

# Lecture-9

## Chapter - 8

Computer Organization and Architecture Designing -  
William Stallings

## Virtual Memory

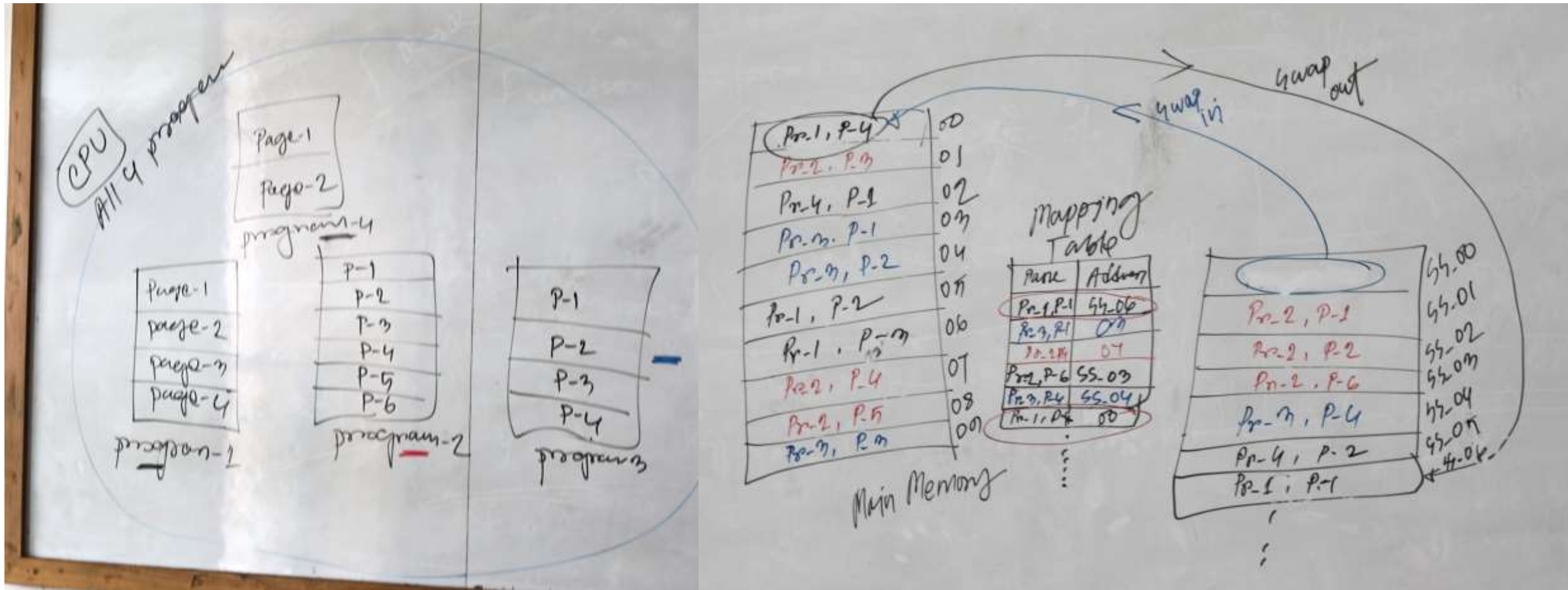
# Virtual Memory

## Virtual Memory:

- Separation of user logical memory from physical memory
- Only part of the program needs to be in memory for execution
- Logical address space can therefore be much larger than physical address space
- Allows for more efficient process creation
- Virtual memory takes **program address** and **maps** them to **RAM addresses**
- **With no virtual memory**: the program crash if we try to access more RAM that we have
- **With virtual memory**: mapping gives us flexibility in how we use the RAM
- Virtual memory mapping let us use our **disk** to give the **illusion** of **unlimited memory**

