



# Memory management



# Why?

- Trash the cache: hardware memory management
- This week: application memory management
  - Brace yourselves
- We skipped: operating system memory management

# Why?

Memory management in its essence is

- Allocating memory (as fast as possible)
- Deallocating that same memory (as fast as possible)

Acquire heap memory with `malloc` or `new`

Free heap memory with `free` or `delete`

- Why do we bother with memory management?
- Why is it that in game software we find memory management important?

# Fragmentation

Fragman-what-now?

Say this is the memory being managed by a *first fit allocator*:



# Fragmentation

Fragman-what-now?

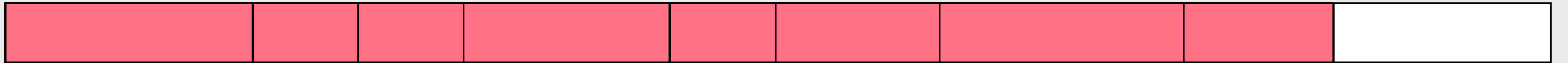
Let's allocate some memory:



# Fragmentation

Fragman-what-now?

Let's allocate some more objects:



# Fragmentation

Fragman-what-now?

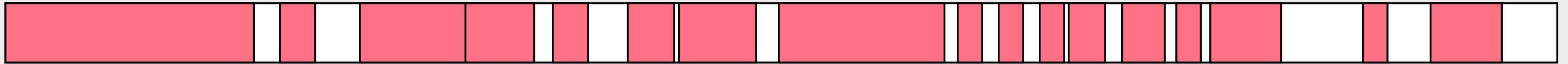
Now we release some memory:



# Fragmentation

Fragman-what-now?

And we allocate and release some more, see the problem growing:

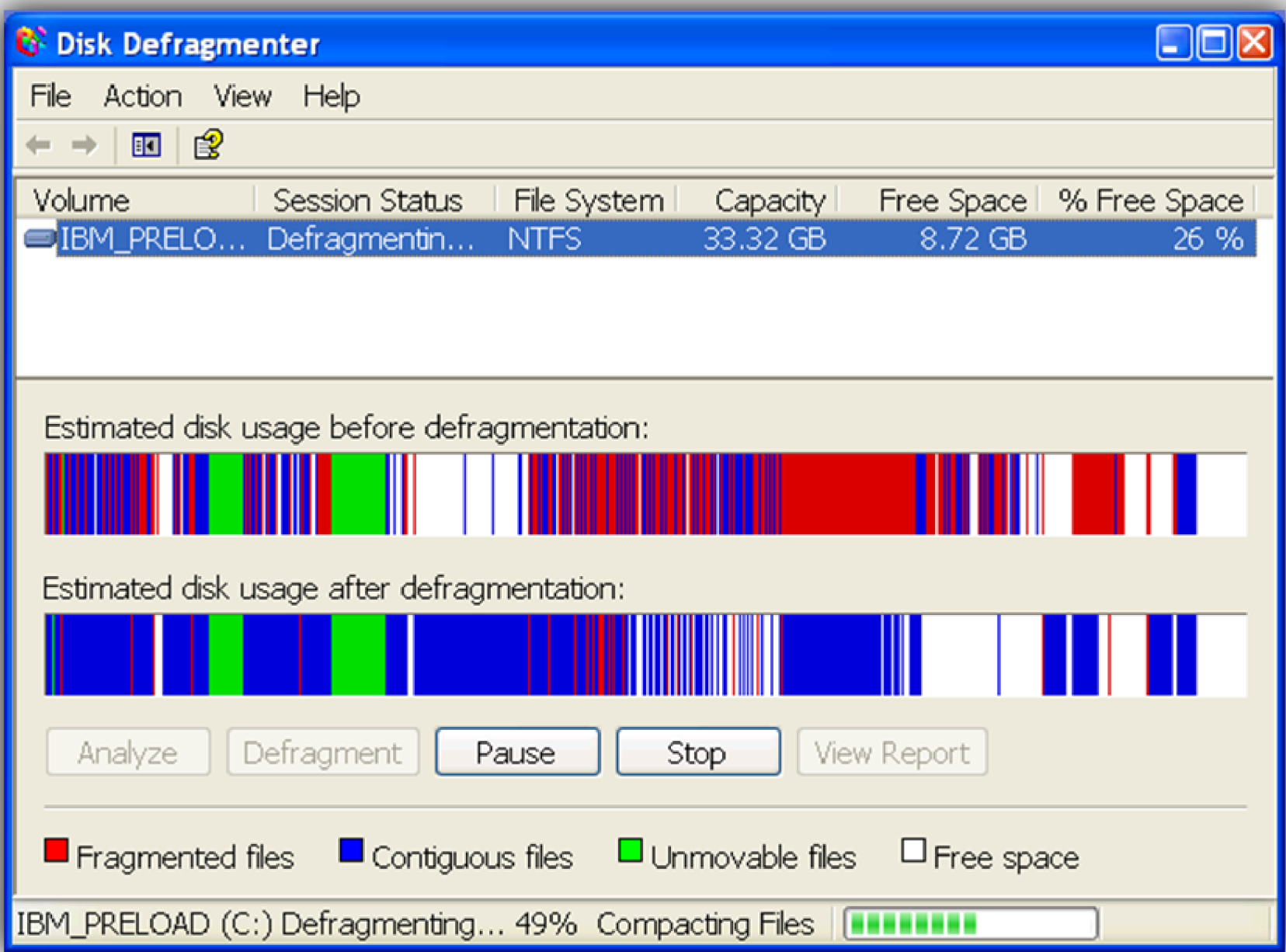


Why is it that games are often affected by this?



