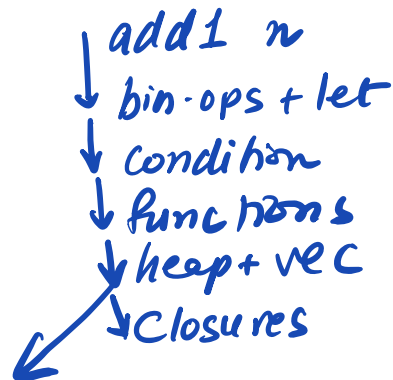


# Garter



## Garbage Collection

Ranjit Jhala | UCSD

GARTEN GC 5/22 DUE → Jun 1 MON

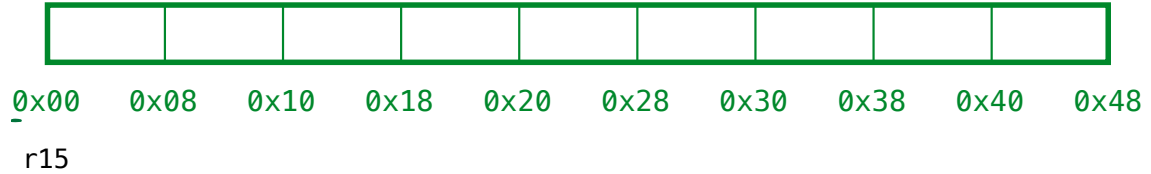
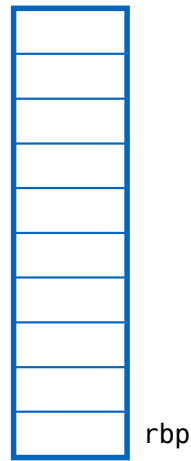
REG-ALLOC DUE → Jun 10 WED

**Garter / GC**

Example 1

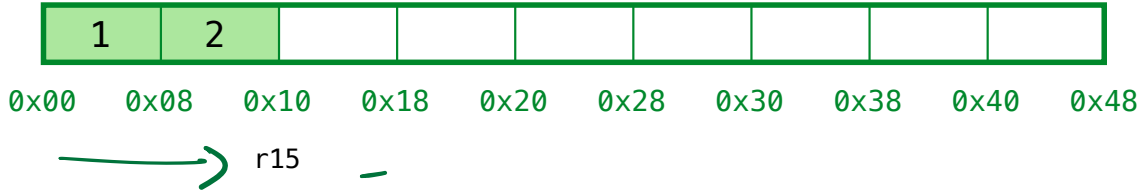
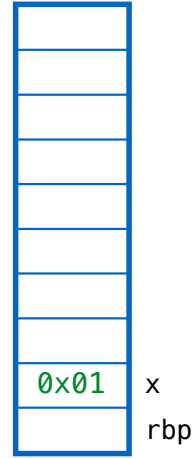
# ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
(p0, p1)
```



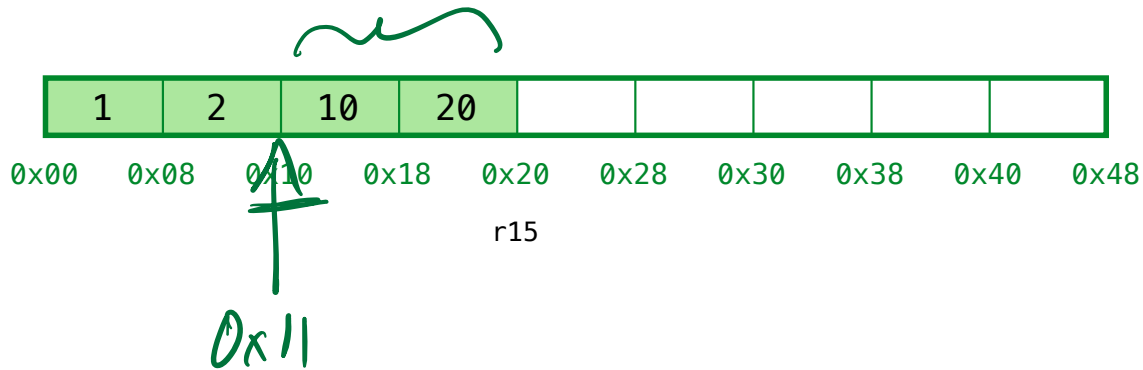
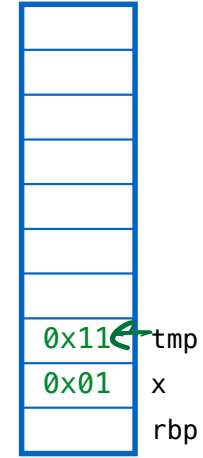
# ex1: garbage at end

```
let x = (1, 2)
    , y = let tmp = (10, 20)
          in tmp[0] + tmp[1]
    , p0 = x[0] + y
    , p1 = x[1] + y
in
  (p0, p1)
```



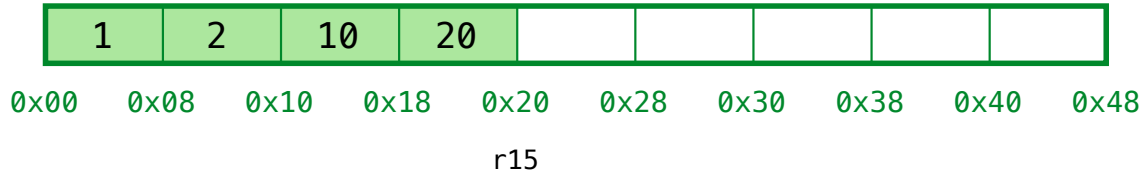
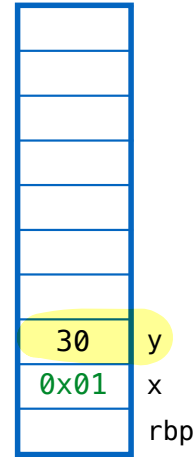
ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
(p0, p1)
```



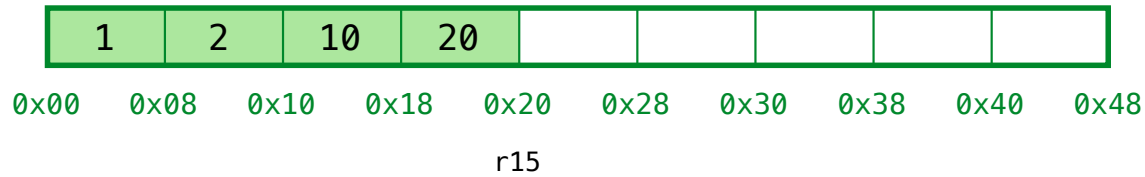
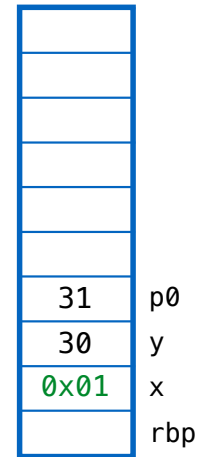
ex1: garbage at end

```
let x1 = (1, 2)
, y2 = let tmp2 = (10, 20)
      in tmp[0] + tmp[1]
, p03 = x[0] + y
, p14 = x[1] + y
in
(p0, p1)
```



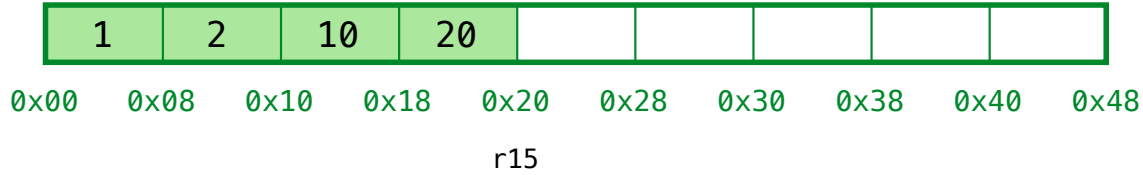
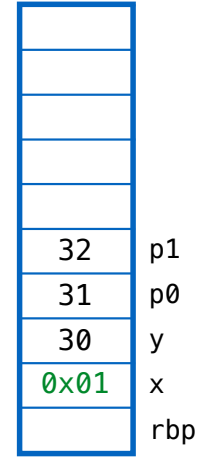
ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
  (p0, p1)
```



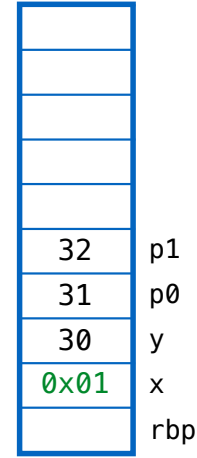
ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
(p0, p1)
```



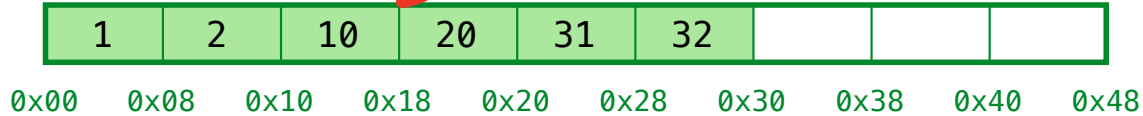
ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
(p0, p1)
```



Result (rax) = 0x21

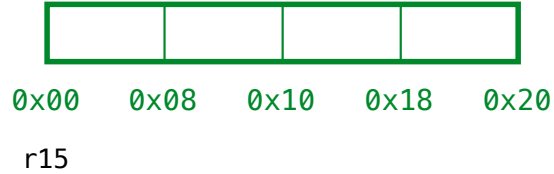
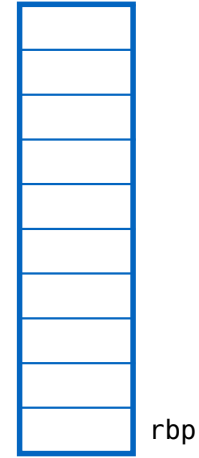
*with tag set!*



r15

ex1: garbage at end

```
let x = (1, 2)
    , y = let tmp = (10, 20)
          in tmp[0] + tmp[1]
    , p0 = x[0] + y
    , p1 = x[1] + y
in
(p0, p1)
```

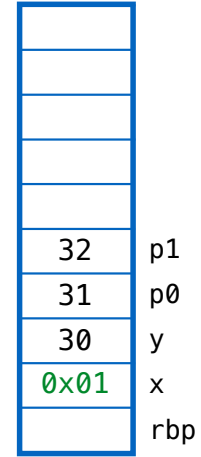


Suppose we had a smaller, 4-word heap

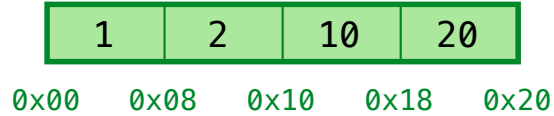


ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in (p0, p1)
```



**Out of memory!**  
**Can't allocate (p0, p1)**

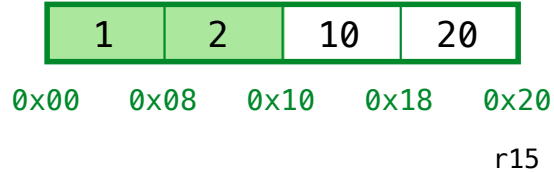
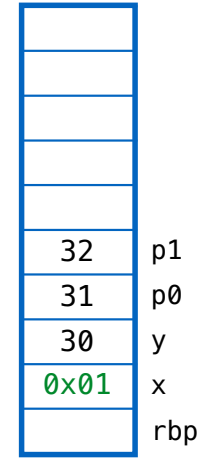


r15

ex1: garbage at end

```
let x = (1, 2)
    , y = let tmp = (10, 20)
          in tmp[0] + tmp[1]
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```

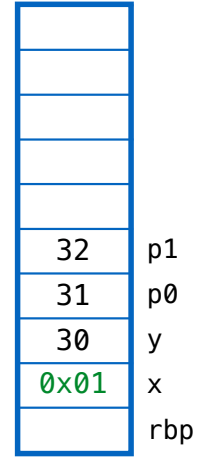
(10, 20) is “garbage”



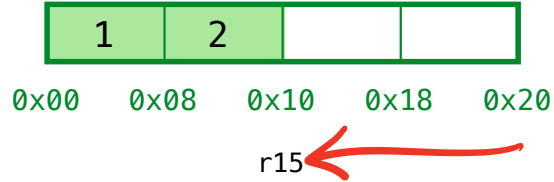
Q: How to determine if cell is garbage?

# ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in (p0, p1)
```

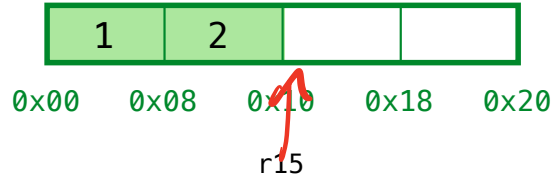
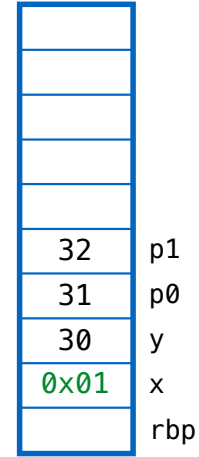


(10, 20) is "garbage"



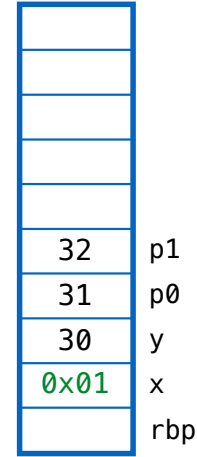
ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in (p0, p1)
```

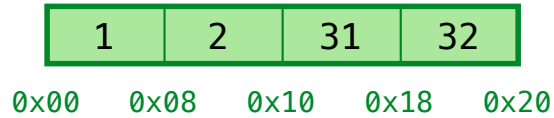


ex1: garbage at end

```
let x = (1, 2)
, y = let tmp = (10, 20)
      in tmp[0] + tmp[1]
, p0 = x[0] + y
, p1 = x[1] + y
in
(p0, p1)
```



**Result (rax) = 0x11**



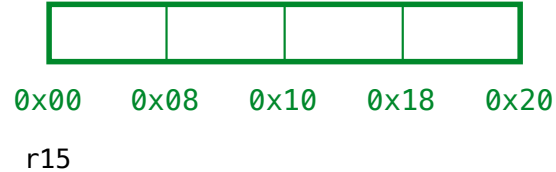
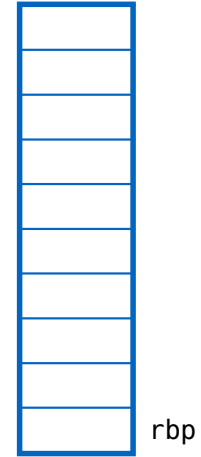
r15

**Garter / GC**

Example 2

## ex2: garbage in the middle

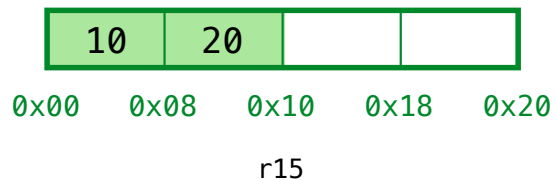
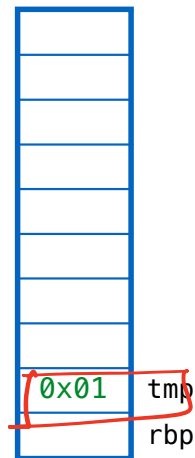
```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in
(p0, p1)
```



Start with a 4-word heap

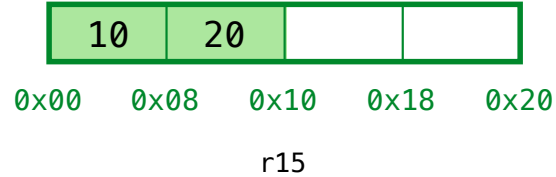
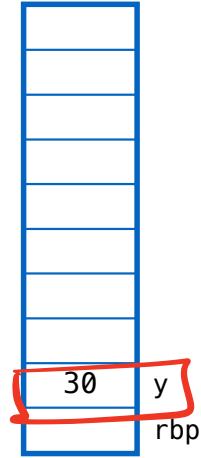
## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in
(p0, p1)
```



