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

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University of Indonesia

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REV261 08-Dec-2020

# Operating Systems 202<sup>3</sup>) — **PJJ from HOME** ZOOM: International [Tue 08-10] — A/Matrix [Tue 10-12]

Week	Schedule & Deadline <sup>1</sup> )	Topic	OSC10 <sup>2</sup> )
Week 00	15 Sep - 21 Sep 2020	Overview 1, Virtualization & Scripting	Ch. 1, 2, 18.
Week 01	22 Sep - 28 Sep 2020	Overview 2, Virtualization & Scripting	Ch. 1, 2, 18.
Week 02	29 Sep - 05 Oct 2020	Security, Protection, Privacy, & C-language.	Ch. 16, 17.
Week 03	06 Oct - 12 Oct 2020	File System & FUSE	Ch. 13, 14, 15.
Week 04	13 Oct - 19 Oct 2020	Addressing, Shared Lib, & Pointer	Ch. 9.
Week 05	20 Oct - 26 Oct 2020	Virtual Memory	Ch. 10.
Week 06	27 Oct - 16 Nov 2020	Concurrency: Processes & Threads	Ch. 3, 4.
	29 Oct 2020	Maulid Nabi	
Week 07	17 Nov - 23 Nov 2020	Synchronization & Deadlock	Ch. 6, 7, 8.
Week 08	24 Nov - 30 Nov 2020	Scheduling + W06/W07	Ch. 5.
Week 09	01 Dec - 07 Dec 2020	Storage, Firmware, Bootloader, & Systemd	Ch. 11.
Week 10	08 Dec - 16 Dec 2020	I/O & Programming	Ch. 12.
	09 Dec 2020	Pil Kada	

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<sup>&</sup>lt;sup>1</sup>) The **DEADLINE** of Week 00 is 21 Sep 2020, whereas the **DEADLINE** of Week 01 is 28 Sep 2020, and so on...

<sup>&</sup>lt;sup>2</sup>) Silberschatz et. al.: **Operating System Concepts**, 10<sup>th</sup> Edition, 2018.

<sup>3)</sup> This information will be on **EVERY** page two (2) of this course material.

#### **STARTING POINT** — https://os.vlsm.org/

- □ **Text Book** Any recent/decent OS book. Eg. **(OSC10)**Silberschatz et. al.: **Operating System Concepts**, 10<sup>th</sup> Edition,
  2018. See also http://codex.cs.yale.edu/avi/os-book/OS10/.
  - Resources
    - □ **SCELE** https://scele.cs.ui.ac.id/course/view.php?id=3020. The enrollment key is **XXX**.
    - □ Download Slides and Demos from GitHub.com
      https://github.com/UI-FASILKOM-OS/SistemOperasi/:
      os00.pdf (W00), os01.pdf (W01), os02.pdf (W02), os03.pdf (W03),
      os04.pdf (W04), os05.pdf (W05), os06.pdf (W06), os07.pdf (W07),
      - os08.pdf (W08), os09.pdf (W09), os10.pdf (W10).
    - Problems https://rms46.vlsm.org/2/:
      195.pdf (W00), 196.pdf (W01), 197.pdf (W02), 198.pdf (W03),
      199.pdf (W04), 200.pdf (W05), 201.pdf (W06), 202.pdf (W07),
      203.pdf (W08), 204.pdf (W09), 205.pdf (W10).
- ☐ Build your own Virtual Guest

https://osp4diss.vlsm.org/

#### Week 05: Memory

- Start
- Schedule
- Week 05
- 4 Week 05
- Virtual Memory
- 6 Memory Allocation Algorothm
- TOP
- 8 06-memory
- Week 05: Check List
- 10 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

