Chapter 8: Main Memory

Chapter 8: Memory Management

- Background
- Swapping
- Contiguous Memory Allocation
- Segmentation
- Paging
- Structure of the Page Table
- Example: The Intel 32 and 64-bit Architectures
- Example: ARM Architecture

Background

- Program must be brought (from disk) into memory and placed within a process for it to be run

- Main memory and registers are only storage CPU can access directly

- Memory unit only sees a stream of addresses + read requests, or address + data and write requests

- Register access in one CPU clock (or less)

- Main memory can take many cycles, causing a **stall**

- **Cache** sits between main memory and CPU registers

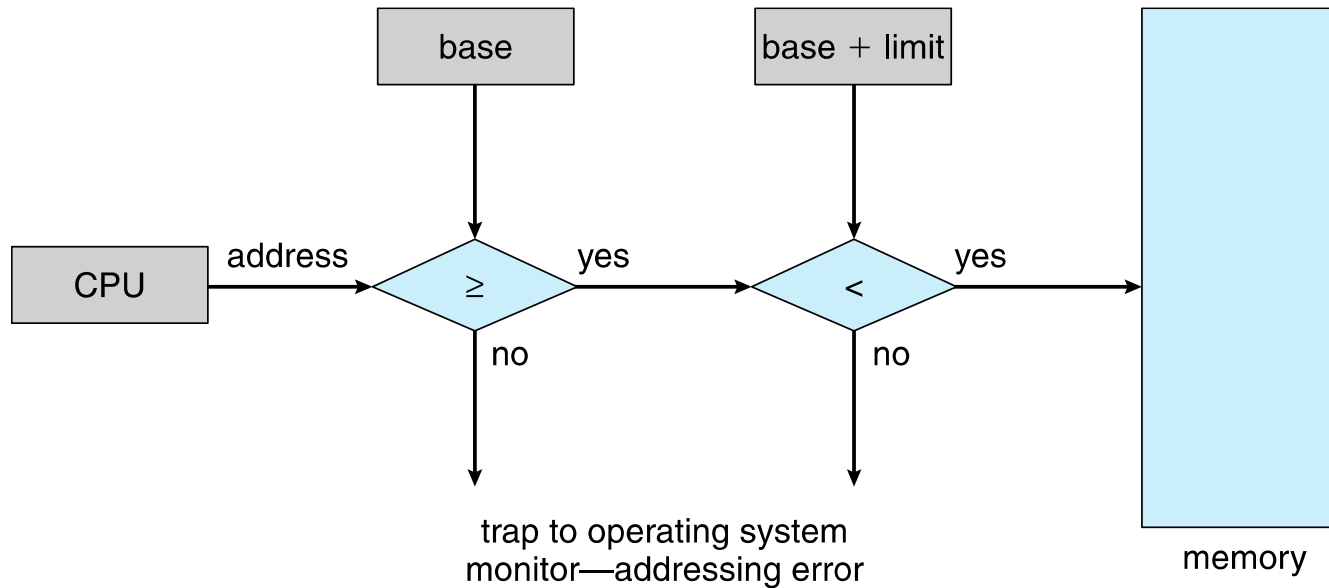- Protection of memory required to ensure correct operation

Base and Limit Registers

- A pair of **base** and **limit registers** define the logical address space
- CPU must check every memory access generated in user mode to be sure it is between base and limit for that user
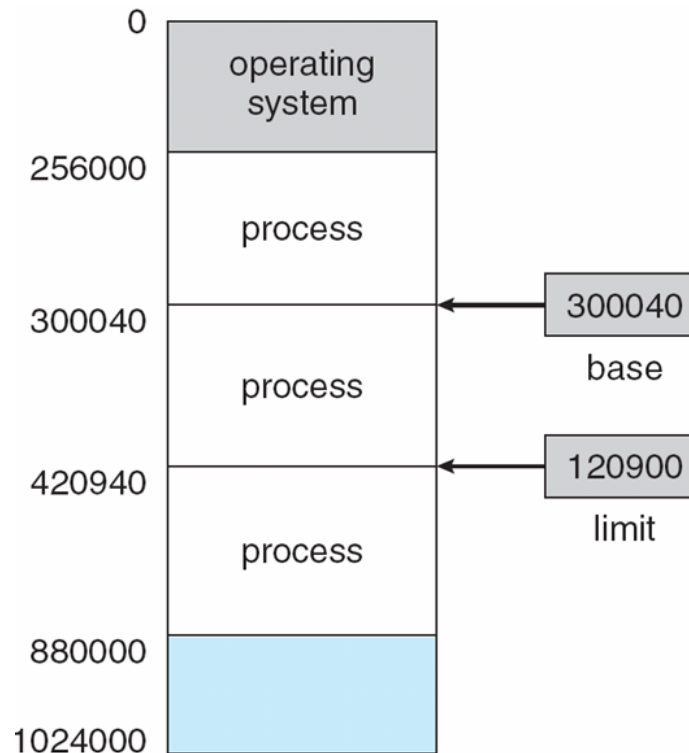
Hardware Address Protection

Address Binding

- Programs on disk, ready to be brought into memory to execute form an **input queue**

  - Without support, must be loaded into address 0000

- Inconvenient to have first user process physical address always at 0000

  - How can it not be?

- Further, addresses represented in different ways at different stages of a program's life

  - Source code addresses usually symbolic

  - Compiled code addresses **bind** to relocatable addresses

    - i.e. "14 bytes from beginning of this module"

  - Linker or loader will bind relocatable addresses to absolute addresses

    - i.e. 74014

 - Each binding maps one address space to another

Binding of Instructions and Data to Memory

- Address binding of instructions and data to memory addresses can happen at three different stages

  - **Compile time**: If memory location known a priori, **absolute code** can be generated; must recompile code if starting location changes

  - **Load time**: Must generate **relocatable code** if memory location is not known at compile time

  - **Execution time**: Binding delayed until run time if the process can be moved during its execution from one memory segment to another

    - Need hardware support for address maps (e.g., base and limit registers)
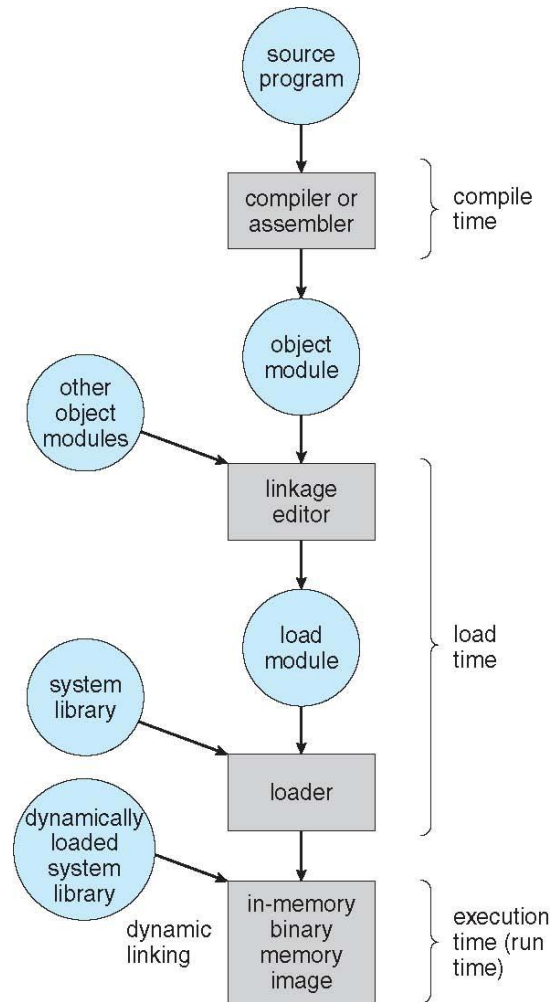
Logical vs. Physical Address Space

- The concept of a logical address space that is bound to a separate **physical address space** is central to proper memory management

  - **Logical address** – generated by the CPU; also referred to as **virtual address**

  - **Physical address** – address seen by the memory unit

- Logical and physical addresses are the same in compile-time and load-time address-binding schemes; logical (virtual) and physical addresses differ in execution-time address-binding scheme

- **Logical address space** is the set of all logical addresses generated by a program

- **Physical address space** is the set of all physical addresses generated by a program

Memory-Management Unit (MMU)

- Hardware device that at run time maps virtual to physical address

- To start, consider simple scheme where the value in the relocation register is added to every address generated by a user process at the time it is sent to memory

  - Base register now called **relocation register**

  - MS-DOS on Intel 80x86 used 4 relocation registers

- The user program deals with *logical* addresses; it never sees the *real* physical addresses

  - Execution-time binding occurs when reference is made to location in memory

  - Logical address bound to physical addresses

Dynamic relocation using a relocation register

- Routine is not loaded until it is called

- All routines kept on disk in relocatable load format

- No special support from the operating system is required
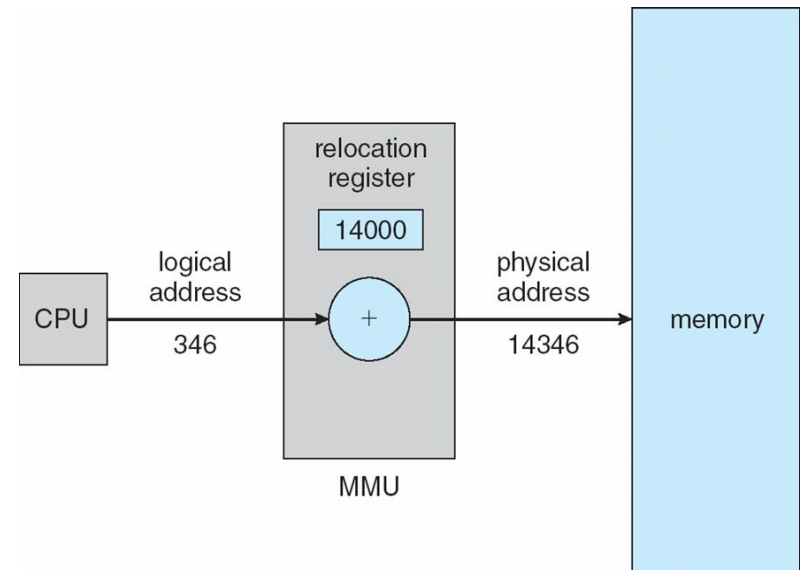
Dynamic Linking

- **Static linking** – system libraries and program code combined by the loader into the binary program image

- Dynamic linking –linking postponed until execution time

- Small piece of code, **stub**, used to locate the appropriate memory-resident library routine

