

## Buddy Allocation Algorithm

Let the leaf size be  $L$  and the memory size  $M'$  (effective)

$$n(\text{leaf}) = \frac{M'}{L}$$

Possible chunk sizes,  $S$

$$= \left\{ | \text{chunk} | \mid | \text{chunk} | = L \cdot 2^k \right\}$$

$$| \text{chunk} |_{\max} = M'$$

$$\Rightarrow L \cdot 2^{k_{\max}} = M'$$

$$\Rightarrow k_{\max} = \log_2 \left( \frac{M'}{L} \right) = \log_2 (n(\text{leaf}))$$

$$\therefore \boxed{0 \leq k \leq \log_2 \{n(\text{leaf})\}} \text{ and } k \in \mathbb{Z}$$

$$\text{and } \boxed{n(S) = \log_2 \{n(\text{leaf})\} + 1 = k_{\max} + 1}$$

Consider the chunk  $C$  with  $k = k$

$$|C_n| = L \cdot 2^{k_n}$$

$$\Rightarrow \frac{M}{|C_n|} = \frac{L \cdot 2^{k_{\max}}}{L \cdot 2^{k_n}} = 2^{(k_{\max} - k_n)}$$

$$\Rightarrow \frac{M}{|C_n|} = 1 \ll (k_{\max} - k_n)$$

$$\boxed{\text{since } x \ll n = x \cdot 2^n}$$

$$\Rightarrow \left\{ n(C_n) \right\}_{\max} = 1 \ll \left\{ (n(\mathcal{S}) - 1) - k_n \right\}$$

For each  $C_n \in \mathcal{S}$ , we maintain a Bit Map of size  $\left\{ n(C_n) \right\}_{\max}$ . Let the corresponding

Bit Map be  $BM_n$ .

$$\boxed{|BM_n| = \frac{\left\{ n(C_n) \right\}_{\max}}{f} \text{ rounded up to closest multiple of } f.}$$

The  $i$ th bit of  $BM_n$  tells whether the

$i$ th  $C_n$  is free or not.

Additionally for each  $C_n$  in  $S - \{M'\}$ , we maintain another BitMap  $sBM_n$  which says whether  $(C_n)_i$  has been split or not.

### ① Allocation

Let the allocation request size be  $x$ .

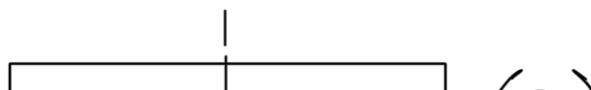
The suitable  $C_n$  will have

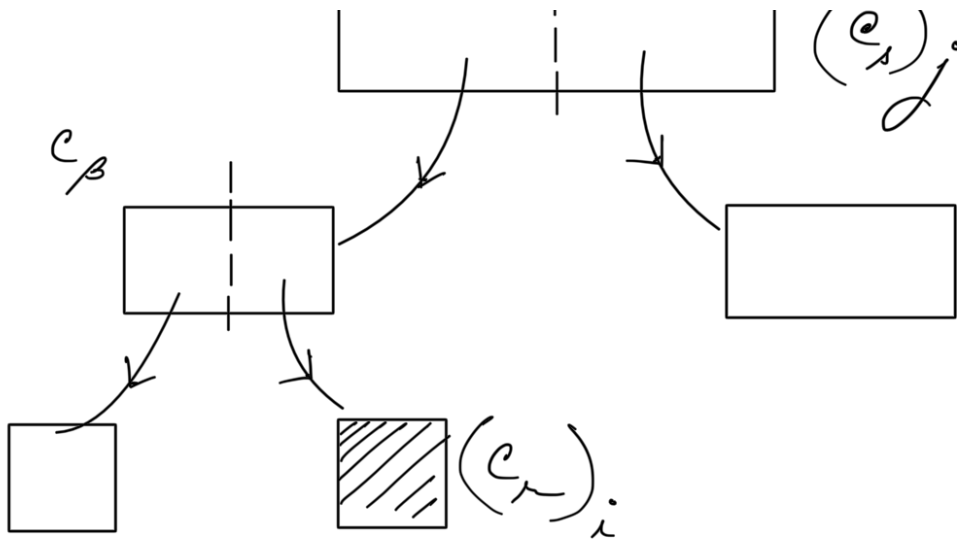
$$r = \begin{cases} 0 & \text{if } x \leq L \\ \text{ceil}(\log_2 x) & \text{otherwise} \end{cases}$$

We scan the  $BM_n$  to find a free  $(C_n)_i$ .

$$\text{Address}((C_n)_i) = M'_{\text{start}} + i |C_n|$$

If no  $(C_n)_i$  is empty, we look for a free  $(C_s)_j$  where  $n \leq s \leq k_{\max}$ . Once found we start splitting it.



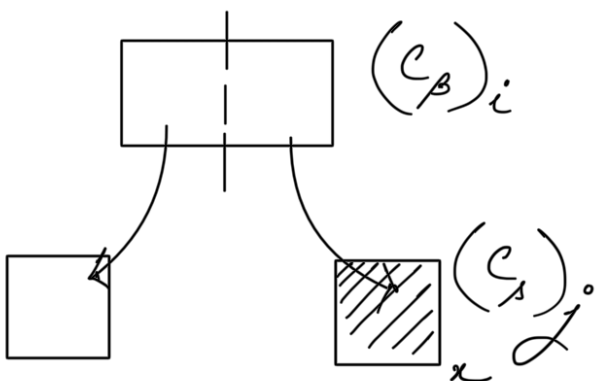


We can get the index of  $c_\beta$  in  $BM_\beta$  using

$$\frac{\text{Address}((c_r)_i) - M'_{\text{start}}}{|c_\beta|}$$

### ② Deallocation

Let us want to deallocate at  $x$ .



$$\text{Buddy}((c_s)_i) = \begin{cases} (c_s)_{j-1} & \text{if } j \text{ is odd} \end{cases}$$

$$\begin{array}{c} \cup \quad \setminus \quad \cup \end{array} \left( \begin{array}{c} \cup \\ (C_s)_{j+1} \end{array} \right) \text{ otherwise}$$

If the buddy is free then we can coalesce.  
 We can keep coalescing further upwards  
 if possible.