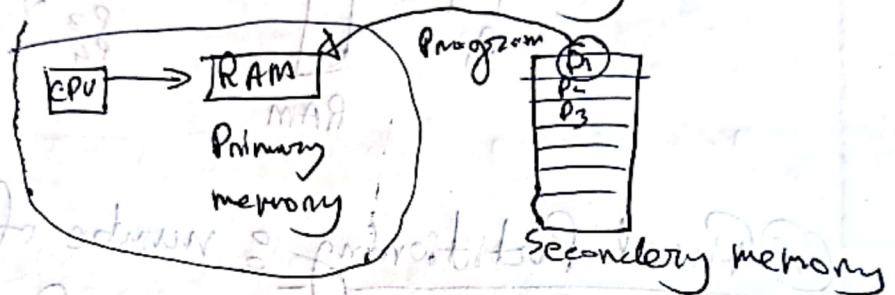


## Memory Management

→ Method of managing (memories → DRAM, h/d, registers.)  
Primary memory.

→ goal: Efficient utilization of memory.



• Program must be brought from secondary memory into Primary memory. ⇒ degree of multi programming  
more & more processes in Ram.

✓ Degree of multi programming :

$$\text{CPU Utilization} = 1 - p^n$$

$n \rightarrow$  num of processes.  
 $p \rightarrow$  I/O block time.  
(not any CPU test)

ex: [3 process @ memory], 80% I/O time,

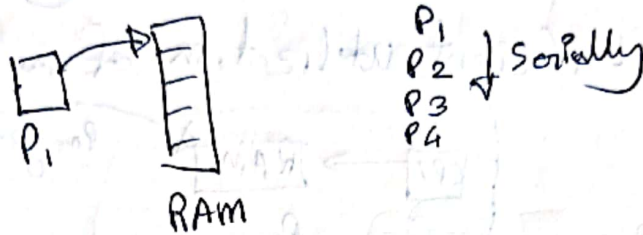
$$\begin{aligned} \text{CPU Utilization} &= 1 - (0.8)^3 \\ &= 49\% \end{aligned}$$

## Memory management technique

Contiguous  
non-contiguous

Ex-9

Contiguous Allocation:  
 (i) Fixed Partition (static)  
 (ii) Variable (Dynamic)



✓ Fixed Partitioning: number of partitions are fixed.

(i) Number of partitions are fixed.

(ii) Size of each partition not same.

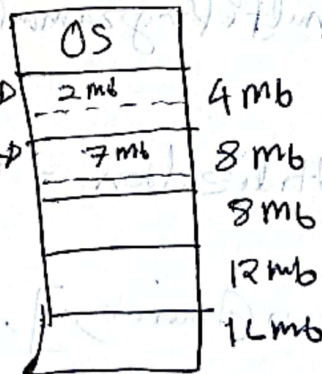
(iii) Spanning not allowed,

ex-

$P_1 = 2M$

$P_2 = 7M$

$P_3 =$



cond:

[ 2mb waste है, क्योंकि 7mb waste है, अर्थात् 5mb ग्रा - internal fragmentation. ]

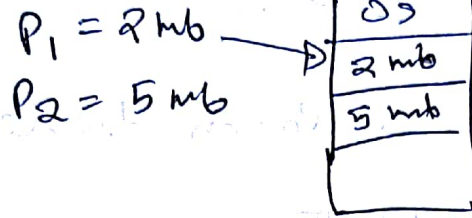
✓ fragmentation है, अर्थात्

✓ Limit और Process size.

✓ Partition और Process का size.

## Variable Partitioning:

✓ no partitions will be created according to the process size.



comes  
cons:

✓ hole create  
if process execute

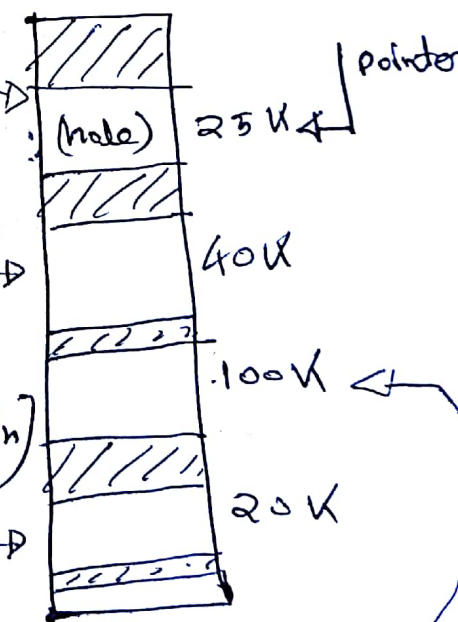
## Memory Allocation -

✓ First fit: Allocate the first hole that is big enough.  $P_1 = 15 \text{ K}$

✓ next fit: Same as first fit but start's searching from last allocated.  $P_2 = 18$

✓ Best fit: (min internal fragmentation) will search all holes.

