## Trying To Not Use All Your Memory

Robert O'Callahan Mozilla Corporation

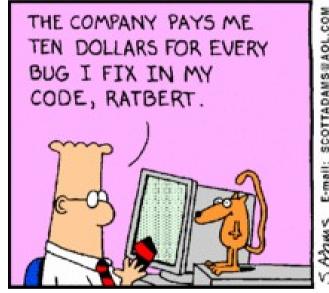


#### Please be interactive.

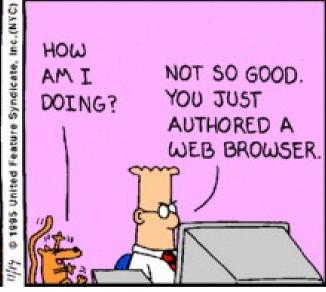
# Credit to Nick Nethercote and many others.

- Our problem space
- A glimpse into Firefox memory management
- What we haven't figured out yet

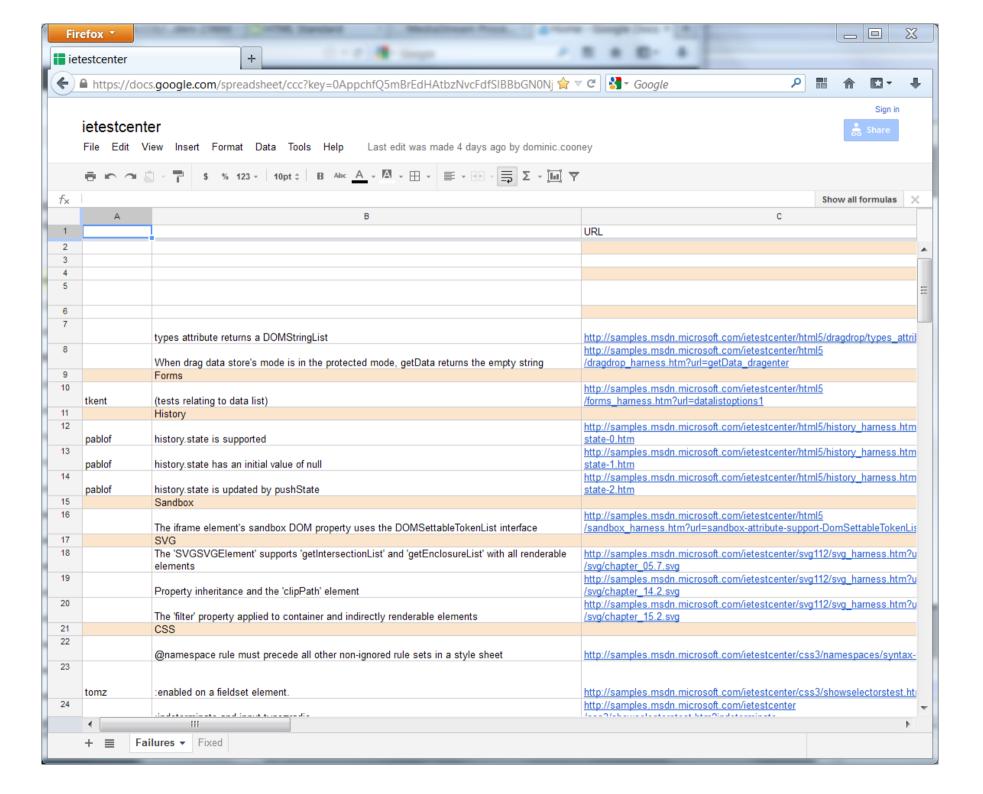
# Once upon a time, Web browsers were simple.

