

Fixed Partitioning

⇒ M.M is divided into no. of static partitions at sys generation time.

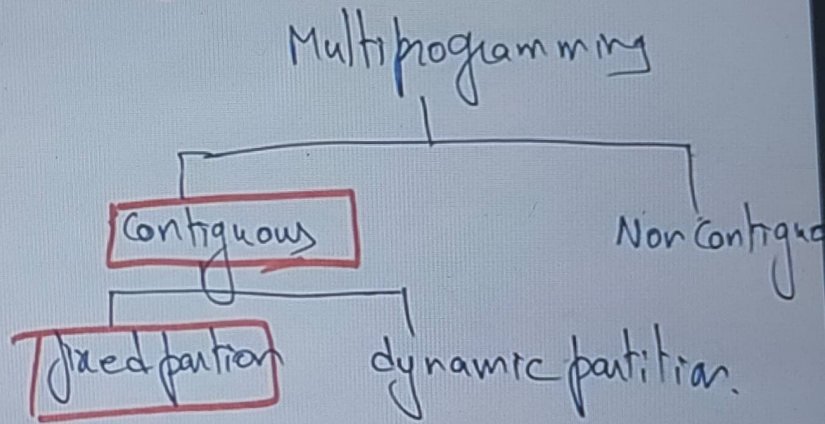
- * Equal size partition
- * unequal size partition.

Pros:

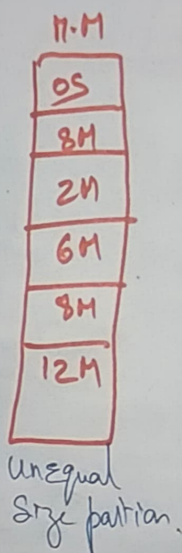
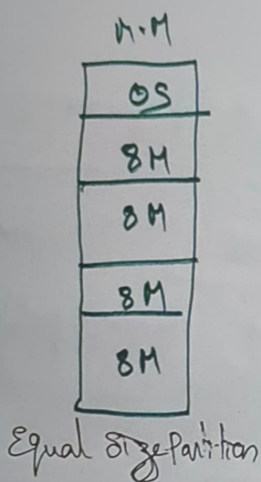
- * simple to implement
- * little OS overhead.

Cons:

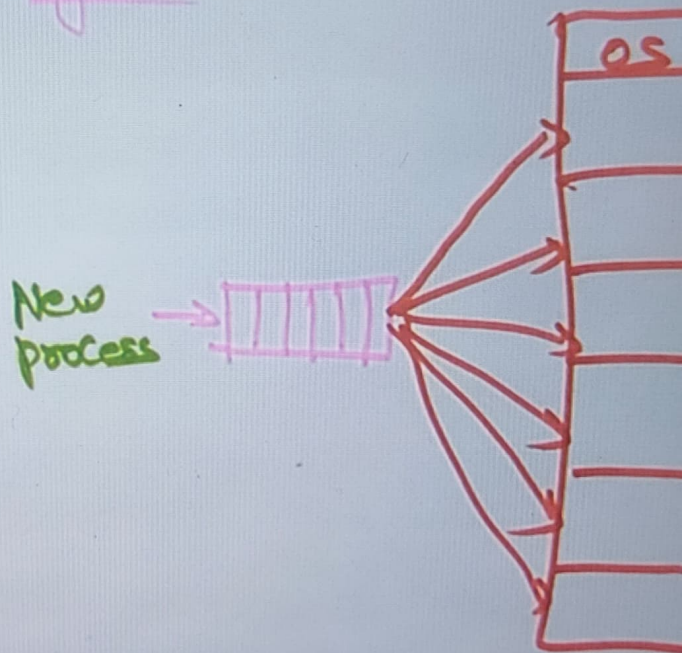
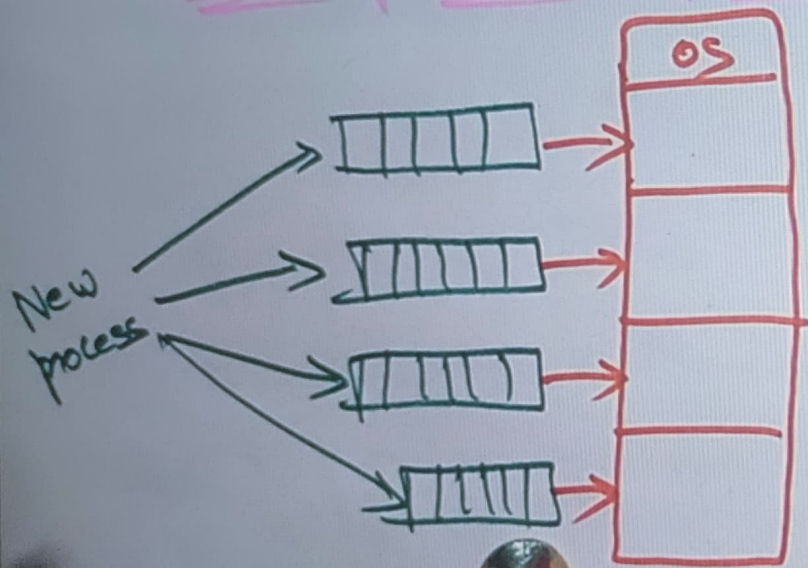
- * Inefficient
- * Max_{im} no of active process



