

ITC consists of a linear list of addresses of words which contain addresses of routines to be executed. This level of indirection is illustrated by the example shown in Figure 2.

Comparing Figures 1 and 2 shows an important qualitative difference. ITC does not involve the compilation of any code as such, only addresses. Since almost all machines implement the concept of words which can contain addresses, ITC may be generated in an essentially machine independent manner. On the other hand, DTC involves the generation of operand access routines, which makes machine independence much more difficult.

To examine space and time requirements, we compare the DTC generated by the PDP-11 FORTRAN compiler [3] to the ITC which might be generated by an equivalent compiler. Figure 3 shows that not only is the space decreased but also the time. The comparison is actually overly favorable to DTC. First, the routine \$F0001, which must be generated as part of the compiler output to obtain the short BR jumps in the \$P000*n* routines, has not been counted at all in the space since it is generated only once for several variables. Second, only the fetch (push) has been shown. Inclusion of the store (pop) adds an extra routine (DTC) or extra word (ITC) for each variable. Actually, the PDP-11 compiler generates a parametrized call for each store, which costs one extra word per assignment.

If threaded code were to be generated in register machine style as opposed to stack machine style, the saving would be even greater since in this case each register would require two addresses (ITC) or two routines (DTC) for each operand.

Several other advantages of ITC manifest themselves in specific connection with the SPITBOL system.

1. The address of the operand fetch routine which is associated with a dynamic value can serve as the type code identifying the value in dynamic memory.
2. The linking from one code block to another is easily affected by making the initial address in the new block point to the routine for switching code blocks. The SPITBOL system uses this fact to generate a separate code block for each statement leading to the interesting property that unreachable statements are garbage collected.
3. The operand fetch and store routine addresses, which are associated with a variable, may be modified in the case where the variable is input or output associated.

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Programming
Techniques

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Editor

A Simplified Recombination Scheme for the Fibonacci Buddy System

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A simplified recombination scheme for the Fibonacci buddy system which requires neither tables nor repetitive calculations and uses only two additional bits per buffer is presented.

Key Words and Phrases: Fibonacci buddy system, dynamic storage allocation, buddy system

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A severe problem in the Fibonacci dynamic storage allocation scheme is to locate the buddy buffer when recombining. Hirschberg [1] gives two algorithms. The first of these involves a table which grows in size rapidly with the maximum size buffer allowed. For a system allowing buffers of up to 17,717 words, this table requires 987 entries. The second algorithm involves a costly repetitive calculation. This paper presents a more efficient algorithm¹ which requires only two additional bits in some control field of each buffer.

Let the two additional bits be called the *B*-bit (for Buddy bit) and the *M*-bit (for Memory). These are in addition to the usual *A*-bit (buffer is currently in use and

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¹James A. Hinds [2] has described another scheme which has most of these advantages but requires more than two additional bits.