Dynamic Memory Management
Goals of this Lecture

Help you learn about:

• The need for dynamic* memory management (DMM)
• Implementing DMM using the heap section
• Implementing DMM using virtual memory

* During program execution
As noted in the *Exceptions and Processes* lecture…

**Linux system-level functions for dynamic memory management (DMM)**

<table>
<thead>
<tr>
<th>Number</th>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>12</td>
<td>brk()</td>
<td>Move the program break, thus changing the amount of memory allocated to the HEAP</td>
</tr>
<tr>
<td>12</td>
<td>sbrk()</td>
<td>(Variant of previous)</td>
</tr>
<tr>
<td>9</td>
<td>mmap()</td>
<td>Map a virtual memory page</td>
</tr>
<tr>
<td>11</td>
<td>munmap()</td>
<td>Unmap a virtual memory page</td>
</tr>
</tbody>
</table>
Goals for effective DMM:

- **Time** efficiency
  - Allocating and freeing memory should be fast
- **Space** efficiency
  - Pgm should use little memory

**Note**

- Easy to reduce time or space
- Hard to reduce time **and** space
Agenda

The need for DMM

DMM using the heap section

DMMgr 1: Minimal implementation

DMMgr 2: Pad implementation

Fragmentation

DMMgr 3: List implementation

DMMgr 4: Doubly-linked list implementation

DMMgr 5: Bins implementation

DMM using virtual memory

DMMgr 6: VM implementation
Why Allocate Memory Dynamically?

Why allocate memory dynamically?

Problem

• Unknown object size
  • E.g. unknown element count in array
  • E.g. unknown node count in linked list or tree
  • How much memory to allocate?

Solution 1

• Guess!

Solution 2

• Allocate memory dynamically
Why Free Memory Dynamically?

Why *free* memory dynamically?

**Problem**
- Pgm should use little memory, i.e.
- Pgm should *map* few pages of virtual memory
  - Mapping unnecessary VM pages bloats page tables, wastes memory/disk space

**Solution**
- Free dynamically allocated memory that is no longer needed
Option 1: Automatic Freeing

Run-time system frees unneeded memory
  • Java, Python, …
  • Garbage collection

Pros:
  • Easy for programmer

Cons:
  • Performed constantly => overhead
  • Performed periodically => unexpected pauses

Original Car object can’t be accessed

```
Car c;
Plane p;
...
c = new Car();
p = new Plane();
...
c = new Car();
...```

Option 2: Manual Freeing

Programmer frees unneeded memory
  • C, C++, Objective-C, ...

Pros
  • No overhead
  • No unexpected pauses

Cons
  • More complex for programmer
  • Opens possibility of memory-related bugs
    • Dereferences of dangling pointers, double frees, memory leaks

We’ll focus on manual freeing
Standard C DMM Functions

Standard C DMM functions:

```c
void *malloc(size_t size);
void  free(void *ptr);
void *calloc(size_t nmemb, size_t size);
void *realloc(void *ptr, size_t size);
```

Collectively define a **dynamic memory manager (DMMgr)**

We’ll focus on `malloc()` and `free()`
Implementing malloc() and free()

Question:
- How to implement `malloc()` and `free()`?
- How to implement a DMMgr?

Answer 1:
- Use the heap section of memory

Answer 2:
- (Later in this lecture)
Agenda

The need for DMM

**DMM using the heap section**

- DMMgr 1: Minimal implementation
- DMMgr 2: Pad implementation

Fragmentation

- DMMgr 3: List implementation
- DMMgr 4: Doubly-linked list implementation
- DMMgr 5: Bins implementation

DMM using virtual memory

- DMMgr 6: VM implementation
The Heap Section of Memory

Supported by Unix/Linux, MS Windows, …

Heap start is stable
**Program break** points to end
At process start-up, heap start == program break
Can grow dynamically
  By moving program break to higher address
  Thereby (indirectly) mapping pages of virtual mem
Can shrink dynamically
  By moving program break to lower address
  Thereby (indirectly) unmapping pages of virtual mem
Unix Heap Management

Unix system-level functions for heap mgmt:

```c
int brk(void *p);
• Move the program break to address p
• Return 0 if successful and -1 otherwise
```

