

OS 4/28

Reagan Shirk

April 28, 2020

Buddy System

- Method for memory allocation
- One of two methods used in the kernel

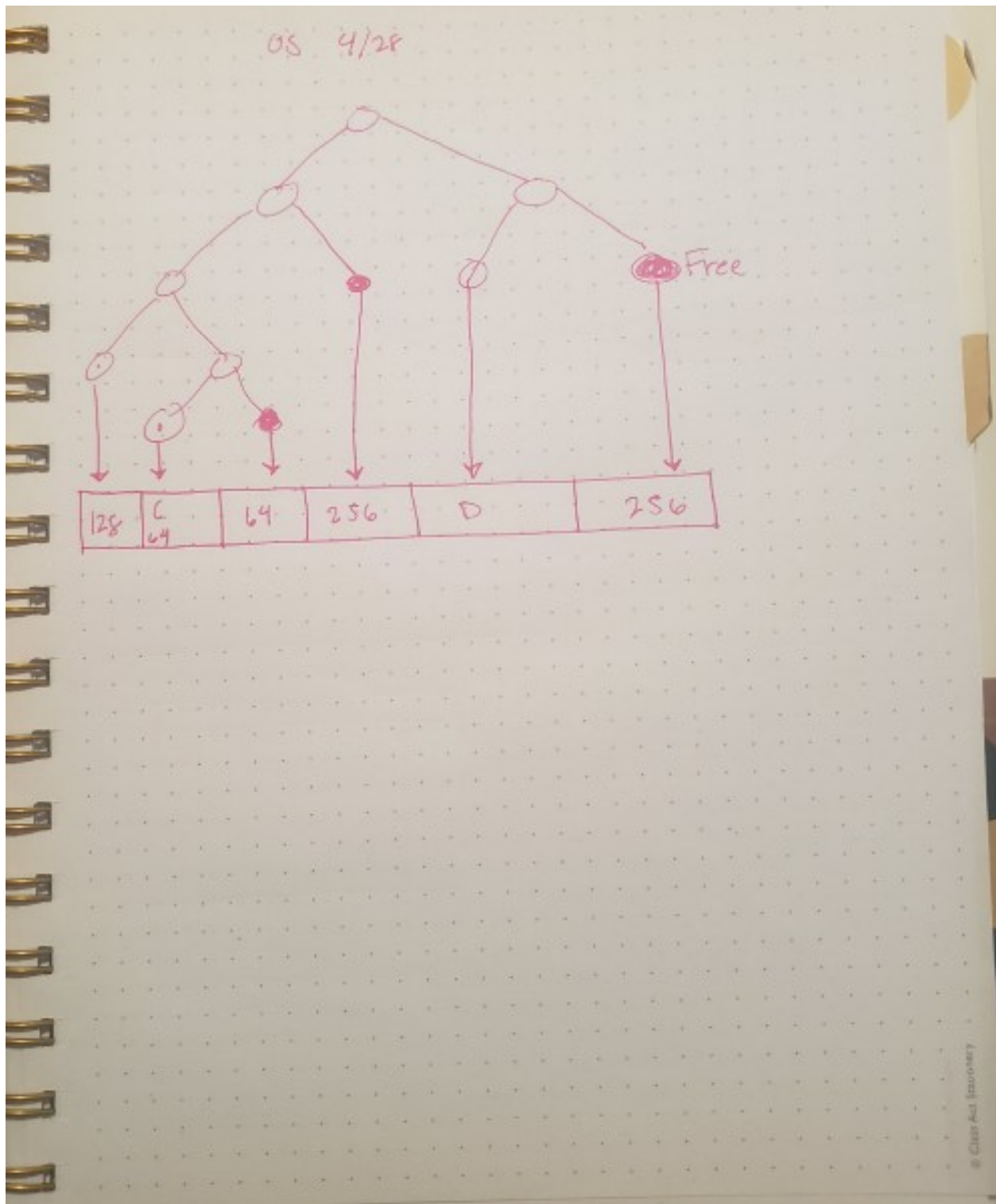
Algorithm for Allocation

- Find the smallest available block that fits the request
- You want to cut the block by a factor of two until it just fits the request, leaving other parts of the block available for other requests

Algorithm for Deallocation

- Check if the deallocated block has an unallocated buddy. If so, merge
- Repeat recursively

Binary Tree Implementation



Deadlock

- You're at a 4 way stop and everyone got there at the exact same time. What do?
 - Who tf knows. This is deadlock
- Philosophers having dinner. They don't have enough chopsticks (but they're kinda gross and can share them). How do we make sure they can all eat?
 - Ask for more (probs won't work)
 - One person could leave for a bit
 - Signal