Virtual memory can be implemented via: Demand paging and Demand segmentation

# Virtual Memory



# Virtual Memory Diagram

virtual memory

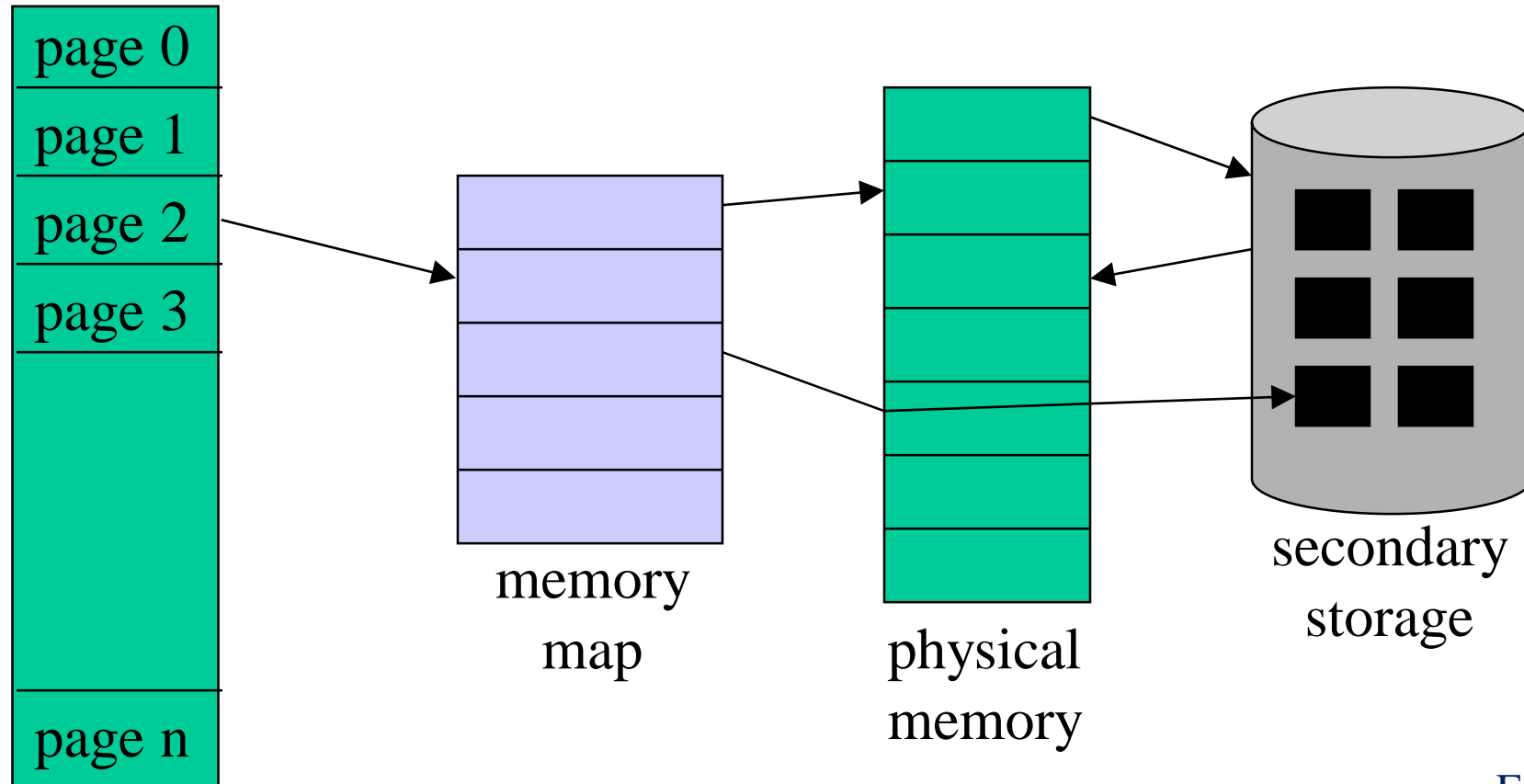
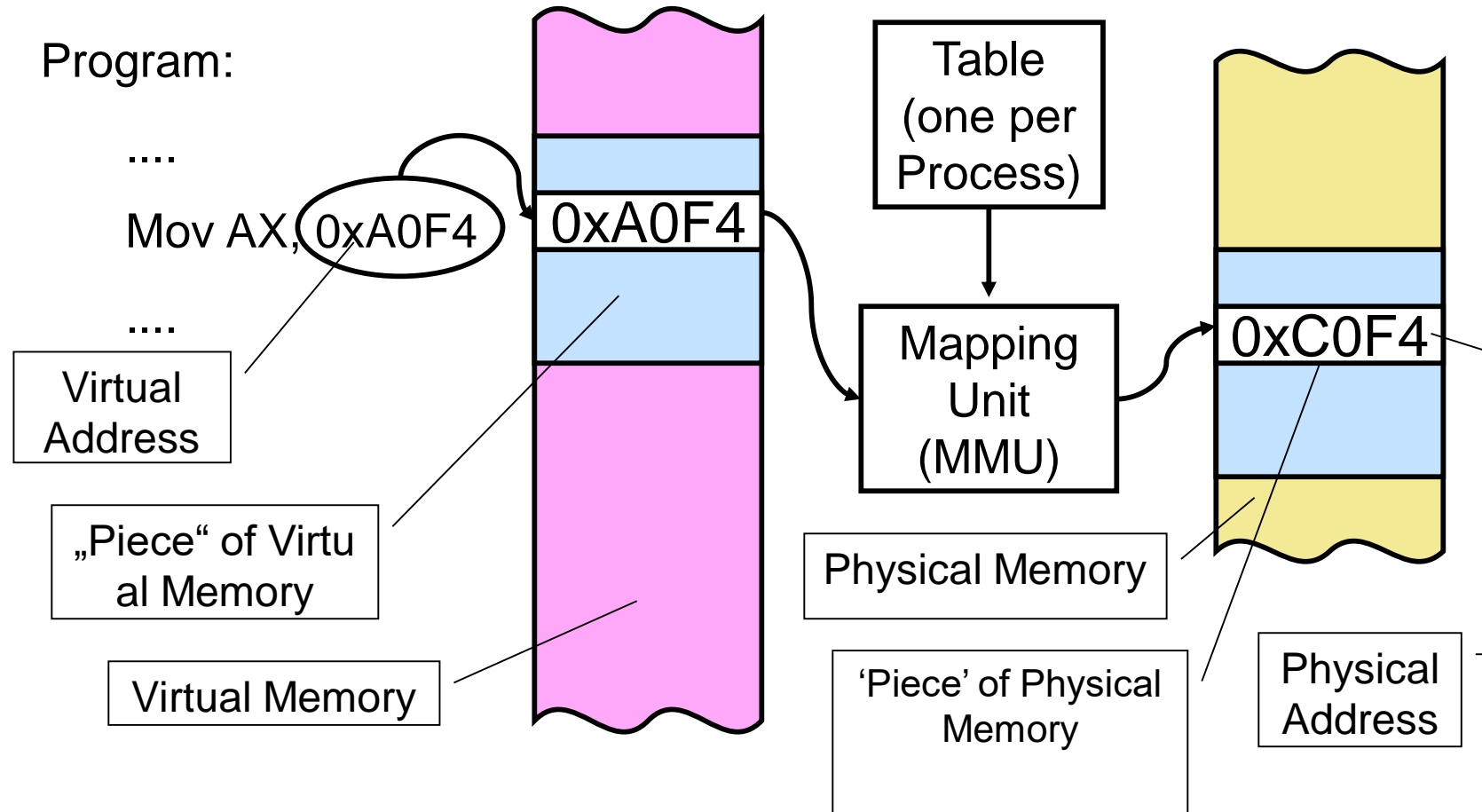


