

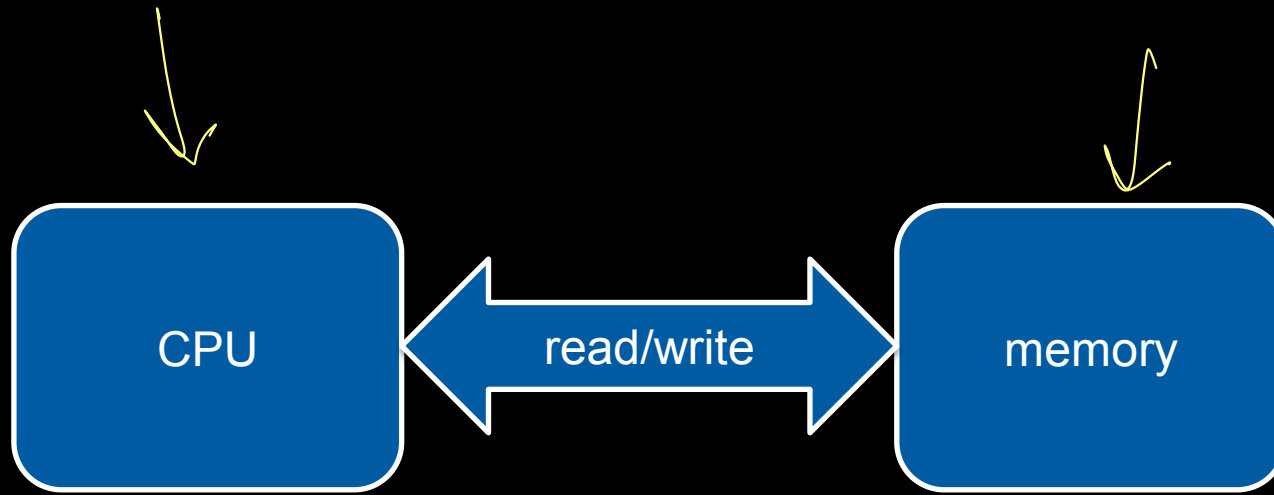
Operating Systems Design

8. Memory Management

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CPU Memory Access

CPU reads instructions and reads/write data from/to memory



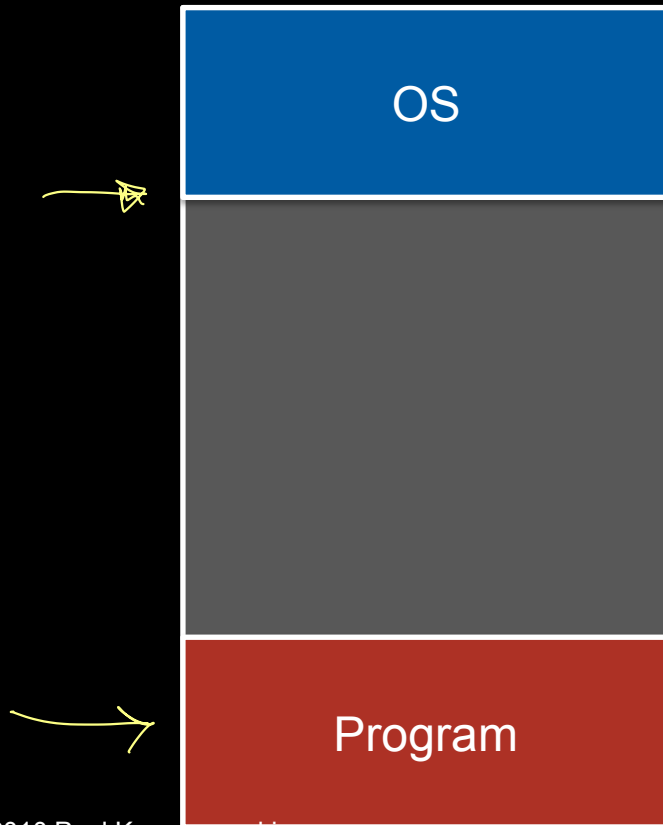
Functional interface:

value = **read**(*address*)

write(*address*, *value*)

