# CSGE602055 Operating Systems CSF2600505 Sistem Operasi Week 05: Virtual Memory

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REV180 16-Jan-2018

### Operating Systems 2019-1

A (Rm 3114) [Tu/Th 10-12] — B (Rm 3114) [Tu/Th 13-15] — C (Rm 3114) [Tu/Th 16-18] — D (Rm 2401) [Tu/Th 10-12] — E (Rm 2306) [Tu/Th 13-15]

Week	Schedule	Topic	OSC10
Week 00	07 Feb - 13 Feb 2019	Overview 1, Virtualization & Scripting	Ch. 1, 2, 18.
Week 01	14 Feb - 20 Feb 2019	Overview 2, Virtualization & Scripting	Ch. 1, 2, 18.
Week 02	21 Feb - 27 Feb 2019	Security, Protection, Privacy,	Ch. 16, 17
		& C-language	
Week 03	28 Feb - 06 Mar 2019	File System & FUSE	Ch. 13, 14, 15
Week 04	12 Mar - 18 Mar 2019	Addressing, Shared Lib, & Pointer	Ch. 9
Week 05	19 Mar - 25 Mar 2019	Virtual Memory	Ch. 10
Mid-Term	23-30 Mar 2019 (tba)	MidTerm (UTS)	
Week 06	02 Apr - 08 Apr 2019	Concurency: Processes & Threads	Ch. 3, 4
Week 07	09 Apr - 15 Apr 2019	Synchronization & Deadlock	Ch. 6, 7, 8
Week 08	16 Apr - 22 Apr 2019	Scheduling	Ch. 5
Week 09	23 Apr - 29 Apr 2019	Storage, BIOS, Loader, & Systemd	Ch. 11
Week 10	30 Apr - 06 May 2019	I/O & Programming	Ch. 12
Reserved	07 May - 17 May 2019		
Final	18-25 May 2019 (tba)	Final (UAS)	This schedule is
Extra	27 Jun 2019	Extra assignment confirmation	subject to change.

### The Weekly Check List

•	☐ Resources: https://os.vlsm.org/
	☐ (THIS) Slides — https://github.com/UI-FASILKOM-OS/
	SistemOperasi/tree/master/pdf/
	☐ <b>Demos</b> — https://github.com/UI-FASILKOM-OS/
	SistemOperasi/tree/master/demos/
	☐ Extra — BADAK.cs.ui.ac.id:///extra/
	☐ <b>Problems</b> — rms46.vlsm.org/2/195.pdf, 196.pdf,, 205.pdf
	☐ <b>Text Book</b> : any recent/decent OS book. Eg. ( <b>OSC10</b> ) Silberschatz
	et. al.: <b>Operating System Concepts</b> , 10 <sup>th</sup> Edition, 2018.
	□ Encode your <b>QRC</b> with size upto 7cm $\times$ 7cm (ca. 400 $\times$ 400 pixels):
	"OS182 CLASS ID SSO-ACCOUNT Your-Full-Name"
	☐ For <b>Week 00</b> , send your <b>embedded</b> QRC <b>before the</b> 2 <sup>nd</sup> <b>lecture</b>
	mailto:operatingsystems@vlsm.org
	With Subject: OS182 CLASS ID SSO-ACCOUNT Your-Full-Name
	☐ Write your Memo (with QRC) <b>every week</b> .
	☐ Login to badak.cs.ui.ac.id via kawung.cs.ui.ac.id for at least
	10 minutes every week. Copy the weekly demo files to your own home
	directory.
	Fg (Week00) cp -r /extra/Week00/W00-demos/ W00-demos/

### Week 05: Memory

- Start
- Schedule
- 3 Week 05
- 4 Week 05
- Virtual Memory
- 6 Memory Allocation Algorothm
- TOP
- 8 06-memory
- The End

### Week 05 Virtual Memory: Topics<sup>1</sup>

- Review of physical memory and memory management hardware
- Virtual Memory
- Caching
- Memory Allocation
- Memory Performance
- Working sets and thrashing