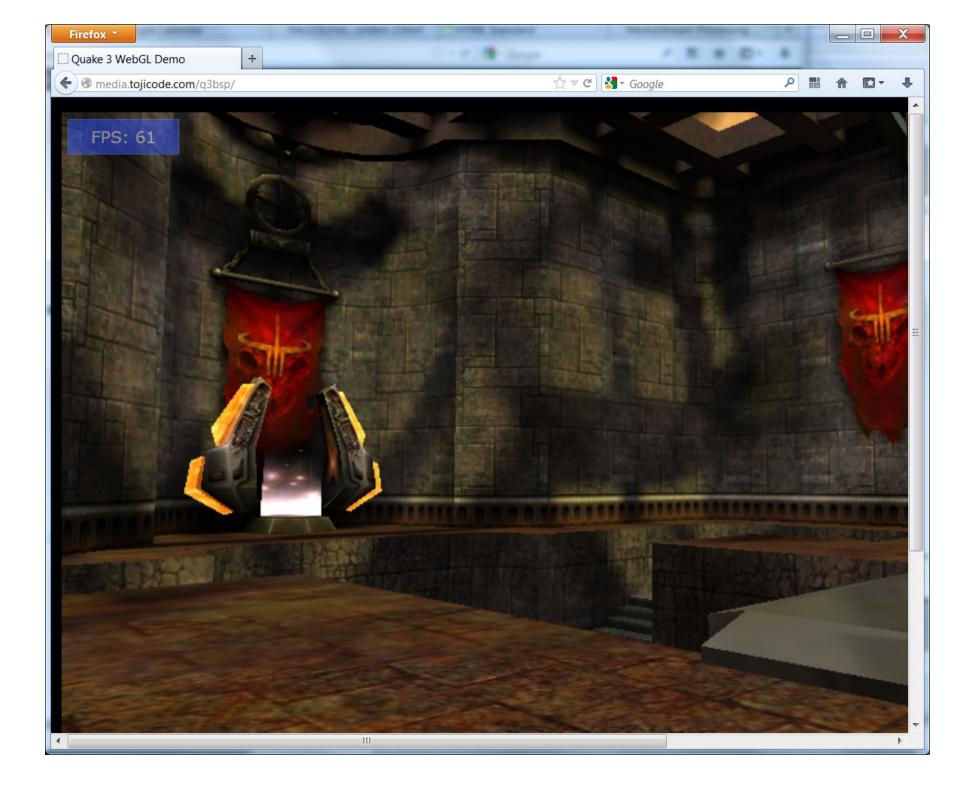






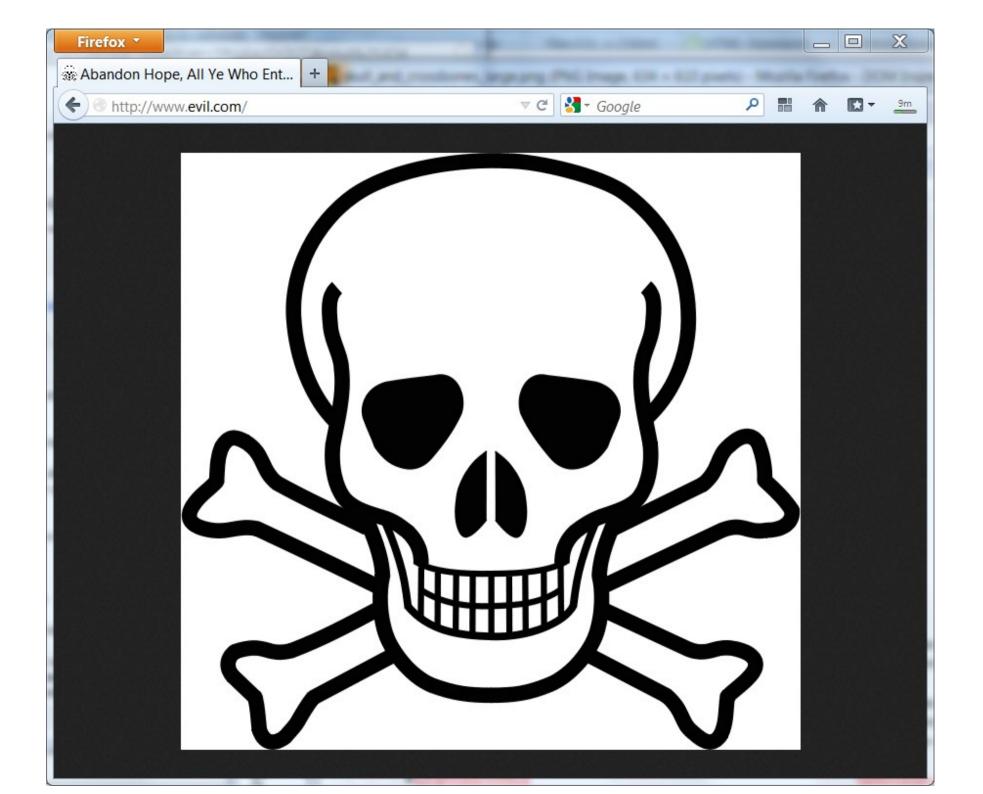
### Things have changed.