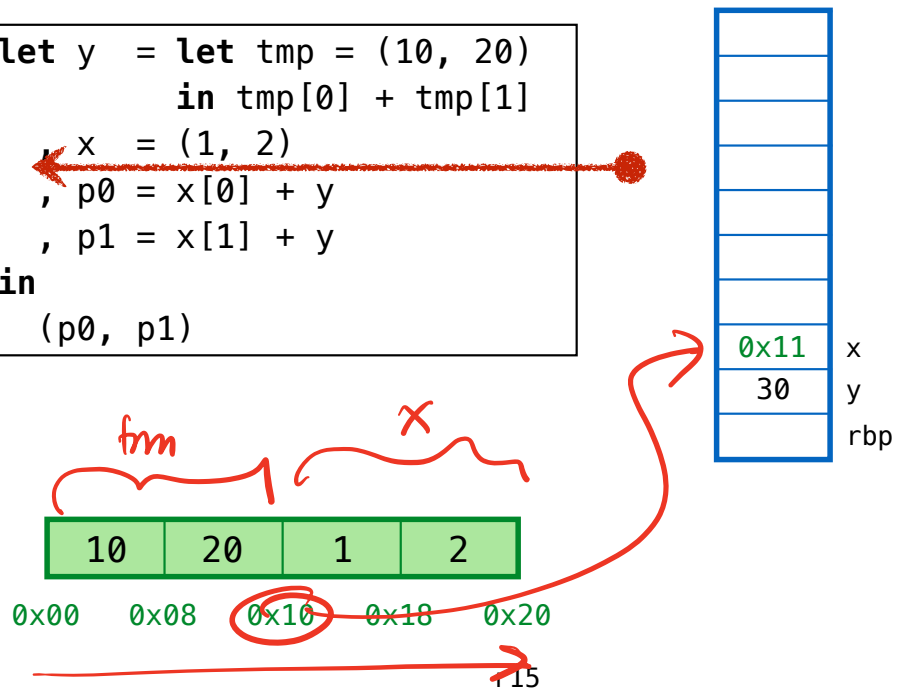
## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in
(p0, p1)
```



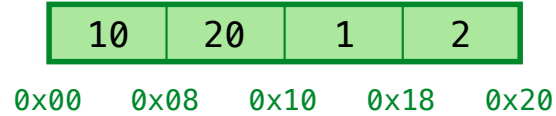
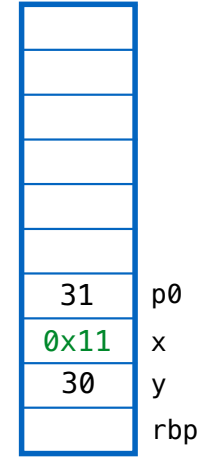
## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in
(p0, p1)
```



## ex2: garbage in the middle

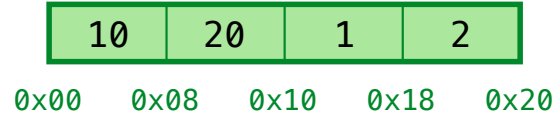
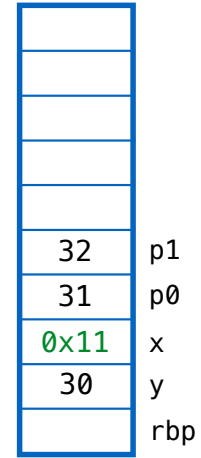
```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
← p0 = x[0] + y
, p1 = x[1] + y
in
(p0, p1)
```



r15

## ex2: garbage in the middle

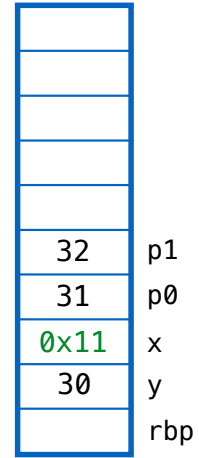
```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



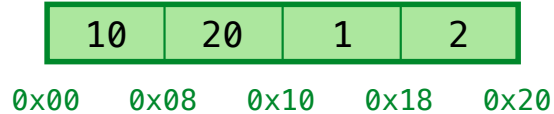
r15

## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



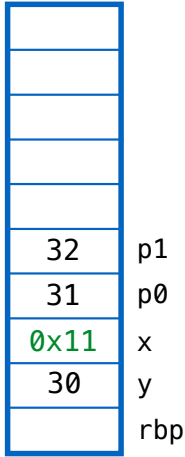
**Out of memory!**  
**Can't allocate (p0, p1)**



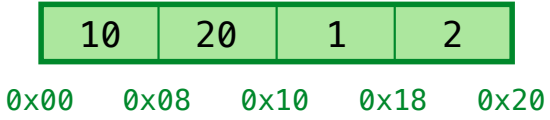
r15

# ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



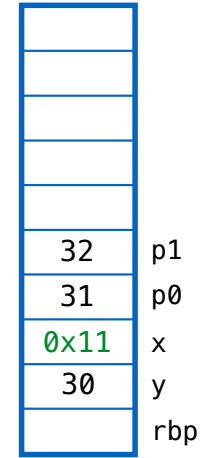
Lets reclaim & recycle garbage!



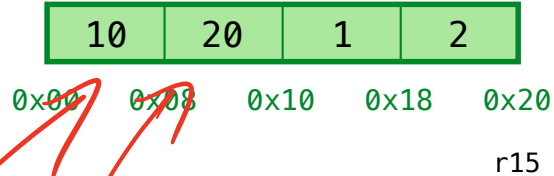
r15

## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

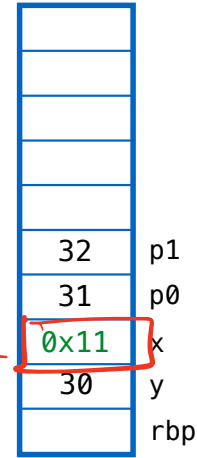


**QUIZ: Which cells are garbage?**

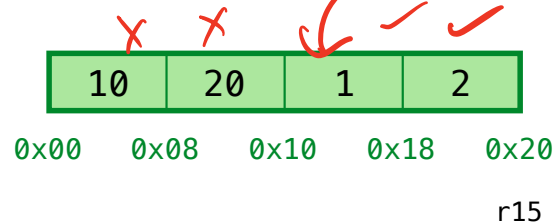
- (A) 0x00, 0x08 (B) 0x08, 0x10 (C) 0x18, 0x20 (D) None (E) All

## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

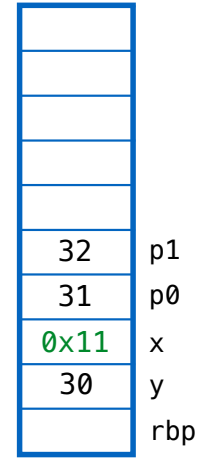


**QUIZ: Which cells are garbage?**

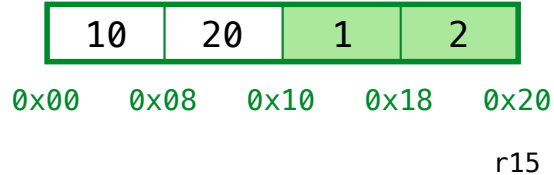
Those that are *not reachable from stack*

## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

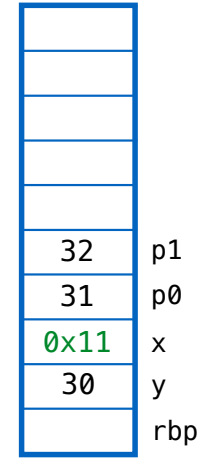


**QUIZ:** Which cells are garbage?

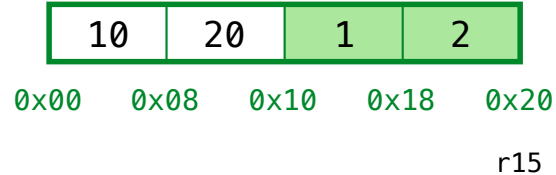
Those that are *not reachable from stack*

## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

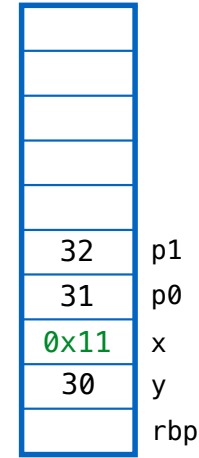


**Q: How to reclaim space?**

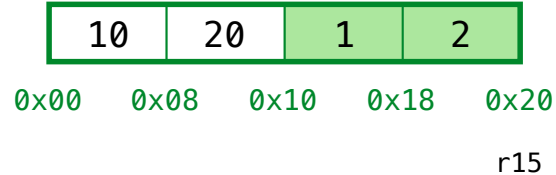
Why is it not enough to rewind r15?

## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

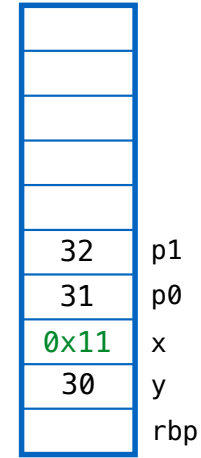


**Why is it not enough to rewind r15?**

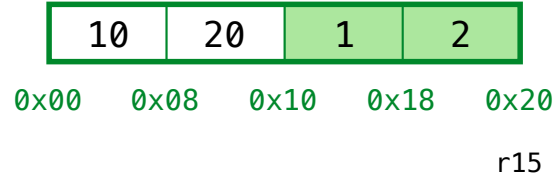
Want free space to be *contiguous* (i.e. go to end of heap)

## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

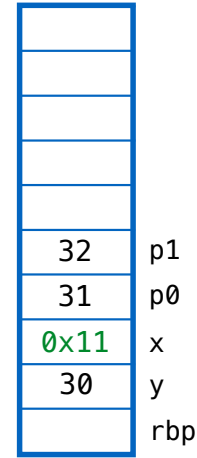


## Solution: Compaction

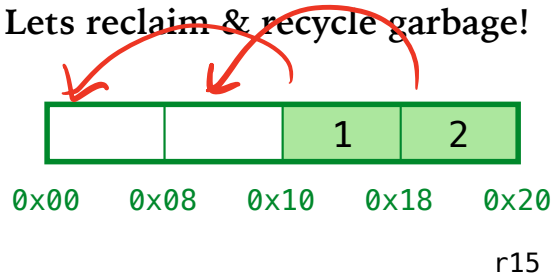
Copy “live” cells into “garbage” ...

## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

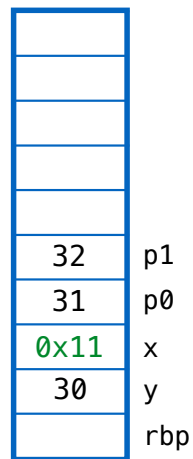


## Solution: Compaction

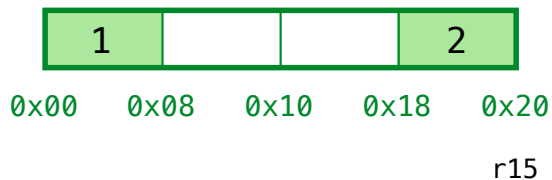
Copy “live” cells into “garbage” ...

## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

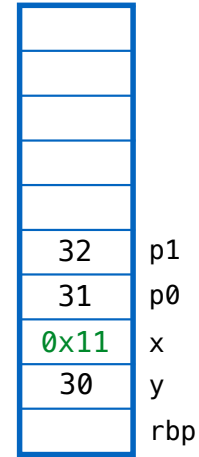


## Solution: Compaction

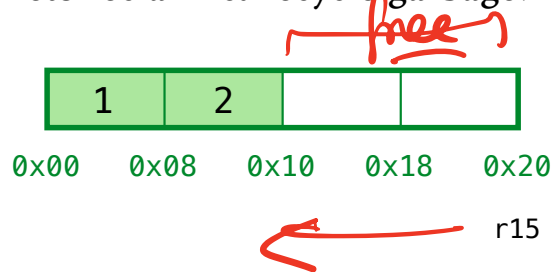
Copy “live” cells into “garbage” ...

## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

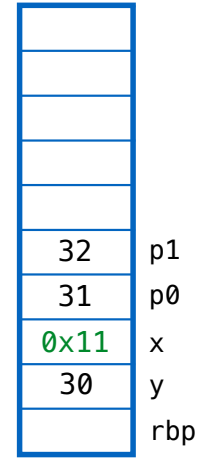


### Solution: Compaction

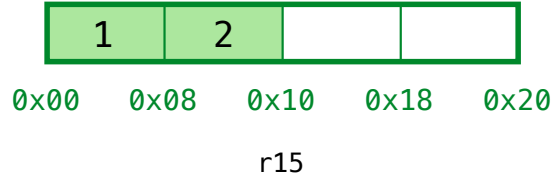
Copy “live” cells into “garbage” ...

## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

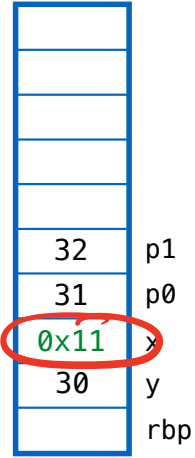


## Solution: Compaction

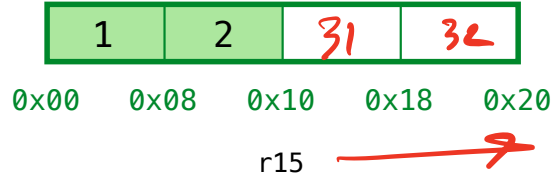
Copy “live” cells into “garbage” ... *and then* ... rewind r15!

# ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in (p0, p1)
```

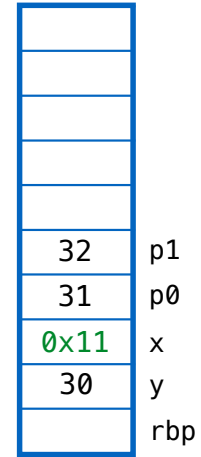


Yay! Have space for (p0, p1)

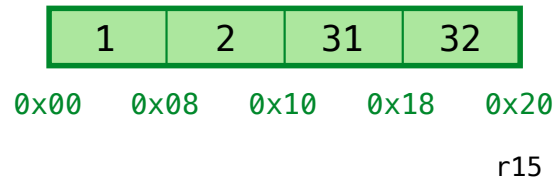


## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in
(p0, p1)
```



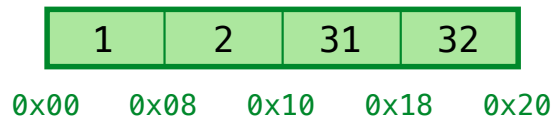
Yay! Have space for (p0, p1)



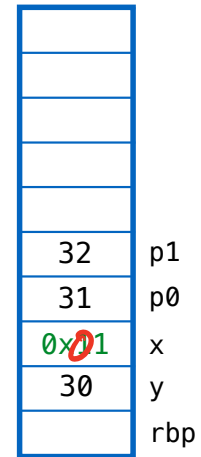
## ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in
(p0, p1)
```

**Result (rax) = 0x09**



r15



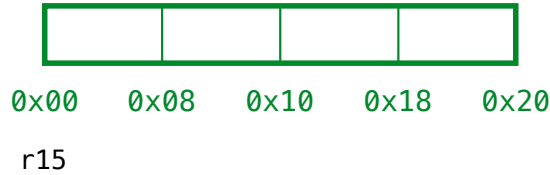
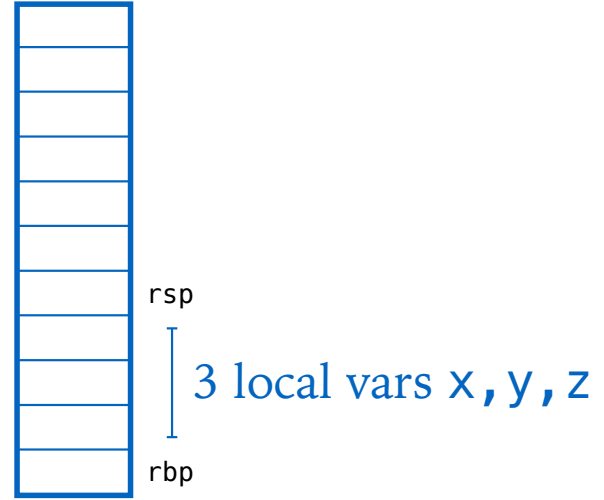
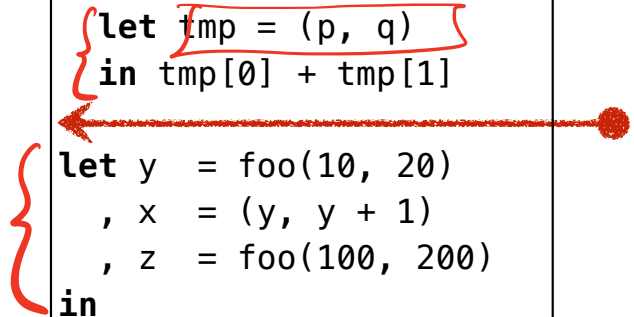
*Boo!*