# Fragmentation

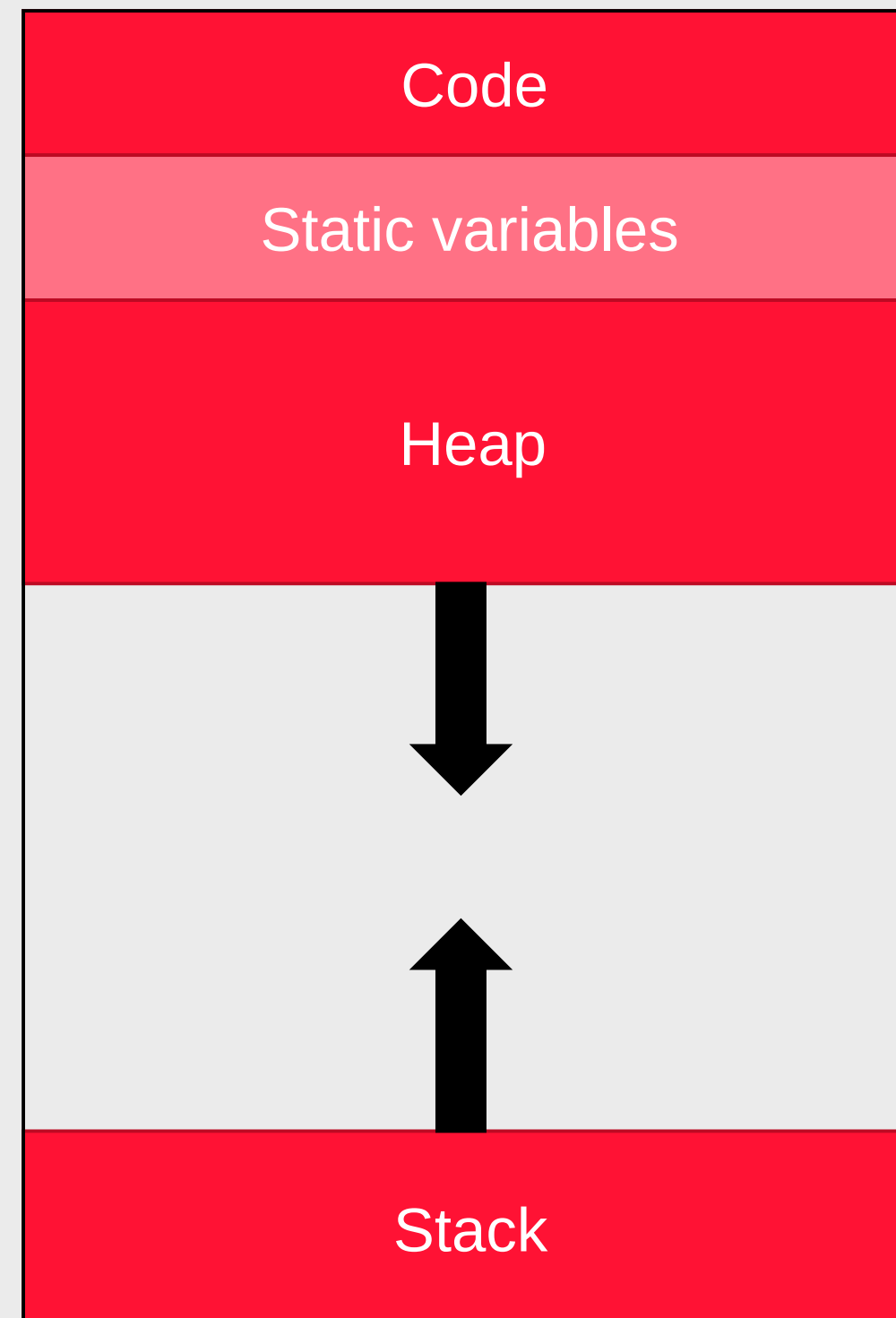
This is even valid for HDD's!



How are games affected by this on disk?

# Memory segments

A program consists of several memory segments



# Managed vs Unmanaged languages

Unmanaged languages: C++, Objective C, ...

- Programs run directly on the device
- Programs compile to machine code
- You're on your own to manage your memory.
  - Standard memory managers aren't that bad, only use your own managers if there is a need!

Managed languages: C#, Java, ...

- Programs run on a virtual machine (CLR, JVM)
- Programs compile to an intermediate language (IL, bytecode)
- Executed by a JIT compiler
- Memory is managed by the *garbage collector* (GC)

# Garbage collector

No need to free any memory yourself.

- The GC checks whether objects are still referenced. If not, memory is freed.

Garbage collection occurs when one of the following conditions is true:

- The system has low physical memory
- Occupied memory surpasses an acceptable threshold. This threshold is continuously adjusted as the process runs.
- The `GC.collect` method is called

Works on a managed heap

- Organized in 3 generations
- Young objects in generation 0 are checked more often
  - They age

Possible to perform defragmentation

# Garbage collector

Cool! No more worries! Alas - “There ain't no such thing as a free lunch”

It's still possible to leak memory.

- Dangling references
- Growing collections

Garbage collection can take a while

- Spike on your FPS counter
- Modern GC are getting better at this.
- So this rule remains: *no dynamic memory allocation on your* **hot code path**

Cache coherence still needed

- although the JIT compiler optimizes a lot

# Memory allocators

Acquire heap memory with `malloc` or `new`

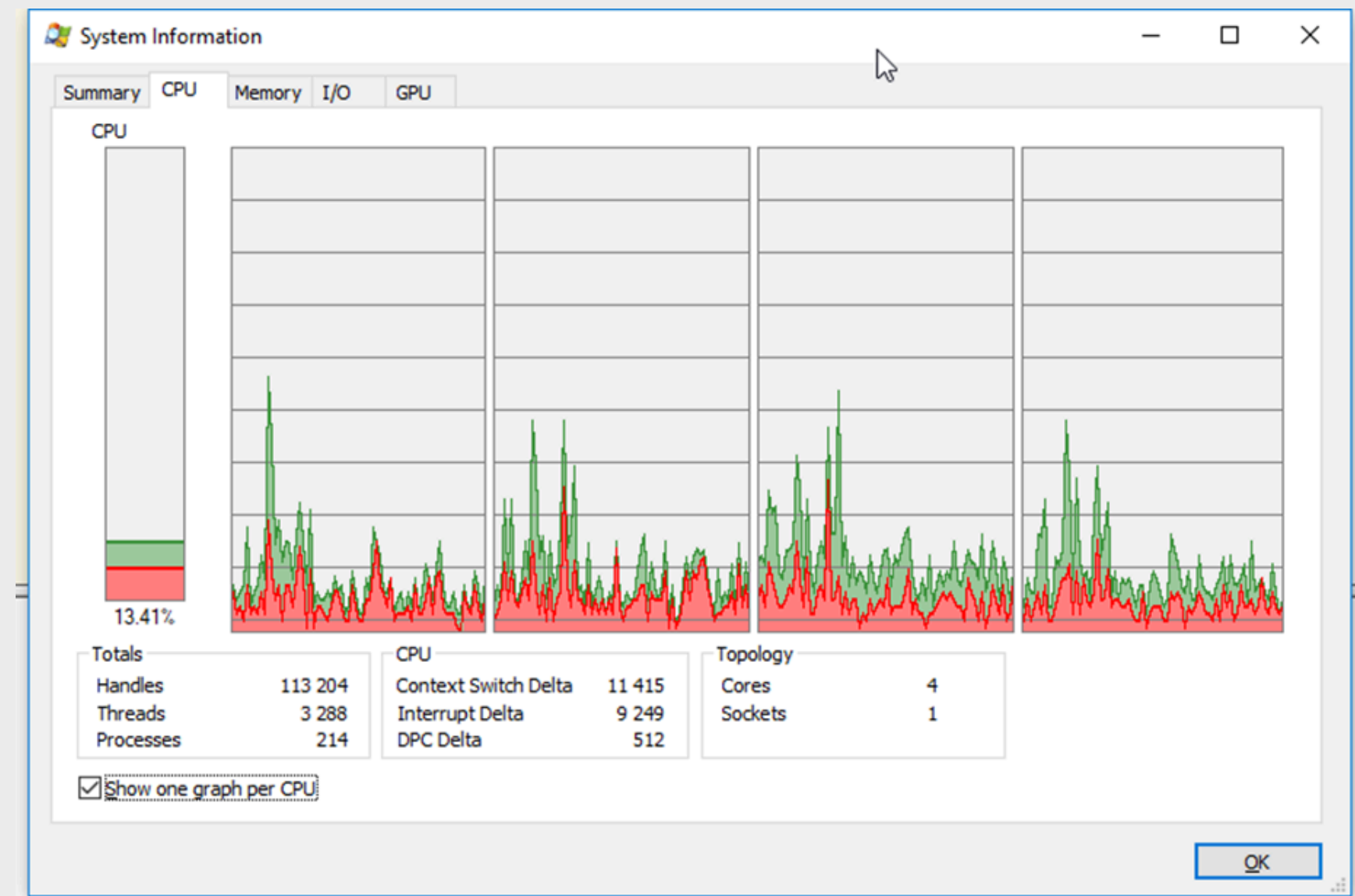
Free heap memory with `free` or `delete`

Costly operations

- `malloc` and `free` might need to context-switch to go from user mode to kernel mode

Instead of doing this all the time, we could request a sufficiently sized chunk of memory and distribute that as required by the program/game

- Everything happens in user mode
- Better tweaked to the application's needs





# Linked-list-based allocators

## General purpose allocators

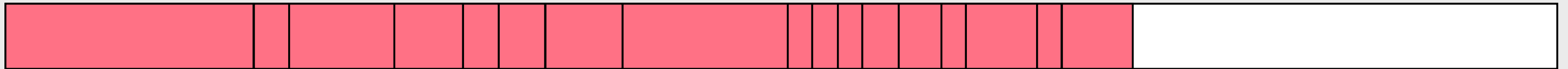
- Keep track of free memory, the “free list”
- Keep track of the size of each allocated block – why?