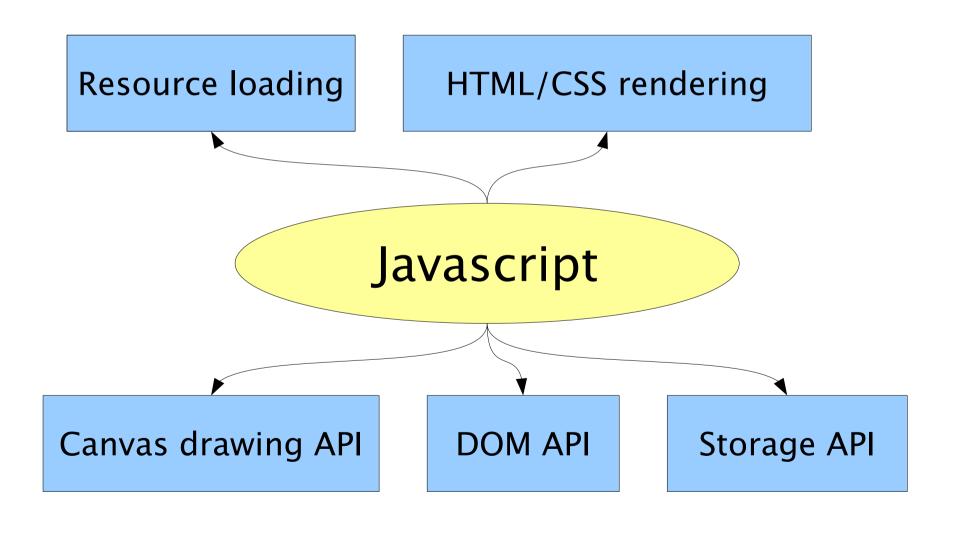








#### One Point Of View



#### Host Objects

- DOM API objects implemented by browser in C++
- FFI/"DOM bindings" very important
- Memory management across language boundary very important
  - Especially cycles

#### Additional Constraints

- 100s of tabs
- KB to GB per tab
- Page load/unload churn
- 60FPS
- "The Web" is difficult to characterize and evolves rapidly

#### Commodity Software

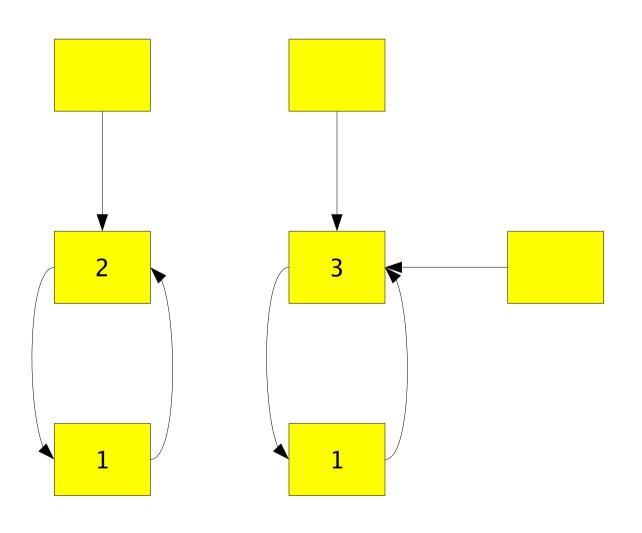
- Users compare browser memory usage, share impressions, and switch browsers
- Reducing memory usage matters even if it has no impact on performance
- Must release memory ASAP when closing tabs while user is watching Task Manager
- Must be competitive even on extremely poorly designed Web sites
- Worst-case performance matters

