

CIS 657 – Principles of Operating Systems

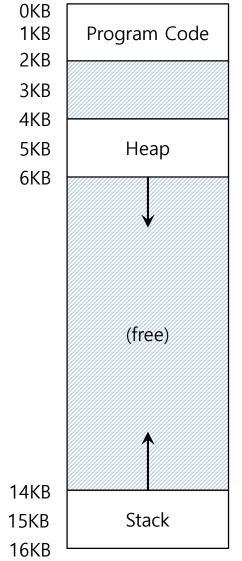
Topic: Memory – Segmentation

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Acknowledgement

- Youjip Won (Hanyang University)
- OSTEP book by Remzi and Andrea Arpaci-Dusseau (University of Wisconsin)

Inefficiency of the Base and Bound Approach



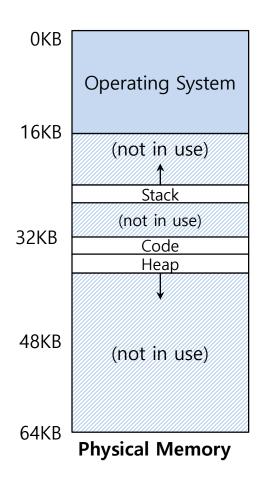
- Big chunk of "free" space
- "free" space takes up physical memory.
- Hard to run when an address space does not fit into physical memory

How to support a large address space with (potentially) a lot of free space between stack and heap?

Segmentation

- Segment is just a contiguous portion of the address space of a particular length.
 - Logically-different segment: code, stack, heap
- Each segment can be placed in different part of physical memory.
 - Base and bounds exist for each segment.

Placing Segment In Physical Memory



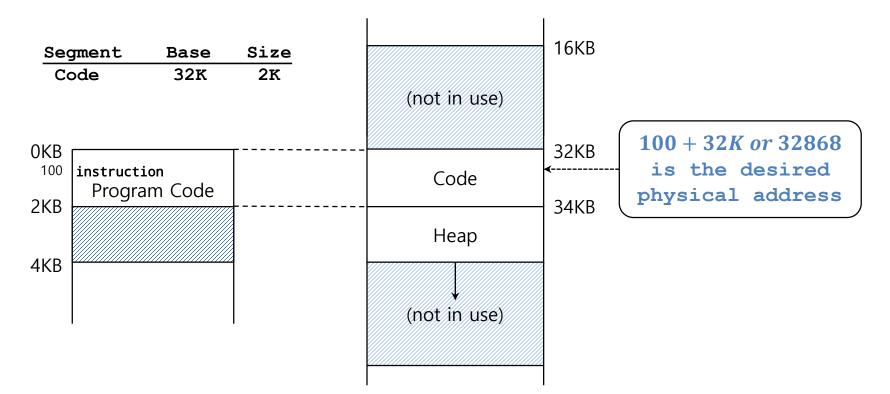
Segment	Base	Size
Code	32K	2K
Heap	34K	2K
Stack	28K	2K

Segment Register Values

Address Translation on Segmentation

$$physical\ address = offset + base$$

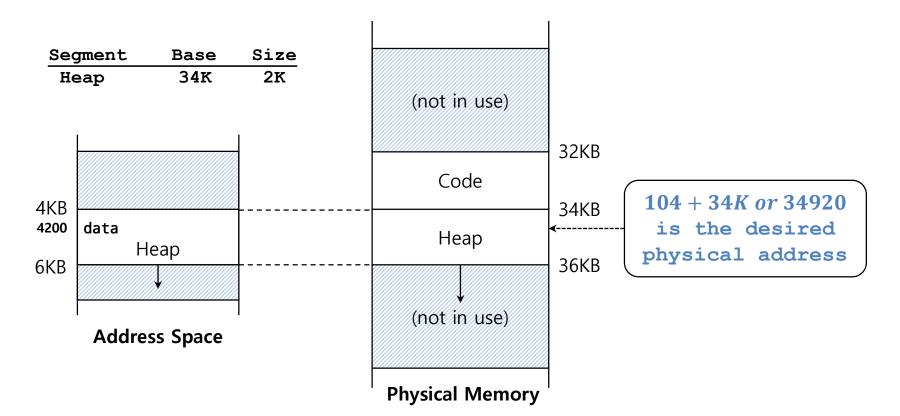
- The offset of virtual address 100 is 100.
 - The code segment starts at virtual address 0 in address space.



Address Translation on Segmentation

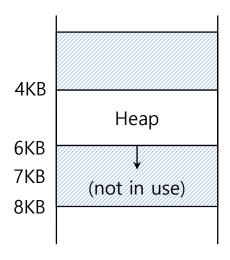
Virtual address + base is not the correct physical address.

