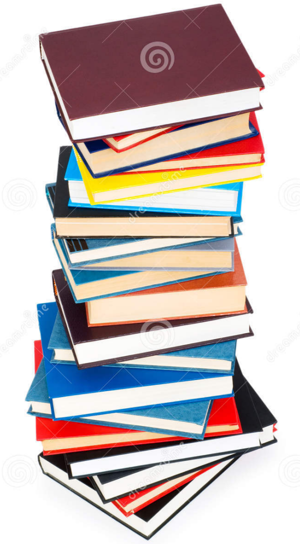
Goals for today



Leftover from previous

Stack, APCS full frame

Thanks for the memory!

- Linker memory map
  - Address space layout
- Loading
  - How an executable file becomes a running program
- Heap allocation
  - Malloc and free

This week:

printf perseverance and pride!!

```
// start.s
mov sp, #0x8000000
bl main
```

```
void main(void)
{
    delta(10,7);
}


int delta(int x, y)
{
   return abs(x - y);
}


int abs(int v)
{
   return v < 0 : -v : v;
}
```

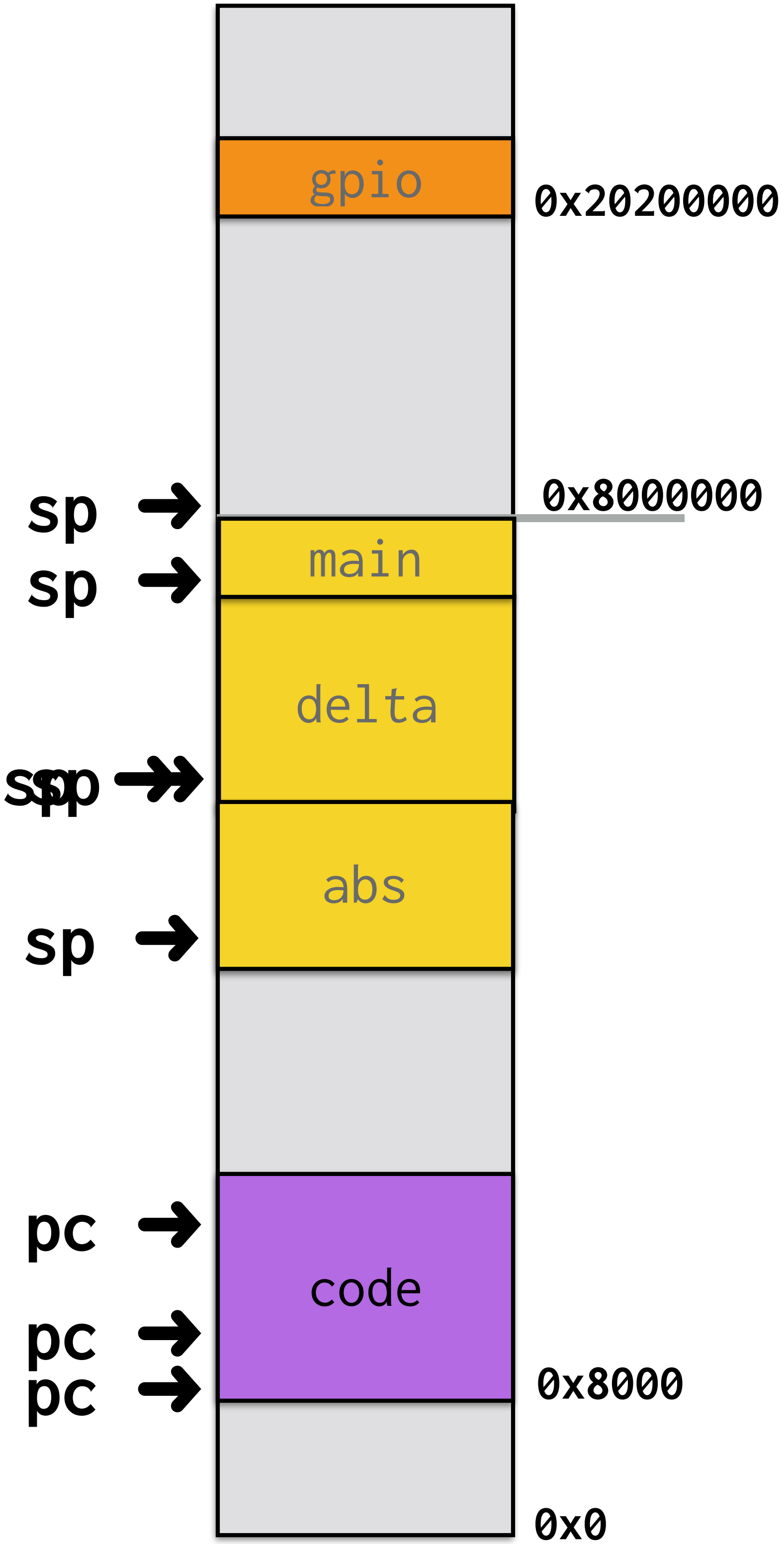


