**Activity 8: Memory management**

**วัตถุประสงค์**

1. เพื่อให้นิสิตเข้าใจหลักการทำงานของ address translation
2. เพื่อให้นิสิตสามารถเปรียบเทียบการทำงานและคุณสมบัติของ page table แบบต่างๆ

**กิจกรรมในชั้นเรียน**

ให้นิสิตศึกษาการทำงานของโปรแกรม paging\_1level.c ที่ให้ข้างล่าง

โปรแกรมนี้จำลองการทำงานของ memory management แบบ paging โดยใช้ page table แบบง่าย โดยกำหนดให้

ขนาดของ physical address space = 215 = 32,768 bytes

ขนาดของแต่ละ frame = 28 = 256 bytes

จำนวน frame = 27 = 128 frames

ขนาดของ physical address = 15 bit แบ่งเป็น frame no. 7 bit และ offset 8 bit

ขนาดของ logical address space = 216 = 65,536 bytes

ขนาดของแต่ละ page = 28 = 256 bytes

จำนวน page = 28 = 256 pages

ขนาดของ logical address = 16 bit แบ่งเป็น page no. 8 bit และ offset 8 bit

paging\_1level.c

|  |
| --- |
| #include <stdio.h>  #include <stdlib.h>  #include <stdint.h>  #define FRAME\_SIZE 256  #define FRAME\_ENTRIES 128  #define PAGE\_SIZE 256  #define PAGE\_ENTRIES 256  typedef struct PageTableEntry {  uint16\_t present : 1;  uint16\_t frame : 15;  } PageTableEntry;  PageTableEntry page\_table[PAGE\_ENTRIES];  uint8\_t \*physical\_memory;  uint16\_t translate\_address(uint16\_t logical\_address) {  uint8\_t frame\_number;  uint8\_t page\_number = logical\_address >> 8;  if (page\_table[page\_number].present == 0) {  // Page not present, allocate a frame for it.  // For simplicity, just random a frame. Must fix this later.  frame\_number = rand() % FRAME\_ENTRIES;  page\_table[page\_number].present = 1;  page\_table[page\_number].frame = frame\_number;  }  uint16\_t physical\_address = (page\_table[page\_number].frame << 8) + (logical\_address & 0xFF);  printf("Translate logical address 0x%X (page number 0x%x, offset 0x%02x) to physical address 0x%X \n",  logical\_address, page\_number, logical\_address & 0xFF, physical\_address);  return physical\_address;  }  void read\_from\_memory(uint16\_t logical\_address, uint8\_t \*value) {  uint16\_t physical\_address = translate\_address(logical\_address);  \*value = physical\_memory[physical\_address];  }  void write\_to\_memory(uint16\_t logical\_address, uint8\_t value) {  uint16\_t physical\_address = translate\_address(logical\_address);  physical\_memory[physical\_address] = value;  }  int main() {  // Allocate physical memory  physical\_memory = calloc(PAGE\_ENTRIES, PAGE\_SIZE);  // Read and write to memory  uint8\_t value;  write\_to\_memory(0x123, 0xA);  read\_from\_memory(0x123, &value);  printf("Value read from memory: 0x%02X\n", value);  write\_to\_memory(0x1234, 0xAB);  read\_from\_memory(0x1234, &value);  printf("Value read from memory: 0x%02X\n", value);  // Calculate page table size  size\_t page\_table\_size = PAGE\_ENTRIES \* sizeof(PageTableEntry);  printf("Page table size: %lu bytes\n", page\_table\_size);  return 0;  } |

Output ของโปรแกรม

Text

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ให้นิสิตแก้ไขโปรแกรม paging\_2level\_dynamic.c ที่ให้ข้างล่างให้ทำงานได้อย่างถูกต้อง

โปรแกรมนี้เป็นการปรับปรุงจากโปรแกรม paging\_1level.c เพื่อให้ใช้ two-level page table ซึ่งแบ่ง page number ออกเป็นสองส่วนคือ p1 เป็น index ของ outer page table มีขนาด 4 bit (outer page table มี 16 entries) และ p2 เป็น index ของ page table มีขนาด 4 bit (page of page table แต่ละ page มี 16 entries)

โดยที่ outer page table จะถูก allocate แบบ static เมื่อโปรแกรมทำงาน แต่ inner page table จะถูก allocate แบบ dynamic เมื่อจำเป็นต้องใช้

