

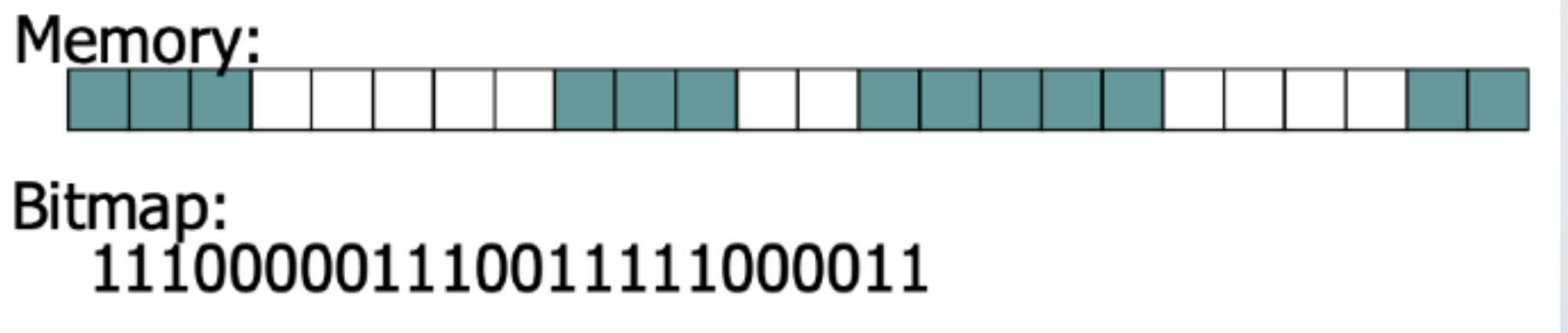
# Tracking memory allocation with **bitmaps**

**Bitmap** : 1 bit per allocation unit

- 0 means free
- 1 means allocated

➔ Allocating a N-unit chunk requires scanning bitmap for sequence of N zero's

⦿ Slow



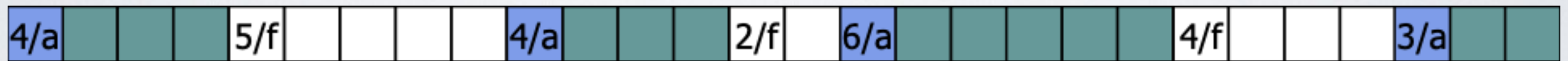
# Tracking memory allocation with **lists**

## Free lists

Maintain linked list of allocated and free segments

## Implicit list

- Each block has header that records size and status (allocated or free)
- Searching for free block is linear in total number of blocks



## Explicit list

Store pointers in free blocks to create doubly-linked list