Fig. 9.1, p.291

# What is Virtual Memory



[Supporting Video Link](#)

# Virtual Memory Mapping

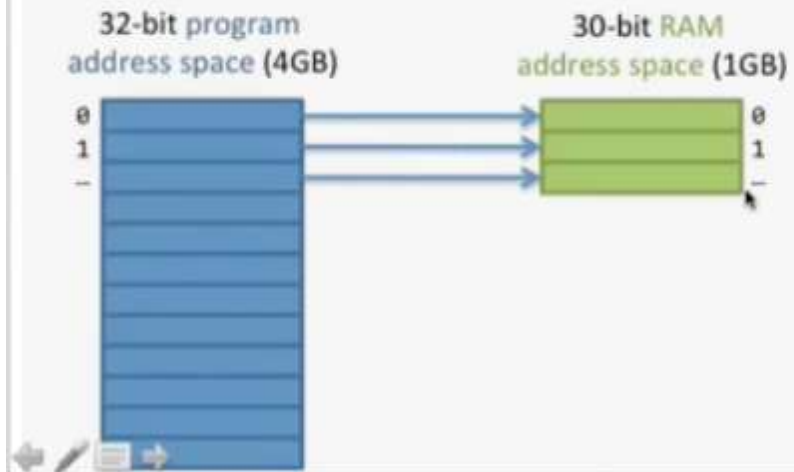
## Virtual memory is a layer of indirection

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“Any problem in computer science can be solved by adding indirection.”

