
Page Replacement

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Topics Covered

- ☐ Page Replacement
- ☐ LRU Implementations

Over-Allocation of Memory

❑ Suppose that

- We have 40 frames
- Processes requires 10 pages
- Processes actually use 5 pages
- We could run 4 processes without demand paging
- We could run 8 processes with demand paging
 - Over-allocation of memory
 - Increased level of multiprogramming

❑ It is possible that

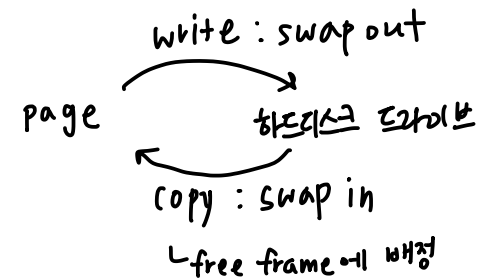
- Some process may suddenly try to use all ten of its pages
- When a page fault occurs, the system would find that there are no free frames
- What should we do?

Basic Page Replacement

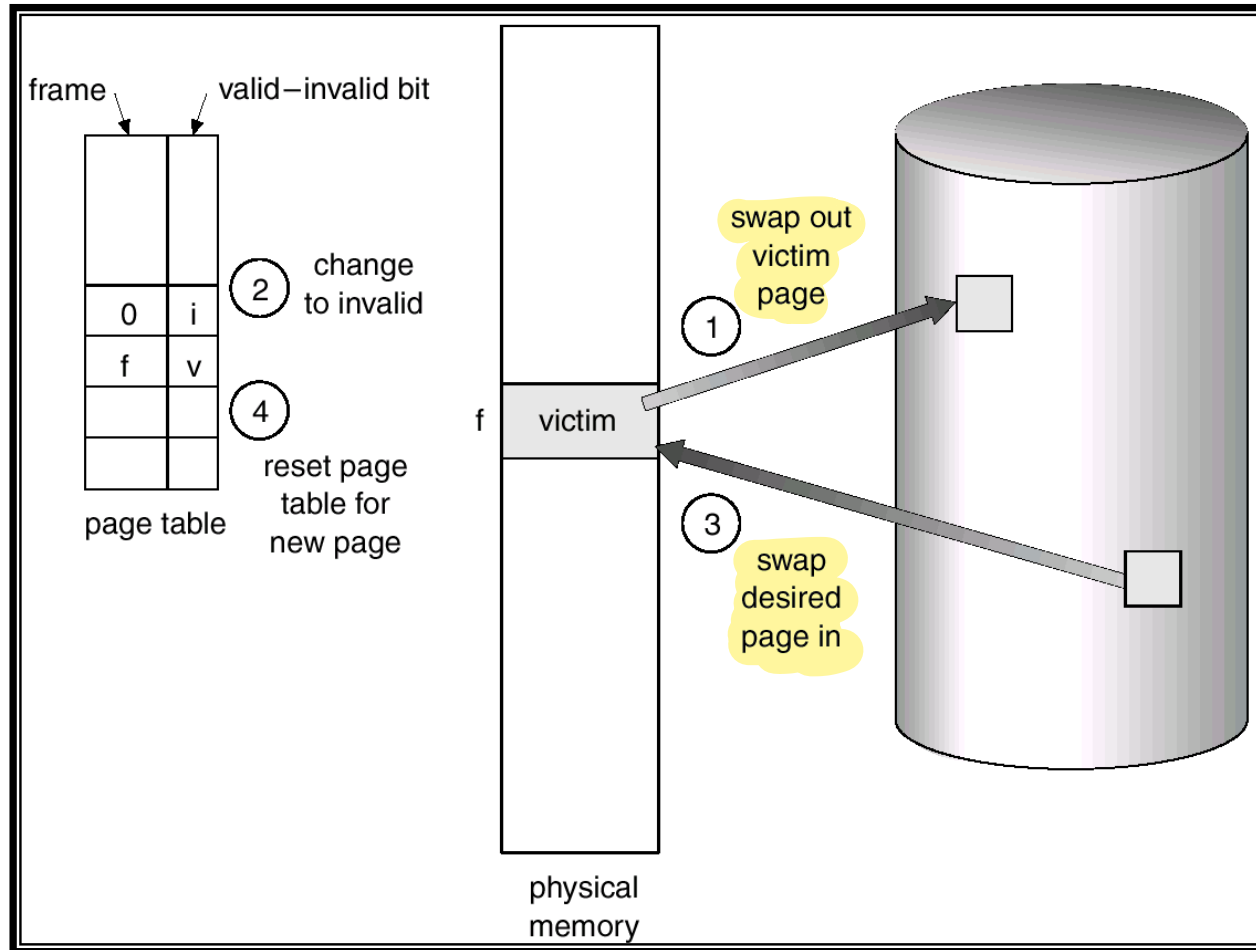
1. Find the location of the desired page on disk
2. Select a **victim frame**
 - Using a page replacement algorithm
3. Read the desired page into the (newly) free frame
4. Update the page and frame tables
5. Restart the process