**Garter / GC**

Example 3

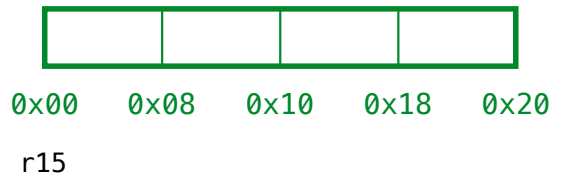
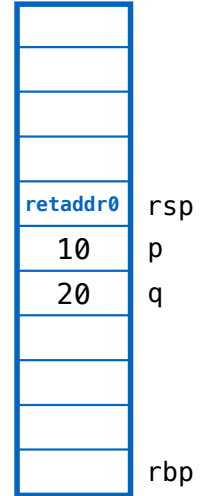
# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + y + z
```



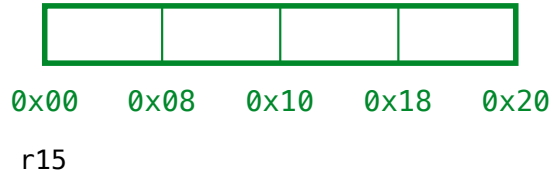
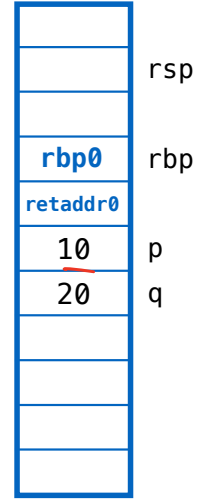
# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + y + z
```



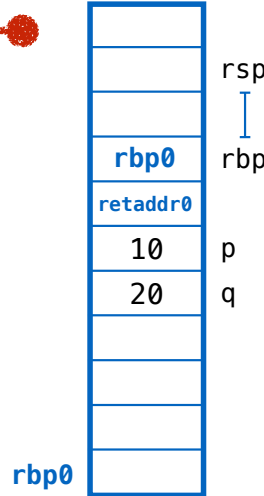
# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
x[0] + y + z
```

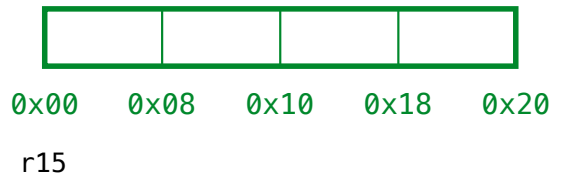


# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + y + z
```

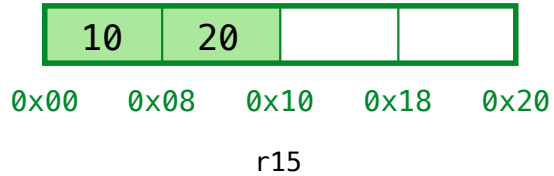
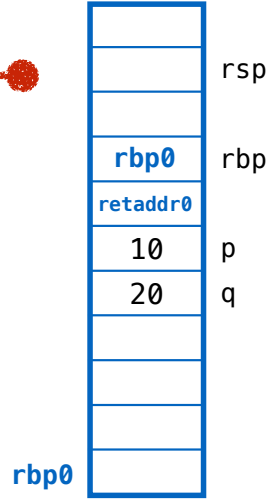


1 local var (tmp)



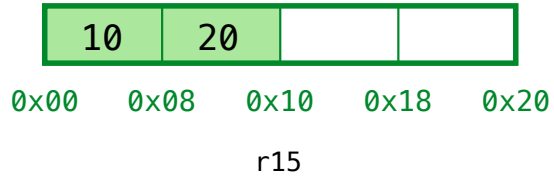
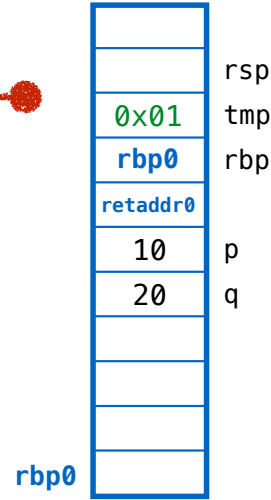
# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
x[0] + y + z
```



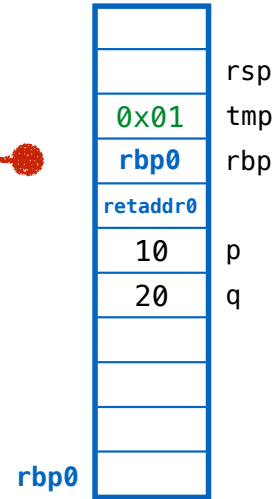
# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
  let tmp = (p, q)  
  in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + y + z
```

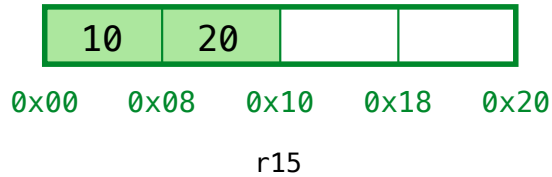


# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
x[0] + y + z
```

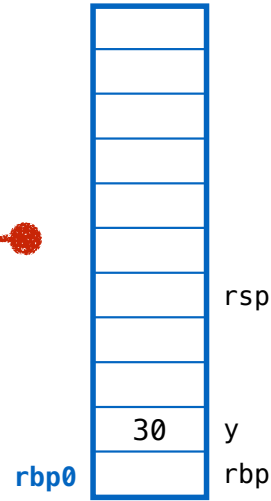


Return (rax) = 30

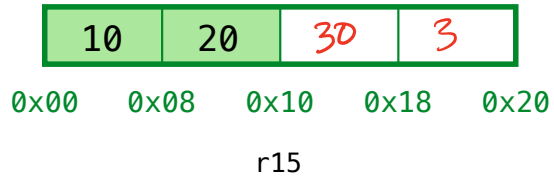


# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
x[0] + z
```

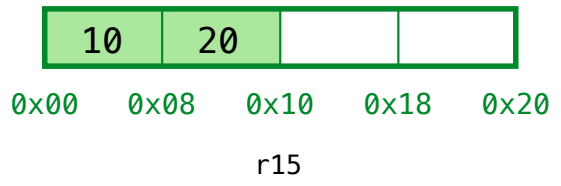
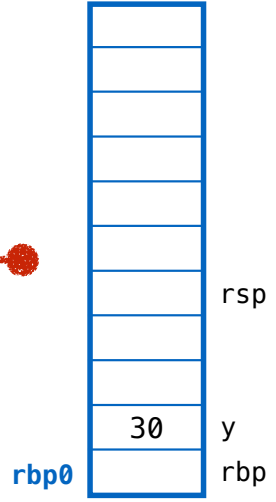


**Return (rax) = 30**



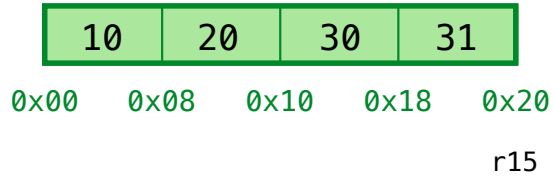
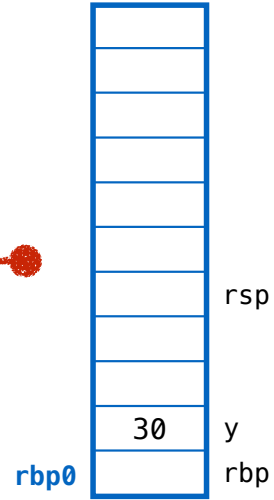
# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
x[0] + z
```

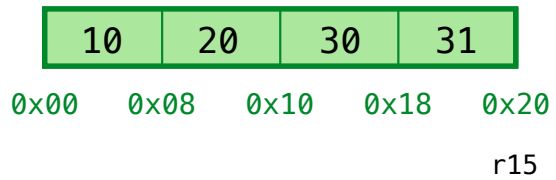
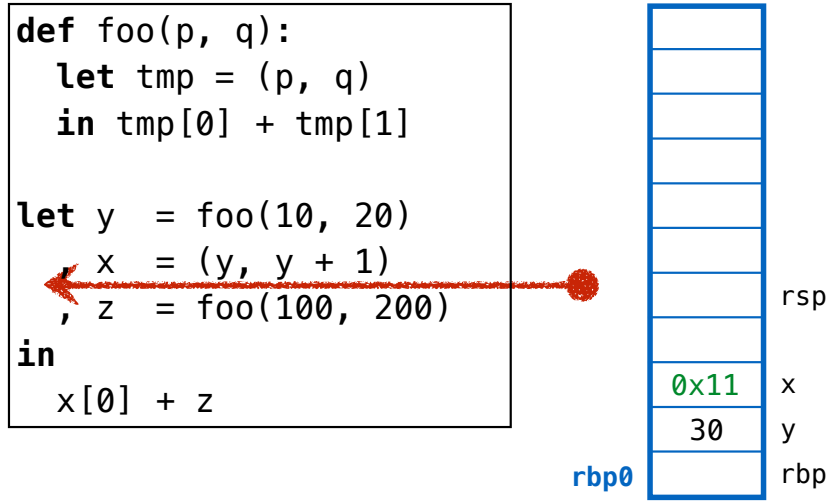


### ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
x[0] + z
```

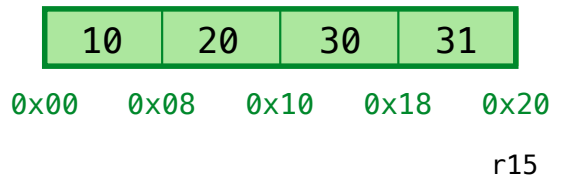
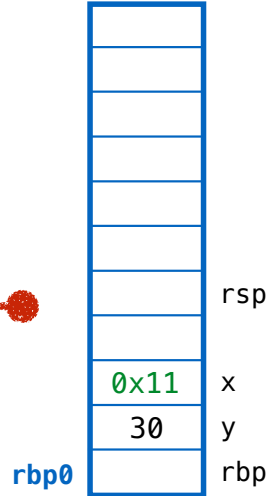


# ex3: garbage in the middle (with stack)



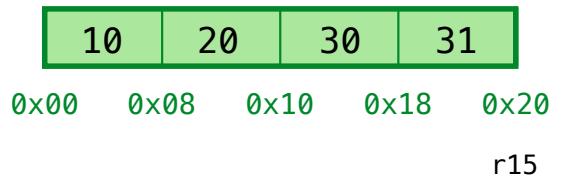
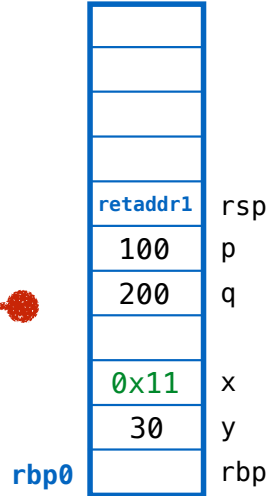
# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



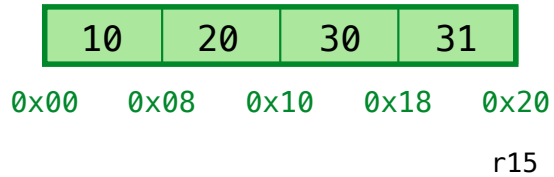
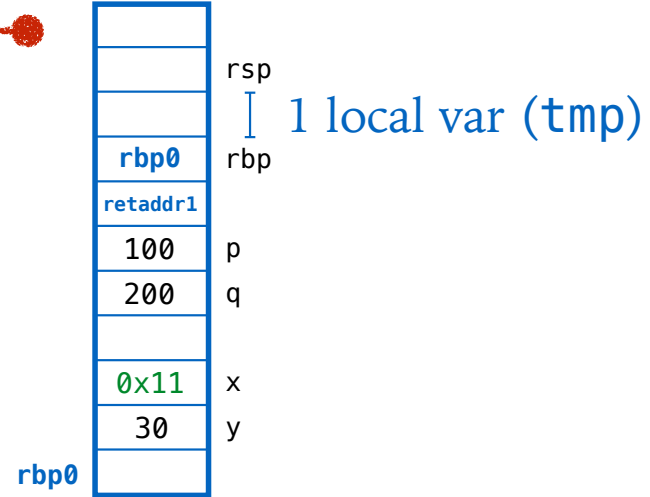
# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```

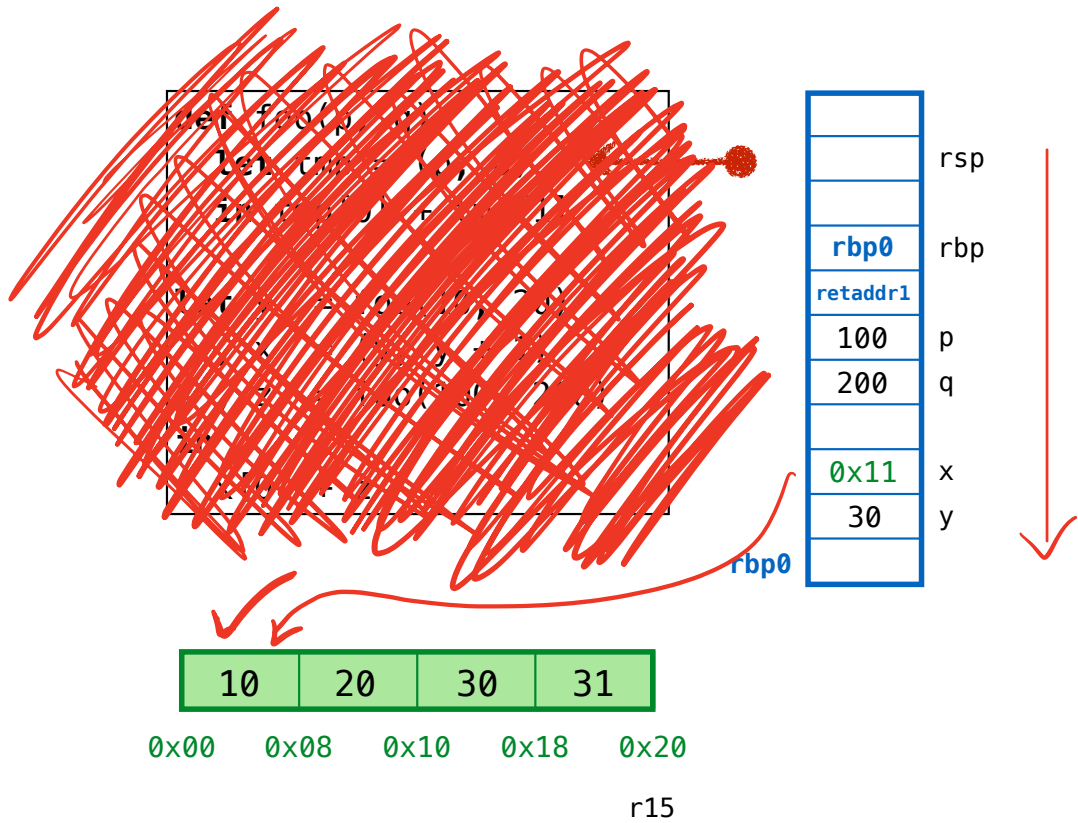


# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```

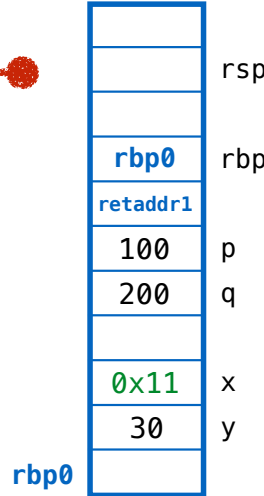


# ex3: garbage in the middle (with stack)

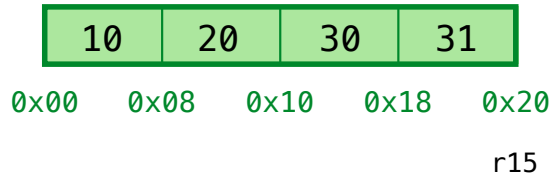


# ex3: garbage in the middle (with stack)

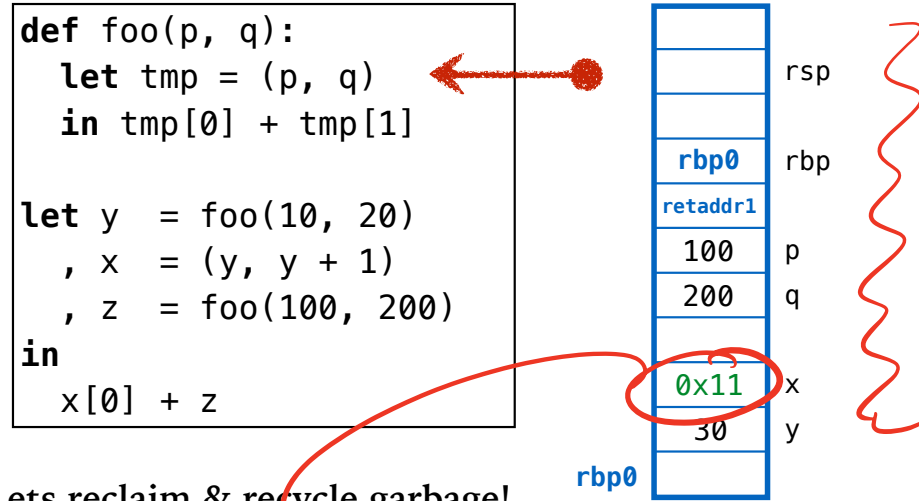
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```



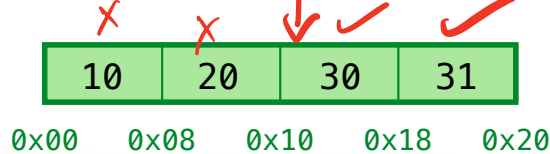
Lets reclaim & recycle garbage!