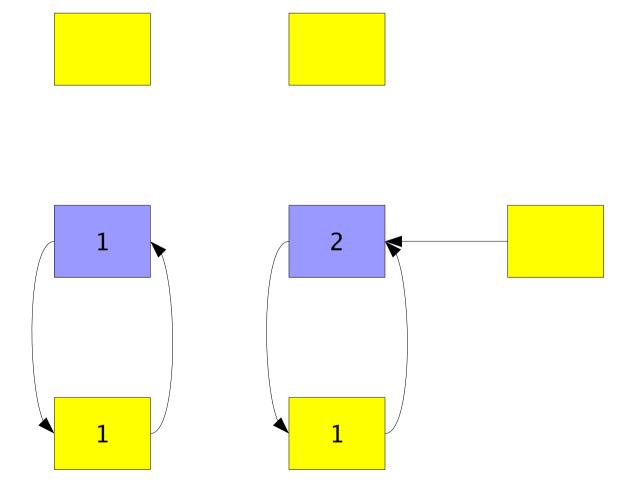
### Memory Management In Firefox

- JS heap: incremental mark and sweep collector
  - WIP: Moving generational
- C++ objects: reference counting with smart pointers
- Everything: cycle collector [Bacon+Rajan, ECOOP01]

"It [reference counting] ... is unused by mature high performance systems."

— An ISMM 2012 paper

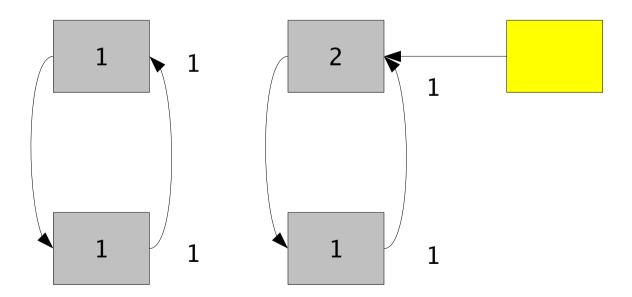




Node marked purple/"suspect" when refcount decremented

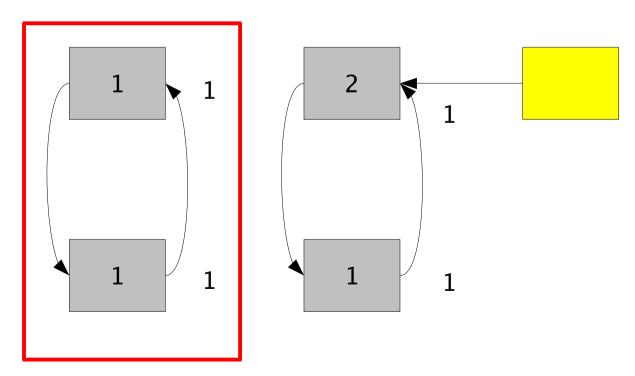
Live purple nodes are "roots" of potential cycles. CC does not require explicit knowledge of root set (win!)

Mark purple nodes and those reachable from purple as "gray". Count number of incoming edges found for each node.



