

Allocation

Constructor calls are allocation:

```
; interp : -> void
(define (interp)
  (type-case CFAE fae-reg
    ...
    [cfun (body-expr)
      (begin
        (set! v-reg (closureV body-expr sc-reg))
        (continue))]
    ...))

; continue : -> void
(define (continue k v)
  ...
  [addSecondK (r sc k)
    (begin
      (set! fae-reg r)
      (set! sc-reg sc)
      (set! k-reg (doAddK v-reg k))
      (interp))]
  ...)
```

Deallocation

Where does **free** go?

```
; continue : -> void
(define (continue)
  ...
  [doAddK (v1 k)
    (begin
      (set! v-reg (num+ v1 v-reg))
      (free k-reg) ; ???
      (set! k-reg k)
      (continue))])
  ...
  [doAppK (fun-val k)
    (begin
      (set! fae-reg (closureV-body fun-val))
      (set! sc-reg (cons v-reg
                        (closureV-sc fun-val)))
      (set! k-reg k)
      (free fun-val) ; ???
      (interp))])
  ...)
```

Deallocation

```
[doAddK (v1 k)
  (begin
    (set! v-reg (num+ v1 v-reg))
    (free k-reg) ; ???
    (set! k-reg k)
    (continue)))]
```

- Without `letcc`, this `free` is fine, because the continuation can't be referenced anywhere else
- A continuation record is always freed as `(free k-reg)`, which is why most languages use a stack

Deallocation

```
[doAppK (fun-val k)
  (begin
    (set! fae-reg (closureV-body fun-val))
    (set! sc-reg (cons v-reg
                      (closureV-sc fun-val)))

    (set! k-reg k)
    (free fun-val) ; ???
    (interp))]
```

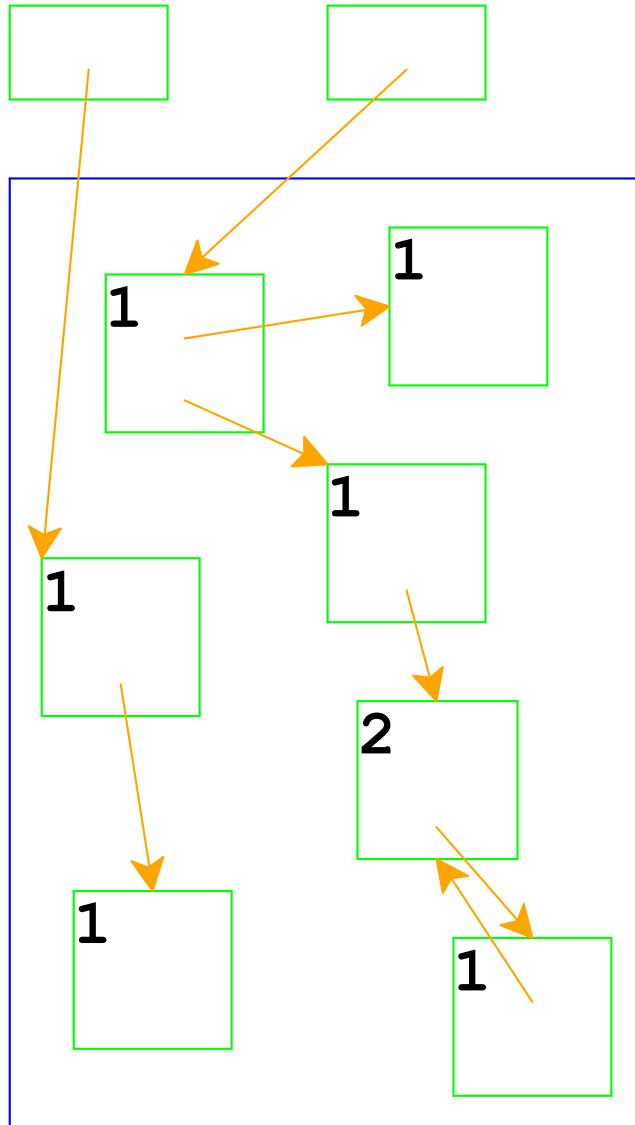
- This free is *not* ok, because the closure might be kept in a substitution somewhere
- Need to free only if no one else is using it...

Reference Counting

Reference counting: a way to know whether a record has other users

- Attach a count to every record, starting at 0
- When installing a pointer to a record (into a register or another record), increment its count
- When replacing a pointer to a record, decrement its count
- When a count is decremented to 0, decrement counts for other records referenced by the record, then free it

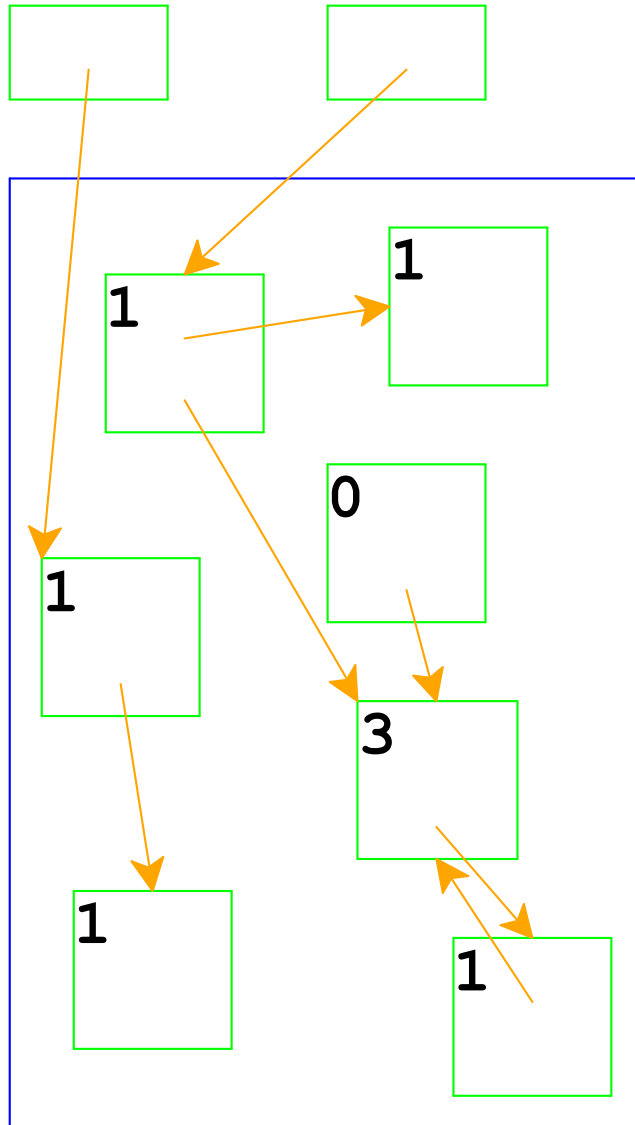
Reference Counting



Top boxes are the registers
fae-reg, **k-reg**, etc.

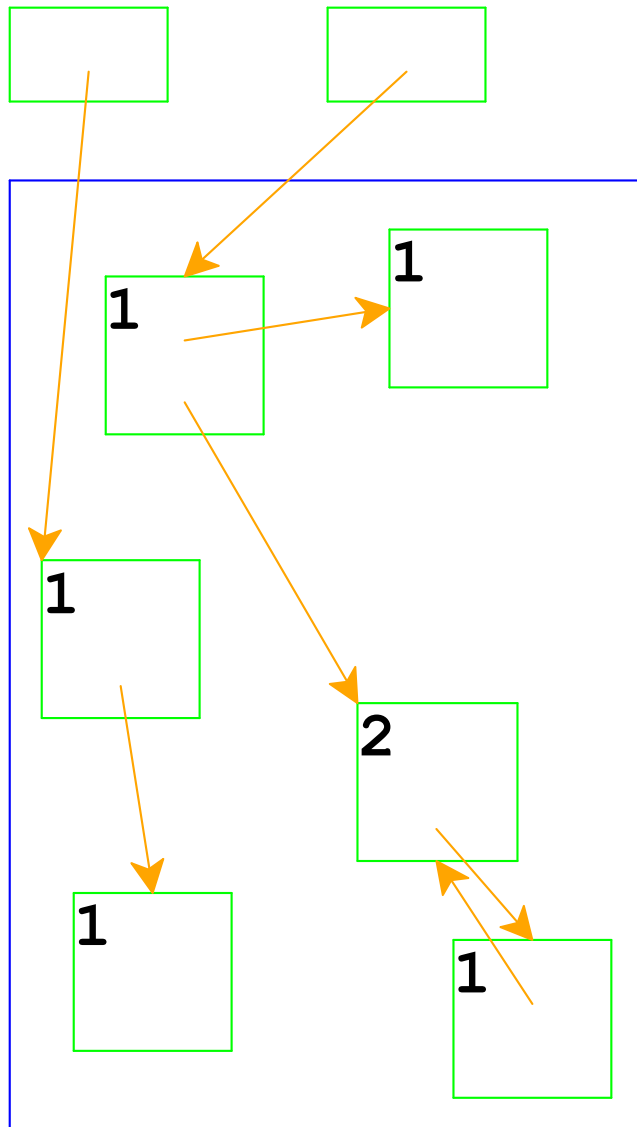
Boxes in the blue area are
allocated with **malloc**

Reference Counting



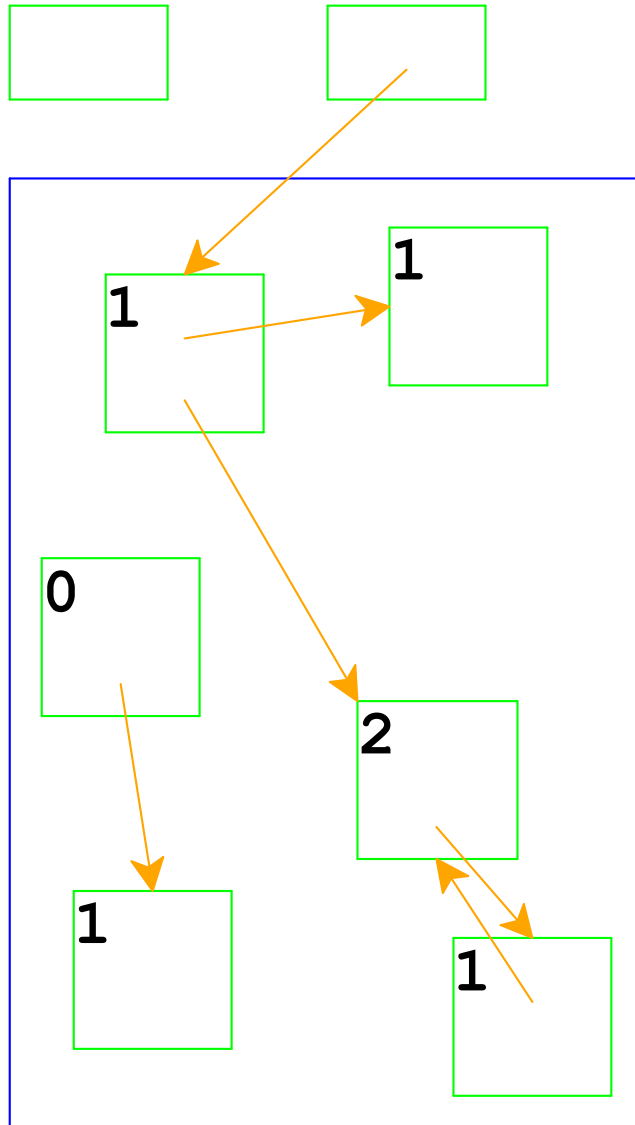
Adjust counts when a pointer is changed...