Monoprogramming

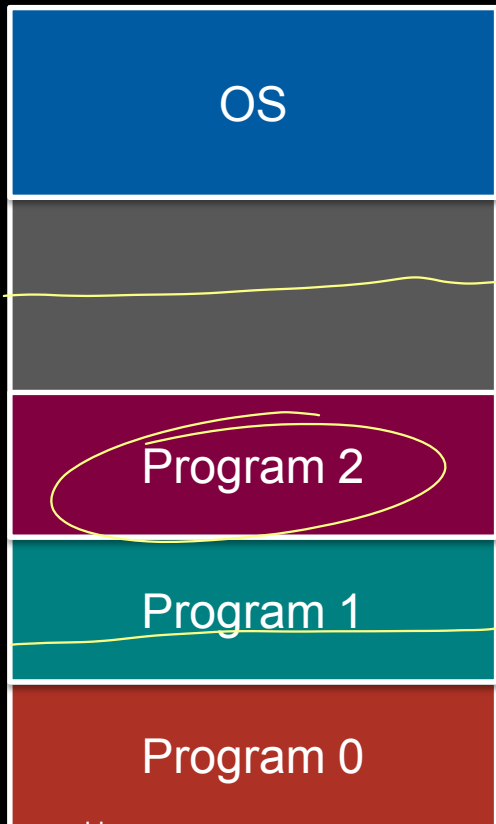
- Run one program at a time
- Share memory between the program and the OS



This was the model in old MS-DOS systems

Multiprogramming

- Keep more than one process in memory
- More processes in memory improves CPU utilization



- If a process spends 20% of its time computing, then would switching among 5 processes give us 100% CPU utilization?
- Not quite. For n processes, if $p = \% \text{ time a process is blocked on I/O}$ then:
$$\text{probability all are blocked} = p^n$$
- CPU is not idle for $(1-p^n)$ of the time
- 5 processes: 67% utilization

How do you access memory?

- **Absolute code**

if you know where the program gets loaded (any relocation is done at link time)

- **Position independent code**

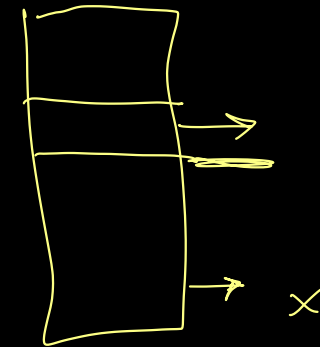
all addresses are relative

- **Dynamically relocatable code**

relocated at load time

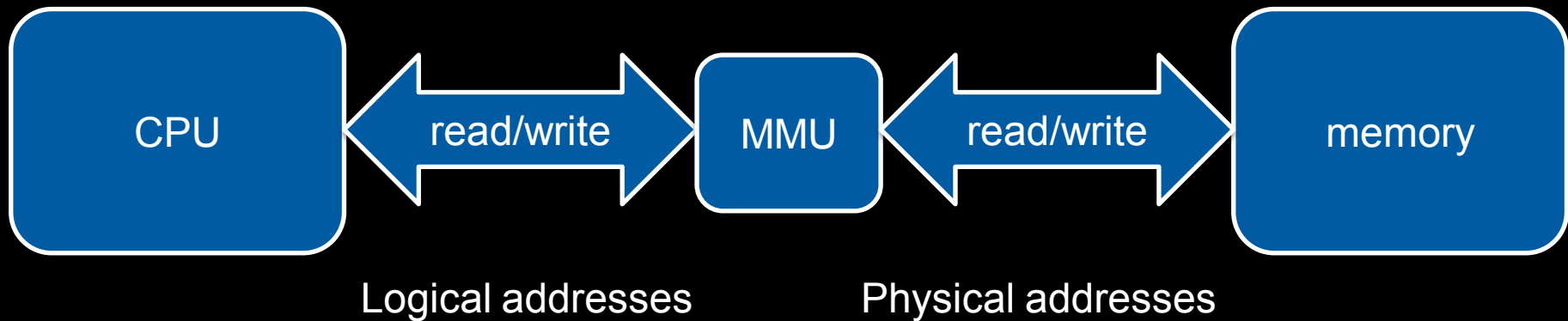
- Or ... use **logical addresses**

absolute code with with addresses translated at runtime



Logical addressing

- **Memory management unit (MMU):**
Real-time, on-demand translation between
logical and *physical* addresses



