



CS 342 - Project 3 Report

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Section: 03

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Experiments

In this report we analyzed the performance of the buddy memory allocation algorithm in terms of inner fragmentation. We ran the algorithm on various uniformly distributed random allocation sizes until there is no available place left for the next allocation. We calculated the average of inner fragmentations for each allocation. We ran tests 5 times each on three cases: any uniformly distributed random value between 128 and 4096, values between 128 and 700 in order to measure the performance for lower alloc sizes; values between 1024 and 4072 We used the minimum fragment sizes 128, 256, 512, 1024 and 2048.

Plots

| Allocate amounts | 128-700 | 1024-4072 | 128-4096 |
|------------------|---------|-----------|----------|
| Trial1 | 211,46 | 878,83 | 619,46 |
| Trial2 | 242,64 | 815,80 | 709,33 |
| Trial3 | 224,83 | 809,10 | 441,36 |
| Trial4 | 219,64 | 865,73 | 896,67 |
| Trial5 | 212,19 | 874,73 | 843,18 |
| Average | 222,152 | 848,838 | 684,62 |

Table 1: Min fragment size 128

| Allocate amounts | 128-700 | 1024-4072 | 128-4096 |
|------------------|---------|-----------|----------|
| Trial1 | 238,21 | 673,36 | 682,09 |
| Trial2 | 208,71 | 1051,20 | 967,50 |
| Trial3 | 219,36 | 903,20 | 843,93 |
| Trial4 | 223,53 | 760,73 | 531,42 |
| Trial5 | 215,88 | 984,67 | 797,18 |
| Average | 221,138 | 874,632 | 764,424 |

Table 2: Min fragment size 256

| Allocate amounts | 128-700 | 1024-4072 | 128-4096 |
|------------------|---------|-----------|----------|
| Trial1 | 243,17 | 801,45 | 981,91 |
| Trial2 | 270,96 | 799,83 | 681,18 |
| Trial3 | 298,58 | 914,30 | 637,17 |
| Trial4 | 283,60 | 779,60 | 544,46 |

| | | | |
|---------|---------|---------|---------|
| Trial5 | 265,43 | 836,73 | 808,67 |
| Average | 272,348 | 826,382 | 730,678 |

Table 3: Min fragment size 512

| Allocate amounts | 128-700 | 1024-4072 | 128-4096 |
|------------------|---------|-----------|----------|
| Trial1 | 524,00 | 1201,00 | 1081,20 |
| Trial2 | 612,85 | 910,40 | 953,82 |
| Trial3 | 604,36 | 975,10 | 587,54 |
| Trial4 | 593,73 | 936,73 | 679,07 |
| Trial5 | 562,73 | 976,30 | 635,00 |
| Average | 579,534 | 999,906 | 787,326 |

Table 4: Min fragment size 1024

| Allocate amounts | 128-700 | 1024-4072 | 128-4096 |
|------------------|----------|-----------|----------|
| Trial1 | 1580,59 | 1127,00 | 606,91 |
| Trial2 | 1654,29 | 777,89 | 973,00 |
| Trial3 | 1612,71 | 1108,10 | 1322,89 |
| Trial4 | 1559,18 | 891,80 | 976,67 |
| Trial5 | 1671,41 | 922,33 | 1156,71 |
| Average | 1615,636 | 965,424 | 1007,236 |

