A proof of Doug Lea's memory manager

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Glossary of macros, typedefs and minor routines

```
MALLOC_ALIGNMENT
                                                = 8
MAX_SIZE_T
                                                = FFFFF FFFFFh
SIZE_T_SIZE
                                                = 4
SIZE_T_BITSIZE
                                                = 32
SIZE_T_ZERO
                                                = 0
SIZE_T_ONE
                                                = 1
SIZE_T_TWO
                                                = 2
SIZE_T_FOUR
                                                = 4
TWO_SIZE_T_SIZES
                                                = 8
                                                = 16
FOUR_SIZE_T_SIZES
                                                = 24
SIX_SIZE_T_SIZES
                                                = 7FFF FFFF_h
HALF_MAX_SIZE_T
CHUNK_ALIGN_MASK
                                                = 111_b
                                                = struct malloc_chunk
mchunk
mchunkptr
                                                = mchunk*
sbinptr
                                                = mchunk*
                                                = unsigned int
bindex_t
                                                = unsigned int
binmap_t
                                                = unsigned int
flag_t
MCHUNK_SIZE
                                                = 16
CHUNK_OVERHEAD
                                                = 4
                                                = 16
MIN_CHUNK_SIZE
chunk2mem(p)
                                                = p + 8
mem2chunk(mem)
                                                = \, \mathtt{mem} - 8
                                                = 2^{32} - 63
MAX_REQUEST
                                                = 11
MIN_REQUEST
                                                = \lceil \mathtt{req} + 4 \rceil_8
pad_request(req)
                                                = \max\{16, \lceil \mathtt{req} + 4 \rceil_8\}
request2size(req)
PINUSE_BIT
                                                = 1_b
CINUSE_BIT
                                                = 10_b
                                                = 100_b
FLAG4_BIT
                                                = 11_b
INUSE_BITS
FLAG_BITS
                                                = 111_b
                                                = [p_{[1]}] == 1
cinuse(p)
                                                = [p_{[0]}] == 1
pinuse(p)
                                                = is_mmapped(p) \lor cinuse(p)
is_inuse(p)
is_mmapped(p)
                                                = [p_{[1,0]}] == 00
chunksize(p)
                                                = [(p+1)_{[31..3]}000]
\left\{\mathtt{p}_{[0]}\mapsto\_
ight\} clear_pinuse(p)
                                            \left\{ \mathtt{p}_{[0]}\mapsto 0 \right\}
chunk_plus_offset(p,s)
                                                = p + s
chunk_minus_offset(p,s)
                                                = p - s
next_chunk(p)
                                                = next(p)
prev_chunk(p)
                                                = prev(p)
next_pinuse(p)
                                                = flags(next(p)) = \_ \blacktriangle
                                               = prev\_foot(p + s)
get_foot(p,s)
 \left\{prev\_foot(p+s) = \_\right\} set_foot(p,s) \left\{prev\_foot(p+s) = s\right\}
                                              \texttt{set\_size\_and\_pinuse\_of\_free\_chunk(p,s)} \left. \begin{cases} size(\texttt{p}) = \texttt{s} \land flags(\texttt{p}) = \triangledown \blacktriangle \\ \land prev\_foot(next(\texttt{p})) = \texttt{s} \end{cases} \right\}
  \int size(\mathbf{p}) = \underline{\hspace{0.1cm}} \wedge flags(\mathbf{p}) = \underline{\hspace{0.1cm}}
  \land prev\_foot(p+s) = \_
                                                                                                  \int size(\mathbf{p}) = \mathbf{s} \wedge flags(\mathbf{p}) = \nabla \mathbf{A}
   \int\! size(\mathtt{p}) = \_ \wedge flags(\mathtt{p}) = \_\_
                                                                                                  \land \mathit{prev\_foot}(\mathtt{p} + \mathtt{s}) = \_
                                               set_free_with_pinuse(p,s,n)
  \land flags(p+s) = \_\_
tchunk
                                                = {\tt malloc\_tree\_chunk}
                                                = tchunk*
tchunkptr
tbinptr
                                                = tchunk*
                                                        child_0(*t) if child_0(*t) \neq 0
leftmost_child(t)
                                                        child_1(*t) otherwise
NSMALLBINS
                                                = 32
NTREEBINS
                                                = 32
SMALLBIN_SHIFT
                                                = 8
SMALLBIN_WIDTH
                                                = 8
TREEBIN_SHIFT
MIN_LARGE_SIZE
                                                = 256
                                                = 255
MAX_SMALL_SIZE
                                                = 244
MAX_SMALL_REQUEST
                                                = struct malloc_state
                                                = struct malloc_params
mparams
                                                =\;{\rm s}<256
is_small(s)
                                                = \lfloor s/8 \rfloor
small_index(s)
small_index2size(i)
                                                =8 \times i
                                                = 2
MIN_SMALL_INDEX
\Big\{ \texttt{smallbins}[2\mathtt{i}+2] \mapsto C_1 * \texttt{smallbins}[2\mathtt{i}+3] \mapsto C_2 \Big\} \;\; \mathtt{x} \;\; := \; \texttt{smallbin\_at}(\mathtt{M},\mathtt{i}) \;\; \Big\{ \mathtt{x}.\mathtt{fd} \mapsto C_1 * \mathtt{x}.\mathtt{bk} \mapsto C_2 \Big\}
                                                = treebins[i]
treebin_at(M,i)
                                                                                                   if S > 2^{24}
{I = _} compute_tree_index(S,I)
                                                                 \left\{ \begin{array}{ll} 2(\log_2 \|\mathbf{S}\| - 8) & \text{if } 0 \le \{\!\!\{\mathbf{S}\}\!\!\} < \frac{1}{2}\|\mathbf{S}\| \\ 2(\log_2 \|\mathbf{S}\| - 8) + 1 & \text{if } \frac{1}{2}\|\mathbf{S}\| \le \{\!\!\{\mathbf{S}\}\!\!\} < \|\mathbf{S}\| \end{array} \right\} 
                                                                         if i = 31
bin_for_tree_index(i)
                                                         \lfloor i/2 \rfloor + 6 otherwise
                                                                           if i = 31
leftshift_for_tree_index(i) =
                                                        25 - \lfloor i/2 \rfloor otherwise
                                                       2 \ll (\lfloor i/2 \rfloor + 7) if i even
minsize_for_tree_index(i)
                                                       3 \ll (\lfloor i/2 \rfloor + 7) if i odd
idx2bit(i)
                                                = 1 \ll i
  \Big\{ 	exttt{smallmap[i]} = oxdot^{} \Big\} \hspace{0.1cm} 	exttt{mark\_smallmap(M,i)} \hspace{0.1cm} \Big\{ 	exttt{smallmap[i]} = 1 \Big\}
                            \left\{ 	exttt{clear\_smallmap(M,i)} \ \left\{ 	exttt{smallmap[i]} = 0 
ight\}
  race{	exttt{smallmap[i]} = lue{	exttt}}
{\tt smallmap\_is\_marked(M,i)} = {\tt smallmap[i]} = 1
 \left\{ \texttt{treemap}[\mathtt{i}] = \_ \right\} \; \texttt{mark\_treemap}(\mathtt{M},\mathtt{i}) \; \left\{ \texttt{treemap}[\mathtt{i}] = 1 \right\}
 \{ \text{treemap}[i] = \_ \} \text{ clear\_treemap(M,i) } \{ \text{treemap}[i] = 0 \}
                                               = treemap[i] = 1
treemap_is_marked(M,i)
                                                       \left( egin{array}{ccc} \mathbf{0} & 1 & \mathbf{0} & 	ext{if } \mathbf{x}_i = 1 \land orall j < i. \, \mathbf{x}_j = 0 
ight. \end{array} 
ight)
least_bit(x)
                                                                   if x=0
                                                        \mathbf{1} \stackrel{\imath}{0} \mathbf{0} \quad \text{if } \mathbf{x}_i = 1 \land \forall j < i. \, \mathbf{x}_j = 0 \}
left_bits(x)
                                                                   if x = 0
                                                      \begin{cases} \mathbf{1} \stackrel{i}{\mathbf{1}} \mathbf{0} & \text{if } \mathbf{x}_i = 1 \land \forall j < i. \, \mathbf{x}_j = 0 \\ \mathbf{0} & \text{if } \mathbf{x} = 0 \end{cases}
same_or_left_bits(x)
\left\{ \mathtt{I} = \_ \right\} \ \mathtt{compute\_bit2idx(X,I)} \ \left\{ \mathtt{X} 
eq \mathtt{0} \Rightarrow \mathtt{I} = \log_2 \mathtt{X} \right\}
  \left\{ p
ight\} mark_inuse_foot(M,p,s) \left\{ p
ight\}
                                               \mathtt{set\_inuse(M,p,s)} \ \begin{cases} size(\mathtt{p}) = \mathtt{s} \land flags(\mathtt{p}) = \blacktriangledown P \\ \land flags(next(\mathtt{p})) = C \blacktriangle \end{cases}
  \int size(\mathbf{p}) = \underline{\hspace{0.1cm}} \wedge flags(\mathbf{p}) = \underline{\hspace{0.1cm}} P
  \land flags(p+s) = C_{-}
```

 $\begin{cases} size(\mathbf{p}) = \mathbf{s} \land flags(\mathbf{p}) = \mathbf{V} \blacktriangle \\ \land flags(next(\mathbf{p})) = C \blacktriangle \end{cases}$

 $egin{cases} size(\mathtt{p}) = _ \wedge flags(\mathtt{p}) = __ \ \wedge flags(\mathtt{p} + \mathtt{s}) = C_ \end{cases}$

 $\begin{cases} size(p) = _\\ \land flags(p) = __ \end{cases}$

State

Shorthand:

 $|i| \stackrel{\text{def}}{=} \{8i\}$ $||i|| \stackrel{\text{def}}{=} \text{compute_tree_index}^{-1}(i)$ $||i|| \stackrel{\text{def}}{=} 4$ $x \uplus y \stackrel{\text{def}}{=} \begin{cases} x \cup y & \text{if } x \cap y = \{\} \\ \text{undefined} & \text{otherwise} \end{cases}$

Predicates:

 $x \xrightarrow{\mathsf{prevfoot}} s \quad \stackrel{\text{def}}{=} \quad x \mapsto s$ $x \xrightarrow{\mathsf{size}} s \quad \stackrel{\text{def}}{=} \quad \exists n. \, (x+1\mathsf{w}) \mapsto_{[31..3]} n \, * \, 8n = s$ $x \stackrel{\mathsf{pinuse}}{\longleftrightarrow} b \stackrel{\mathrm{def}}{=} (x + 1\mathsf{w}) \mapsto_{[0]} b$

 $x \xrightarrow{\mathsf{cinuse}} b \stackrel{\text{def}}{=} (x+1\mathsf{w}) \mapsto_{[1]} b$ $x \xrightarrow{\mathsf{fd}} y \stackrel{\text{def}}{=} x+2\mathsf{w} \mapsto y$ $x \xrightarrow{\mathsf{bk}} y \stackrel{\mathrm{def}}{=} x + 3\mathsf{w} \mapsto y$

 $ublock(x,y,B) \stackrel{\mathrm{def}}{=} \operatorname{let} s = y - x \text{ in } \exists n.\, B = \{x + 2\mathsf{w} \mapsto_{\mathsf{u}} n\mathsf{w}\} \ * \ (n+1)\mathsf{w} = s$

