Compiler Construction

Lecture 18: Code Generation IV (Implementation of Dynamic Data Structures)

Summer Semester 2016

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https://moves.rwth-aachen.de/teaching/ss-16/cc/

Outline of Lecture 18

Modified Syntax of EPL

Definition (Modified syntax of EPL)

The modified syntax of EPL is defined as follows (where $n \geq 1$):

$$
\begin{array}{lll}
\mathbb{Z}: & z & \text{(* } z \text{ is an integer *)} \\
\mathbb{B}: & b ::= \texttt{true} \mid \texttt{false} & \text{(* } b \text{ is a Boolean *)} \\
\mathbb{R}: & r & \text{(* } r \text{ is a real number *)} \\
Con: & c ::= z \mid b \mid r & \text{(* } c \text{ is a constant *)} \\
Ide: & I, J & \text{(* } I, J \text{ are identifiers *)} \\
Type: & T ::= \texttt{bool} \mid \texttt{int} \mid \texttt{real} \mid I \mid \texttt{array}[z_1 \, . . \, z_2] \texttt{ of } T \mid & \\
 & \qquad \texttt{record } I_1 : T_1 ; \ldots ; I_n : T_n \texttt{ end} & \\
Var: & V ::= I \mid V[E] \mid V . I & \\
Exp: & E ::= c \mid V \mid E_1 + E_2 \mid E_1 < E_2 \mid E_1 \texttt{ and } E_2 \mid \ldots & \\
Cmd: & C ::= V := E \mid C_1 ; C_2 \mid \texttt{if } E \texttt{ then } C_1 \texttt{ else } C_2 \mid \texttt{while } E \texttt{ do } C & \\
Dcl: & D ::= D_C \; D_T \; D_V & \\
 & D_C ::= \varepsilon \mid \texttt{const } I_1 := c_1 ; \ldots ; I_n := c_n ; & \\
 & D_T ::= \varepsilon \mid \texttt{type } I_1 := T_1 ; \ldots ; I_n := T_n ; & \\
 & D_V ::= \varepsilon \mid \texttt{var } I_1 : T_1 ; \ldots ; I_n : T_n ; & \\
Pgm: & P ::= D \; C &
\end{array}
$$

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Variant Records

Example 18.1 (Variant records in Pascal)

```
TYPE Coordinate = RECORD
                    nr: INTEGER;
                    CASE type: (cartesian, polar) OF
                      cartesian: (x, y: REAL);
                      polar: (r : REAL; phi: INTEGER )
                    END
                  END;
VAR pt: Coordinate;
pt.type := cartesian; pt.x := 0.5; pt.y := 1.2;
```

Pseudo-Dynamic Data Structures

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Implementation:

- Allocate memory for “biggest” variant
- Share memory between variant fields

Pseudo-Dynamic Data Structures

Dynamic Arrays

Example 18.2 (Dynamic arrays in Pascal)

```
FUNCTION Sum(VAR a: ARRAY OF REAL): REAL;
  VAR
    i: INTEGER; s: REAL;
  BEGIN
    s := 0.0; FOR i := 0 to HIGH(a) do s := s + a[i] END; Sum := s
  END
```

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```

Implementation:

- Memory requirements unknown at compile time but determined by actual function/procedure parameters $\Longrightarrow$ no heap required
- Use array descriptor with following fields as parameter value:
  - starting memory address of array
  - size of array
  - lower index of array (possibly fixed by 0)
  - upper index of array (actually redundant)
- Use data stack or index register to access array elements

Outline of Lecture 18

Recap: Static Data Structures

Pseudo-Dynamic Data Structures

Heap Management

Memory Deallocation

Garbage Collection

Reference-Counting Garbage Collection

Mark-and-Sweep Garbage Collection

Dynamic Memory Allocation I

- Dynamically manipulated data structures (lists, trees, graphs, ...)
- So far: creation of (static) objects by declaration
- Now: creation of (dynamic) objects by explicit memory allocation
- Access by (implicit or explicit) pointers
- Deletion by explicit deallocation or garbage collection
  (= automatic deallocation of unreachable objects)

