

bmalloc

Filip Pizlo
Apple

- What is bmalloc?
- How the GC uses bmalloc
- Geoff's bmalloc slides

What is bmalloc?

- Immix-style bump/line allocator
- Used for virtually all memory allocation in WebKit
- Fastest malloc for WebKit
- My manager's year-old solo project

GC and bmalloc



- GC requests memory from bmalloc.
- 16KB blocks are allocated using bmalloc's memalign.
- GC objects larger than about 8KB are allocated directly from bmalloc.

elasticity

Geoff's slides

BMALLOC



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WHY MALLOC?

WHY MALLOC?

NanoMalloc

ListHashSetNodeAllocator

TCMalloc

System Malloc

x-alloc

dispatch continuations

RenderArena

BumpPointerAllocator

BlockAllocator

TPoolAllocator

MetaAllocator

HOARDERS



HOARDERS



System Malloc

HOARDERS



System Malloc

TCMalloc

HOARDERS



System Malloc

TCMalloc

RenderArena

HOARDERS



System Malloc
ListHashSetNodeAllocator
TCMallocdispatch continuations
x-alloc NanoMalloc
BumpPointerAllocator
BlockAllocator
RenderMetaAllocator
TPoolAllocator

HOARDERS



GARBAGE COLLECTION

“Performance of the [garbage] collector is typically competitive with malloc/free... it may in some cases significantly outperform malloc/free.”

—Hans Boehm

GARBAGE COLLECTION



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GARBAGE COLLECTION



GARBAGE COLLECTION



TOPICS

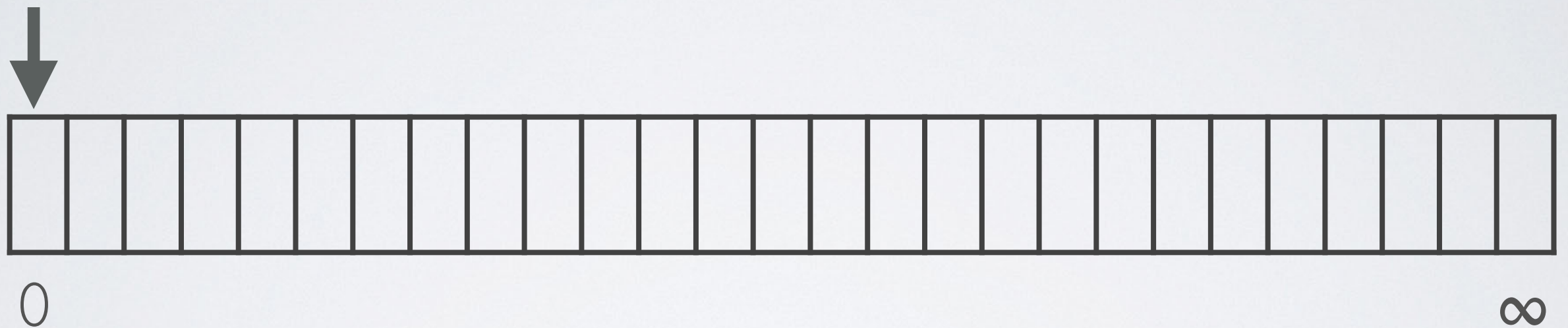
- Memory allocation
- Traditional malloc
- bmalloc

