



Solution TP n°4: Management memory

Exercise n°1

First-fit is executed using the following algorithm:

```
#include <stdio.h>

int p[10], np, b[10], nb, alloc[10], flag[10], frag[10], fragm=0, i, j;

int main()
{
    printf("\n Enter the no of process:"); scanf("%d", &np);
    printf("\n Enter the no of blocks:"); scanf("%d", &nb);
    printf("\n Enter the size of each process:");
    for(i=0; i<np; i++)
    {
        printf("\nProcess %d:", i); scanf("%d", &p[i]);
    }
    printf("\n Enter the block sizes:");
    for(j=0; j<nb; j++)
        printf("\n Block %d:", j); scanf("%d", &b[j]);
    if(np<=nb)
    {
        printf("\n First Fit\n");
        for(i=0; i<np; i++)
        {
            for(j=0; j<nb; j++)
            {
                if(p[i]<=b[j])
                {
                    alloc[j]=p[i]; printf("\n\n Alloc[%d]", alloc[j]);
                    printf("\n\n Process %d of size %d is allocated in block:%d of size:%d", i, p[i], j, b[j]);
                    frag[j]=b[j]-p[j];
                    printf("\n\n Fragmentation in %d :%d", j, frag[j]);
                    flag[i]=0, b[j]=0;
                    break;
                }
            }
            else
                flag[i]=1;
        }
    }

    for(i=0; i<np; i++)
    {
        if(flag[i]!=0)
            printf("\n\n Process %d of size %d is not allocated", i, p[i]);
    }
    for(i=0; i<np; i++)
        fragm=fragm+frag[i];
    printf("\n\n Internal fragmentation is : %d", fragm);
}
return 0;
}
```

Perform a trial run on the following example to check your program:

INPUT

- no of process: 3
- no of blocks: 3
- Size of each process:
 - Process 0: 100
 - Process 1: 150
 - Process 2: 200
- block sizes:
 - Block 0: 300
 - Block 1: 350
 - Block 2: 200

Exercise n°2

- 1) In this exercise, you are asked to write a program in C that implements the concept of memory management using the "Best fit" algorithm and calculates internal fragmentation.

```

#include <stdio.h>

int p[10],np,b[10],nb,ch,c[10],d[10],alloc[10],flag[10],i,j;

int main()
{
    printf("\n Enter the no of process:"); scanf("%d",&np);
    printf("\nEnter the no of blocks:"); scanf("%d",&nb);
    printf("\nEnter the size of each process:");
    for(i=0;i<np;i++)
    {
        printf("\nProcess %d:",i); scanf("%d",&p[i]);
    }
    printf("\nEnter the block sizes:");
    for(j=0;j<nb;j++)
    {
        printf("\nBlock %d:",j);scanf("%d",&b[j]);
        c[j]=b[j];d[j]=b[j];
    }
    if(np<=nb)
    {
        printf("\n ===== Best Fit =====\n");
        for(i=0;i<nb;i++)
        {
            for(j=i+1;j<nb;j++)
            {
                if(c[i]>c[j])
                {
                    int temp=c[i];
                    c[i]=c[j];
                    c[j]=temp;
                }
            }
        }
        printf("\n After sorting block sizes:");
        for(i=0;i<nb;i++)
            printf("\n Block %d:%d",i,c[i]);
        for(i=0;i<np;i++)
        {
            for(j=0;j<nb;j++)
            {
                if(p[i]<=c[j])
                {
                    alloc[j]=p[i];printf("\n\nAlloc[%d]",alloc[j]);
                    printf("\n\nProcess %d of size %d is allocated in block %d of size %d",i,p[i],j,c[j]);
                    flag[i]=0,c[j]=0;
                    break;
                }
                else flag[i]=1;
            }
        }
        for(i=0;i<np;i++)
        {
            if(flag[i]!=0)
                printf("\n\n Process %d of size %d is not allocated",i,p[i]);
        }
    }
    return 0;
}

```

Exercise n°3

```
#include <stdio.h>

int p[10], np, b[10], nb, ch, c[10], d[10], alloc[10], flag[10], i, j;

int main()
{
    printf("\n Enter the no of process:"); scanf("%d", &np);
    printf("\nEnter the no of blocks:"); scanf("%d", &nb);
    printf("\nEnter the size of each process:");
    for(i=0; i<np; i++)
    {
        printf("\nProcess %d:", i); scanf("%d", &p[i]);
    }
    printf("\nEnter the block sizes:");
    for(j=0; j<nb; j++)
    {
        printf("\nBlock %d:", j); scanf("%d", &b[j]);
        c[j]=b[j]; d[j]=b[j];
    }
    if(np<=nb)
    {
        printf("\n ===== Worst Fit =====\n");
        for(i=0; i<nb; i++)
        {
            for(j=i+1; j<nb; j++)
            {
                if(d[i]<d[j])
                {
                    int temp=d[i]; d[i]=d[j]; d[j]=temp;
                }
            }
        }
        printf("\n After sorting block sizes:");
        for(i=0; i<nb; i++)
            printf("\n Block %d:%d", i, d[i]);
        for(i=0; i<np; i++)
        {
            for(j=0; j<nb; j++)
            {
                if(p[i]<=d[j])
                {
                    alloc[j]=p[i];
                    printf("\n\nAlloc[%d]", alloc[j]);
                    printf("\n\nProcess %d of size %d is allocated in block %d of size %d", i, p[i], j, d[j]);
                    flag[i]=0, d[j]=0;
                    break;
                }
            }
            else flag[i]=1;
        }
    }
    for(i=0; i<np; i++)
    {
        if(flag[i]!=0)
            printf("\n\n Process %d of size %d is not allocated", i, p[i]);
    }
}
return 0;
}
```

Exercise n° 4

1) You are requested to implement paging concept for memory management in which you calculate the physical address from the logical address. Proceed as follows:

```
1. Start the program;
2. Enter the logical memory address;
3. Enter the page table which has offset and page frame;
4. The corresponding physical address can be calculated by:

      @Physical = frame page no.* Sizepage + offset

5. Print the physical address for the corresponding logical address;
6. End
```

2) Perform a trial run on the following example to check your program:

INPUT:

- Enter the memory size: 1000
- Enter the page size :100
- Enter no. of pages required for a process: 6
- Enter pagetable for a process: 1, 4, 2, 7, 3, 0
- Enter logical address.

Dans cet exercice, je vous propose d'utiliser les deux possibilités (voir cours):

- **Adresse logique en format décimal**

Pour calculer le n° de page, on utilise la fonction $\text{div}(@\text{logique}, \text{taille de page})$ et pour calculer l'offset on utilise la fonction $\text{mod}(@\text{logique}, \text{taille de page})$.

Puis voir le n° de cadre qui correspond au n° de page.

$$@\text{physique} = \text{n° de cadre} * \text{taille de page} + \text{offset}$$

- **Adresse logique en format binaire**

Il faut scinder en deux parties : partie n° de page (les bits de poids le plus fort) et partie offset (bits le poids le plus faible).