Sistemi Operativi I

Corso di Laurea in Informatica 2023-2024



Gabriele Tolomei

Dipartimento di Informatica Sapienza Università di Roma

tolomei@di.uniroma1.it

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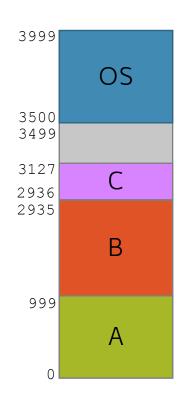
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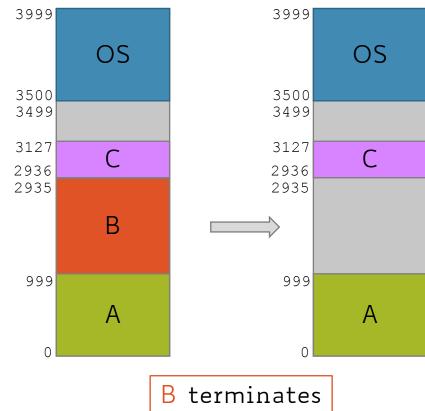
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 - No longer used!

An alternative approach is for the OS to keep track of **free** (unused) memory segments, as processes enter the system, grow, and terminate

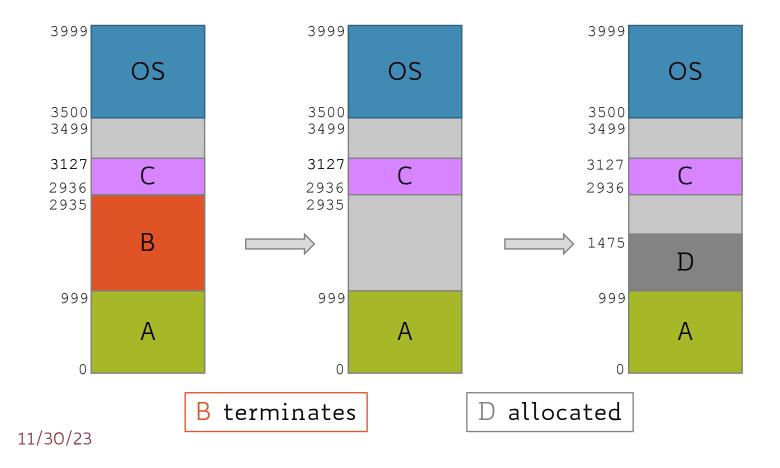
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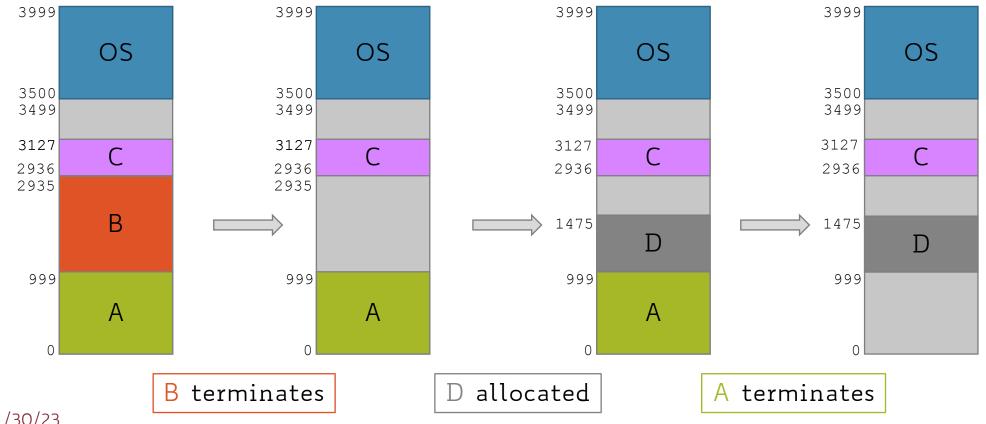