<sup>&</sup>lt;sup>1</sup>Source: ACM IEEE CS Curricula 2013

### Week 05 Virtual Memory: Learning Outcomes<sup>1</sup>

- Explain memory hierarchy and cost-performance trade-offs.
   [Familiarity]
- Summarize the principles of virtual memory as applied to caching and paging. [Familiarity]
- Describe the reason for and use of cache memory (performance and proximity, different dimension of how caches complicate isolation and VM abstraction). [Familiarity]
- Defend the different ways of allocating memory to tasks, citing the relative merits of each. [Assessment]
- Evaluate the trade-offs in terms of memory size (main memory, cache memory, auxiliary memory) and processor speed. [Assessment]
- Discuss the concept of thrashing, both in terms of the reasons it occurs and the techniques used to recognize and manage the problem. [Familiarity]

<sup>&</sup>lt;sup>1</sup>Source: ACM IEEE CS Curricula 2013

### Virtual Memory

- Reference: (OSC10-ch10 demo-w05)
- Virtual Memory: Separation Logical from Physical.
- Virtual Address Space: logical view.
- Demand Paging
- Page Flags: Valid / Invalid
- Page Fault
- Demand Paging Performance
- Copy On Write (COW)
- Page Replacement Algorithm
  - Reference String
  - First-In-First-Out (FIFO)
  - Belady Anomaly
  - Optimal Algorithm
  - Least Recently Used (LRU)
  - LRU Implementation
  - Lease Frequently Used (LFU)
  - Most Frequently Used (MFU)

### Allocation Algorothm

- Page-Buffering Algorithms
- Allocation of Frames
- Fixed Allocation
- Priority Allocation
- Global vs. Local Allocation
- Non-Uniform Memory Access (NUMA)
- Thrashing
- Working-Set Model
- Shared Memory via Memory-Mapped I/O
- Kernel
  - Buddy System Allocator
  - Slab Allocator

#### **TOP**

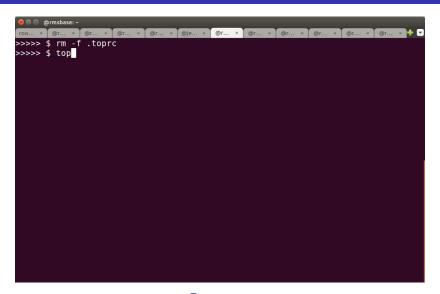


Figure: top

# TOP (2)

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				unning, 1						
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KiB Me		8197060			L52 used		<b>908</b> fre		<b>191512</b> but	
KiB S	wap:	683004	tota	ι,	0 used	, 683	<b>004</b> fre	ee.	<b>639140</b> cad	ched Mem
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	USER			VIRT	RES	SHR S		** ***		COMMAND
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	root	20		0	0	0 S		0.0		kworker/4:0
	root	20		0	0	0 S		0.0		kworker/1:2
	root	20		0	0	0 S		0.0		kworker/6:1
7	root	20		0	0	0 S		0.0		rcu_sched
	root	20		0	0	0 S		0.0		kworker/5:0
1914	root	20		0	0	0 S		0.0		kworker/2:1
1	root	20	0	28684	4736	3012 S	0.0	0.1	0:02.91	
2	root	20		0	0	0 S		0.0		kthreadd
3	root	20	0	0	0	0 S		0.0	0:15.26	ksoftirqd/0
5	root	0		0	0	0 S		0.0		kworker/0:+
8	root	20		0	0	0 S		0.0	0:00.00	
9	root	rt		0	0	0 S		0.0	0:00.00	migration/0
10	root	rt		0	0	0 S		0.0		watchdog/0
11	root	rt	0	0	0	0 S		0.0		watchdog/1
12	root	rt	0	0	0	0 S	0.0	0.0	0:00.00	migration/1
13	root	20	0	0	0	0 S	0.0	0.0	0:06.80	ksoftirqd/1

