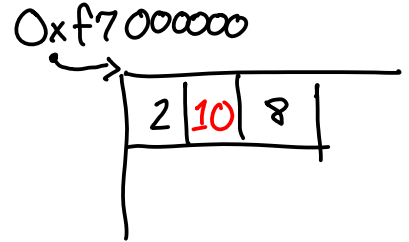
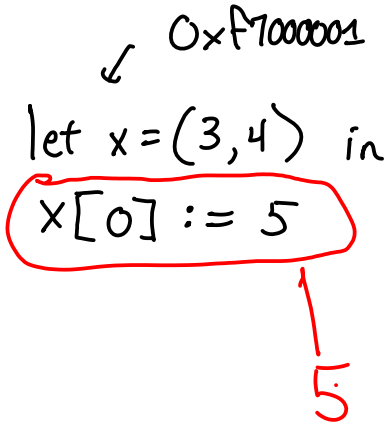
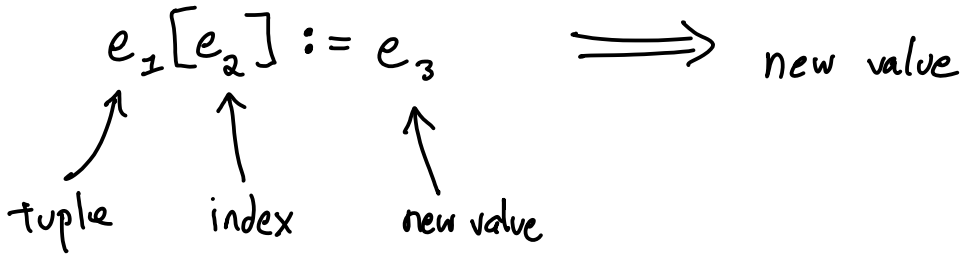


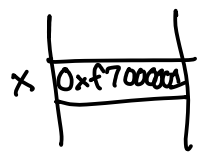
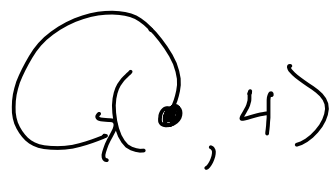
# Mutation

In C: `int x, y;`  
`y = x = 0;`



let  $x = (3, 4)$  in

$x[0] := x$



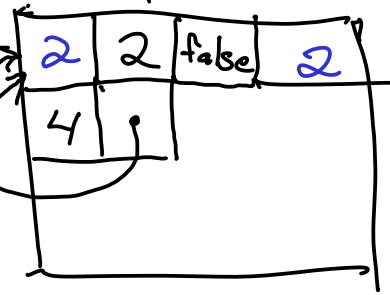
# Garbage Collection & Memory Management

```
def f x =  
  if x < 1 then  
    false  
  else (x, f (x-1))  
end  
f 2
```

(2, (1, false))

Stack

Heap



DS



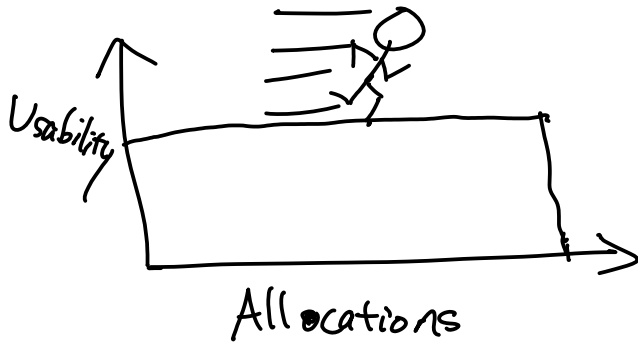
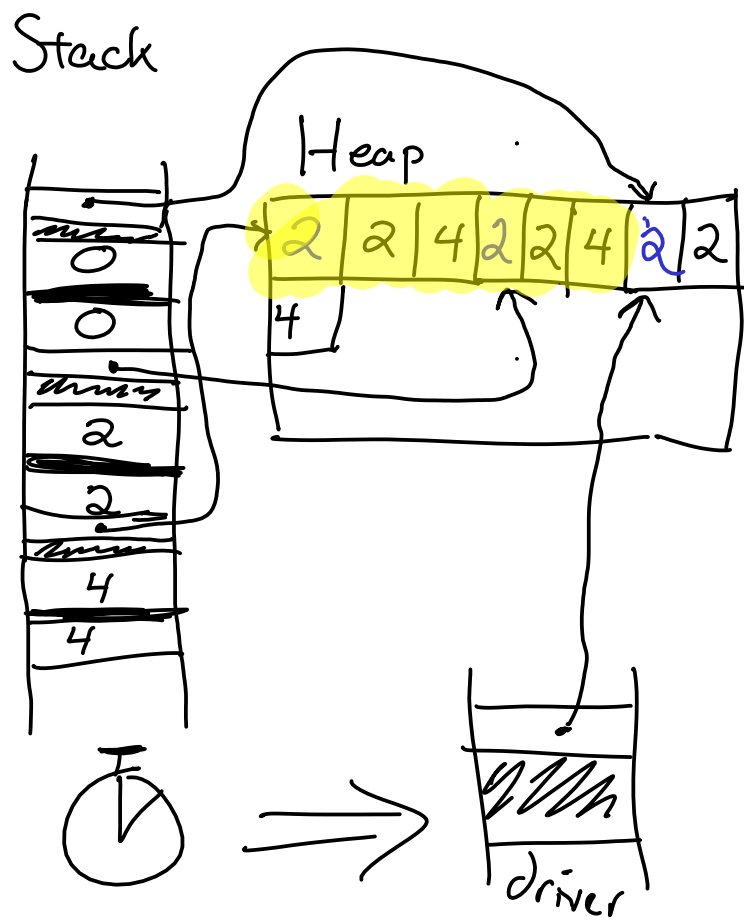
returned  
to driver;  
printed



```

def f x =
  let y = (1, 2) in
  if x < 1 then
    y
  else
    f (x - 1)
end
f 2