MEMORY ALLOCATION

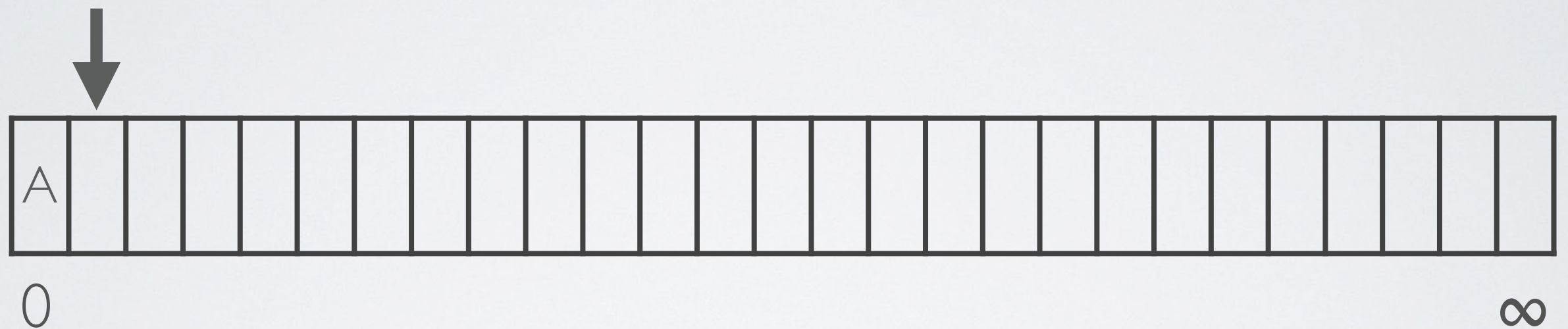
MEMORY ALLOCATION



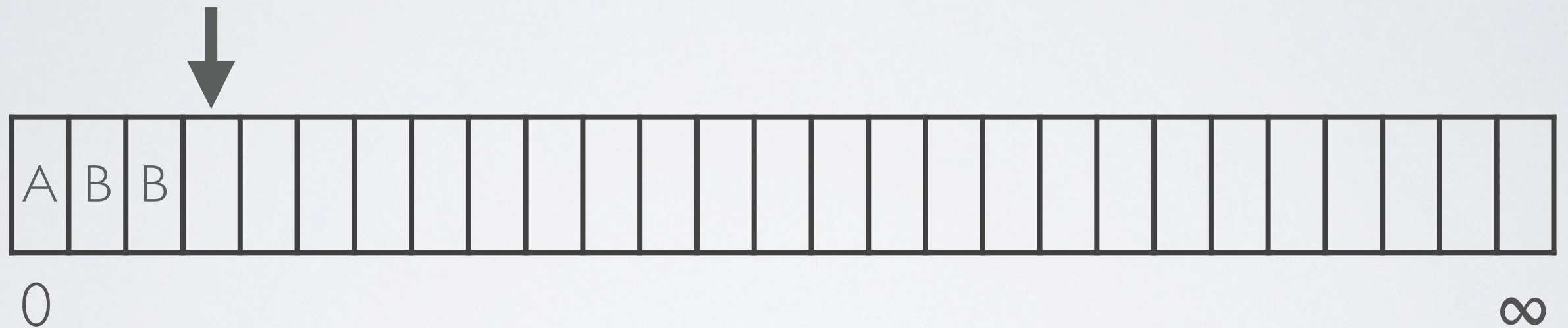
MEMORY ALLOCATION



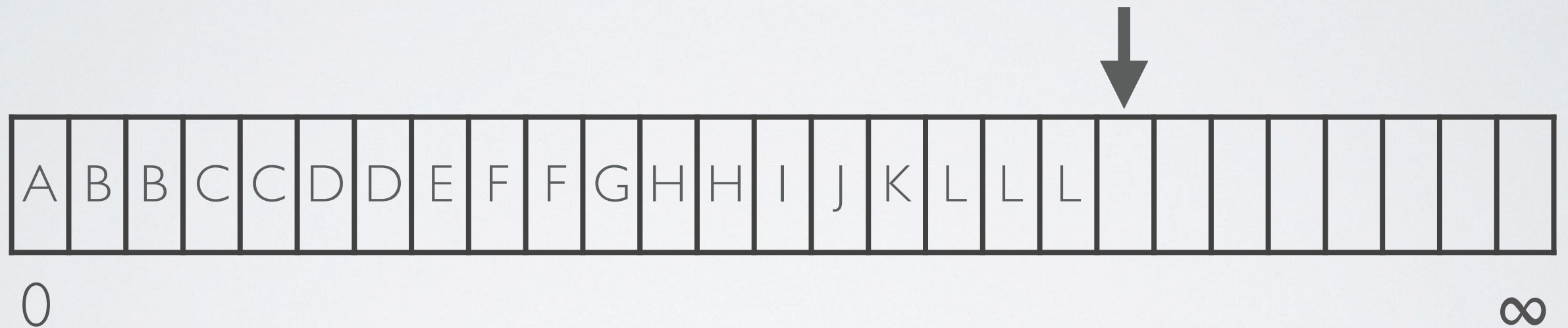
MEMORY ALLOCATION



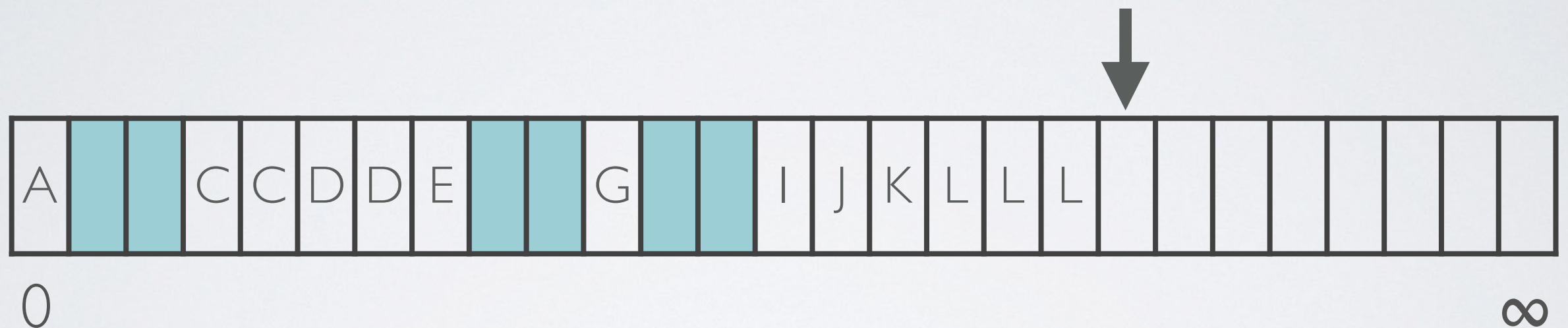
MEMORY ALLOCATION



MEMORY ALLOCATION

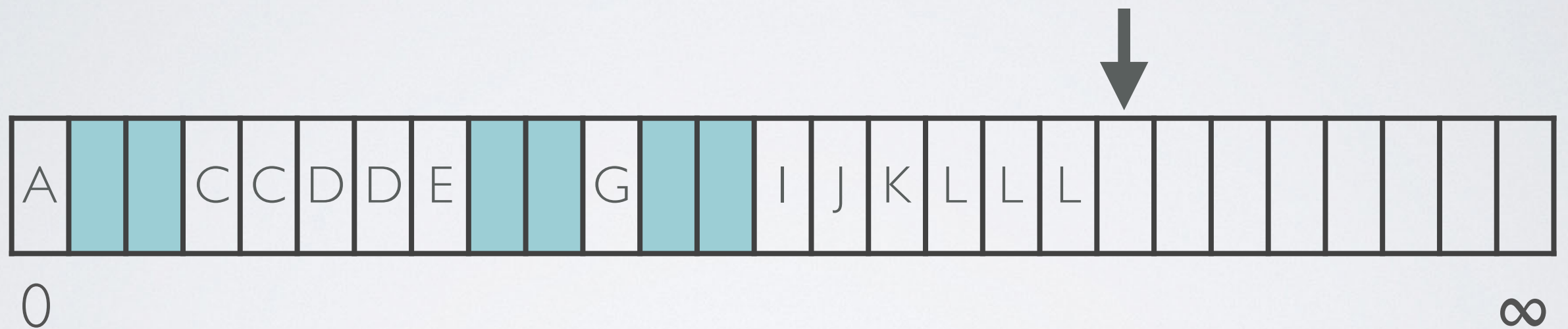


MEMORY ALLOCATION

