

Sistemi Operativi I

Corso di Laurea in Informatica
2022-2023



SAPIENZA
UNIVERSITÀ DI ROMA

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Where Are We?

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 - Processes and Threads
 - CPU Scheduling
 - Synchronization and Deadlock

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- Today, we will be talking about:
 - Memory Management
- ... Later on:
 - File Systems and I/O Storage
 - Advanced Topics (?)

Part IV: Memory Management

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 - maximizing memory utilization and system throughput
- Guarantee isolation between processes
 - addressability and protection
- Provide a convenient abstraction to the programmer
 - illusion of unlimited amount of memory

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NOTE: In case of purely-interpreted language implementations, translation from source code to executable is done "on-the-fly" by the loaded interpreter

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How?

Generating Memory Addresses: Example

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1. Fetch instruction at address 128
2. Execute instruction: load from address [%R2] (e.g., 1234)
3. Fetch instruction at address 136
4. Execute instruction: addition (no memory reference)
5. Fetch instruction at address 144
6. Execute instruction: store to address [%R2] (1234)

Symbolic Name vs. Logical vs. Physical Address

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A green rectangular box containing the text "Compile time". A red arrow points from the top-right corner of this box to the "address binding" text block above it.

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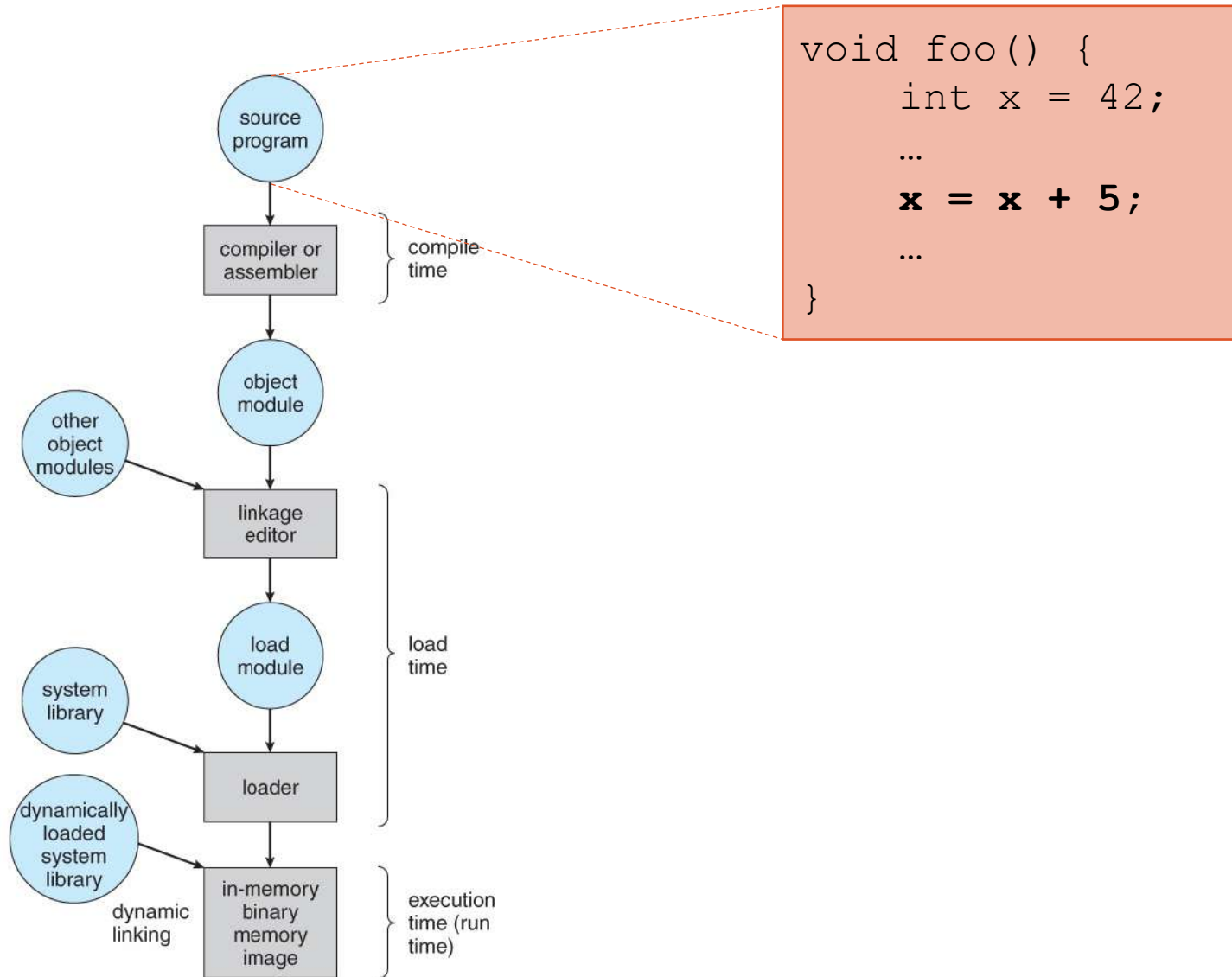
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The program must be recompiled!

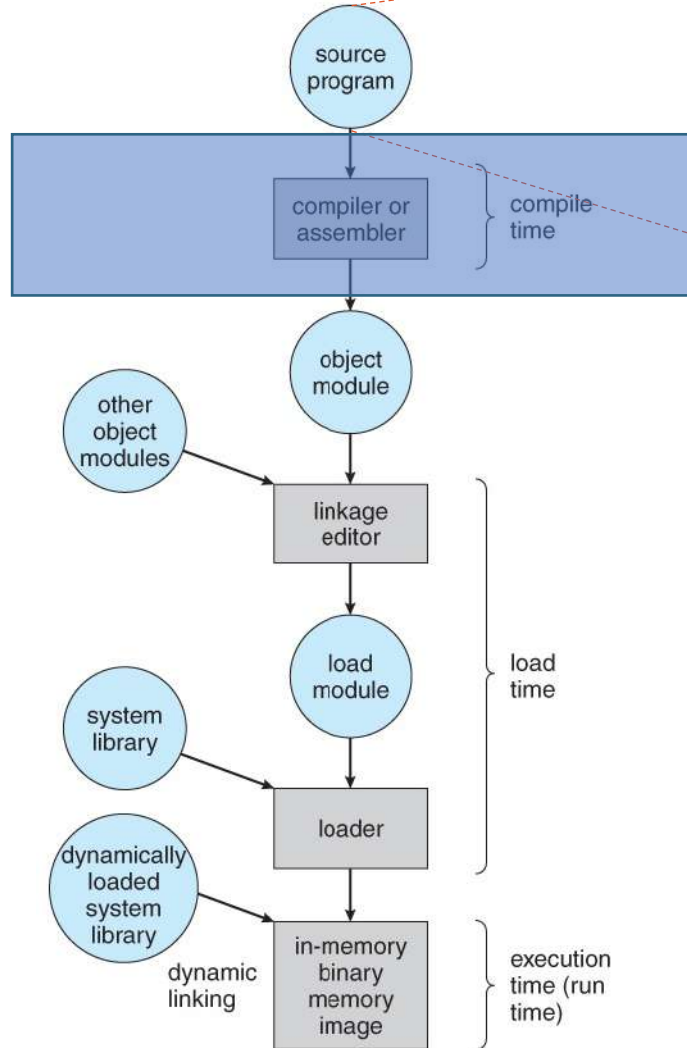
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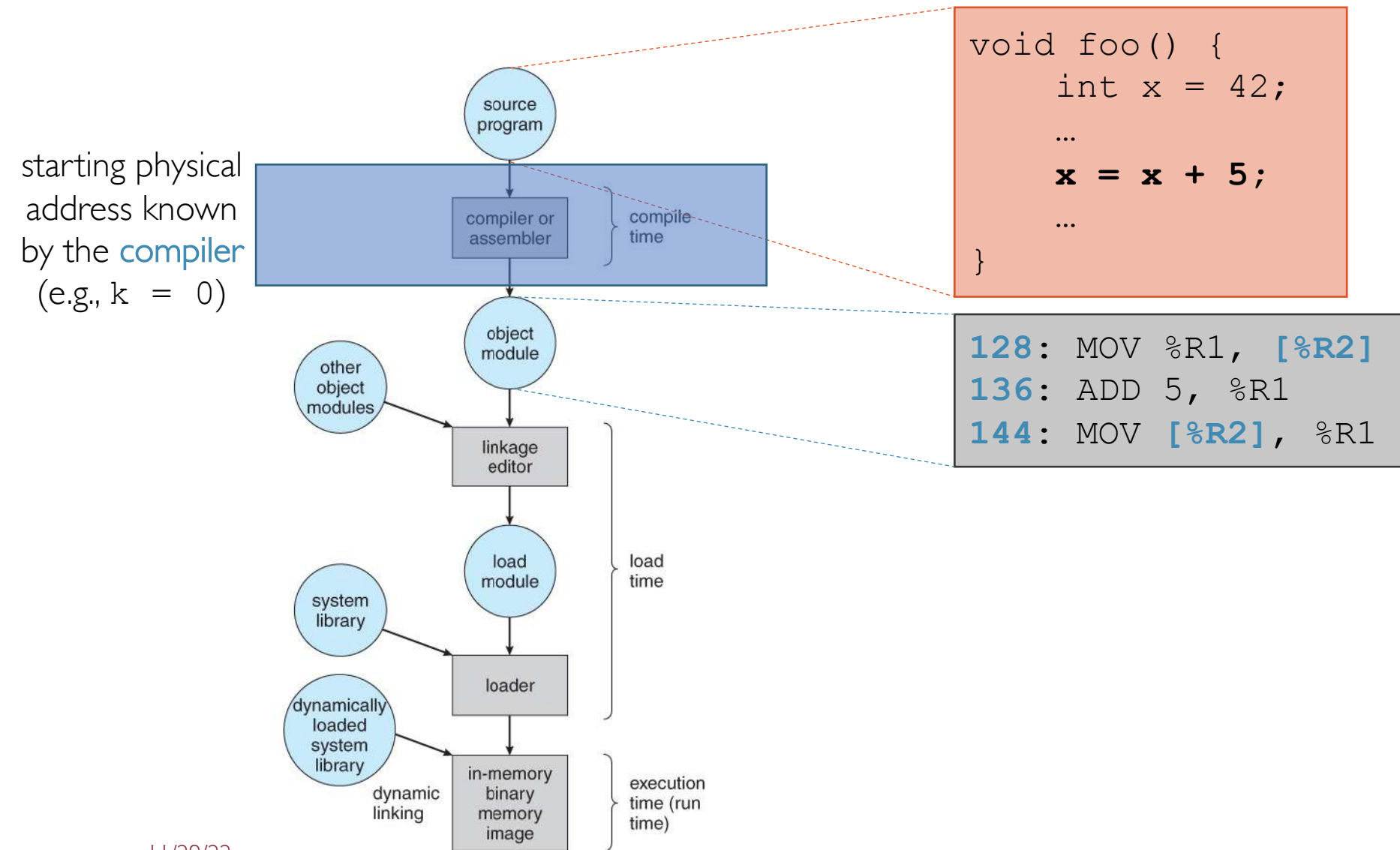
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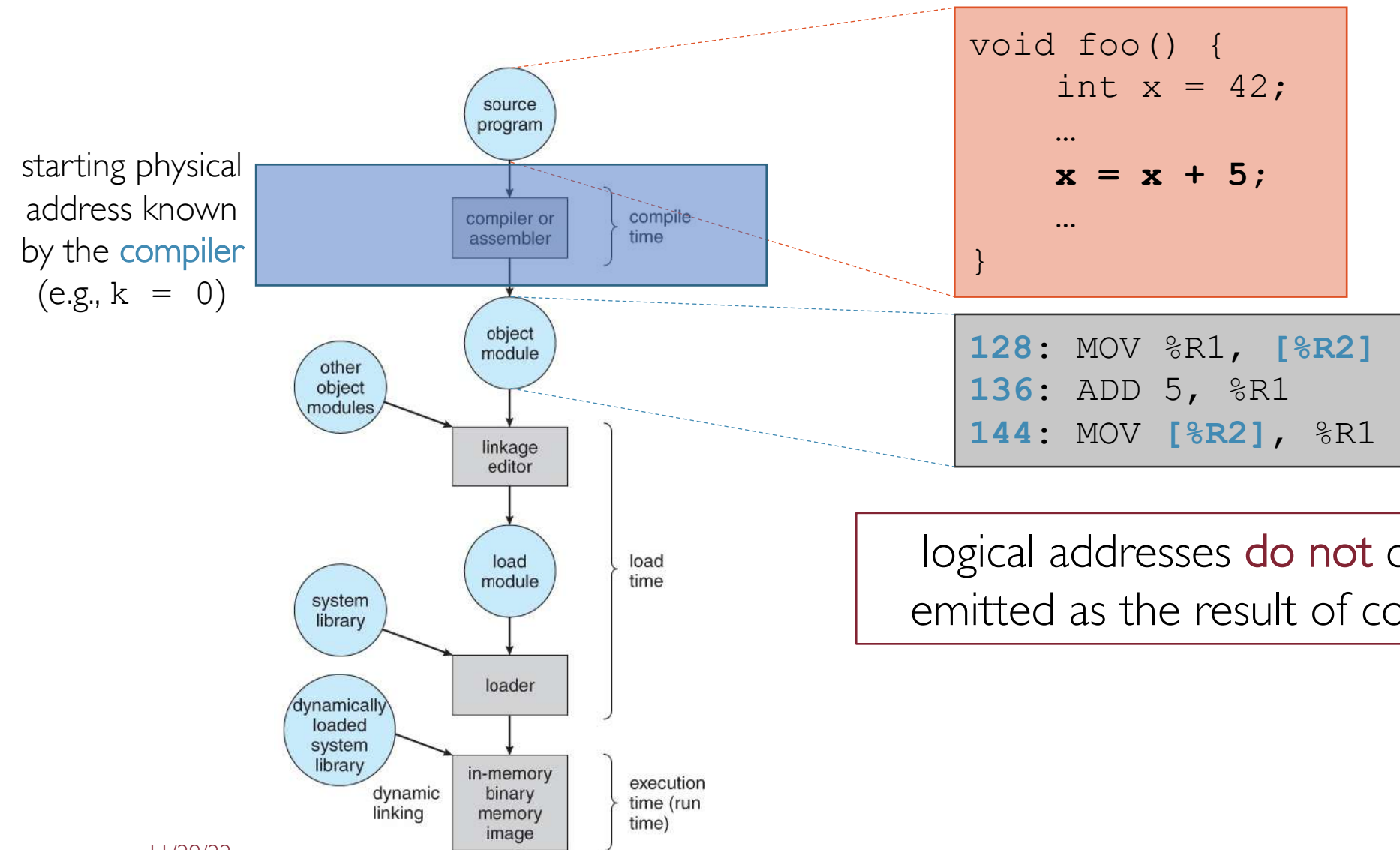
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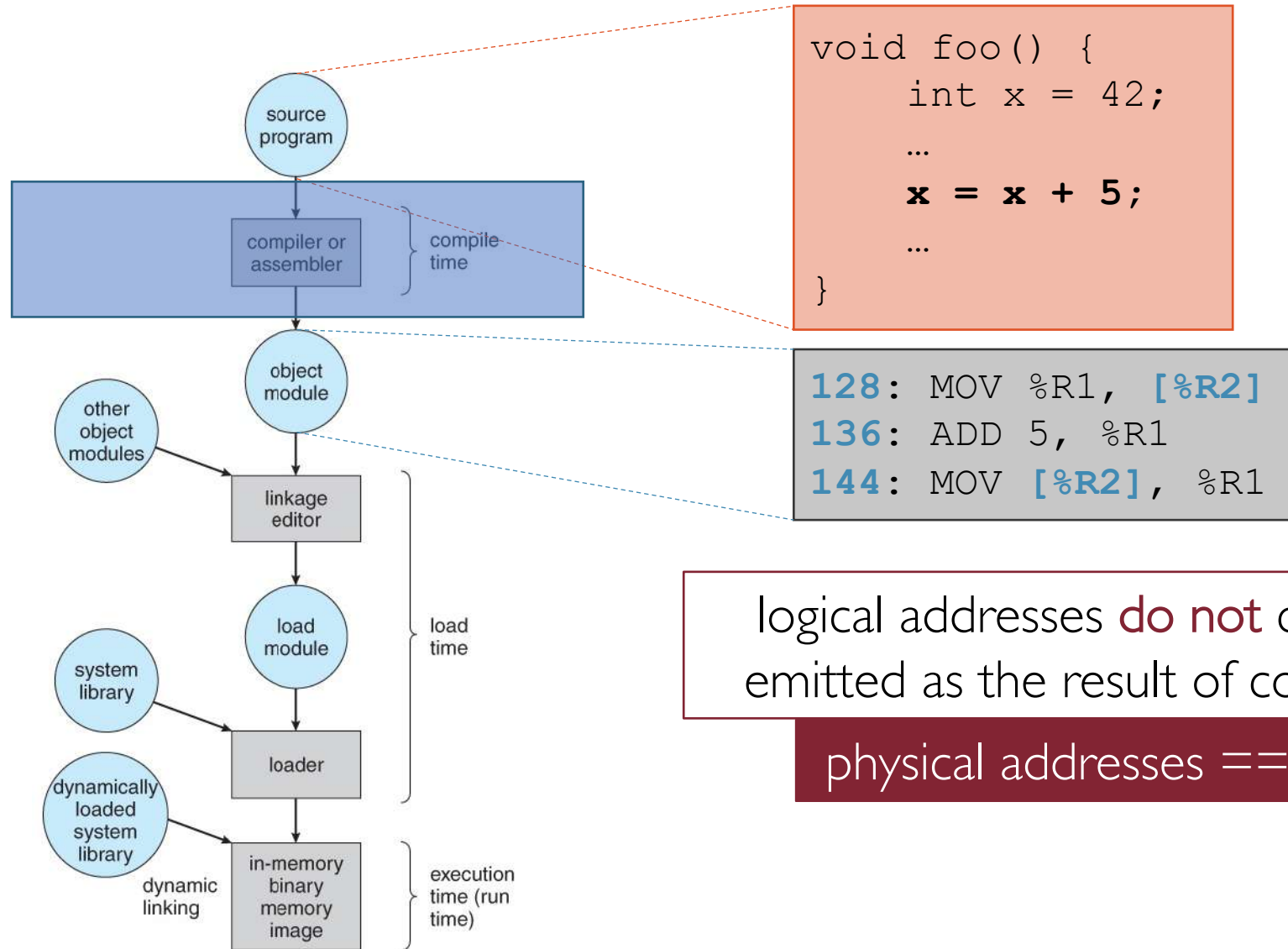
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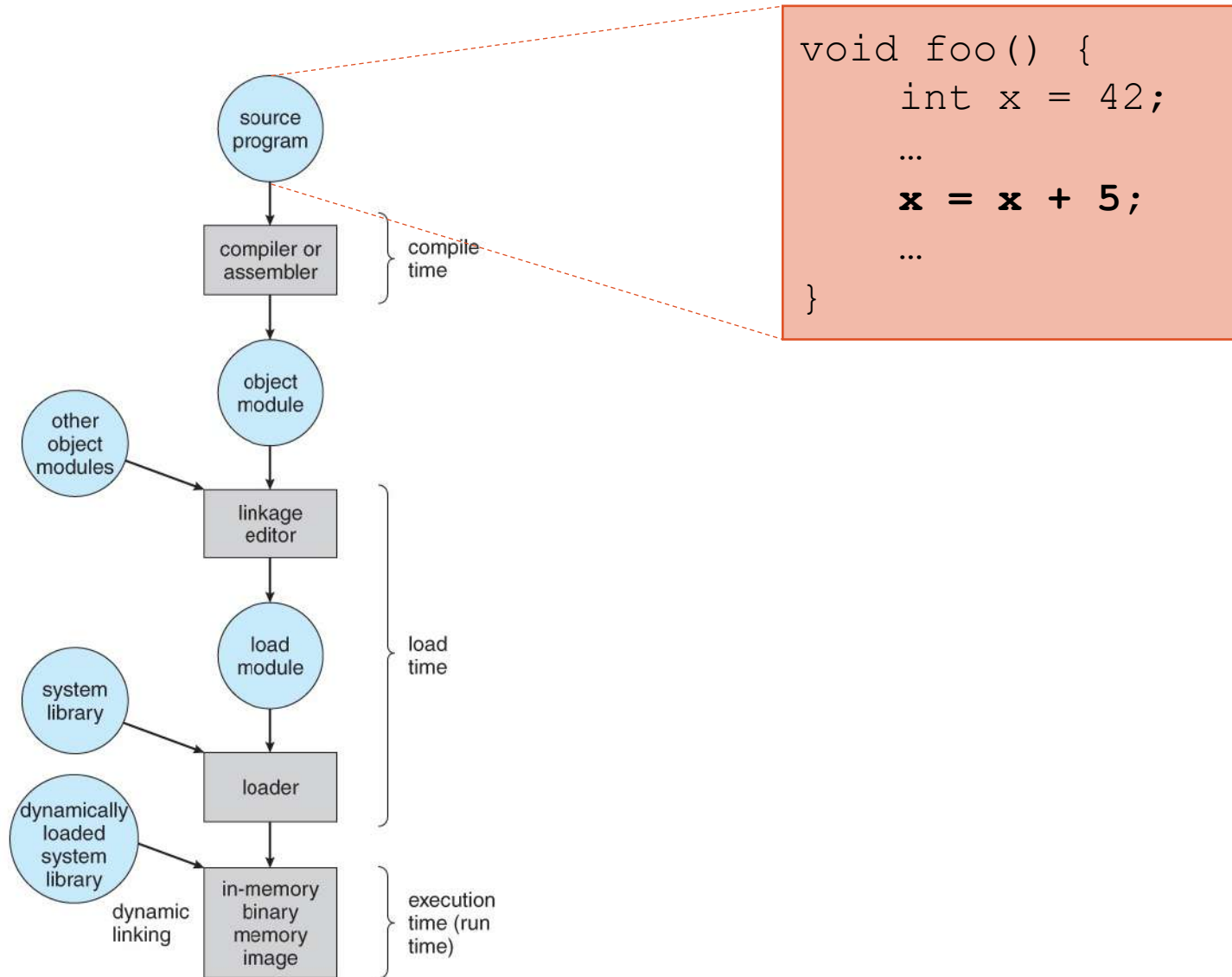
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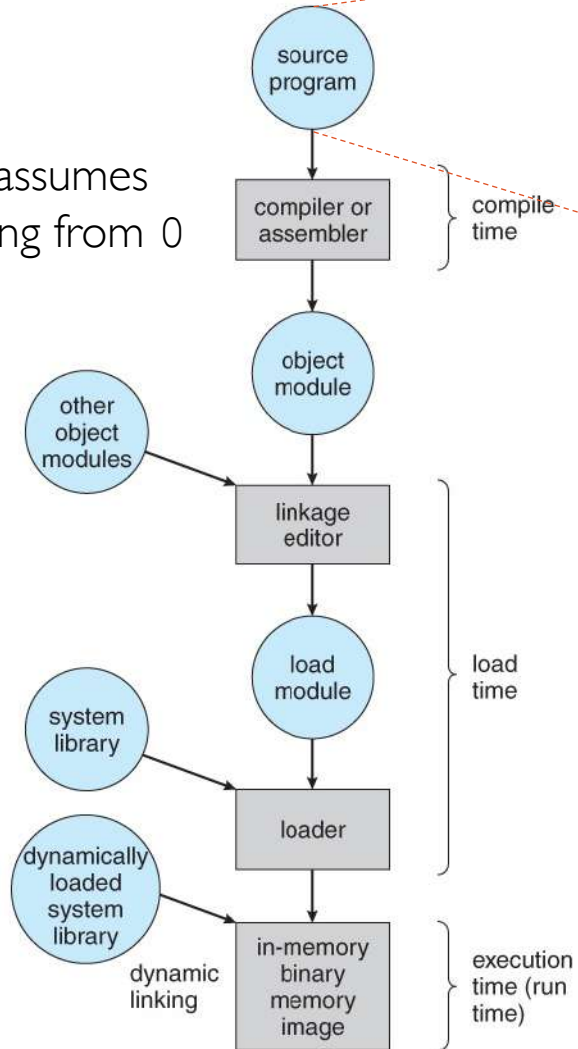
The program must be reloaded but not recompiled!