Relocatable addressing

70 - x

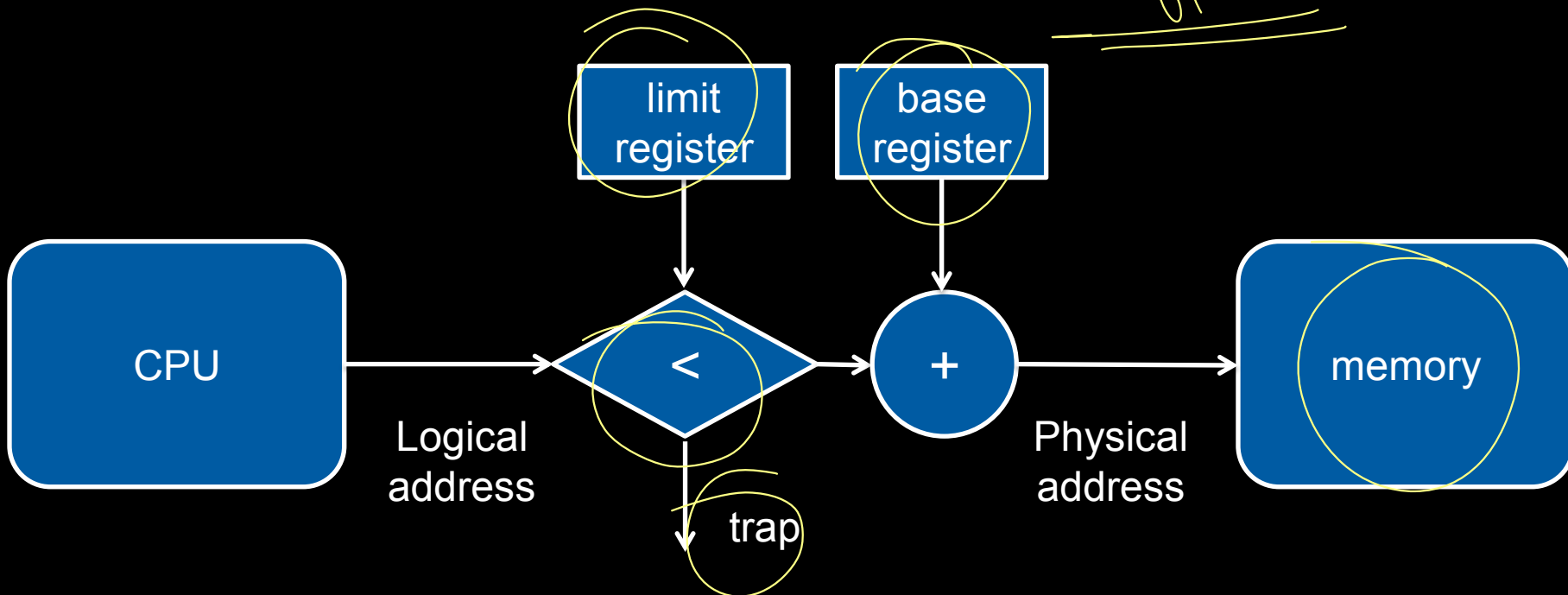
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~~120~~
100

segment address

- Base & limit

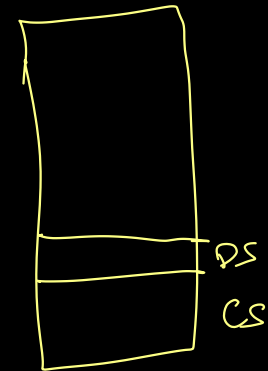
- $\text{Physical address} = \text{logical address} + \text{base register}$
- But first check that: $\text{logical address} < \text{limit}$

offset



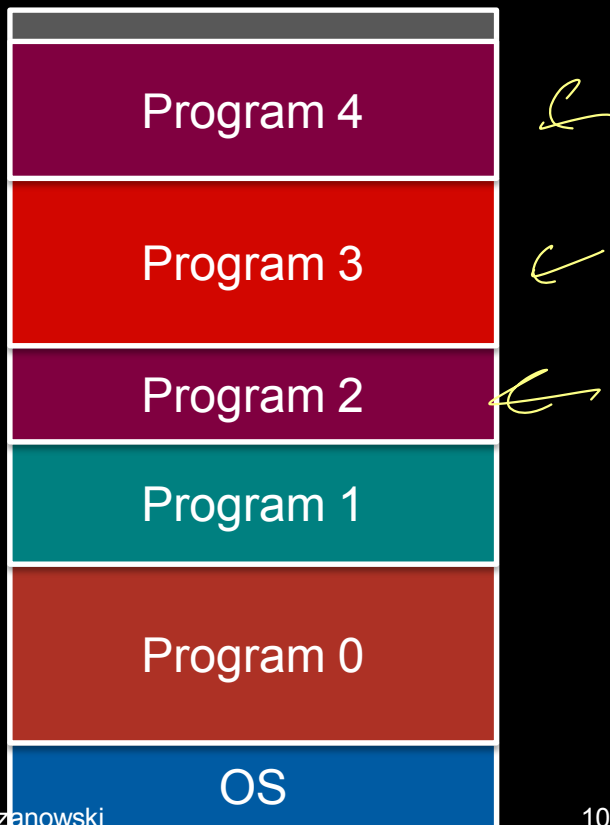
Multiple Fixed Partitions

- Divide memory into predefined partitions (segments)
 - Partitions don't have to be the same size
 - For example: a few big partitions and many small ones
- New process gets queued for a partition that can hold it
- Unused memory in a partition goes unused