$P_3 = 15$  best fit

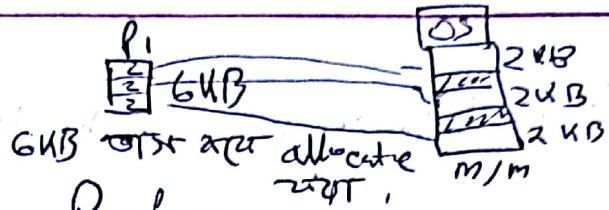


✓ Worst fit: (large hole search)

$P = 15$



Non-Contiguous -



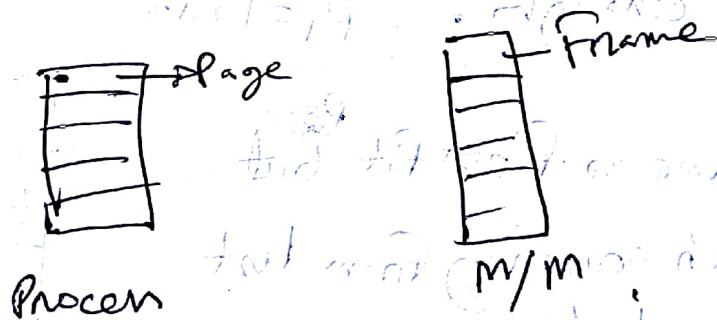
Paging

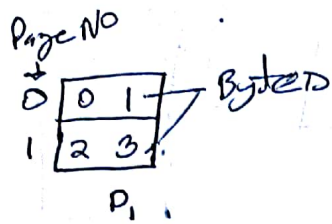
✓ Secondary memory में Process divide करेंगे फिर

Page में करेंगे और,

✓ Main memory divide करेंगे फिर Frame में करेंगे

$$[ \text{Page Size} = \text{Frame Size} ]$$





Process Size = 4KB

Page Size = 2B

No. of pages/Process =  $4/2KB = 2B$

Frame No

0	0	12
1	2	5
2	4	5
3	6	7
4	8	9
5	10	11
6	12	13
7	14	15

Bytes

M/m size = 16B

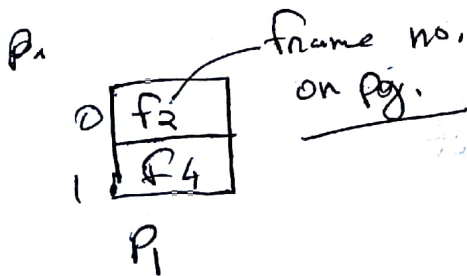
Frame Size = 2B

No. of frames

$16/2 = 8$  frames.

m/m

Page Table = every process has its own page table.



calculation

4	3
---	---

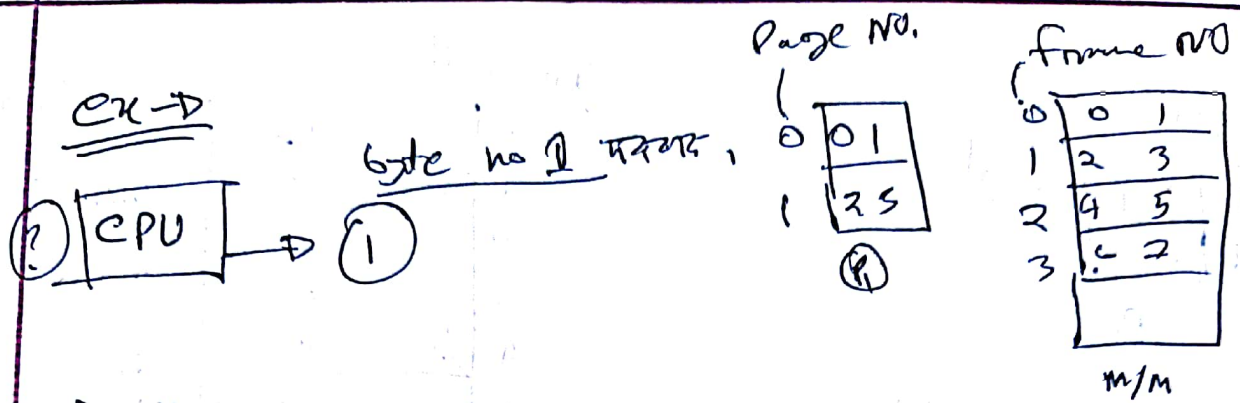
pg number    pg offset

logical address

3	3
---	---

frame frame num offset

physical address



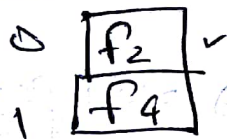
⇒

Logical address

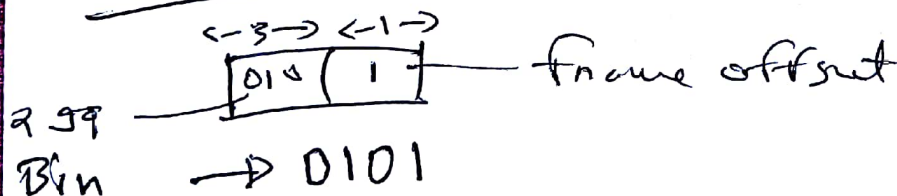


(Logical to physical address convert)

