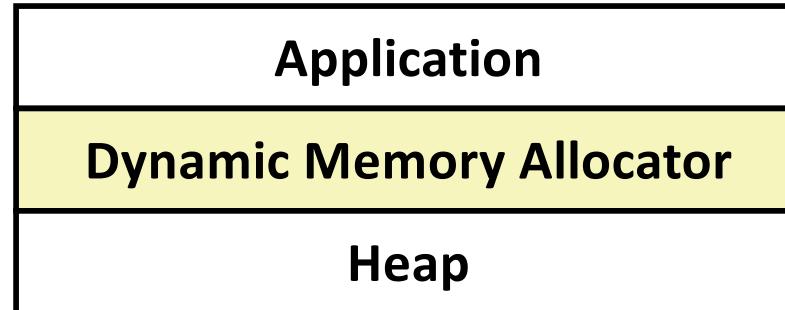




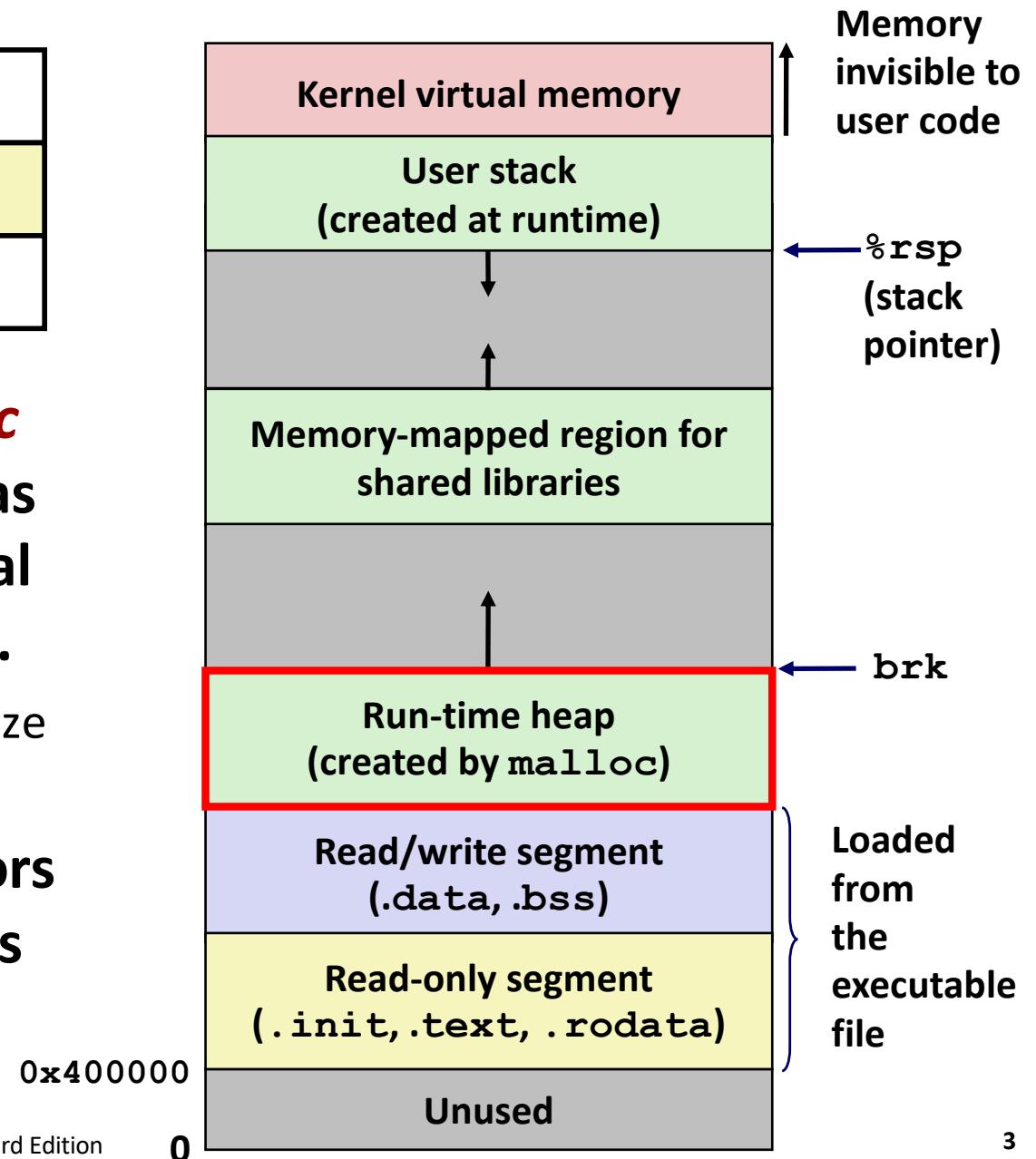
Dynamic Memory Allocation: Advanced Concepts

15-213/18-213/14-513/15-513/18-613:
Introduction to Computer Systems
16th Lecture, October 17, 2019

Review: Dynamic Memory Allocation

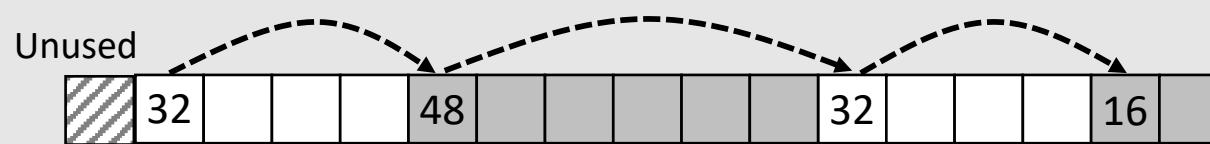


- Programmers use *dynamic memory allocators* (such as `malloc`) to acquire virtual memory (VM) at run time.
 - for data structures whose size is only known at runtime
- Dynamic memory allocators manage an area of process VM known as the *heap*.



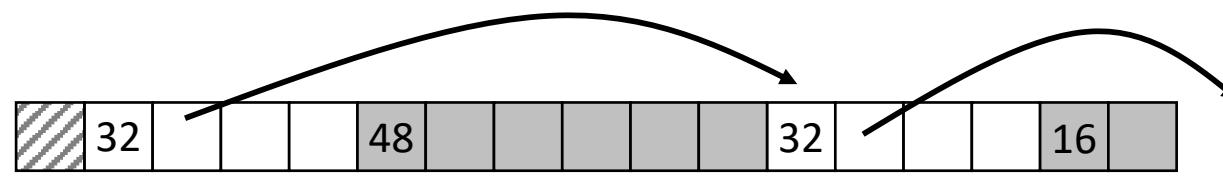
Review: Keeping Track of Free Blocks

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



Need to tag each block as allocated/free

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



Need space for 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

Review: Implicit Lists Summary

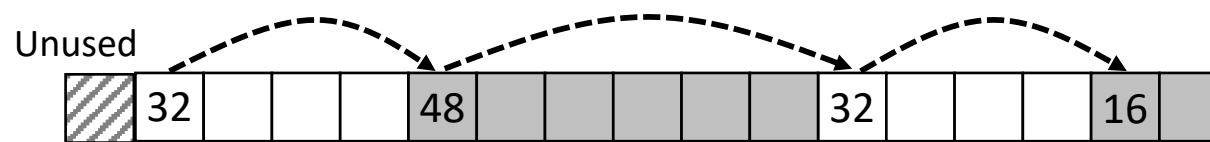
- **Implementation:** very simple
- **Allocate cost:**
 - linear time worst case
- **Free cost:**
 - constant time worst case
 - even with coalescing
- **Memory Overhead:**
 - Depends on placement policy
 - Strategies include first fit, next fit, and best fit
- **Not used in practice for `malloc/free` because of linear-time allocation**
 - used in many special purpose applications
- **However, the concepts of splitting and boundary tag coalescing are general to *all* allocators**

