Lecture 9

Memory Management: High-Level Overview
Gaming Memory (Last Generation)

- Playstation 3
  - 256 MB RAM for system
  - 256 MB for graphics card
- X-Box 360
  - 512 MB RAM (unified)
- Nintendo Wii
  - 88 MB RAM (unified)
  - 24 MB for graphics card
- iPhone/iPad
  - 1 GB RAM (unified)
Gaming Memory (Current Generation)

- Playstation 4
  - 8 GB RAM (unified)
- X-Box One
  - 8 GB RAM (unified)
  - 5 GB for games
- Nintendo Wii-U
  - 2 GB RAM (unified)
  - 1 GB only for OS
- iPhone/iPad
  - 1 GB RAM (unified)
Why Not Virtual Memory?

- **Secondary storage** exists
  - Consoles have 500 GB HD
  - iDevices have 64 GB Flash
- But **access time** is slow
  - HDs transfer at ~160 MB/s
  - Best SSD is ~500 MB/s
- Recall **16 ms** per frame
  - At best, can access 8 MB
  - Yields uneven performance
Memory Usage: Images

- Pixel color is 4 bytes
  - 1 byte each for r, b, g, alpha
  - More if using HDR color

- Image a **2D array** of pixels
  - 1280x1024 monitor size
  - 5,242,880 bytes ~ 5 MB

- More if using **mipmaps**
  - Graphic card texture feature
  - Smaller versions of image
  - Cached for performance
  - But can double memory use
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But My JPEG is only 8 KB!

- Formats often compressed
  - JPEG, PNG, GIF
  - But not always TIFF
- Must **uncompress** to display
  - Need space to uncompress
  - In RAM or graphics card
- Only load when needed
  - Loading is primary I/O operation in AAA games
  - Causes “texture popping”
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**Sounds** have a similar problem
Rebel Mages

WHEREAS THE CIRCLE WAS ESTABLISHED NOT MERELY TO
PROTECT THE WORLD FROM MAGES, BUT ALSO TO ALLOW
MAGES TO PRACTICE THEIR ART SAFELY AND WITHOUT
FEAR, AND,

WHEREAS UNDER LORD SEEKER LAMBERT'S COMMAND,
THE TEMPLARS SWORN TO PROTECT ALL
PEOPLE—INCLUDING MAGES—FROM THE HARMFUL
EFFECTS OF MAGIC, HAVE INSTEAD PERSECUTED MAGES
WITH SUCH BIASED JUDGMENT AS TO WORSEN THE
PROBLEMS THEY WERE MEANT TO MITIGATE, AND,

WHEREAS THE RITE OF TRANQUILITY, INTENDED AS A TOOL
OF LAST RESORT TO STOP UNCONTROLLED MAGES FROM
HURTING THEMSELVES OR OTHERS, HAS INSTEAD BEEN
USED FOR PUNITIVE AND POLITICAL PURPOSES TO SILENCE
DISSENT AND INHIBIT CIVILIZED DISCOURSE, AND,

WHEREAS ANDRASTE HERSELF INTENDED THE
RELATIONSHIP BETWEEN MAGE AND TEMPLAR TO BE ONE OF
PRACTITIONER AND PROTECTOR, NOT PRISONER AND
Problems with Asset Loading

- How to load assets?
  - May have a lot of assets
  - May have large assets

- Loading is **blocking**
  - Game stops until done
  - Cannot draw or animate

- May need to **unload**
  - Running out of memory
  - Free something first
Problems with Asset Loading

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- Memory Management

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Init

Blocks all drawing

Update

Blocks next frame

Draw
Minimal animation/feedback while loading assets
Solution: Asynchronous Loader

- **Game Thread**
  - Update
  - Draw

- **Second Thread**
  - Asset Loader
  - Specify Asset
  - Notify done

Update and draw simple animations until assets loaded.
Solution: Asynchronous Loader