- The offset of virtual address 4200 is 104.
 - The heap segment starts at virtual address 4096 in address space.



Segmentation Fault or Violation

- If an illegal address such as 7KB which is beyond the end of heap is referenced, the OS raises/causes segmentation fault.
 - The hardware detects that address is out of bounds.



Address Space

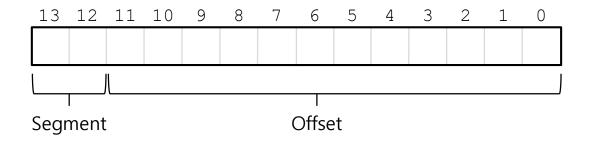
Referring to Segment

- The hardware uses segment registers during translation
- How does it know the offset into a segment?
- How does it know to which segment an address refers?

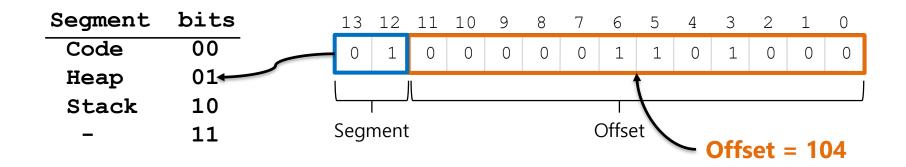
Referring to Segment

Explicit approach

 Chop up the address space into segments based on the top few bits of virtual address.



• Example: virtual address 4200 (01000001101000)



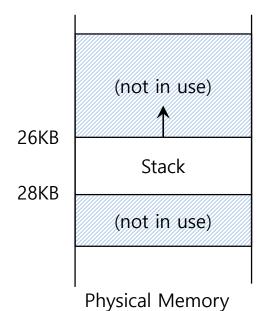
Referring to Segment

```
// get top 2 bits of 14-bit VA
Segment = (VirtualAddress & SEG_MASK) >> SEG_SHIFT
// now get offset
Offset = VirtualAddress & OFFSET_MASK
if (Offset >= Bounds[Segment])
RaiseException(PROTECTION_FAULT)
else
PhysAddr = Base[Segment] + Offset
Register = AccessMemory(PhysAddr)
```

```
- SEG_MASK = 0x3000(1100000000000)
- SEG_SHIFT = 12
- OFFSET_MASK = 0xFFF (00111111111111)
```

Referring to Stack Segment

- Stack grows backward.
- Extra hardware support is needed.
 - The hardware checks which way the segment grows.
 - 1: positive direction, 0: negative direction



Segment Register(with Negative-Growth Support)

Segment	Base	Size	Grows Positive?
Code	32K	2K	1
Heap	34K	2K	1
Stack	28K	2K	0

Support for Sharing

- Segment can be shared between address spaces
 - Between multiple processes running the same program
 - Code sharing is still in-use in systems today
 - OS "secretly" shares (read-only) memory
- Extra hardware support is needed for Protection bits.
 - A few more bits per segment to indicate permissions of read,
 write and execute.

Segment Register Values(with Protection)

Segment	Base	Size	Grows Positive?	Protection
Code	32K	2K	1	Read-Execute
Неар	34K	2K	1	Read-Write
Stack	28K	2K	0	Read-Write

OS support: Fragmentation

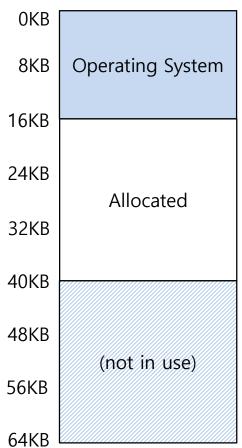
- External Fragmentation: little holes of free spaces in physical memory that make it difficult to allocate new segments.
 - There is 24KB free, but not in one contiguous segment.
 - The OS cannot satisfy the 20KB request.
- Compaction: rearranging the exiting segments in physical memory.
 - Compaction is costly.
 - **Stop** running process.
 - Copy data to somewhere.
 - Change segment register value.

Memory Compaction

Not compacted

0KB 8KB Operating System 16KB (not in use) 24KB Allocated 32KB (not in use) 40KB Allocated **48KB** (not in use) 56KB Allocated 64KB

Compacted



Reading Material

 Chapter 16 of OSTEP book – by Remzi and Andrea Arpaci-Dusseau (University of Wisconsin) http://pages.cs.wisc.edu/~remzi/OSTEP/vm-segmentation.pdf

Questions?