- Stub replaces itself with the address of the routine, and executes the routine

- Operating system checks if routine is in processes' memory address

  - If not in address space, add to address space

- Dynamic linking is particularly useful for libraries

Swapping

- A process can be **swapped** temporarily out of memory to a backing store, and then brought back into memory for continued execution
    - Total physical memory space of processes can exceed physical memory
- **Backing store** – fast disk large enough to accommodate copies of all memory images for all users; must provide direct access to these memory images
- **Roll out, roll in** – swapping variant used for priority-based scheduling algorithms; lower-priority process is swapped out so higher-priority process can be loaded and executed
- Major part of swap time is transfer time; total transfer time is directly proportional to the amount of memory swapped
- System maintains a **ready queue** of ready-to-run processes which have memory images on disk
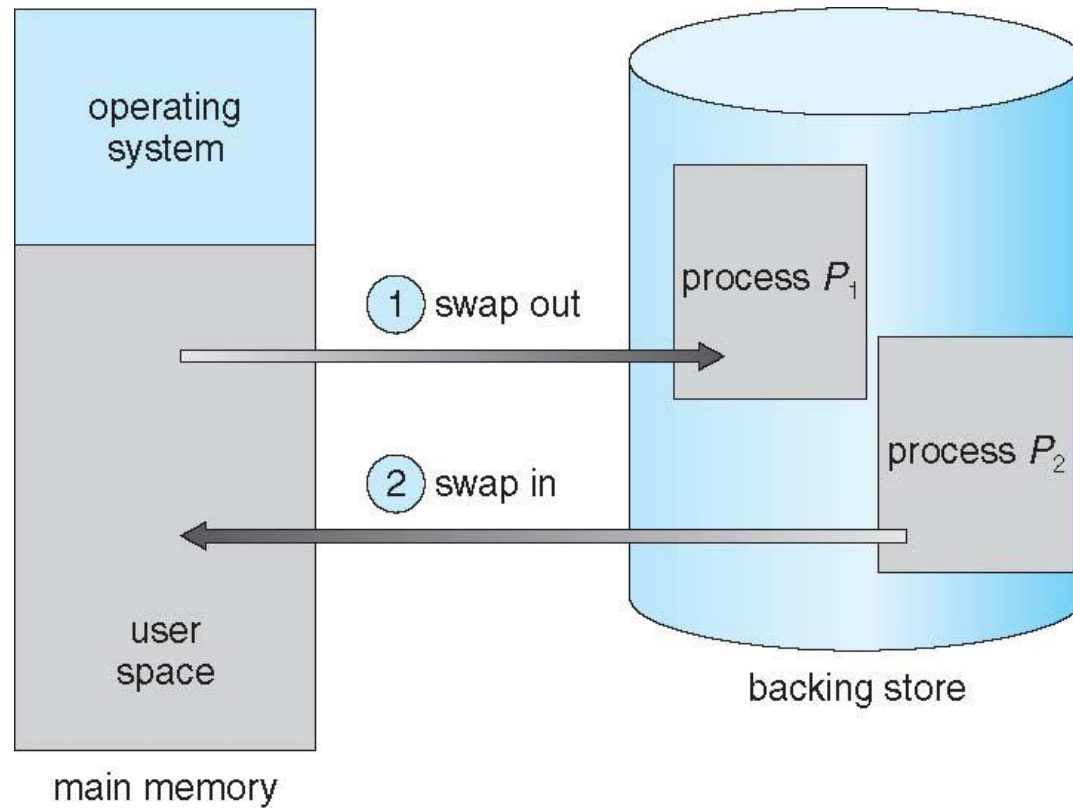
Swapping (Cont.)

- Does the swapped out process need to swap back in to same physical addresses?

- Depends on address binding method

    - Plus consider pending I/O to / from process memory space

- Modified versions of swapping are found on many systems (i.e., UNIX, Linux, and Windows)

    - Swapping normally disabled

    - Started if more than threshold amount of memory allocated

    - Disabled again once memory demand reduced below threshold

Schematic View of Swapping

Context Switch Time including Swapping

- If next processes to be put on CPU is not in memory, need to swap out a process and swap in target process

- Context switch time can then be very high

- 100MB process swapping to hard disk with transfer rate of 50MB/sec

  - Swap out time of 2000 ms

  - Plus swap in of same sized process

  - Total context switch swapping component time of 4000ms (4 seconds)

- Can reduce if reduce size of memory swapped – by knowing how much memory really being used

  - System calls to inform OS of memory use via `request_memory()` and `release_memory()`

Context Switch Time and Swapping (Cont.)

- Other constraints as well on swapping
    - Pending I/O – can't swap out as I/O would occur to wrong process
    - Or always transfer I/O to kernel space, then to I/O device
        - Known as **double buffering**, adds overhead
- Standard swapping not used in modern operating systems
    - But modified version common
        - Swap only when free memory extremely low

Contiguous Allocation

- Main memory must support both OS and user processes

- Limited resource, must allocate efficiently

- Contiguous allocation is one early method

- Main memory usually into two **partitions**:

    - Resident operating system, usually held in low memory with interrupt vector

    - User processes then held in high memory

   - Each process contained in single contiguous section of memory

Contiguous Allocation (Cont.)

- Relocation registers used to protect user processes from each other, and from changing operating-system code and data

  - Base register contains value of smallest physical address

  - Limit register contains range of logical addresses – each logical address must be less than the limit register

  - MMU maps logical address *dynamically*

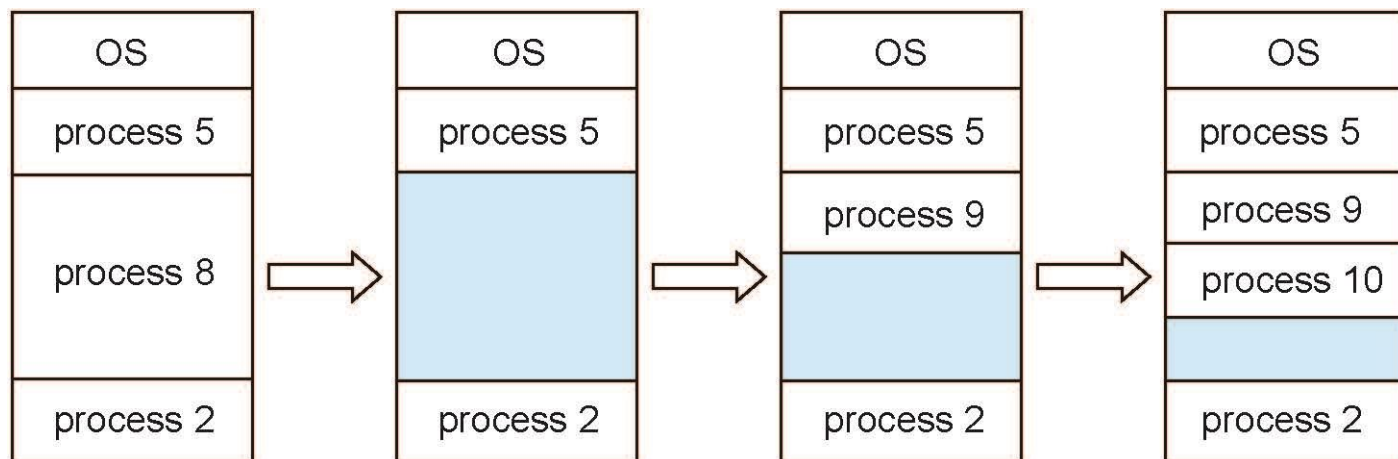 - Can then allow actions such as kernel code being **transient** and kernel changing size
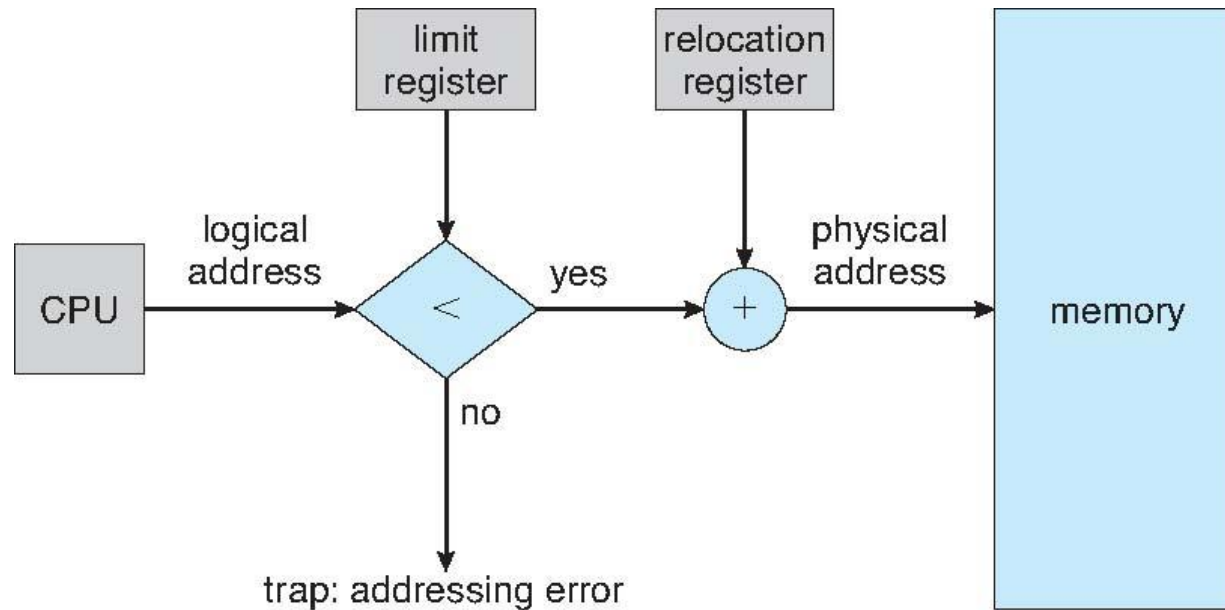
Multiple-partition allocation

- Multiple-partition allocation
  - Degree of multiprogramming limited by number of partitions
  - **Variable-partition** sizes for efficiency (sized to a given process' needs)
  - When a process arrives, it is allocated memory from a hole large enough to accommodate it
  - Process exiting frees its partition, adjacent free partitions combined
  - Operating system maintains information about:
    a) allocated partitions   b) free partitions (**Hole** – block of available memory; holes of various size scattered throughout memory)

OS		OS		OS		OS
process 5	→	process 5	→	process 5	→	process 5
process 8				process 9		process 9
						process 10
process 2		process 2		process 2		process 2

Dynamic Storage-Allocation Problem

How to satisfy a request of size *n* from a list of free holes?

- **First-fit**: Allocate the *first* hole that is big enough

- **Best-fit**: Allocate the *smallest* hole that is big enough; must search entire list, unless ordered by size
    - Produces the smallest leftover hole

- **Worst-fit**: Allocate the *largest* hole; must also search entire list
    - Produces the largest leftover hole

First-fit and best-fit better than worst-fit in terms of speed and storage utilization

Fragmentation

- **External Fragmentation** – total memory space exists to satisfy a request, but it is not contiguous

- **Internal Fragmentation** – allocated memory may be slightly larger than requested memory; this size difference is memory internal to a partition, but not being used and cant be used by any other process small enough to fit in that space

- First fit analysis reveals that given N blocks allocated, $0.5\ N$ blocks lost to fragmentation

  - 1/3 may be unusable -> **50-percent rule**

Fragmentation (Cont.)