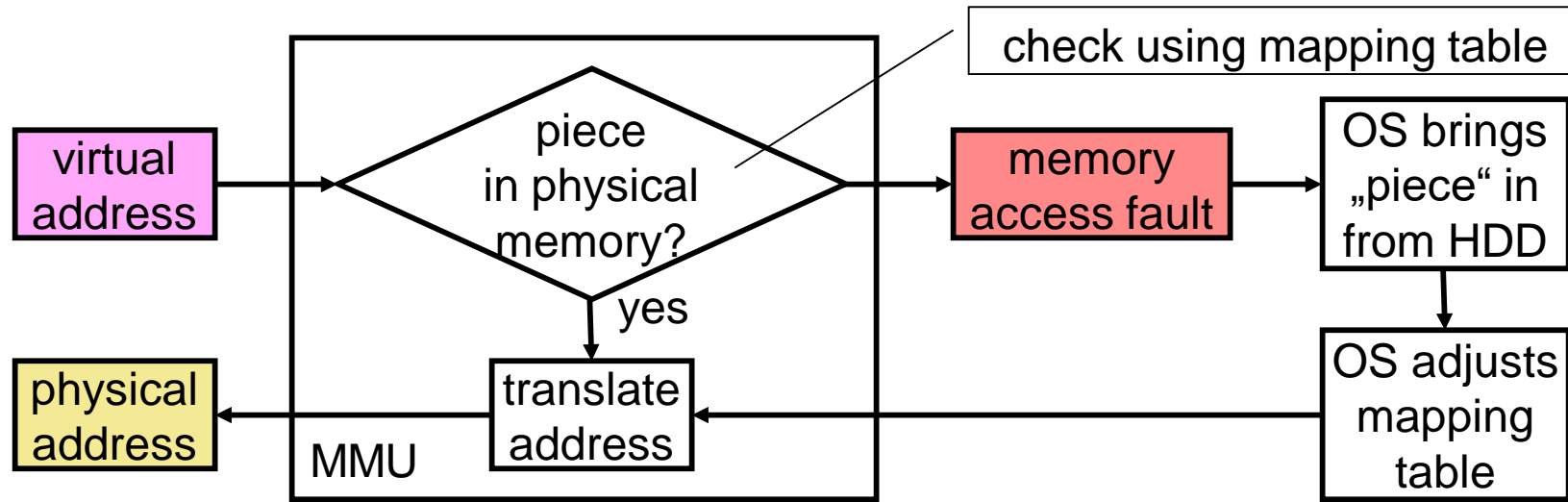
### Without Virtual Memory

Program Address = RAM Address



# The Mapping Process Flowchart

- Usually every process has its own mapping table
- Not every piece of VM has to be present in PM
  - “Pieces“ may be loaded from HDD as they are referenced
  - Rarely used “pieces“ may be discarded or written out to disk (→ swapping)



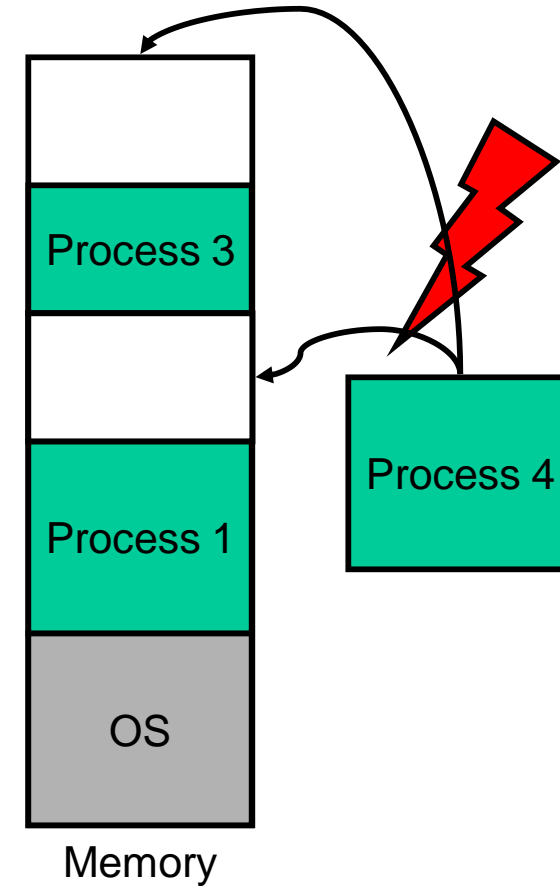
# Why Virtual Memory (VM)

To overcome shortage of memory

- Efficient memory management needed
- Process may be too big for physical memory
- More active processes than physical memory can hold