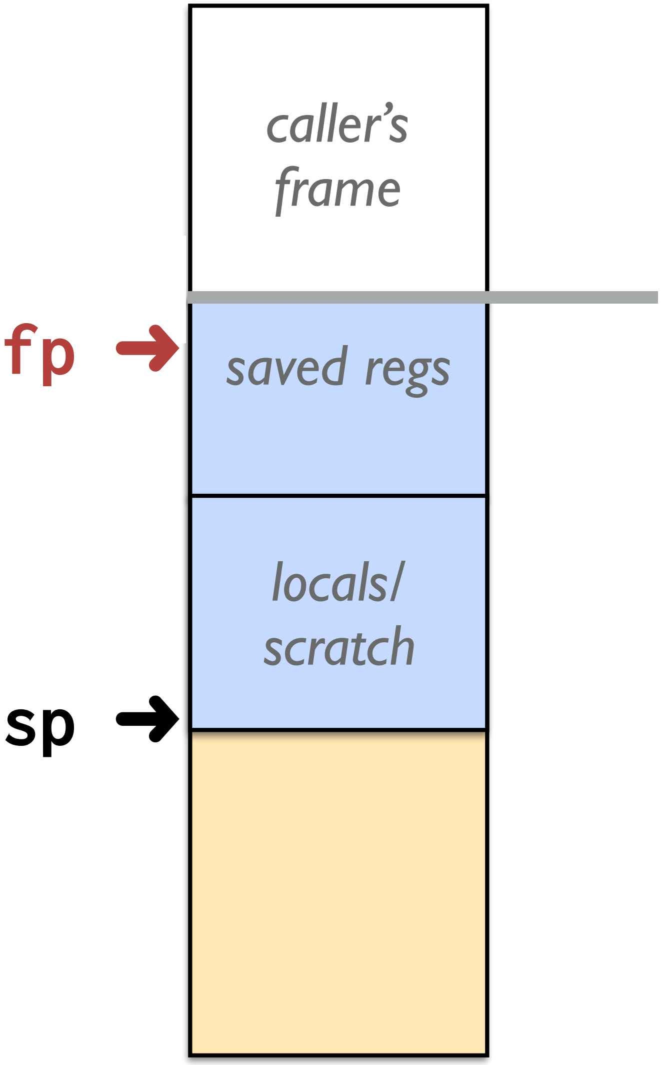
Diagram not to scale

Add frame pointer

Dedicate `fp` register to be used as fixed anchor

Assign on entry to function to point to new stack frame

`fp` doesn't change, can access data at fixed offset relative to `fp`



APCS “full frame”

APCS = ARM Procedure Call Standard

Conventions for frame pointer and frame layout

Enable reliable stack introspection

CFLAGS to enable: `-mapcs-frame`

`r11` used as `fp`

Adds a prolog/epilog to each function that sets up/tears down the standard frame and manages `fp`