### ex3: garbage in the middle (with stack)



Lets reclaim & recycle garbage!



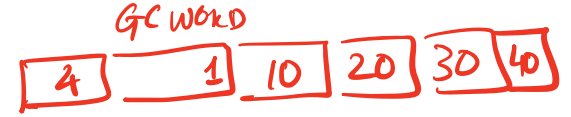
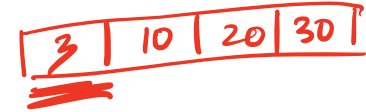
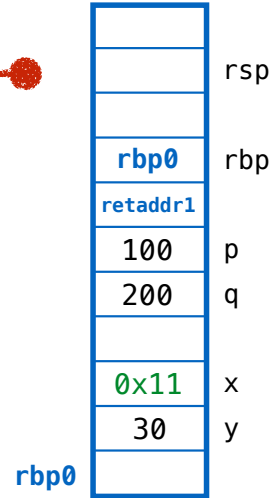
QUIZ: Which cells are garbage?

- (A) 0x00, 0x08 (B) 0x08, 0x10 (C) 0x10, 0x18 (D) None (E) All

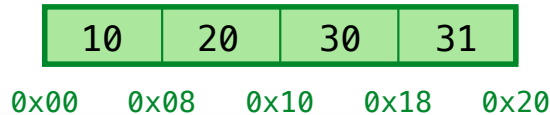
ex3: garbage in the middle (with stack)

(vec 10 20 30 40)

```
def foo(p, q):  
  let tmp = (p, q)  
  in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```



Lets reclaim & recycle garbage!

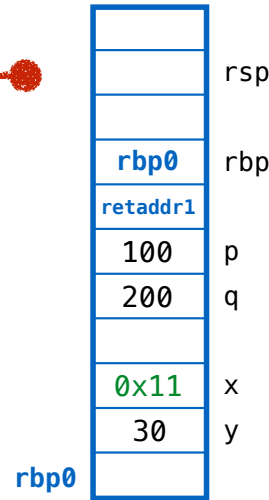


**QUIZ: Which cells are garbage?**

Those that are *not reachable from any stack frame*

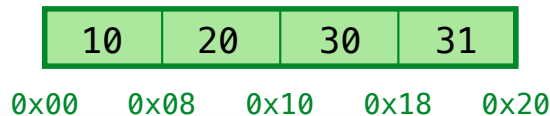
### ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```



Traverse Stack  
from top (rsp)  
to bottom (rbp0)  
to mark  
reachable cells.

Lets reclaim & recycle garbage!

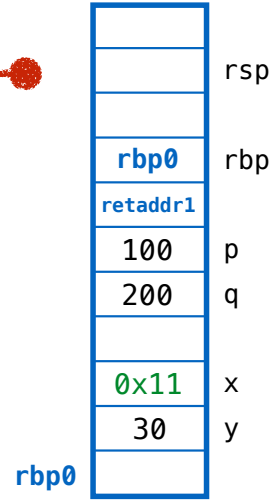


**QUIZ: Which cells are garbage?**

Those that are *not reachable from any stack frame*

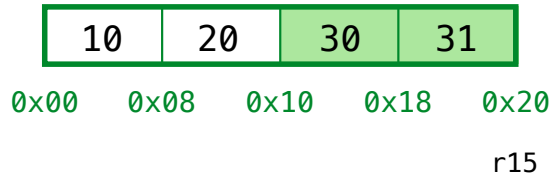
### ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```



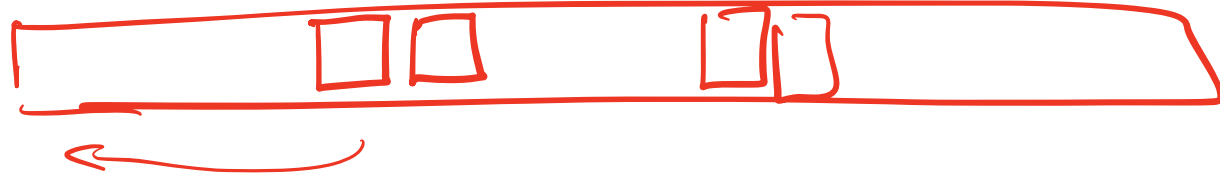
Traverse Stack  
from top (rsp)  
to bottom (rbp0)  
to mark  
reachable cells.

Lets reclaim & recycle garbage!

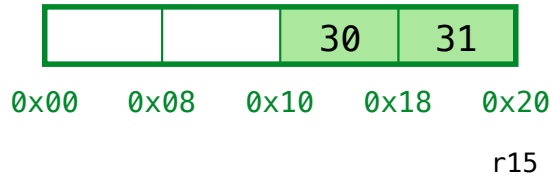
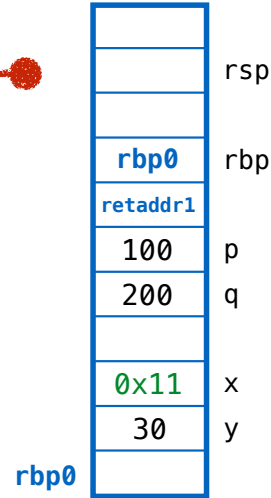


Which cells are garbage?

### ex3: garbage in the middle (with stack)

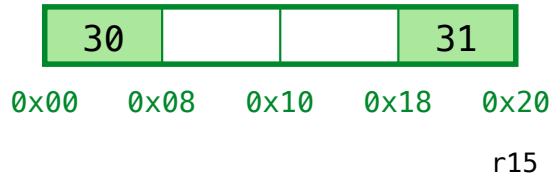
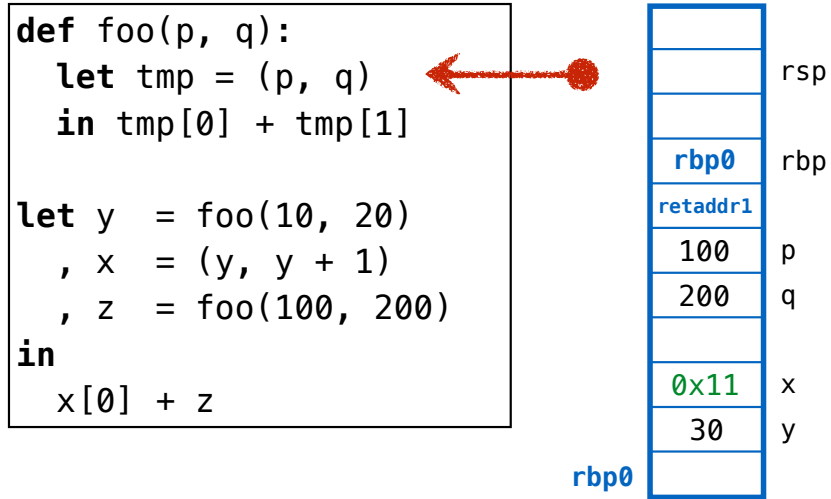


```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```



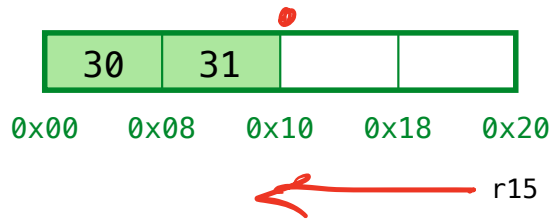
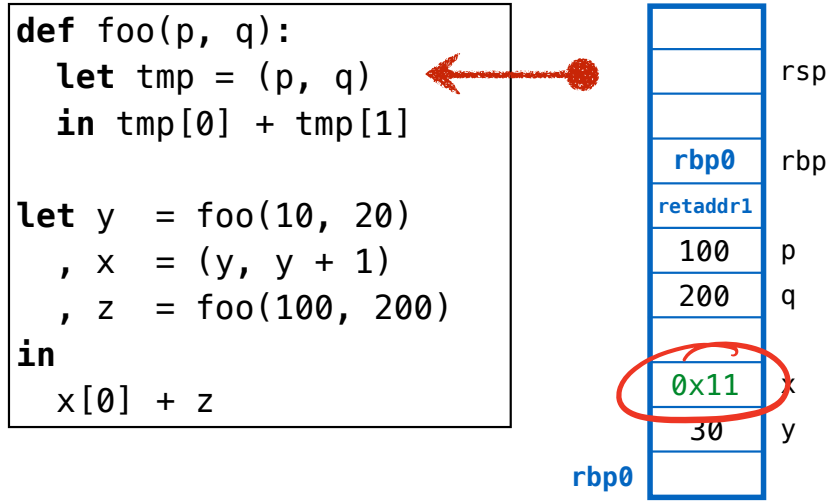
Compact the live cells

# ex3: garbage in the middle (with stack)



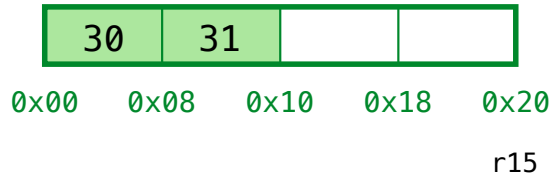
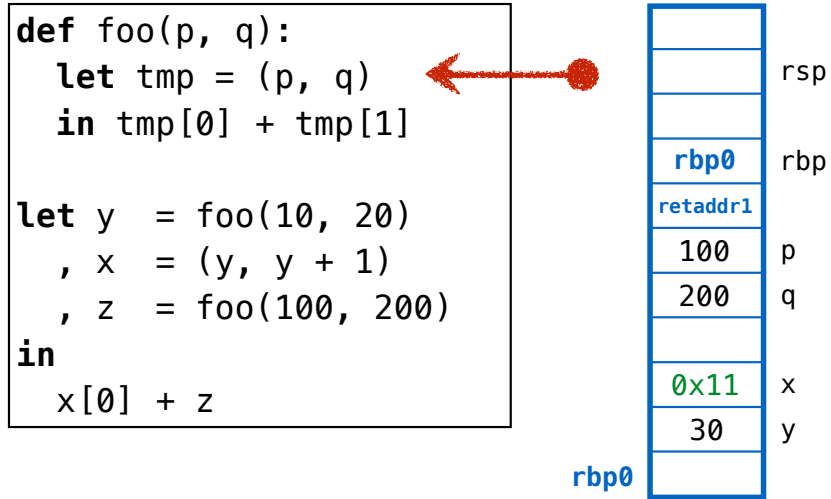
Compact the live cells

# ex3: garbage in the middle (with stack)



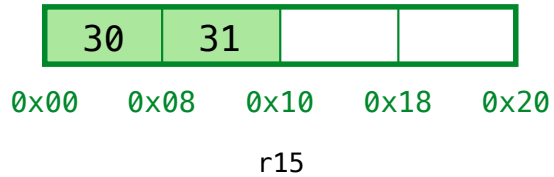
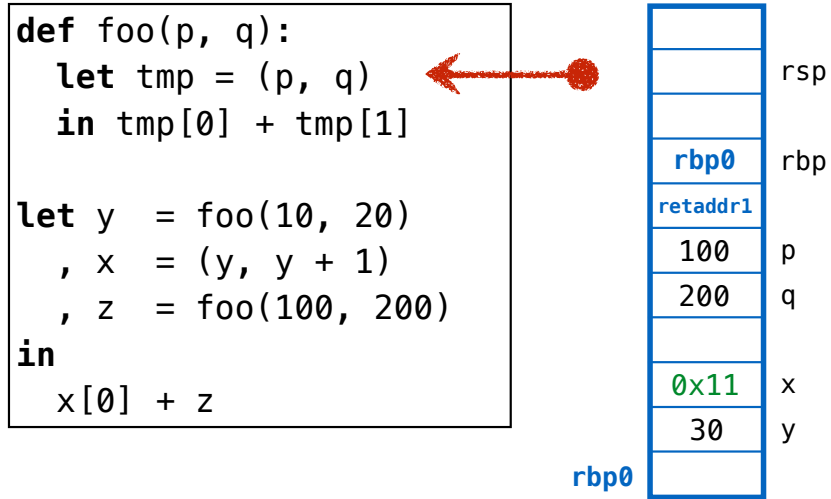
Compact the live cells

### ex3: garbage in the middle (with stack)



Compact the live cells ... then rewind r15

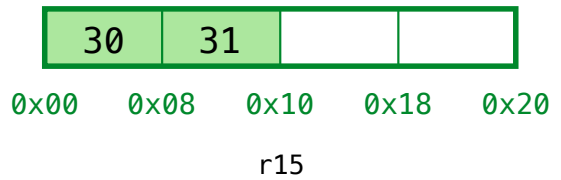
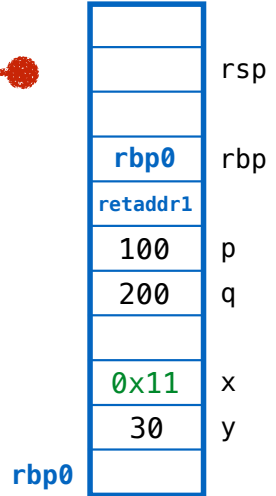
# ex3: garbage in the middle (with stack)



Compact the live cells ... then rewind r15

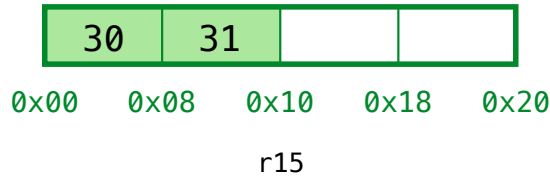
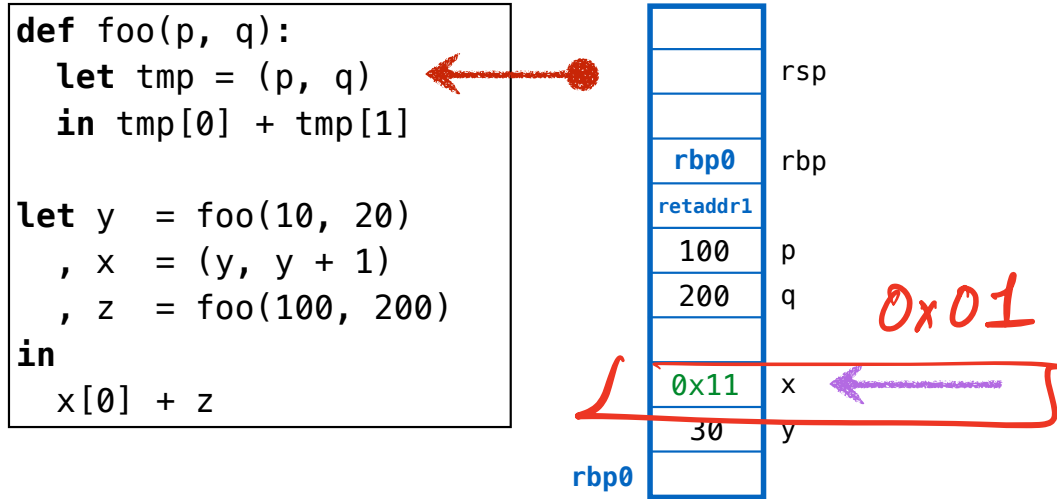
# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```



Problem???