Figure: "h" = help

### **TOP (3)**

```
@rmsbase: ~
      | @r... × |
Fields Management for window 1:Def, whose current sort field is %CPU
  Navigate with Up/Dn, Right selects for move then <Enter> or Left commits,
   'd' or <Space> toggles display, 's' sets sort. Use 'q' or <Esc> to end!
 PID
          = Process Id
                            TTY
                                     = Controlling T
                                                       USED
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 USFR
          = Effective Use
                            TPGTD
                                     = Tty Process G
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                                                                = IPC namespace
 PR
          = Priority
                            SID
                                     = Session Id
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                                                                = MNT namespace
 NI
          = Nice Value
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                                                       nsNET
                                                                = NET namespace
 VIRT
          = Virtual Image
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                                     = Last Used Cpu
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 RES
          = Resident Size
                            TIME
                                     = CPU Time
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 SHR
                            SWAP
                                                       nsUTS
                                                                = UTS namespace
          = Shared Memory
                                     = Swapped Size
          = Process Statu
                            CODE
                                     = Code Size (Ki
 %CPU
         = CPU Usage
                            DATA
                                     = Data+Stack (K
 %MEM
         = Memory Usage
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                                     = Minor Page Fa
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                            nDRT
                                     = Dirty Pages C
 PPID
          = Parent Proces
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 UID
                                     = Task Flags <s
          = Effective Use
                            Flags
 RUID
                            CGROUPS = Control Group
          = Real User Id
 RUSER
                            SUPGIDS = Supp Groups I
          = Real User Nam
 SUID
          = Saved User Id
                            SUPGRPS = Supp Groups N
 SUSER
          = Saved User Na
                            TGID
                                     = Thread Group
 GID
                            ENVIRON = Environment v
          = Group Id
 GROUP
          = Group Name
                            vMj
                                     = Major Faults
  PGRP
          = Process Group
                            vMn
                                     = Minor Faults
```

Figure: Moving Fields: "f"

### **TOP (4)**

```
@rmsbase: ~
                        × @r... × @je... × @r... × @r... ×
                                                           @r... × @r... × @r... ×
Fields Management for window 1:Def, whose current sort field is %CPU
  Navigate with Up/Dn, Right selects for move then <Enter> or Left commits,
   'd' or <Space> toggles display, 's' sets sort. Use 'g' or <Esc> to end!
 PID
         = Process Id
                            SUID
                                    = Saved User Td
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                                                               = Minor Faults
 VIRT
         = Virtual Image
                            SUSFR
                                    = Saved User Na
                                                      nsIPC
                                                               = IPC namespace
 RES
         = Resident Size
                            GID
                                                      nsMNT
                                    = Group Id
                                                               = MNT namespace
 SHR
         = Shared Memory
                            GROUP
                                    = Group Name
                                                      nsNET
                                                               = NET namespace
 SWAP
         = Swapped Size
                            PGRP
                                    = Process Group
                                                      nsPID
                                                               = PID namespace
 CODE
         = Code Size (Ki
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 DATA
         = Data+Stack (K
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                                                               = UTS namespace
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         = Res+Swap Size
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                                    = Session Id
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         = Dirty Pages C
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                                    = Number of Thr
 PPID
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                            P
                                    = Last Used Cpu
 %MEM
         = Memory Usage
                            TIME
                                    = CPU Time
 USER
         = Effective Use
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 %CPU
         = CPU Usage
                            CGROUPS = Control Group
 TIME+
         = CPU Time, hun
                            SUPGIDS = Supp Groups I
                            SUPGRPS = Supp Groups N
 COMMAND = Command Name/
 UID
                            TGID
         = Effective Use
                                    = Thread Group
 RUID
                            ENVIRON = Environment v
         = Real User Id
 RUSER
         = Real User Nam
                            vMi
                                    = Maior Faults
```

Figure: Moving Fields

# TOP(5)

	@rmsbase: ~/I	Downloads						
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KiB Sv	vap: <b>10</b> 0	<b>90444</b> to	otal,	994752	free,	5692	used.	<b>12649780</b> avail Mem
PID	VIRT							nDRT
100000000000000000000000000000000000000	2377296					1642748		
1234	278216	87880	59116		2288		87880	
	2683572		1493/6	0		1856708		
	1687448			0		1179008		
2841		50860		0	292		50860	
						1474084		
	2047252					1587052		
32501			27960		76	373220	33500	
	8554396					7954584		
	2391592					1717824		
	2198448					1532152		
1292 2514	020224	0 34304	26028	0	0	440064	24204	
The second second second					36	448864		
	4515228					3757984		
32495	33488	3380	2836		96	<b>1264</b> 1716		
2412	44036 423204	11380			212			
A STATE OF THE OWNER, THE PARTY NAMED IN			5264		152			
2512	685824	74188	36868	0	552	399836	74188	0