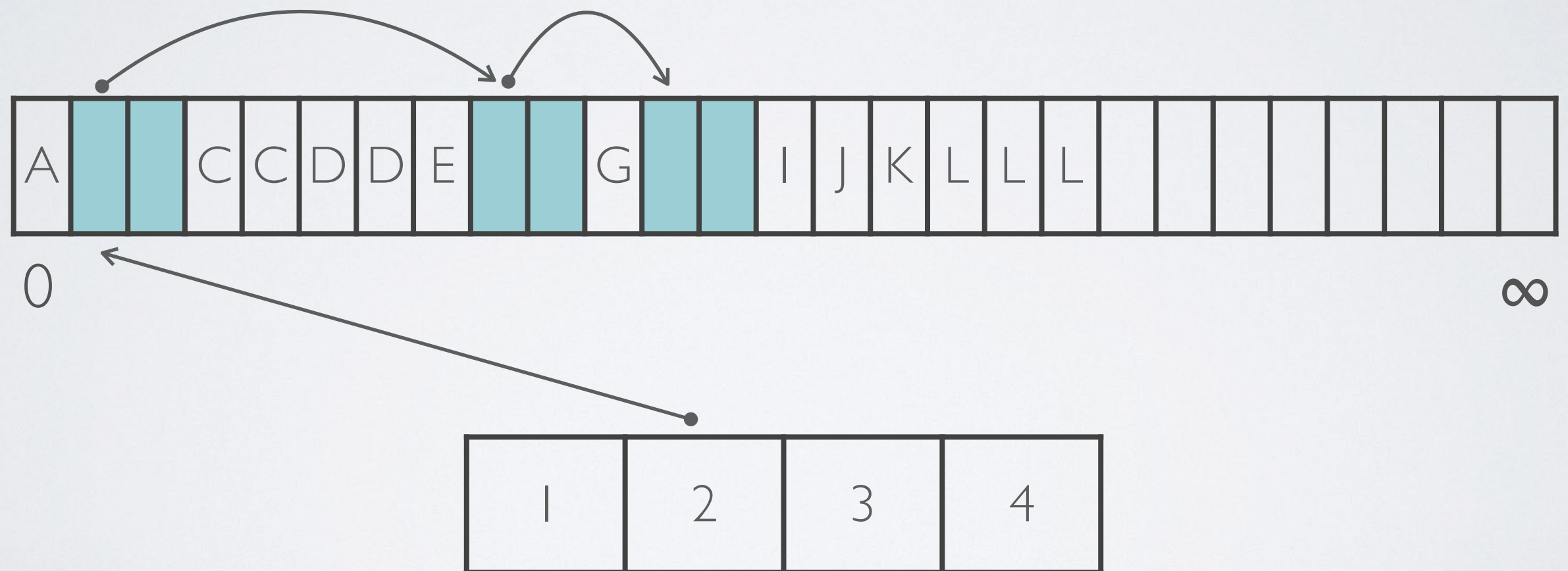


TRADITIONAL MALLOC

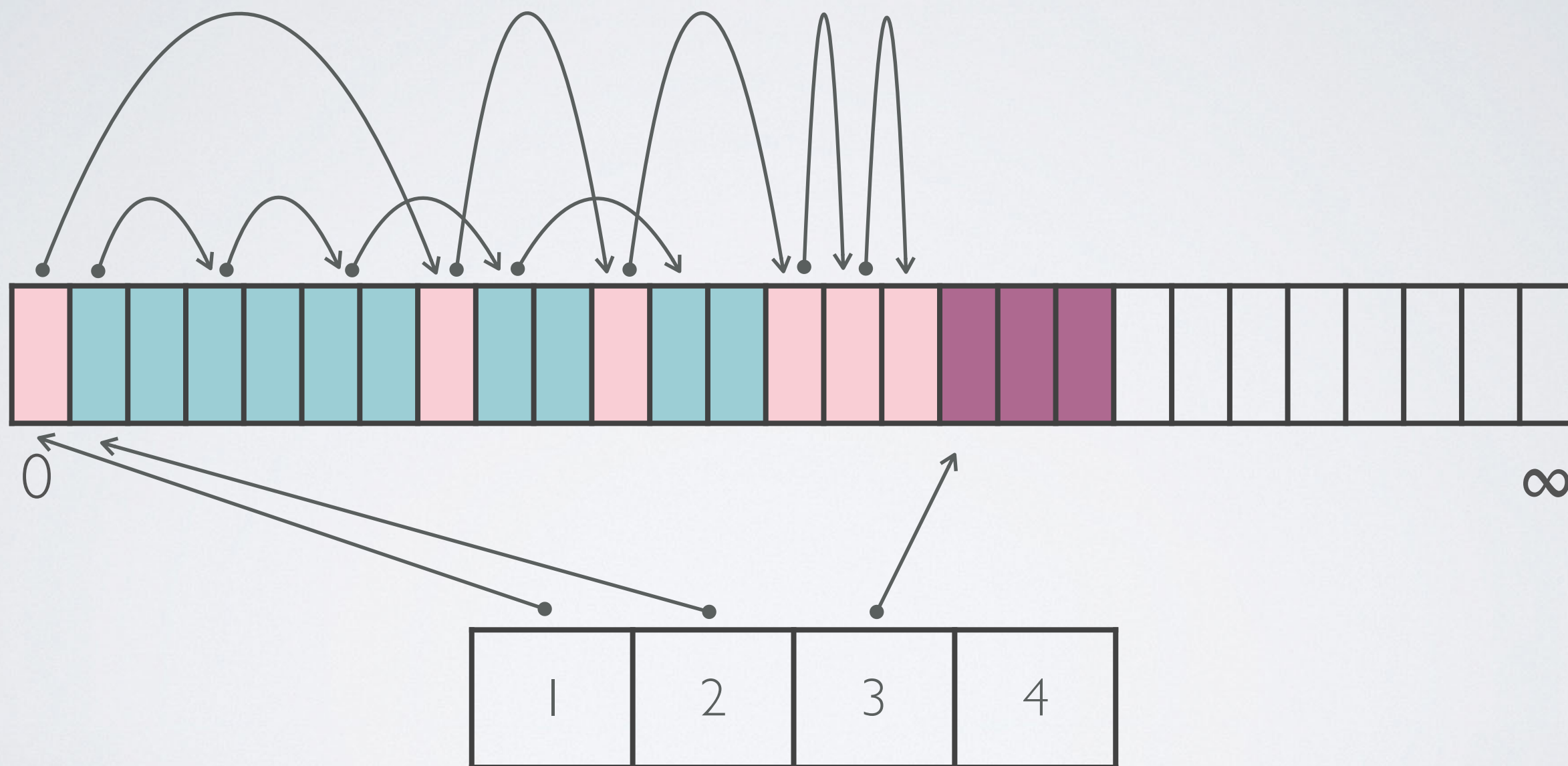
TRADITIONAL MALLOC



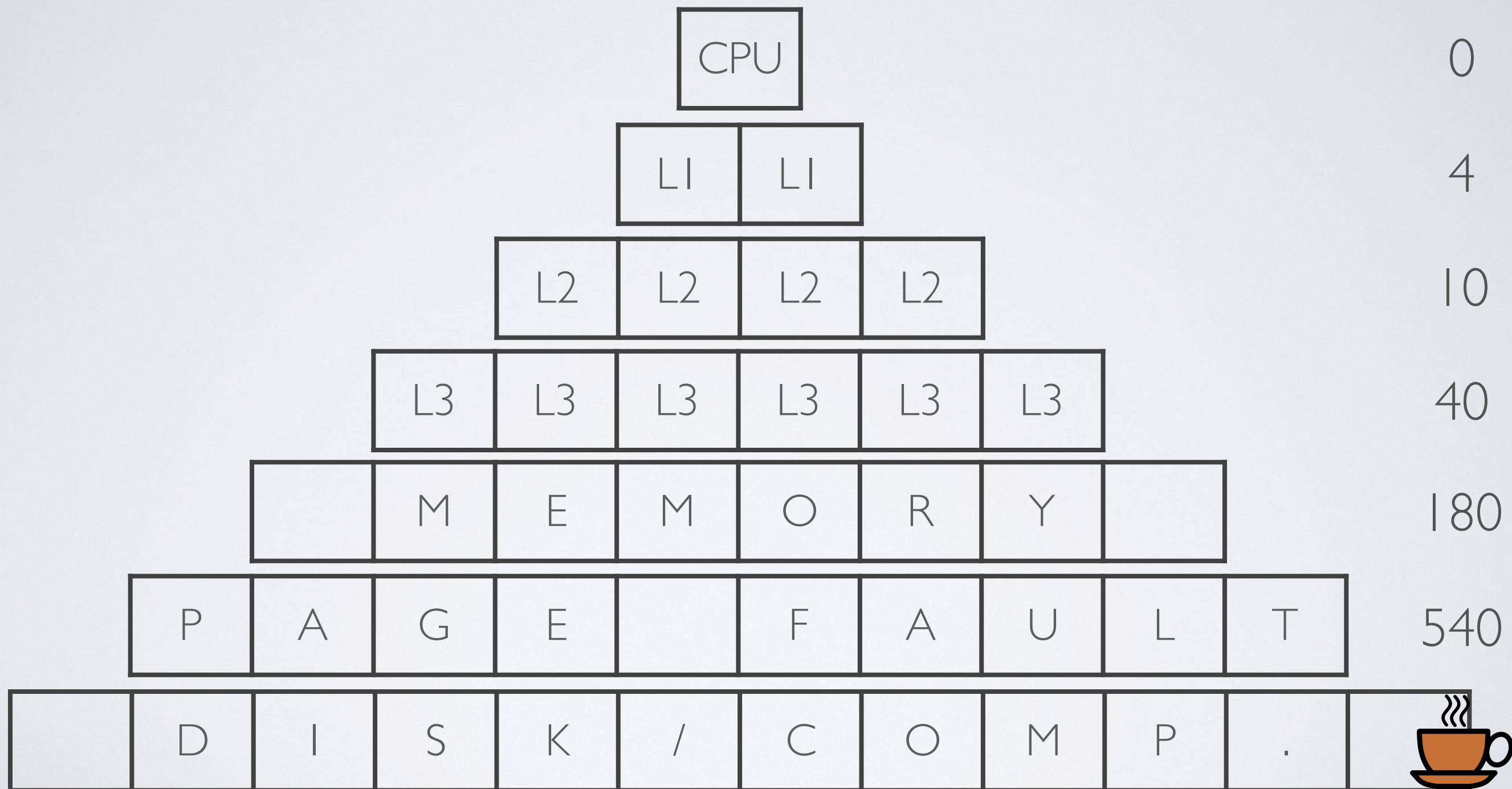
FREE LISTS



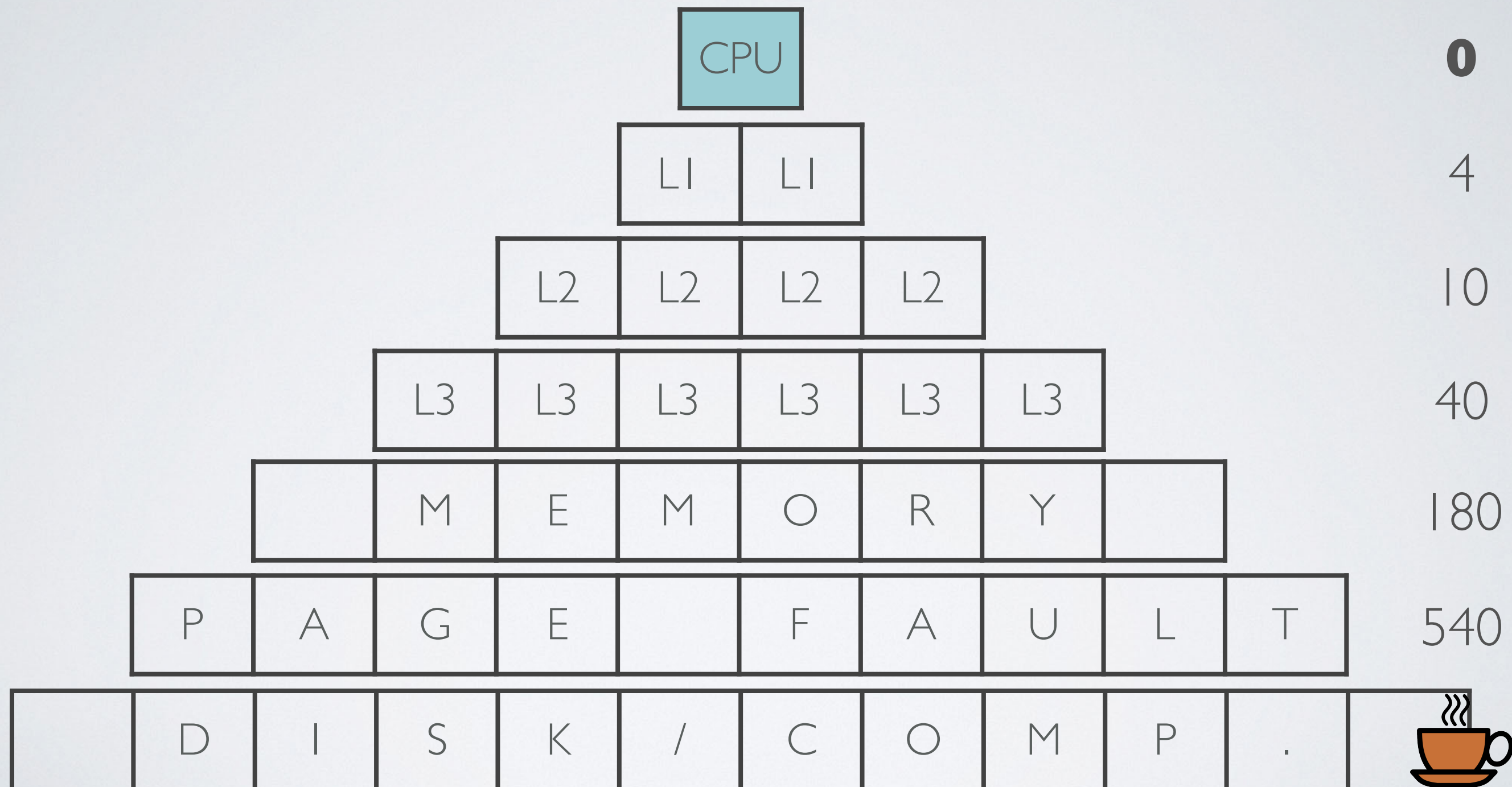
FREE LISTS



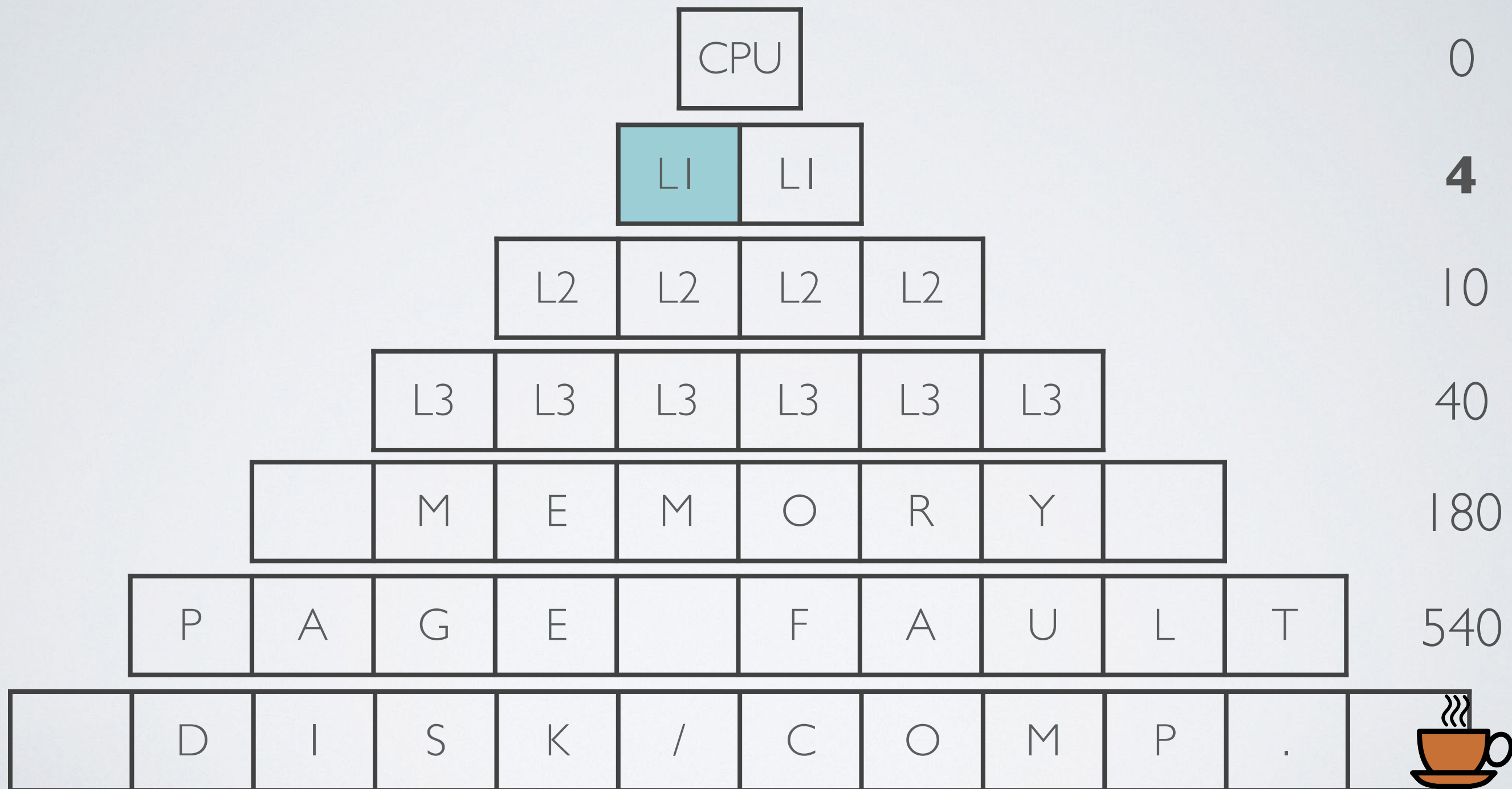
MEMORY MOUNTAIN



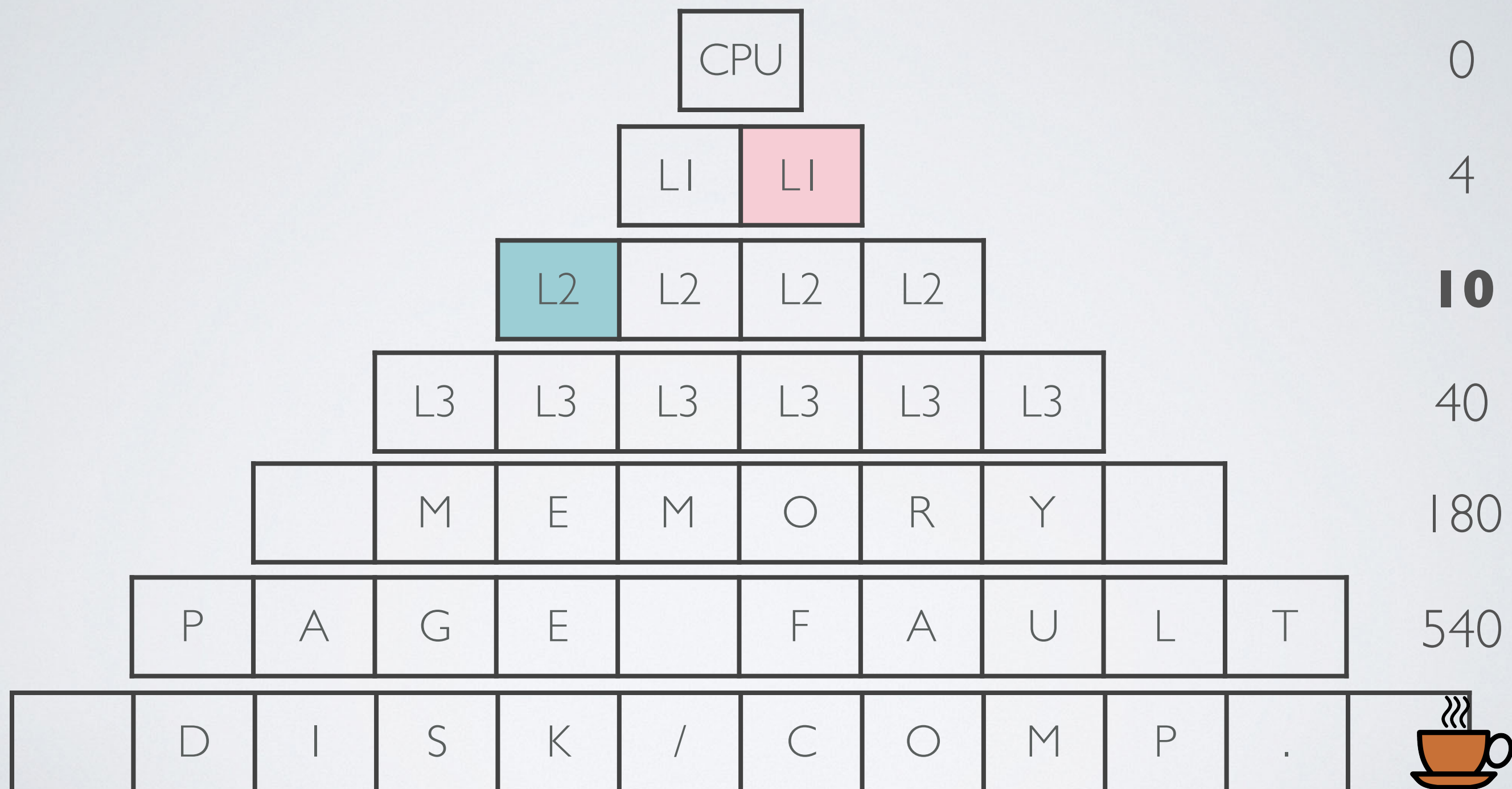
MEMORY MOUNTAIN