- Reduce external fragmentation by **compaction**

  - Shuffle memory contents to place all free memory together in one large block

  - Compaction is possible *only* if relocation is dynamic, and is done at execution time

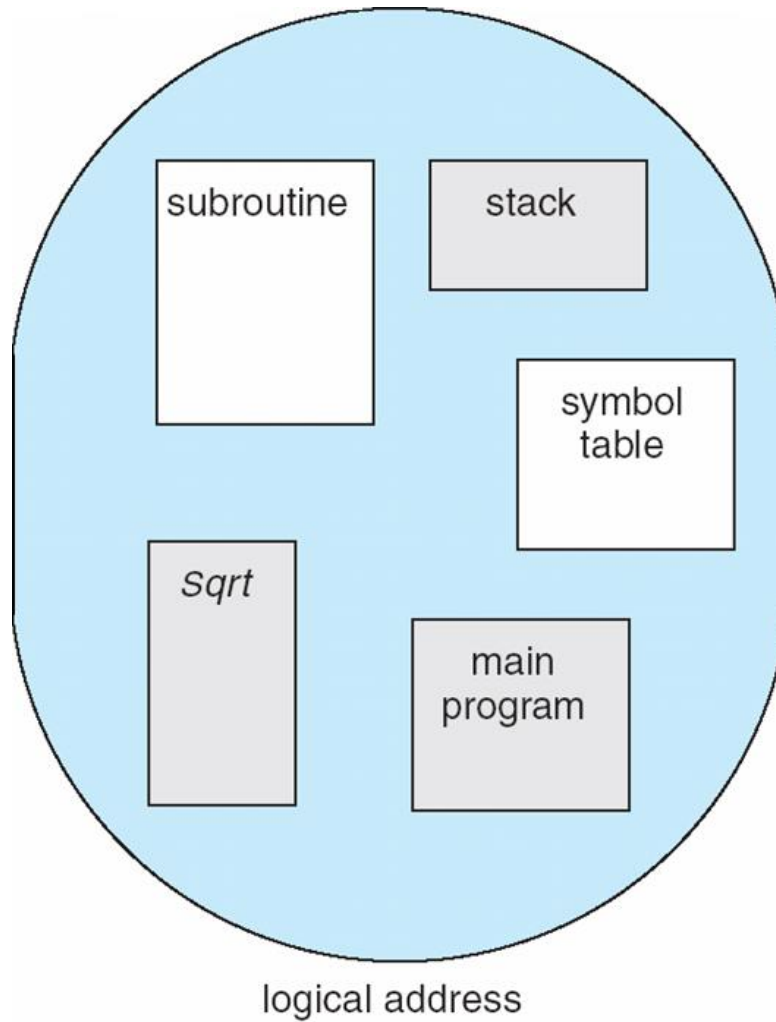- Now consider that backing store has same fragmentation problems

Segmentation

- Memory-management scheme that supports user view of memory
- A program is a collection of segments
    - A segment is a logical unit such as:

          main program

          procedure

          function

          method

          object

          local variables, global variables

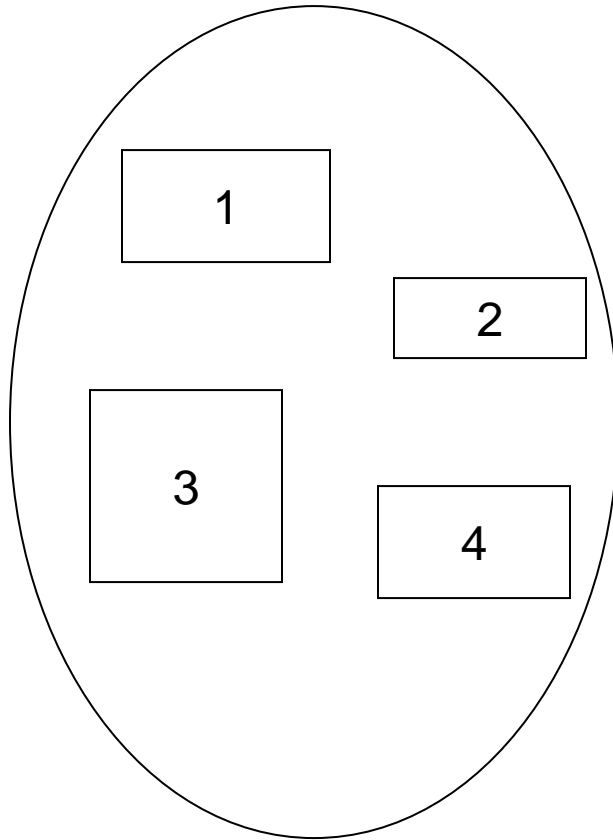   common block

          stack

          symbol table

          arrays

User's View of a Program
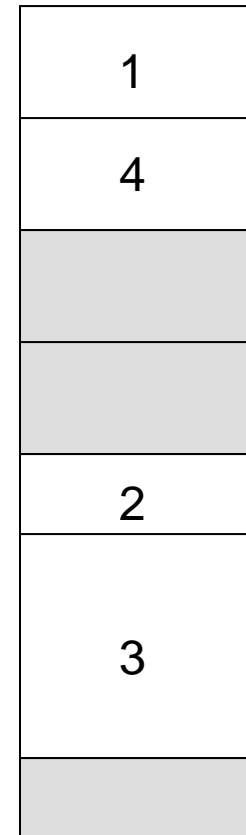
Logical View of Segmentation

user space

physical memory space

Segmentation Architecture

- Logical address consists of a two tuple:

  <segment-number, offset>,

- **Segment table** – maps two-dimensional physical addresses; each table entry has:

  - **base** – contains the starting physical address where the segments reside in memory

  - **limit** – specifies the length of the segment

- **Segment-table base register (STBR)** points to the segment table's location in memory

- **Segment-table length register (STLR)** indicates number of segments used by a program;

 segment number s is legal if $s <$ **STLR**

Segmentation Architecture (Cont.)

- Protection
    - With each entry in segment table associate:
        - validation bit = 0 $\Rightarrow$ illegal segment
        - read/write/execute privileges
- Protection bits associated with segments; code sharing occurs at segment level
- Since segments vary in length, memory allocation is a dynamic storage-allocation problem
- A segmentation example is shown in the following diagram

Segmentation Hardware
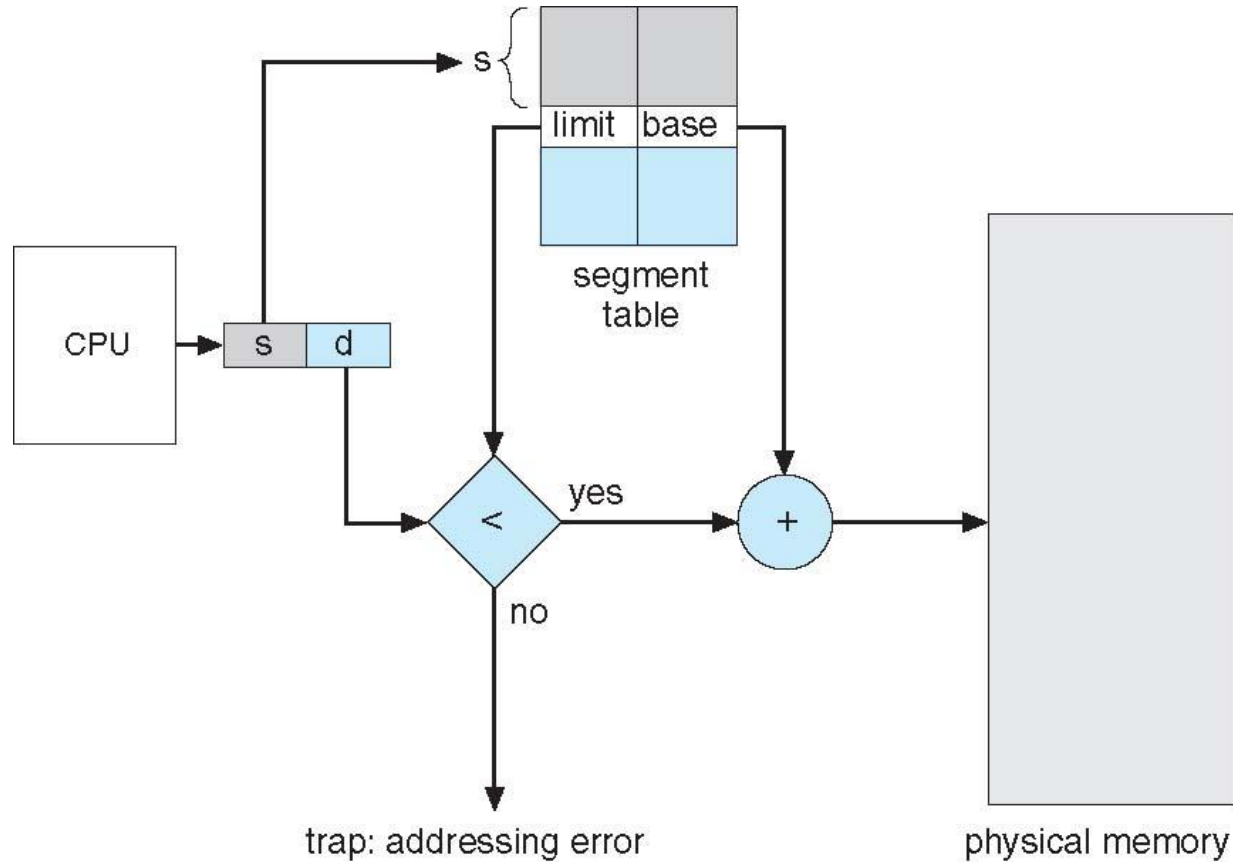
Paging

- Physical address space of a process can be noncontiguous; process is allocated physical memory whenever the latter is available

- Divide physical memory into fixed-sized blocks called **frames**
    - Size is power of 2, between 512 bytes and 16 Mbytes

- Divide logical memory into blocks of same size called **pages**

- Keep track of all free frames

- To run a program of size *N* pages, need to find *N* free frames and load program

- Set up a **page table** to translate logical to physical addresses

- Backing store likewise split into pages

Address Translation Scheme

- Address generated by CPU is divided into:

  - **Page number** (***p***) – used as an index into a **page table** which contains base address of each page in physical memory

