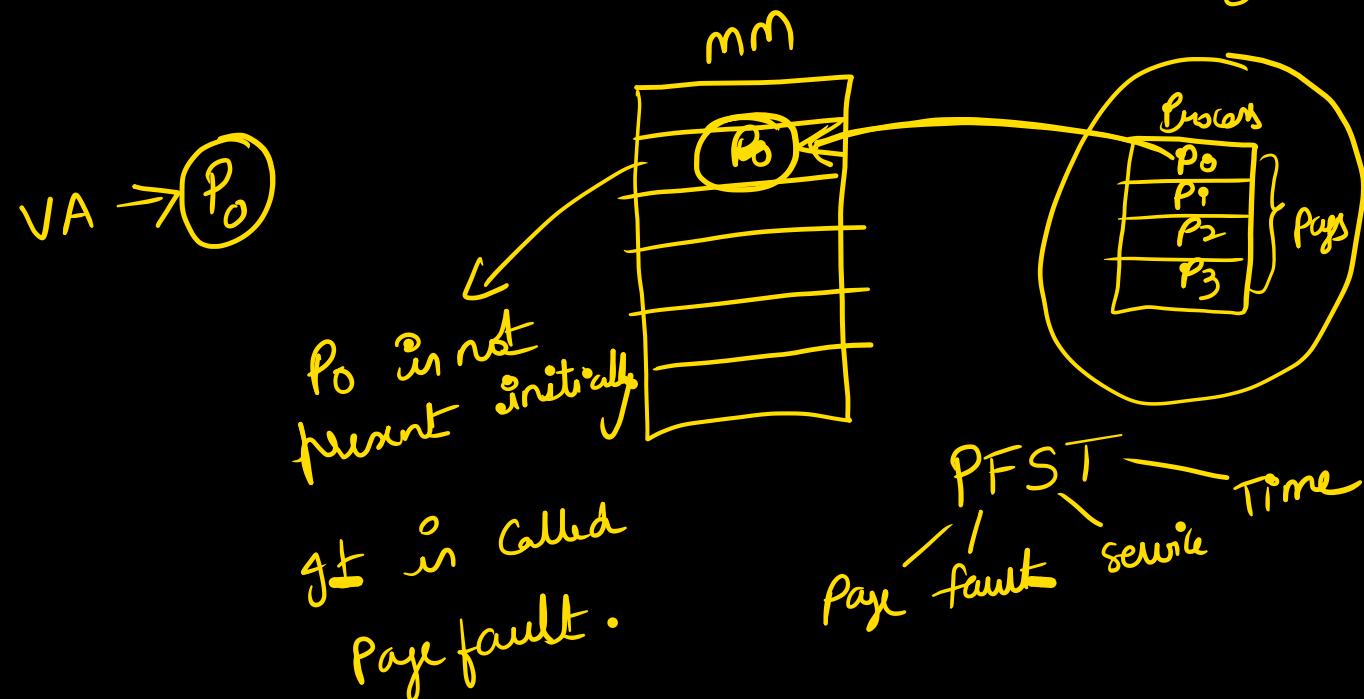


## Page fault:

Demand paging: we do not load the page until it is required.