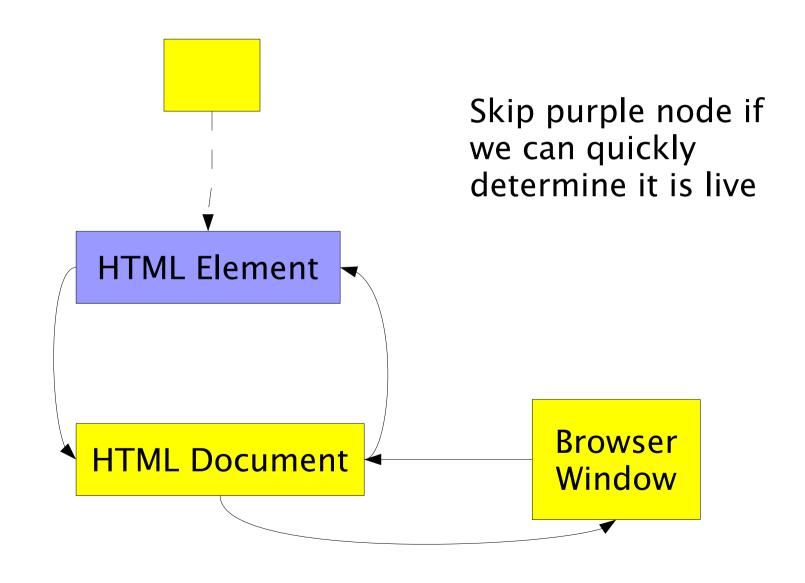
Traverse gray nodes breadth-first, starting with the former purple nodes:

If all references found, then it's garbage; release it later. Otherwise it's live: preserve it and all gray nodes reachable from it.

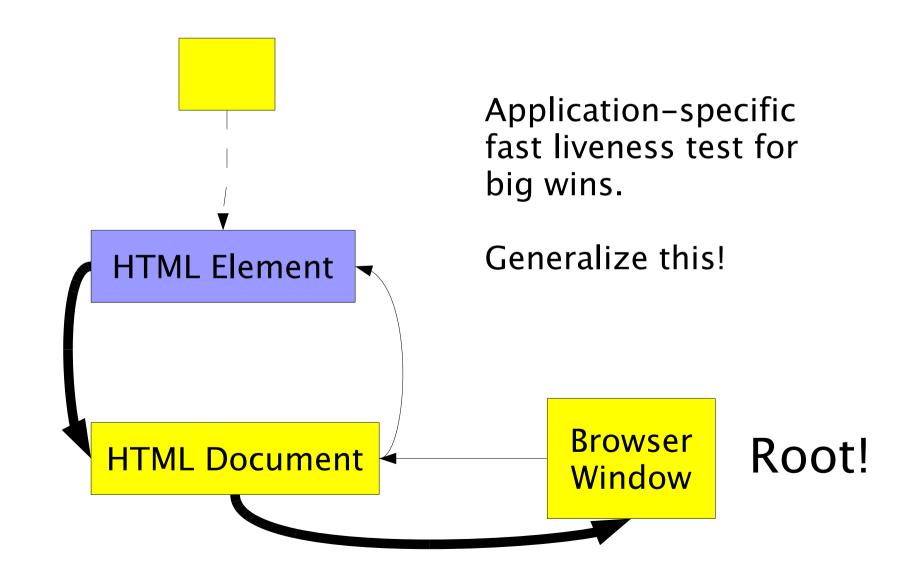


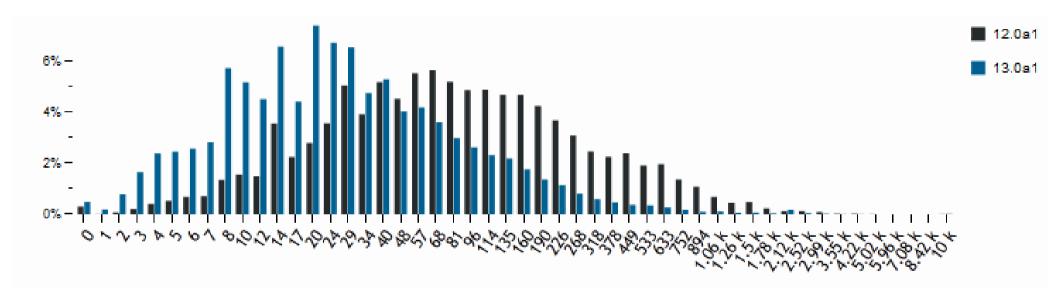
- ✓ Works with C++ (albeit manual tracing)
- Edges and objects that can't be involved in cycles don't need tracing
- Only looks at potential garbage not already released by reference counting
  - "Everything live" is a common steady state
  - Can delay CC until a certain amount of potential garbage exists
- X Not fully generational/incremental (yet)