Today

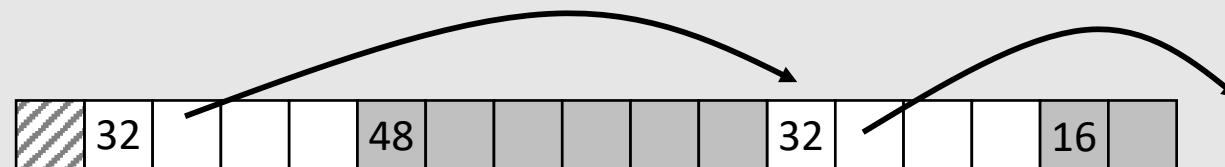
- **Explicit free lists**
- **Segregated free lists**
- **Garbage collection**
- **Memory-related perils and pitfalls**

Keeping Track of Free Blocks

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



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



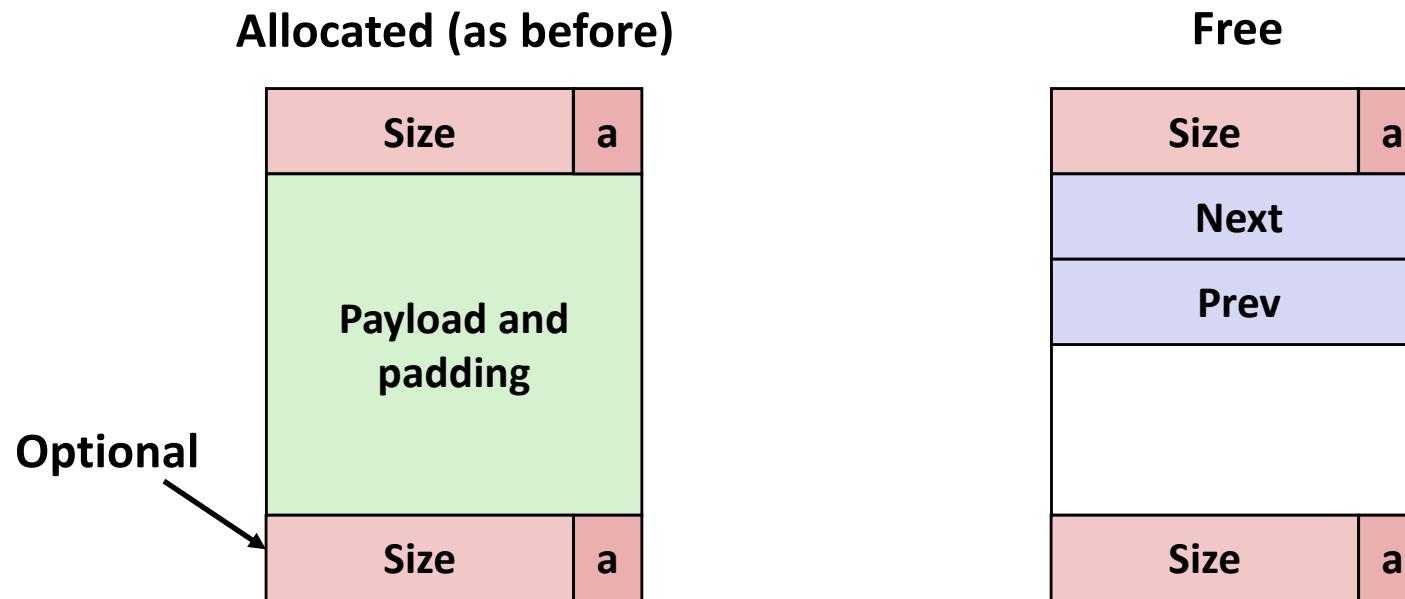
- Method 3: *Segregated free list*

- Different free lists for different size classes

- Method 4: *Blocks sorted by size*

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

Explicit Free Lists

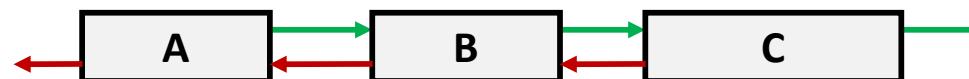


■ Maintain list(s) of *free* blocks, not *all* blocks

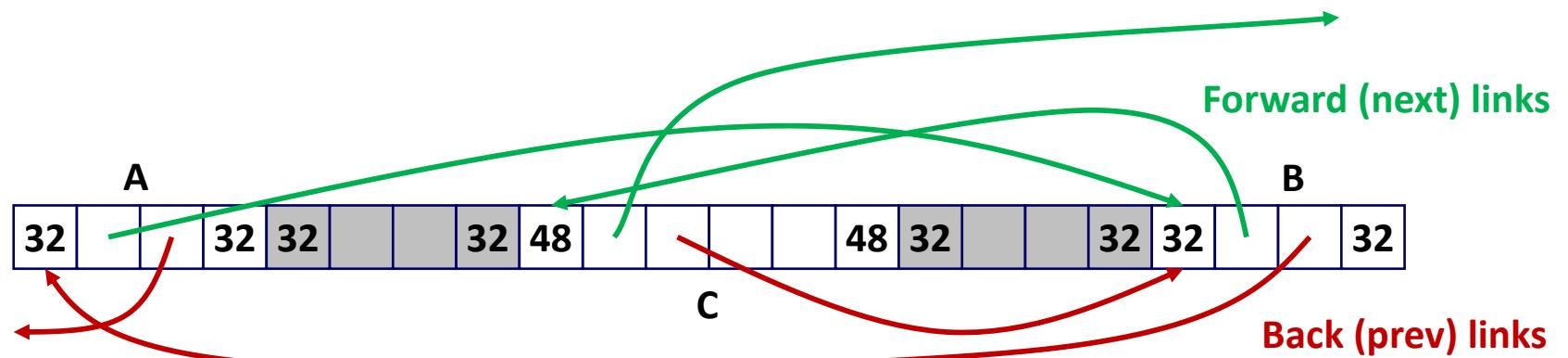
- Luckily we track only free blocks, so we can use payload area
- The “next” free block could be anywhere
 - So we need to store forward/back pointers, not just sizes
- Still need boundary tags for coalescing
 - To find adjacent blocks according to memory order

Explicit Free Lists

- Logically:



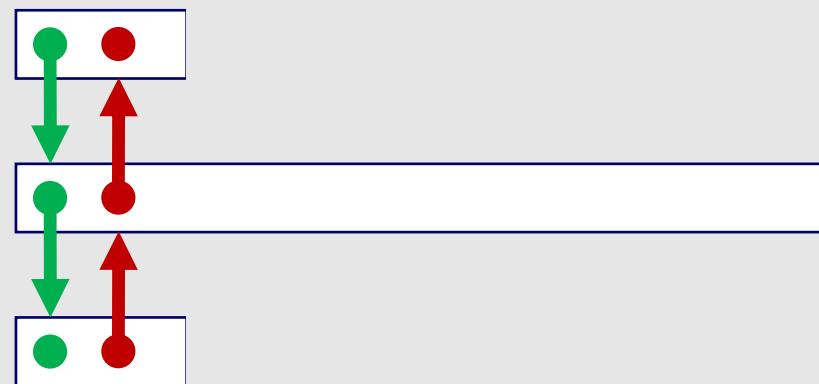
- Physically: blocks can be in any order



