

堆分配与堆块合并

Step.1

`p0 = malloc(248)`

`p1 = malloc(504)`

`p2 = malloc(760)`

`p3 = malloc(1016)`

chunk 0

256 + 1

[248]

chunk 1

512 + 1

[504]

chunk 2

768 + 1

[760]

chunk 3

1024 + 1

[1016]

un_size + 1

__memalign_hook

p0

p1

0xb7fc4470

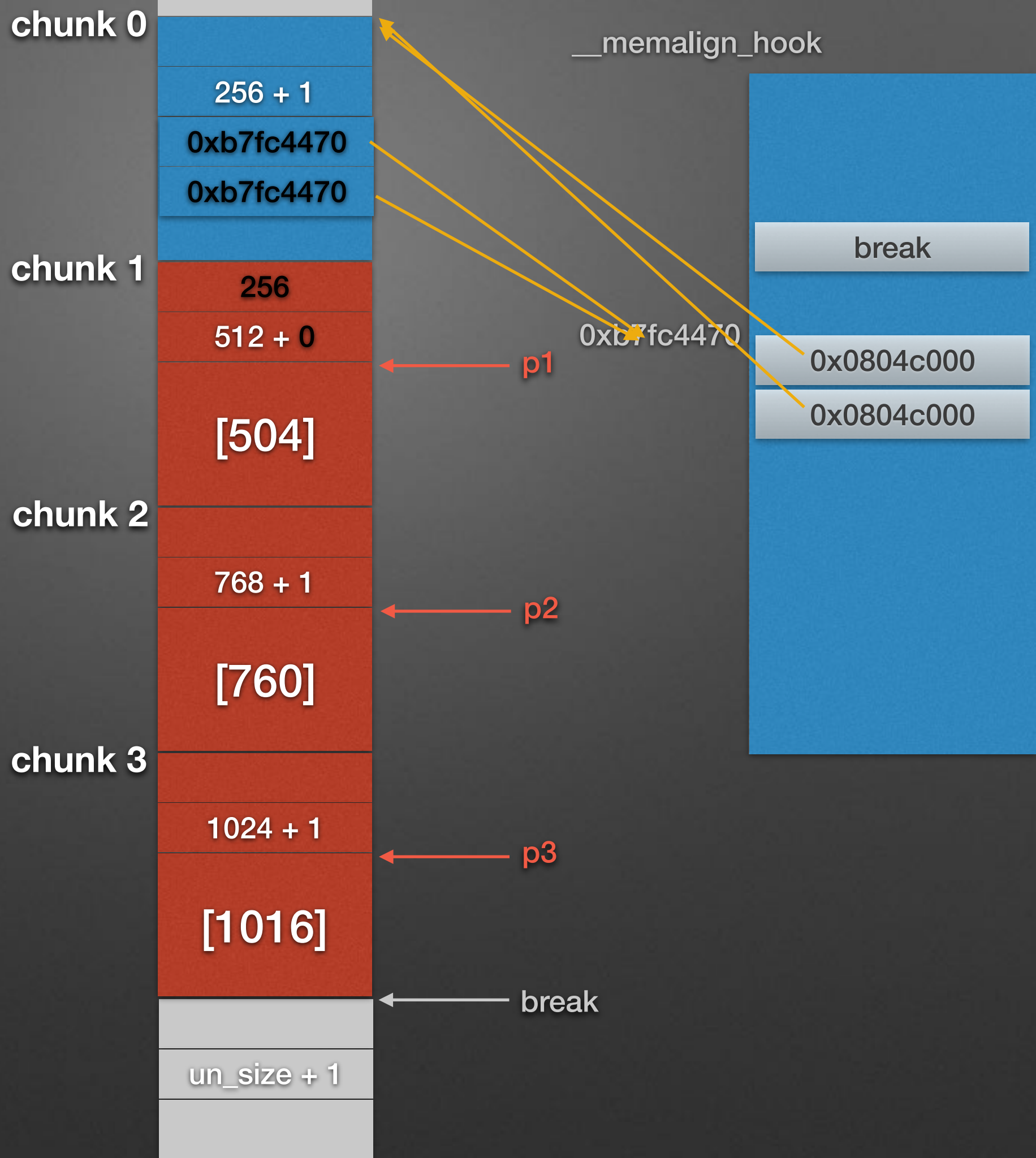