Address Binding: Load Time



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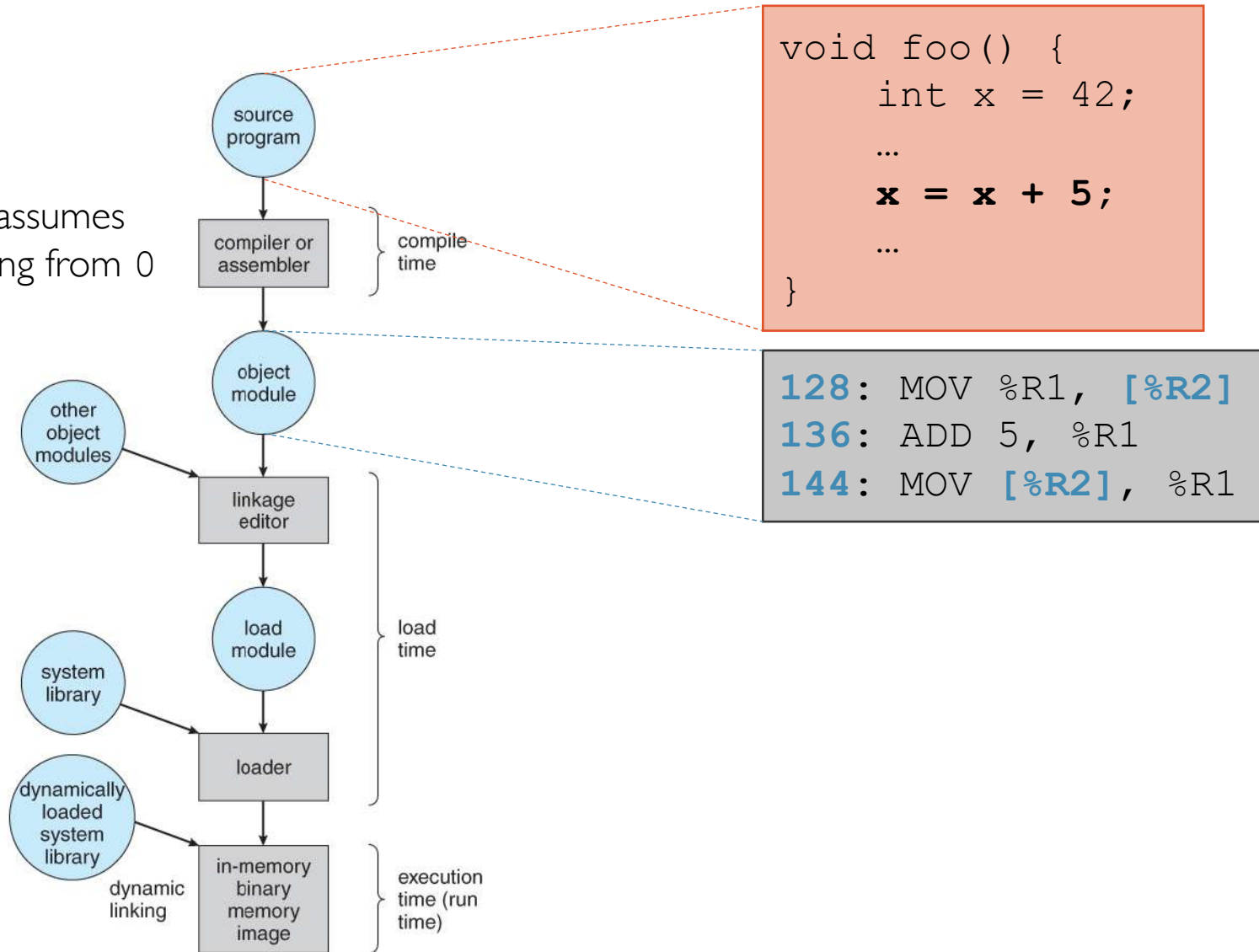
compiler still assumes
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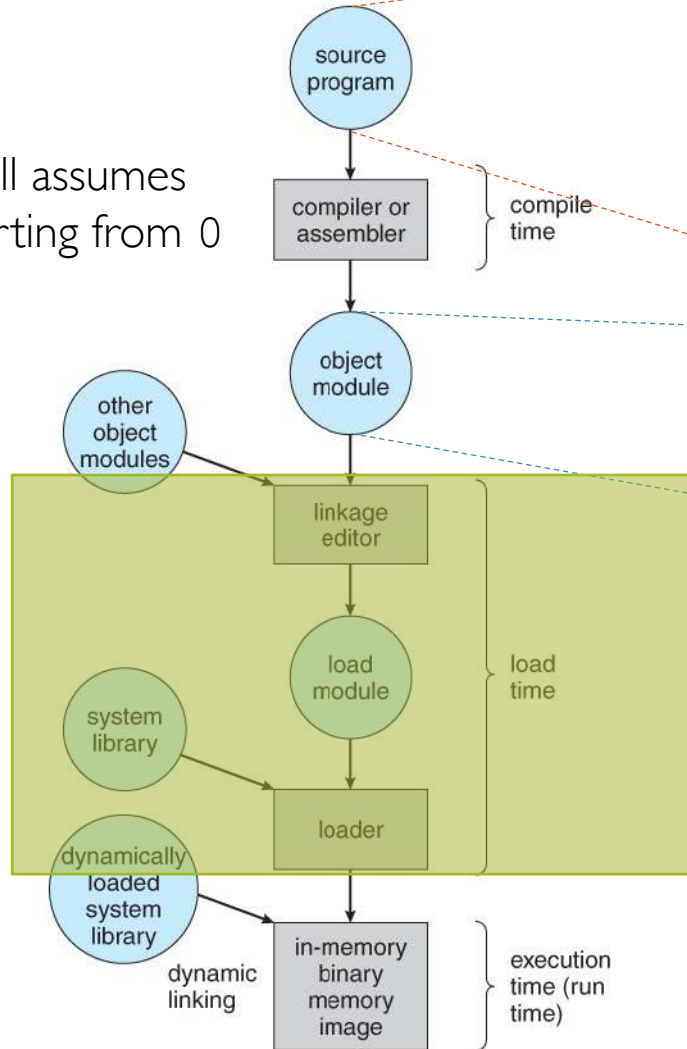
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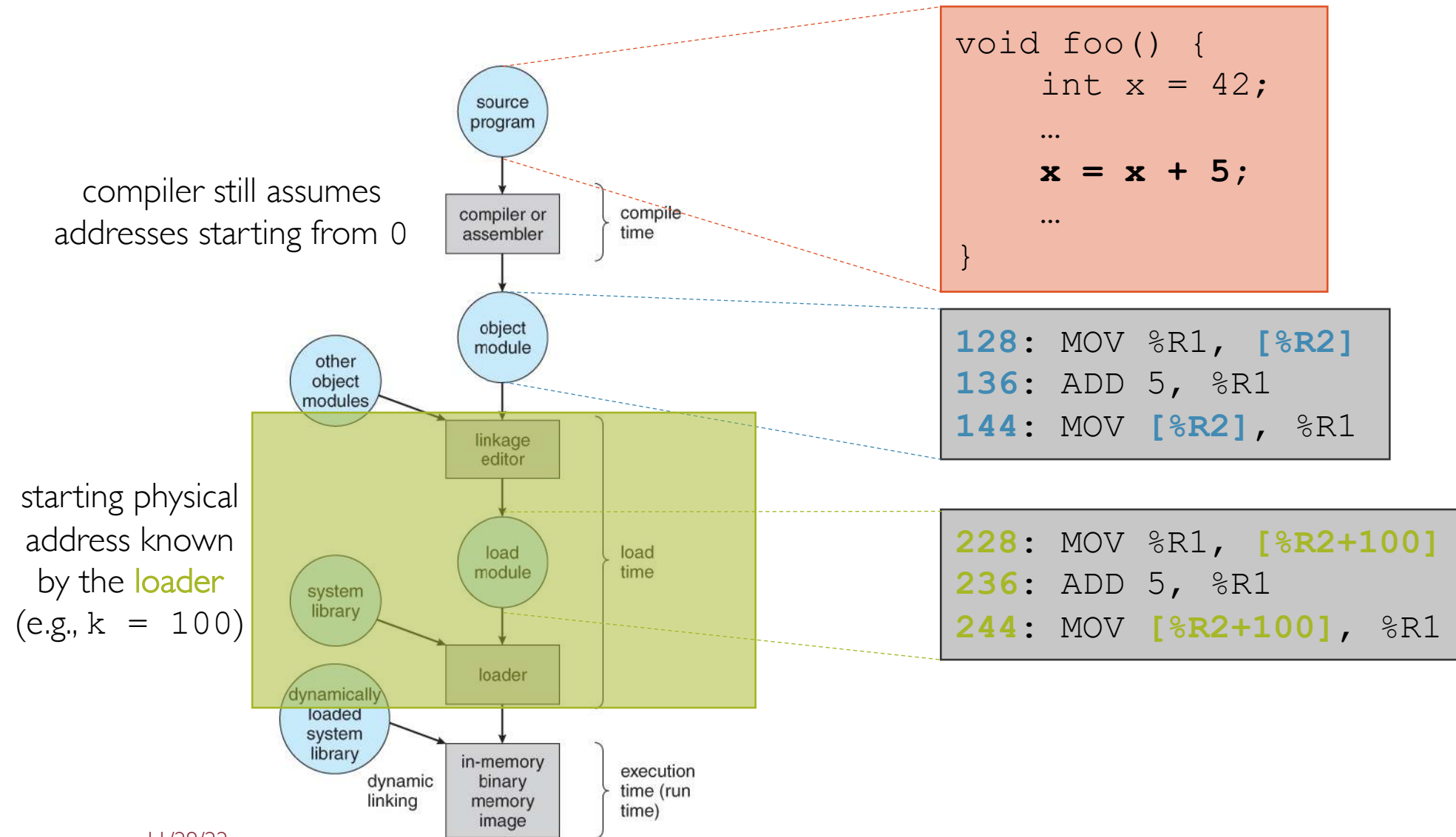
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compiler or
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loader