Eg:



Fixed partitioning placement Algorithm

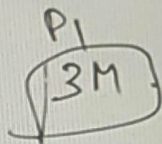


Dynamic Partitioning



Partitions are created dynamically.

* Each process is loaded into a partition of exactly the ~~size~~ same size of that process



4M
6M
8M
12M

Partitions are created dynamically.

* Each process is loaded into a partition of exactly the ~~size~~ same size of that process

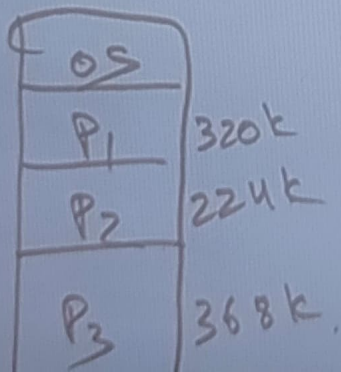
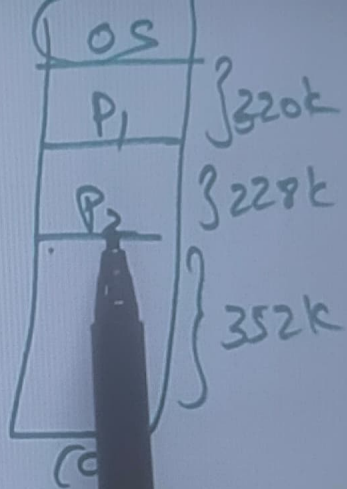
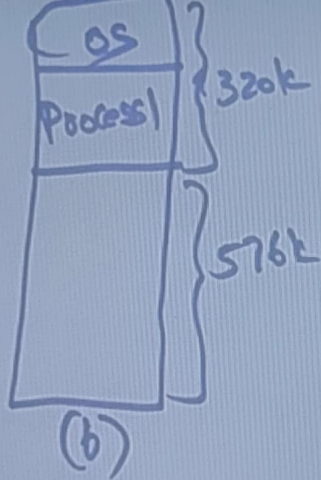
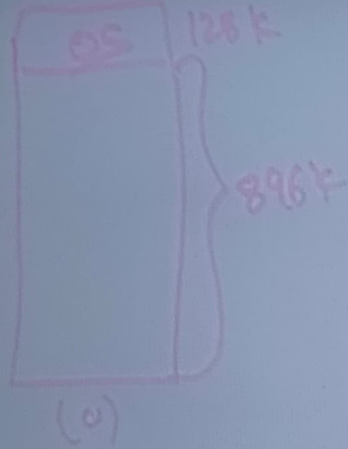
Placement Algorithm :

First fit : first hole that is big enough is allocated to prog.

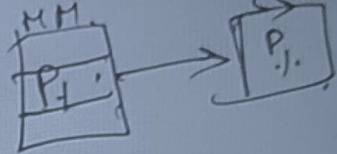
Best fit : Smallest hole that is big enough is allocated to prog

Worst fit : largest hole that is big enough is allocated

Eg 1



Fragmentation

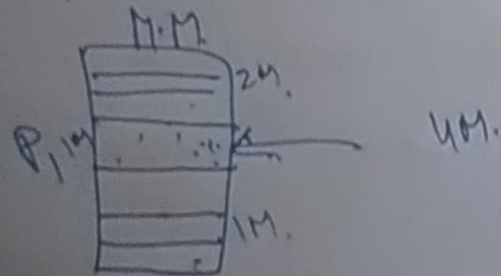


As processes are loaded & removed from memory the free memory space is broken into little pieces.

