

Garter

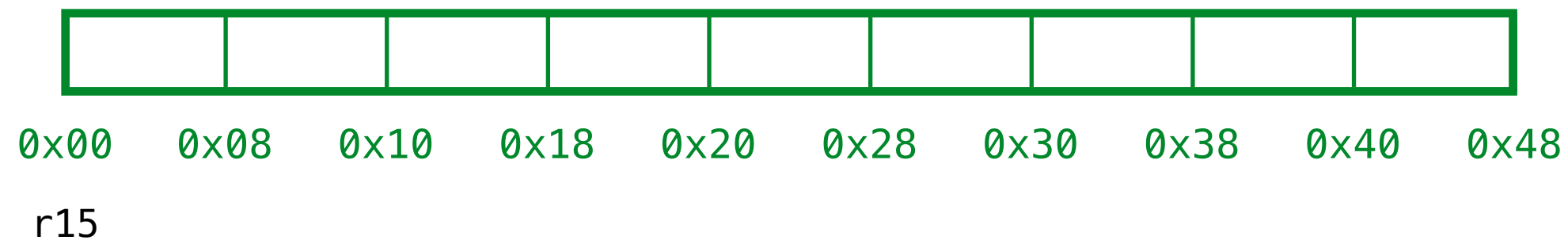
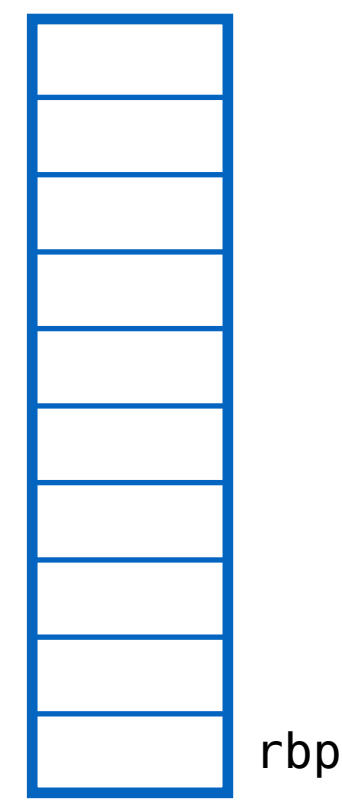
Garbage Collection

Garter / GC

Example 1

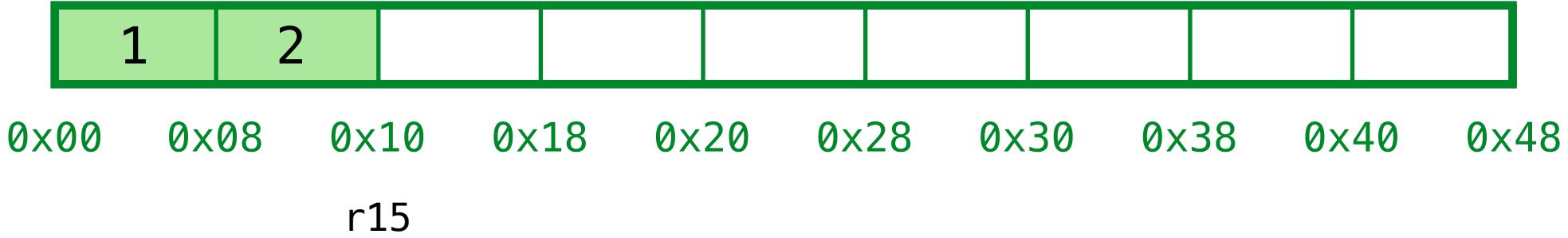
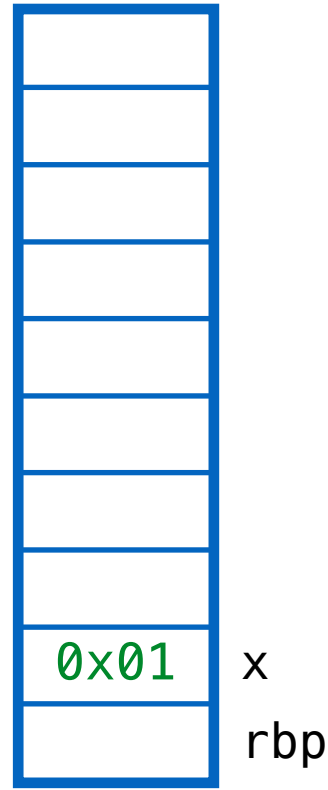
ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
  (p0, p1)
```



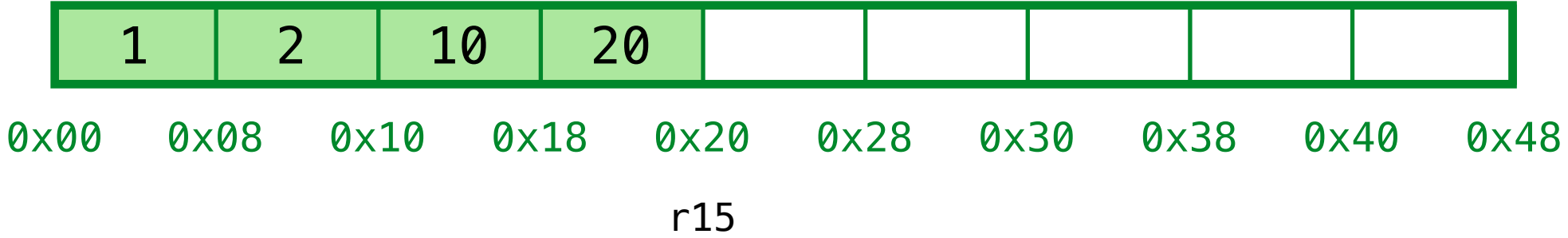
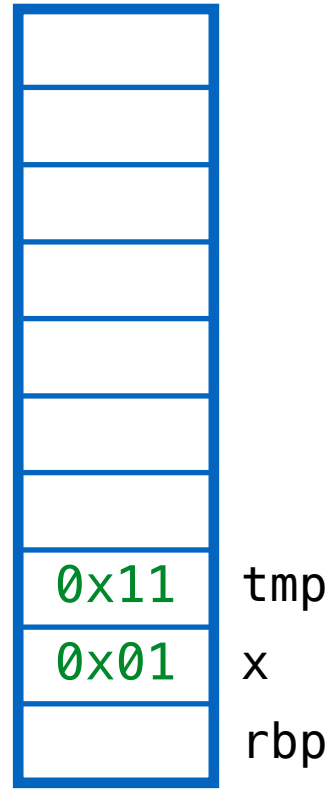
ex1: garbage at end

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  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
  (p0, p1)
```



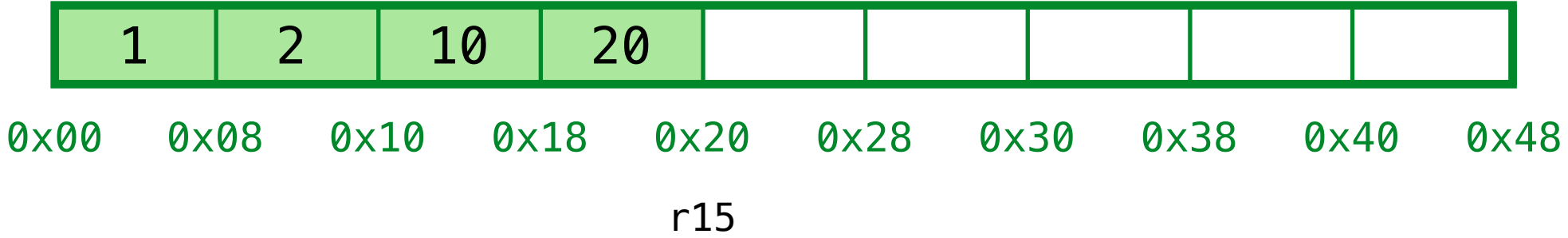
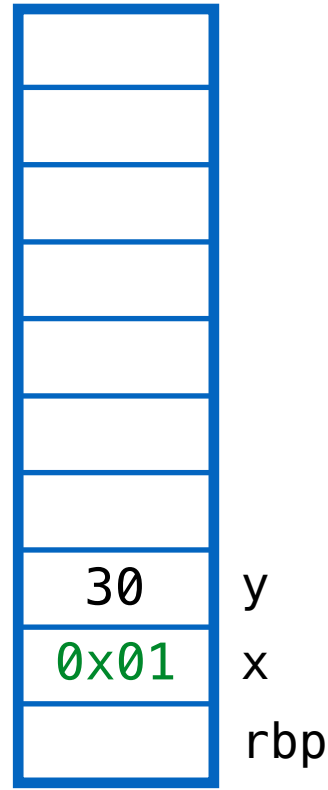
ex1: garbage at end

```
let x  = (1, 2)
  , y  = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
  (p0, p1)
```



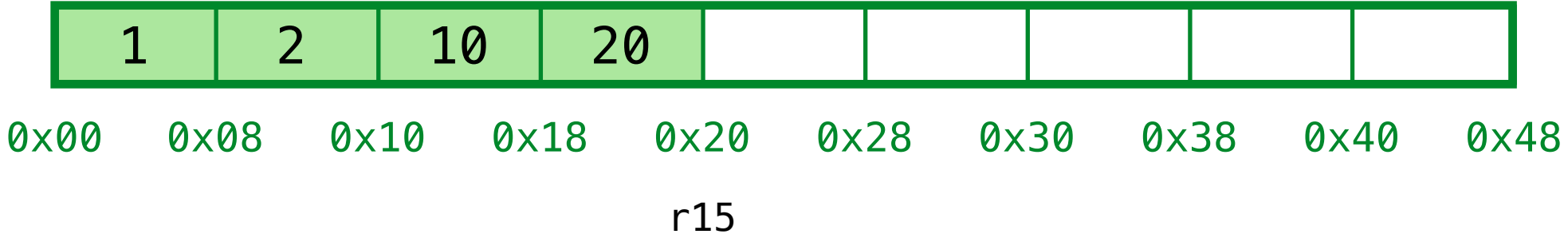
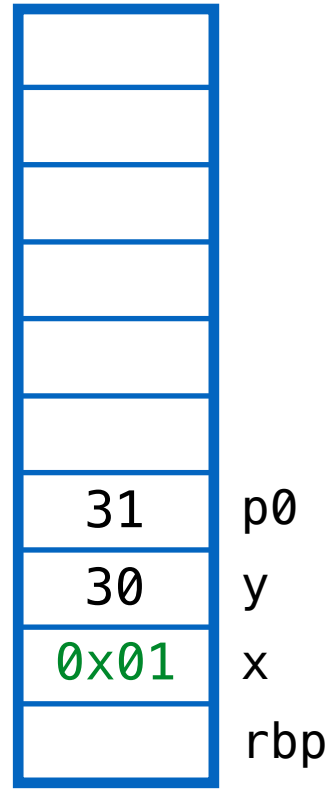
ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
  (p0, p1)
```



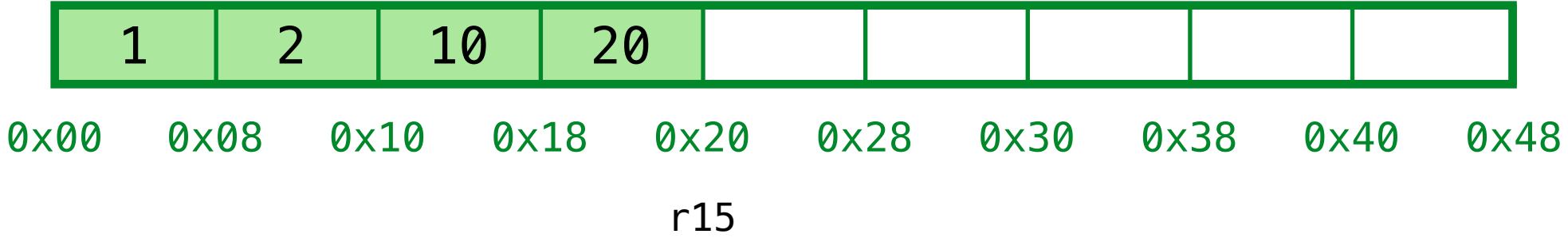
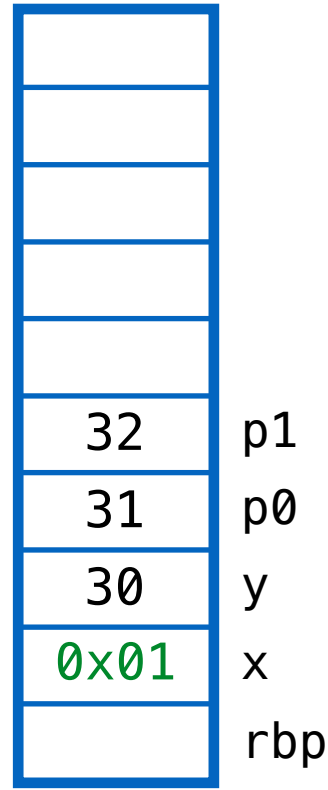
ex1: garbage at end

```
let x  = (1, 2)
    , y = let tmp = (10, 20)
           in tmp[0] + tmp[1]
    , p0 = x[0] + y
    , p1 = x[1] + y
in
  (p0, p1)
```



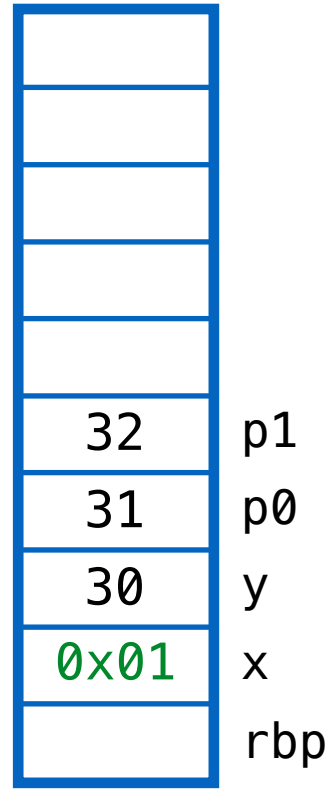
ex1: garbage at end

```
let x  = (1, 2)
  , y  = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
  (p0, p1)
```

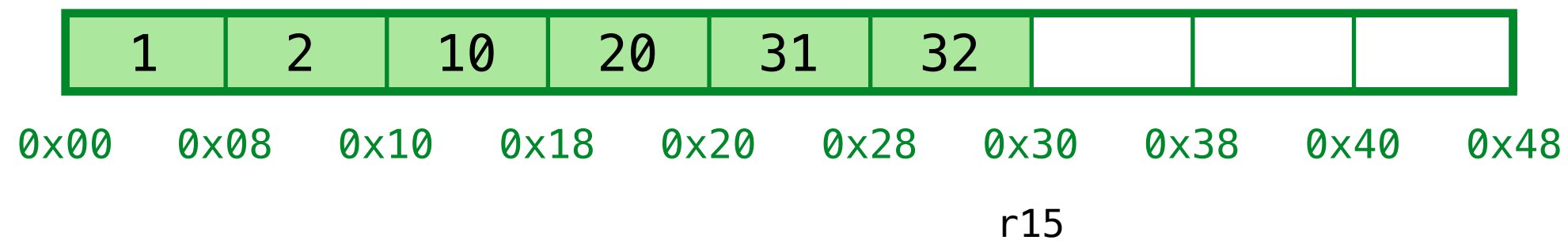


ex1: garbage at end

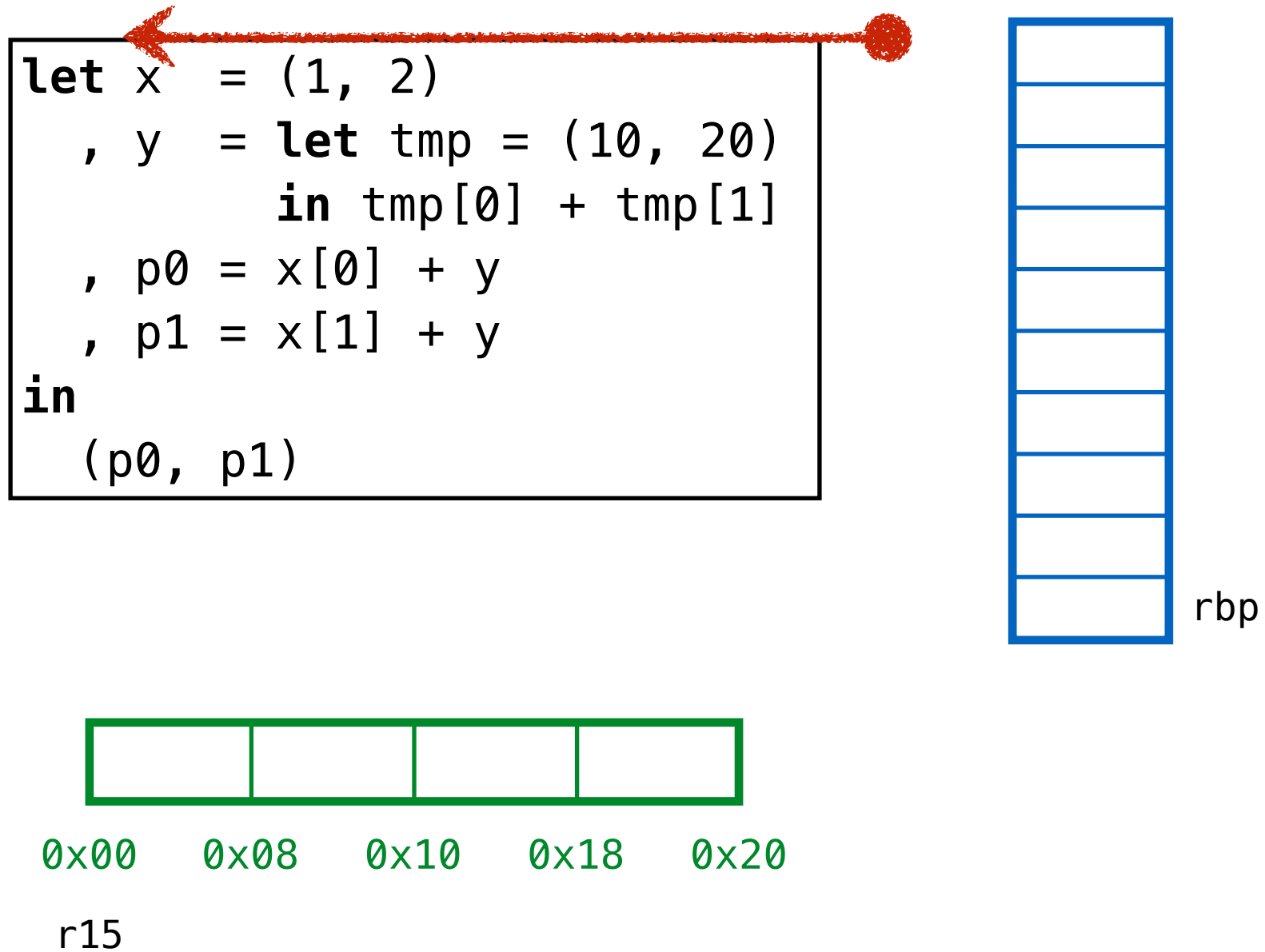
```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
  (p0, p1)
```



Result (rax) = 0x21



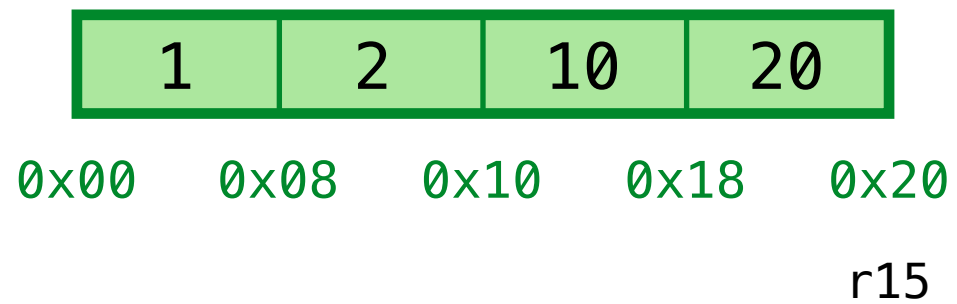
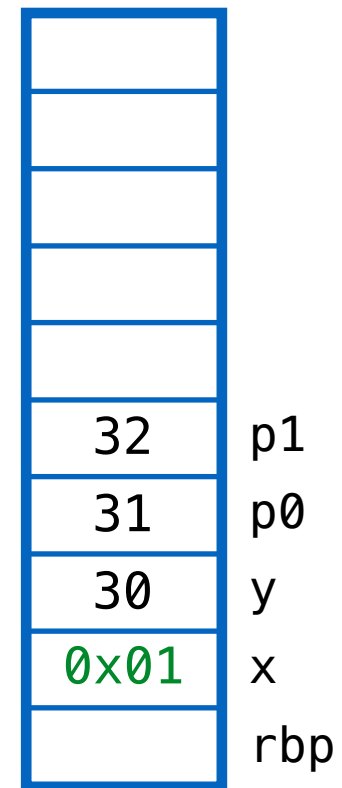
ex1: garbage at end



Suppose we had a smaller, 4-word heap

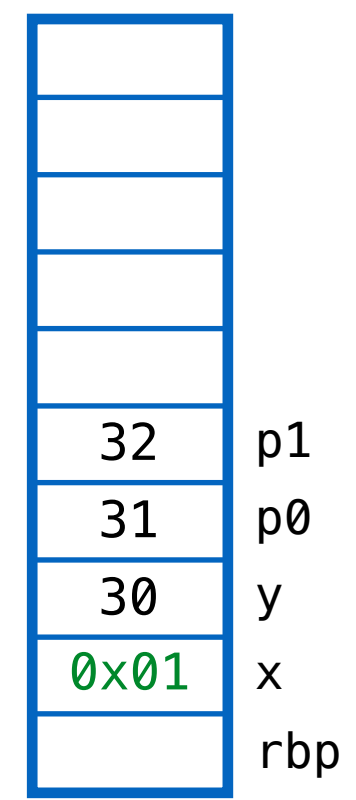
ex1: garbage at end

```
let x  = (1, 2)
    , y = let tmp = (10, 20)
           in tmp[0] + tmp[1]
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```

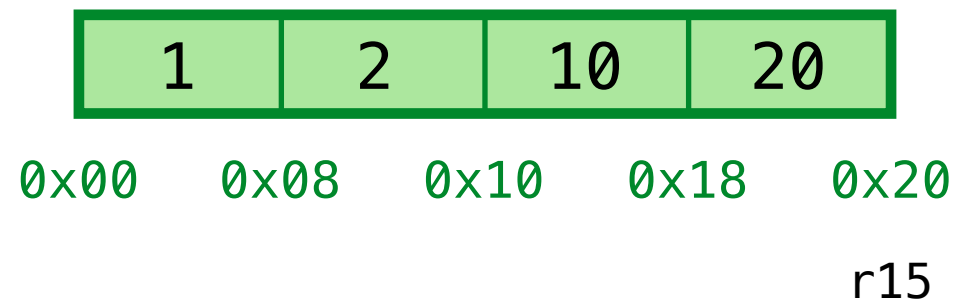


ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in (p0, p1)
```



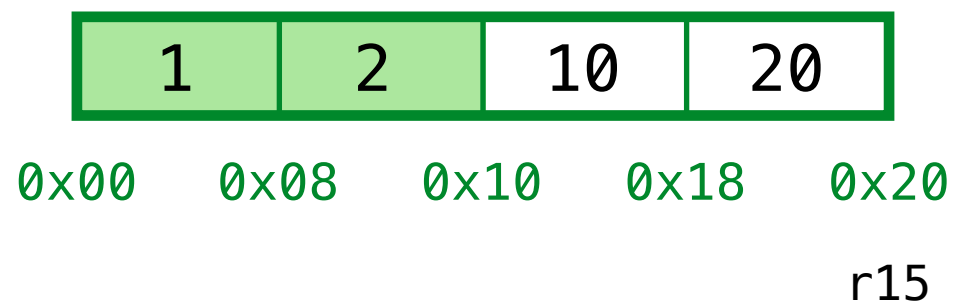
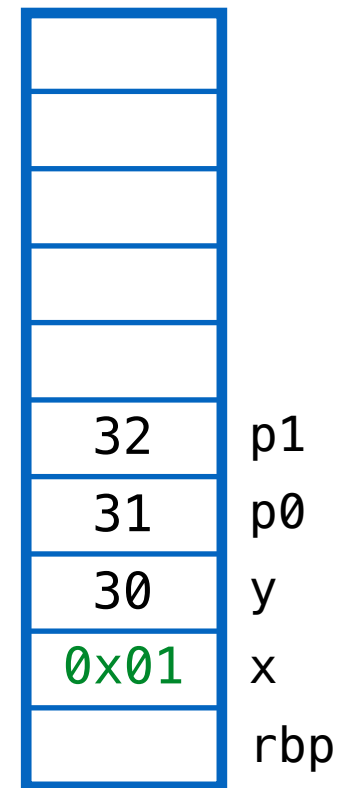
Out of memory!
Can't allocate (p0, p1)



ex1: garbage at end

```
let x = (1, 2)
    , y = let tmp = (10, 20)
           in tmp[0] + tmp[1]
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```

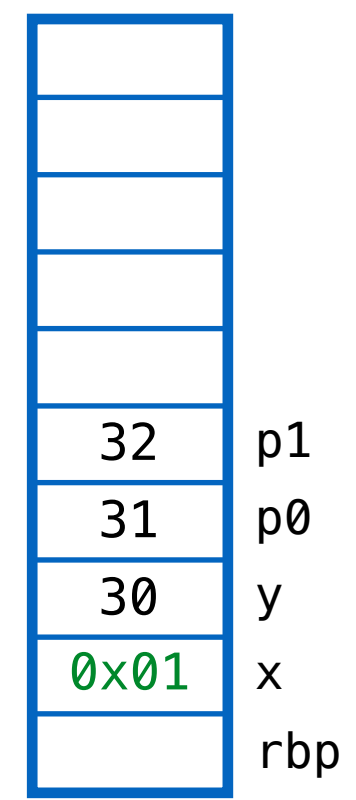
(10, 20) is “garbage”



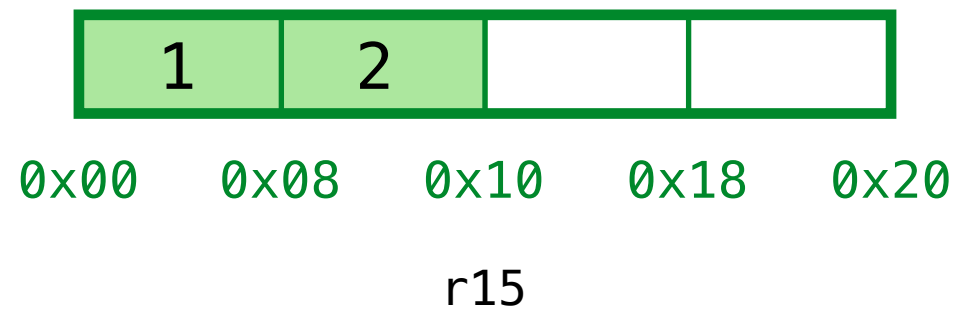
Q: How to determine if cell is garbage?

ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in (p0, p1)
```

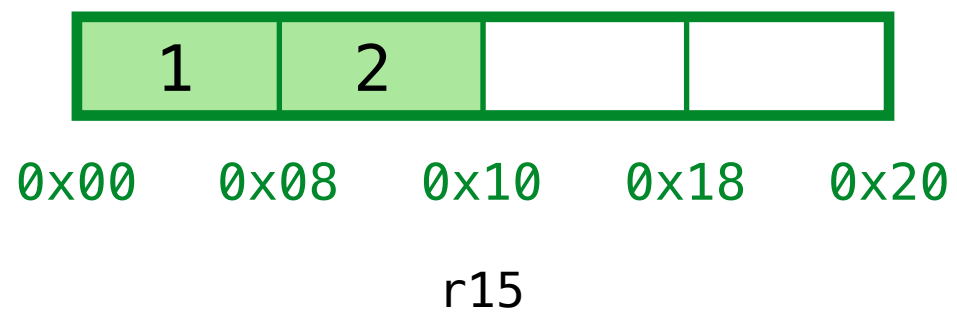
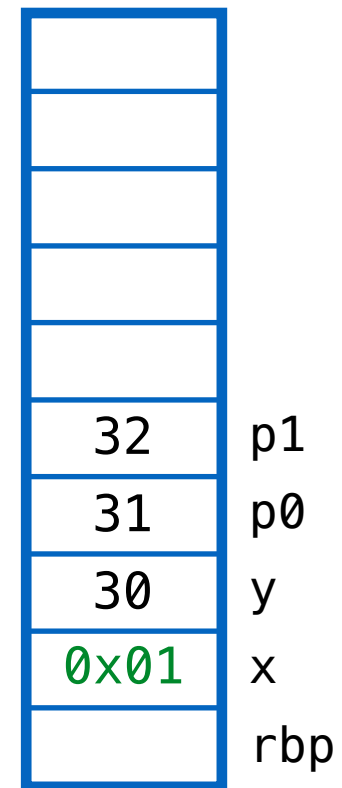


(10, 20) is "garbage"



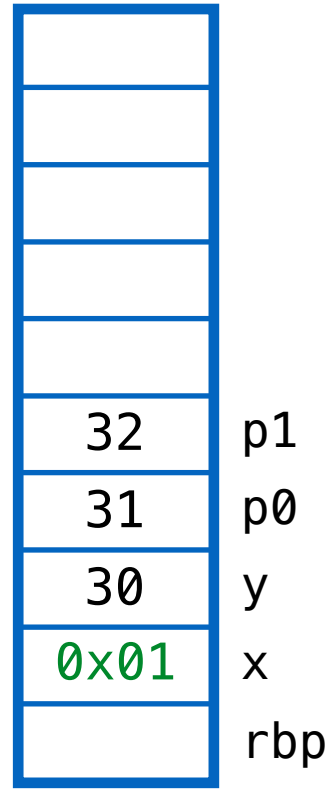
ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in (p0, p1)
```

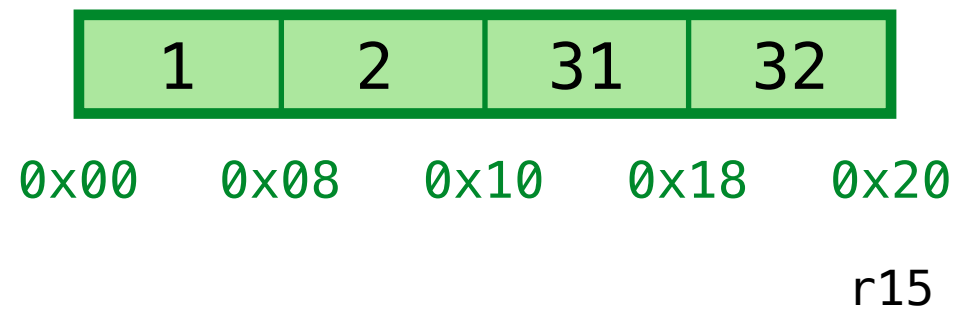


ex1: garbage at end

```
let x = (1, 2)
  , y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
  , p0 = x[0] + y
  , p1 = x[1] + y
in
  (p0, p1)
```



Result (rax) = 0x11

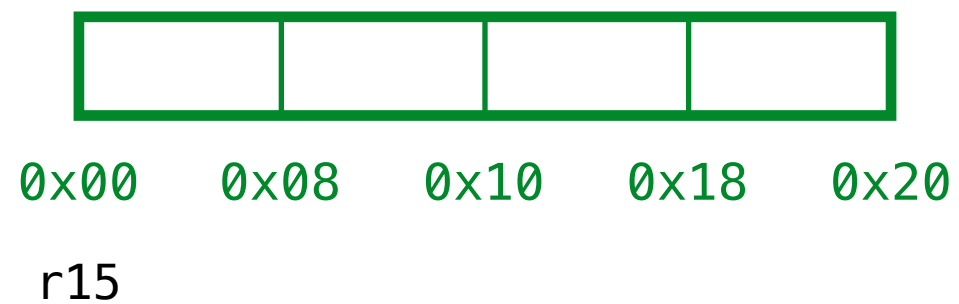
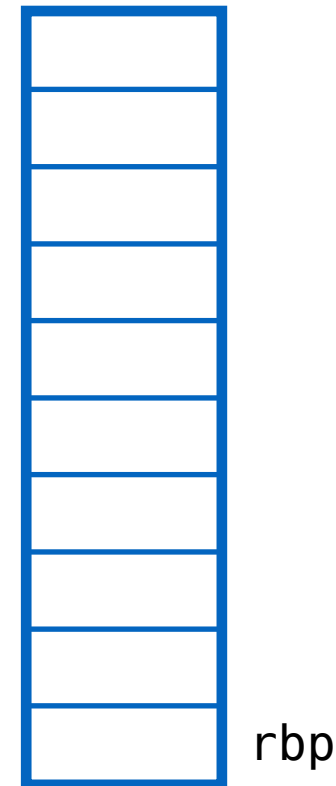


Garter / GC

Example 2

ex2: garbage in the middle

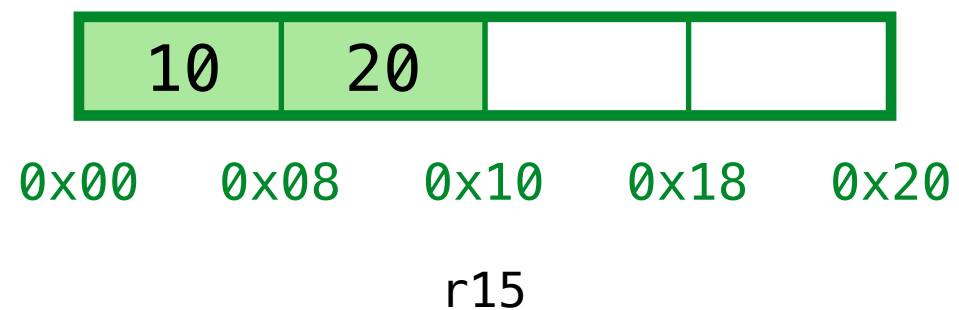
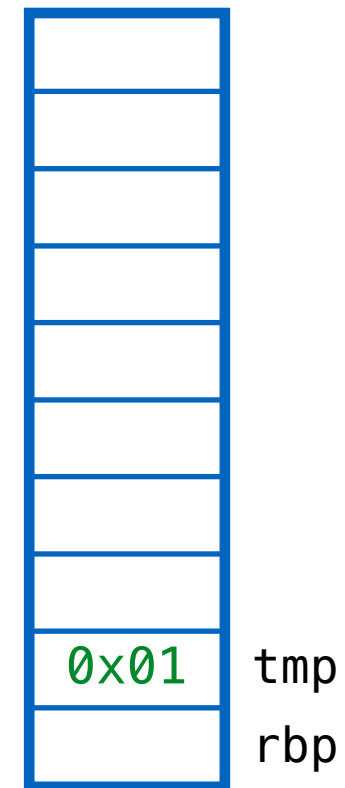
```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in
    (p0, p1)
```



Start with a 4-word heap

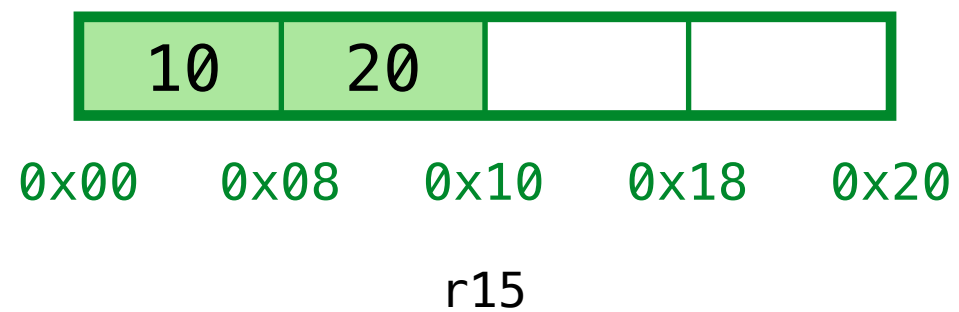
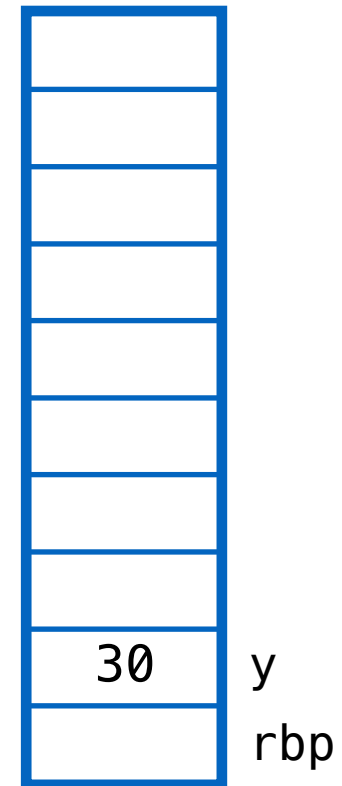
ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in
    (p0, p1)
```



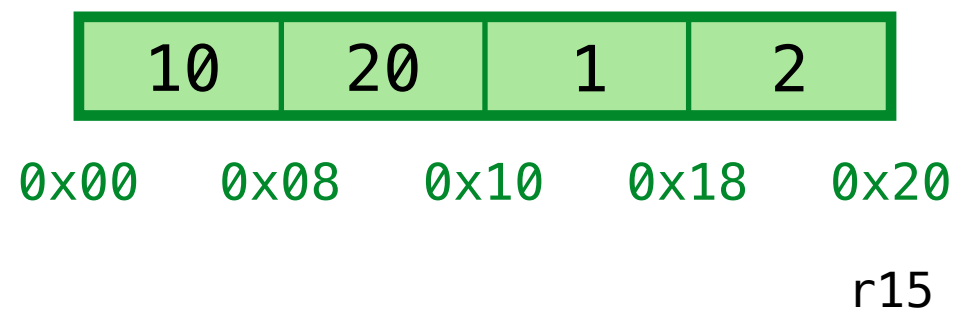
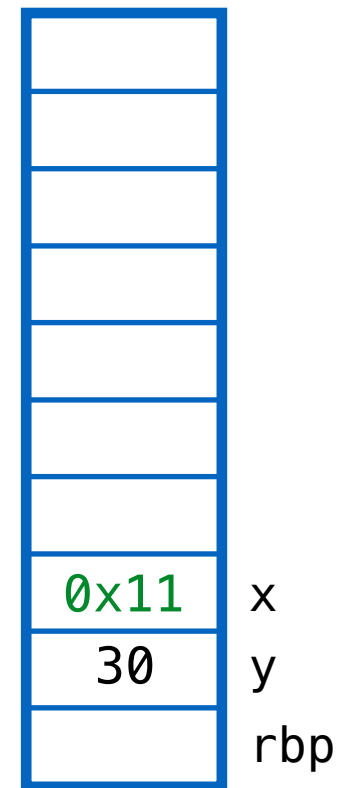
ex2: garbage in the middle

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let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in
(p0, p1)
```



