

Stack and Heap memory

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2016

Overview

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Stack and Heap

- Stack
- Heap

- Memory model used so far is a simplification.
- Actually two places in memory that variables can go.
 - The stack and the heap.
- Both are just regions of the same physical memory.
 - Are managed differently.

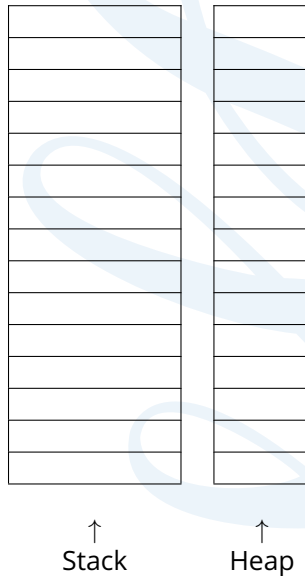


- When program is run, block of memory is allocated.
 - Called the stack.
- Each program has it's own stack.
 - Each instance.
- As variables created and functions called they are put on the stack.
- When variables are destroyed/functions complete they are removed from the stack.
- Has limited size.
 - Recursive functions can fill the stack if not careful.

```
int add( int a, int b)
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    int result = a+b;
    return result;
}

int sub( int a, int b )
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    int result = a-b;
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}

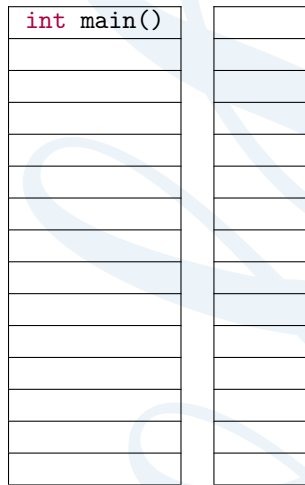
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{
    int var1 = 42;
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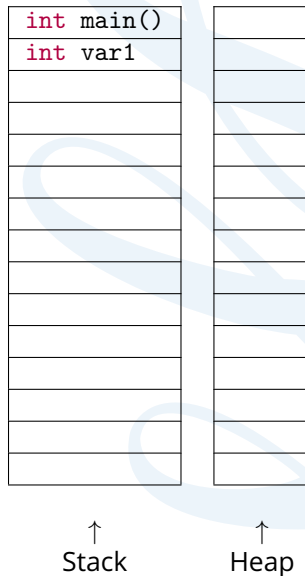
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Stack↑
Heap

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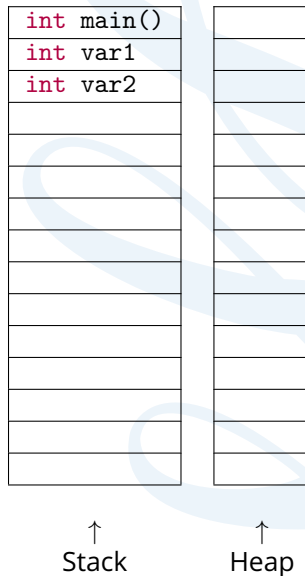


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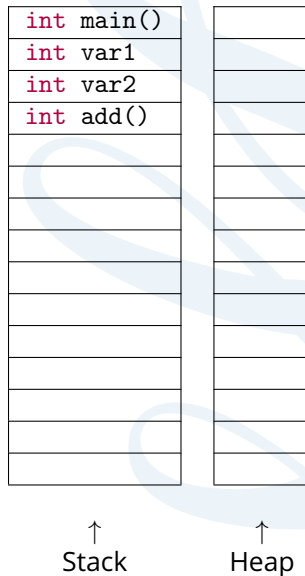



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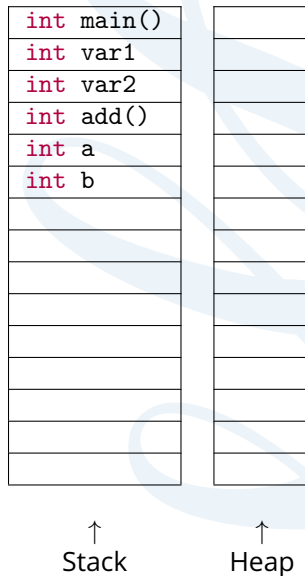
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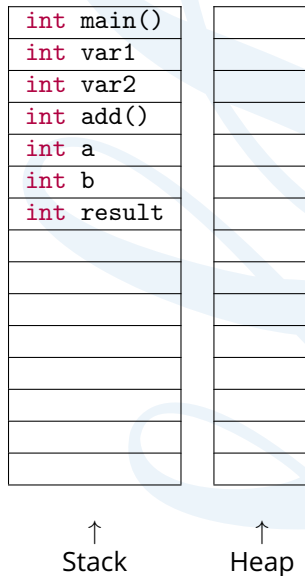
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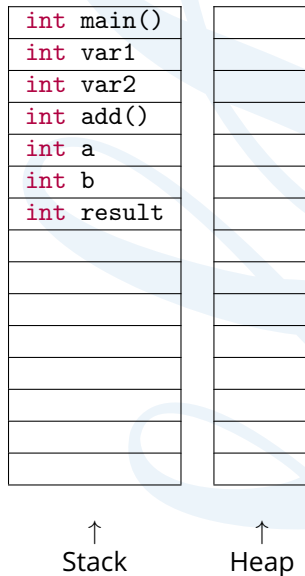
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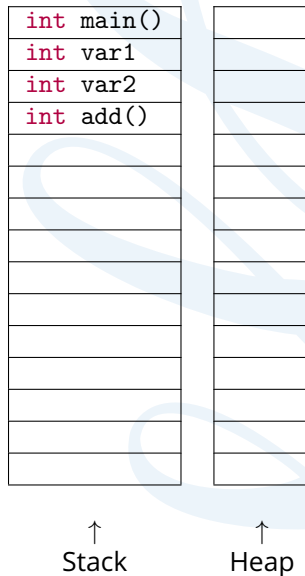