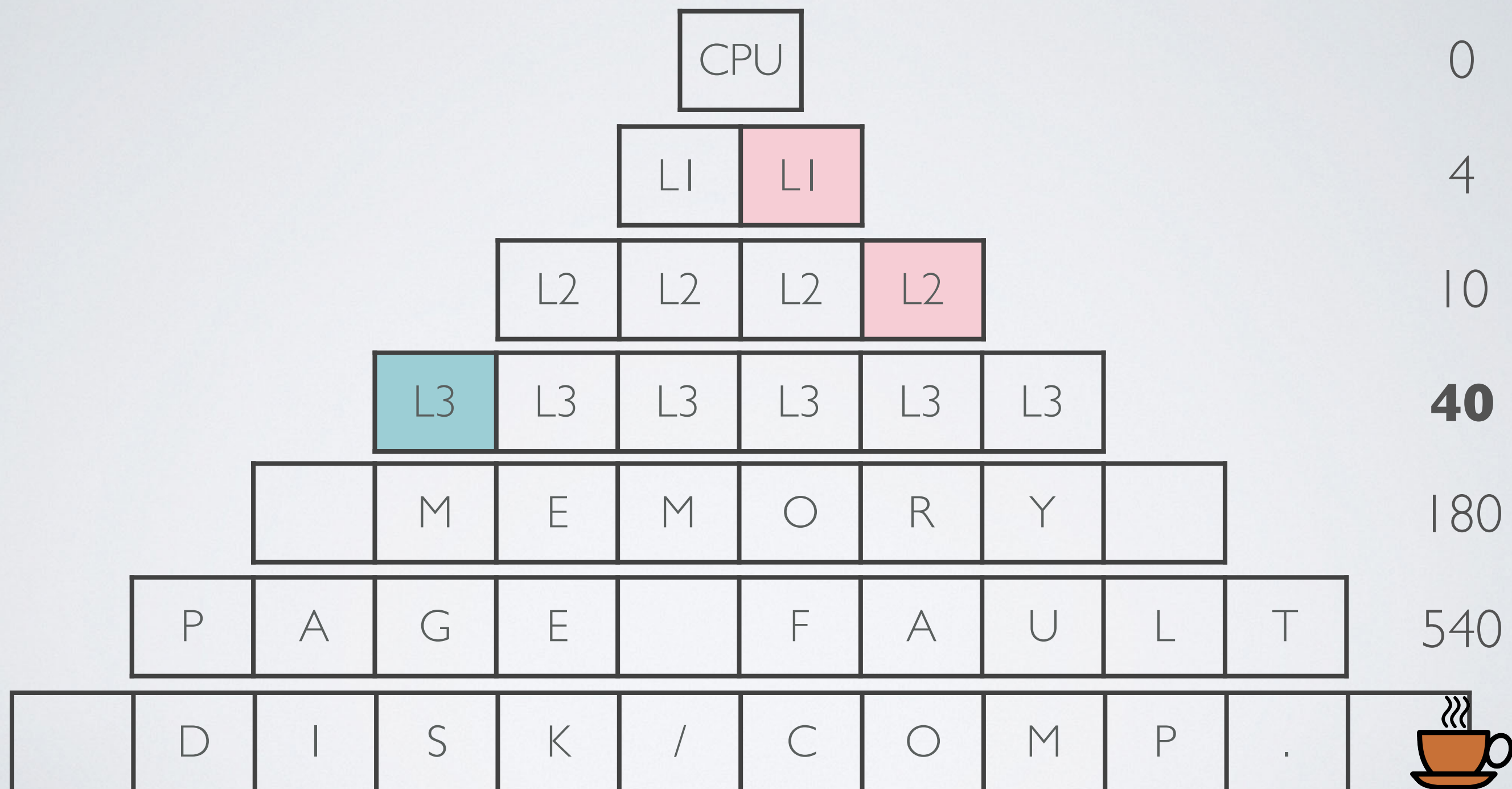
MEMORY MOUNTAIN



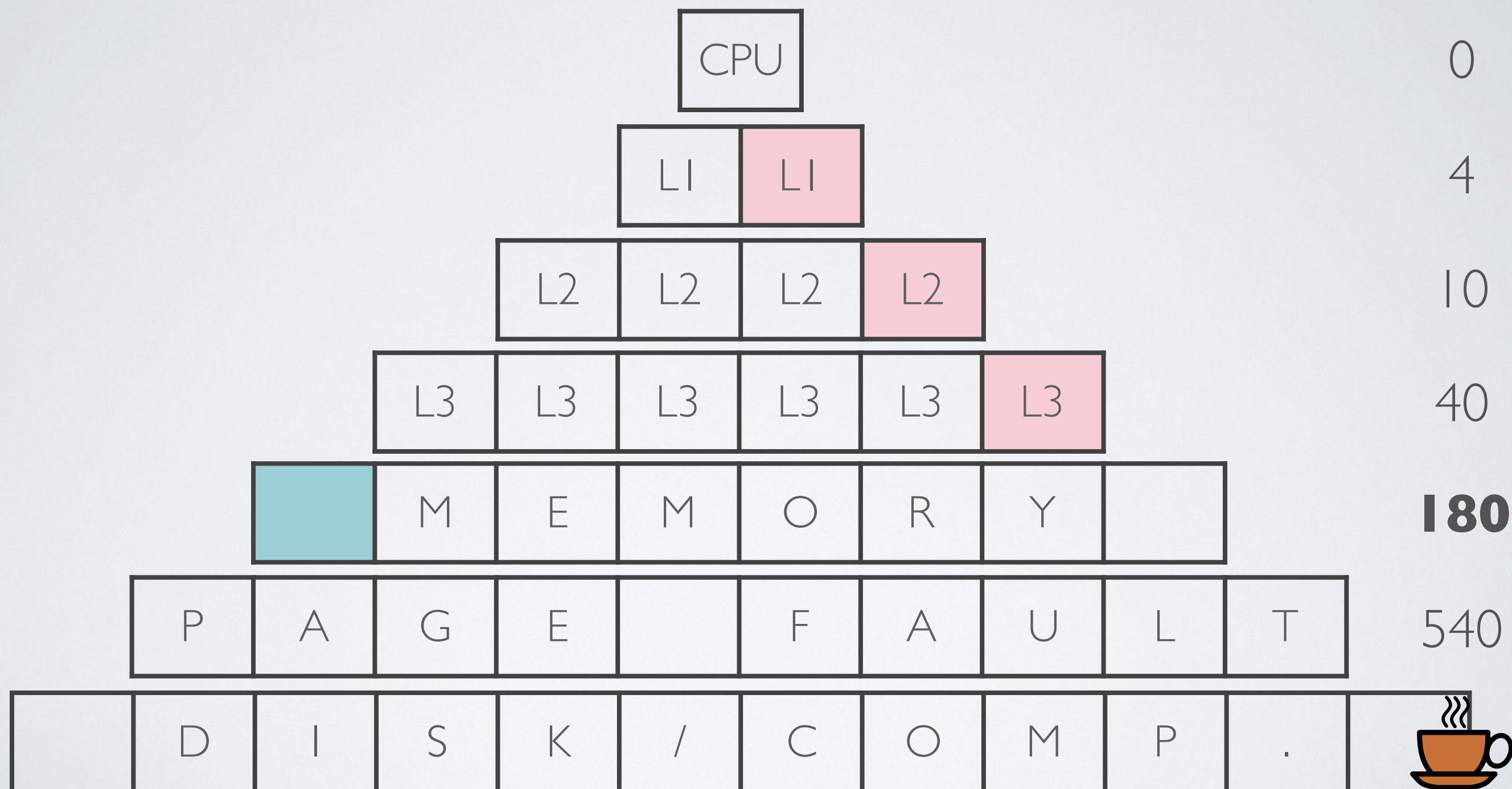
MEMORY MOUNTAIN



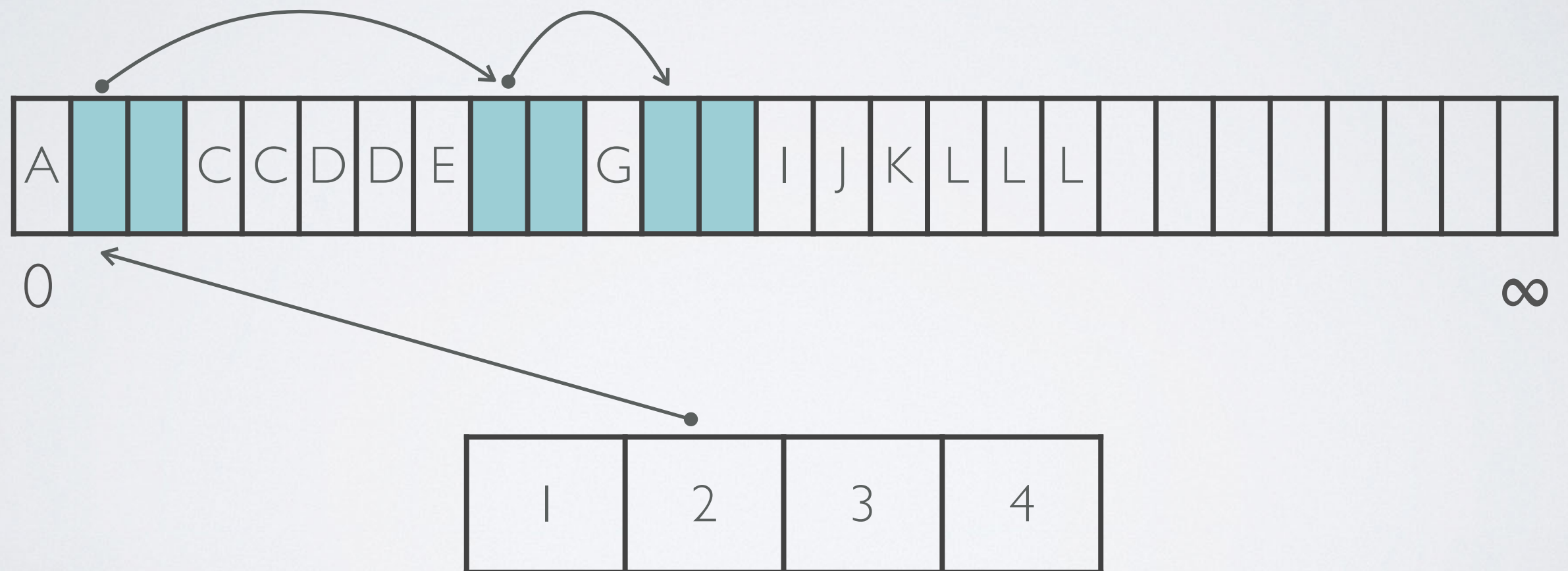
MEMORY MOUNTAIN



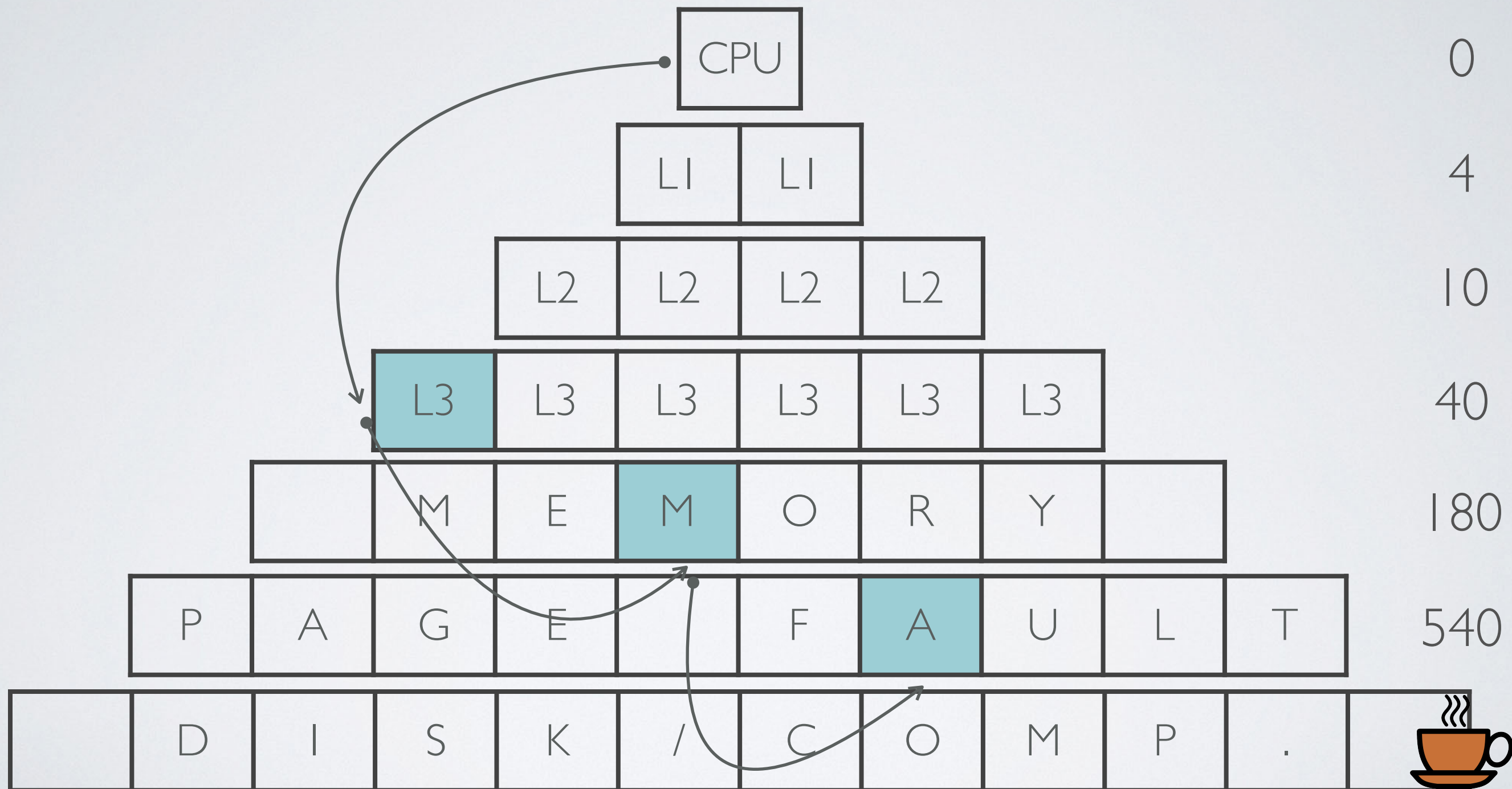
MEMORY MOUNTAIN



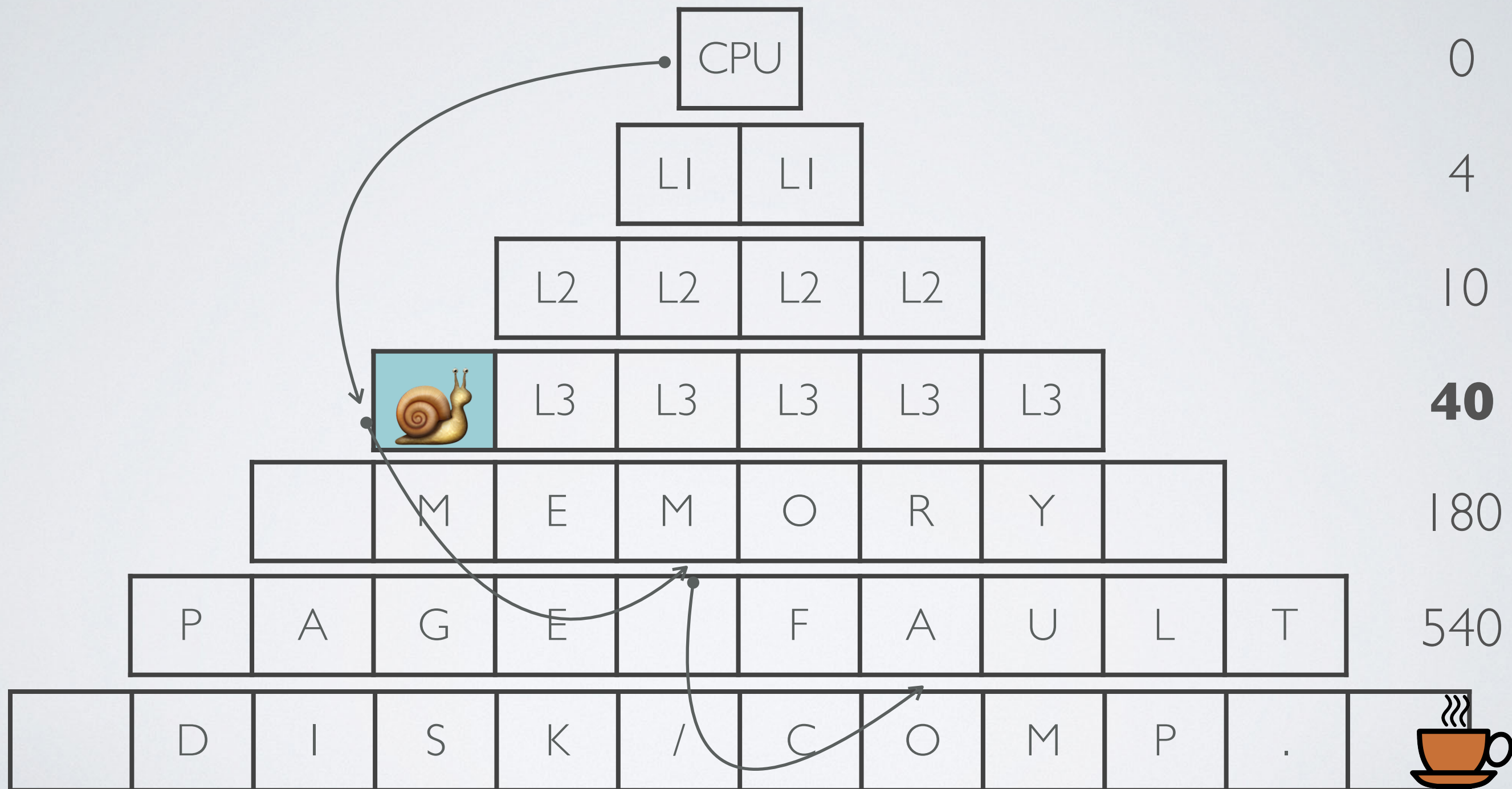
FREE LISTS



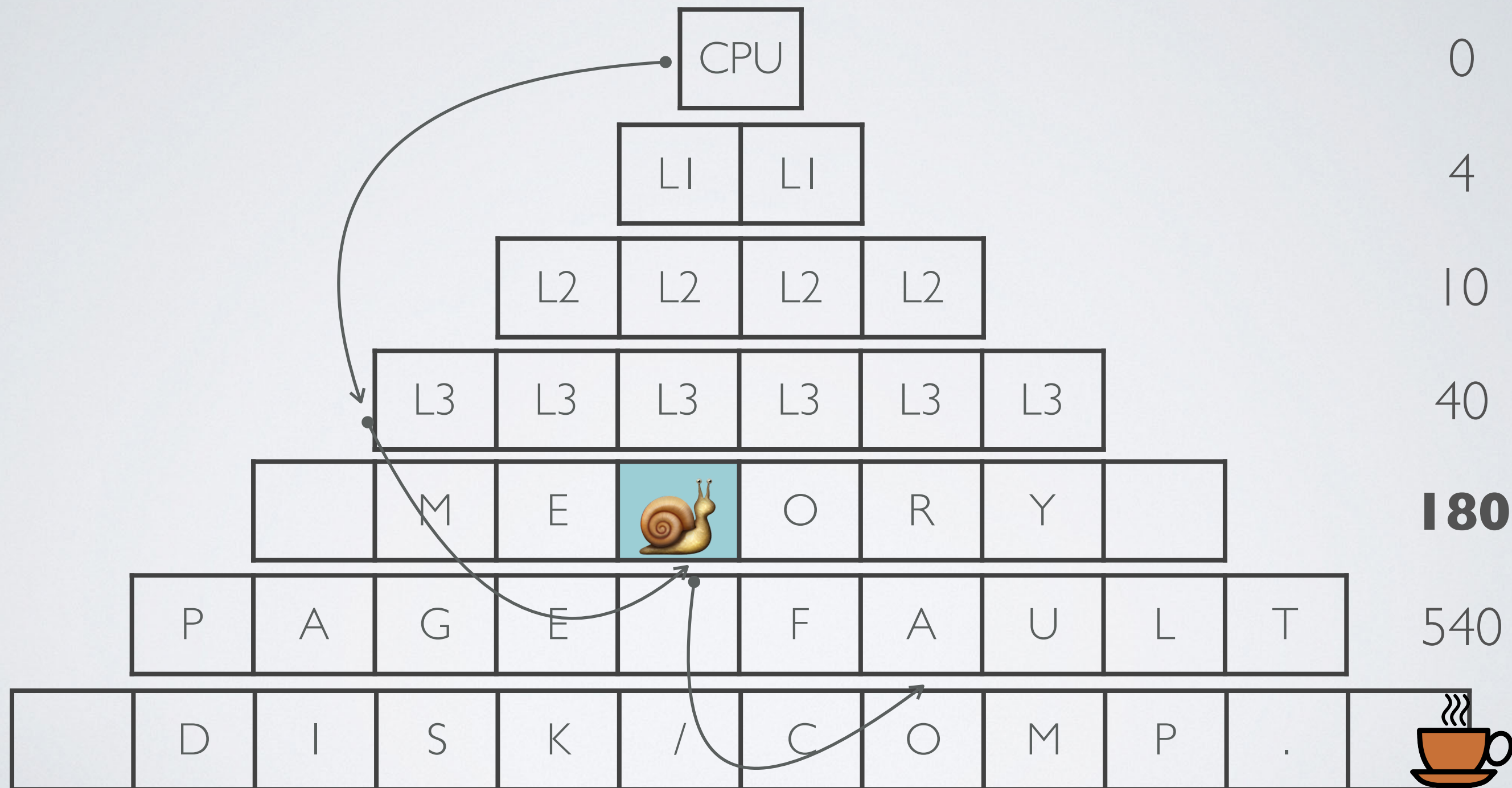
FREE LISTS