  - **Page offset** (***d***) – combined with base address to define the physical memory address that is sent to the memory unit
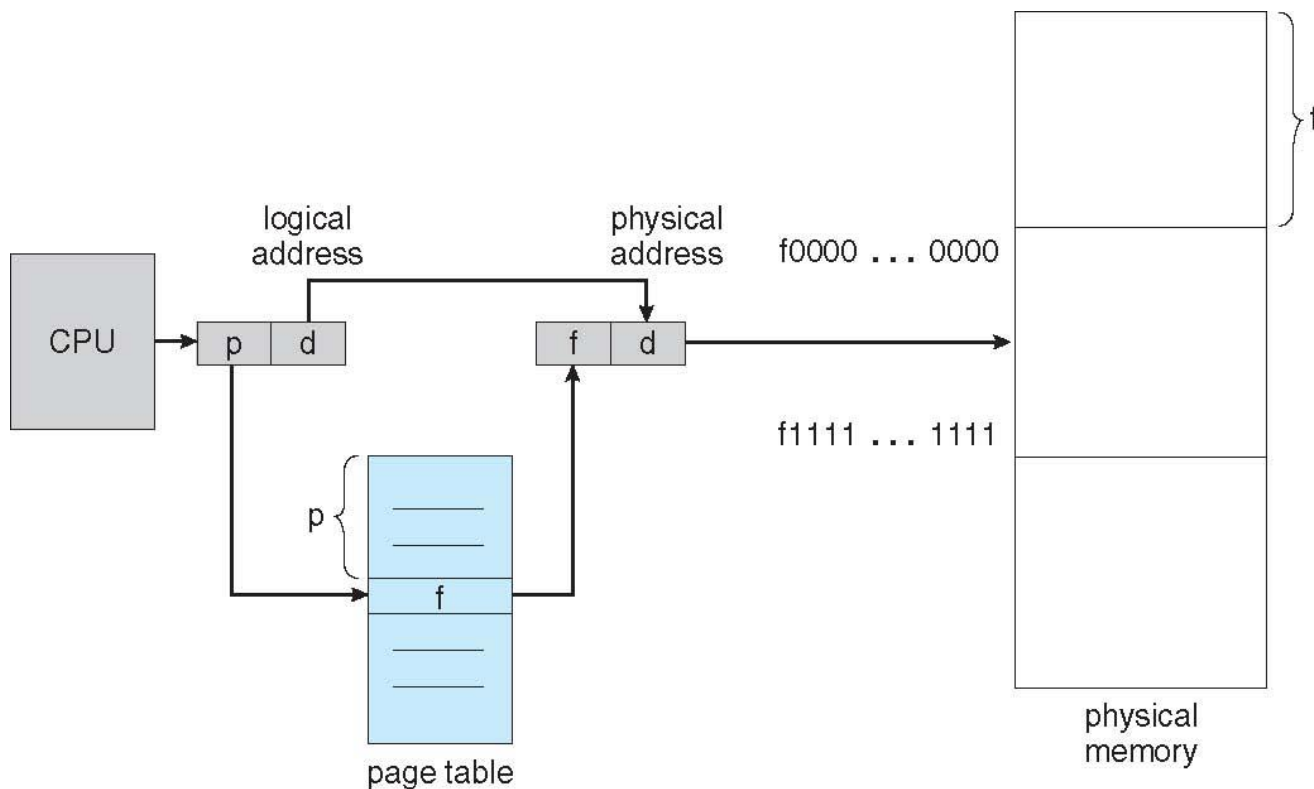
page number	page offset
p	d
m -n	n
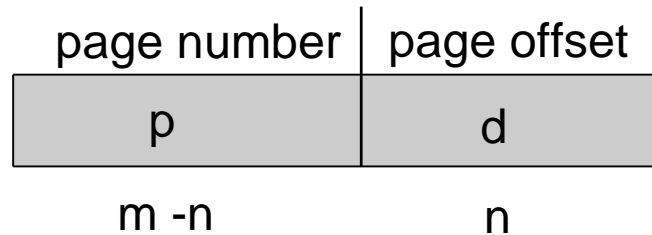
- For given logical address space 2^m and page size 2^n
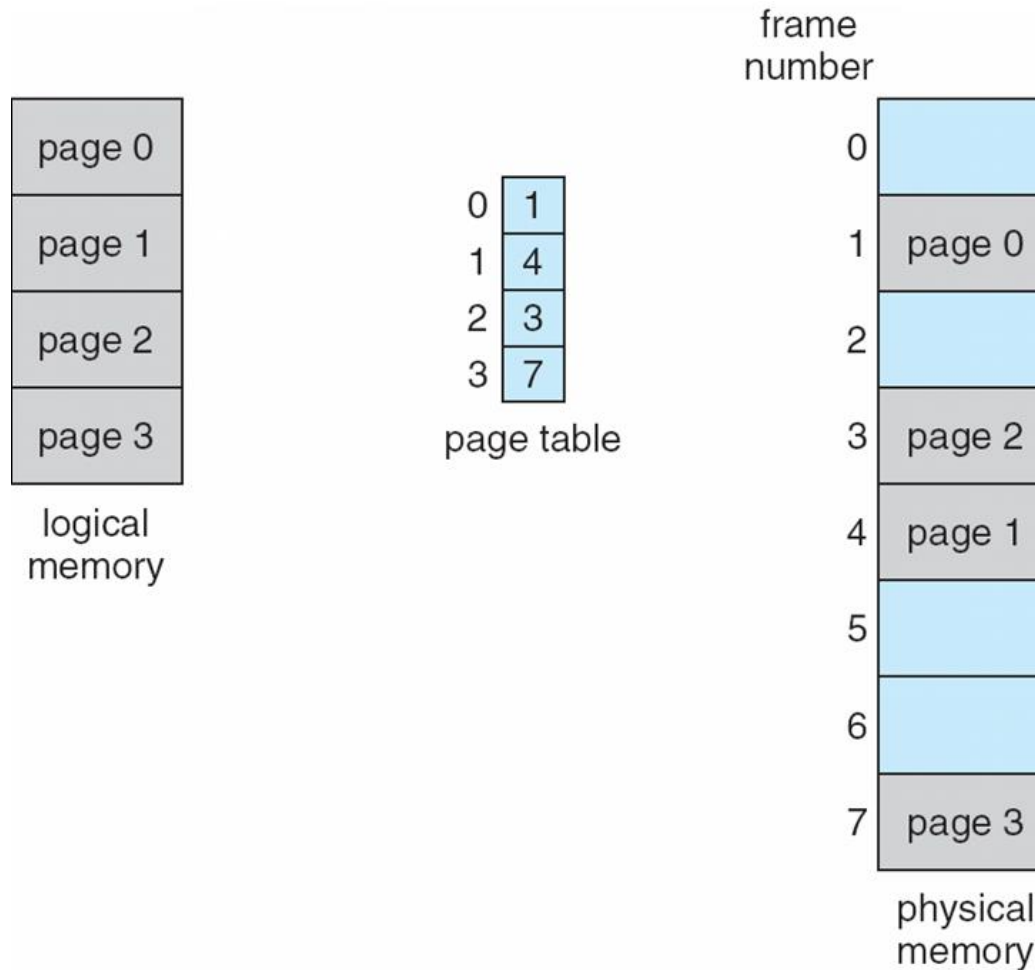
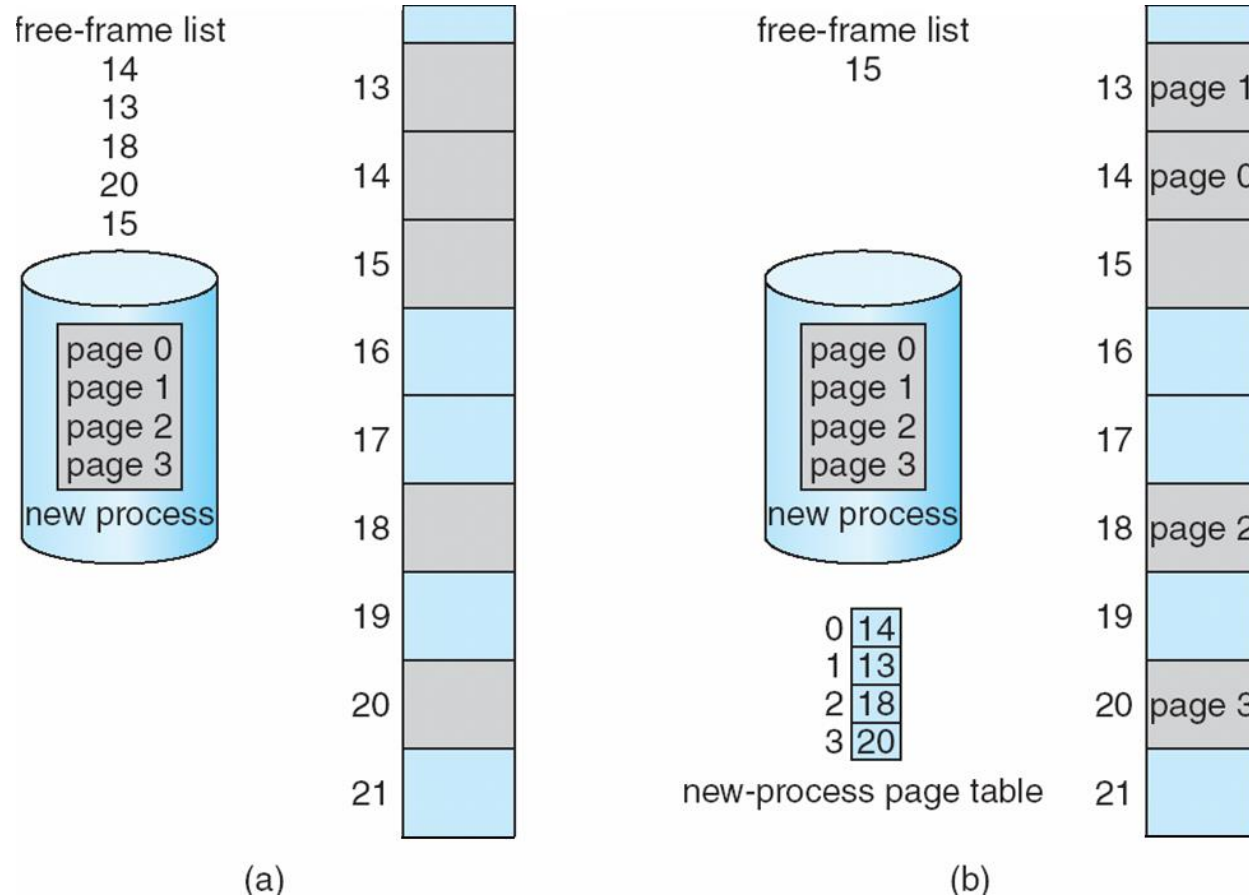# Paging Hardware
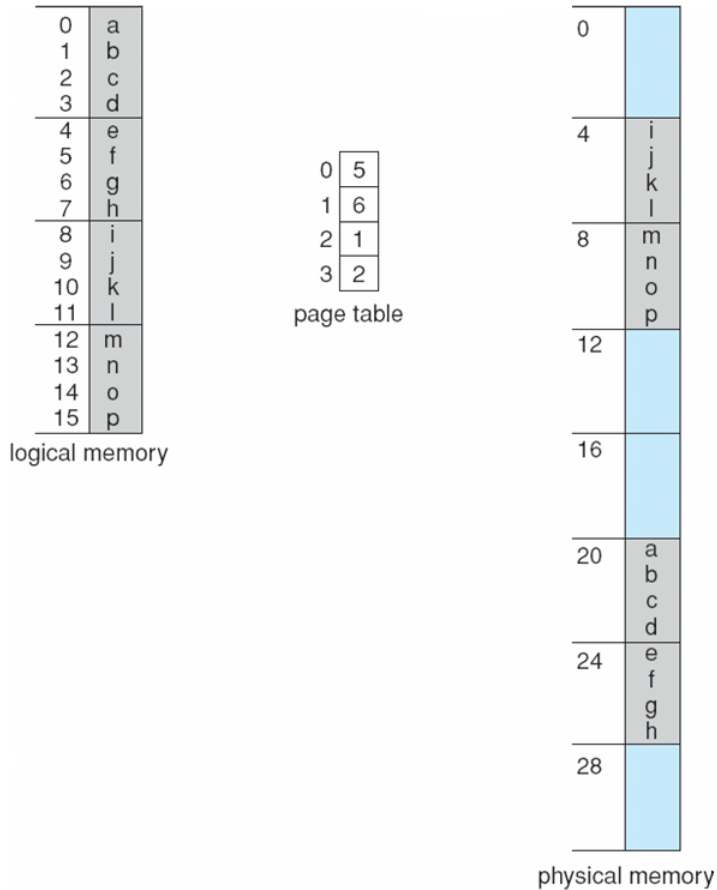
n=2 and m=4   32-byte memory and 4-byte pages

Free Frames

Before allocation   After allocation

Paging (Cont.)