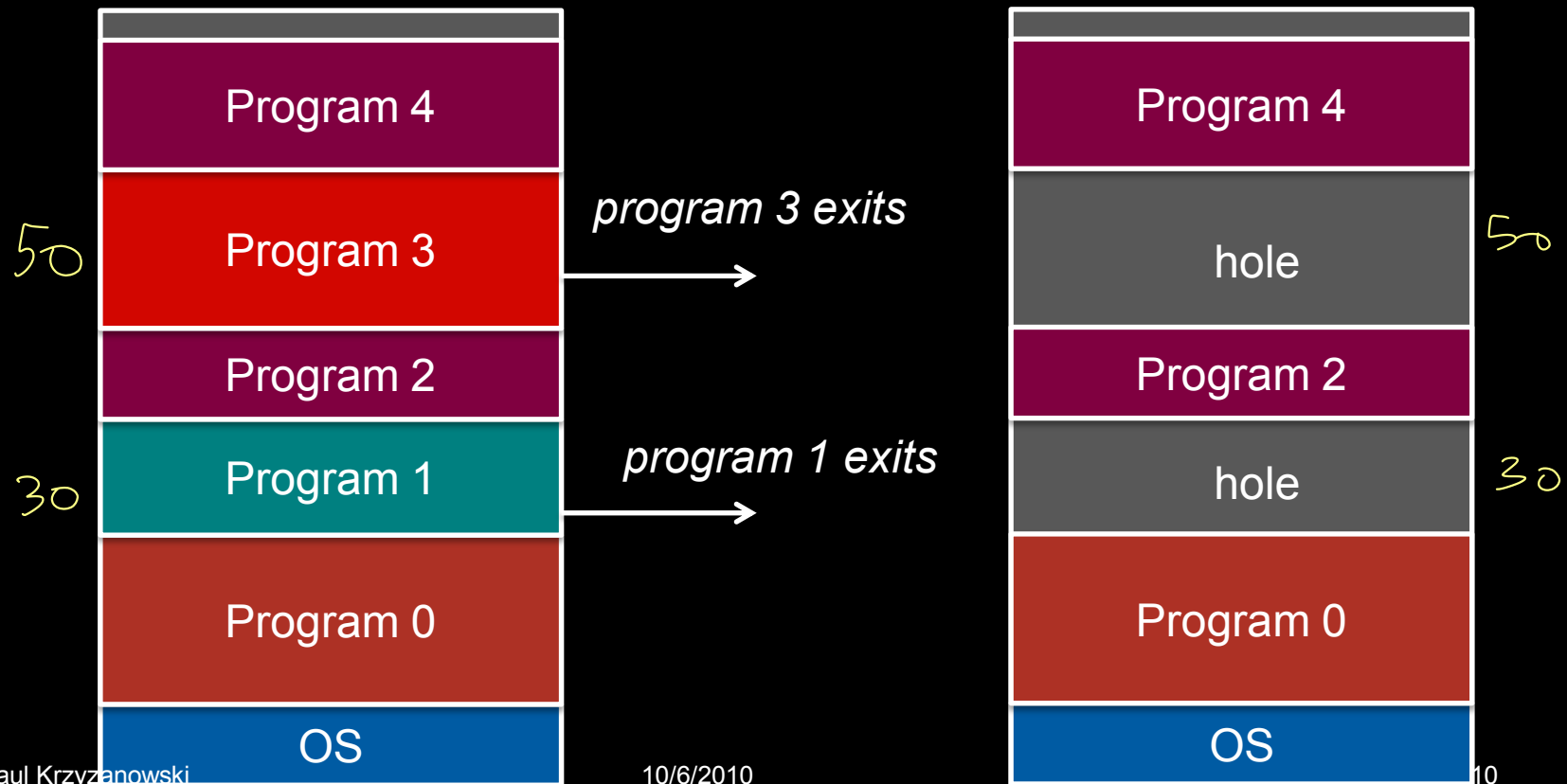
Variable partition multiprogramming

- Create partitions as needed
- New process gets queued
- OS tries to find a hole for it