Reference Counting



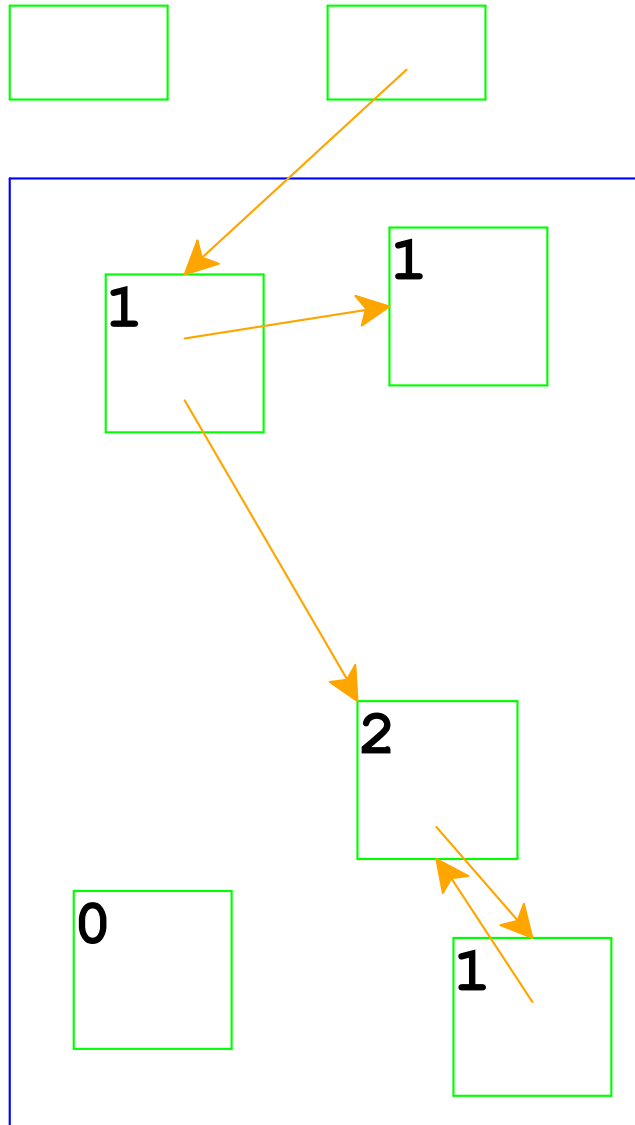
... freeing a record if its count goes to 0

Reference Counting



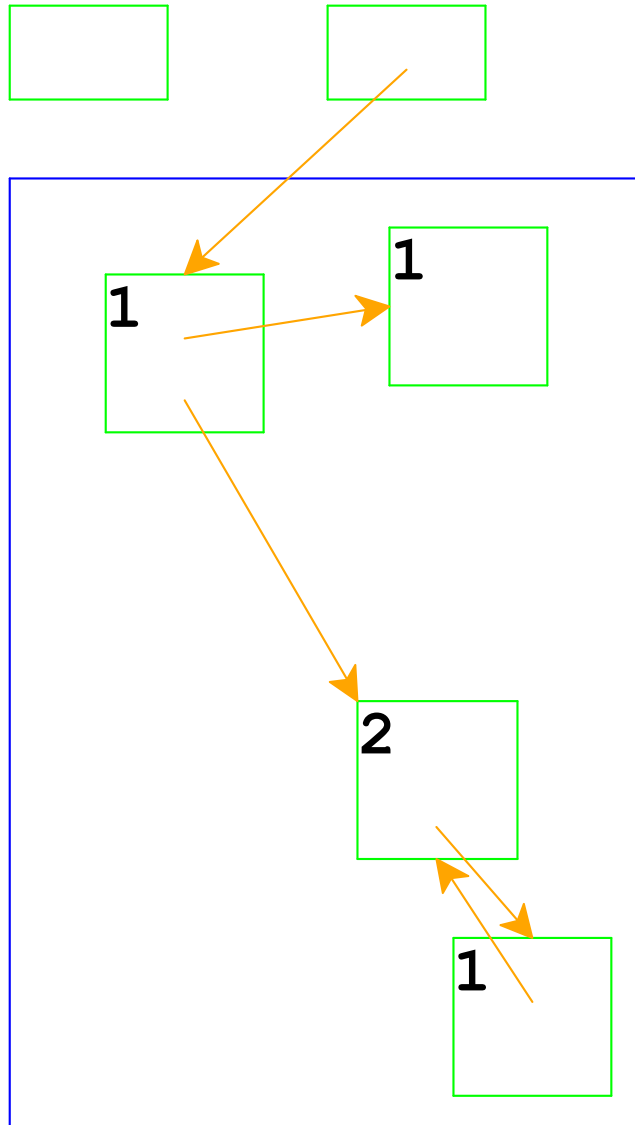
Same if the pointer is in a register

Reference Counting



Adjust counts after frees, too...

Reference Counting



... which can trigger more frees

Reference Counting in FAE

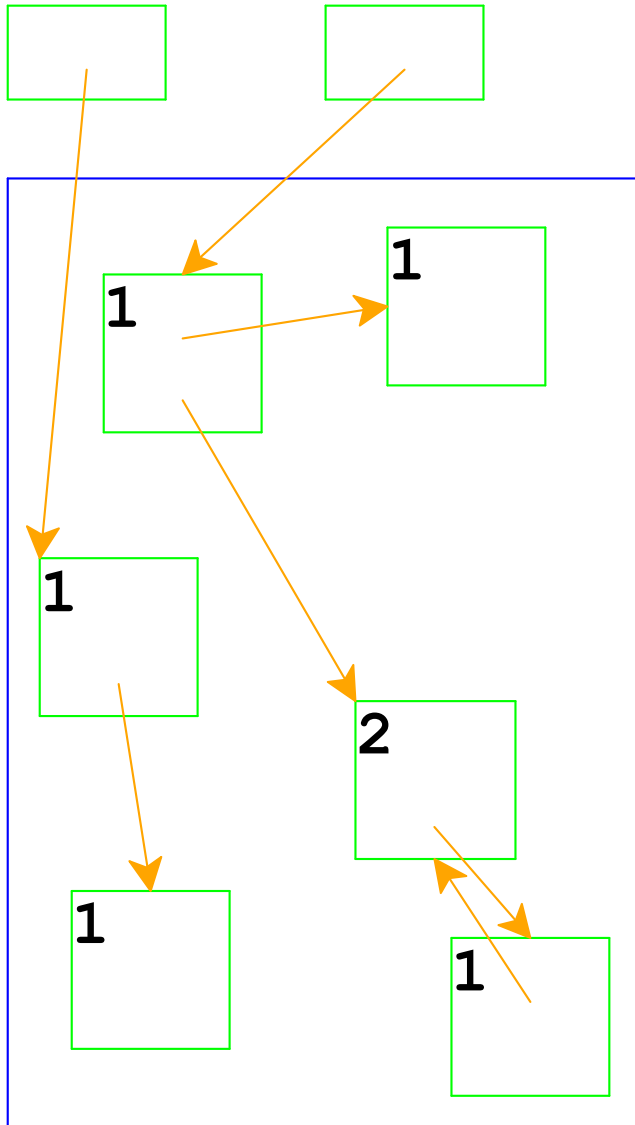
...

```
[cfun (body-expr)
  (begin
    (ref- v-reg)
    (set! v-reg (closureV body-expr sc-reg))
    (ref+ v-reg)
    (continue))]
```

...

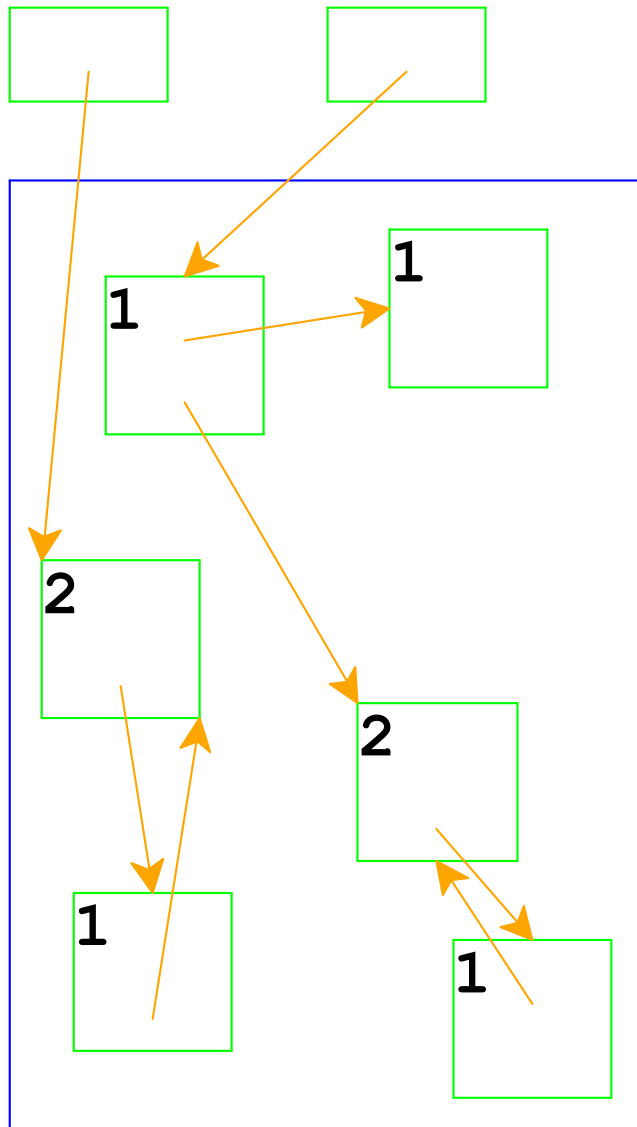
```
[doAppK (fun-val k)
  (begin
    (set! fae-reg (closureV-body fun-val)) ; code is static
    (ref- sc-reg)
    (set! sc-reg (cons v-reg (closureV-sc fun-val)))
    (ref+ sc-reg) ; => ref+ on v-reg and closure's sc
    (ref+ k)
    (ref- k-reg) ; => ref- on fun-val and k
    (set! k-reg k)
    (interp))]
```

Reference Counting And Cycles



An assignment can create a cycle...