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The OS loader updates logical addresses
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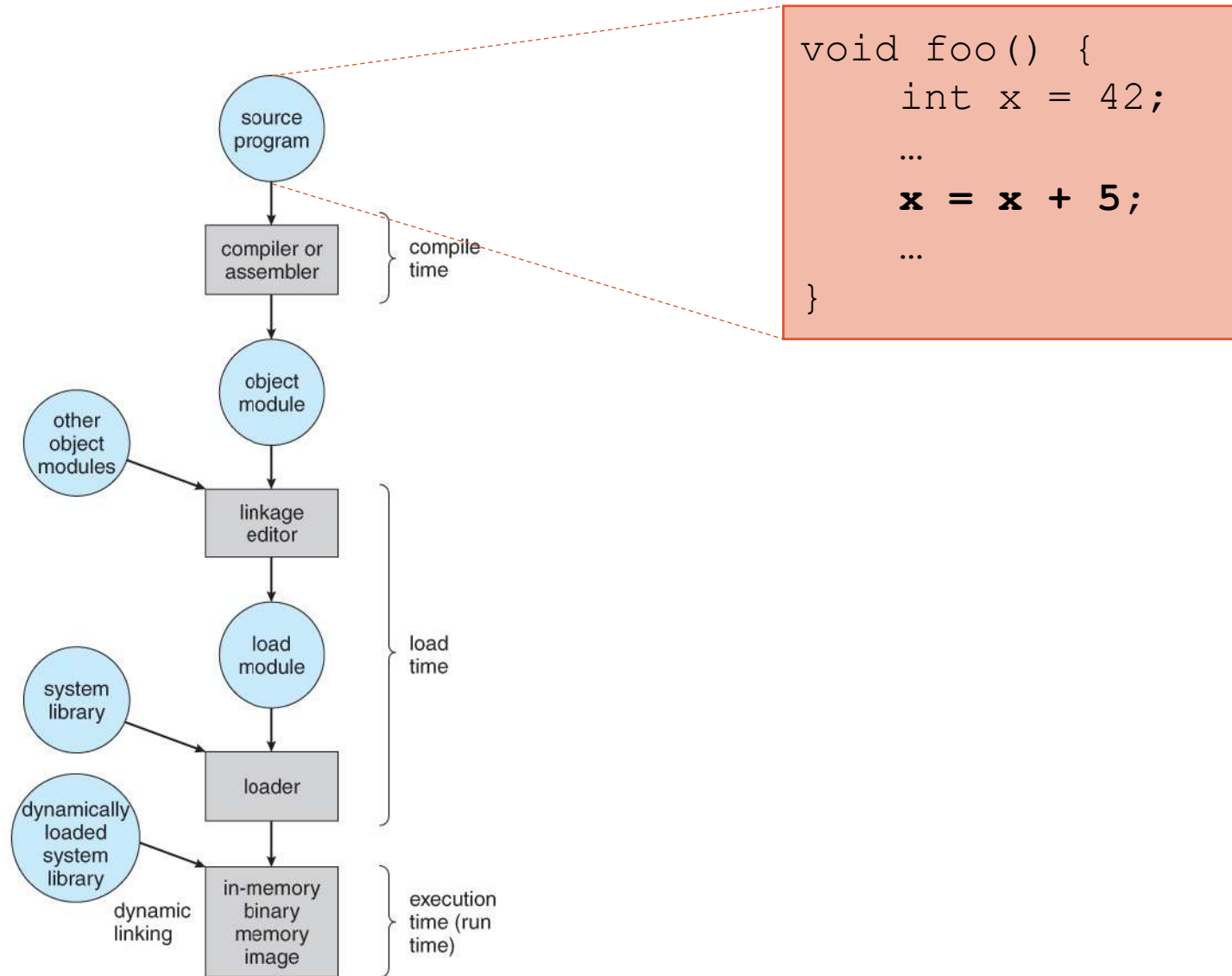
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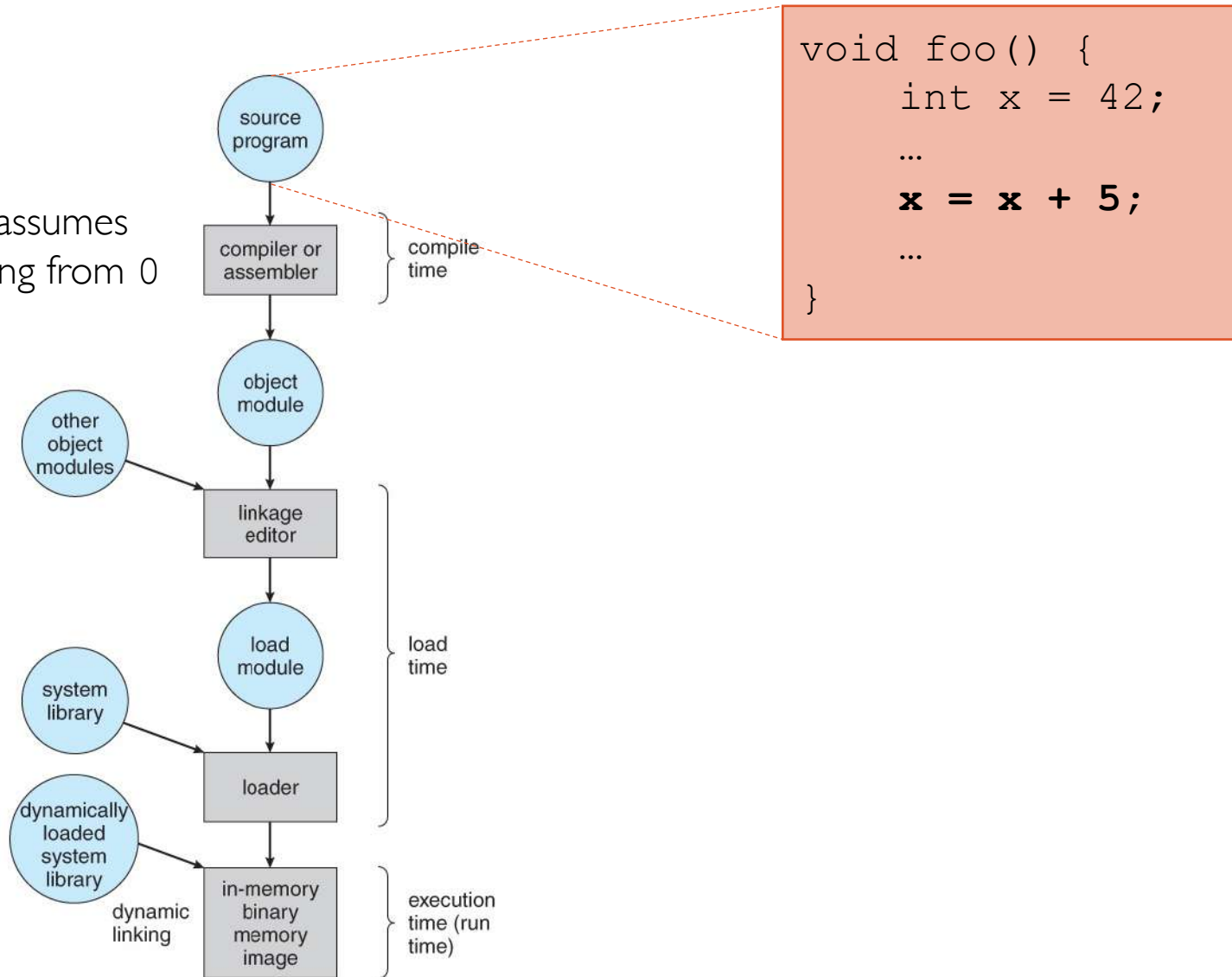
Most flexible solution implemented by the majority of modern OSs