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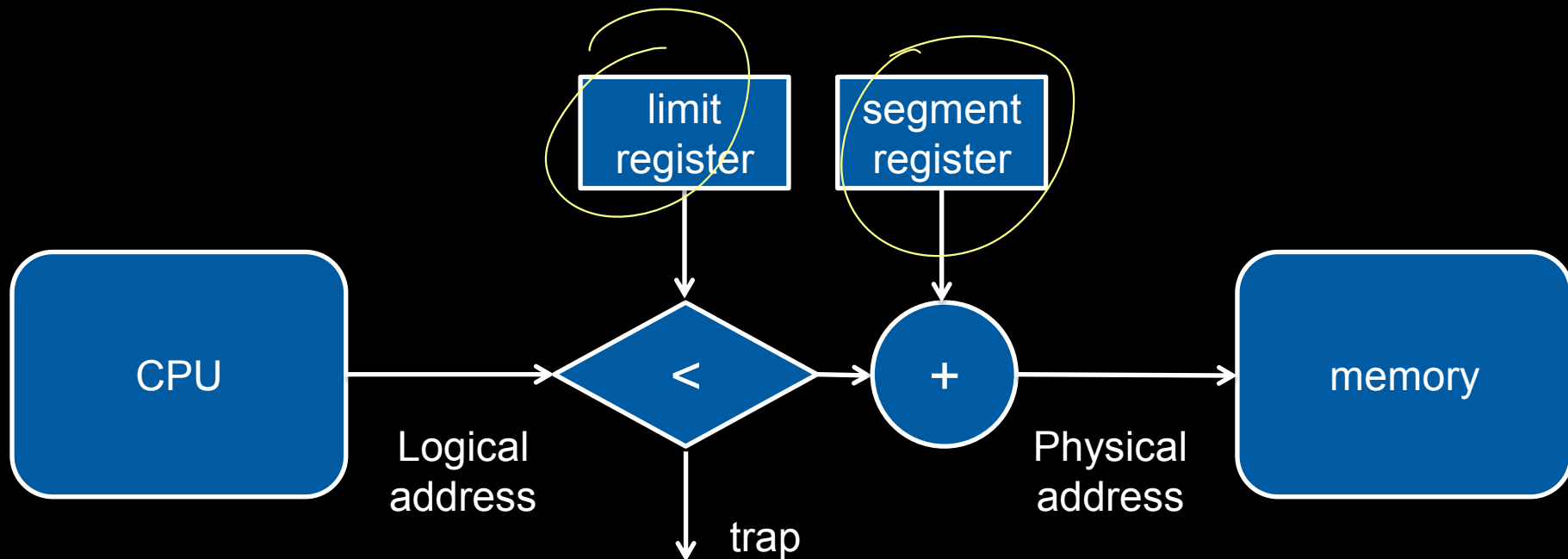


Variable partition multiprogramming

- What if a process needs more memory?
 - Always allocate some extra memory just in case
 - Find a hole big enough to relocate the process
- Combining holes
 - Memory compaction
 - Usually not done because of CPU time to move a lot of memory

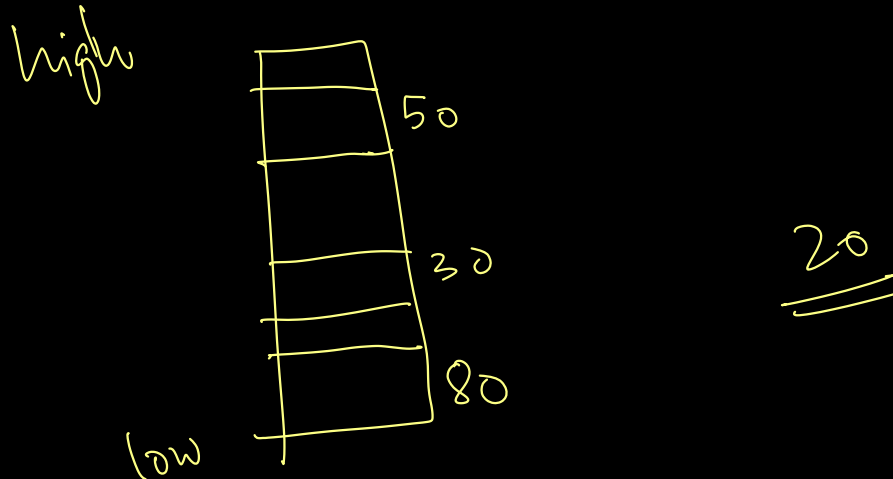
Segmentation hardware

- Divide a process into segments and place each segment into a partition of memory
 - Code segment, data segment, stack segment, etc.