### Optimizing Cycle Collection

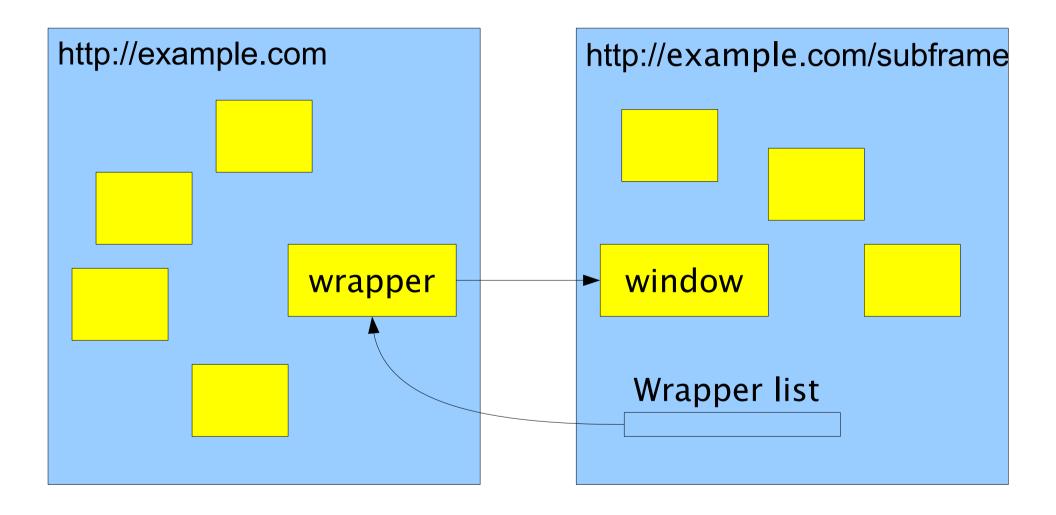


#### Optimizing Cycle Collection





#### Javascript Compartments



Security, accounting, GC, CPG

# Firefox had a reputation for memory usage.

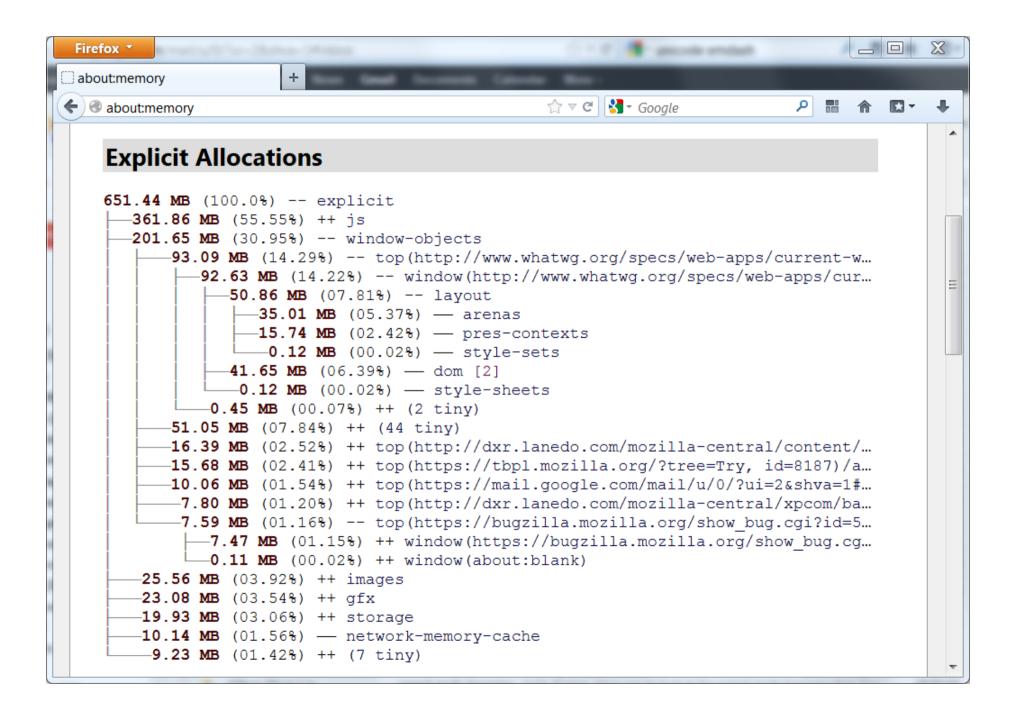


#### MemShrink



Nick Nethercote

## Built better measurement tools.



### Found and fixed many bugs.

#### **Bugs Found**

- Actual leaks
