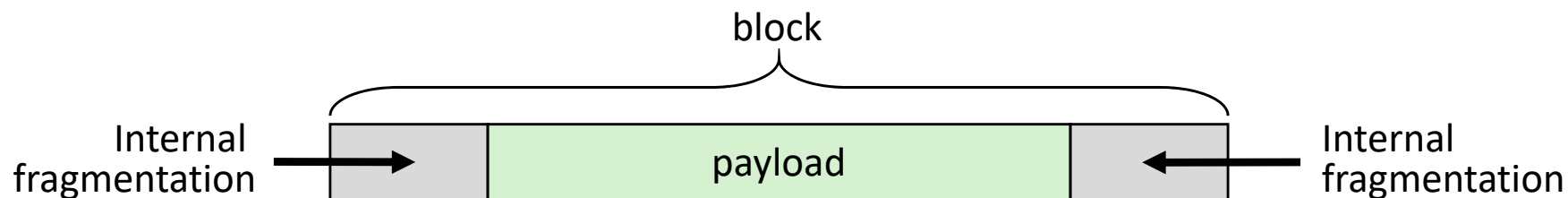
- Defined as $U_k = (\max_{i \leq k} P_i) / H_k$ after $k+1$ requests
- Goal: maximize utilization for a sequence of requests
- Why is this hard? And what happens to throughput?
pack fast or pack tight?

Fragmentation


- ❖ Poor memory utilization is caused by *fragmentation*
 - Sections of memory are not used to store anything useful, but cannot satisfy allocation requests
 - Two types: *internal* and *external*
- ❖ **Recall:** Fragmentation in structs
 - Internal fragmentation was wasted space *inside* of the struct (between fields) due to alignment
 - External fragmentation was wasted space *between* struct instances (*e.g.*, in an array) due to alignment
- ❖ Now referring to wasted space in the heap *inside* or *between* allocated blocks

Internal Fragmentation

- ❖ For a given block, *internal fragmentation* occurs if payload is smaller than the block

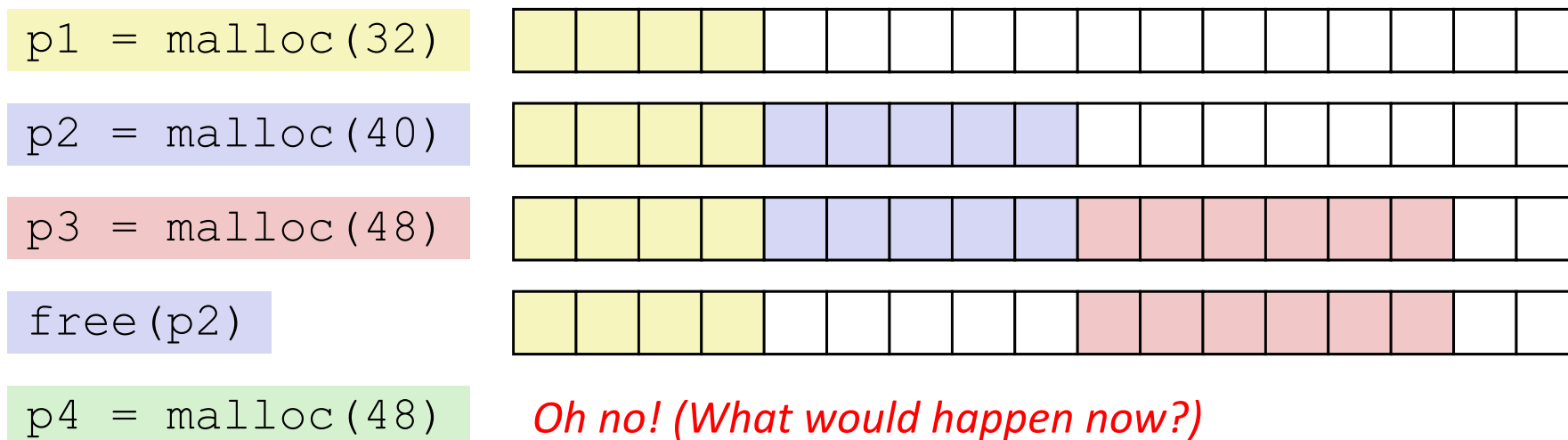


- ❖ **Causes:**
 - Padding for alignment purposes
 - Overhead of maintaining heap data structures (inside block, outside payload)
 - Explicit policy decisions (e.g., return a big block to satisfy a small request) *faster throughput to not individually size every block*
- ❖ Easy to measure because only depends on past requests

 = 8-byte word

External Fragmentation

- ❖ For the heap, *external fragmentation* occurs when allocation/free pattern leaves “holes” between blocks
 - That is, the aggregate payload is non-continuous
 - Can cause situations where there is enough aggregate heap memory to satisfy request, but no single free block is large enough



- ❖ Don't know what future requests will be
 - Difficult to impossible to know if past placements will become problematic

