

# Project 3: A Custom malloc()

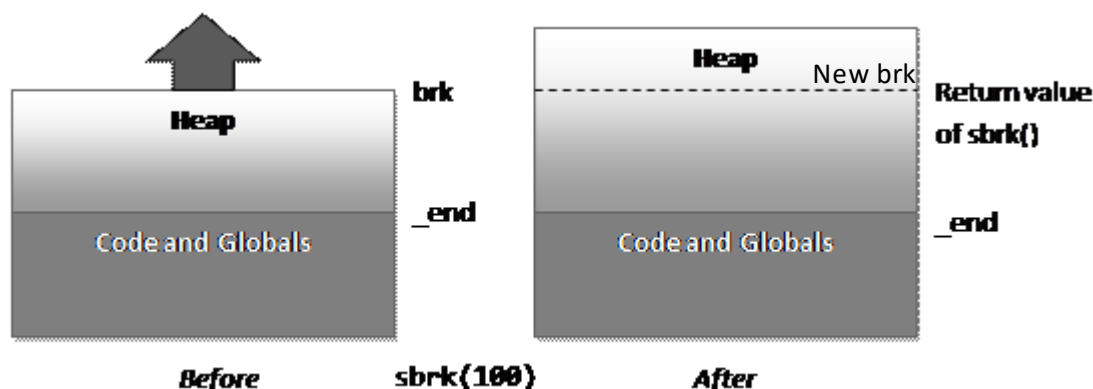
Due: Sunday, July 16, 2017, at 11:59pm

---

## Description

In our discussions of dynamic memory management we discussed the operation of the standard C library call, `malloc()`. `malloc` designates a region of a process's address space from the symbol `_end` (where the code and global data ends) to `brk` as the heap.

As part of dynamic memory management, we also discussed various algorithms for the management of the empty spaces that may be created after a `malloc()`-managed heap has had some of its allocations freed. In this assignment, you are asked to create your own version of `malloc`, one that uses the next-fit algorithm.



## Details

We are programmatically able to grow or shrink the size of the heap by setting new values of `brk`. The function `sbrk()` handles scaling the `brk` value by its parameter:

---

```
void *sbrk(intptr_t increment);
```

### DESCRIPTION

`brk` sets the end of the data segment to the value specified by `end_data_segment`, when that value is reasonable, the system does have enough memory and the process does not exceed its max data size (see `setrlimit(2)`).

`sbrk` increments the program's data space by `increment` bytes. `sbrk` isn't a system call, it is just a C library wrapper. Calling `sbrk` with an increment of 0 can be used to find the current location of the program break.

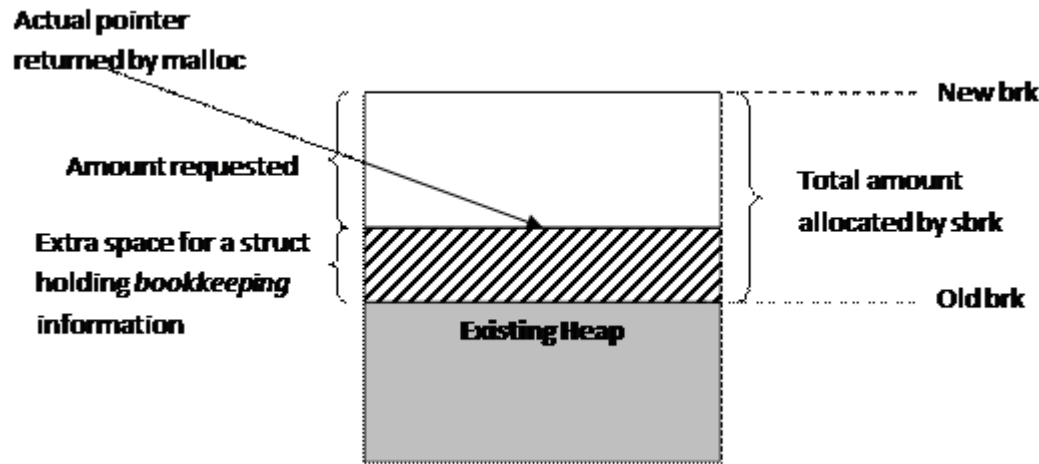
### RETURN VALUE

On success, `brk` returns zero, and `sbrk` returns a pointer to the start of the new area. On error, -1 is returned, and `errno` is set to `ENOMEM`.

---

A simple place to start then is to create a `malloc` which, with each request, simply increments `brk` by the amount requested and returns the old value of `brk` as the pointer. However, when you want to write a `free()` function, the parameter to `free()` is just a pointer to the start of the region, so you have no way to determine how much space to deallocate. In order to know what space is free or used, and how big each region is, we must use one of the techniques from class: Bitmaps or Linked lists.

From our discussion in class, linked lists seem like the better choice, but now we need some place to store this dynamic list of free and occupied memory regions inside of the heap. If we just allocated some fixed-size region, that space may not be adequate for how many nodes in the list we'd need to create. A better idea is illustrated in the figure below:



We can add some additional space to each update of brk in order to accommodate a structure that is a node in our linked list, and this structure can contain useful things like:

- The size of this chunk of memory
- Whether it is free or empty
- A pointer to the next node
- A pointer to the previous node

We then return back a pointer that is in the middle of the chunk we allocated, and thus the program calling malloc() will never notice the additional structure. However, when we get a pointer back to free, we can simply look at the memory before it for the structure that we wrote there with the information we need.

## Requirements

You are to create two functions for this project.

1. A malloc() replacement called `void *my_nextfit_malloc(int size)` that allocates memory using the next-fit algorithm. Again, if no empty space is big enough, allocate more via `sbrk()`.
2. A free() called `void my_free(void *ptr)` that deallocates a pointer that was originally allocated by the malloc you wrote above.

Your free function should coalesce adjacent free blocks as we described in class. If the block that touches brk is free, you should use `sbrk()` with a negative offset to reduce the size of the heap.

As you are developing, you will want to create a driver program that tests your calls to your mallocs and frees. A week before the due date, I will provide a sample driver program that must work. During grading, we will use a second driver program in addition to the first one in order to test that your code works.

## Environment

For this project we will again be working on `thoth.cs.pitt.edu`

This machine is a 64-bit machine, and to avoid pointer cast warnings, build using the `-m32` option for gcc. This will build a 32-bit program instead of a 64-bit one.

## Hints/Notes

- When you manually change brk with `sbrk`, you may not call `malloc` or `mmap`, as they may have unintended consequences. All allocations will have to be done with your new custom `malloc()`.
- In C, the sentinel value for the end of a linked list is having the next pointer set to NULL.

- Make sure you don't lose the beginning or end of your linked list. You may want 2 global variables to keep track of either end
- `sbrk(0)` will tell you the current value of `brk` which can help in debugging
- `gdb` is your friend, no matter what you think after project 2

## What to turn in

- A header file named `mymalloc.h` with the prototypes of your two functions
- A C file named `mymalloc.c` with the implementations of your two functions
- The test program you used during your initial testing
- Any documentation you provide to help us grade your project

To create a `tar.gz` file, if your code is in a folder named `project3`, execute the following commands:

```
tar cvf USERNAME-project3.tar project3
gzip USERNAME-project3.tar
```

Where `USERNAME` is your username.

Copy your archive to:

`~jrmst106/submit/449/`