

# OS Memory

Sept 10<sup>th</sup>, 2018



## Some changes to Class MemMgr

Add the memory array which will represent the memory we are going to manage

We use numpy.

```
mem = np.zeros(dshape = (row_size, column_size), dtype='int8')
```

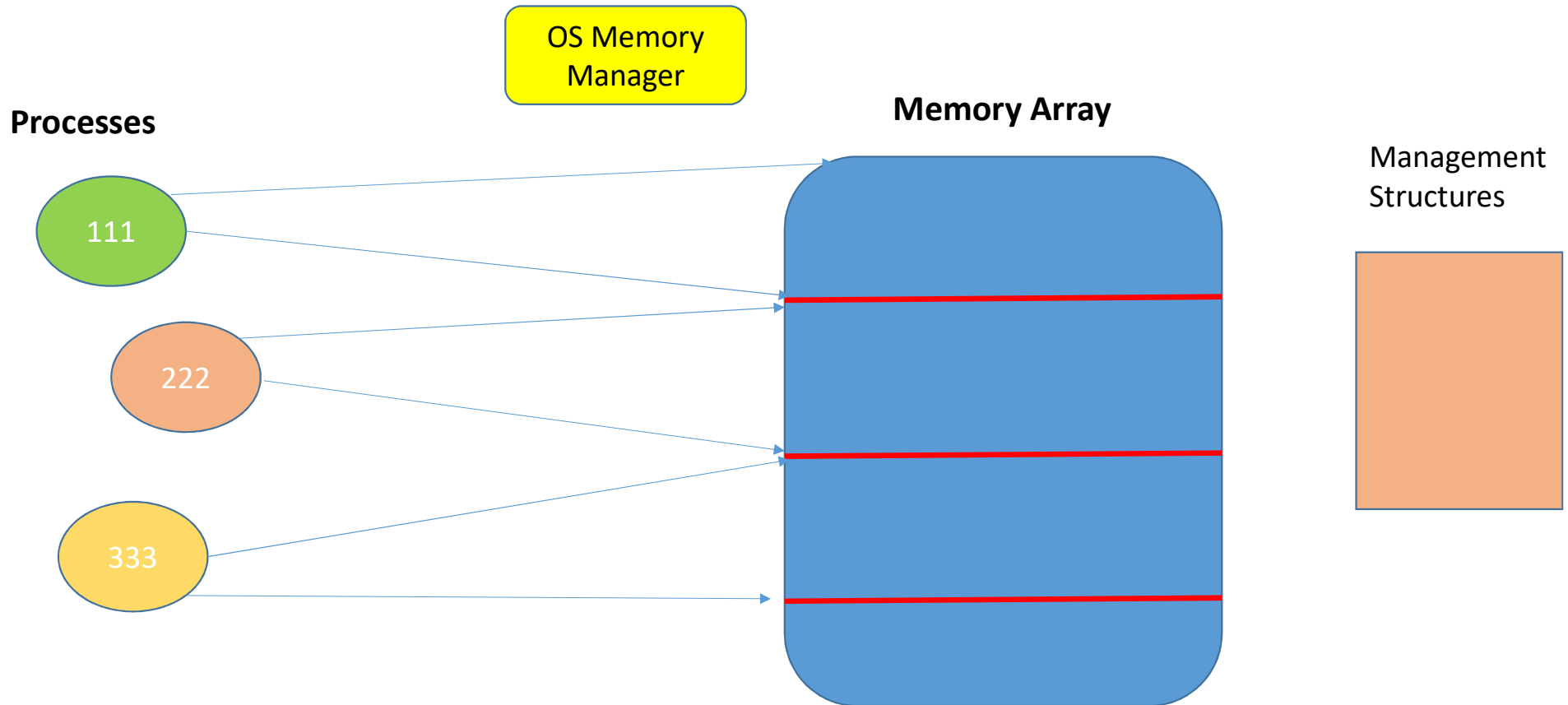
**Use class methods as we are only using two common data structures.**

**Sometimes not the best way, but it is the simplest for getting to know memory management**

# OS Memory

Sept 12, 2018

# So far, simulating an OS Memory Manager



## Array addressing scheme

	0	1	2	3	4	5	6	
0								
1								M[1,0:6]
2								
3								
4								
5								
6								

M[3:6,0]

M[4,3]

M[3:6, 5:6]

### Class Exercise: class-sept-12-a

#### Bring up Notebook

Download class912a.ipynb from moodle

Declare a 6x6 array with all zeros.