Trace APCS full frame

Prolog

```
push fp, sp*, lr, pc
```

set `fp` to location of first pushed word

Body

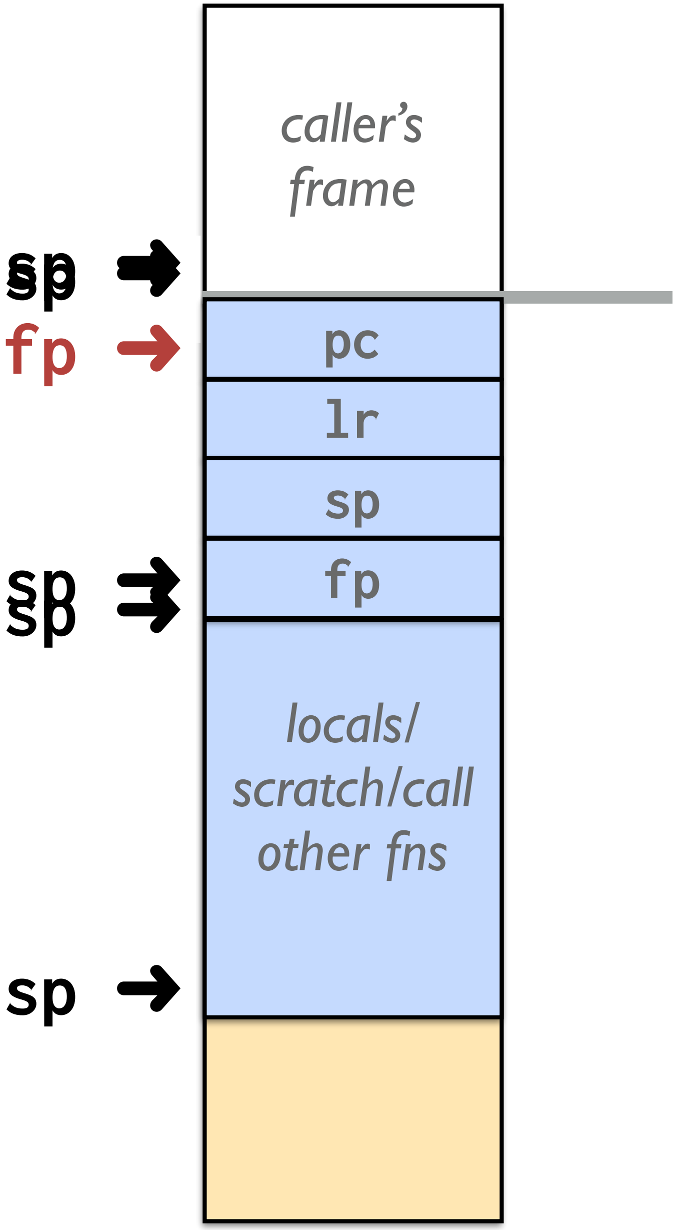
`fp` stays anchored during body

access data on stack `fp`-relative

offsets don't vary even if **sp** changing

Epilog

```
pop fp, sp*, lr, pc*
```



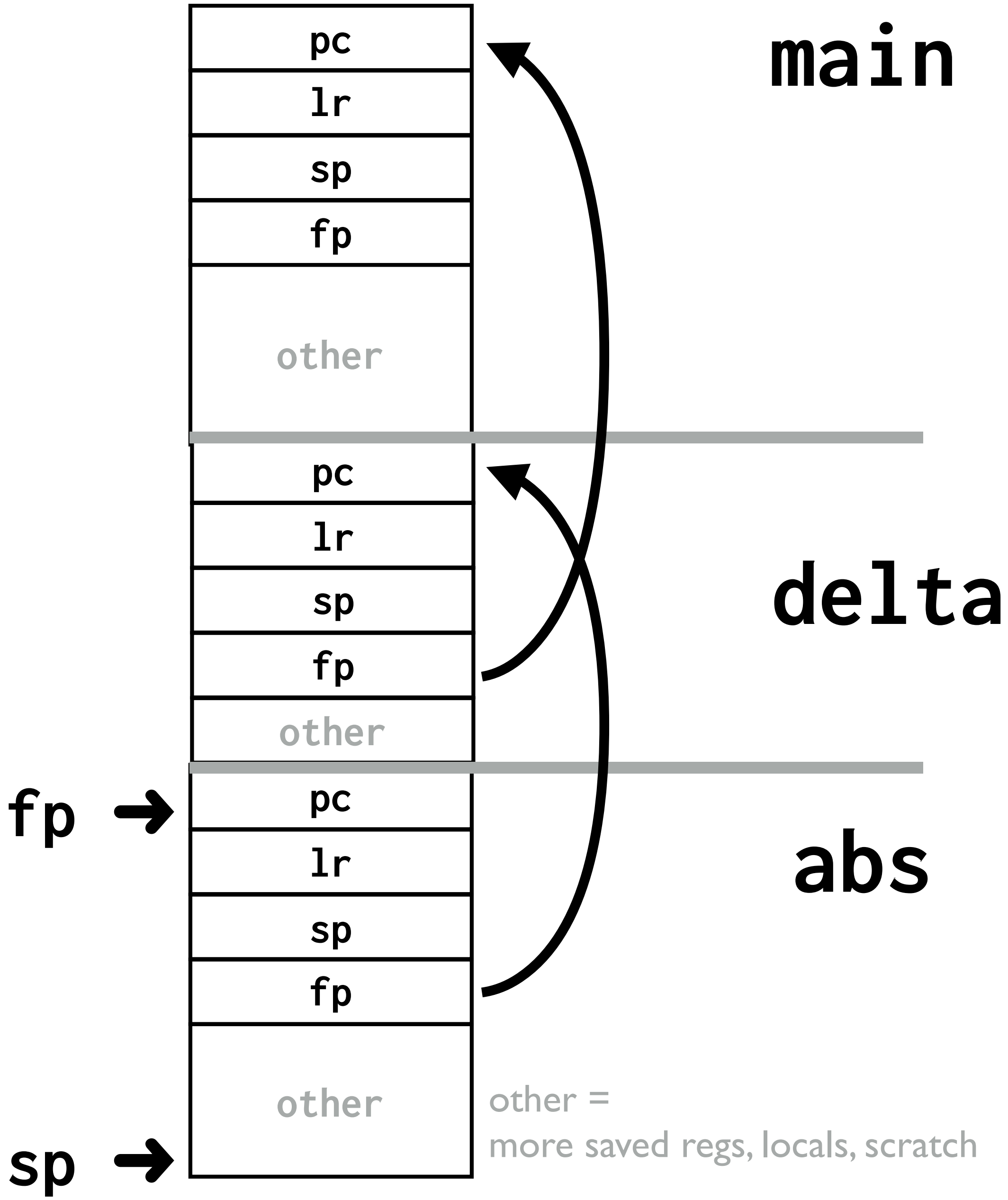
* I am fudging a bit about direct use of push and pop
sp cannot be directly pushed/popped, instead moved through r12
pc not popped, instead removed from stack, no restore orig value

Frame pointers form linked chain

Can start at currently executing call (**abs**) and back up to caller (**delta**), from there to its caller (**main**).

Where does chain end?

```
// start.s

// init fp = NULL
mov sp, #0x8000000
mov fp, #0
bl main
```