- Avoids external fragmentation

- Avoids problem of varying sized memory chunks

- Suffers from Internal fragmentation

Paging (Cont.)

- Calculating internal fragmentation
    - Page size = 2,048 bytes
    - Process size = 72,766 bytes
    - 35 pages + 1,086 bytes
    - Internal fragmentation of 2,048 - 1,086 = 962 bytes
    - Worst case fragmentation = 1 frame – 1 byte
    - On average fragmentation = 1 / 2 frame size
    - So small frame sizes desirable?
    - But each page table entry takes memory to track
    - Page sizes growing over time
        - Solaris supports two page sizes – 8 KB and 4 MB
- Process view and physical memory now very different
- By implementation process can only access its own memory

Implementation of Page Table

- Page table is kept in main memory

- **Page-table base register** (**PTBR**) points to the page table

- **Page-table length register** (**PTLR**) indicates size of the page table

- In this scheme every data/instruction access requires two memory accesses

  - One for the page table and one for the data / instruction

- The two memory access problem can be solved by the use of a special fast-lookup hardware cache called **associative memory** or **translation look-aside buffers** (**TLBs**)

Implementation of Page Table (Cont.)

- Some TLBs store **address-space identifiers** (**ASIDs**) in each TLB entry – uniquely identifies each process to provide address-space protection for that process

    - Otherwise need to flush at every context switch

- TLBs typically small (64 to 1,024 entries)

- On a TLB miss, value is loaded into the TLB for faster access next time

    - Replacement policies must be considered

    - Some entries can be **wired down** for permanent fast access

Associative Memory
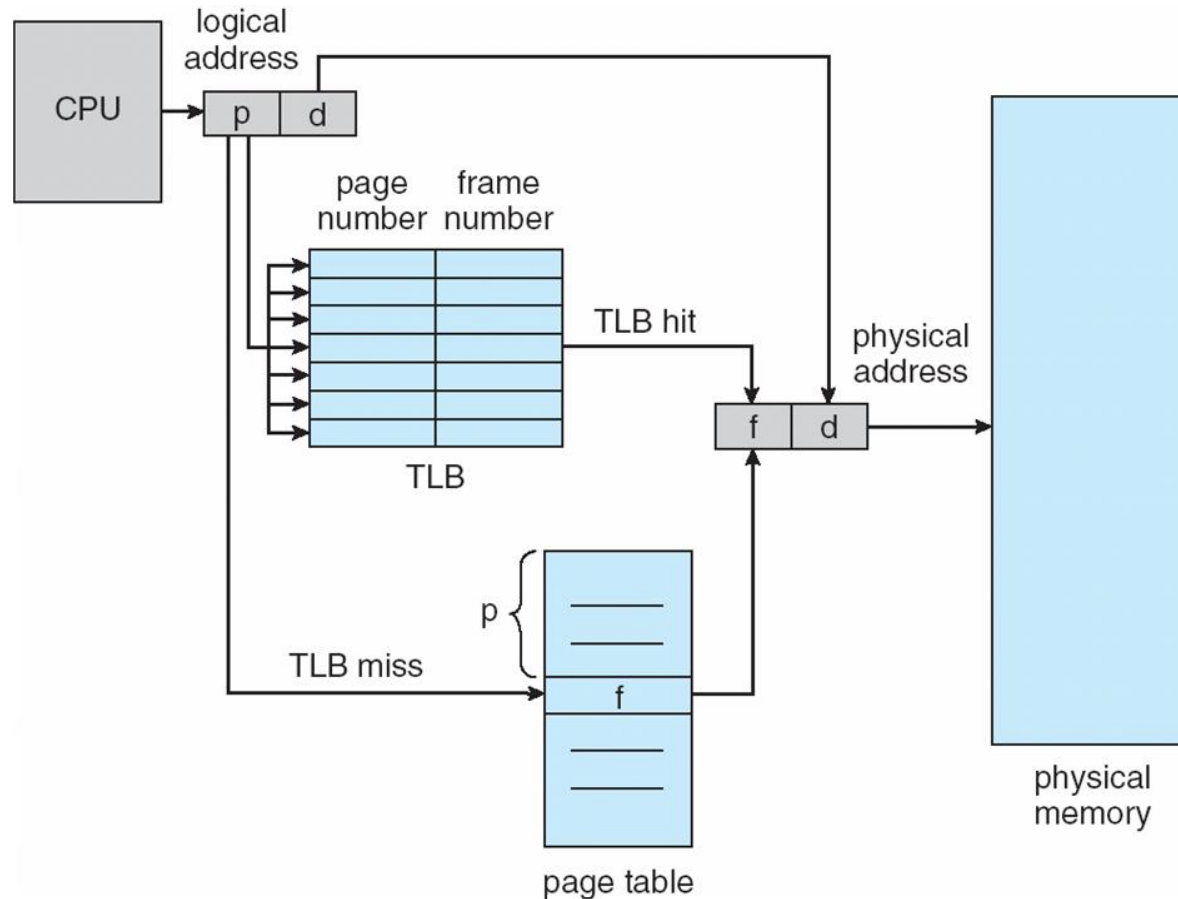
- Associative memory – parallel search

Page #	Frame #

- Address translation (p, d)
    - If p is in associative register, get frame # out
    - Otherwise get frame # from page table in memory

Paging Hardware With TLB

Effective Access Time

- Associative Lookup = ε time unit
    - Can be < 10% of memory access time
- Hit ratio = α
    - Hit ratio – percentage of times that a page number is found in the associative registers; ratio related to number of associative registers
- Consider α = 80%, ε = 20ns for TLB search, 100ns for memory access
- **Effective Access Time** (**EAT**)

$$EAT = (1 + \varepsilon) \, \alpha + (2 + \varepsilon)(1 - \alpha)$$
$$= 2 + \varepsilon - \alpha$$

- Consider α = 80%, ε = 20ns for TLB search, 100ns for memory access
    - EAT = 0.80 x 100 + 0.20 x 200 = 120ns
- Consider more realistic hit ratio -> α = 99%, ε = 20ns for TLB search, 100ns for memory access
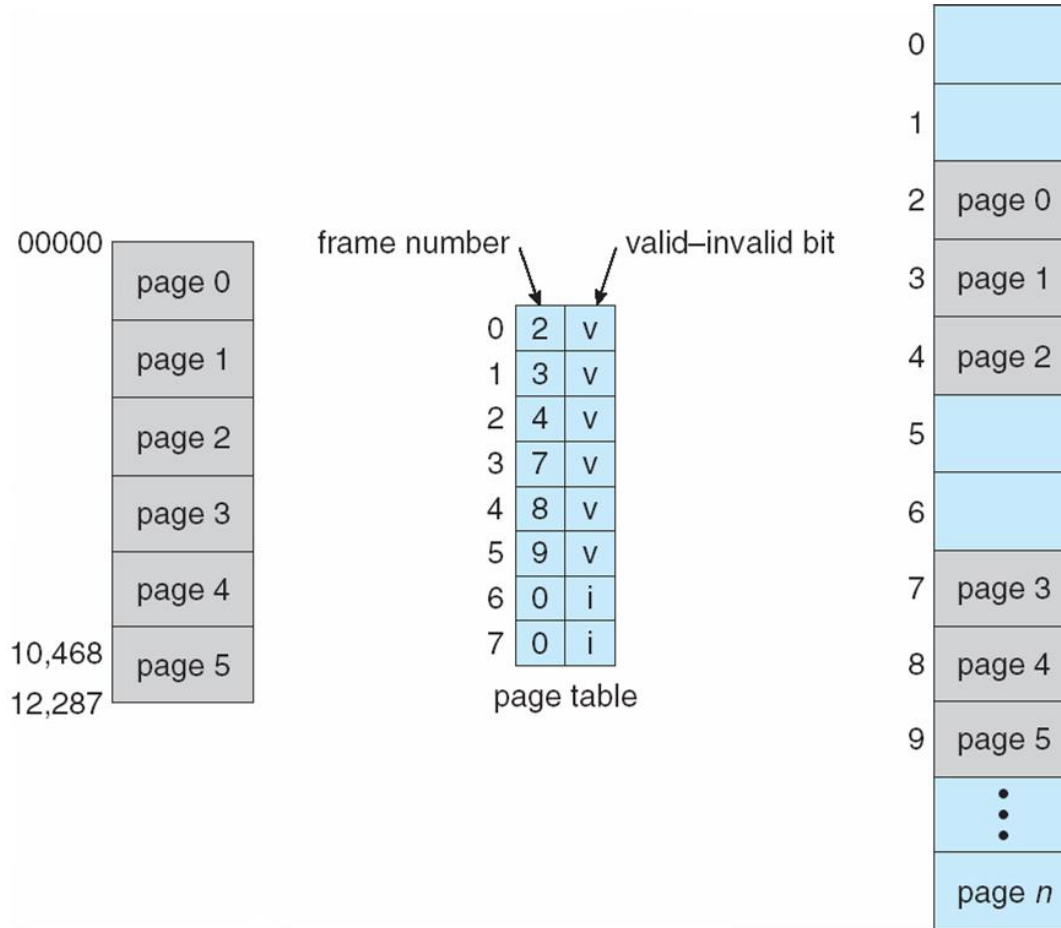   - EAT = 0.99 x 100 + 0.01 x 200 = 101ns

Memory Protection

- Memory protection implemented by associating protection bit with each frame to indicate if read-only or read-write access is allowed
    - Can also add more bits to indicate page execute-only, and so on

- **Valid-invalid** bit attached to each entry in the page table:
    - "valid" indicates that the associated page is in the process' logical address space, and is thus a legal page
    - "invalid" indicates that the page is not in the process' logical address space
    - Or use **page-table length register** (**PTLR**)
- Any violations result in a trap to the kernel