# Linked-list-based allocators

## General purpose allocators

- Keep track of free memory, the “free list”
- Keep track of the size of each allocated block – why?
  - When deleting/releasing memory we only provide the pointer to the memory that we want to release.

Suffer from fragmentation - but can we perform some defragmentation? Just sort all the allocated blocks up:



# Linked-list-based allocators

## General purpose allocators

- Keep track of free memory, the “free list”
- Keep track of the size of each allocated block – why?
  - When deleting/releasing memory we only provide the pointer to the memory that we want to release.

Suffer from fragmentation - but can we perform some defragmentation? Just sort all the allocated blocks up:



Can be a lengthy operation, but doesn't have to be completed in one frame. We can spend some fixed time on this every frame until we're done.

However: raw pointers become invalid

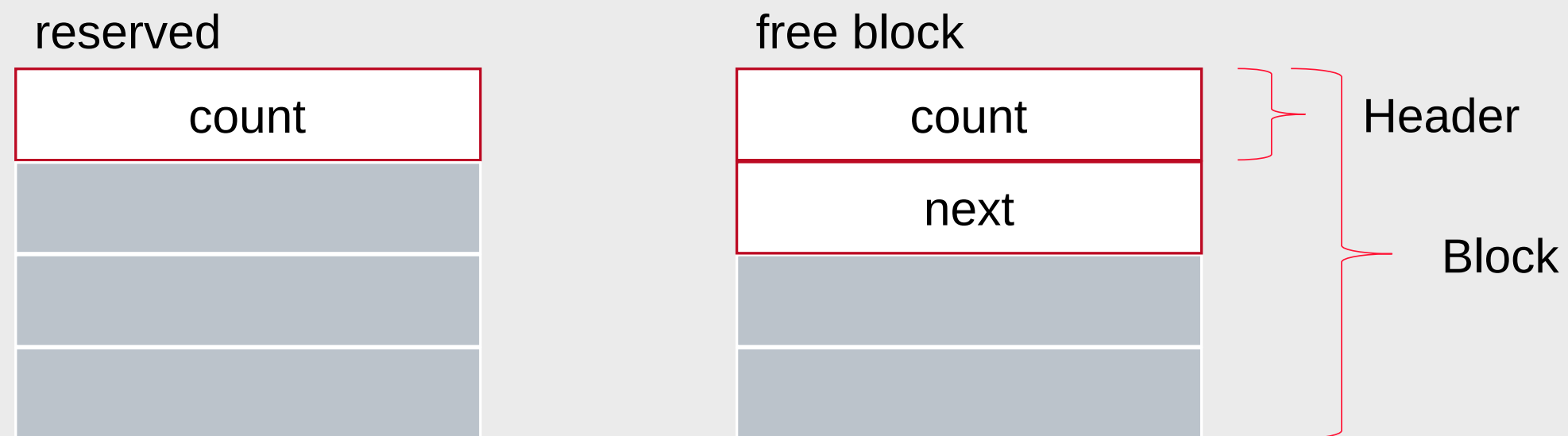
- Use (custom) smart pointers
- Use Handles – integer indices in a table that contains the actual pointers
- A handle is what every reference in C# or Java is

3rd party libraries might not be compatible

# Free storage list

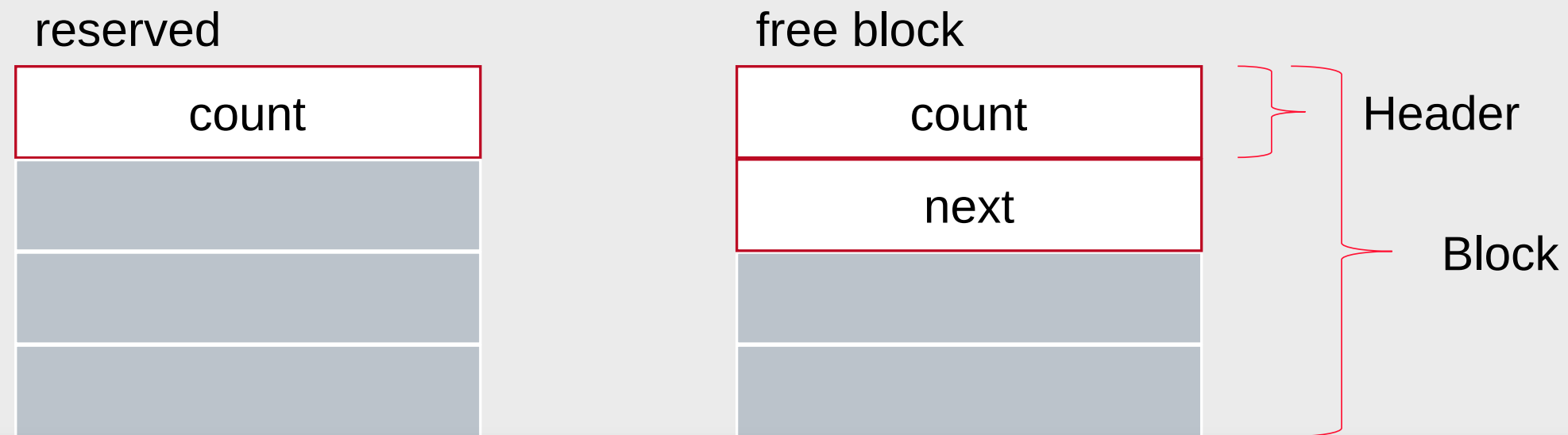
Let's look at a possible implementation of such an allocator.

- Divide a given buffer into blocks.
- Keep a linked list of free blocks
- Since that memory is not used by the program, we can store our node pointers there



count = # subsequent free blocks

# Free storage list



```

struct Header
{
    size_t count;
};

struct Block : Header
{
    const static int size = sizeof(void*);
    union
    {
        Block* next;
        char data[size - sizeof(Header)];
    };
};

```

# Free storage list

## Acquire

- Iterate over the list until you find a large enough space.
- Remove it from the list.
- Return pointer to that memory.

## Release

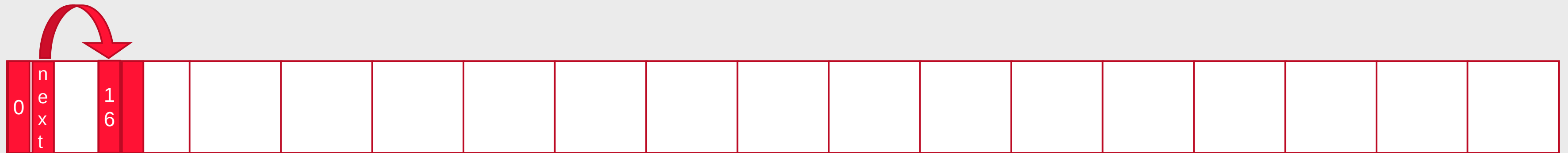
- Find the first empty block before the block to release.
- Add into the list.
- Merge the blocks if adjacent.

