CSGE602055 Operating Systems CSF2600505 Sistem Operasi Week 05: Virtual Memory

Rahmat M. Samik-Ibrahim (ed.)

University of Indonesia

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Operating Systems 2020-1 (A, B, C, D, E) **from HOME**

Week	Schedule	Topic	OSC10
Week 00	27 Jan - 02 Feb 2020	Overview 1, Virtualization & Scripting	Ch. 1, 2, 18.
Week 01	03 Feb - 09 Feb 2020	Overview 2, Virtualization & Scripting	Ch. 1, 2, 18.
Week 02	10 Feb - 16 Feb 2020	Security, Protection, Privacy,	Ch. 16, 17
		& C-language	
Week 03	17 Feb - 23 Feb 2020	File System & FUSE	Ch. 13, 14, 15
Week 04	24 Feb - 01 Mar 2020	Addressing, Shared Lib, & Pointer	Ch. 9
Week 05	02 Mar - 08 Mar 2020	Virtual Memory	Ch. 10
Reserved	09 Mar - 13 Mar 2020	Q & E	
MidTerm	14 Mar 2020 (13:00-15:30)	MidTerm (UTS)	DONE!
Week 06	05 Apr - 11 Apr 2020	Concurrency: Processes & Threads	Ch. 3, 4
Week 07	12 Apr - 18 Apr 2020	Synchronization & Deadlock	Ch. 6, 7, 8
Week 08	19 Apr - 25 Apr 2020	Scheduling + W06/W07	Ch. 5
Week 09	26 Apr - 02 May 2020	Storage, Firmware, Bootldr, & Systemd	Ch. 11
Week 10	03 May - 09 May 2020	I/O & Programming	Ch. 12
Reserved	10 May - 16 May 2020	Q & A	
Final	08 Jun - 19 Jun 2020	Final (UAS)	This schedule is
Extra	TBA	Extra assignment confirmation	subject to change.

STARTING POINT — https://os.vlsm.org/

☐ **Text Book** — Any recent/decent OS book. Eg. (**OSC10**) Silberschatz et. al.: **Operating System Concepts**, 10th Edition, 2018. See also http://codex.cs.yale.edu/avi/os-book/OS10/. Resources All In One — BADAK.cs.ui.ac.id:///extra/(FASILKOM only!). Download Slides and Demos from GitHub.com https://github.com/UI-FASILKOM-OS/SistemOperasi/ ☐ **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). Try Demos Your own Ubuntu system. ☐ Ubuntu on VirtualBox, or VMWare, or . . . ☐ Windows Subsystem for Linux (Windows 10 only!). ☐ SSH to BADAK.cs.ui.ac.id (FASILKOM only!).

Week 05: Memory

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

Week 05 Virtual Memory: Topics¹

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

¹Source: ACM IEEE CS Curricula 2013

Week 05 Virtual Memory: Learning Outcomes¹

- 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]

¹Source: 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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PTD	USER	PR	NI	VIRT	RES	SHR	S	%CPU	%MFM	TIME+	COMMAND
	root		0	162032	112			225.2	0.0	1882:33	
3448		20	ō	0	0		S	14.0	0.0		kworker/0:2
3198	root	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	11:55.39	kworker/1:2
3289	root	20	0	0	0	0	S	2.3	0.0	3:41.00	kworker/6:1
7	root	20	0	0	0	0	S	2.0	0.0	1:08.44	rcu sched
3376	root	20	0	0	0	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	
2	root	20	0	0	0		S	0.0	0.0		kthreadd
_	root	20	0	0	0	0		0.0	0.0		ksoftirqd/0
	root		- 20	0	0		S	0.0	0.0		kworker/0:+
	root	20	0	0	0		S	0.0	0.0	0:00.00	
	root	rt	0	0	0		S	0.0	0.0		migration/0
100	root	rt	0	0	0		S	0.0	0.0		watchdog/0
100000	root	rt	0	0	0		S	0.0	0.0		watchdog/1
1000	root	rt	0	0	0		S	0.0	0.0		migration/1
13	root	20	0	0	0	0	S	0.0	0.0	0:06.80	ksoftirqd/1

Figure: "h" = help

TOP (3)

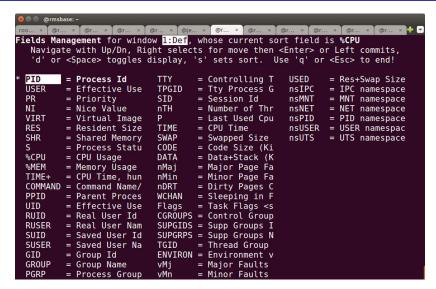


Figure: Moving Fields: "f"

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
                                                       vMn
                                                               = Minor Faults
                                    = Saved User Na
                                                               = IPC namespace
 VIRT
         = Virtual Image
                            SUSFR
                                                       nsIPC
 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
                            TTY
                                    = Controlling T
                                                      nsUSER
                                                               = USER namespac
 DATA
         = Data+Stack (K
                            TPGID
                                                      nsUTS
                                                               = UTS namespace
                                    = Tty Process G
 USED
         = Res+Swap Size
                            SID
                                    = Session Id
 nDRT
         = Dirty Pages C
                            nTH
                                    = Number of Thr
 PPID
         = Parent Proces
                            P
                                    = Last Used Cpu
 %MEM
         = Memory Usage
                            TIME
                                    = CPU Time
 USER
         = Effective Use
                            nMaj
                                    = Major Page Fa
 PR
         = Priority
                            nMin
                                    = Minor Page Fa
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         = Nice Value
                            WCHAN
                                    = Sleeping in F
         = Process Statu
                            Flags
                                    = Task Flags <s
 %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
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         = Real User Nam
                            vMi
                                    = Maior Faults
```

Figure: Moving Fields

TOP (5)

	@rmsbase: ~/I	Downloads						
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KiB Sv	vap: 10 0	90444 to	otal,	994752	free,	5692	used.	12649780 avail Mem
PID	VIRT							nDRT
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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		
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32495	33488	3380	2836		96	1264 1716		
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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 MSIZE1 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++){</pre>
      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 660108 cached KiB Swap: 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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