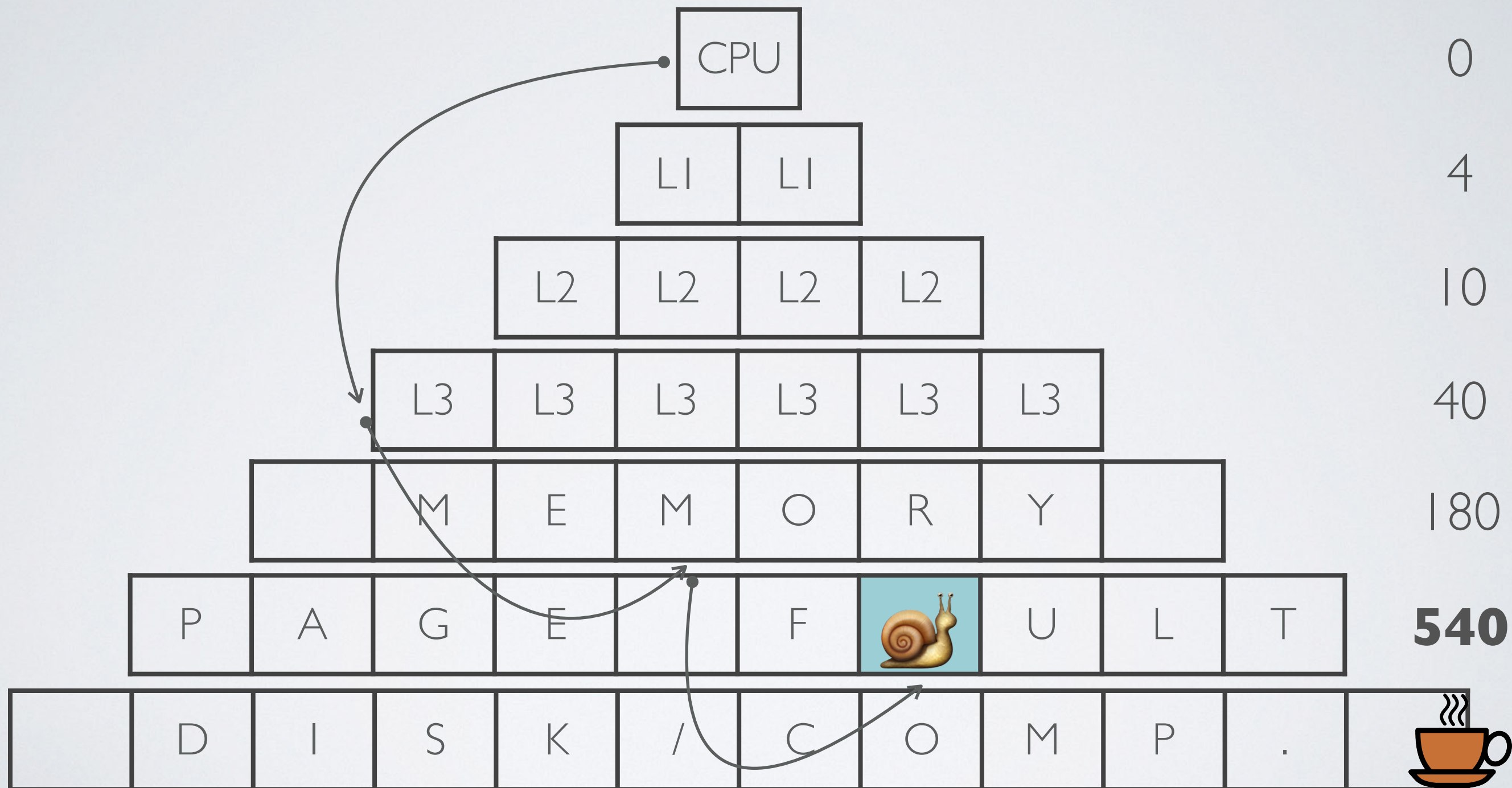
FREE LISTS



FREE LISTS



FREE LISTS



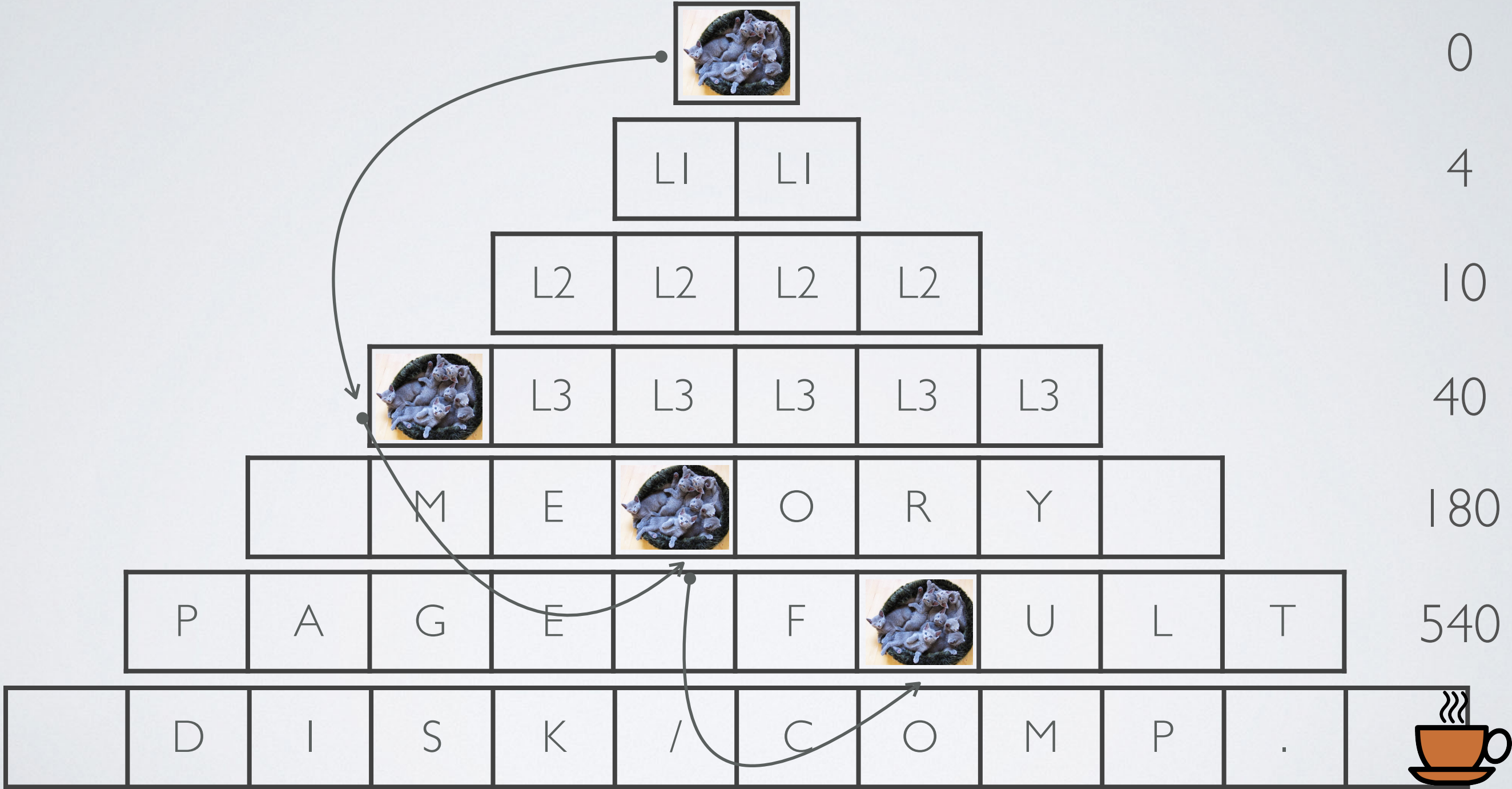
GARBAGE COLLECTION



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BMALLOC

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BMALLOC



LINES



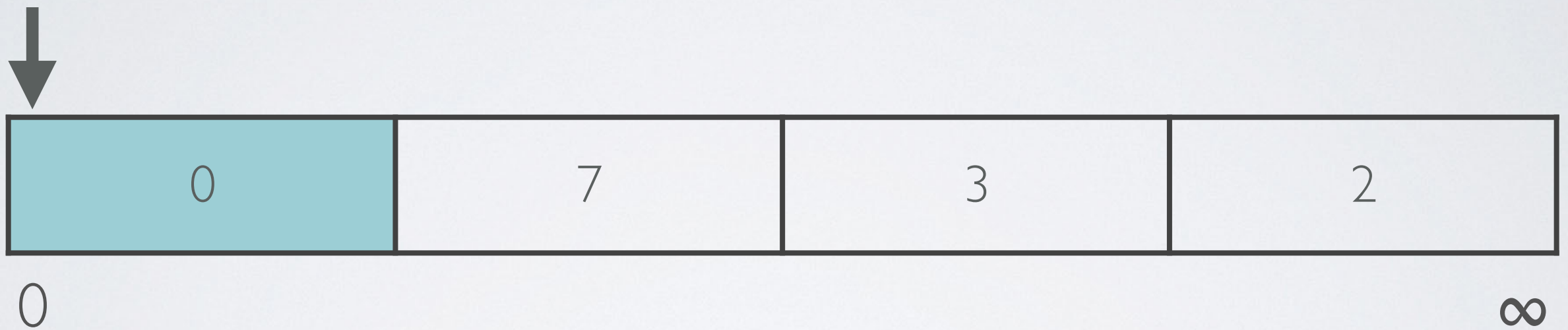
0

∞

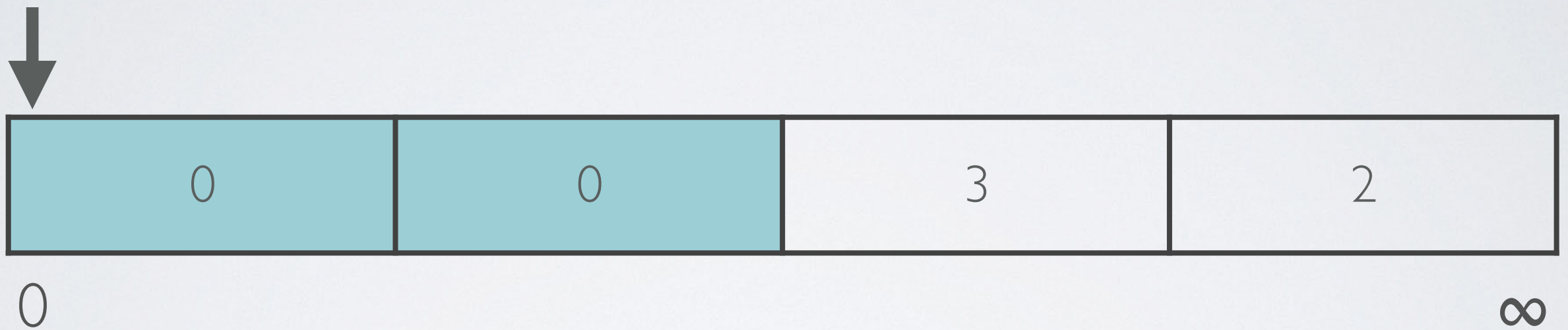