Table 5: Min fragment size 2048

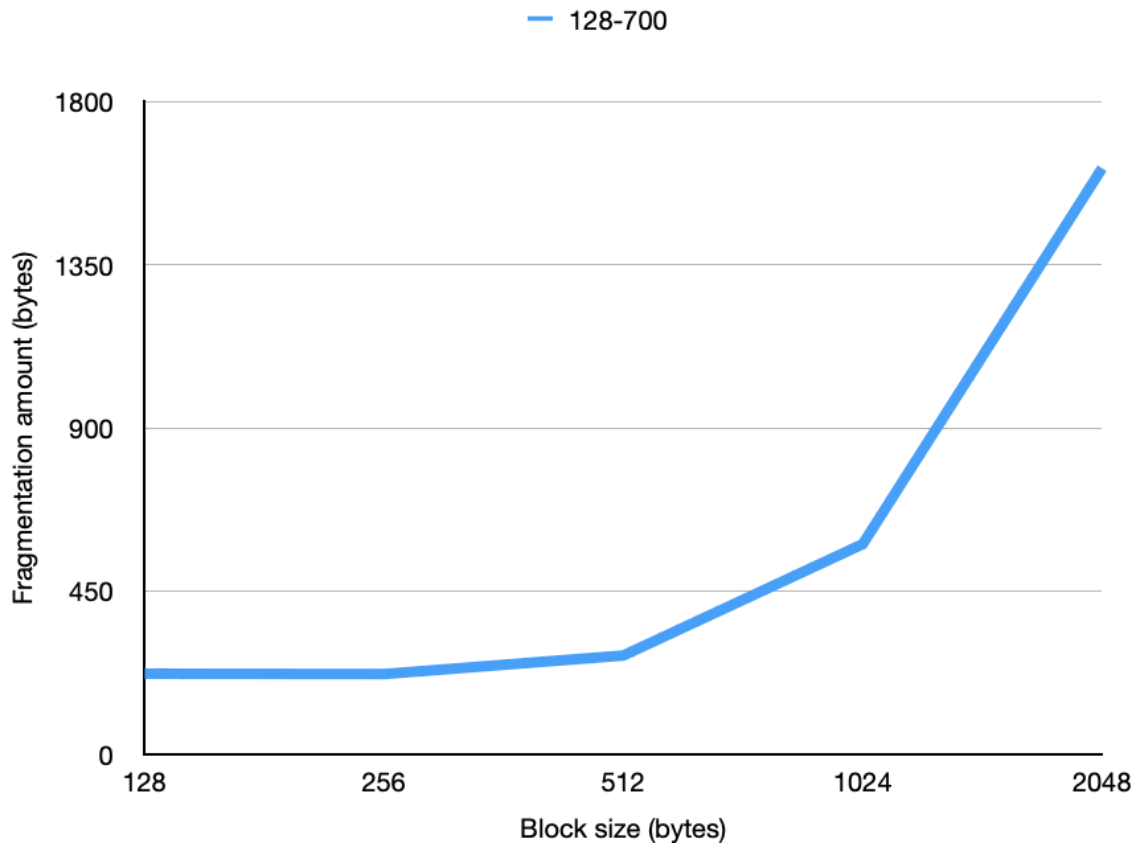


Figure 1: Allocation sizes between 128 and 700