Polling Question

- ❖ Which of the following statements is FALSE?
 - Vote in Ed Lessons
 - A. **Temporary arrays should *not* be allocated on the Heap**
should allocate on the Stack
 - B. **malloc returns an address of a block that is filled with garbage**
allocates only; no initialization
 - C. **Peak memory utilization is a measure of both internal and external fragmentation**
aggregate payload / heap size
 - D. **An allocation failure will cause your program to stop**
just returns NULL
 - E. **We're lost...**

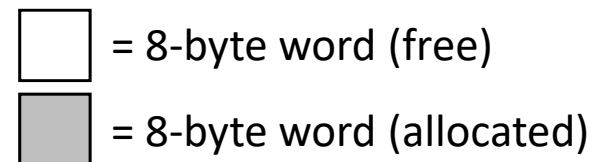
Implementation Issues

- ❖ 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 a freed block into the heap?

today

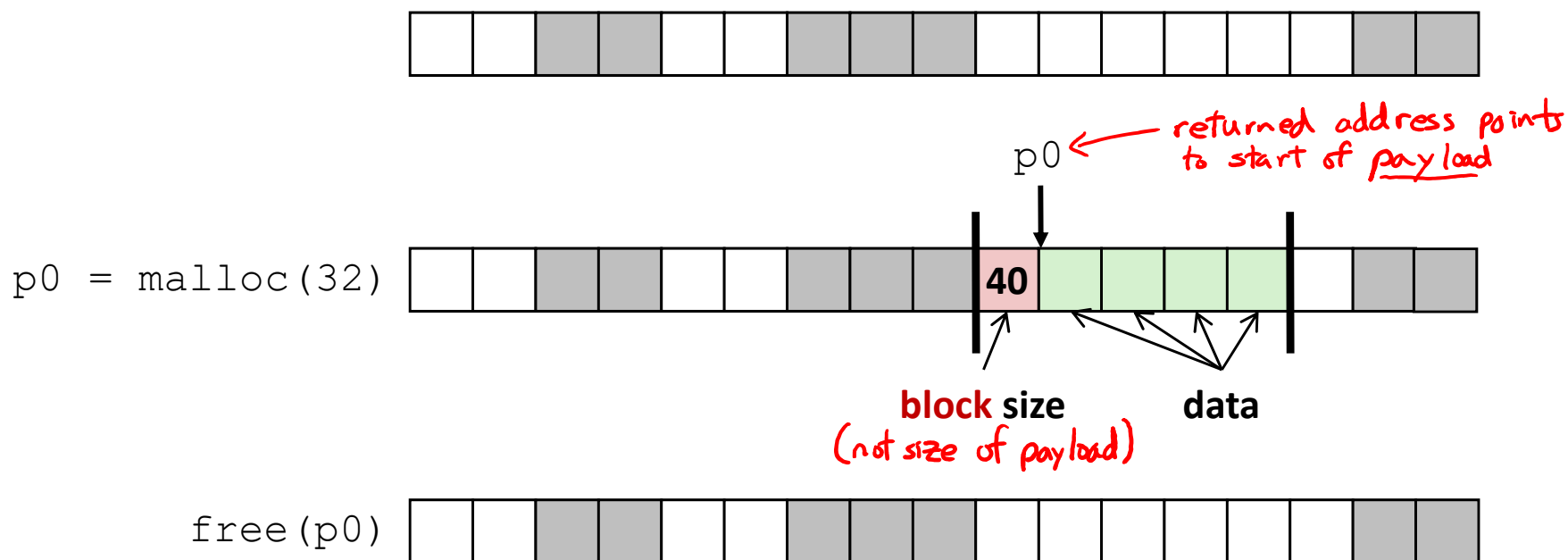
next lecture

Knowing How Much to Free

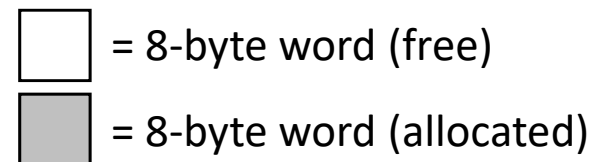


❖ Standard method

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

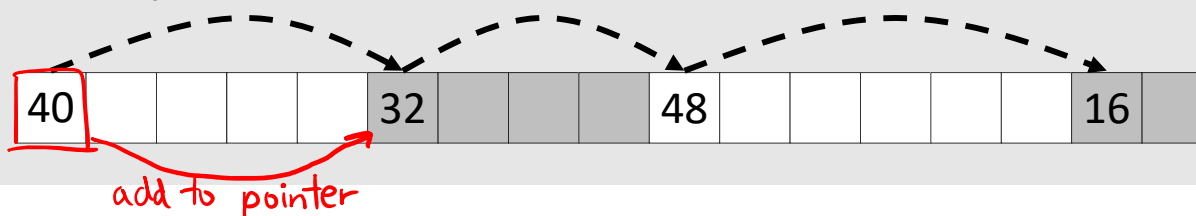


Keeping Track of Free Blocks



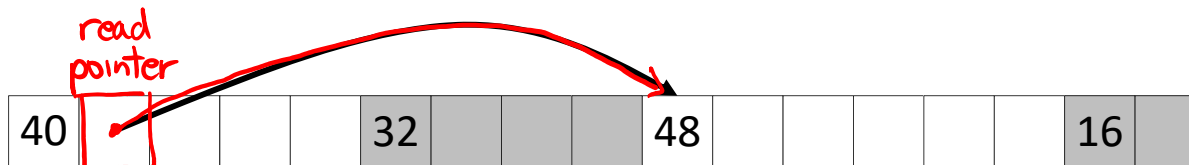
1) *Implicit free list* using length – links all blocks using math

- No actual pointers, and must check each block if allocated or free



2) *Explicit free list* among only the free blocks, using pointers

(linked list!)



