

Dynamic Memory Allocation

Questions answered in this lecture:

When is a stack appropriate? When is a heap?

What are best-fit, first-fit, worst-fit, and buddy allocation algorithms?

How can memory be freed (using reference counts or garbage collection)?

Motivation for Dynamic Memory

Why do processes need dynamic allocation of memory?

- Do not know amount of memory needed at compile time
- Must be pessimistic when allocate memory statically
 - Allocate enough for worst possible case
 - Storage is used inefficiently

Recursive procedures

- Do not know how many times procedure will be nested

Complex data structures: lists and trees

- `struct my_t *p=(struct my_t *)malloc(sizeof(struct my_t));`

Two types of dynamic allocation

- Stack
- Heap

Stack Organization

Definition: Memory is freed in opposite order from allocation

```
return 0;
return 0;
return 0;
return 0;
return 0;
return 0;
return 0;
return 0;
```

Implementation: Pointer separates allocated and freed space

- `fp`: frame pointer
- `bp`: base pointer