

## PROCESS

A running program and its associated data


Operating Systems

- Manage Resources
- Abstract Details


## Allocation Strategies

- First fit
- Find the first free block, starting from the beginning, that can accommodate the request
- Next fit
- Find the first free block, starting where the last search left off, that can accommodate the request
- Best fit
- Find the free block that is closest in size to the request


## Allocation Strategies Continued

- Worst fit
- Find the free block with the most left over after fulfilling the allocation request
- Quick fit
- Keep several lists of free blocks of common sizes, allocate from the list that nearest matches the request



## Minimal Units of Allocation

- Break memory up into fixed sized chunks
- Easier to manage
- Need less entries in bitmap
- When memory from OS, chunk called a Page
- When chunk of disk: Block



## Reclaiming Freed Memory



Where Do We Store the Nodes?


Buddy Allocation


## Buddy De-Allocation

Free region of size 2 in a region of size 16



## Buddy Location

- Given an allocation at address addr, where is its buddy?
- In the previous example, we had two buddies of size 4 at addresses 0 and 4
- Since we always halve our space, we can force all of our sizes to be powers of 2 .
- Then our two buddies only differ by 1 bit in their number

$$
\text { buddy }=\text { addr } \wedge \text { size }
$$

