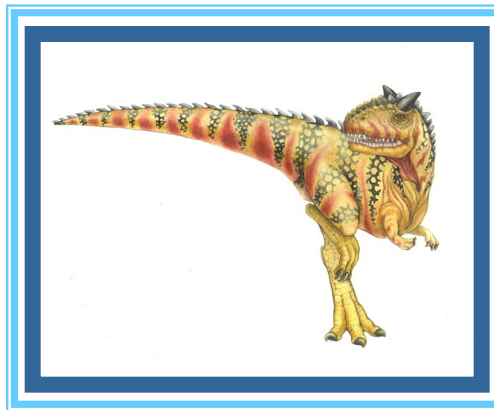


Chapter 10

Virtual Memory (2)





What Happens if There is no Free Frame?

- Used up by process pages
- Also in demand from the kernel, I/O buffers, etc
- How much to allocate to each?
- Page replacement – find some page in memory, but not really in use, page it out
 - Algorithm – terminate? swap out? replace the page?
 - Performance – want an algorithm which will result in minimum number of page faults
- Same page may be brought into memory several times





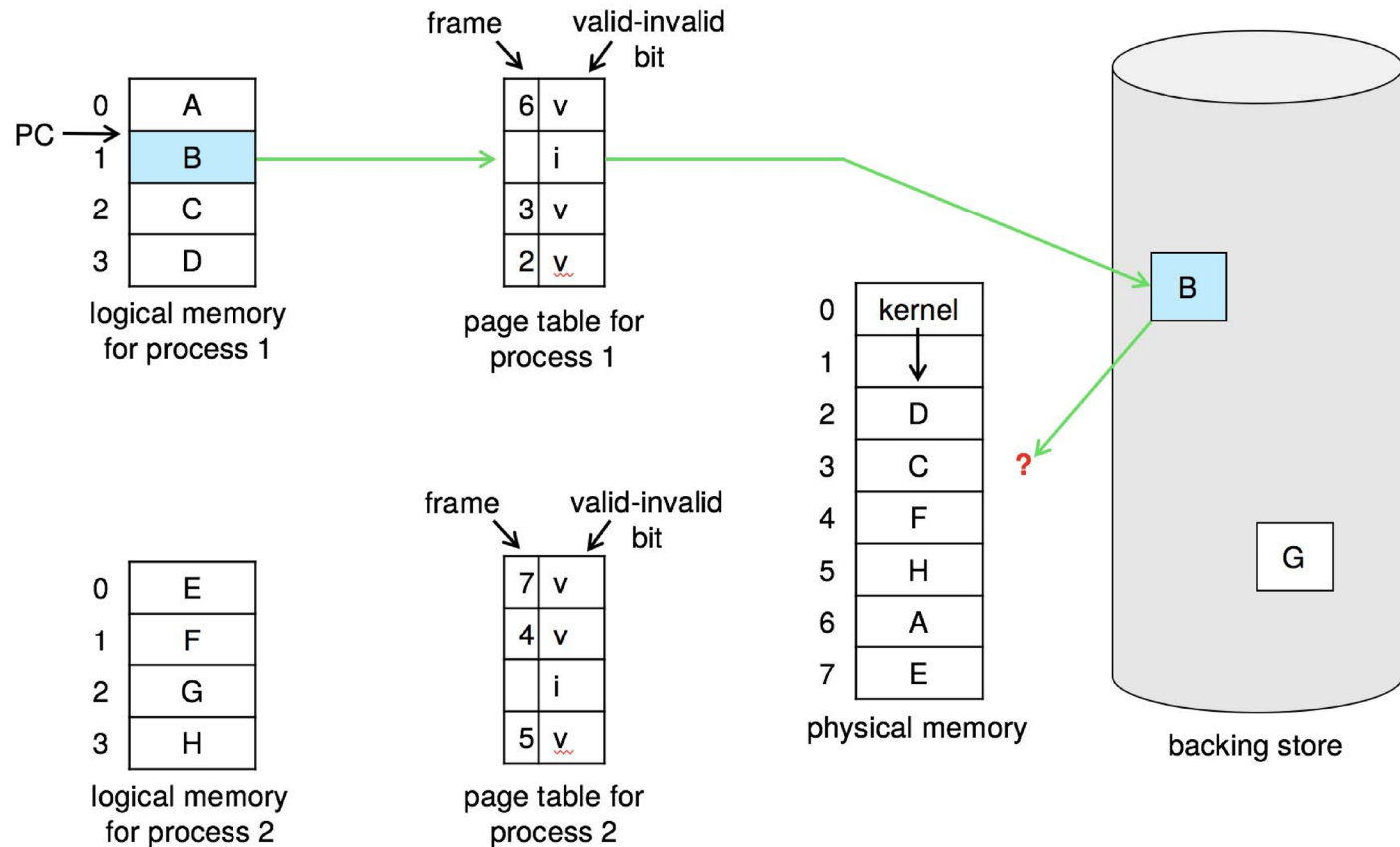
Page Replacement

- Prevent **over-allocation** of memory by modifying page-fault service routine to include page replacement
- Use **modify (dirty) bit** to reduce overhead of page transfers – only modified pages are written to disk
- Page replacement completes separation between logical memory and physical memory – large virtual memory can be provided on a smaller physical memory





Need For Page Replacement