Heap Management

Dynamic Memory Allocation I

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- Access by (implicit or explicit) pointers
- Deletion by explicit deallocation or garbage collection
  (= automatic deallocation of unreachable objects)
- Implementation: runtime stack not sufficient
  (lifetime of objects generally exceeds lifetime of procedure calls)

⇒ new data structure: heap

- Simplest form of organisation:

Dynamic Memory Allocation II

- New instruction: NEW (“malloc”, ...)
  - allocates *n* memory cells (where *n* = topmost value of runtime stack)
  - returns address of first cell
  - formal semantics (SP = stack pointer, HP = heap pointer, <.> = dereferencing):

```
if HP - <SP> > SP
  then HP := HP - <SP>; <SP> := HP
  else error("memory overflow")
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Dynamic Memory Allocation II

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- But: collision check required for every operation which increases SP (e.g., expression evaluations)
- Efficient solution: add extreme stack pointer EP
  - points to topmost SP which will be used in the computation of current procedure
  - statically computable at compile time
  - set by procedure entry code
  - modified semantics of NEW:

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if HP - <SP> > EP
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Releasing memory areas that have become unused

- explicitly by programmer
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Management of deallocated memory areas by free list (usually doubly-linked list)

- goal: reduction of fragmentation
  (= heap memory split in large number of non-contiguous free areas)
- coalescing of contiguous areas
- allocation strategies: first-fit vs. best-fit

Memory Deallocation

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- Problems with manual deallocation:
  - memory leaks:
    - failing to eventually delete data that cannot be referenced anymore
    - critical for long-running/reactive programs (operating systems, server code, ...)
  - dangling pointer dereference ("use after free"):
    - referencing of deleted data
    - may lead to runtime error (if deallocated pointer reset to nil) or produce side effects (if deallocated pointer keeps value and storage reallocated)

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⇒ Adopt programming conventions (object ownership) or use automatic deallocation

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  - functional: Lisp (first GC), ML, Haskell
  - logic: Prolog
  - scripting: Perl
- Design goals for garbage collectors:
  - execution time: no significant increase of application runtime
  - space usage: avoid memory fragmentation
  - pause time: minimise maximal pause time of application program caused by garbage collection (especially in real-time applications)

Garbage Collection

Preliminaries

- Object = allocated entity
- Object has type known at runtime, defining
  - size of object
  - references to other objects

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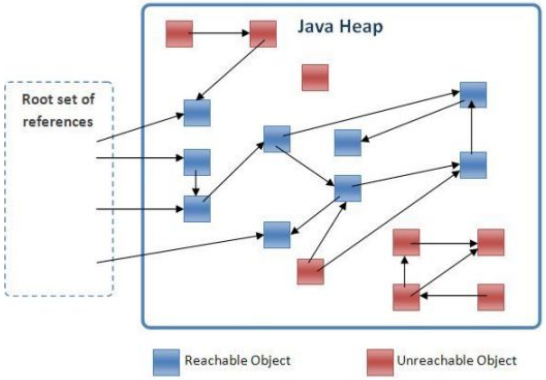
- Reference always to address at beginning of object
  ($\Longrightarrow$ all references to an object have same value)
- Mutator = application program modifying objects in heap
  - creation of objects by acquiring storage
  - introduce/drop references to existing objects
- Objects become garbage when not (indirectly) reachable by mutator

Reachability of Objects

- Root set = heap data that is directly accessible by mutator
  - for Java: static field members and variables on stack
  - yields directly reachable objects
- Every object with a reference that is stored in a reachable object is indirectly reachable



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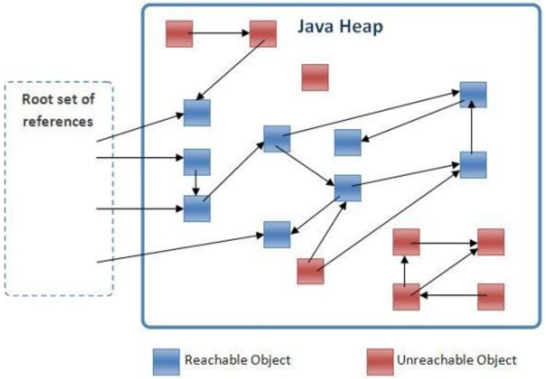

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  - object allocation: memory manager returns reference to new object
