

## Garbage Collection

- normally in C++ the default mechanism for managing dynamic memory is to use `new` and `delete`
- which are very similar to `malloc` and `free` found in C
- we note that in C++ we also need to provide copy and assignment operators
  - these also must copy dynamic data, often invoking `new` and `delete`

## Garbage Collection

- there is a problem in handling the dynamic data, in particular returning dynamic data which is no longer required back to the free pool
- C++ manages this by its rule of three discussed in earlier lectures
- this works well
  - every time an object goes out of scope it is deleted
- however it can be costly, sometimes in time critical applications it might be better to delay the deallocation until later
  - consider real-time games
  - should be possible to create a thread to run the deallocation in parallel with the event loop

## Example code

- ```

sfract v;
sfract s;
sfract radians;
int i;
sfract two_pi = 2 * pi ();

two_pi.root ();

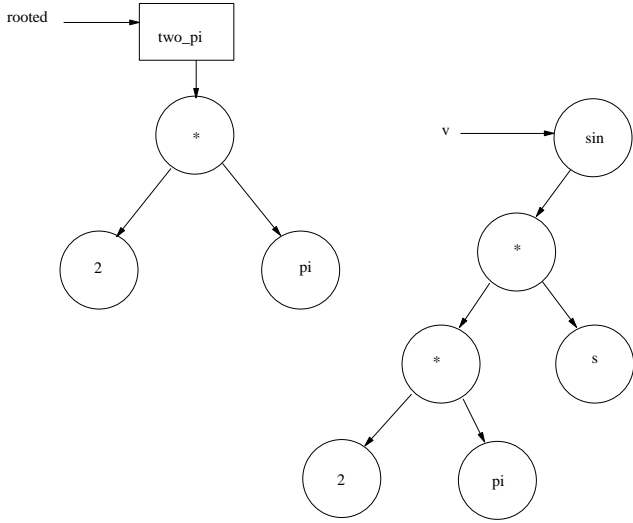
for (i = 0; i<360; i += 15)
{
    s = sfract (i, 360);
    radians = s * two_pi;
    v = sin (radians);
    std::cout << "sin (" << i << " degrees) can be expressed as "
    v = v();
    std::cout << " and also " << v << "\n";
    sfract_garbage_collect ();
}

```

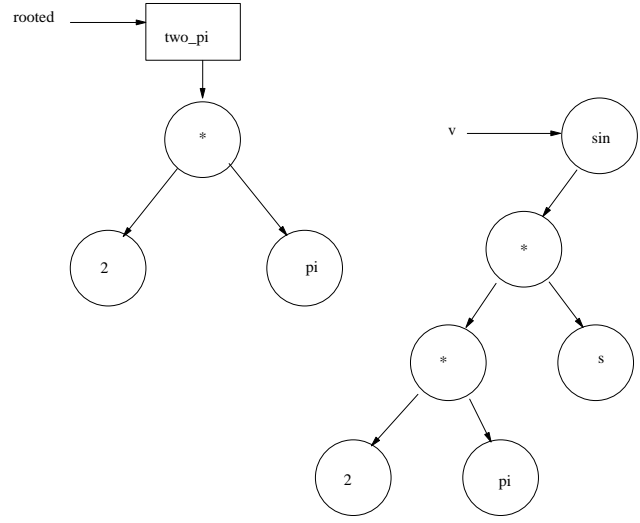
## Garbage collection algorithm

- based on mark and sweep
- the programmer roots critical data structures
  - indicating that these data structures must survive the garbage collection
  - also all rooted dependent data structures must survive the garbage collection
- in the above example the variable `two_pi` is rooted

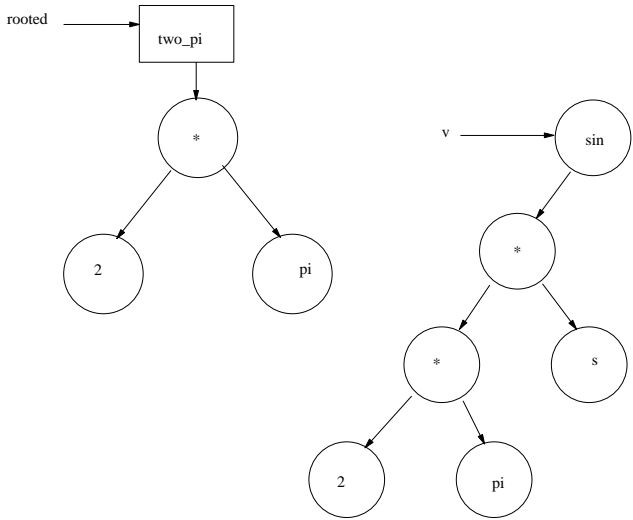
### Action of Garbage collection



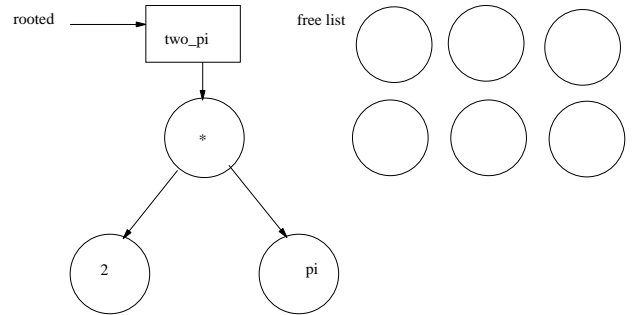
### Mark all as candidates for removal



### Set all root nodes and dependants used



### Sweep any nodes still marked into free list



**gc.h**

examples/c++/fractions/gc.h

```
class gc
{
private:
    entity *rooted;
    entity *allocated;
    int    bytes;
    char   *desc;
    entity *free_list;
    gc     *next;
};
```

