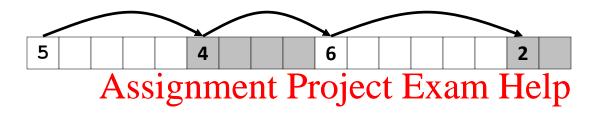
Keeping Track of Free Blocks

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

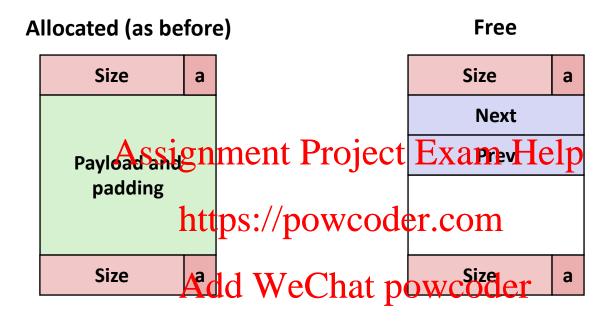


Method 2: Explicit free list among the free blocks using pointers



- 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

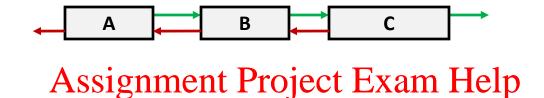


■ Maintain list(s) of *free* blocks, not *all* blocks

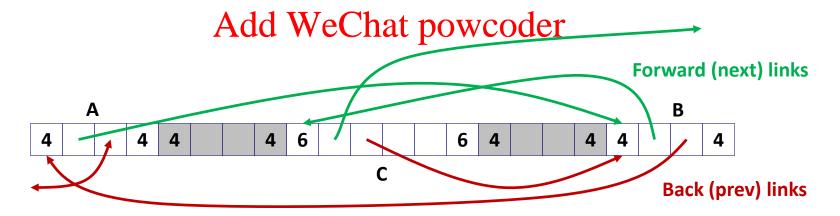
- The "next" free block could be anywhere
 - So we need to store forward/back pointers, not just sizes
- Still need boundary tags for coalescing
- Luckily we track only free blocks, so we can use payload area

Explicit Free Lists

Logically:



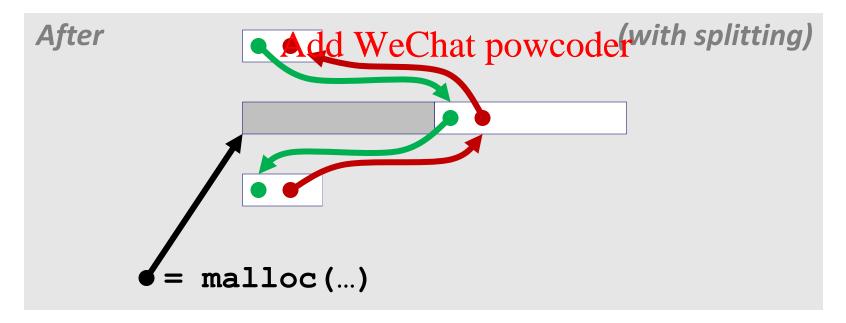
■ Physically: blocks ttp tie/powy odeer com



Allocating From Explicit Free Lists

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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 is come than address ordered
 - Address-ordered Add WeChat powcoder
 - 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 peeds to splice blocks in and out of the list
 - Some extra space ferthe/lipks weeks needed for each block)
 - Does this increase internal fragmentation?

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- 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