```c
void *sbrk(intptr_t n);
• Increment the program break by n bytes
• If n is 0, then return the current location of the program break
• Return 0 if successful and (void*)-1 otherwise
• Beware: On Linux has a known bug (overflow not handled);
  should call only with argument 0.
```

Note: minimal interface (good!)
Agenda

The need for DMM

DMM using the heap section

**DMMgr 1: Minimal implementation**

DMMgr 2: Pad implementation

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DMMgr 5: Bins implementation

DMM using virtual memory

DMMgr 6: VM implementation
Minimal Impl

Data structures
  • None!

Algorithms (by examples)…
Minimal Impl malloc(n) Example

Call `sbrk(0)` to determine current program break (`p`).

Call `brk(p+n)` to increase heap size.

Return `p`.
Minimal Impl free(p) Example

Do nothing!
void *malloc(size_t n)
{
    char *p = sbrk(0);
    if (brk(p + n) == -1)
        return NULL;
    return p;
}

void free(void *p)
{
}
Performance (general case)

- **Time**: bad
  - Two system calls per `malloc()`
- **Space**: bad
  - Each call of `malloc()` extends heap size
  - No reuse of freed chunks
What’s Wrong?

Problem
  • `malloc()` executes two system calls

Solution
  • Redesign `malloc()` so it does fewer system calls
  • Maintain a pad at the end of the heap…
Agenda

The need for DMM
DMM using the heap section
DMMgr 1: Minimal implementation

**DMMgr 2: Pad implementation**

Fragmentation

DMMgr 3: List implementation
DMMgr 4: Doubly-linked list implementation
DMMgr 5: Bins implementation
DMM using virtual memory
DMMgr 6: VM implementation
Data structures

• `pBrk`: address of end of heap (i.e. the program break)
• `pPad`: address of beginning of pad

```
char *pPad = NULL;
char *pBrk = NULL;
```
Pad impl malloc(n) Example 1

Are there at least $n$ bytes between $p_{Pad}$ and $p_{Brk}$? Yes!
Save $p_{Pad}$ as $p$; add $n$ to $p_{Pad}$

Return $p$
Are there at least $n$ bytes between $p_{\text{pad}}$ and $p_{\text{brk}}$? **No**! Call `brk()` to allocate (more than) enough additional memory.

Set $p_{\text{brk}}$ to new program break.

Proceed as previously!
Pad Impl free(p) Example

Do nothing!
void *malloc(size_t n)
{  enum {MIN_ALLOC = 8192};
    char *p;
    char *pNewBrk;
    if (pBrk == NULL)
    {  pBrk = sbrk(0);
        pPad = pBrk;
    }
    if (pPad + n > pBrk) /* move pBrk */
    {  pNewBrk =
        max(pPad + n, pBrk + MIN_ALLOC);
        if (brk(pNewBrk) == -1) return NULL;
        pBrk = pNewBrk;
    }
    p = pPad;
    pPad += n;
    return p;
}

void free(void *p)
{  
}

Algorithms
Pad Impl Performance

Performance (general case)

- **Time**: good
  - `malloc()` calls `sbrk()` initially
  - `malloc()` calls `brk()` infrequently thereafter
- **Space**: bad
  - No reuse of freed chunks
What’s Wrong?

Problem
  • `malloc()` doesn’t reuse freed chunks

Solution
  • `free()` marks freed chunks as “free”
  • `malloc()` uses marked chunks whenever possible
  • `malloc()` extends size of heap only when necessary
Agenda

The need for DMM
DMM using the heap section
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DMMgr 5: Bins implementation
DMM using virtual memory
DMMgr 6: VM implementation
At any given time, some heap memory chunks are in use, some are marked “free”

DMMgr must be concerned about fragmentation…
Internal fragmentation: waste within chunks

Example

- Client asks for 90 bytes
- DMMgr provides chunk of size 100 bytes
- 10 bytes wasted

Generally
- Program asks for $n$ bytes
- DMMgr provides chunk of size $n+\Delta$ bytes
- $\Delta$ bytes wasted

Space efficiency =>
- DMMgr should reduce internal fragmentation
External fragmentation: waste between chunks

Example

| 100 bytes | 50 bytes |

Client asks for 150 bytes
150 bytes are available, but not contiguously
DMMgr must extend size of heap

Generally
Program asks for n bytes
n bytes are available, but not contiguously
DMMgr must extend size of heap to satisfy request

Space efficiency =>
DMMgr should reduce external fragmentation
char *p1 = malloc(3);
char *p2 = malloc(1);
char *p3 = malloc(4);
free(p2);
char *p4 = malloc(6);
free(p3);
char *p5 = malloc(2);
free(p1);
free(p4);
free(p5);
char *p1 = malloc(3);
char *p2 = malloc(1);
char *p3 = malloc(4);
free(p2);
char *p4 = malloc(6);
free(p3);
char *p5 = malloc(2);
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char *p1 = malloc(3);
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char *p4 = malloc(6);
free(p3);
char *p5 = malloc(2);
free(p1);
free(p4);
free(p5);
char *p1 = malloc(3);
char *p2 = malloc(1);
char *p3 = malloc(4);
free(p2);
char *p4 = malloc(6);
free(p3);
char *p5 = malloc(2);
free(p1);
free(p4);
free(p5);

External fragmentation occurred
char *p1 = malloc(3);
char *p2 = malloc(1);
char *p3 = malloc(4);
free(p2);
char *p4 = malloc(6);
free(p3);
char *p5 = malloc(2);
free(p1);
free(p4);
free(p5);
char *p1 = malloc(3);
char *p2 = malloc(1);
char *p3 = malloc(4);
free(p2);
char *p4 = malloc(6);
free(p3);
char *p5 = malloc(2);
free(p1);
free(p4);
free(p5);

DMMgr coalesced two free chunks
DMMgr Desired Behavior Demo

DMMgr reused previously freed chunk