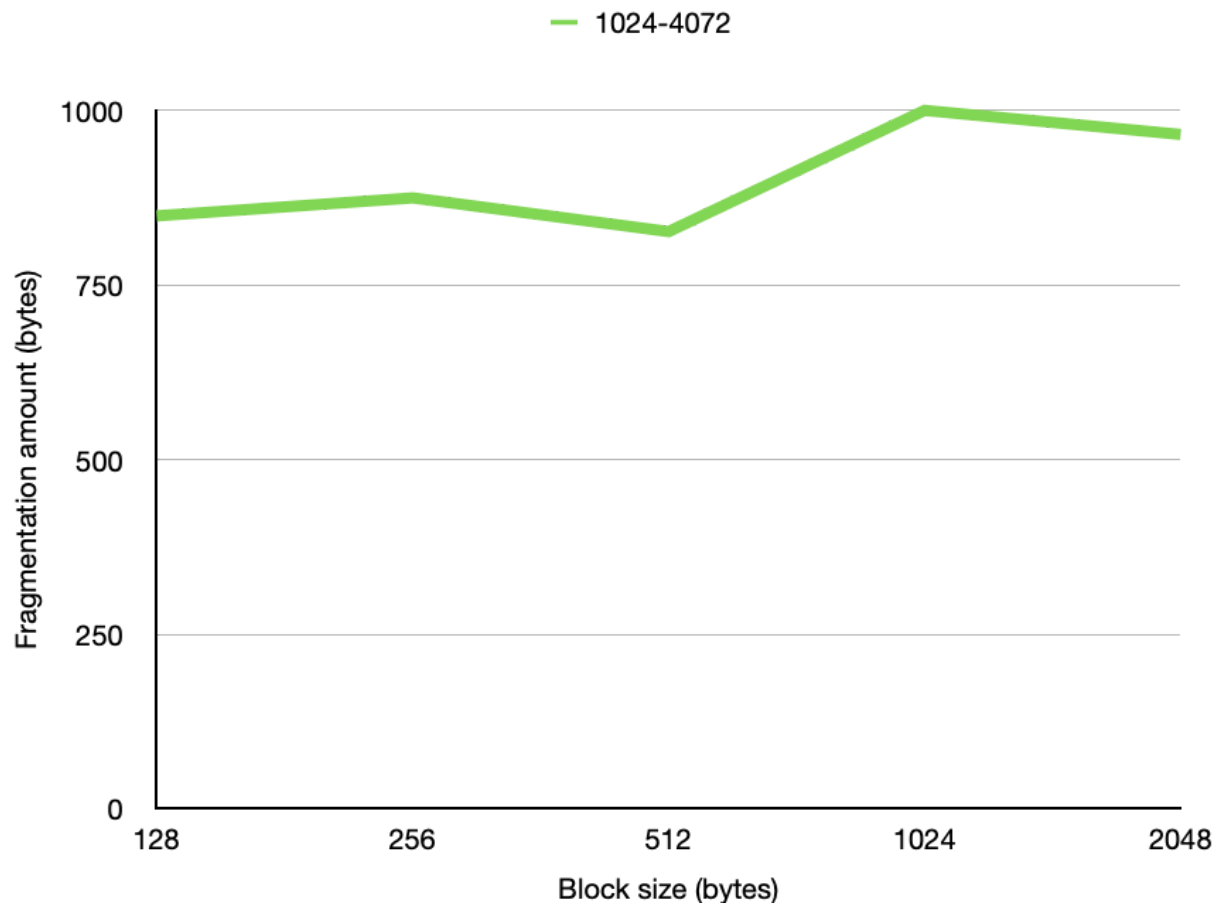


Figure 2: Allocation sizes between 1024 and 4072

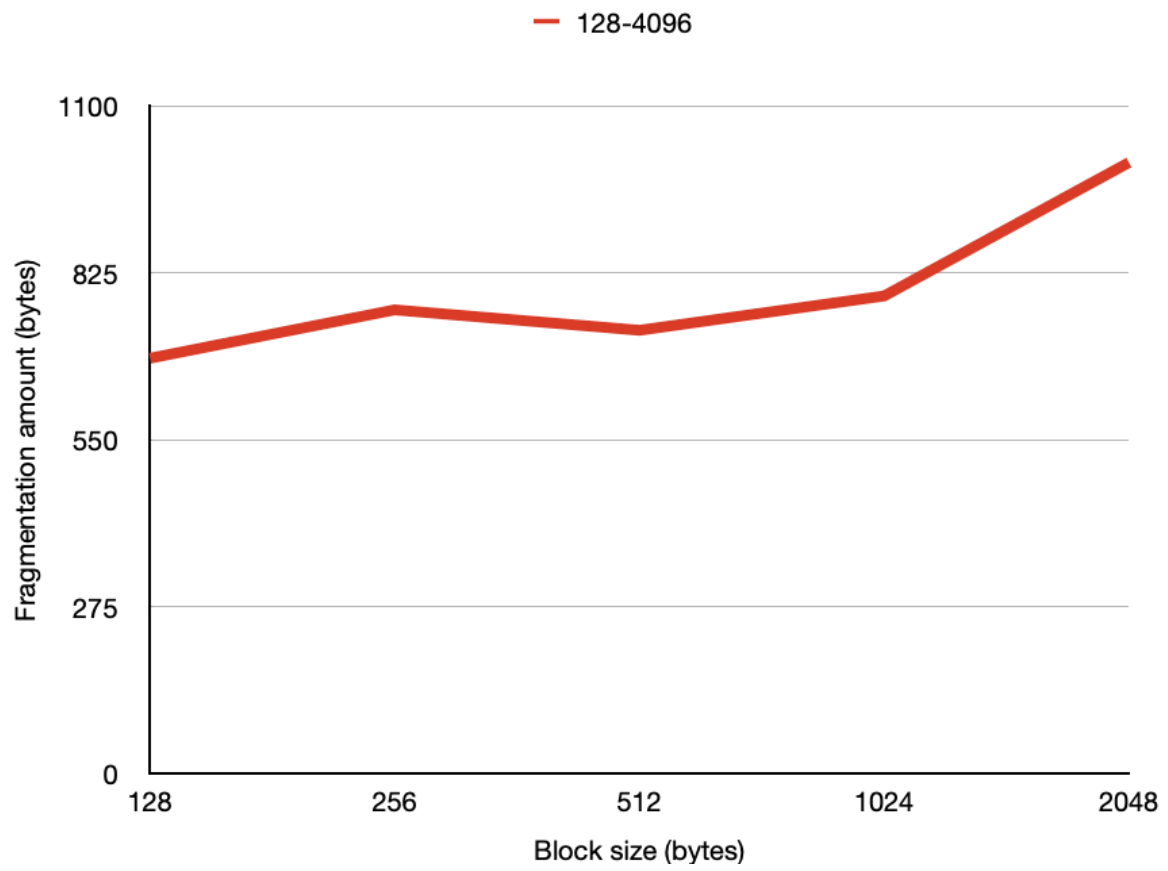