1. Write '11' diagonally
2. Write '22' on column idx 1

Follow the order of instructions.

3. Write row of '33' to row idx 3
4. Write '44' to diagonal
5. Fill the empty cells with '55'

Instructions from 1 to 4 overwrite existing values

### Do this on your own

0	0	1	2	3	4	5
0	11					
1		11				
2			11			
3				11		
4					11	
5						11

02	0	1	2	3	4	5
0	11	22	55	55	55	44
1	55	22	55	55	44	55
2	55	22	11	44	55	55
3	33	33	44	33	33	33
4	55	44	55	55	11	55
5	44	22	55	55	55	11

## find\_free\_space() algorithm

Index	PID
0	0
1	0
2	0
3	0
4	0
5	0
6	0

**1. Loop for row until the first empty spot**

**2. When found,  
check whether there are n blocks free**

**Let's change the memory array to 7x6**

```
found = false
for r in range(0, row_size):
    if m[r,0] == 0:
        found = true
```

```
found = false
for r in range(0, row_size):
    if m[r,0] == 0:
        # check for n free blocks
        found = true
        for x in range(r, n):
            if m[x,0] == 0:
                continue
            else:
                found = false
                break
        if found:
            start_idx = r
            break
return start_idx, start_idx+n
```



Simulate this with your test program

Index	PID
0	0
1	0
2	0
3	0
4	0
5	0
6	0

get\_mem(222,2)

Index	PID
0	222
1	222
2	0
3	0
4	0
5	0
6	0

get\_mem(333,1)

Index	PID
0	222
1	222
2	333
3	0
4	0
5	0
6	0

get\_mem(444,1)

Index	PID
0	222
1	222
2	333
3	444
4	0
5	0
6	0

release\_mem(333)

Index	PID
0	222
1	222
2	0
3	444
4	0
5	0
6	0

get\_mem(555,2)

Index	PID
0	222
1	222
2	0
3	444
4	555
5	555
6	0

# Cleaning up implementation

- Make a class MemMgmt for managing the management structures
  - Use classmethod
- Define a class MemCommon to store common and constant values
- Replace all numbers with some constant name.

```

@classmethod
def get_mem(cls, pid, nbr):
    start_index, end_index = MemMgmt.find_free_mem(pid, nbr)
    if start_index == MemCommon.Invalid:
        # no memory
        return MemCommon.NULLARRAY
        # or raise an exception
    else:
        viewa = MemMgr.memarray[start_index:end_index,
                                MemCommon.startColumn:MemCommon.endColumn]
        # check for error
        return viewa

@classmethod
def release_mem(cls, pid):
    MemMgmt.release_mem(cls)
    # do we expect errors in release