- Bloated data structures
- Space allocated but never used
- Non-Firefox issues: leaky addons and sites

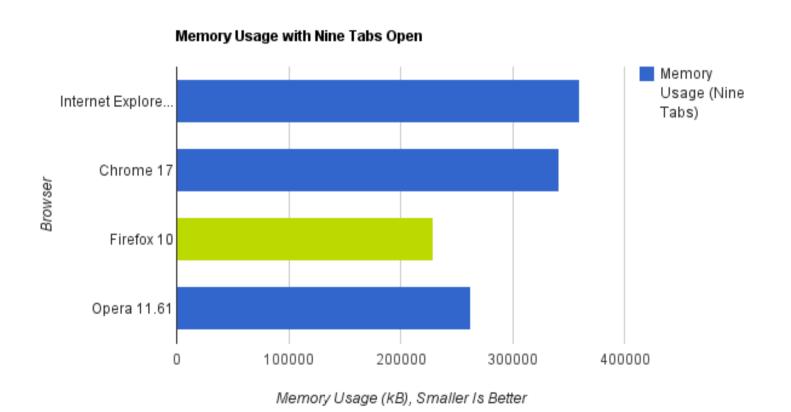


```
sqlite3_int64 *p;
nByte = ROUND8(nByte);
p = malloc( nByte+8 );
if( p ){
  p[0] = nByte;
  p++;
}
```

nByte is normally an SQLite page size, a power of 2...

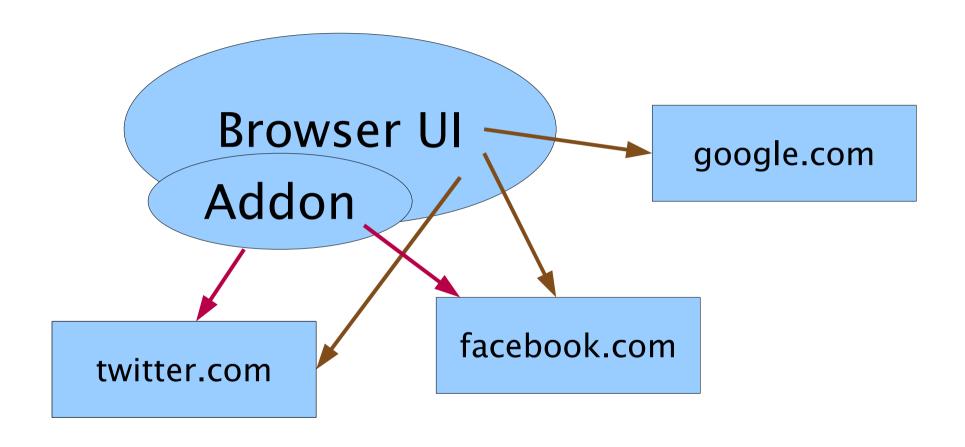
Nick used instrumentation to find and fix many such issues