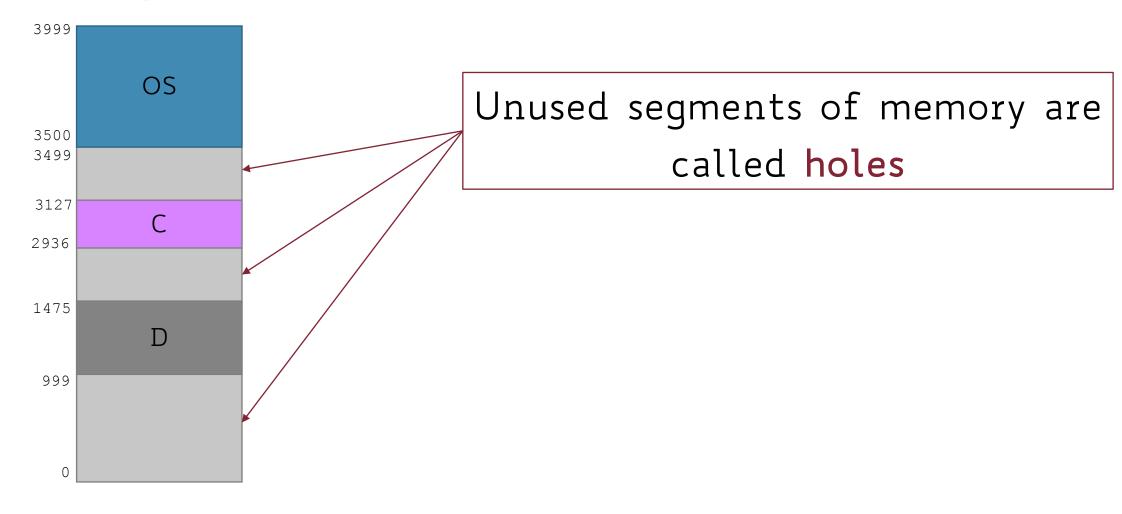
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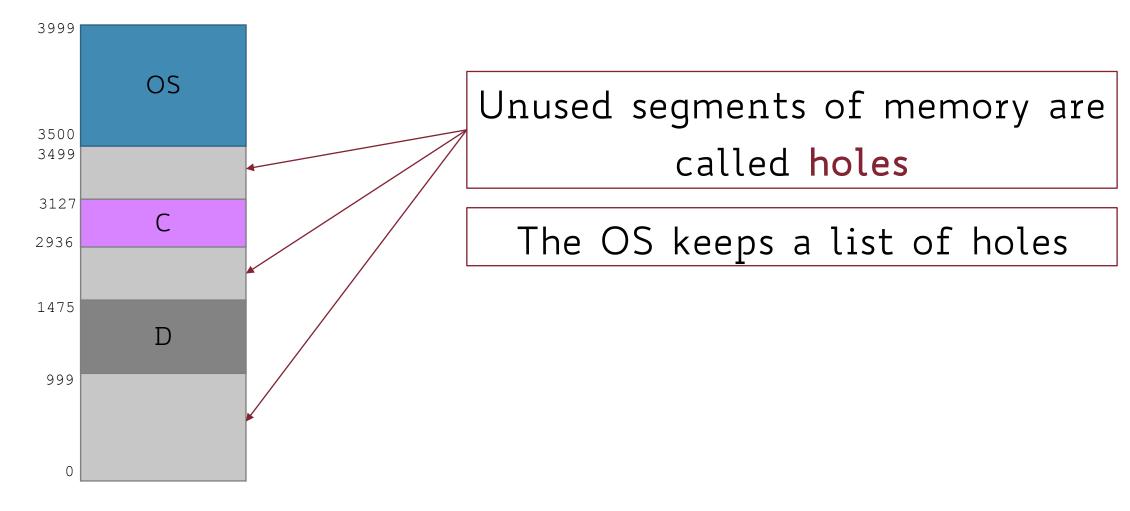


