

Q1: I'll be using Compaction as my general approaches in memory management :

- Full Compaction: is where we move all the allocated memory to one side of memory (fixed fragmentation) and then release the old allocated memory processes from it.
- Partial Compaction: is when we move the allocated memory and then free up memory segments until we have got enough memory to honor memory requests and preform them.
- With Swapping: when we start by moving the allocated memory to a disk, then we free up memory after, then after that we would reallocate memory with the disk allocated memory contents.
- Paging: is when we start by dividing the system memory into fixed size pages, selectively allocating pages to frames, and then we manage the pages in memory with their pointers.
- Finally, Garbage Collection: which maintains a reference to unused and inaccessible allocated memory and treat it as free memory.

Q2:

- a) 2200
- b) 1000
- c) 2200
- d) 2200
- e) 2200
- f) 2200

Q3:

P1: 7 pages

P2 : 4 pages

Shared pages: x & y

16 frames

Page table P1:

#	Frames
0	2
1	6
2	11
3	9
4	3
5	4
6	8

page table P2:

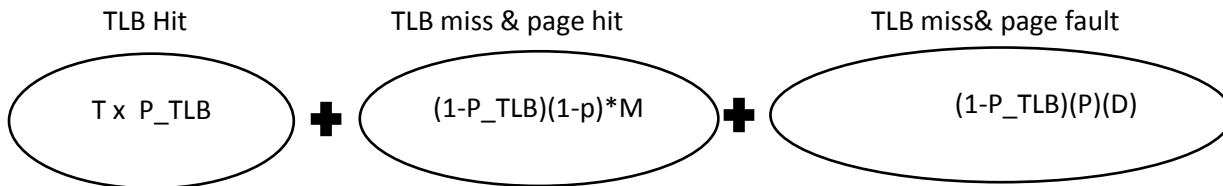
#	Frames
0	2
1	6
2	15
3	1

Frames in physical memory:

F0		
F1	P2 #3	
F2	P1#0 & P2#0	x
F3	P1#4	
F4	P1#5	
F5		
F6	P1#1 & P2#1	y
F7		
F8	P1#6	
F9	P1#3	
F10		
F11	P1#2	
F12		
F13		
F14		
F15	P2#2	

Even though it takes 4 entries to fill out a frame paging does not need to be contiguous thus we have page # in 2 page table all have unique frame except #0 & #1 because they both share memory in the physical frames 2&6

Q4 :



$T = 1 \text{ ns}$

$P_{TLB} = 0.9$

$M = 10 \text{ ns}$

$P = 0.001$

$D = 10^7 \text{ ns}$

$1 + (0.1 \cdot 0.999 \cdot 10) + (0.1 \cdot 0.001 \cdot 10^7)$

$= 1001.999 \text{ ns}$

Q5 :

Example : calculate page fault with LRU using 3 as frame size

0	2	8	0	2	3	0	4	0	5
<span style="border: 1px solid black; padding: 2px;">0</span>	0	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">0</span>	0	0	0	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">0</span>	0	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">0</span>	0
	<span style="border: 1px solid black; padding: 2px;">2</span>	2	2	<span style="border: 1px solid black; border-radius: 50%; padding: 2px;">2</span>	2	2	<span style="border: 1px solid black; padding: 2px;">4</span>	4	4
		<span style="border: 1px solid black; padding: 2px;">8</span>	8	8	<span style="border: 1px solid black; padding: 2px;">3</span>	3	3	3	<span style="border: 1px solid black; padding: 2px;">5</span>

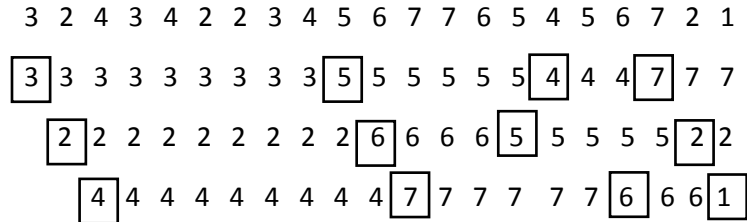
: page fault

: recently used

Page fault of 6

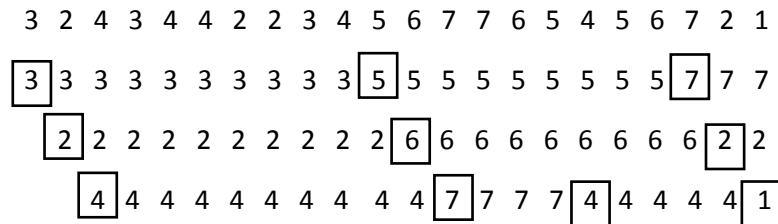
Q6:

a) FIFO



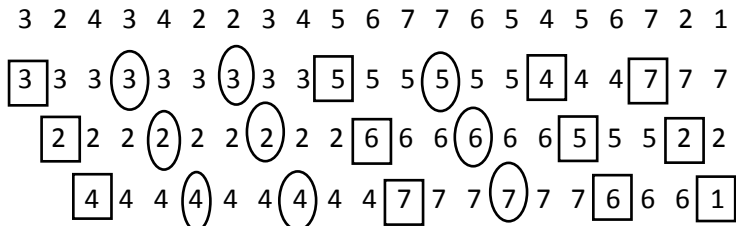
Page fault =12

b) OPT



Page fault = 10

c) LRU



Page fault = 12

Thus OPT has the fewest page fault.

Q7:

working set  $\Delta = 6$