Game Thread

- Update
- Draw

Second Thread

- Asset Loader
- Specify Asset
- Notify done

- Also an asset manager
  - Each asset given a key
  - Can access asset by key
  - Works like Java Map
Solution: Asynchronous Loader

- Not always a good idea
- Only one thread can I/O
- May need OpenGL utils
- …so will block drawing
Alternative: Iterative Loader

Game Thread

- Update
- Draw

Asset Manager

- Initialize
- Update
- Access
**Alternative: Iterative Loader**

- Uses a time budget
  - Give set amount of time
  - Do as much as possible
  - Stop until next update
- Better for OpenGL
  - Give time to manager
  - Animate with remainder
  - No resource contention
- LibGDX approach
  - Cocos2D is *asynchronous*
Alternative: Iterative Loader

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- LibGDX approach
  - Cocos2D is asynchronous

Diagram:
- Load Assets
- Update
- Draw

Budget $b$
Remaining time $t - b$
Assets Beyond Images

- AAA games have a lot of 3D geometry
  - Vertices for model polygons
  - Physics bodies **per polygon**
  - Scene graphs for organizing this data

- When are all these objects created?
  - At load time (filling up memory)?
  - Or only when they are needed?

- We need to understand memory better
Traditional Memory Organization

- Program Code
- Static Variables

Stack
Free Space
Heap
Program Data

High Address → Low Address
Traditional Memory Organization

High Address

Stack

Function parameters
Local variables
Return values

Free Space

Heap

Program Data

Program Code
Static Variables

Low Address

Memory Management
Traditional Memory Organization

- **Stack**: Function parameters, Local variables, Return values
- **Heap**: Objects created via `new` (e.g., Every object in Java)
- **Program Data**: Program Code, Static Variables

**High Address**
- Stack
- Free Space

**Low Address**
- Program Data
- Heap
Traditional Memory Organization

- **High Address**
  - **Stack**
    - Function parameters
    - Local variables
    - Return values
  
  - **Free Space**

- **Low Address**
  - **Heap**
    - Objects created via `new` (e.g., Every object in Java)

  - **Program Data**
    - Program Code
    - Static Variables

Memory Management
Traditional Memory Organization

High Address

Stack

Function parameters
Local variables
Return values

Easy to Handle

Free Space

Objects created via `new`
(e.g. Every object in Java)

Problems!

Low Address

Heap

Program Code
Static Variables

Easy to Handle

Program Data

Objects created via `new`
(e.g. Every object in Java)
Traditional Memory Organization

Dedicated to process. Consists of machine addressable space.

Leverages Virtual Memory

Function parameters
Local variables
Return values

Objects created via new Allocations with malloc

Program Code
Static Variables

High Address
Stack
Free Space
Heap
Program Data
Low Address

Memory Management
Mobile Memory Organization

Device Memory

Stack
Program Data

Heap

Stack
Program Data

Stack
Program Data

Stack
Program Data
How Do Apps Compete for Memory?

- Active app takes what it can
  - Cannot steal from OS
  - OS may *suspend* apps

- App Suspension
  - App quits; memory freed
  - **iOS**: 5 min (or so) on exit
  - **Android**: If needed

- Suspend apps can *recover*
  - OS allows limited paging
  - Page out on suspension
  - Page back in on restart
How Do Apps Compete for Memory?

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Can override in **iOS 7**
How Do Apps Compete for Memory?

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You must code this!
Otherwise, data is **lost**.

Can override in **iOS 7**
State Management in iOS 7+

- **Active**
  - Running & getting input

- **Inactive**
  - Running, but no input
  - Transition to suspended

- **Background**
  - Same as inactive
  - But apps can stay here
  - **Example**: Music

- **Suspended**
  - Stopped & Memory freed
State Management in iOS 7+

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Write handlers to process entering, leaving each state.
iOS State Handling

- **applicationDidBecomeActive:**
  - Your app became (resumed as) the foreground app.
  - Use this to recover memory state.

- **applicationWillResignActive:**
  - Your app will switch to inactive or background.
  - Stop the game loop and page out memory.