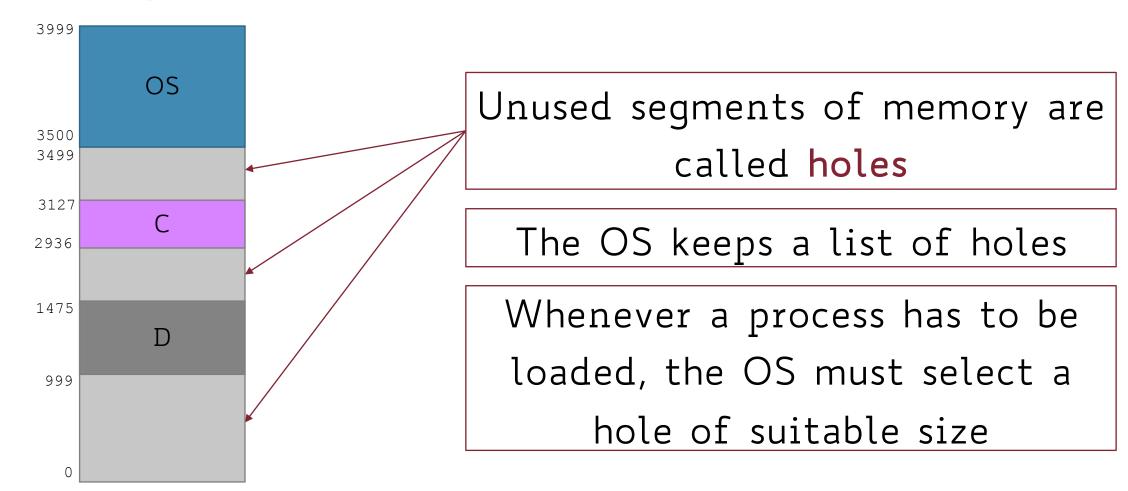
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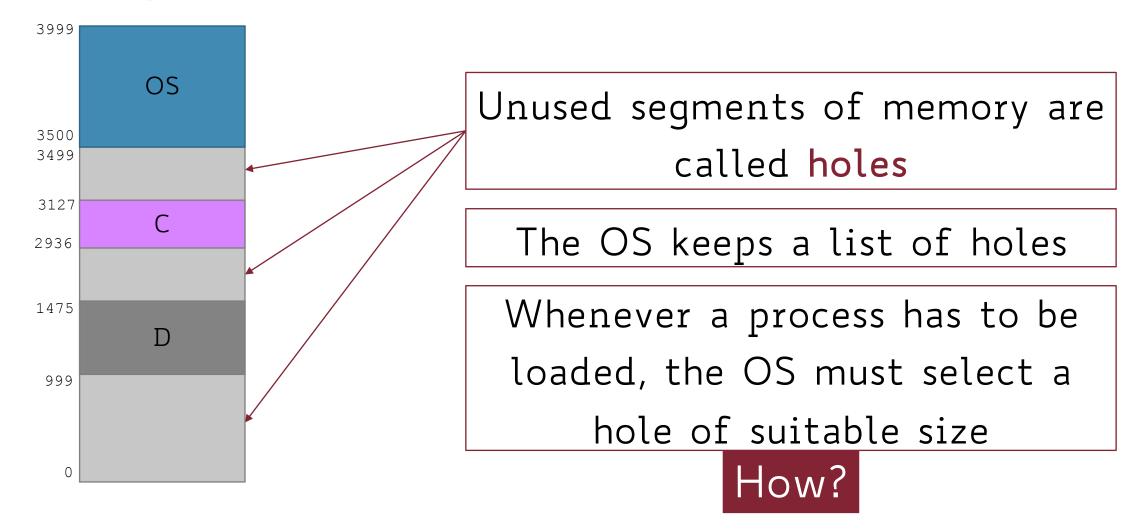
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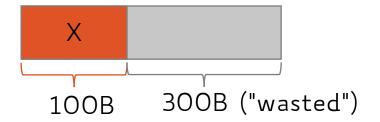


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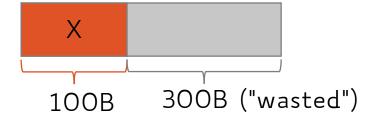
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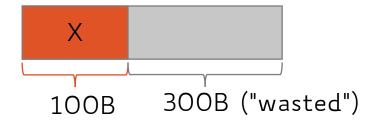


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We will not be able to satisfy this request even if theoretically we could

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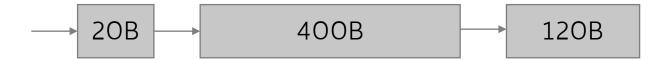
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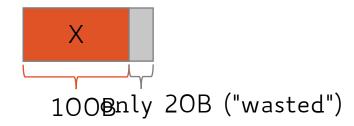


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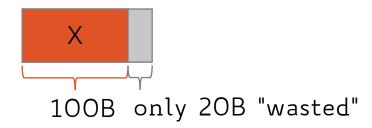
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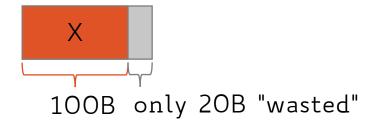


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We can now assign it the second available hole segment (400B)

Allocate the largest hole available

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- First-Fit is also generally faster than Best-Fit

Fragmentation

Problem

Individual holes may be too small to serve a process request but they can be large enough if combined together