■ 2 page transfers → doubles EAT

- Swapping out the victim page
- Swapping in the desired page



Page Replacement



Page Replacement Algorithms

❑ To evaluate an algorithm

- **Use a particular string of memory references**
 - reference string
- **Compute the number of page faults on that string**

❑ Example

- **Memory address sequence**
 - 0100, 0232, 0301, 0412, 0102, 0203, 0504, ...
- **Reference string = page number sequence**
 - 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5.

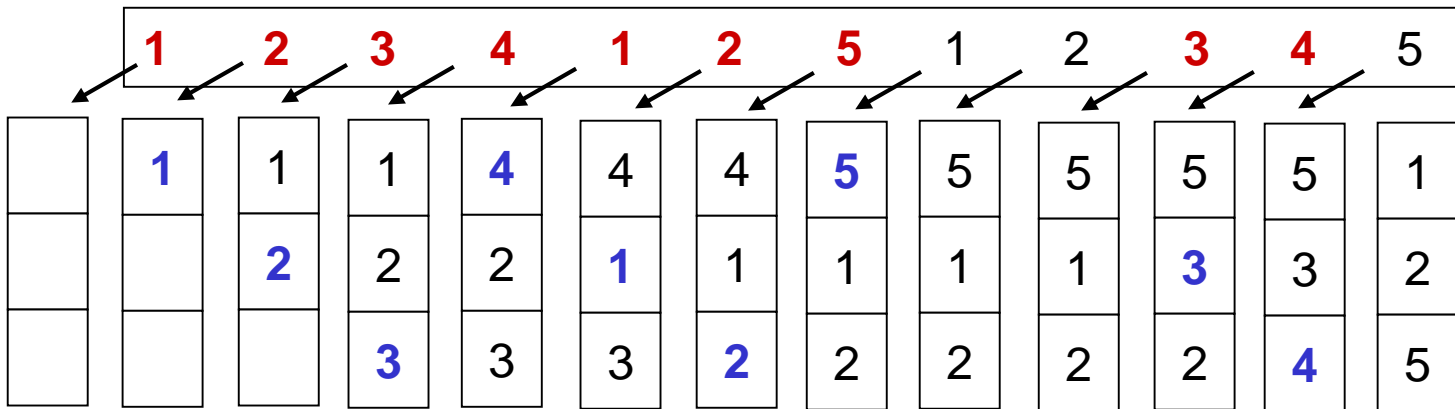
First-In-First-Out (FIFO) Algorithm

먼저 들어온걸 먼저 쫓아냄 (swap out)

❑ Reference string: 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5

❑ 3 frames (3 pages can be in memory at a time)