### Unscientific Benchmark

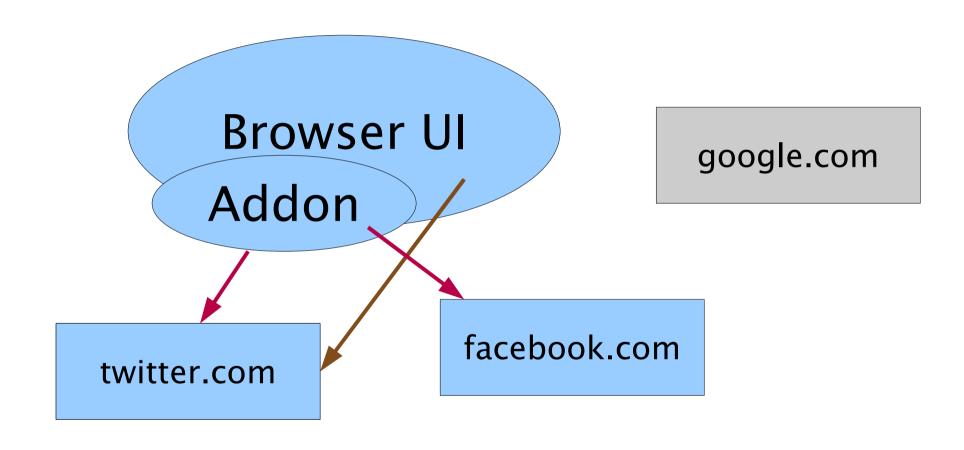


Lifehacker, Feb 2012

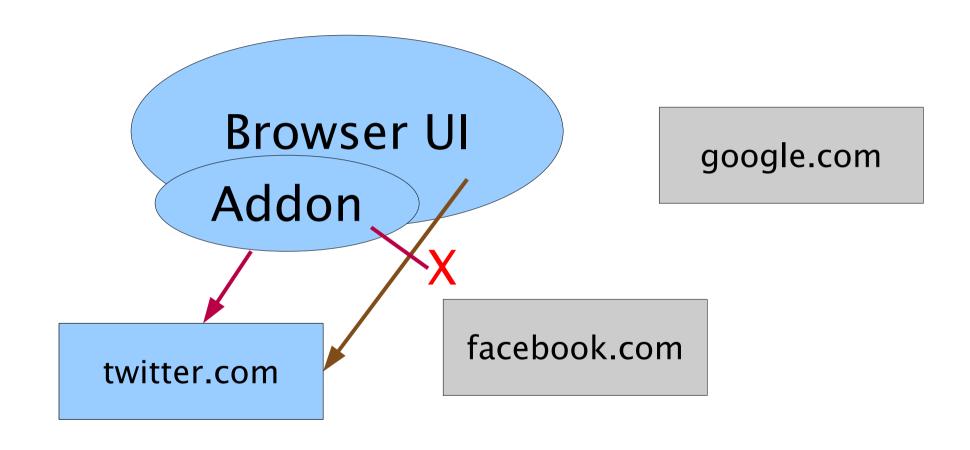
# Blocking Addon-related Leaks



## Blocking Addon-related Leaks



## Blocking Addon-related Leaks



#### Lessons Learned

- Need measurement tools users can run
- Need good tools for Web developers and Firefox addon developers
- Still difficult to debug some bugs:

"I ran Firefox for a week and leaked some memory"

# Thoughts for the future:

# How far can you push refcounting + cycle collection?

Interactive applications demand 60fps.

Not much time for GC pauses or VM page-in.

End of virtual memory?

# Divergence between client and server workloads.

Without virtual memory, how should apps cooperate to optimize memory usage?

"OOM killing" is popular, but suboptimal. "ashmem" difficult to use. Applications make isolated caching decisions based on little data and less principle.

Foolproof abstractions that Web developers can use to optimize memory usage across a pool of apps?

# Valuable negative results: Solutions that should work but don't.

# Questions?

Clownshoes: http://www.flickr.com/photos/29233640@N07/5131195458/

Pig: http://www.flickr.com/photos/22864665@N06/5082987037/