Figure 3: Allocation sizes between 128 and 4096

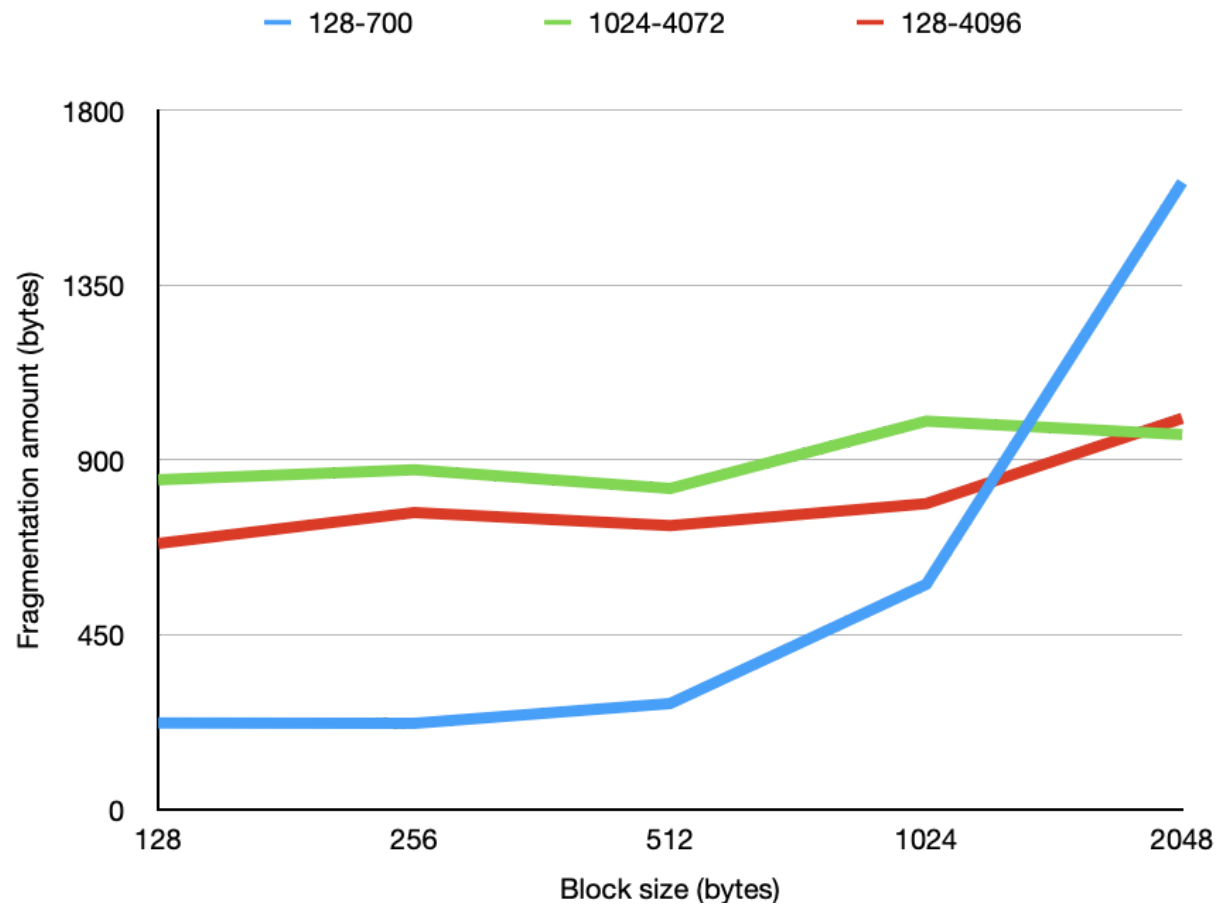


Figure 4: All three figures above combined.