p2

p3

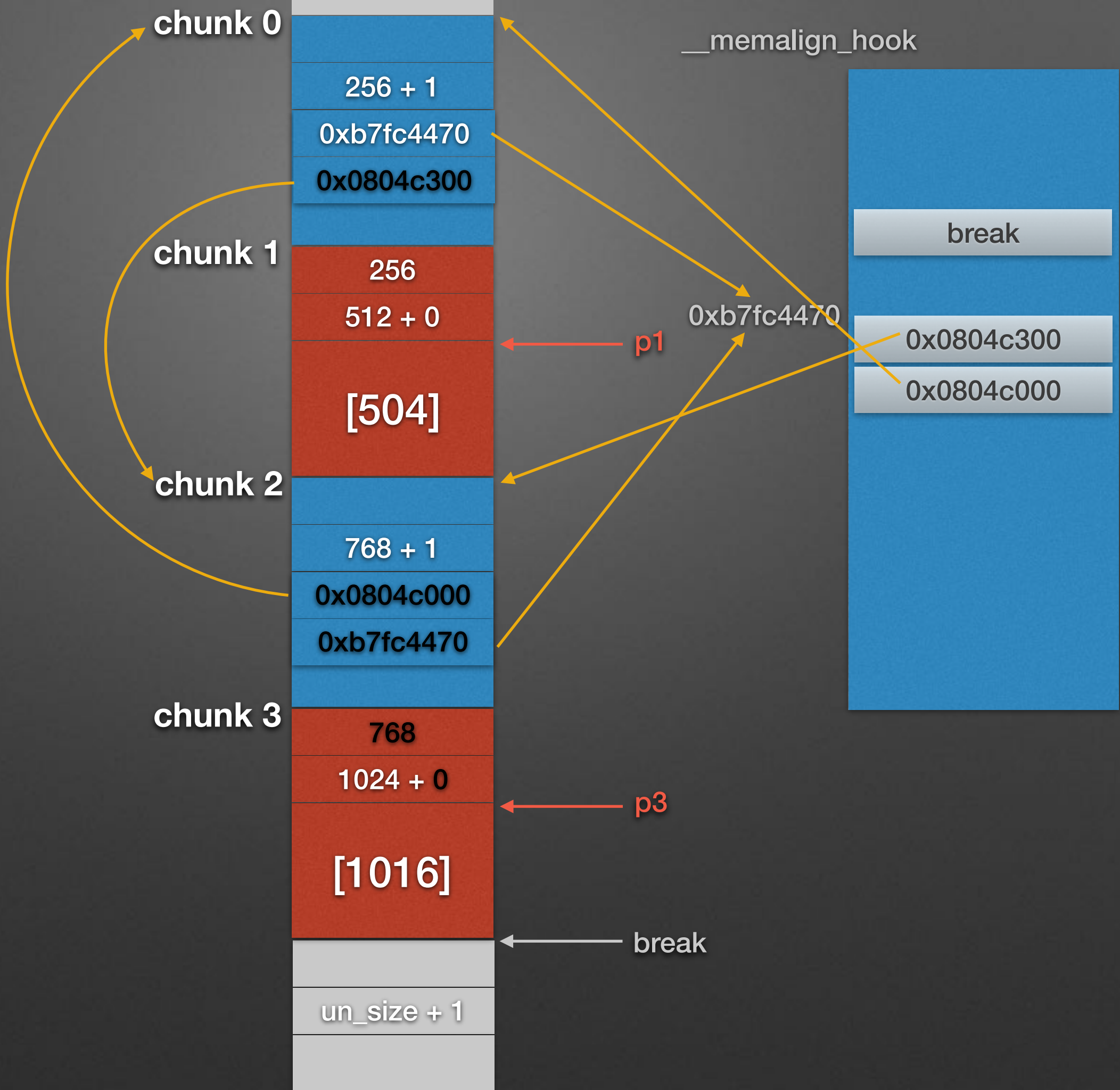
break

break

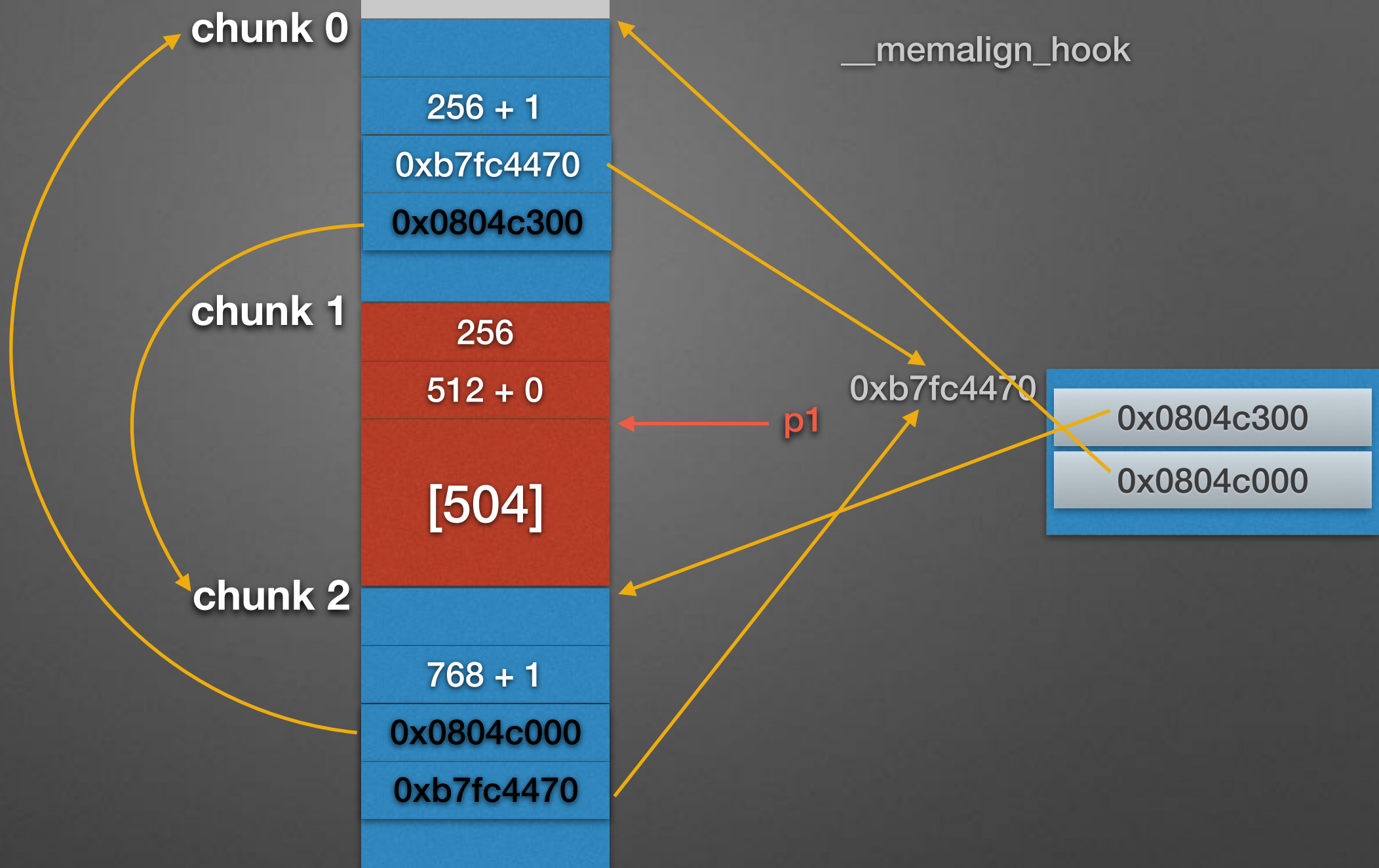
Step.2
free(p0)