Address Binding: Execution Time



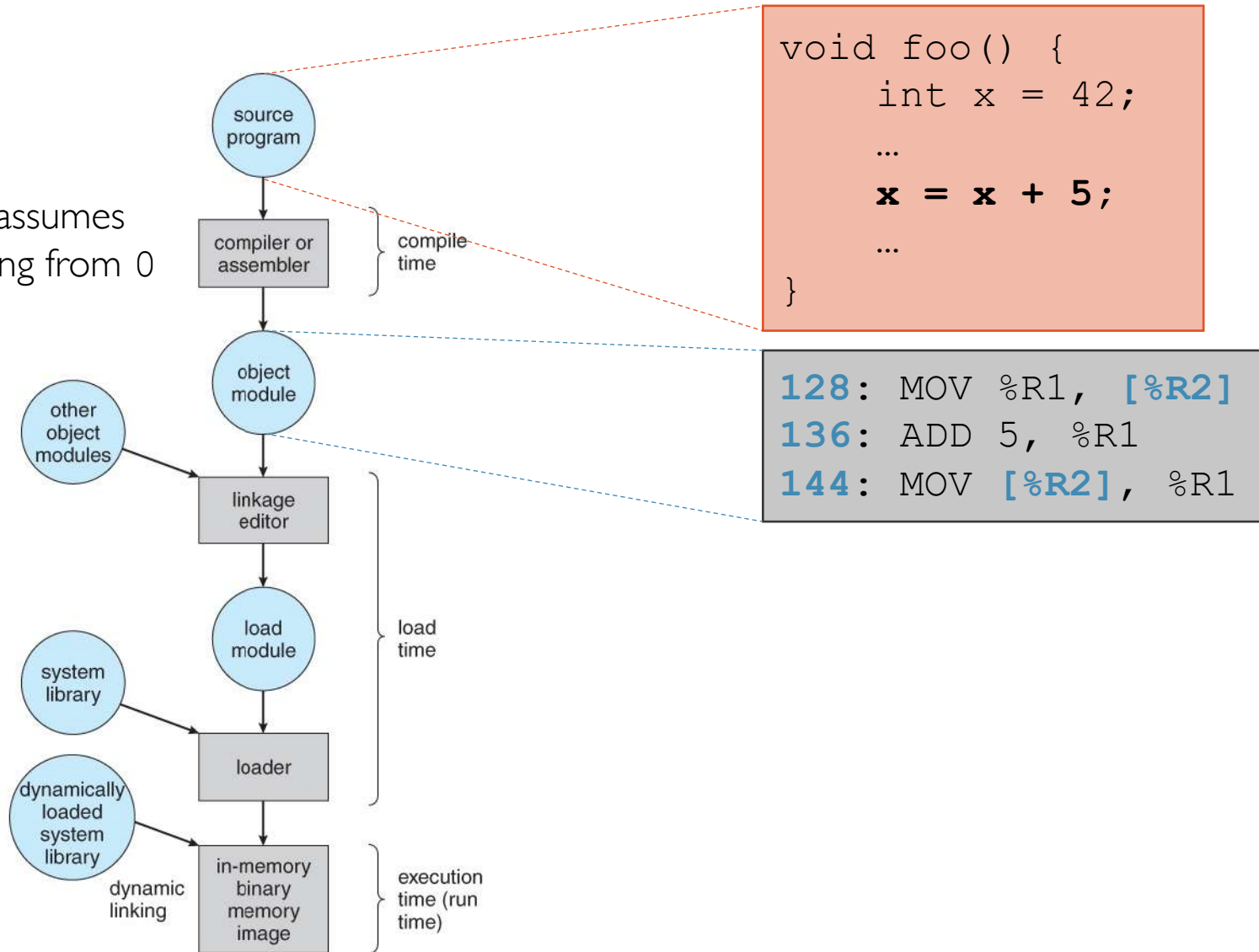
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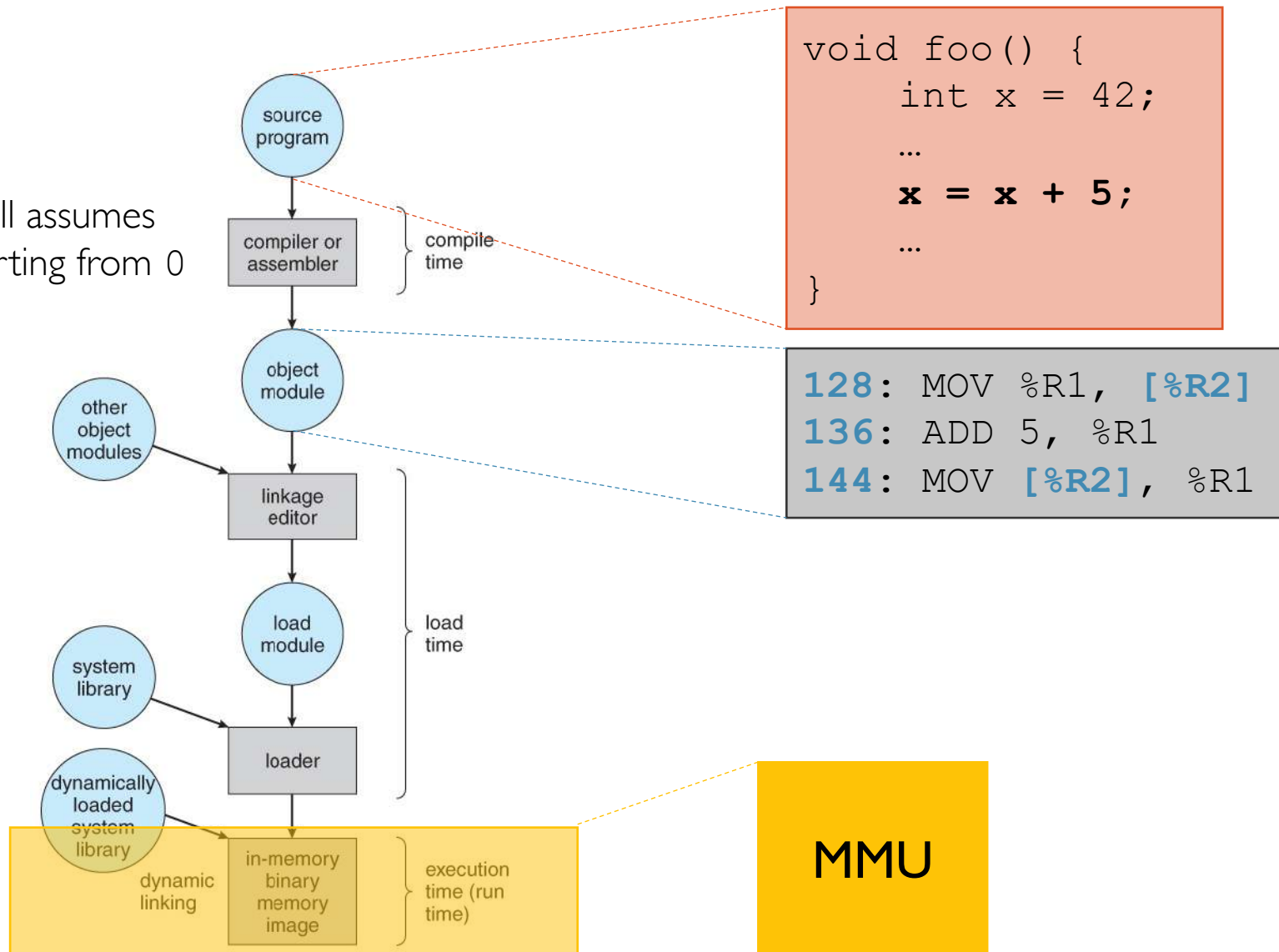
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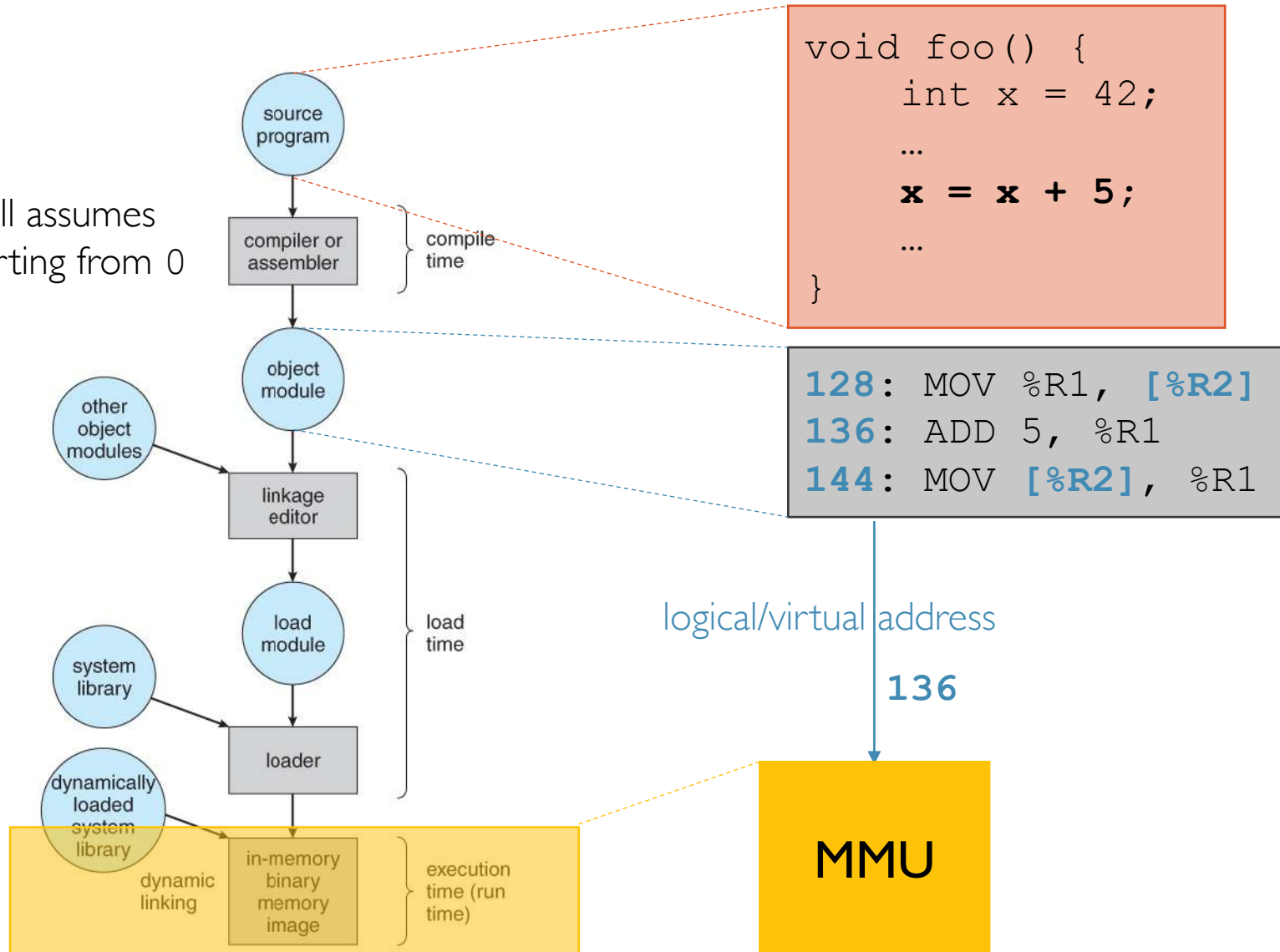
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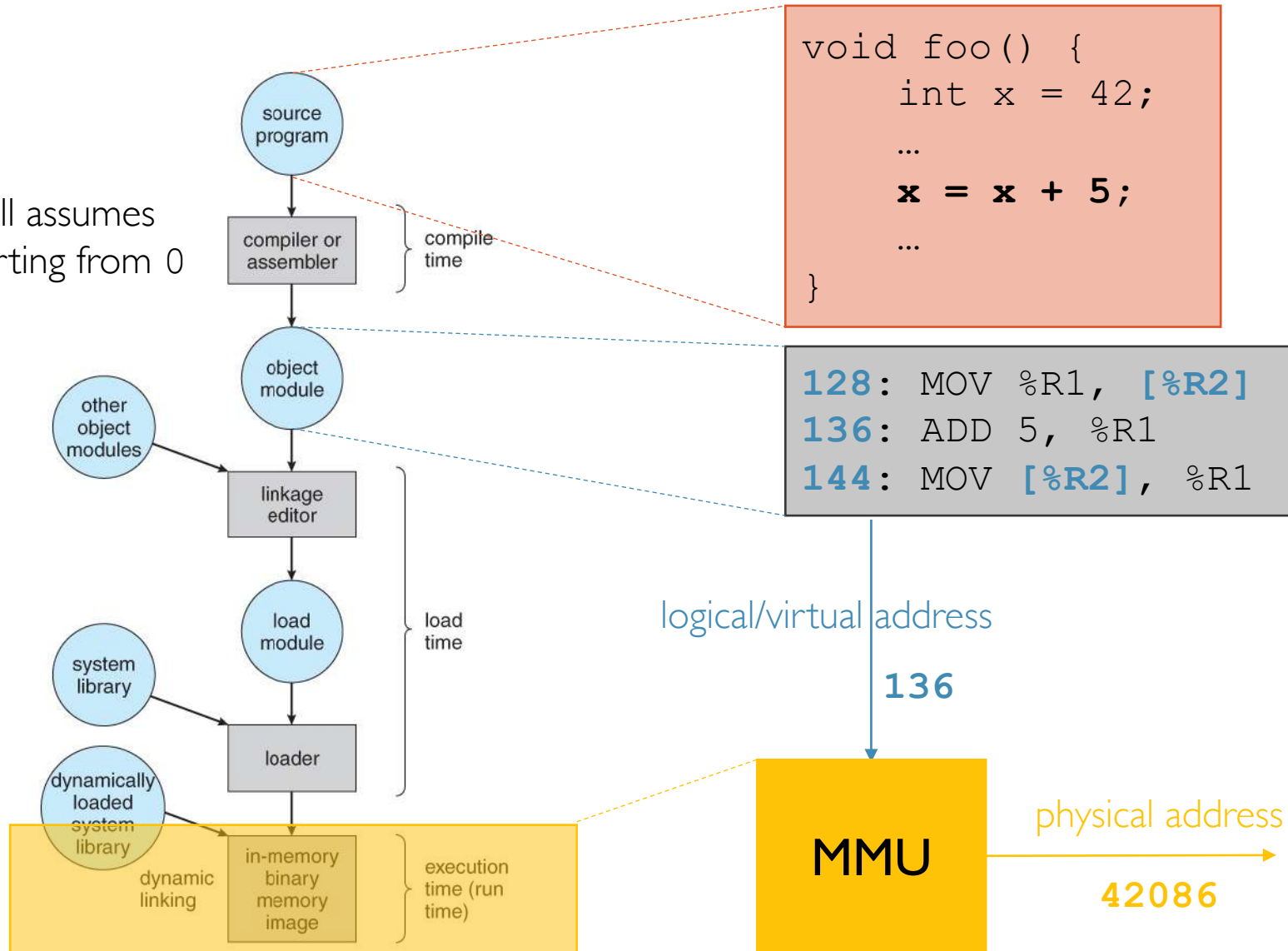
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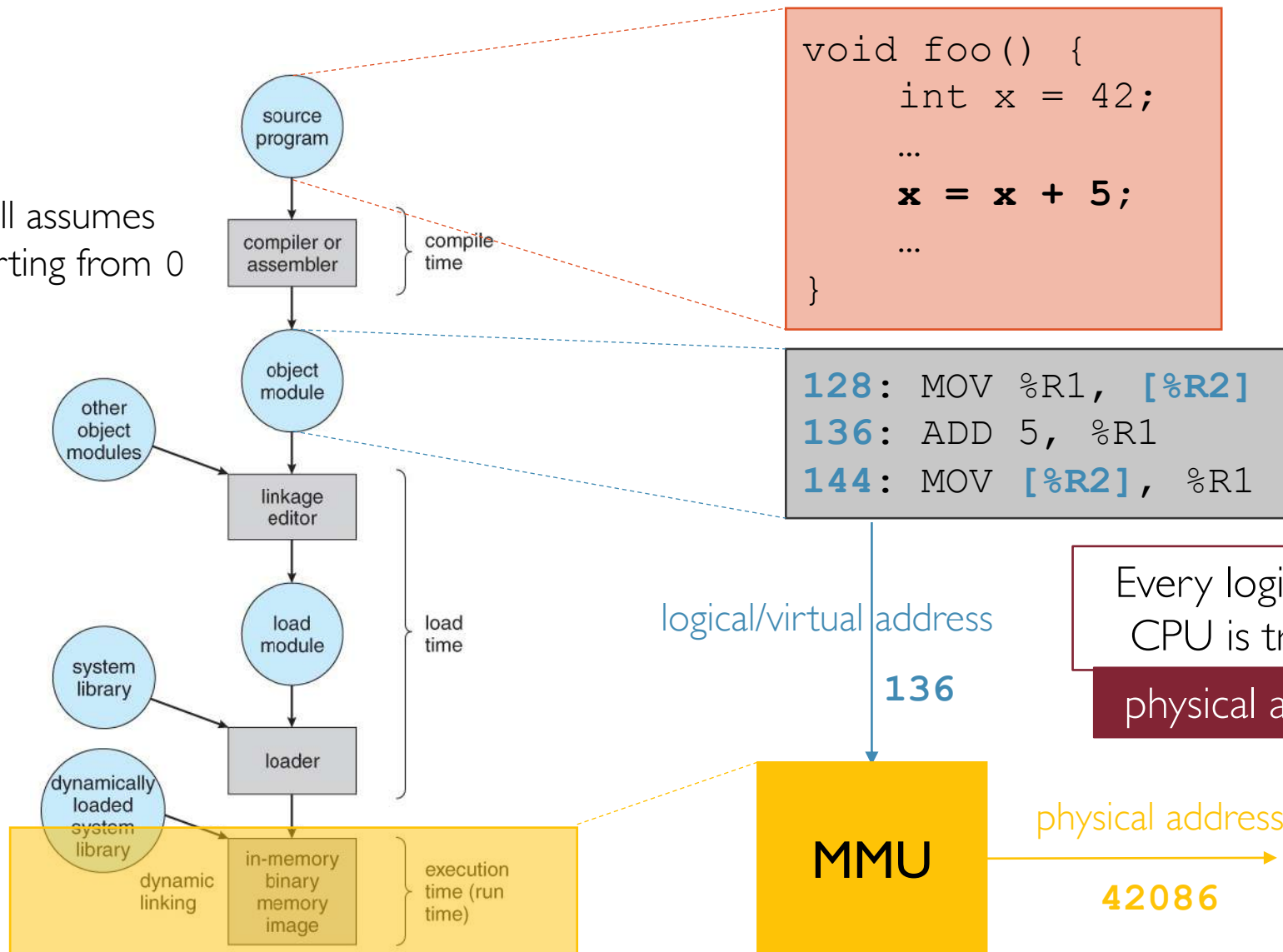
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Every logical address referenced by the
CPU is translated by HW at run time
physical addresses != logical addresses

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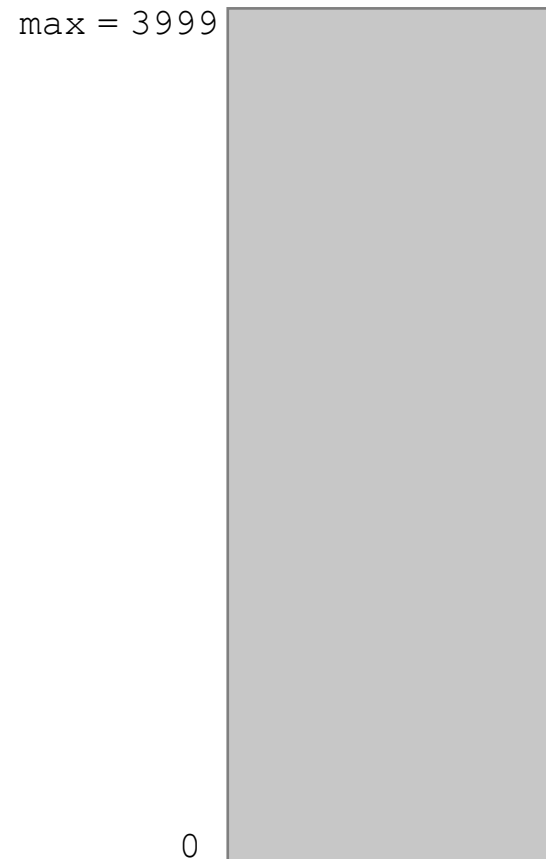
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- Address binding can occur at compile time

Manage Uniprogramming Memory

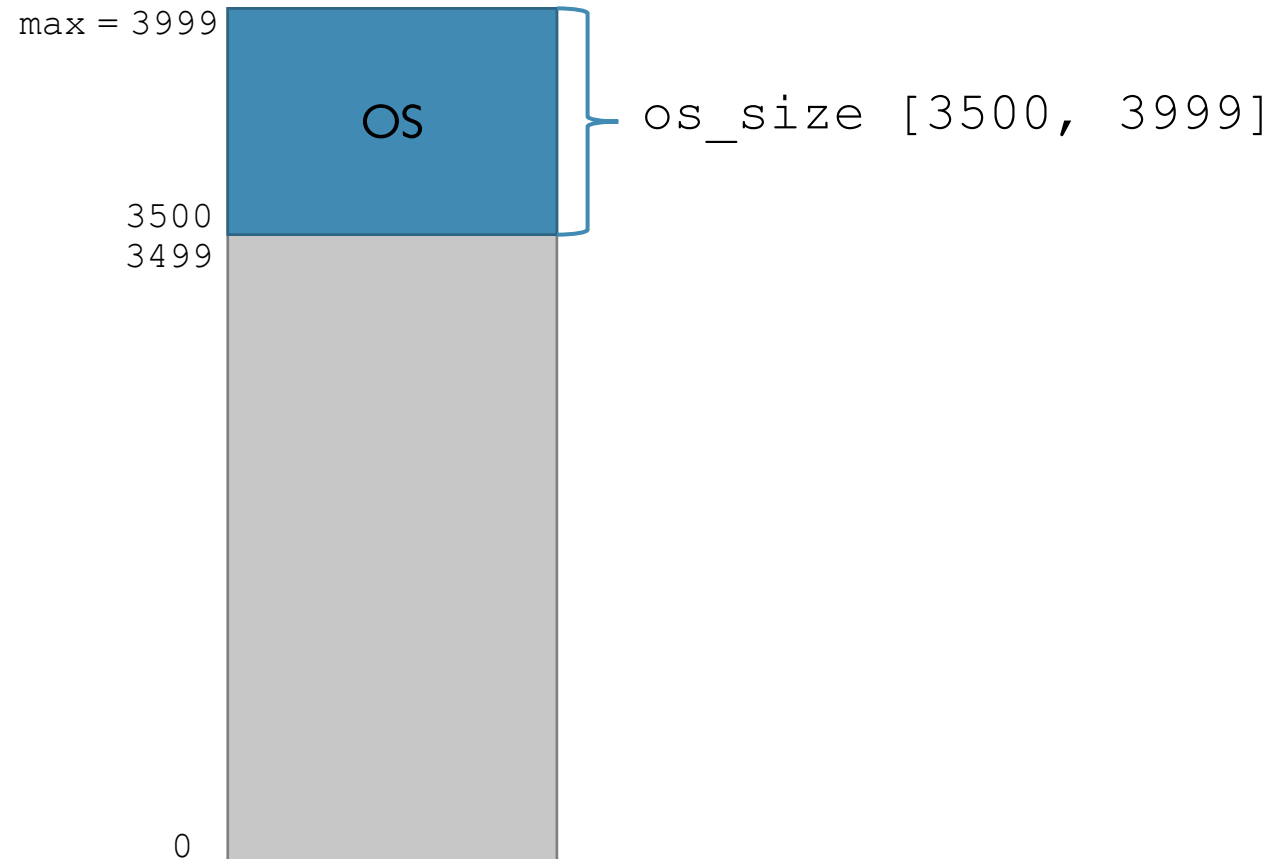
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memory_size = 4000B = 4kB
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Manage Uniprogramming Memory