Reference Counting And Cycles



Adding a reference increments a count

Garbage Collection

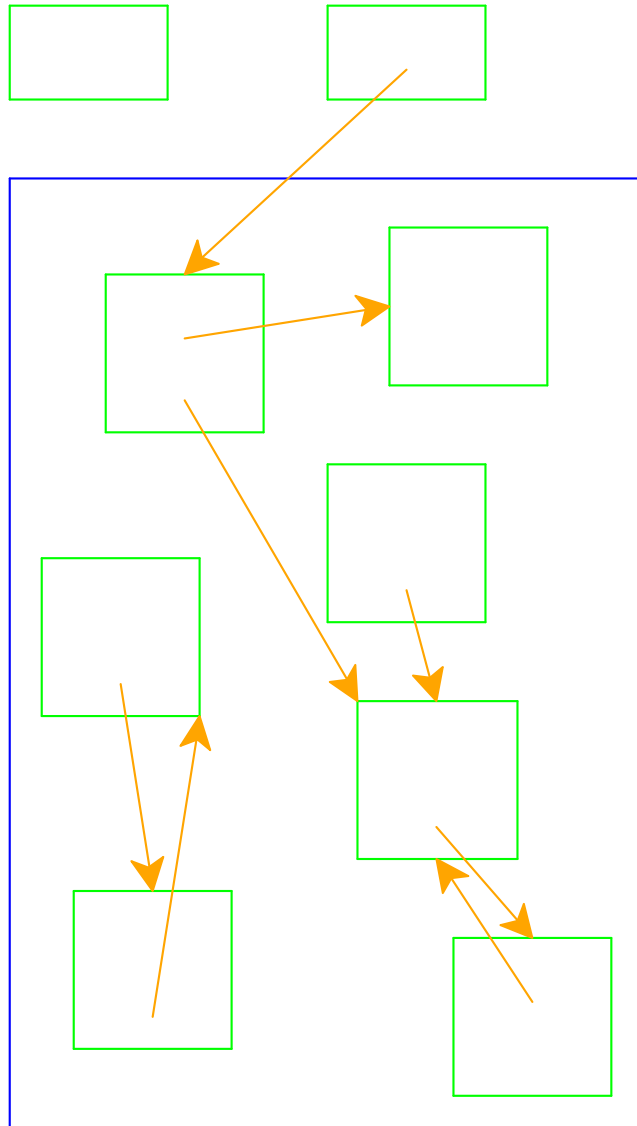
Garbage collection: a way to know whether a record is *accessible*

- A record referenced by a register is **live**
- A record referenced by a live record is also live
- A program can only possibly use live records, because there is no way to get to other records
- A garbage collector frees all records that are not live
- Allocate until we run out of memory, then run a garbage collector to get more space

Garbage Collection Algorithm

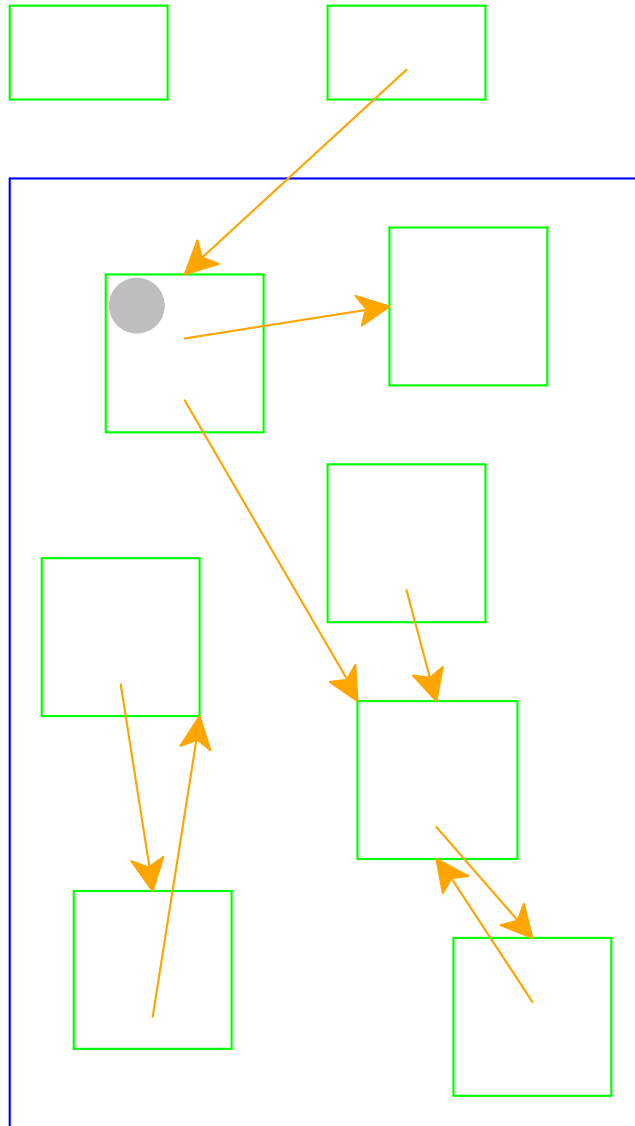
- Color all records **white**
- Color records referenced by registers **gray**
- Repeat until there are no gray records:
 - Pick a gray record, r
 - For each white record that r points to, make it gray
 - Color r **black**
- Deallocate all white records