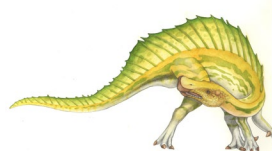




Basic Page Replacement

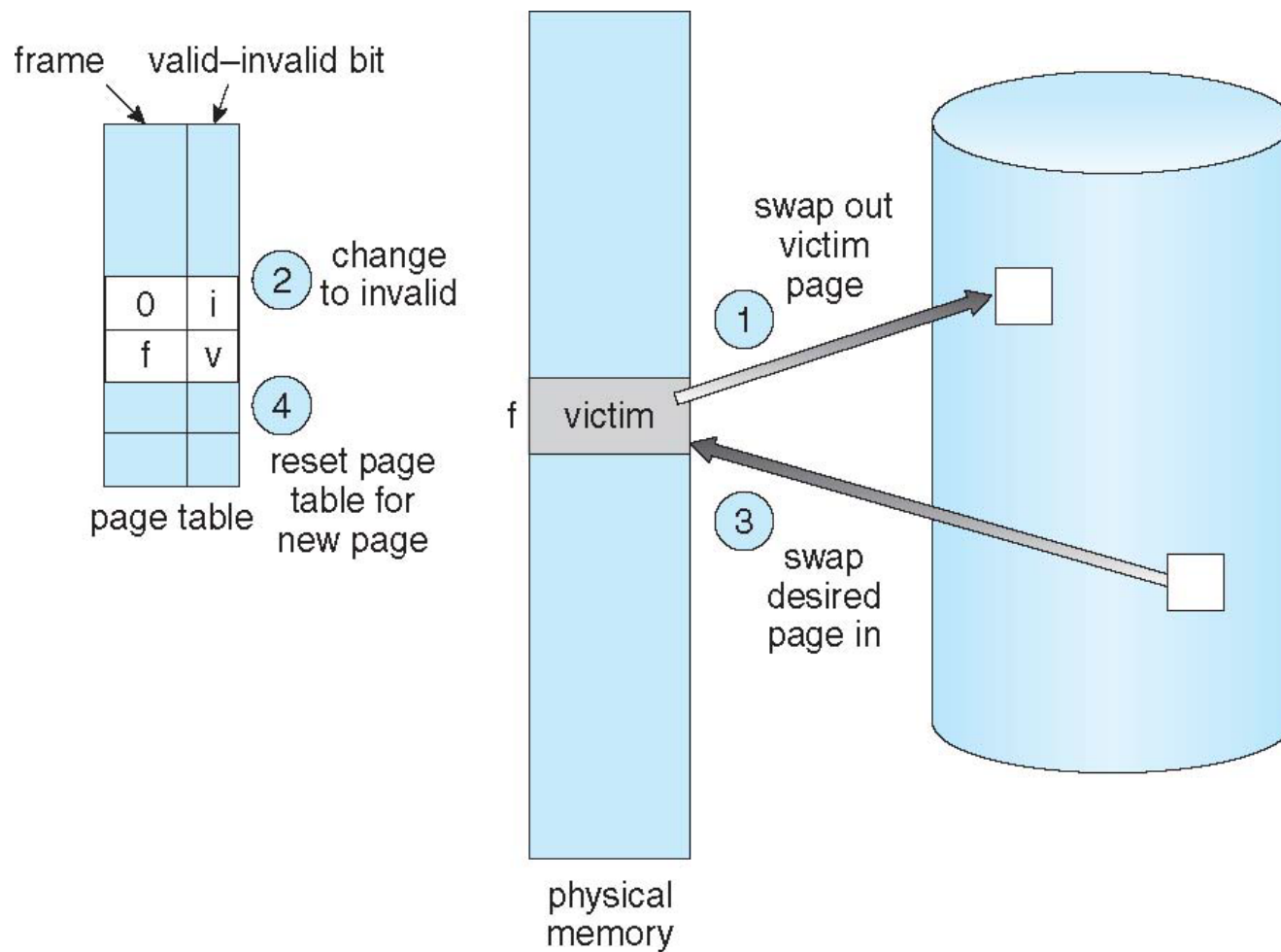
1. Find the location of the desired page on disk
2. Find a free frame:
 - If there is a free frame, use it
 - If there is no free frame, use a page replacement algorithm to select a **victim frame**
 - Write victim frame to disk if dirty
3. Bring the desired page into the (newly) free frame; update the page and frame tables
4. Continue the process by restarting the instruction that caused the trap