LINES

0	7	3	2
0			∞

LINES



LINES



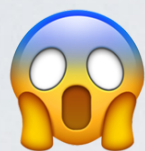
“But what about the crumbs?!”

—Everyone ever

CRUMBS



CRUMMY CRUMBS



0

∞

DON'T FEAR THE CRUMBS

DON'T FEAR THE CRUMBS

- Most objects die young

DON'T FEAR THE CRUMBS

- Most objects die young
- Objects allocated together die together

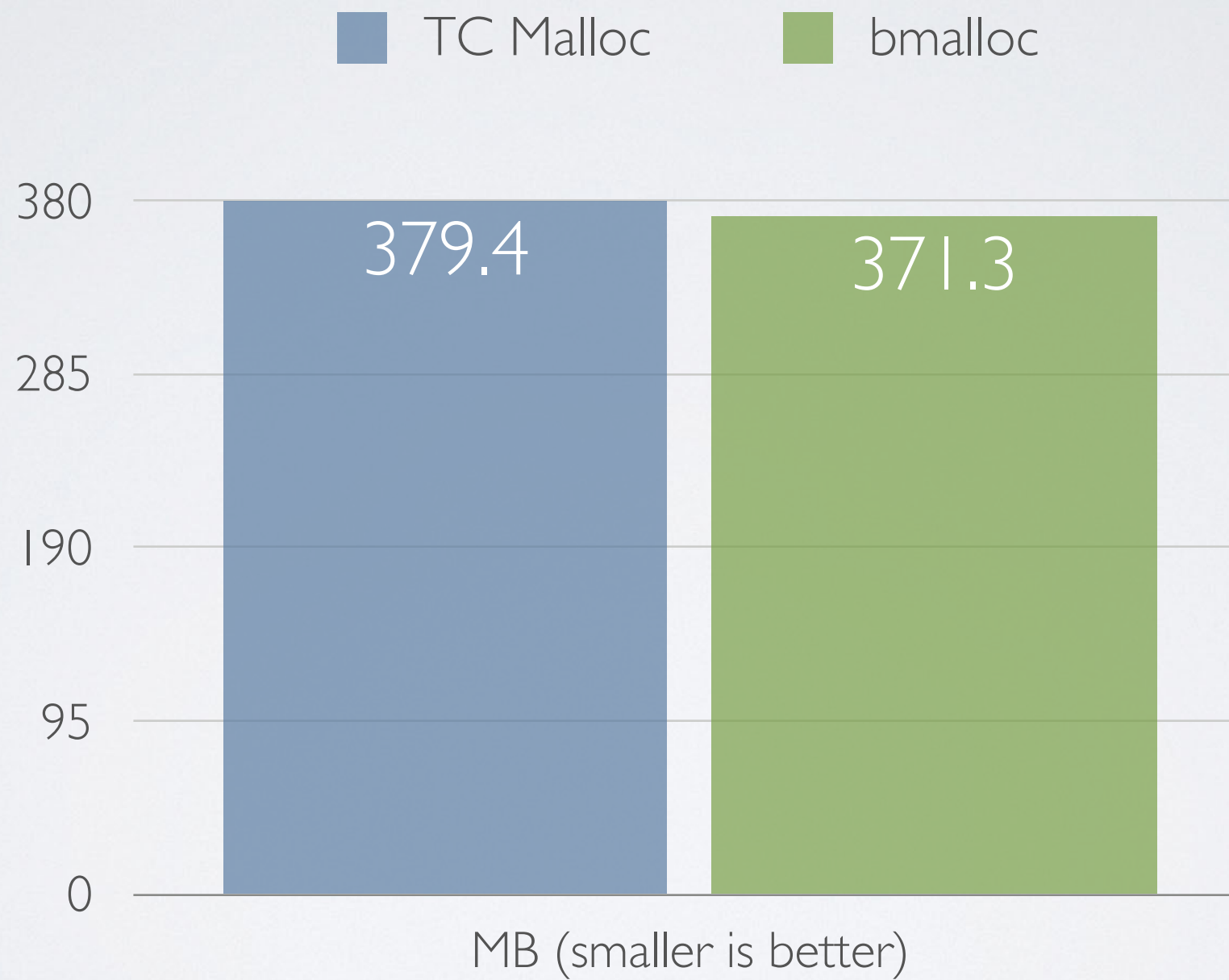