Allocating From Explicit Free Lists

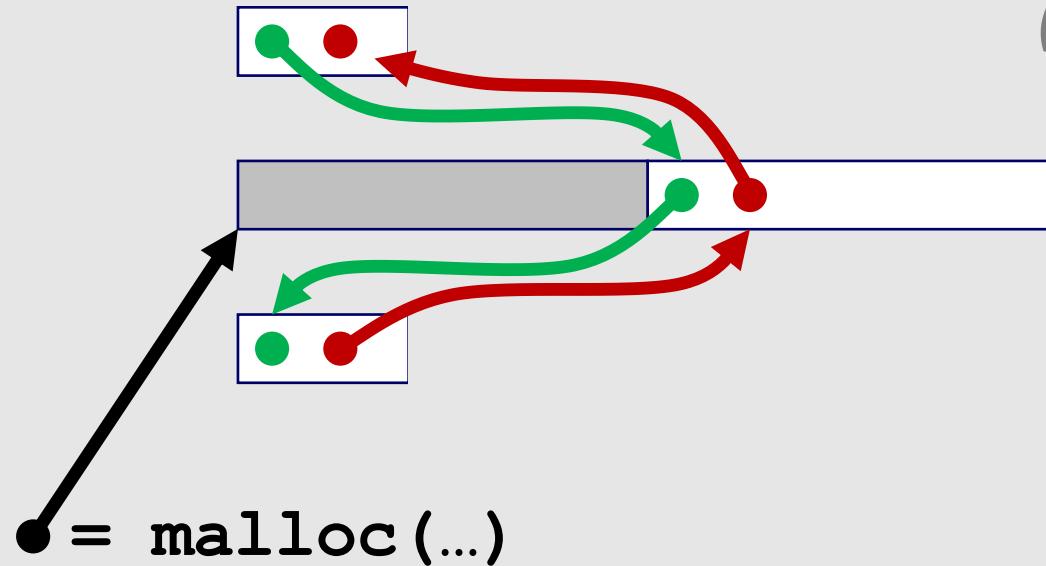
conceptual graphic

Before



After

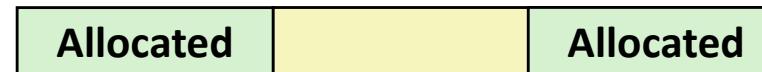
(with splitting)



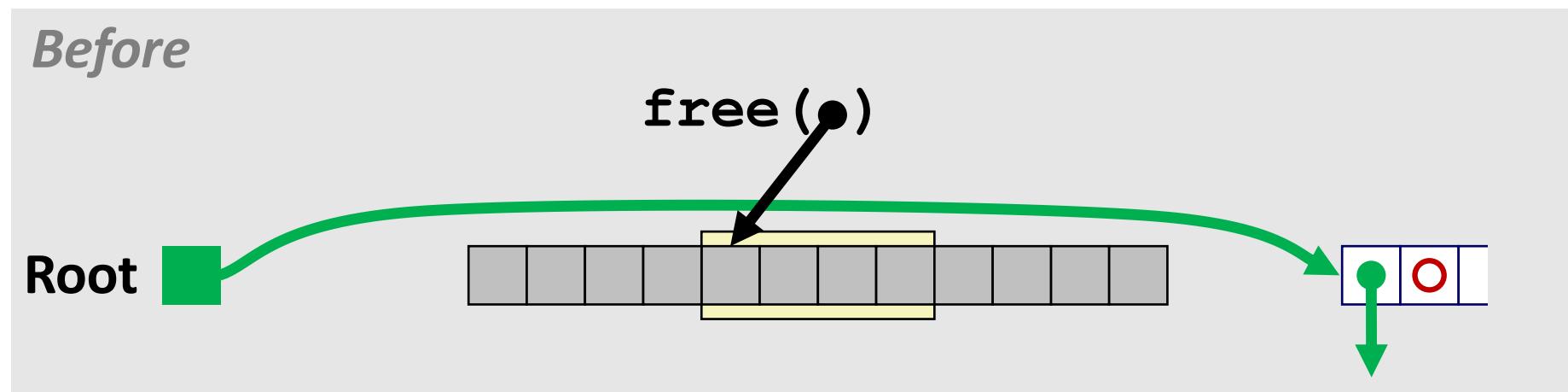
Freeing With Explicit Free Lists

- ***Insertion policy:*** Where in the free list do you put a newly freed block?
- **Unordered**
 - LIFO (last-in-first-out) policy
 - Insert freed block at the beginning of the free list
 - FIFO (first-in-first-out) policy
 - Insert freed block at the end 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 search
 - ***Pro:*** studies suggest fragmentation is lower than LIFO/FIFO

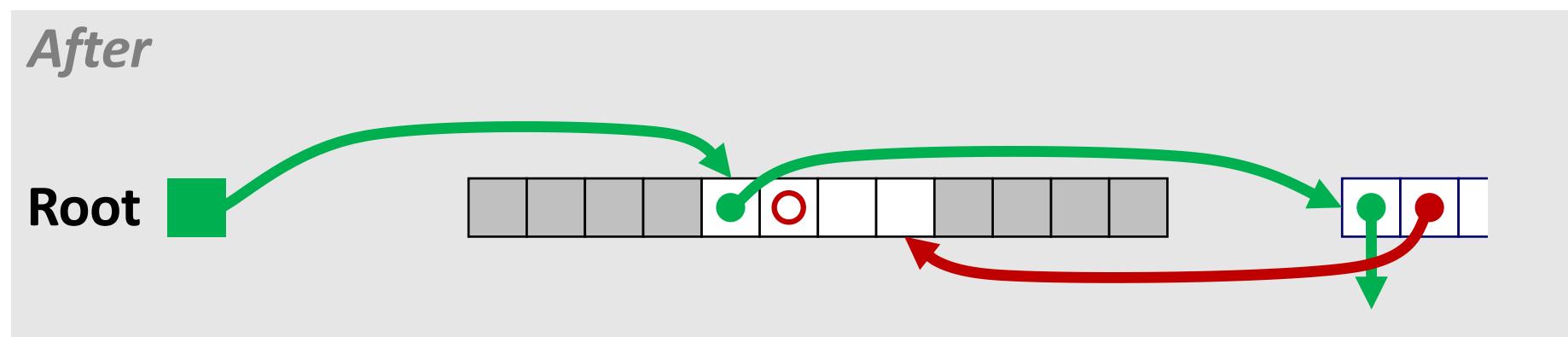
Freeing With a LIFO Policy (Case 1)