00000

page 0
page 1
page 2
page 3
page 4

10,468   page 5
12,287

frame number   valid–invalid bit

	frame	bit
0	2	v
1	3	v
2	4	v
3	7	v
4	8	v
5	9	v
6	0	i
7	0	i

page table

0	
1	
2	page 0
3	page 1
4	page 2
5	
6	
7	page 3
8	page 4
9	page 5
	•
	page n

Shared Pages

- **Shared code**
    - One copy of read-only (**reentrant**) code shared among processes (i.e., text editors, compilers, window systems)
    - Similar to multiple threads sharing the same process space
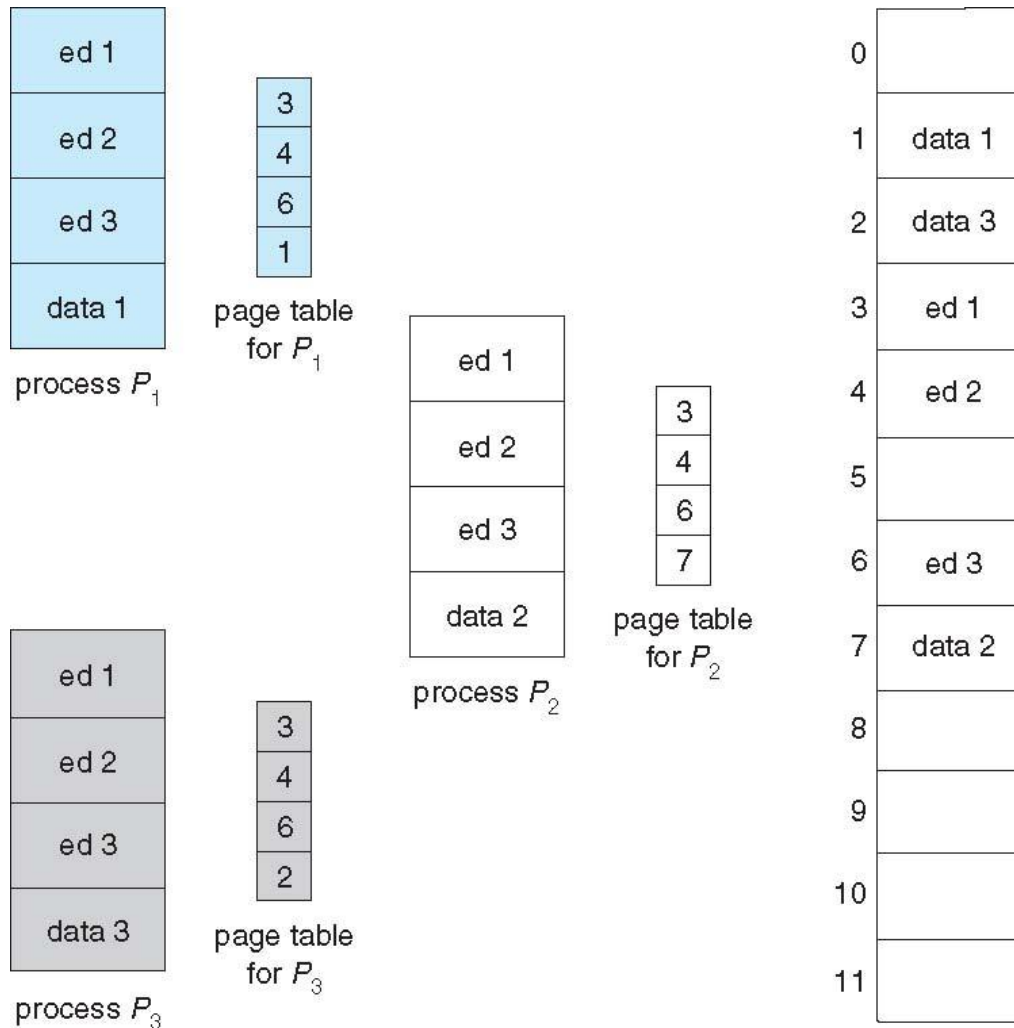   - Also useful for interprocess communication if sharing of read-write pages is allowed

- **Private code and data**
    - Each process keeps a separate copy of the code and data
    - The pages for the private code and data can appear anywhere in the logical address space

Structure of the Page Table

- Memory structures for paging can get huge using straight-forward methods

  - Consider a 32-bit logical address space as on modern computers

  - Page size of 4 KB (2^{12})

  - Page table would have 1 million entries ($2^{32} / 2^{12}$)

  - If each entry is 4 bytes -> 4 MB of physical address space / memory for page table alone

    - That amount of memory used to cost a lot

    - Don't want to allocate that contiguously in main memory

- Hierarchical Paging
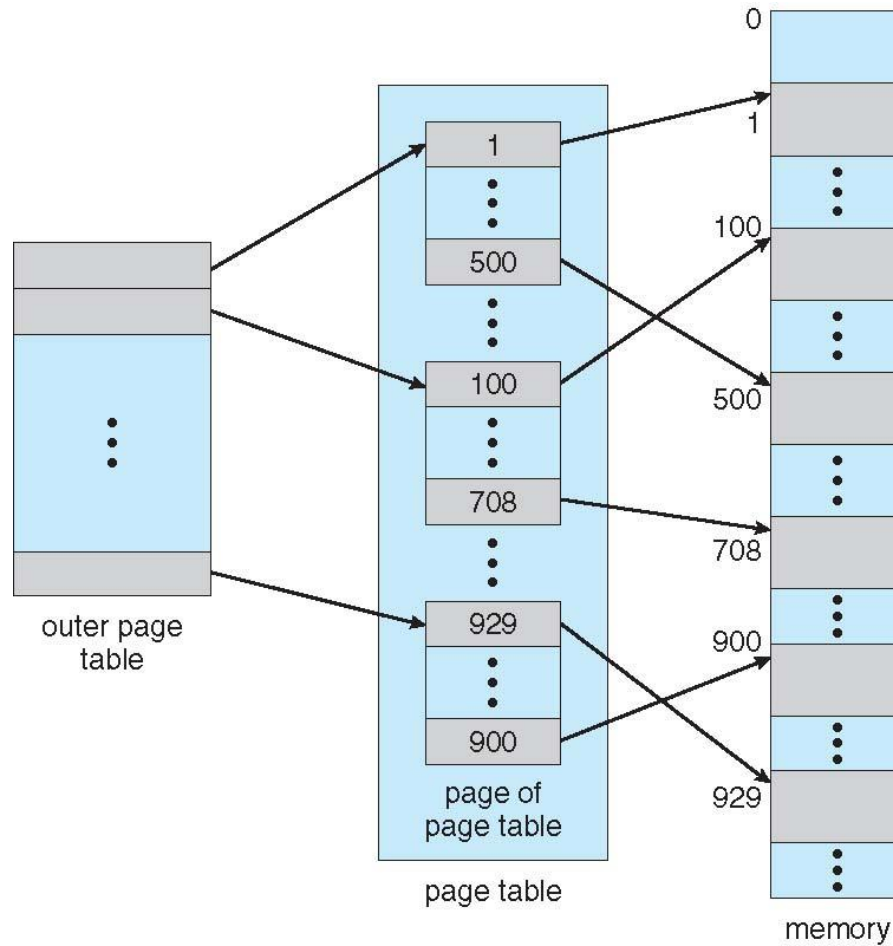
- Hashed Page Tables

- Inverted Page Tables

Hierarchical Page Tables

- Break up the logical address space into multiple page tables

- A simple technique is a two-level page table

- We then page the page table
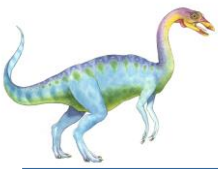
Two-Level Page-Table Scheme

Two-Level Paging Example

- A logical address (on 32-bit machine with 1K page size) is divided into:
    - a page number consisting of 22 bits
    - a page offset consisting of 10 bits

- Since the page table is paged, the page number is further divided into:
    - a 12-bit page number
    - a 10-bit page offset

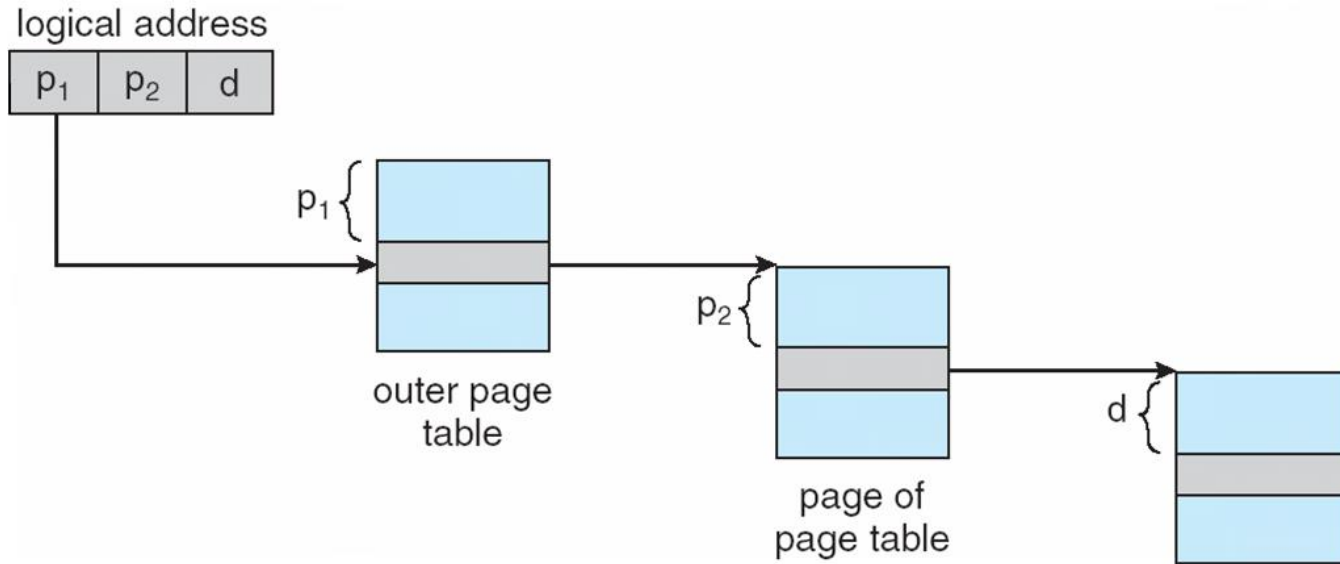- Thus, a logical address is as follows:

page number		page offset
p_1	p_2	d
12	10	10

- where p_1 is an index into the outer page table, and p_2 is the displacement within the page of the inner page table
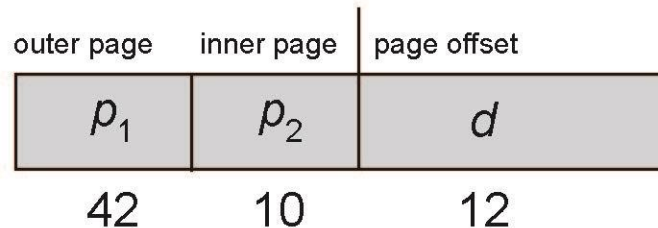- Known as **forward-mapped page table**