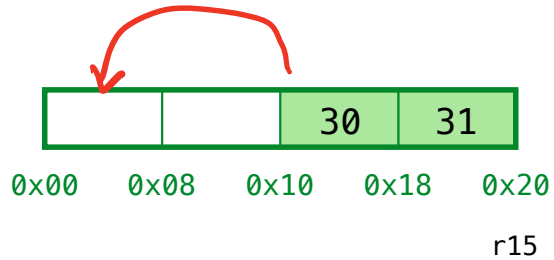
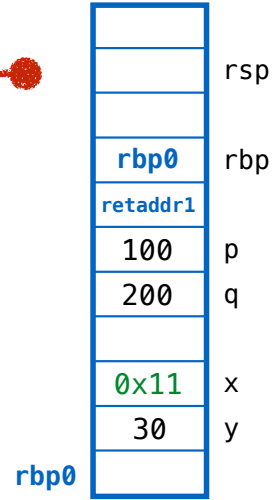
# ex3: garbage in the middle (with stack)



Problem! Have to REDIRECT existing pointers

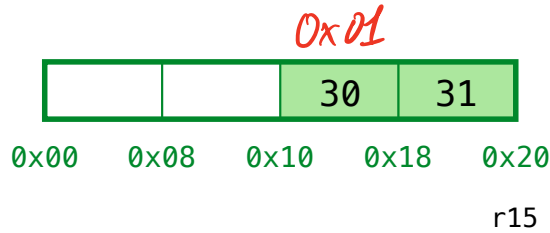
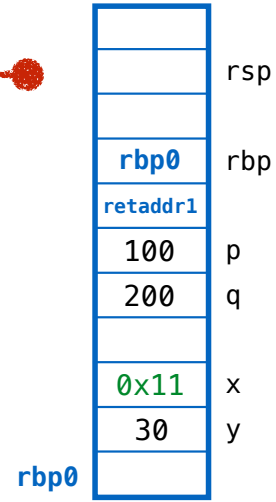
### ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
x[0] + z
```



# ex3: garbage in the middle (with stack)

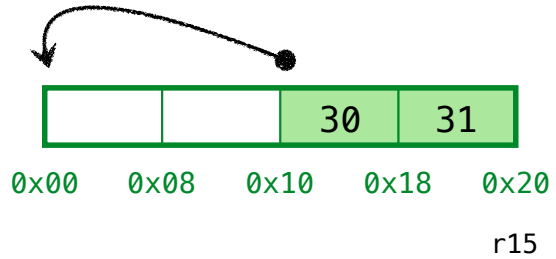
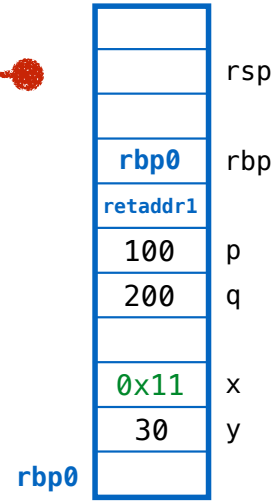
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```



1. Compute FORWARD addrs (i.e. new compacted addrs)

# ex3: garbage in the middle (with stack)

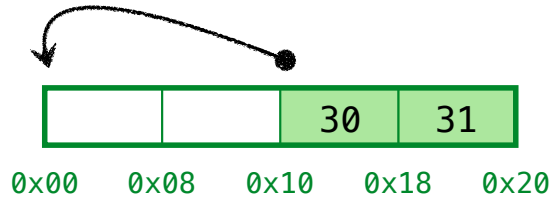
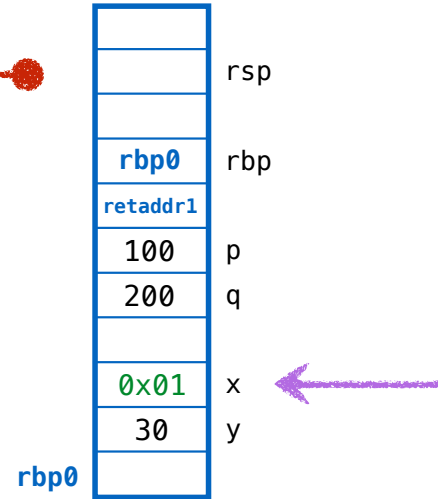
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



- 1. Compute FORWARD addrs  
e.g. 0x11 → 0x01

### ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```

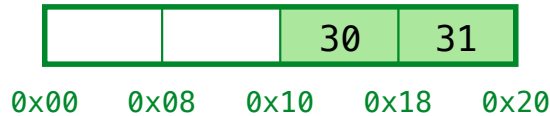
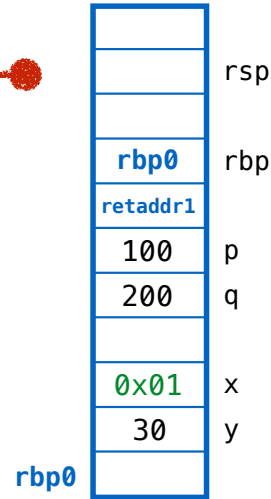


1. Compute **FORWARD** addrs  
e.g. 0x11 → 0x01

r15 2. **REDIRECT** addrs on stack

### ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```

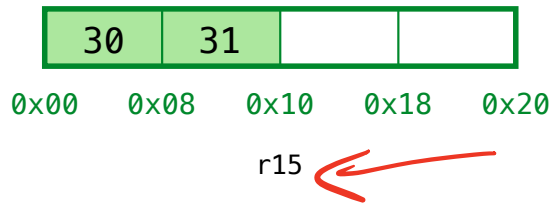
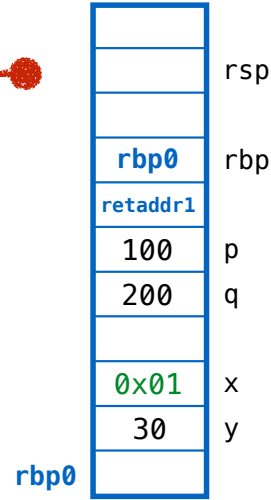


r15

1. Compute **FORWARD** addrs  
e.g. 0x11 → 0x01
2. **REDIRECT** addrs on stack
3. **COMPACT** cells on heap

# ex3: garbage in the middle (with stack)

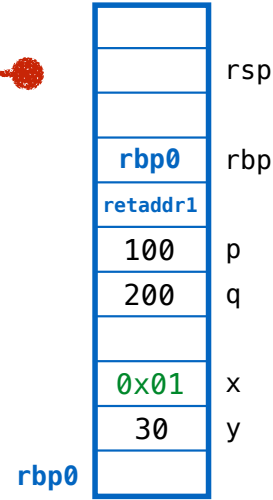
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



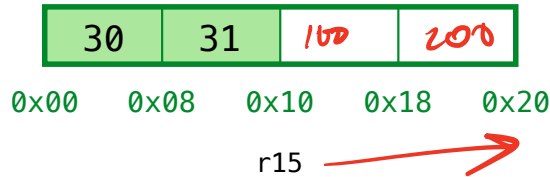
1. Compute **FORWARD** addrs  
e.g. 0x11 → 0x01
2. **REDIRECT** addrs on stack
3. **COMPACT** cells on heap

# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```



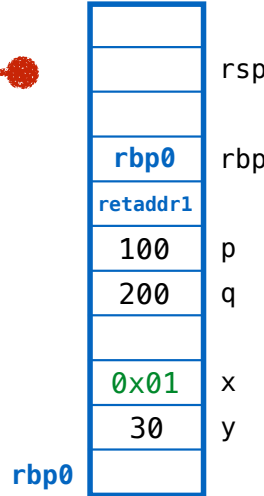
Yay! Have space for (p, q)



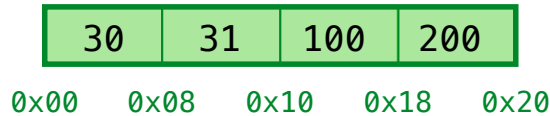
# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```

300



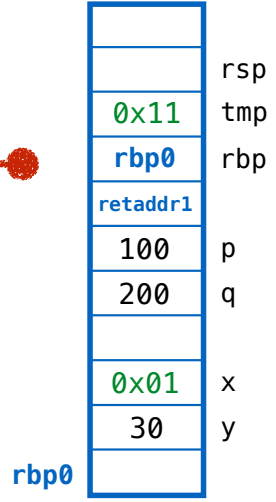
Yay! Have space for (p, q)



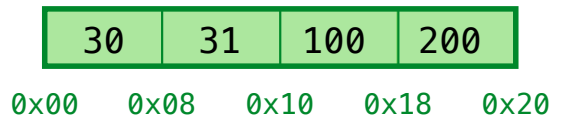
r15

# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
x[0] + z
```



**Return (rax) = 300**

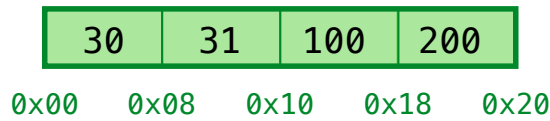
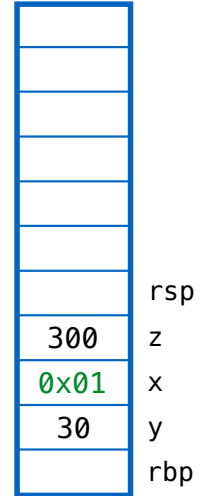




# ex3: garbage in the middle (with stack)

free  
↑  
r15

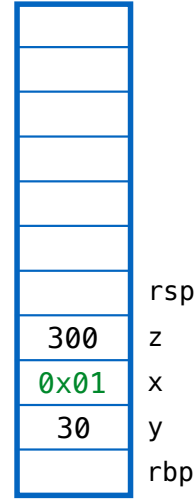
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
x[0] + z
```



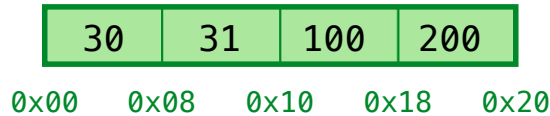
r15

# ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
x[0] + z
```



**Return (rax) = 30+300 = 330**



r15

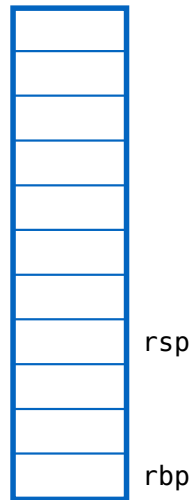
**Garter / GC**

Example 4

# ex4: recursive data

*range(0,3) ~> (0, (1, (2, false))) 3*

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



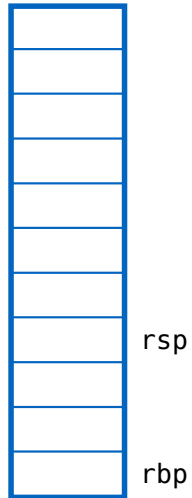
r15



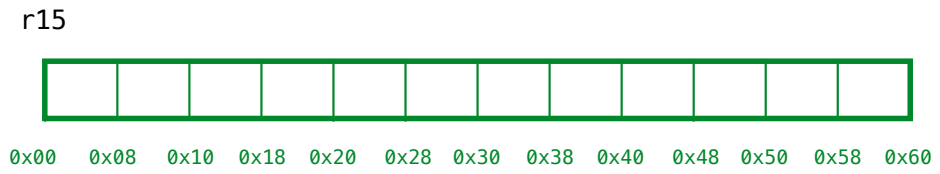
0x00 0x08 0x10 0x18 0x20 0x28 0x30 0x38 0x40 0x48 0x50 0x58 0x60

# ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3) ←  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



call range(0, 3)



(vec e<sub>1</sub> e<sub>2</sub>)  
• bob ← r11; r11 += 16  
« e<sub>1</sub> »  
mov tmp<sub>1</sub>, rax  
« e<sub>2</sub> »  
mov tmp<sub>2</sub>, rax  
[ [ bob ] ← tmp<sub>1</sub>  
[ [ bob+8 ] ← tmp<sub>2</sub>

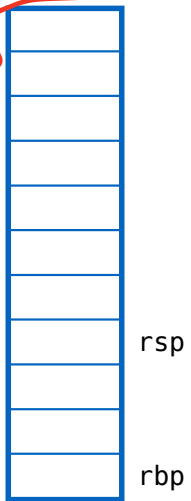
ex4: recursive data

```
def range(i, j):
    if (j <= i): false else: (i, range(i+1, j))

def sum(l):
    if l == false: 0 else: l[0] + sum(l[1])

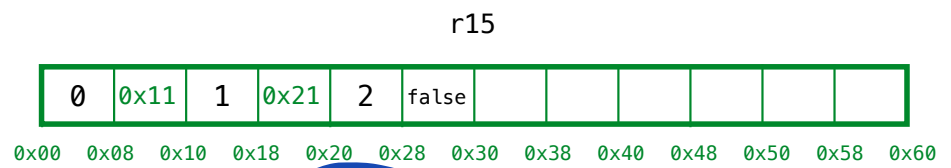
let t1 =
    let l1 = range(0, 3)
    in sum(l1)
, l = range(t1, t1 + 3)
in
(1000, l)
```

*let tail = range (i+1, j)  
in (i, tail)*

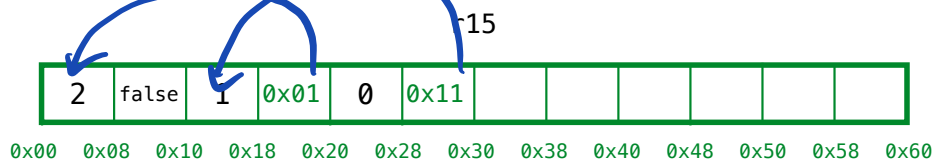


QUIZ: What is heap when `range(0, 3)` returns?

