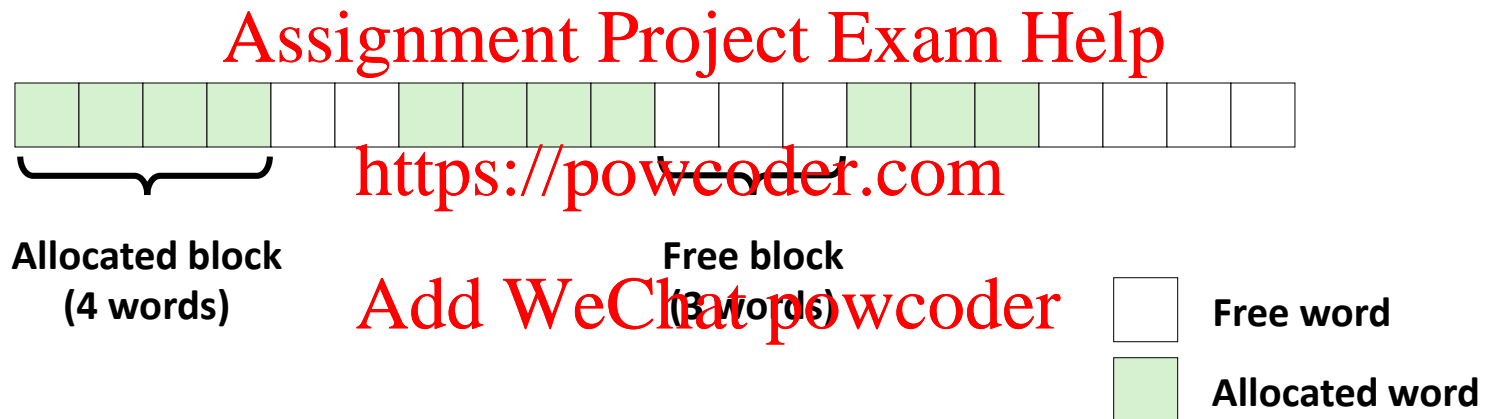


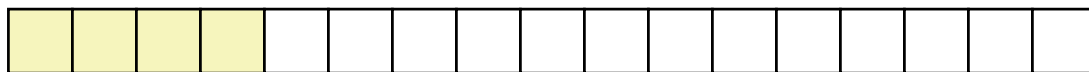
# Heap assumptions for lecture

- Memory is word addressed (each word can hold a pointer)



# Allocation Example

```
p1 = malloc(4)
```



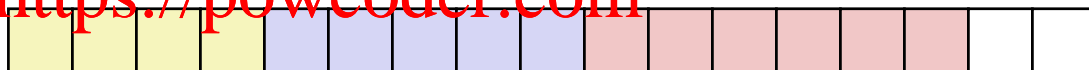
```
p2 = malloc(5)
```

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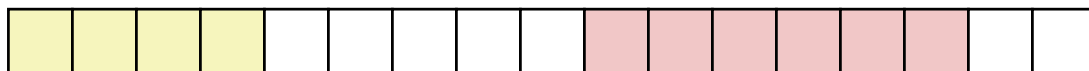
```
p3 = malloc(6)
```

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```
free(p2)
```



```
p4 = malloc(2)
```



# Constraints

## ■ Applications

- Can issue arbitrary sequence of **malloc** and **free** requests
- **free** request must be to a **malloc**'d block

## ■ Allocators

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- Can't control number or size of allocated blocks
- Must respond immediately to **malloc** requests
  - *i.e.*, can't reorder or buffer requests
- Must allocate blocks from free memory
  - *i.e.*, can only place allocated blocks in free memory
- Must align blocks so they satisfy all alignment requirements
  - 8 byte alignment for GNU **malloc** (**libc malloc**) on Linux boxes
- Can manipulate and modify only free memory
- Can't move the allocated blocks once they are **malloc**'d
  - *i.e.*, compaction is not allowed

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# Performance Goal: Throughput

- Given some sequence of `malloc` and `free` requests:

- $R_0, R_1, \dots, R_k, \dots, R_{n-1}$

- Goals: maximize throughput and peak memory utilization

- These goals are often conflicting

- Throughput:

- Number of completed requests per unit time

- Example:

- 5,000 `malloc` calls and 5,000 `free` calls in 10 seconds

- Throughput is 1,000 operations/second

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# Performance Goal: Peak Memory Utilization

## ■ Given some sequence of `malloc` and `free` requests:

- $R_0, R_1, \dots, R_k, \dots, R_{n-1}$

## ■ **Def:** Aggregate payload $P_k$

- `malloc(p)` results in a block with a payload of  $p$  bytes
- After request  $R_k$  has completed, the **aggregate payload**  $P_k$  is the sum of currently allocated payloads

## ■ **Def:** Current heap size $H_k$

- Assume  $H_k$  is monotonically nondecreasing
  - i.e., heap only grows when allocator uses `sbrk`

## ■ **Def:** Peak memory utilization after $k$ requests

- $U_k = (\max_{i \leq k} P_i) / H_k$