conceptual graphic



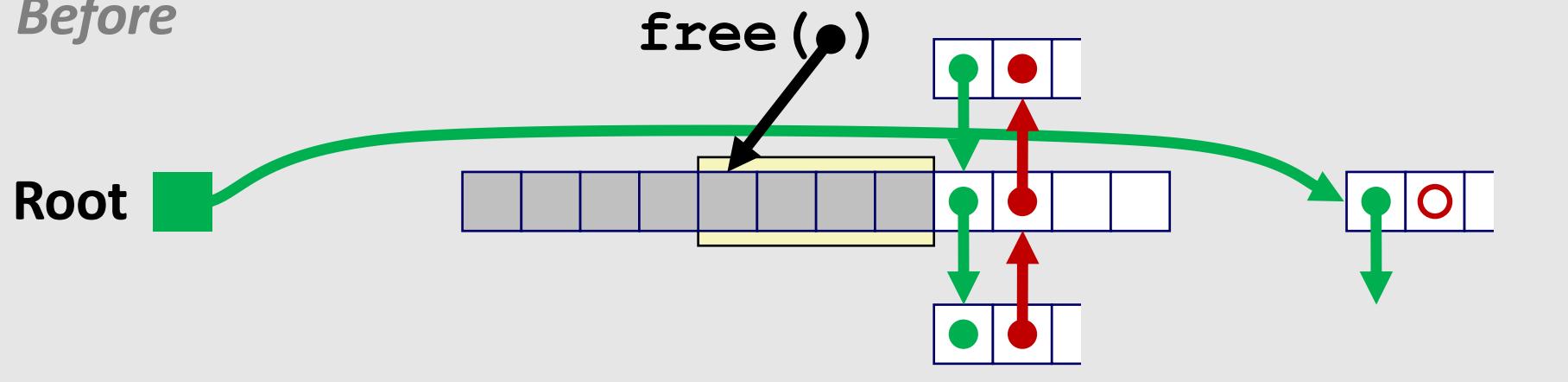
- Insert the freed block at the root of the list



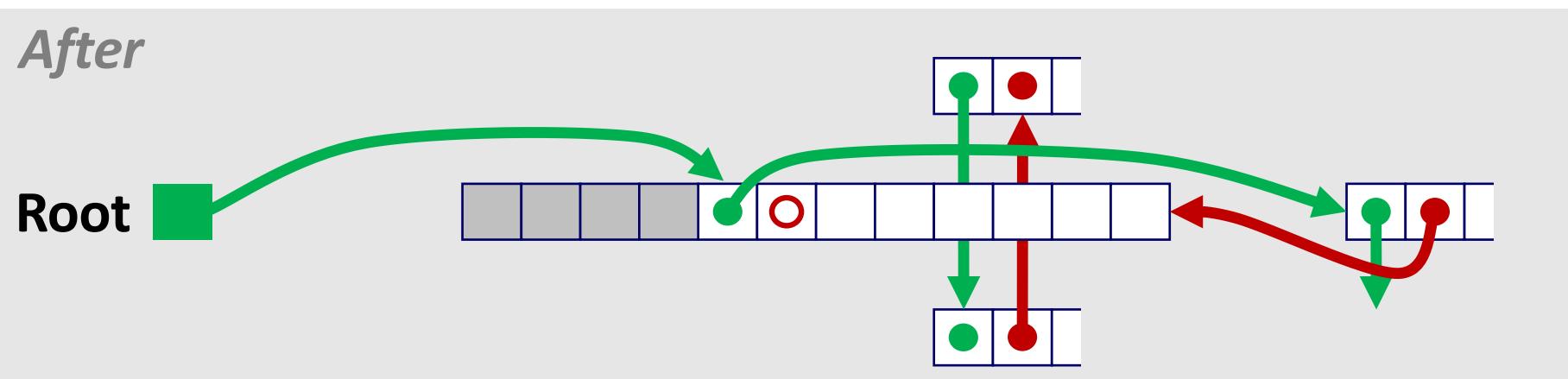
Freeing With a LIFO Policy (Case 2)



conceptual graphic

Before

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

After

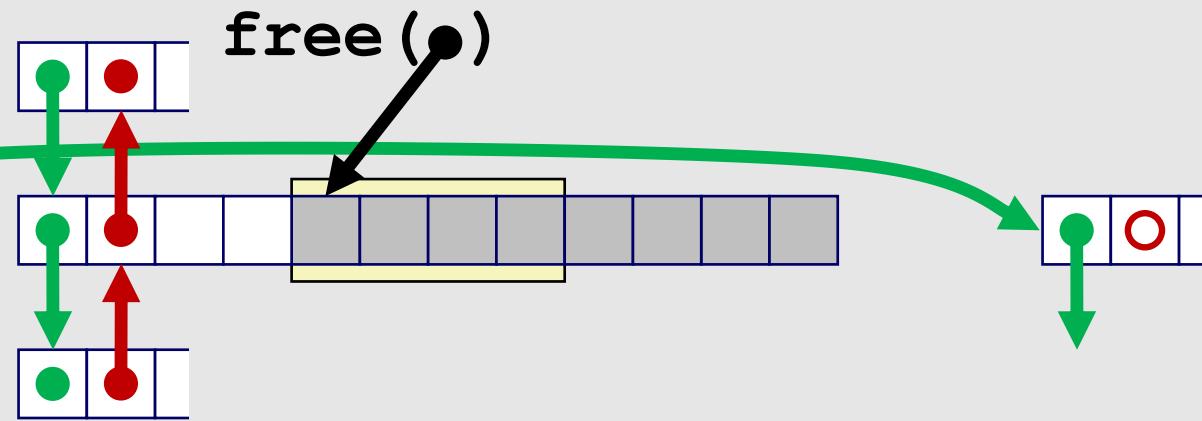
Freeing With a LIFO Policy (Case 3)



