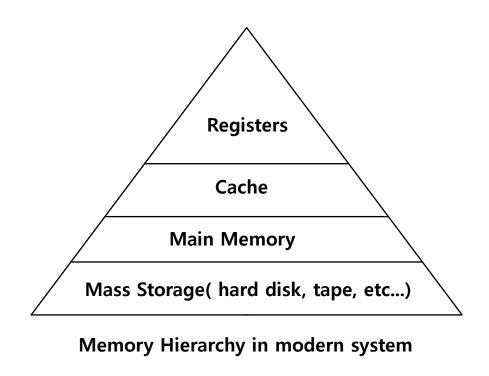
21. Swapping: Mechanisms

Operating System: Three Easy Pieces

Beyond Physical Memory: Mechanisms

- Require an additional level in the memory hierarchy.
 - OS need a place to stash away portions of address space that currently aren't in great demand.
 - In modern systems, this role is usually served by a hard disk drive



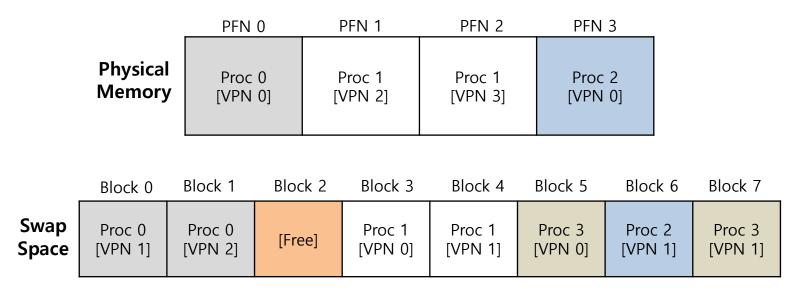
Single large address for a process

Always need to first arrange for the code or data to be in memory when before calling a function or accessing data.

- To Beyond just a single process.
 - The addition of swap space allows the OS to support the illusion of a large virtual memory for multiple concurrently-running process

Swap Space

- Reserve some space on the disk for moving pages back and forth.
- OS need to remember to the swap space, in page-sized unit



Physical Memory and Swap Space

Present Bit

- Add some machinery higher up in the system in order to support swapping pages to and from the disk.
 - When the hardware looks in the PTE, it may find that the page is not <u>present</u> in physical memory.

Value	Meaning
1	page is present in physical memory
0	The page is not in memory but rather on disk.

What If Memory Is Full?

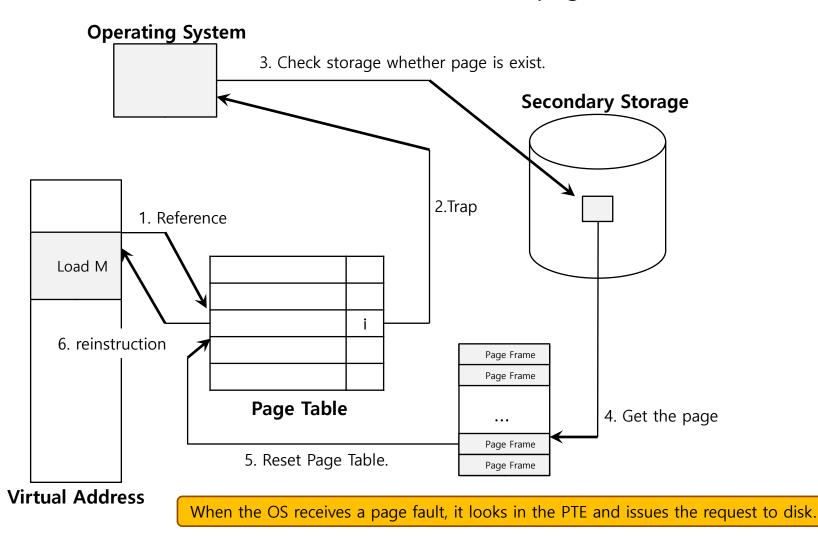
- The OS like to page out pages to make room for the new pages the OS is about to bring in.
 - The process of picking a page to kick out, or replace is known as pagereplacement policy

The Page Fault

- Accessing page that is not in physical memory.
 - If a page is not present and has been swapped disk, the OS need to swap the page into memory in order to service the page fault.

Page Fault Control Flow

PTE used for data such as the PFN of the page for a disk address.



Page Fault Control Flow – Hardware

```
1:
        VPN = (VirtualAddress & VPN MASK) >> SHIFT
         (Success, TlbEntry) = TLB Lookup(VPN)
2:
        if (Success == True) // TLB Hit
3:
        if (CanAccess(TlbEntry.ProtectBits) == True)
4:
5:
                 Offset = VirtualAddress & OFFSET MASK
6:
                 PhysAddr = (TlbEntry.PFN << SHIFT) | Offset
7:
                 Register = AccessMemory(PhysAddr)
8:
        else RaiseException(PROTECTION FAULT)
```

Page Fault Control Flow – Hardware

```
else // TLB Miss
9:
10:
        PTEAddr = PTBR + (VPN * sizeof(PTE))
11:
        PTE = AccessMemory (PTEAddr)
12:
        if (PTE.Valid == False)
                 RaiseException (SEGMENTATION FAULT)
13:
14:
       else
15:
        if (CanAccess(PTE.ProtectBits) == False)
16:
                 RaiseException (PROTECTION FAULT)
17:
        else if (PTE.Present == True)
18:
        // assuming hardware-managed TLB
19:
                 TLB Insert (VPN, PTE.PFN, PTE.ProtectBits)
20:
                 RetryInstruction()
21:
        else if (PTE.Present == False)
22:
                 RaiseException(PAGE FAULT)
```

Page Fault Control Flow – Software

```
1: PFN = FindFreePhysicalPage()
2: if (PFN == -1) // no free page found
3: PFN = EvictPage() // run replacement algorithm
4: DiskRead(PTE.DiskAddr, pfn) // sleep (waiting for I/O)
5: PTE.present = True // update page table with present
6: PTE.PFN = PFN // bit and translation (PFN)
7: RetryInstruction() // retry instruction
```

- The OS must find a physical frame for the soon-be-faulted-in page to reside within.
- If there is no such page, waiting for the replacement algorithm to run and kick some pages out of memory.

When Replacements Really Occur

- OS waits until memory is entirely full, and only then replaces a page to make room for some other page
 - This is a little bit unrealistic, and there are many reason for the OS to keep a small portion of memory free more proactively.

- Swap Daemon, Page Daemon
 - There are fewer than LW pages available, a background thread that is responsible for freeing memory runs.
 - The thread evicts pages until there are HW pages available.

Disclaimer: This lecture slide set was initially developed for Operating System course in Computer Science Dept. at Hanyang University. This lecture slide set is for OSTEP book written by Remzi and Andrea at University of Wisconsin.