`memory_size = 4000B = 4kB`

`os_size = 500B`



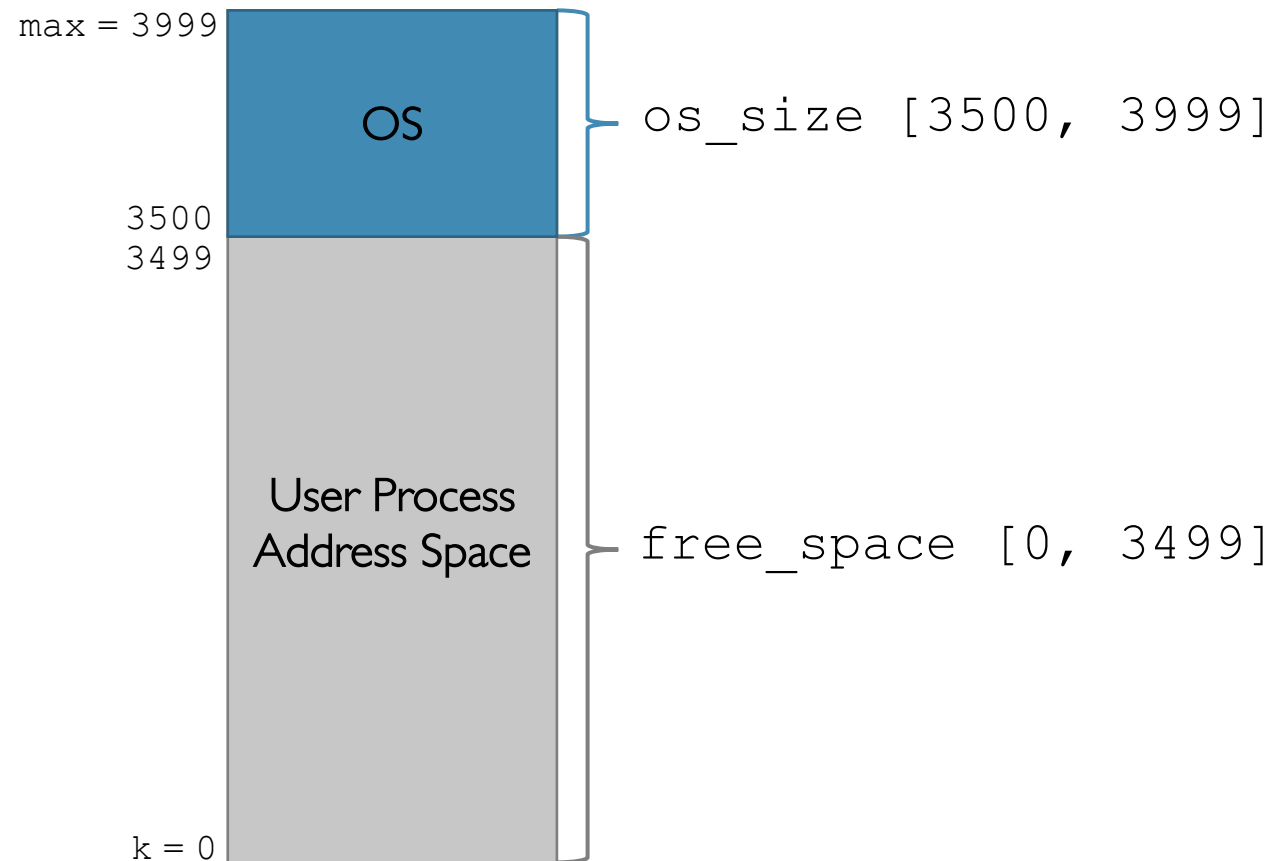
Manage Uniprogramming Memory

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`k = 0`

`free_space = 3.5kB`



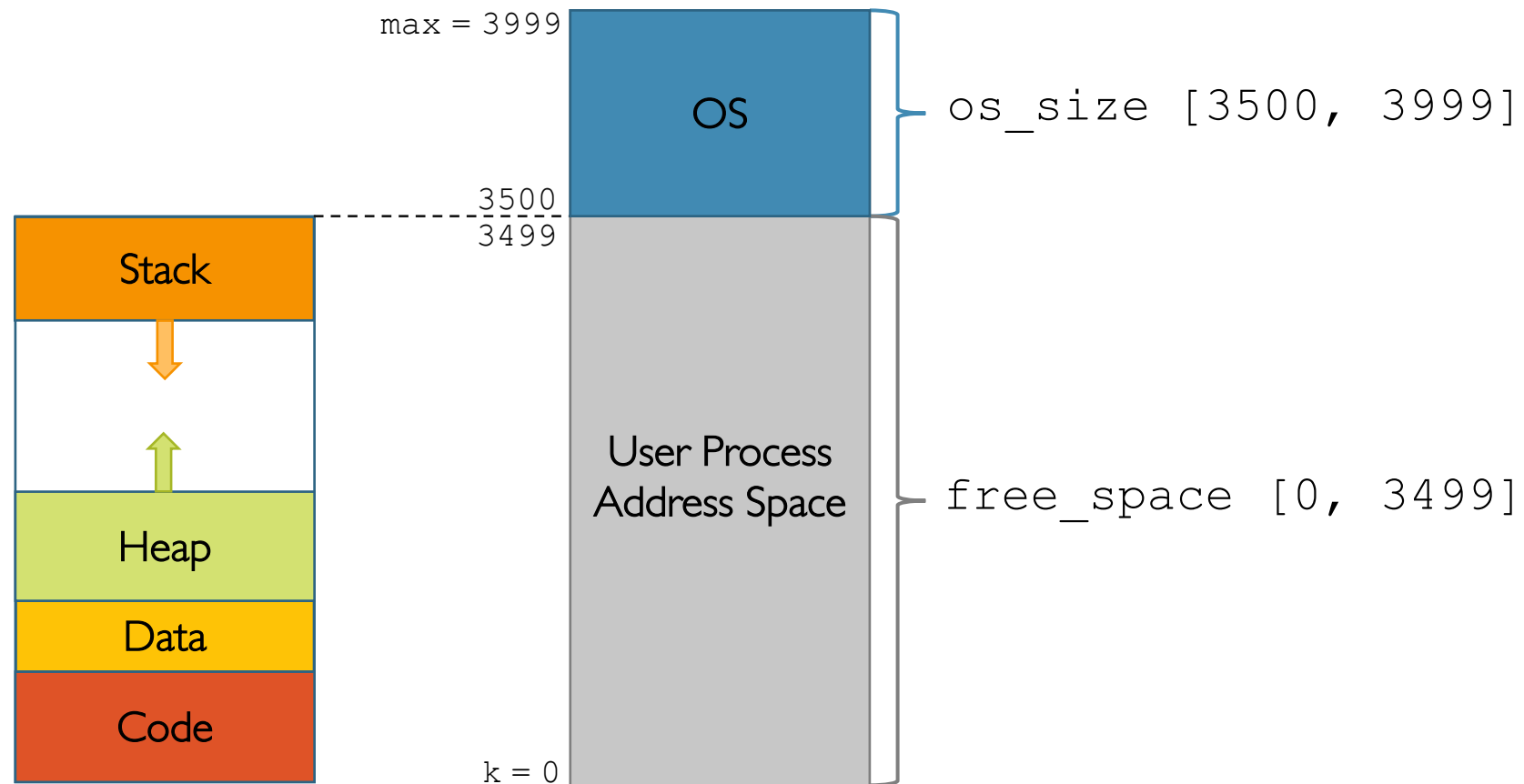
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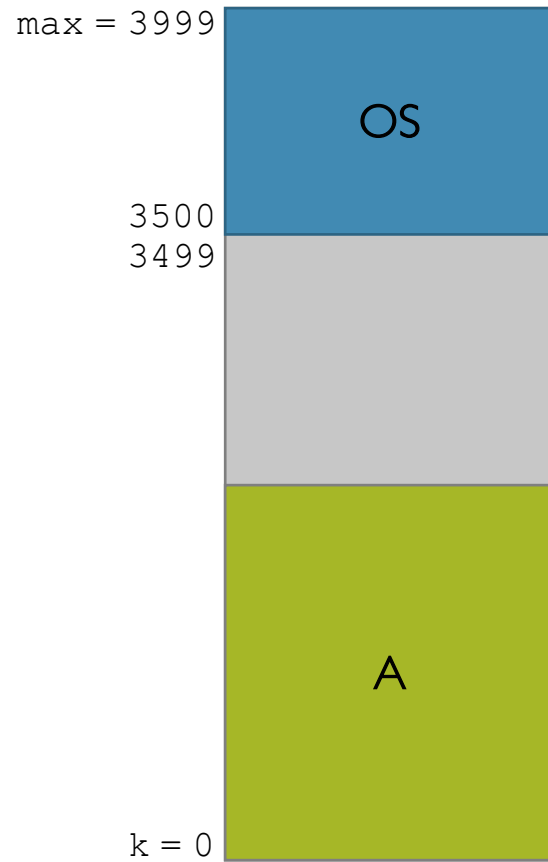
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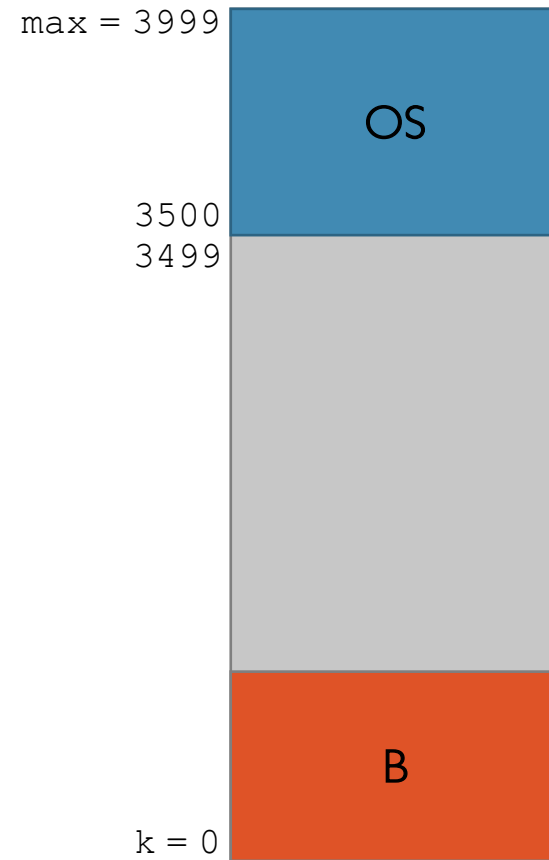
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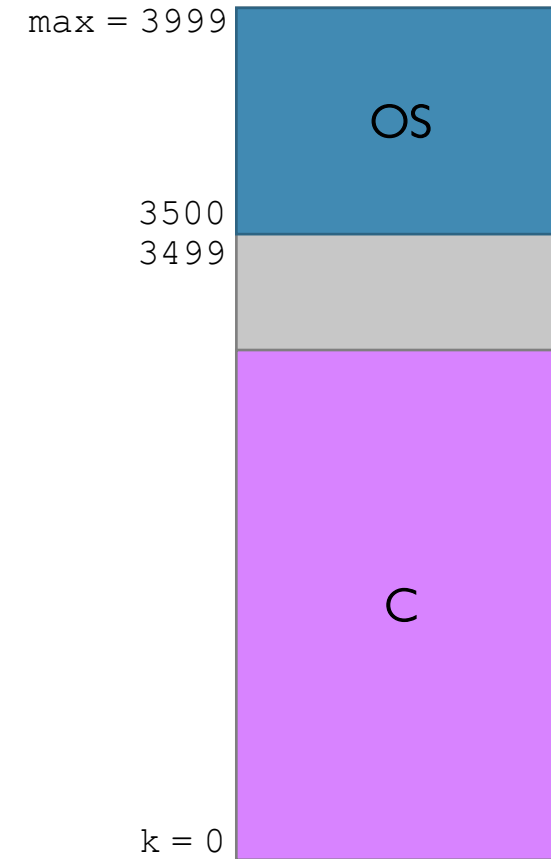
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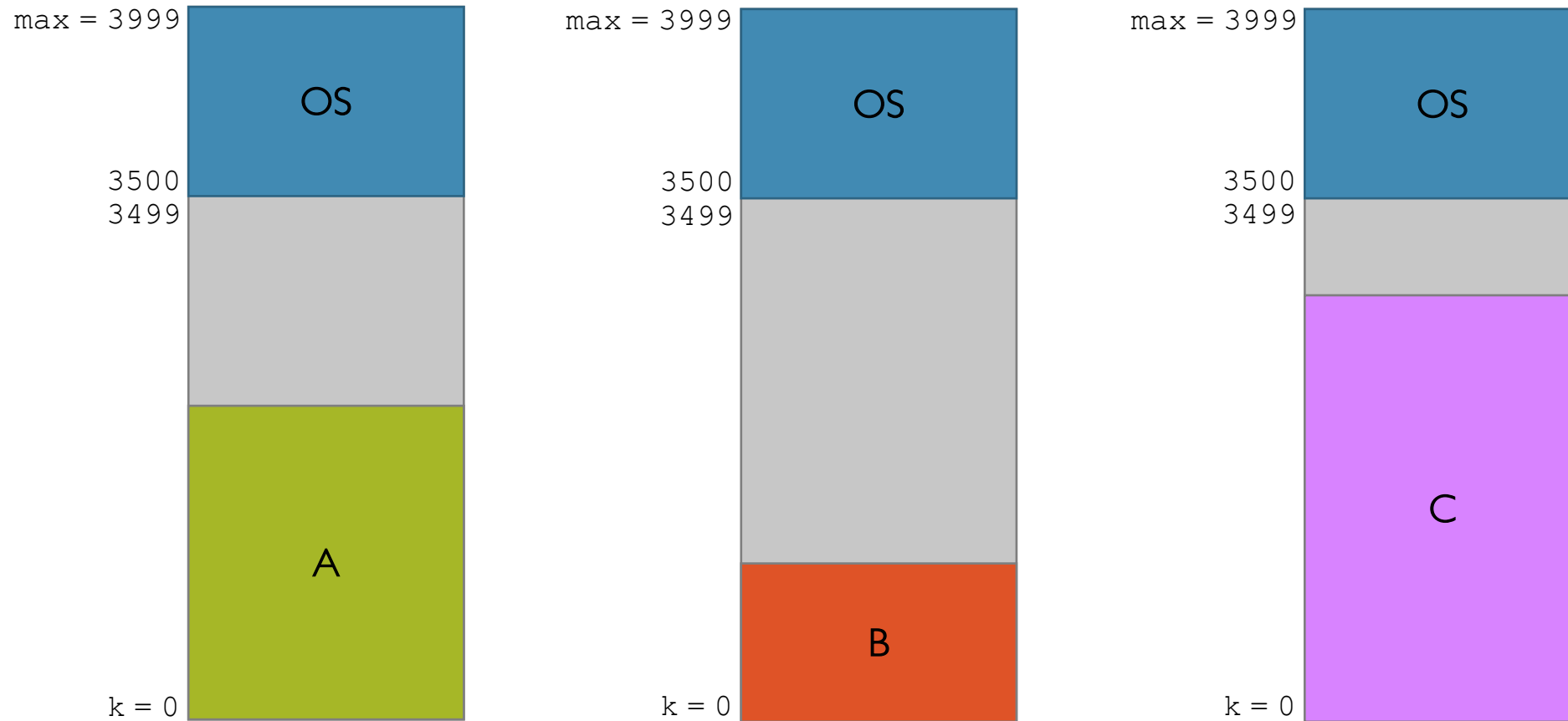
Manage Uniprogramming Memory