 $biock = ublock \lor ablock$ $bin(S, x, U) \stackrel{\text{def}}{=} (U = \{\} * x \stackrel{\text{fd}}{\mapsto} _ * x \stackrel{\text{bk}}{\mapsto} _)$ $\lor (\exists y. x \stackrel{\text{fd}}{\mapsto} y * y \stackrel{\text{bk}}{\mapsto} x * (bnode S)^*(y, x, U))$ $bnode S(x, y, U) \stackrel{\text{def}}{=} \exists s. x \stackrel{\text{fd}}{\mapsto} y * y \stackrel{\text{bk}}{\mapsto} x * U = \{x + 2\mathsf{w} \mapsto s - 1\mathsf{w}\} * \frac{1}{2}(x \stackrel{\text{size}}{\mapsto} s) * s \in S$ $sorted(L, \sqsubseteq) \stackrel{\text{def}}{=} \forall i, j. i \le j \Rightarrow L(i) \sqsubseteq L(j)$ $coallesced(B) \stackrel{\text{def}}{=} \exists L. \operatorname{ran} L = B * sorted(L, \le_1) * \nexists i. (L(i))_3 = (L(i+1))_3 = \mathsf{u}$ $arena(B) \stackrel{\text{def}}{=} coallesced(B) * start \xrightarrow{\text{pinuse}} 1 * start \xrightarrow{\text{prevfoot}} _$

 $arena(B) \triangleq countescea(B) * start \mapsto 1 * start \mapsto 2$ $* block^*(start, top, B) * ublock(top, top + topsize, _)$ $smallbin_i(U) \stackrel{\text{def}}{=} i \in [0, 32) * bin(|i|, smallbin + 2iw, U) * smallmap_{[i]} = (U \neq \{\})$ $treebin_i(U) \stackrel{\text{def}}{=} i \in [0, 32) * bin(||i||, treebins + iw, U) * treemap_{[i]} = (U \neq \{\})$ $state(A) \stackrel{\text{def}}{=} \exists \{U_i \mid i \in [0, 64)\}. arena(A_a \uplus (\biguplus_{i=0}^{64}. U_i)_u) * least_addr = 5w$ $* *^{32}_{i=0}. smallbin_i(U_i) * *^{32}_{i=0}. treebin_i(U_{i+32})$ $invariant \stackrel{\text{def}}{=} \boxed{\exists A. state(A)}$

 $token(x,n) \stackrel{\text{def}}{=} \overline{\left[\exists A. \, state(A \uplus \{x \mapsto n\})\right]} * \frac{1}{2}(x - 2\mathsf{w} \xrightarrow{\mathsf{size}} _)$

implies

Lemma 1. The assertion

 $ublock(x, y, B_1) * ablock(y, z, B_2) * coallesced(B_1 \uplus B_2 \uplus B_3).$

 $block(x, y, B_1) * ablock(y, z, B_2) * coallesced(B_1 \uplus B_2 \uplus B_3)$

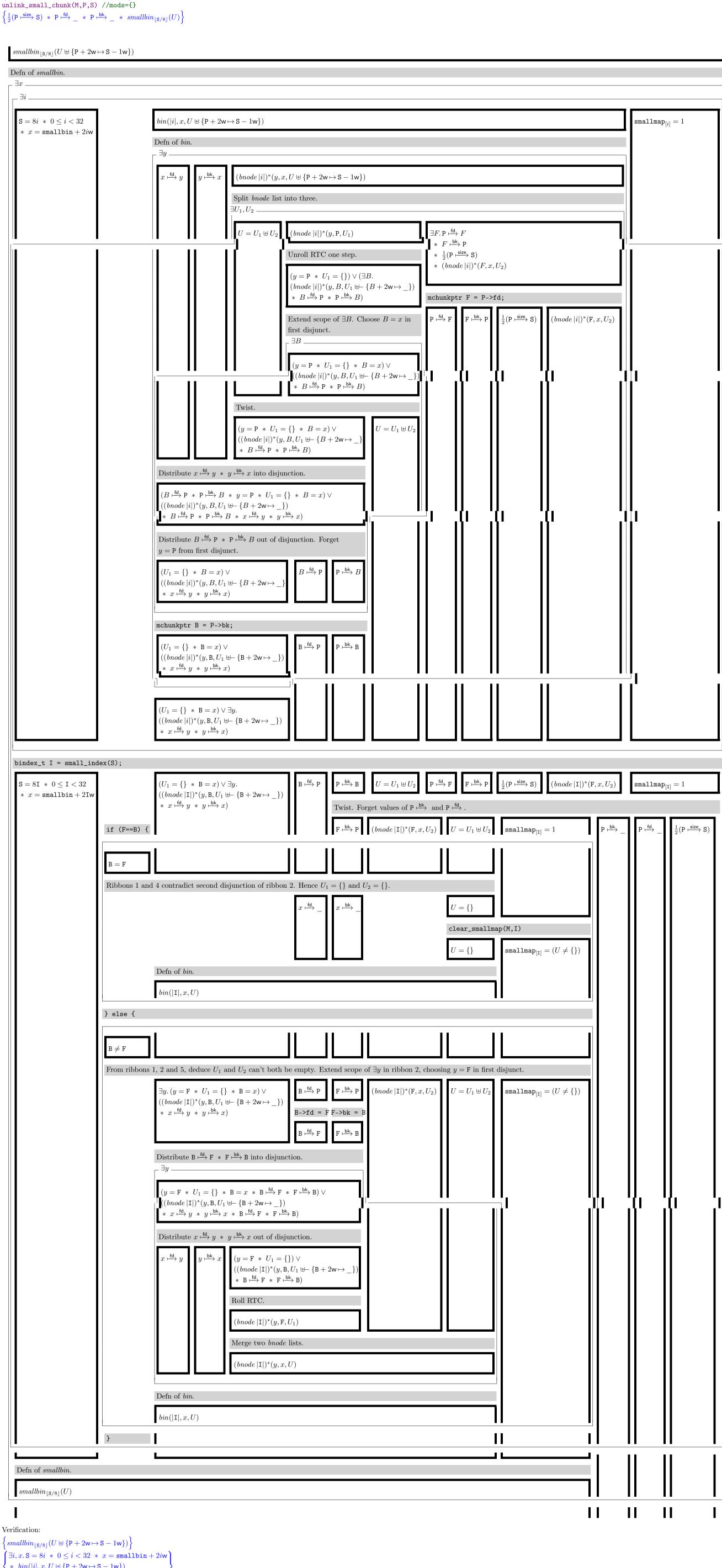
Specification:

 $\left\{ smallbin_{|S/8|}(U \uplus \{P + 2w \mapsto S - 1w\}) \right\}$

Auxilliary operations

3.1 set_inuse_and_pinuse

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Specification:
\left\{ p \overset{\mathsf{size}}{\longmapsto} \_\ *\ p \overset{\mathsf{pinuse}}{\longmapsto} \_\ *\ p \overset{\mathsf{cinuse}}{\longmapsto} \_\ *\ p + \mathsf{s} \overset{\mathsf{pinuse}}{\longmapsto} \_ \right\}
 set_inuse_and_pinuse(M,p,s)
 \left\{ p \xrightarrow{\mathsf{size}} \mathsf{s} \ * \ p \xrightarrow{\mathsf{pinuse}} 1 \ * \ p \xrightarrow{\mathsf{cinuse}} 1 \ * \ p + \mathsf{s} \xrightarrow{\mathsf{pinuse}} 1 \right\}
 Verification:
 \begin{cases} p \xrightarrow{\text{size}} - * p \xrightarrow{\text{pinuse}} - * p \xrightarrow{\text{cinuse}} - * p + s \xrightarrow{\text{pinuse}} - \end{cases}  p->head = (s|PINUSE_BIT|CINUSE_BIT);
 \left\{ p \xrightarrow{\mathsf{size}} \mathsf{s} \ * \ p \xrightarrow{\mathsf{pinuse}} 1 \ * \ p \xrightarrow{\mathsf{cinuse}} 1 \ * \ p + \mathsf{s} \xrightarrow{\mathsf{pinuse}} \_ \right\}
 ((mchunkptr)(((char*)p) + s))->head |= PINUSE_BIT;
 \left\{ p \xrightarrow{\mathsf{size}} \mathsf{s} \ * \ p \xrightarrow{\mathsf{pinuse}} 1 \ * \ p \xrightarrow{\mathsf{cinuse}} 1 \ * \ p + \mathsf{s} \xrightarrow{\mathsf{pinuse}} 1 \right\}
 3.2 set_size_and_pinuse_of_free_chunk
 Specification:
\left\{ p \stackrel{\mathsf{size}}{\longmapsto} \_\ *\ p \stackrel{\mathsf{pinuse}}{\longmapsto} \_\ *\ p \stackrel{\mathsf{cinuse}}{\longmapsto} \_\ *\ p + s \stackrel{\mathsf{prevfoot}}{\longmapsto} \_ \right\}
 set_size_and_pinuse_of_free_chunk(p,s)
 \left\{ p \xrightarrow{\mathsf{size}} \mathsf{s} \ * \ p \xrightarrow{\mathsf{pinuse}} 1 \ * \ p \xrightarrow{\mathsf{cinuse}} 0 \ * \ p + \mathsf{s} \xrightarrow{\mathsf{prevfoot}} \mathsf{s} \right\}
 Verification:
 \left\{ p \overset{\mathsf{size}}{\longmapsto} \_ \ * \ p \overset{\mathsf{pinuse}}{\longmapsto} \_ \ * \ p \overset{\mathsf{cinuse}}{\longmapsto} \_ \ * \ p + s \overset{\mathsf{prevfoot}}{\longmapsto} \_ \right\}
 p->head = (s|PINUSE_BIT);
\left\{ p \xrightarrow{\mathsf{size}} \mathsf{s} \ * \ p \xrightarrow{\mathsf{pinuse}} 1 \ * \ p \xrightarrow{\mathsf{cinuse}} 0 \ * \ p + \mathsf{s} \xrightarrow{\mathsf{prevfoot}} \_ \right\}
 set_foot(p,s);
\left\{ \mathtt{p} \xrightarrow{\mathsf{size}} \mathtt{s} \ \ast \ \mathtt{p} \xrightarrow{\mathsf{pinuse}} 1 \ \ast \ \mathtt{p} \xrightarrow{\mathsf{cinuse}} 0 \ \ast \ \mathtt{p} + \mathtt{s} \xrightarrow{\mathsf{prevfoot}} \mathtt{s} \right\}
 3.3 set_size_and_pinuse_of_inuse_chunk
 Specification:
\left\{ p \xrightarrow{\mathsf{size}} \_ \ * \ p \xrightarrow{\mathsf{pinuse}} \_ \ * \ p \xrightarrow{\mathsf{cinuse}} \_ \right\}
 set_size_and_pinuse_of_inuse_chunk(M,p,s)
 \left\{ p \xrightarrow{\text{size}} s * p \xrightarrow{\text{pinuse}} 1 * p \xrightarrow{\text{cinuse}} 1 \right\}
 Verification:
\left\{ p \xrightarrow{\text{size}} \_ \ * \ p \xrightarrow{\text{pinuse}} \_ \ * \ p \xrightarrow{\text{cinuse}} \_ \right\}
 p->head = (s|PINUSE_BIT|CINUSE_BIT);
 \left\{ p \xrightarrow{\text{size}} s * p \xrightarrow{\text{pinuse}} 1 * p \xrightarrow{\text{cinuse}} 1 \right\}
 3.4 insert_small_chunk
 Specification:
 \left\{ \frac{1}{2} ( \mathbf{P} \overset{\mathsf{size}}{\longmapsto} \mathbf{S} ) \ * \ \mathbf{P} \overset{\mathsf{fd}}{\longmapsto} \ \_ \ * \ \mathbf{P} \overset{\mathsf{bk}}{\longmapsto} \ \_ \ * \ smallbin_{\lfloor \mathbf{S}/8 \rfloor} (U) \right\}
 insert_small_chunk(M,P,S) //mods={}
 \left\{ smallbin_{\lfloor \mathbb{S}/8 \rfloor}(U \uplus \{ \mathbb{P} + 2 \mathbf{w} \mapsto \mathbb{S} - 1 \mathbf{w} \}) \right\}
 Verification:
 \left\{ \frac{1}{2} (\mathsf{P} \xrightarrow{\mathsf{size}} \mathsf{S}) \ * \ \mathsf{P} \xrightarrow{\mathsf{fd}} \ \_ \ * \ \mathsf{P} \xrightarrow{\mathsf{bk}} \ \_ \ * \ smallbin_{\lfloor \mathsf{S}/8 \rfloor}(U) \right\}
 bindex_t I = small_index(S);
 \left\{\exists B.\, \tfrac{1}{2}(\mathtt{P} \xrightarrow{\mathsf{size}} \mathtt{S}) \, * \, \mathtt{S} = 8\mathtt{I} \, * \, \mathtt{P} \xrightarrow{\mathsf{fd}} \, \underline{\phantom{\mathsf{d}}} \, * \, \mathtt{P} \xrightarrow{\mathsf{bk}} \, \underline{\phantom{\mathsf{d}}} \, * \, B = \mathtt{smallbin} + 2\mathtt{Iw} \, * \, 0 \leq \mathtt{I} < 32\right\}
   ig| * bin(|\mathbf{I}|, B, U) * \mathbf{smallmap}_{\mathbf{I}\mathbf{I}} = (U \neq \{\})
 mchunkptr B = smallbin_at(M, I);
 \left\{\frac{1}{2}(P \xrightarrow{\mathsf{size}} S) * S = 8I * P \xrightarrow{\mathsf{fd}} * P \xrightarrow{\mathsf{bk}} * * B = \mathsf{smallbin} + 2I\mathsf{w} * 0 \le I < 32\right\}
   \bigcap^{-} * \ bin(|\mathbf{I}|, \mathbf{B}, U) \ * \ \mathtt{smallmap}_{[\mathbf{I}]} = (U \neq \{\}) 
 mchunkptr F = B;
  \left(\exists F' \cdot \frac{1}{2} (P \xrightarrow{\mathsf{size}} S) * S = 8I * P \xrightarrow{\mathsf{fd}} * P \xrightarrow{\mathsf{bk}} \right)
     * B = smallbin + 2Iw * F = B * 0 \le I < 32
     * ((B \xrightarrow{\mathsf{fd}} \_ * B \xrightarrow{\mathsf{bk}} \_ * U = \{\})
    \vee (\mathtt{B} \xrightarrow{\mathsf{fd}} F' * F' \xrightarrow{\mathsf{bk}} \mathtt{B} * (bnode |\mathtt{I}|)^*(F',\mathtt{B},U)))
    * smallmap<sub>[I]</sub> = (U \neq \{\})
 //assert(S >= MIN_CHUNK_SIZE);
 if (!smallmap_is_marked(M, I))
     \int \frac{1}{2} (P \xrightarrow{\text{size}} S) * S = 8I * P \xrightarrow{\text{fd}} _{-} * P \xrightarrow{\text{bk}} _{-} * B = \text{smallbin} + 2Iw * F = B * 0 \leq I < 32
     mark_smallmap(M, I);
     \int \frac{1}{2} (P \xrightarrow{\text{size}} S) * S = 8I * P \xrightarrow{\text{fd}} * P \xrightarrow{\text{bk}} * * B = \text{smallbin} + 2Iw * 0 \le I < 32
     else //if (RTCHECK(ok_address(M, B->fd)))
     \left(\exists F. \, \tfrac{1}{2} (\mathtt{P} \overset{\mathsf{size}}{\longmapsto} \mathtt{S}) \, * \, \mathtt{S} = \mathtt{8I} \, * \, \mathtt{P} \overset{\mathsf{fd}}{\longmapsto} \, \_ \, * \, \mathtt{P} \overset{\mathsf{bk}}{\longmapsto} \, \_ \, * \, \mathtt{B} = \mathtt{smallbin} + 2\mathtt{Iw} \, * \, 0 \leq \mathtt{I} < 32\right)
     * B \stackrel{\text{fd}}{\longmapsto} F * F \stackrel{\text{bk}}{\longmapsto} B * (bnode |\mathbf{I}|)*(F, B, U) * smallmap<sub>[I]</sub> = 1
    F = B \rightarrow fd;
     \left\{\frac{1}{2}(\mathsf{P} \xrightarrow{\mathsf{size}} \mathsf{S}) \ * \ \mathsf{S} = 8\mathsf{I} \ * \ \mathsf{P} \xrightarrow{\mathsf{fd}} \ \_ \ * \ \mathsf{P} \xrightarrow{\mathsf{bk}} \ \_ \ * \ \mathsf{B} = \mathsf{smallbin} + 2\mathsf{Iw} \ * \ 0 \leq \mathsf{I} < 32\right\}
     * B \xrightarrow{\mathsf{fd}} * F \xrightarrow{\mathsf{bk}} * (bnode | \mathbf{I} |) * (F, B, U) * \mathsf{smallmap}_{[\mathbf{I}]} = 1
 // else {
// CORRUPTION_ERROR_ACTION(M);
 \left(\exists i. \frac{1}{2} (\mathtt{P} \xrightarrow{\mathsf{size}} \mathtt{S}) * \mathtt{S} = 8i * \mathtt{P} \xrightarrow{\mathsf{fd}} \underline{\phantom{\mathsf{d}}} * \mathtt{P} \xrightarrow{\mathsf{bk}} \underline{\phantom{\mathsf{d}}} * \mathtt{B} = \mathtt{smallbin} + 2i * 0 \le i < 32\right)
 * B \xrightarrow{fd} * F \xrightarrow{bk} * (bnode |i|)^*(F, B, U) * smallmap_{[i]} = 1
B->fd = P;
F->bk = P;
P->fd = F;
P->bk = B;
  \exists i. \frac{1}{2} (P \xrightarrow{\text{size}} S) * S = 8i * B = \text{smallbin} + 2i * 0 \le i < 32
     * B \xrightarrow{fd} P * P \xrightarrow{bk} B * P \xrightarrow{fd} F * F \xrightarrow{bk} P
    (* (bnode |i|)^*(F,B,U) * smallmap_{[i]} = 1
   \int \exists i.\, \mathtt{S} = 8i \, *\, \mathtt{B} = \mathtt{smallbin} + 2i \, *\, 0 \leq i < 32 \, *\, \mathtt{B} \stackrel{\mathsf{fd}}{\longmapsto} \mathtt{P} \, *\, \mathtt{P} \stackrel{\mathsf{bk}}{\longmapsto} \mathtt{B}
    * (bnode |i|)^* (\mathtt{P}, \mathtt{B}, U \uplus \{\mathtt{P} + 2\mathtt{w} \mapsto \mathtt{S} - 1\mathtt{w}\}) * \mathtt{smallmap}_{[i]} = 1
   \exists i. \, S = 8i * 0 \le i < 32
     * \ bin(|i|, \mathtt{smallbin} + 2i, U \uplus \{\mathtt{P} + 2\mathtt{w} \mapsto \mathtt{S} - 1\mathtt{w}\})
    ig(* \mathtt{smallmap}_{[i]} = (U \uplus \{\mathtt{P} + 2\mathtt{w} \mapsto \mathtt{S} - 1\mathtt{w}\} 
eq \{\})
  \left\{ smallbin_{|S/8|}(U \uplus \{P + 2w \mapsto S - 1w\}) \right\}
 3.5 unlink_small_chunk
```



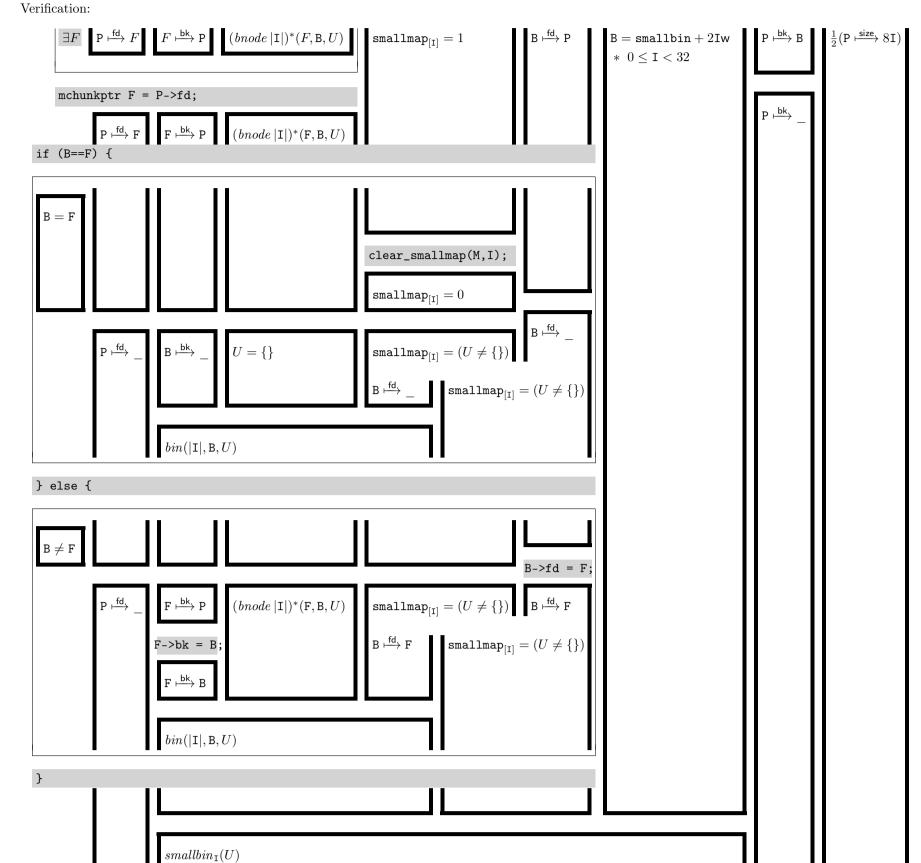
Verification: * $bin(|i|, x, U \uplus \{P + 2w \mapsto S - 1w\})$ $* \mathtt{smallmap}_{[i]} = (U \uplus \{\mathtt{P} + 2\mathtt{w} \mapsto \mathtt{S} - 1\mathtt{w}\} \neq \{\})$ $\iint \exists i, x, y. \, \mathbf{S} = 8i * 0 \le i < 32 * x = \mathbf{smallbin} + 2i\mathbf{w}$ $* x \xrightarrow{\mathsf{fd}} y * y \xrightarrow{\mathsf{bk}} x * (bnode |i|)^*(y, x, U \uplus \{\mathsf{P} + 2\mathsf{w} \mapsto \mathsf{S} - 1\mathsf{w}\})$ $\left\{ * \mathtt{smallmap}_{[i]} = \left(U \uplus \left\{ \mathtt{P} + 2 \mathtt{w} \mapsto \mathtt{S} - 1 \mathtt{w} \right\} \neq \left\{ \right\} \right) \right.$ $\int \exists i, x, y, F, U_1, U_2. \, \mathtt{S} = 8i \, * \, 0 \leq i < 32 \, * \, x = \mathtt{smallbin} + 2i \mathtt{w}$ $* x \xrightarrow{\mathsf{fd}} y * y \xrightarrow{\mathsf{bk}} x * U = U_1 \uplus U_2$ * $(bnode |i|)^*(y, P, U_1)$ * $P \stackrel{\mathsf{fd}}{\longmapsto} F$ * $F \stackrel{\mathsf{bk}}{\longmapsto} P$ * $\frac{1}{2}(P \stackrel{\mathsf{size}}{\longmapsto} S)$ * $(bnode |i|)^*(F, x, U_2)$ $\left(* \mathtt{smallmap}_{[i]} = (U \uplus \left\{ \mathtt{P} + 2 \mathtt{w} \mapsto \mathtt{S} - 1 \mathtt{w} \right\} \neq \left\{ \right\} \right)$ $\exists i, x, y, F, B, U_1, U_2. S = 8i * 0 \le i < 32 * x = smallbin + 2iw$ $* U = U_1 \uplus U_2$ $* ((y = P * B = x * U_1 = \{\}))$ $\vee (x \xrightarrow{\mathsf{fd}} y * y \xrightarrow{\mathsf{bk}} x * (bnode |i|)^*(y, B, U_1 \uplus \{B + 2\mathsf{w} \mapsto _\})))$ $* B \xrightarrow{\mathsf{fd}} \mathsf{P} * \mathsf{P} \xrightarrow{\mathsf{bk}} B * \mathsf{P} \xrightarrow{\mathsf{fd}} F * \frac{1}{2} (\mathsf{P} \xrightarrow{\mathsf{size}} \mathsf{S}) * F \xrightarrow{\mathsf{bk}} \mathsf{P} * (bnode |i|)^* (F, x, U_2)$ mchunkptr F = P->fd; mchunkptr B = P->bk; bindex_t I = small_index(S); $\exists x, y, U_1, U_2. S = 8I * 0 \le I < 32 * x = smallbin + 2Iw$ $* U = U_1 \uplus U_2$ $* ((y = P * B = x * U_1 = \{\}))$ $\vee (x \xrightarrow{\mathsf{fd}} y \ * \ y \xrightarrow{\mathsf{bk}} x \ * \ (bnode \ |\mathtt{I}|)^*(y,\mathtt{B},U_1 \uplus - \{\mathtt{B} + 2\mathtt{w} \mapsto _\})))$ * B $\stackrel{\mathsf{fd}}{\longmapsto}$ P * P $\stackrel{\mathsf{bk}}{\longmapsto}$ B * P $\stackrel{\mathsf{fd}}{\longmapsto}$ F * $\frac{1}{2}$ (P $\stackrel{\mathsf{size}}{\longmapsto}$ S) * F $\stackrel{\mathsf{bk}}{\longmapsto}$ P * (bnode $|\mathtt{I}|$)*(F, x, U_2)

1

3.6. UNLINK_FIRST_SMALL_CHUNK