Garbage Collection



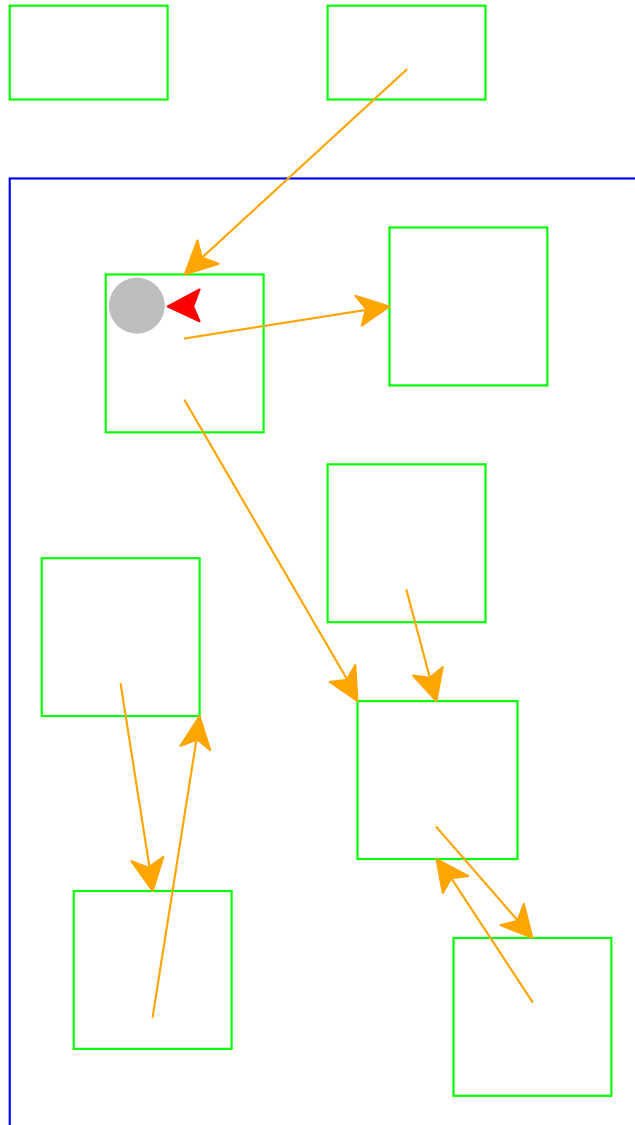
All records are marked white

Garbage Collection



Mark records referenced by registers as gray

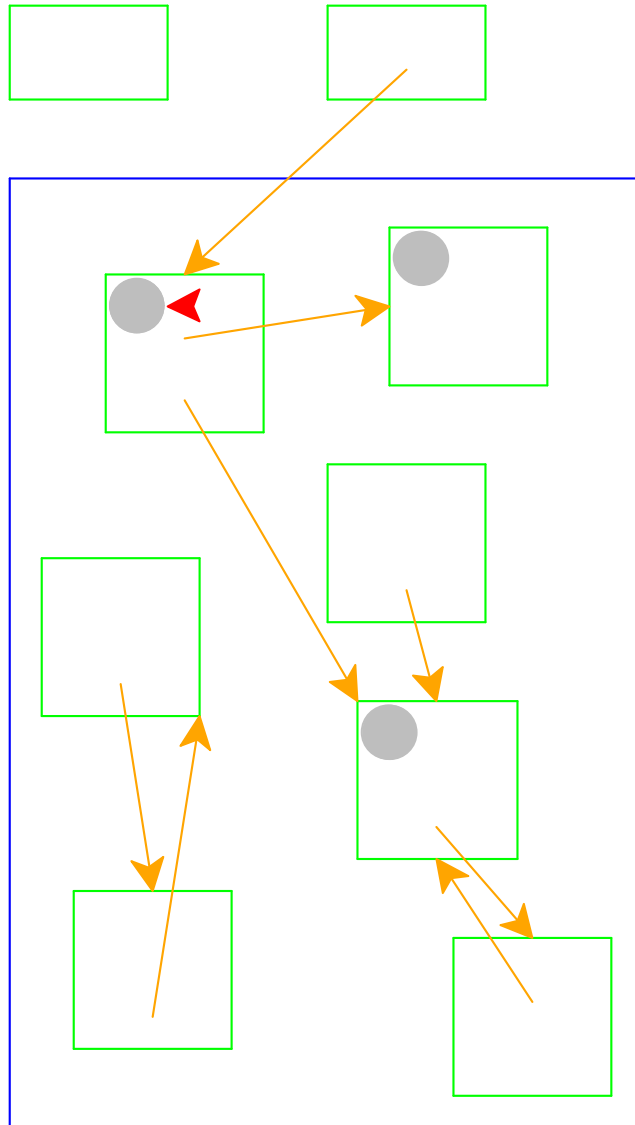
Garbage Collection



Need to pick a gray record

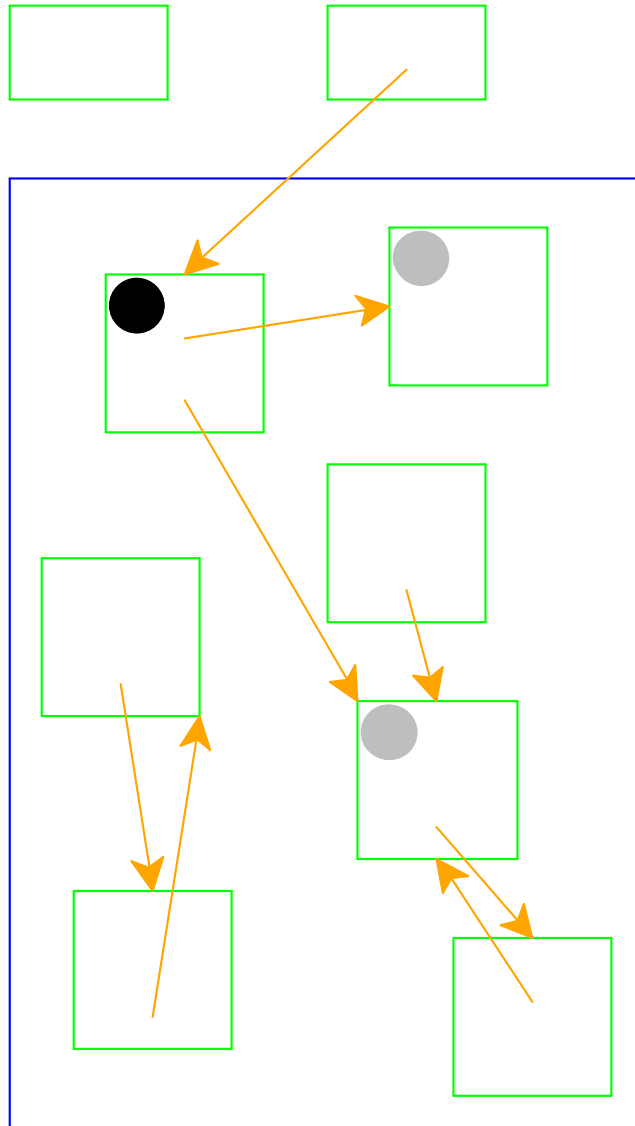
Red arrow indicates the chosen record

Garbage Collection



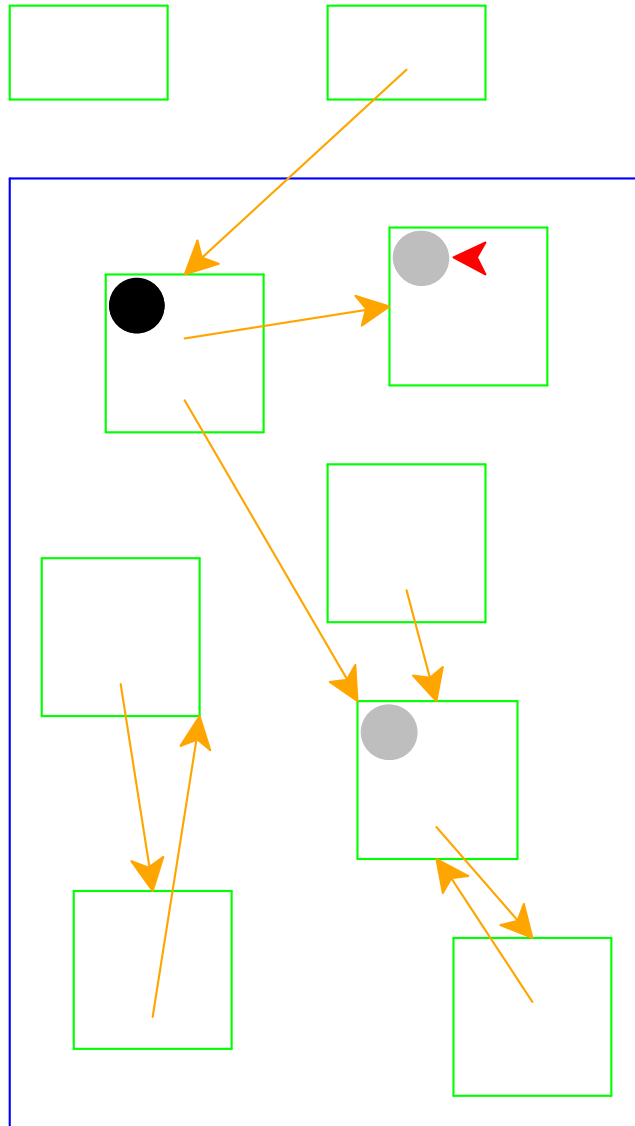
Mark white records referenced
by chosen record as gray