⇒ After some times that processes cannot be allocated to memory b/s of small size & memory blk remains unused.

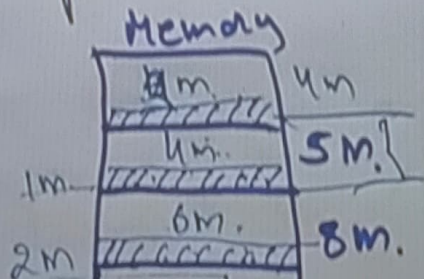
External fragmentation

Total memory space is enough to satisfy a request or reside process in it, but it is not contiguous, so it cannot be used.



Internal fragmentation

⇒ Memory block assigned to process is bigger. Some portion of memory is left unused, as it cannot be used by another process.

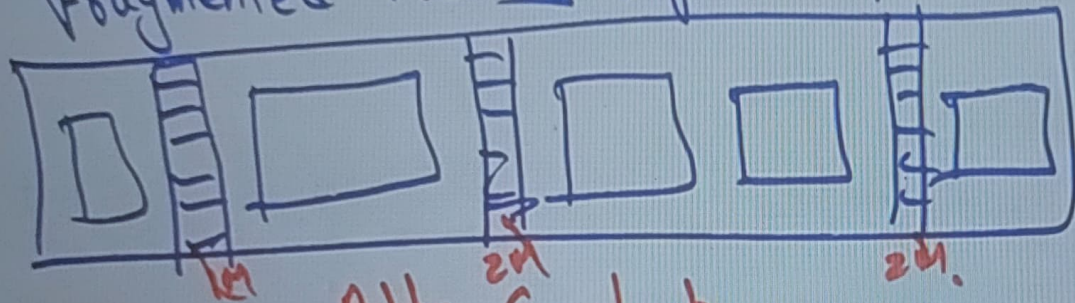


$$P_1 = 4M$$

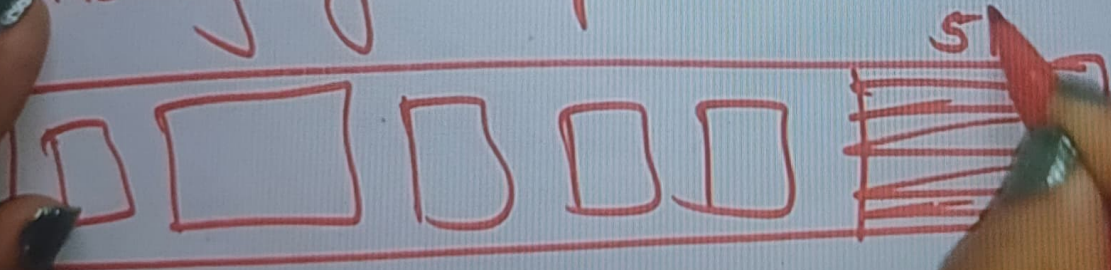
$$P_2 = 6M$$

$$P_3 = 8M$$

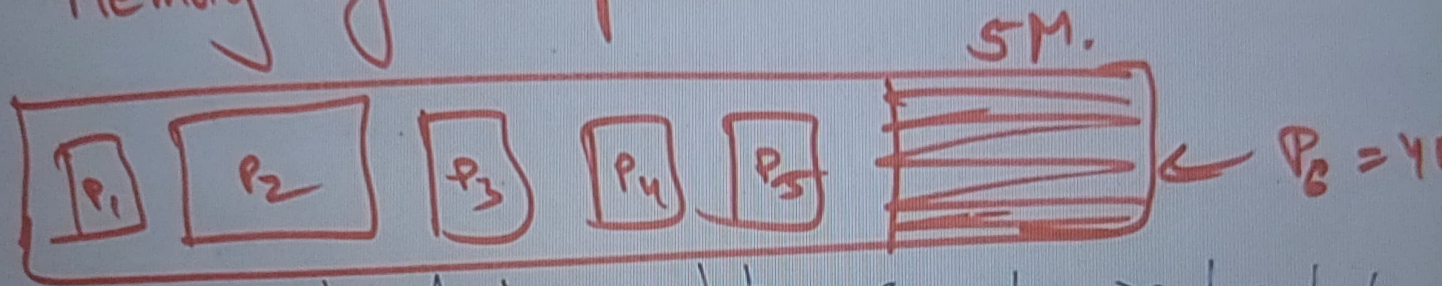
Fragmented Memory before compaction



Memory After Compaction.