This list must remain sorted

- Makes releasing memory costly  $O(n)$



# So what happens?



This is a buffer of 17 blocks.

- Max allocated size =  $(16 \times 16b) - 4b = 252b$ 
  - (we allocate one extra block for the head)
  - We loose 4b for that counter in every first block

What happens when we allocate 40b?

# So what happens?

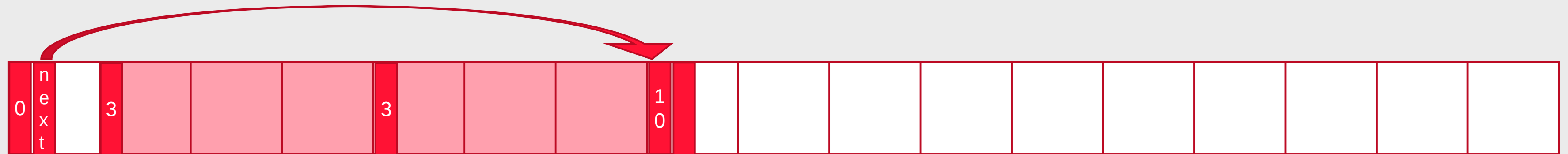


There are now 13 free blocks left.

- Max allocated size =  $16 \times 13 - 4 = 204$

What happens when we allocate another 40 bytes?

# So what happens?

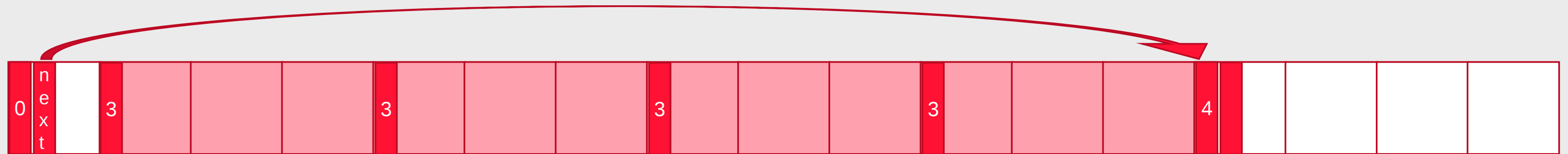


Now there are 10 free blocks.

- Max allocated size =  $16 \cdot 10 - 4 = 156$

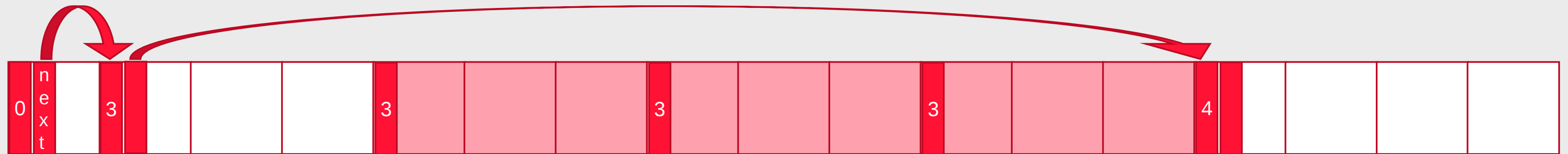
Let's allocate two more.

# So what happens?



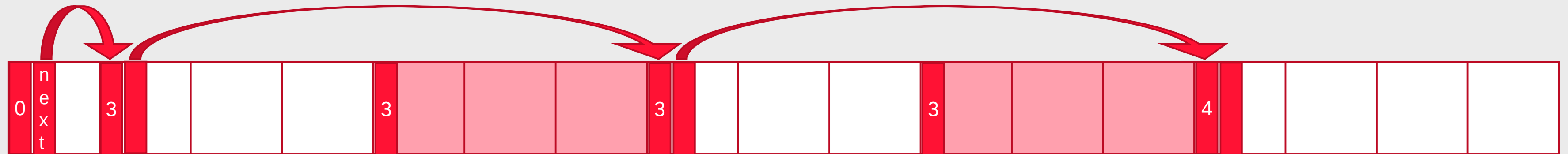
Fine, now let's free the 1st allocation we did

# So what happens?



Now let's free the 3rd allocation we did

# So what happens?



Finally free the 4th allocation we did



So what happens?



And we end up with this.

# Overriding new and delete

```
namespace dae {  
class MemoryAllocator;  
}  
  
void * operator new (size_t nbBytes);  
  
void * operator new[] (size_t nbBytes);  
  
void * operator new (size_t nbBytes, dae::MemoryAllocator* allocator);  
  
void * operator new[] (size_t nbBytes, dae::MemoryAllocator* allocator);  
  
void operator delete (void* pointerToBuffer) noexcept;  
  
void operator delete[] (void* pointerToBuffer) noexcept;
```

# Overriding new and delete

Let's use these

```
TEST_CASE("Test object 2")
{
    MyAllocator allocator(4096);
    Object* pObject = new (&allocator) Object();

    REQUIRE(pObject->m_integer == 0);
    REQUIRE(pObject->m_float == 0);

    delete pObject;
}
```

Look at that delete, it doesn't specify the allocator?

# Overriding new and delete

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    delete pObject;
}
```

Look at that delete, it doesn't specify the allocator?

Define a tag:

```
struct Tag
{
    MemoryAllocator* pool;
};
```

# Overriding new and delete

And use it:

```
void * operator new (size_t nbBytes, MemoryAllocator* allocator)
{
    if (nbBytes == 0) nbBytes = 1;
    MemoryAllocator::Tag* const tag =
        reinterpret_cast<MemoryAllocator::Tag*>(
            allocator->Acquire(nbBytes + sizeof(MemoryAllocator::Tag))
        );
    tag->pool = allocator;
    return tag + 1;
}

void * operator new (size_t nbBytes)
{
    if (nbBytes == 0) nbBytes = 1;
    MemoryAllocator::Tag* const tag =
        reinterpret_cast<MemoryAllocator::Tag*>(
            malloc(nbBytes + sizeof(MemoryAllocator::Tag))
        );
    tag->pool = nullptr;
    return tag + 1;
}
```

# Overriding new and delete

So the delete now can become:

```
void operator delete(void * pointerToBuffer) noexcept
{
    if (pointerToBuffer != nullptr)
    {
        MemoryAllocator::Tag* const tag =
            reinterpret_cast<MemoryAllocator::Tag*> (pointerToBuffer) - 1;
        if (tag->pool != nullptr)
            tag->pool->Release(tag);
        else
            free(tag);
    }
}
```



# Using them

When we create a new GameObject we write either

