```
#include<bits/stdc++.h>
using namespace std;

// siz of vector of pairs
int siz;

// Global vector of pairs to store
// address ranges available in free list
vector<pair<int, int>> free_list[100000];

// Map used as hash map to store the starting
// address as key and siz of allocated segment
// key as value
map<int, int> mp;

void initialize(int sz)
{

	// Maximum number of powers of 2 possible
	int n = ceil(log(sz) / log(2));
	siz = n + 1;

	for(int i = 0; i <= n; i++)
		free_list[i].clear();

	// Initially whole block of specified
	// siz is available
	free_list[n].push_back(make_pair(0, sz - 1));
}

void allocate(int sz)
{

	// Calculate index in free list
	// to search for block if available
	int n = ceil(log(sz) / log(2));

	// Block available
	if (free_list[n].size() > 0)
	{
		pair<int, int> temp  = free_list[n][0];

		// Remove  block from free list
		free_list[n].erase(free_list[n].begin());
		cout << "Memory  from " << temp.first
			<< " to " << temp.second  << " allocated"
			<< "\n";

		// map starting address with
		// siz to make deallocating easy
		mp[temp.first] = temp.second -
							temp.first + 1;
	}
	else
	{
		int i;
		for(i = n + 1; i < siz; i++)
```

```
                {

                        // Find block siz greater than request
                        if(free_list[i].size() != 0)
                                break;
                }

                // If no such block is found
                // i.e., no memory  block available
                if (i == siz)
                {
                        cout << "Sorry, failed to allocate memory \n";
                }

                // If found
                else
                {
                        pair<int, int> temp;
                        temp  = free_list[i][0];

                        // Remove  first block to split it into halves
                        free_list[i].erase(free_list[i].begin());
                        i--;

                        for(; i >= n; i--)
                        {

                                // Divide block into two  halves
                                pair<int, int> pair1, pair2;
                                pair1 = make_pair(temp.first,
                                                                        temp.first +
                                                                        (temp.second -
                                                                        temp.first) / 2);
                                pair2 = make_pair(temp.first +
                                                                        (temp.second -
                                                                        temp.first + 1) / 2,
                                                                        temp.second);

                                free_list[i].push_back(pair1);

                                // Push them  in free list
                                free_list[i].push_back(pair2);
                                temp  = free_list[i][0];

                                // Remove  first free block to
                                // further split
                                free_list[i].erase(free_list[i].begin());
                        }
                        cout << "Memory  from " << temp.first
                                << " to " << temp.second
                                << " allocated" << "\n";

                        mp[temp.first] = temp.second -
                                                                temp.first + 1;
                }
        }
}
```

```
// Driver code
int main()
{


        int total,c,req;
   printf("Enter the total size of memory: ");
        cin>>total;
        initialize(total);
   printf("Enter the no. of processes:");
   cin>>c;
        while(c>0)
        {
     printf("Enter the size of process:");
                cin>>req;
                if(req < 0)
                        break;
                allocate(req);
     c-=1;
        }

        // initialize(128);
        // allocate(32);
        // allocate(7);
        // allocate(64);
        // allocate(56);

        return 0;
}
```