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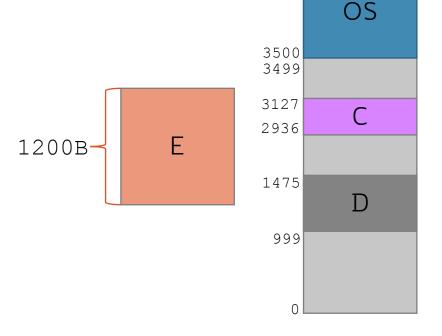
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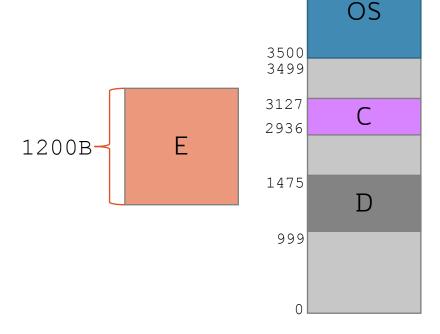
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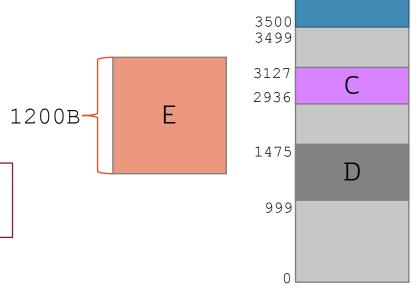


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Goal: Allocation policy that minimizes wasted space!



OS

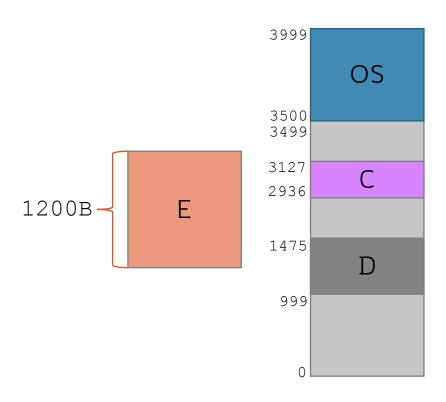
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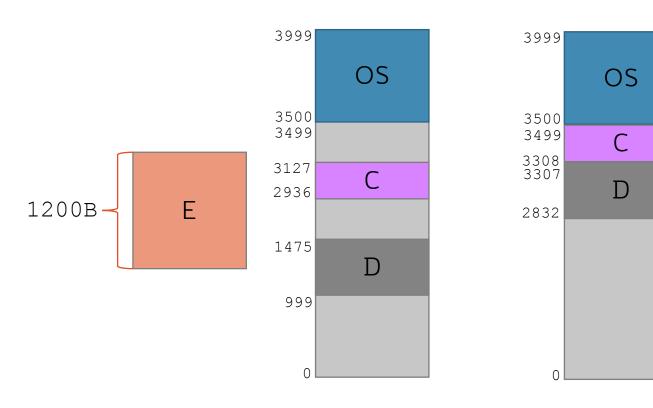
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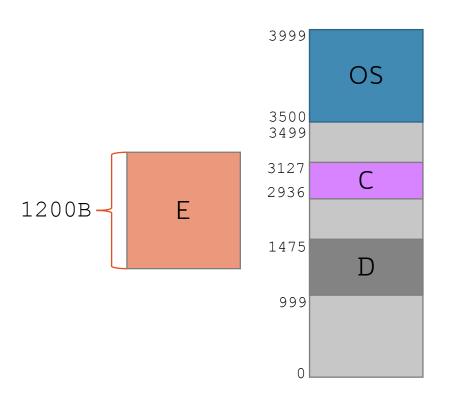
- It happens when memory internal to a segment is wasted
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- It may be much more efficient to allocate the process the whole block (and waste 2B) rather than keep track of a tiny 2B hole