Note now potentially 2 page transfers for page fault – increasing EAT





Page Replacement





Page and Frame Replacement Algorithms

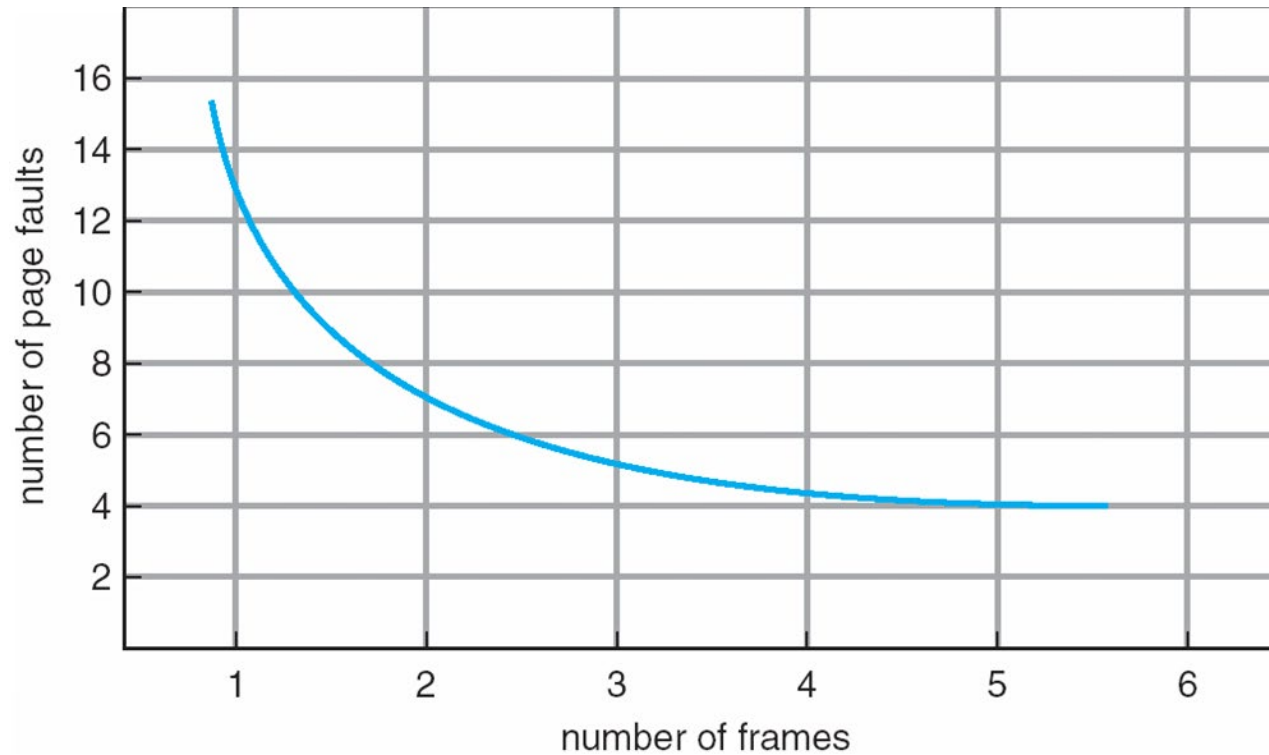
- **Frame-allocation algorithm** determines
 - How many frames to give each process
 - Which frames to replace
- **Page-replacement algorithm**
 - Want lowest page-fault rate on both first access and re-access
- Evaluate algorithm by running it on a particular string of memory references (reference string) and computing the number of page faults on that string
 - String is just page numbers, not full addresses
 - Repeated access to the same page does not cause a page fault
 - Results depend on number of frames available
- In all our examples, the **reference string** of referenced page numbers is

7,0,1,2,0,3,0,4,2,3,0,3,0,3,2,1,2,0,1,7,0,1





Graph of Page Faults Versus the Number of Frames





First-In-First-Out (FIFO) Algorithm

- Reference string: **7,0,1,2,0,3,0,4,2,3,0,3,2,1,2,0,1,7,0,1**
- 3 frames (3 pages can be in memory at a time per process)