Figure: Write Configuration .toprc: "W"

#### 06-memory

```
/* Copyright (C) 2016-2018 Rahmat M. Samik-Ibrahim
 * https://rahmatm.samik-ibrahim.vlsm.org/
 * This program is free script/software. This program is distributed in the
 * hope that it will be useful, but WITHOUT ANY WARRANTY; without even the
 * implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
 * REVO4 Mon Mar 12 17:33:30 WIB 2018
 * START Mon Oct 3 09:26:51 WIB 2016
 */
#define MSIZEO 0x10000
#define MSTZE1 0x10008
#define MSTZE2 0x10009
#define MSTZE3 0x1000A
#define MSIZE4 0x20978
#define MSIZE5 0x20979
#define MSIZE6 0x2097A
#define MSIZE7 0xF0000
#define MSTZE8 0x10000
#define MSTZE9 0x1000
#define LINE
#define MAXSTR 80
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>
#include <sys/types.h>
void printLine(int line) {
   while(line-- > 0) putchar('x');
  putchar('\n'):
  fflush(NULL):
```

### 06-memory (2)

```
void main (void) {
   int
        msize[] = {MSIZE0, MSIZE1, MSIZE2, MSIZE3, MSIZE4,
                    MSIZE5, MSIZE6, MSIZE7, MSIZE8, MSIZE97:
   int ii. ii:
   int myPID = (int) getpid();
   char strSYS1[MAXSTR], strOUT[MAXSTR];
   char* chrStr = strSYS1:
   char* chrPTR:
   printLine(LINE):
   sprintf(strSYS1, "top -b -n 1 -p%d | tail -5", myPID);
   system (strSYS1);
   sprintf(strSYS1, "top -b -n 1 -p%d | tail -1", mvPID);
  for (ii=0; ii< (sizeof(msize)/sizeof(int)); ii++){
     chrStr = malloc(msize[ii]);
     fgets(strOUT, sizeof(strOUT)-1, popen(strSYS1, "r"));
     strOUT[(int) strlen(strOUT)-1]='\0':
     printf("%s [%X]\n", strOUT, msize[ii]);
     free(chrStr):
   7
  for (ii=0: ii< (sizeof(msize)/sizeof(int)): ii++){
     chrPTR = chrStr = malloc(msize[ii]):
     for (ii=0:ii<msize[ii]:ii++)
         *chrPTR++='x':
     fgets(strOUT, sizeof(strOUT)-1, popen(strSYS1, "r"));
      strOUT[(int) strlen(strOUT)-1]='\0':
     printf("%s [%X]\n", strOUT, msize[ii]);
     free(chrStr);
}
```

### 06-memory (2)

>>>> \$ ./06-memory KiB Mem: 8197060 total, 957928 used, 7239132 free, 192520 buffers KiB Swap: 660108 cached 683004 total, 0 used, 683004 free. Mem PID VIRT RES SHR. SWAP CODE DATA USED nDRT [10000] [10008] Γ100091 [1000A] [20978] [20979] [2097A] [F0000] [10000] [1000] 

# 06-memory (3)

4362	4376	1200	1068	0	4	524	1200	0 [1000]
4362	4376	1200	1068	0	4	524	1200	0 [10000]
4362	4376	1276	1068	0	4	524	1276	0 [10008]
4362	4376	1276	1068	0	4	524	1276	0 [10009]
4362	4376	1284	1068	0	4	524	1284	0 [1000A]
4362	4376	1284	1068	0	4	524	1284	0 [20978]
4362	4376	1352	1068	0	4	524	1352	0 [20979]
4362	4376	1352	1068	0	4	524	1352	0 [2097A]
4362	5340	2144	1068	0	4	1488	2144	0 [F0000]
4362	5340	2324	1068	0	4	1488	2324	0 [10000]
4362	5340	2324	1068	0	4	1488	2324	0 [1000]
>>>>> \$								

#### The End

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