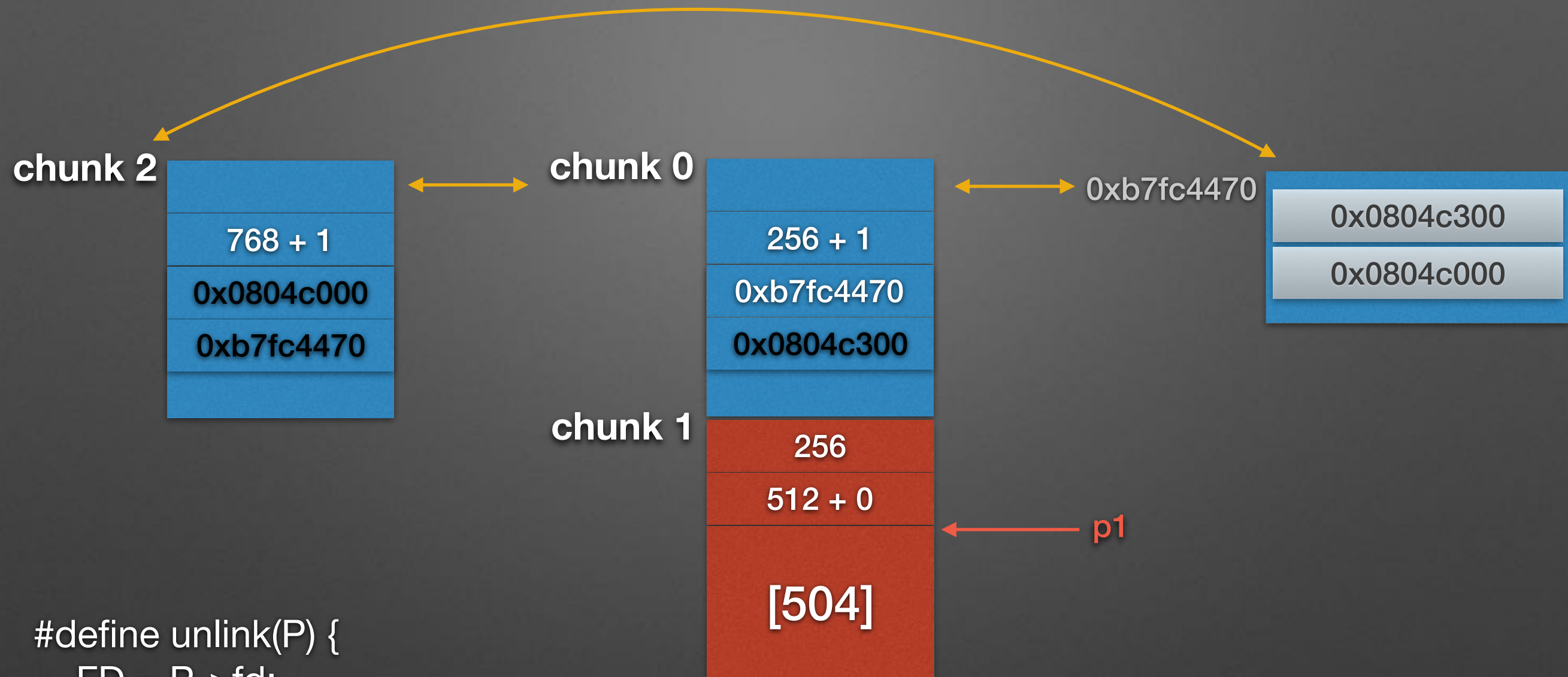


Step.3
free(p2)

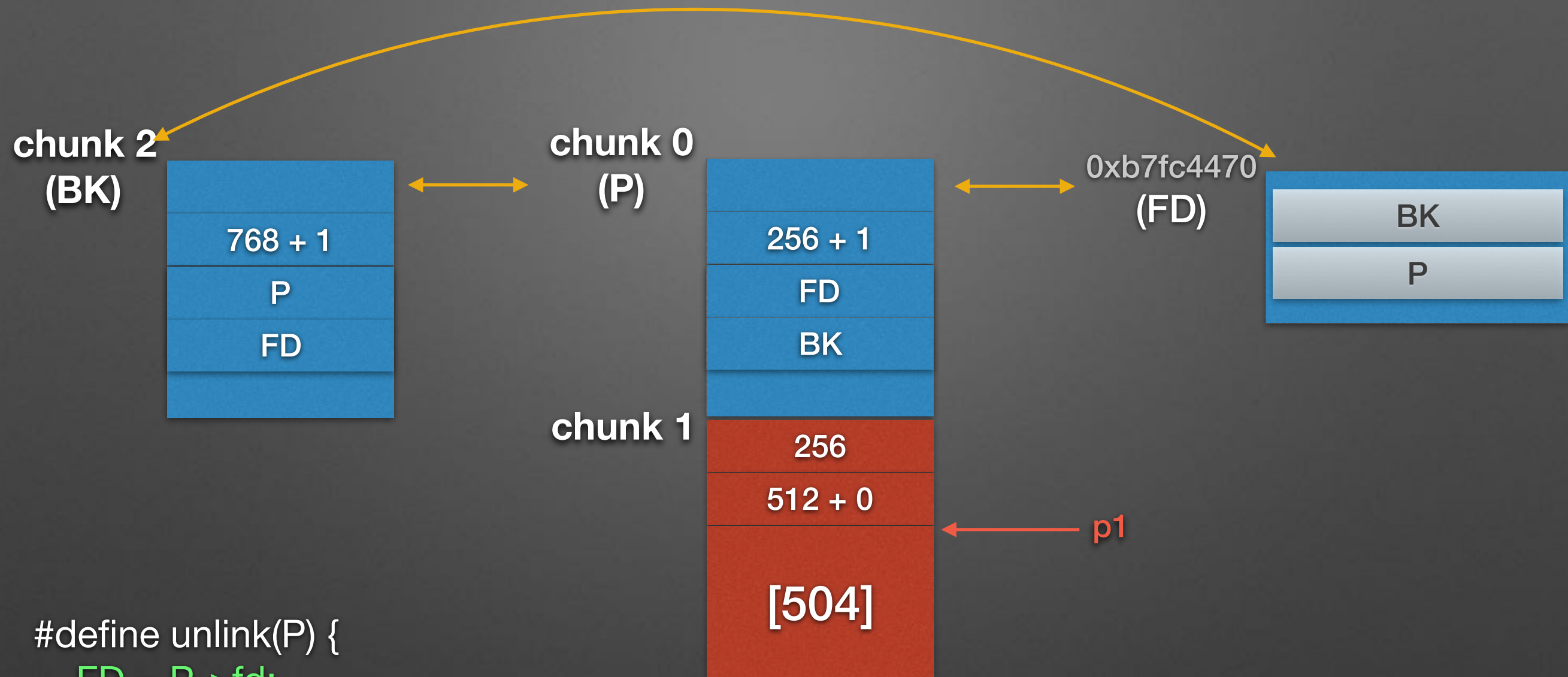


Step.4
free(p1)