Manage Uniprogramming Memory



Manage Uniprogramming Memory



Very simple! But only one process executes at a time and no OS protection

Manage Multiprogramming Memory: Goals (I)

- Sharing
 - Several processes coexist in main memory at the same time
 - Cooperating processes can share portions of address space

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- **Sharing**

- Several processes coexist in main memory at the same time
- Cooperating processes can share portions of address space

- **Transparency**

- Processes should not be aware that memory is shared
- Processes should not be aware of which portions of physical memory they are assigned to

Manage Multiprogramming Memory: Goals (II)

- Protection/Security
 - Processes must not be able to corrupt each other or the OS
 - Processes must not be able to read data of other processes

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- **Protection/Security**

- Processes must not be able to corrupt each other or the OS
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- **Efficiency**

- CPU and memory performance should not degrade badly due to sharing
- Keep memory fragmentation low

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- Load a process by allocating the first **contiguous segment** of memory in which the process fits

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- Assume the OS is allocated to the highest memory addresses
- Assume logical addresses generated by each user process starts at 0 up to maximum address ($\text{memory_size} - \text{os_size} - 1$)
- Load a process by allocating the first **contiguous segment** of memory in which the process fits
- Allow transparent sharing of memory: each process' address space may be placed anywhere in memory

Static Relocation

- The OS loader rewrites the addresses generated by a process, so as to reflect its position in main memory (**load time binding**)

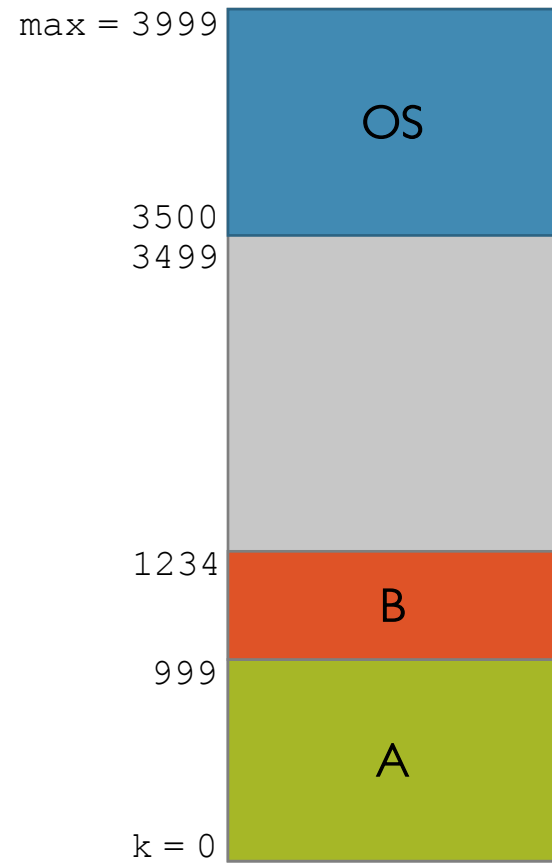
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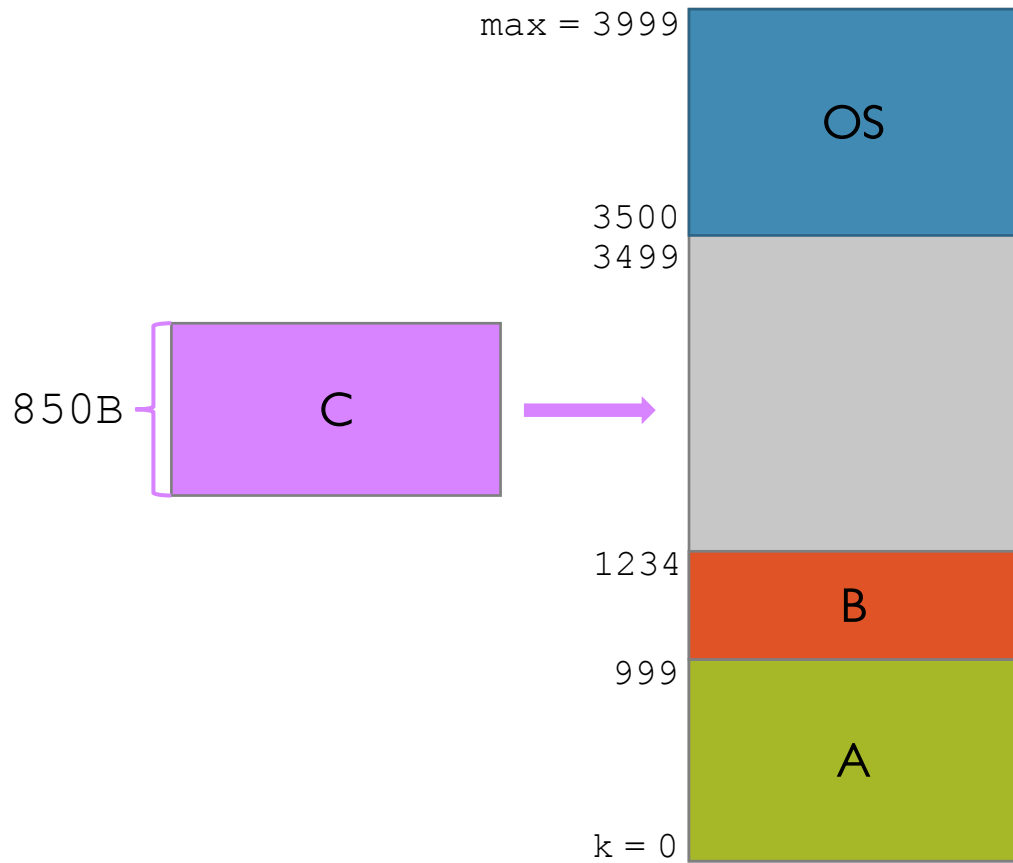
Static Relocation

- The OS loader rewrites the addresses generated by a process, so as to reflect its position in main memory (**load time binding**)
- **PRO:**
 - No HW support is needed
- **CONs:**
 - No protection/privacy → processes can corrupt the OS or other processes
 - Address space must be allocated contiguously → assuming worst-case stack and heap request
 - The OS cannot move a process (address space) once allocated in memory

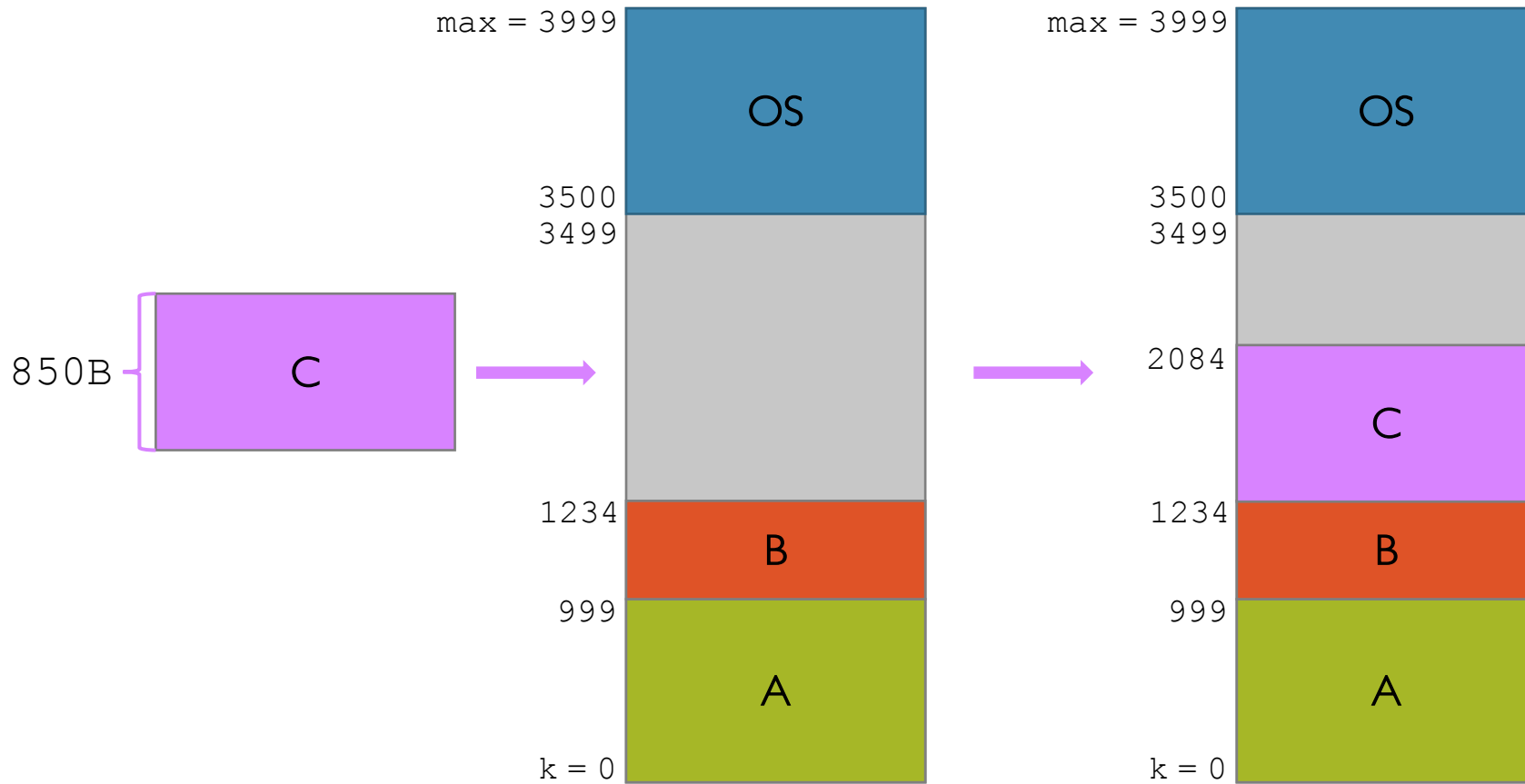
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HW Support for Dynamic Relocation

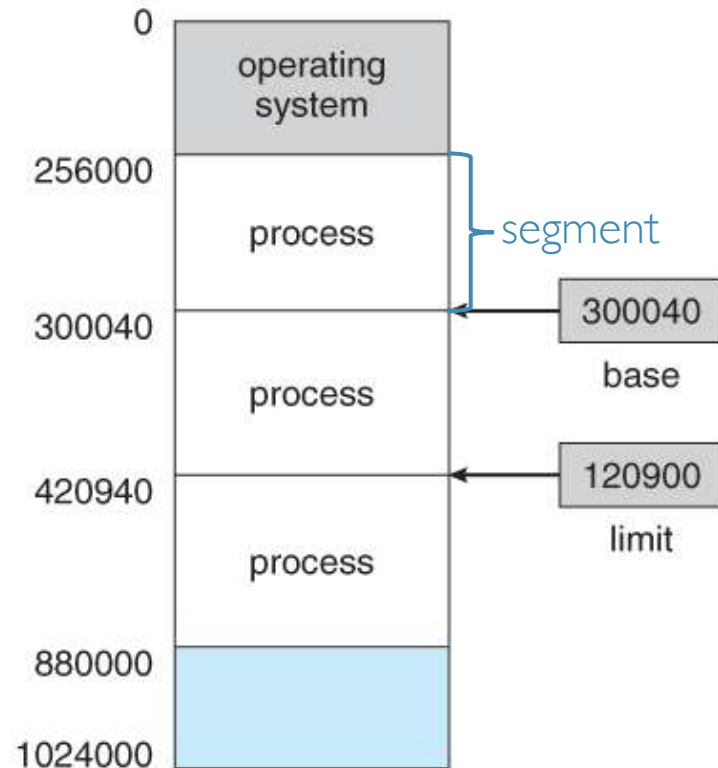
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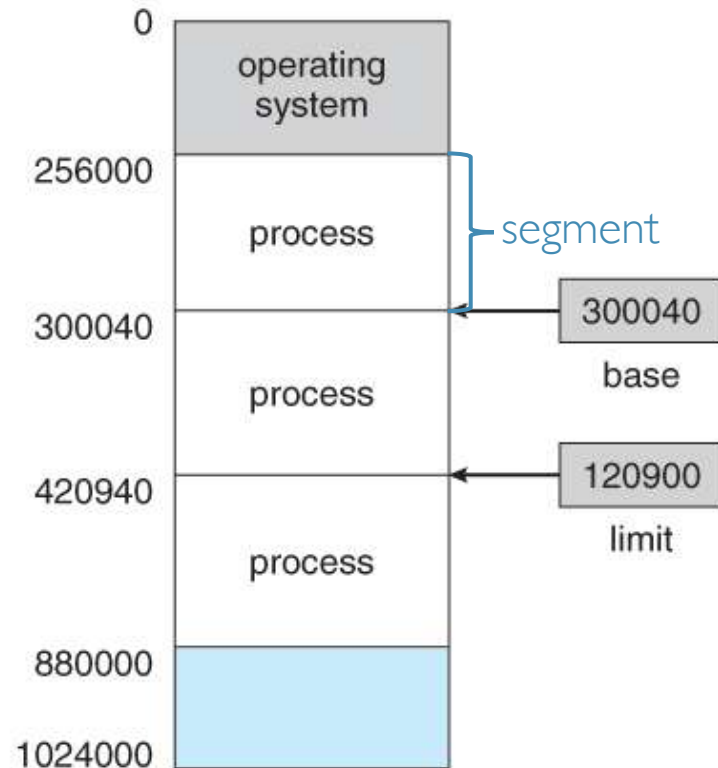
- MMU contains at least 2 registers:
 - **base** → start physical memory location of address space
 - **limit** → size limit of address space
- CPU supports at least 2 operating modes:
 - **privileged (kernel) mode** when the OS is running
 - after issuing any trap (system call, interruption, or exception)
 - when manipulating sensitive resources (e.g., the content of MMU registers)
 - **user mode** when user process is running
 - while executing process instructions on the CPU