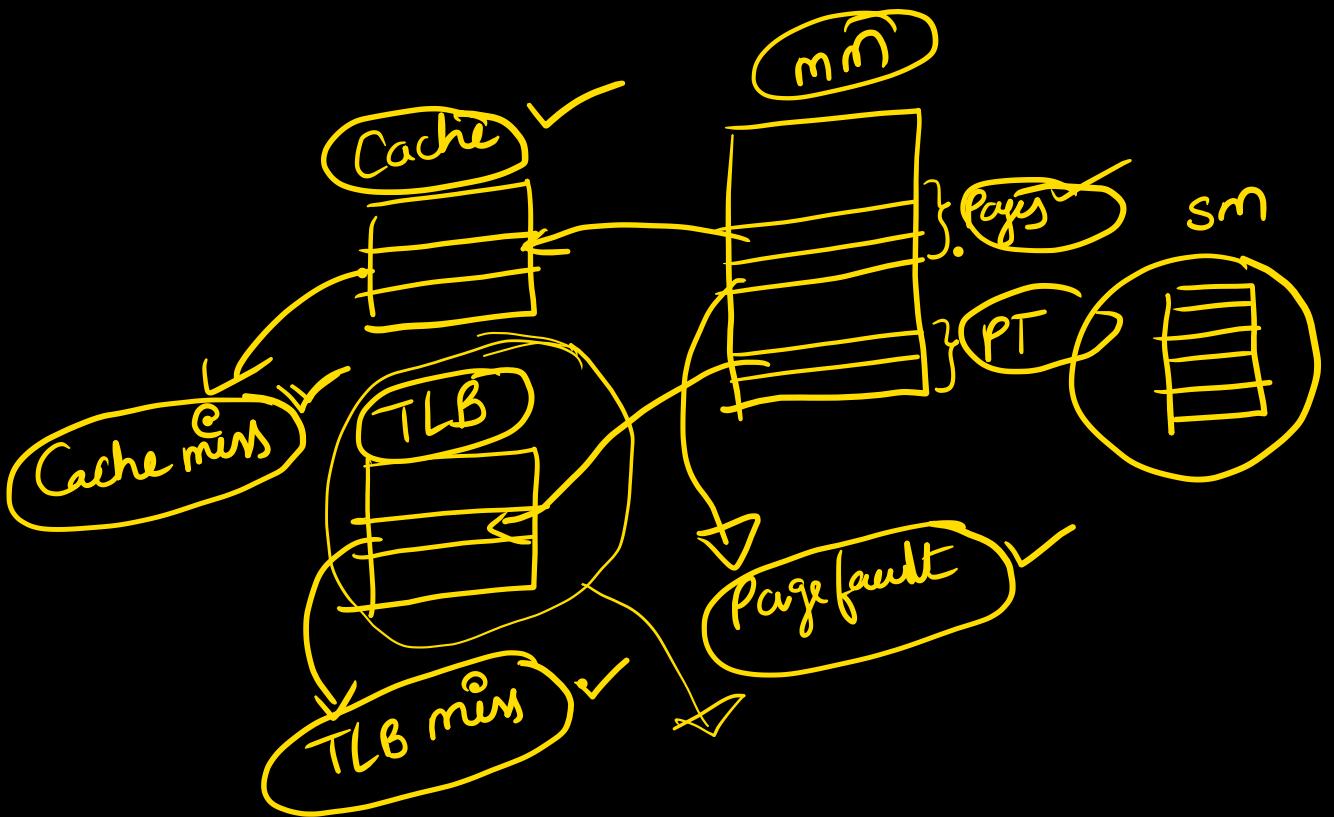
$$E_{mAT} = p(\text{service time} + m) + (1-p)(m)$$

↓  
page  
fault  
rate

|  
main memory

↓  
no page fault

actual  
time.



Gate 11) Let PFST be  $10\text{ ms}$  in a computer with avg MAT being  $20\text{ ns}$ . If one page fault is generated for every  $10^6$  memory accesses, what is the effective access time for memory.

$$ST = 10\text{ ms} \quad mMAT = 20\text{ ns} \quad PF\ rate = \frac{1}{10^6}$$

$$E\ MAT = \frac{1}{10^6} \left( 10 \times 10^{-3} + 20 \times 10^{-9} \right) + \left( 1 - \frac{1}{10^6} \right) (20 \times 10^{-9})$$

$$= 30\text{ ns}.$$

$$\overbrace{20 \times 10^{-9} + \frac{1}{10^6} (10 \times 10^{-3})}^{m + b(ST)}$$

simplify the formula

$$E_{MAT} = \beta(ST + m) + (1-\beta)(m)$$
$$= \beta(ST) + \cancel{\beta m} + m - \cancel{m\beta}.$$

$$E_{MAT} = \frac{m + \beta(ST)}{C + xm} \checkmark$$



Ques:

If an instruction takes ' $i$ ' micro seconds and page fault takes an additional  $j \mu s$ , the effective instruction time if on the average a page fault occurs every  $k$  instructions is:

$$\left[ i + \left( \frac{1}{k} \right) j \right] \mu s$$

$\downarrow$        $\downarrow$   
instruction      Page fault  
rate

Ques: Suppose the time to service a page fault is on average 10 ms, while a memory access takes 1  $\mu$ s. Then a 99.99% hit ratio results in average memory access time of:

~~99.99%~~ → Hit rate  
~~0.01%~~ → page fault rate  
→ ~~0.0001~~

$$\begin{aligned}
 E_{M A T} &= m + (p) \underline{\underline{(P.S)}} \\
 &= 1 \mu s + (0.0001) (10 \times 10^{-3}) \\
 &= \underline{\underline{2 \mu s}} : \checkmark
 \end{aligned}$$

Ques: A demand paging system takes 100 time units to service a page fault and 300 time units to replace a dirty page. memory access time is 1 unit. The probability of a page fault is ' $p$ '. In case of page fault the probability of page being dirty is also  $p$ . It is observed that the average access time is 3 units. Then the value of ' $p$ ' is?

$$\text{PFST} = p \times 300 + (1-p)(100) = 100 + 200p$$

$$\text{EMAT} = m + p(\text{PFST}) = 1 + p(100 + 200p) = 3$$

$$200p^2 + 100p - 2 = 0 \Rightarrow 100p^2 + 50p - 1 = 0$$

$$p = \frac{-50 \pm \sqrt{2500 + 400}}{200}$$

$$= 0.019 \checkmark$$

Ques: A processor uses 2 level paging  $VA = PA = 32$  bits. Byte addressable.  
 $VA = \boxed{10 \ 10 \ 12}$  PTE = 4B. TLB has hit ratio of 96%. Cache has  
hit ratio of 90%. main memory access time  $\overset{0}{\text{in}} 10\text{ns}$ , cache access time  $\overset{0}{\text{in}}$  1ns  
and TLB access time  $\overset{0}{\text{in}}$  1ns. Assuming no page fault, the average time  
taken to access a VA is approximately?

$$\begin{aligned}
 & (VA \rightarrow PA) + \text{Fetch the Wt from processor} \\
 & = \underbrace{t + (1-p_t)(k * m)}_{\substack{\text{TLB} \\ \text{TLB miss} \\ \text{levels mm}}} + \underbrace{c + (1-p_c)(m)}_{\substack{\text{Cache} \\ \text{Cache miss}}} \\
 & = 1 + (0.04)(2 * 10) + 1 + 0.1 * 10 = 3.8 \text{ ns}.
 \end{aligned}$$

Ques: Consider a paging h/w with a TLB. Assume that entire page table and all pages are in physical memory. It takes 10 ms to search the TLB and 80ms to access physical memory. If the TLB hit ratio is 0.6, the effective memory access time (in ms) is —

$$\begin{aligned}
 \text{EmAT} &= \underbrace{(VA \rightarrow PA)}_{\substack{\text{TLB} \\ \text{time}}} + \text{Time to access } mm \\
 &= t + T_m(K * m) + \underbrace{m}_{\substack{\downarrow \\ \text{TLB} \\ \text{miss} \\ \text{levels}}} \downarrow \substack{\text{mm} \\ \text{access time}} + \underbrace{m}_{\substack{\downarrow \\ \text{mm} \\ \text{access time}}} \quad (\text{Page fault } \Rightarrow \text{Cache is not given}) \\
 &= 10 + (0.4)(80) + 80 \\
 &= 122 \text{ ms.}
 \end{aligned}$$

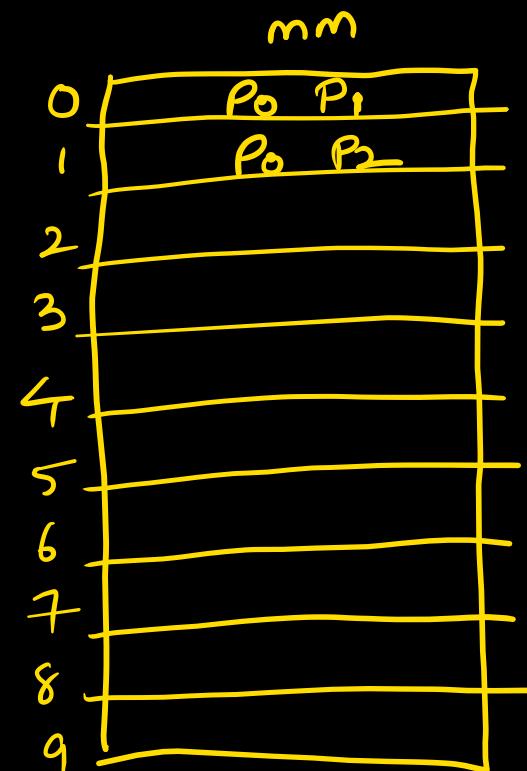
## Inverted page table:

For the entire main memory, for all the processes, we maintain one page table. This is not practically used.

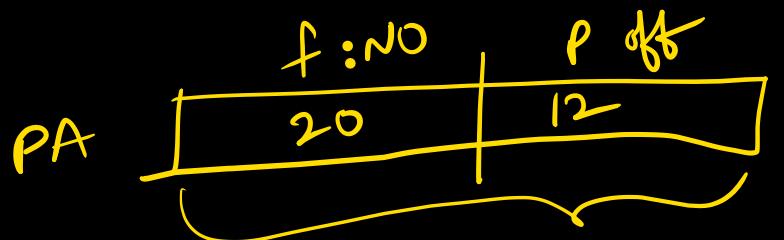
Inverted Page table

frame number	0	1	2	3
0	$P_0, P_1$			
1		$P_0, P_2$		
2				
3				

No of entries  
= no of frames  
in mm



PA = 32 bits      Page size = 4 KB      IPTE = 4 B , size of IPT=?

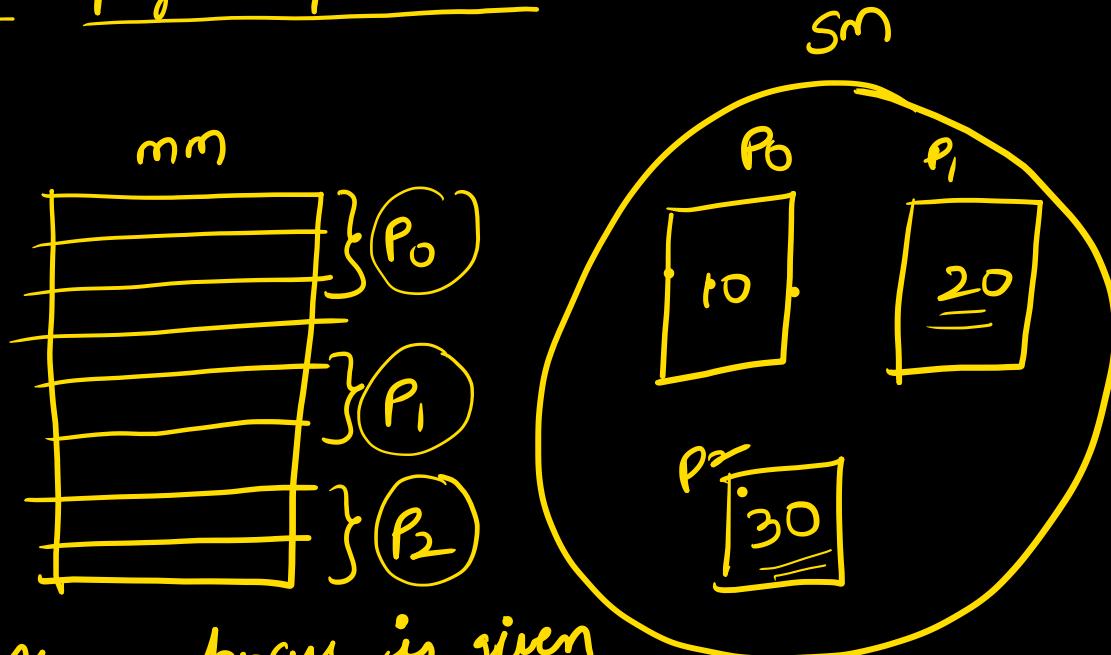


$$\text{No of frames} = 2^{20}$$

$$\begin{aligned}\text{IPTE} &= \text{no of frames} * \text{IPTE} \\ &= 2^{20} \times 4 \text{ B} = 4 \text{ MB}.\end{aligned}$$

## Frame allocation and page replacement:

Ex:  
P<sub>0</sub> - 3 frames  
P<sub>1</sub> - 4 frames  
P<sub>2</sub> - 5 frames.