```c
char *p1 = malloc(3);
char *p2 = malloc(1);
char *p3 = malloc(4);
free(p2);
char *p4 = malloc(6);
free(p3);
char *p5 = malloc(2);
free(p1);
free(p4);
free(p5);
```
char *p1 = malloc(3);
char *p2 = malloc(1);
char *p3 = malloc(4);
free(p2);
char *p4 = malloc(6);
free(p3);
char *p5 = malloc(2);
free(p1);
free(p4);
free(p5);
char *p1 = malloc(3);
char *p2 = malloc(1);
char *p3 = malloc(4);
free(p2);
char *p4 = malloc(6);
free(p3);
char *p5 = malloc(2);
free(p1);
free(p4);
free(p5);
char *p1 = malloc(3);
char *p2 = malloc(1);
char *p3 = malloc(4);
free(p2);
char *p4 = malloc(6);
free(p3);
char *p5 = malloc(2);
free(p1);
free(p4);
free(p5);
DMMgr Desired Behavior Demo

DMMgr cannot:

• Reorder requests
  • Client may allocate & free in arbitrary order
  • Any allocation may request arbitrary number of bytes
• Move memory chunks to improve performance
  • Client stores addresses
  • Moving a memory chunk would invalidate client pointer!

Some external fragmentation is unavoidable
Agenda

- The need for DMM
- DMM using the heap section
- DMMgr 1: Minimal implementation
- DMMgr 2: Pad implementation
- Fragmentation
- **DMMgr 3: List implementation**
- DMMgr 4: Doubly-linked list implementation
- DMMgr 5: Bins implementation
- DMM using virtual memory
- DMMgr 6: VM implementation
Free list contains all free chunks
In order by mem addr
Each chunk contains header & payload
Payload is used by client
Header contains chunk size & (if free) addr of next chunk in free list

Algorithms (by examples)…
Search list for big-enough chunk

Note: **first-fit** (not **best-fit**) strategy

Found & reasonable size => Remove from list and return payload