conceptual graphic

Before

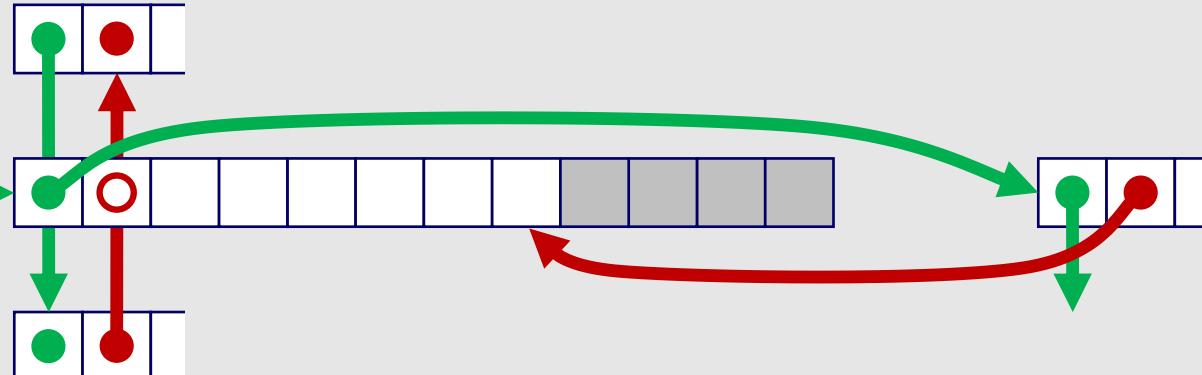
Root



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

After

Root



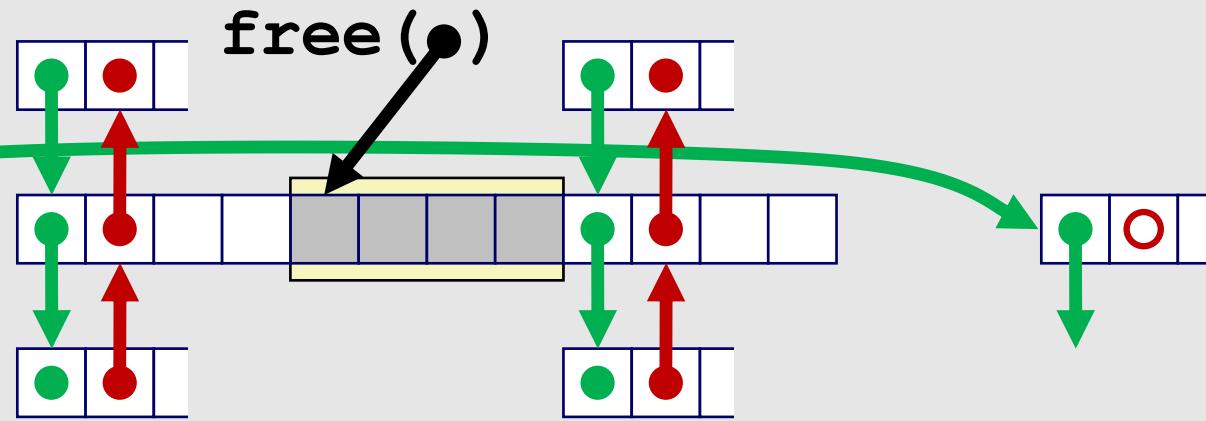
Freeing With a LIFO Policy (Case 4)



conceptual graphic

Before

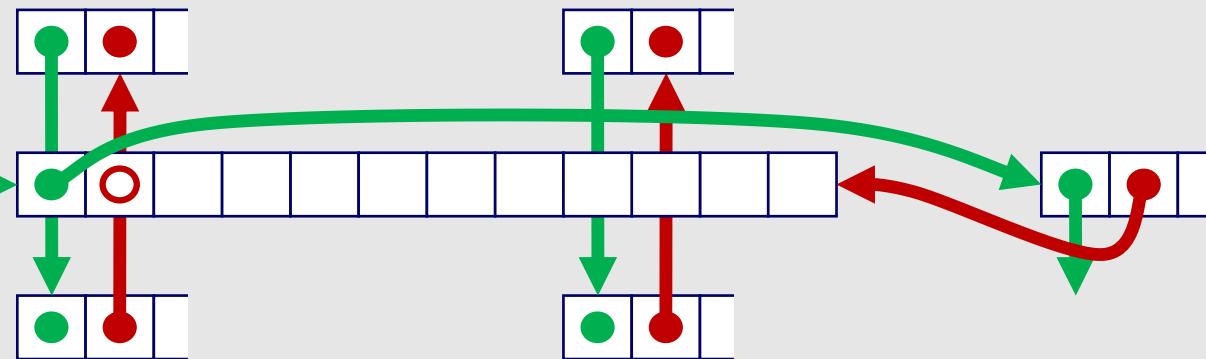
Root



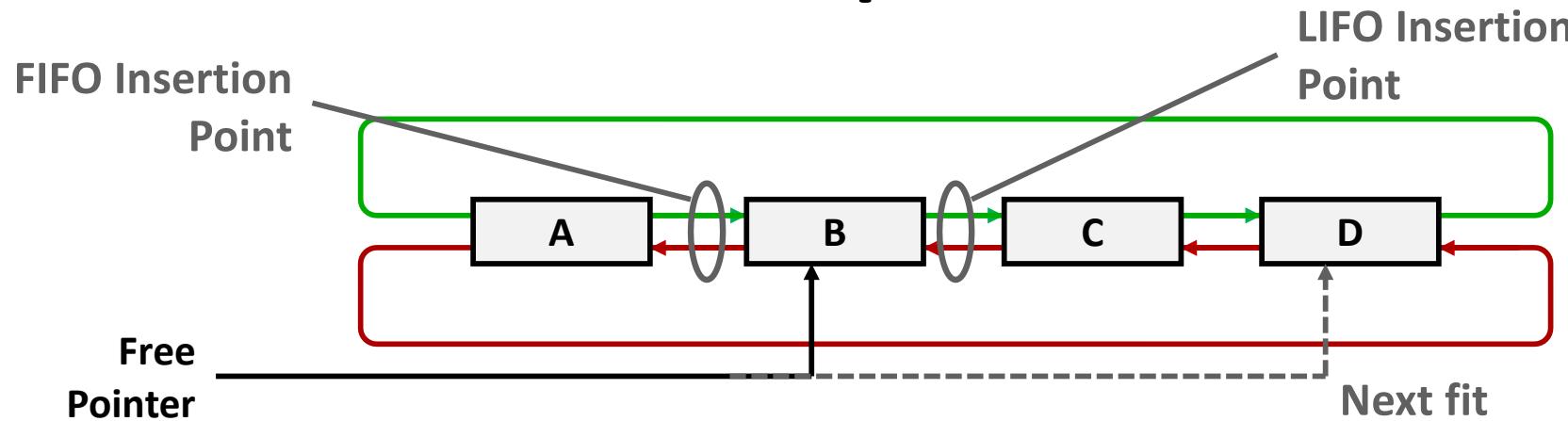
- Splice out adjacent predecessor and successor blocks, coalesce all 3 blocks, and insert the new block at the root of the list

After

Root



Some Advice: An Implementation Trick



- Use circular, doubly-linked list
- Support multiple approaches with single data structure
- First-fit vs. next-fit
 - Either keep free pointer fixed or move as search list
- LIFO vs. FIFO
 - Insert as next block (LIFO), or previous block (FIFO)

Explicit List Summary

■ Comparison to implicit list:

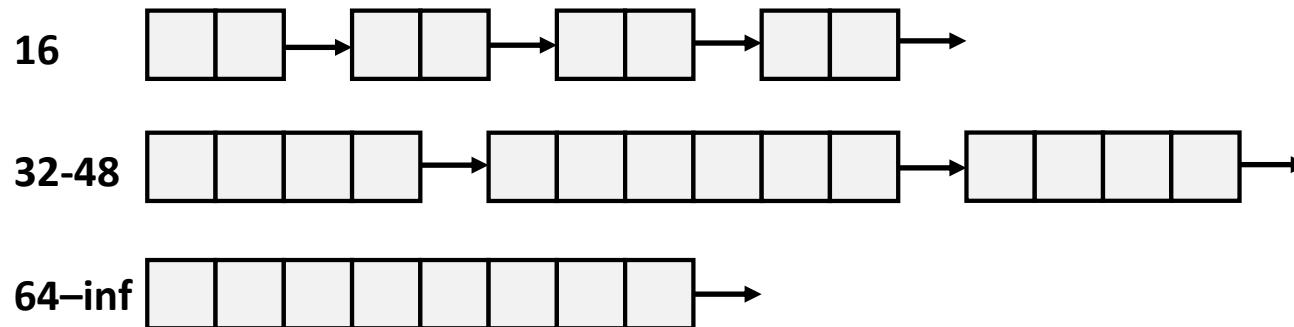
- Allocate is linear time in number of *free* blocks instead of *all* blocks
 - *Much faster* when most of the memory is full
- Slightly more complicated allocate and free because need to splice blocks in and out of the list
- Some extra space for the links (2 extra words needed for each block)
 - Does this increase internal fragmentation?

Today

- Explicit free lists
- Segregated free lists
- Garbage collection
- Memory-related perils and pitfalls

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 size $[2^i + 1, 2^{i+1}]$

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 $m > n$ (i.e., first fit)
 - If an appropriate block is found:
 - Split block and place fragment on appropriate list
 - 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 appropriate size class.