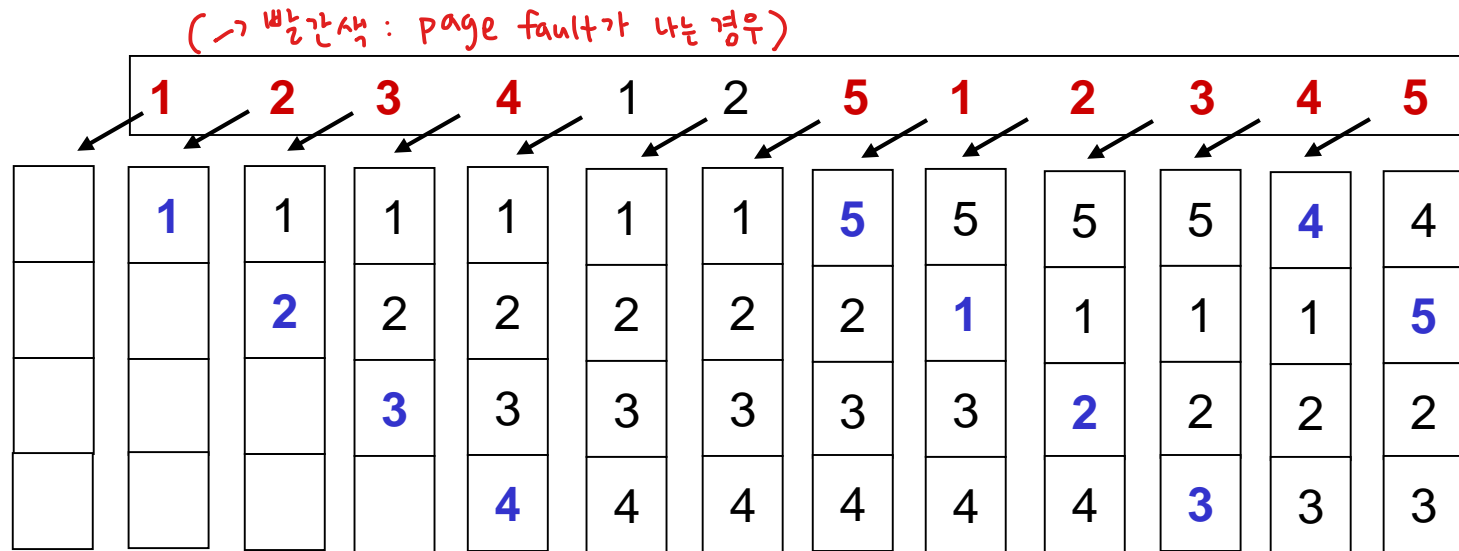
→ 메모리를 배정할 때 최대 3개 page까지 physical memory에 배정할수 있다



❑ There are 9 page faults with 3 frames

First-In-First-Out (FIFO) Algorithm

- Reference string: 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5
- 4 frames (4 pages can be in memory at a time)