```
Free list
\[ < n \] too small
\[ \geq n \] reasonable
```

```
Free list
\[ < n \] too small
\[ \geq n \] return this
```
List Impl: malloc(n) Example 2

Search list for big-enough chunk
Found & too big =>
  Split chunk, return payload of tail end
Note: Need not change links
List Impl: free(p) Example

Search list for proper insertion spot
Insert chunk into list
(Not finished yet!)
List Impl: free(p) Example (cont.)

Look at current chunk
Next chunk in memory == next chunk in list =>
Remove both chunks from list
Coalesce
Insert chunk into list
(Not finished yet!)
List Impl: `free(p)` Example (cont.)

Look at prev chunk in list
Next in memory == next in list =>
Remove both chunks from list
Coalesce
Insert chunk into list
(Finished!)
Search list for big-enough chunk
None found =>
  Call \texttt{brk()} to increase heap size
  Insert new chunk at end of list
(Not finished yet!)
Look at prev chunk in list
Next chunk memory == next chunk in list =>
  Remove both chunks from list
  Coalesce
  Insert chunk into list
Then proceed to use the new chunk, as before
(Finished!)
List Impl

Algorithms (see precepts for more precision)

`malloc(n)`
- Search free list for big-enough chunk
- Chunk found & reasonable size => remove, use
- Chunk found & too big => split, use tail end
- Chunk not found => increase heap size, create new chunk
- New chunk reasonable size => remove, use
- New chunk too big => split, use tail end

`free(p)`
- Search free list for proper insertion spot
- Insert chunk into free list
- Next chunk in memory also free => remove both, coalesce, insert
- Prev chunk in memory free => remove both, coalesce, insert
List Impl Performance

Space
- Some internal & external fragmentation is unavoidable
- Headers are overhead
- Overall: good

Time: `malloc()`
- Must search free list for big-enough chunk
- Bad: $O(n)$
- But often acceptable

Time: `free()`
- Must search free list for insertion spot
- Bad: $O(n)$
- Often very bad
What’s Wrong?

Problem

- `free()` must traverse (long) free list, so can be (very) slow

Solution

- Use a doubly-linked list…
Agenda

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**DMMgr 4: Doubly-linked list implementation**
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DMM using virtual memory
DMMgr 6: VM implementation
Doubly-Linked List Impl

Data structures

Next chunk in free list  Status bit:
0 => free
1 => in use  Prev chunk in free list

<table>
<thead>
<tr>
<th>header</th>
<th>payload</th>
<th>footer</th>
</tr>
</thead>
<tbody>
<tr>
<td>size</td>
<td></td>
<td>size</td>
</tr>
</tbody>
</table>

Free list is doubly-linked
Each chunk contains header, payload, footer
Payload is used by client
Header contains status bit, chunk size, & (if free) addr of next chunk in list
Footer contains redundant chunk size & (if free) addr of prev chunk in list
Free list is unordered
Doubly-Linked List Impl

Typical heap during program execution:
Algorithms (see precepts for more precision)

\texttt{malloc(n)}

- Search free list for big-enough chunk
- Chunk found & reasonable size => remove, set status, use
- Chunk found & too big => remove, split, insert tail, set status, use front
- Chunk not found => increase heap size, create new chunk, insert
- New chunk reasonable size => remove, set status, use
- New chunk too big => remove, split, insert tail, set status, use front
Doubly-Linked List Impl

Algorithms (see precepts for more precision)

\texttt{free(p)}

- Set status
- Search free list for proper insertion spot
- Insert chunk into free list
- Next chunk in memory also free => remove both, coalesce, insert
- Prev chunk in memory free => remove both, coalesce, insert
Doubly-Linked List Impl Performance

Consider sub-algorithms of `free()`...

Insert chunk into free list
- **Linked list version**: slow
  - Traverse list to find proper spot
- **Doubly-linked list version**: fast
  - Insert at front!

Remove chunk from free list
- **Linked list version**: slow
  - Traverse list to find prev chunk in list
- **Doubly-linked list version**: fast
  - Use backward pointer of current chunk to find prev chunk in list
Doubly-Linked List Impl Performance

Consider sub-algorithms of `free()` ...

Determine if next chunk in memory is free

- **Linked list version**: slow
  - Traverse free list to see if next chunk in memory is in list
- **Doubly-linked list version**: fast

Use current chunk’s size to find next chunk
Examine status bit in next chunk’s header
Doubly-Linked List Impl Performance

Consider sub-algorithms of `free()` …

Determine if prev chunk in memory is free