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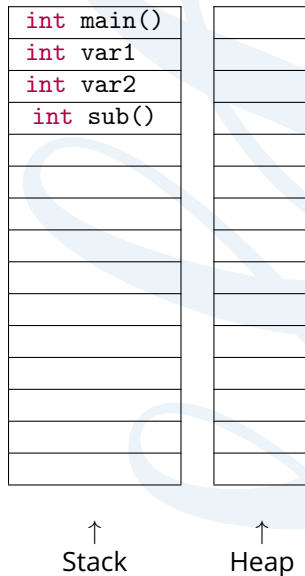


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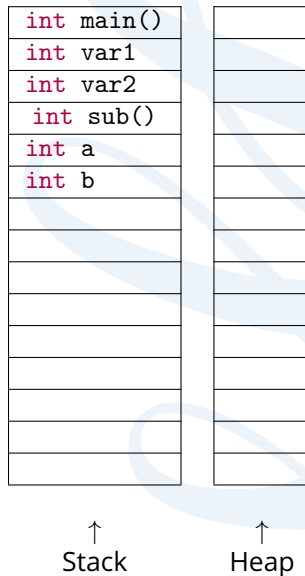
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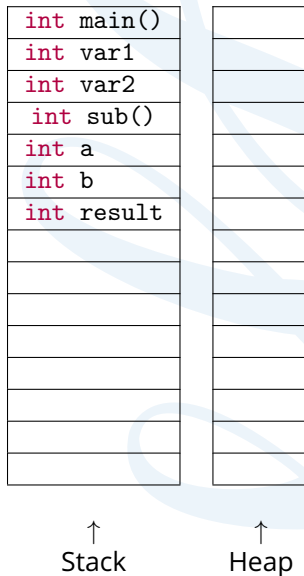
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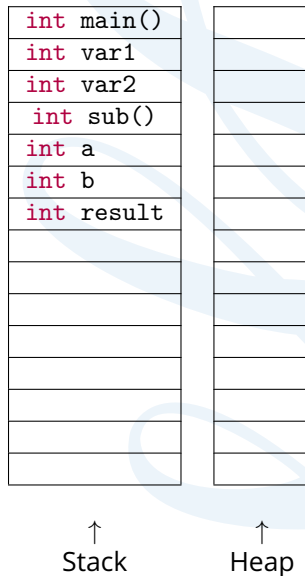
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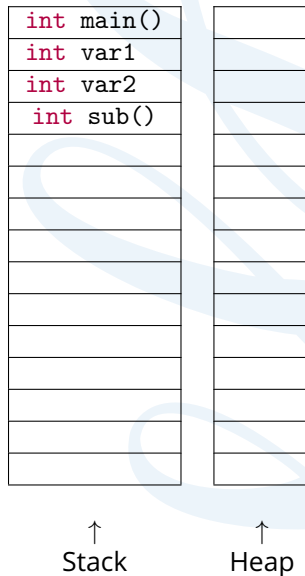


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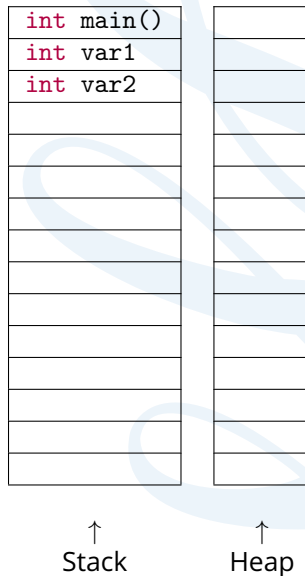


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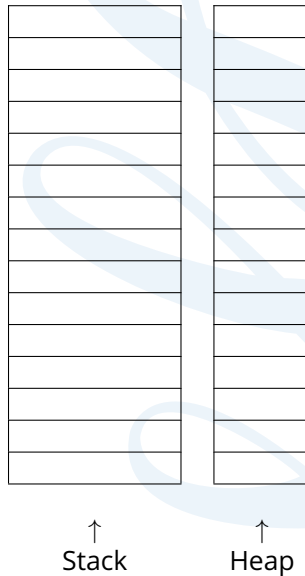
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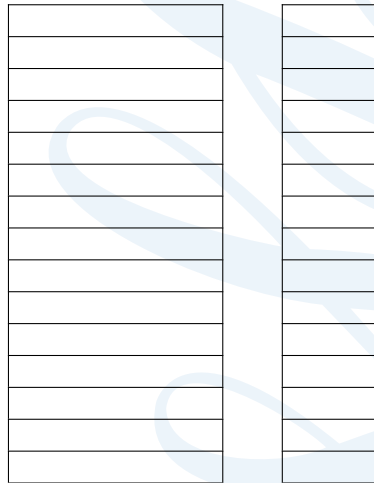


- Shared memory between all running programs.
- Very big in comparison to the stack.
- Dangerous, must remember to deallocate our memory.
 - Memory leaks.