Garbage Collection



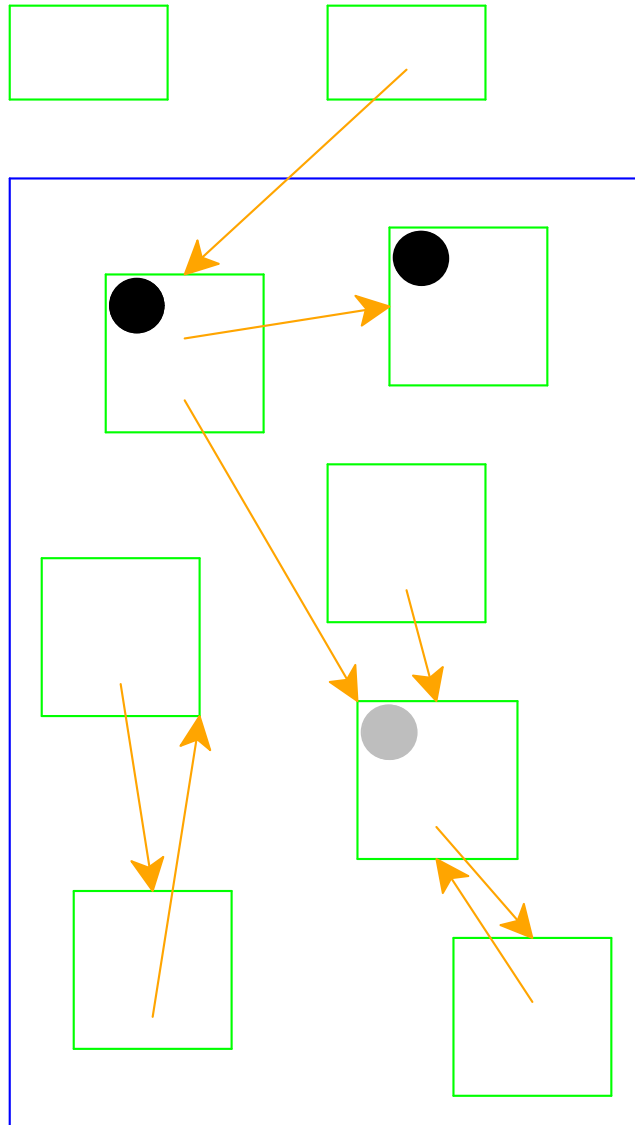
Mark chosen record black

Garbage Collection



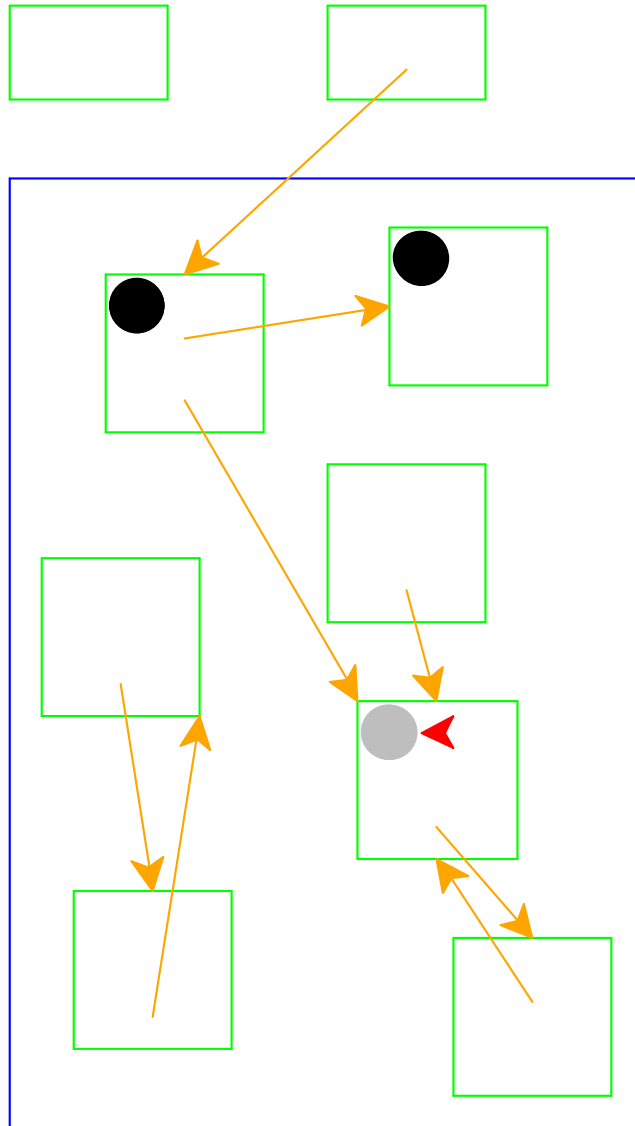
Start again: pick a gray record

Garbage Collection



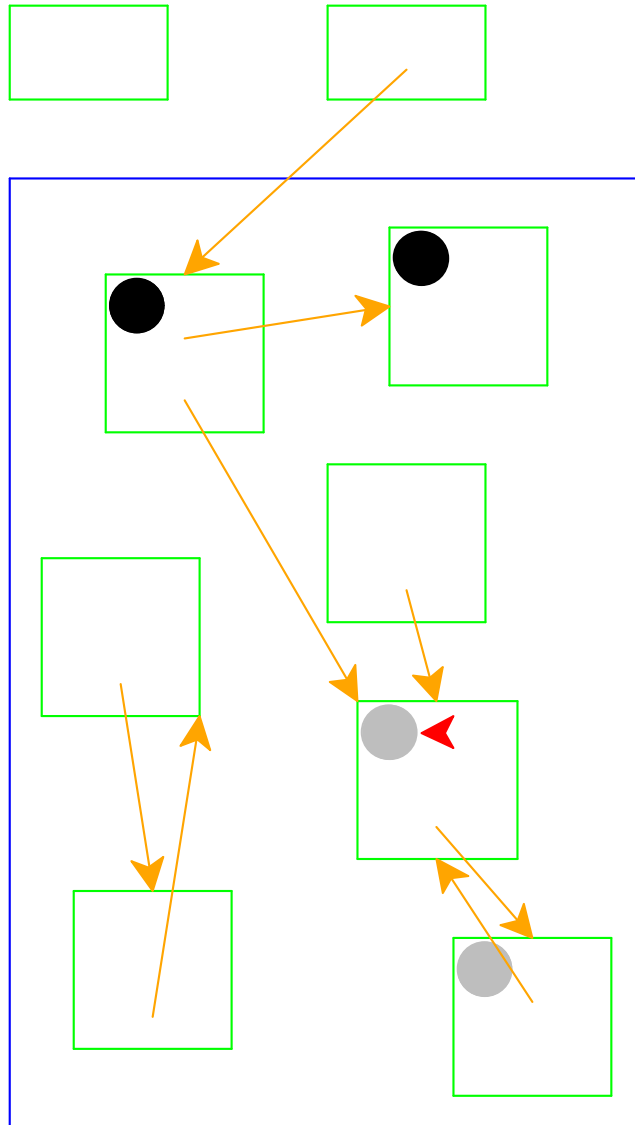
No referenced records; mark black

Garbage Collection



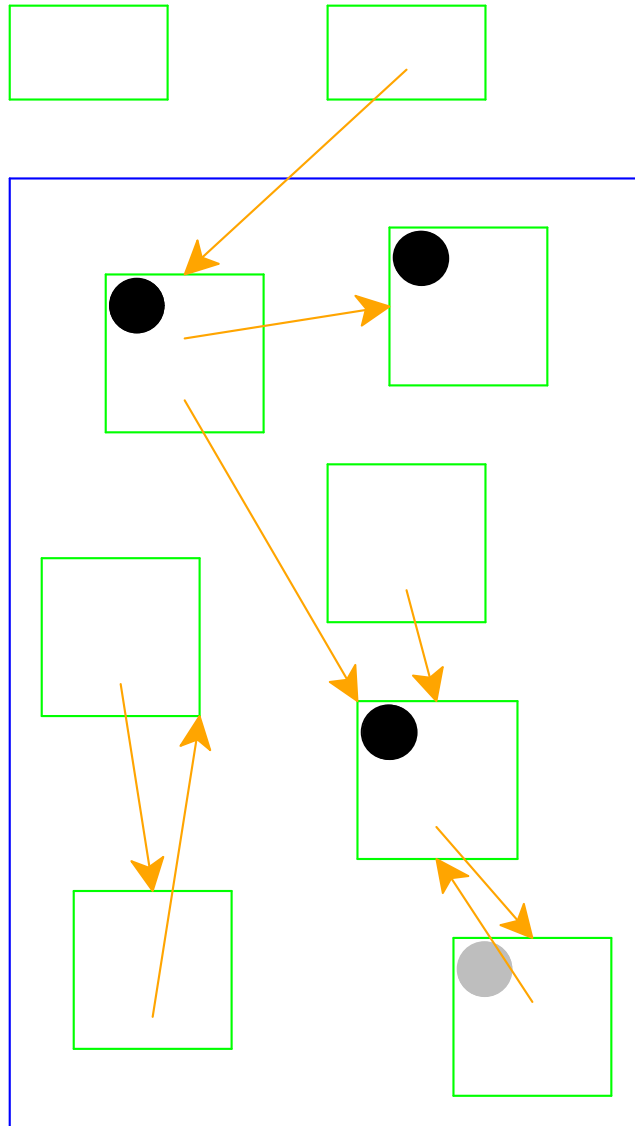
Start again: pick a gray record

Garbage Collection



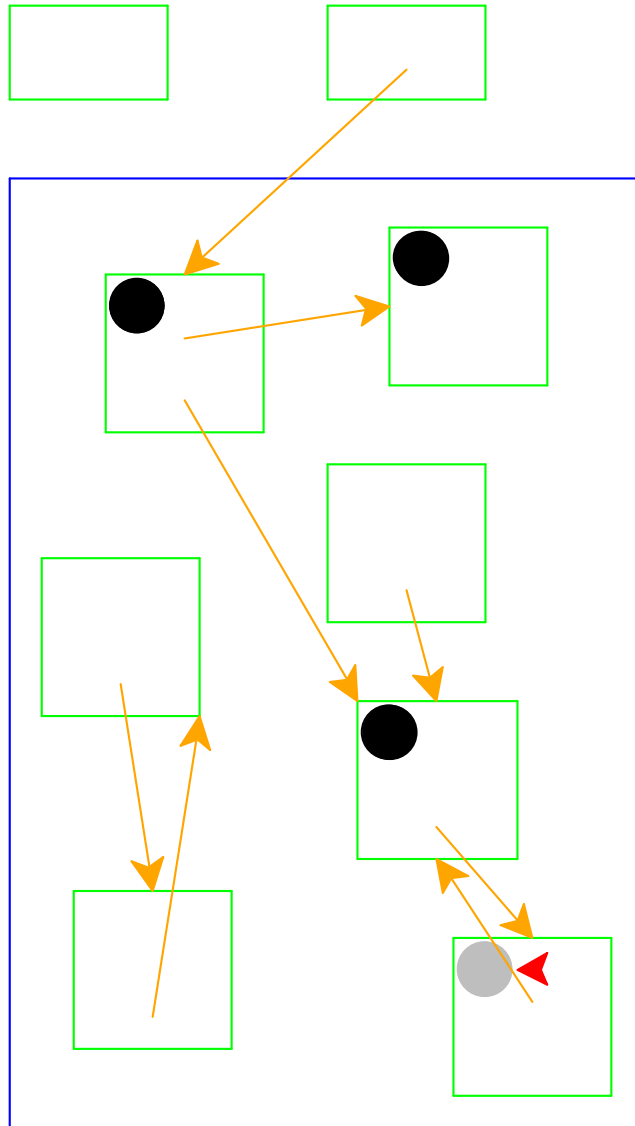
Mark white records referenced
by chosen record as gray

Garbage Collection



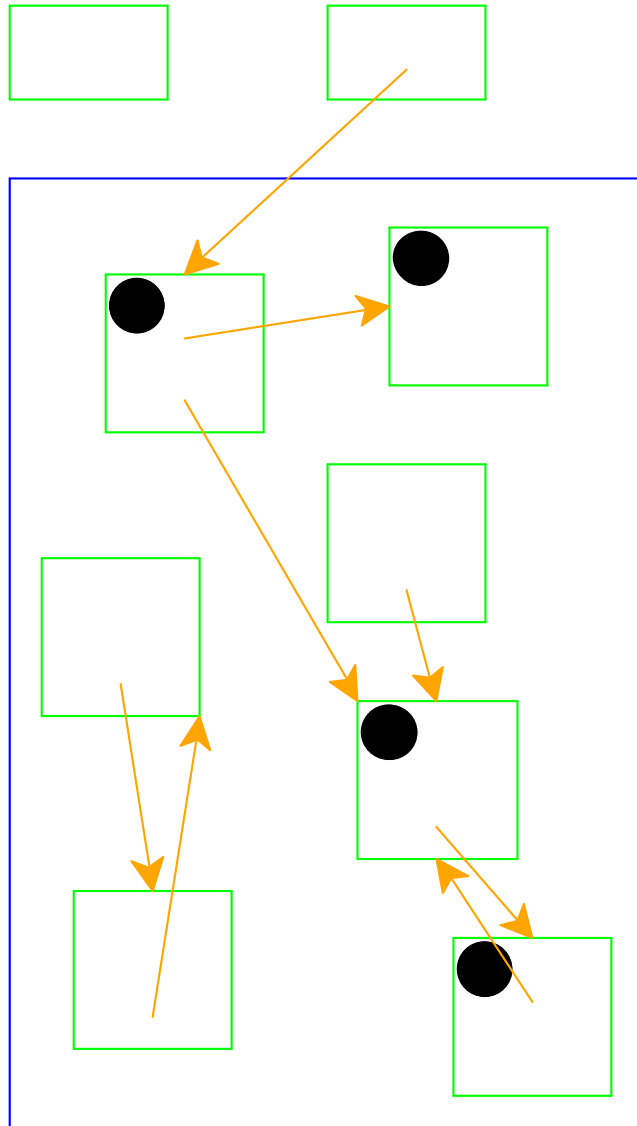