DON'T FEAR THE CRUMBS

- Most objects die young
- Objects allocated together die together
- Objects of the same type die together

DON'T FEAR THE CRUMBS

- Most objects die young
- Objects allocated together die together
- Objects of the same type die together
- Large objects matter most

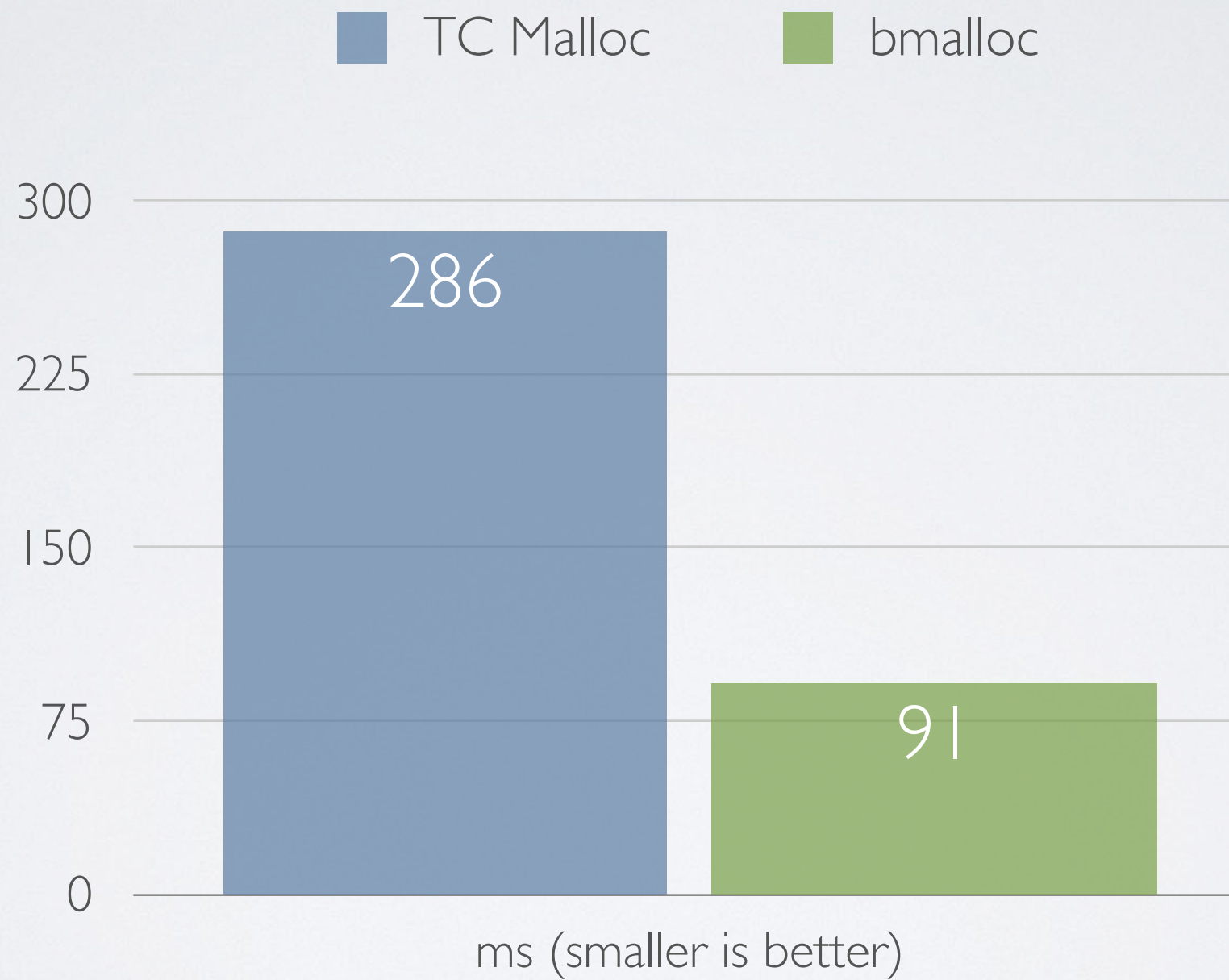
MEMBUSTER “POST”