Seglist Allocator (cont.)

- **To free a block:**
 - Coalesce and place on appropriate list
- **Advantages of seglist allocators vs. non-seglist allocators (both with first-fit)**
 - Higher throughput
 - log time for power-of-two size classes vs. linear time
 - 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.

More Info on Allocators

- D. Knuth, *The Art of Computer Programming*, vol 1, 3rd edition, Addison Wesley, 1997
 - 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)

Quiz Time!

Check out:

<https://canvas.cmu.edu/courses/10968>

Today

- Explicit free lists
- Segregated free lists
- Garbage collection
- Memory-related perils and pitfalls

Implicit Memory Management: Garbage Collection

- ***Garbage collection:*** automatic reclamation of heap-allocated storage—application never has to explicitly free memory

```
void foo() {  
    int *p = malloc(128);  
    return; /* p block is now garbage */  
}
```

- Common in many dynamic languages:
 - Python, Ruby, Java, Perl, ML, Lisp, Mathematica
- Variants (“conservative” garbage collectors) exist for C and C++
 - However, cannot necessarily collect all garbage

Garbage Collection

- **How does the memory manager know when memory can be freed?**
 - In general we cannot know what is going to be used in the future since it depends on conditionals
 - But we can tell that certain blocks cannot be used if there are no pointers to them
- **Must make certain assumptions about pointers**
 - Memory manager can distinguish pointers from non-pointers
 - All pointers point to the start of a block
 - Cannot hide pointers
(e.g., by coercing them to an `int`, and then back again)

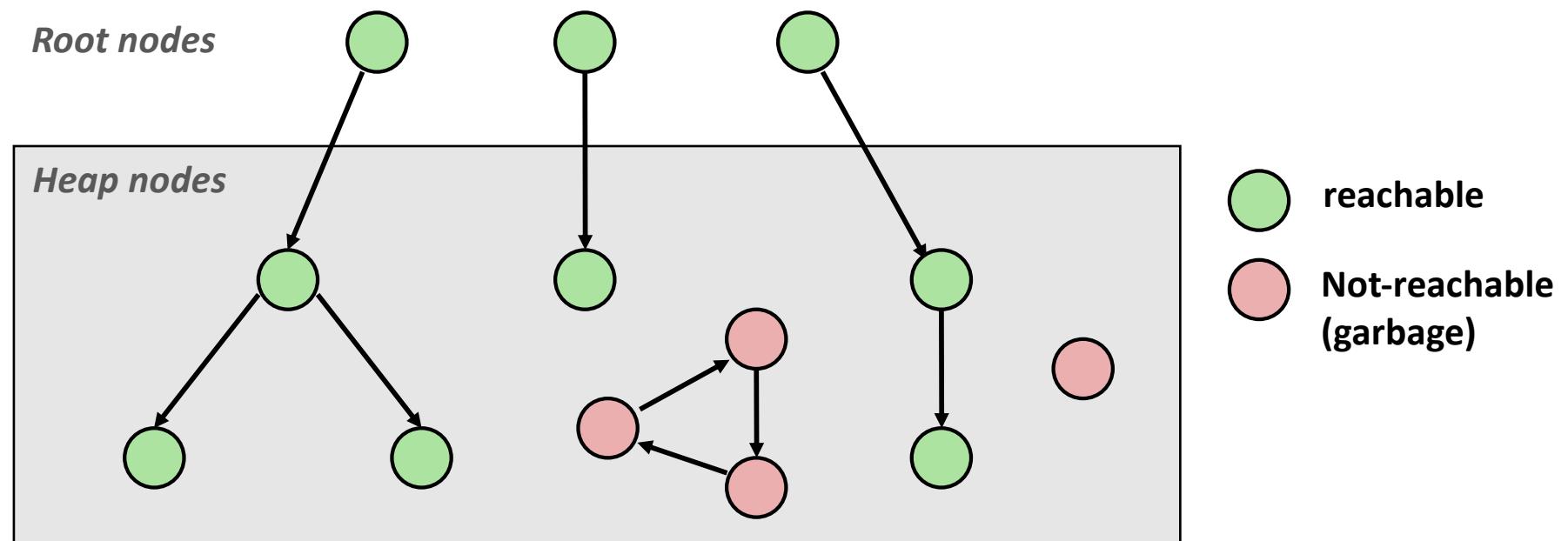
Classical GC Algorithms

- **Mark-and-sweep collection (McCarthy, 1960)**
 - Does not move blocks (unless you also “compact”)
- **Reference counting (Collins, 1960)**
 - Does not move blocks (not discussed)
- **Copying collection (Minsky, 1963)**
 - Moves blocks (not discussed)
- **Generational Collectors (Lieberman and Hewitt, 1983)**
 - Collection based on lifetimes
 - Most allocations become garbage very soon
 - So focus reclamation work on zones of memory recently allocated
- **For more information:**
Jones and Lin, “*Garbage Collection: Algorithms for Automatic Dynamic Memory*”, John Wiley & Sons, 1996.

Memory as a Graph

■ We view memory as a directed graph

- Each block is a node in the graph
- Each pointer is an edge in the graph
- Locations not in the heap that contain pointers into the heap are called **root** nodes (e.g. registers, locations on the stack, global variables)

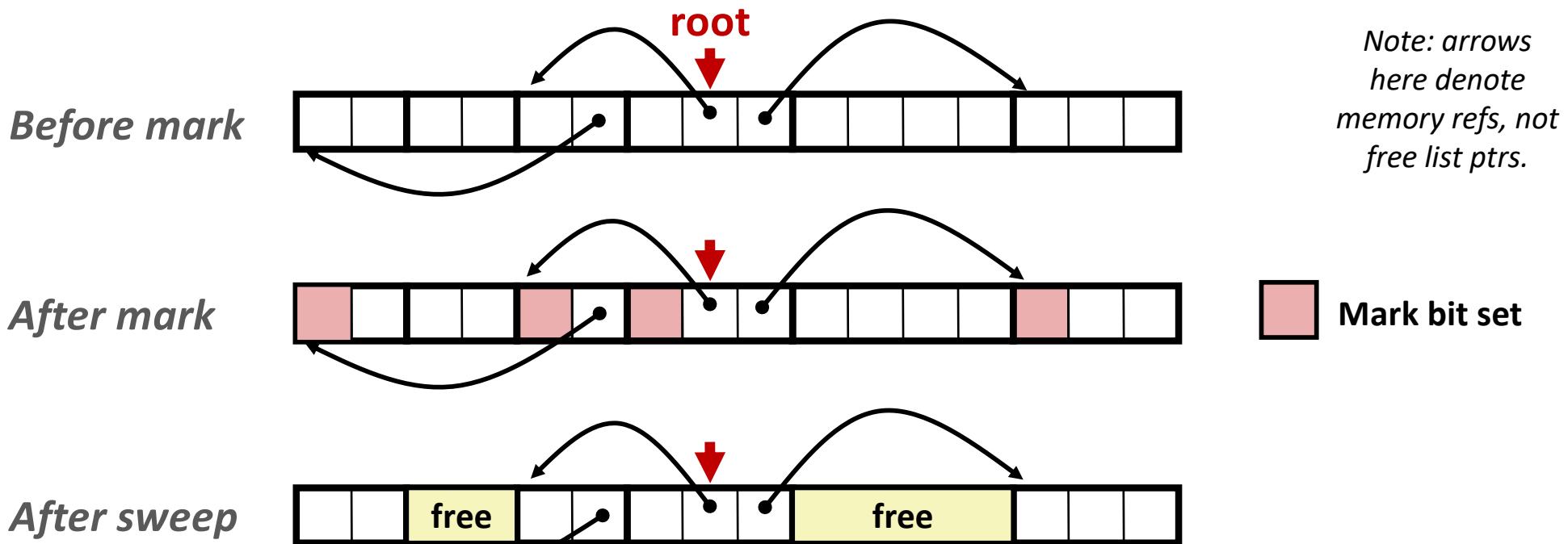


A node (block) is **reachable** if there is a path from any root to that node.