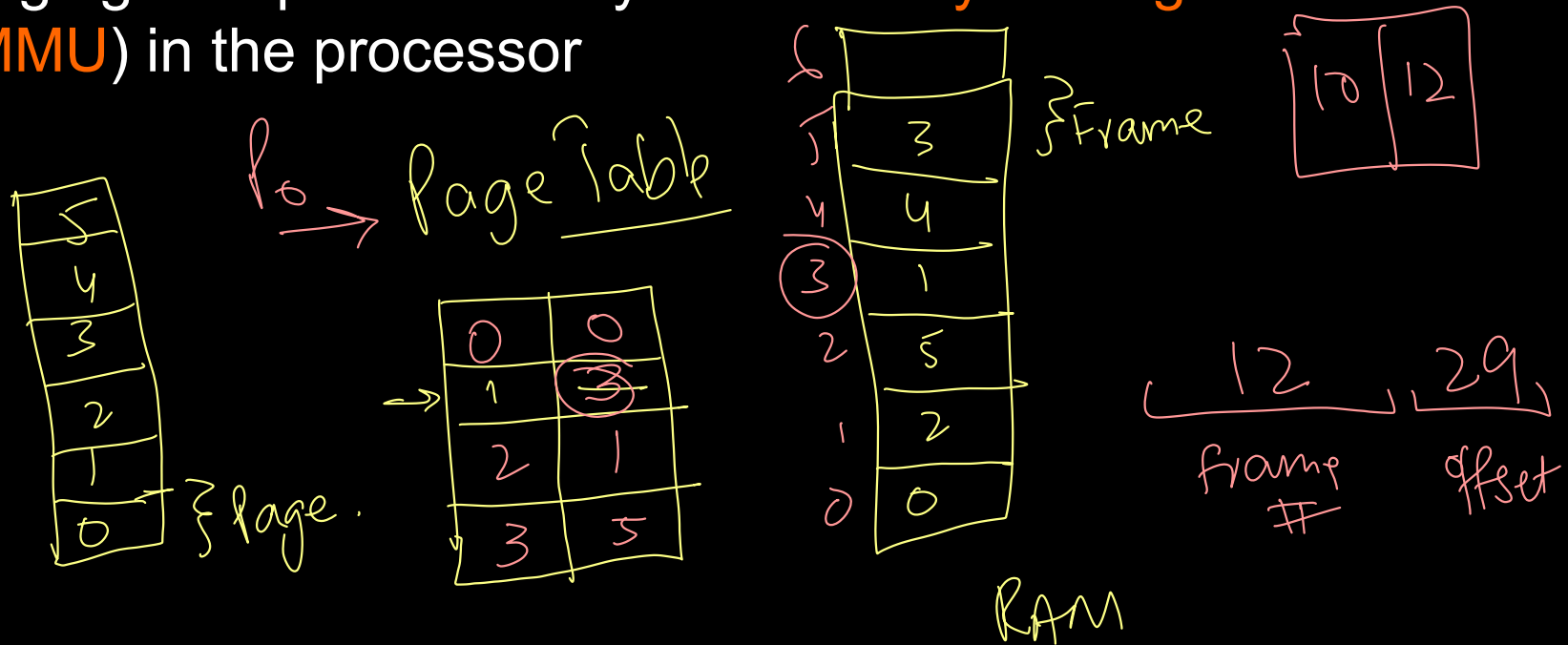
Allocation algorithms

- **First fit:** find the first hole that fits
- **Best fit:** find the hole that best fits the process
- **Worst fit:** find the largest available hole
 - *Why?* Maybe the remaining space will be big enough for another process. In practice, this algorithm does not work well.



Paging

- Memory management scheme
 - Physical space can be non-contiguous
 - No fragmentation problems
 - No need for compaction
- Paging is implemented by the **Memory Management Unit (MMU)** in the processor



Paging

- Translation:
 - Divide physical memory into fixed-size blocks: **page frames**
 - A logical address is divided into blocks of the same size: **pages**
 - All memory accesses are translated: **page** → **page frame**
 - A page table maps pages to frames
- Example:
 - 32-bit address, 4 KB page size:
 - Top 20 bits identify the page number
 - Bottom 12 bits identify offset within the page/frame