(A)



(B)



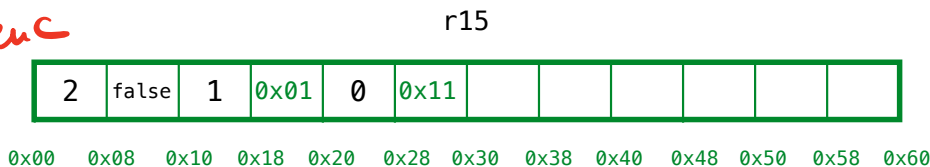
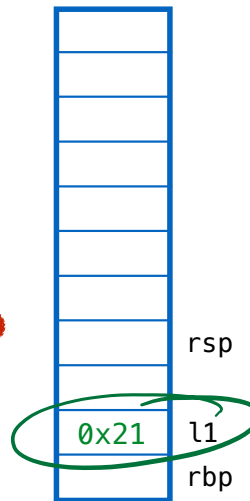
# ex4: recursive data

① Midterm  
3p Fri 5/29

② Assignments  
are all on  
homepage

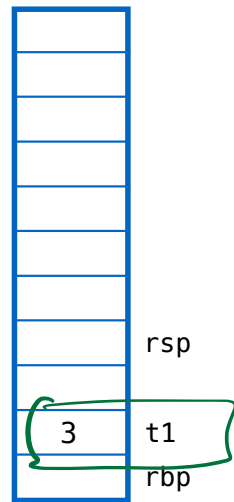
③ - GC  
Register Alloc  
Type Inference

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



# ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1) ←  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



**Result** sum(0x11) = 3

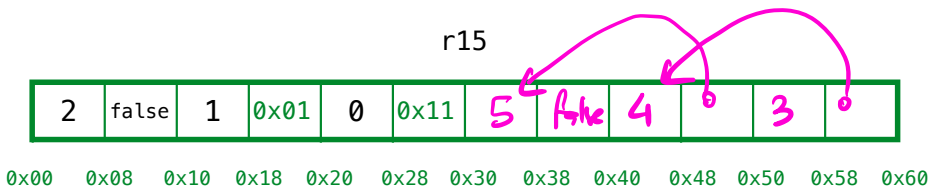
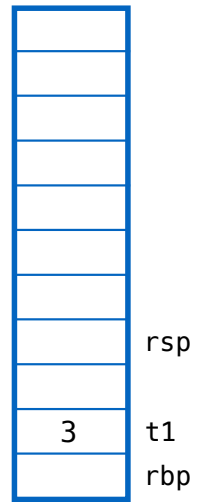
r15



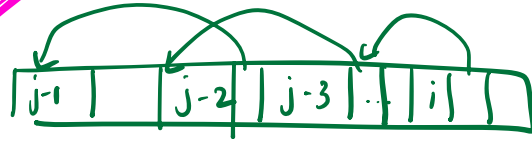
0x00 0x08 0x10 0x18 0x20 0x28 0x30 0x38 0x40 0x48 0x50 0x58 0x60

# ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, = range(t1, t1 + 3)  
in (1000, l)
```



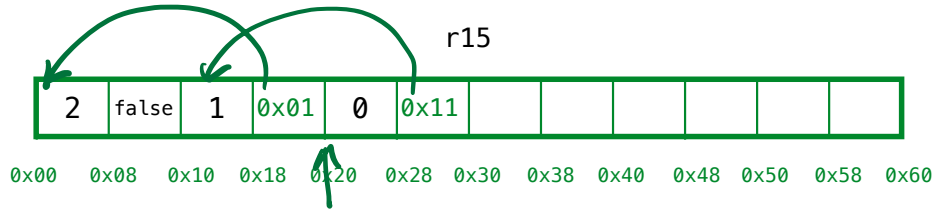
# ex4: recursive data



```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



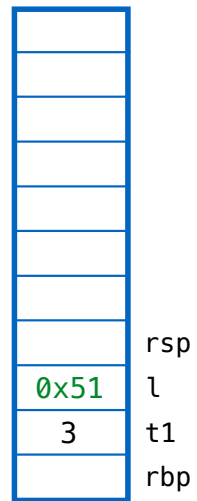
call range(3,6)



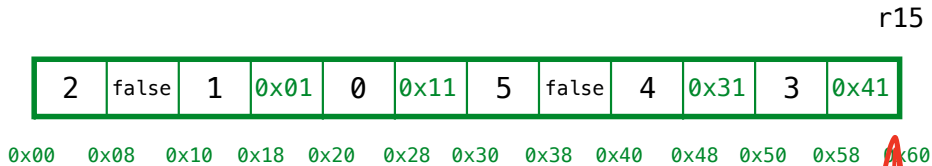


# ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



**Yikes! Out of Memory!**



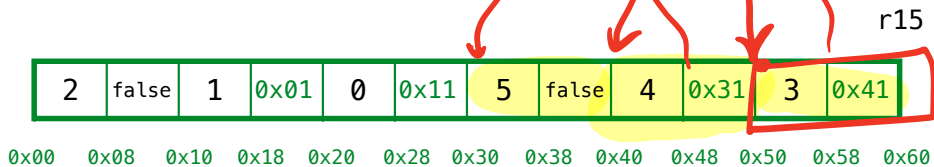
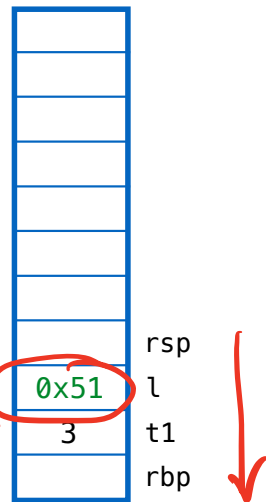
r15

↑  
OOM

# ex4: recursive data

QUIZ: Which cells are "live" on the heap?

- (A) 0x00
- (B) 0x10
- (C) 0x20
- (D) 0x30
- (E) 0x40
- (F) 0x50



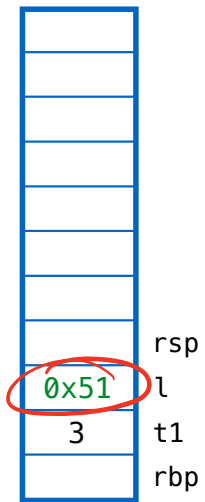
# ex4: recursive data

```

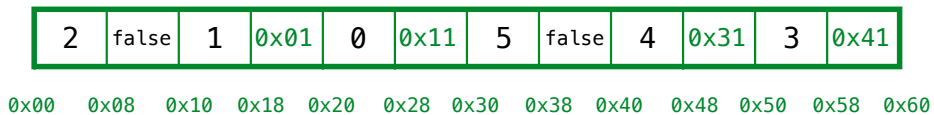
def range(i, j):
    if (j <= i): false else: (i, range(i+1, j))

def sum(l):
    if l == false: 0 else: l[0] + sum(l[1])

let t1 =
    let l1 = range(0, 3)
    in sum(l1)
, l = range(t1, t1 + 3)
in
(1000, l)
    
```



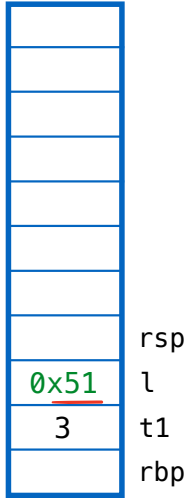
r15



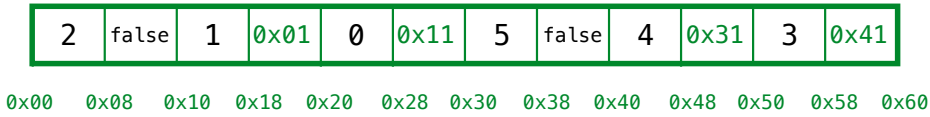
1. MARK live addr
2. Compute FORWARD addr
3. REDIRECT addr on stack *heap*
4. COMPACT cells on heap

# ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



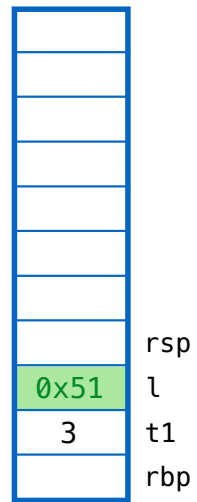
r15



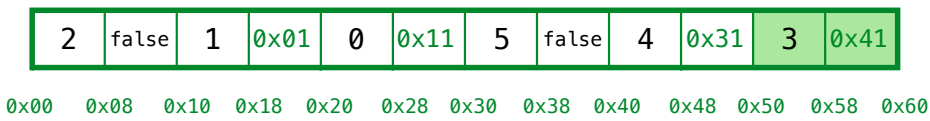
1. MARK live addrs  
reachable from stack

# ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



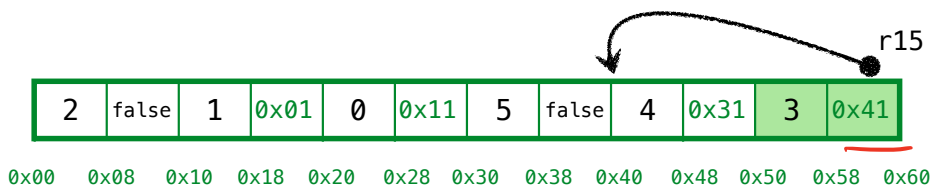
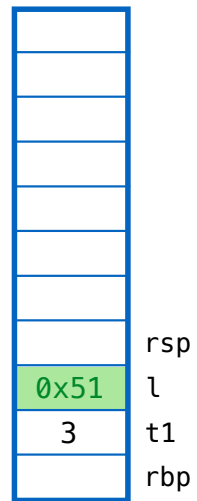
r15



1. MARK live addrs  
reachable from stack

# ex4: recursive data

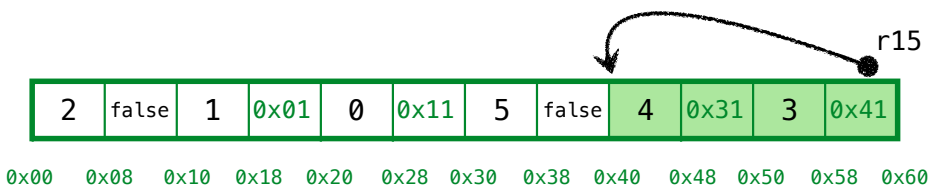
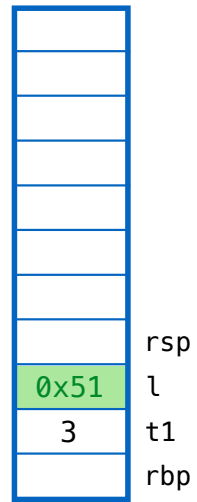
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



1. MARK live addrs  
reachable from stack

## ex4: recursive data

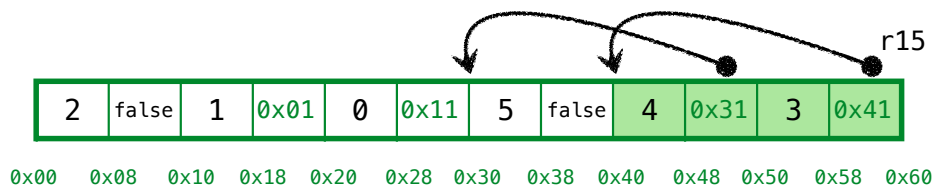
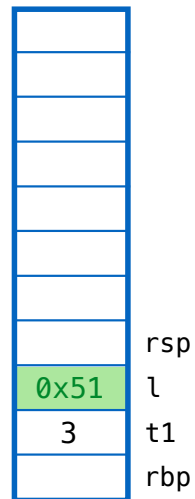
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



1. MARK live addrs  
reachable from stack

## ex4: recursive data

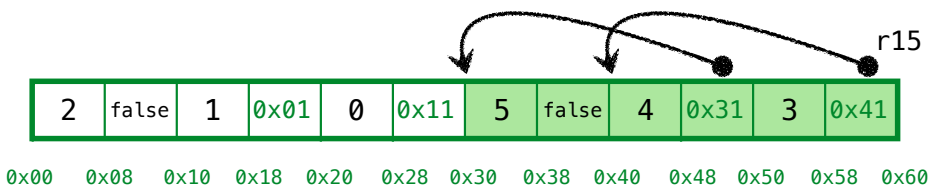
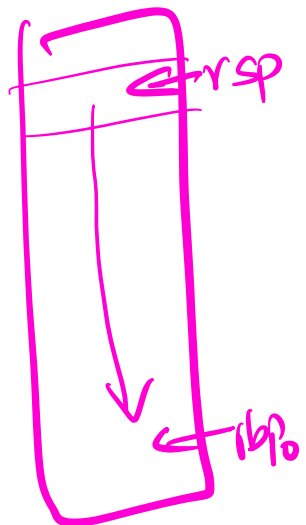
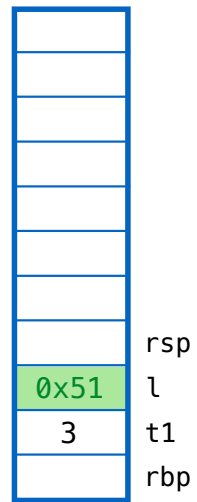
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



1. **MARK** live addrs  
reachable from stack

# ex4: recursive data

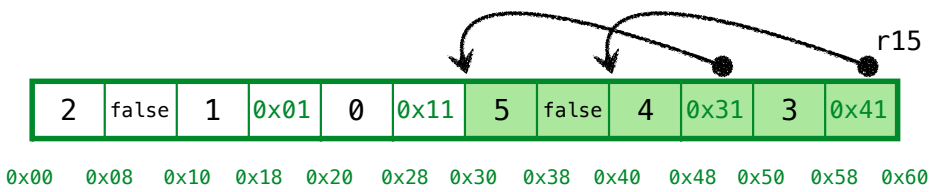
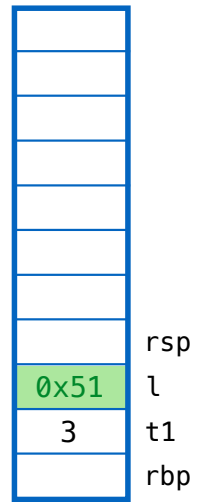
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



1. MARK live addrs  
reachable from stack

# ex4: recursive data

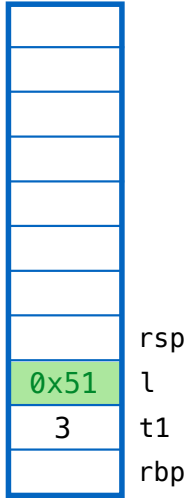
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



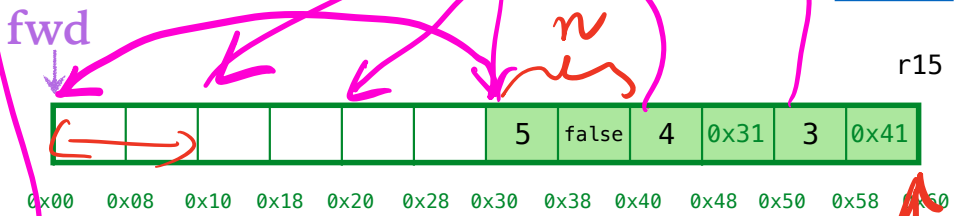
Done!

# ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



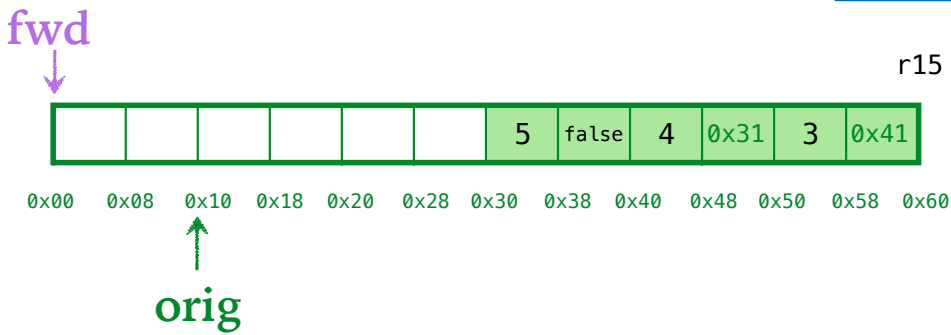
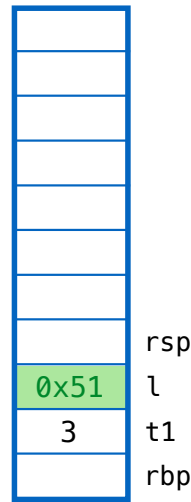
is orig live?  
n  
y  
bump orig by orig-size slots  
bump orig & fwd by orig-size bytes



## 2. Compute FORWARD addrs

# ex4: recursive data

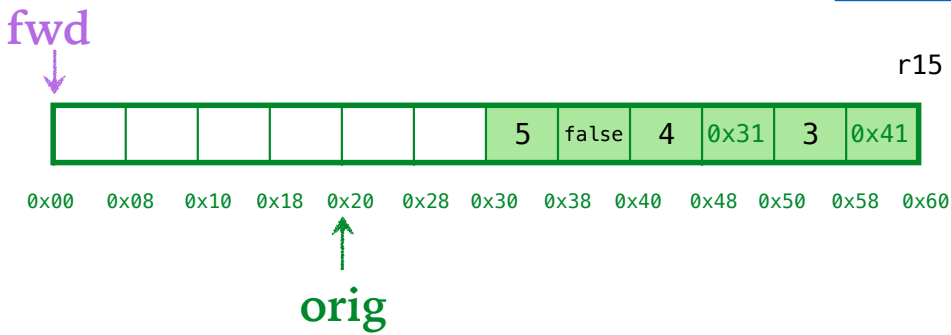
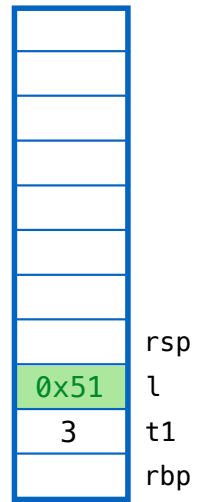
```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



## 2. Compute FORWARD addrs

# ex4: recursive data

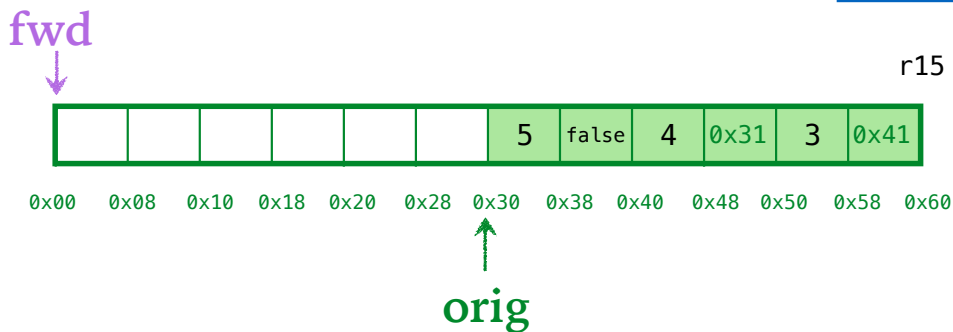
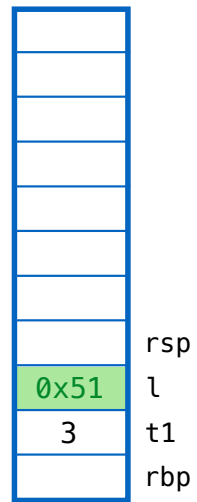
```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