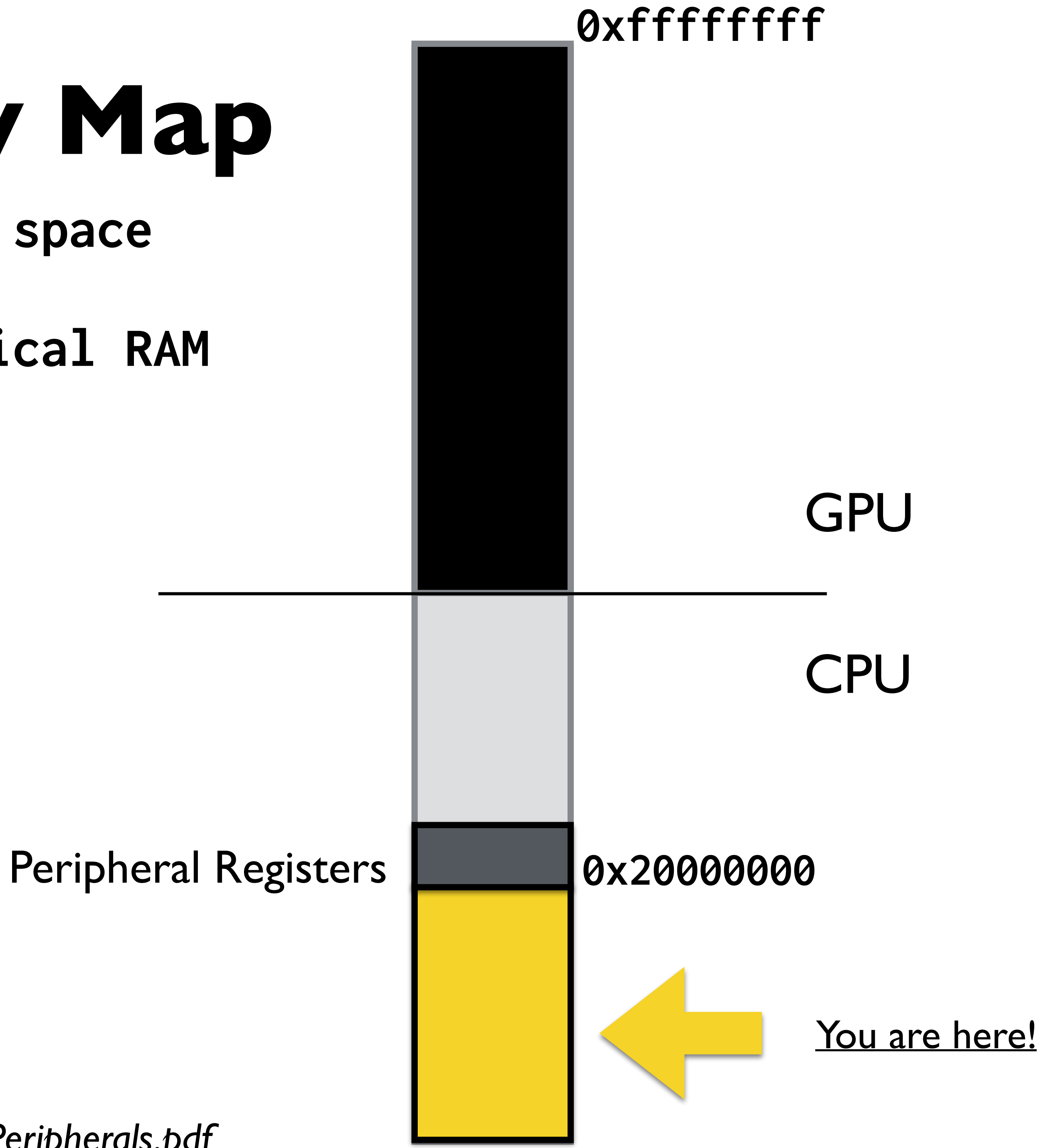


other =
more saved regs, locals, scratch

Memory Map

32-bit address space

512 MB of physical RAM


0xffffffff

GPU

CPU

Peripheral Registers

0x20000000

You are here!

Ref: BCM2835-ARM-Peripherals.pdf

```
SECTIONS
{
  .text 0x8000 :  { start.o(.text*)
                    *(.text*) }
  .data :         { *(.data*) }
  .rodata :       { *(.rodata*) }

  __bss_start__ = .;
  .bss :          { *(.bss*)
                  *(COMMON) }
  __bss_end__ = ALIGN(8);
}
```