If a process is given required frames, then less number of processes can be accommodated. This reduces degree of multi programming.

## Equal allocation: (static)

If 30 flames are available.

and 3 processes are asking.

Then each process will get

$$\frac{30}{3} = 10 \text{ flames.}$$

weighted allocation: (Static method)

If 10 frames are available

3 processes are asking

P<sub>1</sub> - 20 pages

P<sub>2</sub> - 30 pages

P<sub>3</sub> - 50 pages

$$\text{Frame for } P_1 = \left( \frac{20}{20+30+50} \right) (10) = 2F$$

$$\text{,, } P_2 = \left( \frac{30}{20+30+50} \right) (10) = 3F$$

$$\text{Frames for } P_3 = \left( \frac{50}{20+30+50} \right) (10) \\ = 5F.$$

Weighted: processes will get frame according to their pages.

## Dynamic allocation:

A process with higher priority will get more frame.  
A process with lower priority has to sacrifice when  
a process with higher priority asks for frames.

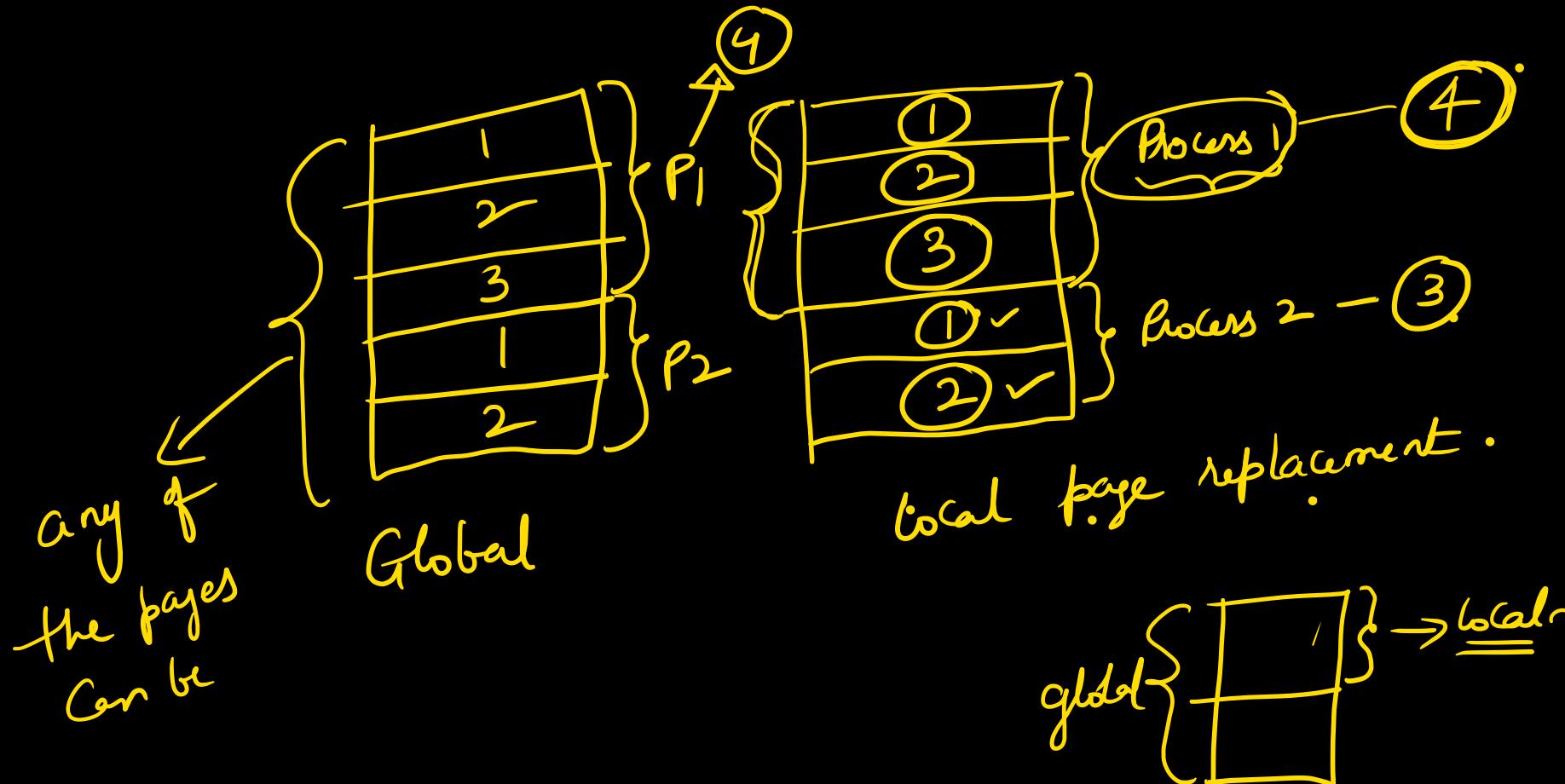
- Ex:

$P_1$	✓
$P_1$	
$P_2$	$P_1$
$P_2$	$P_1$

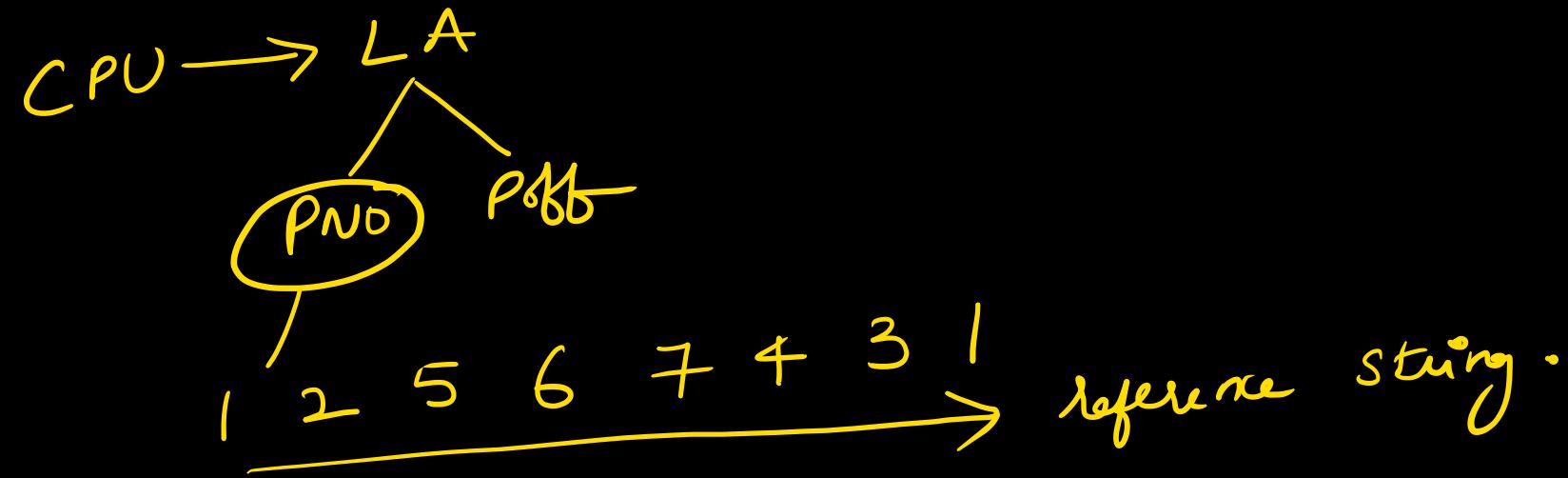
$$P_1 > P_2$$

$P_1$  can expand.

## Page replacement:



Reference string: Requests of a pages by a process in need order.



## Page replacement algorithms:

- optimal page replacement algorithm: Replace the page which will not be referred for longest. (not practical because future needs cannot be predicted) (used for benchmarking) In terms of performance ~~optimal~~ optimal is the best
- LRU: Replace the least recently used page (page which has not been referred for a long time)
- FIFO: First in First out.