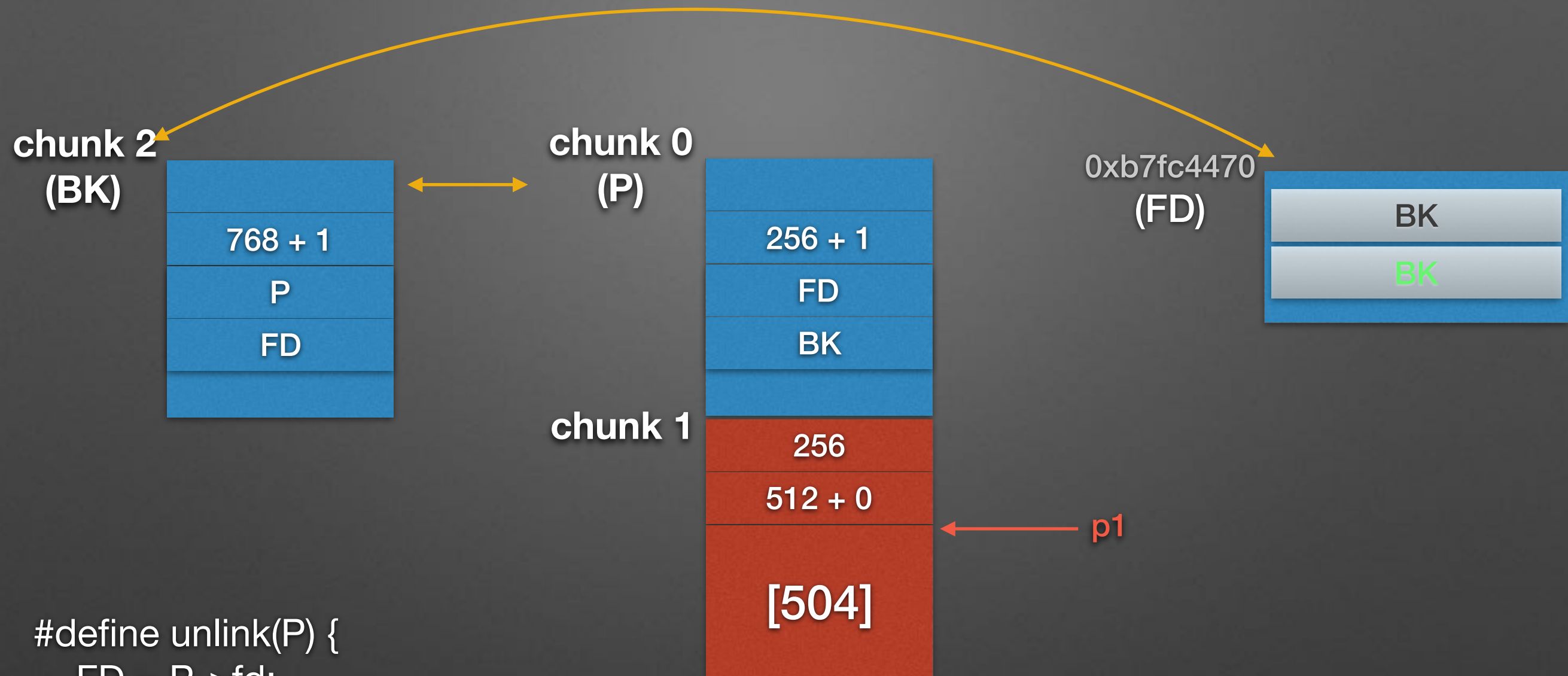




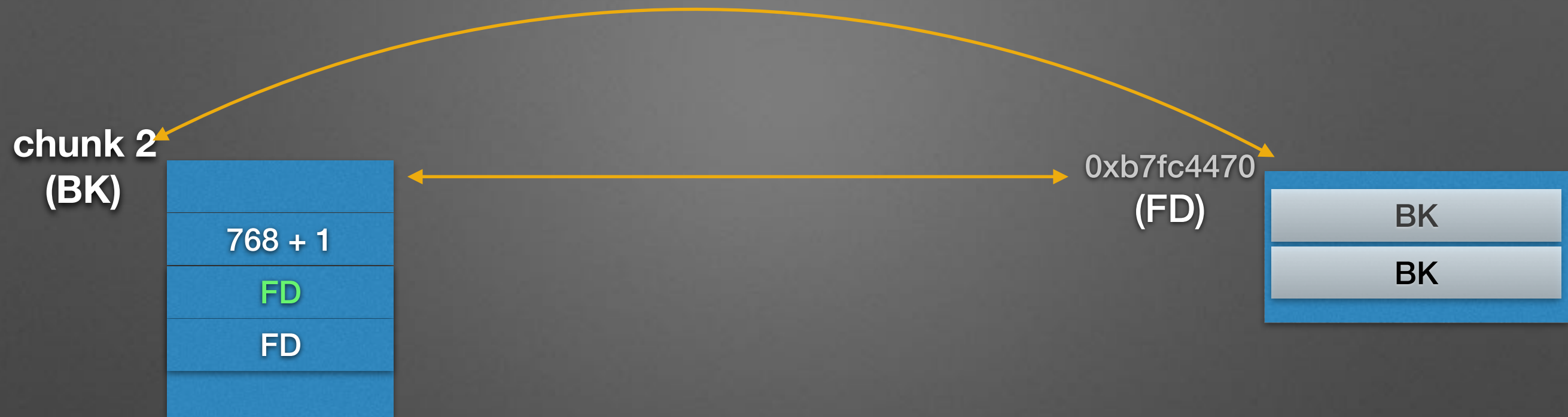
```
#define unlink(P) {  
    FD = P->fd;  
    BK = P->bk;  
    FD->bk = BK;  
    BK->fd = FD;  
    ...  
}
```



```
#define unlink(P) {  
    FD = P->fd;  
    BK = P->bk;  
    FD->bk = BK;  
    BK->fd = FD;  
    ...  
}
```