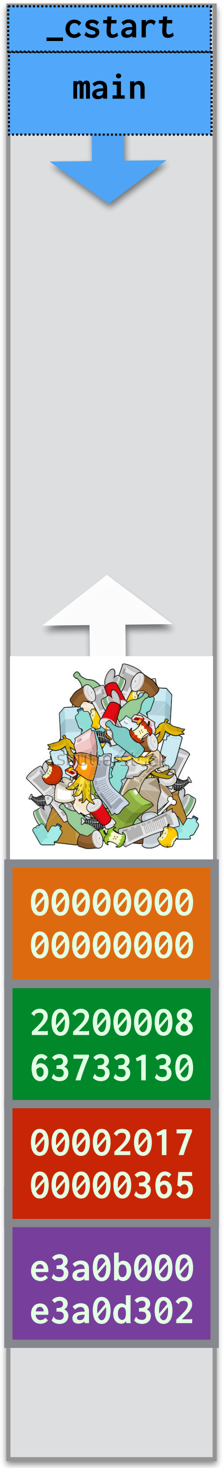
Use this memory for heap ☞

(zeroed data) .bss

(read-only data) .rodata

(initialized data) .data

.text



0x8000000

__bss_end__

__bss_start__

} blink.bin

0x8000

```
_start:
    mov sp, #0x8000000
    mov fp, #0
    bl _cstart
```

```
void _cstart(void) {
  int *bss = &__bss_start__;
  while (bss < &__bss_end__)
     *bss++ = 0;
  }
  main();
}
```

Global allocation

+ Convenient

Fixed location, shared across entire program

+ Fairly efficient, plentiful

No explicit allocation/deallocation

Oversize pays bootloader cost

+ Reasonable type safety

- Size fixed at declaration, no option to resize

+/- Scope and lifetime is global

No encapsulation, hard to track use/dependencies

One shared namespace, have to manually manage conflicts

Frowned upon stylistically

Stack allocation

+ **Convenient, plentiful**

Automatic alloc/dealloc on function entry/exit

+ **Efficient, fairly plentiful**

Fast to allocate/deallocate, ok to oversize

+ **Reasonable type safety**

- **Size fixed at declaration, no option to resize**

+/- **Scope/lifetime dictated by control flow**

Private to stack frame

Does not persist after call exits

Heap allocation

+ **Moderately efficient**

  Have to search for available space, update record-keeping

+ **Very plentiful**

  Heap enlarges on demand to limits of address space

+ **Versatile, under programmer control**

  Can precisely determine scope, lifetime

  Can be resized

- **Low type safety**

  Interface is raw void *, number of bytes

- **Lots of opportunity for error**

  (allocate wrong size, use after free, double free)

- **Leaks** (less critical, but annoying nonetheless)

Heap interface

```
void *malloc(size_t nbytes);
void free(void *ptr);
void *realloc(void *ptr, size_t nbytes);
```

void* pointer

Variable of type address with unspecified/unknown pointee type

What you can do with a void *

Pass to/from function, pointer assignment

What you cannot

Cannot dereference (must cast first)

Cannot do pointer arithmetic (cast to char * to manually control scaling)