Base and Limit Registers: Idea

Each process is given a **contiguous segment** of main memory when loaded



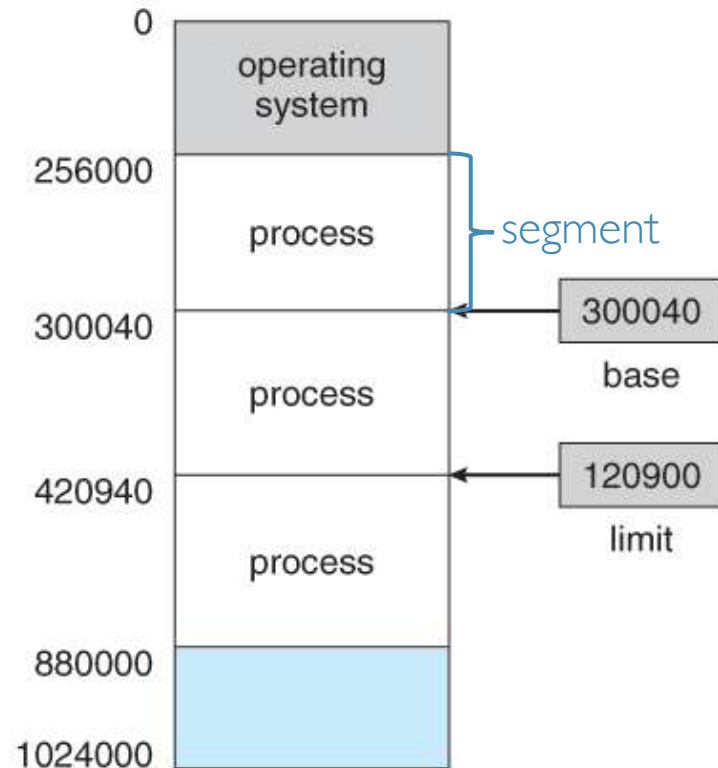
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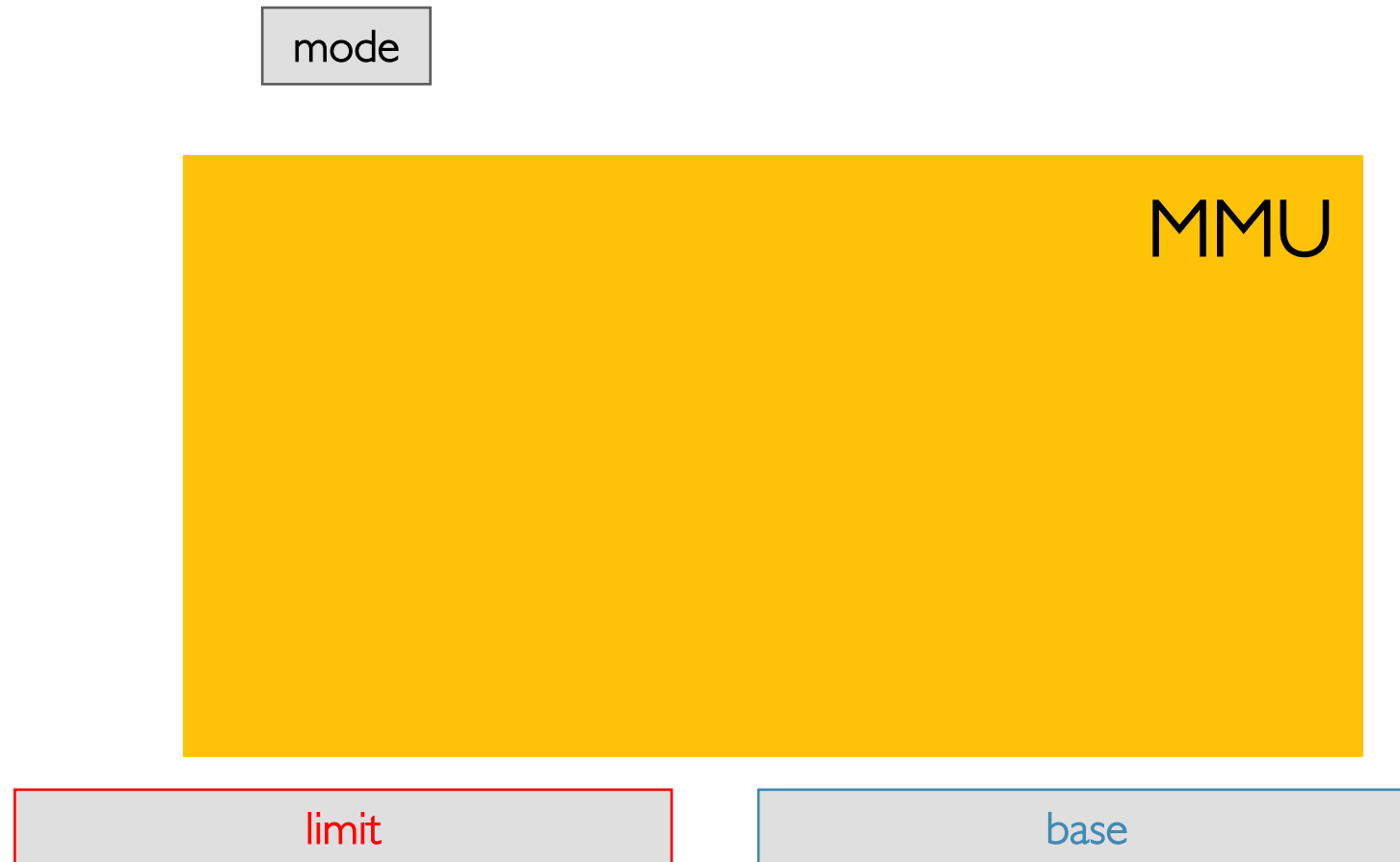
Protection implemented using two MMU registers: **base** and **limit**

Implementing Dynamic Relocation

CPU must check every memory access generated in user mode (i.e., by a user process) is within the correct [`base`, `base` + `limit`) range for *that* process

