

# Composable Allocators

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May 19, 2016

# Motivation

```
void* malloc(size_t size);  
void free(void* ptr)
```

- ▶ saving information about size
- ▶ size management adds difficulties to allocator design

## Andrei Alexandrescu recommendation

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

- ▶ big fail - nobody knows how to use
- ▶ “Making Allocators Work”, CppCon 2014

## Some oddities

- ▶ type as parameter (allocator is not a factory)
- ▶ `rebind<U>::other`
- ▶ allocator should work only with blocks

# C++ Allocators

- ▶ we want allocator to be composable
- ▶ specialized by size
- ▶ our API requirements on allocator:

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

# Base Allocators

`NullAllocator`

`Mallocator`

`StackAllocator<size_t size>`

# Composable Allocators

```
FallbackAllocator<class Primary, class Fallback>
```

```
Freelist<class Allocator, size_t min,  
        size_t max, size_t capacity>
```

```
Segregator<size_t threshold,  
          class SmallAllocator, class LargeAllocator>
```

```
AffixAllocator<class Allocator,  
              typename Prefix, typename Suffix>
```

```
StatisticCollector<class Allocator, int Option>
```

```
BitmapmedBlock<class Allocator, size_t block_size>
```

# Modularity – composability

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

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

# Benchmarks Allocation

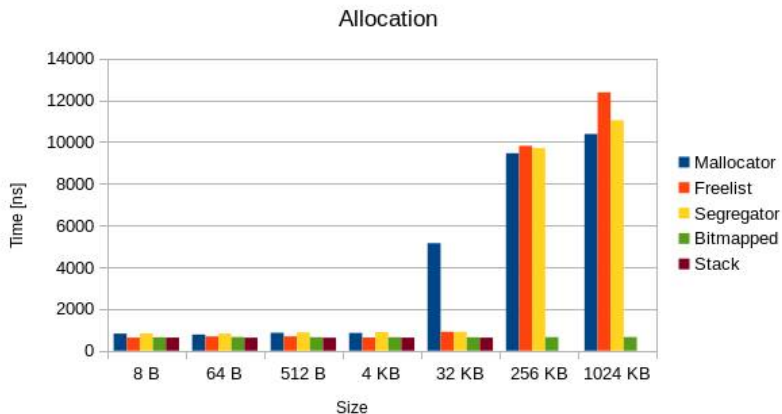


Figure : allocation



# Benchmarks Deallocation

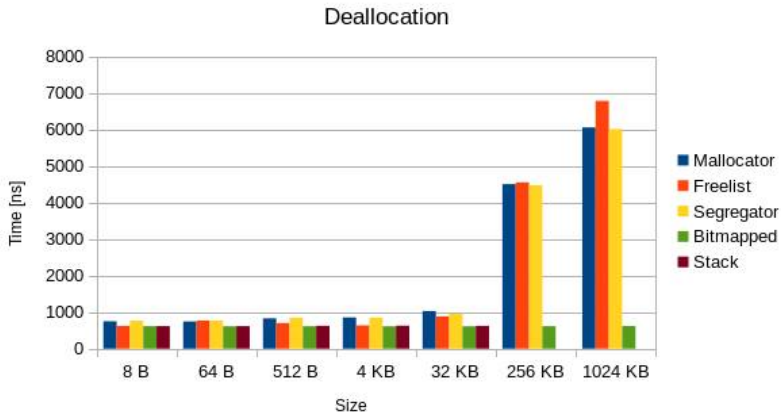


Figure : deallocation