Address-Translation Scheme

64-bit Logical Address Space

- Even two-level paging scheme not sufficient

- If page size is 4 KB (2^{12})

    - Then page table has 2^{52} entries

    - If two level scheme, inner page tables could be 2^{10} 4-byte entries

    - Address would look like

outer page	inner page	page offset
p_1	p_2	d
42	10	12

    - Outer page table has 2^{42} entries or 2^{44} bytes

    - One solution is to add a 2nd outer page table

    - But in the following example the 2nd outer page table is still 2^{34} bytes in size

        - And possibly 4 memory access to get to one physical memory location

Three-level Paging Scheme

outer page	inner page	offset
p_1	p_2	d
42	10	12

| 2nd outer page	outer page	inner page	offset
p_1	p_2	p_3	d
32	10	10	12

Hashed Page Tables

- Common in address spaces > 32 bits

- The virtual page number is hashed into a page table

  - This page table contains a chain of elements hashing to the same location

- Each element contains (1) the virtual page number (2) the value of the mapped page frame (3) a pointer to the next element

- Virtual page numbers are compared in this chain searching for a match

  - If a match is found, the corresponding physical frame is extracted

- Variation for 64-bit addresses is **clustered page tables**

  - Similar to hashed but each entry refers to several pages (such as 16) rather than 1

  - Especially useful for **sparse** address spaces (where memory references are non-contiguous and scattered)

Hashed Page Table

hash table
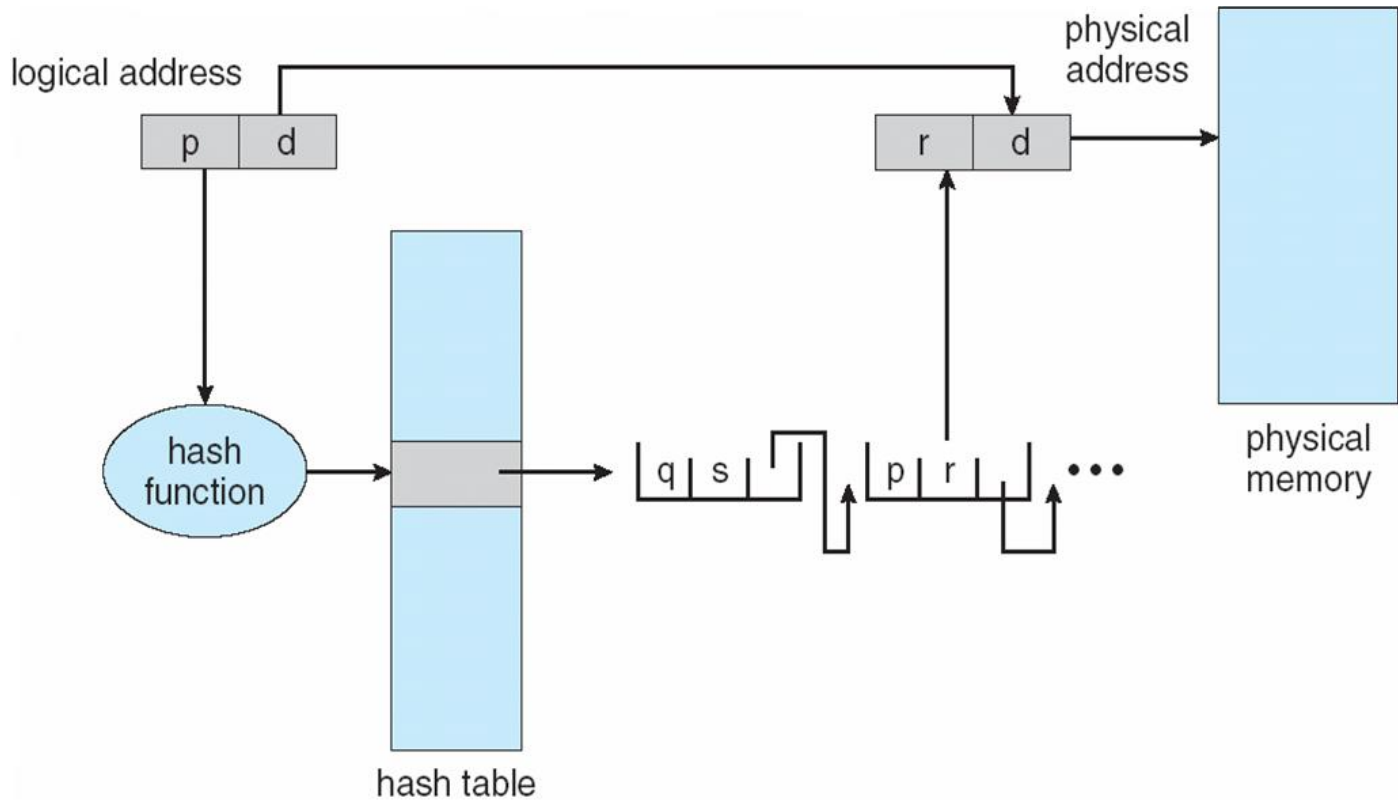
Inverted Page Table

- Rather than each process having a page table and keeping track of all possible logical pages, track all physical pages

- One entry for each real page of memory

- Entry consists of the virtual address of the page stored in that real memory location, with information about the process that owns that page

- Decreases memory needed to store each page table, but increases time needed to search the table when a page reference occurs

Inverted Page Table Architecture
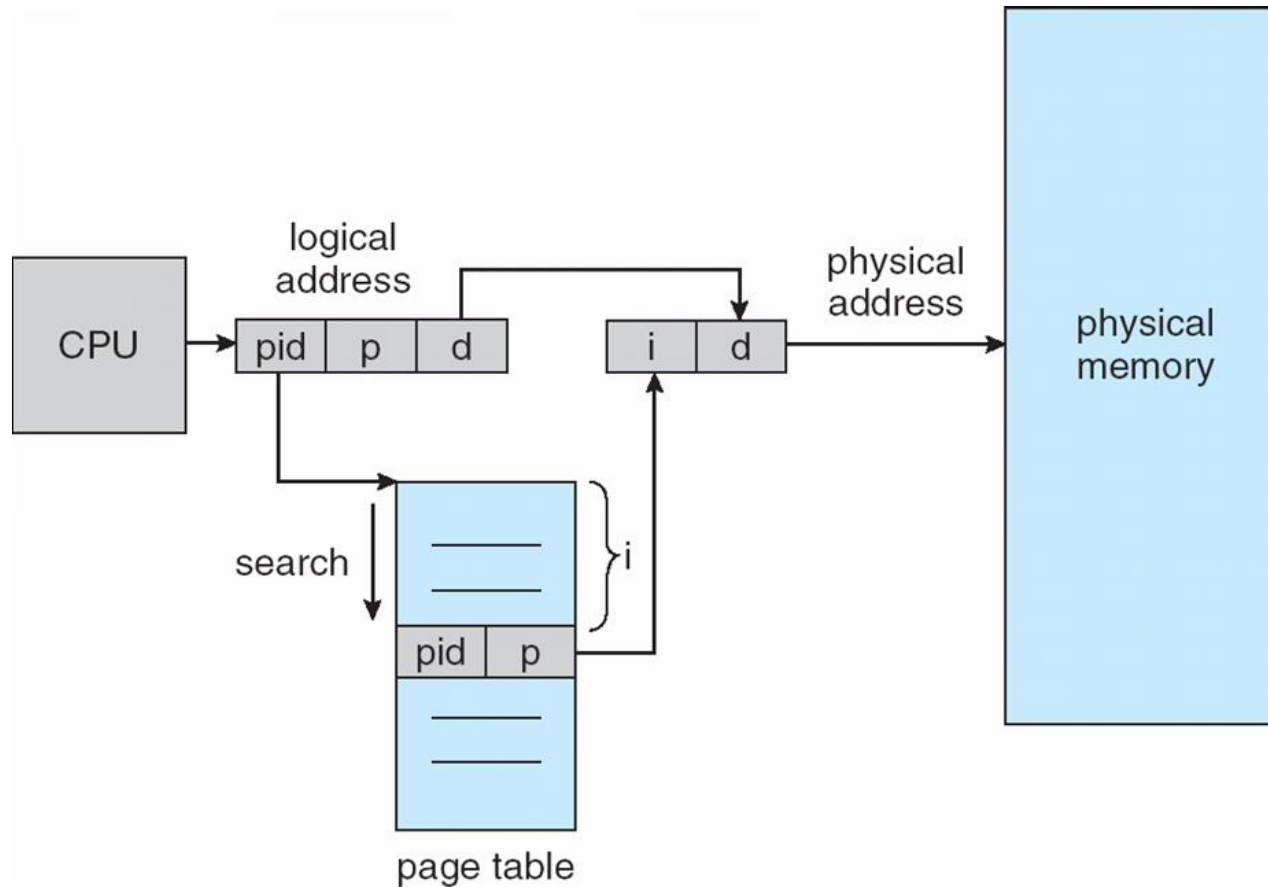
Example: The Intel 32 and 64-bit Architectures

☐ Dominant industry chips

☐ Pentium CPUs are 32-bit and called IA-32 architecture

☐ Current Intel CPUs are 64-bit and called IA-64 architecture

☐ Many variations in the chips, cover the main ideas here

Example: The Intel IA-32 Architecture

- Supports both segmentation and segmentation with paging
  - Each segment can be 4 GB
  - Up to 16 K segments per process
  - Divided into two partitions
    - First partition of up to 8 K segments are private to process (kept in **local descriptor table** (**LDT**))
    - Second partition of up to 8K segments shared among all processes (kept in **global descriptor table** (**GDT**))

Example: The Intel IA-32 Architecture (Cont.)