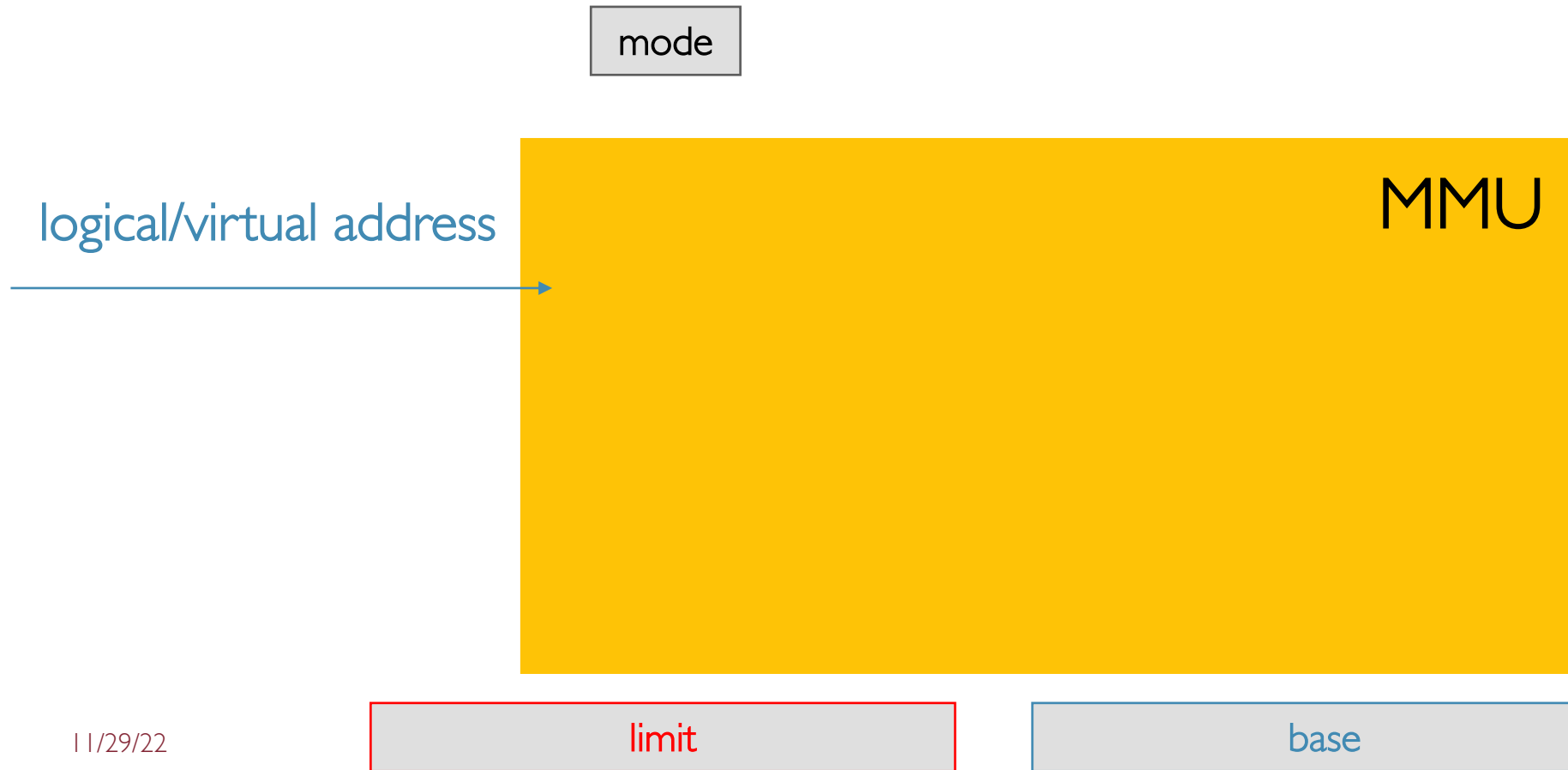
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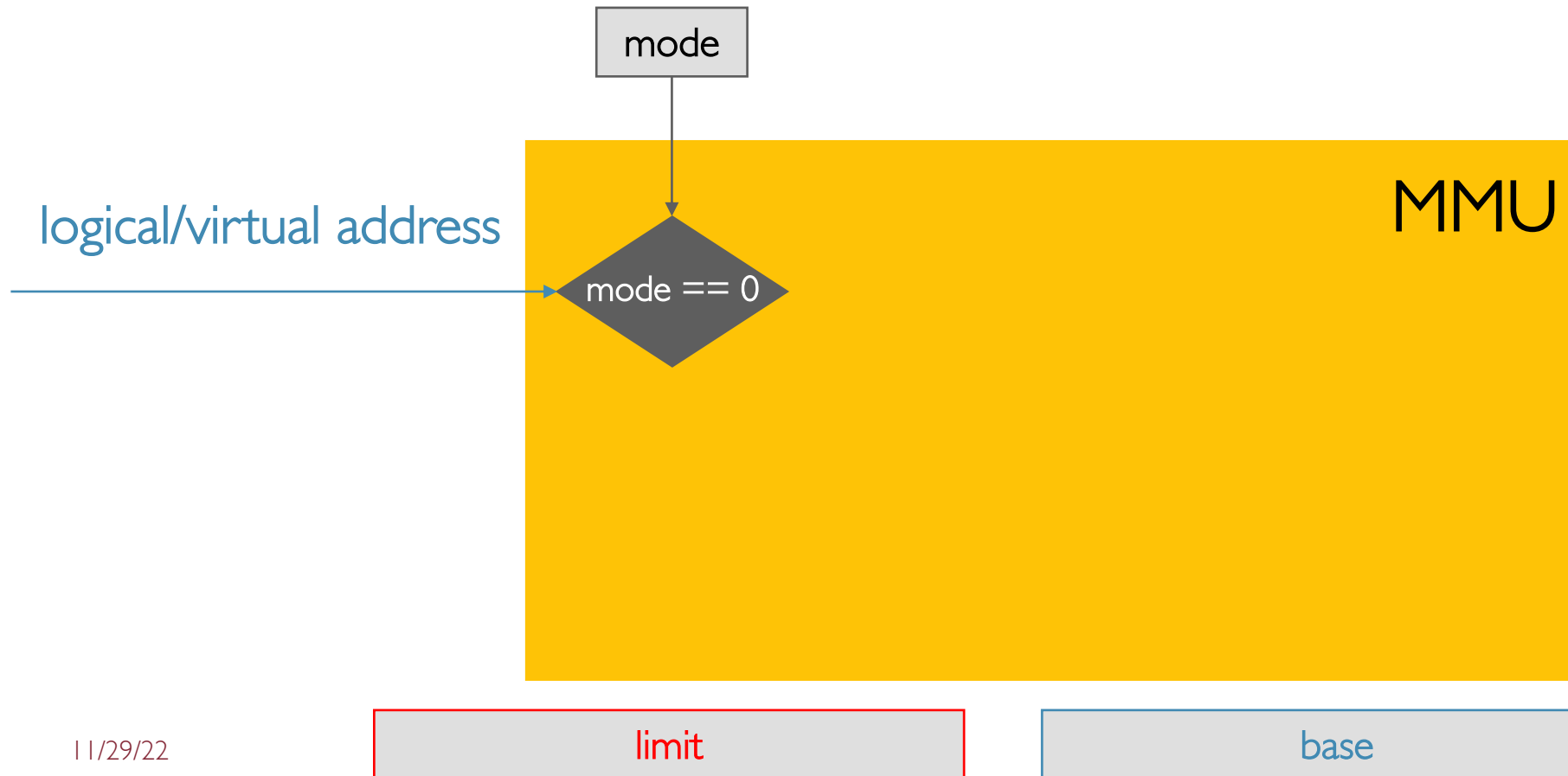
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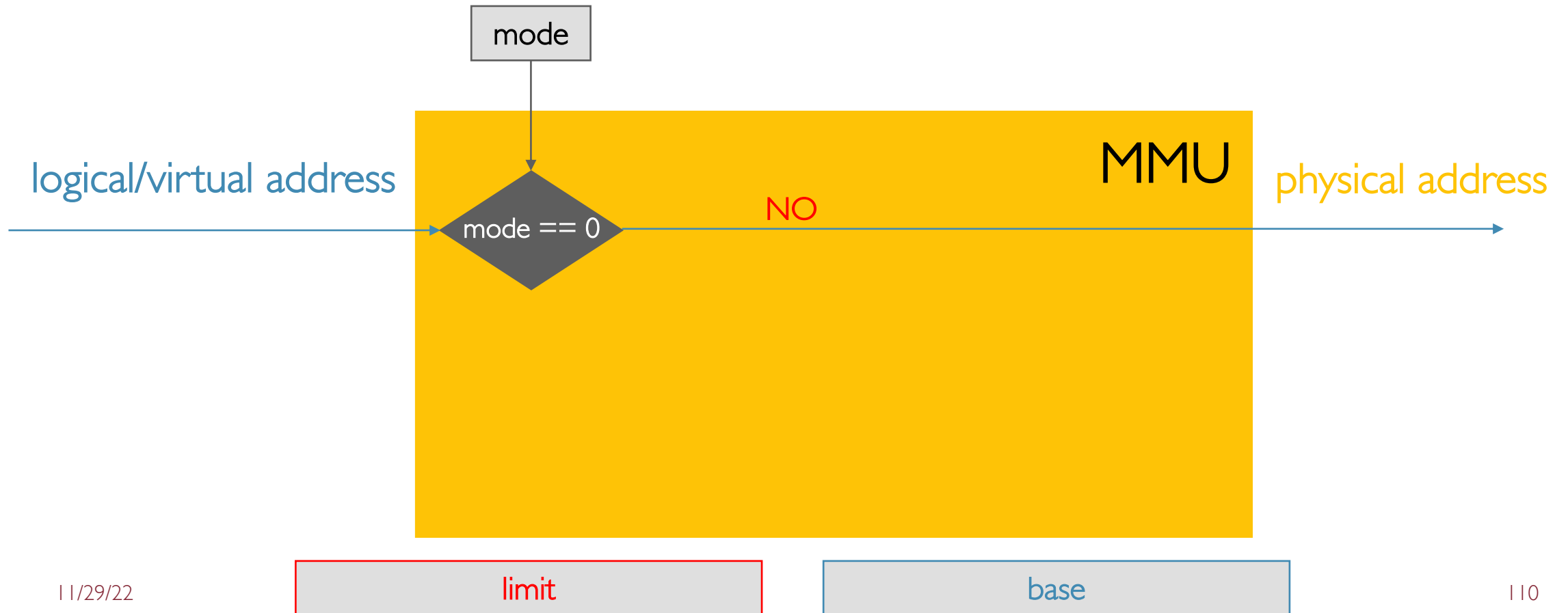
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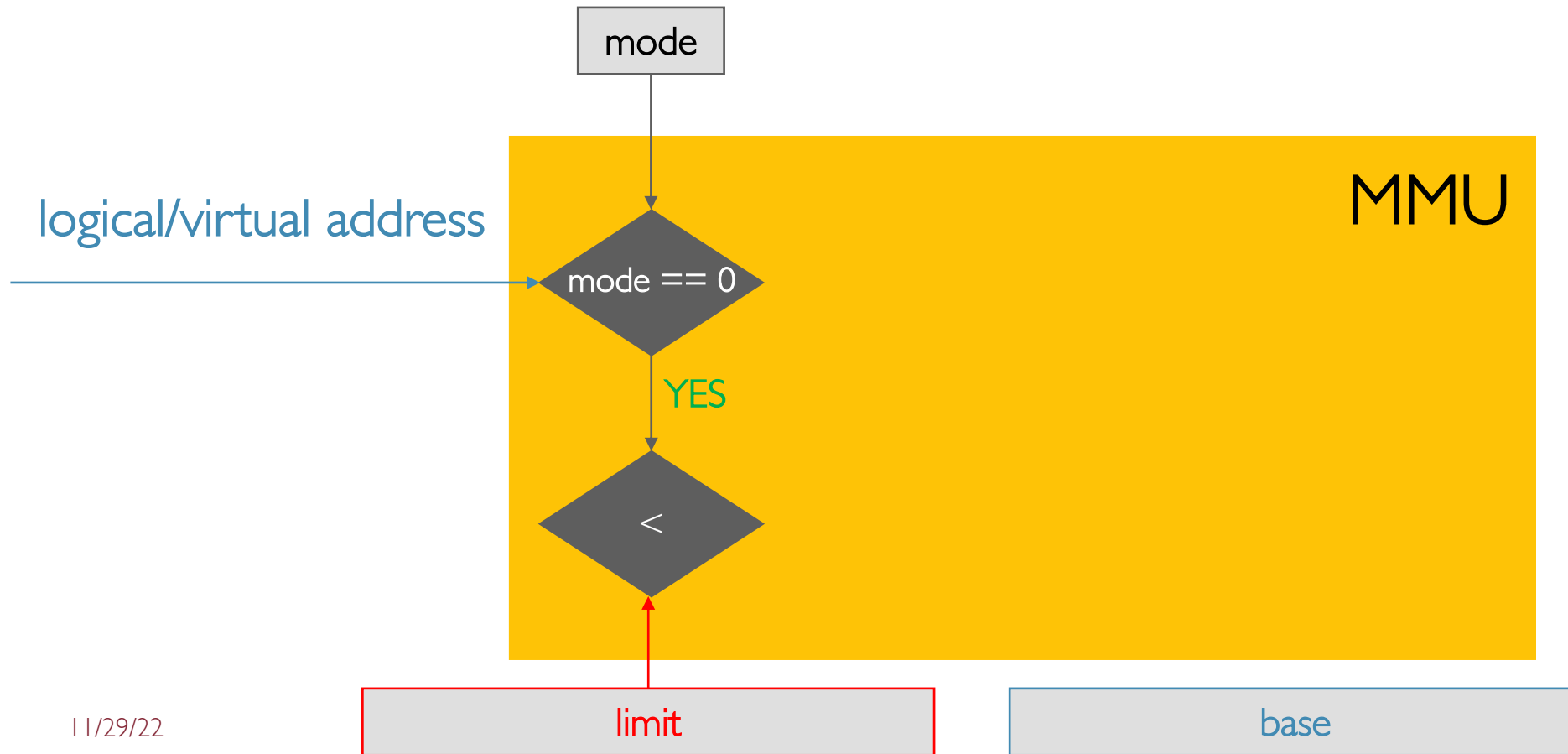
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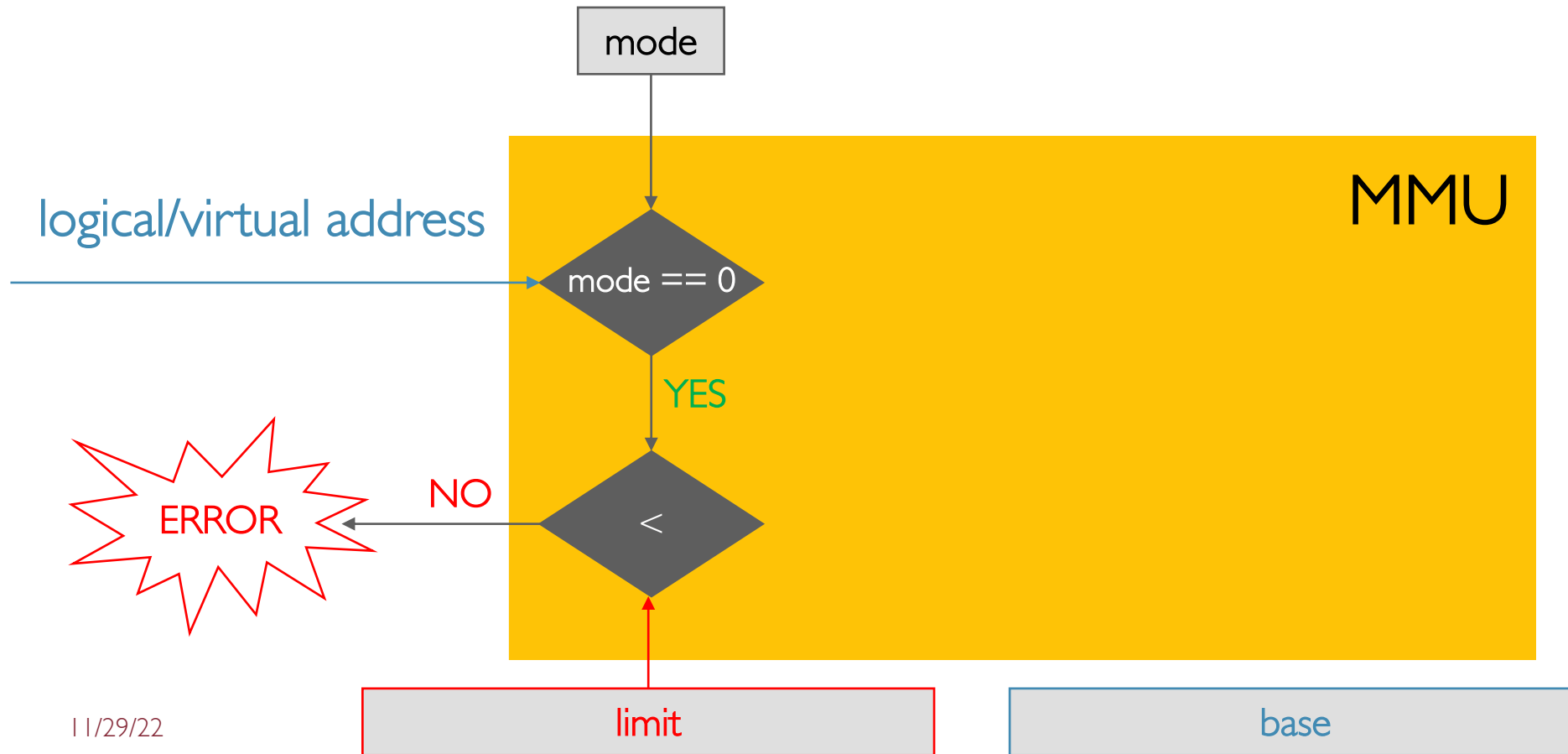
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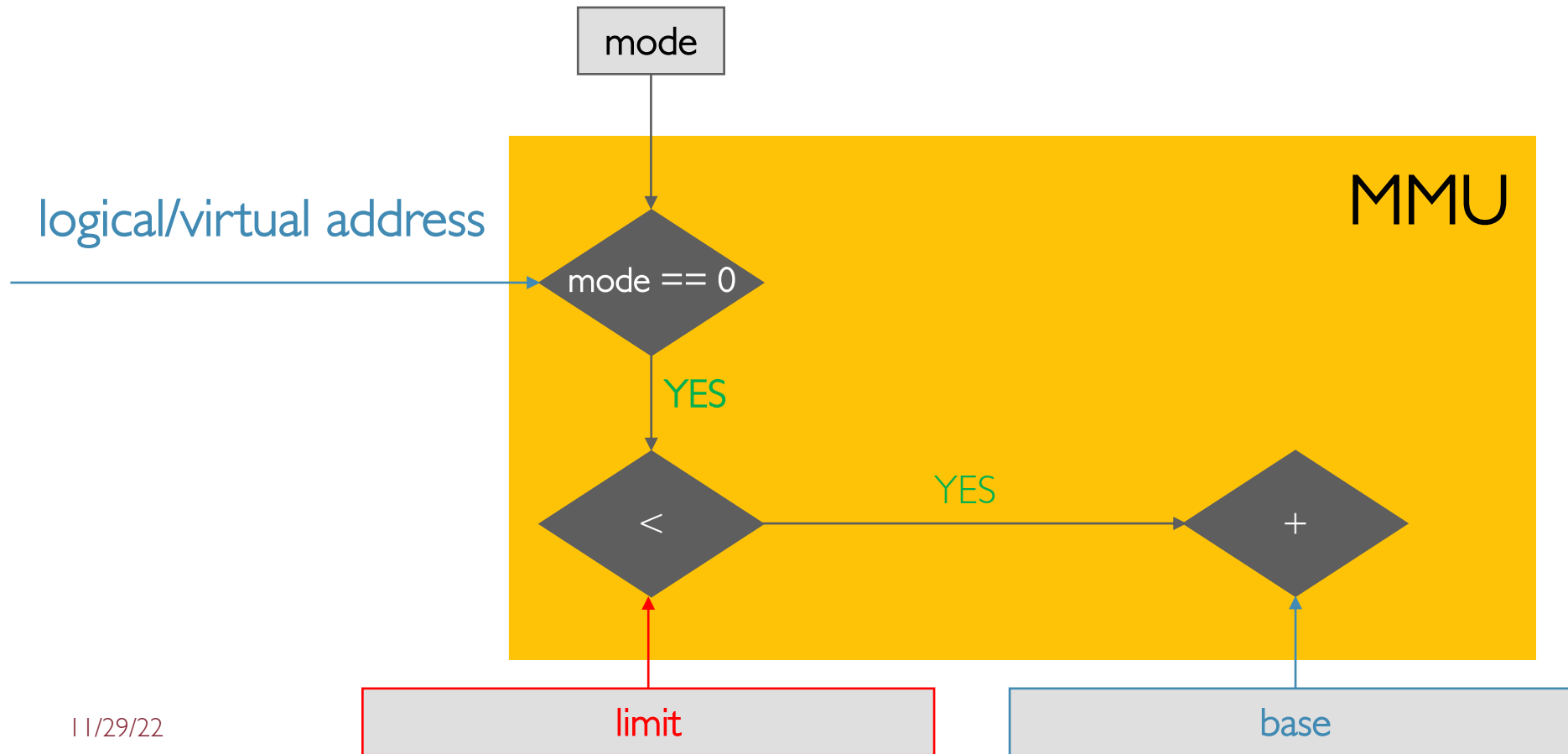
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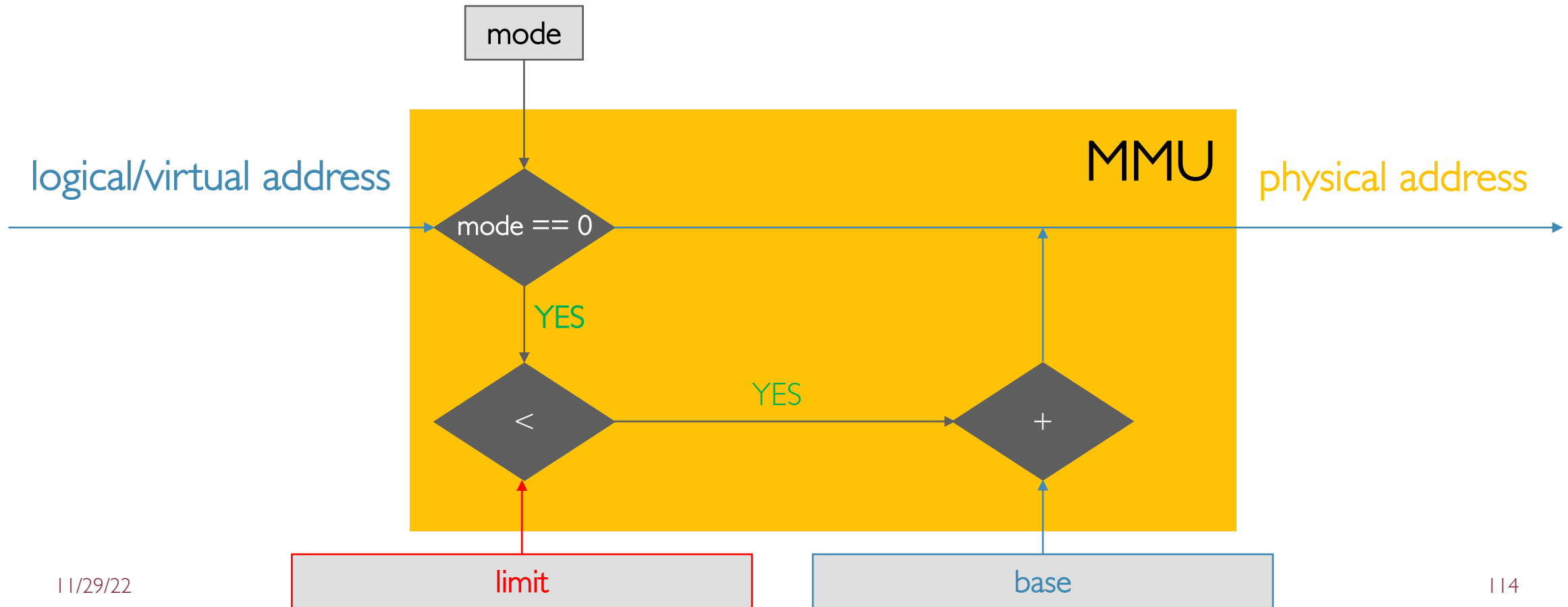
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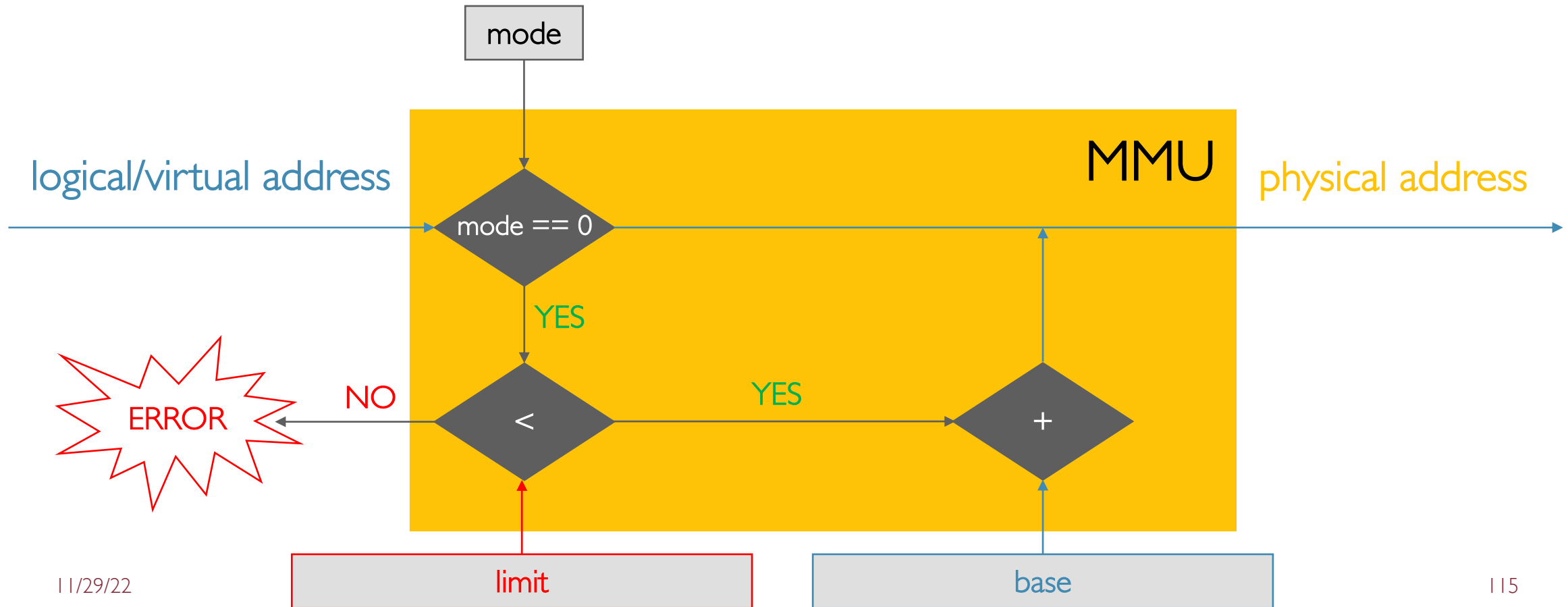
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Dynamic Relocation

- PROs:
 - Provides protection (both read and write) across address spaces
 - OS can easily move a process during execution
 - OS can allow process to dynamically grow over time
 - Simple, fast hardware implementation (MMU):
 - 2 special registers, one add and one compare operation (can be done in parallel)

Dynamic Relocation

- **CONS:**
 - Little hardware overhead to pay at each memory reference
 - Each process must still be allocated contiguously in physical memory (possible memory waste)
 - Process is still limited to physical memory size
 - Degree of multiprogramming is bound since all memory of all active processes must fit in memory
 - No partial sharing of address space (e.g., processes can't share program's text)

Relocation: Properties

- Sharing/Transparency → processes are unaware of sharing memory
- Protection/Security → each memory reference is checked in HW
- Efficiency → somewhat achieved but if a process grows it may need to be moved to other location (very slow)

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Summary

- Effective memory management is crucial for system performance
- Very basic management doesn't even require OS intervention
- Modern OSs manage memory ensuring:
 - Transparency → logical/virtual vs. physical address space
 - Protection/Flexibility → dynamic relocation
 - Efficiency → hardware support
- We are still assuming the whole virtual address space of a process is fully and contiguously loaded in main memory → **serious limitation!**