```
//assert(P != B);
//assert(P != F);
//assert(chunksize(P) == small_index2size(I));
if (F == B)
      \exists x. \, \mathtt{S} = \mathtt{8I} \ * \ 0 \leq \mathtt{I} < \mathtt{32} \ * \ x = \mathtt{smallbin} + \mathtt{2Iw} 
       \Big( * \operatorname{smallmap}_{[\mathtt{I}]} = (U \uplus \{\mathtt{P} + 2\mathtt{w} \mapsto \mathtt{S} - 1\mathtt{w}\} \neq \{\}) 
    clear_smallmap(M, I);
     \int \exists x.\, \mathbf{S} = 8\mathbf{I} \ * \ 0 \leq \mathbf{I} < 32 \ * \ x = \mathbf{smallbin} + 2\mathbf{Iw}
        *~U = \{\}~*~x \xrightarrow{\mathsf{fd}} \_~*~x \xrightarrow{\mathsf{bk}} \_~*~\mathsf{smallmap}_{[\mathtt{I}]} = (U \neq \{\})
     \left( * P \xrightarrow{\mathsf{fd}} \_ * P \xrightarrow{\mathsf{bk}} \_ * \frac{1}{2} (P \xrightarrow{\mathsf{size}} S) \right)
 else //if (RTCHECK((F == smallbin_at(M,I) || ok_address(M, F)) &&
         // (B == smallbin_at(M,I) || ok_address(M, B)))) {
    F->bk = B;
    B->fd = F;
     \int \exists x, U_1, U_2. \, \mathtt{S} = \mathtt{8I} \, * \, 0 \leq \mathtt{I} < 32 \, * \, x = \mathtt{smallbin} + 2\mathtt{Iw}
       * U = U_1 \uplus U_2 * U \neq \{\}
       * (B = x * U_1 = \{\})
        \bigvee (\exists y. \, x \stackrel{\mathsf{fd}}{\mapsto} y \ * \ y \stackrel{\mathsf{bk}}{\mapsto} x \ * \ (bnode \, |\mathtt{I}|)^*(y, \mathtt{B}, U_1 \uplus - \{\mathtt{B} + 2 \mathsf{w} \mapsto \_\})) 
       * \mathsf{B} \overset{\mathsf{fd}}{\longmapsto} \mathsf{F} \ * \ \mathsf{P} \overset{\mathsf{bk}}{\longmapsto} \mathsf{B} \ * \ \mathsf{P} \overset{\mathsf{fd}}{\longmapsto} \mathsf{F} \ * \ \tfrac{1}{2} (\mathsf{P} \overset{\mathsf{size}}{\longmapsto} \mathsf{S}) \ * \ \mathsf{F} \overset{\mathsf{bk}}{\longmapsto} \mathsf{B} \ * \ (\mathit{bnode} \ |\mathsf{I}|)^* (\mathsf{F}, x, U_2) 
      \exists x, y, U_1, U_2. S = 8I * 0 \le I < 32 * x = smallbin + 2Iw
        * U = U_1 \uplus U_2 * U \neq \{\} * x \xrightarrow{\mathsf{fd}} y * y \xrightarrow{\mathsf{bk}} x 
        * (bnode |I|)^*(y, F, U_1)
       \left( * \operatorname{smallmap}_{[\mathtt{I}]} = (U \uplus \{ \mathtt{P} + 2\mathtt{w} \mapsto \mathtt{S} - 1\mathtt{w} \} \neq \{ \} \right) 
// else {
// CORRUPTION_ERROR_ACTION(M);
// }
 \int S = 8I * 0 \le I < 32
  \begin{cases} * \ bin(|\mathbf{I}|, \mathtt{smallbin} + 2\mathbf{Iw}, U) \ * \ smallmap_{[\mathbf{I}]} = (U \neq \{\}) \\ * \ \frac{1}{2}(\mathbf{P} \xrightarrow{\mathsf{size}} \mathbf{S}) \ * \ \mathbf{P} \xrightarrow{\mathsf{fd}} \ \_ \ * \ \mathbf{P} \xrightarrow{\mathsf{bk}} \ \_ \end{cases} 
 \left\{ \frac{1}{2} (\mathsf{P} \xrightarrow{\mathsf{size}} \mathsf{S}) \ * \ \mathsf{P} \xrightarrow{\mathsf{fd}} \ \_ \ * \ \mathsf{P} \xrightarrow{\mathsf{bk}} \ \_ \ * \ \mathit{smallbin}_{\lfloor \mathsf{S}/8 \rfloor}(U) \right\}
3.6 unlink_first_small_chunk
Specification:
  \int \exists F. \, \mathsf{B} = \mathtt{smallbin} + 2 \, \mathsf{Iw} \, * \, 0 \le \, \mathsf{I} < 32
```

 $* \ \mathsf{B} \xrightarrow{\mathsf{fd}} \mathsf{P} \ * \ \mathsf{P} \xrightarrow{\mathsf{bk}} \mathsf{B} \ * \ \tfrac{1}{2} \big(\mathsf{P} \xrightarrow{\mathsf{size}} \mathsf{8I} \big) \ * \ \mathsf{P} \xrightarrow{\mathsf{fd}} F \ * \ F \xrightarrow{\mathsf{bk}} \mathsf{P}$ $\left(* (bnode | \mathbf{I} |)^*(F, \mathbf{B}, U) * \mathbf{smallmap}_{[\mathbf{I}]} = 1 \right)$ unlink_first_small_chunk(M, B, P, I) //mods={} $\left\{ \frac{1}{2} (\mathtt{P} \xrightarrow{\mathsf{size}} 8\mathtt{I}) \ * \ \mathtt{P} \xrightarrow{\mathsf{fd}} \ _ \ * \ \mathtt{P} \xrightarrow{\mathsf{bk}} \ _ \ * \ \mathit{smallbin}_{\mathtt{I}}(U) \right\}$



dlmalloc