```

**Code Assignment: code-9-12-a**

**Three files:**

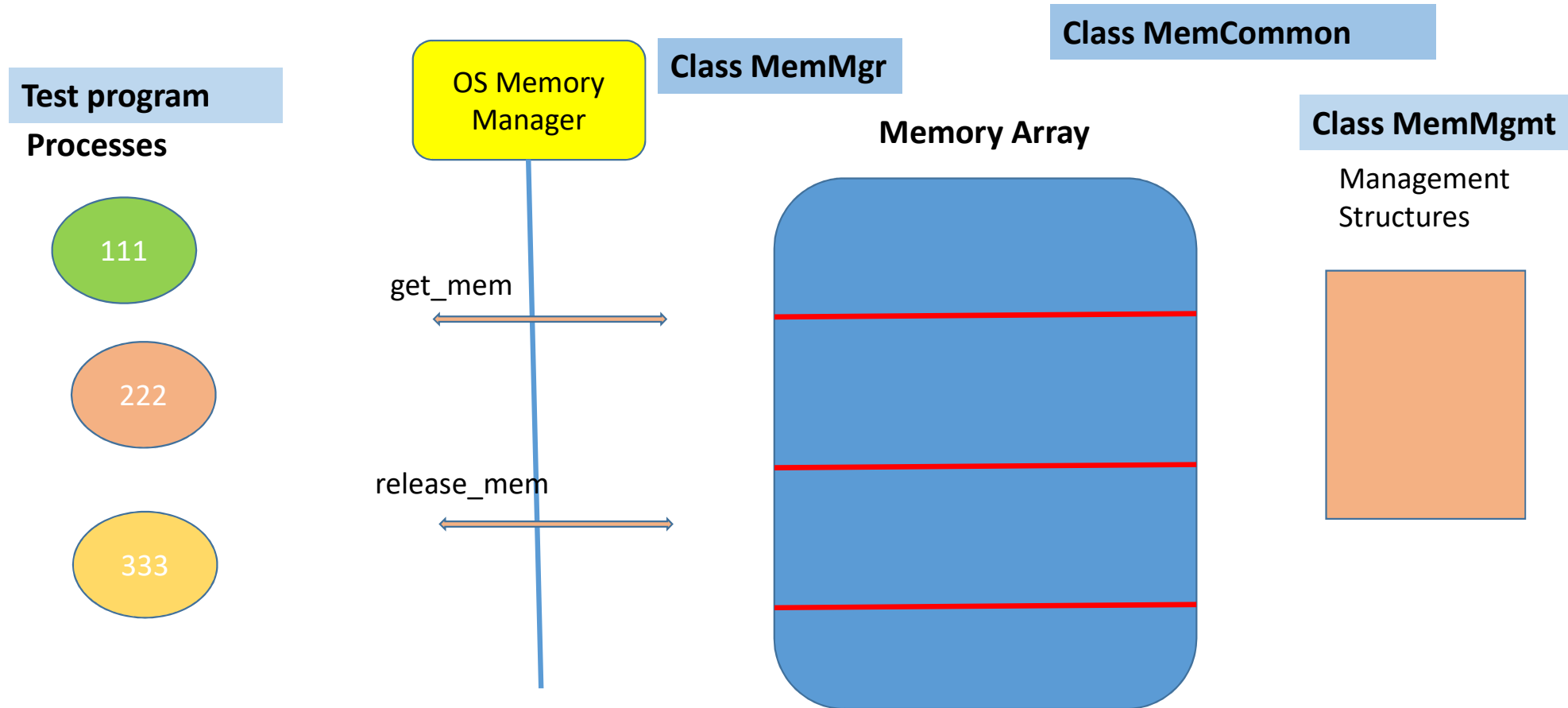
- 1. memmgr.py [class MemMgr]**
- 2. memcommon.py [class MemCommon]**
- 3. memmgmt.py [class MemMgmt]**

**DUE: Sept 17, 2018**

# OS Memory

Sept 14, 2018

# OS Memory Manager so far



**Things will go always perform normally and correctly**

**In reality, this is not always the case – Errors and Exceptions**

**BIG ASSUMPTION: You have a working version of the memmgr.py with a good testmem1.py**

Testmem2.py

Index	PID
0	0
1	0
2	0
3	0
4	0
5	0
6	0

get\_mem(222,3)

Index	PID
0	222
1	222
2	222
3	0
4	0
5	0
6	0

get\_mem(333,2)

Index	PID
0	222
1	222
2	222
3	333
4	333
5	0
6	0

get\_mem(444,1)

Index	PID
0	222
1	222
2	222
3	333
4	333
5	444
6	0

release\_mem(333)

Memory is fragmented

Index	PID
0	222
1	222
2	222
3	0
4	0
5	444
6	0

get\_mem(555,3)

Error here

**Two ways to handle errors:**

- Normal return error from a call
- Try and Except

```
aa = MemMgr.get_mem(222,3)
```

**What kind of error would get\_mem() return?**

**Let's say it returns a zero size array  
as get\_mem always return an array**

```
aa = MemMgr.get(222,3)
```

```
If aa.size == 0:
```

```
    # what to do?
```

```
    exit() ?? Or call some error display function
```

**Try**

```
aa = MemMgr.get_mem(222,3)
```

**except:**

```
    #what to do?
```

```
    exit()?
```

```
    # or something
```

**Let's use Exception error**



## Error from Chrome when you have too many tabs open



### Not enough memory to open this page

Try closing other tabs or programs to free up memory.

[Learn more](#)

[Send feedback](#)

# Code Assignment: code-9-14-a

Use try except

- Make changes to your code to handle errors
  - Raise exception
  - Make changes to your test code to generate the error
  - Files:
    1. Memmgr.py
    2. Memcommon.py
    3. Memmgmt.py
    4. Testmem2.py – show the error expected
    5. Output2.txt

Changes to the test program  
testmem2.py to handle errors

**Memory Policy: For now keep it simple**

1. Not enough memory to fulfill request:  
get\_mem to raise exception
2. If get\_mem is called a 2<sup>nd</sup> time by Process,  
exception
3. If release\_mem – if pid does not have any  
memory assigned, no error

# Reasoning about Error handling and policy issues

- If a process calls `get_mem()` twice, would that be an error?

