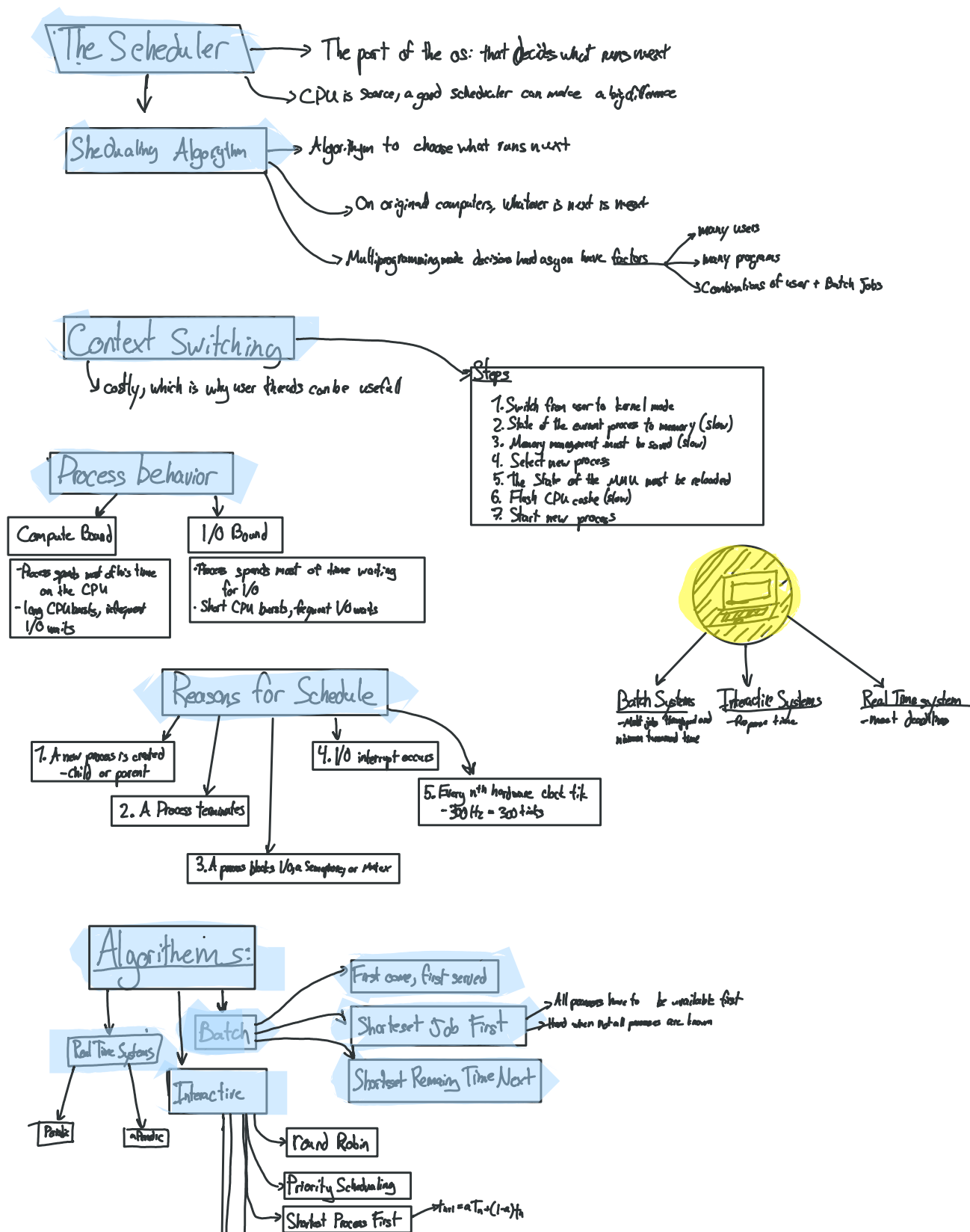
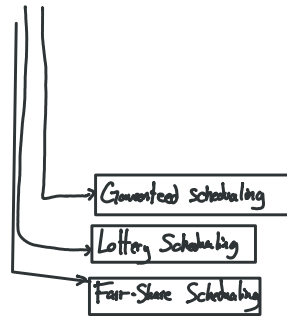


Review Page

Monday, March 14, 2022 6:20 PM

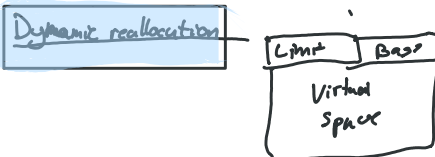
Chapter 8 - Scheduling





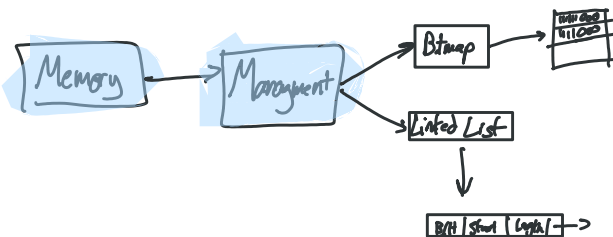
Chapter 10: Memory Management

Addresses: Physical
Virtual



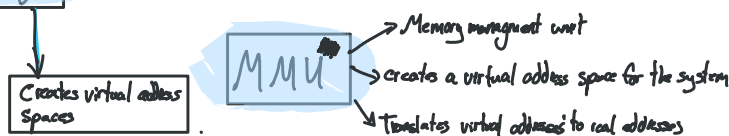
Algorithms: First Fit, Next Fit, Best Fit, Worst Fit, Quick Fit

