1. Slab allocation will create external fragmentation but no internal fragmentation because of the padding added to reach 16-bytes align and those memories wasted because of page-size align.
2. The size of allocA of my structure is 92, I should add 4-bytes padding to reach 16 bytes align, and I can insert 42 allocA per page. Besides, sizeof slab_t is 52, and 12-bytes padding is needed. Thus, 42*4+12=180;
3. If the hacker is smart enough to read the canary value, it would be totally useless.
4. I first find the slab type by finding the slab_t address using addr&Page_mast+Page_size-64, then find the bitmap size, which is different for different slab type. Then check the slab type with the required type. If the type is matched, the hacker could not attach by inserting different type data since the size of object(block) is different.