Page table



Physical address



$$2^{10} = 1K, 2^{20} = 1M, 2^{30} = 1G, 2^{40} = 1T.$$

Memory in bytes addressable

#

Logical address space / size of process = 4 GB

Physical address space = 64 MB

Page size = 4 KB

(?) No. of pages?  $\Rightarrow$

(?) No. of frames?  $\Rightarrow$

(?) No. of page table?  $\Rightarrow$

#

4	3
---	---

3	3
---	---

logical address

phy address

$\rightarrow$  no. of pages =  $2^4 = 16$

$\rightarrow$  no. of frames =  $2^3 = 8$

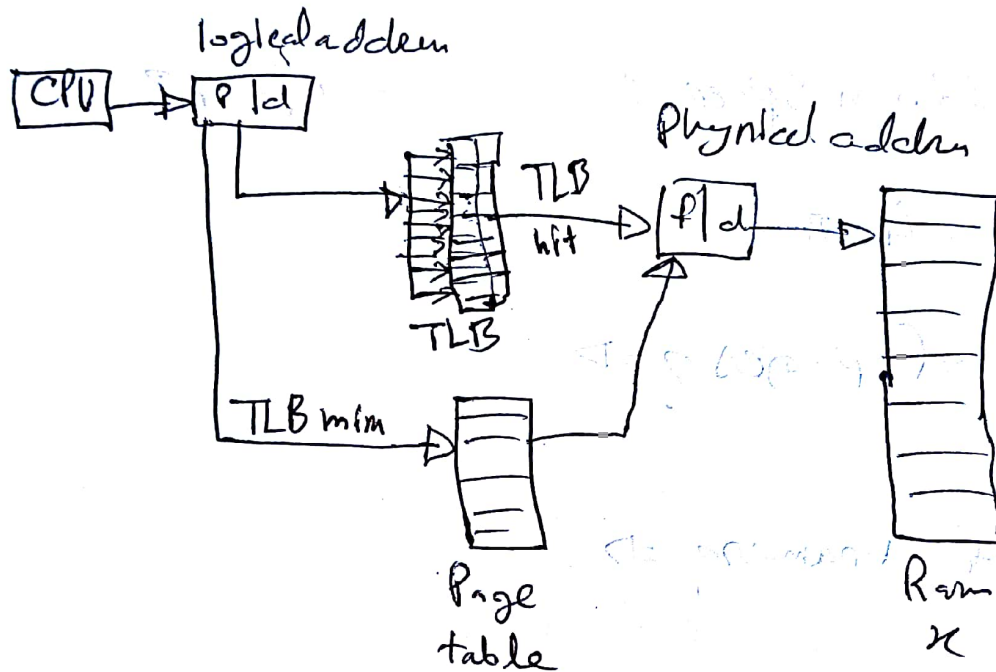
no. of

$\rightarrow$  Logical address space =  $2^7 = 128$

$\rightarrow$  Physical " " =  $2^6 = 64$

## Translation Lookaside Buffer

(TLB) cash memory



# Effective access time  $\Rightarrow$

$$\textcircled{*} \left[ \text{TLB hit} \times (\text{TLB access time} + \text{memory access time}) \right]$$

$$+ \text{TLB miss} \times (\text{TLB access time} + \text{Page table access time} + \text{memory access time})$$

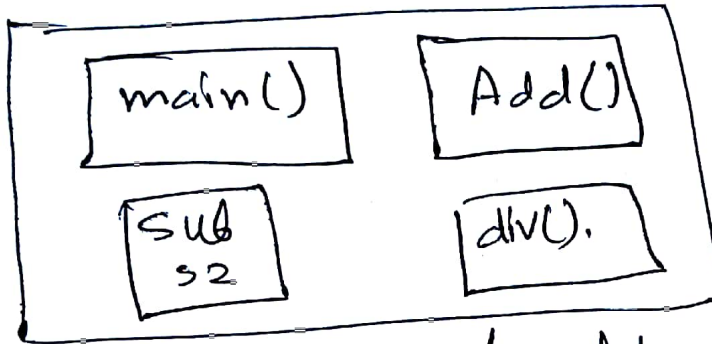
(ns)



# segmentation

✓ don't divide the process without knowing like  
Paging.

✓ divides into different unit  $\rightarrow$  function, obj, main()  
method etc.



$\leftarrow$  various size.

logical address.

✓ ✓