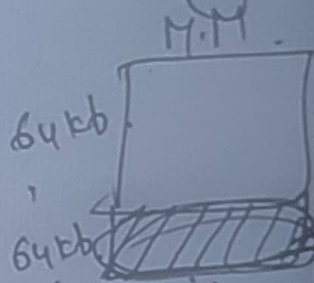
Memory After Compaction.



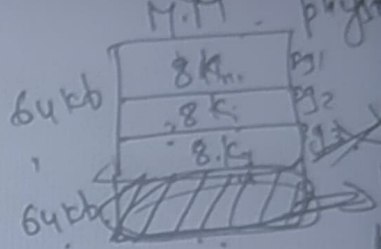
⇒ External fragmentation can be reduced by compaction or shuffle free memory together into one large block

⇒ Internal fragmentation can be reduced by effectively assigning the smallest partition but large enough for the process

★ A comp can add more memory than ~~the~~ ^{the} amount physically installed on sys this extra memory is called virtual memory.



physically installed
called virtual memory.

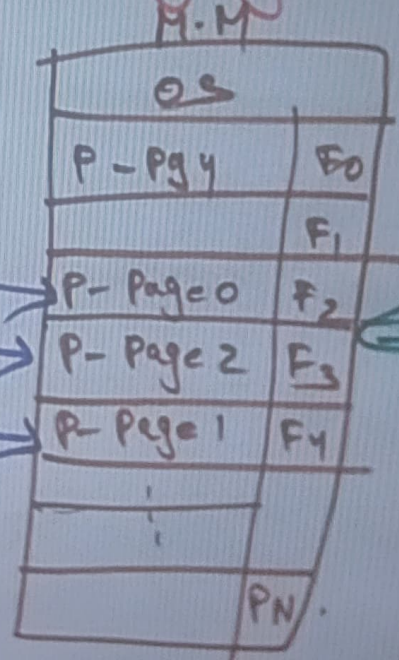
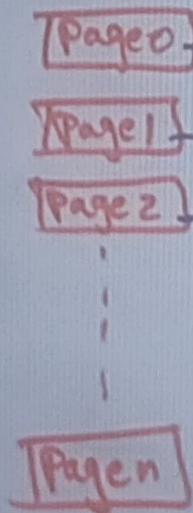
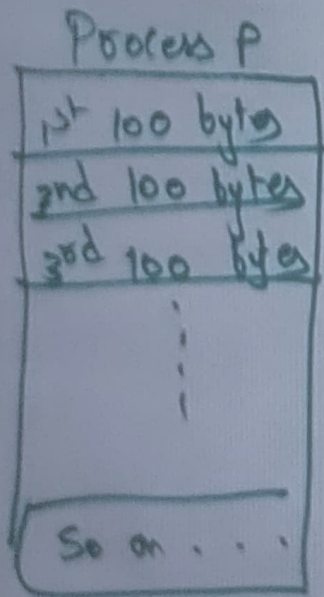


★ It is a memory management technique in which process address space is broken into blocks of same size called paging, (power of 2)

★ The size of process can be measured in no. of pages. \therefore M.M is divided into small fixed blocks (physically) of memory called frames.

Size of page == size of page

We can avoid external fragmentation.



Sec
M

Addoation translation

Page add is logical add & represented by.