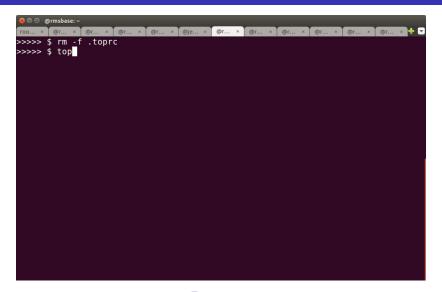


Figure: top

## TOP (2)

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3198		20	0	0	0	0 S	9.6	0.0		kworker/4:0
3062	root	20	0	0	0	0 S	5.0	0.0		kworker/1:2
3289	root	20	0	0	0	0 S	2.3	0.0		kworker/6:1
7	root	20	0	0	Θ	0 S	2.0	0.0	1:08.44	rcu_sched
3376	root	20	0	0	Θ	0 S	1.3	0.0	0:18.73	kworker/5:0
1914	root	20	0	0	0	0 S	0.3	0.0	13:10.69	kworker/2:1
1	root	20	0	28684	4736	3012 S	0.0	0.1	0:02.91	systemd
2	root	20	0	0	0	0 S	0.0	0.0	0:00.01	kthreadd
3	root	20	0	0	0	0 S	0.0	0.0	0:15.26	ksoftirqd/0
5	root	0	-20	0	0	0 S	0.0	0.0	0:00.00	kworker/0:+
8	root	20	0	0	0	0 S	0.0	0.0	0:00.00	rcu bh
9	root	rt	0	0	0	0 S	0.0	0.0	0:00.00	migration/0
10	root	rt	0	0	0	0 S	0.0	0.0	0:00.25	watchdog/0
11	root	rt	0	0	0	0 S	0.0	0.0	0:00.28	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... × @r... × @r... × @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 'q' or <Esc> to end!
 PID
          = Process Id
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          = Nice Value
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 VIRT
                                                        nsPID
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                                     = Last Used Cpu
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          = Resident Size
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                                     = CPU Time
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          = Shared Memory
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 TTMF+
          = CPU Time, hun
                             nMin
                                     = Minor Page Fa
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                                     = Dirty Pages C
          = Command Name/
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          = Effective Use
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                                     = Task Flags <s
                            CGROUPS
 RUTD
          = Real User Id
                                     = Control Group
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                            SUPGIDS = Supp Groups I
 SUID
          = Saved User Id
                            SUPGRPS = Supp Groups N
 SUSER
          = Saved User Na
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                                     = Thread Group
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          = Group Id
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 GROUP
          = Group Name
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                                     = Major Faults
  PGRP
          = Process Group
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                                     = Minor Faults
```

Figure: Moving Fields: "f"

#### **TOP (4)**

```
🗎 🗇 📵 @rmsbase: ~
       @r... × @r... × @r... × @r... × @je... × @r... × @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 'q' or <Esc> to end!
 PID
          = Process Id
                             SUID
                                     = Saved User Id
                                                        vMn
                                                                = Minor Faults
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          = Virtual Image
                             SUSER
                                     = Saved User Na
                                                        nsIPC
                                                                = IPC namespace
          = Resident Size
 RES
                             GID
                                     = Group Id
                                                        nsMNT
                                                                = MNT namespace
 SHR
                             GROUP
          = Shared Memory
                                     = Group Name
                                                        nsNET
                                                                = NET namespace
 SWAP
          = Swapped Size
                             PGRP
                                     = Process Group
                                                        nsPID
                                                                = PID namespace
 CODE
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                                     = Major Page Fa
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          = Priority
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                                     = Minor Page Fa
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                             SUPGIDS = Supp Groups I
 COMMAND
         = Command Name/
                             SUPGRPS = Supp Groups N
 UID
          = Effective Use
                             TGID
                                     = Thread Group
 RUID
          = Real User Id
                             ENVIRON = Environment v
 RUSER
          = Real User Nam
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                                     = Major Faults
```

Figure: Moving Fields

## TOP (5)

		-								
	@rmsbase: ~/I			-						
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PID	VIRT	RES						nDRT		
	2377296					1642748				
1234	278216	87880	59116		2288	25164				
	2683572					1856708				
	1687448					1179008				
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	8554396					7954584				
	2391592					1717824				
	2198448					1532152				
1292		0	0		0	0	0			
2514		34304			36	448864				
	4515228					3757984				
32495	33488				96	1264				
	44036				212					
2412		11380	5264	0	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 7239132 free, KiB Mem: 8197060 total, 957928 used, 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]
>>>>> \$								

# Week 05: Check List (Deadline: Monday, 26-Oct-2020).

- ☐ Week 05 Token: **12345**
- ☐ Week 05: Assignment
  - Read: (OSC10 chapter 10)
  - 2 Update your Virtual Guest.
  - Visit https://os.vlsm.org/GitHubPages/. Review Last Week TOP 10 List and pick at least 3 out of your 10 closest neighbors. See https://cbkadal.github.io/os202/TXT/myrank.txt.
  - Create your TOP 10 List of Week 05 (e.g. https://cbkadal.github.io/os202/w05/).
    Do not use lecture material. Please be more creative!
  - Sun "chktoken 12345" and write the result into myW05token.txt.
  - Oownload https://os.vlsm.org/WEEK/W05.tar.bz2.asc and write the result into TXT/myW05.txt.
  - Update your log (e.g. https://cbkadal.github.io/os202/TXT/mylog.txt).
  - Update bash script (e.g. https://cbkadal.github.io/os202/TXT/myscript.sh).
  - Make SHA256SUM and sign it (detached, armor) as SHA256SUM.asc.
- ☐ The "Assignment Day" is every Thursday morning.
- ☐ This page is https://os.vlsm.org/Slides/check05.pdf.

#### The End

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