Java Memory Management
Memory Allocation in Java

• When a program is being executed, separate areas of memory are allocated for each
  • class
  • interface
  • object
  • running method
Memory Allocation in Java

• **Call stack / runtime stack**
  • Used for *method* information *while the method is being executed*
    • Local variables
    • Formal parameters
    • Return value
    • Where method should return to

• **Heap**
  • Used for
    • *Static* information (interfaces and classes)
    • *Instance* information (objects)
call stack

objects in the heap

static space in the heap

Memory allocated to your program
Memory Allocation in Java

• **Example**: What happens when an object is created by `new`, as in `Person friend = new Person(...);`

• The reference variable has memory allocated to it on the **call stack**
• The object is created using memory in the **heap**
Runtime Stack

• **Call stack (runtime stack)** is the memory space used for method information *while a method is being run*

• When a method is invoked, a **call frame** (or **activation record**) for that method is created and “pushed” onto the call stack
  • All the information needed during the execution of the method is grouped together in the call frame
Call Frame (Activation Record) for a Method

Return value
Local variables
Formal Parameters
Return address
Call Frame (Activation Record)

- A *call frame* contains:
  - Address to return to after method ends
  - Method’s formal parameter variables
  - Method’s local variables
  - Return value (if any)

- Note that the values in a call frame are accessible *only* while the corresponding method is being executed!
public class CallStackDemo
{
    public static void m2( )
    {
        System.out.println("Starting m2");
        System.out.println("m2 calling m3");
m3();
        System.out.println("m2 calling m4");
m4();
        System.out.println("Leaving m2");
        return;
    }
    public static void m3( )
    {
        System.out.println("Starting m3");
        System.out.println("Leaving m3");
        return;
    }
}
public static void m4()
{
    System.out.println("Starting m4");
    System.out.println("Leaving m4");
    return;
}

public static void main(String args[])
{
    System.out.println("Starting main");
    System.out.println("main calling m2");
m2();
    System.out.println("Leaving main");
}

Call Stack for a Typical Calling Sequence

Frame for main

Frame for main

Frame for main

Frame for m2

Frame for m2

Frame for main

Frame for m2

Frame for m2

Frame for m2

Frame for m2

Frame for m2

Frame for m2

Frame for m2

Frame for m2

Frame for m2

Frame for m2

Frame for main

Return from m3

Return from m4

m2 calls m4

m2 calls m3

etc.
Call Stack for a Typical Calling Sequence

- When the `main` method is invoked:
  - A call frame for `main` is created and pushed onto the runtime stack
- When `main` calls the method `m2`:
  - A call frame for `m2` is created and pushed onto the runtime stack
- When `m2` calls `m3`:
  - A call frame for `m3` is created and pushed onto the runtime stack
- When `m3` terminates, its call frame is popped off and control returns to `m2`
Call Stack for a Typical Calling Sequence

• When \texttt{m2} now calls \texttt{m4}:
  • What happens next?
  • What happens when \texttt{m4} terminates?

• What happens when \texttt{m2} terminates?

• What happens when \texttt{main} terminates?
  Its call frame is popped off and control returns to the operating system
Call Frames

• We will now look at some examples of what is in a call frame for a method
  • First for simple variables
  • Then for reference variables
Example: Call Frames - Simple Variables

```java
public class CallFrameDemo1 {
    public static double square(double n) {
        double temp;
        temp = n * n;
        return temp;
    }

    public static void main(String args[]) {
        double x = 4.5;
        double y;
        y = square(x);
        System.out.println("Square of " + x + " is " + y);
    }
}
```
Call Frames – Example 1

*Draw a picture of the call frames on the call stack:*

- What will be in the call frame for the **main** method?
  - Address to return to in operating system
  - Variable **args**
  - Variable **x**
  - Variable **y**

- What will be in the call frame for the method **square**?
  - Address to return to in main
  - Variable **n**
  - Variable **temp**
  - Return value
Discussion

• There will be a call frame on the call stack for each method called. So what other call frame(s) will be pushed onto the call stack for our example?

• Which call frames will be on the call stack at the same time?
Heap Space

• **Static space**: contains *one* copy of each class and interface named in the program
  • Contains their static variables, and methods

• **Object space**:
  • Information is stored about *each* object:
    • Value of its instance variables
    • Type of object (i.e. name of class)
Object Creation

• Now let's look at reference variables …
• Memory is allocated in the *heap* area when an object is created using *new*
  • The reference variable is put in the *call frame* on the *runtime stack*
  • The object is created using memory in the *heap*
public class CallFrameDemo2 {

    private static void printAll(String s1, String s2, String s3){
        System.out.println(s1.toString( ));
        System.out.println(s2.toString( ));
        System.out.println(s3.toString( ));
    }

    public static void main(String args[ ]){
        String str1, str2, str3;

        str1 = new String(" string 1 ");
        str2 = new String(" string 2 ");
        str3 = new String(" string 3 ");

        printAll(str1, str2, str3);
    }
}

Example: Call Frames-
Reference Variables
Call Frames – Example 2

*Draw a picture of the call stack and of the heap as the program executes*

- What will be the *sequence of call frames* on the call stack?

  for **main**
  - for **String constructor** for **str1** – then popped off
  - for **String constructor** for **str2** – then popped off
  - for **String constructor** for **str3** – then popped off

  for **printAll**
  - for **toString** for **str1** – then popped off
  - for **System.out.println** – then popped off

  etc.
Call Frames – Example 2

• What will be in the call frame for **main**? (and in the heap?)
  • Address to return to in operating system
  • Variable **args**
  • Variable **str1**
    • Initially?
    • After return from **String constructor**?
  • Variable **str2**
  • Variable **str3**

• What will be in the call frame for **printAll**?
Memory Deallocation

• What happens when a method returns?
  • On the runtime stack:
    • The call frame is automatically popped off when the method returns
  • So, that memory is deallocated
Memory Deallocation

- What happens to objects on the heap?
  - An object stays on the heap even if there is no longer a variable referencing it!
  - So, Java has automatic *garbage collection*
    - It regularly identifies objects which no longer have a variable referencing them, and **deallocates** that memory