Can we interpret `get_mem()` the 2<sup>nd</sup> time as asking for more memory?  
If there is a free block “below” can we just give it?  
What changes are required?

We assume that  
The process knows  
Best.

Is it better to have a new method `more_mem()`?  
What kind of changes are required for this method for the process  
and management structures?

How to incorporate this feature in your implementation of MM?

Index	PID
0	0
1	0
2	0
3	0
4	0
5	0
6	0

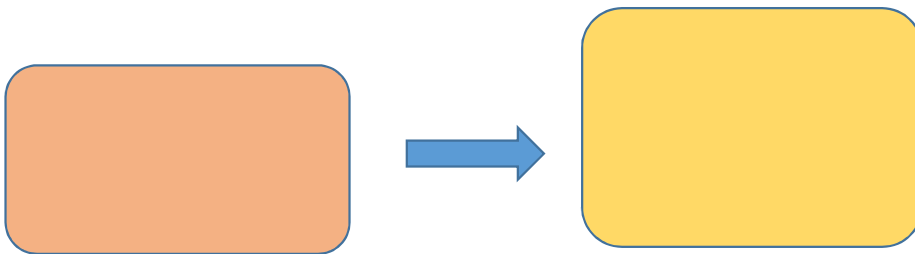
get\_mem(222,3)

Index	PID
0	222
1	222
2	222
3	0
4	0
5	0
6	0

get\_mem(222,1)

Index	PID
0	222
1	222
2	222
3	222
4	0
5	0
6	0

Adding to the management structures  
Is easy enough, but how do you  
tell the process to move to the “new” array



What are the logistics issues?

- implementation issues

Assume for simplicity:

- that something is doing the moving  
or copying of content from one space to another

### What about this scenario?

Index	PID
0	222
1	222
2	333
3	0
4	0
5	0
6	0

`get_mem(222,3)`

Process is still running.

Changing addresses for a running process is really difficult.

**What if the process is not running or active?**

**Can we suspend an active process?**

YES, we can

BUT be careful. If the process is an active process and is Interactive, then it would not be nice?

## Release\_mem()

- If release\_mem() is called but there is no memory to release, is that an error?

# Code Assignment: code-sept-14-b

Submit two files:

1. Code914a.py
2. Output1.txt

Swap file – store the contents of memory

- File: code914a

- Folder: main

**ASSUMPTION: Someone is storing the registers**

- Instructions:

1. Create an array 6x6 initialized to zero
2. Get a view-a of 2x6
3. Change first row to '22' and 2<sup>nd</sup> to '44'
4. Store this view-a in a binary file.
5. Get another view-b of 3x6
6. Restore the binary file into this new view-b
7. Change 3<sup>rd</sup> row to '33'
8. Print contents of view-b into output1.txt
9. Print contents of big array into output1.txt

Use this later for moving memory around to make space

Final view of memory after step 7

0	1	2	3	4	5
1	22	22	22	22	22
2	44	44	44	44	44
3	22	22	22	22	22
4	44	44	44	44	44
5	33	33	33	33	33

## Sample test program to cause an error

Index	PID
0	0
1	0
2	0
3	0
4	0
5	0
6	0

get\_mem(222,3)

Index	PID
0	222
1	222
2	222
3	0
4	0
5	0
6	0

get\_mem(333,2)

Index	PID
0	222
1	222
2	222
3	333
4	333
5	0
6	0

get\_mem(444,1)

Index	PID
0	222
1	222
2	222
3	333
4	333
5	444
6	0

release\_mem(333)

Index	PID
0	222
1	222
2	222
3	0
4	0
5	444
6	0

get\_mem(555,3)