```
auto go(std::make_unique<GameObject>());
```

```
auto go(std::make_shared<GameObject>());
```

Override global new and delete?

- Ok, but then every allocation passes through our code
- Custom smart pointers

std::allocate\_shared exists, but std::allocate\_unique doesn't

- Uses an Allocator ([https://en.cppreference.com/w/cpp/named\\_req/Allocator](https://en.cppreference.com/w/cpp/named_req/Allocator))

Override Class-scope new/delete operator

- Can couple it to the required allocator.

<https://msdn.microsoft.com/en-us/library/kftdy56f.aspx>

# std allocators

Downside: are passed as a class, not an instance.

See <https://godbolt.org/z/7h8993bc5> as an example that illustrates this.

At EA this is one of the reasons to run their own stl (keep in mind, this is a page from 2007):

[https://www.open-std.org/jtc1/sc22/wg21/docs/papers/2007/n2271.html#std\\_allocator](https://www.open-std.org/jtc1/sc22/wg21/docs/papers/2007/n2271.html#std_allocator)

Often engines have their own container types that allow for custom allocators by instance.

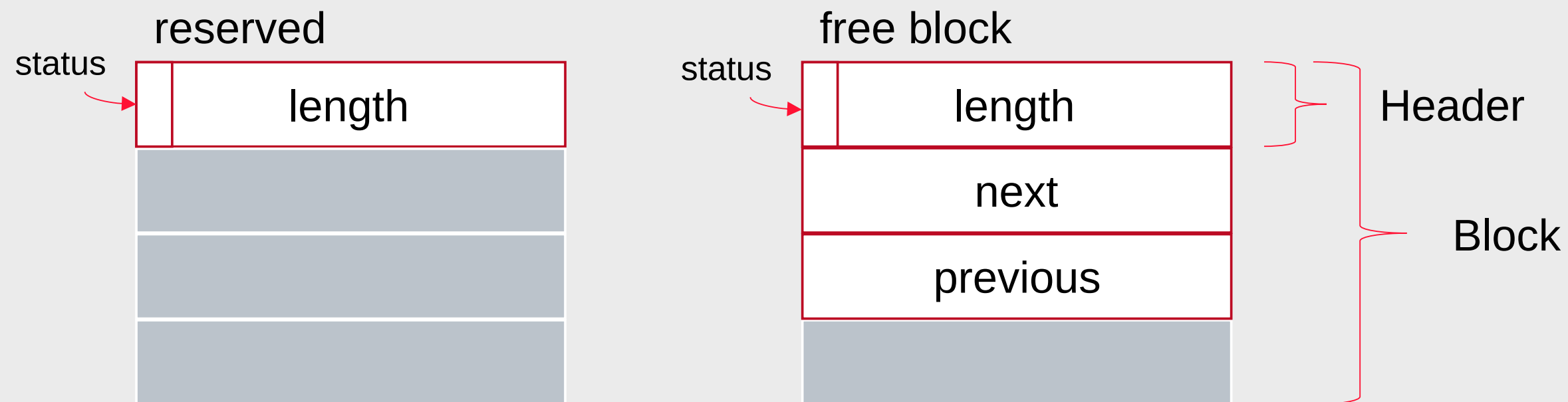
# Doubly-linked free storage

Resembles the single linked list

- Just keep an extra pointer to the previous node too.
- To support coalescing, we add a status bit in the length field