$$\text{logical add} = \text{Pg no} + \text{page offset}$$

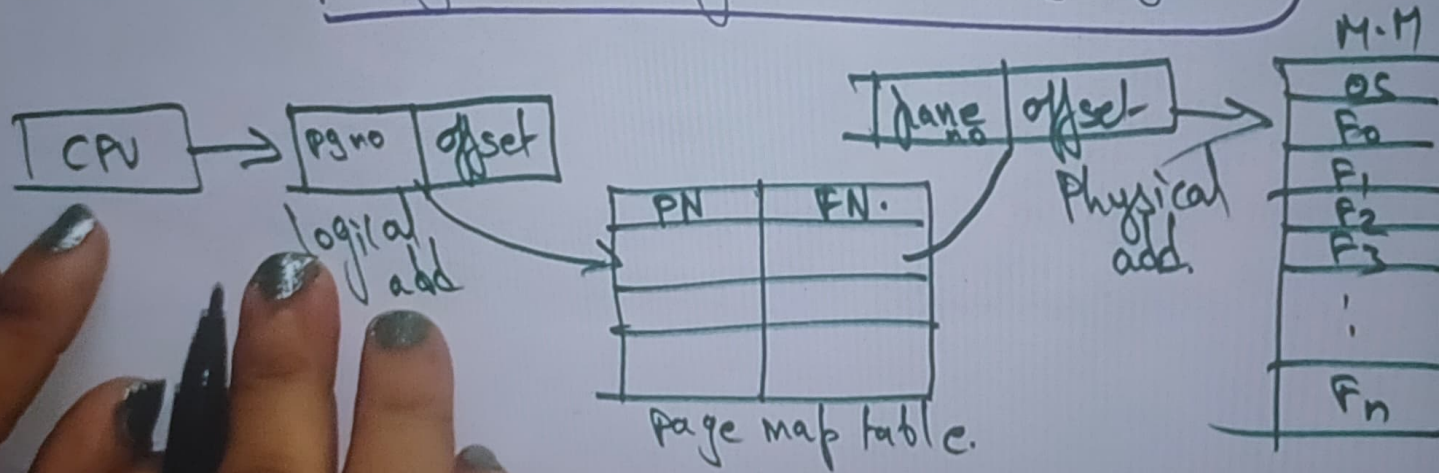
frame add is called physical add. & represent