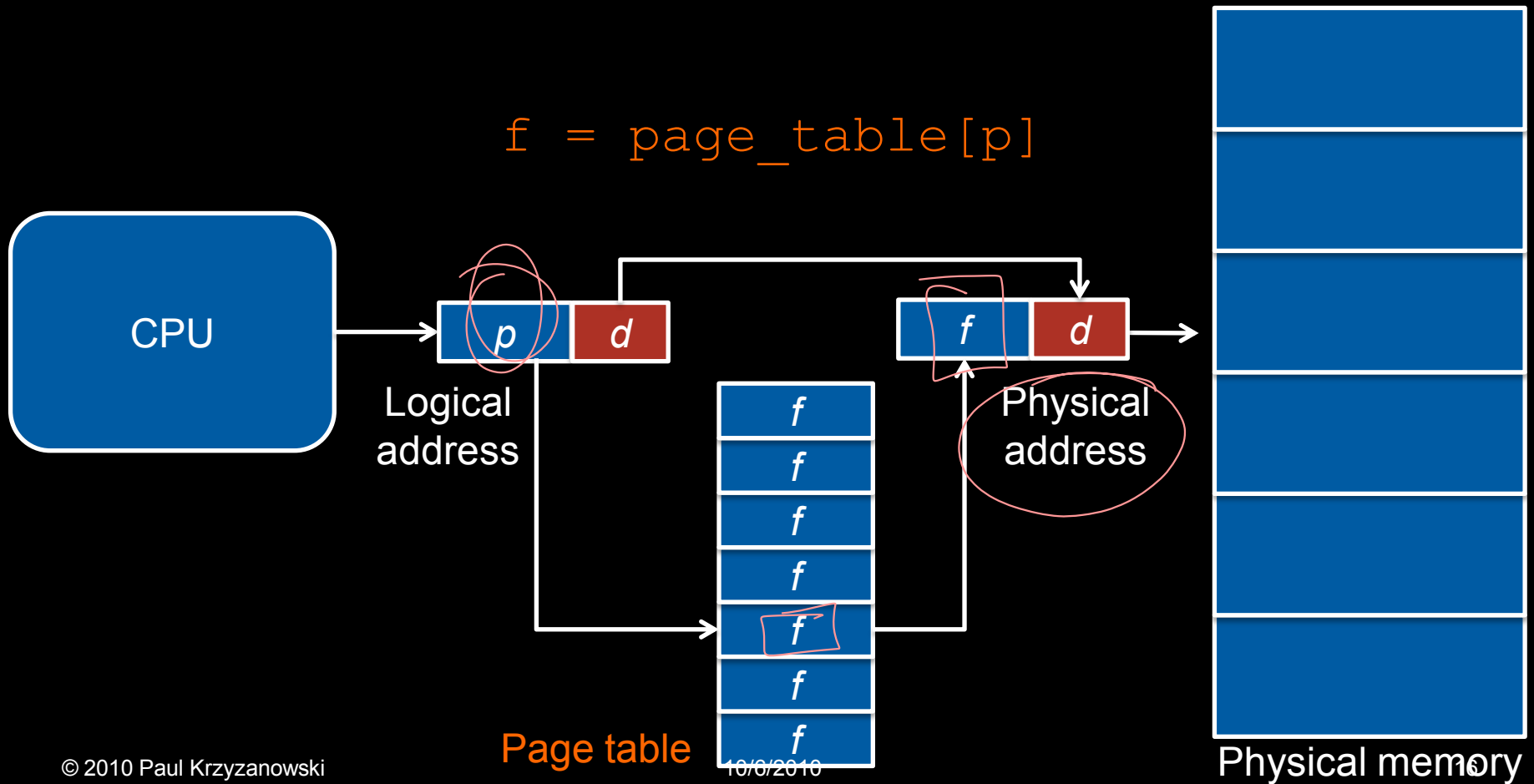
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Page translation



$f = \text{page_table}[p]$



Logical vs. physical views of memory

Page 3
page 2
page 1
page 0

Logical Memory

3	-
2	7
1	2
0	4

Page Table

frame	
7	Page 2
6	
5	
4	Page 0
3	
2	Page 1
1	
0	

Physical Memory

Hardware Implementation

- Where do you keep the page table? *In memory*
- Each process gets its own virtual address space
 - Each process has its own page table
 - Change the page table by changing a *page table base register*
- Memory translation is now slow!
 - To read a byte of memory, we need to read the page table first
 - Each memory access is now 2x slower!

