

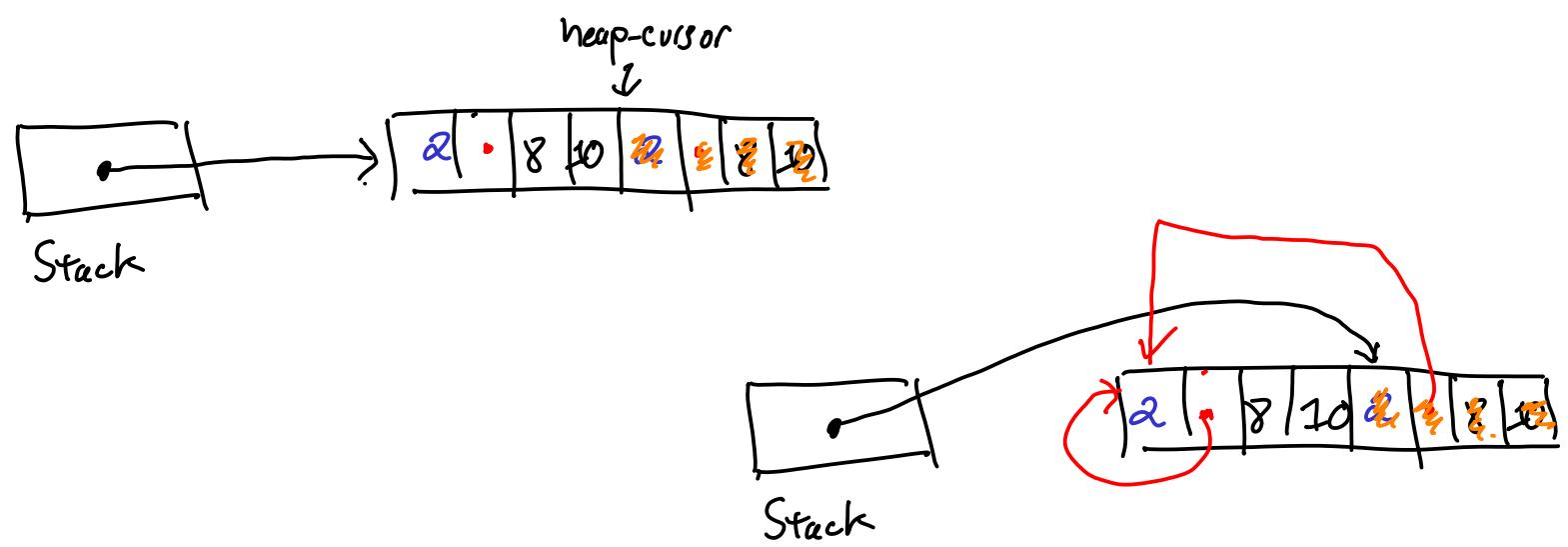
# Foxsnake Bug

make room for args ←  $EDX = \text{size of args}$   
copy args onto stack  
put last arg onto stack  
call  
remove args from stack ← using  $EDX$  to fix stack (bad)