reference string

7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1

7	7	7	2																
	0	0	0																
			1	1															

page frames

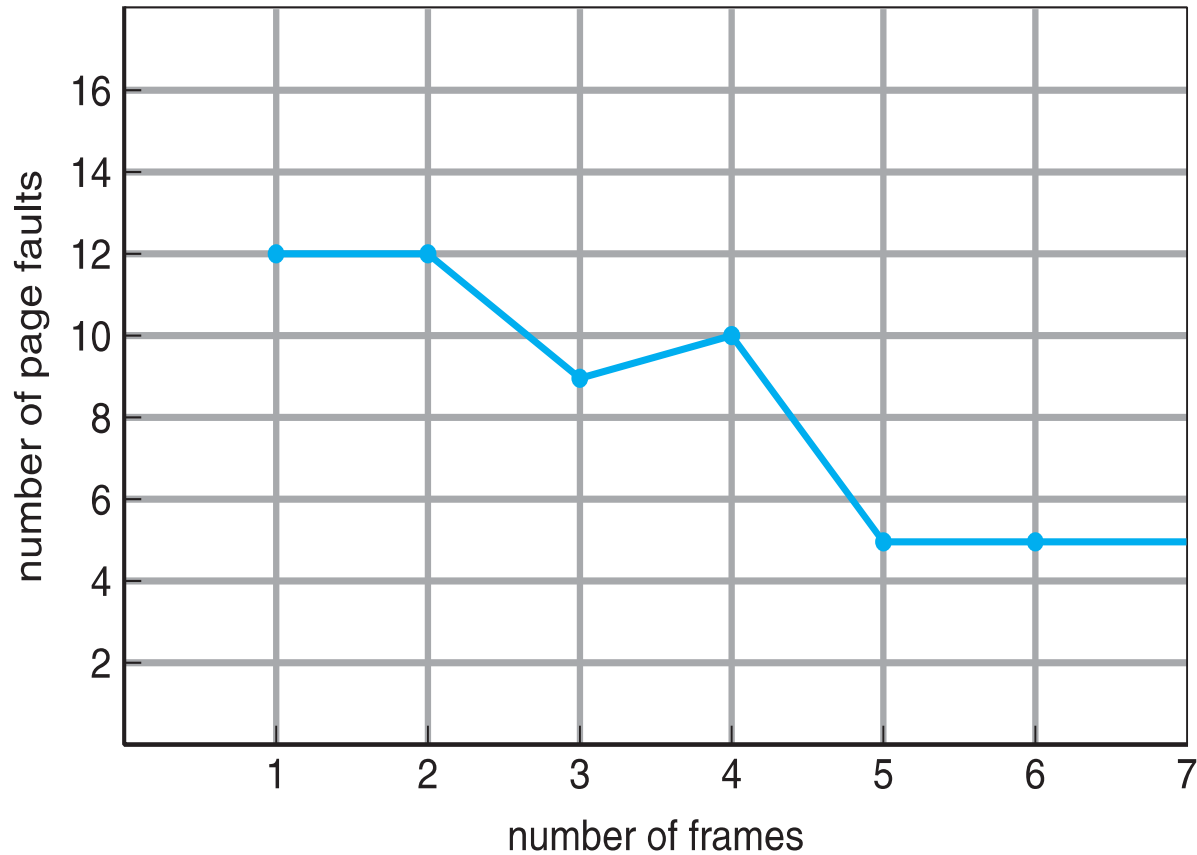
15 page faults

- Can vary by reference string: consider 1,2,3,4,1,2,5,1,2,3,4,5
 - Adding more frames can cause more page faults!
 - **Belady's Anomaly**
- How to track ages of pages?
 - Just use a FIFO queue





FIFO Illustrating Belady's Anomaly





Optimal Algorithm

- Replace page that will not be used for longest period of time
 - 9 is optimal for the example
- How do you know this?
 - Can't read the future
- Used for measuring how well your algorithm performs

reference string

7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1

7	7	7	2		2		2		2		2						7		
	0	0	0		0		4		0		0						0		
		1	1		3		3		3		1						1		

page frames





Least Recently Used (LRU) Algorithm

- Use past knowledge rather than future
- Replace page that has not been used in the most amount of time
- Associate time of last use with each page
- 12 faults – better than FIFO but worse than OPT
- Generally good algorithm and frequently used
- But how to implement?

	reference string																			
Time	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	7	0	1	2	0	3	0	4	2	3	0	3	2	1	2	0	1	7	0	1
	7	7	7	2		2		4	4	4	0			1		1		1		
		0	0	0		0		0	0	3	3			3		0		0		
			1	1		3		3	2	2	2			2		2		7		
	page frames																			





LRU Algorithm (Cont.)

- Counter implementation
 - Every page entry has a counter; every time page is referenced through this entry, copy the clock into the counter
 - When a page needs to be changed, look at the counters to find smallest value
 - ▶ Search through table needed
- Stack implementation
 - Keep a stack of page numbers in a double link form:
 - Page referenced:
 - ▶ move it to the top
 - ▶ requires 6 pointers to be changed
 - But each update more expensive
 - No search for replacement





LRU Algorithm (Cont.)