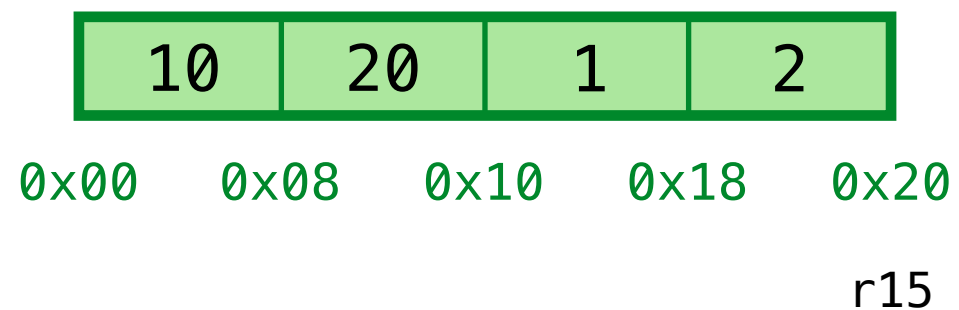
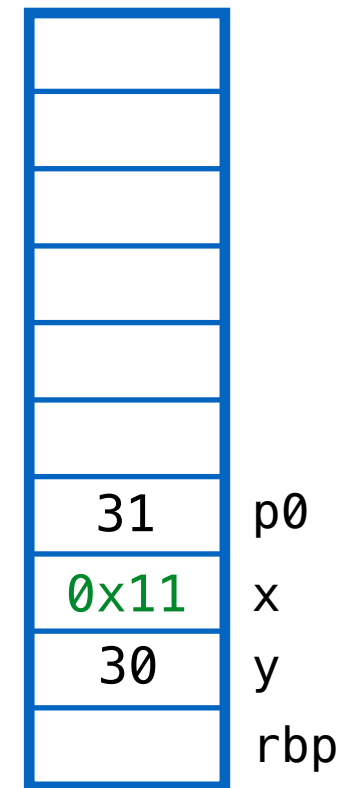
ex2: garbage in the middle

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let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in
  (p0, p1)
```



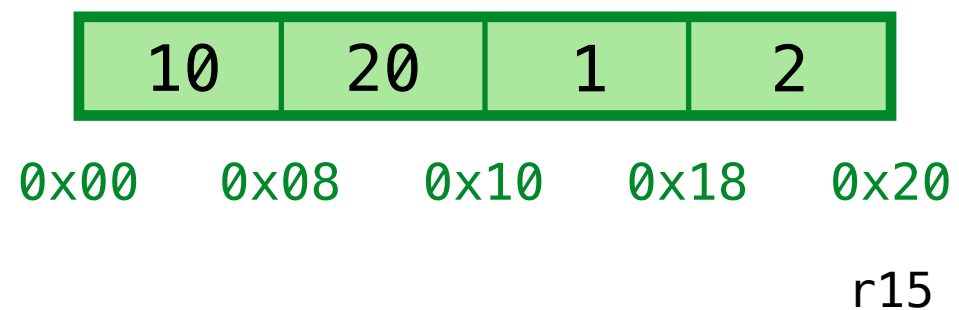
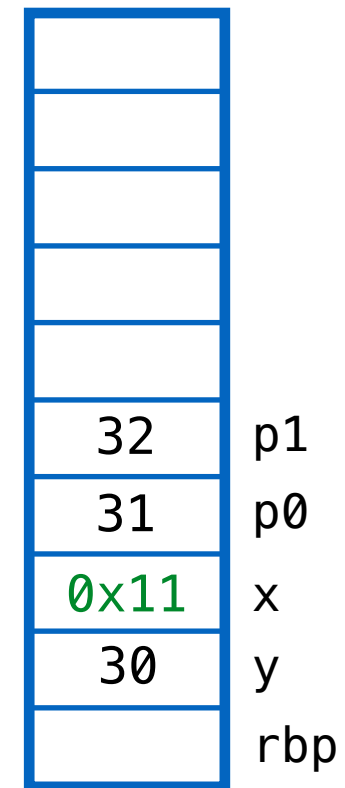
ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in
    (p0, p1)
```



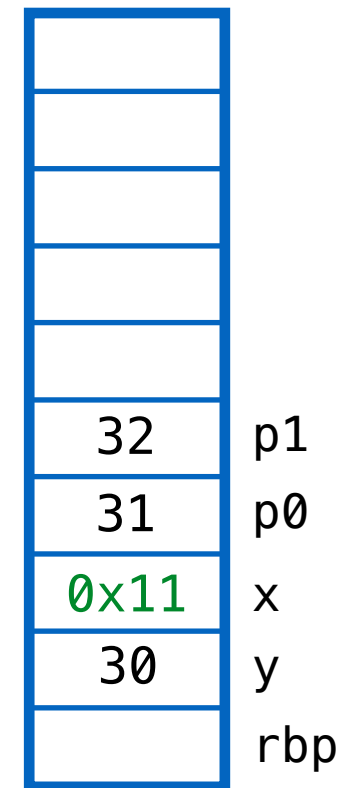
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    , p1 = x[1] + y
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```

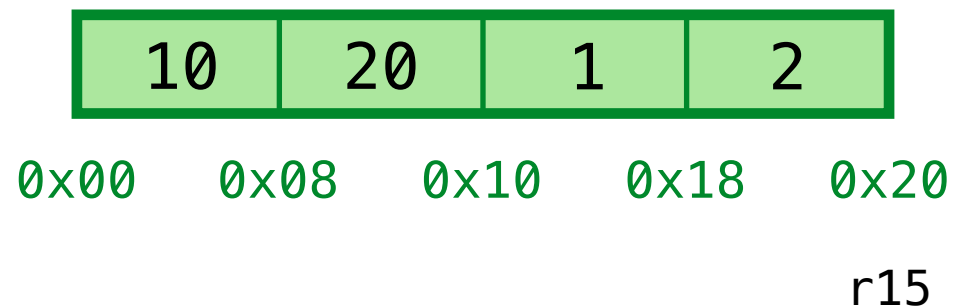


ex2: garbage in the middle

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        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```

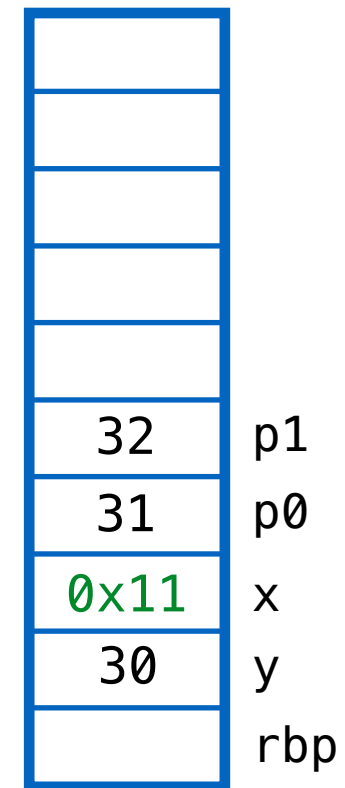


Out of memory!
Can't allocate (p0, p1)

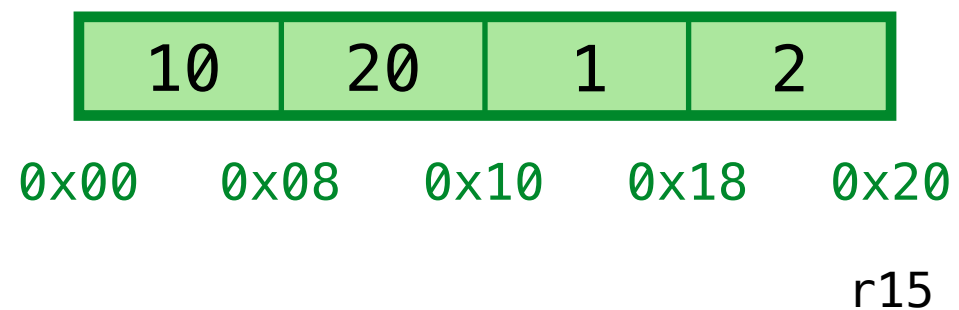


ex2: garbage in the middle

```
let y = let tmp = (10, 20)
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    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```

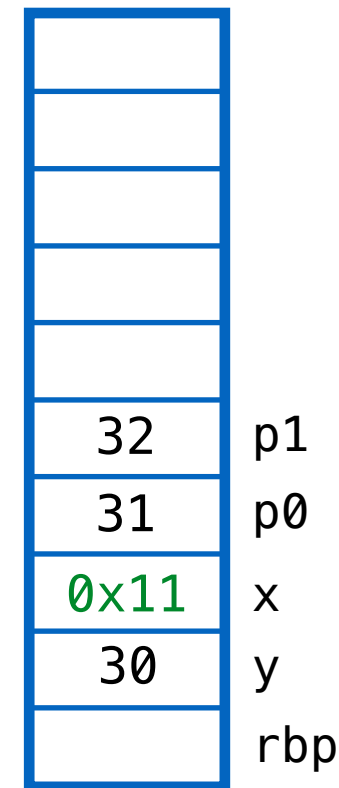


Lets reclaim & recycle garbage!

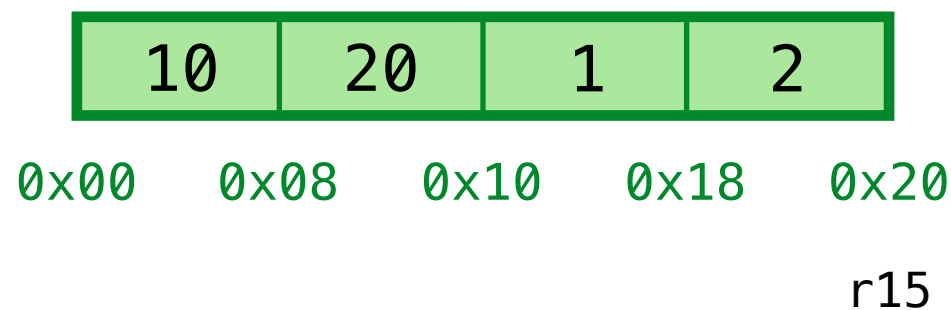


ex2: garbage in the middle

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    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

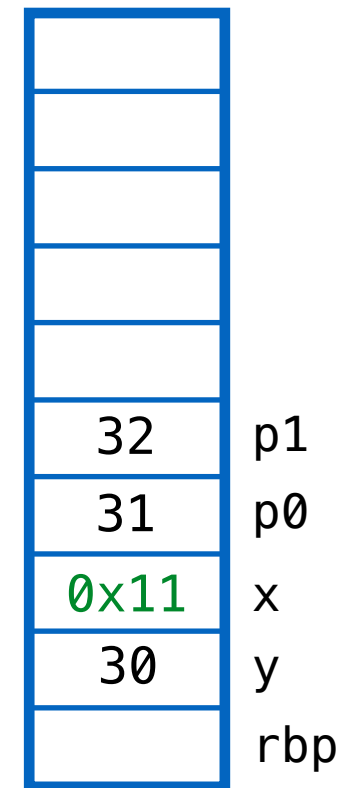


QUIZ: Which cells are garbage?

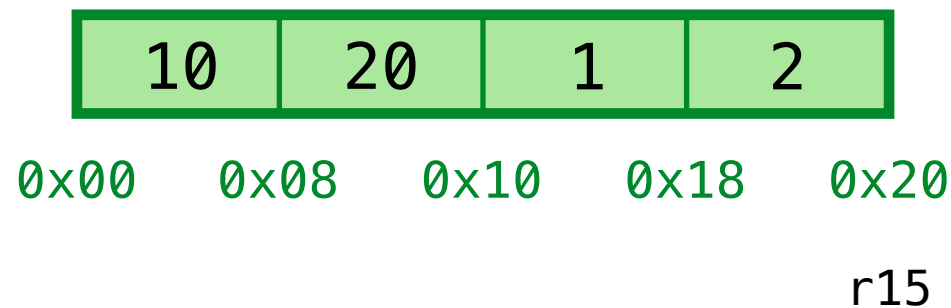
(A) 0x00, 0x08 (B) 0x08, 0x10 (C) 0x18, 0x20 (D) None (E) All

ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

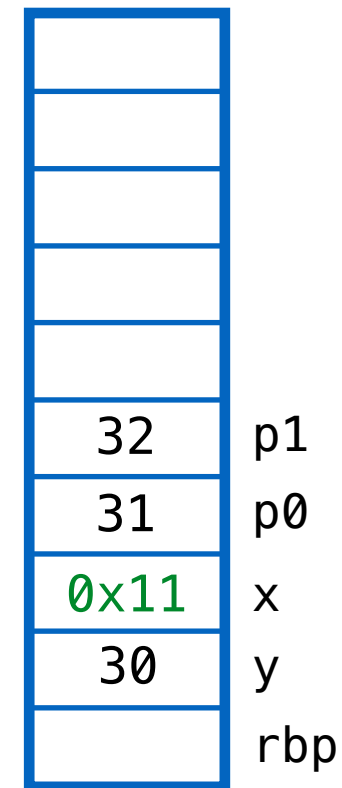


QUIZ: Which cells are garbage?

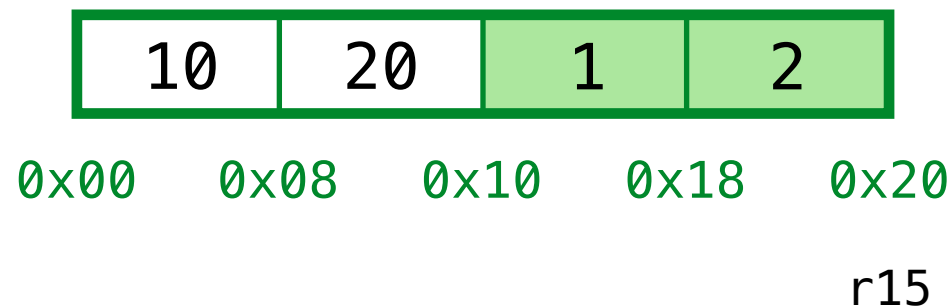
Those that are *not reachable from stack*

ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

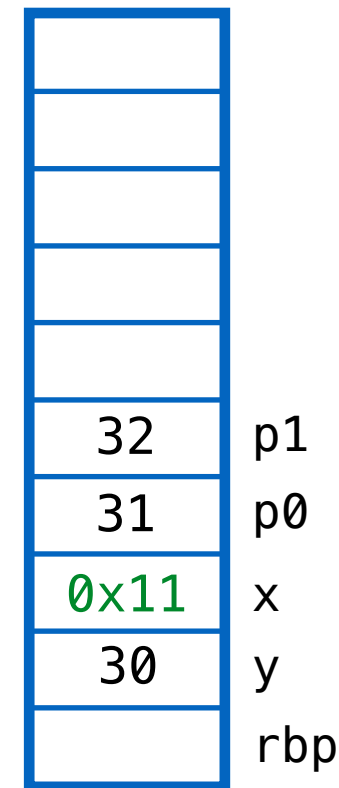


QUIZ: Which cells are garbage?

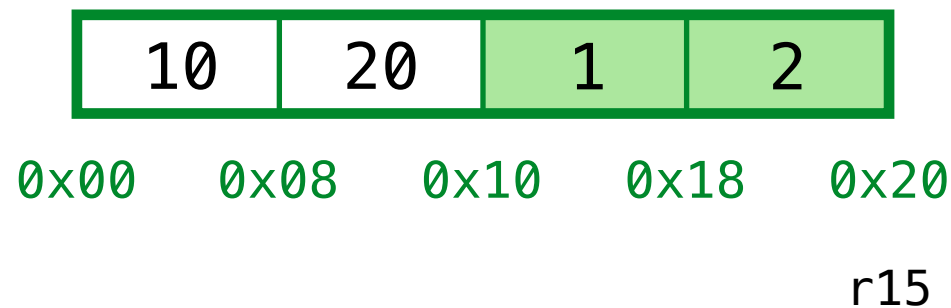
Those that are *not reachable from stack*

ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

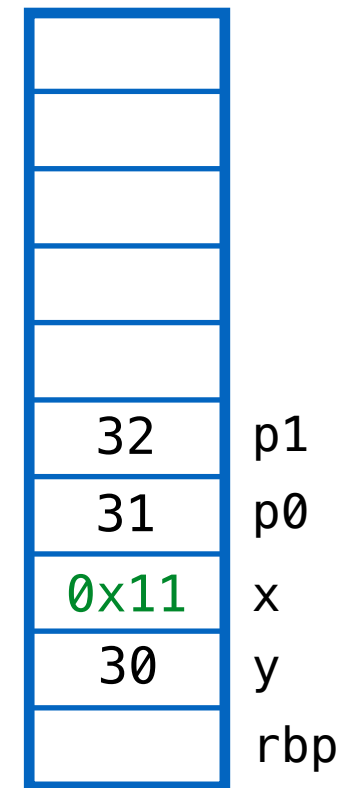


Q: How to reclaim space?

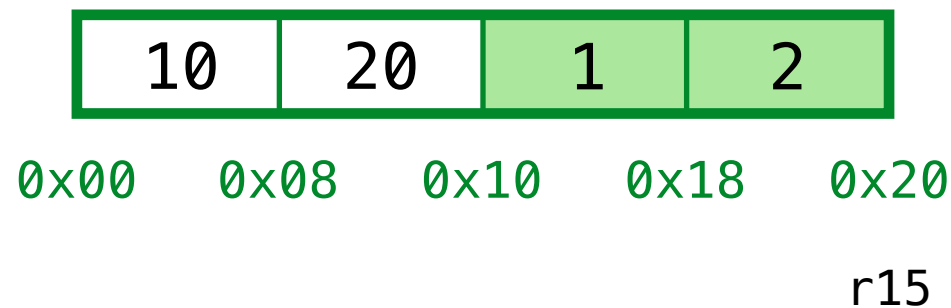
Why is it not enough to rewind r15?

ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

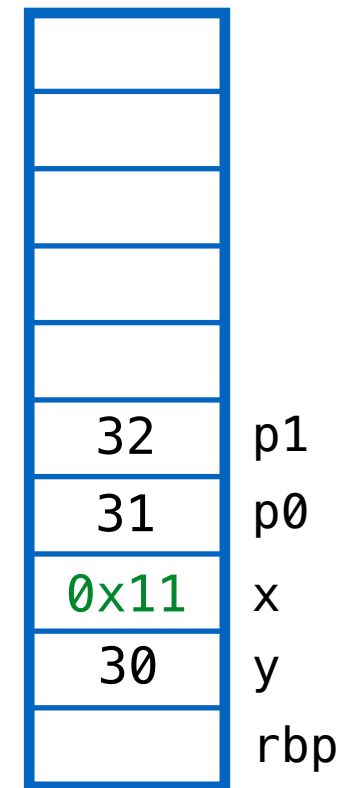


Why is it not enough to rewind **r15**?

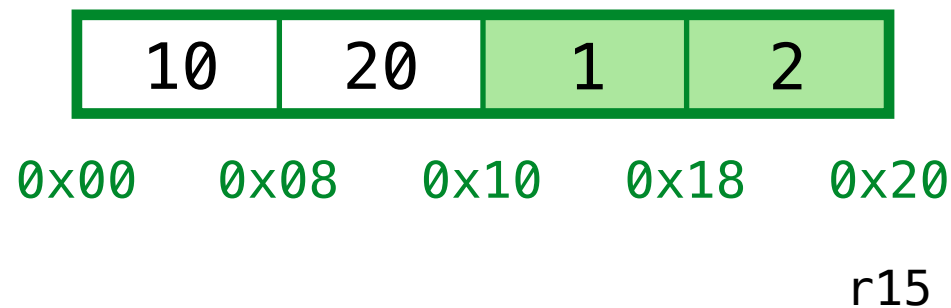
Want free space to be *contiguous* (i.e. go to end of heap)

ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

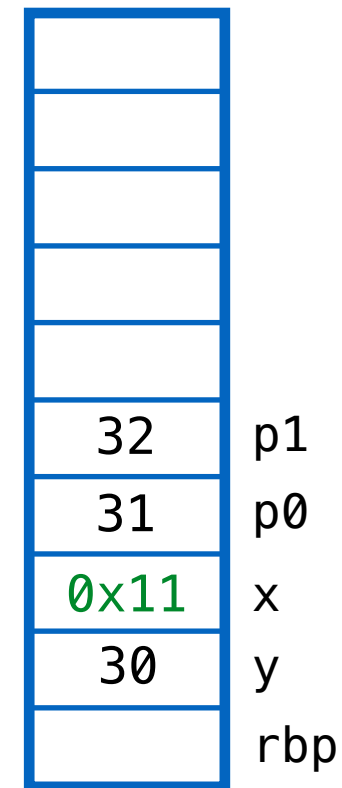


Solution: Compaction

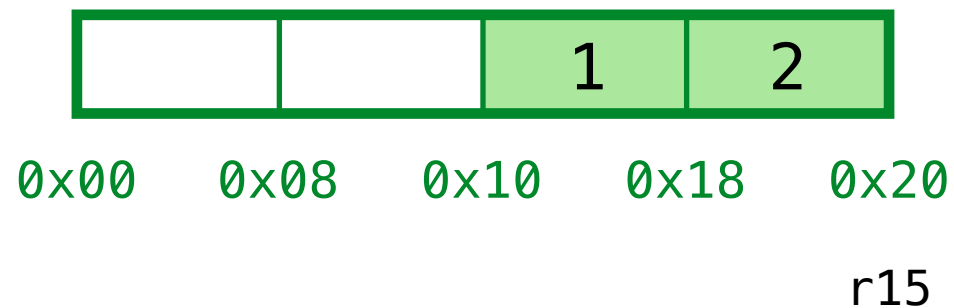
Copy “live” cells into “garbage” ...

ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

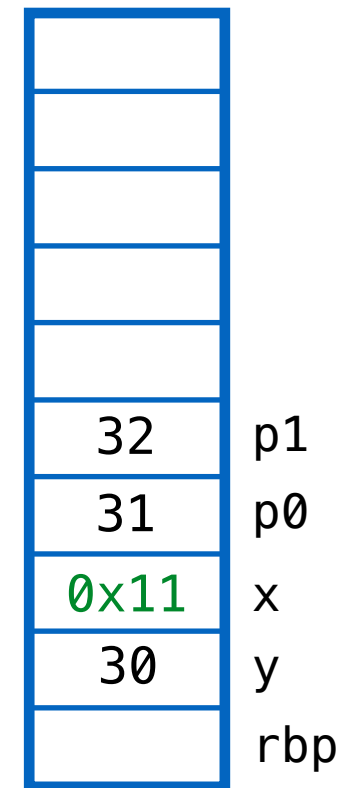


Solution: Compaction

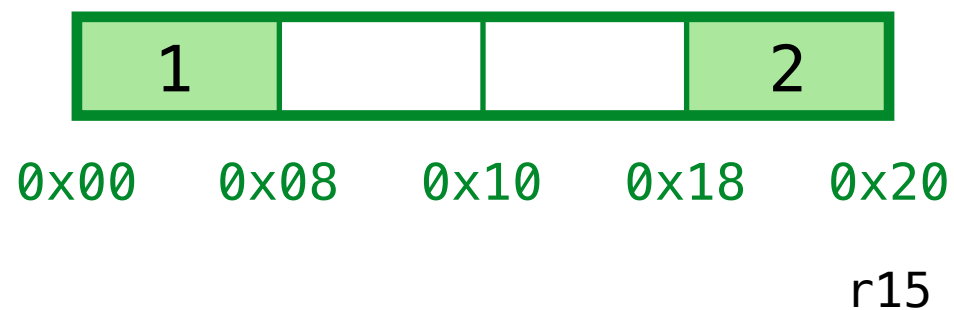
Copy “live” cells into “garbage” ...

ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

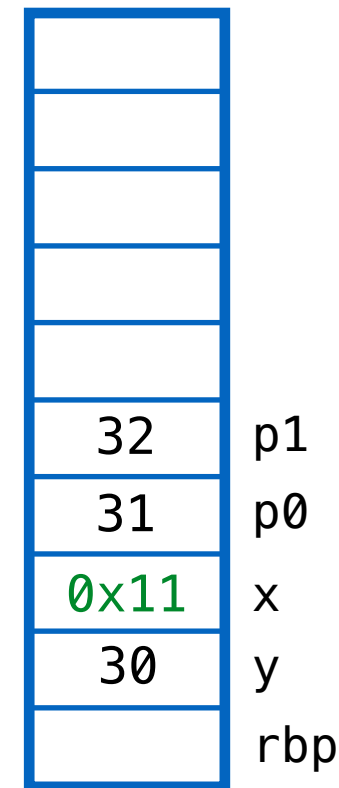


Solution: Compaction

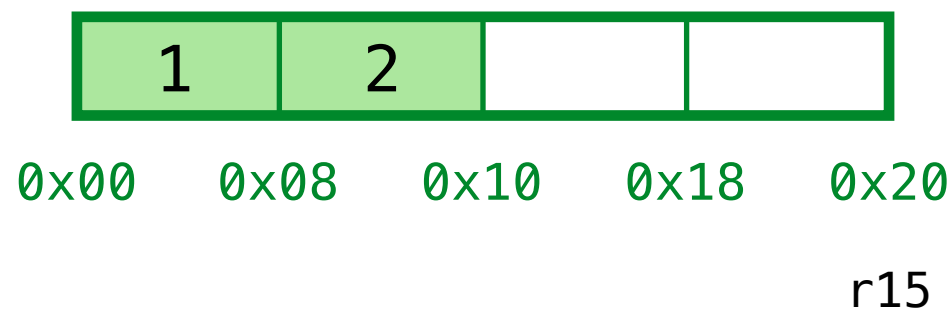
Copy “live” cells into “garbage” ...

ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

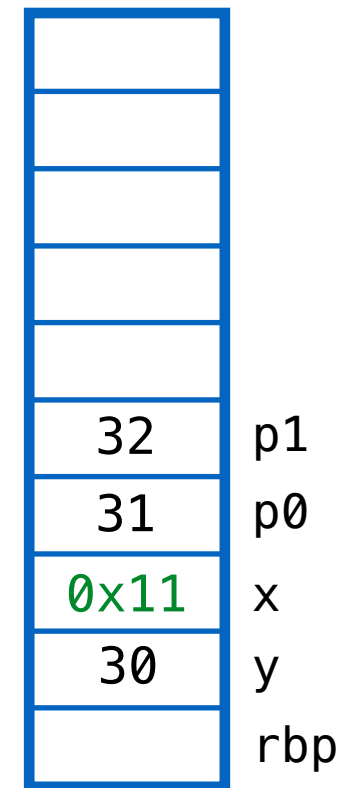


Solution: Compaction

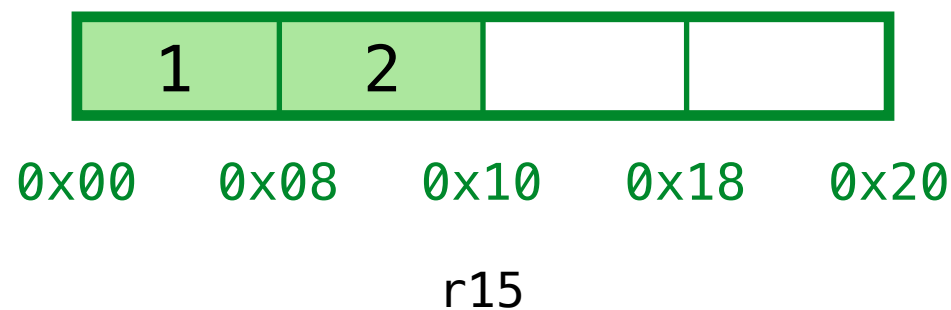
Copy “live” cells into “garbage” ...

ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```



Lets reclaim & recycle garbage!

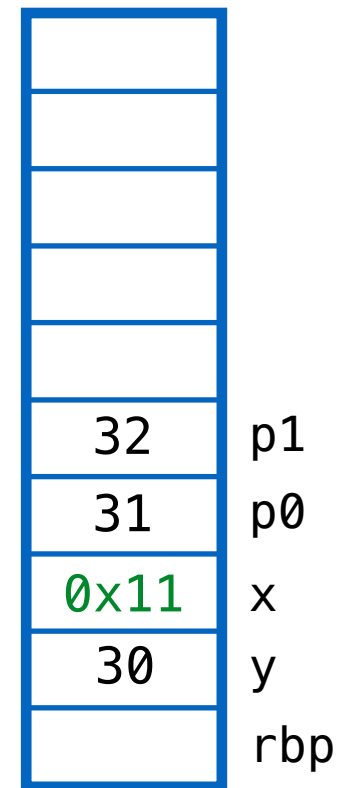


Solution: Compaction

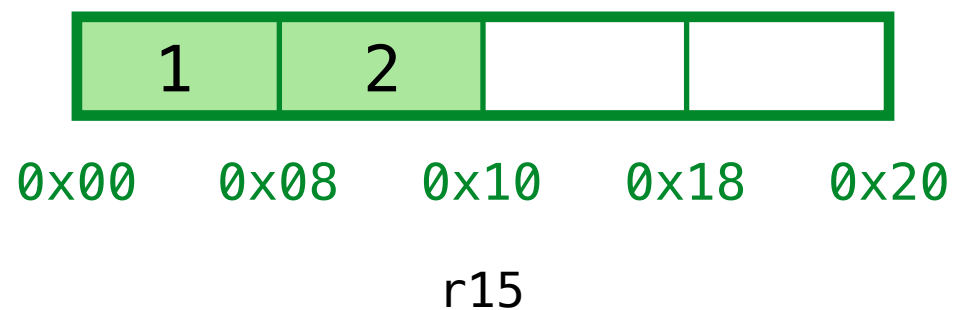
Copy “live” cells into “garbage” ... *and then* ... rewind r15!

ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in (p0, p1)
```

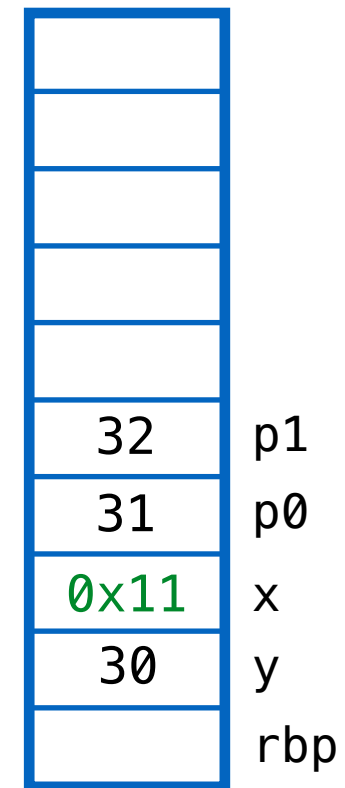


Yay! Have space for (p0, p1)

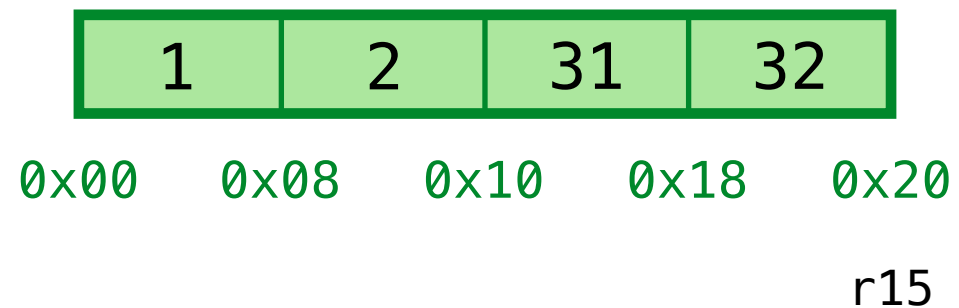


ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
    , x = (1, 2)
    , p0 = x[0] + y
    , p1 = x[1] + y
in
  (p0, p1)
```



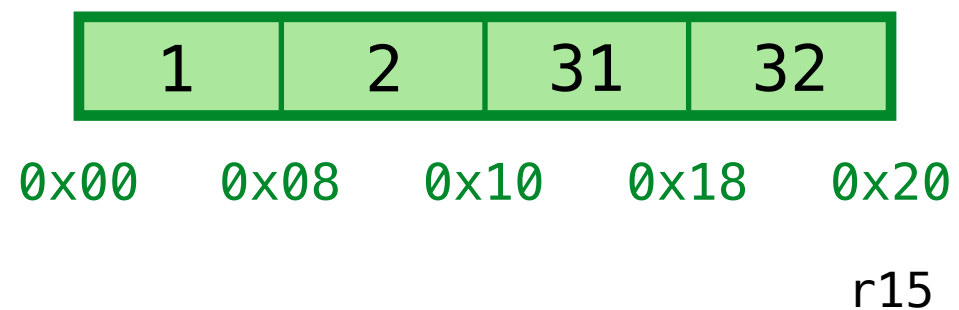
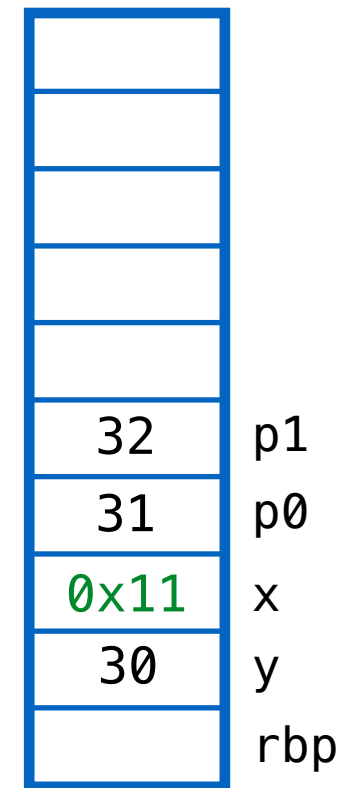
Yay! Have space for (p0, p1)



ex2: garbage in the middle

```
let y = let tmp = (10, 20)
        in tmp[0] + tmp[1]
, x = (1, 2)
, p0 = x[0] + y
, p1 = x[1] + y
in
(p0, p1)
```

Result (rax) = 0x09

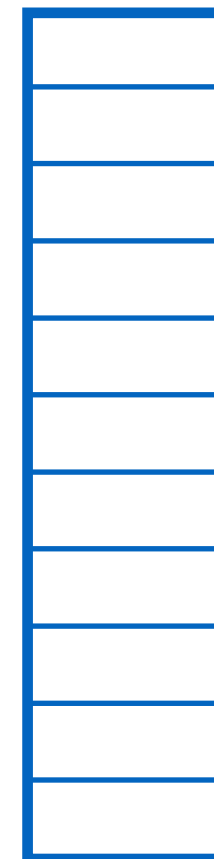


Garter / GC

Example 3

ex3: garbage in the middle (with stack)

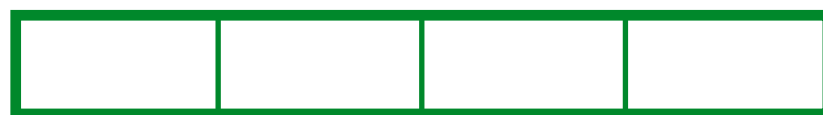
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + y + z
```



rsp

rbp

3 local vars x, y, z

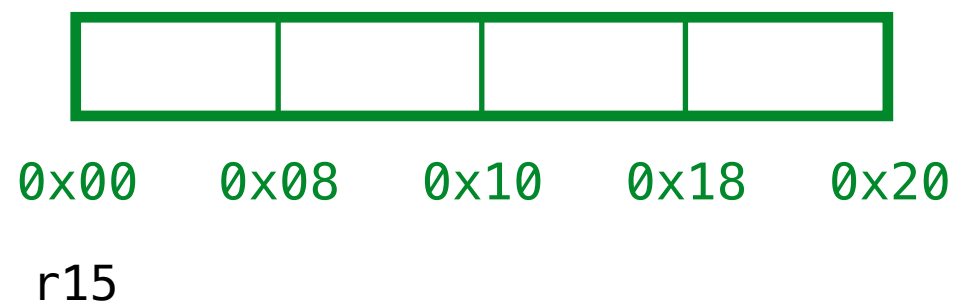
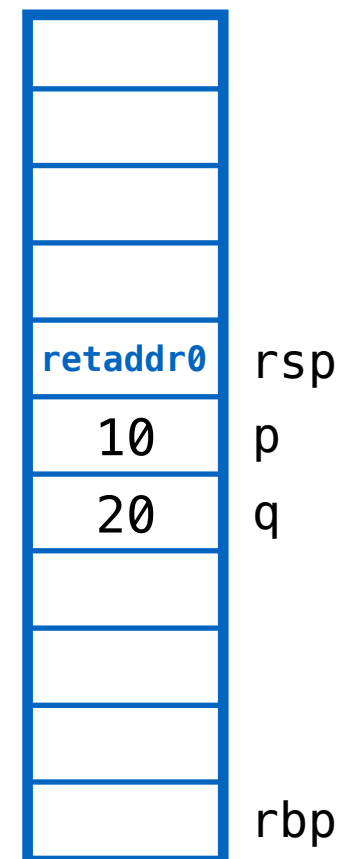


0x00 0x08 0x10 0x18 0x20

r15

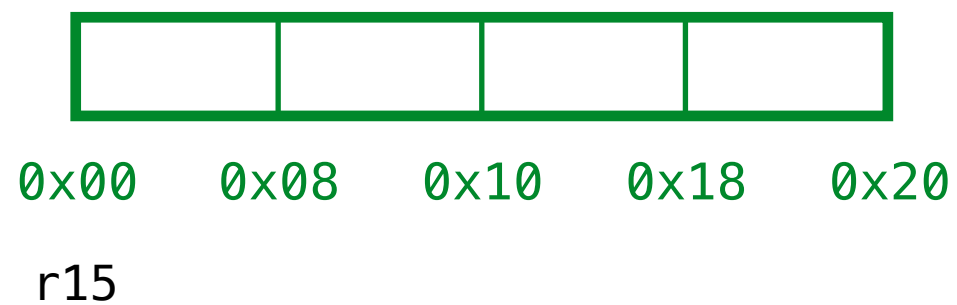
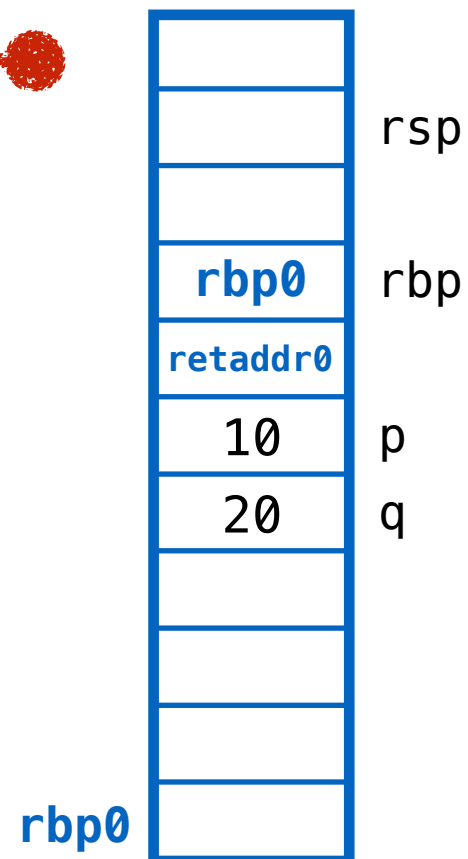
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + y + z
```



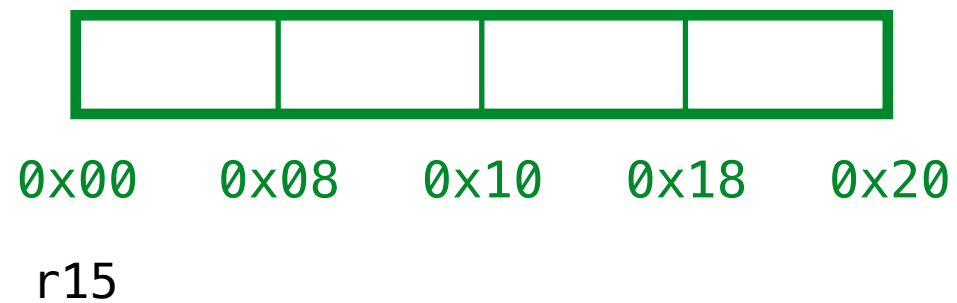
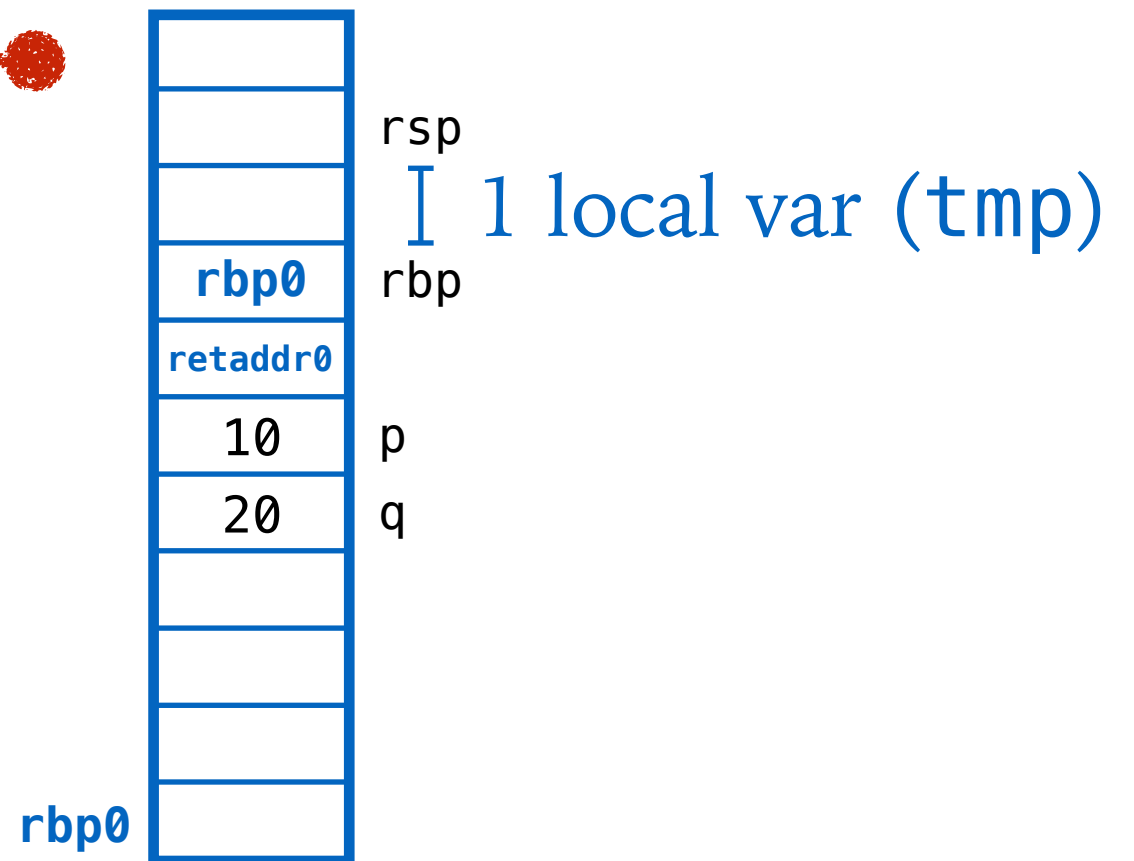
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + y + z
```



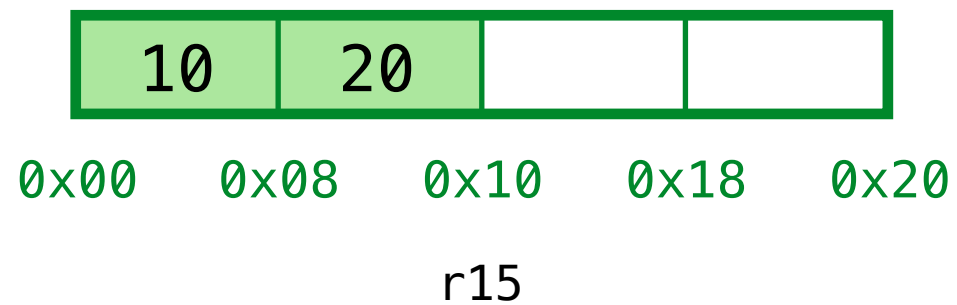
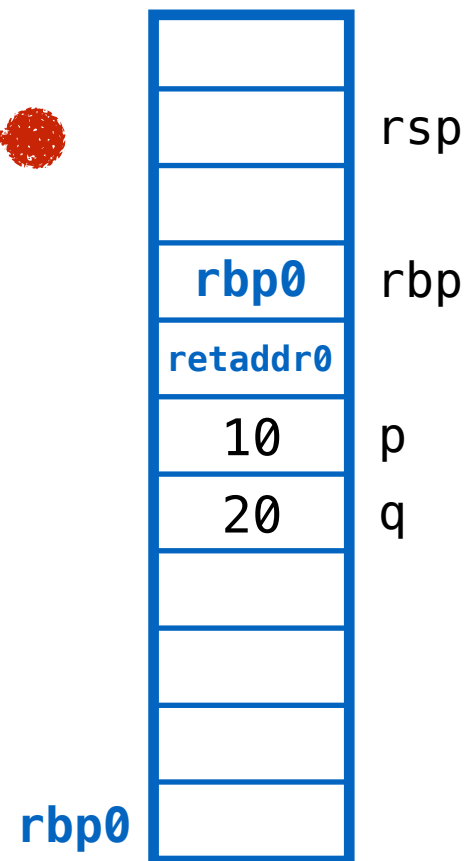
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + y + z
```



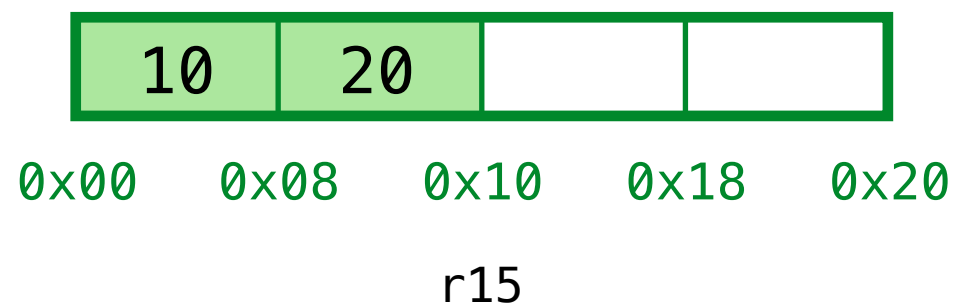
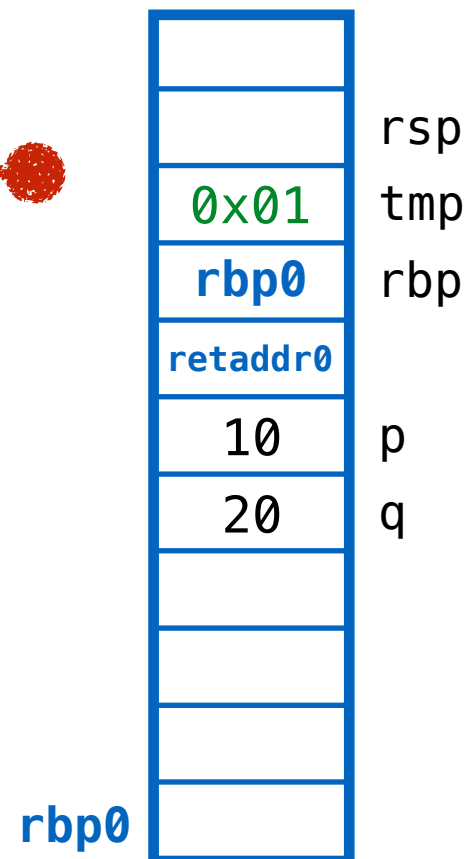
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + y + z
```



ex3: garbage in the middle (with stack)

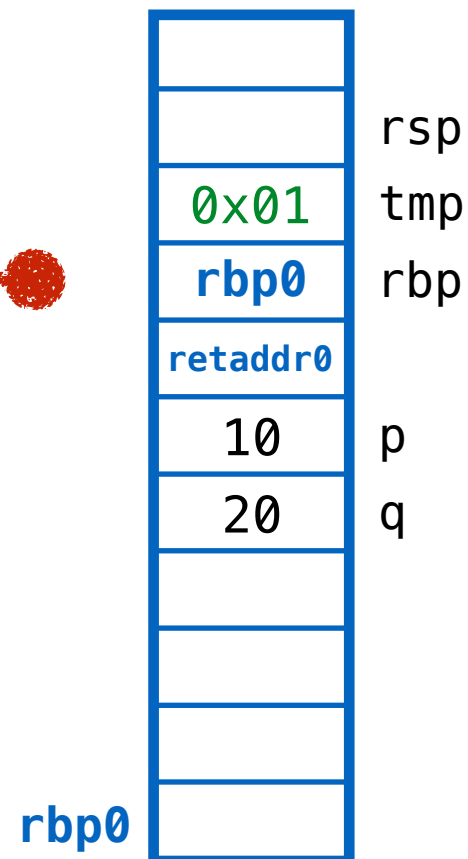
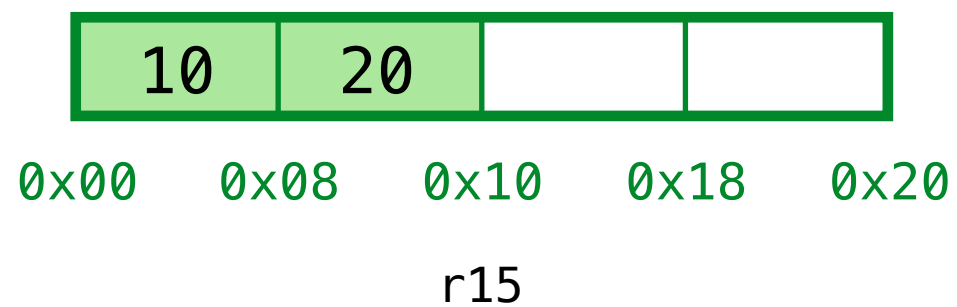
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + y + z
```



ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + y + z
```

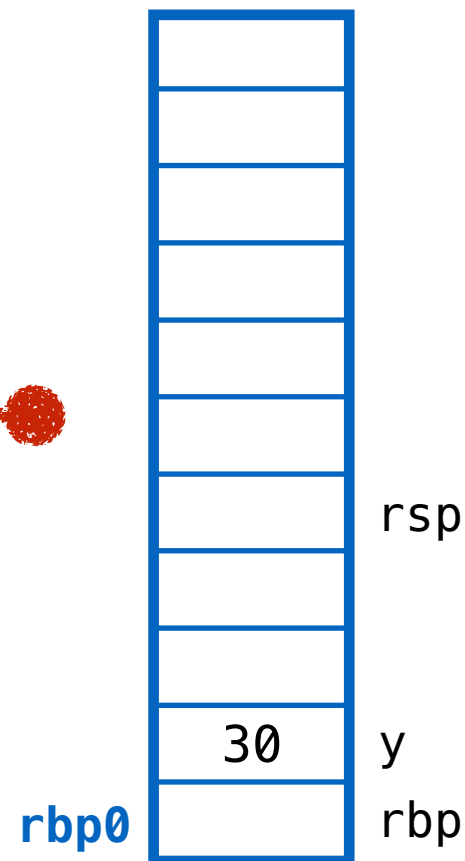
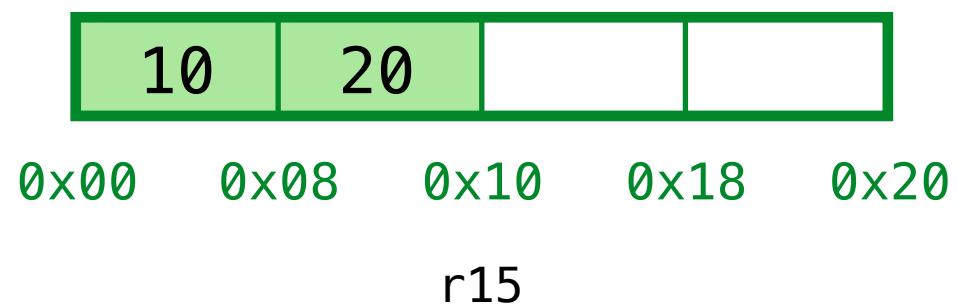
Return (rax) = 30



ex3: garbage in the middle (with stack)

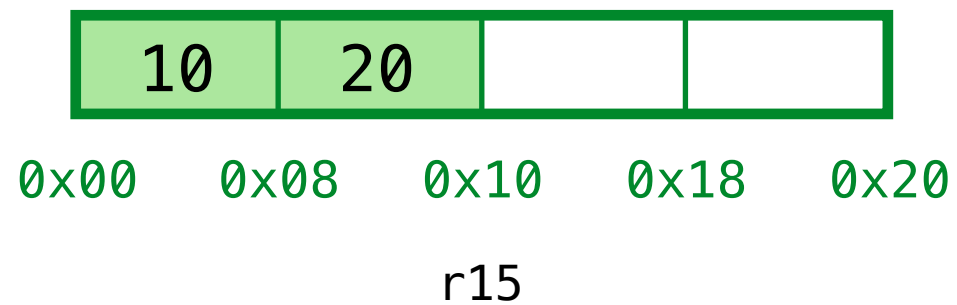
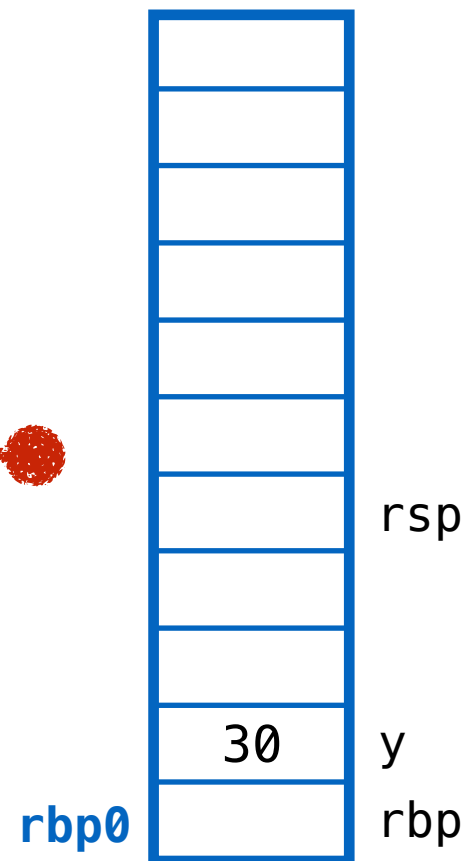
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```

Return (rax) = 30



ex3: garbage in the middle (with stack)

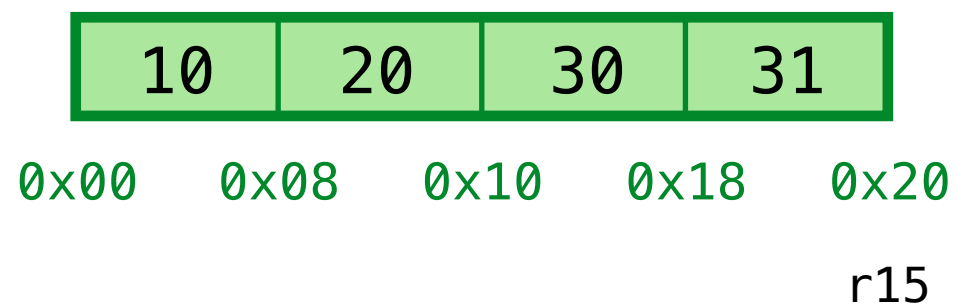
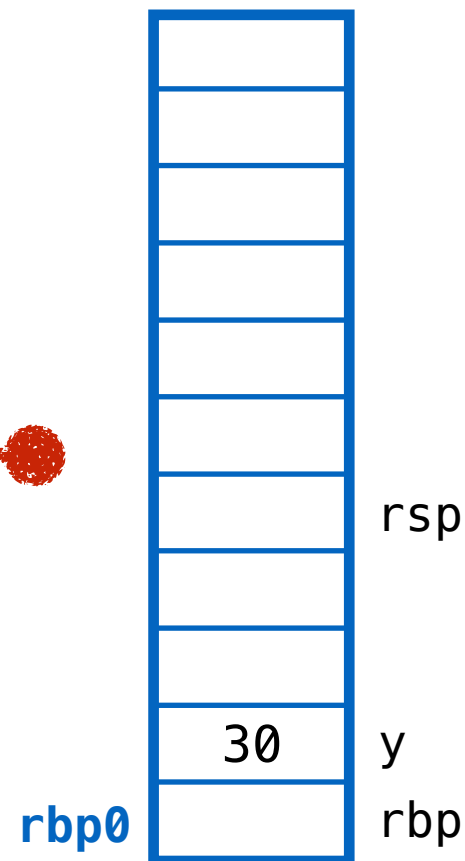
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



ex3: garbage in the middle (with stack)

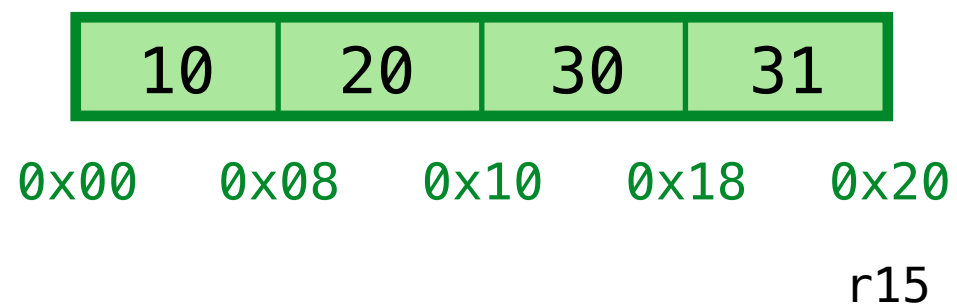
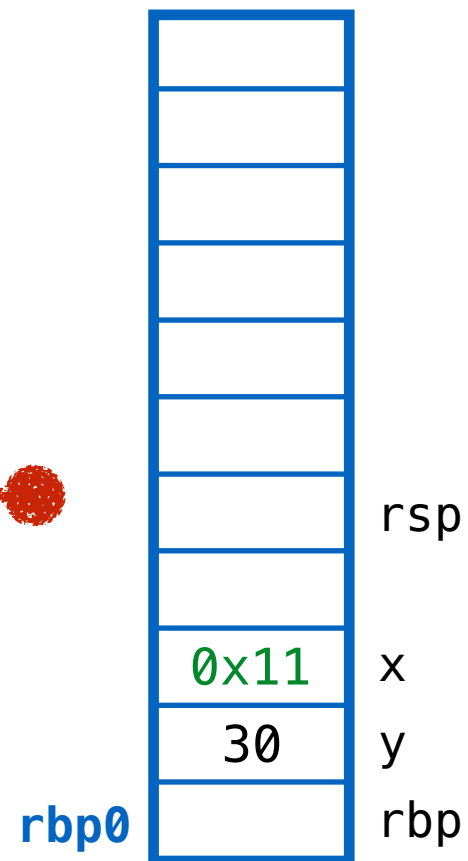
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]
```

```
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



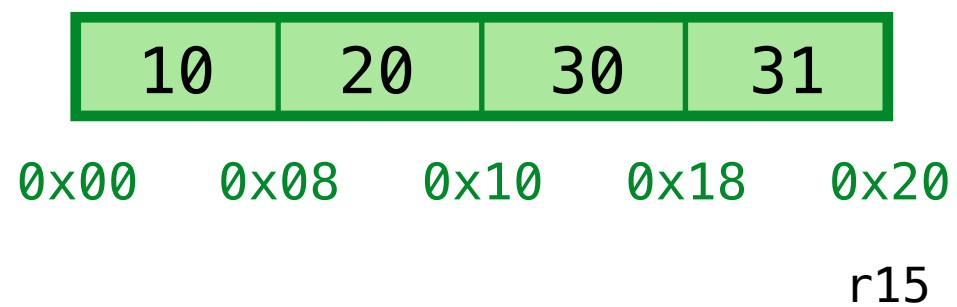
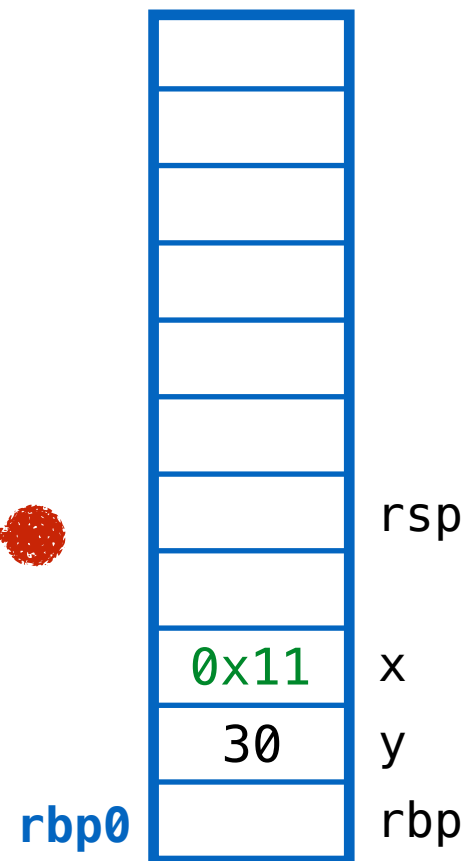
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



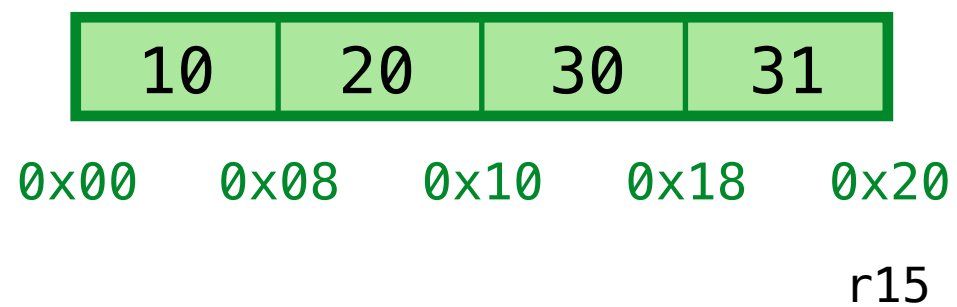
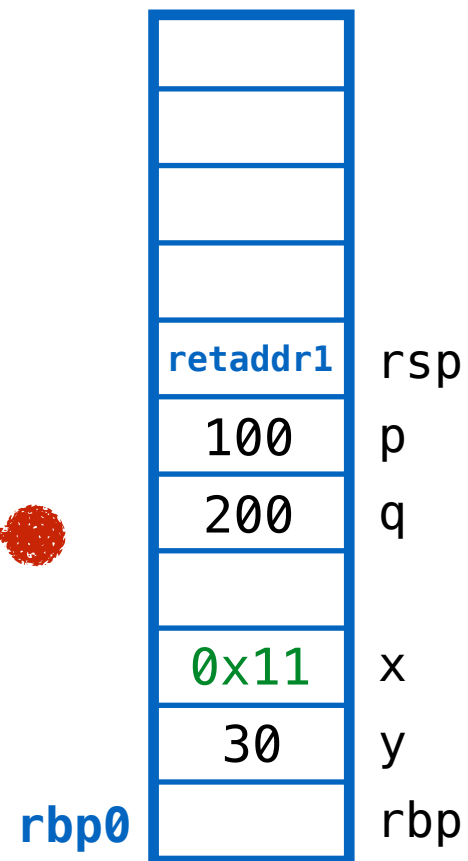
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



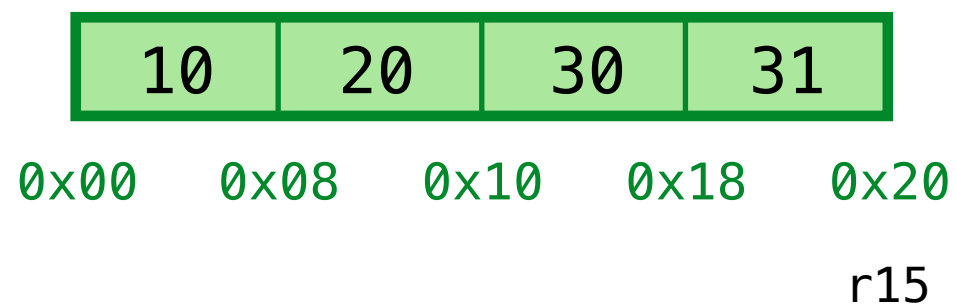
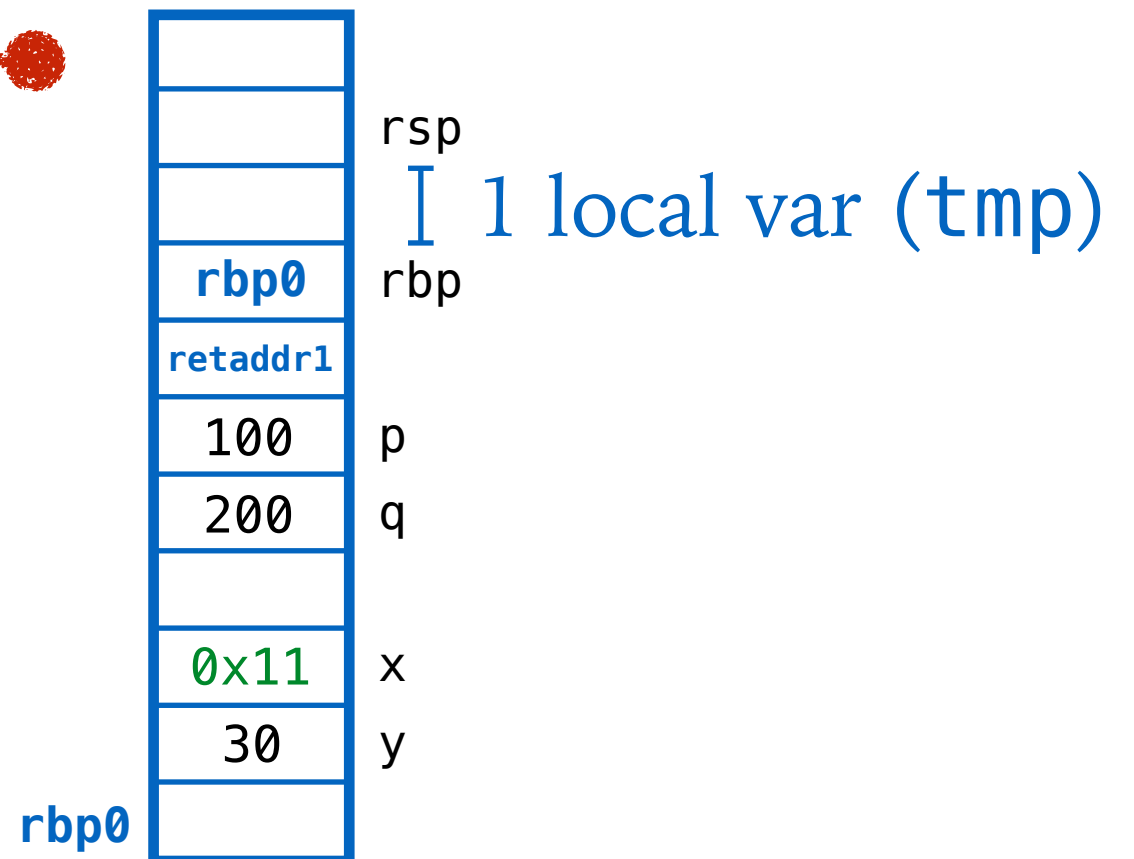
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



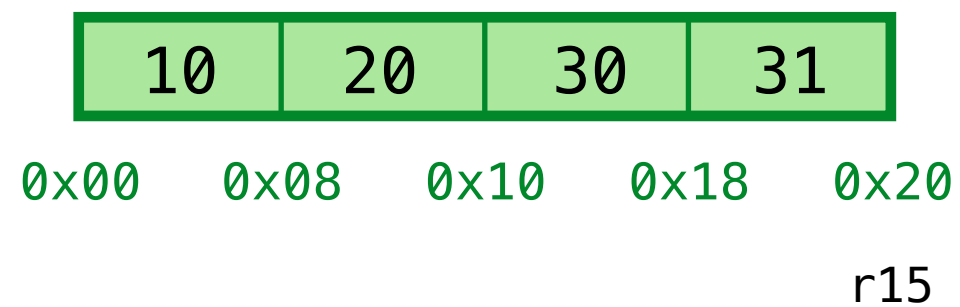
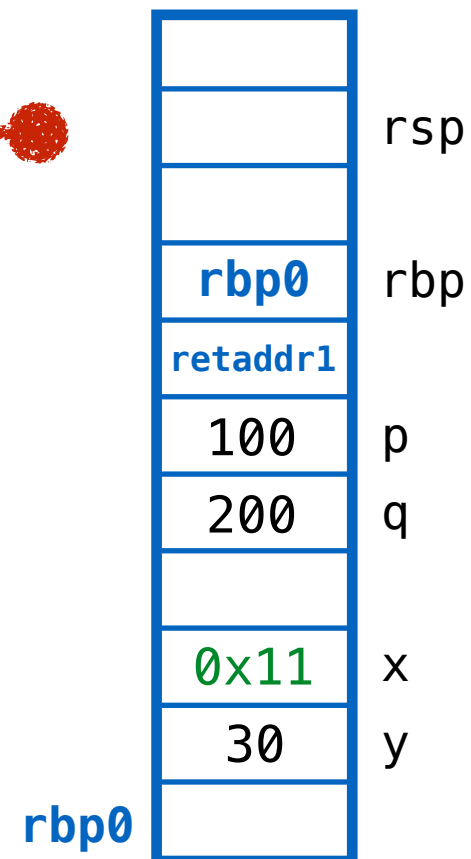
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



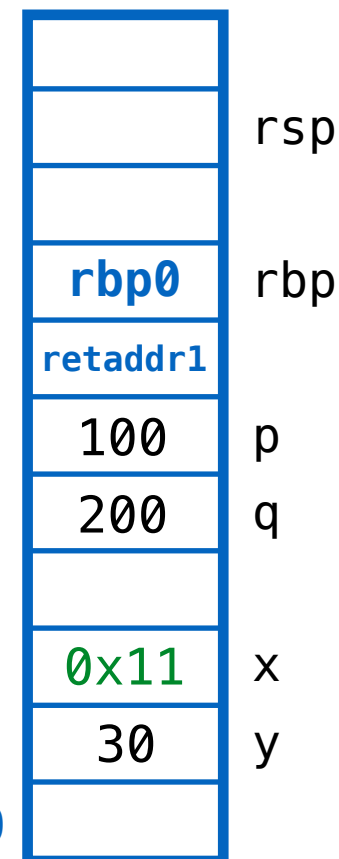
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```

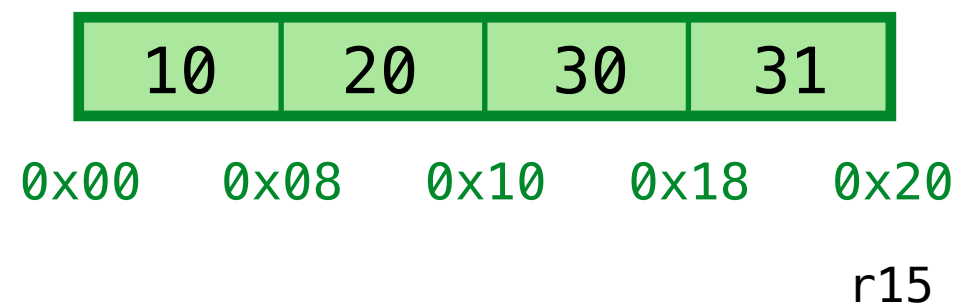


ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```

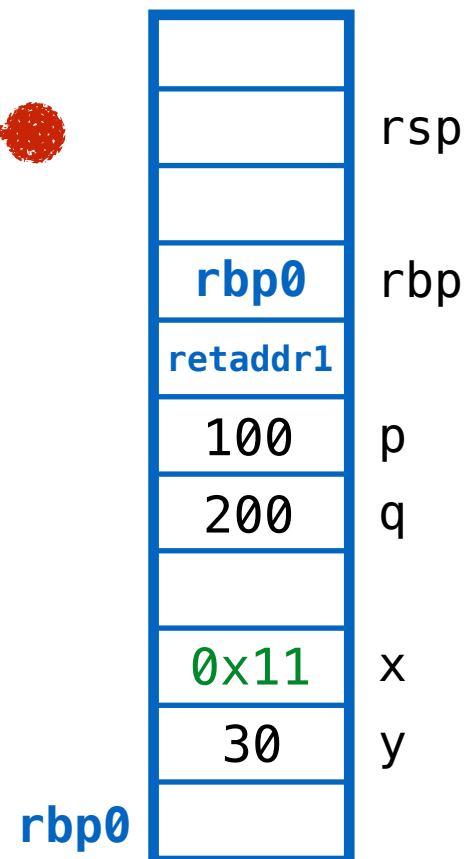


Lets reclaim & recycle garbage!

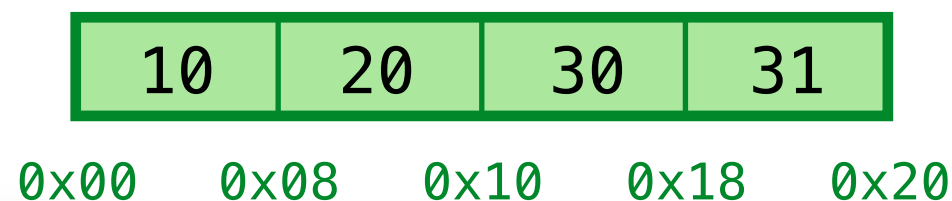


ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
  , x = (y, y + 1)  
  , z = foo(100, 200)  
in  
  x[0] + z
```



Lets reclaim & recycle garbage!

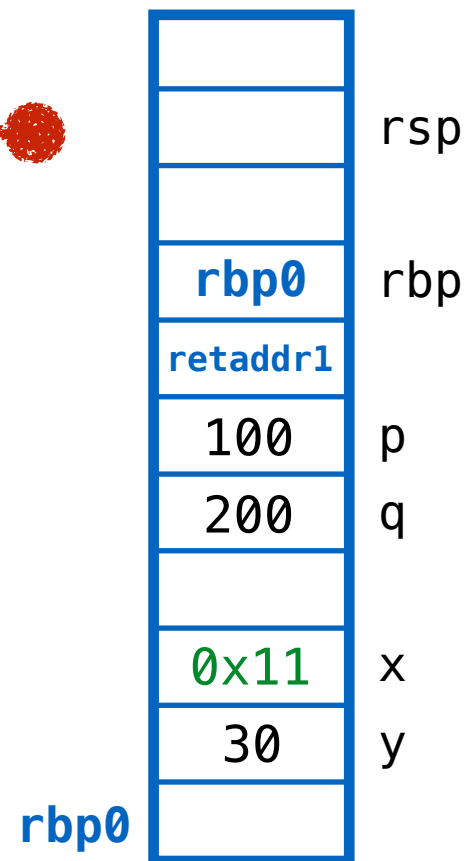


QUIZ: Which cells are garbage?

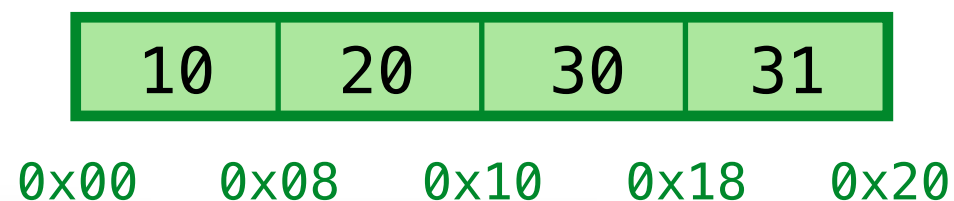
(A) 0x00, 0x08 (B) 0x08, 0x10 (C) 0x10, 0x18 (D) None (E) All

ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



Lets reclaim & recycle garbage!



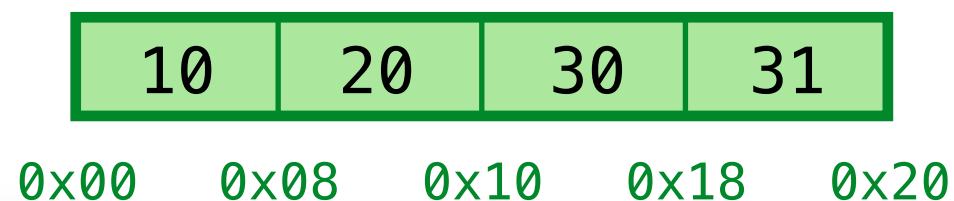
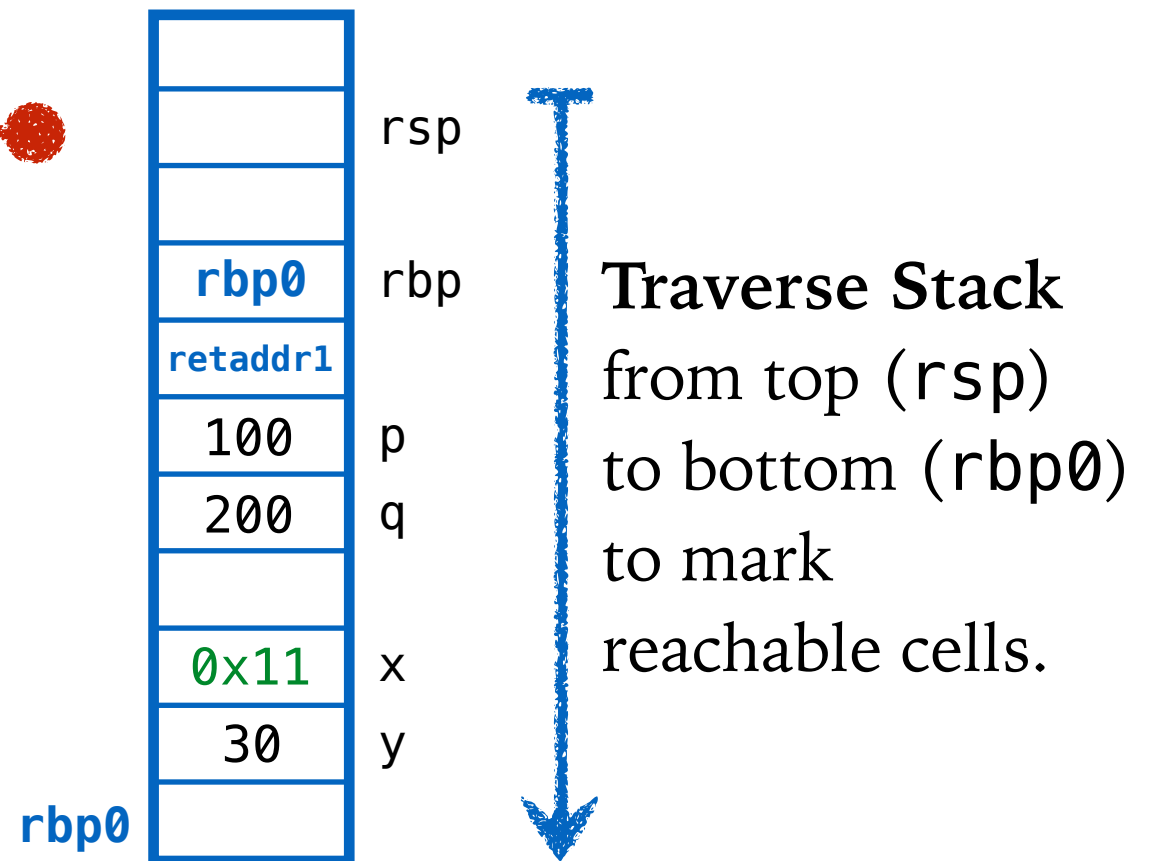
QUIZ: Which cells are garbage?

Those that are *not reachable from any stack frame*

ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```

Lets reclaim & recycle garbage!

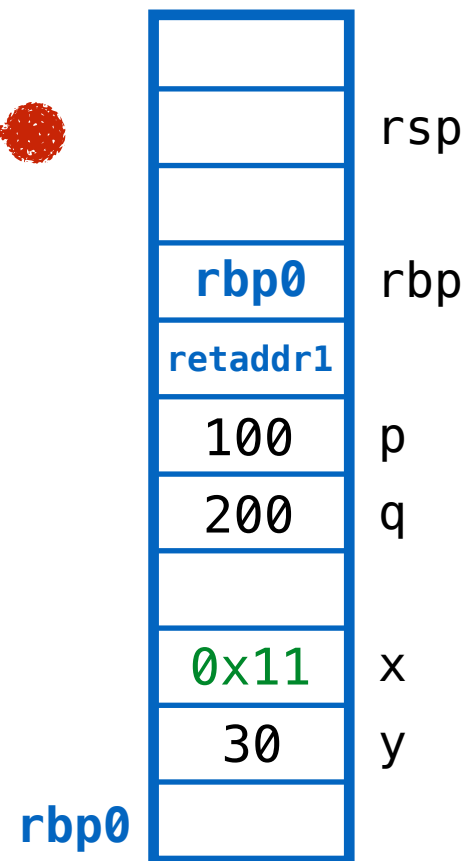


QUIZ: Which cells are garbage?

Those that are *not reachable from any stack frame*

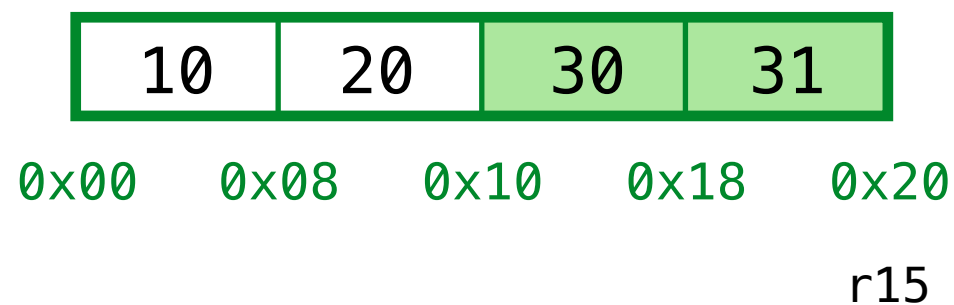
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



Traverse Stack
from top (`rsp`)
to bottom (`rbp0`)
to mark
reachable cells.

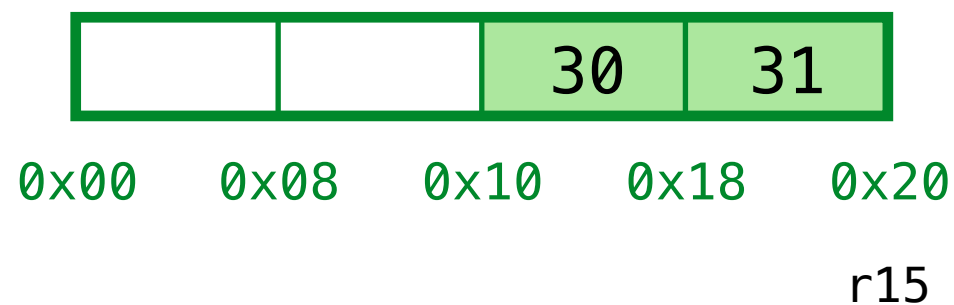
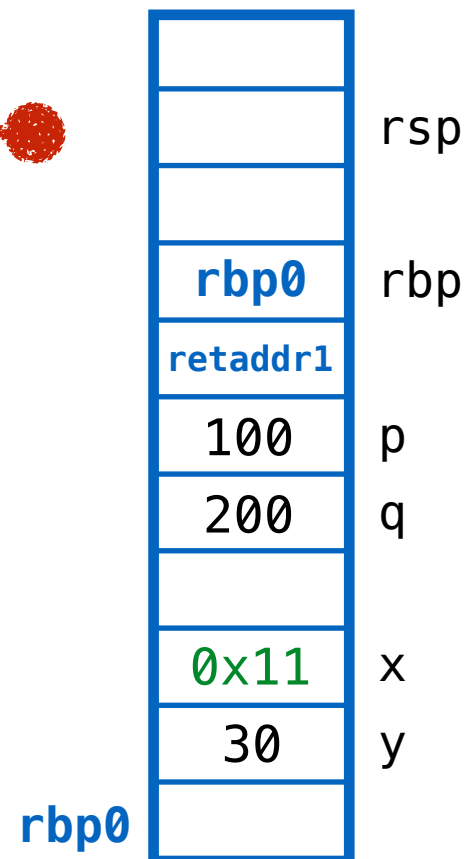
Lets reclaim & recycle garbage!



Which cells are garbage?

ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```

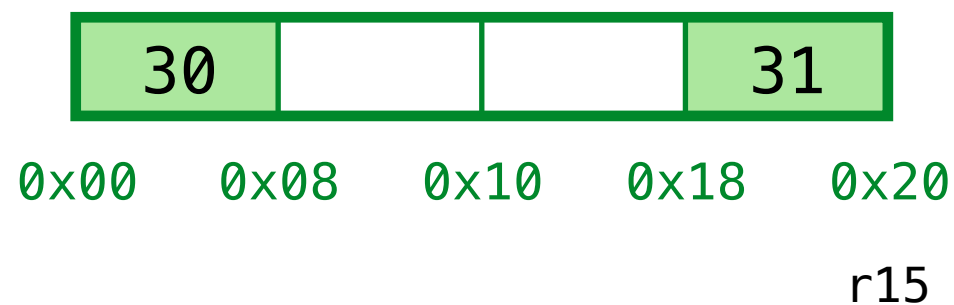
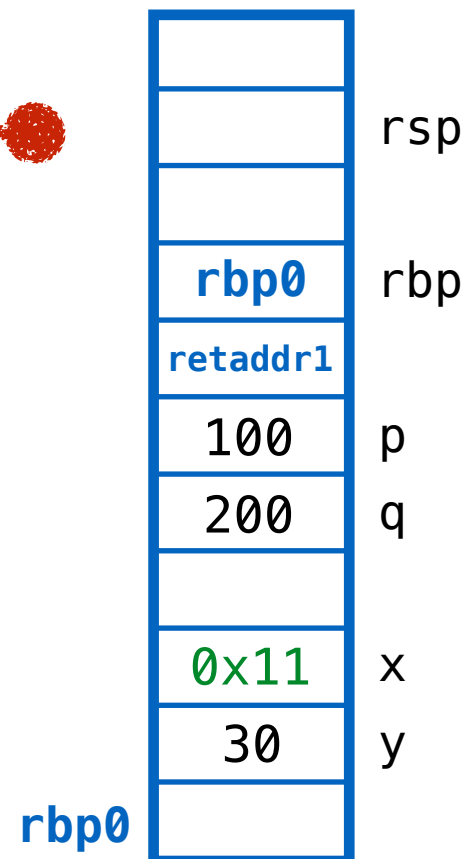


Compact the live cells

ex3: garbage in the middle (with stack)

```
def foo(p, q):
    let tmp = (p, q)
    in tmp[0] + tmp[1]

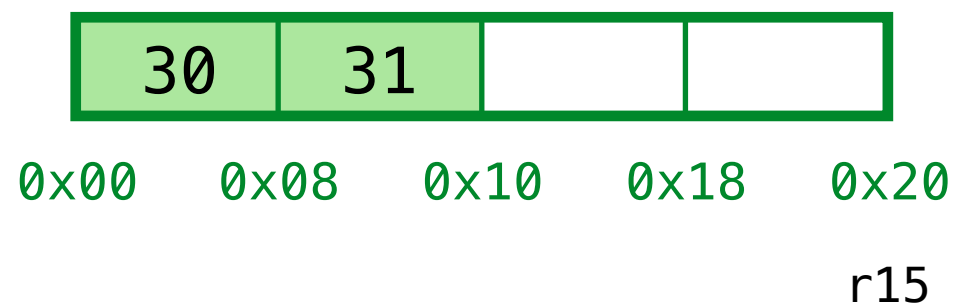
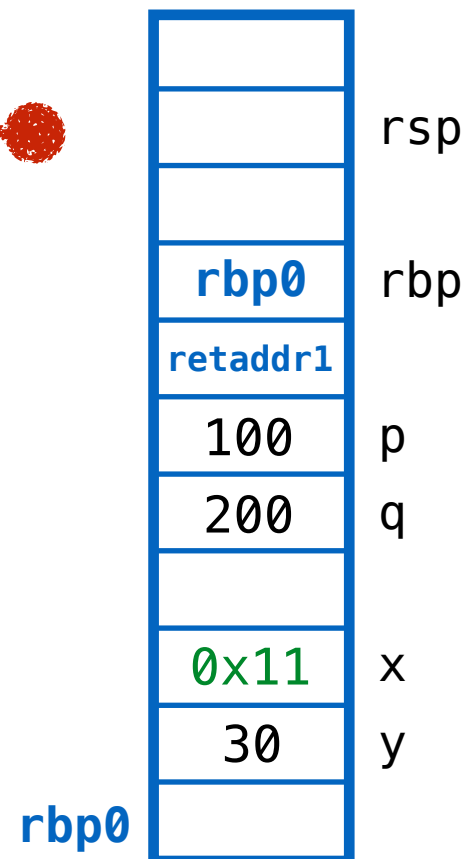
let y = foo(10, 20)
    , x = (y, y + 1)
    , z = foo(100, 200)
in
    x[0] + z
```



Compact the live cells

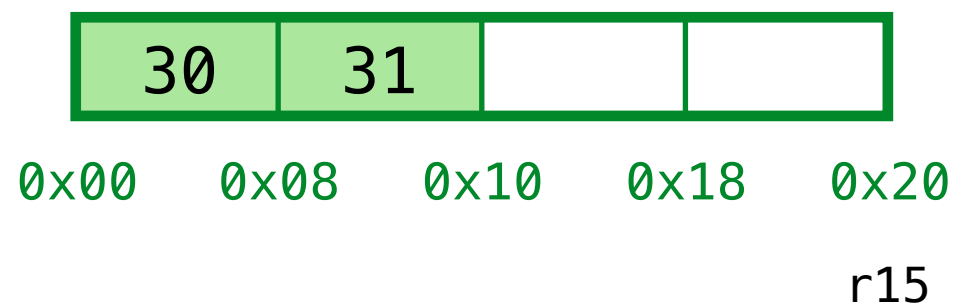
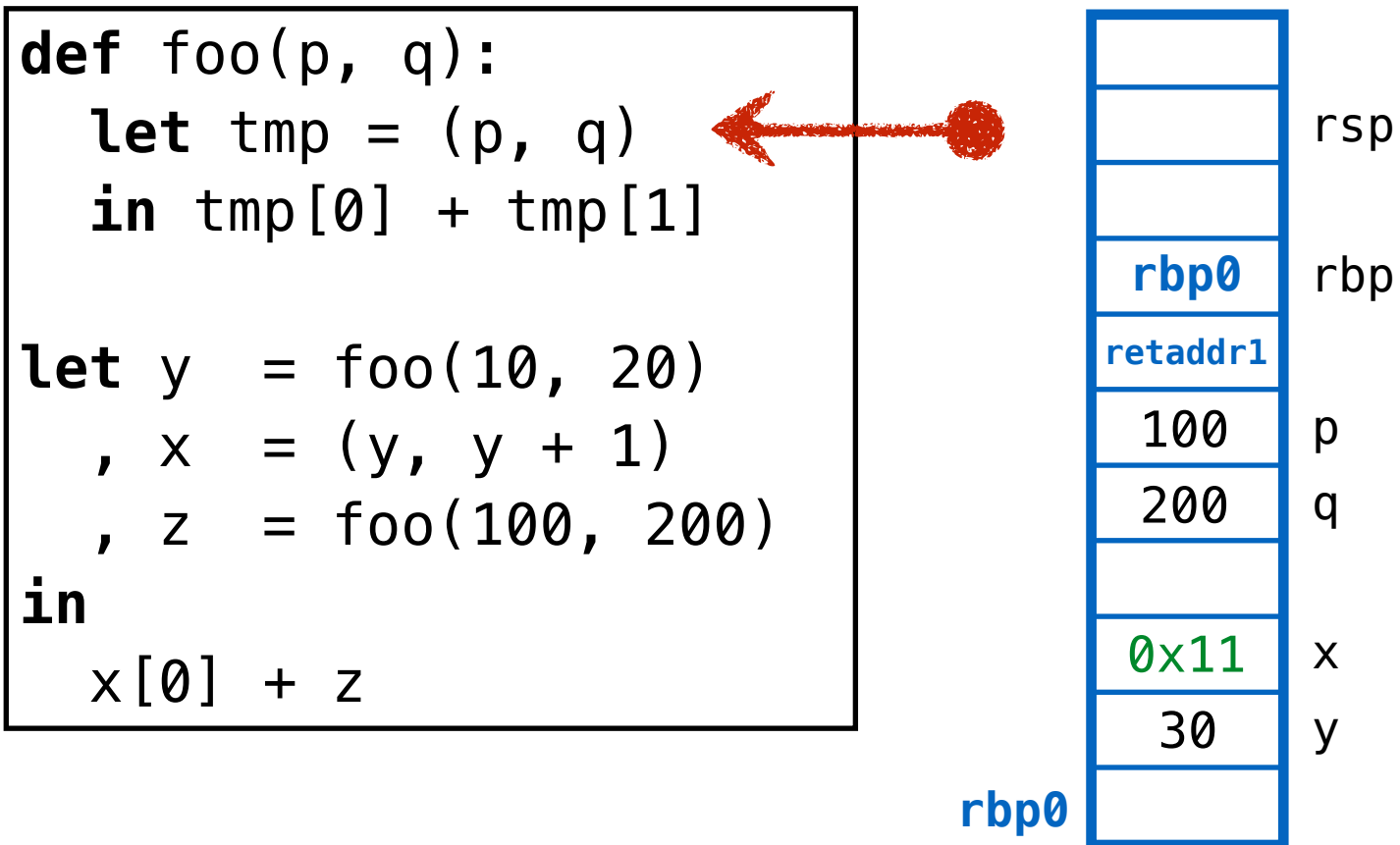
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)   
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



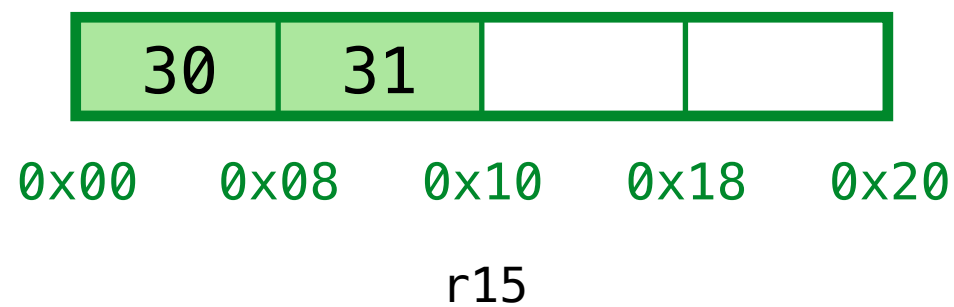
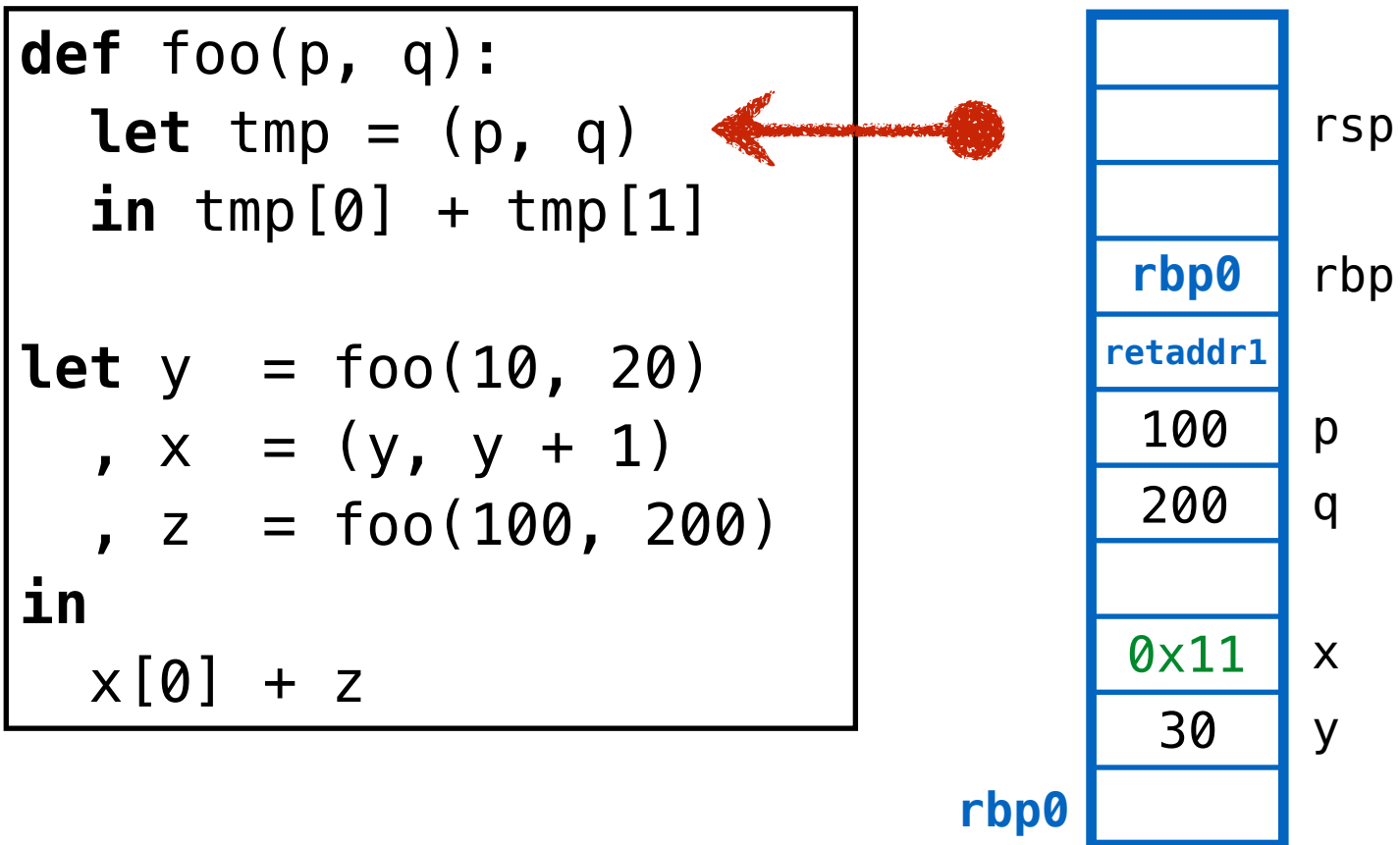
Compact the live cells

ex3: garbage in the middle (with stack)



Compact the live cells ... then rewind **r15**

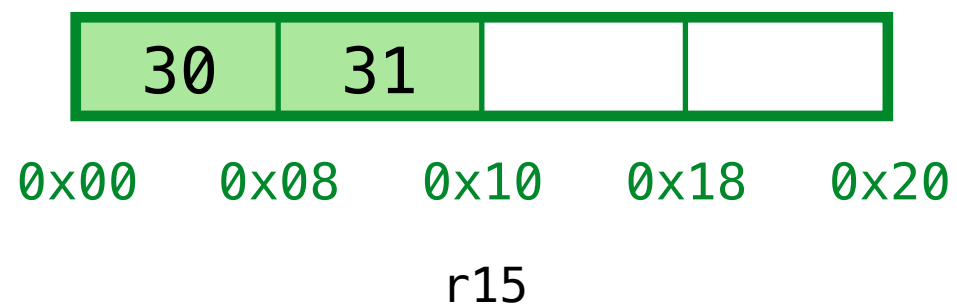
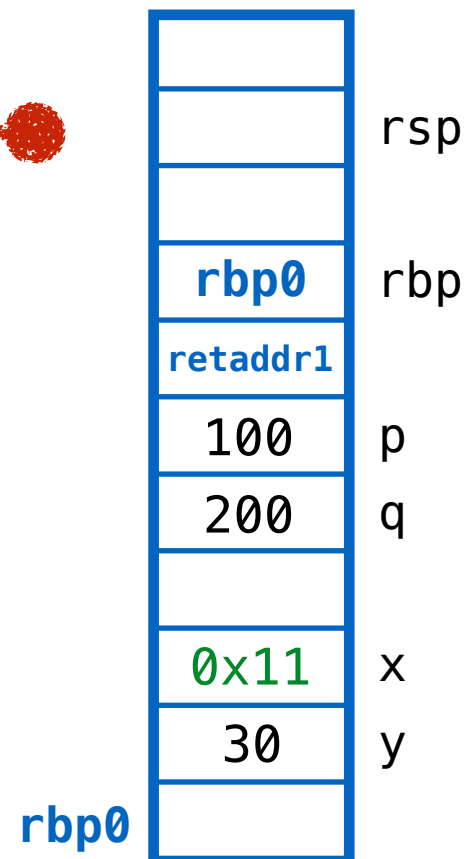
ex3: garbage in the middle (with stack)



Compact the live cells ... then rewind **r15**

ex3: garbage in the middle (with stack)

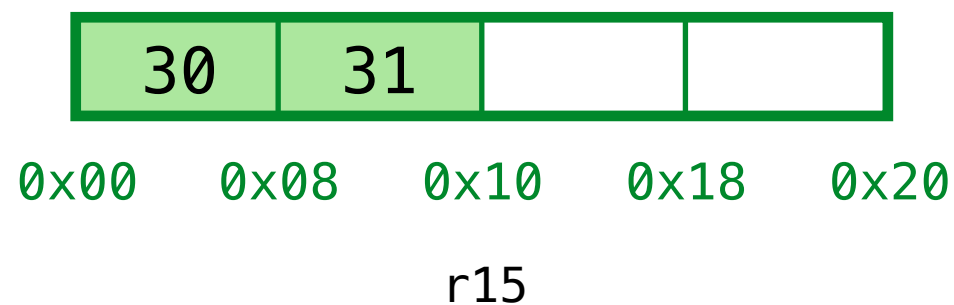
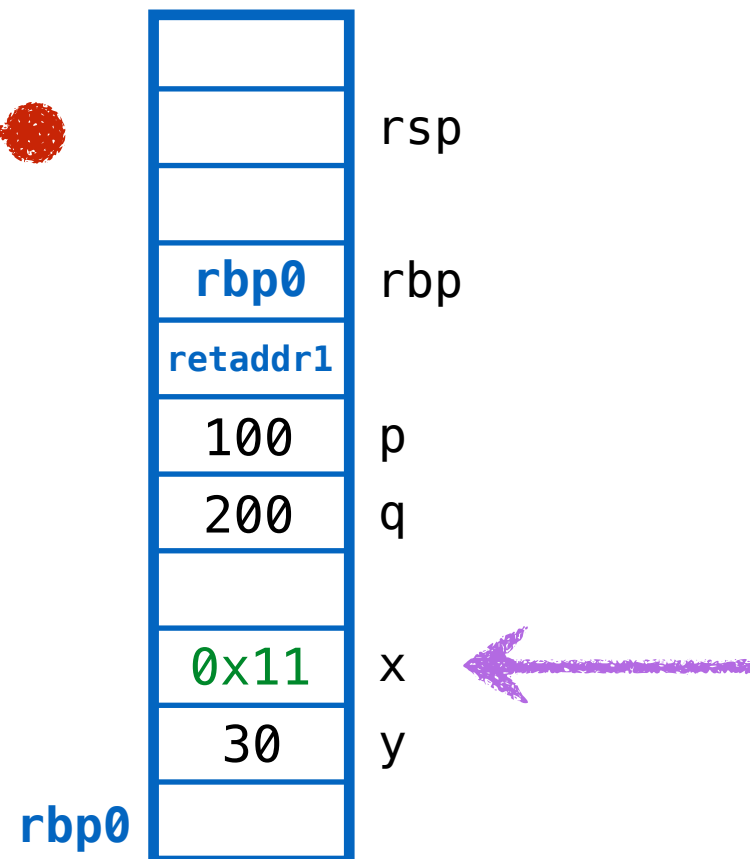
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



Problem???

ex3: garbage in the middle (with stack)

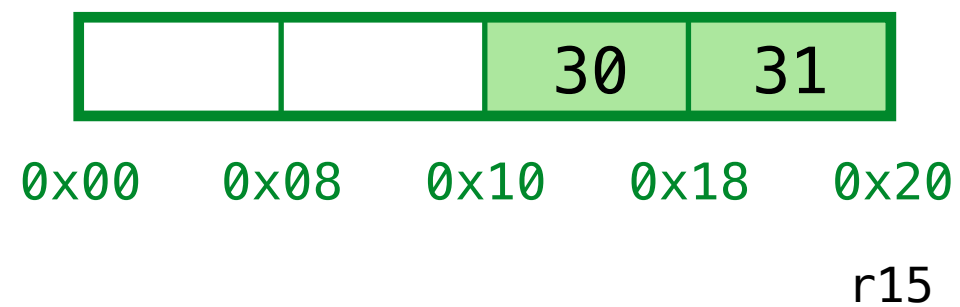
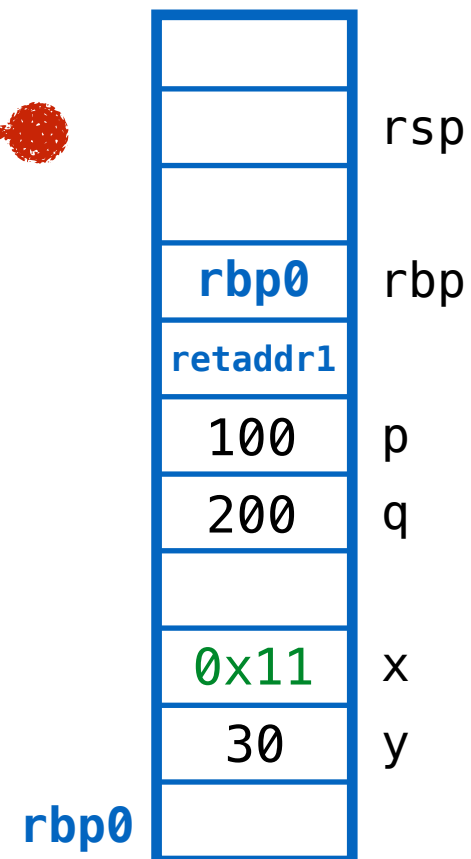
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



Problem! Have to **REDIRECT** existing pointers

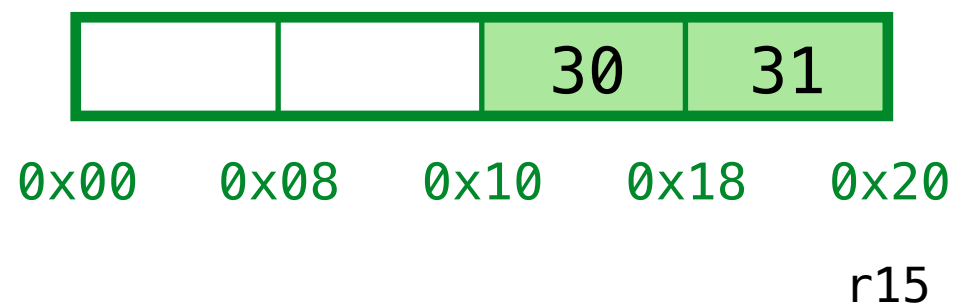
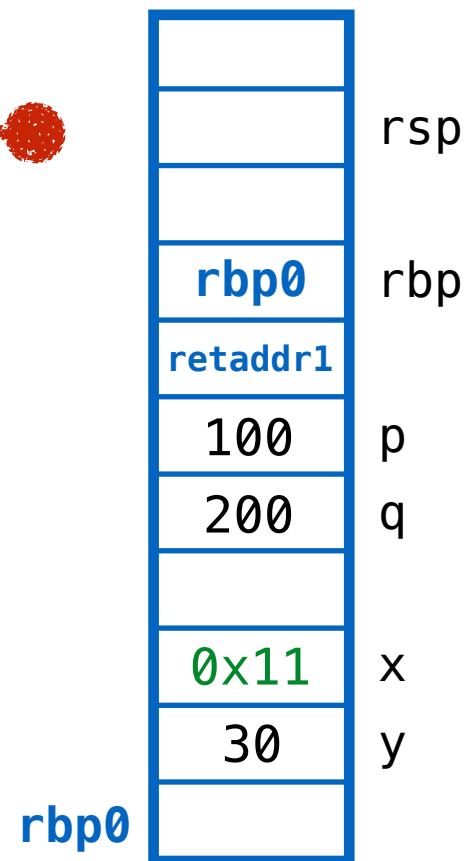
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



ex3: garbage in the middle (with stack)

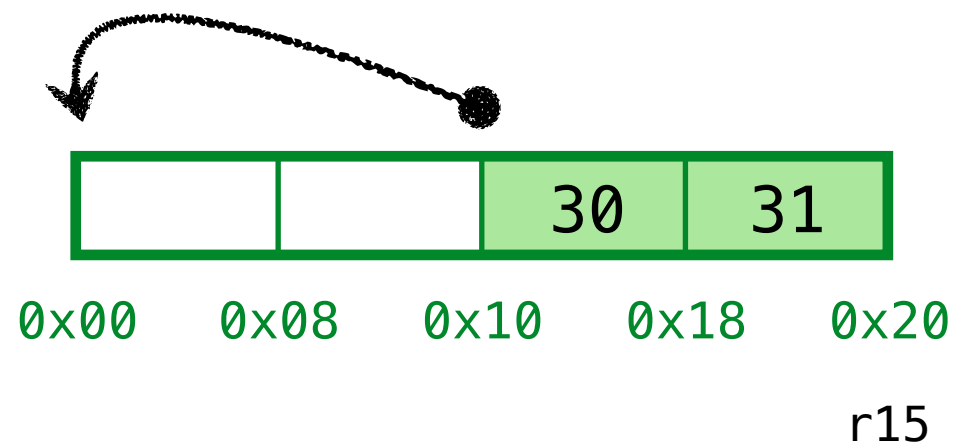
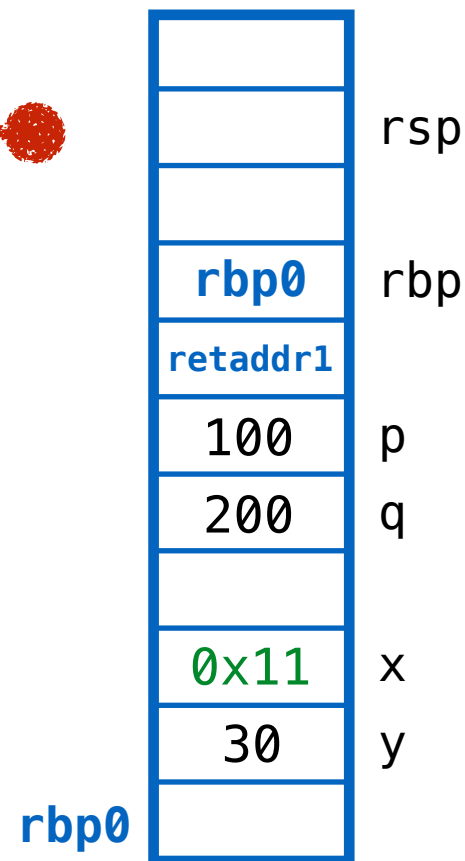
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



1. Compute **FORWARD** addrs (i.e. new compacted addrs)

ex3: garbage in the middle (with stack)

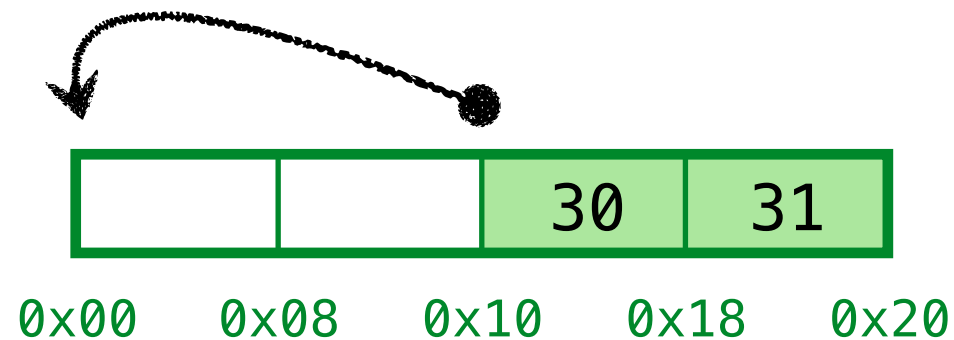
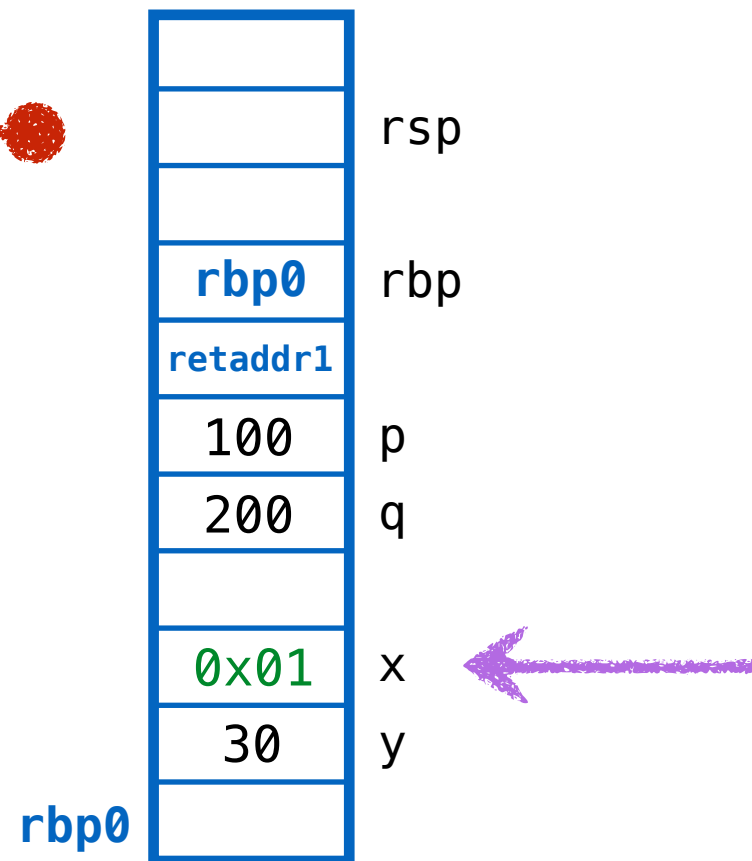
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



1. Compute **FORWARD** addrs
e.g. **0x11** —> **0x01**

ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```

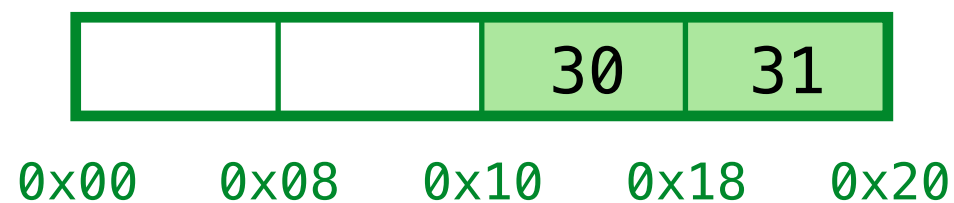
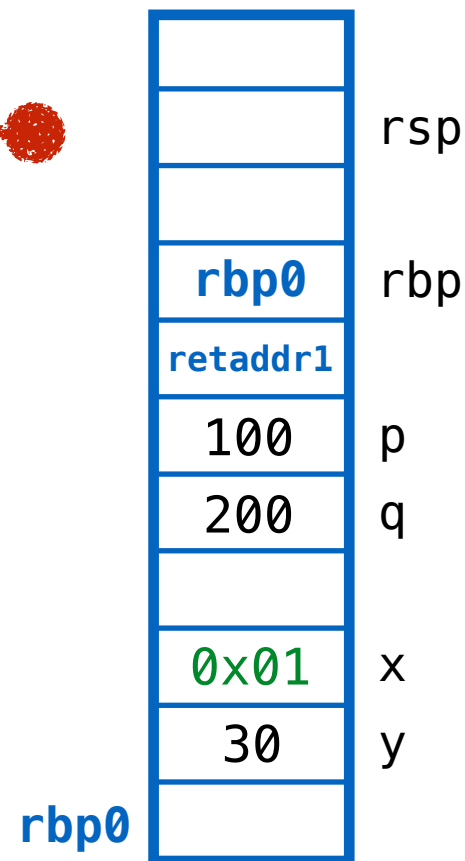


1. Compute **FORWARD** addrs
e.g. **0x11** —> **0x01**

r15 2. **REDIRECT** addrs on stack

ex3: garbage in the middle (with stack)

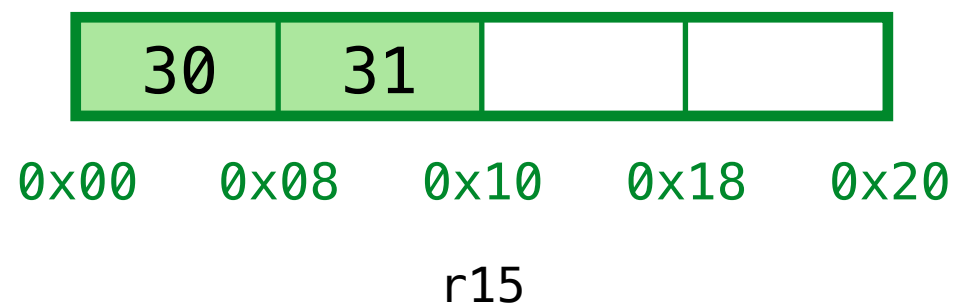
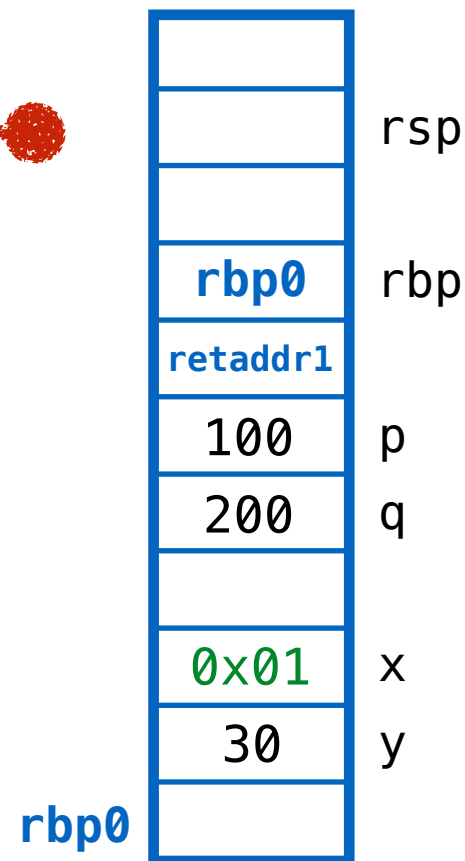
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



1. Compute **FORWARD** addrs
e.g. 0x11 —> 0x01
2. **REDIRECT** addrs on stack
3. **COMPACT** cells on heap

ex3: garbage in the middle (with stack)

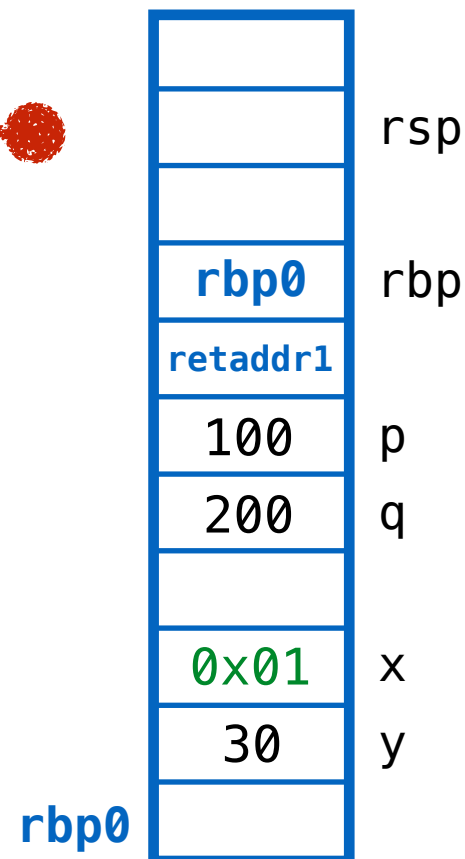
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



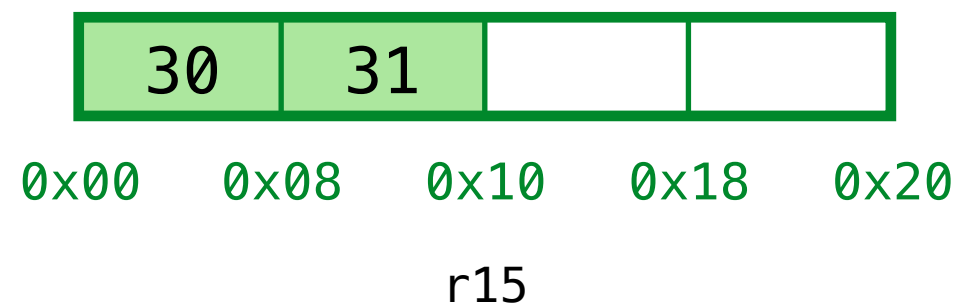
1. Compute **FORWARD** addrs
e.g. **0x11** —> **0x01**
2. **REDIRECT** addrs on stack
3. **COMPACT** cells on heap

ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```

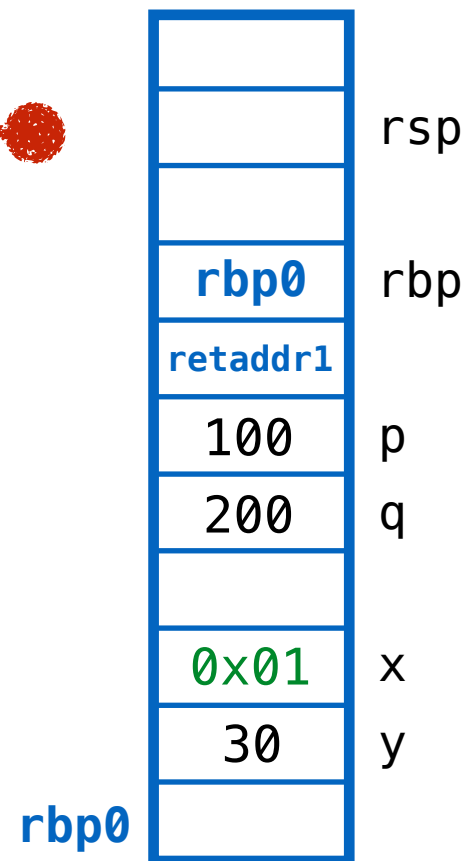


Yay! Have space for (p, q)

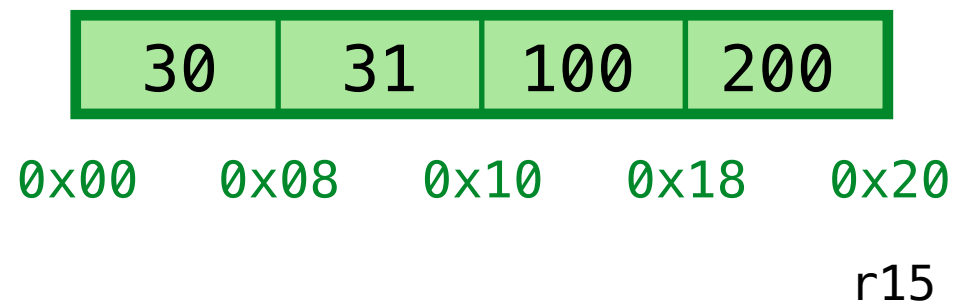


ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



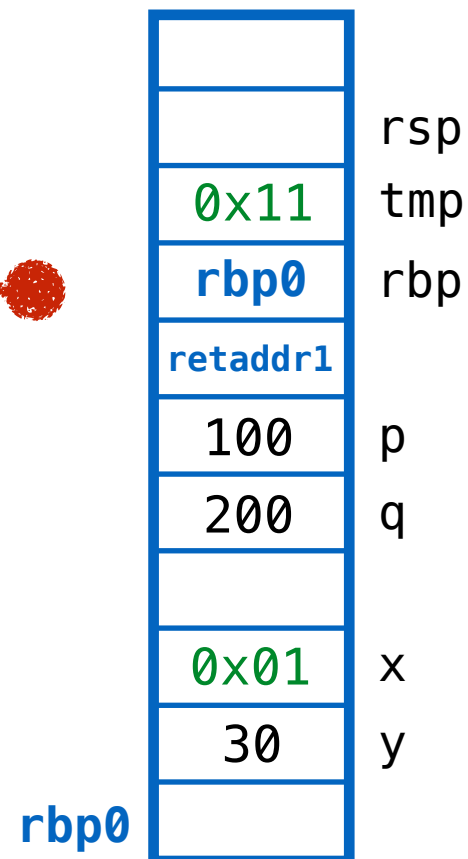
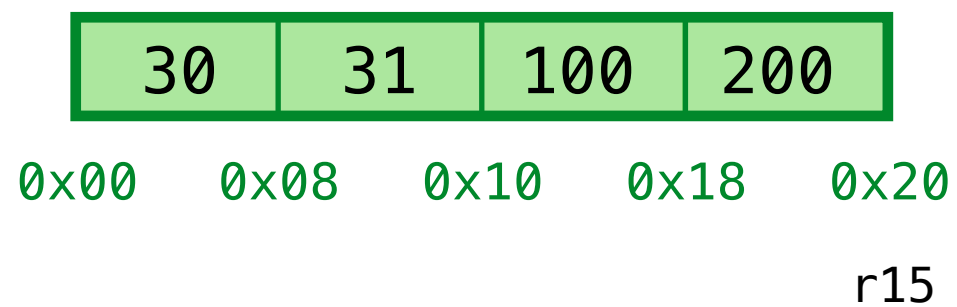
Yay! Have space for (p, q)



ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```

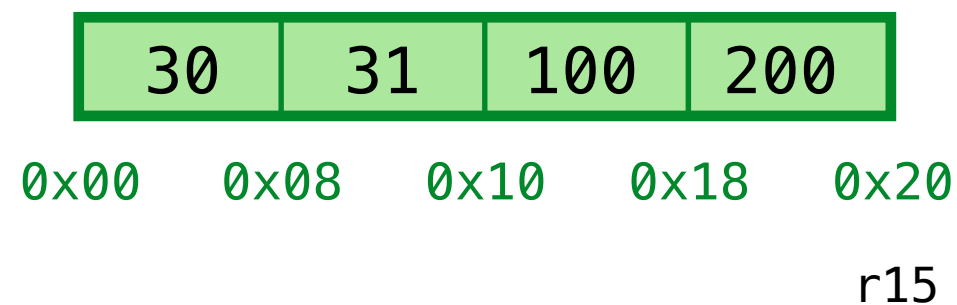
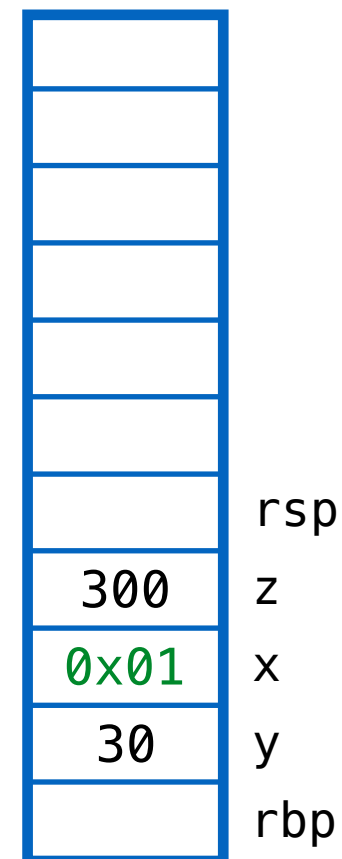
Return (rax) = 300



ex3: garbage in the middle (with stack)

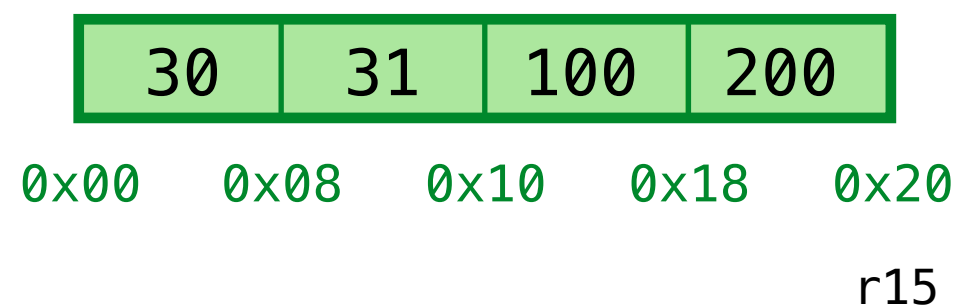
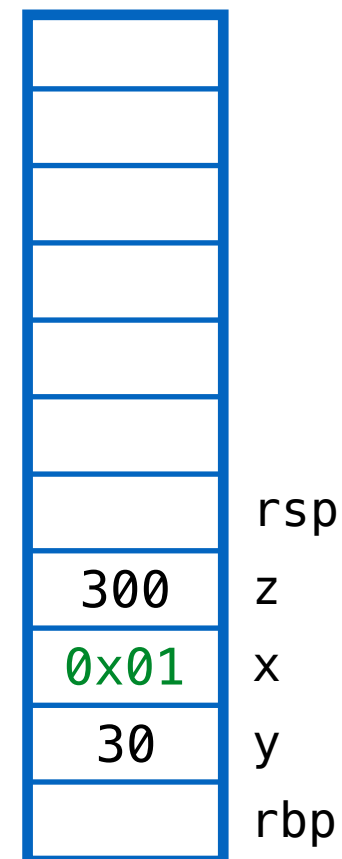
```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```

Return (rax) = 300



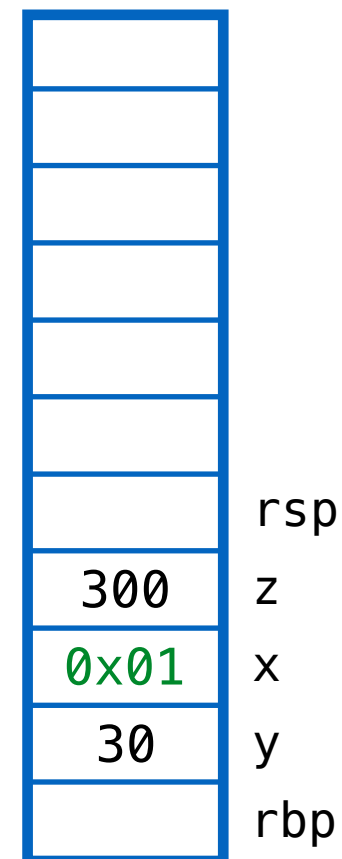
ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```

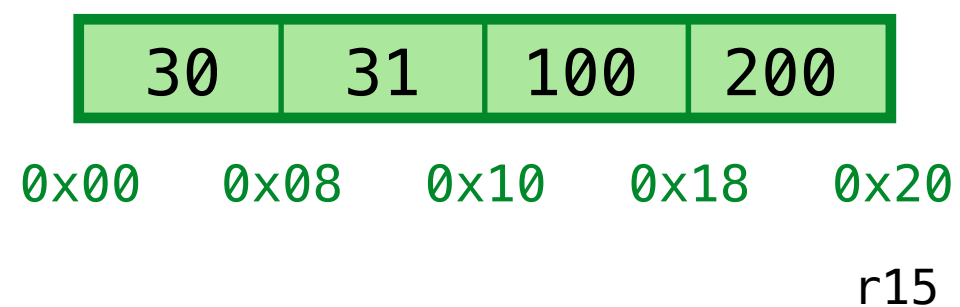


ex3: garbage in the middle (with stack)

```
def foo(p, q):  
    let tmp = (p, q)  
    in tmp[0] + tmp[1]  
  
let y = foo(10, 20)  
    , x = (y, y + 1)  
    , z = foo(100, 200)  
in  
    x[0] + z
```



Return (rax) = 30+300 = 330

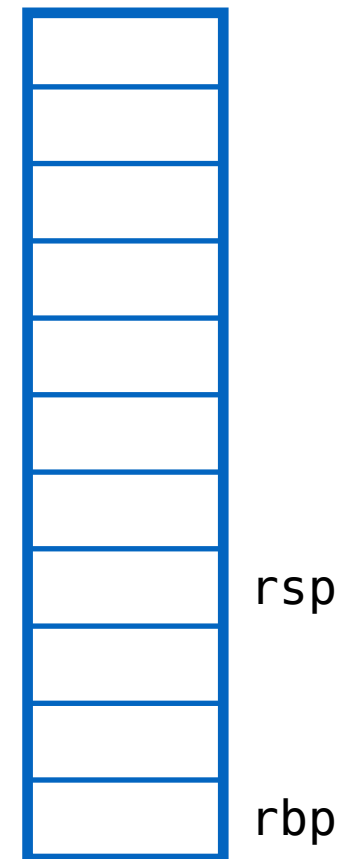


Garter / GC

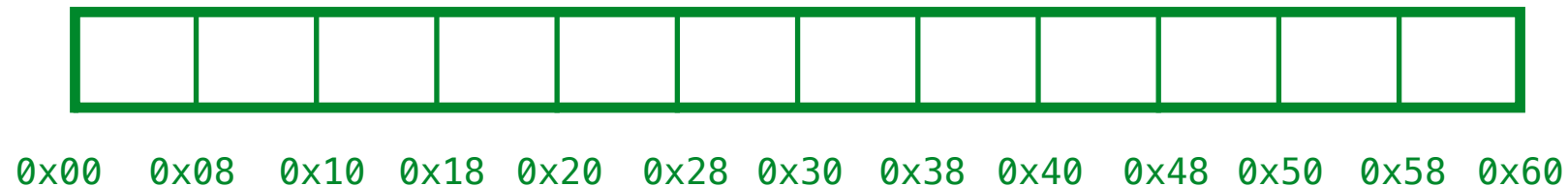
Example 4

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```

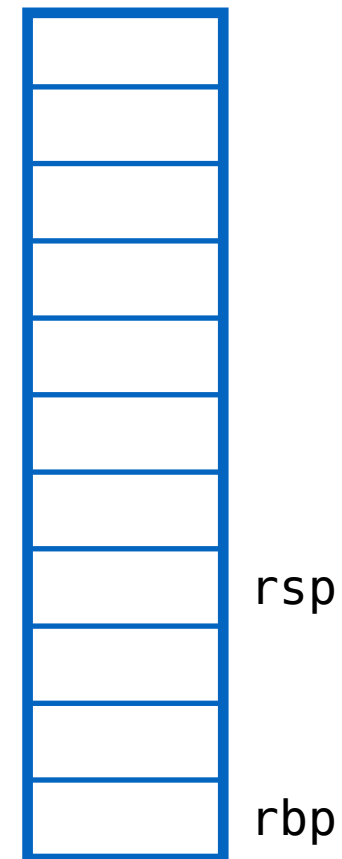


r15



ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



call range(0, 3)

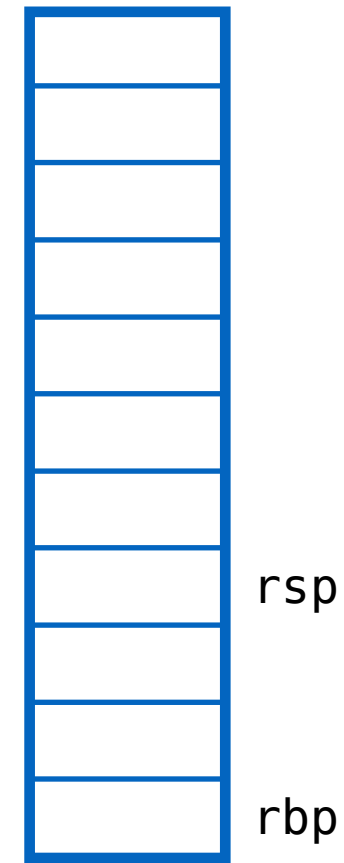
r15



0x00 0x08 0x10 0x18 0x20 0x28 0x30 0x38 0x40 0x48 0x50 0x58 0x60

ex4: recursive data

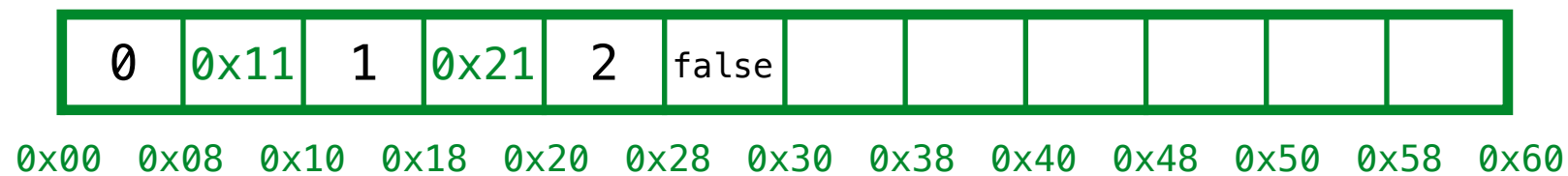
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



QUIZ: What is heap when range(0, 3) returns?

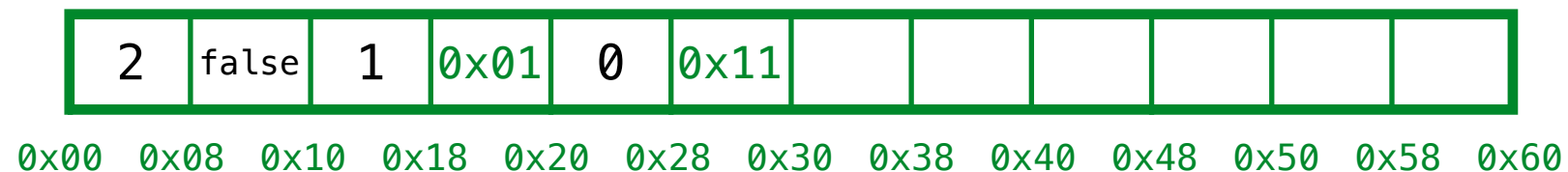
r15

(A)



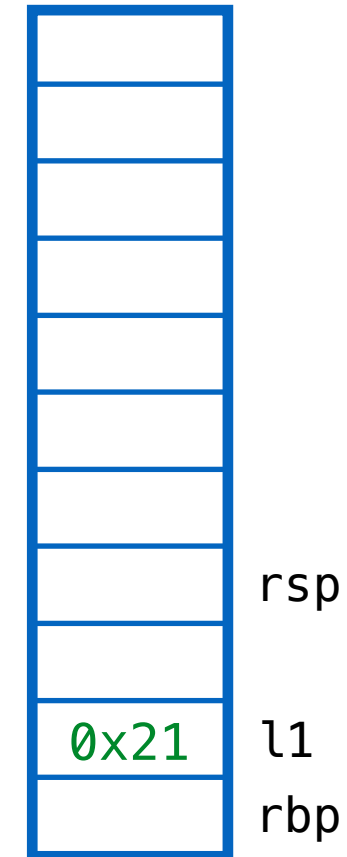
r15

(B)

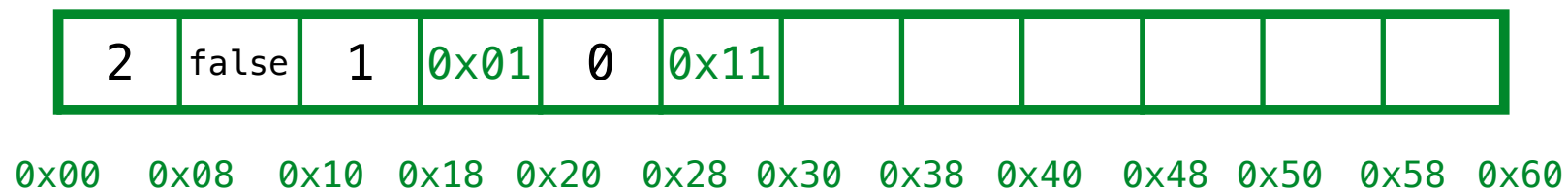


ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```

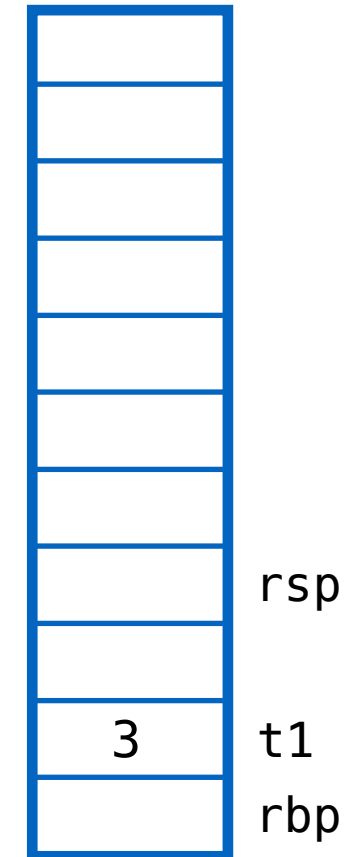


r15



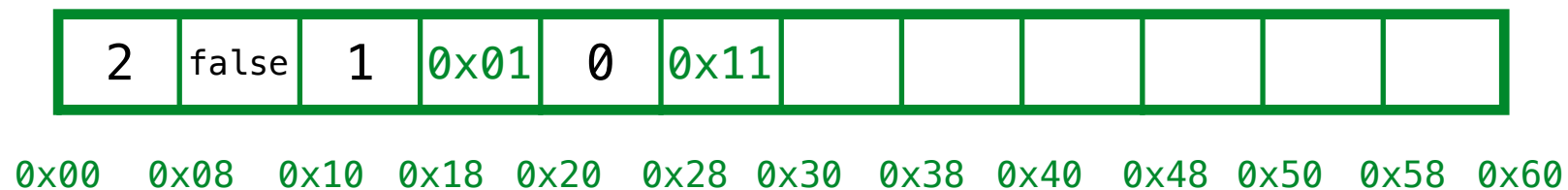
ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



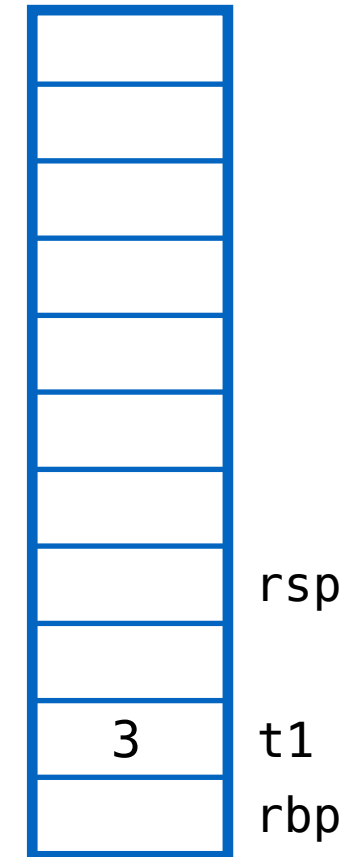
Result $\text{sum}(0x11) = 3$

r15

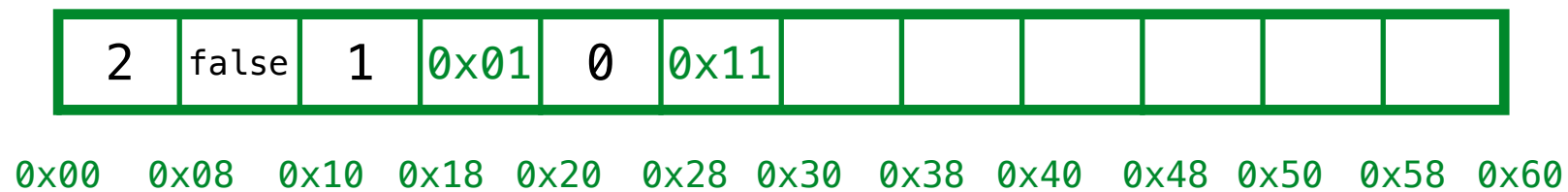


ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, t = range(t1, t1 + 3)  
in  
(1000, l)
```

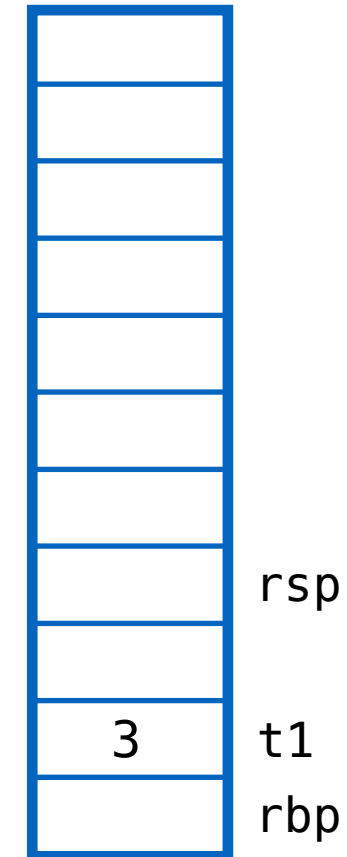


r15



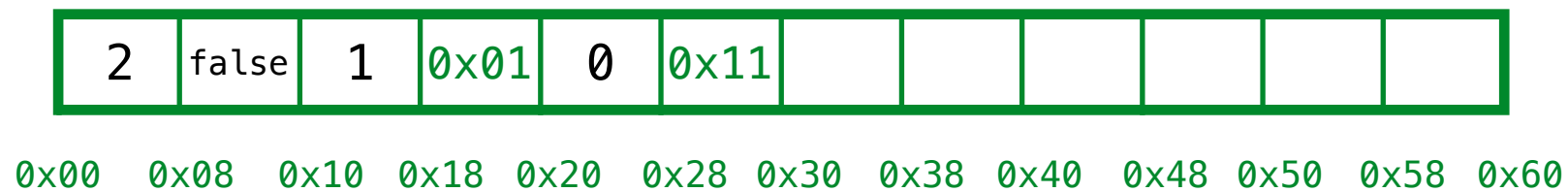
ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



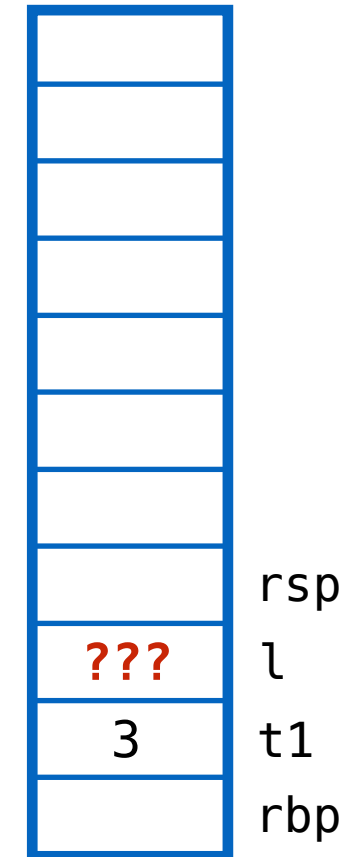
call range(3,6)

r15



ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
, l = range(t1, t1 + 3)  
in  
(1000, l)
```



call range(3,6)

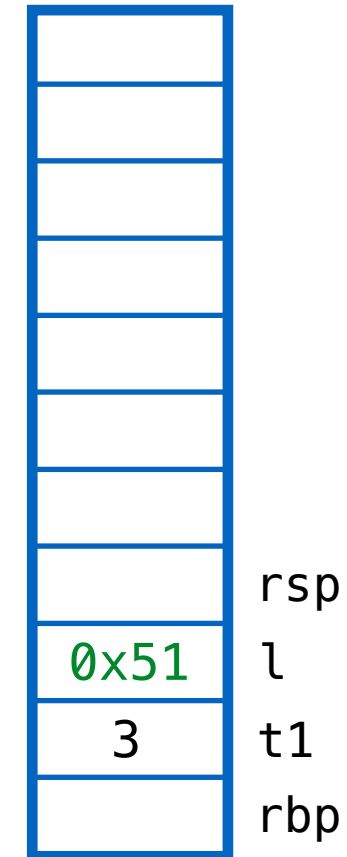
2	false	1	0x01	0	0x11	5	false	4	0x31	3	0x41	
0x00	0x08	0x10	0x18	0x20	0x28	0x30	0x38	0x40	0x48	0x50	0x58	0x60

QUIZ: What is the value of **l**?

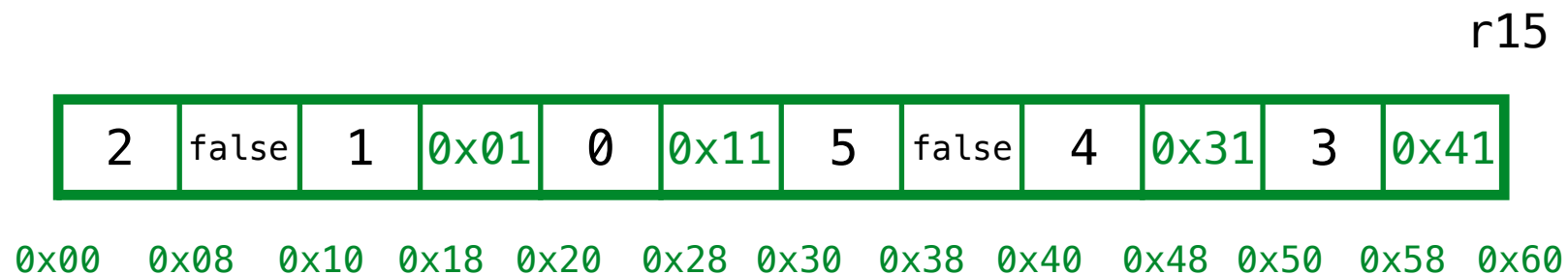
(A) 0x30 (B) 0x31 (C) 0x50 (D) 0x51 (E) 0x60

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



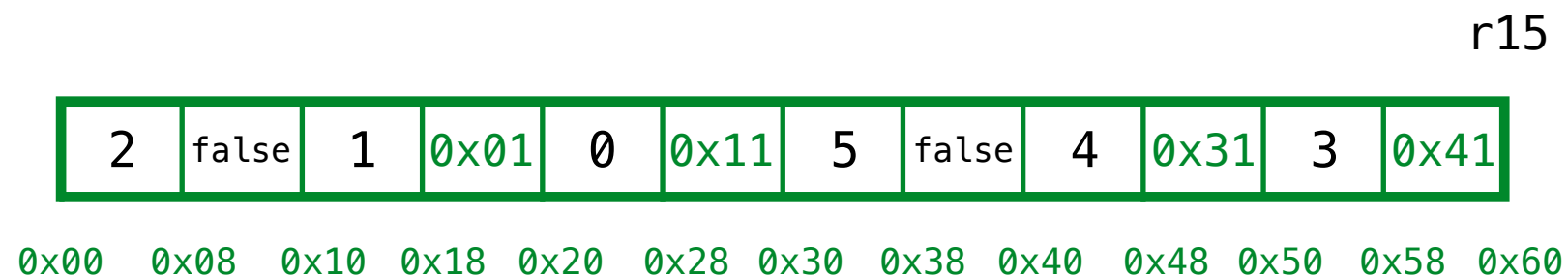
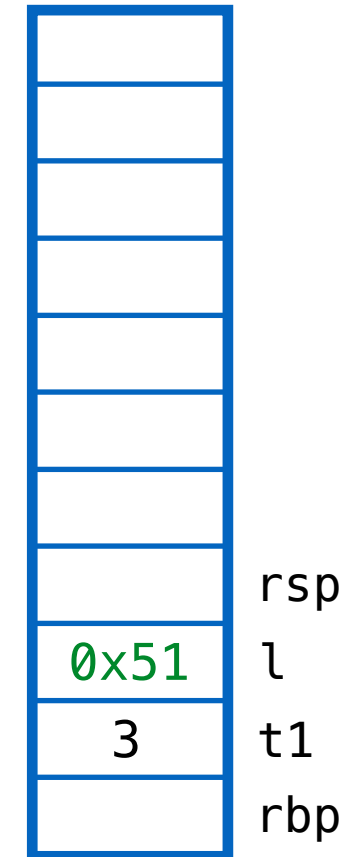
Yikes! Out of Memory!



ex4: recursive data

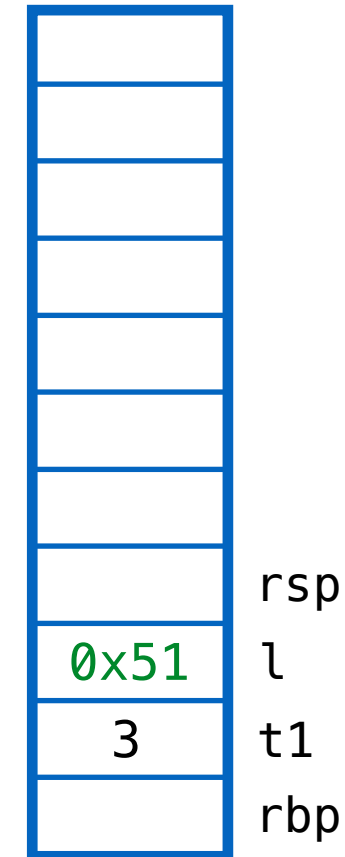
QUIZ: Which cells are “live” on the heap?

- (A) 0x00
- (B) 0x10
- (C) 0x20
- (D) 0x30
- (E) 0x40
- (F) 0x50



ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```

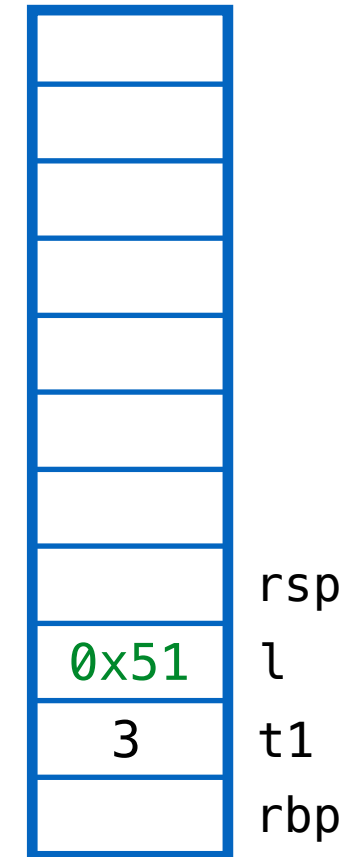


2	false	1	0x01	0	0x11	5	false	4	0x31	3	0x41	
0x00	0x08	0x10	0x18	0x20	0x28	0x30	0x38	0x40	0x48	0x50	0x58	0x60

1. **MARK** live addrs
2. Compute **FORWARD** addrs
3. **REDIRECT** addrs on stack
4. **COMPACT** cells on heap

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



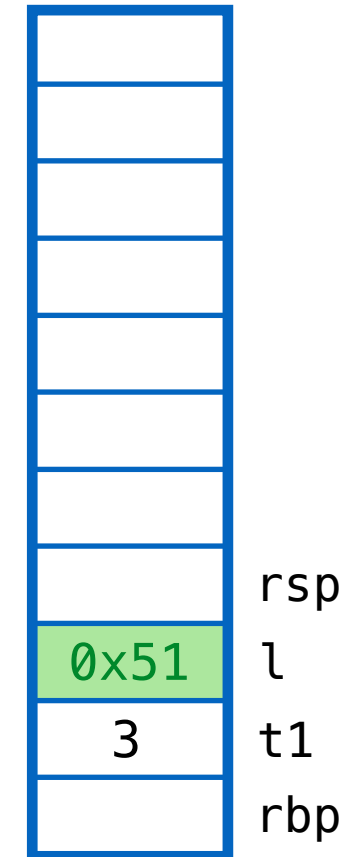
r15

2	false	1	0x01	0	0x11	5	false	4	0x31	3	0x41	
0x00	0x08	0x10	0x18	0x20	0x28	0x30	0x38	0x40	0x48	0x50	0x58	0x60

1. **MARK** live addrs
reachable from stack

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



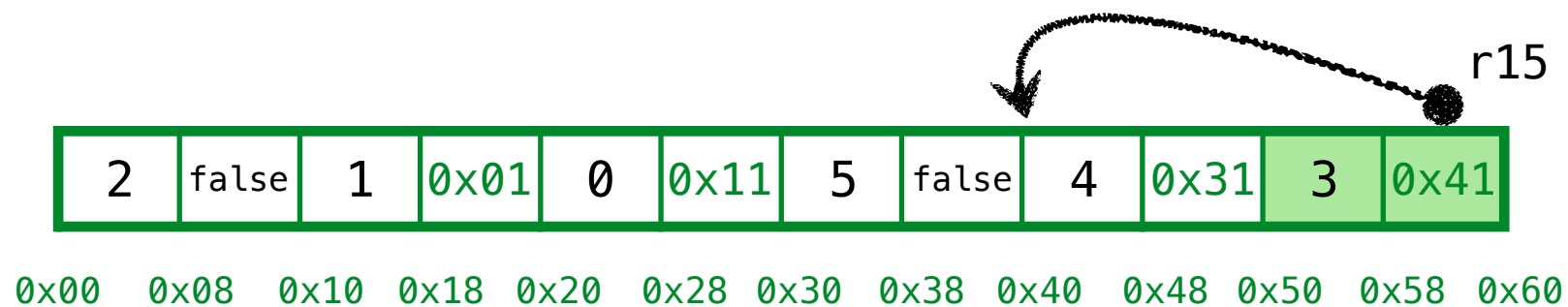
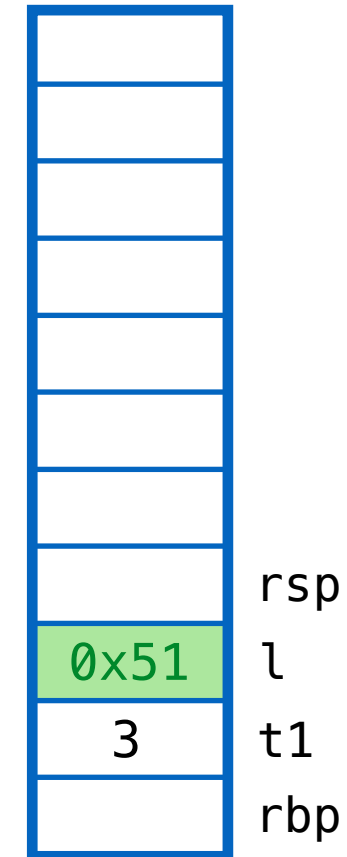
r15

2	false	1	0x01	0	0x11	5	false	4	0x31	3	0x41	
0x00	0x08	0x10	0x18	0x20	0x28	0x30	0x38	0x40	0x48	0x50	0x58	0x60

1. **MARK** live addrs
reachable from stack

ex4: recursive data

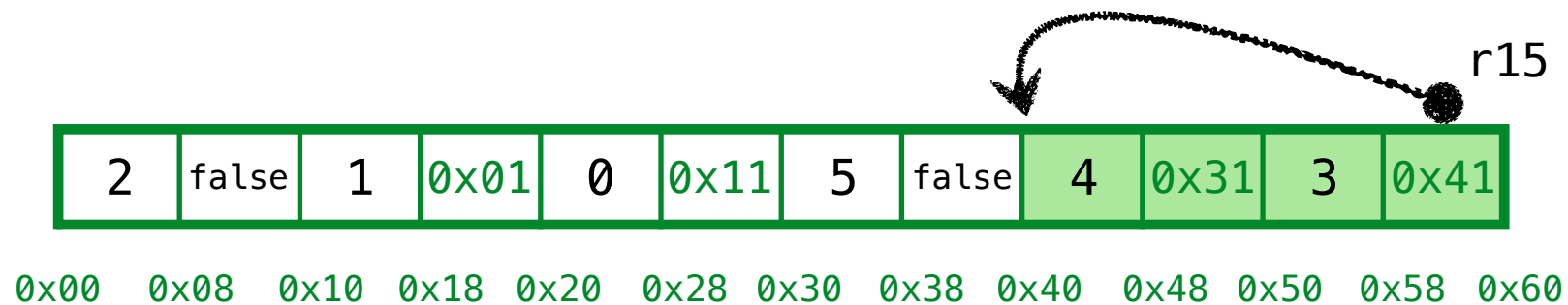
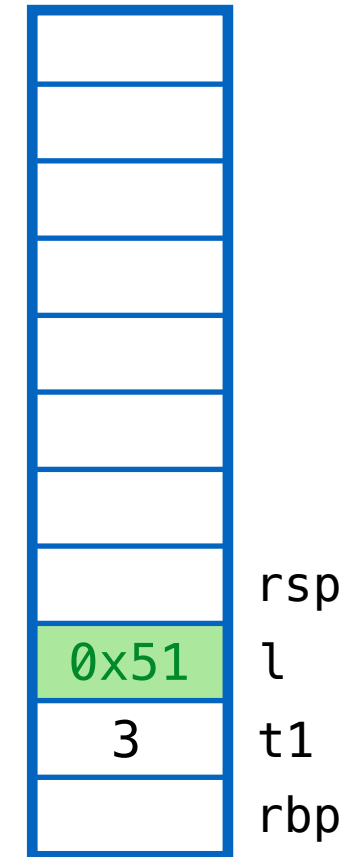
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



1. **MARK** live addrs
reachable from stack

ex4: recursive data

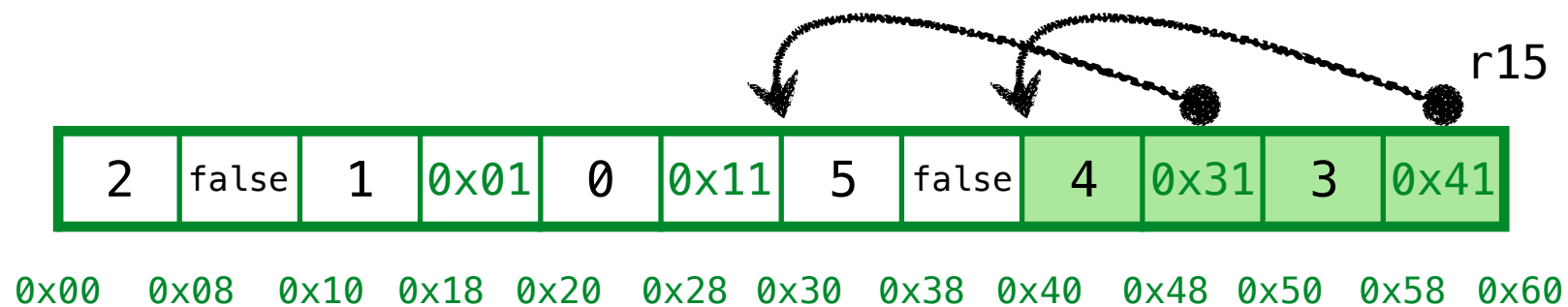
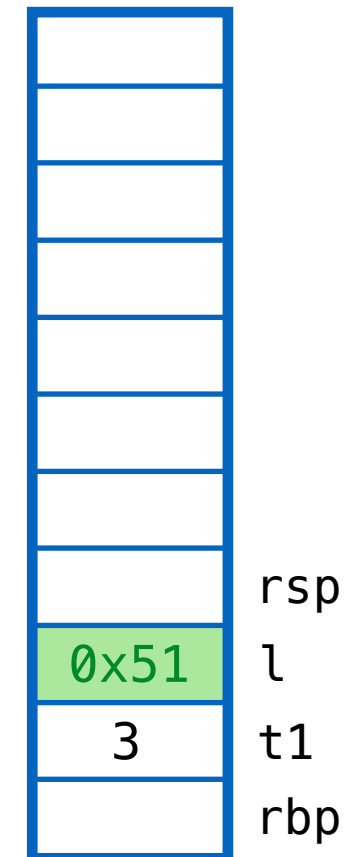
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



1. **MARK** live addrs
reachable from stack

ex4: recursive data

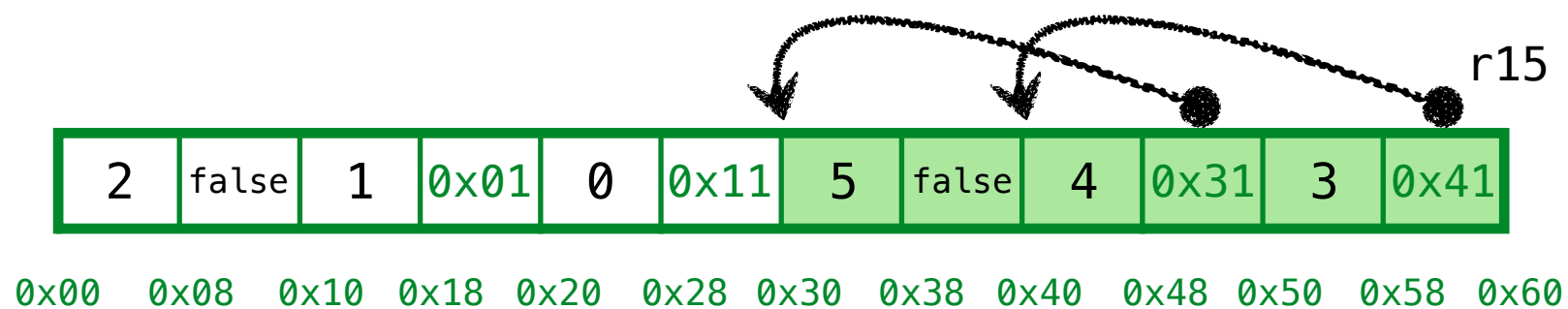
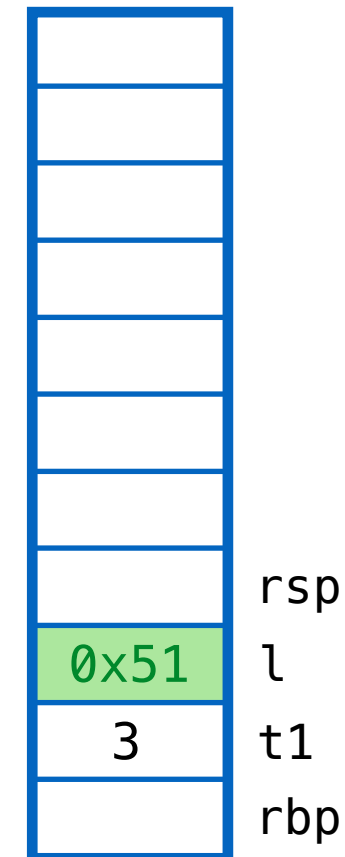
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



1. **MARK** live addrs
reachable from stack

ex4: recursive data

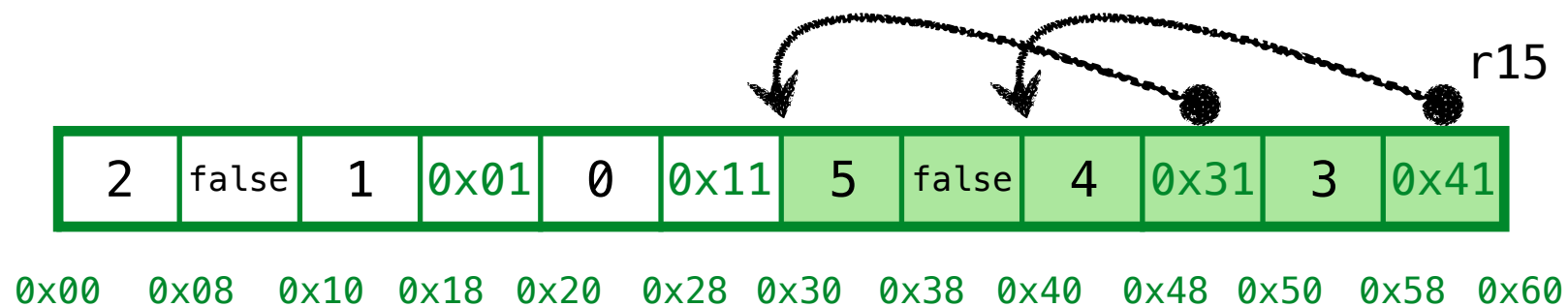
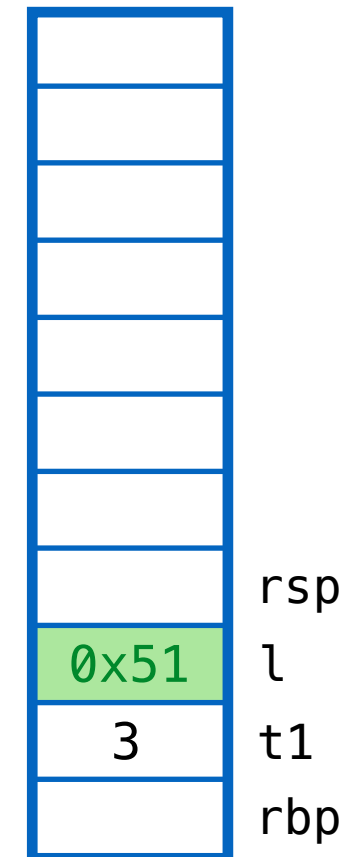
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



1. **MARK** live addrs
reachable from stack

ex4: recursive data

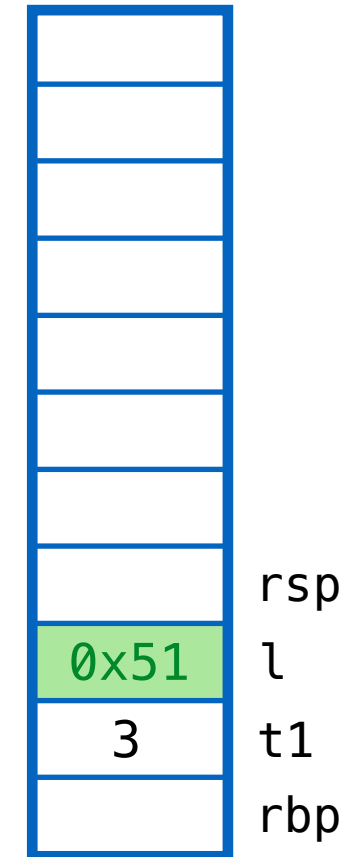
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



Done!

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



fwd



0x00 0x08 0x10 0x18 0x20 0x28 0x30 0x38 0x40 0x48 0x50 0x58 0x60

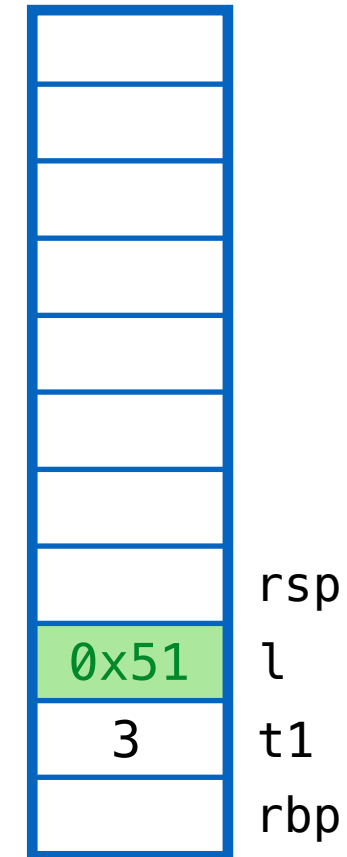


orig

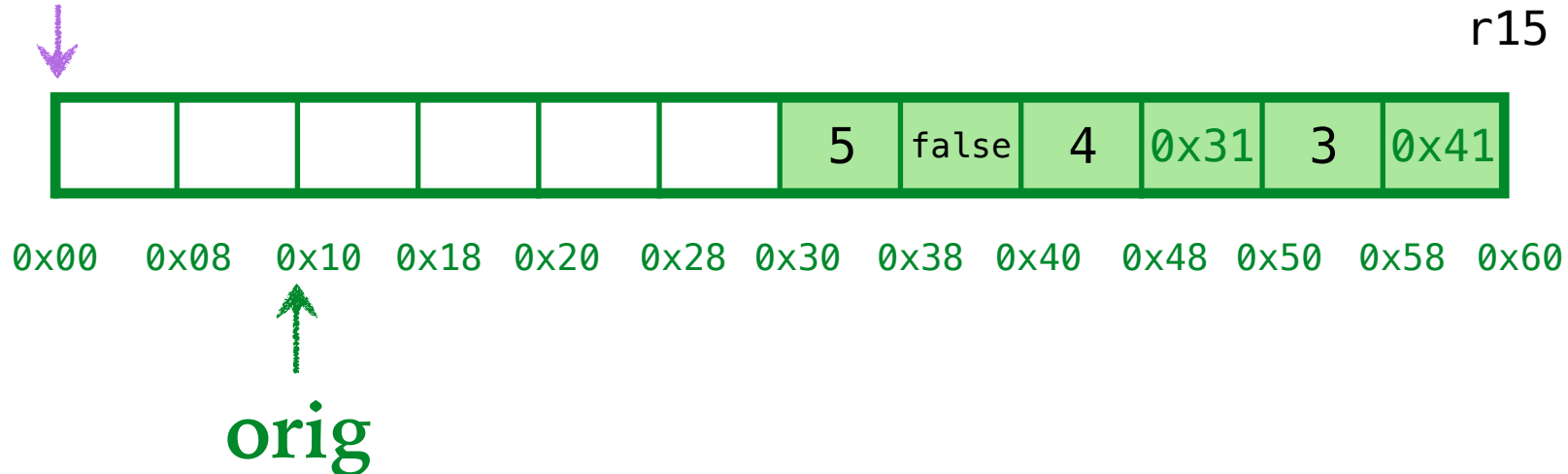
2. Compute FORWARD addrs

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



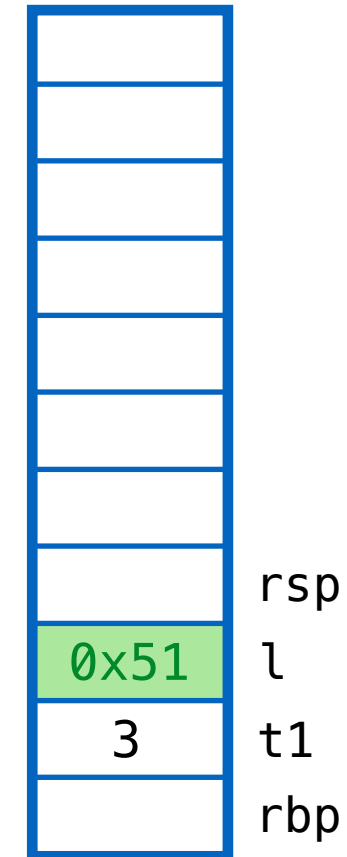
fwd



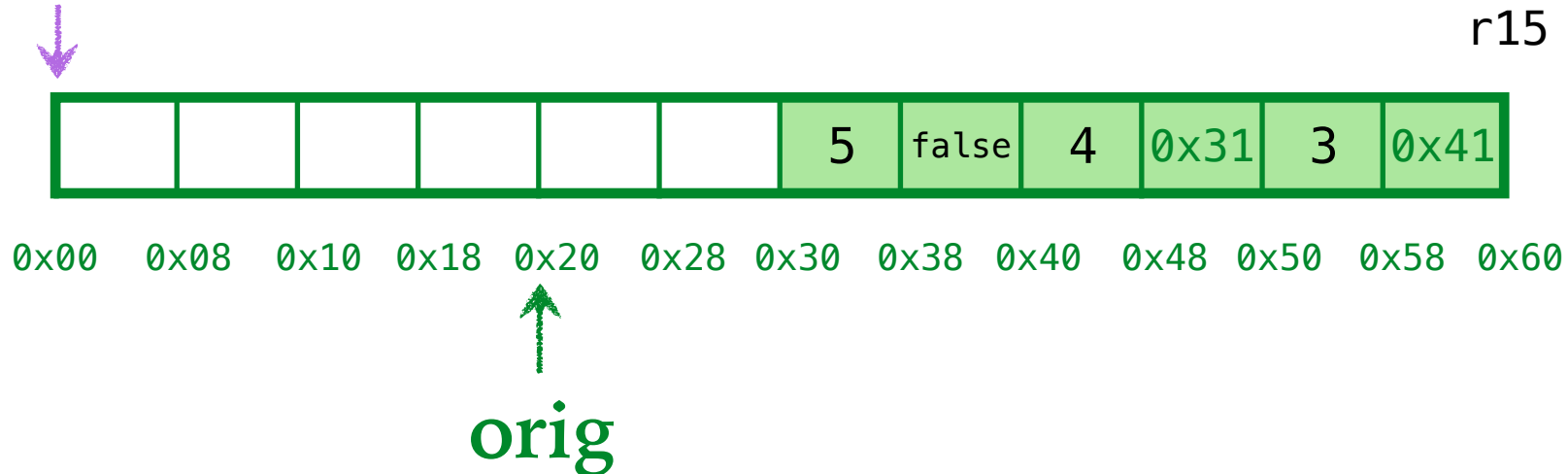
2. Compute FORWARD addrs

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



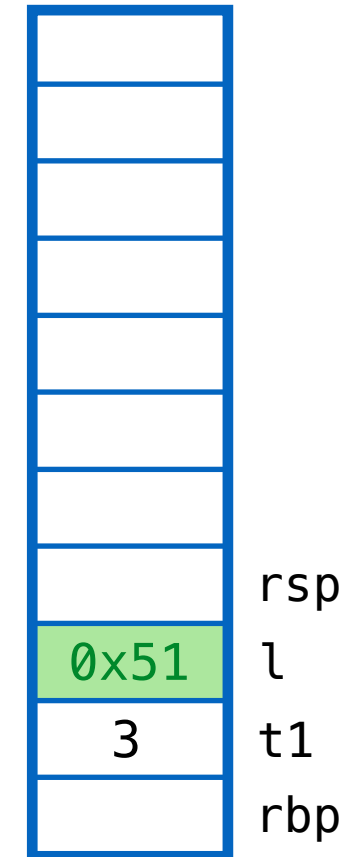
fwd



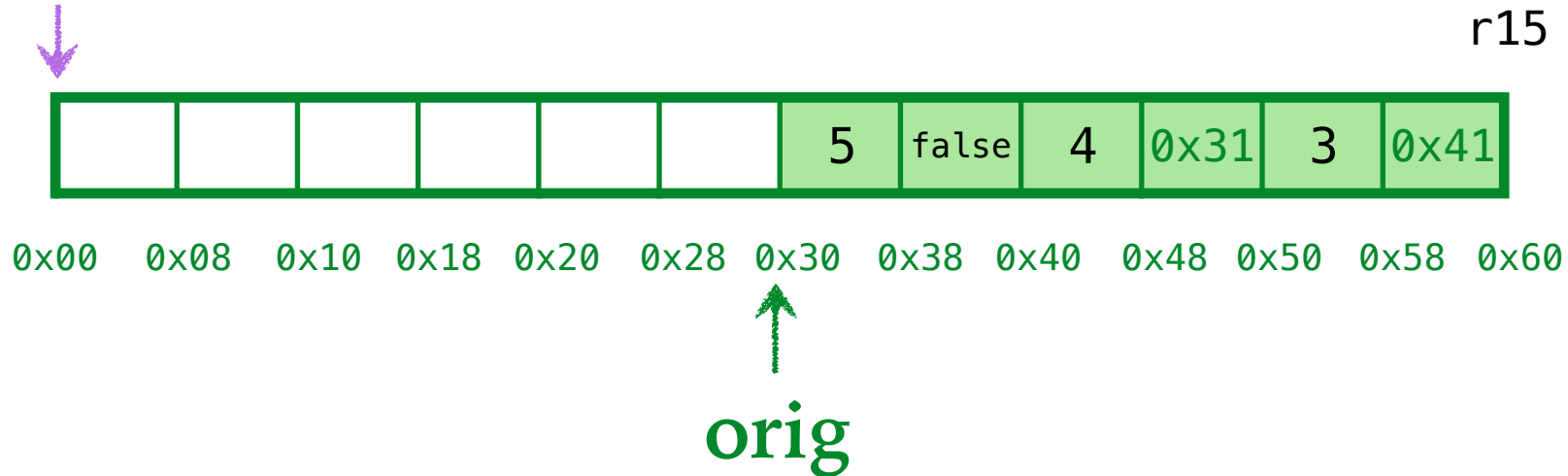
2. Compute FORWARD addrs

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



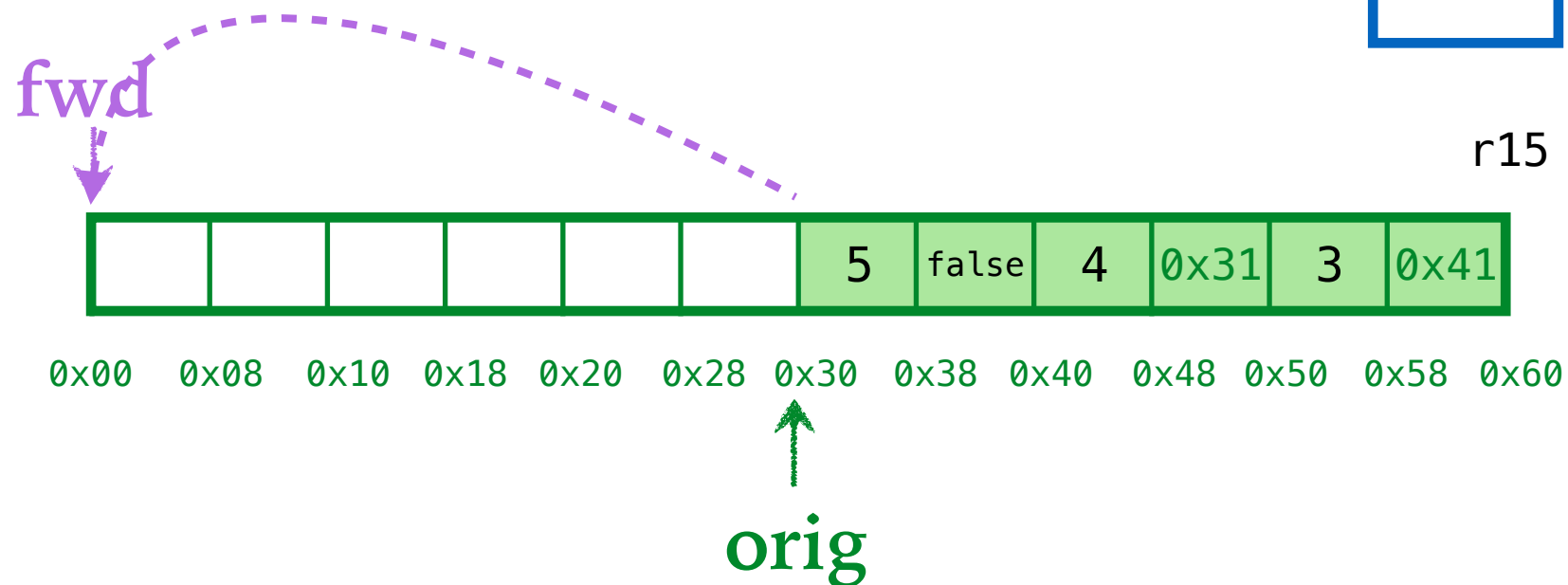
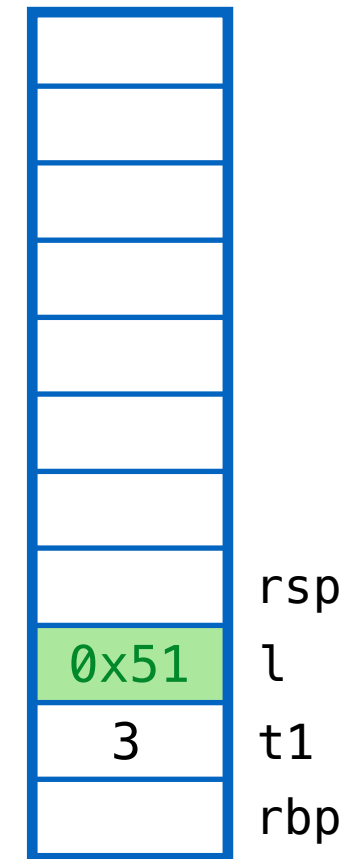
fwd



2. Compute FORWARD addrs

ex4: recursive data

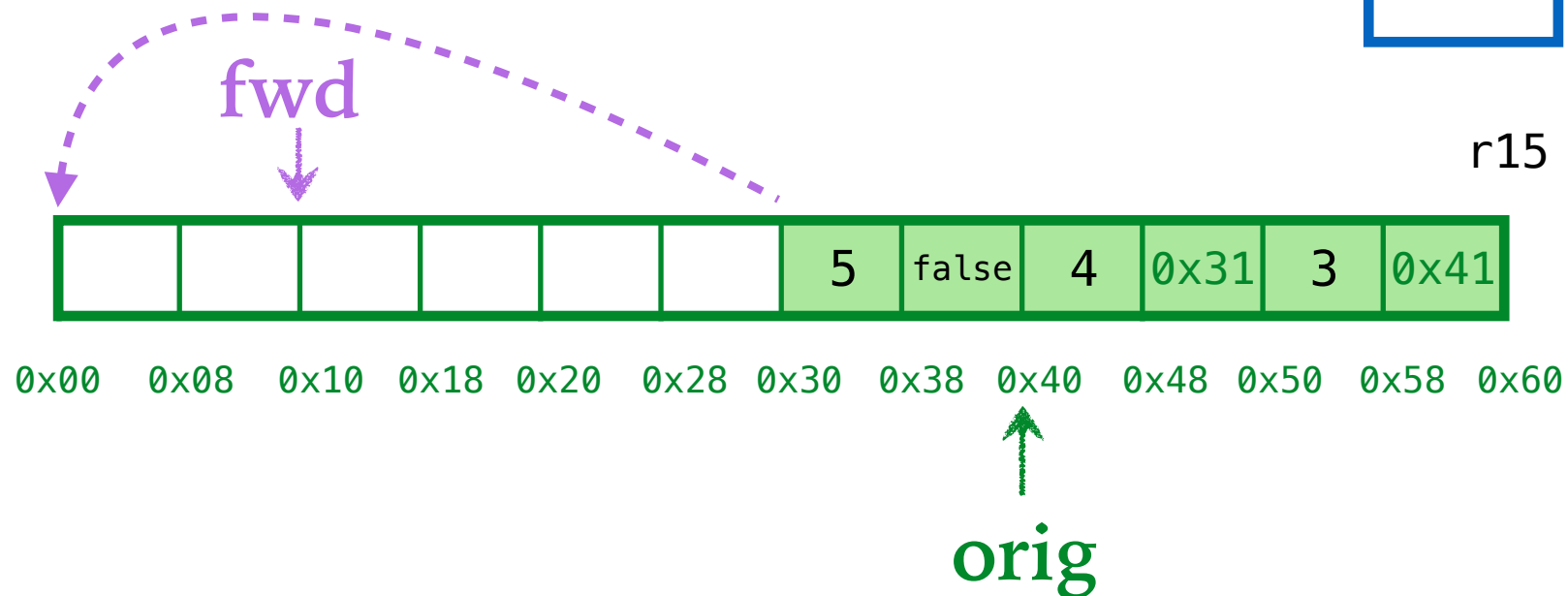
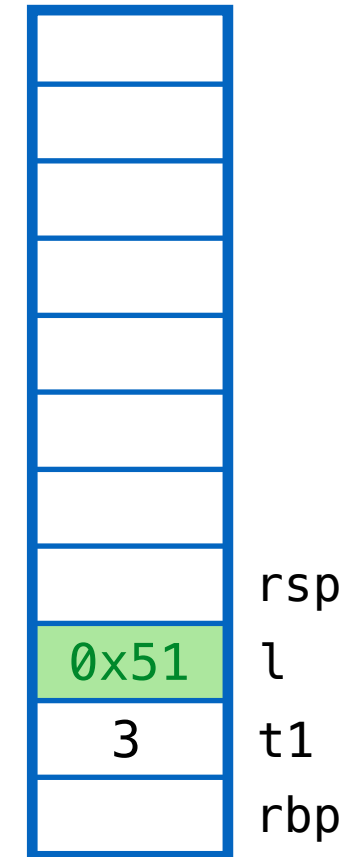
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



2. Compute **FORWARD** addrs

ex4: recursive data

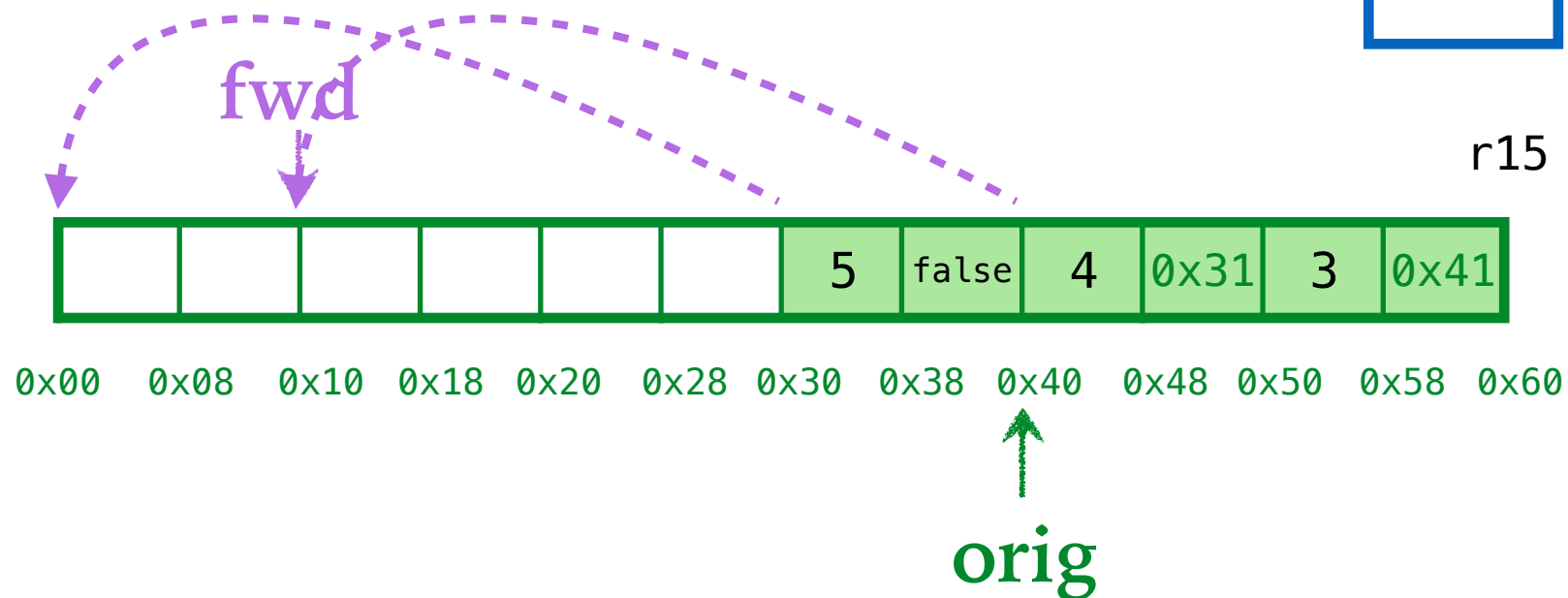
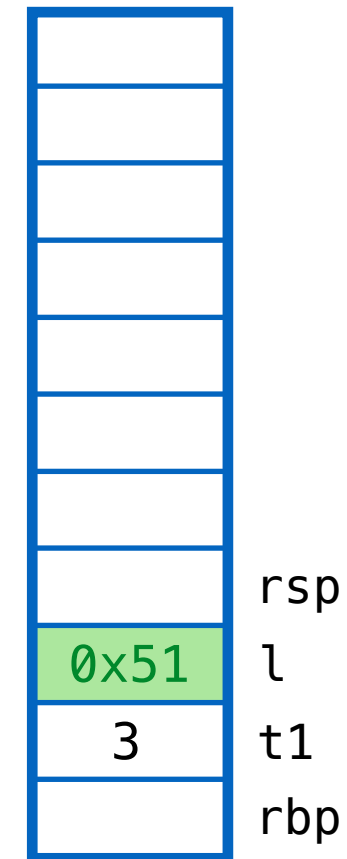
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



2. Compute FORWARD addrs

ex4: recursive data

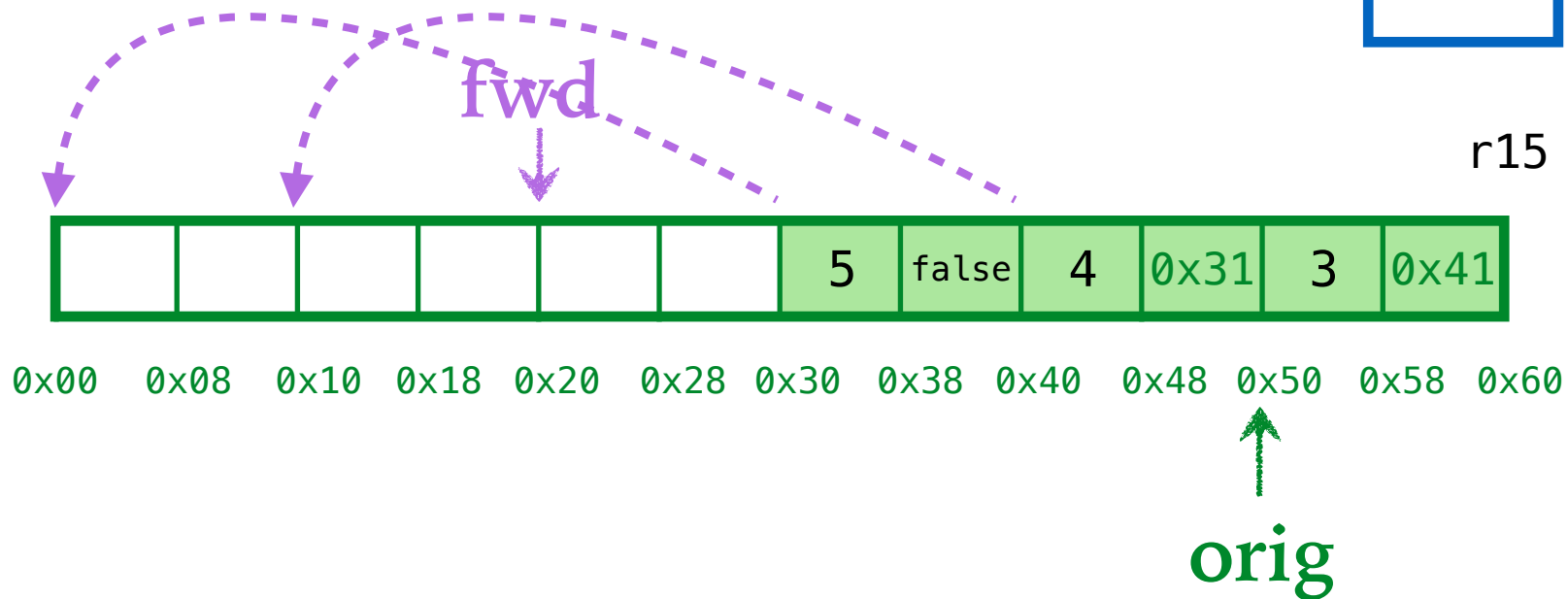
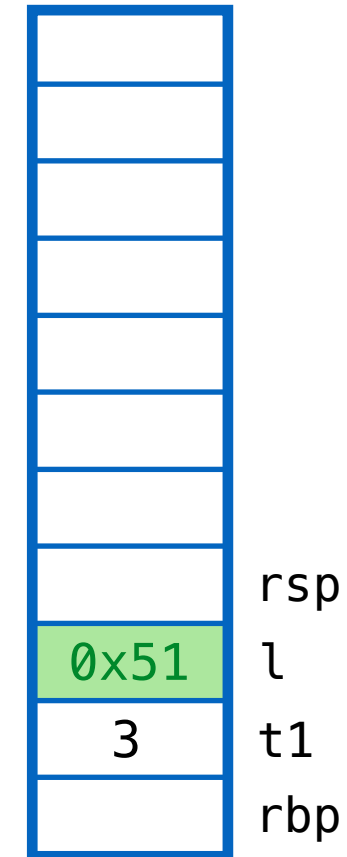
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



2. Compute FORWARD addrs

ex4: recursive data

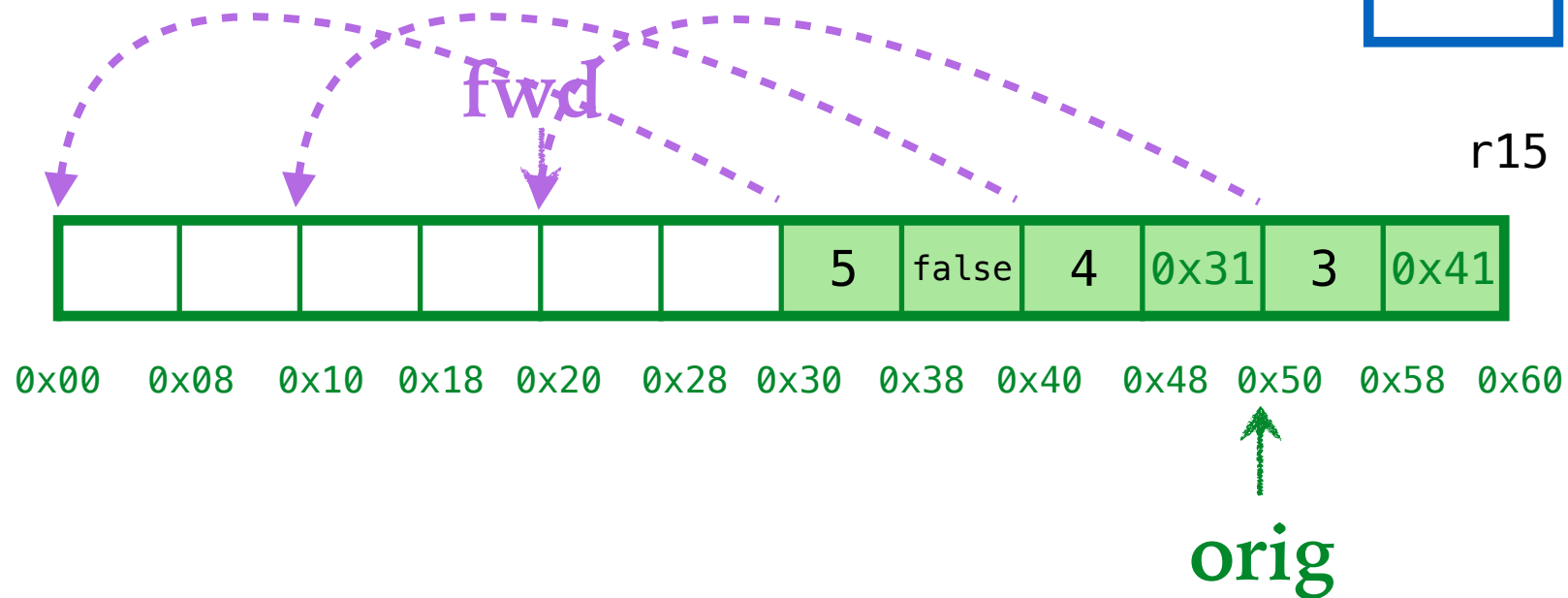
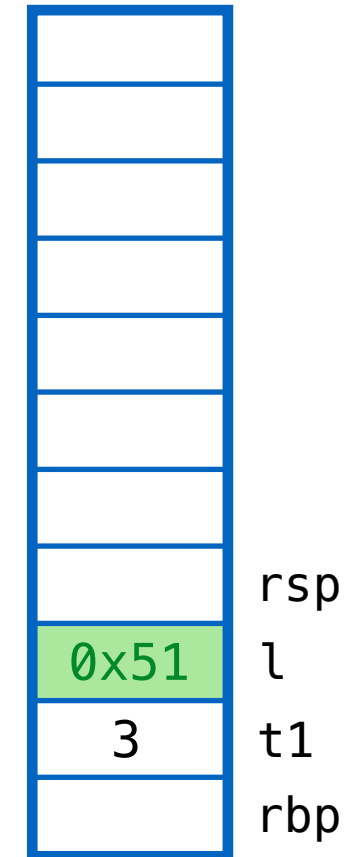
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



2. Compute FORWARD addrs

ex4: recursive data

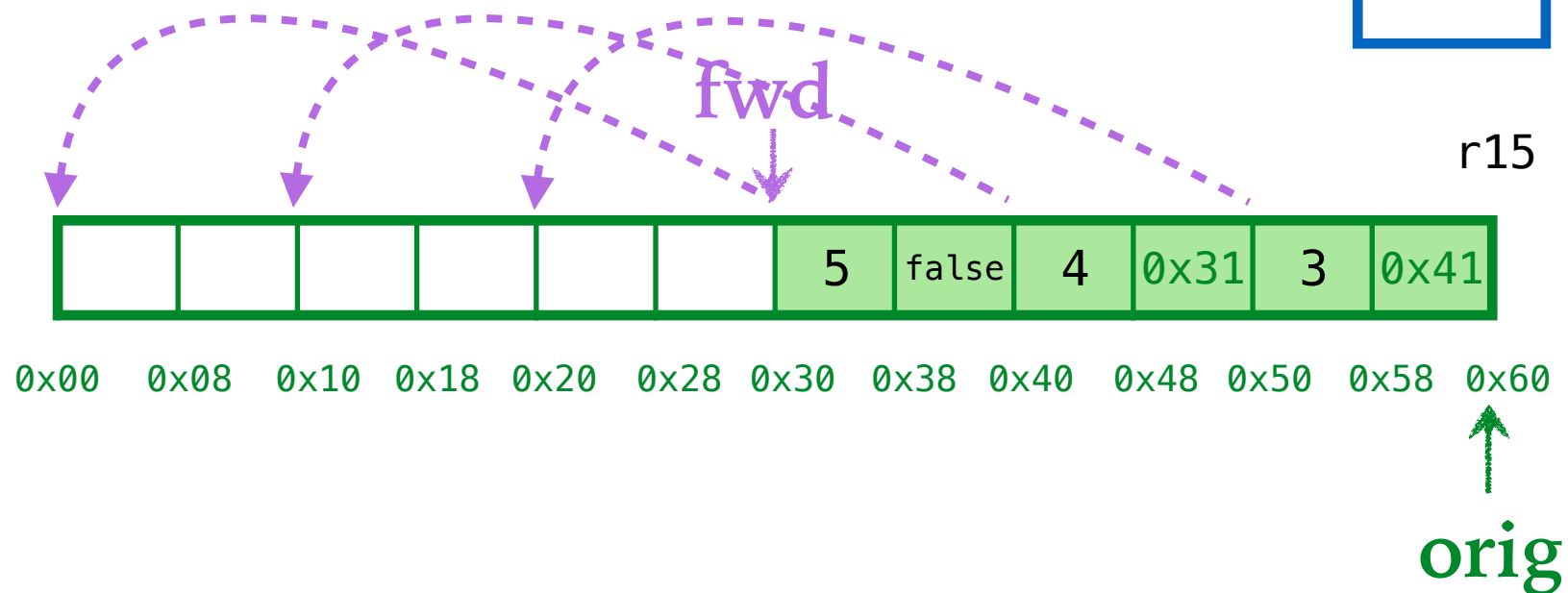
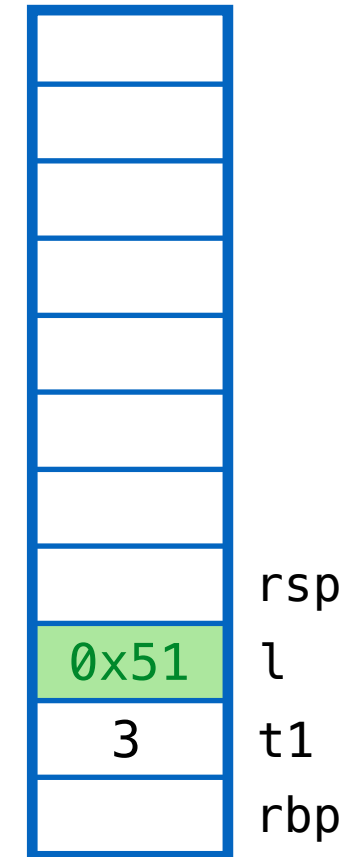
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



2. Compute FORWARD addrs

ex4: recursive data

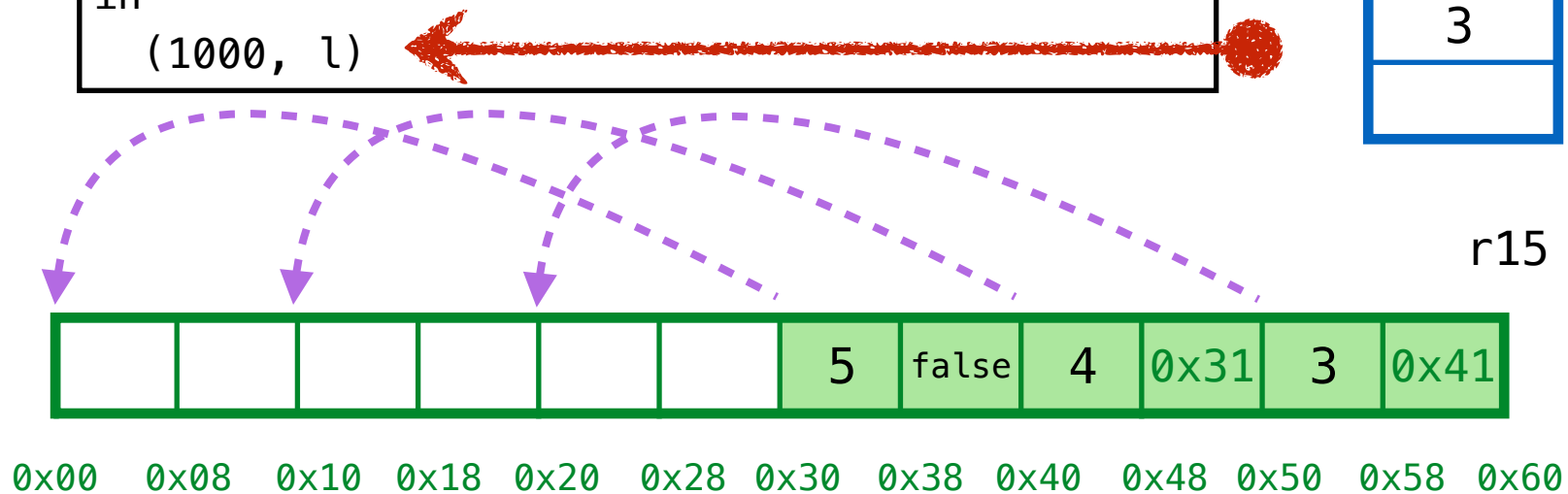
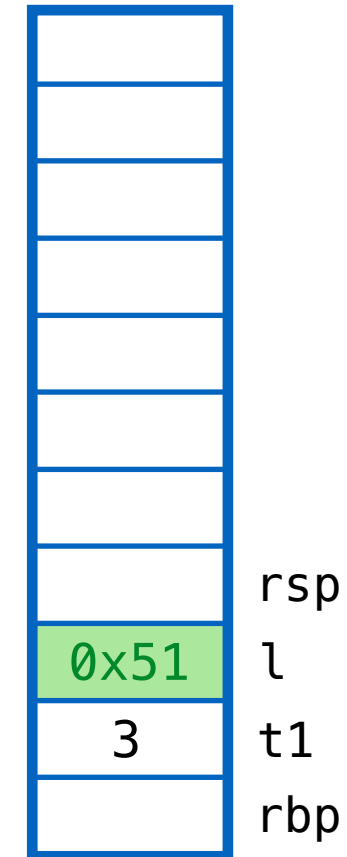
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



2. Compute FORWARD addrs

ex4: recursive data

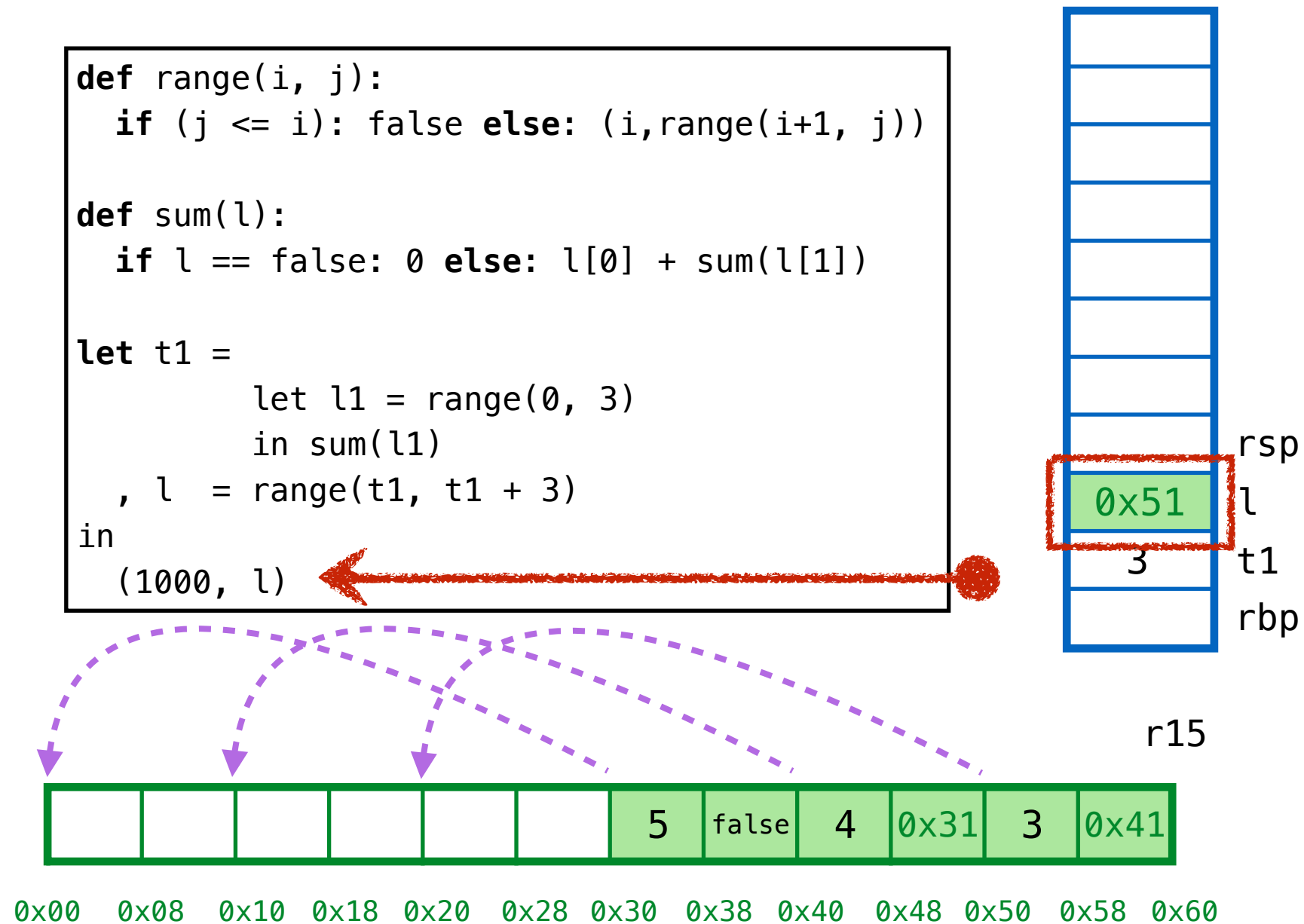
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



2. Compute FORWARD addrs

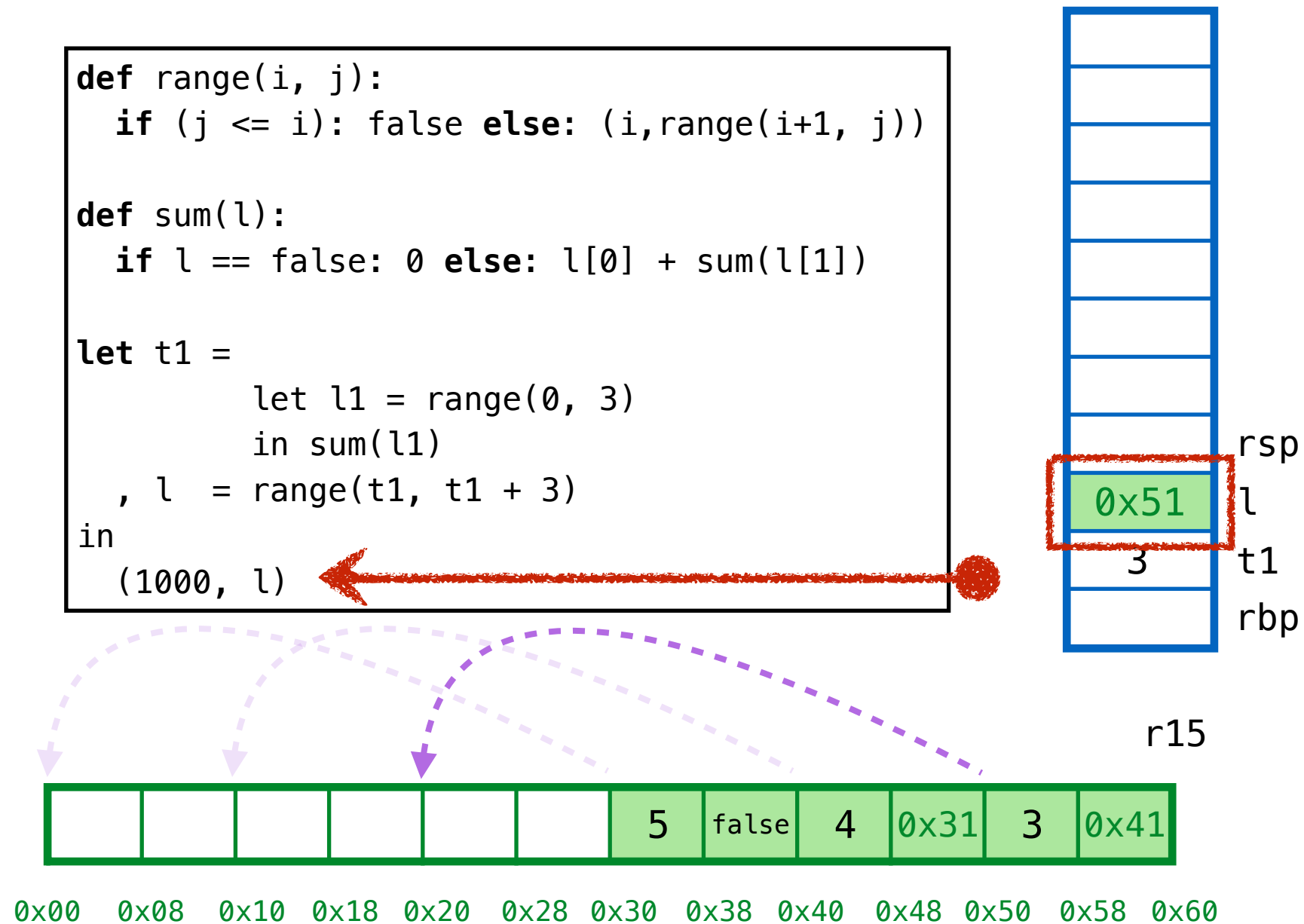
Where should we store the forward addrs?

ex4: recursive data



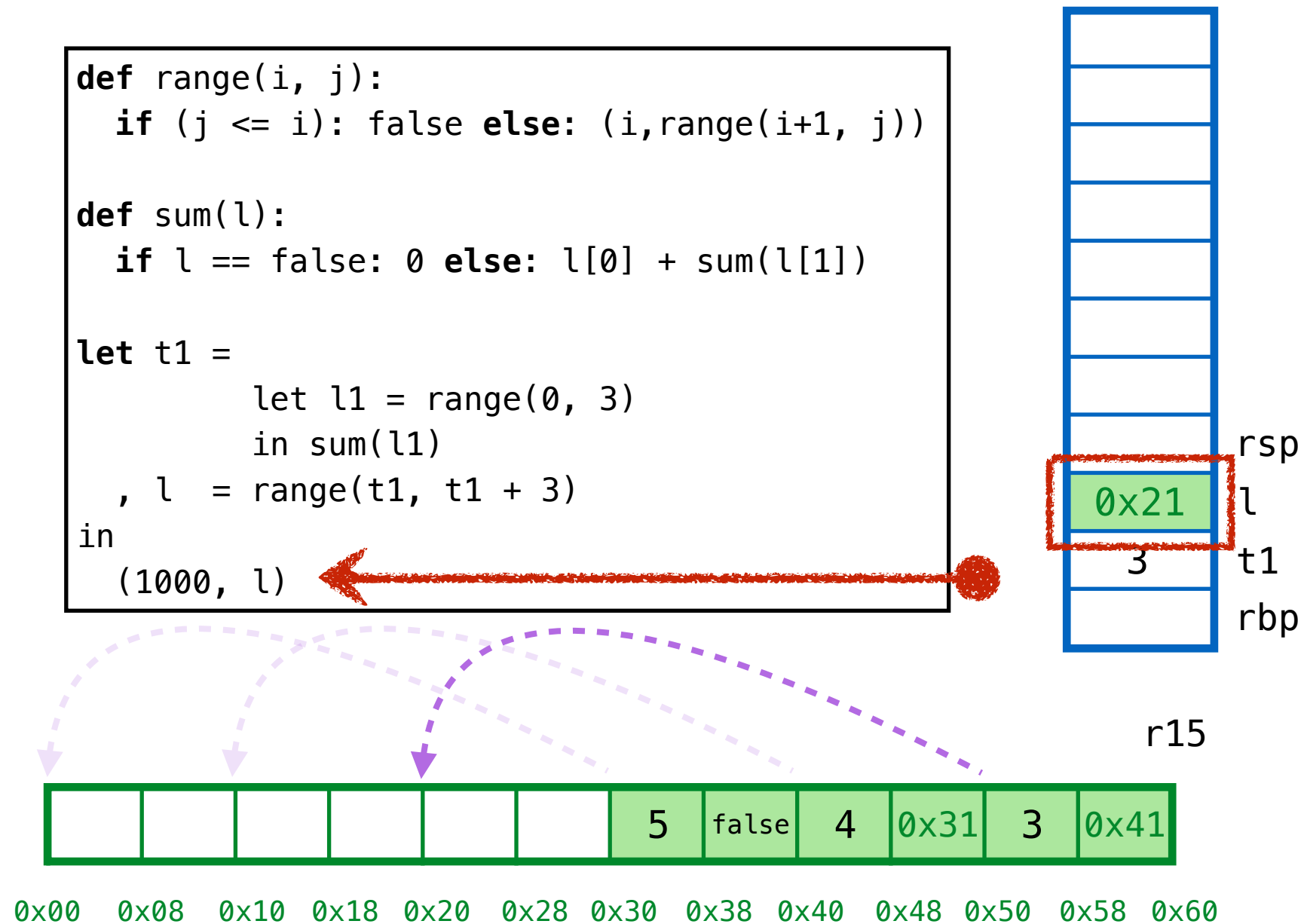
3. REDIRECT addrs on stack

ex4: recursive data



3. REDIRECT addrs on stack

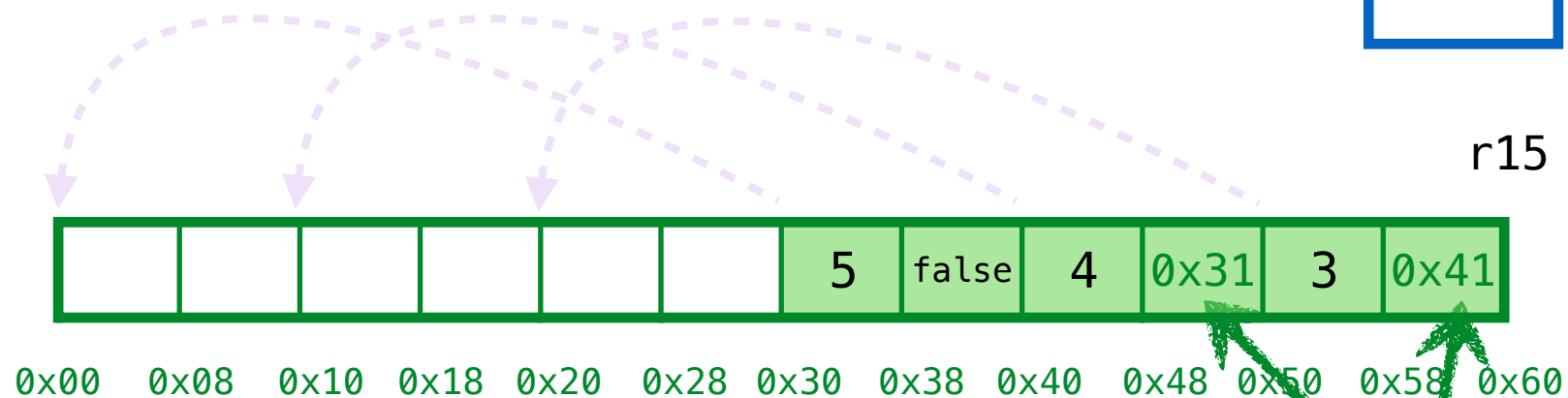
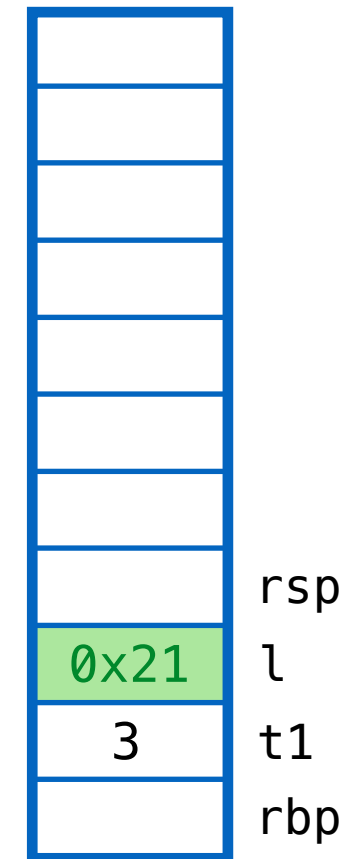
ex4: recursive data



3. REDIRECT addrs on stack

ex4: recursive data

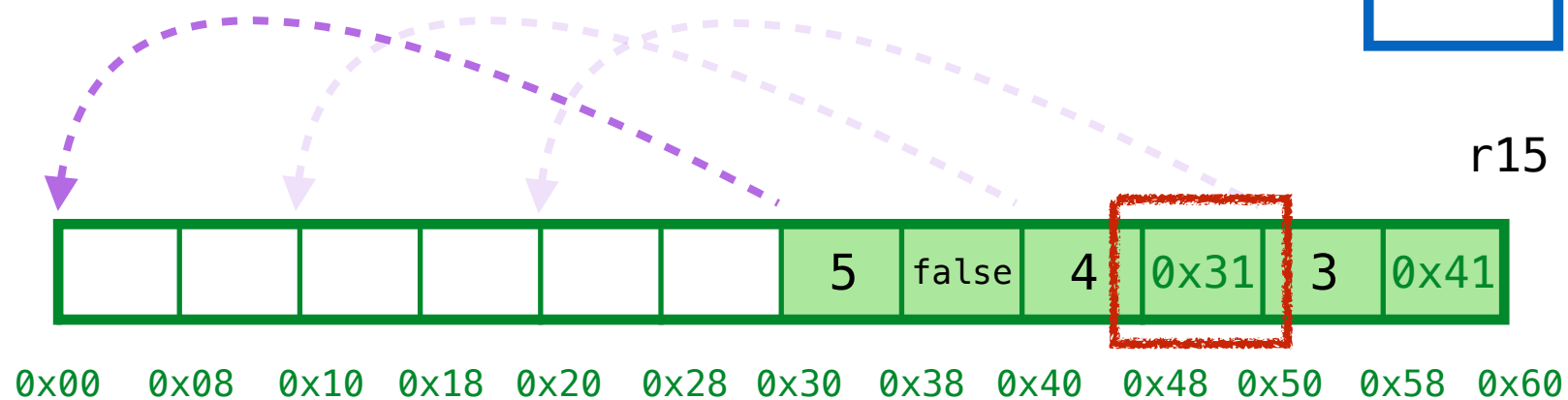
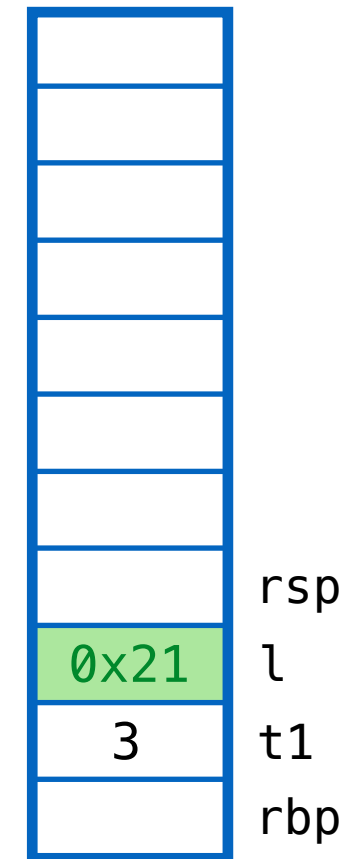
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



