﻿Data Types

bit

byte

word

chunk

Primitive Types

boolean

byte

raw

char

int

float

pointer

array

Notes

http://wiki.osdev.org/User:Pancakes/BitmapHeapImplementationEnhanced

http://wiki.osdev.org/User:Pancakes/BitmapHeapImplementation

http://www.osdever.net/tutorials/view/memory-management-2

http://wiki.osdev.org/Brendan's\_Memory\_Management\_Guide

http://wiki.osdev.org/User:Mrvn/LinkedListBucketHeapImplementation

http://www.osdever.net/tutorials/

TOTAL\_ITHREADs = CPUs\*COREs;

// Initial

TOTAL\_CTHREADs = CPUs\*(COREs+VCOREs);

// Composite

TOTAL\_UTHREADs = CPUs\*(COREs+VCOREs)-2;

// Userspace

TOTAL\_THREADs = (TOTAL\_UTHREADs\*1.5)+2;

// All