When Releasing, just add it to the free list. This has become a  $O(1)$  operation

When Acquiring, while traversing the free list, coalesce free areas.



# Doubly-linked free storage

## Acquire

- Iterate over all nodes in free list.
  - For each node: if the next area is free, merge the two areas
  - If the area is big enough: break;
- Chop off an area sized as required and add the remaining to the free area list
- Set status flags (free or not)

## Release

- Just add it to the list
- Set status flag

# All purpose allocators

We saw two common all-purpose allocators.

Disadvantages:

- Slow  $O(n)$  operations on alloc and/or dealloc
- Fragmented memory

Advantages:

- No system calls
- We're in charge ourselves

Let's have a look at optimizations we can apply in games.

# Stack-based allocators

## Acquire memory

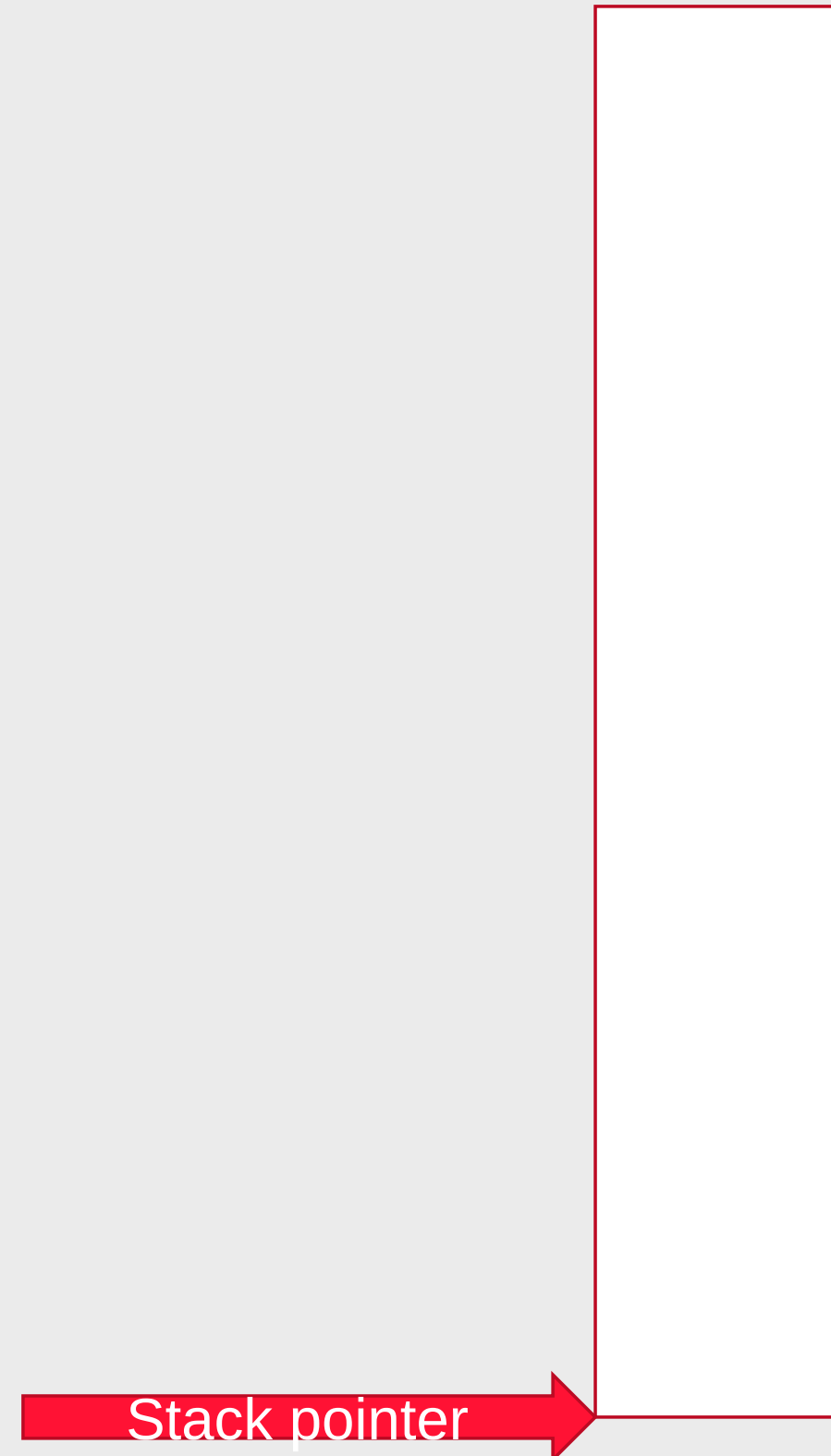
- Via malloc
- Or new
- Or with a global static buffer
  - (the data will reside in the static segment)

## Easy implementation – just increment a pointer

- No fragmentation
- Downside: releasing memory must happen in reverse order
  - Better alternative: use markers to free entire blocks
  - Even better: don't release at all!

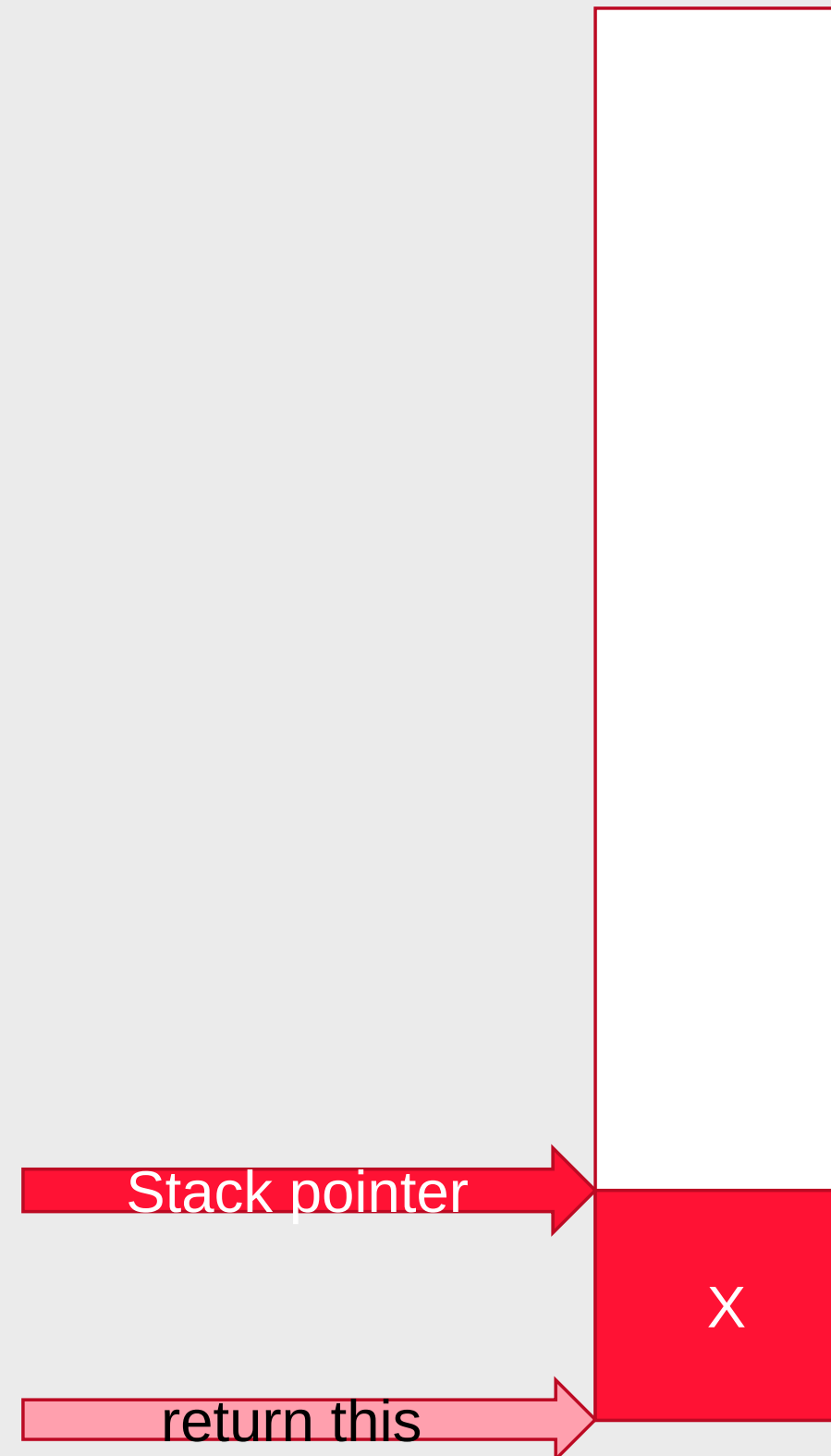
