

**#1 Review:**

Why put the heap so far away from the stack?

What will you find below the end of the stack and above the top of the heap?

**#2 What value will be printed?**

```
01  int a = 10;
02  int* ptr = &a;
03  pid_t child = fork();
04  if(child == 0) { * ptr = 20; ptr = NULL;}
05  else {
06      waitpid(child, NULL, 0);
07      printf("%d", * ptr );
08  }
```

**#3 What does sbrk do?**

"sbrk increases the process's data segment by n bytes"  
... but what does this mean?

**#4 A very simple heap memory allocator**

```
01  void* malloc(unsigned int numbytes) {
02      printf("Top of heap was %p\n", sbrk(0) ); // safe??
03
04      void* ptr = sbrk(numbytes);
05      if(ptr == (void*) -1) return NULL; // no mem for you!
06
07      printf("Now you have some mem at %p\n", ptr );
08
09      return ptr;
10  }
11
12  void free(void*mem) { }
```

What are the limitations of the above allocator?

How can we improve it?

**#5 How do I use calloc?**

```
void*  calloc(size_t count, size_t size);
```

**#6 Implement your own calloc using memset and malloc:**

```
// void *  memset(void *b, int c, size_t len);
```

```
void* mycalloc(size_t count, size_t size) {
```

**#7 How does I use realloc?**

```
void *  realloc(void *oldptr, size_t size);
```

## Placement Strategies - Best Fit. Worst Fit. First Fit Allocation

Suppose the heap is managed with a linked list. Each node in the list is either allocated or free. The list is sorted by address. When `malloc()` is called, the list is searched for a free segment that is big enough (depending on the allocation algorithm), that segment is divided into an allocated segment (at the beginning) and a free segment. When `free()` is called, the corresponding segment should merge with its neighboring segments, if they are also free. A process has a heap of 13KB, which is initially unallocated. During its execution, the process issues the following memory allocate/de-allocate calls (`pA`... `pE` are `void*` pointers). In all cases, break ties by choosing the earliest segment. Also, assume all algorithms allocate memory from the beginning of the free segment they choose.

```
pA = malloc(3KB)
```

```
pB = malloc(4KB)
```

```
pC = malloc(3KB)
```

```
free(pB)
```

```
pD = malloc(3KB)
```

```
free(pA)
```

```
pE = malloc(1KB)
```

For simplicity, assume the memory begins at address 0, and ignore the memory used by the linked list itself. Show the heap allocation after the above calls, using best-fit, worst-fit and first-fit algorithms respectively.

### **Best Fit:**

0K      1K      2K      3K      4K      5K      6K      7K      8K      9K      10K      11K      12K

--	--	--	--	--	--	--	--	--	--	--	--	--

Starting address of pD= \_\_\_\_ K and pE = \_\_\_\_ K

### **Worst Fit:**

0K      1K      2K      3K      4K      5K      6K      7K      8K      9K      10K      11K      12K

--	--	--	--	--	--	--	--	--	--	--	--	--

Starting address of pD = \_\_\_\_ K and pE = \_\_\_\_ K

### **First Fit:**

0K      1K      2K      3K      4K      5K      6K      7K      8K      9K      10K      11K      12K

--	--	--	--	--	--	--	--	--	--	--	--	--

Starting address of pD = \_\_\_\_ K and pE = \_\_\_\_ K

## What is Fragmentation? What happens if heap memory is severely fragmented?

### Best Fit outcome?

### Worst Fit outcome?

### First Fit outcome?