- **applicationDidEnterBackground:**
  - Your app is in the background and may be suspended.

- **applicationWillEnterForeground:**
  - Your app is leaving the background, but is not yet active.
Android State Handling

All methods in Application class
Android State Handling

Activity launched
- onCreate()
- onStart()
- onResume()

Activity running
- Activity launched
- onCreate()
- onStart()
- onResume()
  - User returns to the activity
  - User navigates to the activity
- onPause()
  - The activity is no longer visible
  - User navigates to the activity
- onStop()
  - The activity is finishing or being destroyed by the system
- onDestroy()

Activity shut down

Activity launched
- onRestart()

All methods in Application class

Reload memory
Android State Handling

All methods in Application class

Page out memory

Memory Management
Cocos2D-X Uses the iOS Way

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Memory Organization and Games

Inter-Frame Memory
Carries over across frame boundaries

Update

Intra-Frame Memory
Recovered each frame

Draw
Memory Organization and Games

Inter-Frame Memory
Carries over across frame boundaries

Heap or Stack?
Does it matter?

Intra-Frame Memory
Recovered each frame

Draw

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Memory Management
## Distinguishing Data Types

### Intra-Frame
- **Local computation**
  - Local variables (managed by compiler)
  - Temporary objects (not necessarily managed)
- **Transient data structures**
  - Built at the start of update
  - Used to process update
  - Can be deleted at end

### Inter-Frame
- **Game state**
  - Model instances
  - Controller state
  - View state and caches
- **Long-term data structures**
  - Built at start/during frame
  - Lasts for multiple frames
  - May adjust to data changes
# Distinguishing Data Types

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Inter-Frame

- **Game state**
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  - Controller state
  - View state and caches
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  - Built at start/end of frame
  - Lasts for multiple frames
  - Adjust to data changes
## Handling Game Memory

### Intra-Frame
- Does not need to be paged
  - Drop the latest frame
  - Restart on frame boundary
- Want size reasonably **fixed**
  - Local variables always are
  - Limited # of allocations
  - Limit `new` inside loops
- Often use **custom allocator**
  - GC at frame boundaries

### Inter-Frame
- Potential to be paged
  - Defines current game state
  - May just want level start
- Size is more **flexible**
  - No. of objects is variable
  - Subsystems may turn on/off
  - User settings may affect
- **OS allocator** okay, but…
  - Recycle with **free lists**
Handling Game Memory

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**Topic of Next Lecture**
Advanced: Spatial Loading

- Most game data is *spatial*
  - Only load if player nearby
  - Unload as player moves away
  - Minimizes memory used

- Arrange memory in *cells*
  - Different from a memory pool
  - Track player visibility radius
  - Load/unload via outer radius

- **Alternative**: loading zones
  - Elevators in *Mass Effect*
**Advanced: Spatial Loading**

- Most game data is *spatial*
  - Only load if player nearby
  - Unload as player moves away
  - Minimizes memory used
- Arrange memory in *cells*
  - Different from a memory pool
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Advanced: Spatial Loading

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- Arrange memory in **cells**
  - Different from a memory pool
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  - Load/unload via outer radius

- **Alternative**: loading zones
  - Elevators in *Mass Effect*
Spatial Loading in *Assassin’s Creed*
Implementing Spatial Loading

- Part of serialization model
  - Level/save file has the cells
  - Cell *addresses* in memory
  - Load/page on demand
- Sort of like virtual memory
  - But paging strategy is spatial
Spatial Loading Challenges

- **Not same** as virtual memory
  - Objects unloaded do not exist
  - Do not save state when unload
  - Objects loaded are new created

- Can lead to **unexpected states**
  - “Forgetful” NPCs
  - Creative *Assassin’s Creed* kills

- **Workaround**: Global State
  - Track major game conditions
  - **Example**: Guards Alerted
  - Use to load objects in standard, but appropriate, configurations

See **Piazza** for There is No Spoon
Next Time: Low-Level Details