**CS2106 Introduction to Operating Systems**

**Lab 4**

**Contiguous Memory Allocation**

**Answer Book**

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Question 3.1a (1 mark)

8 bytes (64 units to allocate [64 / 1] which corresponds to 64 bits and hence 8 bytes [64 / 8] as 1 byte is 8 bits)

Question 3.1b (1 mark)

1088 bytes (64 units to allocate [64 / 1] in the worst case which corresponds to 64 nodes and hence 1088 bytes [64 \* (4 + 4 + 4 + 4 + 1)])

Question 3.1c (1 mark)

Advantage: Lesser memory is used for the same number of units as each unit is represented by a single bit.

Disadvantage: Cannot contain more information than free/not free per unit as each unit is only represented by a single bit.

Question 3.2 (1 mark)

No, it would not make a difference as both (signed) char and unsigned char are 1 byte (8 bits) in size and the difference between the range of values they can represent does not affect anything.

Besides, choosing to use char (signed or unsigned) in the 1st place is probably just because it is the smallest primitive data type in C and hence using it results in space savings. In reality, using other data types that can represent the 2 states of allocated and freed will work too.

Question 3.3 (1 mark)

Yes, it needs to know how many bytes of memory need to be freed.

To get this information, I used the linked list library to create a static global linked list for keeping track of the length of each allocated block of memory using its “start” as the key. To get “start” in the myfree routine, I used the get\_index routine provided.

Question 4.1 (1 mark)

char isTaken; //No primitive bool :(

size\_t length;

Question 4.2 (1 mark)

I did printf("%zu\n", sizeof(TNode)); which led to “64” being printed to the screen so 64 bytes per node.

Best Case Storage Requirement: 64 bytes (1 node in linked list partitions the heap so 64 \* 1 bytes)

Worst Case Storage Requirement: 4 MiB (64K nodes in linked list partition the heap since 64K / 1 units to allocate so 64 \* 1024 \* 64 bytes which is 4 \* 1024 \* 1024 bytes and hence 4 MiB)

Question 4.3 (1 mark)

It incurs an overhead which grows quickly with the total size of memory since it is relatively small compared to total memory size. The overhead is largely the huge amount of information needed to be kept to ensure proper functioning of the dynamic memory allocation.

Question 4.4 (1 marks)

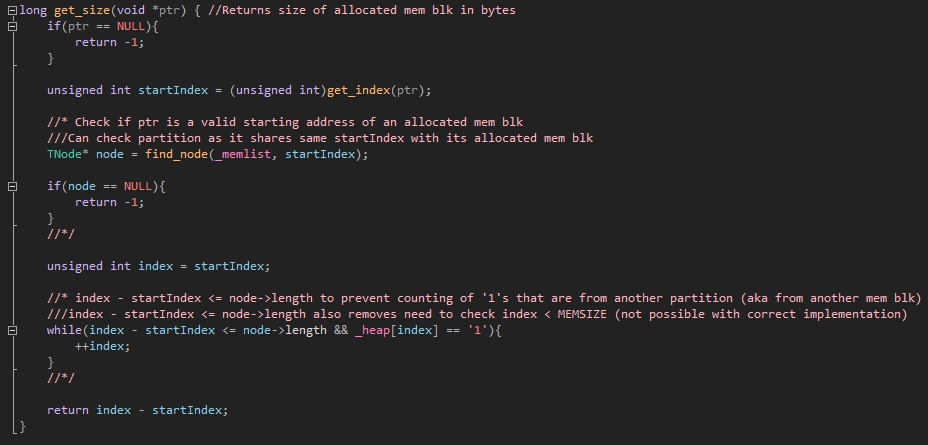
Sensible minimum allocation unit size is 64 bytes (matches size of node in linked list).

Question 5.1a (1 marks)

**Explanation:**

\_memlist keeps track of all allocated and free partitions in the buddy system, using their starting indices as keys. Starting address = \_heap + start index so get\_index(ptr) yields start index which is used to find the corresponding node in \_memlist. \_memlist does not store size of the allocated memory block and hence the number of ‘1’s that belong in the partition represented by the node found from \_memlist was counted to obtain it.

**IDE ver (clearer to see imo):**



**Txt ver (comments removed so not so messy):**

long get\_size(void \*ptr) { //Returns size of allocated mem blk in bytes

if(ptr == NULL){

return -1;

}

unsigned int startIndex = (unsigned int)get\_index(ptr);

TNode\* node = find\_node(\_memlist, startIndex);

if(node == NULL){

return -1;

}

unsigned int index = startIndex;

while(index - startIndex <= node->length && \_heap[index] == '1'){

++index;

}

return index - startIndex;

}

Question 5.1b (1 marks)

Question 5.2 (1 marks)

Question 5.3 (2 marks)

**TOTAL: \_\_\_\_\_\_\_\_\_\_\_ / 14**