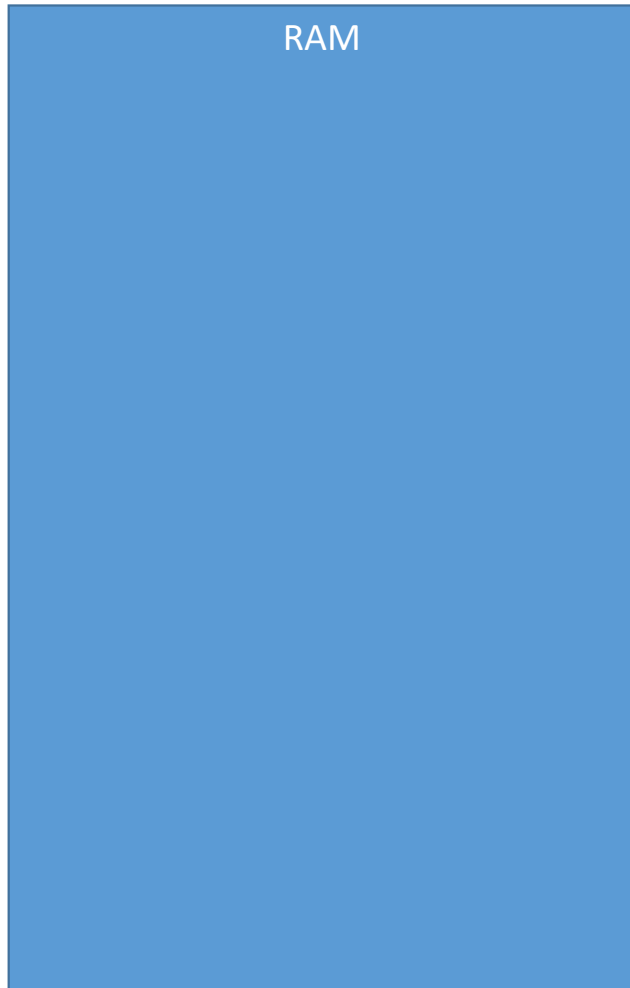
**This should generate an error**



# Observe behavior of request and memory availability

- Assumption: contiguous memory
- Requests ask for 3 blocks, 2 blocks and 1 block
- SUGGESTION: Why don't we make partitions where partition is a certain number of block memory
  - So, one partition consists of 3 blocks, another partition of 2 blocks, etc
  - Would this be better??

## Scheme-2b (Fixed Partition)



RAM

We call each memory area a Partition.  
Each partition has a fixed size.  
We need to keep track of memory used.

JOB 1

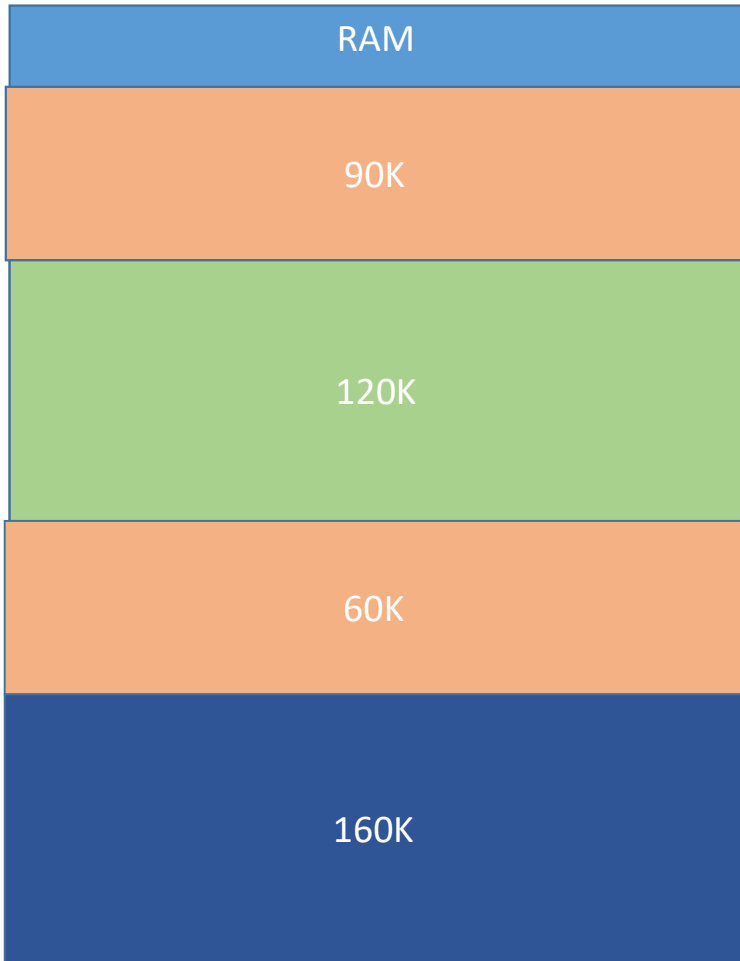
PARTITION MEMORY TABLE

Size	Start Address	Name of Job	Status
60K	100K	JOB 1	BUSY
200K	180K	JOB 2	BUSY
100K	280K		FREE
50K	380K	JOB 3	BUSY

Size of partition is static. Meaning the size cannot be changed.

