# 15-213 Recitation Malloc Part II

Your TAs Monday, March 23rd, 2020 (15-213, 18-213) Wednesday, March 25th, 2020 (18-613)

## Checking in

- We hope everyone is in good health and adjusting well to the new changes
- Remember to reach out for help/accommodations to the course staff
- Feel free to share any feedback/recommendations that you have on how we can create a better environment for you to learn in 213/613

## Logistics

- Malloc Lab Checkpoint is due on Thursday, March 26th at 11pm
- Malloc Lab Final is due Thursday, April 2nd at 11pm
- 7% of final grade (+4% for checkpoint)
- Style matters! Don't let all of your hard work get wasted.
  - There are many different implementations and TAs will need to know the details behind your implementation.

# Agenda

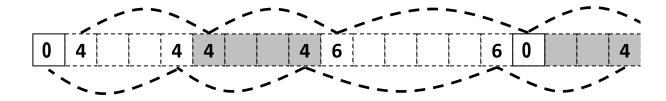
- Logistics
- Malloc Lab
- Checkpoint review
- Activity 1
- Appendix

# **Understanding Your Code**

- Sketch out the heap
- Add Instrumentation
- Use tools

# **Sketch out the Heap**

Start with a heap, in this case implicit list

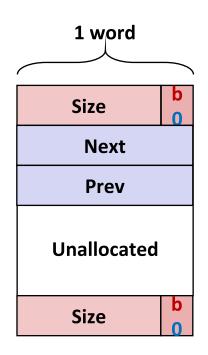


Now try something, in this case, extend\_heap

```
block_t *block = payload_to_header(bp);
write_block(block, size, false);
// Create new epilogue header
block_t *block_next = find_next(block);
write_epilogue(block_next);
```

# Sketch out the Heap

- Here is a free block based on lectures 19 and 20
  - Explicit pointers (will be well-defined see writeup and Piazza)
    - This applies to ALL new fields you want inside your struct
  - Optional boundary tags
- If you make changes to your design beyond this
  - Draw it out.
  - If you have bugs, pictures can help the staff help you
  - Put a picture of your data structure into your file header (optional, but we will be impressed)



Free Block

### **Common Problems**

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- Which operation is likely the most throughput intensive?
- Hint: It uses loops!
- Solution: ??

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- Hint: It extends the amount of memory that you have!
- Solution: ??

## **Common Problems**

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- Which operation is likely the most throughput intensive?
- Hint: It uses loops!
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- Solution: Instrument your code!

## **Add Instrumentation**

- Remember that measurements inform insights.
  - Add temporary code to understand aspects of malloc
  - Code can violate style rules or 128 byte limits, because it is temporary
- Particularly important to develop insights into performance before making changes
  - What is expensive throughput-wise?
  - How much might a change benefit utilization?

## Add Instrumentation example

- Searching in find\_fit is often the slowest step
- How efficient is your code? How might you know?
  - Compute the ratio of blocks viewed to calls

## Add Instrumentation cont.

- What size of requests?
  - How many 8 bytes or less?
  - How many 16 bytes or less?
  - What other sizes?
- What else could you measure? Why?
- Remember that although the system's performance varies
  - The mdriver's traces are deterministic
  - Measured results should not change between runs

## **Use tools**

#### Use mm\_checkheap()

- Write it if you haven't done so already
- Add new invariants when you add new features
- Know how to use the heap checker.
  - Why do you need a heap checker? 2 reasons.