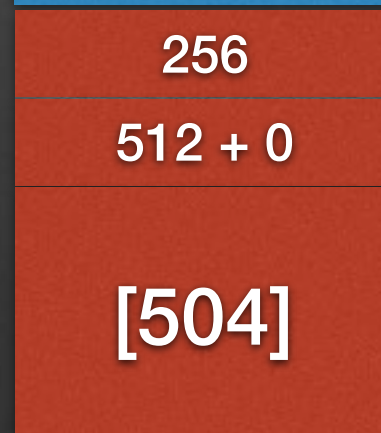
```
#define unlink(P) {
    FD = P->fd;
    BK = P->bk;
    FD->bk = BK;
    BK->fd = FD;
    ...
}
```

chunk 0
(P)

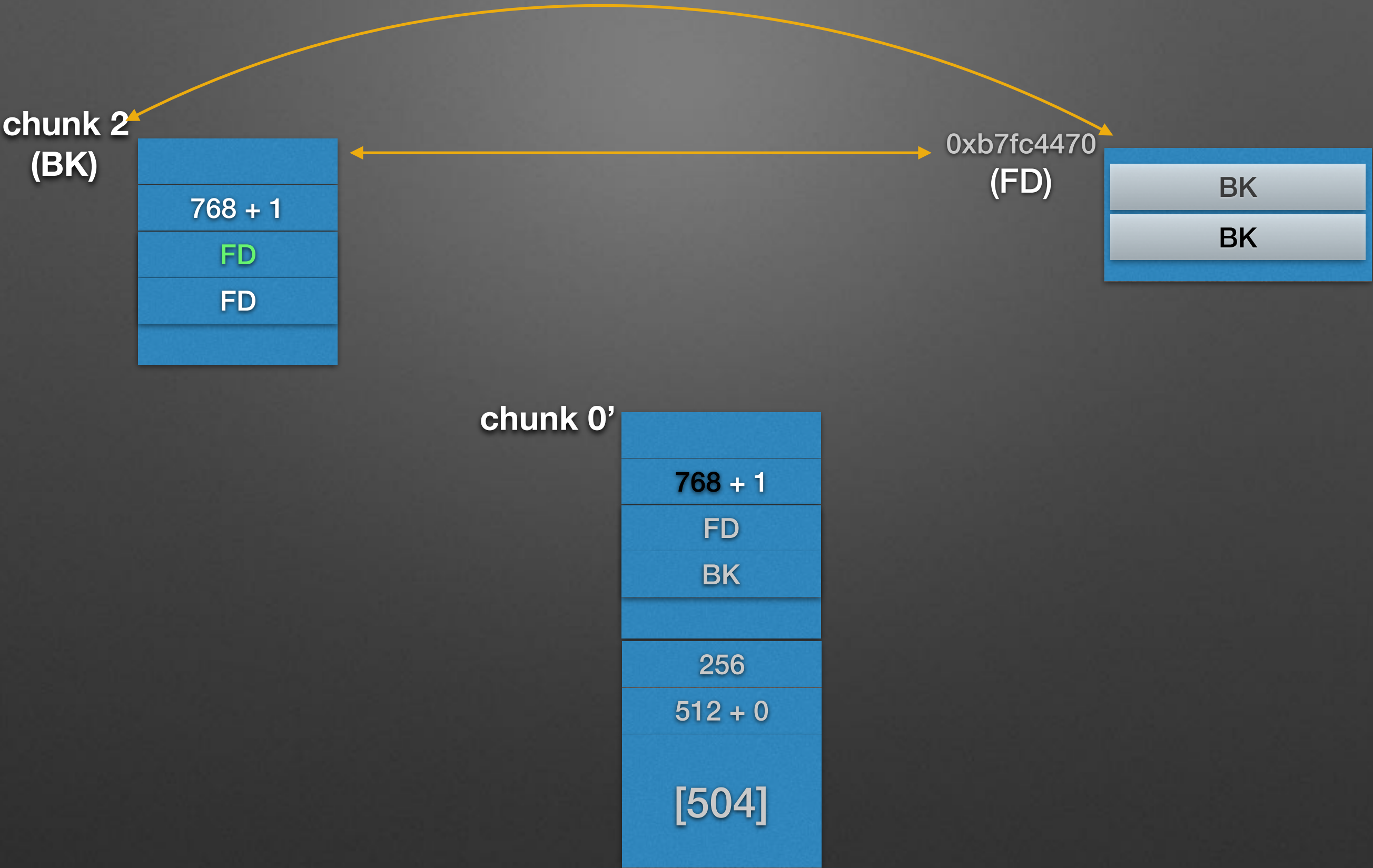


chunk 1



p1

```
#define unlink(P) {  
    FD = P->fd;  
    BK = P->bk;  
    FD->bk = BK;  
    BK->fd = FD;  
    ...  
}
```



chunk 0'

Step.4

free(p1)

chunk0' = chunk0 + chunk1

__memalign_hook

chunk 2