- Requirements of multi-programming

- Efficient protection scheme
- Simple way of sharing



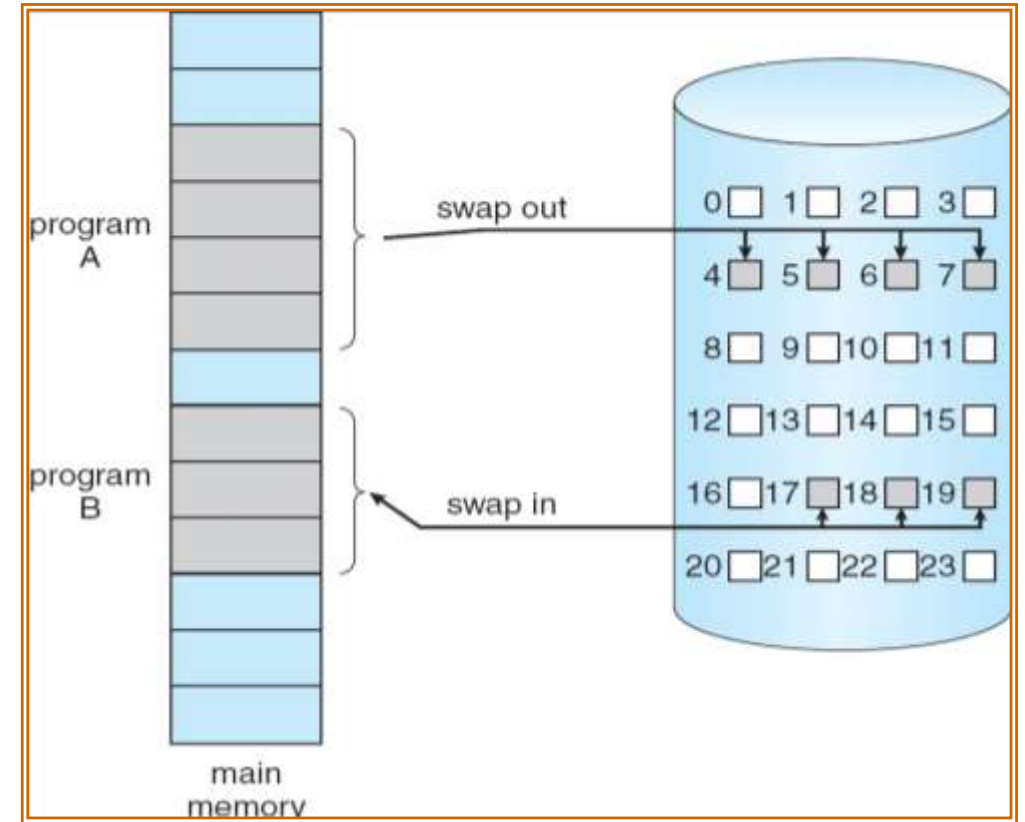


# Demand Paging

- **Demand paging** is a virtual memory technique where only necessary program pages are loaded into physical memory, reducing memory usage.
- When a page is accessed but not in memory, it is retrieved from secondary storage.
- This approach improves resource sharing and reduces initial loading time, but can cause performance issues if there are frequent page faults.
- Various strategies, like page replacement algorithms, are used to handle page evictions.
- Here are the advantages of Demand Paging:
  - Efficient memory utilization
  - Faster program startup
  - Effective resource sharing
  - Reduced disk I/O operations
  - Flexibility in program size
  - Improved overall system performance

