

Malloc internal

Bruno Pujos

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1 Introduction

- Doug Lea's malloc
- Wolfram Gloger's malloc

This is not the fastest, most space-conserving, most portable, or most tunable malloc ever written. However it is among the fastest while also being among the most space-conserving, portable and tunable.

Consistent balance across these factors results in a good general-purpose allocator for malloc-intensive programs.

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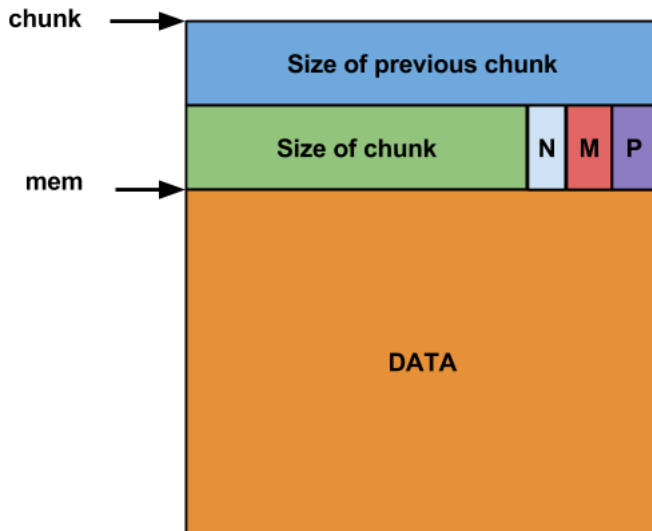
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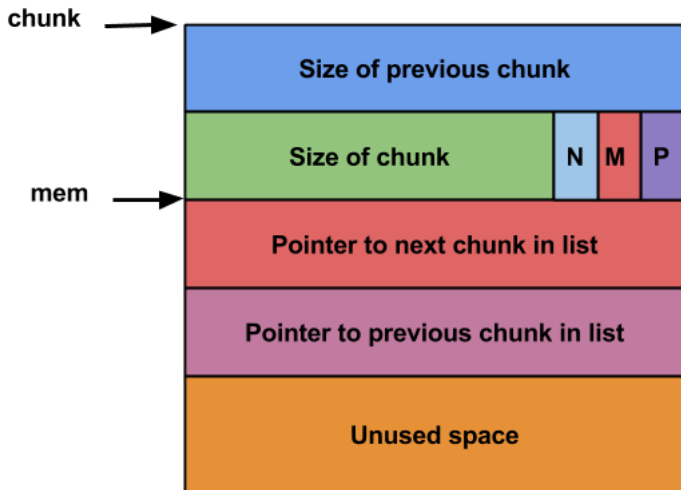
2 Malloc internal

- Two principales files : malloc.c, arena.c
- 4 differents type of request (size for 32bits):
 - small ≤ 64 bytes
 - medium > 64 bytes and < 512 bytes
 - large ≥ 512 bytes
 - very large ≥ 128 Kbytes
- Aligement of $2 * \text{sizeof}(\text{size_t})$
- Malloc use "chunk" for keeping track of the data.

Allocated chunk



Free chunk



```
struct malloc_chunk {  
  
    INTERNAL_SIZE_T    prev_size;  
    INTERNAL_SIZE_T    size;  
  
    struct malloc_chunk* fd;  
    struct malloc_chunk* bk;  
  
    struct malloc_chunk* fd_nextsize;  
    struct malloc_chunk* bk_nextsize;  
  
};
```



```
struct malloc_state
{
    mutex_t mutex;
    int flags;
    mfastbinptr fastbinsY[NFASTBINS];
    mchunkptr top;
    mchunkptr last_remainder;
    mchunkptr bins[NBINS * 2 - 2];
    unsigned int binmap[BINMAPSIZE];
    struct malloc_state *next;
    struct malloc_state *next_free;
    INTERNAL_SIZE_T system_mem;
    INTERNAL_SIZE_T max_system_mem;
};
```

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- For small alloc
- Keep by size (looking directly for the good size)
- Single linked list
- LIFO system
- No consolidation

- Free chunk are regroup in bins
- Regroupment make by size :
 - 64 bins of size 8
 - 32 bins of size 64
 - 16 bins of size 512
 - 8 bins of size 4096
 - 4 bins of size 32768
 - 2 bins of size 262144
 - 1 bins of size "what's left"

- Chunks in bins are kept by size order (for best-fit)
- Chunks of the same size are linked before, and allocated from the end, LRU allocation order
- Binmap

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3 Conclusion

- That's just the beginning. . .
- Possibility of doing stats (for optimization)
- `-DMALLOC_DEBUG` . . .
- Lot's of interesting paper on metadata corruptions :
 - "Advanced Doug Lea's malloc exploits"
 - "Once upon a free()"
 - "Vudo malloc tricks"
 - . . .

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- <http://gee.cs.oswego.edu/dl/html/malloc.html>
- <http://malloc.de/en/index.html>
- <http://ftp.gnu.org/gnu/libc/>