Swapping: Pros: need less total memory
Cons: swapping is costly, an fragmentation occurs



Chapter 11: Paging

Paging: Known also as virtual memory



Paging Unit

Paging Hardware: MMU handles virtual addresses into real ones, Know what pages are in physical memory, Page fault at the OS

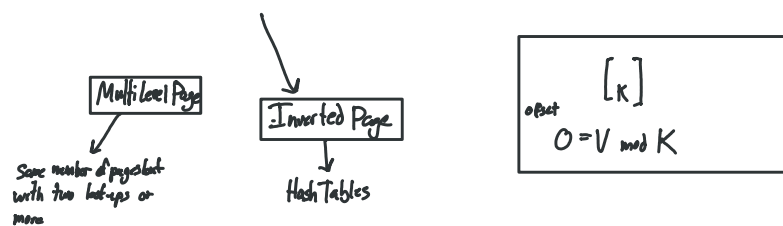
Paging Software: Software manages memory, page faults trigger OS, Reallocate the MMU, ensure program is error-free

Page Replacement

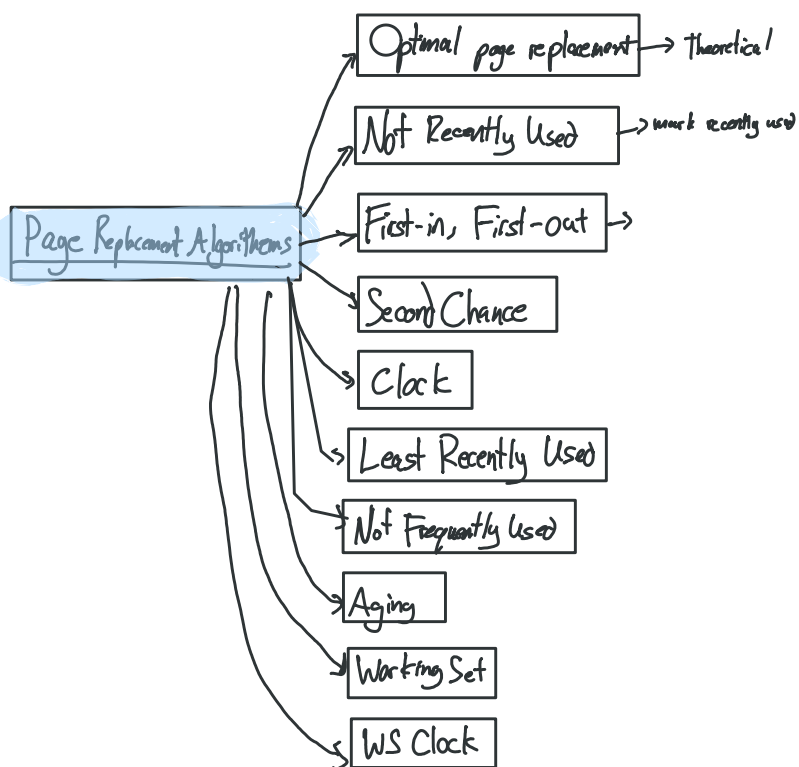
memory will become full
swap out pages
have to copy page twice

Page Table

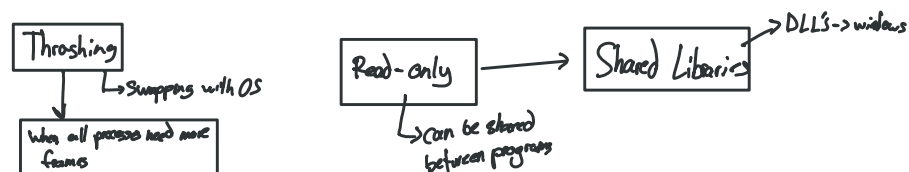
Cacheable: has used pages released less
Reference Bit: if the number of page has been changed
Modified Bit: indicates what types of access are permitted
Protection Bit: indicates if the page is loaded into memory
Presence Bit: indicates if the page is loaded into memory



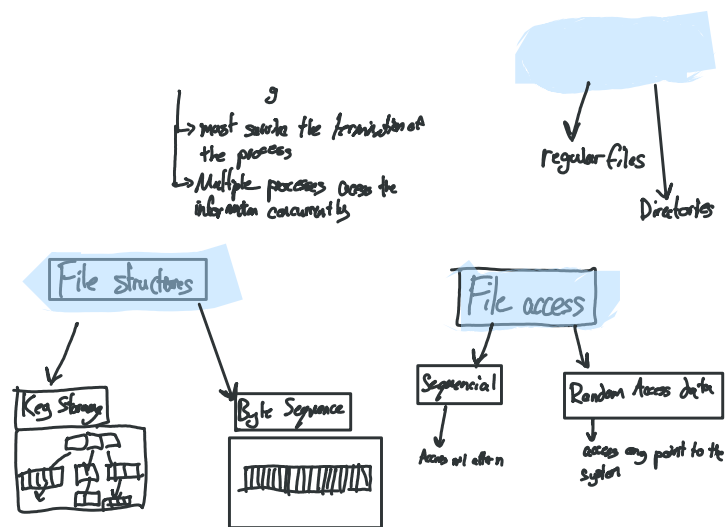
Chapter 12: Page Replacement Algorithms



Chapter 13: Paging Design issues



Design Issues



Chapter 15: File system implementation

Journaling → slower but recovers from crash better