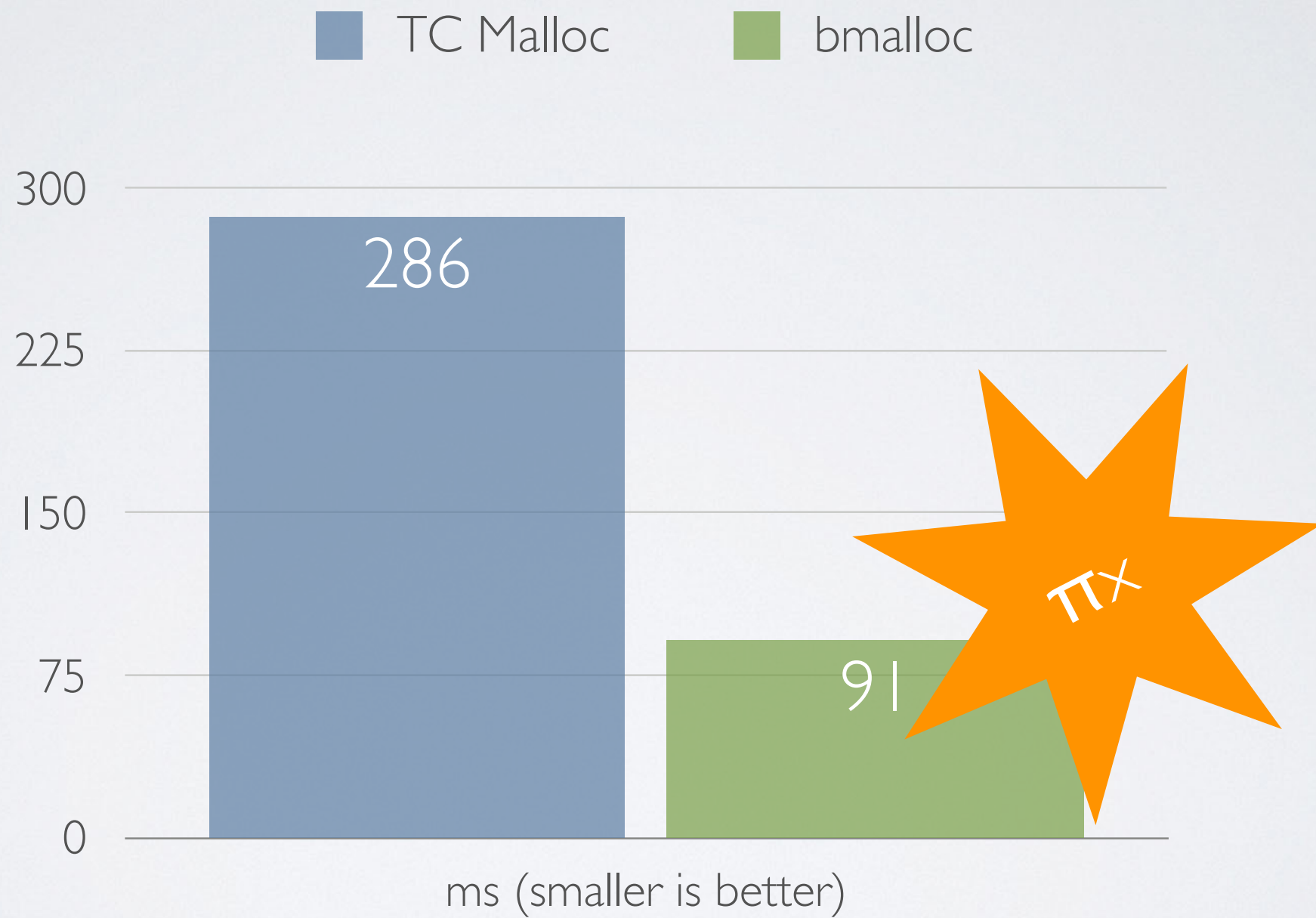
“But what about the **crumbs?!’**”

—andersca

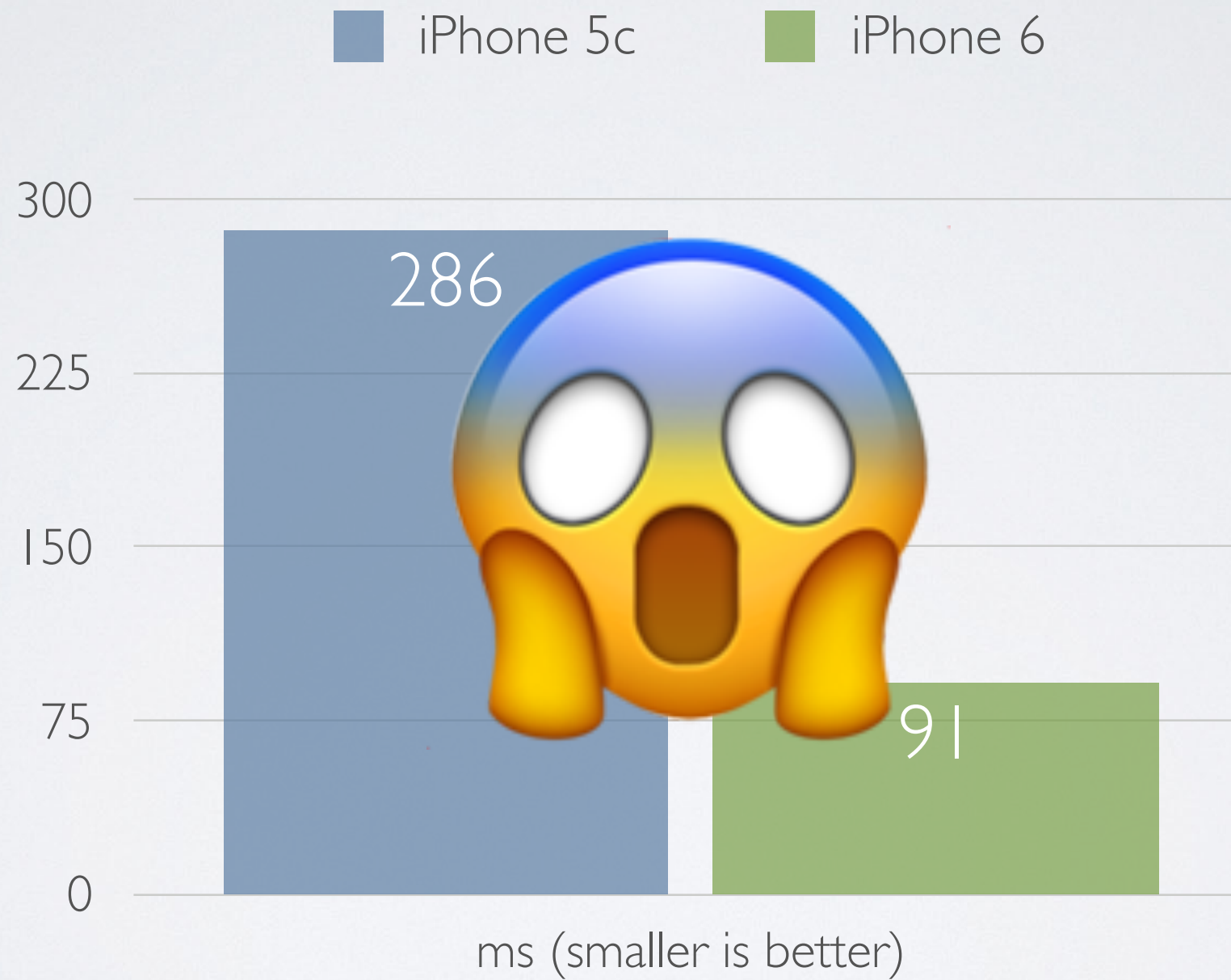
FRAGMENT_ITERATE



FRAGMENT_ITERATE



FRAGMENT_ITERATE



20 MALLOC BENCHMARKS

- churn
- list_allocate
- tree_allocate
- tree_churn
- fragment_iterate
- medium
- big
- facebook
- reddit
- flickr
- theverge
- message_one
- message_many
- churn (parallel)
- list_allocate (parallel)
- tree_allocate (parallel)
- tree_churn (parallel)
- fragment_iterate (parallel)
- medium (parallel)
- big (parallel)

20 MALLOC BENCHMARKS

Category	Speedup
reddit	1.65x
Average	2.11x
Max (list_allocate)	4.09x

30 WEBKIT BENCHMARKS

- DOM
- Page load
- JS frameworks
- CSS
- Layout
- Animation
- Parsing
- Window resize

30 WEBKIT BENCHMARKS

Category	Speedup
PLT	1.05x
Average	1.10x
Max (GetElement)	1.43x

DIDN'T WORK

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- Threads

DIDN'T WORK

- Threads
- Atomics

DIDN'T WORK

- Threads
- Atomics
- Regions

DIDN'T WORK

- Threads
- Atomics
- Regions
- Bitvectors

DIDN'T WORK

- Threads
- Atomics
- Regions
- Bitvectors
- Trees

DIDN'T WORK

- Threads
- Atomics
- Regions
- Bitvectors
- Trees
- Sorting

DIDN'T WORK

- Threads
- Atomics
- Regions
- Bitvectors
- Trees
- Sorting
- Hashing

NEXT STEPS

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- Remove all the allocators!

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- Remove all the allocators!
- System tools

NEXT STEPS

- Remove all the allocators!
- System tools
- Moar clients

NEXT STEPS

- Remove all the allocators!
- System tools
- Moar clients
- Poor locality is a fixable bug

Agenda

- ~~Introduction~~
- ~~JavaScriptCore~~
- ~~Efficient Mark-Sweep~~
 - *30 minute break*
- ~~Concurrent GC~~
- ~~bmalloc~~
- WTF::Lock