# Transfer of a Paged Memory to Contiguous Disk Space

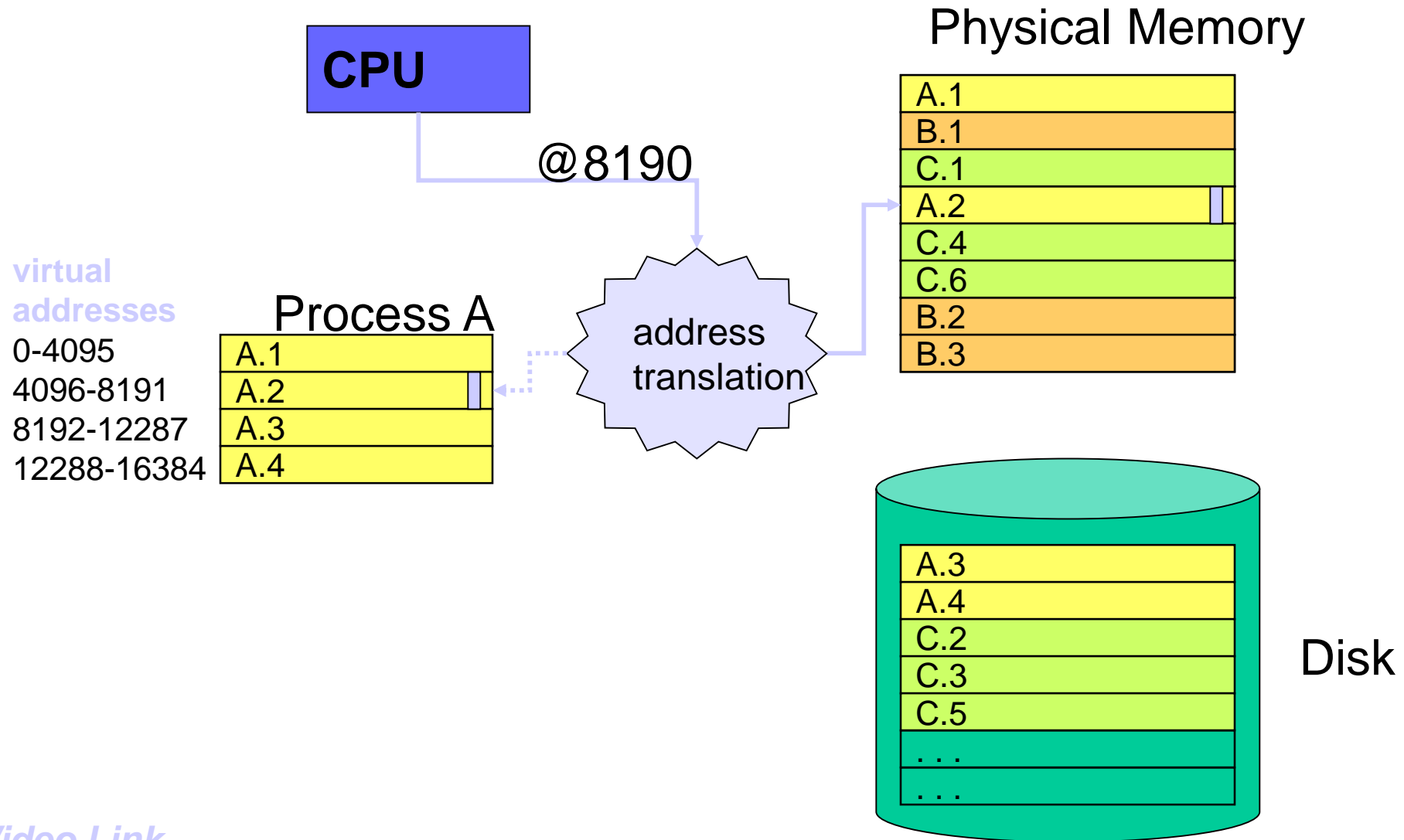
- Swapping is a technique used to replace pages or segments of data in memory.
- It enables a computer to execute programs and manipulate data files larger than main memory.
- When the operating system needs data from the disk, it performs an exchange of a portion of data in main memory (called a page or segment) with a portion of data on the disk.
- Swapping is commonly performed in operating systems like OS/2, Windows, and UNIX, and it is often referred to as paging.
- The process of moving a set of paged data sets from auxiliary storage to real storage during the execution of a job is known as swap-in.
- Conversely, when data is moved from real storage back to auxiliary storage, it is called swap out.



# What is a Process

- A **process** in virtual memory is typically refers to the state of a running program.
- It includes essential components such as a program counter, page table, and register values.
- The program counter keeps track of the next instruction to be executed.
- The page table maps virtual addresses to physical addresses in memory.
- Register values store the current execution context of the process.

