

Homework #5

Question 1.

a) Best fit

For best fit, the smallest available free region is allocated. In this case, that region is the free block with size 100 bytes.

| | | |
|-----|-------------|------|
| 840 | body | |
| 836 | next = NULL | |
| 832 | size = 1208 | |
| 532 | body | p2 |
| 528 | magic | |
| 524 | size = 300 | |
| 474 | body | p3 |
| 470 | magic | |
| 466 | size = 50 | |
| 424 | body | |
| 420 | next = 832 | |
| 416 | size = 42 | |
| 216 | body | p1 |
| 212 | magic | |
| 208 | size = 200 | |
| 8 | body | |
| 4 | next = 416 | |
| 0 | size = 200 | head |

b) Worst fit

For worst fit, the largest available free region is allocated. In this case, that region is the free block with size 1208 bytes.

| | | |
|------|-------------|------|
| 1998 | body | p3 |
| 1994 | magic | |
| 1990 | size = 50 | |
| 840 | body | |
| 836 | next = NULL | |
| 832 | size = 1150 | |
| 532 | body | p2 |
| 528 | magic | |
| 524 | size = 300 | |
| 424 | body | |
| 420 | next = 832 | |
| 416 | size = 100 | |
| 216 | body | p1 |
| 212 | magic | |
| 208 | size = 200 | |
| 8 | body | |
| 4 | next = 416 | |
| 0 | size = 200 | head |

c) First fit

For first fit, the first available free region is allocated, starting from the free list head. In this case, that region is the free block starting at head.

| | | |
|-----|-------------|------|
| 840 | body | |
| 836 | next = NULL | |
| 832 | size = 1208 | |
| 532 | body | p2 |
| 528 | magic | |
| 524 | size = 300 | |
| 424 | body | |
| 420 | next = 832 | |
| 416 | size = 100 | |
| 216 | body | p1 |
| 212 | magic | |
| 208 | size = 200 | |
| 158 | body | p3 |
| 154 | magic | |
| 150 | size = 50 | |
| 8 | body | |
| 4 | next = 416 | |
| 0 | size = 142 | head |

Question 2.

page size: 256 bytes

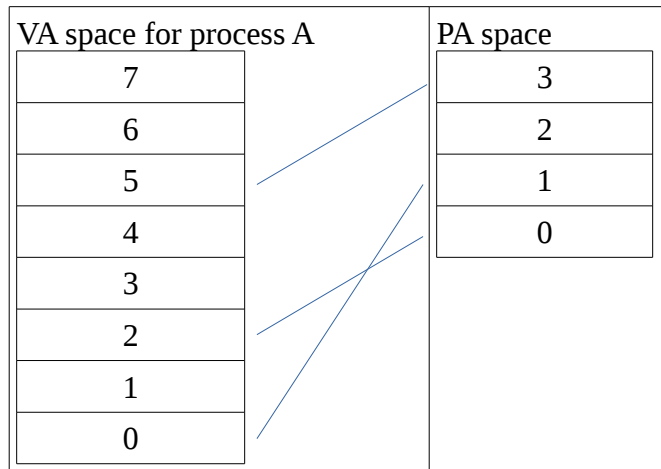
virtual memory space: 8 pages

physical memory space: 4 frames

Process A page table

| Page | Frame |
|------|-------|
| 0 | 1 |
| 2 | 0 |
| 5 | 3 |

a) Plot a diagram representing the page table for process A. Write the virtual address space on the left, and the physical on the right. Number the pages and frames, and draw arrows that connect pages with their associated frames.



b) How many bits are used to represent a VA? How many for a PA? How many for the page offset?

bits for VA = $\log_2(256 \text{ bytes per page} * 8 \text{ pages}) = \log_2(2048) = 11$

bits for PA = $\log_2(256 \text{ bytes per frame} * 4 \text{ frames}) = \log_2(1024) = 10$

bits for page offset = $\log_2(256 \text{ bytes per page}) = 8$

c) Translate the following VAs into PAs: 418, 0, 581, 460

1) VA = $418_{10} = 00110100010_2$

VPN = $001_2 = 1_{10}$

PFN = unmapped

2) VA = $0_{10} = 0_2$

VPN = 0

PFN = $1_{10} = 01_2$

offset = 00000000_2

PA = $0100000000_2 = 256_{10}$

3) VA = $581_{10} = 01001000101_2$

VPN = $010_2 = 2_{10}$

PFN = 0 = 00_2

offset = 01000101_2

PA = $0001000101_2 = 69_{10}$

4) VA = $460_{10} = 00111001100_2$

VPN = $001_2 = 1_{10}$

PFN = unmapped