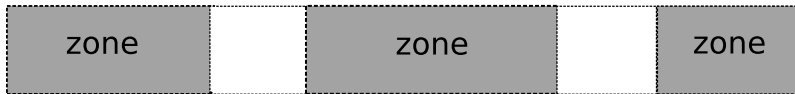


physical memory



zone_t

base

free_frames

busy_frames

frames

buddy_system

frame_t

frame_t

frame_t

...

frame_t