# Address Translation



[Supporting Video Link](#)

# Address Translation

## Making VM work: translation

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**How does a program access memory?**

1. Program executes a load specifying a **virtual address (VA)**

Program  
Virtual Address space

Processor

`ld R3, 1024(R0)`



# Address Translation Example

Process A

A.1
A.2
A.3
A.4

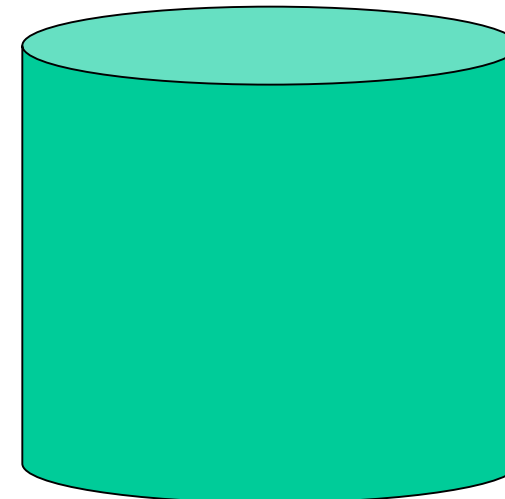
Process B

B.1
B.2
B.3

Process C

C.1
C.2
C.3
C.4
C.5
C.6

Physical Memory

Disk

# Example: Address Translation

Process A

A.1
A.2
A.3
A.4

Process B

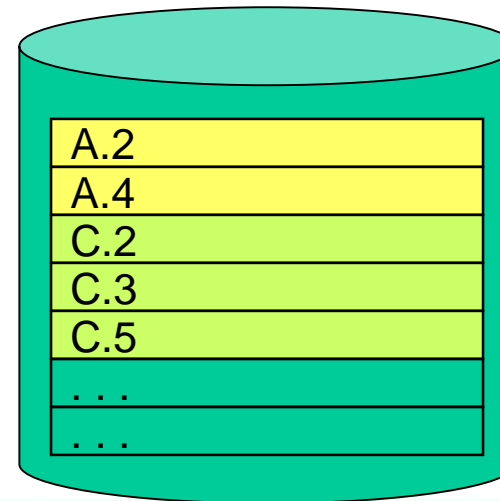
B.1
B.2
B.3

Process C

C.1
C.2
C.3
C.4
C.5
C.6

Physical Memory

A.1
B.1
C.1
A.3
C.4
C.6
B.2
B.3



Disk

# Memory Protection

- Virtual memory ensures protection
- Process A cannot read/write into the memory of process B
- As we're going to see, this is easily enforced by the virtual memory address translation scheme

Process A

A.1
A.2
A.3
A.4

Process B

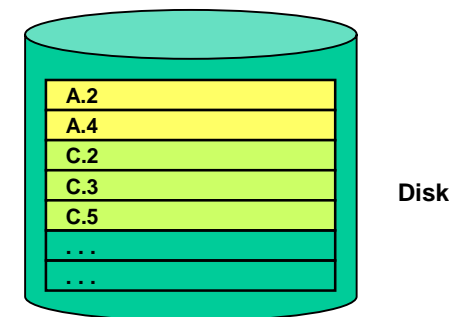
B.1
B.2
B.3

Process C

C.1
C.2
C.3
C.4
C.5
C.6

Physical Memory

A.1
B.1
C.1
A.3
C.4
C.6
B.2
B.3





# Paging and Page Table

**Paging:** is a memory management technique that divides physical memory and the virtual address space into fixed-size blocks called pages.

- Each process has its own page table
- Each page table entry contains the frame number of the corresponding page in main memory
- A bit is needed to indicate whether the page is in main memory or not

**Page Table:** Page table is a data structure used in virtual memory systems to map virtual addresses to physical addresses. It acts as a translation mechanism between the virtual address space of a process and the physical memory.

- The entire page table may take up too much main memory
- Page tables are also stored in virtual memory
- When a process is running, part of its page table is in main memory

# Page Size and Page Faults

**Page Size:** Page size in virtual memory refers to the fixed-size blocks into which both the virtual address space and physical memory are divided.