- LRU and OPT are cases of **stack algorithms** that don't have Belady's Anomaly
- Use Of A Stack to Record Most Recent Page References

reference string

4 7 0 7 1 0 1 2 1 2 7 1 2

2
1
0
7
4

stack
before
a

7
2
1
0
4

stack
after
b

↑ ↑
a b





LRU Approximation Algorithms

- LRU needs special hardware and still slow
- **Reference bit**
 - With each page associate a bit, initially = 0
 - When page is referenced bit set to 1
 - Replace any with reference bit = 0 (if one exists)
 - ▶ We do not know the order, however





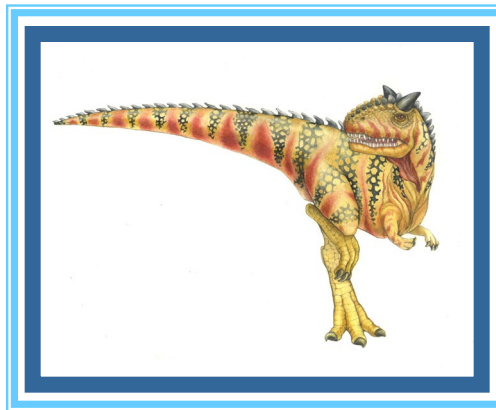
LRU Approximation Algorithms (cont.)

■ Second-chance algorithm

- Generally FIFO, plus hardware-provided reference bit
- **Clock** replacement
- If page to be replaced has
 - ▶ Reference bit = 0 -> replace it
 - ▶ reference bit = 1 then:
 - set reference bit 0, leave page in memory
 - replace next page, subject to same rules



Take a Break





Second-Chance Algorithm



next
victim



circular queue of pages

(a)





Enhanced Second-Chance Algorithm

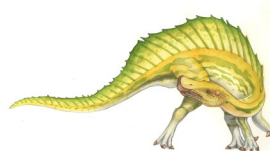
- Improve algorithm by using reference bit and modify bit (if available) in concert
- Take ordered pair (reference, modify):
 - (0, 0) neither recently used nor modified – best page to replace
 - (0, 1) not recently used but modified – not quite as good, must write out before replacement
 - (1, 0) recently used but clean – probably will be used again soon
 - (1, 1) recently used and modified – probably will be used again soon and need to write out before replacement
- When page replacement called for, use the clock scheme but use the four classes replace page in lowest non-empty class
 - Might need to search circular queue several times





Counting Algorithms

- Keep a counter of the number of references that have been made to each page
 - Not common
- **Least Frequently Used (LFU) Algorithm:**
 - Replaces page with smallest count
- **Most Frequently Used (MFU) Algorithm:**
 - Based on the argument that the page with the smallest count was probably just brought in and has yet to be used





Page-Buffering Algorithms

- Keep a pool of free frames, always
 - Then frame available when needed, not found at fault time
 - Read page into free frame and select victim to evict and add to free pool
 - When convenient, evict victim
- Possibly, keep list of modified pages
 - When backing store otherwise idle, write pages there and set to non-dirty
- Possibly, keep free frame contents intact and note what is in them
 - If referenced again before reused, no need to load contents again from disk
 - Generally useful to reduce penalty if wrong victim frame selected





Applications and Page Replacement

- All of these algorithms have OS guessing about future page access
- Some applications have better knowledge – i.e. databases
- Memory intensive applications can cause double buffering
 - OS keeps copy of page in memory as I/O buffer
 - Application keeps page in memory for its own work
- Operating system can given direct access to the disk, getting out of the way of the applications
 - **Raw disk** mode
- Bypasses buffering, locking, etc.