#### Use gdb

- You can call print or mm\_checkheap whenever you want in gdb. No need to add a whole lot of printf's.
- Offers useful information whenever you crash, like backtrace.
- Write helper functions to print out free lists that are ONLY called from GDB

# Write your own traces!

- Use your traces from the first part of the assignment to test coalesce
- Write short traces that test simple sequences of malloc and free
- Read the README file in the traces directory and the writeup from the traces assignment to see how trace files need to be written

## mdriver-emulate

- Testing for 64-bit address space
- Use correctly sized masks, constants, and other variables
- Be careful about subtraction between size types (may reresult in underflow/overflow)
- Reinitialize your pointers in mm\_init

## **Garbled Bytes**

- Malloc library returns a block
  - mdriver writes bytes into payload (using memcpy)
  - mdriver will check that those bytes are still present
  - If malloc library has overwritten any bytes, then report garbled bytes
    - Also checks for other kinds of bugs
- Now what?
- The mm\_checkheap call is catching it right?
- If not, we want to find the garbled address and watch it

## **Garbled Bytes GDB and Contracts**

- Get out a laptop
- Login to shark machine
- wget <a href="http://www.cs.cmu.edu/~213/activities/rec10e.tar">http://www.cs.cmu.edu/~213/activities/rec10e.tar</a>
- tar -xf rec10e.tar
- cd rec10e
- mm.c is a fake implicit list implementation.
  - Source code is based on mm.c starter code

### **GDB** and Contracts Exercise

- First, let us run without contracts and gdb
- ./mdriver -c ./traces/syn-struct-short.rep

```
(example output)
```

```
ERROR [trace ./traces/syn-struct-short.rep, line 16]: block 1 (at 0x8000000a0) has 8 garbled bytes, starting at byte 16 ERROR [trace ./traces/syn-struct-short.rep, line 21]: block 4 (at 0x800000180) has 8 garbled bytes, starting at byte 16
```

```
correctness check finished, by running tracefile
"traces/syn-struct-short.rep".
=> incorrect.
```

#### Terminated with 2 errors

## Using watchpoints in GDB

- gdb --args ./mdriver-dbg1 -c ./traces/syn-struct-short.rep
- What is the first address that was garbled?
  - Use gdb watch to find out when / what garbled it.

```
(qdb) watch *0x8000000a0
(qdb) run
// Keep continuing through the breaks:
                                                       We just broke in
// write block()
                                                       after overwriting
// 4 x memcpy
Hardware watchpoint 1: *0x8000000a0
Old value = 129
New value = 32
write block() at mm.c:333
```

Tells us to take a closer look at write\_block()

### **Contracts Exercise cont.**

- Now let us see what happens, when we use the file with contracts
  - ./mdriver-dbg2 -c ./traces/syn-struct-short.rep

```
mdriver-dbg: mm.c:331: void write_block(block_t *, size_t, _Bool): Assertion
`(unsigned long)footerp < ((long)block + size)' failed.
Aborted (core dumped)</pre>
```

- Contract failed on line 331, which gives us a better idea of the source of the issue
- Open mm.c and try to find what is causing the contract to fail
- Writing effective contracts can save a lot of debugging time!

# Tips for using our tools

- Run mdriver with the –D option to detect garbled bytes as early as possible. Run it with –V to find out which trace caused the error.
- Note that sometimes, you get the error within the first few allocations. If so, you could set a breakpoint for mm\_malloc / mm\_free and step through every line.
- Print out local variables and convince yourself that they have the right values.
- For mdriver-emulate, you can still read memory from the simulated 64-bit address space using mem\_read(address, 8) instead of x /gx.

# **Style**

- Well organized code is easier to debug and easier to grade!
  - Modularity: Helper functions to respect the list interface.
  - Documentation:
    - File Header: Describes all implementation details, including block structures.
  - Code Structure:
    - Minimal-to-no pointer arithmetic.
    - Loops instead of conditionals, where appropriate.
    - Use git!
      - Make sure you commit and push often and write descriptive commit messages

## MallocLab

- Due next Thursday
- 7% of final grade (+ 4% for checkpoint)
  - Style matters! Don't let all of your hard work get wasted.
  - There are many different implementations and TAs will need to know the details behind your implementation.
- Read the writeup. It even has a list of tips on how to improve memory utilization.
- Read the malloc roadmap posted on Piazza
- Rubber duck method
  - If you explain to a rubber duck what your function does step-by-step, while occasionally stopping to explain why you need each of those steps, you'd may very well find the bug in the middle of your explanation.
  - Remember the "debug thought process" slide from last recitation?