chunk 3

768 + 1

0xb7fc4470

0x0804c300

256

512 + 0

[504]

768 + 1

0xb7fc4470

0xb7fc4470

768

1024 + 0

[1016]

un_size + 1

break

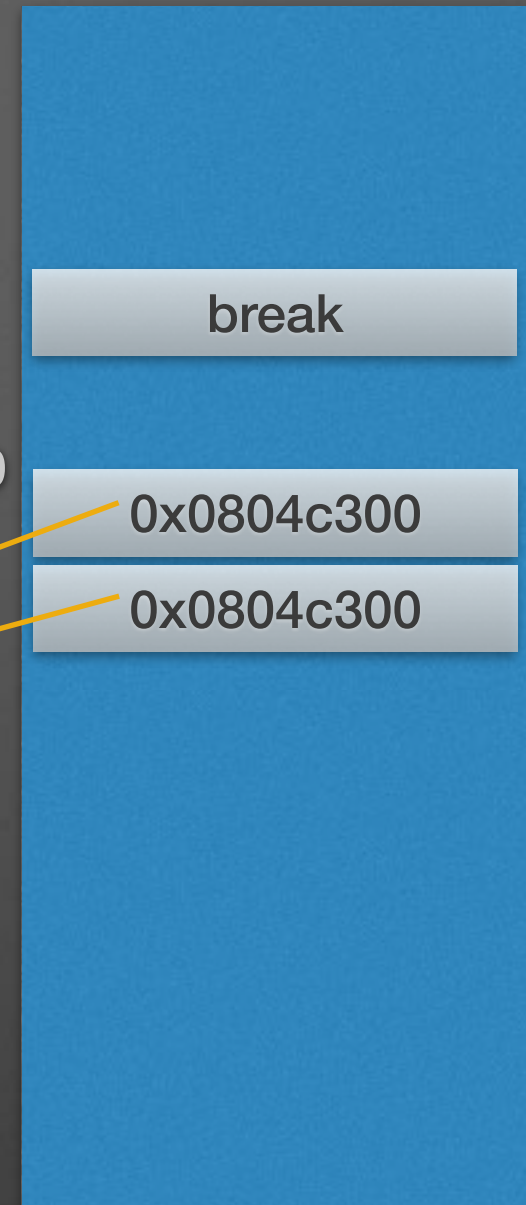
0x0804c300

0x0804c300

0xb7fc4470

p3

break



chunk 0''

Step.4

free(p1)

chunk0'' = chunk0' + chunk2

__memalign_hook

1536 + 1

0xb7fc4470

0xb7fc4470

256

512 + 0

[504]

768 + 1

0xb7fc4470

0xb7fc4470

chunk 3

1536

1024 + 0

[1016]