```
Specification:
  \{ state(A) \}
dlmalloc(bytes)
\int \exists n. \, n \mathsf{w} = \lceil \mathsf{bytes} \rceil_{\mathsf{w}} * state(A \uplus \{ \mathsf{ret} \mapsto n \mathsf{w} \}) 
 \left. \left\{ * * *_{i=0}^{n}. \operatorname{ret} + i \operatorname{w} \mapsto _{-} * \frac{1}{2} (\operatorname{ret} - 2\operatorname{w} \stackrel{\operatorname{size}}{\longmapsto} ) \right\} \right\}
Verification:
 \{ state(A) \}
void* dlmalloc(size_t bytes) {
#if USE_LOCKS
    ensure_initialization(); /* initialize in sys_alloc if not using locks */
#endif
     if (!PREACTION(gm)) {
         void* mem;
           size_t nb;
          if (bytes <= MAX_SMALL_REQUEST) {</pre>
                 \left\{ state(A) * \text{bytes} \leq 244 \right\}
Allocating small chunks
                bindex_t idx;
                binmap_t smallbits;
                nb = (bytes < MIN_REQUEST)? MIN_CHUNK_SIZE : pad_request(bytes);</pre>
                idx = small_index(nb);
                 smallbits = gm->smallmap >> idx;
                  \exists \{U_i \mid i \in [0,63)\}, n. \ arena(A_{\mathsf{a}} \uplus (\biguplus_{i=0}^{64}.U_i)_{\mathsf{u}}) * \texttt{least\_addr} = 5 \mathsf{w}
                     * nw = \lceil bytes \rceil_w * nb = max\{16, \lceil bytes + 4 \rceil_8 \} * 8idx \ge (n+1)w
                    * 2 \leq \mathtt{idx} < 32 * smallbits = \lfloor \mathtt{smallmap}/2^{\mathtt{idx}} \rfloor
                   \left\{ * \star_{i=0}^{\frac{3}{32}}. smallbin_i(U_i) * \star_{i=0}^{32}. treebin_i(U_{i+32}) \right\}
                 if ((smallbits & 0x3U) != 0) { /* Remainderless fit to a smallbin. */
                         ig(\exists \{U_i \mid i \in [0,63)\}, n.\ arena(A_{\sf a} \uplus (\biguplus_{i=0}^{64}.U_i)_{\sf u}) \ * \ \texttt{least\_addr} = 5 {\sf w}ig)
                           * nw = \lceil bytes \rceil_w * 8idx \ge (n+1)w
                           * 2 \le idx < 32 * smallbits = \lfloor smallmap/2^{idx} \rfloor
                           * *_{i=0}^{32}. smallbin_i(U_i) * *_{i=0}^{32}. treebin_i(U_{i+32})
                           * smallbits[1.0] \neq 00
'Remainderless' fit to a smallbin
                     mchunkptr b, p;
                      idx += ~smallbits & 1; /* Uses next bin if idx empty */
                        \exists \{U_i \mid i \in [0,63)\}, n. \ arena(A_{\mathsf{a}} \uplus (\biguplus_{i=0}^{64}.U_i)_{\mathsf{u}}) \ \ast \ \mathtt{least\_addr} = 5 \mathsf{w} 
                           * n \mathbf{w} = \lceil \mathtt{bytes} \rceil_{\mathbf{w}} * \mathtt{8idx} \geq (n+1) \mathbf{w} * 2 \leq \mathtt{idx} < 32 * \mathtt{smallmap}_{\lceil \mathtt{idx} \rceil} = 1
                         * *_{i=0}^{32}. smallbin_i(U_i) * *_{i=0}^{32}. treebin_i(U_{i+32})
                     b = smallbin_at(gm, idx);
                        \exists \{U_i \mid i \in [0,63)\}, n. \ arena(A_a \uplus (\biguplus_{i=0}^{64}, U_i)_{u}) * least\_addr = 5w
                           *\ n \mathbf{w} = \lceil \mathtt{bytes} \rceil_{\mathbf{w}} \ *\ 8\mathtt{idx} \geq (n+1) \mathbf{w} \ *\ 2 \leq \mathtt{idx} < 32 \ *\ \mathtt{smallmap}_{\lceil \mathtt{idx} \rceil} = 1
                           * b = smallbins + 8idx * bin(|idx|, b, U_{idx}) * U_{idx} \neq \{\}
                       \star \star_{i \in [0..32)-idx}. smallbin_i(U_i) \star \star_{i=0}^{32}. treebin_i(U_{i+32})
                      // rename U_idx to U_idx++[p+2w->8idx-1w]
                          \exists \{U_i \mid i \in [0,63)\}, p, n. \ arena(A_a \uplus (\biguplus_{i=0}^{64}.U_i)_u \uplus \{p+2w \mapsto_u 8idx - 1w\})
                           * least_addr = 5w * nw = \lceil bytes \rceil_w * 8idx \ge (n+1)w * 2 \le idx < 32
                           * smallmap_{[idx]} = 1 * b = smallbins + 8idx
                           * \ \mathsf{b} \overset{\mathsf{fd}}{\longmapsto} p \ * \ p \overset{\mathsf{bk}}{\longmapsto} \mathsf{b} \ * \ (bnode \ | \mathtt{idx} |)^*(p, \mathsf{b}, U_{\mathtt{idx}} \uplus \{p + 2\mathsf{w} \mapsto 8\mathtt{idx} - 1\mathsf{w}\})
                         * \star_{i \in [0..32) - idx} small bin_i(U_i) * \star_{i=0}^{32} tree bin_i(U_{i+32})
                     p = b->fd;
                         \{\exists \{U_i \mid i \in [0,63)\}, n, F. \ arena(A_a \uplus (\biguplus)_{i=0}^{64}, U_i)_u \uplus \{p + 2w \mapsto_u 8idx - 1w\}\}
                            * least_addr = 5w * nw = [bytes]_{w} * 8idx \geq (n+1)w * 2 \leq idx < 32
                           * smallmap_{[idx]} = 1 * b = smallbins + 8idx
                           * b \stackrel{\text{fd}}{\longmapsto} p * p \stackrel{\text{bk}}{\longmapsto} b * \frac{1}{2} (p \stackrel{\text{size}}{\longmapsto} 8idx) * p \stackrel{\text{fd}}{\longmapsto} F * F \stackrel{\text{bk}}{\longmapsto} p * (bnode | idx|)^* (F, b, U_{idx})
                         * \star_{i \in [0..32)-idx} small bin_i(U_i) * \star_{i=0}^{32} tree bin_i(U_{i+32})
                      //assert(chunksize(p) == small_index2size(idx));
                      unlink_first_small_chunk(gm, b, p, idx);
                        \exists \{U_i \mid i \in [0,63)\}, n. \ arena(A_\mathsf{a} \uplus (\biguplus_{i=0}^{64}.U_i)_\mathsf{u} \uplus \{\mathsf{p} + 2\mathsf{w} \mapsto_\mathsf{u} \mathtt{8idx} - 1\mathsf{w}\})
                           * least_addr = 5w * nw = [bytes]_{w} * 8idx \geq (n+1)w * 2 \leq idx < 32
                         \left( * \frac{1}{2} (\mathsf{p} \xrightarrow{\mathsf{size}} 8\mathsf{idx}) * \mathsf{p} \xrightarrow{\mathsf{fd}} \right) * \mathsf{p} \xrightarrow{\mathsf{bk}} \left( * \mathsf{p} \xrightarrow{\mathsf{bk}} \right) \times \star_{i=0}^{32}. smallbin_i(U_i) * \star_{i=0}^{32}. treebin_i(U_{i+32}) \right)
                         \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n.\ coallesced(A_{\mathsf{a}} \uplus (\biguplus_{i=0}^{64}.U_i)_{\mathsf{u}} \uplus \{\mathsf{p} + 2\mathsf{w} \mapsto_{\mathsf{u}} \mathtt{8idx} - 1\mathsf{w}\})
                           * start \stackrel{\text{prevfoot}}{\longrightarrow} * start \stackrel{\text{pinuse}}{\longrightarrow} 1 * ublock(\text{top}, \text{top} + \text{topsize}, )
                           * block^*(\mathtt{start}, \mathtt{p}, B_1) * ublock(\mathtt{p}, \mathtt{p} + 8\mathtt{idx}, \{\mathtt{p} + 2\mathtt{w} \mapsto_{\mathtt{u}} 8\mathtt{idx} - 1\mathtt{w}\})
                           * block^*(p + 8idx, top, B_2) * B_1 \uplus B_2 = A_a \uplus (\biguplus_{i=0}^{64}. U_i)_u
                           * least_addr = 5w * nw = \lceil bytes \rceil_w * 8idx \ge (n+1)w * 2 \le idx < 32
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8idx) * p \xrightarrow{\text{fd}} * p \xrightarrow{\text{bk}} * * \underset{i=0}{\overset{32}{\longrightarrow}} . smallbin_i(U_i) * * \underset{i=0}{\overset{32}{\longrightarrow}} . treebin_i(U_{i+32})
                          \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n.\ coallesced(A_\mathtt{a} \uplus (\biguplus_{i=0}^{64}.U_i)_\mathtt{u} \uplus \{\mathtt{p} + 2\mathtt{w} \mapsto_\mathtt{u} \mathtt{8idx} - 1\mathtt{w}\})
                           * start \xrightarrow{\text{prevfoot}} * start \xrightarrow{\text{pinuse}} 1 * ublock(\text{top}, \text{top} + \text{topsize},)
                           * block^*(\mathtt{start}, \mathtt{p}, B_1) * block^*(\mathtt{p} + 8\mathtt{idx}, \mathtt{top}, B_2)
                           * B_1 \uplus B_2 = A_a \uplus (\biguplus_{i=0}^{64}. U_i)_{\mathsf{u}}
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8 \text{idx}) * p + 8 \text{idx} \xrightarrow{\text{pinuse}} 0 * p \xrightarrow{\text{cinuse}} 0 * p + 8 \text{idx} \xrightarrow{\text{prevfoot}} 8 \text{idx} * \bigstar_{i=4}^{2 \text{idx}} p + i w \mapsto
                           * least_addr = 5w * nw = \lceil bytes \rceil_w * 8idx \ge (n+1)w * 2 \le idx < 32
                          * \frac{1}{2}(p \xrightarrow{\text{size}} 8idx) * p \xrightarrow{\text{fd}} * p \xrightarrow{\text{bk}} * * *_{i=0}^{32}. smallbin_i(U_i) * *_{i=0}^{32}. treebin_i(U_{i+32})
                          \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n.\ coallesced(A_\mathsf{a} \uplus (\biguplus_{i=0}^{64}.U_i)_\mathsf{u} \uplus \{\mathsf{p} + 2\mathsf{w} \mapsto_\mathsf{u} \mathtt{8idx} - 1\mathsf{w}\}) 
                           * start \stackrel{\text{prevfoot}}{\longrightarrow} * start \stackrel{\text{pinuse}}{\longrightarrow} 1 * ublock(\text{top}, \text{top} + \text{topsize}, )
                           * ((start = p * B_1 = \{\}))
                           \vee (\exists q, m. block^*(\mathtt{start}, q, B_1 \uplus - \{q + 2\mathsf{w} \mapsto m\}) * ablock(q, \mathsf{p}, q + 2\mathsf{w} \mapsto m\mathsf{w})))
                           * block^*(p + 8idx, top, B_2) * B_1 \uplus B_2 = A_a \uplus (\biguplus_{i=0}^{64}. U_i)_{u}
                           * \  \, \frac{1}{2}(\mathtt{p} \xrightarrow{\mathsf{size}} 8 \mathtt{idx}) \  \, * \  \, \mathtt{p} + 8 \mathtt{idx} \xrightarrow{\mathsf{pinuse}} 0 \  \, * \  \, \mathtt{p} \xrightarrow{\mathsf{cinuse}} 0 \  \, * \  \, \mathtt{p} + 8 \mathtt{idx} \xrightarrow{\mathsf{prevfoot}} 8 \mathtt{idx} \  \, * \  \, \bigstar_{i-4}^{2\mathtt{idx}}.\mathtt{p} + i \mathtt{w} \mapsto 0 + 2 \mathtt{idx} + 
                           * least_addr = 5w * nw = [bytes]... * 8idx \geq (n+1)w * 2 \leq idx < 32
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8idx) * p \xrightarrow{\text{fd}} * p \xrightarrow{\text{bk}} * \star_{i=0}^{32}. smallbin_i(U_i) * \star_{i=0}^{32}. treebin_i(U_{i+32})
                         \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n.\ coallesced(A_\mathsf{a} \uplus (\biguplus_{i=0}^{64}.U_i)_\mathsf{u} \uplus \{\mathsf{p} + 2\mathsf{w} \mapsto_\mathsf{u} \mathtt{8idx} - 1\mathsf{w}\})
                           * start \vdash^{\text{prevfoot}} * start \vdash^{\text{pinuse}} 1 * ublock(\texttt{top}, \texttt{top} + \texttt{topsize}, \_)
                           * ((start = p * B_1 = \{\}))
                           \vee (\exists q, m. block^*(\mathtt{start}, q, B_1 \uplus \vdash \{q + 2\mathsf{w} \mapsto m\})
                           * (m+1)w \leq p-q * \frac{1}{2}(q \xrightarrow{\text{size}} p-q) * p \xrightarrow{\text{pinuse}} 1
                           * \ q \xrightarrow{\mathsf{cinuse}} 1 \ * \ \mathsf{p} - q \geq \underbrace{4\mathsf{w}} \ * \ \bigstar_{i=m+2}^{(\mathsf{p}-q)/\mathsf{w}+1}. \ q + i\mathsf{w} \mapsto \_))
                           *\ block^*(\mathtt{p} + 8\mathtt{idx}, \mathtt{top}, B_2) \ *\ B_1 \uplus B_2 = A_\mathtt{a} \uplus (\biguplus_{i=0}^{64}.U_i)_\mathtt{u}
                           * \  \, \frac{1}{2} (\mathtt{p} \xrightarrow{\mathsf{size}} 8 \mathtt{idx}) \  \, * \  \, \mathtt{p} + 8 \mathtt{idx} \xrightarrow{\mathsf{pinuse}} 0 \  \, * \  \, \mathtt{p} \xrightarrow{\mathsf{cinuse}} 0 \  \, * \  \, \mathtt{p} + 8 \mathtt{idx} \xrightarrow{\mathsf{prevfoot}} 8 \mathtt{idx} \  \, * \  \, \bigstar^{2\mathtt{idx}}_{i=4}. \, \mathtt{p} + i \mathtt{w} \mapsto 0 + i 
                           * least_addr = 5w * nw = \lceil bytes \rceil_w * 8idx \ge (n+1)w * 2 \le idx < 32
