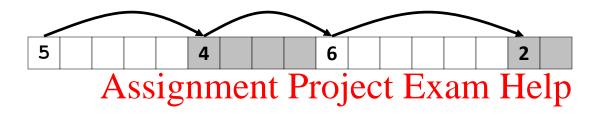
## **Keeping Track of Free Blocks**

Method 1: Implicit free list using length—links all blocks

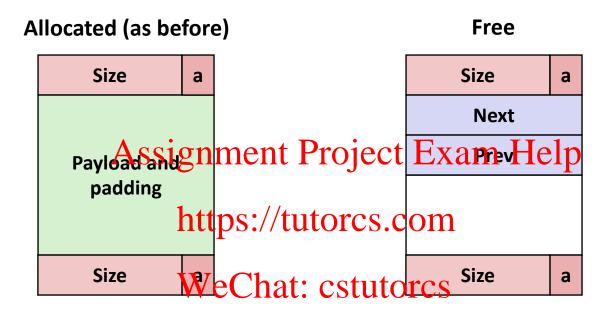


■ Method 2: Explicit free list among the free blocks using pointers



- Method 3: Segregated free list
  - Different free lists for different size classes
- Method 4: *Blocks sorted by size* 
  - Can use a balanced tree (e.g. Red-Black tree) with pointers within each free block, and the length used as a key

# **Explicit Free Lists**

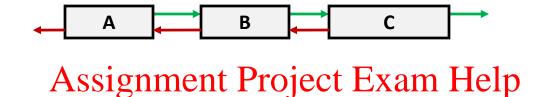


#### ■ Maintain list(s) of *free* blocks, not *all* blocks

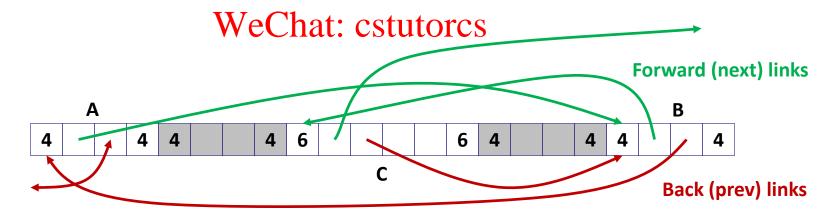
- The "next" free block could be anywhere
  - So we need to store forward/back pointers, not just sizes
- Still need boundary tags for coalescing
- Luckily we track only free blocks, so we can use payload area

## **Explicit Free Lists**

Logically:

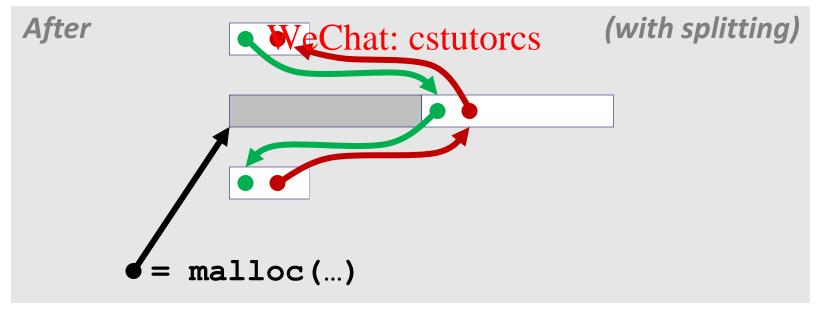


■ Physically: blockslettp&e/twtengerdem



## **Allocating From Explicit Free Lists**





## **Freeing With Explicit Free Lists**

- Insertion policy: Where in the free list do you put a newly freed block?
  - LIFO (last-in-first-out) policy
    - Insert freed block at the beginning of the free list Assignment Project Exam Help
    - Pro: simple and constant time
    - Con: studies diggest fragmentation in worse than address ordered
  - Address-ordered WeChat: cstutorcs
    - Insert freed blocks so that free list blocks are always in address order:
      - addr(prev) < addr(curr) < addr(next)</pre>
    - Con: requires search
    - Pro: studies suggest fragmentation is lower than LIFO

# **Explicit List Summary**

- Comparison to implicit list:
  - Allocate is linear time in number of free blocks instead of all blocks
    - Much faster when most of the memory is full
  - Slightly more complicated allocate and free since needs to splice blocks in and out of the list
  - Some extra space ferthe/links Greatra wards needed for each block)
    - Does this increase internal fragmentation?

WeChat: cstutorcs

- Most common use of linked lists is in conjunction with segregated free lists
  - Keep multiple linked lists of different size classes, or possibly for different types of objects