un_size + 1

break

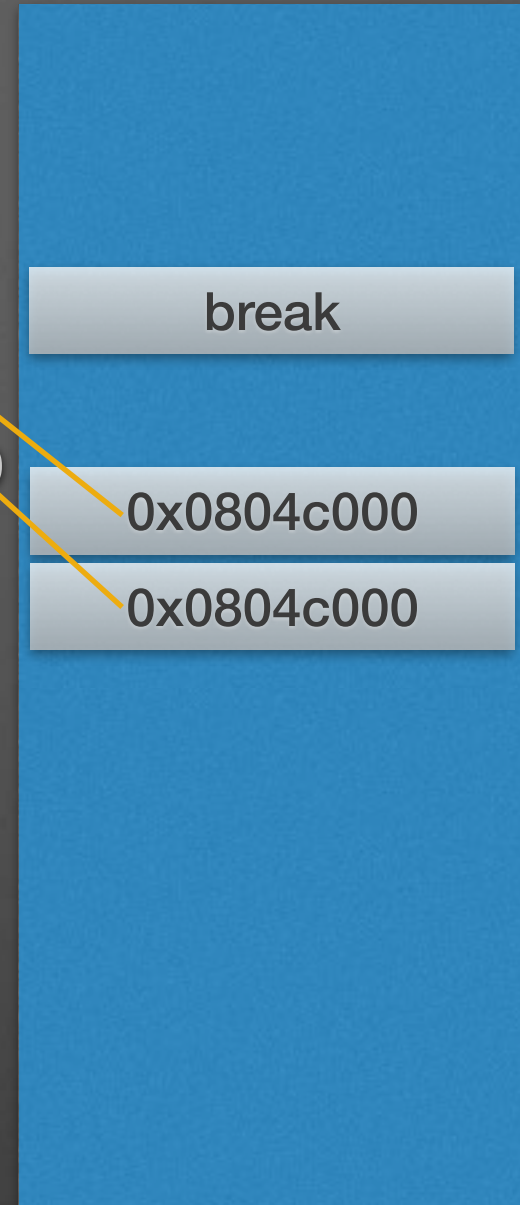
0x0804c000

0x0804c000

0xb7fc4470

p3

break

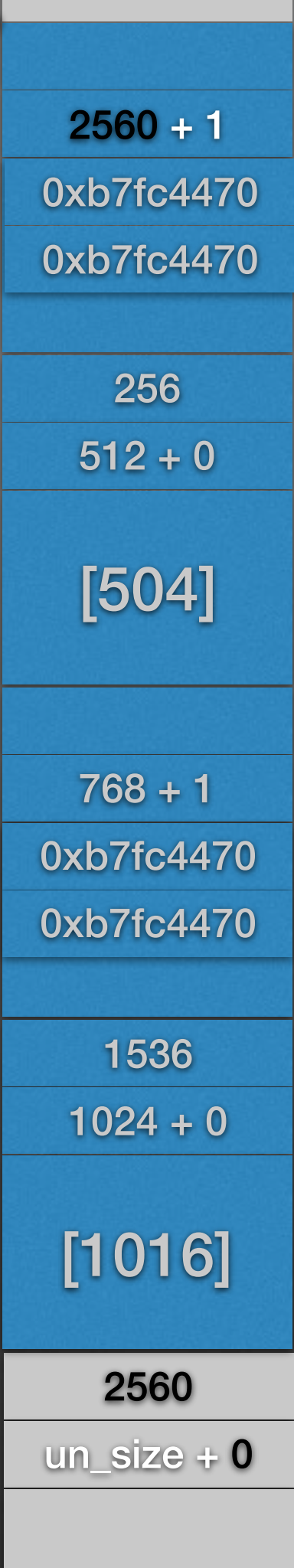


chunk 0'''

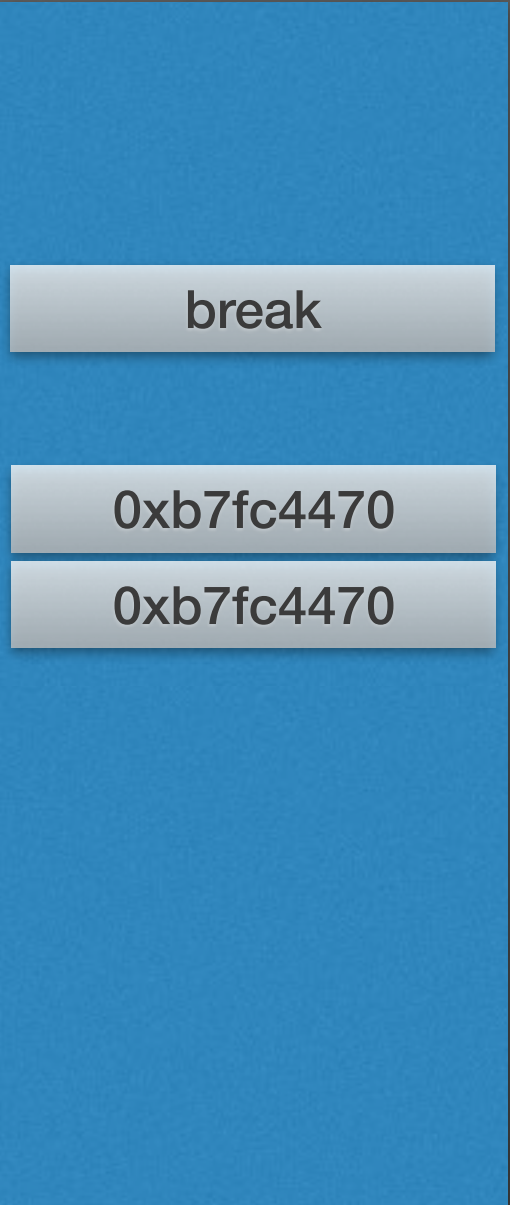
Step.5

free(p3)

chunk0''' = chunk0'' + chunk3



__memalign_hook



0xb7fc4470

← break

Step.5
free(p3)

top chunk

un_size + 1

unallocated

break
__memalign_hook

break

0xb7fc4470

0xb7fc4470

0xb7fc4470