- **Linked list version**: slow
  - Traverse free list to see if prev chunk in memory is in list
- **Doubly-linked list version**: fast

Free list

Fetch prev chunk’s size from its footer
Do ptr arith to find prev chunk’s header
Examine status bit in prev chunk’s header
Doubly-Linked List Impl Performance

Observation:
- All sub-algorithms of `free()` are fast
- `free()` is fast!
Doubly-Linked List Impl Performance

Space
- Some internal & external fragmentation is unavoidable
- Headers & footers are overhead
- Overall: Good

Time: `free()`
- All steps are fast
- Good: $O(1)$

Time: `malloc()`
- Must search free list for big-enough chunk
- Bad: $O(n)$
- Often acceptable
- Subject to bad worst-case behavior
  - E.g. long free list with big chunks at end
What’s Wrong?

Problem
• `malloc()` must traverse doubly-linked list, so can be slow

Solution
• Use multiple doubly-linked lists (bins)…
Agenda

The need for DMM
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DMMgr 4: Doubly-linked list implementation
**DMMgr 5: Bins implementation**
DMM using virtual memory
DMMgr 6: VM implementation
Use an array; each element is a **bin**
Each bin is a doubly-linked list of free chunks
  As in previous implementation
  bin[i] contains free chunks of size i
  Exception: Final bin contains chunks of size MAX_BIN or larger

(More elaborate binning schemes are common)
Bins Impl

Algorithms (see precepts for more precision)

\textbf{malloc}\( (n) \)

- Search free list proper bin(s) for big-enough chunk
- Chunk found & reasonable size $\Rightarrow$ remove, set status, use
- Chunk found & too big $\Rightarrow$ remove, split, insert tail, set status, use front
- Chunk not found $\Rightarrow$ increase heap size, create new chunk
- New chunk reasonable size $\Rightarrow$ remove, set status, use
- New chunk too big $\Rightarrow$ remove, split, insert tail, set status, use front

\textbf{free}\( (p) \)

- Set status
- Insert chunk into free list proper bin
- Next chunk in memory also free $\Rightarrow$ remove both, coalesce, insert
- Prev chunk in memory free $\Rightarrow$ remove both, coalesce, insert
Bins Impl Performance

Space
- **Pro:** For small chunks, uses *best-fit* (not *first-fit*) strategy
  - Could decrease internal fragmentation and splitting
- **Con:** Some internal & external fragmentation is unavoidable
- **Con:** Headers, footers, bin array are overhead
- **Overall:** good

Time: `malloc()`
- **Pro:** Binning limits list searching
  - Search for chunk of size i begins at bin i and proceeds downward
- **Con:** Could be bad for large chunks (i.e. those in final bin)
  - Performance degrades to that of list version
- **Overall:** good $O(1)$

Time: `free()`
- Good: $O(1)$
<table>
<thead>
<tr>
<th>Implementation</th>
<th>Space</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1) Minimal</td>
<td>Bad</td>
<td>Malloc: Bad</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Free: Good</td>
</tr>
<tr>
<td>(2) Pad</td>
<td>Bad</td>
<td>Malloc: Good</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Free: Good</td>
</tr>
<tr>
<td>(3) List</td>
<td>Good</td>
<td>Malloc: Bad (but could be OK)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Free: Bad</td>
</tr>
<tr>
<td>(4) Doubly-Linked</td>
<td>Good</td>
<td>Malloc: Bad (but could be OK)</td>
</tr>
<tr>
<td>List</td>
<td></td>
<td>Free: Good</td>
</tr>
<tr>
<td>(5) Bins</td>
<td>Good</td>
<td>Malloc: Good</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Free: Good</td>
</tr>
</tbody>
</table>

Assignment 6: Given (3), compose (4) and (5)
What’s Wrong?

Observations

• Heap mgr might want to free memory chunks by **unmapping** them rather than **marking** them
  • Minimizes virtual page count
  • Heap mgr can call `brk(pBrk–n)` to decrease heap size
    • And thereby unmap heap memory
  • But often memory to be unmapped is not at high end of heap!

Problem

• How can heap mgr unmap memory effectively?

Solution

• Don’t use the heap!
What’s Wrong?

Reprising a previous slide…

Question:
• How to implement `malloc()` and `free()`?
• How to implement a DMMgr?

Answer 1:
• Use the heap section of memory

Answer 2:
• Make use of virtual memory concept…
Agenda

The need for DMM

DMM using the heap section

DMMgr 1: Minimal implementation

DMMgr 2: Pad implementation

Fragmentation

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DMMgr 4: Doubly-linked list implementation

DMMgr 5: Bins implementation

**DMM using virtual memory**

DMMgr 6: VM implementation
Unix VM Mapping Functions

Unix allows application programs to map/unmap VM explicitly