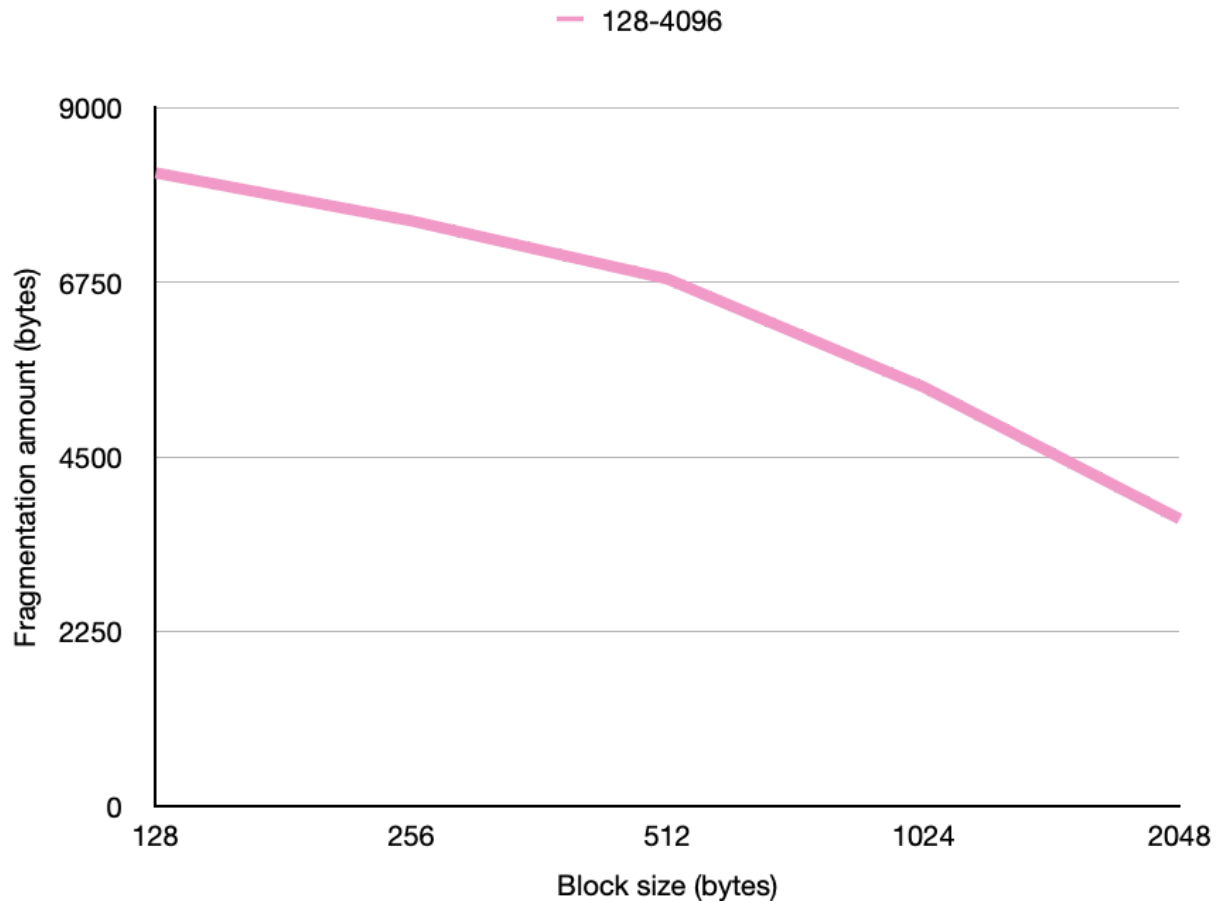


Figure 5: External fragmentation

Conclusions

As it can be observed by the data visualised above, the buddy memory allocation algorithm has smaller inner fragmentation for smaller minimum block(fragment) sizes. In contrast, when block sizes are larger, the inner fragmentation increases significantly especially the increase is larger in smaller request sizes. If the request sizes are smaller than the block size, the fragmentation tends to be greater. For instance, when the block size 2048 is chosen, for request sizes between 128 and 700, the fragmentation is the largest. However, for small block sizes such as 128, 256 and 1024 the smaller request sizes have less fragmentation than the larger request sizes.

The amount of inner fragmentation does not alternate much as the segment size changes. On the other hand, the amount of external fragmentation decreases when the block sizes increase because the amount of small unallocated fragments, which lead to external fragmentation and cannot be combined, decreases.