

CS 354 - Machine Organization & Programming

Tuesday, October 15, 2019

Project p3 (6%): DUE at 10 pm on Monday, October 28th

Homework hw3 (1.5%): DUE at 10 pm on Friday, October 18th

Last Time

- Placement Policies
- Free Block - Too Large/Too Small
- Coalescing Free Blocks
- Footers

Today

- Footers (from last time)
- Explicit Free List (from last time)
- Explicit Free List Improvements
- Heap Caveats
- Memory Hierarchy
- Locality

Next Time

- Designing Caches
- Read:** B&O 6.4 intro - 6.4.2

Explicit Free List Improvements

Free List Ordering

address order:

malloc with FF

free

last-in order:

malloc with FF

free

Free List Segregation

simple segregation:

structure

malloc

if list is empty:

free

problem

fitted segregation:

fitting

splitting

coalescing

Heap Caveats

Don't assume consecutive heap allocations result in contiguous payloads!

→ Why?

Don't assume heap memory is initialized to 0!

Do free all heap memory that your program allocates!

→ Why are memory leaks bad?

→ Do memory leaks persist when a program ends?

Don't free heap memory more than once!

→ What is the best way to avoid this mistake?

Don't read/write data in freed heap blocks!

→ What kind of error will result?

Don't change heap memory outside of your payload!

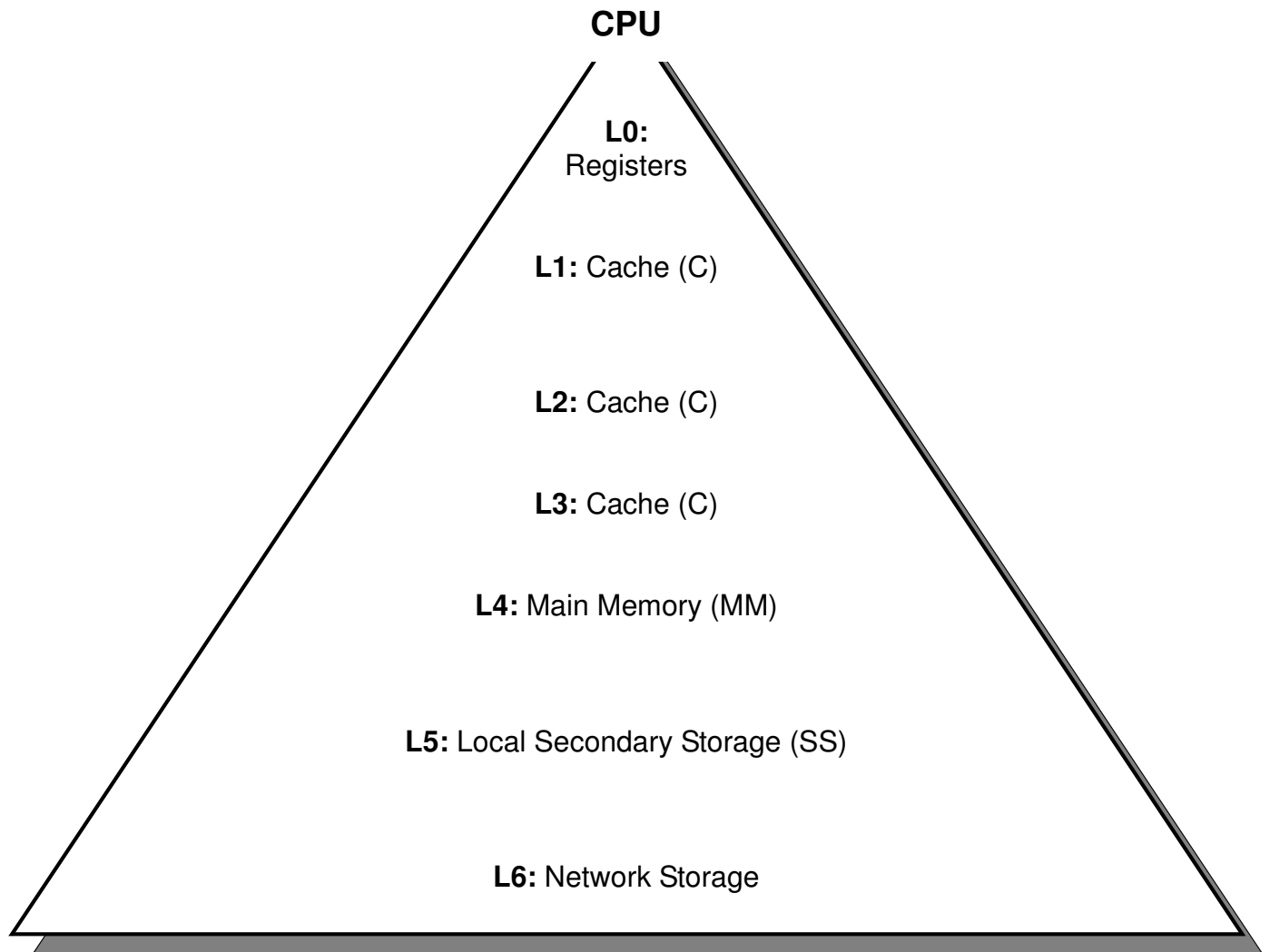
→ Why?

Do check if your memory intensive program has run out of heap memory!

→ How?

Memory Hierarchy

✧ *The memory hierarchy*



Cache

Memory Units

word: size used by transfer between

block: size used by transfer between

page: size used by transfer between

Memory Transfer Time

cpu cycles:

latency:

Locality

✱ *Programs with good locality*

Why? Programs with good locality

What?

temporal locality: when a recently accessed memory location

spatial locality: when a recently accessed memory location

Example

```
int sumArray(int a[], int size, int step) {  
    int sum = 0;  
    for (int i = 0; i < size; i += step)  
        sum += a[i];  
    return sum;  
}
```

→ List the variables that demonstrate temporal locality.

→ List the variables that demonstrate spatial locality.

stride: