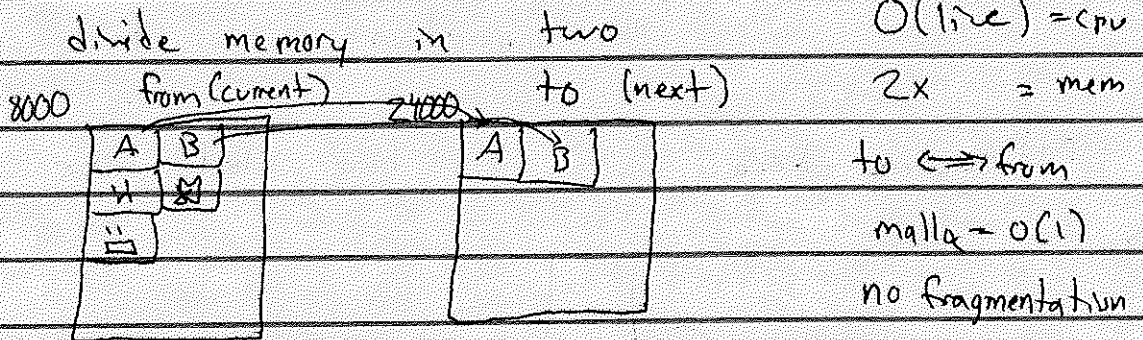


Mark & Sweep

- a sound MM has fragmentation
- memory over: lower than manual, no ~~gap~~ ^{completeness gap}, no missed category
- time: mark $O(\text{live})$ sweep $O(\text{live} + \text{dead})$
- latency: tri-color marking \rightarrow real-time collection
- MM that optimize memory usage NOT time

A MM to optimize time

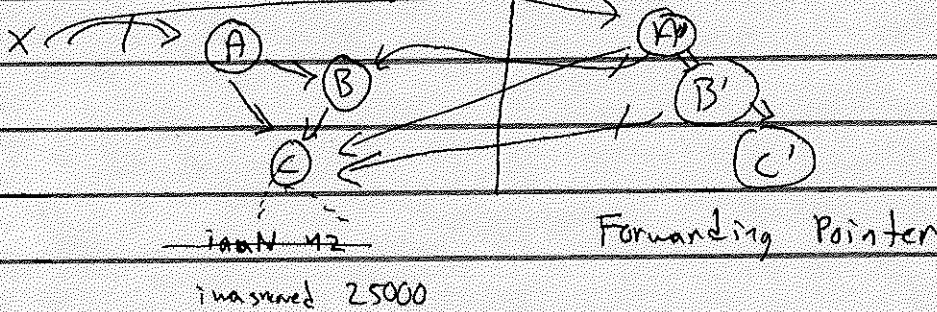
- get rid of sweep and don't look at dead obj's
- spend $\% \rightarrow$ into make it happen



how do you copy something?

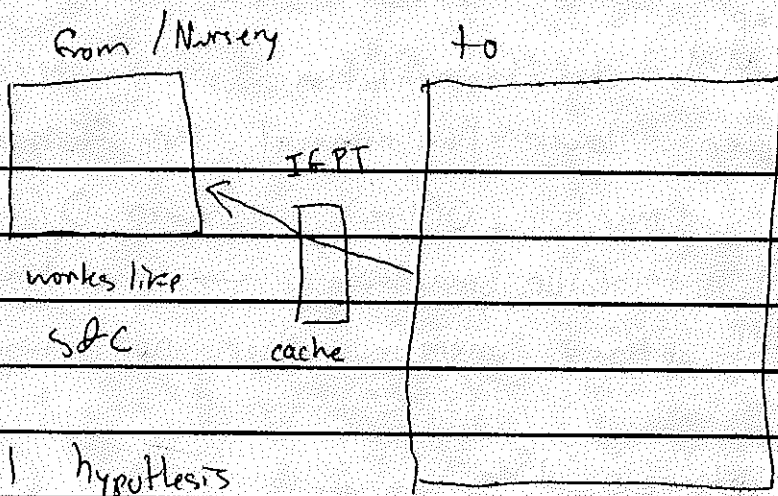
node * x = 8000 24000 8000: i am a node
 24000: i am a node 8: 42
 8: 42 12: 9000
 12: 25000

update roots that get us to object



Stop & Copy

12-2



minor (from only)
 minor
 minor
 major (to + from)

generational hypothesis
 "Most objs die young"

mls

inter-generation pointer table

radioactive-decay - objs have "half-life"