Cannot use array indexing

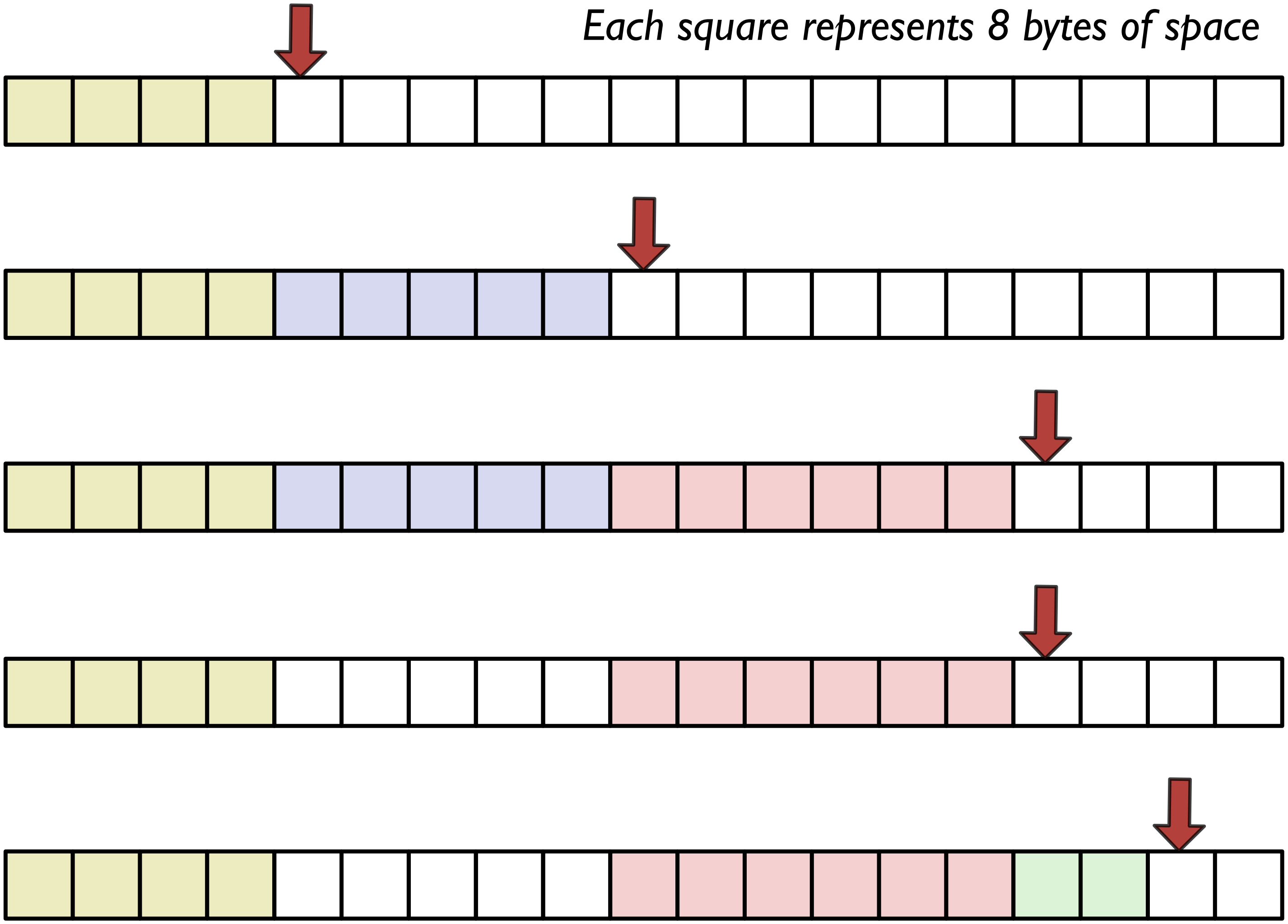
Why do we need a heap?

Let’s see an example!

`code/heap.c`

How is a heap implemented?