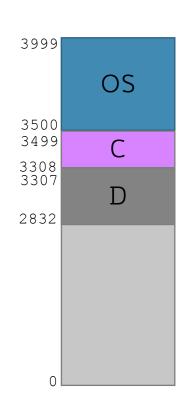
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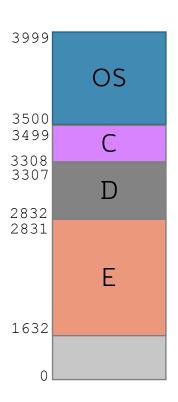
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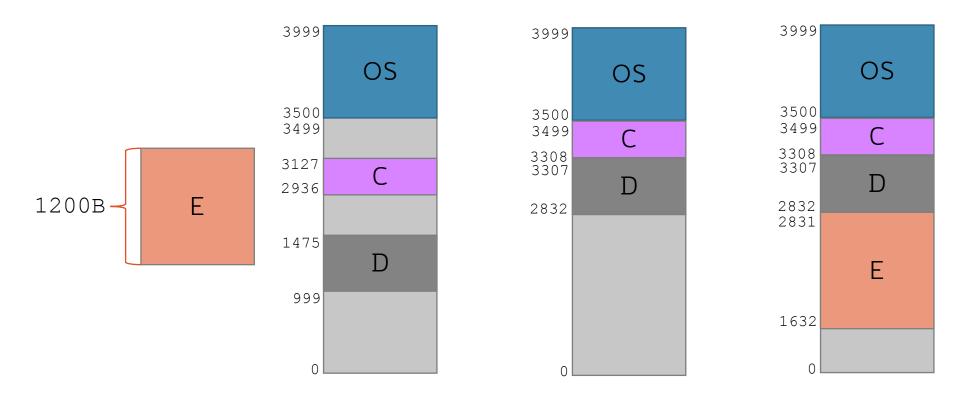




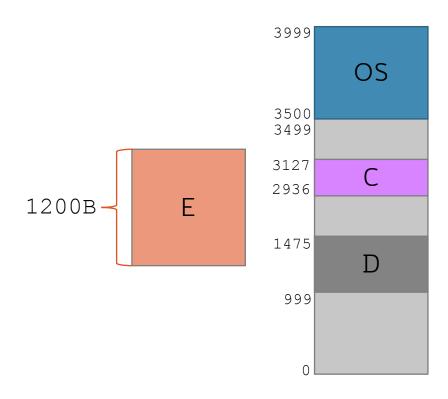


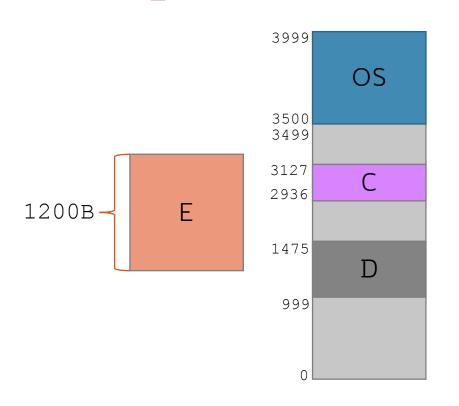


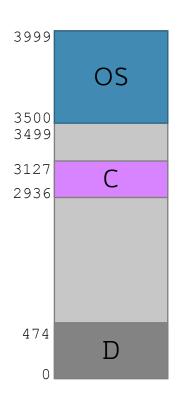


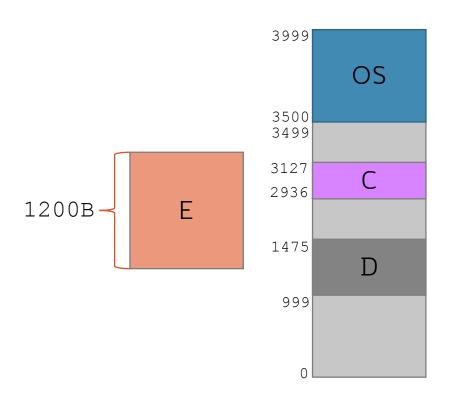


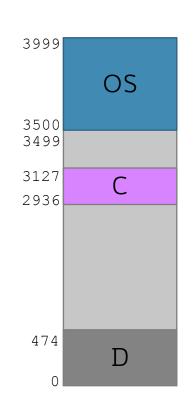
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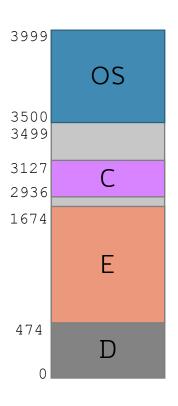