```c
void *mmap(void *p, size_t n, int prot, int flags, int fd, off_t offset);
```

- Creates a new mapping in the virtual address space of the calling process
- `p`: the starting address for the new mapping
- `n`: the length of the mapping
- If `p` is NULL, then the kernel chooses the address at which to create the mapping; this is the most portable method of creating a new mapping
- On success, returns address of the mapped area

```c
int munmap(void *p, size_t n);
```

- Deletes the mappings for the specified address range
Unix VM Mapping Functions

Typical call of `mmap()` for allocating memory

```c
p = mmap(NULL, n, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_ANON, 0, 0);
```

- Asks OS to map a new read/write area of virtual memory containing `n` bytes
- Returns the virtual address of the new area on success, `(void*) -1` on failure

Typical call of `munmap()`

```c
status = munmap(p, n);
```

- Unmaps the area of virtual memory at virtual address `p` consisting of `n` bytes
- Returns 0 on success, -1 on failure

See Bryant & O’Hallaron book and man pages for details
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DMM using virtual memory
DMMgr 6: VM implementation
Each chunk consists of a header and payload
Each header contains size
void *malloc(size_t n)
{
    size_t *p;
    if (n == 0) return NULL;
    p = mmap(NULL, n + sizeof(size_t), PROT_READ|PROT_WRITE,
              MAP_PRIVATE|MAP_ANONYMOUS, 0, 0);
    if (p == (void*)-1) return NULL;
    *p = n + sizeof(size_t); /* Store size in header */
    p++;  /* Move forward from header to payload */
    return p;
}

void free(void *p)
{
    if (p == NULL) return;
    p--;  /* Move backward from payload to header */
    munmap(p, *p);
}
VM Mapping Impl Performance

Space
- Fragmentation problem is delegated to OS
- Overall: Depends on OS

Time
- For small chunks
  - One system call (`mmap()`) per call of `malloc()`
  - One system call (`munmap()`) per call of `free()`
  - Overall: poor
- For large chunks
  - `free()` unmaps (large) chunks of memory, and so shrinks page table
  - Overall: maybe good!
The GNU Implementation

**Observation**
- `malloc()` and `free()` on CourseLab are from the GNU (the GNU Software Foundation)

**Question**
- How are GNU `malloc()` and `free()` implemented?

**Answer**
- For small chunks
  - Use heap (`sbrk()` and `brk()`)
  - Use bins implementation
- For large chunks
  - Use VM directly (`mmap()` and `munmap()`)

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The need for DMM
  • Unknown object size

DMM using the heap section
  • On Unix: \texttt{sbrk()} and \texttt{brk()}
  • Complicated data structures and algorithms
  • Good for managing small memory chunks

DMM using virtual memory
  • On Unix: \texttt{mmap()} and \texttt{munmap()}
  • Good for managing large memory chunks

See Appendix for additional approaches/refinements
Appendix: Additional Approaches

Some additional approaches to dynamic memory mgmt…
Selective Splitting

Observation
• In previous implementations, `malloc()` splits whenever chosen chunk is too big

Alternative: selective splitting
• Split only when remainder is above some threshold

Pro
• Reduces external fragmentation

Con
• Increases internal fragmentation
Deferred Coalescing

Observation

• Previous implementations do coalescing whenever possible

Alternative: deferred coalescing

• Wait, and coalesce many chunks at a later time

Pro

• Handles `malloc(n); free(); malloc(n)` sequences well

Con

• Complicates algorithms
Segregated Data

Observation
• Splitting and coalescing consume lots of overhead

Problem
• How to eliminate that overhead?

Solution: segregated data
• Make use of the virtual memory concept…
• Use bins
• Store each bin’s chunks in a distinct (segregated) virtual memory page
• Elaboration…
Segregated Data

Segregated data
- Each bin contains chunks of fixed sizes
  - E.g. 32, 64, 128, ...
- All chunks within a bin are from same virtual memory page
- `malloc()` never splits! Examples:
  - `malloc(32)` => provide 32
  - `malloc(5)` => provide 32
  - `malloc(100)` => provide 128
- `free()` never coalesces!
  - Free block => examine address, infer virtual memory page, infer bin, insert into that bin
Segregated Data

Pros

- Eliminates splitting and coalescing overhead
- Eliminates most meta-data; only forward links required
  - No backward links, sizes, status bits, footers

Con

- Some usage patterns cause excessive external fragmentation
  - E.g. Only one `malloc(32)` wastes all but 32 bytes of one virtual page
Segregated Meta-Data

Observations
- Meta-data (chunk sizes, status flags, links, etc.) are scattered across the heap, interspersed with user data
- Heap mgr often must traverse meta-data

Problem 1
- User error easily can corrupt meta-data

Problem 2
- Frequent traversal of meta-data can cause excessive page faults (poor locality)

Solution: segregated meta-data
- Make use of the virtual memory concept...
- Store meta-data in a distinct (segregated) virtual memory page from user data