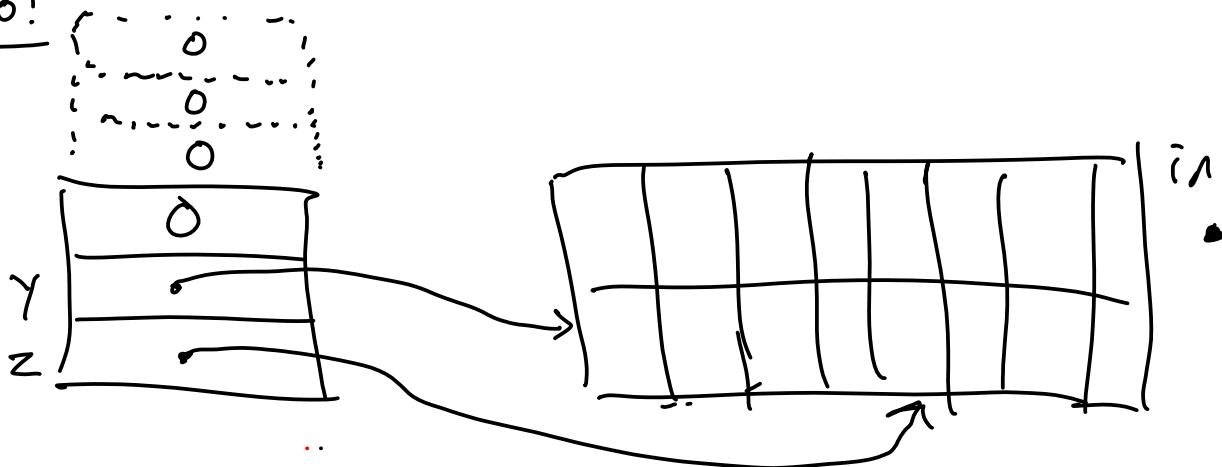
# Mark - Compact

## GC algorithm

- find everything* ↗
1. Mark — note (in GC word) obj can be reached
  2. Forward — for each reachable obj, pick new position
  3. Update — change existing ptrs to point to new obj locs
  4. [Compact — actually move!
  5. Remark — set every GC word to 0
- move everything* ↗



Zero!

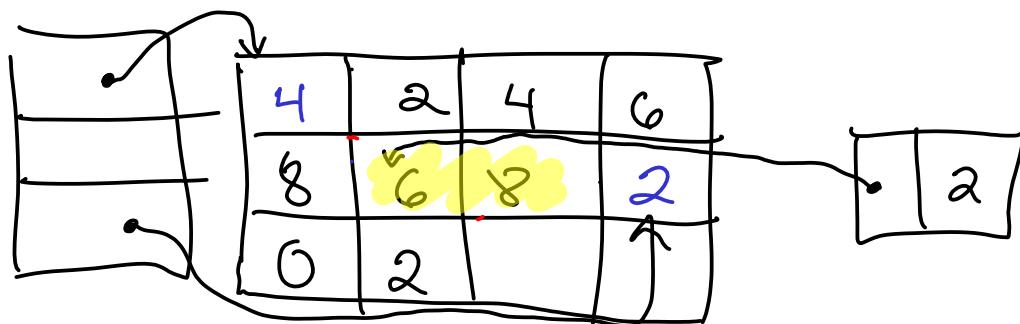


# Manual Memory Management

CSerpent

has all of Foxsnake  
+ "free"

castToPointer

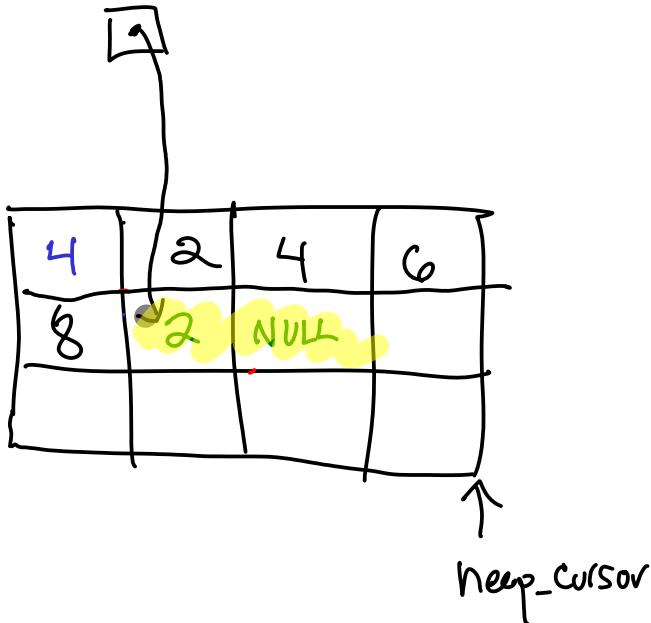


let f=(2,3)  $\leftarrow$  allocates  
free(f); . 4

free block list

Heap Fragmentation

maintain block list



## MM Decisions

- Guarantees?
- Who frees memory?
- Track memory usage?
- Runtime conclusions?
- Problematic usage?