Non-reachable nodes are **garbage** (cannot be needed by the application)

Mark and Sweep Collecting

- Can build on top of malloc/free package
 - Allocate using `malloc` until you “run out of space”
- When out of space:
 - Use extra ***mark bit*** in the head of each block
 - ***Mark:*** Start at roots and set mark bit on each reachable block
 - ***Sweep:*** Scan all blocks and free blocks that are not marked



Assumptions For a Simple Implementation

■ Application

- **new (n)**: returns pointer to new block with all locations cleared
- **read (b, i)** : read location **i** of block **b** into register
- **write (b, i, v)** : write **v** into location **i** of block **b**

■ Each block will have a header word

- addressed as **b [-1]**, for a block **b**
- Used for different purposes in different collectors

■ Instructions used by the Garbage Collector

- **is_ptr (p)** : determines whether **p** is a pointer
- **length (b)**: returns the length of block **b**, not including the header
- **get_roots ()**: returns all the roots

Mark and Sweep Pseudocode

Mark using depth-first traversal of the memory graph

```
ptr mark(ptr p) {
    if (!is_ptr(p)) return;
    if (markBitSet(p)) return;
    setMarkBit(p);
    for (i=0; i < length(p); i++)
        mark(p[i]);
    return;
}
```

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    return;
}
```

Sweep using lengths to find next block

```
ptr sweep(ptr p, ptr end) {
    while (p < end) {               // for entire heap
        if markBitSet(p)
            clearMarkBit();
        else if (allocateBitSet(p))
            free(p);
        p += length(p+1);
    }
}
```

Mark and Sweep Pseudocode

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Sweep using lengths to find next block

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Sweep using lengths to find next block

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            clearMarkBit();        // yes -> so just clear mark bit
        else if (allocateBitSet(p)) // never reached: is it allocated?
            free(p);
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    }
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```

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Sweep using lengths to find next block

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            free(p);                // yes -> its garbage, free it
        p += length(p+1);          // goto next block
    }
}
```

Today

- **Explicit free lists**
- **Segregated free lists**
- **Garbage collection**
- **Memory-related perils and pitfalls**

Memory-Related Perils and Pitfalls

- Dereferencing bad pointers
- Reading uninitialized memory
- Overwriting memory
- Referencing nonexistent variables
- Freeing blocks multiple times
- Referencing freed blocks
- Failing to free blocks

Dereferencing Bad Pointers

■ The classic `scanf` bug

```
int val;  
...  
scanf("%d", val);
```

Reading Uninitialized Memory

- Assuming that heap data is initialized to zero

```
/* return y = Ax */
int *matvec(int **A, int *x) {
    int *y = malloc(N*sizeof(int));
    int i, j;

    for (i=0; i<N; i++)
        for (j=0; j<N; j++)
            y[i] += A[i][j]*x[j];
    return y;
}
```

- Can avoid by using `calloc`

Overwriting Memory

- Allocating the (possibly) wrong sized object

```
int **p;  
  
p = malloc(N*sizeof(int));  
  
for (i=0; i<N; i++) {  
    p[i] = malloc(M*sizeof(int));  
}
```

- Can you spot the bug?

Overwriting Memory

■ Off-by-one errors

```
char **p;  
  
p = malloc(N*sizeof(int *));  
  
for (i=0; i<=N; i++) {  
    p[i] = malloc(M*sizeof(int));  
}
```

```
char *p;  
  
p = malloc(strlen(s));  
strcpy(p,s);
```

Overwriting Memory

- Not checking the max string size

```
char s[8];
int i;

gets(s); /* reads "123456789" from stdin */
```

- Basis for classic buffer overflow attacks

Overwriting Memory

- Misunderstanding pointer arithmetic

```
int *search(int *p, int val) {  
  
    while (p && *p != val)  
        p += sizeof(int);  
  
    return p;  
}
```