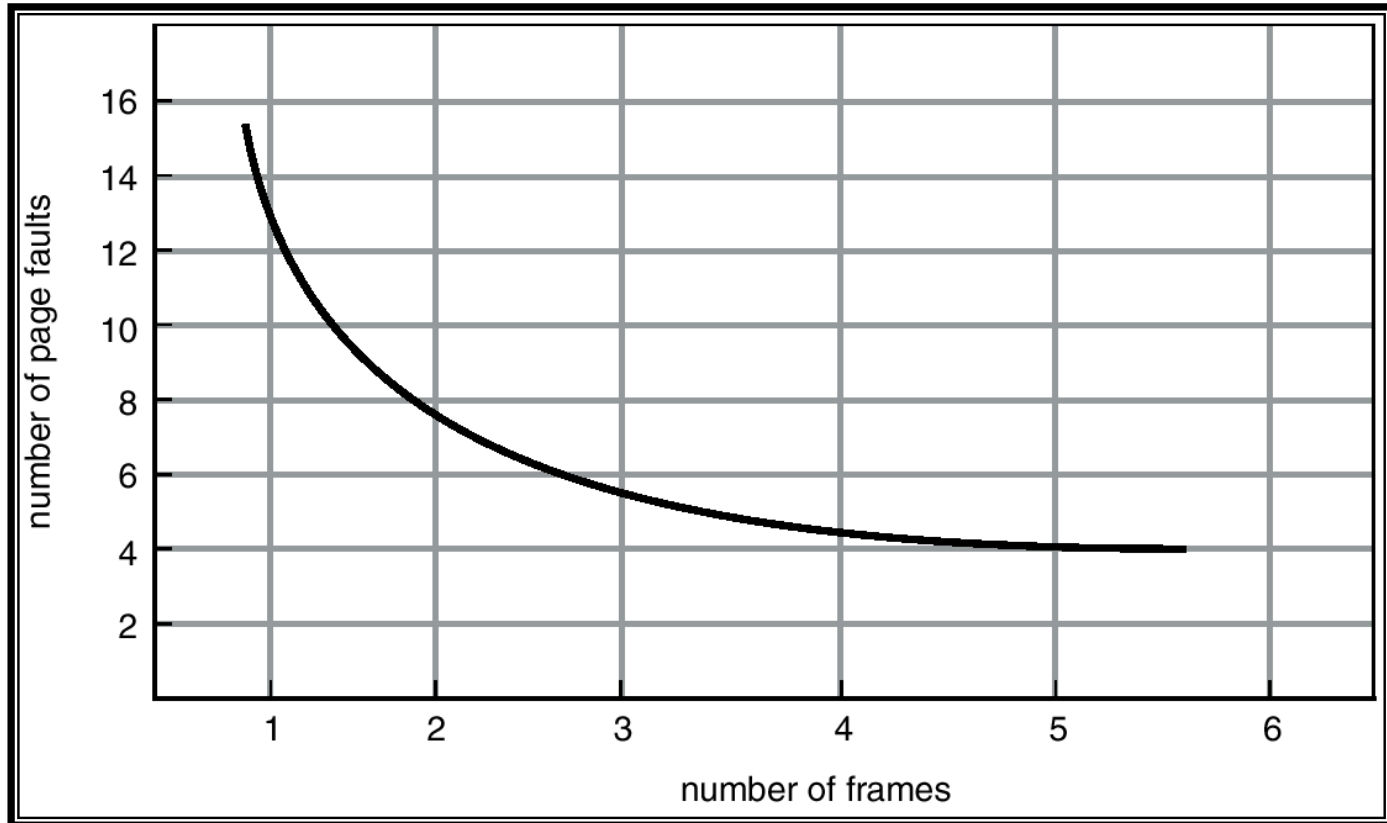
- There are 10 page faults with 4 frames