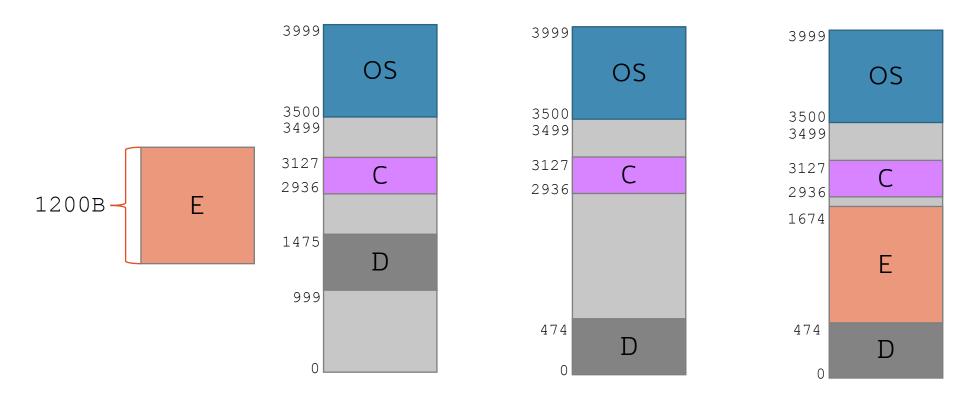












Still some holes left but only one process is moved (D) rather than two

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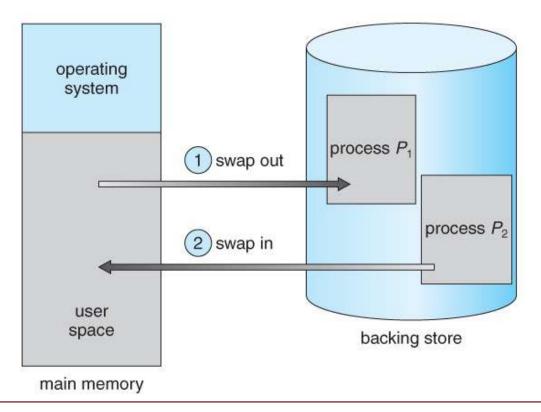
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- Using swapping, fragmentation can be tackled easily
 - Just run compaction before swapping-in a process

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- Time slice is usually way smaller than that!



Most modern OSs no longer use swapping, because it is too slow and there are faster alternatives available (e.g., paging)

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- Process entirely loaded
 - Swapping helps but it may be too inefficient

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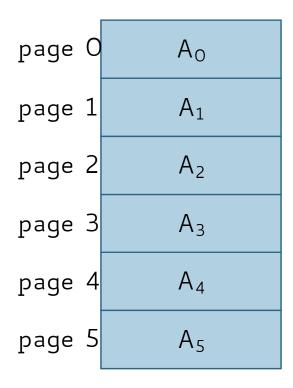
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90/10 Rule

Processes spend 90% of their time accessing only 10% of their allocated memory space

Paging: The Big Picture



Logical/Virtual Address Space of process A

Physical Memory Paging: The Big Picture OS frame 0 OS frame 1 page 0 A_{O} frame 2 A_4 page 1 A_1 frame 3 page 2 A_2 frame 4 page 3 A_3 A_1 frame 5 page 4 A_4 frame 6 page 5 A_5 A_2 frame 7 Logical/Virtual Address Space A_{O} frame 8 of process A A_3 frame 9

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frame 10

 A_5

Basic OS Responsibilities for Paging

- The OS has 2 main responsibilities:
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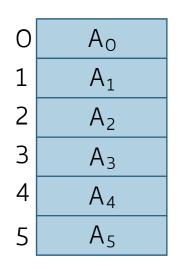
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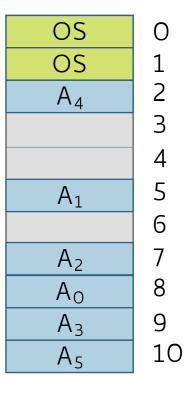
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Lookup table to retrieve what frame a page is stored in

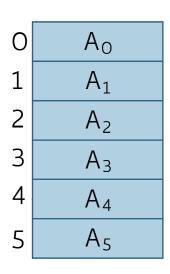
0	Ao
1	A_1
2	A_2
3	A_3
4	A ₄
5	A ₅

Page	Frame
0	8
1	5
2	7
3	9
4	2
5	10

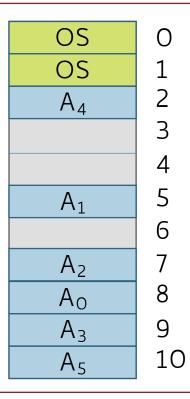
OS	0
OS	1
A_4	1 2 3
	3
	4 5
A_1	5
	6
A ₂	7
Ao	8
A_3	9
A ₅	10
	1

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We have assumed all pages of a process are mapped to physical frames, but this is not always the case

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