Mark chosen record black

Garbage Collection



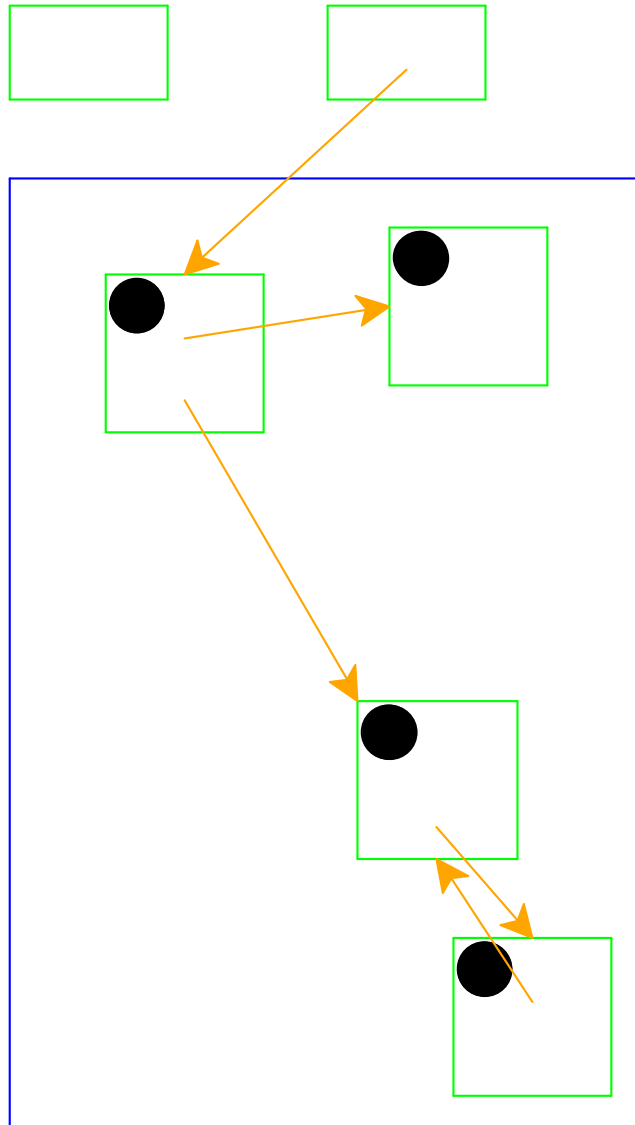
Start again: pick a gray record

Garbage Collection



No referenced white records;
mark black

Garbage Collection



No more gray records; deallocate white records

Cycles **do not** break garbage collection

Two-Space Copying Collectors

A ***two-space*** copying collector compacts memory as it collects, making allocation easier.

Allocator:

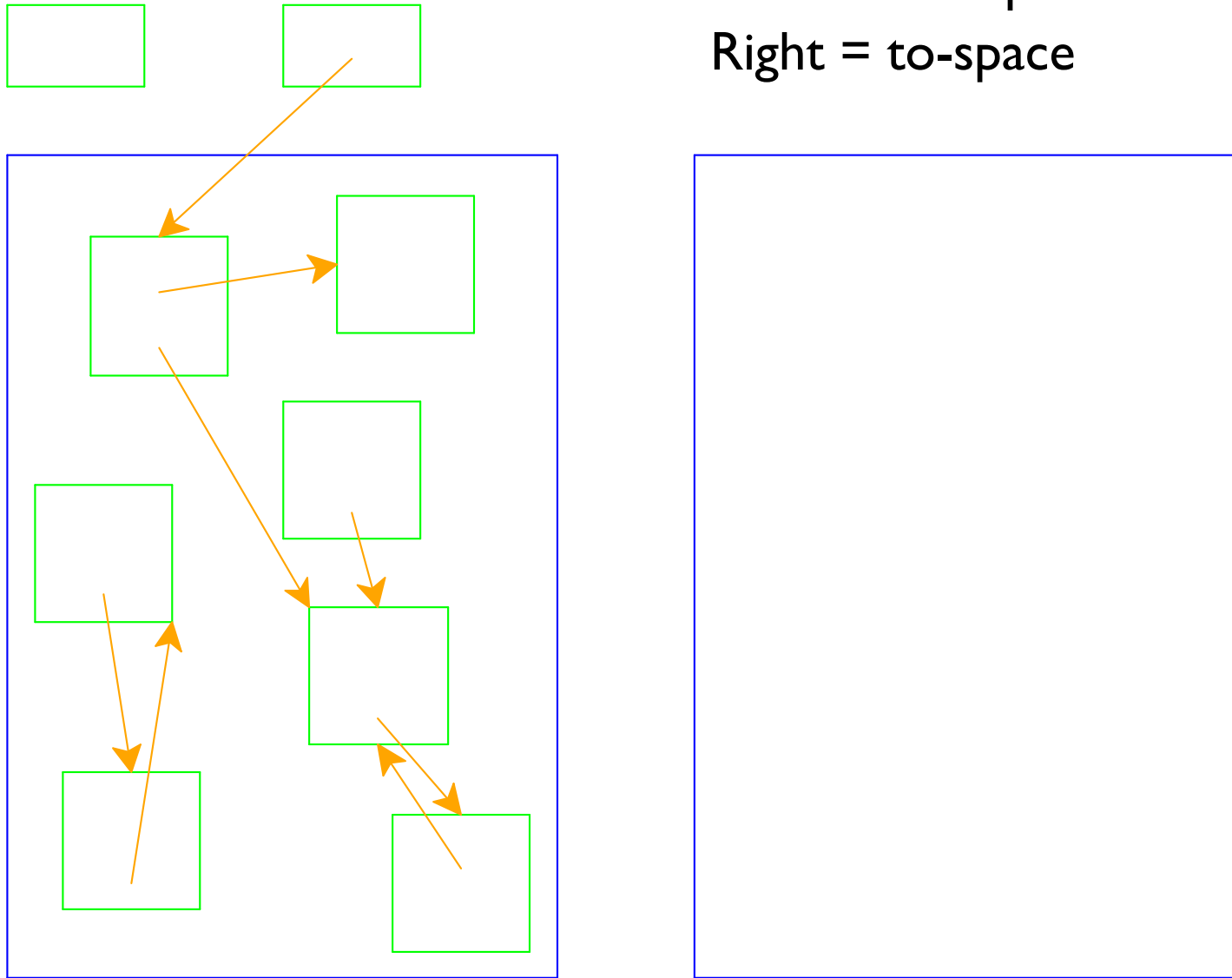
- Partitions memory into ***to-space*** and ***from-space***
- Allocates only in ***to-space***