JOB 3

Only way to change the size is to reboot the computer.



The sizes of partitions are fixed at system start.

## Class exercise: on scheme-2b

- How to implement Scheme-2b using the code assignment
- Spend 5 mins thinking how to implement this
  - What needs to be changed?

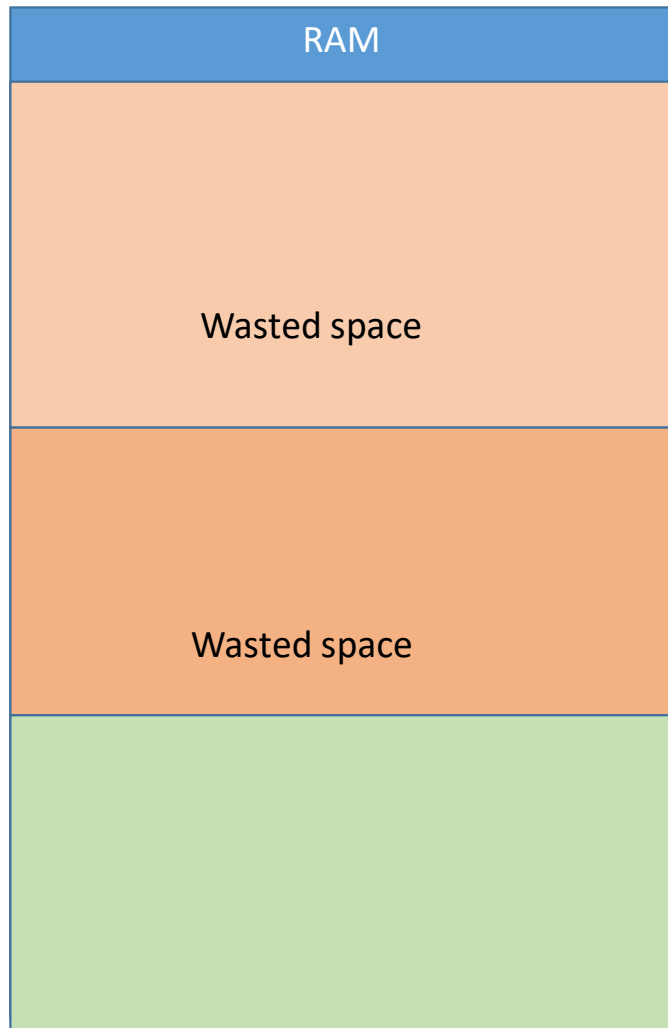
## Issues with scheme-2

- Memory sizes are fixed, and only way to change them is to either reboot the system, or clear memory and start again
- Some jobs may not be able to find the right memory partition because the memory partition sizes are fixed.
- To change the size we have to reboot.
- We need a scheme where memory sizes can be dynamic upon on request or demand.

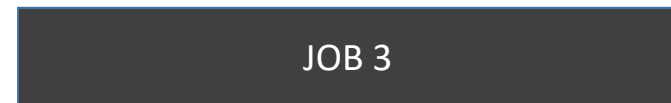
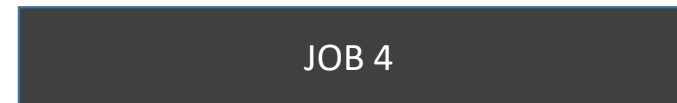
# Scheme-3: Dynamic Partition

Your code is based on this model.  
Use the idea of a block of memory.  
Process **requests** number of blocks.

- Don't predetermined the size of the memory partition
- Only allocate the memory on request
  - When a job requests 100K of memory
  - Allocate 100K of contiguous memory to job
- This solves the problem with fixed partition on having to reboot to adjust the size of memory partition
- It does prevent wasted memory



## Two ways to fit job into memory for fixed and dynamic partition



**First fit all**

Lots of wasted space

**First fit Allocation**

Find the smallest partition to fit

Slower performance in finding memory  
Better efficiency in use Of memory

**When a job is finished, it is removed from memory**

**This is called DeAllocation**

**For fixed partition, the job is just removed and the size of partition remains the same.**

**For dynamic partition, the job is removed and the manager will try to join two adjacent memory partitions into one big partition.**



# Issues with these 3 schemes

- Each scheme requires that the whole program be stored in memory in a single contiguous block within a partition.
- Can we divide the program into multiple smaller chunks?
  - YES, we can.
  - This brings us to the topic of Virtual Memory