3. REDIRECT addrs on stack and heap!

ex4: recursive data

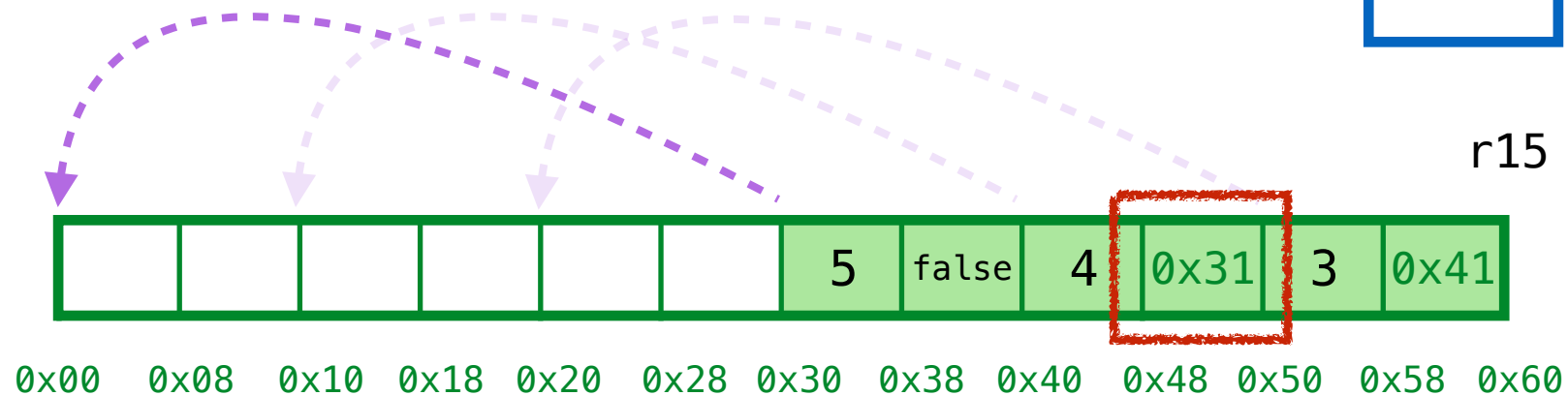
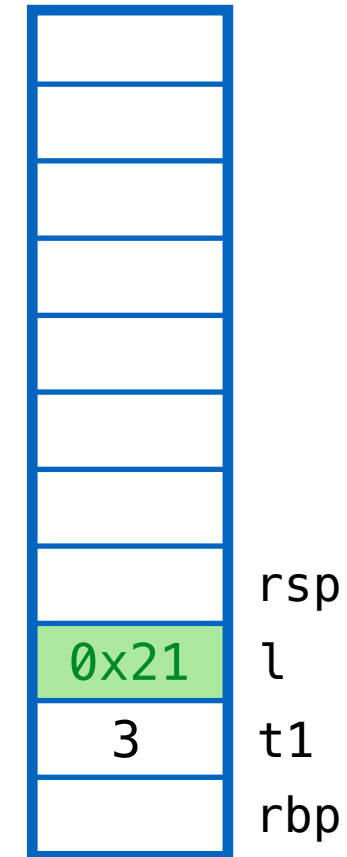
```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



3. REDIRECT addrs on stack and heap!

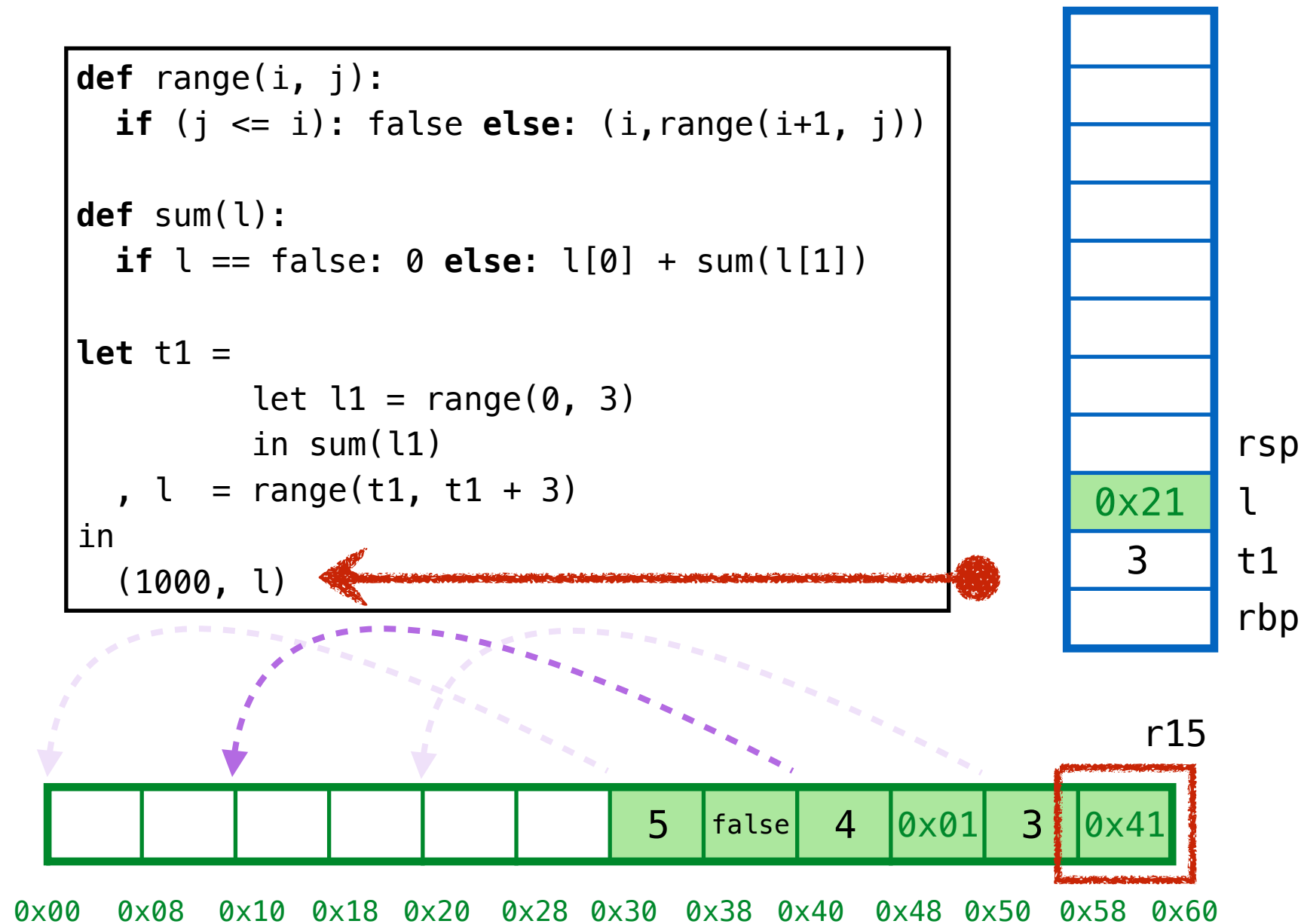
ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
(1000, l)
```



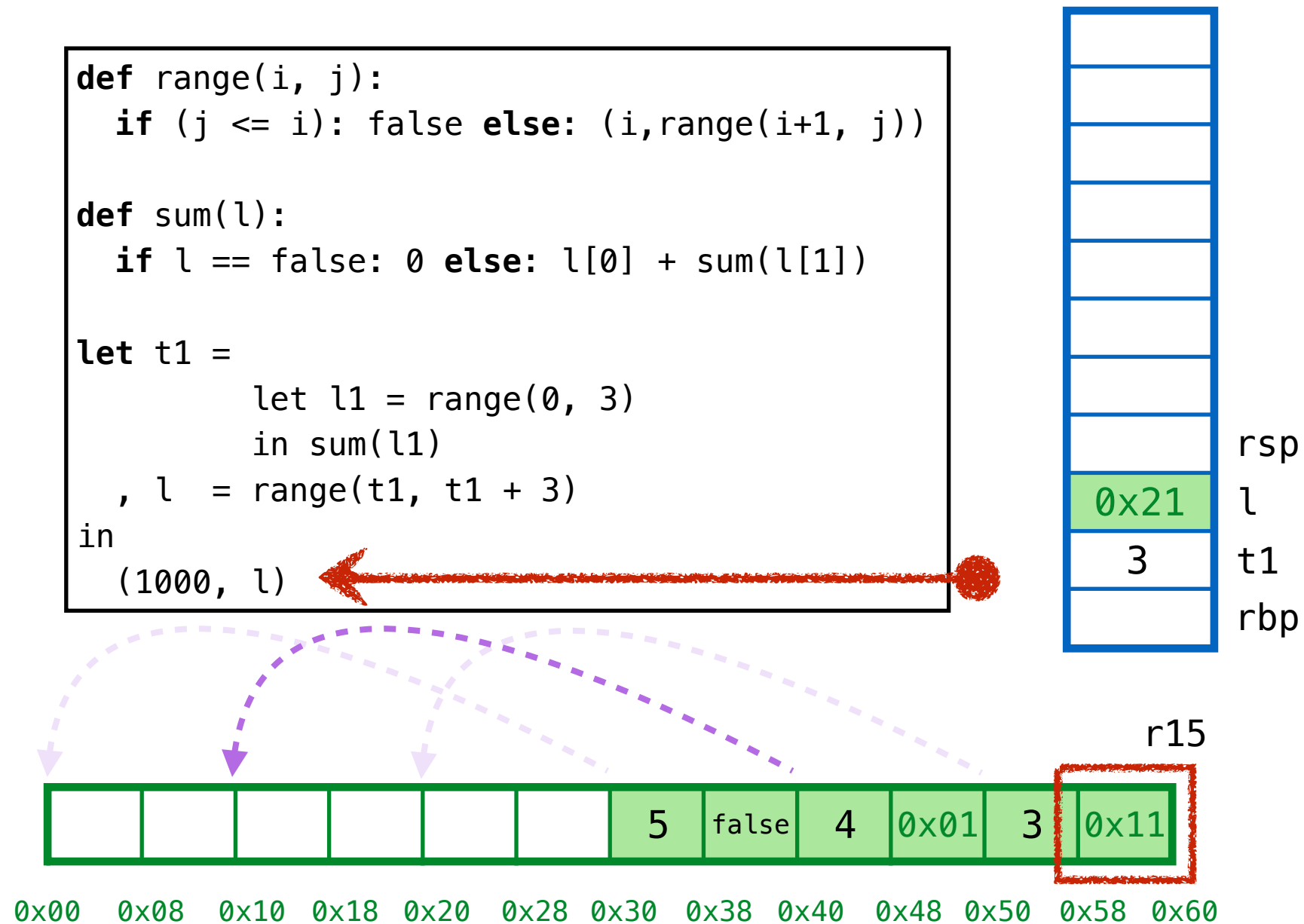
3. REDIRECT addrs on stack and heap!

ex4: recursive data



3. REDIRECT addrs on stack and heap!

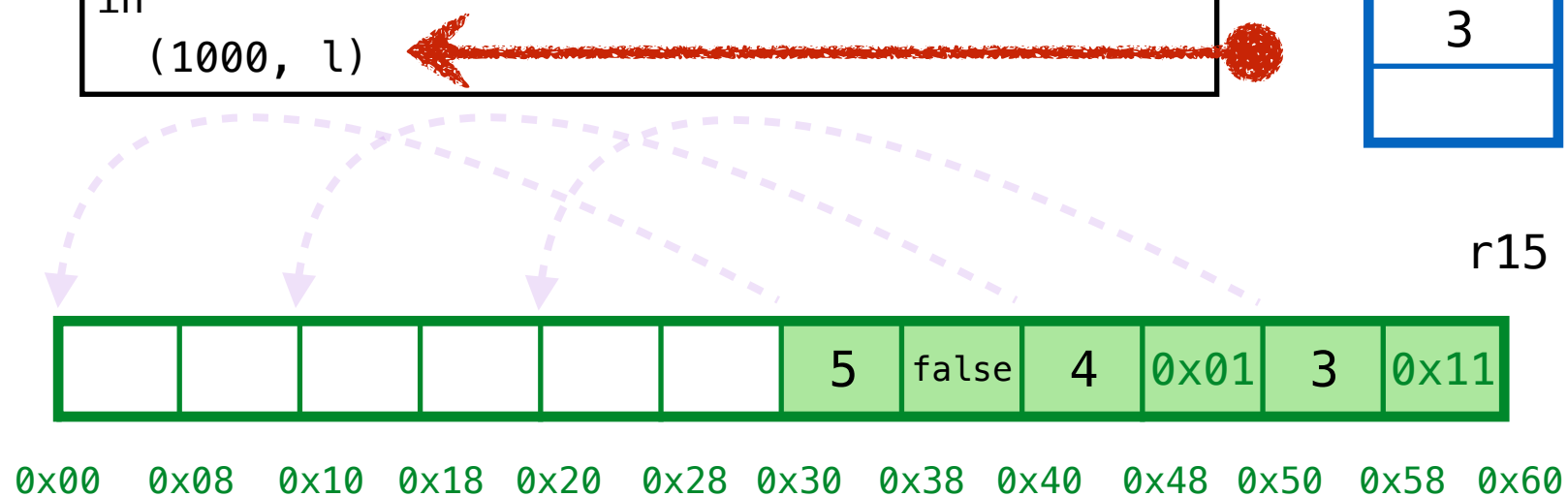
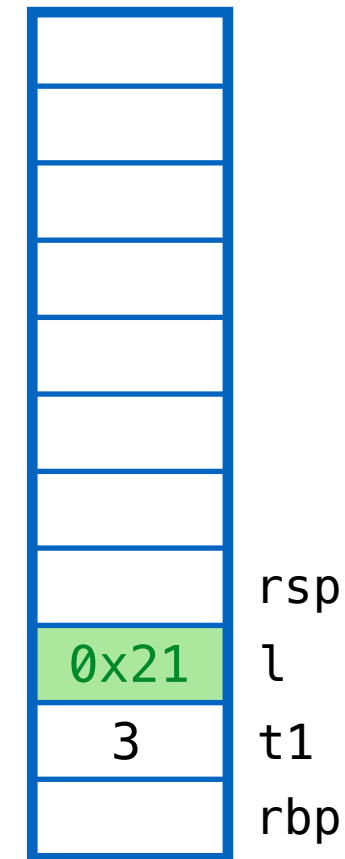
ex4: recursive data



3. REDIRECT addrs on stack and heap!

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```

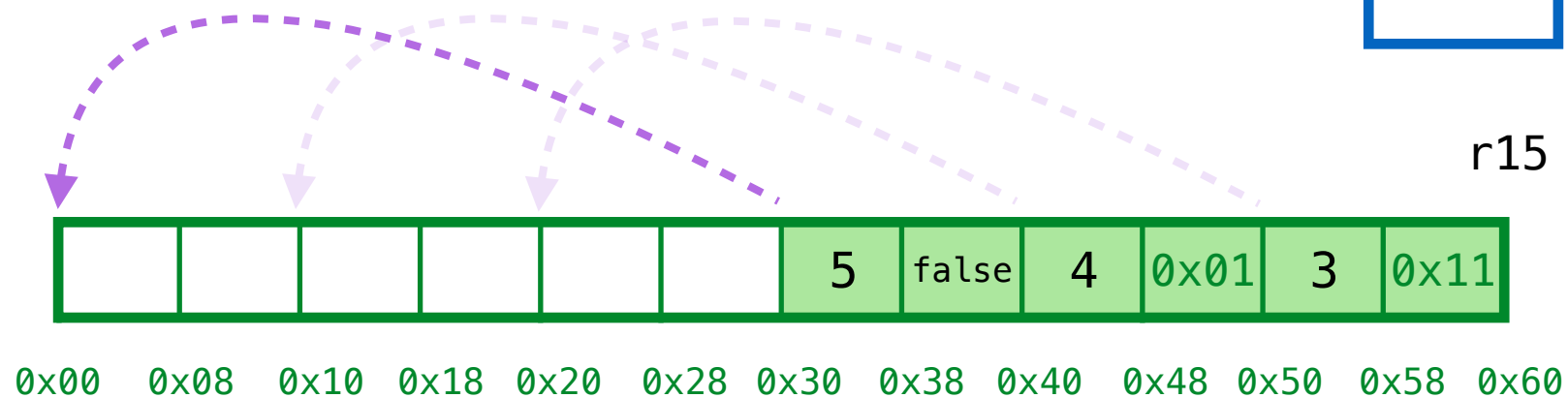
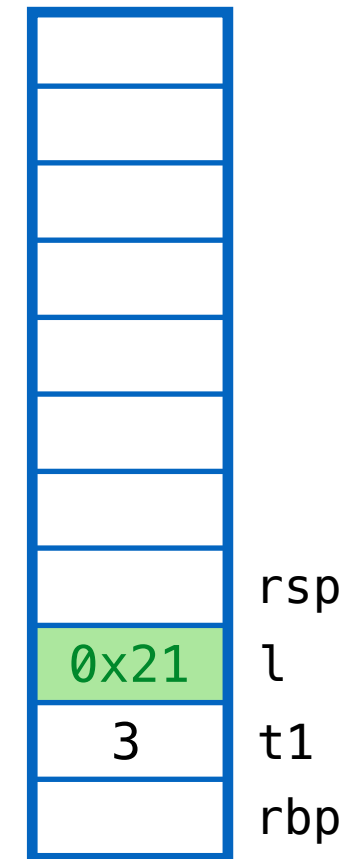


4. COMPACT cells on heap

Copy cell to forward addr!

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```

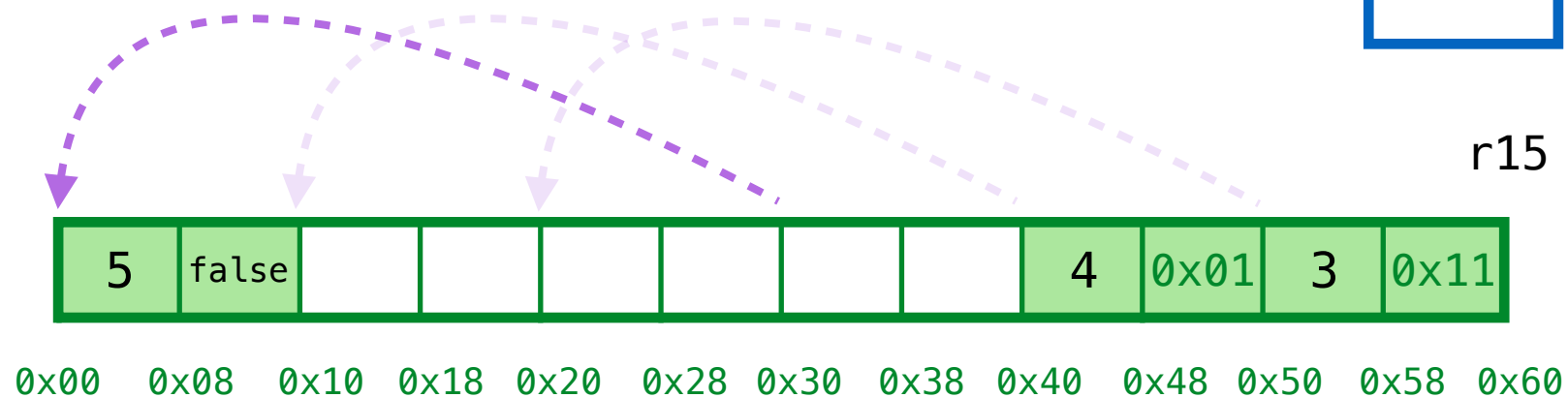
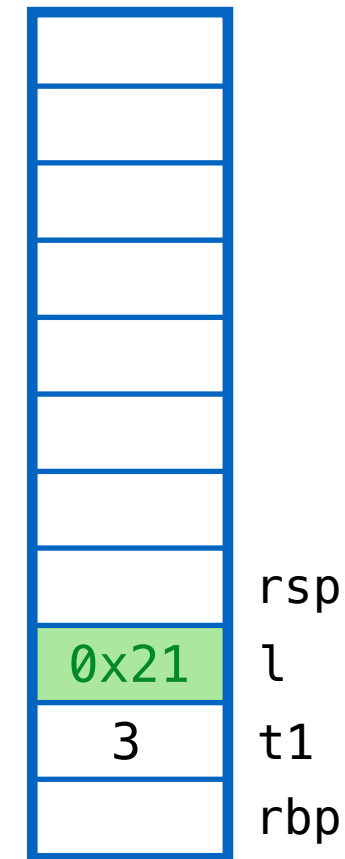


4. COMPACT cells on heap

Copy cell to forward addr!

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
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    (1000, l)
```

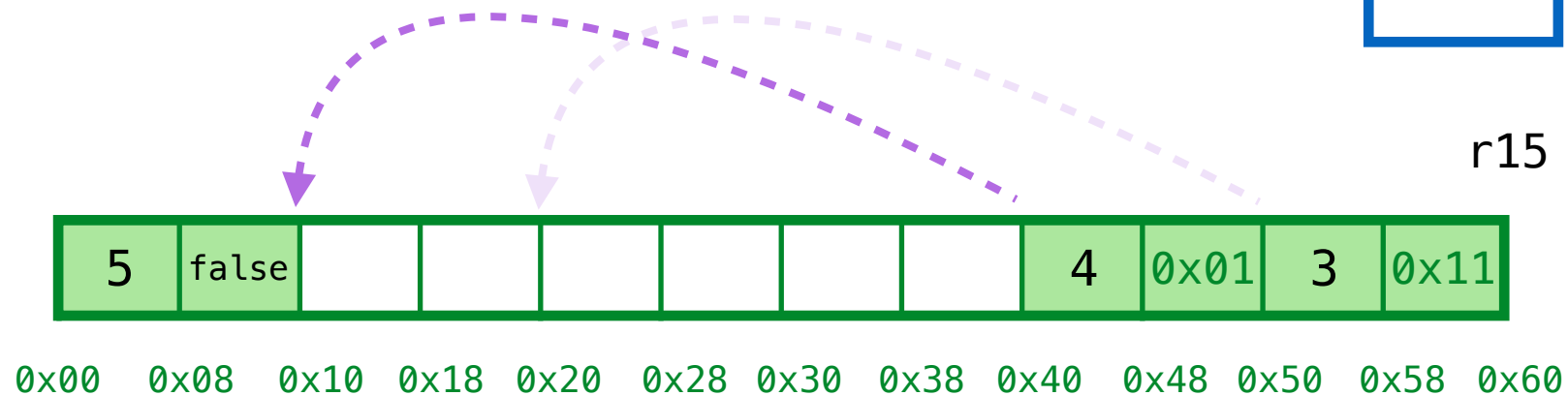
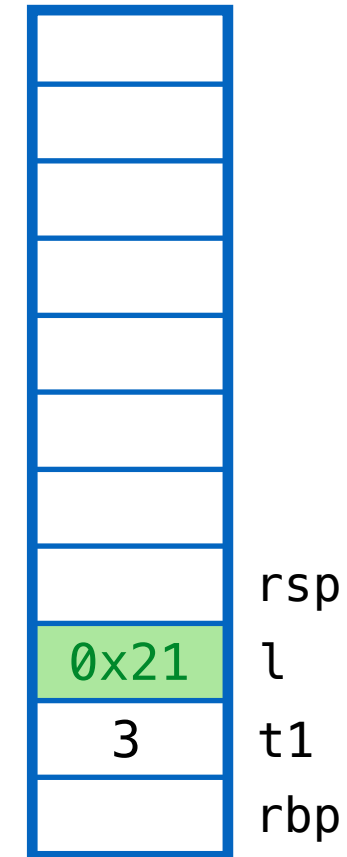


4. COMPACT cells on heap

Copy cell to forward addr!

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
let t1 =  
    let l1 = range(0, 3)  
    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```

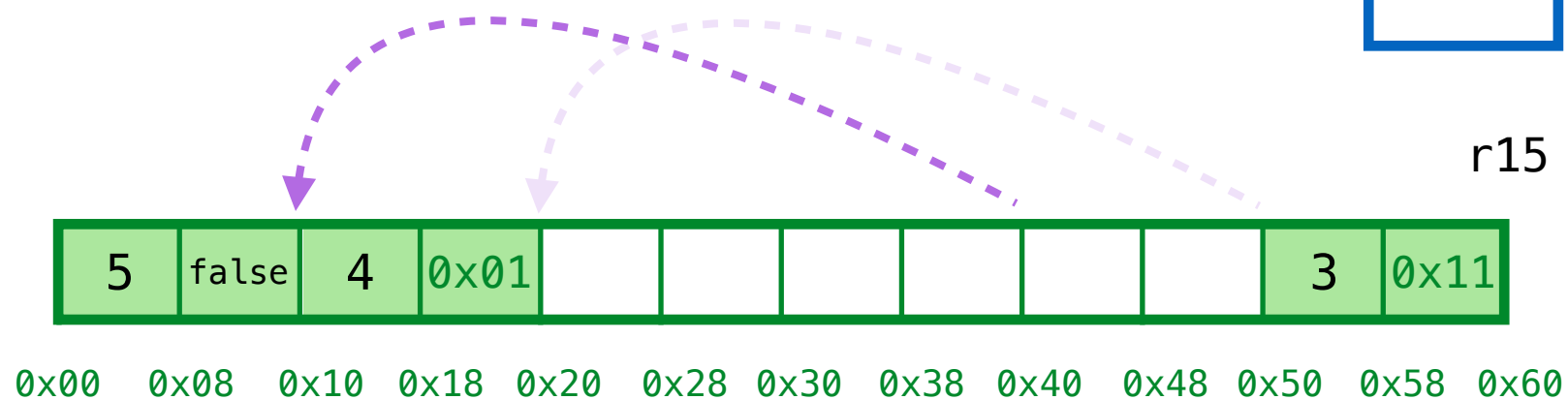
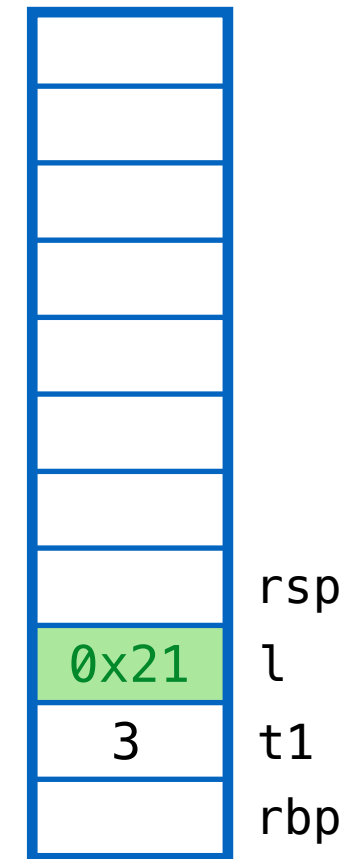


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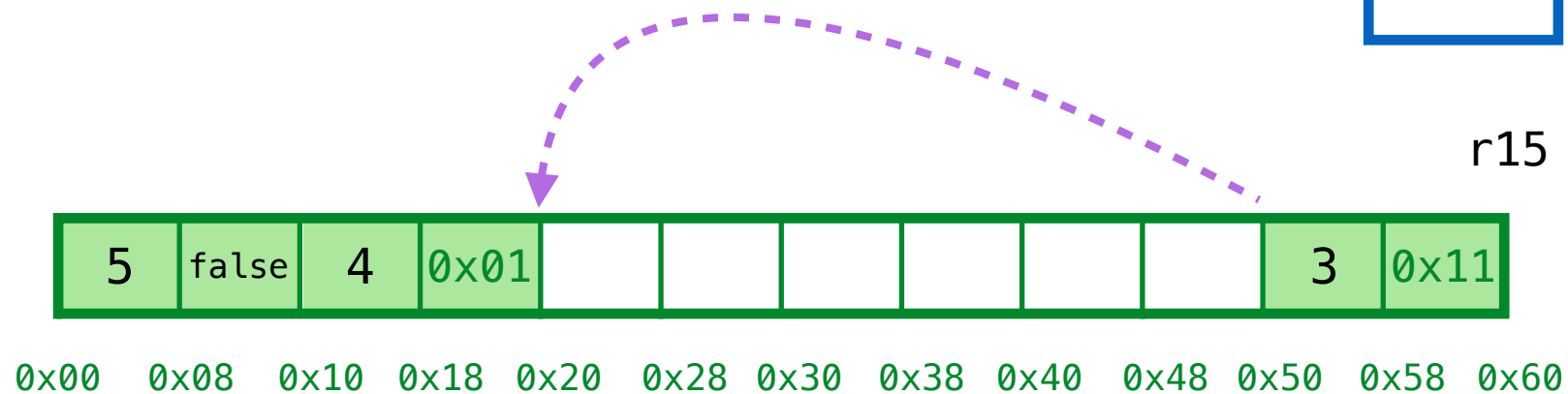
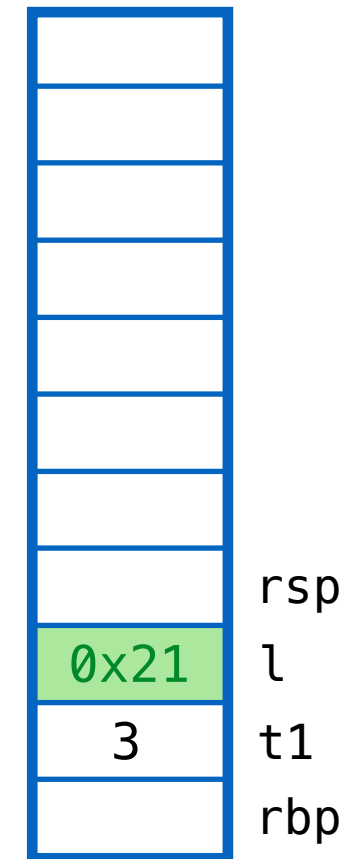


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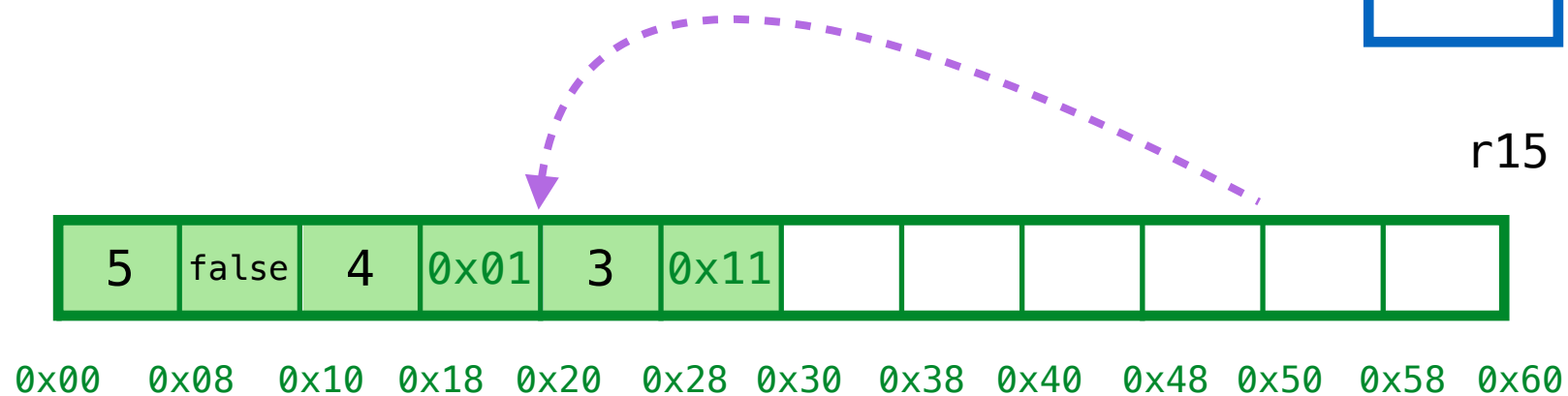
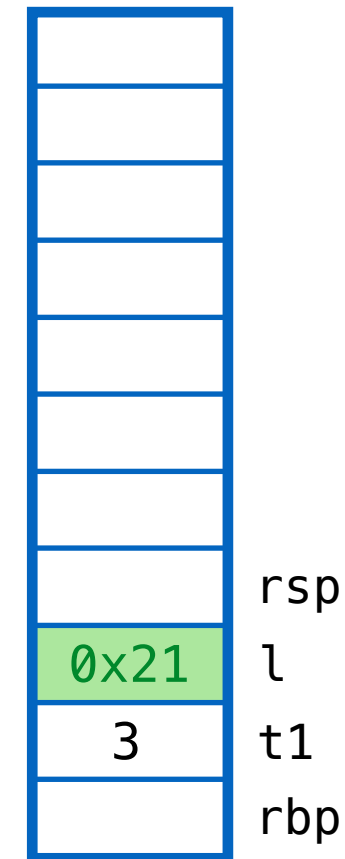


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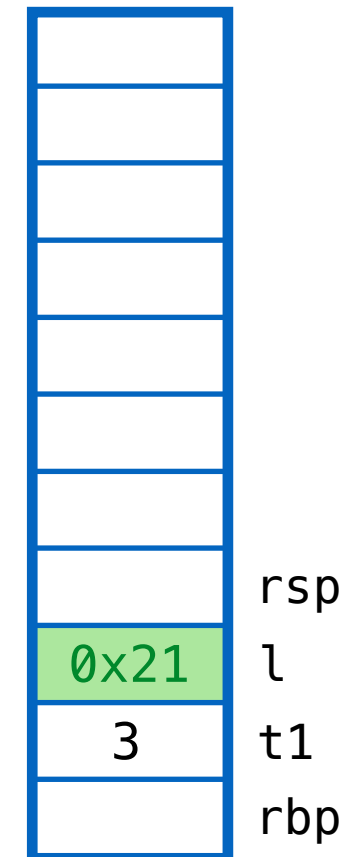


4. COMPACT cells on heap

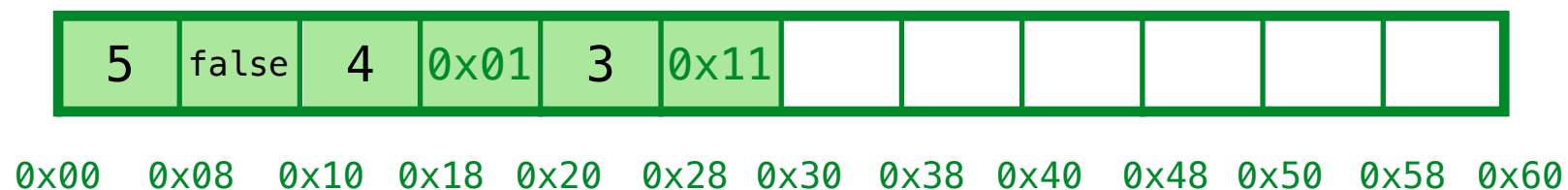
Copy cell to forward addr!

ex4: recursive data

```
def range(i, j):  
    if (j <= i): false else: (i, range(i+1, j))  
  
def sum(l):  
    if l == false: 0 else: l[0] + sum(l[1])  
  
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    in sum(l1)  
    , l = range(t1, t1 + 3)  
in  
    (1000, l)
```



r15

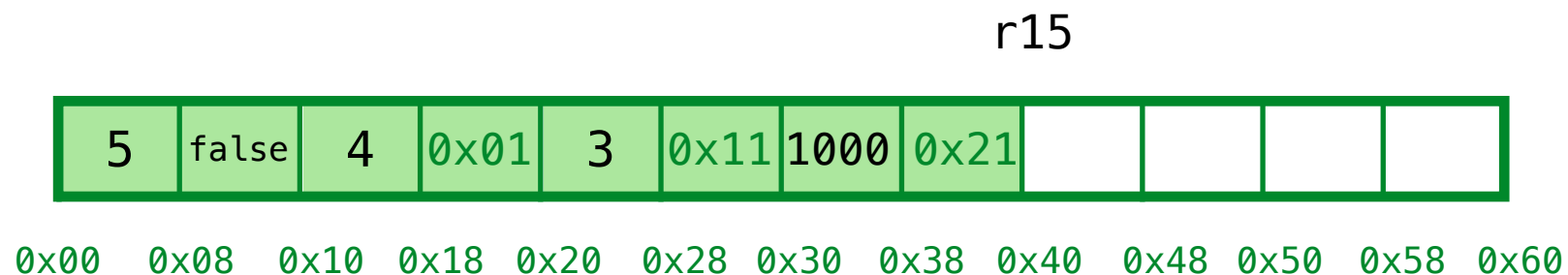
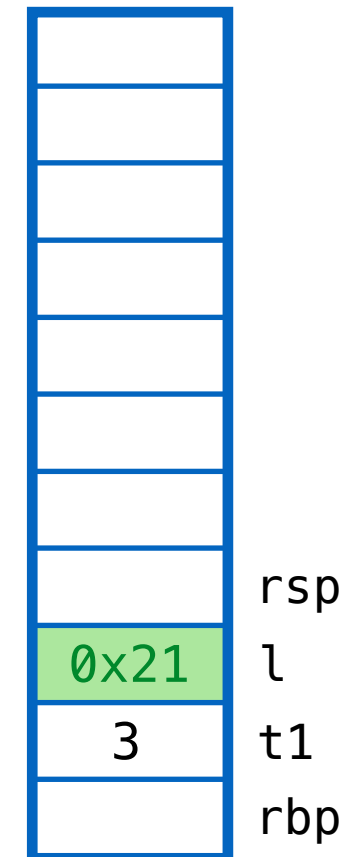


GC Complete!

Have space for (1000, l)

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```



GC Complete!
Have space for (1000, l)