



**CS342**

**OPERATING SYSTEMS**

**2019-2020 FALL**

**PROJECT 3 REPORT**

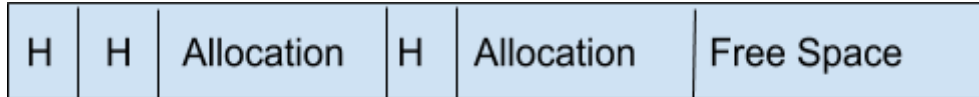
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## CODE EXPLANATION

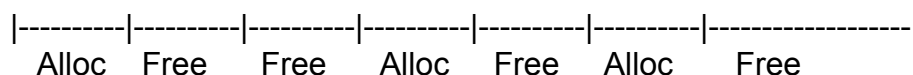
- For this project, to allocate requested size of block, we added a header at the very beginning of the block itself. This header holds the information about the size of the block and the address of the next block. More clearly:

```
struct header
{
    int size;                → 8 byte
    struct header*, next;    → 8 byte
}
```

- In total, header's size is 16 byte. Since we need to hold 16 byte for each header, we need to allocate extra 16 additional byte for every requested block.
- There is also one general header at the beginning of whole memory chunk for indicating the situation of it.



In app.c, the program allocates 6 blocks with size of (chunksize in kb) \*16 byte, for every allocation method these blocks allocated consecutively. And then the program frees second, third and fifth blocks.



And then the program creates 6 threads for allocating memory with size of (chunksize in kb) \*8, this scenario gives different results for every different allocation algorithms. You can see how these 3 algorithms allocate memory by outputs given above.

# EXPERIMENTATION ON DIFFERENT ALGORITHMS

FIRST FIT:

```
chunkstart=5651d771a000, chunkend=5651d7722000, chunksize=32768 bytes
---starting testing chunk
---chunk test ended - success
Implementation alloc: from 0x5651d771a000 to: 0x5651d771a010 size: 16
Alloc from 0x5651d771a000 to: 0x5651d771a210, block + header size: 528
Alloc from 0x5651d771a210 to: 0x5651d771a320, block + header size: 272
Alloc from 0x5651d771a320 to: 0x5651d771a430, block + header size: 272
Alloc from 0x5651d771a430 to: 0x5651d771a540, block + header size: 272
Free from 0x5651d771a550 to: 0x5651d771a640, size: 240
Alloc from 0x5651d771a630 to: 0x5651d771a840, block + header size: 528
Alloc from 0x5651d771a840 to: 0x5651d771a950, block + header size: 272
Free from 0x5651d771a960 to: 0x5651d771aa60, size: 256
Alloc from 0x5651d771aa50 to: 0x5651d771ac60, block + header size: 528
Alloc from 0x5651d771ac60 to: 0x5651d771ad70, block + header size: 272
Alloc from 0x5651d771ad70 to: 0x5651d771ae80, block + header size: 272
Free from 0x5651d771ae90 to: 0x5651d7722000, size: 29040
```

## BEST FIT

```
chunkstart=560387504000, chunkend=56038750c000, chunksize=32768 bytes
---starting testing chunk
---chunk test ended - success
Implementation alloc: from 0x560387504000 to: 0x560387504010 size: 16
Alloc from 0x560387504000 to: 0x560387504210, block + header size: 528
Free from 0x560387504220 to: 0x560387504640, size: 1056
Alloc from 0x560387504630 to: 0x560387504840, block + header size: 528
Free from 0x560387504850 to: 0x560387504a60, size: 528
Alloc from 0x560387504a50 to: 0x560387504c60, block + header size: 528
Alloc from 0x560387504c60 to: 0x560387504d70, block + header size: 272
Alloc from 0x560387504d70 to: 0x560387504e80, block + header size: 272
Alloc from 0x560387504e80 to: 0x560387504f90, block + header size: 272
Alloc from 0x560387504f90 to: 0x5603875050a0, block + header size: 272
Alloc from 0x5603875050a0 to: 0x5603875051b0, block + header size: 272
Alloc from 0x5603875051b0 to: 0x5603875052c0, block + header size: 272
Free from 0x5603875052d0 to: 0x56038750c000, size: 27952
```

## WORS FIT

```
chunkstart=56163306c000, chunkend=561633074000, chunksize=32768 bytes
---starting testing chunk
---chunk test ended - success
Implementation alloc: from 0x56163306c000 to: 0x56163306c010 size: 16
Alloc from 0x56163306c000 to: 0x56163306c210, block + header size: 528
Free from 0x56163306c220 to: 0x56163306c640, size: 1056
Alloc from 0x56163306c630 to: 0x56163306c840, block + header size: 528
Free from 0x56163306c850 to: 0x56163306ca60, size: 528
Alloc from 0x56163306ca50 to: 0x56163306cc60, block + header size: 528
Alloc from 0x56163306cc60 to: 0x56163306cd70, block + header size: 272
Alloc from 0x56163306cd70 to: 0x56163306ce80, block + header size: 272
Alloc from 0x56163306ce80 to: 0x56163306cf90, block + header size: 272
Alloc from 0x56163306cf90 to: 0x56163306d0a0, block + header size: 272
Alloc from 0x56163306d0a0 to: 0x56163306d1b0, block + header size: 272
Alloc from 0x56163306d1b0 to: 0x56163306d2c0, block + header size: 272
Free from 0x56163306d2d0 to: 0x561633074000, size: 27952
```

**First Fit**

**Best Fit**

**Worst Fit**

| time/ #thread | 200      | 150      | 100      | 50       | 30       | 10       |
|---------------|----------|----------|----------|----------|----------|----------|
| real          | 0m0.039s | 0m0.033s | 0m0.024s | 0m0.011s | 0m0.006s | 0m0.005s |
| user          | 0m0.005s | 0m0.005s | 0m0.004s | 0m0.000s | 0m0.001s | 0m0.004s |
| sys           | 0m0.028s | 0m0.014s | 0m0.014s | 0m0.010s | 0m0.006s | 0m0.000s |
| real          | 0m0.049s | 0m0.039s | 0m0.026s | 0m0.009s | 0m0.008s | 0m0.004s |
| user          | 0m0.007s | 0m0.003s | 0m0.004s | 0m0.003s | 0m0.006s | 0m0.000s |
| sys           | 0m0.026s | 0m0.021s | 0m0.011s | 0m0.009s | 0m0.000s | 0m0.003s |
| real          | 0m0.039s | 0m0.037s | 0m0.038s | 0m0.008s | 0m0.006s | 0m0.008s |
| user          | 0m0.008s | 0m0.005s | 0m0.000s | 0m0.000s | 0m0.000s | 0m0.000s |
| sys           | 0m0.018s | 0m0.017s | 0m0.017s | 0m0.009s | 0m0.007s | 0m0.005s |

## INTERPRETATION OF RESULTS

First fit algorithm is the fastest algorithm among them because it does searching in less number of time for free space.

Although best fit algorithm has advantage on memory utilization, it has disadvantage on timing because it searches more.

Last but not the least, worst fit aims reducing the ratio of small gaps, and due to this, it has similar timing results with first fit.