## 2. Compute FORWARD addrs

# ex4: recursive data

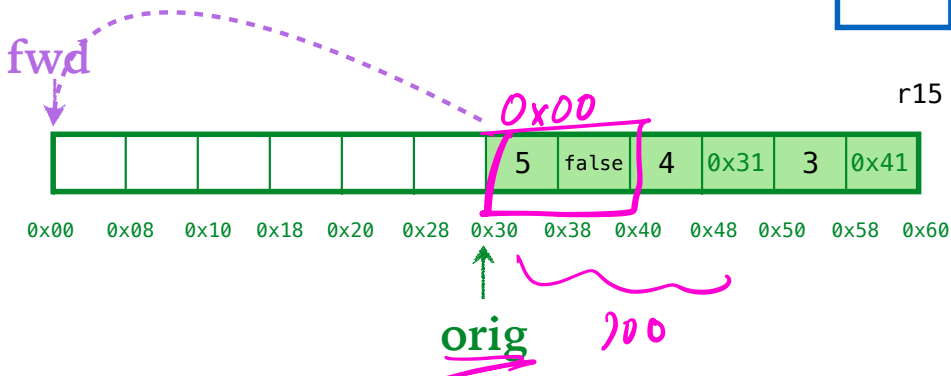
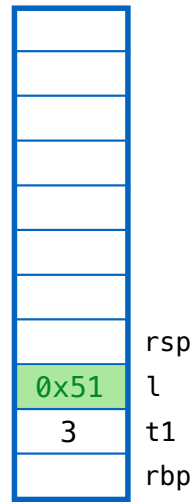
```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



## 2. Compute FORWARD addrs

# ex4: recursive data

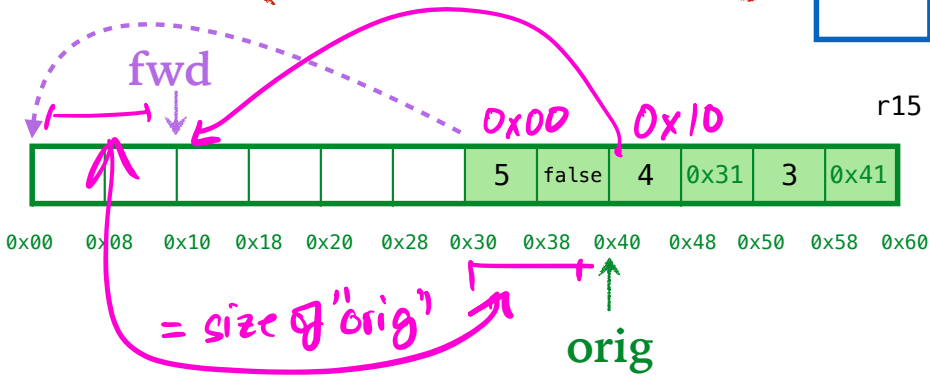
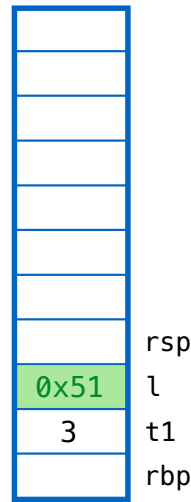
```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



## 2. Compute FORWARD addrs

# ex4: recursive data

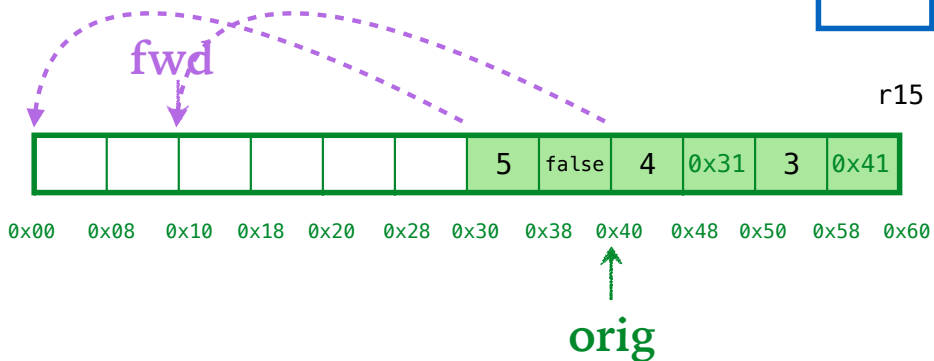
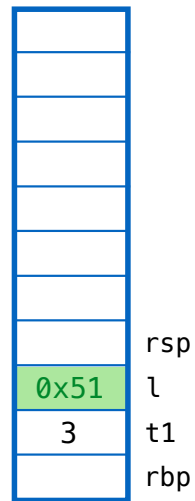
```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



## 2. Compute FORWARD addrs

## ex4: recursive data

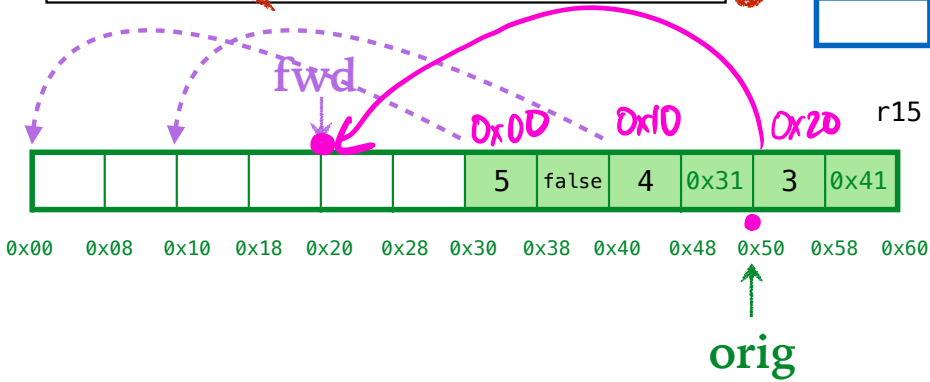
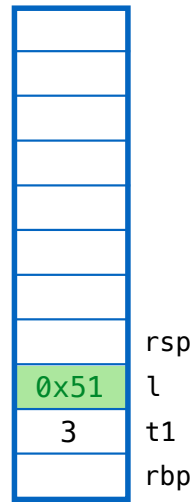
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



2. Compute **FORWARD** addrs

# ex4: recursive data

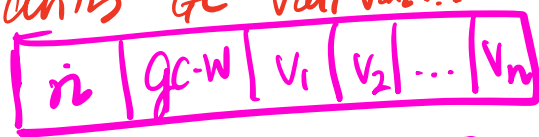
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



## 2. Compute FORWARD addresses

*Number of Val: Val: Val: Val*

ex4: recursive data

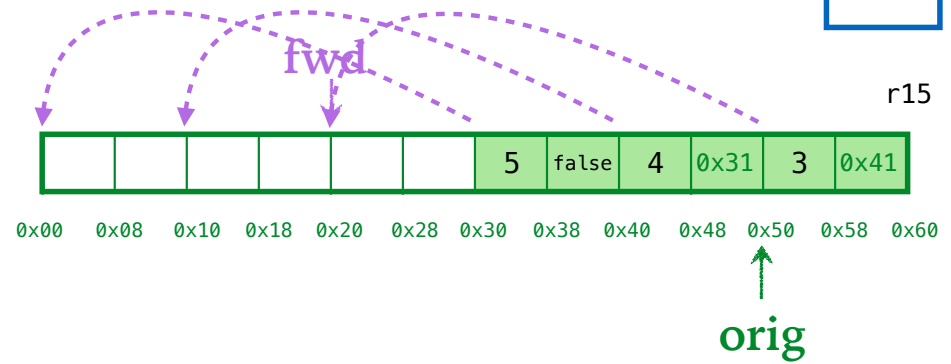


*gc-word ≡ 0 when normal exc  
= 1 if live, o.w. after mark*

```
def range(i, j):
    if (j <= i): false else: (i, range(i+1, j))

def sum(l):
    if l == false: 0 else: l[0] + sum(l[1])

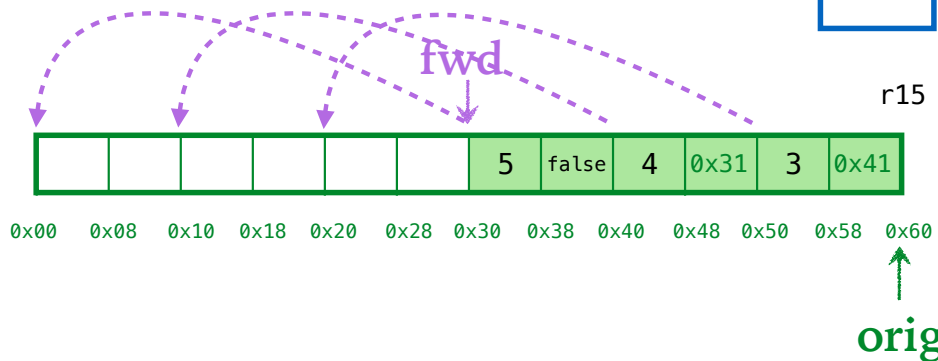
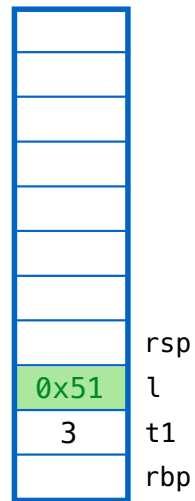
let t1 =
    let l1 = range(0, 3)
    in sum(l1)
, l = range(t1, t1 + 3)
in
(1000, l)
```



## 2. Compute FORWARD addrs

## ex4: recursive data

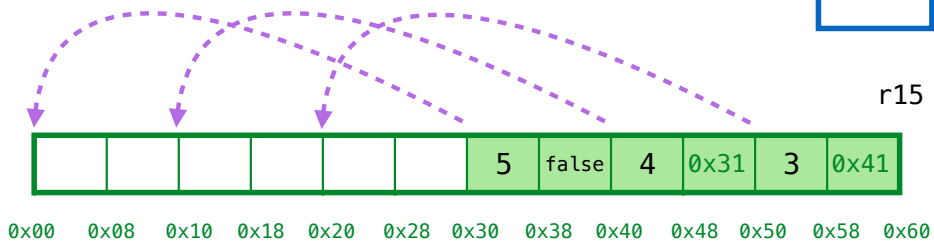
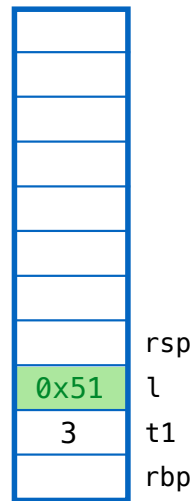
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



## 2. Compute FORWARD addrs

## ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```

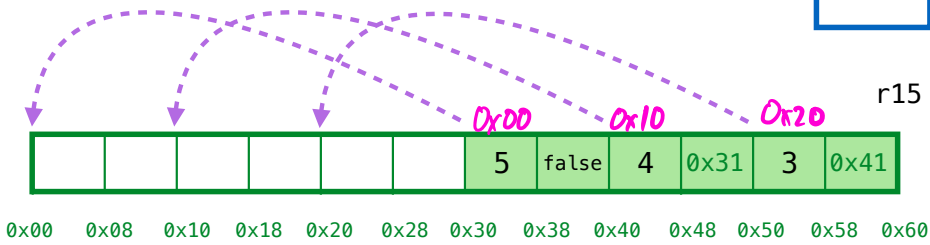
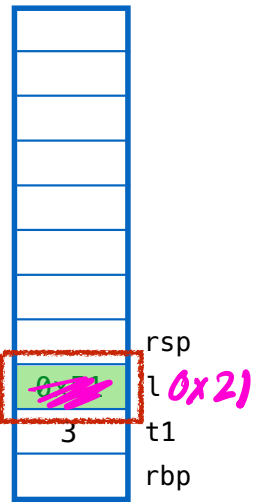


## 2. Compute FORWARD addrs

Where should we store the forward addrs?

# ex4: recursive data

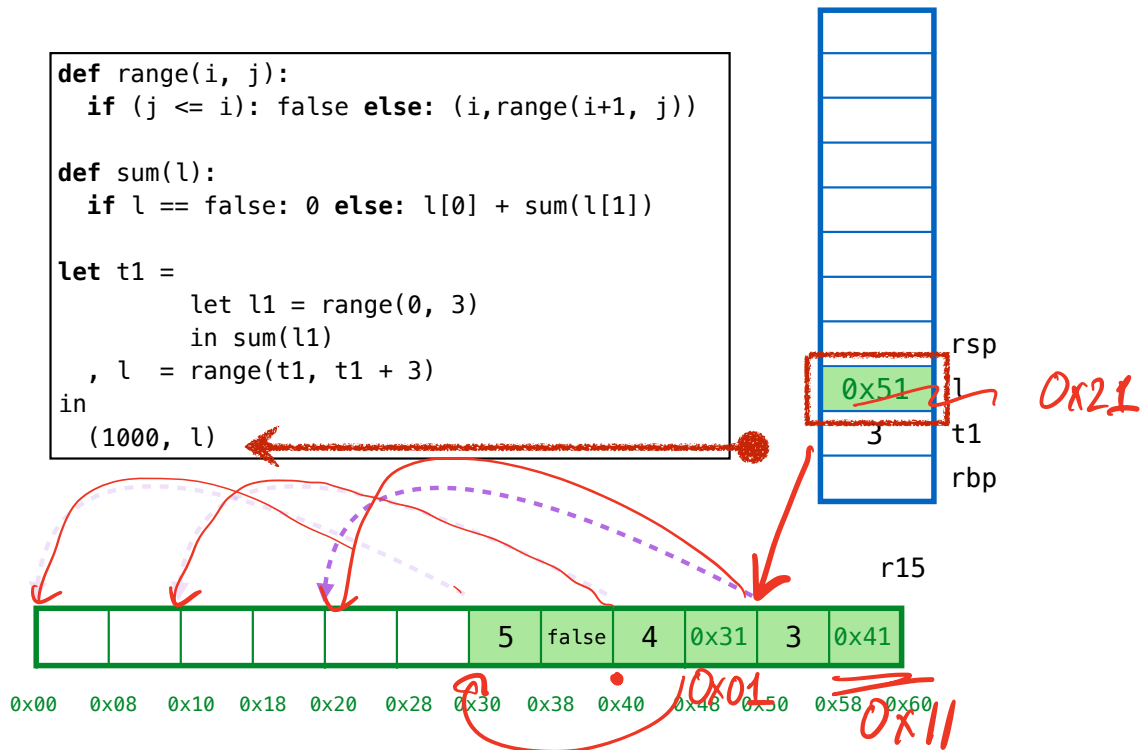
```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



## 3. REDIRECT adrs on stack

## ex4: recursive data

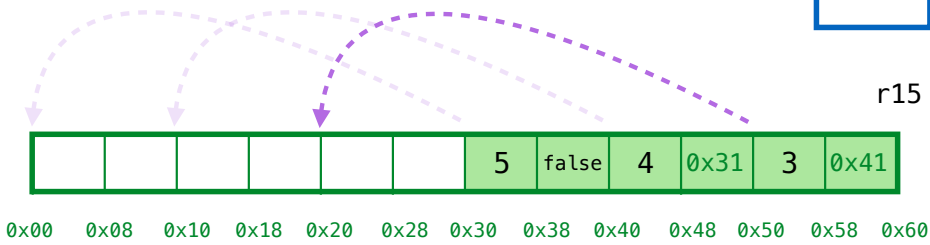
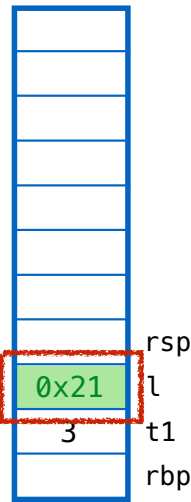
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



