Allocators TODO

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Motivation

C++ Allocators API

▶ allocated memory representation:

```
struct Block { void* ptr; size_t size; }
```

requirements on allocator:

```
Block allocate(size_t)
void deallocate(Block)
bool owns(Block)
```

Allocators

- NullAllocator
- Mallocator
- StackAllocator
- ► FallbackAllocator
- ► Freelist
- Segregator
- AffixAllocator
- StatisticCollector
- ► BitmappedBlock

StackAllocator

► alignment?

Fallback Allocator

```
template <typename Primary, typename Fallback>
struct FallbackAllocator {
    Block allocate(size_t size) {
        Block ptr = _primary.allocate(size);
        return ptr ? ptr : _fallback.allocate(size);
    }
    ...
private:
    Primary _primary;
    Fallback _fallback;
}
```

FallbackAllocator - owns

```
template <typename P, typename F>
bool FallbackAllocator<P,F>::owns(const Block& blk) {
    return _primary.owns(blk) || _fallback.owns(blk);
}
```

▶ relies on MDFINAE – method definition failure is not an error

```
template <class A, size_t min, size_t max, size_t capacity>
struct Freelist {
    Block allocate(size_t size) {
        if (is_inside_bounds(size)) {
            if (_root)
                return pop();
            else
                return _parent.allocate(max);
        return _parent.allocate(size);
private:
    A _parent;
    struct Node{ Node* next} _root;
```

Freelist problems

► TODO problems

Segregator

```
template <size_t threshold,
    typename SmallAllocator,
    typename LargeAllocator>
struct Segregator;
```

- ▶ sizes ≤ threshold are managed by SmallAllocator
- others by LargeAllocator

Composability

```
using Allocator =
    Segregator<1024,
    Segregator<512,
        Freelist<Mallocator, 0, 512,
        Freelist<Mallocator, 513, 1024>
        >,
        Mallocator
        >;
```

AffixAllocator

BitmappedBlock

Modularity - composability

- composition of allocators, specialized by block sizes
- arrays, lists, trees of allocators

Example

Benchmarks