# Stack allocator

Given an empty stack, from top to bottom.



# Stack allocator

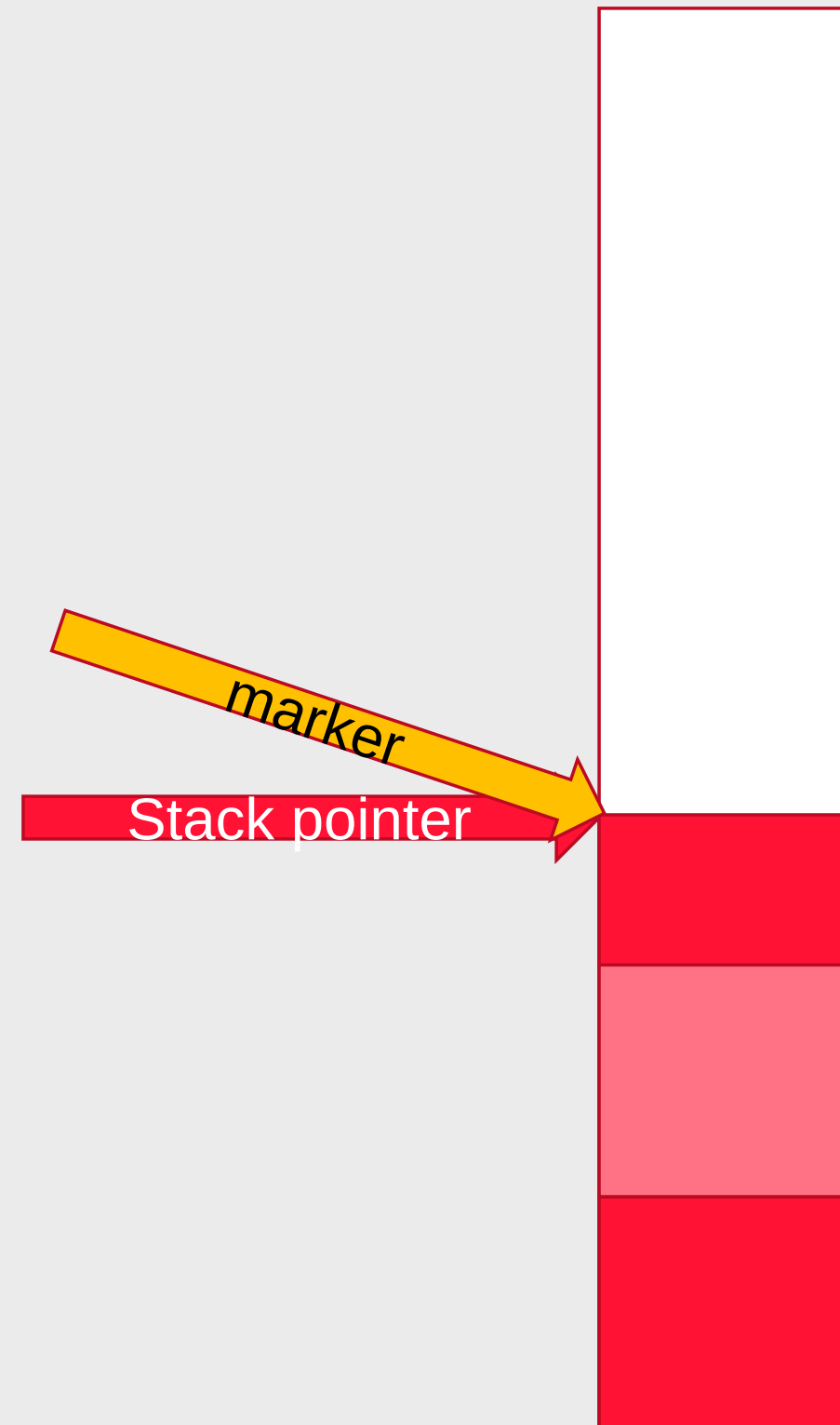
Allocate x bytes





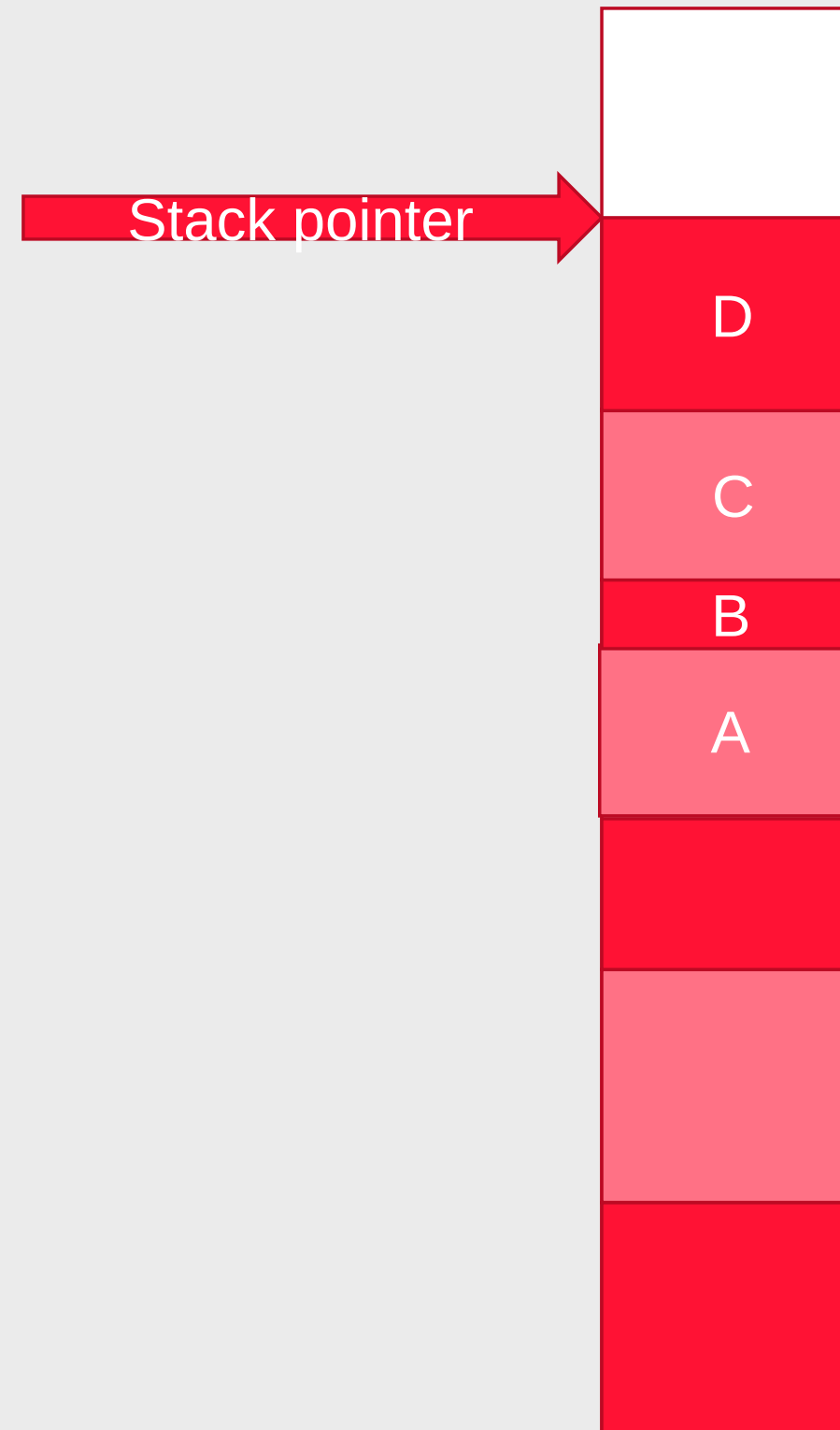
# Stack allocator

Optionally: request a marker



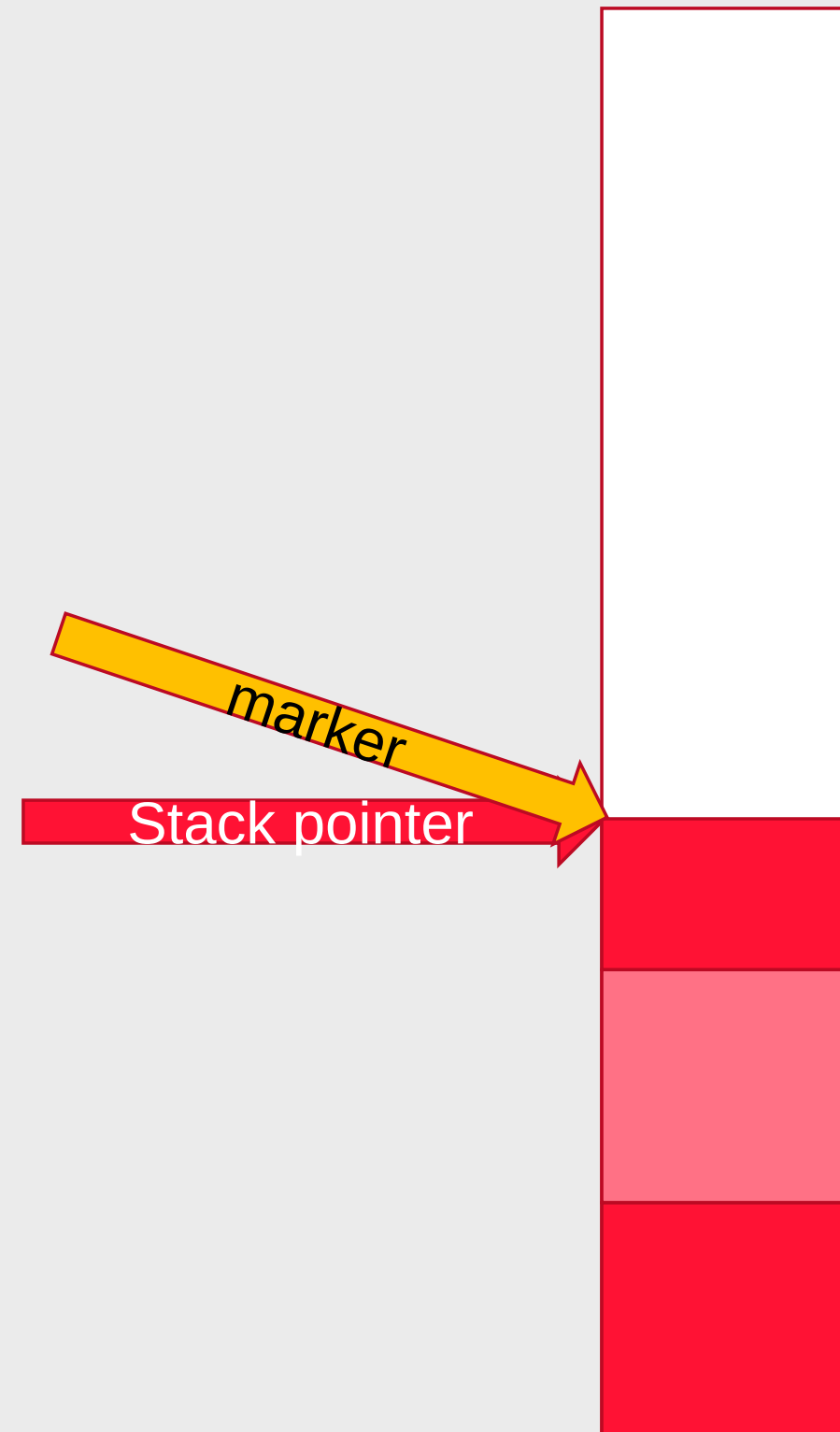
# Stack allocator

Allocate some more



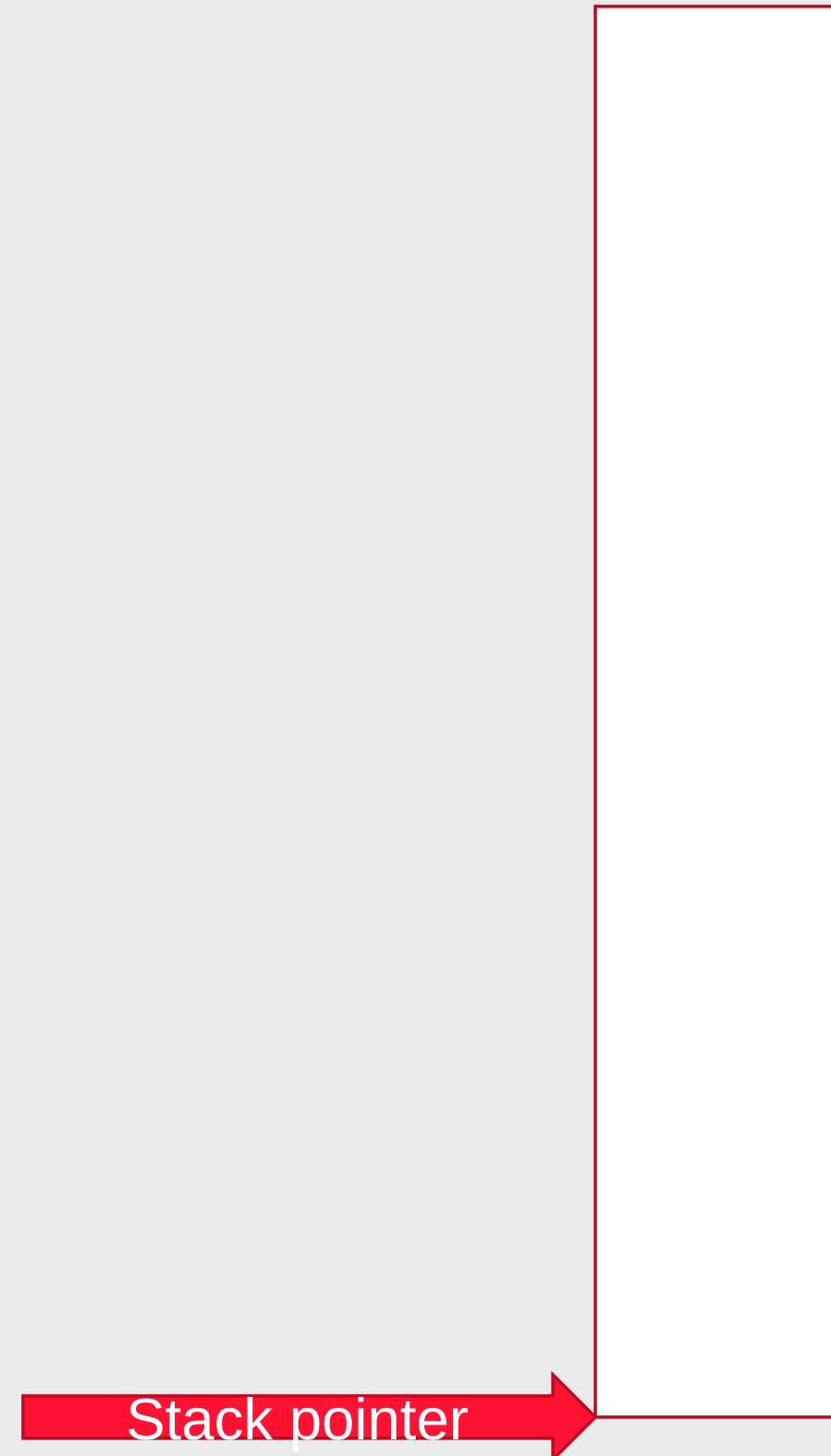
# Stack allocator

Now free to marker



# Stack allocator

Or just completely free the stack



# Single frame allocators

Reserve a block of memory, manage it with a stack allocator.

At the start of the frame we reset the stack pointer to the bottom.

## Pro's

- No need to free / delete the data
- Fast to allocate
- No fragmentation

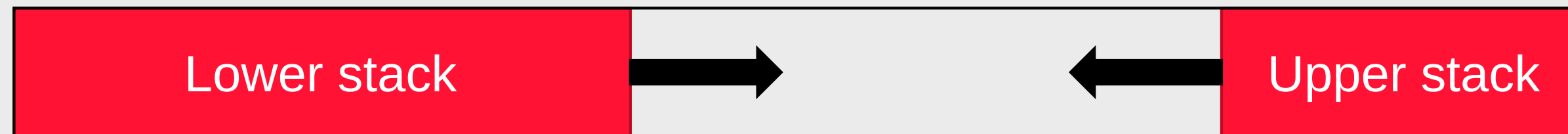
## Con's

- Programmers must be well aware what they're doing
- No persistent pointers to this data possible!

# Double-ended stack allocators

Use two stacks at each end.

Allocate a block and maintain a stack from both ends



For example:

- Use lower stack for level data – cleared every level.
- Use upper stack for frame data – cleared every frame.

# Double-buffered stack allocators

These allow the data allocated in frame  $i$  to be used in frame  $i+1$

Create two single frame stack allocators internally and ping-pong between the two.

Used to use results from the previous frame in the current one.

# Object pools / Fixed size allocators

When

- You often create and destroy the same type of objects (bullets, particles, sounds, decals, etc.)
- The objects have the same size
- Allocating these on the heap leads to fragmentation

Or

- the objects encapsulate a resource via RAII that is costly to acquire/release (like a network connection, a thread or a database connection)

You could choose to use an Object Pool

- Allocate a bunch of them
- Request objects from the pool and return them when you don't need them anymore.
- The underlying resource remains acquired



# Object Pools/Fixed-size allocators

Possible waste of memory.

Possibly not enough memory.

- Prevent it (allocate max)
- Don't create a new object
- Kill an existing object
- Grow

A reused object must be cleared – pay attention!

# Small object allocator

Small objects cause the most fragmentation.

Create growing pool allocators for objects sized from 1 – 256 bytes, thus:

- A pool for objects of 1 byte,
- A pool for objects of 2 bytes,
- A pool for objects of 3 bytes,
- A pool for objects of 4 bytes,
- Etc...

Initialized with a size of 16 objects for each pool: takes ~500kb

How many bytes exactly?