$$\text{physical add} = \text{frame no} + \text{page offset}$$

logical add = $p \cdot n_o + p \cdot o$

frame add is called physical add. & represent

$$\text{physical add} = \text{frame no} + \text{page offset}$$



Page #	offset
3	428

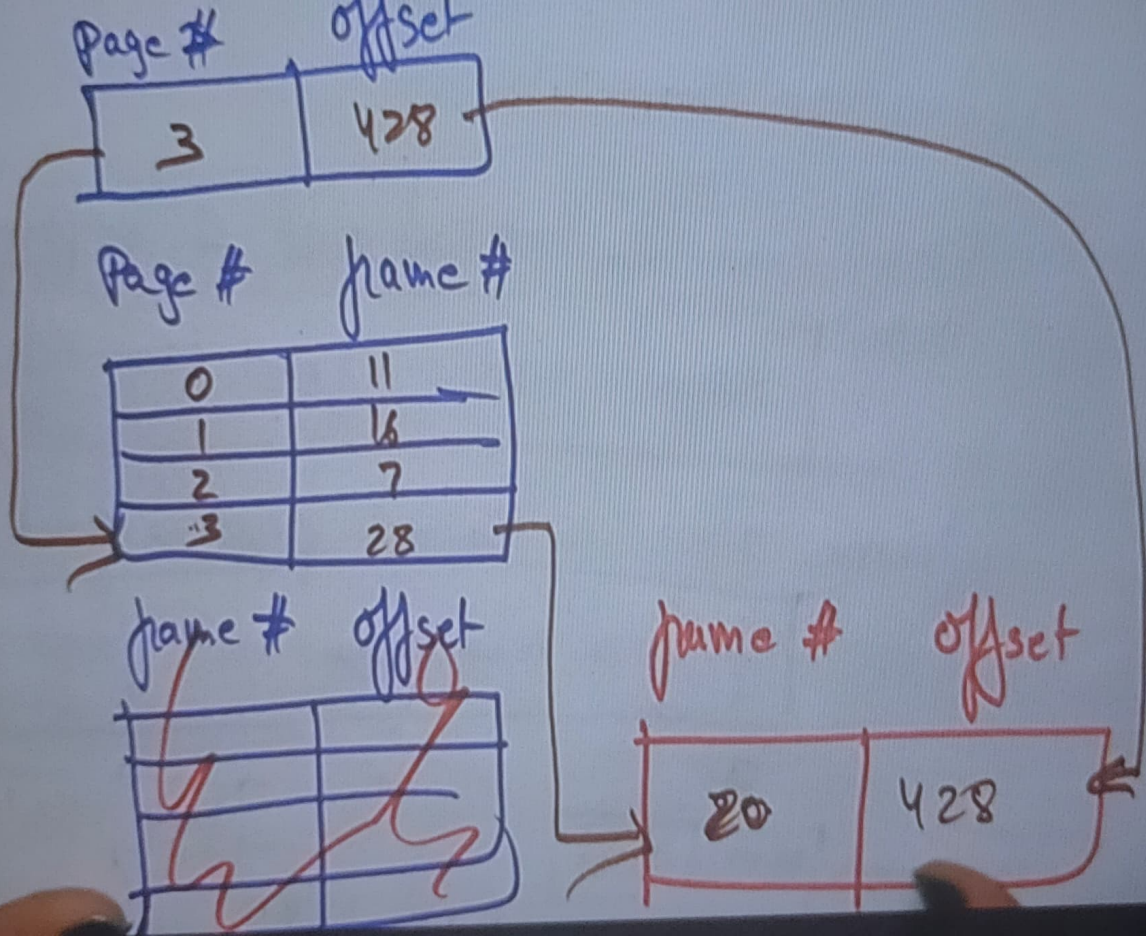
Page # frame #

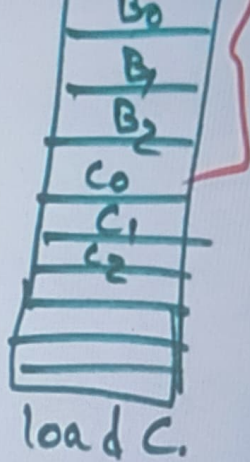
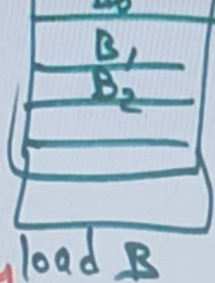
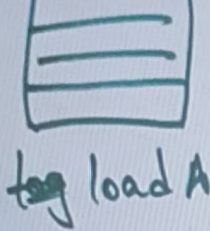
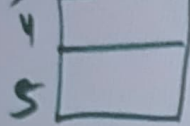
0	11
1	16
2	7
3	28

frame # offset

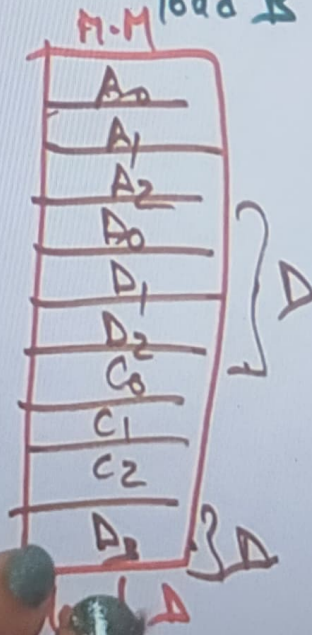
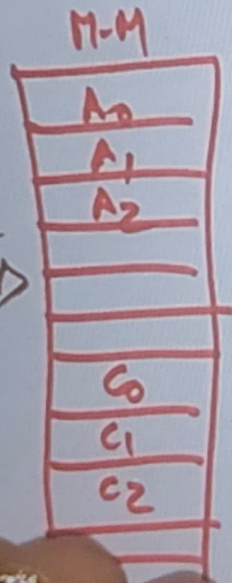
frame # offset

20	428
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Swap out B
to disk, then the
free memory can be
used by another process



A0 P, B2 D2

① FIFO

② LRU

③ optimal

① FIFO page replacement Algorithm 1

* replace the pages that has been
in memory the longest time.