- CPU generates logical address
  - Selector given to segmentation unit
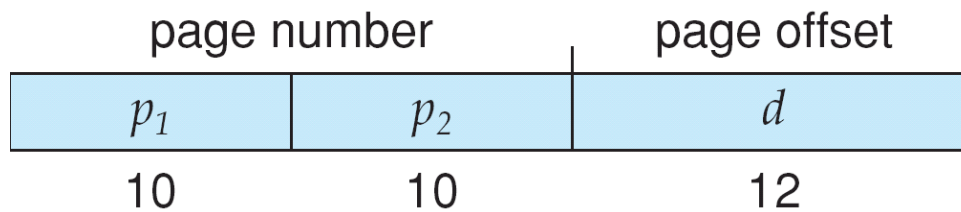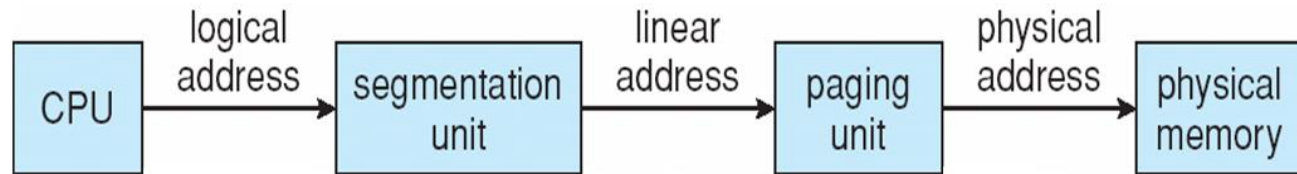   - ▸ Which produces linear addresses

s	g	p
13	1	2
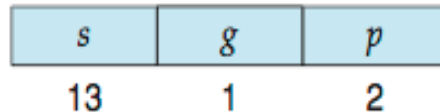
  - Linear address given to paging unit
    - ▸ Which generates physical address in main memory
    - ▸ Paging units form equivalent of MMU
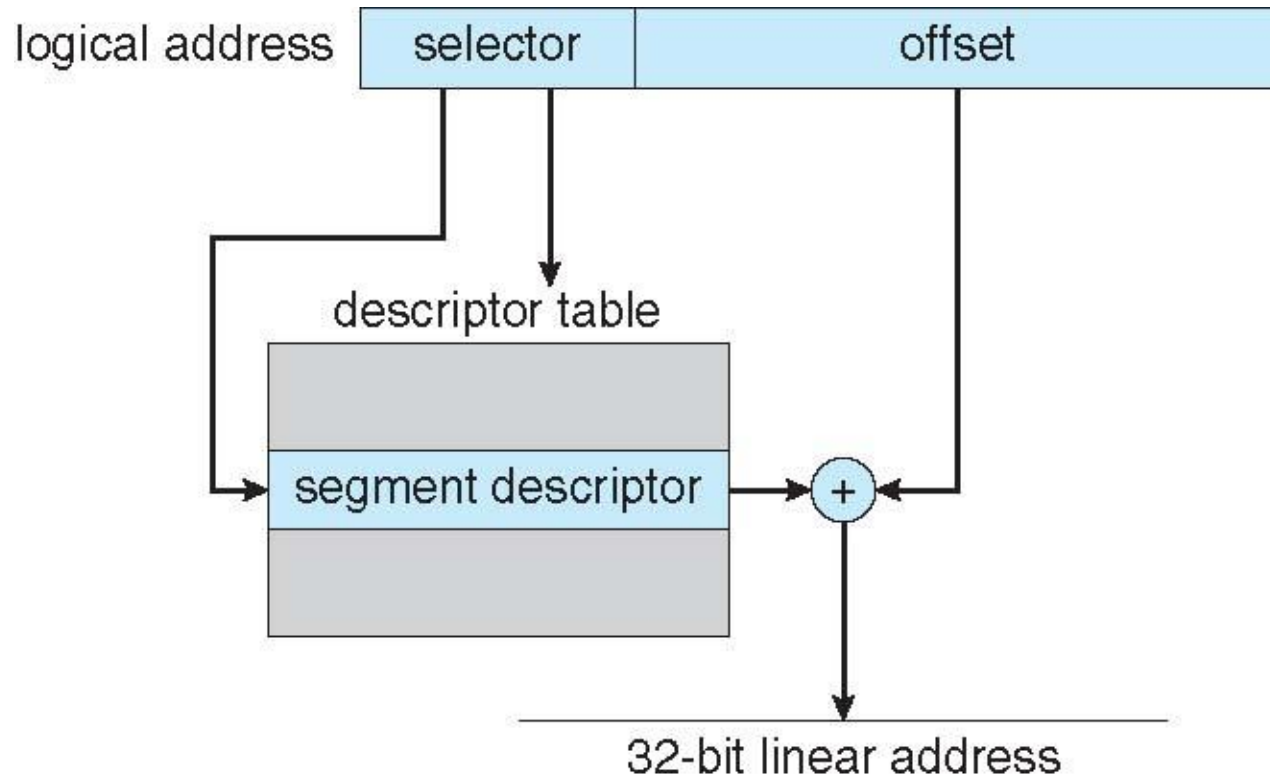   - ▸ Pages sizes can be 4 KB or 4 MB

Logical to Physical Address Translation in IA-32

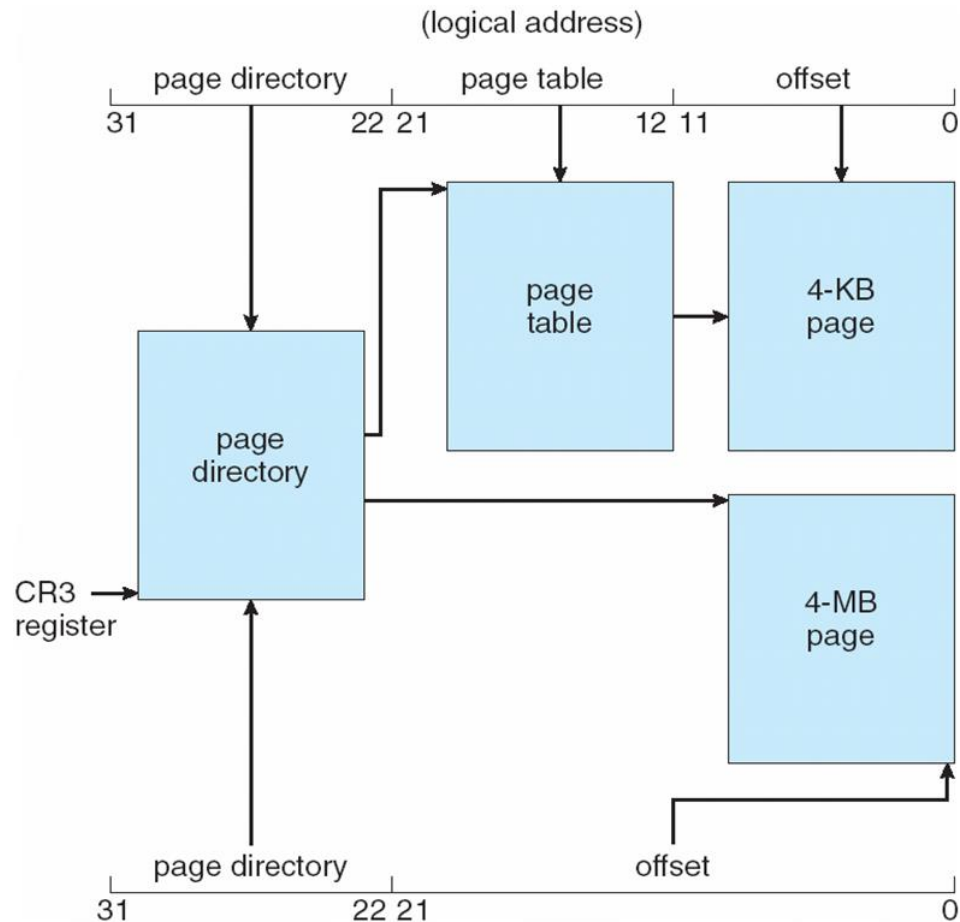| page number		page offset
p_1	p_2	d
10	10	12

Intel IA-32 Segmentation

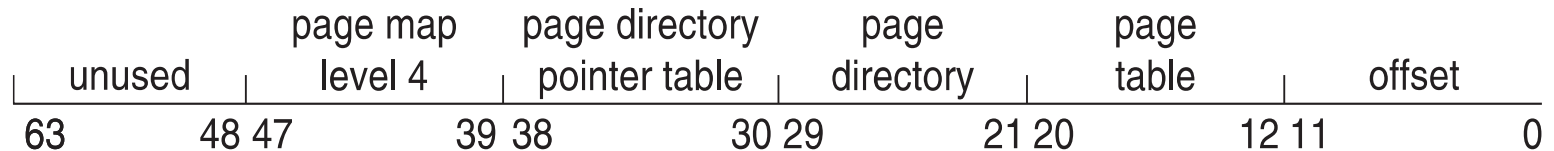# Intel IA-32 Paging Architecture

Intel IA-32 Page Address Extensions

- 32-bit address limits led Intel to create **page address extension** (**PAE**), allowing 32-bit apps access to more than 4GB of memory space
    - Paging went to a 3-level scheme
    - Top two bits refer to a **page directory pointer table**
    - Page-directory and page-table entries moved to 64-bits in size
    - Net effect is increasing address space to 36 bits – 64GB of physical memory
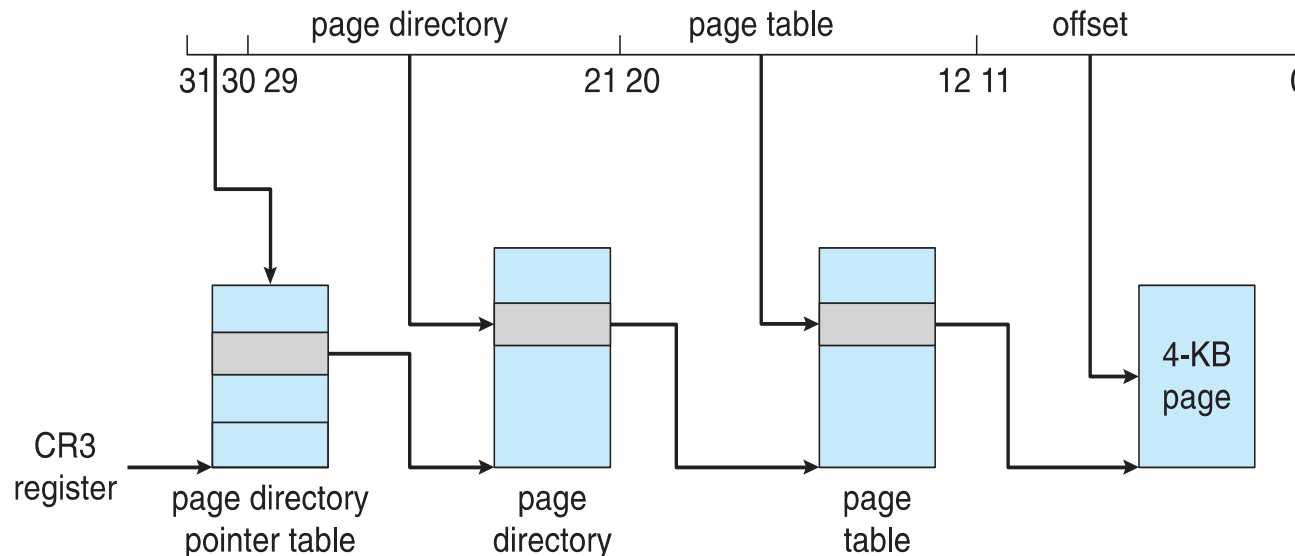
Intel x86-64

- Current generation Intel x86 architecture

- 64 bits is ginormous (> 16 exabytes)

- In practice only implement 48 bit addressing

  - Page sizes of 4 KB, 2 MB, 1 GB

  - Four levels of paging hierarchy

- Can also use PAE so virtual addresses are 48 bits and physical addresses are 52 bits

unused	page map level 4	page directory pointer table	page directory	page table	offset
63 48	47 39	38 30	29 21	20 12	11 0

End of Chapter 8