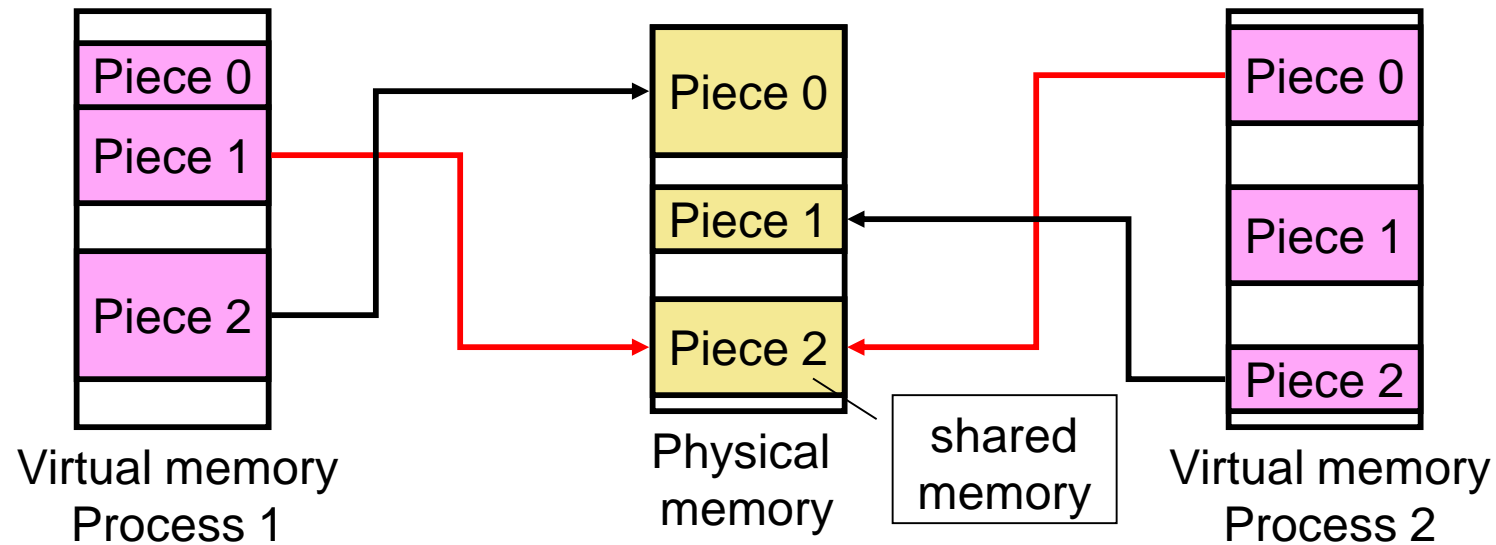
- It determines the granularity at which memory is divided.
- Both the virtual address space and physical memory are divided into pages of the same size.
- Page size is typically set by the operating system and remains constant.
- The most common page sizes are 4 KB, 8 KB, and 16 KB.

**Page Faults:** Page faults in virtual memory occur when a process references a page that is not currently present in physical memory.

- It happens when the required page needs to be fetched from secondary storage.
- Page faults are handled by the operating system, which retrieves the needed page.
- Handling page faults involves swapping pages in and out of memory.
- Page faults can impact system performance if they occur frequently.

# VM:Sharing

Pieces of different processes mapped to one single piece of physical memory



[Supporting Video Link](#)

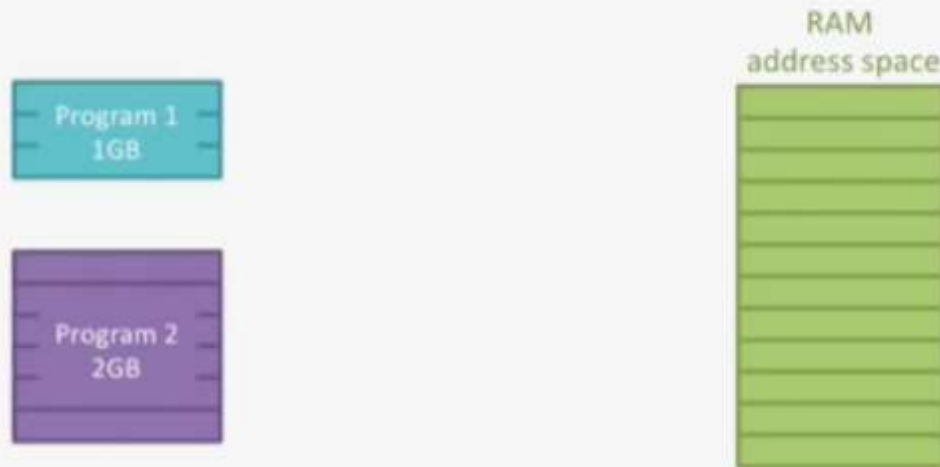
# VM: Sharing and Protection

## Solving the problems: #3 keeping programs secure

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### With Virtual Memory

Program Address **Maps to** RAM Address



# Advantages & Disadvantages of Virtual memory

## Advantages of virtual memory:

- Efficient memory utilization
- Ability to run larger programs than available physical memory
- Process isolation and protection
- Simplified memory management

## Disadvantages of virtual memory:

- Potential for increased page faults and slower performance
- Overhead of address translation and page table management
- Dependency on secondary storage for page retrieval
- Complexity in managing page replacement algorithms

# Thank You