                          \mathbf{x} * \frac{1}{2}(\mathbf{p} \xrightarrow{\mathsf{size}} 8\mathsf{idx}) * \mathbf{p} \xrightarrow{\mathsf{fd}} \mathbf{x} * \mathbf{p} \xrightarrow{\mathsf{bk}} \mathbf{x} * \mathbf{x}_{i=0}^{32}. smallbin_i(U_i) * \mathbf{x}_{i=0}^{32}. treebin_i(U_{i+32})
                         \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n.\ coallesced(A_\mathsf{a} \uplus (\biguplus_{i=0}^{64}.U_i)_\mathsf{u} \uplus \{\mathsf{p} + 2\mathsf{w} \mapsto_\mathsf{u} \mathtt{Sidx} - 1\mathsf{w}\})
                           * start \stackrel{\mathsf{prevfoot}}{\longrightarrow} * ublock(\mathsf{top}, \mathsf{top} + \mathsf{topsize}, \_)
                           * ((start = p * B_1 = \{\}))
                           \vee (\exists q, m. \mathtt{start} \xrightarrow{\mathtt{pinuse}} 1 * block^*(\mathtt{start}, q, B_1 \uplus \{q + 2 \mathsf{w} \mapsto m\})
                           * (m+1)w \leq p-q * \frac{1}{2}(q \xrightarrow{\text{size}} p-q)
                           * \ q \xrightarrow{\mathsf{cinuse}} 1 \ * \ \mathsf{p} - q \ge 4\mathsf{w} \ * \ \bigstar_{i=m+2}^{(\mathsf{p}-q)/\mathsf{w}+1}. \ q + i\mathsf{w} \mapsto \_))
                           * block^*(p + 8idx, top, B_2) * B_1 \uplus B_2 = A_a \uplus (\biguplus_{i=0}^{64}.U_i)_{u}
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8 \text{idx}) * p + 8 \text{idx} \xrightarrow{\text{pinuse}} 0 * p \xrightarrow{\text{pinuse}} 1 * p \xrightarrow{\text{cinuse}} 0 * p + 8 \text{idx} \xrightarrow{\text{prevfoot}} 8 \text{idx} * * * \frac{2 \text{idx}}{i=4} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text{w} \mapsto 1 \text{ size} \cdot p + i \text
                           * least_addr = 5w * nw = \lceil bytes \rceil_w * 8idx \ge (n+1)w * 2 \le idx < 32
                          \mathbf{x} * \frac{1}{2}(\mathbf{p} \xrightarrow{\mathsf{size}} 8\mathsf{idx}) * \mathbf{p} \xrightarrow{\mathsf{fd}} \mathbf{x} * \mathbf{p} \xrightarrow{\mathsf{bk}} \mathbf{x} * \mathbf{x}_{i=0}^{32}. smallbin_i(U_i) * \mathbf{x}_{i=0}^{32}. treebin_i(U_{i+32})
                      set_inuse_and_pinuse(gm, p, small_index2size(idx));
                       \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n. \ coallesced(A_a \uplus (\biguplus_{i=0}^{64}, U_i)_u \uplus \{p + 2w \mapsto_u \text{Sidx} - 1w\})
                            * start \xrightarrow{prevfoot} * ublock(top, top + topsize, )
                           * ((start = p * B_1 = \{\}))
                           \lor (\exists q, m. \mathtt{start} \xrightarrow{\mathtt{pinuse}} 1 * block^*(\mathtt{start}, q, B_1 \uplus \{q + 2\mathtt{w} \mapsto m\})
                           * (m+1)w \leq p-q * \frac{1}{2}(q \xrightarrow{\text{size}} p-q)
                           * q \xrightarrow{\mathsf{cinuse}} 1 * \mathsf{p} - q \ge 4\mathsf{w} * \bigstar_{i=m+2}^{(\mathsf{p}-q)/\mathsf{w}+1}. q + i\mathsf{w} \mapsto \underline{\hspace{1cm}}))
                           * block^*(p + 8idx, top, B_2) * B_1 \uplus B_2 = A_a \uplus (\biguplus_{i=0}^{64}.U_i)_{u}
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8 \text{idx}) * p + 8 \text{idx} \xrightarrow{\text{pinuse}} 1 * p \xrightarrow{\text{pinuse}} 1 * p \xrightarrow{\text{cinuse}} 1 * p + 8 \text{idx} \xrightarrow{\text{prevfoot}} 8 \text{idx} * * * \frac{2 \text{idx}}{i=4} \cdot p + i \text{w} \mapsto 1 \text{ pinuse} 
                           * least_addr = 5w * nw = \lceil bytes \rceil_w * 8idx \ge (n+1)w * 2 \le idx < 32
                          \mathbf{x} * \frac{1}{2} (\mathbf{p} \xrightarrow{\mathsf{size}} 8\mathsf{idx}) * \mathbf{p} \xrightarrow{\mathsf{fd}} \mathbf{x} * \mathbf{p} \xrightarrow{\mathsf{bk}} \mathbf{x} * \mathbf{x}_{i=0}^{32}. \ small bin_i(U_i) * \mathbf{x}_{i=0}^{32}. \ tree bin_i(U_{i+32})
                          \left( \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n. \ coallesced(A_\mathsf{a} \uplus (\biguplus_{i=0}^{64}.U_i)_\mathsf{u} \uplus \{\mathsf{p} + 2\mathsf{w} \mapsto_\mathsf{u} \mathtt{Sidx} - 1\mathsf{w}\} \right) 
                           * start \stackrel{\text{prevfoot}}{\longrightarrow} * start \stackrel{\text{pinuse}}{\longmapsto} 1 * ublock(\text{top}, \text{top} + \text{topsize}, )
                           * ((start = p * B_1 = \{\}))
                           \vee (\exists q, m. block^*(\mathtt{start}, q, B_1 \uplus \vdash \{q + 2\mathsf{w} \mapsto m\})
                           * (m+1)w \leq p-q * \frac{1}{2}(q \xrightarrow{\text{size}} p-q)
                           * \mathbf{p} \xrightarrow{\mathsf{pinuse}} 1 * q \xrightarrow{\mathsf{cinuse}} 1 * \mathbf{p} - q \ge 4\mathbf{w} * \bigstar_{i=m+2}^{(\mathsf{p}-q)/\mathsf{w}+1} . q + i\mathbf{w} \mapsto \underline{\hspace{1cm}}))
                           * block^*(p + 8idx, top, B_2) * B_1 \uplus B_2 = A_a \uplus (\biguplus_{i=0}^{64}, U_i)_{u}
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8idx) * p + 8idx \xrightarrow{\text{pinuse}} 1 * p \xrightarrow{\text{cinuse}} 1 * p + 8idx \xrightarrow{\text{prevfoot}} 8idx * * \frac{2idx}{i=4} \cdot p + iw \mapsto
                           * least_addr = 5w * nw = \lceil bytes \rceil_w * 8idx \ge (n+1)w * 2 \le idx < 32
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8idx) * p \xrightarrow{\text{fd}} * p \xrightarrow{\text{bk}} * * * *_{i=0}^{32}. smallbin_i(U_i) * *_{i=0}^{32}. treebin_i(U_{i+32})
                           \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n.\ coallesced(A_a \uplus (\biguplus_{i=0}^{64}, U_i)_u \uplus \{p + 2w \mapsto_u 8idx - 1w\}\}
                            * start \vdash^{\text{prevfoot}} * start \vdash^{\text{pinuse}} 1 * ublock(\texttt{top}, \texttt{top} + \texttt{topsize}, )
                           * block^*(start, p, B_1) * block^*(p + 8idx, top, B_2)
                           * B_1 \uplus B_2 = A_a \uplus (\biguplus_{i=0}^{64}, U_i)_{\mathsf{u}}
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8idx) * p + 8idx \xrightarrow{\text{pinuse}} 1 * p \xrightarrow{\text{cinuse}} 1 * p + 8idx \xrightarrow{\text{prevfoot}} 8idx * * \frac{2idx}{i=4} \cdot p + iw \mapsto
                           * least_addr = 5w * nw = [bytes]... * 8idx \geq (n+1)w * 2 \leq idx < 32
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8idx) * p \xrightarrow{\text{fd}} * p \xrightarrow{\text{bk}} * * \underset{i=0}{\overset{32}{\longrightarrow}} . smallbin_i(U_i) * * \underset{i=0}{\overset{32}{\longrightarrow}} . treebin_i(U_{i+32})
                           \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n.\ coallesced(A_{\mathsf{a}} \uplus (\biguplus_{i=0}^{64}.U_i)_{\mathsf{u}} \uplus \{\mathsf{p} + 2\mathsf{w} \mapsto_{\mathsf{u}} 8\mathsf{idx} - 1\mathsf{w}\})\}
                           * start \stackrel{\text{prevfoot}}{\longrightarrow} * start \stackrel{\text{pinuse}}{\longmapsto} 1 * ublock(\text{top}, \text{top} + \text{topsize}, )
                           * block^*(start, p, B_1) * block^*(p + 8idx, top, B_2)
                           * B_1 \uplus B_2 = A_a \uplus (\biguplus_{i=0}^{64}, U_i)_{u}
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8idx) * p + 8idx \xrightarrow{\text{pinuse}} 1 * p \xrightarrow{\text{cinuse}} 1
                           * \overset{\overset{2}{\star}_{i=2}^{n+2}}{\star_{i=2}^{n}}. \, \mathbf{p} + i \mathbf{w} \mapsto \underline{\phantom{a}} * \overset{\mathbf{2} : \mathrm{idx} + 1}{\star_{i=n+2}^{n}}. \, \mathbf{p} + i \mathbf{w} \mapsto \underline{\phantom{a}}
                           * least_addr = 5w * nw = \lceil bytes \rceil_w
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8idx) * \bigstar_{i=0}^{32}. smallbin_i(U_i) * \bigstar_{i=0}^{32}. treebin_i(U_{i+32})
                           \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n. \ coallesced(A_a \uplus (\biguplus_{i=0}^{64}.U_i)_u \uplus \{p + 2w \mapsto_u \text{Sidx} - 1w\})
                           * start \stackrel{\text{prevfoot}}{\longrightarrow} * start \stackrel{\text{pinuse}}{\longmapsto} 1 * ublock(\text{top}, \text{top} + \text{topsize}, )
                           * block^*(start, p, B_1) * block^*(p + 8idx, top, B_2)
                            * B_1 \uplus B_2 = A_a \uplus (\biguplus_{i=0}^{64}. U_i)_{\mathsf{u}}
                           * ablock(p, p + 8idx, \{p + 2w \mapsto_a nw\}) * \bigstar_{i=2}^{n+2} \cdot p + iw \mapsto_a nw
                           * least_addr = 5w * nw = [bytes]_w
                           * \frac{1}{2}(p \xrightarrow{\text{size}} 8idx) * *_{i=0}^{32}. smallbin_i(U_i) * *_{i=0}^{32}. treebin_i(U_{i+32})
                         \exists \{U_i \mid i \in [0,63)\}. \ arena(A_a \uplus (\biguplus_{i=0}^{64}.U_i)_u \uplus \{p+2w \mapsto_a nw\})
                           * \star_{i=2}^{n+2}. p + iw \mapsto \_
                           * least_addr = 5w * nw = [bytes]_w
                         \left( * \frac{1}{2} (\mathsf{p} \xrightarrow{\mathsf{size}} ) * \star_{i=0}^{32}. smallbin_i(U_i) * \star_{i=0}^{32}. treebin_i(U_{i+32}) \right)
                        \exists n. \, n w = [bytes]_w * state(A \uplus \{p + 2w \mapsto nw\})
                       * *_{i=0}^{n} \cdot p + 2w + iw \mapsto _{-} * \frac{1}{2}(p \stackrel{\text{size}}{\longmapsto} _{-})
                     mem = chunk2mem(p);
                     //check_malloced_chunk(gm, mem, nb);
                        \exists n. \ n \mathsf{w} = \lceil \mathsf{bytes} \rceil_{\mathsf{w}} * \mathit{state}(A \uplus \{ \mathsf{mem} \mapsto n \mathsf{w} \}) 
                         * \star_{i=0}^n. mem +iw \mapsto \star_{i=0}^n \star_{i=0}^n
                     goto postaction;
                else if (nb > gm->dvsize) {
                        \exists \{U_i \mid i \in [0,63)\}, n. arena(A_a \uplus (\biguplus_{i=0}^{64}.U_i)_u) * least\_addr = 5w
                           * nw = \lceil bytes \rceil_w * nb = max\{16, \lceil bytes + 4 \rceil_8 \} * 8idx \ge (n+1)w
                           * 2 \le idx < 32 * smallbits = [smallmap/2^{idx}]
                        * *_{i=0}^{32}. smallbin_i(U_i) * *_{i=0}^{32}. treebin_i(U_{i+32})
                     if (smallbits != 0) { /* Use chunk in next nonempty smallbin */
                             \exists \{U_i \mid i \in [0,63)\}, n. \ arena(A_{\mathsf{a}} \uplus (\biguplus_{i=0}^{64}.U_i)_{\mathsf{u}}) * \mathtt{least\_addr} = 5\mathsf{w}
                                * nw = \lceil bytes \rceil_w * nb = max\{16, \lceil bytes + 4 \rceil_8 \} * 8idx \ge (n+1)w
                                * 2 \le idx < 32 * smallbits = |smallmap/2^{idx}| * smallmap \ge 2^{idx}
                           \star \star_{i=0}^{32}. smallbin_i(U_i) \star \star_{i=0}^{32}. treebin_i(U_{i+32})
'Remainderful' fit to a smallbin
                           mchunkptr b, p, r;
                           size_t rsize;
                          binmap_t leftbits = (smallbits << idx) & left_bits(idx2bit(idx));</pre>
                         binmap_t leastbit = least_bit(leftbits);
                           compute_bit2idx(leastbit, i);
                            \exists \{U_i \mid i \in [0,63)\}, n. \ arena(A_{\mathsf{a}} \uplus (\biguplus_{i=0}^{64}.U_i)_{\mathsf{u}}) * \texttt{least\_addr} = 5 \mathsf{w}