- Belady's Anomaly ← physical frame이 하나 늘었지만
 이상현상
 page faults가 더 많음

FIFO Illustrating Belady's Anomaly



General Behavior

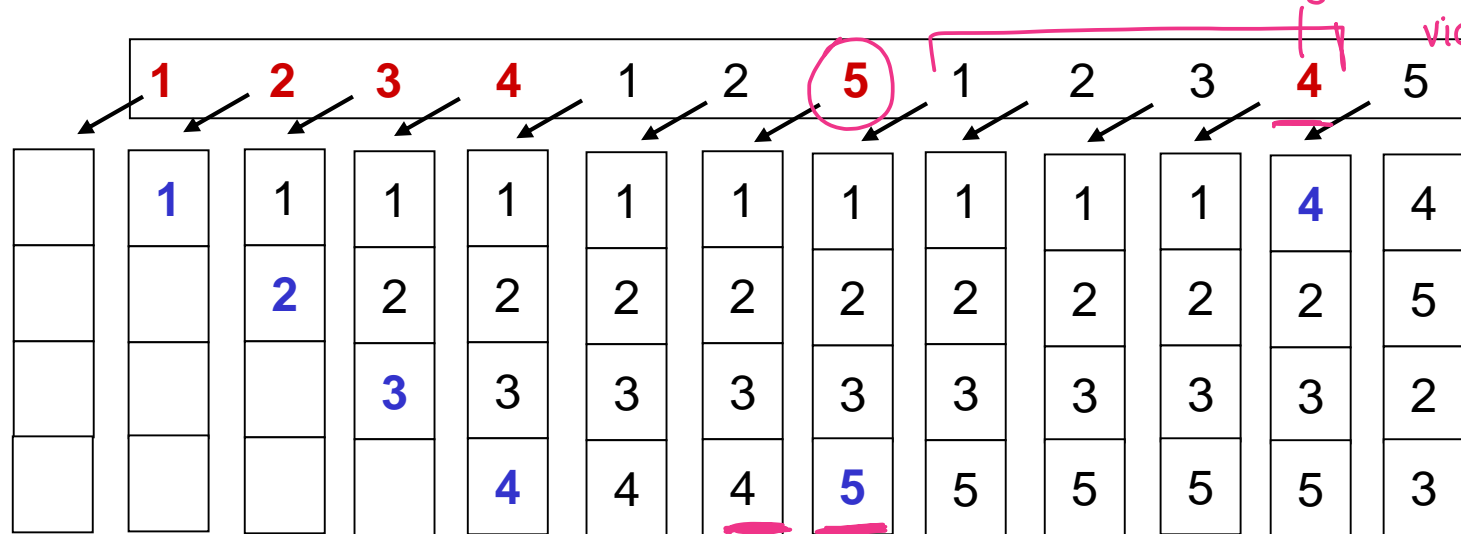


→ page fault의 횟수 최소화

Optimal Algorithm

- ❑ Replace page that **will not be used for longest period of time**
- ❑ 4 frames example

⇒ victim으로 선택



가장 마지막에 참조되는 페이지를
victim으로 선택

- ❑ Now there are 6 page faults
- ❑ But this algorithm **requires future knowledge about the reference string**
- ❑ It is used mainly for comparison studies

⇒ 실제 사용은 어렵고, 다른 page 교체 알고리즘과

비교하는 용도로 사용

↓
5번을 제외한 모두 프레임
victim으로 선택

Least Recently Used (LRU) Algorithm

가장 오래전에 참조됐던 page frame을 swap out

❑ FIFO uses

- The time when a page was brought into memory

❑ OPT uses

- The time when a page is to be used

❑ LRU (Least Recently Used) uses

- The recent past as an approximation of the near future
- Chooses the page that has not been used for the longest period of time
- Programs tend to have locality of reference
- **Optimal backward-looking algorithm**

Locality and LRU Performance

컴퓨터가 메모리 location을 참조할 때 반복적으로 참조하는 경향

□ **Locality of reference** is the tendency of a processor to access the same set of memory locations repetitively over a short period of time

- There are two basic types of reference locality – temporal and spatial locality

→ 어떤 메모리 주소 참조했을 때 그 주소가 조만간 다시 참조될 확률이 높은 경향

- **Temporal locality** refers to the reuse of specific data, and/or resources, within a relatively small time duration
- **Spatial locality** refers to the use of data elements within relatively close storage locations

