

Princeton University

COS 217: Introduction to Programming Systems

Heap Manager: Algorithms for First Assignment Implementation

void *HeapMgr_malloc(size_t uiBytes)

(1) If this is the first call of HeapMgr_malloc(), then initialize the heap manager.

(2) Determine the number of units the new chunk should contain.

(3) For each chunk in the free list...

If the current free list chunk is big enough and close to the requested size, then remove it from the free list, set its status to INUSE, and return it. If the current free list chunk is too big, then remove it from the free list, split the chunk, insert the front end of it into the free list, set the status of the tail end of it to INUSE, and return the tail end of it.

(4) Ask the OS for more memory, and create a new chunk from it. Insert the new chunk into the free list. If appropriate, coalesce the new chunk and the previous one in memory. To do so, remove both chunks from the free list, coalesce them to form a larger chunk, and insert the larger chunk into the free list. Let the current free list chunk be the new chunk.

(5) If the current free list chunk is big enough and close to the requested size, then remove it from the free list, set its status to INUSE, and return it. If the current free list chunk is too big, then remove it from the free list, split the chunk, insert the front end of it into the free list, set the status of the tail end of it to INUSE, and return the tail end of it.

(6) Return NULL.

void HeapMgr_free(void *pvBytes)

(1) Set the status of the given chunk to FREE.

(2) Insert the given chunk into the free list.

(3) If appropriate, coalesce the given chunk and the previous one in memory. To do so, remove both chunks from the free list, coalesce them to form a larger chunk, and insert the larger chunk into the free list.

(4) If appropriate, coalesce the given chunk and the next one in memory. To do so, remove both chunks from the free list, coalesce them to form a larger chunk, and insert the larger chunk into the free list.