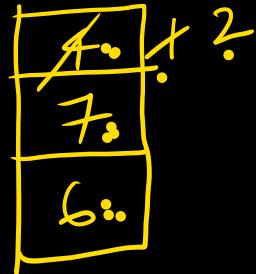
Gate 14: Demand paging is used, Find the page faults, frames = 3.

Optimal:

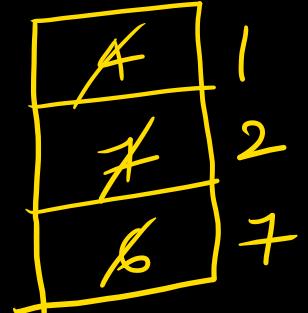
4, 7, 6, 1, 7, 6, 1, 2, 7, 2

optimal: 5.

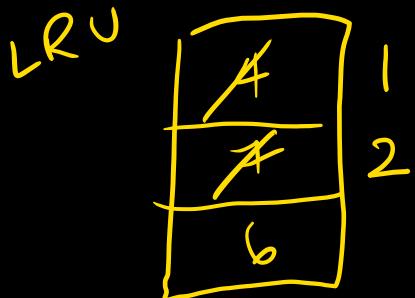
LRU = ~~5~~ 6 ✓



FIFO = 6



A F B 1 2 7



Get 100 records per page with 1 free main memory frame

add: ~~0100~~, ~~0200~~, ~~0430~~, ~~0499~~, 0510, 0530, 0560, 0120, 0220,  
0240, 0260, 0320, 0370

2 4 5 1 2 3  
7 page faults

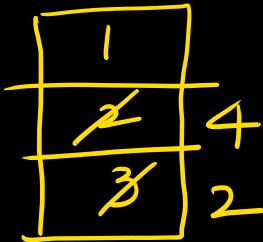
whatever algo we use, we get the same PF because  
no of flames = 1.

Ques:

1 2 3 2 4 1 3 2 4 1  
Frames = 3.

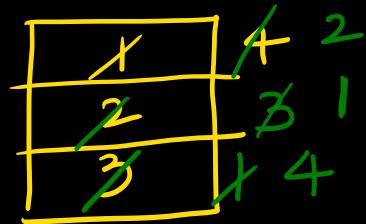
OP  
LRU  
FIFO

Optimal = 5



$$PFR = \frac{5}{10} = 50\%$$

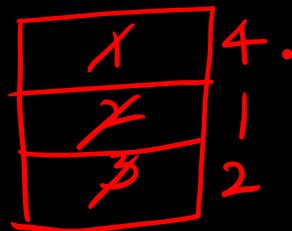
LRU



faults = 9

$$PFR = \frac{9}{10} = 90\%$$

FIFO:



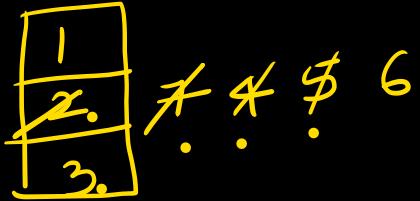
faults = 6  
~~X~~ ~~2~~ ~~3~~ 4 1 2

$$PFR = \frac{6}{10} = 60\%$$

Gate:

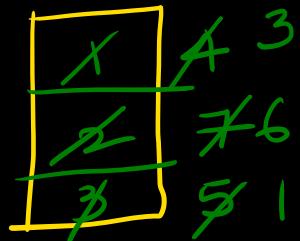


optimal:



$$\text{faults} = 7$$

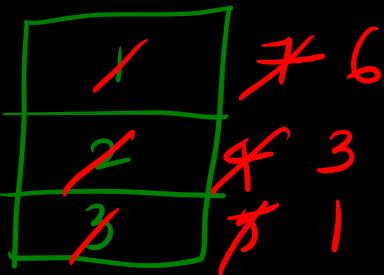
LRU



$$\text{faults} = 9$$

$$\text{faults} = "9"$$

FIFO:



$$1 \cancel{2} \cancel{3} \cancel{4} \cancel{5} 6 3 1$$