

CSS 430

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Assignment 4a

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Assignment 4a Purpose:

This assignment implements `malloc()` and `free()` using the “`sbrk`” system function: change data segment size. Your implementation is based on the first-fit and the best-fit strategies. Since the original `malloc/free` functions in Linux use “`brk`” (an even more legacy function than `sbrk`), you can compare your own and the Linux-original implementations in terms of # `brk` system function calls.

Below are the screenshots and the challenges that I have faces during the assignment.

Output for `$ strace ./a.out | 2>&1 | grep brk`

```
assignment4a > g++ mallocpp.cpp
22     mcb->available = 1;
23     return;
24 }
25
26 void *malloc_f( long size ) {
27     struct MCB *cur_mcb;           // current MCB
28     void *new_space = NULL; // this is a pointer to a new memory space allocated for a user
29
30     if( !initialized ) {
31         // find the end of heap memory, upon an initialization
32         heap_end = sbrk( 0 );
33         heap_top = heap_end;
34         initialized = true;
35     }
36
37     // append an MCB in front of a requested memory space
38     size = size + sizeof( MCB );
39
40     // scan each mcb from the top to the bottom of the heap
41     for( void *cur = heap_top; cur < heap_end; cur = (void*)((unsigned long long int) cur + cur_mcb->size) ) {
42         //let cur_mcb point to each mcb you are scanning
43         cur_mcb = (MCB*) cur;
44         //if cur_mcb->available and cur_mcb->size fits size, new_space points to this mcb
45         if( cur_mcb->available == 1 && cur_mcb->size >= size ){
46             cur_mcb->available = 0;
47             new_space = cur_mcb;
48             break;
49         }
50     }
51     // Task 1: implement by yourself (up to 15 lines).
52 }
```

Output for `$ strace ./a.out b 2>&1 | grep brk`

The screenshot shows a C++ IDE with two files: `driver.cpp` and `malloc.cpp`. The `malloc.cpp` file contains a custom `malloc_f` function that uses a `MCB` (Memory Control Block) structure. The `driver.cpp` file contains a `main` function that calls `malloc_f` with a size of 1. The IDE's terminal window shows the output of the command `$ strace ./a.out b 2>&1 | grep brk`. The output shows a series of `brk` system calls, indicating that the program is allocating memory. The first `brk` call is at address `0x1632000`, and subsequent calls are at `0x1632000`, `0x1653000`, `0x1632000`, `0x1630000`, `0x1840000`, `0x1840000`, `0x1840000`, `0x18416f`, `0x18416f`, `0x18453d`, `0x18453d`, `0x1845ae`, `0x1845ae`, `0x184629`, `0x184629`, `0x184682`, `0x184682`, `0x184789`, `0x184789`, `0x1847db`, `0x1847db`, `0x1848cf`, `0x1848cf`, `0x184c00`, `0x184c00`, and `0x184cd5`. The output also shows a `brk(0x184cd5)` call, indicating that the program is freeing memory.

Output for `$ strace ./a.out f 2>&1 | grep brk`

The screenshot shows a C++ IDE with two files: `driver.cpp` and `malloc.cpp`. The `malloc.cpp` file contains a custom `malloc_f` function that uses a `MCB` (Memory Control Block) structure. The `driver.cpp` file contains a `main` function that calls `malloc_f` with a size of 1. The IDE's terminal window shows the output of the command `$ strace ./a.out f 2>&1 | grep brk`. The output shows a series of `brk` system calls, indicating that the program is allocating memory. The first `brk` call is at address `0x184c00`, and subsequent calls are at `0x184cd5`, `0x1cfb000`, `0x1cfb000`, `0xd1c000`, `0xd1c000`, `0xd1c000`, `0xd1c16f`, `0xd1c16f`, `0xd1c53d`, `0xd1c53d`, `0xd1c5ae`, `0xd1c5ae`, `0xd1c629`, `0xd1c629`, `0xd1c682`, `0xd1c682`, `0xd1c789`, `0xd1c789`, `0xd1c7db`, `0xd1c7db`, `0xd1c8cf`, `0xd1c8cf`, `0xd1cc00`, `0xd1cc00`, `0xd1ccd5`, `0xd1ccd5`, `0xd1ce19`, `0xd1ce19`, `0xd1d026`, `0xd1d026`, `0xd1d3fe`, `0xd1d3fe`, and `0xd1d6e7`. The output also shows a `brk(0xd1d6e7)` call, indicating that the program is freeing memory.