                               * nw = \lceil bytes \rceil_w * nb = max\{16, \lceil bytes + 4 \rceil_8 \} * 8i \ge (n+1)w
                            \begin{cases} * \ 2 \le i < 32 \ * \ smallmap_{[i]} = 1 \\ * \ *_{i=0}^{32} . \ smallbin_i(U_i) \ * \ *_{i=0}^{32} . \ treebin_i(U_{i+32}) \end{cases}
                           b = smallbin_at(gm, i);
                             \int \exists \{U_i \mid i \in [0,63)\}, n. \ arena(A_\mathsf{a} \uplus (\biguplus_{i=0}^{64}.U_i)_\mathsf{u}) * \mathtt{least\_addr} = 5\mathsf{w}
                                * nw = \lceil bytes \rceil_w * nb = max\{16, \lceil bytes + 4 \rceil_8 \} * 8i \ge (n+1)w
                                * 2 \le i < 32 * smallmap<sub>[i]</sub> = 1
                                * b = smallbins + 8i * bin(|i|, b, U_i) * U_i \neq \{\}
                               * *_{i \in [0..32)-i}. smallbin_i(U_i) * *_{i=0}^{32}. treebin_i(U_{i+32})
                           // rename U_idx to U_idx++[p+2w->8i-1w]
                               \exists \{U_i \mid i \in [0,63)\}, p, n. \ arena(A_{\mathsf{a}} \uplus (\biguplus_{i=0}^{64}.U_i)_{\mathsf{u}} \uplus \{p+2\mathsf{w} \mapsto_{\mathsf{u}} \mathtt{8i} - 1\mathsf{w}\}) 
                                 * least_addr = 5w * nw = \lceil bytes \rceil_w * nb = max\{16, \lceil bytes + 4 \rceil_8\} * 8i \ge (n+1)w
                                * 2 \le i < 32 * smallmap<sub>[i]</sub> = 1 * b = smallbins + 8i
                                * b \xrightarrow{\mathsf{fd}} p * p \xrightarrow{\mathsf{bk}} b * (bnode |i|)^*(p, b, U_i \uplus \{p + 2\mathsf{w} \mapsto 8\mathsf{i} - 1\mathsf{w}\})
                               * *_{i \in [0..32)-i}. smallbin_i(U_i) * *_{i=0}^{32}. treebin_i(U_{i+32})
                               \exists \{U_i \mid i \in [0,63)\}, n, F. \ arena(A_{\mathsf{a}} \uplus (\biguplus_{i=0}^{64}.U_i)_{\mathsf{u}} \uplus \{\mathsf{p} + 2\mathsf{w} \mapsto_{\mathsf{u}} \mathtt{8i} - 1\mathsf{w}\}) 
                                 * least_addr = 5w * nw = \lceil bytes \rceil_w * nb = max\{16, \lceil bytes + 4 \rceil_8\} * 8i \ge (n+1)w
                                 * 2 \le i < 32 * smallmap<sub>[i]</sub> = 1 * b = smallbins + 8i
                                 * b \xrightarrow{fd} p * p \xrightarrow{bk} b * \frac{1}{2}(p \xrightarrow{size} 8i) * p \xrightarrow{fd} F * F \xrightarrow{bk} p * (bnode |i|)^*(F, b, U_i)
                              //assert(chunksize(p) == small_index2size(i));
                           unlink_first_small_chunk(gm, b, p, i);
                            \exists \{U_i \mid i \in [0,63)\}, n. \ arena(A_a \uplus (\biguplus_{i=0}^{64}.U_i)_u \uplus \{p + 2w \mapsto_u 8i - 1w\})
                                 * \ \mathtt{least\_addr} = 5 \mathtt{w} \ * \ n \mathtt{w} = \lceil \mathtt{bytes} \rceil_{\mathtt{w}} \ * \ \mathtt{nb} = \max\{16, \lceil \mathtt{bytes} + 4 \rceil_8\} \ * \ 8 \mathtt{i} \geq (n+1) \mathtt{w}
                             //... as before ...
                             \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n. \ coallesced(A_{\mathsf{a}} \uplus (\biguplus_{i=0}^{64}.U_i)_{\mathsf{u}} \uplus \{\mathsf{p} + 2\mathsf{w} \mapsto_{\mathsf{u}} 8\mathsf{i} - 1\mathsf{w}\})
                                 * start \stackrel{\text{prevfoot}}{\longrightarrow} * ublock(\text{top}, \text{top} + \text{topsize}, \_)
                                 * ((start = p * B_1 = \{\}))
                                 \vee (\exists q, m. \mathtt{start} \xrightarrow{\mathsf{pinuse}} 1 * block^*(\mathtt{start}, q, B_1 \uplus \{q + 2\mathsf{w} \mapsto m\})
                                 * (m+1)w \leq p-q * \frac{1}{2}(q \xrightarrow{\text{size}} p-q)
                                 * q \xrightarrow{\mathsf{cinuse}} 1 * \mathsf{p} - q \ge 4\mathsf{w} * \bigstar_{i=m+2}^{(\mathsf{p}-q)/\mathsf{w}+1}. q + i\mathsf{w} \mapsto \_)) 
                                 * \ block^*(\mathtt{p} + \mathtt{8i}, \mathtt{top}, B_2) \ * \ B_1 \uplus B_2 = A_\mathtt{a} \uplus (\biguplus_{i=0}^{64}.U_i)_\mathtt{u}
                                 * \frac{1}{2}(p \xrightarrow{\text{pinuse}} 8i) * p + 8idx \xrightarrow{\text{pinuse}} 0 * p \xrightarrow{\text{pinuse}} 1 * p \xrightarrow{\text{cinuse}} 0
                                 * p + 8i \xrightarrow{prevfoot} 8i * *_{i=4}^{2i} p + iw \mapsto 
                                 * least_addr = 5w * nw = \lceil bytes \rceil_w * nb = max\{16, \lceil bytes + 4 \rceil_8\} * 8i \geq (n+1)w
                               *2 \le i < 32 * \frac{1}{2}(p \xrightarrow{\text{size}} 8i) * p \xrightarrow{\text{fd}} * p \xrightarrow{\text{bk}} * * *_{i=0}^{32}. smallbin_i(U_i) * *_{i=0}^{32}. treebin_i(U_{i+32})
                           rsize = small_index2size(i) - nb;
                           /* Fit here cannot be remainderless if 4byte sizes */
                           if (SIZE_T_SIZE != 4 && rsize < MIN_CHUNK_SIZE)</pre>
                                 {false}
                               set_inuse_and_pinuse(gm, p, small_index2size(i));
                                    \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n. coallesced(A_a \uplus (\biguplus_{i=0}^{64}, U_i)_u \uplus \{p + 2w \mapsto_u 8i - 1w\})
                                      * start \stackrel{\mathsf{prevfoot}}{\longrightarrow} * ublock(\mathsf{top}, \mathsf{top} + \mathsf{topsize},)
                                      * ((start = p * B_1 = \{\}))
                                      \vee (\exists q, m. \mathtt{start} \xrightarrow{\mathsf{pinuse}} 1 * block^*(\mathtt{start}, q, B_1 \uplus - \{q + 2\mathsf{w} \mapsto m\})
                                      * (m+1)w \leq p-q * \frac{1}{2}(q \xrightarrow{\text{size}} p-q)
                                      * q \xrightarrow{\mathsf{cinuse}} 1 * \mathsf{p} - q \ge 4\mathsf{w} * * \overset{\mathsf{(p-q)/w+1}}{\underset{i=m+2}{\longleftarrow}} . q + i\mathsf{w} \mapsto \_)) 
                                       * \ block^*(\mathbf{p} + 8\mathbf{i}, \mathsf{top}, B_2) \ * \ B_1 \uplus B_2 = A_\mathsf{a} \uplus (\biguplus_{i=0}^{64}.U_i)_\mathsf{u}
                                       * \  \, \tfrac{1}{2} (\mathtt{p} \xrightarrow{\mathsf{size}} 8\mathtt{i}) \  \, * \  \, \mathtt{p} + 8\mathtt{idx} \xrightarrow{\mathsf{pinuse}} 0 \  \, * \  \, \mathtt{p} \xrightarrow{\mathsf{pinuse}} 1 \  \, * \  \, \mathtt{p} \xrightarrow{\mathsf{cinuse}} 0
                                      * \mathbf{p} + 8\mathbf{i} \xrightarrow{\mathsf{prevfoot}} 8\mathbf{i} * \mathbf{*}_{i=4}^{2\mathbf{i}}. \ \mathbf{p} + i\mathbf{w} \mapsto \underline{\phantom{*}}
                                         * least_addr = 5w * nw = \lceil \texttt{bytes} \rceil_{\texttt{w}} * nb = \max\{16, \lceil \texttt{bytes} + 4 \rceil_8\} * 8i \geq (n+1)w
                                     * \ 2 \leq \mathtt{i} < 32 \ * \ \tfrac{1}{2} (\mathtt{p} \xrightarrow{\mathsf{size}} 8\mathtt{i}) \ * \ \mathtt{p} \xrightarrow{\mathsf{fd}} \ \ * \ \mathtt{p} \xrightarrow{\mathsf{bk}} \ \ \ * \ \star_{i=0}^{32}. \ small bin_i(U_i) \ \ \star \overset{32}{\star_{i=0}}. \ tree bin_i(U_{i+32})
                                set_size_and_pinuse_of_inuse_chunk(gm, p, nb);
                                r = chunk_plus_offset(p, nb);
                                    \exists \{U_i \mid i \in [0,63)\}, B_1, B_2, n. \ coallesced(A_\mathsf{a} \uplus (\biguplus_{i=0}^{64}.U_i)_\mathsf{u} \uplus \{\mathsf{p} + 2\mathsf{w} \mapsto_\mathsf{u} 8\mathsf{i} - 1\mathsf{w}\}) 
                                      * start \stackrel{\mathsf{prevfoot}}{\longrightarrow} * ublock(\mathsf{top}, \mathsf{top} + \mathsf{topsize}, \_)
                                      * ((start = p * B_1 = \{\}))
                                      \vee (\exists q, m. \mathtt{start} \overset{\mathsf{pinuse}}{\longmapsto} 1 * block^*(\mathtt{start}, q, B_1 \uplus \{q + 2\mathsf{w} \mapsto m\})
                                      * (m+1)w \leq p-q * \frac{1}{2}(q \xrightarrow{\text{size}} p-q)
                                     * \ q \xrightarrow{\mathsf{cinuse}} 1 \ * \ \mathsf{p} - q \geq 4\mathsf{w} \ * \ \bigstar_{i=m+2}^{(\mathsf{p}-q)/\mathsf{w}+1}. \ q + i\mathsf{w} \mapsto \_))
                                      * block^*(p + 8i, top, B_2) * B_1 \uplus B_2 = A_a \uplus (\biguplus_{i=0}^{64}. U_i)_u
                                      * \frac{1}{2}(p \xrightarrow{\text{size}} nb) * p + 8idx \xrightarrow{\text{pinuse}} 0 * p \xrightarrow{\text{pinuse}} 1 * p \xrightarrow{\text{cinuse}} 1
                                      * p + 8i \xrightarrow{prevfoot} 8i * *_{i=4}^{2i} p + iw \mapsto
                                      * least_addr = 5w * nw = \lceil bytes \rceil_w * nb = max\{16, \lceil bytes + 4 \rceil_8\} * 8i \geq (n+1)w
                                      * 2 \le i < 32 * \frac{1}{2}(p \xrightarrow{\text{size}} nb) * p \xrightarrow{\text{fd}} * p \xrightarrow{\text{bk}} * \#_{i=0}^{32}.smallbin_i(U_i) * \#_{i=0}^{32}.treebin_i(U_{i+32})
                                     * rsize = 8i - nb * r = p + nb
                                 P_{small} \wedge P_{nb} \wedge flags(p) = \bigvee \land size(p) = nb \wedge rsize = size(p) - nb
                                  \wedge r = p + nb
                                 set_size_and_pinuse_of_free_chunk(r, rsize);
                                 P_{small} \wedge P_{nb} \wedge flags(p) = \bigvee \land size(p) = nb \wedge rsize = size(p) - nb
                                 \land \mathbf{r} = \mathbf{p} + \mathbf{nb} \land flags(\mathbf{r}) = \triangledown \blacktriangle \land size(\mathbf{r}) = \mathtt{rsize}
                                replace_dv(gm, r, rsize);
                                  P_{small} \wedge P_{nb} \wedge flags(p) = \bigvee \land size(p) = nb \wedge rsize = size(p) - nb
                                      \wedge \mathbf{r} = \mathbf{p} + \mathbf{nb} \wedge flags(\mathbf{r}) = \nabla \mathbf{A} \wedge size(\mathbf{r}) = \mathbf{rsize}
                                   \wedge dv = r \wedge dvsize = rsize
```

Using a treebin instead

else if (gm->treemap != 0 && (mem = tmalloc_small(gm, nb)) != 0) {

mem = chunk2mem(p);

goto postaction;

check_malloced_chunk(gm, mem, nb);

 $\begin{cases} P_{small} \wedge P_{nb} \wedge \mathrm{idx} = \lfloor \mathrm{nb}/8 \rfloor \wedge \forall i \in [\mathrm{idx}, 32). \, smallbin(i) = \emptyset \\ \wedge \, \mathrm{mem} = p + 2 \wedge flags(p) = \blacktriangledown \blacktriangle \wedge size(p) \geq \mathrm{nb} \end{cases}$ $\mathrm{check_malloced_chunk(gm, mem, nb);}$ $\mathrm{goto\ postaction;}$

 $\begin{cases} P_{small} \wedge P_{nb} \wedge flags(\mathbf{p}) = \mathbf{V} \blacktriangle \wedge size(p) = \mathbf{nb} \wedge \mathbf{rsize} = size(p) - \mathbf{nb} \\ \wedge \mathbf{r} = \mathbf{p} + \mathbf{nb} \wedge flags(\mathbf{r}) = \mathbf{\nabla} \blacktriangle \wedge size(\mathbf{r}) = \mathbf{rsize} \wedge \mathbf{mem} = \mathbf{p} + 2 \end{cases}$