Hardware Implementation: TLB

- Cache frequently-accessed pages
 - Translation lookaside buffer (TLB)
 - Associative memory: key (page #) and value (frame #)
- TLB is on-chip & fast ... but small (64-1,024 entries)
- TLB miss: result not in the TLB
 - Need to do page table lookup in memory
- Hit ratio = % of lookups that come from the TLB

Tagged TLB

- There is only one TLB per system
- When we context switch, we switch address spaces
 - New page table
 - TLB entries belong to the old address space
- Either:
 - Flush the TLB
 - Have a Tagged TLB:
 - Address space identifier (ASID)

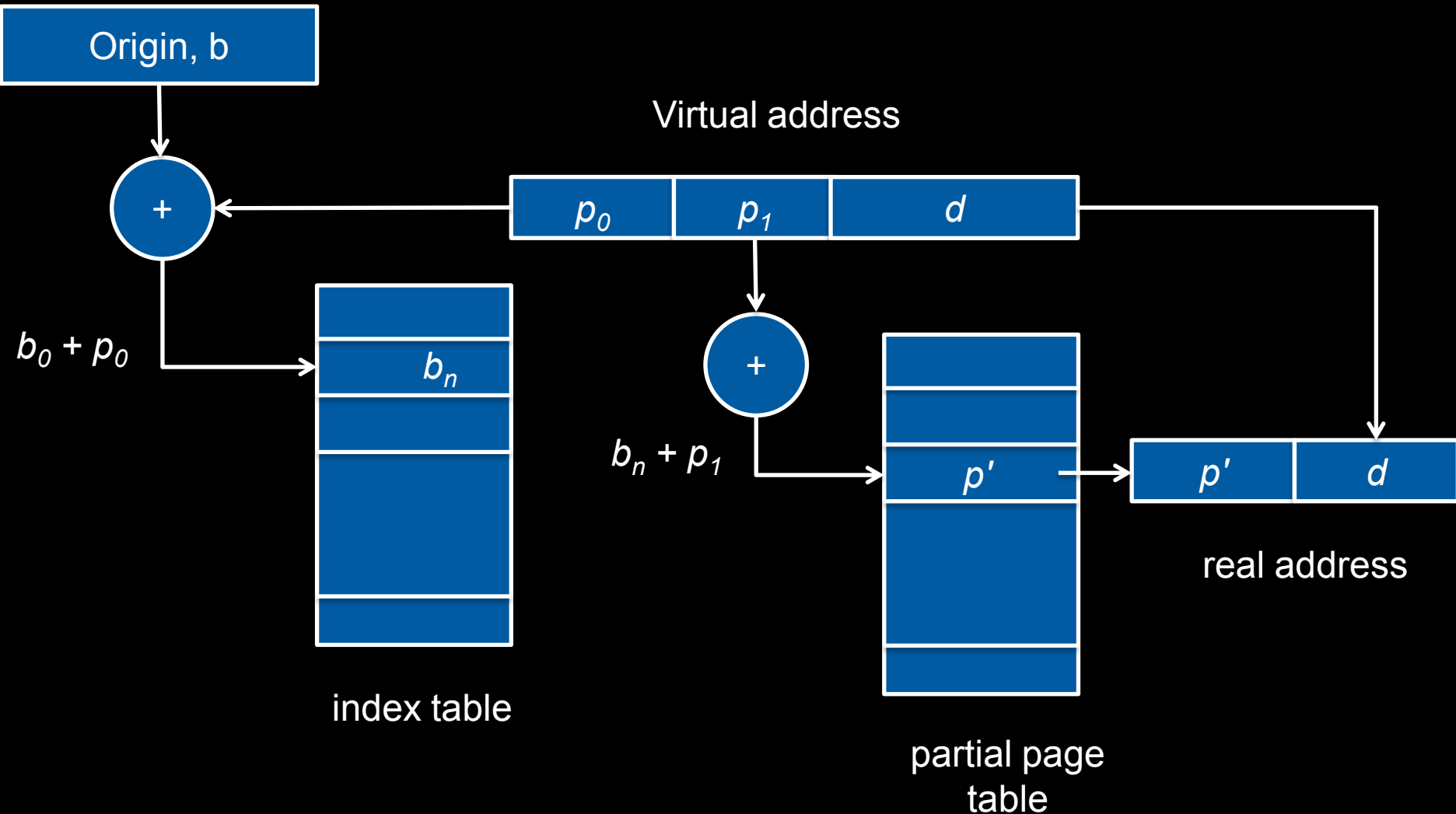
Protection

- An MMU can enforce memory protection
- Page table stores protection bits per frame
 - Valid/invalid: is there a frame mapped to this page?
 - Read-only
 - No execute
 - Dirty

Multilevel (Hierarchical) page tables

- Most processes use only a small part of their address space
- Keeping an entire page table is wasteful
- E.g., 32-bit system with 4KB pages: 20-bit page table
 - 1,048,576 entries in a page table

Multilevel page table



Inverted page tables

- # of pages on a system may be huge
- # of page frames will be more manageable (limited by physical memory)
- Inverted page table
 - i^{th} entry: contains info on what is in page frame i
- Table access is no longer a simple index but a search
 - Use hashing and take advantage of associative memory

The End