어떤 주소가 참조됐을 때, 주변의 주소가 참조될 가능성이 높음

□ **LRU is based on temporal locality**

LRU Implementation

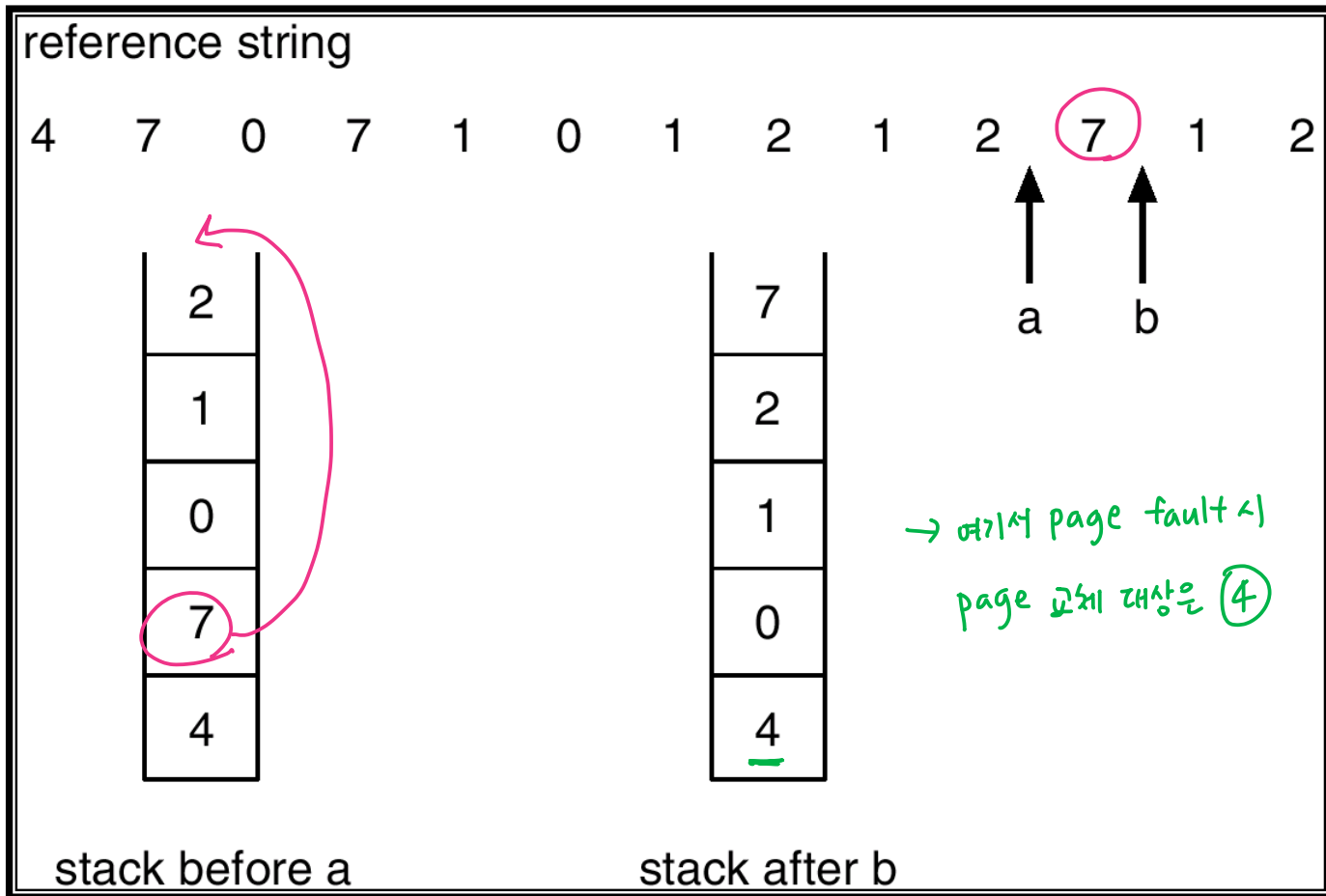
❑ Counters 페이지가 참조된 시각

- Every page entry has a counter (time-of-use)
- Every time a page is referenced through this entry, copy the clock value into the counter
- Replace the page with the smallest time value

❑ Stack 페이지 참조 순서

- Keep a stack of page numbers (order-of-reference)
- Whenever a page referenced, move it to the top
 - Top → most recently used
 - Bottom → least recently used
- Best implemented by a doubly linked list

Stack Implementation



LRU Implementation

❑ LRU implementation is not conceivable without hardware assistance

- The updating of the clock fields or stack must be done for every memory reference
- If we were to use an interrupt for every reference, we would see unacceptable performance

❑ Few computer systems provide sufficient hardware support

CPU에서 명령어를 실행할 때마다 page 참조 발생
(시간값 기록/스택 위치 조작) 또한 CPU가 instruction을 처리하는 속도로 진행되어야 함
counters *stack*
→ 너무 빈번하게 발생하므로 순수하게 소프트웨어적으로 구현해서는 성능 굉장히 저하
→ special한 하드웨어의 도움 필요 → 아직은 X.

LRU Approximation Algorithms

□ Reference bit

- Many systems provide some help in the form of reference bit
- With each page associate a bit, initially = 0
- When page is referenced the bit is set to 1 by HW
- Replace the one which is 0 (if one exists)
 - We do not know the order, however

□ Additional-Reference-Bits

- Keep an 8-bit byte for each page
- At regular intervals (e.g., 100 milisec), the OS shifts the reference bit