```
Allocating large chunks
        else if (bytes >= MAX_REQUEST)
            \left\{ \texttt{bytes} \geq 2^{32} - 63 \right\}
           nb = MAX_SIZE_T; /* Too big to allocate. Force failure (in sys alloc) */
            \left\{ \mathtt{nb} = 2^{32} - 1 \right\}
        else {
            {P_{large}} where P_{large} = 244 < \text{bytes} < 2^{32} - 63
            nb = pad_request(bytes);
            \left\{P_{large} \wedge P_{nb}\right\}
            if (gm->treemap != 0 && (mem = tmalloc_large(gm, nb)) != 0) {
               \left\{P_{large} \land P_{nb} \land \mathtt{mem} = p + 2 \land flags(p) = \blacktriangledown \blacktriangle \land size(p) \geq \mathtt{nb}\right\}
               check_malloced_chunk(gm, mem, nb);
               goto postaction;
 Using the designated victim
        {P_{nb}}
        if (nb <= gm->dvsize) {
            \Big\{P_{nb} \wedge \mathtt{nb} \leq \mathtt{dvsize}\Big\}
            size_t rsize = gm->dvsize - nb;
            \left\{ P_{nb} \wedge \mathtt{nb} \leq \mathtt{dvsize} \wedge \mathtt{rsize} = \mathtt{dvsize} - \mathtt{nb} 
ight\}
           mchunkptr p = gm->dv;
            \Big\{P_{nb} \land \mathtt{nb} \leq size(\mathtt{p}) \land \mathtt{rsize} = size(\mathtt{p}) - \mathtt{nb} \land flags(\mathtt{p}) = \triangledown \blacktriangle \Big\}
            if (rsize >= MIN_CHUNK_SIZE) { /* split dv */
               \Big\{P_{nb} \land \mathtt{rsize} = size(\mathtt{p}) - \mathtt{nb} \land \mathtt{rsize} \geq 16 \land flags(\mathtt{p}) = \triangledown \blacktriangle\Big\}
              mchunkptr r = gm->dv = chunk_plus_offset(p, nb);
               \left\{P_{nb} \land \mathtt{rsize} = size(\mathtt{p}) - \mathtt{nb} \land \mathtt{rsize} \geq 16 \land \mathtt{r} = \mathtt{p} + \mathtt{nb} \land flags(\mathtt{p}) = \triangledown \blacktriangle \right\}
                gm->dvsize = rsize;
                set_size_and_pinuse_of_free_chunk(r, rsize);
               \int P_{nb} \wedge 	exttt{rsize} = size(	exttt{p}) - 	exttt{nb} \wedge 	exttt{rsize} \geq 16 \wedge 	exttt{r} = 	exttt{p} + 	exttt{nb} \wedge flags(	exttt{p}) = 
abla igg
def
                \land flags(\mathbf{r}) = \triangledown \blacktriangle \land size(\mathbf{r}) = \mathtt{rsize}
               set_size_and_pinuse_of_inuse_chunk(gm, p, nb);
               \int P_{nb} \wedge \mathtt{rsize} \geq 16 \wedge \mathtt{r} = \mathtt{p} + \mathtt{nb} \wedge flags(\mathtt{p}) = \blacktriangledown \blacktriangle \wedge size(p) = \mathtt{nb}
                \land flags(\mathbf{r}) = \triangledown \blacktriangle \land size(\mathbf{r}) = \mathtt{rsize}
            else { /* exhaust dv */
               \Big\{P_{nb} \wedge (size(\mathtt{p}) = \mathtt{nb} \vee size(\mathtt{p}) = \mathtt{nb} + 8) \wedge flags(\mathtt{p}) = \triangledown \blacktriangle\Big\}
               size_t dvs = gm->dvsize;
               gm->dvsize = 0;
               gm->dv = 0;
               set_inuse_and_pinuse(gm, p, dvs);
               \left\{P_{nb} \wedge (size(\mathtt{p}) = \mathtt{nb} \vee size(\mathtt{p}) = \mathtt{nb} + 8) \wedge flags(\mathtt{p}) = \blacktriangledown \blacktriangle\right\}
            \left\{P_{nb} \wedge (size(\mathtt{p}) = \mathtt{nb} \vee size(\mathtt{p}) = \mathtt{nb} + 8) \wedge flags(\mathtt{p}) = \blacktriangledown \blacktriangle\right\}
           mem = chunk2mem(p);
check_malloced_chunk(gm, mem, nb);
            \Big\{P_{nb} \wedge (size(\mathtt{p}) = \mathtt{nb} \vee size(\mathtt{p}) = \mathtt{nb} + 8) \wedge flags(\mathtt{p}) = \blacktriangledown \blacktriangle \wedge \mathtt{mem} = \mathtt{p} + 2\Big\}
     goto postaction;
}
Using the top chunk
        else if (nb < gm->topsize) { /* Split top */
            \Big\{P_{nb} \wedge \mathtt{nb} < size(\mathtt{top})\Big\}
            size_t rsize = gm->topsize -= nb;
            \Big\{P_{nb} \wedge \mathtt{rsize} = size(\mathtt{top}) - \mathtt{nb} \wedge \mathtt{rsize} > 0\Big\}
            mchunkptr p = gm->top;
            \Big\{P_{nb} \wedge \mathtt{rsize} = size(\mathtt{p}) - \mathtt{nb} \wedge \mathtt{rsize} > 0\Big\}
           mchunkptr r = gm->top = chunk_plus_offset(p, nb);
            \Big\{P_{nb} \land \mathtt{rsize} = size(\mathtt{p}) - \mathtt{nb} \land \mathtt{rsize} > 0 \land \mathtt{r} = \mathtt{p} + \mathtt{nb}\Big\}
           r->head = rsize | PINUSE_BIT;
            \Big\{P_{nb} \wedge size(\mathtt{r}) = size(\mathtt{p}) - \mathtt{nb} \wedge size(\mathtt{r}) > 0 \wedge flags(\mathtt{r}) = \triangledown \blacktriangle \wedge \mathtt{r} = \mathtt{p} + \mathtt{nb}\Big\}
           set_size_and_pinuse_of_inuse_chunk(gm, p, nb);
            \Big\{P_{nb} \wedge size(\mathtt{p}) = \mathtt{nb} \wedge flags(\mathtt{p}) = \blacktriangledown \blacktriangle \wedge size(\mathtt{r}) > 0 \wedge flags(\mathtt{r}) = \triangledown \blacktriangle \wedge \mathtt{r} = \mathtt{p} + \mathtt{nb}\Big\}
           mem = chunk2mem(p);
            \Big\{P_{nb} \wedge size(\mathtt{p}) = \mathtt{nb} \wedge flags(\mathtt{p}) = \blacktriangledown \blacktriangle \wedge \mathtt{mem} = \mathtt{p} + 2\Big\}
           check_top_chunk(gm, gm->top);
check_malloced_chunk(gm, mem, nb);
           goto postaction;
 Obtaining memory from the system
       mem = sys_alloc(gm, nb);
     postaction:
```

POSTACTION(gm);
return mem;

return 0;