```



# Memory Management

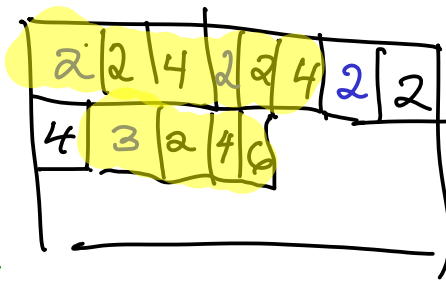
not exclusive how memory (resource) is allocated & deallocated

- manual (C, C++, etc.)
- automated / garbage collection

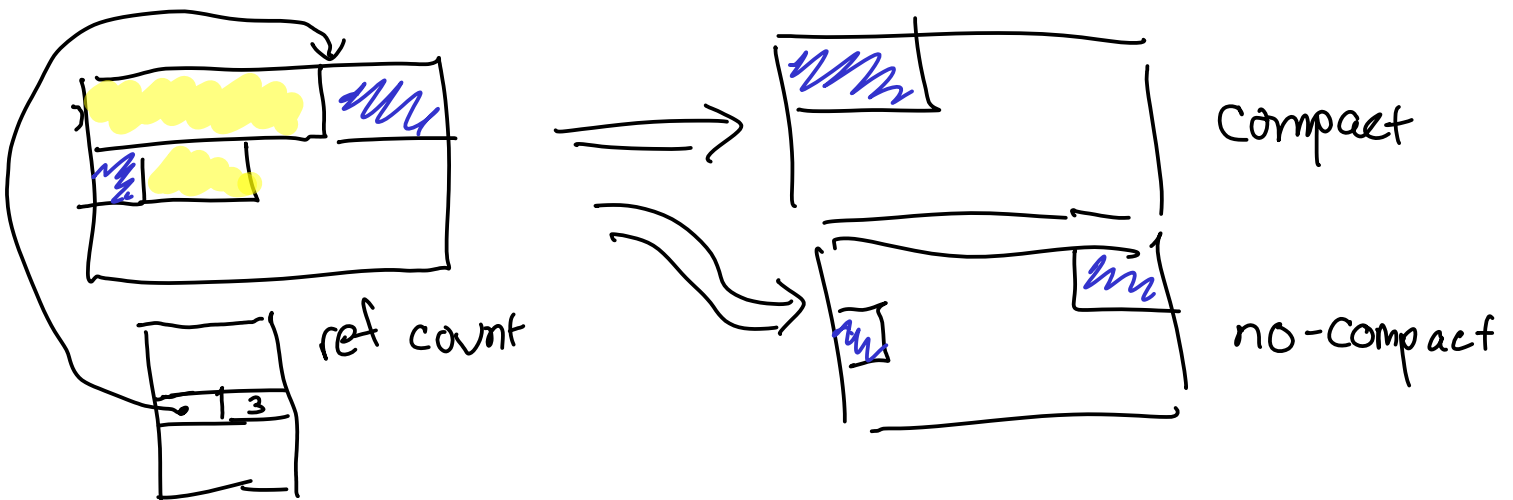
what is algorithm: reachable?

1. reachable from stack
2. reachable from some other reachable heap object

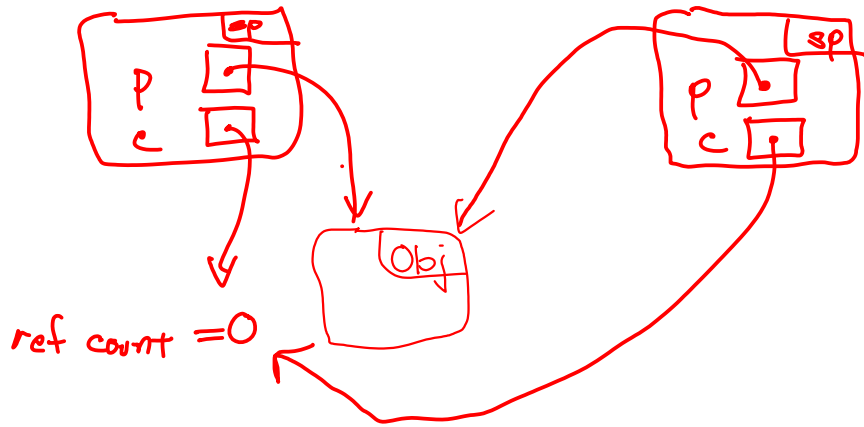
marking



Mark-Compact



# C++ shared\_ptr<T>



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