```
int main()
{
    int variable = 42;
    int *pointer1;
    pointer1 = new int[6];

    int *pointer2;
    pointer2 = new int[3];

    delete [] pointer1;
    return 0;
}
```



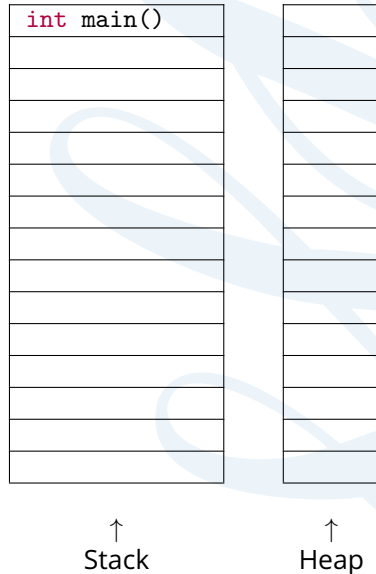
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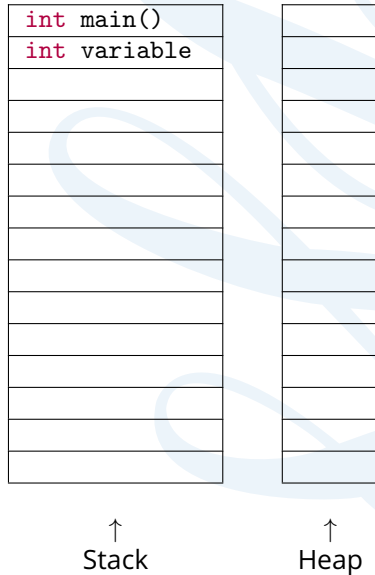
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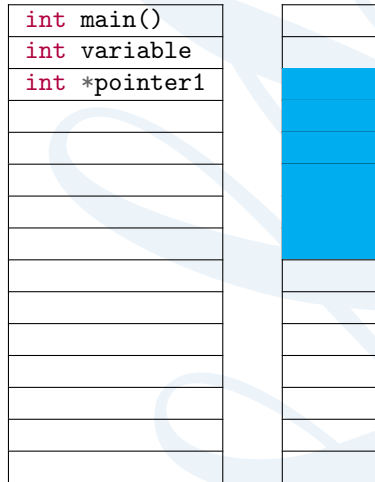
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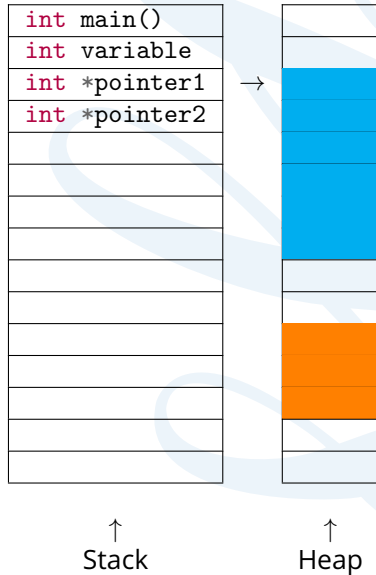


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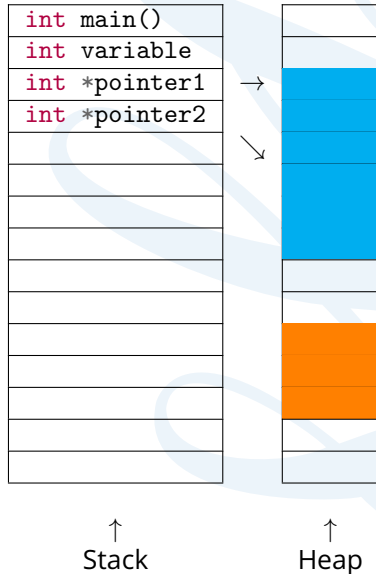
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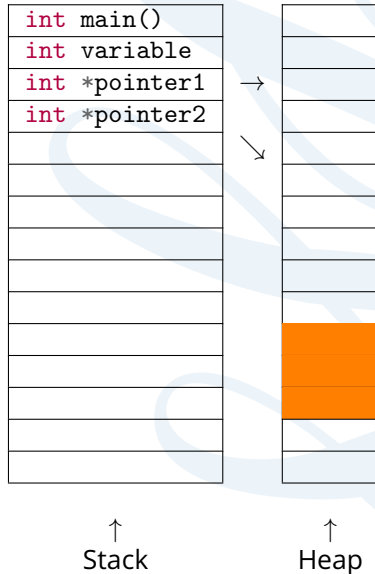
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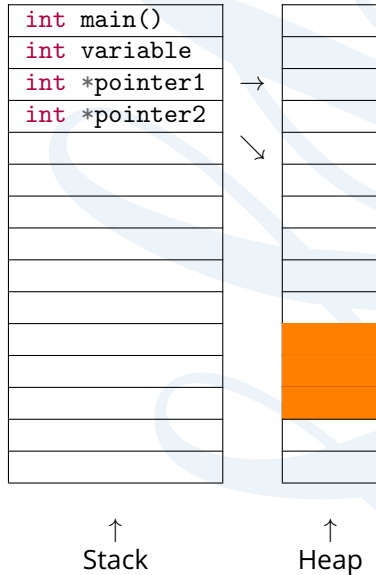


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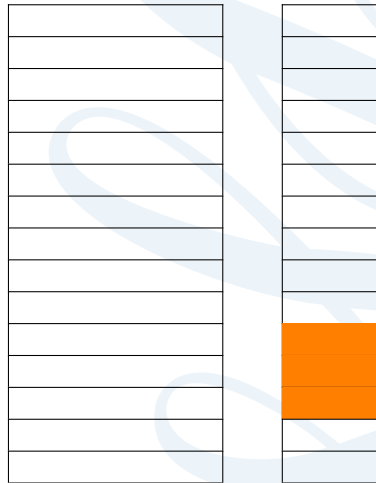
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Heap

Differences

Stack

- Fast - processors typically have special instructions for dealing with stacks quickly.
- Contiguous - everything in one block, easier to know where to put next variable/function.
- Small - limited size.
 - Trying too variables will fill stack and cause "stack overflow".

Heap

- Huge - relative to the stack.
- Dangerous - must remember to deallocate otherwise have memory leaks.

The End