Collector:

- Starts by swapping ***to-space*** and ***from-space***
- Coloring gray \Rightarrow copy from ***from-space*** to ***to-space***
- Choosing a gray record \Rightarrow walk once through the new ***to-space***, update pointers

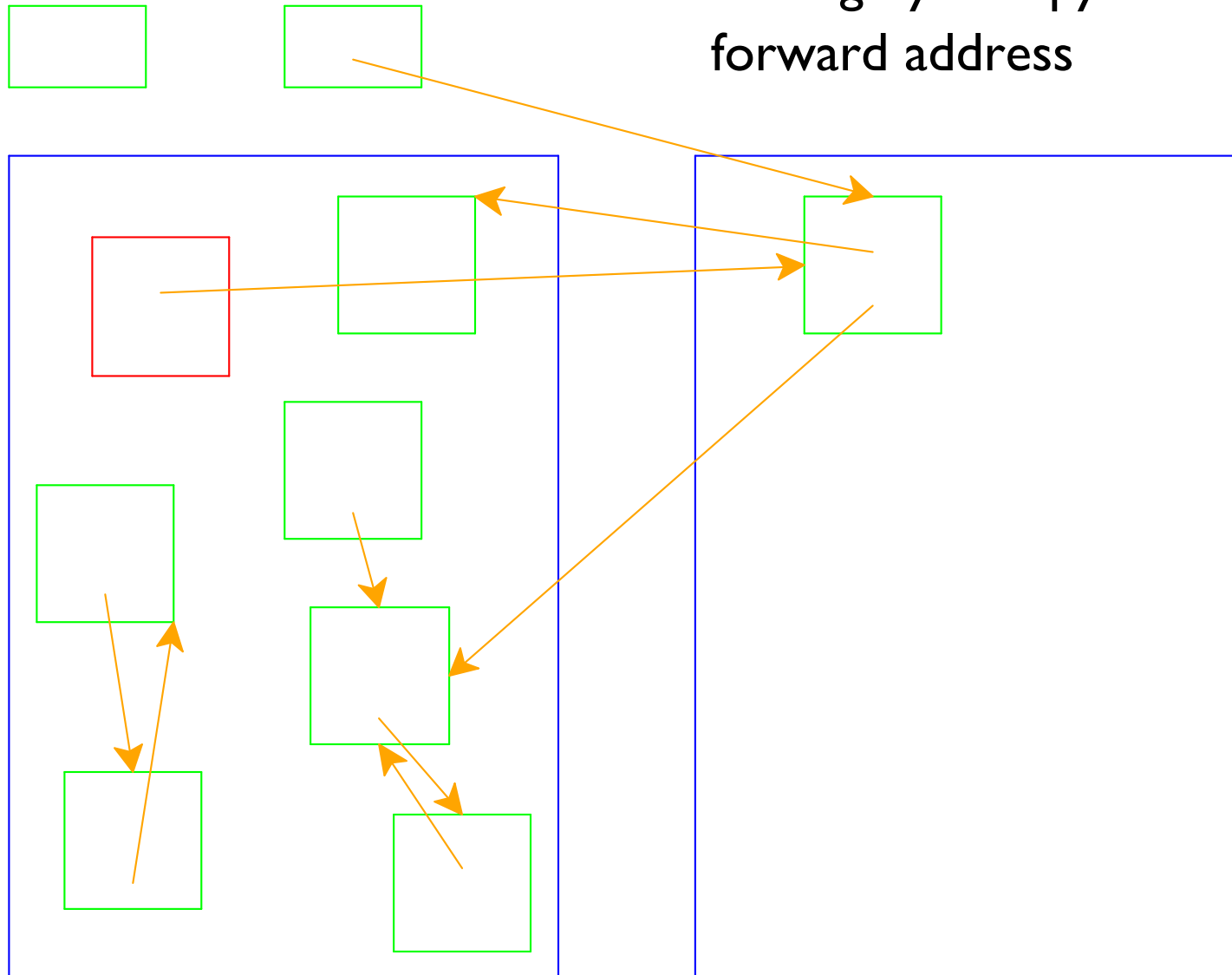
Two-Space Collection

Left = from-space
Right = to-space



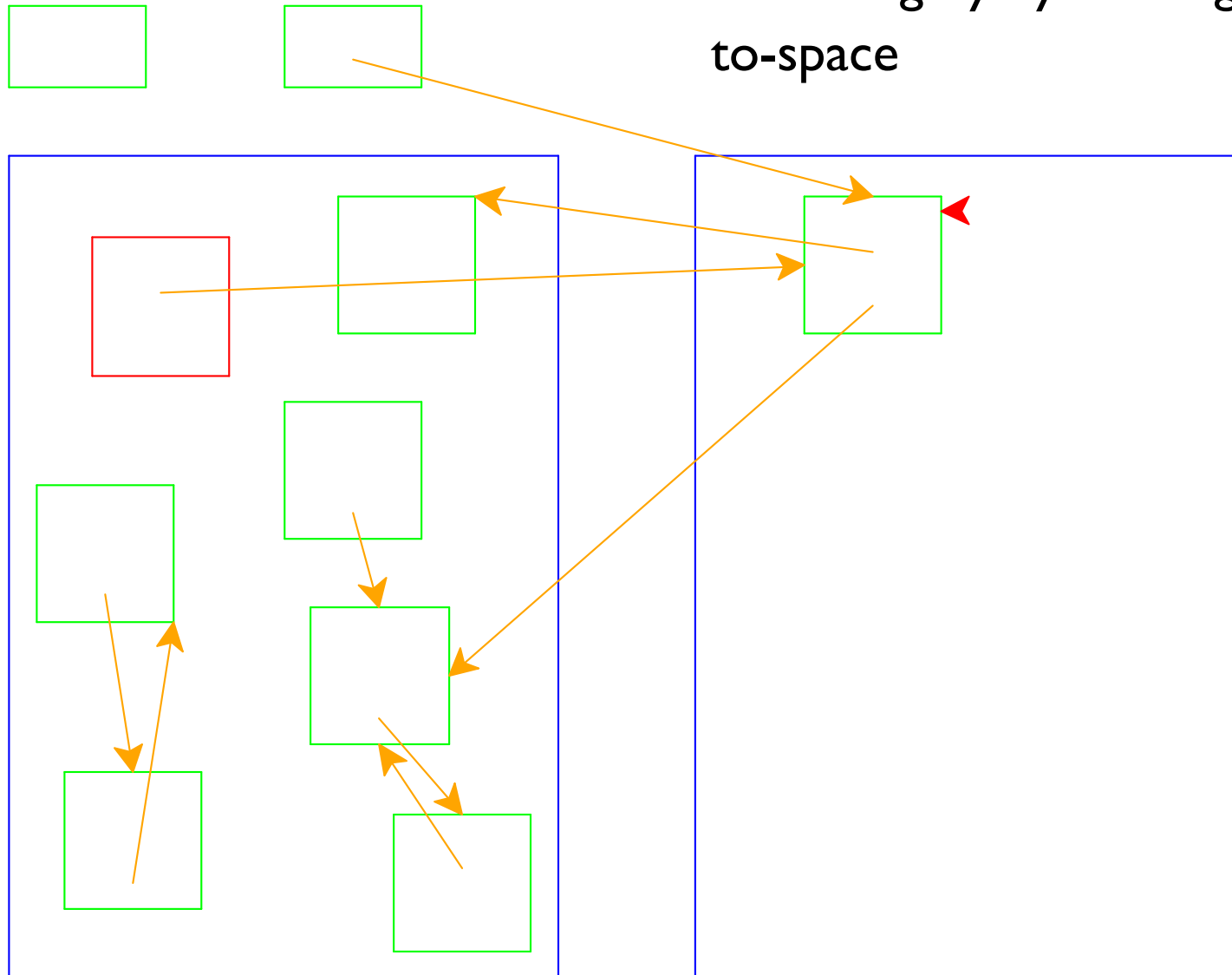
Two-Space Collection

Mark gray = copy and leave forward address



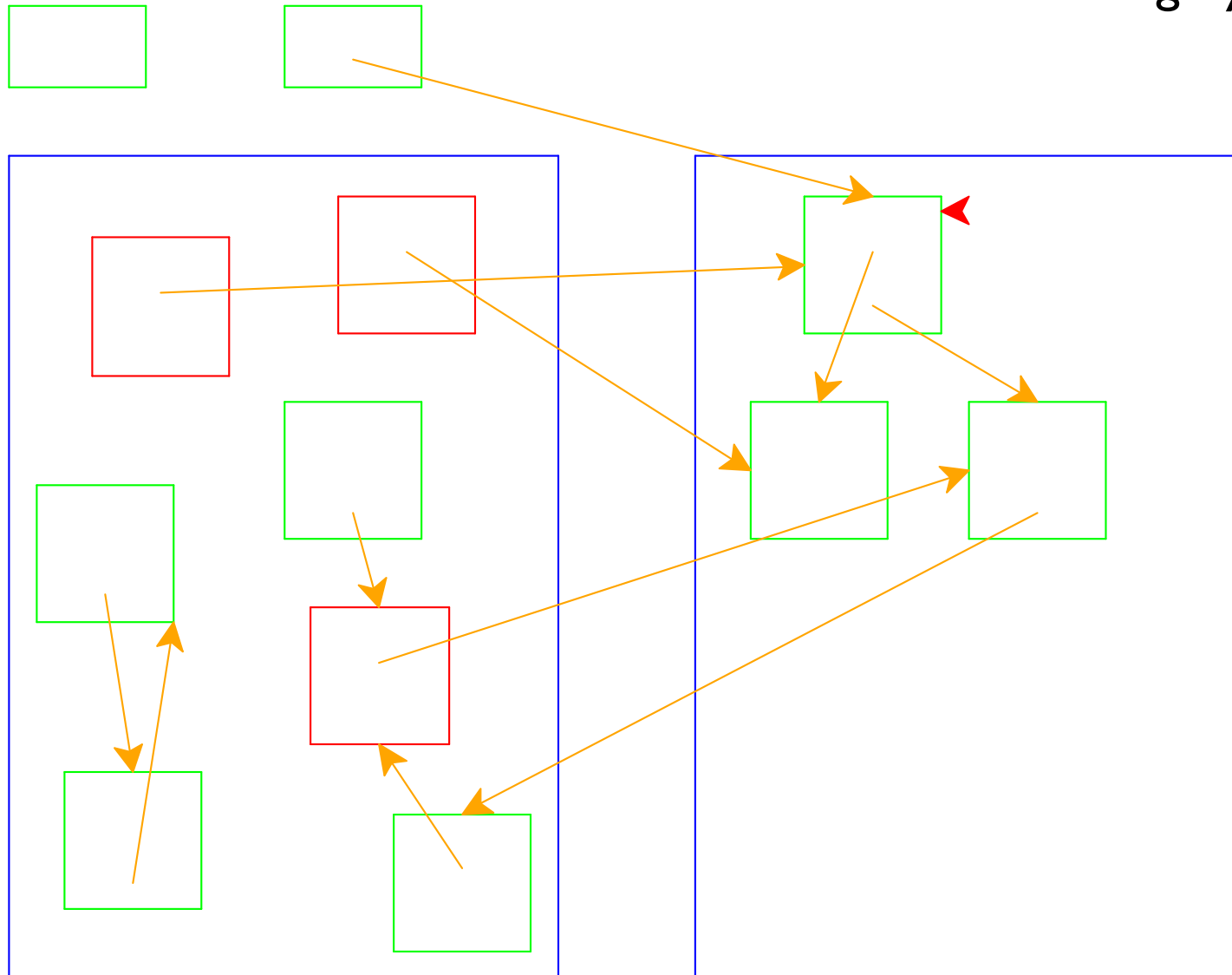
Two-Space Collection

Choose gray by walking through to-space



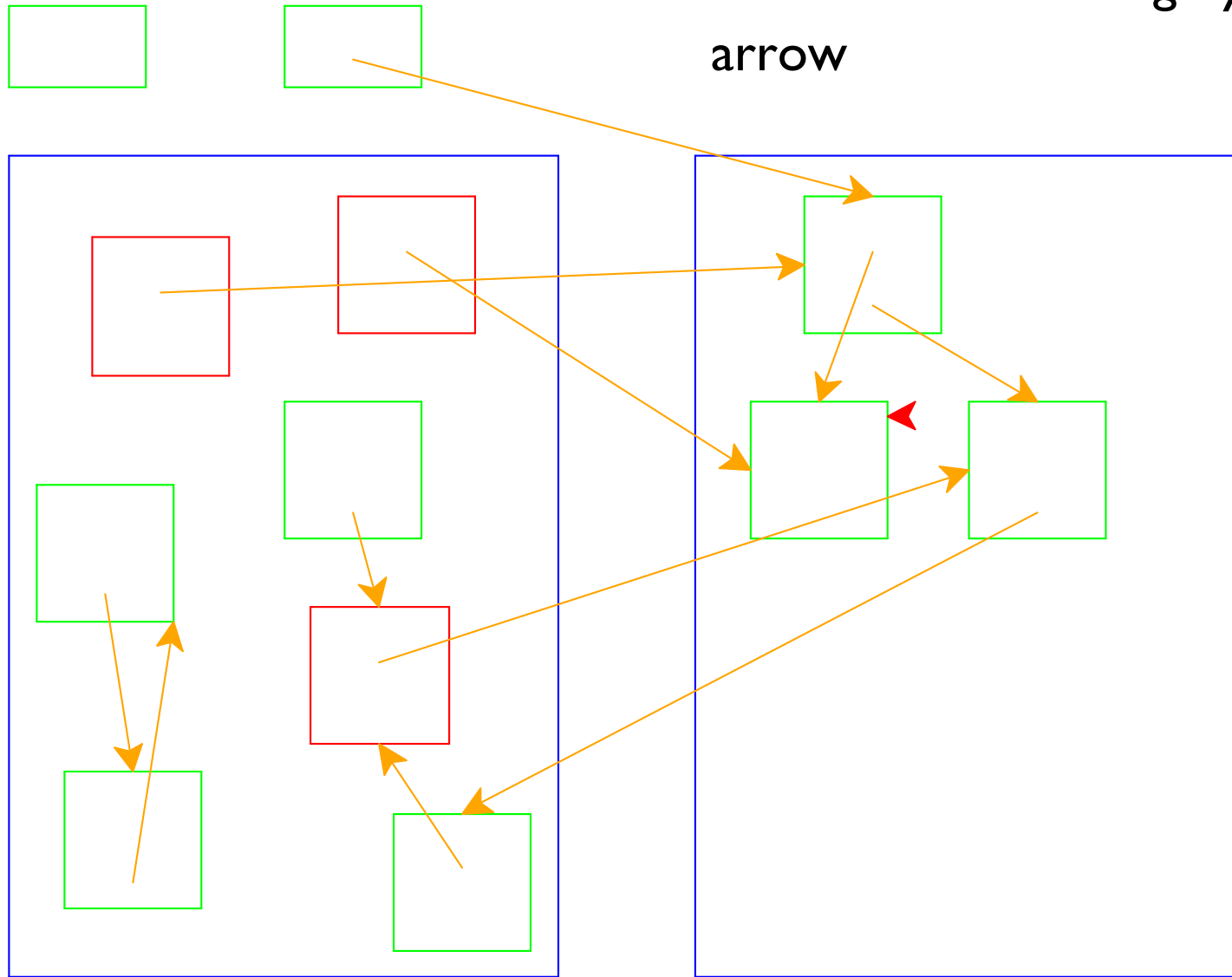
Two-Space Collection

Mark referenced as gray



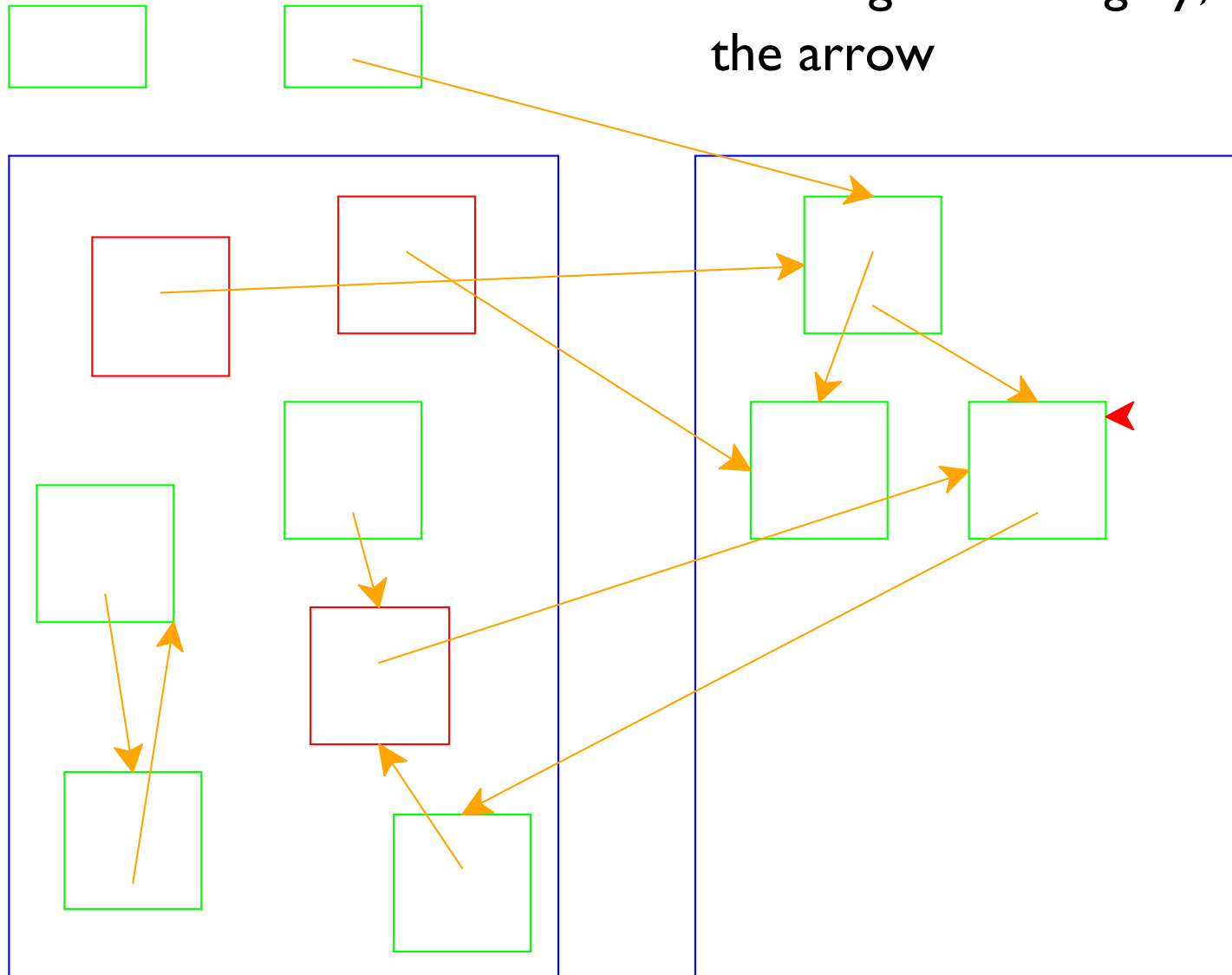
Two-Space Collection

Mark black = move gray-choosing
arrow

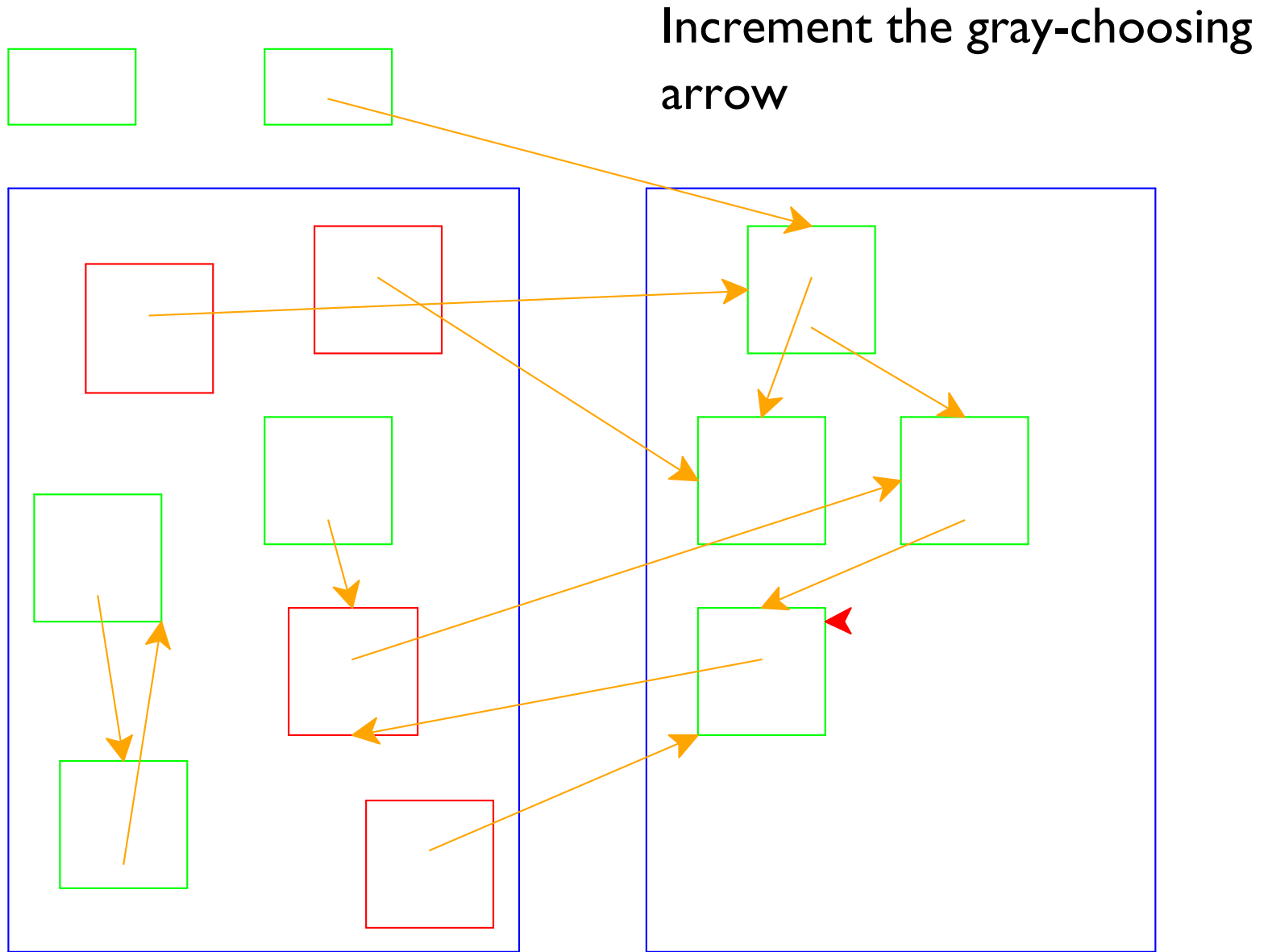


Two-Space Collection

Nothing to color gray; increment the arrow

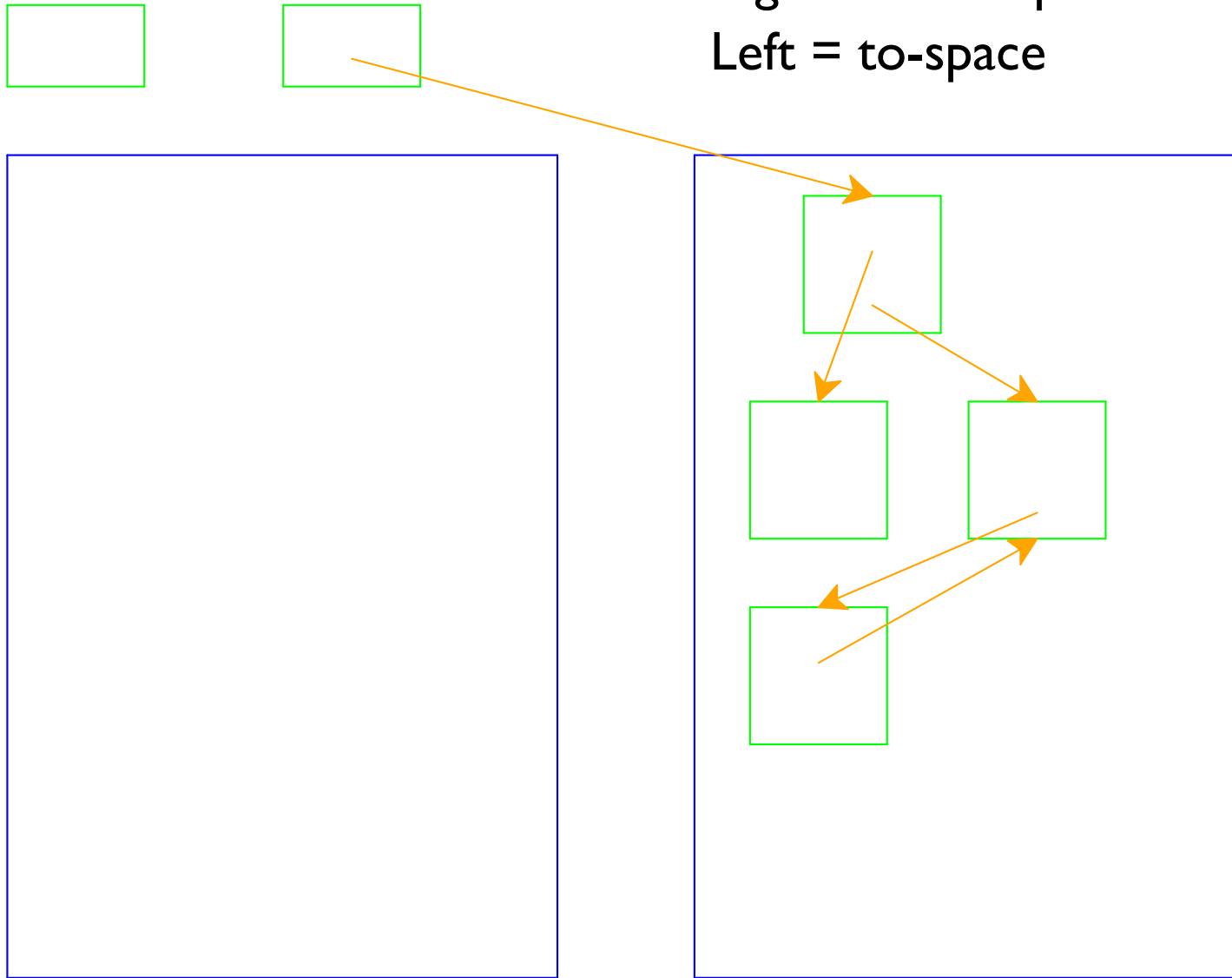


Two-Space Collection



Two-Space Collection

Right = from-space
Left = to-space



Two-Space Collection on Vectors

- Everything is a number:
 - Some numbers are immediate integers
 - Some numbers are pointers
- An allocated record in memory starts with a tag, followed by a sequence of pointers and immediate integers
 - The tag describes the shape

Two-Space Vector Example

- 26-byte memory (13 bytes for each space), 2 registers
 - Tag 1: one integer
 - Tag 2: one pointer
 - Tag 3: one integer, then one pointer

Register 1: 7

Register 2: 0

From: 1 75 2 0 3 2 10 3 2 2 3 1 4

Two-Space Vector Example

- 26-byte memory (13 bytes for each space), 2 registers
 - Tag 1: one integer
 - Tag 2: one pointer
 - Tag 3: one integer, then one pointer

Register 1: 7

Register 2: 0

From:	1	75	2	0	3	2	10	3	2	2	3	1	4
Addr:	00	01	02	03	04	05	06	07	08	09	10	11	12

Two-Space Vector Example

- 26-byte memory (13 bytes for each space), 2 registers
 - Tag 1: one integer
 - Tag 2: one pointer
 - Tag 3: one integer, then one pointer

	Register 1: 7						Register 2: 0						
From:	1	75	2	0	3	2	10	3	2	2	3	1	4
Addr:	00	01	02	03	04	05	06	07	08	09	10	11	12
	^		^		^			^			^		

Two-Space Vector Example