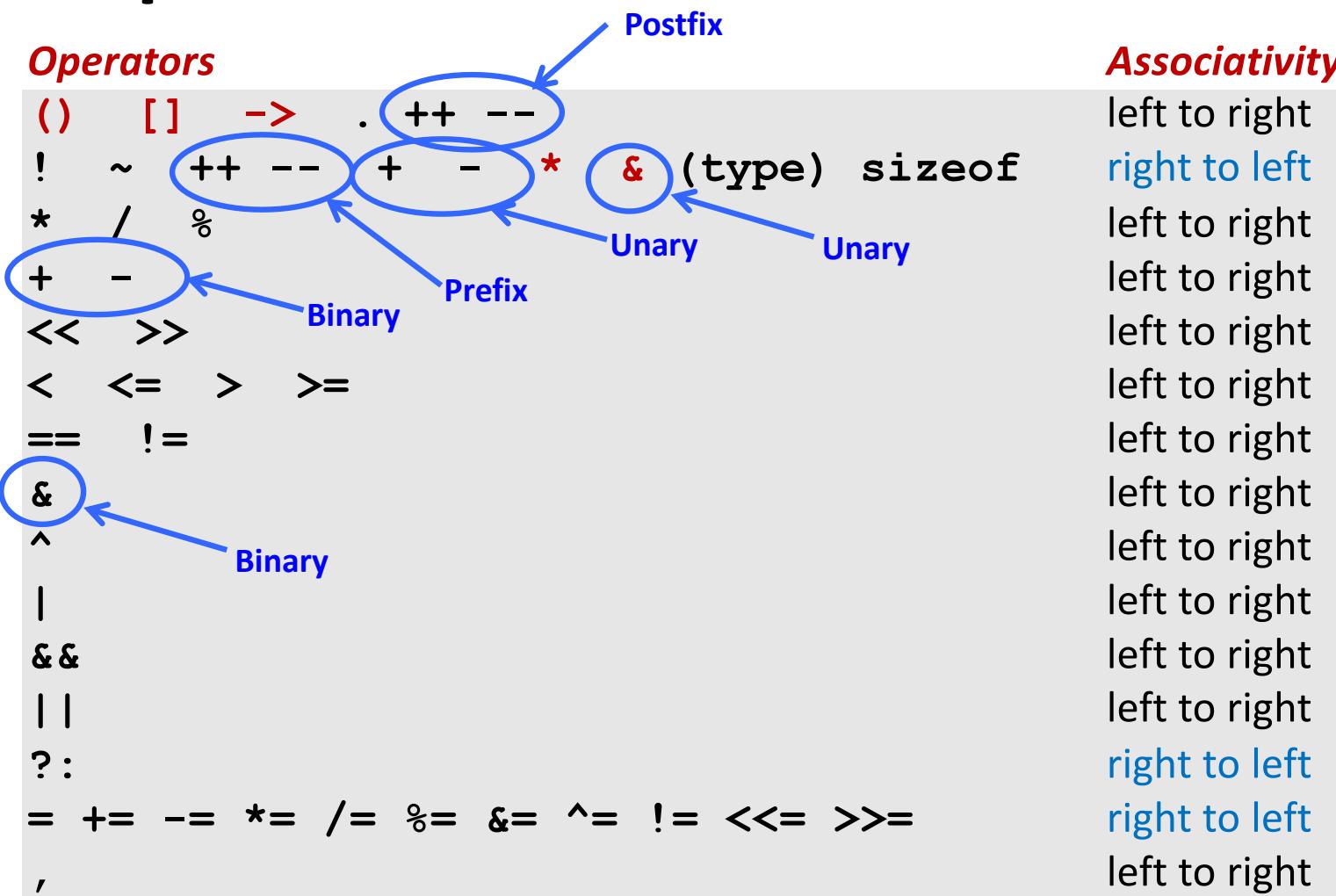
Overwriting Memory

- Referencing a pointer instead of the object it points to

```
int *BinheapDelete(int **binheap, int *size) {  
    int *packet;  
    packet = binheap[0];  
    binheap[0] = binheap[*size - 1];  
    *size--;  
    Heapify(binheap, *size, 0);  
    return(packet);  
}
```

- What gets decremented?
 - (See next slide)

C operators



- \rightarrow , (\cdot) , and $[\cdot]$ have high precedence, with $*$ and $\&$ just below
- Unary $+$, $-$, and $*$ have higher precedence than binary forms

Source: K&R page 53, updated

Overwriting Memory

- Referencing a pointer instead of the object it points to

```

int *BinheapDelete(int **binheap, int *size) {
    int *packet;
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    binheap[0] = binheap[*size - 1];
    *size--;
    Heapify(binheap, *size, 0);
    return(packet);
}

```

Operators

() [] -> . ++ -- ! ~ ++ -- + - - * / % + - << >> < <= > >= == != & ^ | && || ?: = += -= *= /= %= &= ^= != <<= >>= ,

<i>Associativity</i>
left to right
right to left
left to right
right to left
right to left
left to right

- Same effect as
 - **size--;**
- Rewrite as
 - **(*size) --;**

Referencing Nonexistent Variables

- Forgetting that local variables disappear when a function returns

```
int *foo () {  
    int val;  
  
    return &val;  
}
```

Freeing Blocks Multiple Times

- Nasty!

```
x = malloc(N*sizeof(int)) ;
      <manipulate x>
free(x) ;

y = malloc(M*sizeof(int)) ;
      <manipulate y>
free(x) ;
```

Referencing Freed Blocks

■ Evil!

```
x = malloc(N*sizeof(int));
    <manipulate x>
free(x);
    ...
y = malloc(M*sizeof(int));
for (i=0; i<M; i++)
    y[i] = x[i]++;
```

Failing to Free Blocks (Memory Leaks)

- Slow, long-term killer!

```
foo() {  
    int *x = malloc(N*sizeof(int));  
    ...  
    return;  
}
```

Failing to Free Blocks (Memory Leaks)

- Freeing only part of a data structure

```
struct list {  
    int val;  
    struct list *next;  
};  
  
foo() {  
    struct list *head = malloc(sizeof(struct list));  
    head->val = 0;  
    head->next = NULL;  
    <create and manipulate the rest of the list>  
    ...  
    free(head);  
    return;  
}
```

Dealing With Memory Bugs

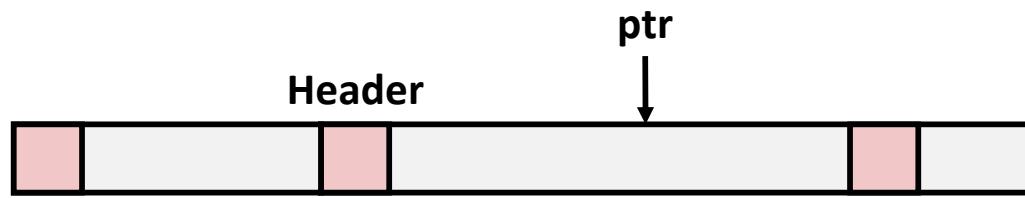
- **Debugger: gdb**
 - Good for finding bad pointer dereferences
 - Hard to detect the other memory bugs
- **Data structure consistency checker**
 - Runs silently, prints message only on error
 - Use as a probe to zero in on error
- **Binary translator: valgrind**
 - Powerful debugging and analysis technique
 - Rewrites text section of executable object file
 - Checks each individual reference at runtime
 - Bad pointers, overwrites, refs outside of allocated block
- **glibc malloc contains checking code**
 - `setenv MALLOC_CHECK_ 3`

Supplemental slides

Conservative Mark & Sweep in C

■ A “conservative garbage collector” for C programs

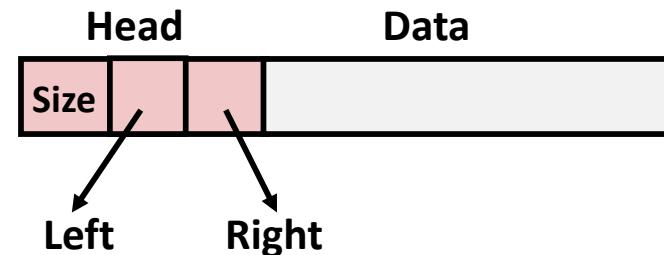
- `is_ptr()` determines if a word is a pointer by checking if it points to an allocated block of memory
- But, in C pointers can point to the middle of a block



Assumes ptr in middle can be used to reach anywhere in the block, but no other block

■ To mark header, need to find the beginning of the block

- Can use a balanced binary tree to keep track of all allocated blocks (key is start-of-block)
- Balanced-tree pointers can be stored in header (use two additional words)



Left: smaller addresses
Right: larger addresses

C Pointer Declarations: Test Yourself!

<code>int *p</code>	p is a pointer to int
<code>int *p[13]</code>	p is an array[13] of pointer to int
<code>int * (p[13])</code>	p is an array[13] of pointer to int
<code>int **p</code>	p is a pointer to a pointer to an int
<code>int (*p) [13]</code>	p is a pointer to an array[13] of int
<code>int *f()</code>	f is a function returning a pointer to int
<code>int (*f) ()</code>	f is a pointer to a function returning int
<code>int (*(*x[3])()) [5]</code>	x is an array[3] of pointers to functions returning pointers to array[5] of ints

C Pointer Declarations: Test Yourself!

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<code>int *f()</code>	f is a function returning a pointer to int
<code>int (*f) ()</code>	f is a pointer to a function returning int
<code>int (*(*x[3]) ()) [5]</code>	x is an array[3] of pointers to functions returning pointers to array[5] of ints
<code>int (*(*f()) [13]) ()</code>	f is a function returning ptr to an array[13] of pointers to functions returning int

Parsing: int (*(*f()) [13]) ()

int (*(*f()) [13]) ()	f
int (*(*f()) [13]) ()	f is a function
int (*(*f()) [13]) ()	f is a function that returns a ptr
int (*(*f()) [13]) ()	f is a function that returns a ptr to an array of 13
int (*(*f()) [13]) ()	f is a function that returns a ptr to an array of 13 ptrs
int (*(*f()) [13]) ()	f is a function that returns a ptr to an array of 13 ptrs to functions returning an int