3) *Segregated free list*

- Different free lists for different size “classes”

4) *Blocks sorted by size*

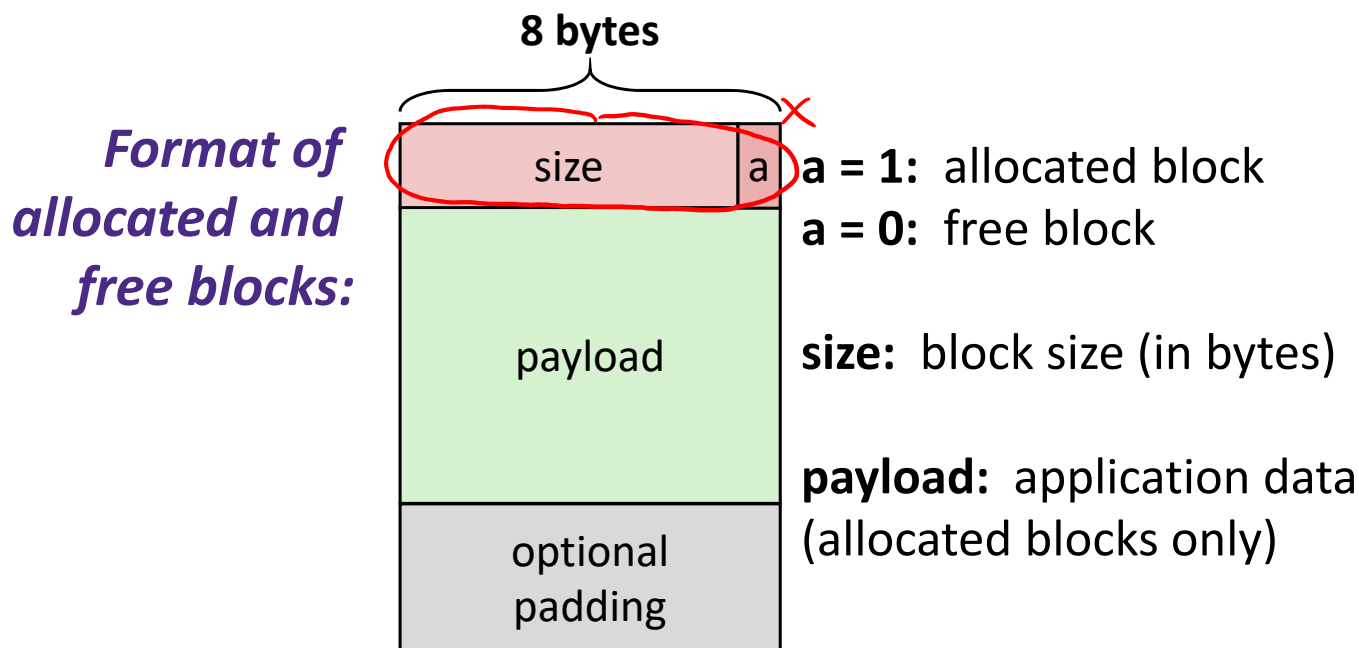
- Can use a balanced binary tree (e.g., red-black tree) with pointers within each free block, and the length used as a key

Implicit Free Lists

- ❖ For each block we need: **size, is-allocated?**
 - Could store using two words, but wasteful
- ❖ Standard trick
 - If blocks are aligned, some low-order bits of `size` are always 0
 - Use lowest bit as an allocated/free flag (fine as long as aligning to $K > 1$)
 - When reading `size`, must remember to mask out this bit!

address is multiple of 8 = 0b1000

e.g., with 8-byte alignment,
possible values for size:
00001000 = 8 bytes
00010000 = 16 bytes
00011000 = 24 bytes
...



If `x` is first word (header):

```

x = size | a;
a = x & 1;
size = x & ~1;
    
```

Header Questions

- ❖ How many “flags” can we fit in our header if our allocator uses 16-byte alignment?

all multiples of 16 have lowest 4 bits as zeros. $\Rightarrow 16 = 0b10000$

4 flags

- ❖ If we placed a new “flag” in the second least significant bit, write out a C expression that will extract this new flag from header

two steps: ① mask out bit ②
② shift into LSB ①

$(\text{header} \& 2) \gg 1$

$(\text{header} \gg 1) \& 1$