Tracing the bump allocator



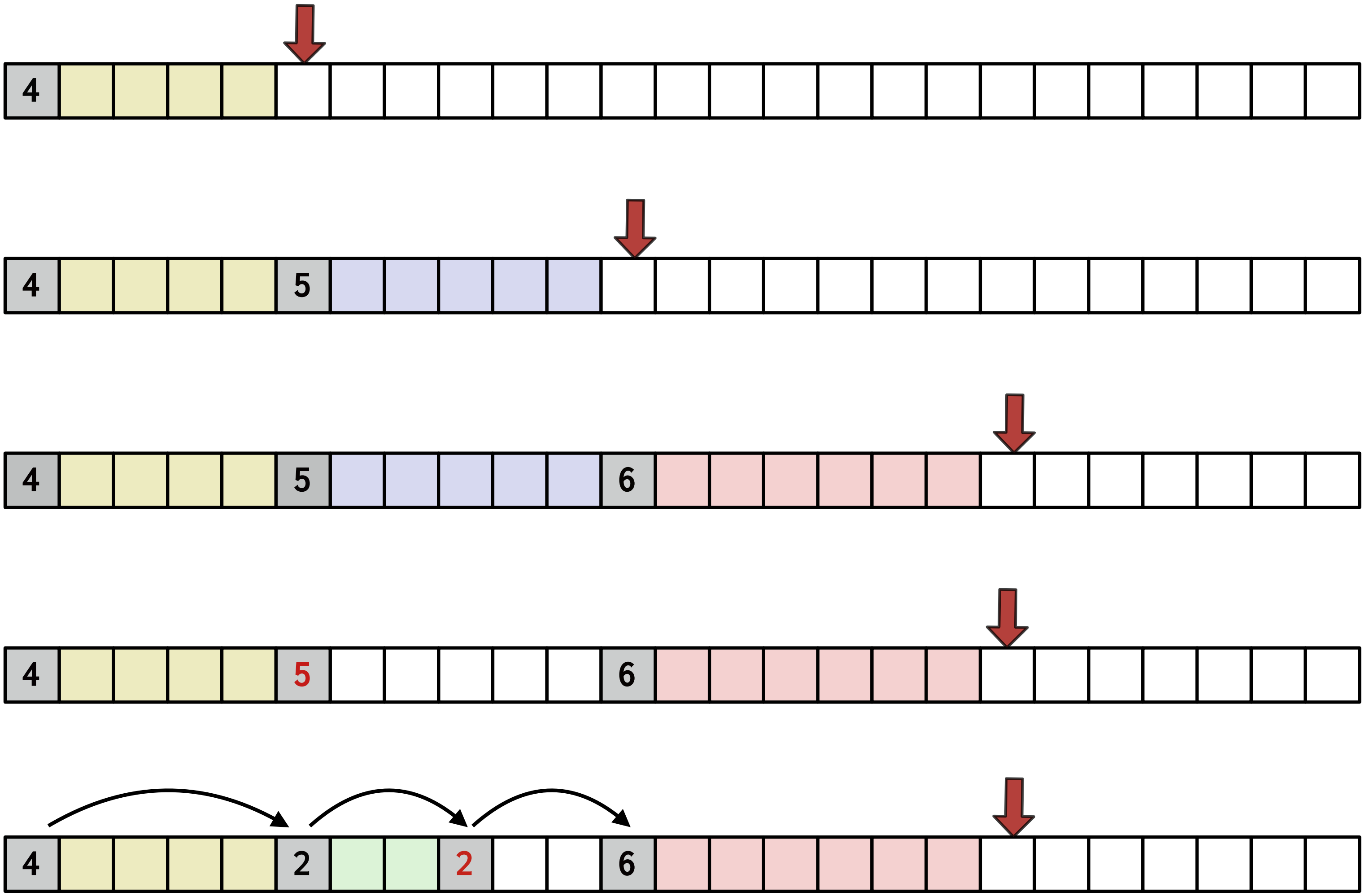
Each square represents 8 bytes of space

```
p1 = malloc(32)

p2 = malloc(40)

p3 = malloc(48)

free(p2)

p4 = malloc(16)
```

Bump Memory Allocator

`malloc.c`

Pre-block header, implicit list



`p1 = malloc(32)`

`p2 = malloc(40)`

`p3 = malloc(48)`

`free(p2)`

`p4 = malloc(16)`

Each square represents 8 bytes of space, size recorded as count of 8-byte words

Header struct

```
struct header {
    unsigned int size;
    unsigned int status;
};                            // sizeof(struct header) = 8 bytes

enum { IN_USE = 0, FREE = 1};

void *malloc(size_t nbytes)
{
    nbytes = roundup(nbytes, 8);

    struct header *hdr = heap_end;
    heap_end  = (char *)heap_end + nbytes + sizeof(struct header);
    hdr->size = nbytes;
    hdr->status = IN_USE;
    return (char *)hdr + sizeof(struct header);
}
```

Challenges for malloc client

- **Correct allocation (size)**
- **Correct access to block (within bounds, not freed)**
- **Correct free at correct time**

What happens if you…

— forget to free a pointer after you are done using it?
— access a memory block after it has been freed?
— free a block twice?
— free a pointer you didn't malloc?
— access past the bounds of a heap block?

Challenges for malloc implementor

just `malloc` is easy 😎

`malloc` with `free` is hard 🤔

Efficient `malloc` with `free` ….Yikes! 🥵

Tricky code (pointer math, typecasts)

Testing is difficult (even more than usual)

Critical system component

correctness is non-negotiable, ideally also fast and compact

Survival strategies:

draw pictures

printf (you've earned it!!)

Early tests on examples small enough to trace by hand if need be