

### Question 12.1: Memory Allocation Policies

Given a system with 4200 memory cells and the following allocation of blocks in main memory: 1000 blocks starting at 1000, 500 blocks starting at 2900, and 800 blocks starting at 3400.

- A program allocates additional blocks of memory of lengths 500, 1200, and 200 (in that order) according to the *best fit* policy. Show the memory pattern of allocated blocks and remaining holes after each allocation. Consider the program to halt if a request cannot be fulfilled.
- If the above does not succeed, try to create a sufficiently large hole by compacting allocated blocks towards address 0. Move allocated blocks in ascending order of their starting addresses and continue until the resulting hole is large enough.

### Question 12.2: Buddy Allocator

- How does memory allocation using the buddy allocator work?
- Given a memory of size  $2^k$  managed according to the buddy system. How many entries are there in the free list for a memory request size of  $2^m$  maximally and minimally with  $m < k$ ?
- What type of fragmentation does the buddy system suffer from?
- Can you imagine a way to reduce fragmentation when using a buddy system?

### Question 12.3: Solid-State Drives

- Why is rewriting data on a flash-based solid-state drive an order of magnitude slower than writing?
- How do spare blocks help with this matter?
- Describe how the `trim` command helps improving slow rewrites.

### Question 12.4: Accessing Files and Directories

- What is the difference between an absolute and a relative path name?
- What are the basic methods for accessing a file?
- In Linux and Windows, random access on files is implemented via a special system call that moves the “current position pointer” associated with a file to a given position in the file. What are the names of these system calls in Windows and Linux?
- Discuss alternative random access implementations without such a system call.
- What system calls do you need to list the files in a directory in Linux?