Allocation of Frames

- Each process needs ***minimum*** number of frames
- Example: IBM 370 – 6 pages to handle SS MOVE instruction:
 - instruction is 6 bytes, might span 2 pages
 - 2 pages to handle *from*
 - 2 pages to handle *to*
- ***Maximum*** of course is total frames in the system
- Two major allocation schemes
 - fixed allocation
 - priority allocation
- Many variations





Fixed Allocation

- Equal allocation – For example, if there are 100 frames (after allocating frames for the OS) and 5 processes, give each process 20 frames
 - Keep some as free frame buffer pool
- Proportional allocation – Allocate according to the size of process
 - Dynamic as degree of multiprogramming, process sizes change

– s_i = size of process p_i

– $S = \sum s_i$

– m = total number of frames

– a_i = allocation for $p_i = \frac{s_i}{S} \times m$

$$m = 64$$

$$s_1 = 10$$

$$s_2 = 127$$

$$a_1 = \frac{10}{137} \times 62 \approx 4$$

$$a_2 = \frac{127}{137} \times 62 \approx 57$$





Global vs. Local Allocation

- **Global replacement** – process selects a replacement frame from the set of all frames; one process can take a frame from another
 - But then process execution time can vary greatly
 - But greater throughput so more common
- **Local replacement** – each process selects from only its own set of allocated frames
 - More consistent per-process performance
 - But possibly underutilized memory





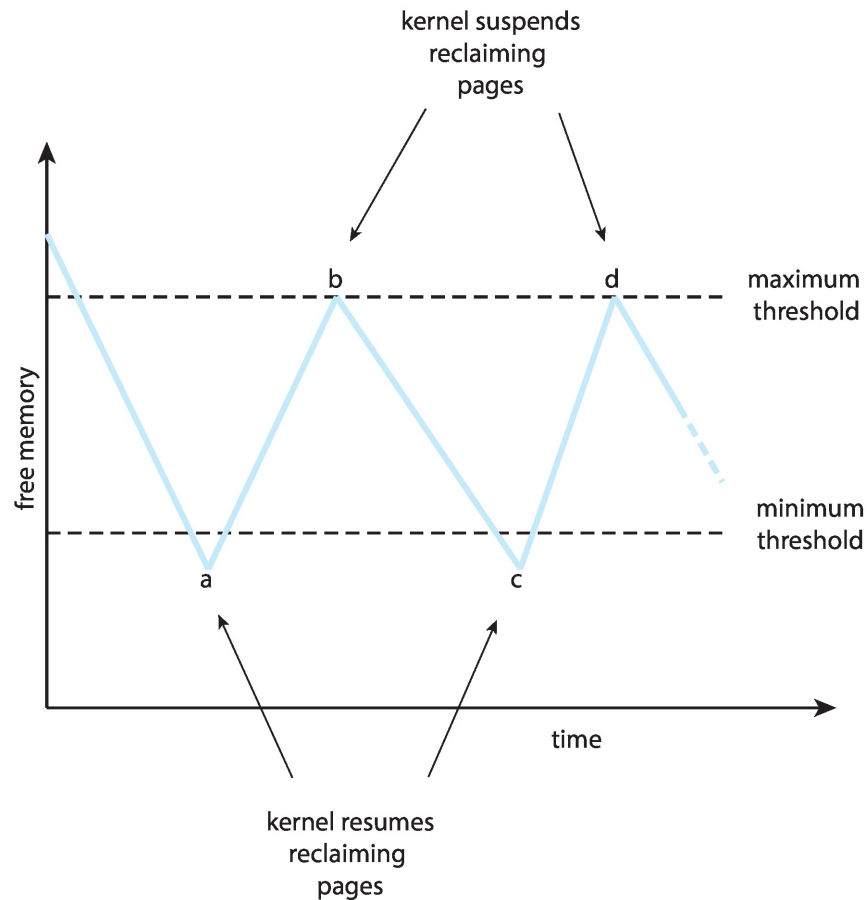
Reclaiming Pages

- A strategy to implement global page-replacement policy
- All memory requests are satisfied from the free-frame list, rather than waiting for the list to drop to zero before we begin selecting pages for replacement,
- Page replacement is triggered when the list falls below a certain threshold.
- This strategy attempts to ensure there is always sufficient free memory to satisfy new requests.





Reclaiming Pages Example



Take a Break