    - creates new reachable object
  - parameter passing and return values: passing of object references from calling site to called procedure or vice versa
    - propagates reachability of objects
  - reference assignment: assignments `p := q` with references `p` and `q`
    - creates second reference to object referred to by `q`, propagating reachability
    - destroys orginal reference in `p`, potentially causing unreachability
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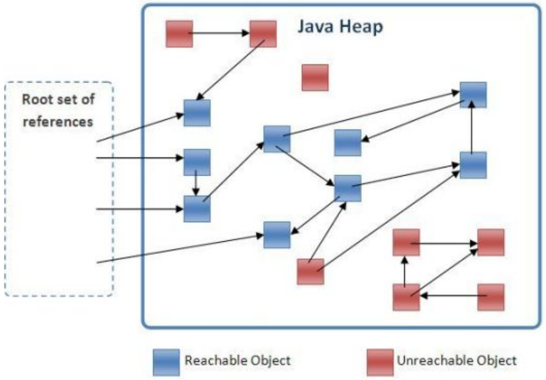

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- Objects becoming unreachable can cause more objects to become unreachable

Identifying Unreachable Objects

Principal approaches:

- Catch program steps that turn reachable into unreachable objects
  $\Longrightarrow$ reference counting
- Periodically locate all reachable objects; others then unreachable
  $\Longrightarrow$ mark-and-sweep

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Reference-Counting Garbage Collectors I

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  - object allocation: set reference count of new object to 1
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Example 18.3

(on the board)

Reference-Counting Garbage Collectors II

Advantage: Incrementality

- collector operations spread over mutator's computation
  - short pause times (good for real-time/interactive applications)
  - immediate collection of garbage (low space usage)
- exception: transitive loss of reachability (reference removal may produce further garbage)
- but: recursive modification can be deferred

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Disadvantages

- Incompleteness: cannot collect unreachable cyclic data structures (cf. Example 18.3)
- High overhead:
  - additional operations for assignments and procedure calls/exits
  - proportional to number of mutator steps (and not to number of heap objects)

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Conclusion

Use for real-time/interactive applications

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Mark-and-Sweep Garbage Collectors I

Working principle

- Mutator runs and makes allocation requests
- Collector runs periodically (typically when space exhausted/below critical threshold)
  - computes set of reachable objects
  - reclaims storage for objects in complement set

Mark-and-Sweep Garbage Collectors II

Algorithm 18.4 (Mark-and-sweep garbage collection)

Input: *heap Heap*, *root set Root*, *free list Free*

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Procedure:
1. *(* Marking phase *)*
   for each o *in* $Heap$, *let* $r_o :=$ true *iff* o *referenced by* $Root$ *(* initialise* r *flags *)*
2. *let* $W := \{o \mid r_o = \text{true}\}$ *(* working set *)*
3. *while* $o \in W \neq \emptyset$ *do*
   i. *let* $W := W \setminus \{o\}$
   ii. *for each* o' *referenced by* o *with* $r_{o'} = \text{false}$, *let* $r_{o'} = \text{true}$; $W := W \cup \{o'\}$
4. *(* Sweeping phase *)*
   for each o *in* $Heap$ *with* $r_o = \text{false}$, *add* o *to* $Free$

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Example 18.5

(on the board)

Mark-and-Sweep Garbage Collectors III

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Disadvantage: “stop-the-world” style

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Mark-and-Sweep Garbage Collectors III

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Disadvantage: “stop-the-world” style

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Conclusion: refine to short-pause garbage collection

- Incremental collection: divide work in time by interleaving mutation and collection
- Partial collection: divide work in space by collecting subset of garbage at a time
- see Chapter 7 of A.V. Aho, M.S. Lam, R. Sethi, J.D. Ullman: *Compilers – Principles, Techniques, and Tools; 2nd ed.*, Addison-Wesley, 2007