

1.

Memory management is intended to satisfy the following requirements:

Relocation: Ensuring processes can be moved in memory to maximize efficiency.

Protection: Isolating processes from each other to prevent interference or corruption.

Sharing: Allowing multiple processes to access shared resources without conflicts.

Logical Organization: Managing programs and data in a logical and modular way.

Physical Organization: Optimizing memory use across the hierarchy of storage devices.

2.

Efficient Utilization of Memory: Unequal-size partitions allow processes of varying sizes to fit better, reducing internal fragmentation.

Support for Large Processes: Larger partitions accommodate bigger processes that would not fit in equal-size partitions.

Flexibility: Provides a range of partition sizes, offering better matching for diverse process memory requirements.

3.

Page: A fixed-size block of a process's logical memory (virtual address space).

Frame: A fixed-size block of physical memory (RAM).

Pages are mapped to frames in a one-to-one correspondence during execution, enabling processes to run efficiently in a virtual memory environment.

4.

Memory Size: 2^{24} bytes.

Partition Size: 2^{16} bytes.

Number of Partitions: $2^{24} / 2^{16} = 2^8 = 256$ partitions.

Bits Required for the Pointer: $\log_2(256) = 8$ bits.

5.

A. If the block is of size 4, what is the binary address of its buddy?

Block Size: $2^2 = 4$ bytes.

Buddy Address Rule: Flip the last $\log_2(4) = 2$ bits of the address.

Address: 011011110000011011110000011011110000.

Flip the last 2 bits: 011011110011011011110011011011110011.

Buddy Address: 011011110011011011110011011011110011.

B. If the block is of size 16, what is the binary address of its buddy?

Block Size: $2^4 = 16$ bytes.

Buddy Address Rule: Flip the last $\log_2(16) = 4$ bits of the address.

Address: 011011110000011011110000011011110000.

Flip the last 4 bits: 011011111000011011111000011011111000.

Buddy Address: 011011111000011011111000011011111000.