



Computer Architecture Lab.

Lab 6 Malloc lab

Contents



- Introduction
 - Dynamic memory allocation
- Instructions
 - Specification
 - Checking
 - Submission
- Grading Policy
- Precautions

Introduction



- The main goal: to implement a dynamic storage allocator, correctly, efficiently, and fast
- You will be implementing malloc(), free(), and realloc()
- Not on real memory, but on a simulated memory
 - Functions in memlib.c will be used for memory simulation
- Recommend you to study slides below
 - Lecture 16. Virtual Memory
 - Lecture 17. Memory Allocation

Introduction



- Dynamic memory allocation
 - vs. static memory allocation

Dynamic memory allocation	Static memory allocation		
<pre>int len = 30; int *data = (int *) malloc(len * sizeof(int));</pre>	<pre>#define DATA_LEN 30 int data[DATA_LEN];</pre>		
 Allocated in heap Must call free() after using it 	 Allocated in stack (local variable) Automatically popped from stack when function returns 		

- Usually used to initialize array,
 when the size of array is not determined at compile time
- Require #include <stdlib.h>
- malloc(), calloc(), realloc()

Specification



- Implement 4 functions in mm.c
 - 1. int mm_init (void)
 - 2. void *mm_malloc (size_t size)
 - 3. void *mm free (void *ptr)
 - 4. void *mm_realloc(void *ptr, size_t size)
 - Refer to section 3 in the document for more details
- Implementation can be variable
 - No deterministic answer
 - Use any data structure that you can use
 - Implement it with creativity!

Specification



You can use following functions in memlib.c

```
- void *mem_sbrk (int incr)
- void *mem_heap_lo (void)
- void *mem_heap_hi (void)
- void *mem_heapsize (void)
- void *mem_pagesize (void)
```

- Refer to section 4 in the document for more details
- You should not use following functions in memlib

```
- mem_init()
- mem_deinit()
- mem_reset_brk()
```

Functions are already called by mdriver

Specification



- You must not use standard allocation functions
 - Using malloc(), calloc(), realloc(), free(),
 sbrk, brk is not allowed
- You must not define global/static compound data structurs, but allowed to declare global scalar var
 - int a[4]: not allowed
 - struct element b: not allowed
 - struct element *bp: allowed
 - int b: allowed
- You are not allowed to change the interface of mm.c
- Your memory allocator must always return pointers aligned by 8-byte boundaries.
 - -0x40c30018(x)
 - 0x40c30020 (o)



- We provide a trace-driven driver program
 - After typing make, mdriver program will be generated
 - Tests correctness, space utilization, and throughput
 - Test done with a set of trace files included in the same directory

Trace files

- short1-bal.rep and short2-bal.rep in malloclabhandout directory
- We additionally provide more trace files that are will be used when we grade



- Run driver program
 - Use one particular trace file for testing

```
$ ./mdriver (-V) -f short1-bal.rep
```

- Use default trace files for testing
 - \$./mdriver (-V)
- Compare your code performance with malloc() in standard C library (libc)
 - -\$./mdriver (-V) -1 (-f < file>)

Results for libc malloc:							
trace	valid	util	ops	secs	Kops		
0	yes	0%	5694	0.000980	5808		
1	yes	0%	5848	0.000833	7020		
2	yes	0%	6648	0.001347	4934		
3	yes	0%	5380	0.001339	4019		
4	yes	0%	14400	0.000496	29056		
5	yes	0%	4800	0.002130	2253		
6	yes	0%	4800	0.002007	2391		
7	yes	0%	12000	0.001130	10624		
8	yes	0%	24000	0.001245	19282		
9	yes	0%	14401	0.000696	20691		
10	yes	0%	14401	0.000379	38027		
Total		0%	112372	0.012581	8932		

			<i>'</i>				
Results for mm malloc:							
trace	valid	util	ops	secs	Kops		
0	yes	99%	5694	0.007249	785		
1	yes	99%	5848	0.006822	857		
2	yes	99%	6648	0.010762	618		
3	yes	100%	5380	0.007839	686		
4	yes	66%	14400	0.000222	64953		
5	yes	92%	4800	0.006662	720		
6	yes	92%	4800	0.006400	750		
7	yes	55%	12000	0.232974	52		
8	yes	51%	24000	0.419675	57		
9	yes	27%	14401	0.153943	94		
10	yes	34%	14401	0.004962	2902		
Total		74%	112372	0.857509	131		
Perf index = 44 (util) + 9 (thru) = $53/100$							



Getting summary info from autograder

```
- $ ./mdriver -g (-V)
cs230_ta@canis08:~/malloclab/src$ ./mdriver -g
Using default tracefiles in /home/lab/traces/
Perf index = 44 (util) + 9 (thru) = 53/100
correct:11
perfidx:53
```

- Maximum score
 - Correctness: 11
 - Performance index: 100
 - Actual score for performance index is *0.35x of the score
- You should both consider memory utilization and throughput

$$P = wU + (1 - w)min\left(1, \frac{T}{T_{libc}}\right)$$



- Throughput
 - # operations completed per second
- Memory space utilization
 - Metric of how your allocator can manage fragmentation well
 - Example: malloc(64B), malloc(48B), free(64B), malloc(32B)
 - Method 1: allocate 32B next to 48B alloated memory

$$64B 48B 32B$$
• $U = \frac{48+32}{64+49+32} = 0.55\%$

Method 2: allocate 32B to memory that is freed before

$$\frac{32B}{4B} = \frac{64B}{4B} = 0.71\%$$

Submission



- You need to submit your mm.c
- Submit your mm.c with the following command, within your working directory
 - \$ submit Lab6 mm.c
- Check with the following command
 - \$ submit check Lab6

No submission, no score

Grading Policy



- Your shell will be graded based on 11 trace files
 - Exist in /home/lab/traces
 - You don't have to see trace files: mdriver will handle it
 - Total 55 points
- Autograder is provided: ./mdriver -g

```
cs230_ta@canis08:~/malloclab/src$ ./mdriver -g
Using default tracefiles in /home/lab/traces/
Perf index = 44 (util) + 9 (thru) = 53/100
correct:11
perfidx:53
```

- Correct: # valid trace (can be checked using -v)
- Performance: equation written in the document

• Your score =
$$correct * \frac{20}{11} + perf * \frac{35}{100}$$

Precautions



- Please check your code compiles successfully or does not crash the driver
 - You will receive zero points otherwise
- Not everything was covered on the slides
 - Read malloclab.pdf for useful hints

- Due date: Tuesday, Dec 6, 2016, 11:59 PM
- Only electronic handins (no paper reports)
- Results are graded on the submitted code
 - No submit, no grade
 - Will be graded on the most recently submitted code