▪ 10000000 → 01000000 → 10100000 → 11010100

▪ 11000000 has been used more recently than 01110111

참조발생
↓

참조발생
↑

>

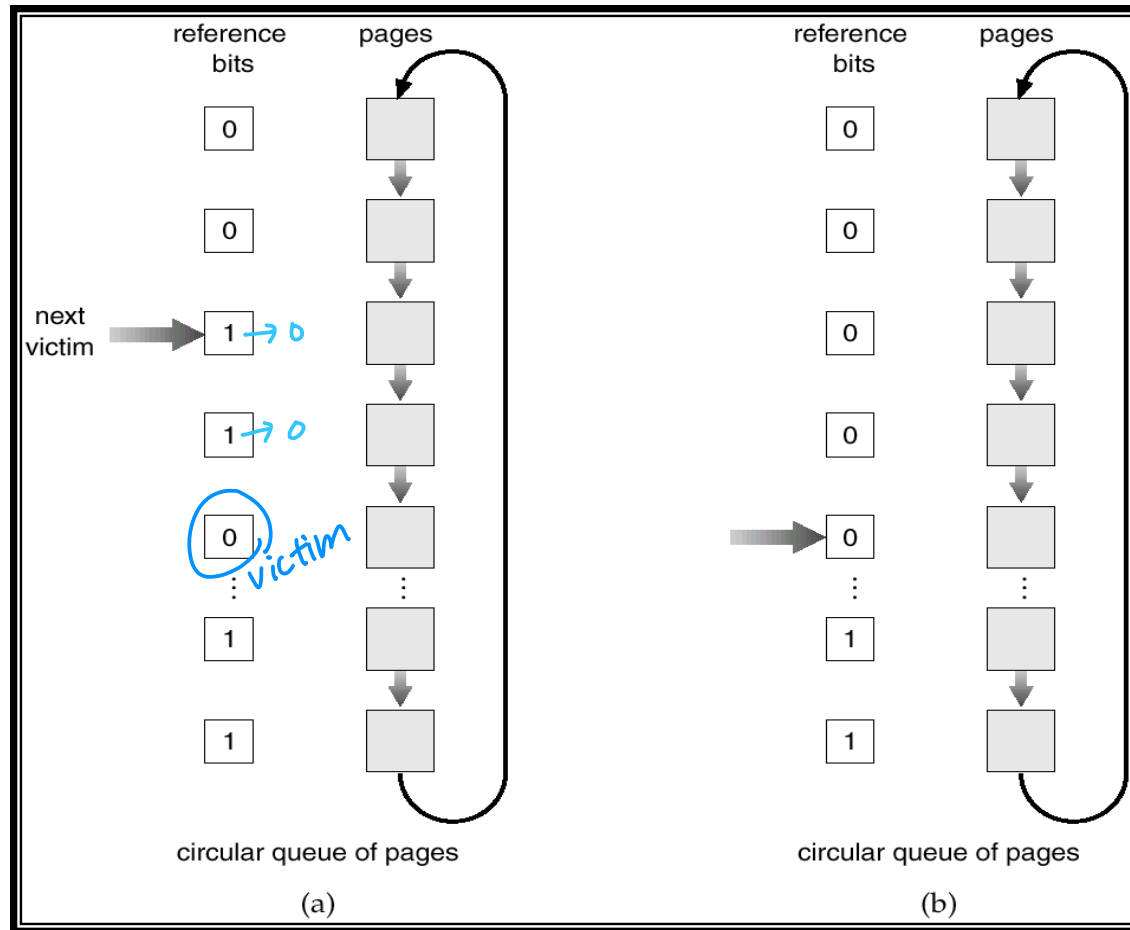
↳ victim

LRU Approximation Algorithms

❑ Second chance

- **FIFO algorithm + reference bit**
- **Need reference bit**
- **If reference bit value is 0, replace the page**
- **If reference bit value is 1**
 - Set reference bit 0 (*← second chance $\approx \frac{2}{3}$*)
 - Leave page in memory
 - Move onto the next FIFO page
- **In the worst case, when all values are 1,**
 - The algorithm degenerates to FIFO

Second-Chance (Clock) Algorithm



Counting Algorithms

❑ Keep a counter of the number of references that have been made to each page

❑ **LFU** (Least Frequently Used) Algorithm

- Replaces page with smallest count
- Give preference to actively used pages

❑ **MFU** (Most Frequently Used) Algorithm

- Replaces page with largest count
- Based on the argument that the page with the smallest count was probably just brought in and has yet to be used

참조된 시간의 간격을 봄
LRU와 달리
참조의 빈도를 가지고
page 교체 수행.
LRU보다 성능 떨어짐

❑ Neither MFU nor LFU is common



thank you!