

# Placement Algorithms

- **First-fit**

choose first block that is large enough; search can start at beginning, or where previous search ended (a.k.a next-fit)

- **Best-fit**

choose the block that is closest in size to the request

- Worst-fit

choose the largest block

- Quick-fit

keep multiple free lists for common block sizes

- **Buddy systems**

round up allocations to power of 2 to make management faster

# Best Fit

- ➔ Minimize fragmentation by allocating space from block that leaves smallest fragment

## **Data structure**

heap is a list of free blocks, each has a header holding block size and a pointer to the next block

## **Code**

search freelist for block closest in size to the request