Reference string: 1. 7 0 1 2 0 3 0 4 2 3 0 3 1 2 0

$P_i \Rightarrow$ Pages \Rightarrow

Page fault $\rightarrow *$
Page hit \rightarrow Hit

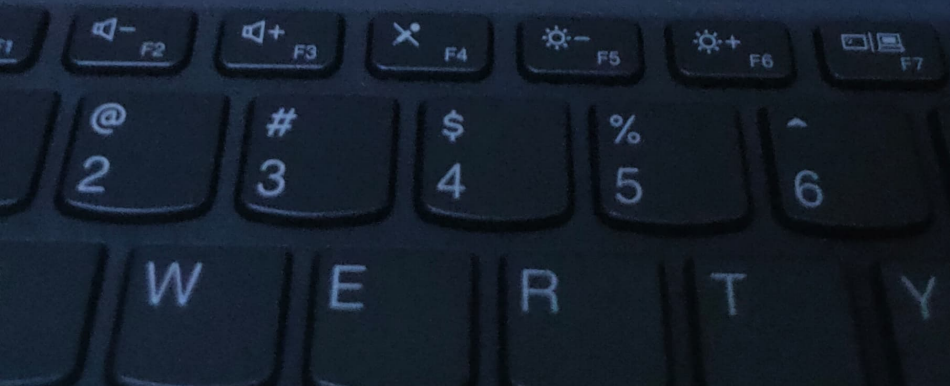
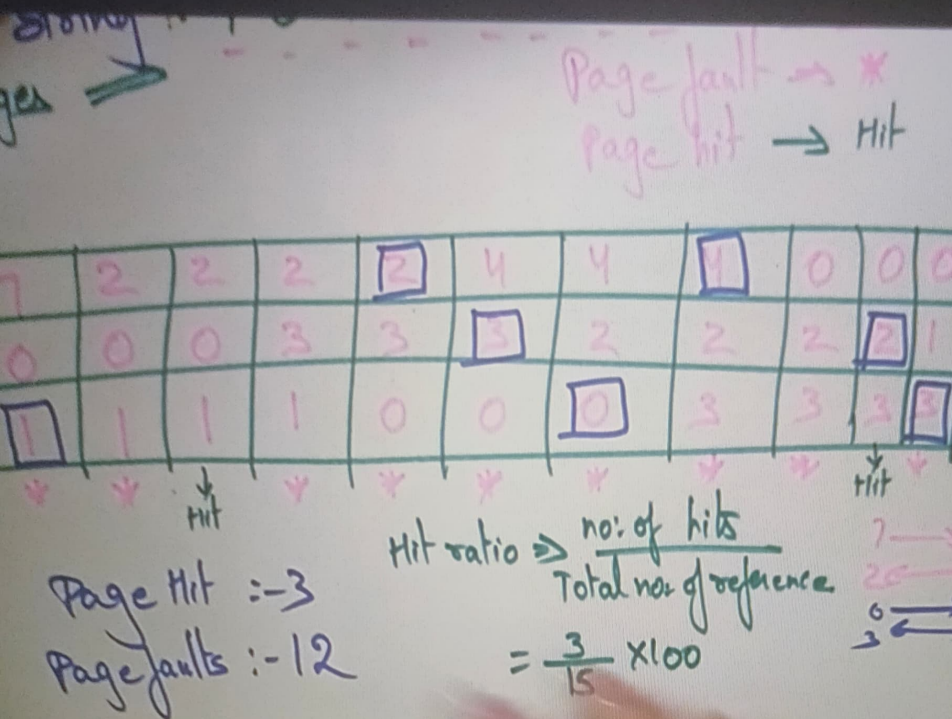
7	7	7	2	2	2	2	4	4	4	0	0			
	0	0	0	0	3	3	3	2	2	2	2			
		1	1	1	1	0	0	0	3	3	3			
*	*	*	*	↓ Hit	*	*	*	*	*	*	*	↓ Hit		

7 \rightarrow disk

2 \rightarrow 2

0 \rightarrow 0

contiguous memory allocation



LRU (Least Recently Used)

Reference
string

7 0 1 2 0 3 0 4 2 3 0 3 1 2 0

7	7	7	2	2	2	2	4	4	4	0	0	0	2	2
	0	0	0	0	0	0	0	0	3	3	3	3	3	0
		1	1	1	3	3	3	2	2	2	2	1	1	1
*	*	*	*	↑ Hit	*	↑ Hit	*	*	*	*	↑ Hit	*	*	*

Page Hit = 3

Page fault = 12

Optimal Page Replacement Algorithm

Reference string



7	0	1	2	0	3	0	4	2	3	0	3	2	1	2	0	1	7
7	7	7	2	2	2	2	2	2	2	2	2	2	2	2	2	2	7
	0	0	0	0	0	0	4	4	4	0	0	0	0	0	0	0	0
		1	1	1	3	3	3	3	3	3	3	3	1	1	1	1	1
*	*	*	*	↑	*	↑	*	↑	↑	*	↑	↑	*	↑	↑	↑	*
				Hit		Hit		Hit	Hit		Hit	Hit		Hit	Hit		