**gc.h**

examples/c++/fractions/gc.h

```
public:
    gc (int no_of_bytes, const char *description);
    ~gc ();
    void collect (void);
    void *allocate (entity *e);
    void root (entity *e);
    void unroot (entity *e);
    void *get_data (entity *e);
    entity *get_entity (void *data);
    bool is_rooted (entity *e);
    void mark_allocated (void);

    void stats (void);
    int no_of_allocated (void);
    int no_of_freed (void);
    int no_of_rooted (void);
};
```

**gc.h**

examples/c++/fractions/gc.h

```
/*
 * garbage_collect - pre-condition : none.
 *                  post-condition: all the garbage col.
 *                  will attempt to rec.
 *                  memory.
 */
void garbage_collect (void);

/*
 * allocate - pre-condition:  init_garbage has been call,
 *                  maintain a, bytes, heap.
 *                  post-condition: entity, e, is filled in an
 *                  allocated memory is return
 */
void *allocate (unsigned int bytes, entity *e);
```

**gc.h**

examples/c++/fractions/gc.h

```
/*
 * init_garbage - pre-condition : none.
 *                post-condition: a garbage collector i
 *                to serve calls for by
 *                of memory.
 */
gc *init_garbage (unsigned int bytes, const char *descrip

#endif
```

**gc.h**

examples/c++/fractions/gc.h

```

typedef enum {freed = 1, marked = 2, in_use = 4,
             in_error=8, max_state = 16} state;

class entity
{
public:
    void *data;
    state status;
    entity *a_next;
    entity *r_next;
    entity *f_next;

    entity (void);
    ~entity (void);
    entity (const entity &from); // copy
    entity& operator= (const entity &from); // assignment

```

**gc.h**

examples/c++/fractions/gc.h

```

void unmark (void);
void mark (void);
bool is_marked (void);

void free (void);
void unfree (void);
bool is_free (void);

void used (void);
void unused (void);
bool is_used (void);

void do_assert (void);
};

```

**gc.cc**

examples/c++/fractions/gc.cc

```

void *operator new (std::size_t bytes)
{
    entity *e;

    return allocate (bytes, e);
}

```

**gc.cc**

examples/c++/fractions/gc.cc

```

/*
 * allocate - pre-condition: init_garbage has been called to
 *                maintain a, bytes, heap.
 *                post-condition: entity, e, is filled in and the
 *                allocated memory is returned.
 */

void *allocate (unsigned int bytes, entity *e)
{
    if ((bytes == sizeof (entity)) || (bytes == sizeof (gc)))
        return malloc (bytes);

    gc *g = list_of_gc->find_gc (bytes);

    if (g == 0)
        return malloc (bytes); // no garbage collector initialised yet
    else
        return g->allocate (e);
}

```

## Running your code before you have implemented garbage collection

■

```

sin (0 degrees) can be expressed as sin ((0 * (2 * pi))) .
total number of entities 55

sin (15 degrees) can be expressed as sin ((1/24 * (2 * pi))) .
total number of entities 114

sin (30 degrees) can be expressed as sin ((1/12 * (2 * pi))) .
total number of entities 173

sin (45 degrees) can be expressed as sin ((1/8 * (2 * pi))) .
total number of entities 232
...

sin (315 degrees) can be expressed as sin ((7/8 * (2 * pi))) .
total number of entities 1294

sin (330 degrees) can be expressed as sin ((11/12 * (2 * pi))) .
total number of entities 1353

sin (345 degrees) can be expressed as sin ((23/24 * (2 * pi))) .
total number of entities 1412

```

## Running your code once you have implemented garbage collection

■

```

sin (0 degrees) can be expressed as sin ((0 * (2 * pi))) .
total number of entities 109

sin (15 degrees) can be expressed as sin ((1/24 * (2 * pi))) .
total number of entities 145

sin (30 degrees) can be expressed as sin ((1/12 * (2 * pi))) .
total number of entities 145

sin (45 degrees) can be expressed as sin ((1/8 * (2 * pi))) .
total number of entities 145
...

sin (315 degrees) can be expressed as sin ((7/8 * (2 * pi))) .
total number of entities 145

sin (330 degrees) can be expressed as sin ((11/12 * (2 * pi))) .
total number of entities 145

sin (345 degrees) can be expressed as sin ((23/24 * (2 * pi))) .
total number of entities 145

```