- 26-byte memory (13 bytes for each space), 2 registers
 - Tag 1: one integer
 - Tag 2: one pointer
 - Tag 3: one integer, then one pointer

	Register 1: 7						Register 2: 0						
From:	1	75	2	0	3	2	10	3	2	2	3	1	4
Addr:	00	01	02	03	04	05	06	07	08	09	10	11	12
	^		^		^			^			^		
To:	0	0	0	0	0	0	0	0	0	0	0	0	0
	^												

Two-Space Vector Example

- 26-byte memory (13 bytes for each space), 2 registers
 - Tag 1: one integer
 - Tag 2: one pointer
 - Tag 3: one integer, then one pointer

	Register 1: 0						Register 2: 0						
From:	1	75	2	0	3	2	10	99	0	2	3	1	4
Addr:	00	01	02	03	04	05	06	07	08	09	10	11	12
	^		^		^			^			^		
To:	3	2	2	0	0	0	0	0	0	0	0	0	0
	^												

Two-Space Vector Example

- 26-byte memory (13 bytes for each space), 2 registers
 - Tag 1: one integer
 - Tag 2: one pointer
 - Tag 3: one integer, then one pointer

	Register 1: 0						Register 2: 3						
From:	99	3	2	0	3	2	10	99	0	2	3	1	4
Addr:	00	01	02	03	04	05	06	07	08	09	10	11	12
	^		^		^			^			^		
To:	3	2	2	1	75	0	0	0	0	0	0	0	0
	^												

Two-Space Vector Example

- 26-byte memory (13 bytes for each space), 2 registers
 - Tag 1: one integer
 - Tag 2: one pointer
 - Tag 3: one integer, then one pointer

	Register 1: 0						Register 2: 3						
From:	99	3	99	5	3	2	10	99	0	2	3	1	4
Addr:	00	01	02	03	04	05	06	07	08	09	10	11	12
	^		^		^			^			^		
To:	3	2	5	1	75	2	0	0	0	0	0	0	0
				^									

Two-Space Vector Example

- 26-byte memory (13 bytes for each space), 2 registers
 - Tag 1: one integer
 - Tag 2: one pointer
 - Tag 3: one integer, then one pointer

	Register 1: 0						Register 2: 3						
From:	99	3	99	5	3	2	10	99	0	2	3	1	4
Addr:	00	01	02	03	04	05	06	07	08	09	10	11	12
	^		^		^			^			^		
To:	3	2	5	1	75	2	0	0	0	0	0	0	0
						^							

Two-Space Vector Example

- 26-byte memory (13 bytes for each space), 2 registers
 - Tag 1: one integer
 - Tag 2: one pointer
 - Tag 3: one integer, then one pointer

	Register 1: 0						Register 2: 3						
From:	99	3	99	5	3	2	10	99	0	2	3	1	4
Addr:	00	01	02	03	04	05	06	07	08	09	10	11	12
	^		^		^			^			^		
To:	3	2	5	1	75	2	3	0	0	0	0	0	0
								^					