### 3. REDIRECT adrs on stack

## ex4: recursive data

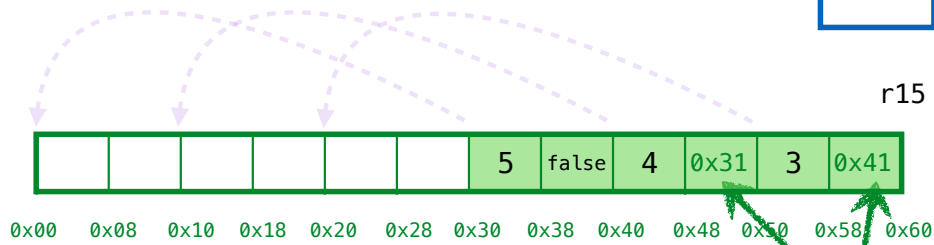
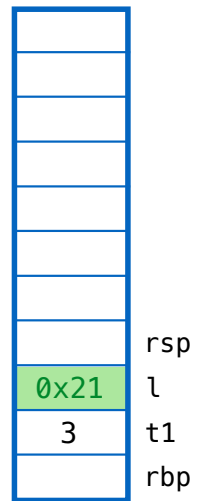
```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



### 3. REDIRECT adrs on stack

# ex4: recursive data

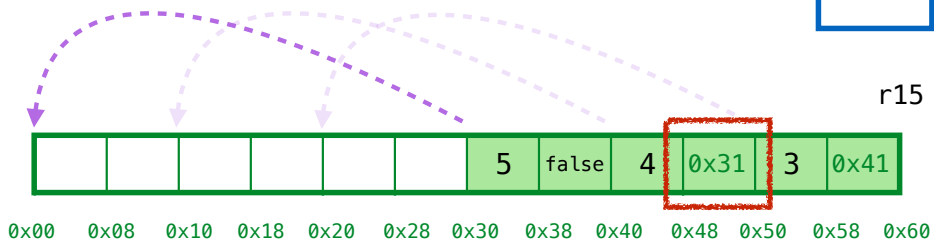
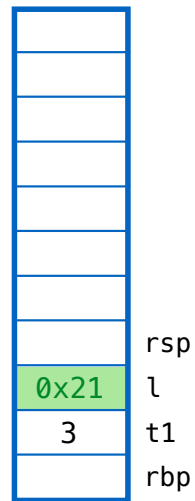
```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



3. REDIRECT addrs on stack and heap!

## ex4: recursive data

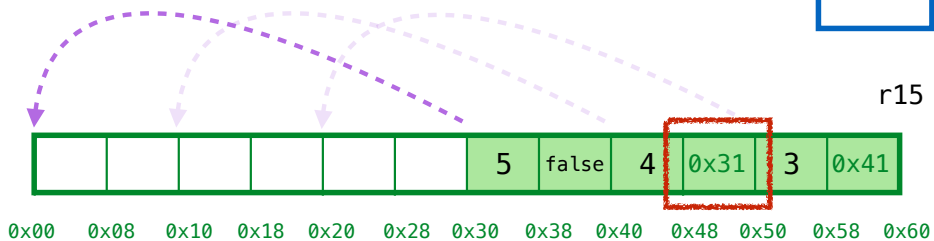
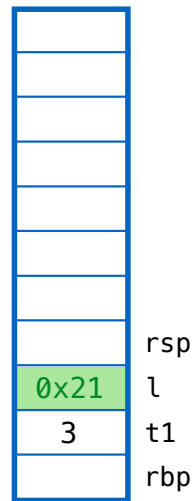
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



3. REDIRECT addrs on stack and heap!

## ex4: recursive data

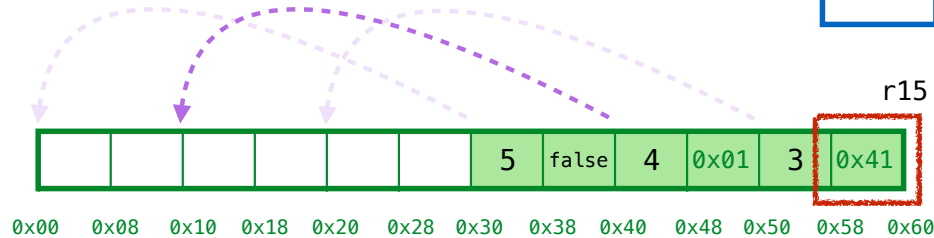
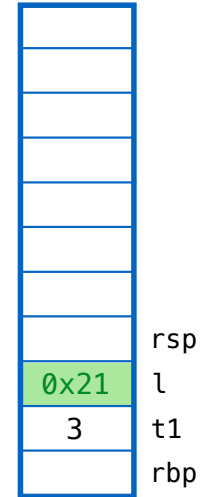
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



3. REDIRECT addrs on stack and heap!

## ex4: recursive data

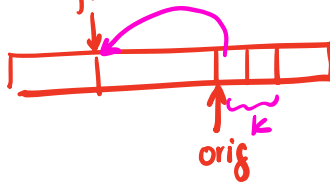
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



3. REDIRECT addrs on stack and heap!

*fwd*

# ex4: recursive data

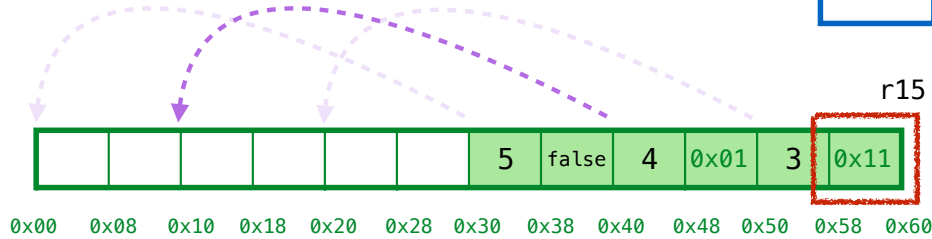
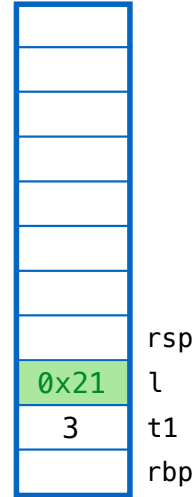


$orig + k < MAX$   
 $func < orig$   
 $func + k < MAX$

```
def range(i, j):
    if (j <= i): false else: (i, range(i+1, j))

def sum(l):
    if l == false: 0 else: l[0] + sum(l[1])

let t1 =
    let l1 = range(0, 3)
    in sum(l1)
, l = range(t1, t1 + 3)
in
(1000, l)
```

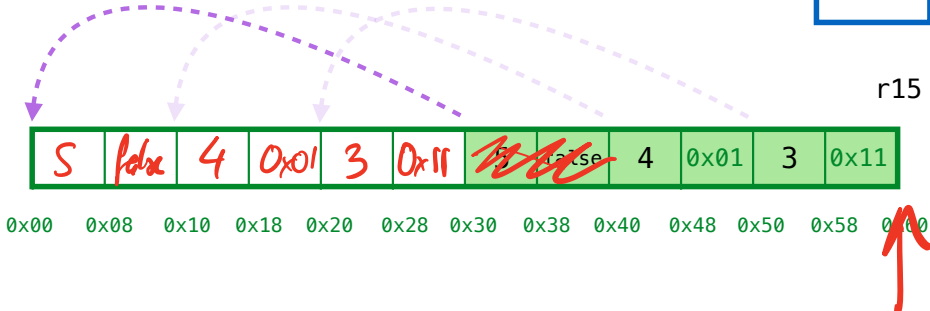


## 3. REDIRECT addrs on stack and heap!



# ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i,range(i+1, j))  
  
def sum(l):  
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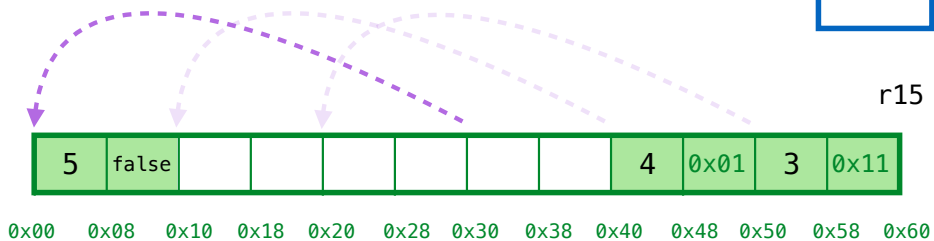
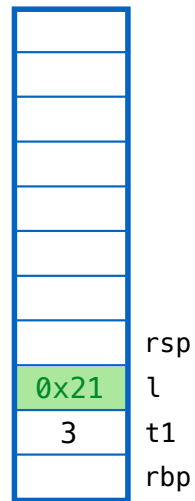


## 4. COMPACT cells on heap

Copy cell to forward addr!

## ex4: recursive data

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def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
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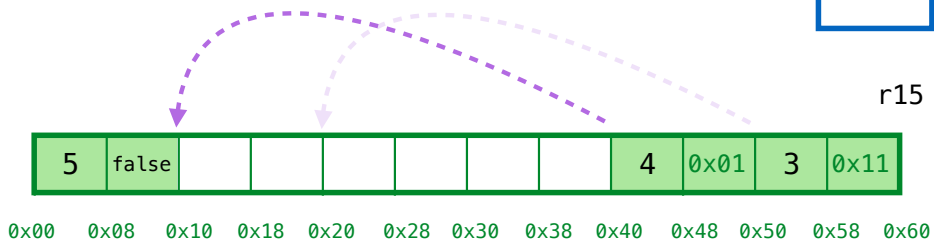
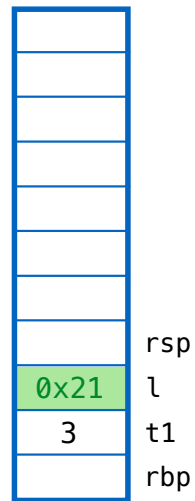


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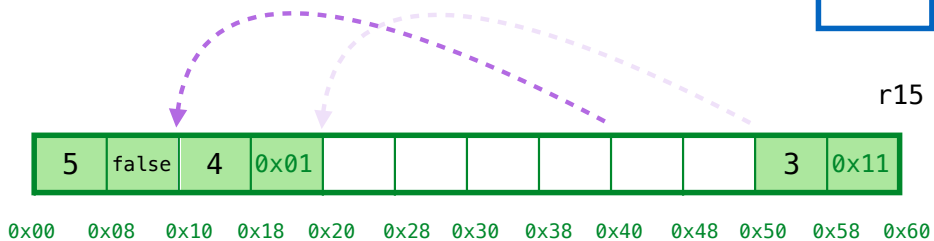
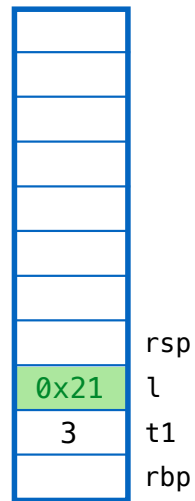


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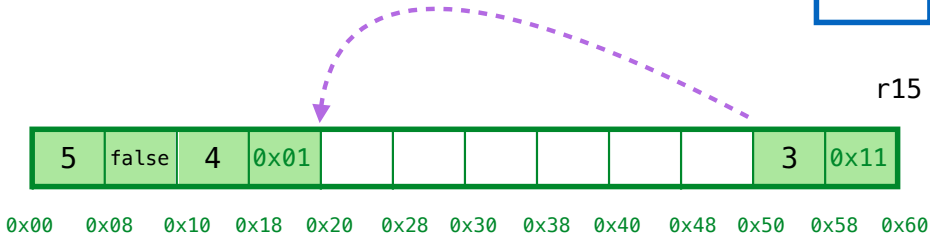
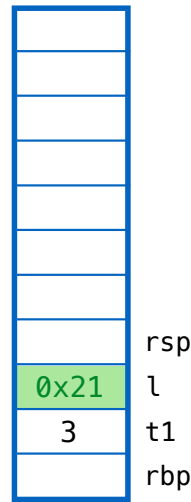


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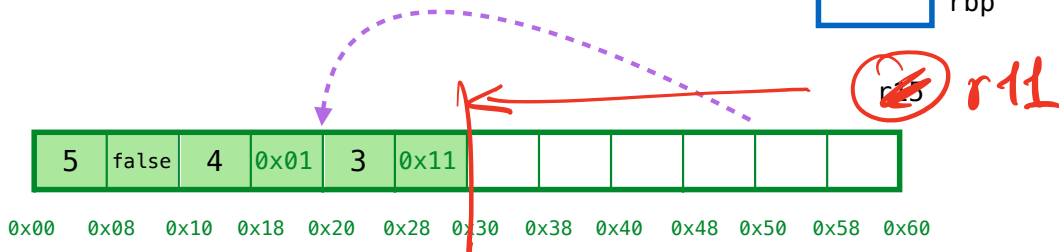
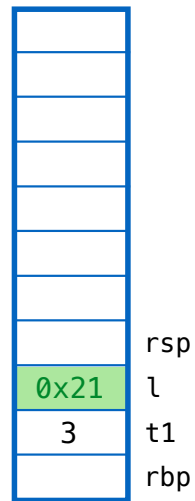


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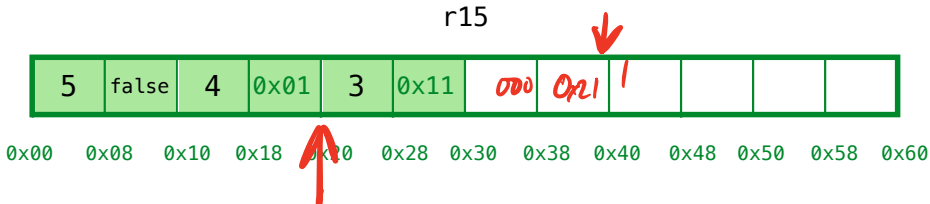


## 4. COMPACT cells on heap

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**GC Complete!**

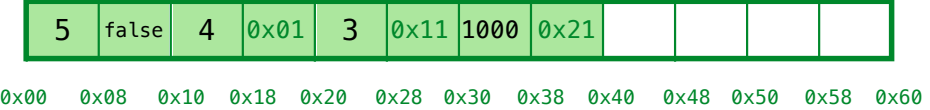
Have space for (1000, l)

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r15



# GC Complete!

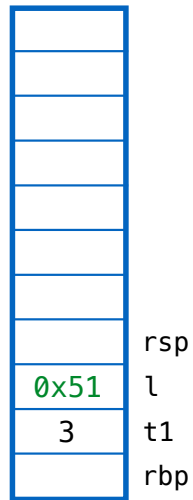
Have space for (1000, l)



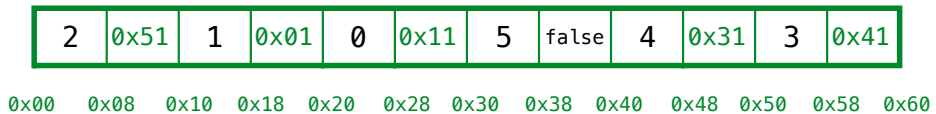
# ex4: recursive data

QUIZ: Which cells are “live” on the heap?

- (A) 0x00
- (B) 0x10
- (C) 0x20
- (D) 0x30
- (E) 0x40
- (F) 0x50

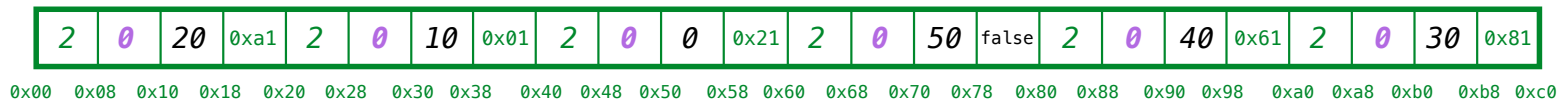


r15



# Heap

r15



2

# Stack