paging\_2level\_dynamic.c

|  |
| --- |
| #include <stdio.h>  #include <stdlib.h>  #include <stdint.h>  #define FRAME\_SIZE 256  #define FRAME\_ENTRIES 128  #define PAGE\_SIZE 256  #define PAGE\_ENTRIES 16  #define OUTER\_PAGE\_ENTRIES 16  typedef struct PageTableEntry {  uint16\_t present : 1;  uint16\_t frame : 15;  } PageTableEntry;  PageTableEntry \*page\_table;  PageTableEntry \*outer\_page\_table[OUTER\_PAGE\_ENTRIES];  uint8\_t \*physical\_memory;  uint16\_t translate\_address(uint16\_t logical\_address) {  // Assignment: complete following statements that get outer page number and page number from logical address  uint8\_t outer\_page\_number = ?  uint8\_t page\_number = ?  // Assignment: complete following statements that allocate inner page table  if (outer\_page\_table[outer\_page\_number] == ?) {  // Inner page table not present, allocate an inner page table for it  outer\_page\_table[outer\_page\_number] = ?  }  if (outer\_page\_table[outer\_page\_number][page\_number].present == 0) {  // Page not present, allocate a frame for it  // For simplicity, just random a frame. Must fix this later.  uint16\_t frame\_number = rand() % FRAME\_ENTRIES;  // Assignment: complete following statements that fill in page table  outer\_page\_table? = ?  outer\_page\_table? = ?  }  // Assignment: complete following statement that constructs physical address from frame number and offset  uint16\_t physical\_address = ?  printf("Translate logical address 0x%X (outer page number 0x%X, page number 0x%X, offset 0x%X) to physical address 0x%X\n",  logical\_address, outer\_page\_number, page\_number, logical\_address & 0xFF, physical\_address);  return physical\_address;  }  void read\_from\_memory(uint16\_t logical\_address, uint8\_t \*value) {  uint16\_t physical\_address = translate\_address(logical\_address);  \*value = physical\_memory[physical\_address];  }  void write\_to\_memory(uint16\_t logical\_address, uint8\_t value) {  uint16\_t physical\_address = translate\_address(logical\_address);  physical\_memory[physical\_address] = value;  }  int main() {  // Allocate physical memory  physical\_memory = calloc(PAGE\_ENTRIES, PAGE\_SIZE);  // Read and write to memory  uint8\_t value;  write\_to\_memory(0x123, 0xA);  read\_from\_memory(0x123, &value);  printf("Value read from memory: 0x%02X\n", value);  write\_to\_memory(0x1234, 0xAB);  read\_from\_memory(0x1234, &value);  printf("Value read from memory: 0x%02X\n", value);  // Calculate total size of outer page table and inner page tables  size\_t page\_table\_size = 0;  for (int i = 0; i < OUTER\_PAGE\_ENTRIES; i++) {  if (outer\_page\_table[i] != NULL) {  page\_table\_size += PAGE\_ENTRIES \* sizeof(PageTableEntry);  }  }  printf("Outer page table size: %zu bytes\n", sizeof(outer\_page\_table));  printf("Inner page table size: %zu bytes\n", page\_table\_size);  printf("Total page table size: %zu bytes\n", sizeof(outer\_page\_table)+page\_table\_size);  return(0);  } |

Output ของโปรแกรม

Text

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Activity 8

ธนัส วงศ์สมุทร 6432067021

ก้องภพ จริยาสถาพร 6430014321

1. ไฟล์โปรแกรมที่แก้ไขแล้ว

#include <stdio.h>

#include <stdlib.h>

#include <stdint.h>

#define FRAME\_SIZE 256

#define FRAME\_ENTRIES 128

#define PAGE\_SIZE 256

#define PAGE\_ENTRIES 16

#define OUTER\_PAGE\_ENTRIES 16

typedef struct PageTableEntry {

uint16\_t present : 1;

uint16\_t frame : 15;

} PageTableEntry;

PageTableEntry \*page\_table;

PageTableEntry \*outer\_page\_table[OUTER\_PAGE\_ENTRIES];

uint8\_t \*physical\_memory;

uint16\_t translate\_address(uint16\_t logical\_address) {

// Assignment: complete following statements that get outer page number and page number from logical address

uint8\_t outer\_page\_number = logical\_address >> 12;

uint8\_t page\_number = (logical\_address >> 8 ) & 0x0F;

// Assignment: complete following statements that allocate inner page table

if (outer\_page\_table[outer\_page\_number] == NULL) {

// Inner page table not present, allocate an inner page table for it

outer\_page\_table[outer\_page\_number] = (PageTableEntry \*)calloc(16, sizeof(PageTableEntry));

}

if (outer\_page\_table[outer\_page\_number][page\_number].present == 0) {

// Page not present, allocate a frame for it

// For simplicity, just random a frame. Must fix this later.

uint16\_t frame\_number = rand() % FRAME\_ENTRIES;

// Assignment: complete following statements that fill in page table

outer\_page\_table[outer\_page\_number][page\_number].present = 1;

outer\_page\_table[outer\_page\_number][page\_number].frame = frame\_number;

}

// Assignment: complete following statement that constructs physical address from frame number and offset

uint16\_t physical\_address = (outer\_page\_table[outer\_page\_number][page\_number].frame << 8) + (logical\_address & 0xFF);

printf("Translate logical address 0x%X (outer page number 0x%X, page number 0x%X, offset 0x%X) to physical address 0x%X\n",

logical\_address, outer\_page\_number, page\_number, logical\_address & 0xFF, physical\_address);

return physical\_address;

}

void read\_from\_memory(uint16\_t logical\_address, uint8\_t \*value) {

uint16\_t physical\_address = translate\_address(logical\_address);

\*value = physical\_memory[physical\_address];

}

void write\_to\_memory(uint16\_t logical\_address, uint8\_t value) {

uint16\_t physical\_address = translate\_address(logical\_address);

physical\_memory[physical\_address] = value;

}

int main() {

// Allocate physical memory

physical\_memory = calloc(PAGE\_ENTRIES, PAGE\_SIZE);

// Read and write to memory

uint8\_t value;

write\_to\_memory(0x123, 0xA);

read\_from\_memory(0x123, &value);

printf("Value read from memory: 0x%02X\n", value);

write\_to\_memory(0x1234, 0xAB);

read\_from\_memory(0x1234, &value);

printf("Value read from memory: 0x%02X\n", value);

// Calculate total size of outer page table and inner page tables

size\_t page\_table\_size = 0;

for (int i = 0; i < OUTER\_PAGE\_ENTRIES; i++) {

if (outer\_page\_table[i] != NULL) {

page\_table\_size += PAGE\_ENTRIES \* sizeof(PageTableEntry);

}

}

printf("Outer page table size: %zu bytes\n", sizeof(outer\_page\_table));

printf("Inner page table size: %zu bytes\n", page\_table\_size);

printf("Total page table size: %zu bytes\n", sizeof(outer\_page\_table)+page\_table\_size);

return(0);

}

1. capture หน้าจอผลลัพธ์

A screenshot of a computer

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