

Memory Management Technique: Paged, Segmented and Paged- Segmented

CS303 Operating Systems
Autumn 2018
8Nov2018

MVT Illustration: Compaction is invoked relatively depending on the adv.

- If the available free partition exceeds the req. process mem. By few bytes
 - Better go for it than carrying the costly mem. Compaction operation
 - Might result in very small amount of internal frag.
 - Its less expensive at times to live with int. frag. Of few KB
 - Than carrying out the compaction
 - And space complexity wise as well

Paged Memory Management (PMM)

- Overcomes the need for compaction
- In PPM
 - Job/Process/Task is divided into pages
 - MM is also divided into frames
 - Size of pages/frames is equal
 - Pagesize: P bytes

Paged Memory Management (PMM)

(... Cont.)

Page0
Page1
Page2
...
...
...
Page6

process

PMM Technique essentials

- MM essentially resolves a LA into the Physical Address
- Now since pages of processes get loaded into frames of memory in a opportunistic mapping
 - We need to
 - First resolve which LA is in which Process-Page
 - Also get the offset address of this instruction in corresponding process-page
 - Then resolve which page is loaded into which frame
 - Since the page-size and frame-sizes are identical, offset remains the same
 - Thus an LA is first resolved into page-number and offset, which then helps in table lookup, resulting in the LA to final Physical Address in the memory
 -

Paged Memory Management (PMM)

- Drawbacks of MFT and MVT:
 - If two or more instances of an application get launched
 - What would happen?
 - Processes get created as many times the appli. is requested
 - MM gets populated
 - Over utilisation of resources i.e. MM
 - Several partitions exist with same text/code section
- Accross all instances of the same application:
 - Since text section remains the same
 - It would be nice to share the code section
 - Avoid duplicate entries in MM

Paged Memory Management (PMM)

- In comparison with MFT and MVT,
 - Sizes of process-page and MM-frame being equal, external fragmentation is NOT possible
 - PMM permits sharing of **reentrant-code and non-self-modifying code** across users
 - Reentrant code: possible to invoke the function/s with different arguments from different call points
 - Self-modifying: code that modifies its own behavior at it is running
 - SDI Vs. MDI
 - Illustrate SDI and MDI concept
 - Illustrate GUI with common menu based OS
- Drawbacks of PMM:
 - Still internal fragmentation is possible
 - What is the max. size of internal fragmentation?

Paged Memory Management (PMM)

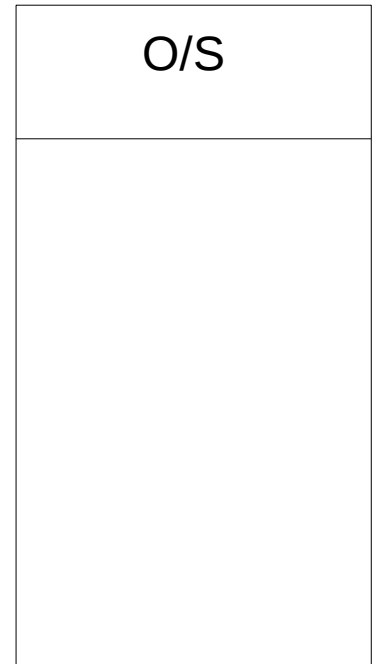
- Overcomes the need for compaction
- In PPM
 - Job/Process/Task is divided into pages
 - MM is also divided into frames
 - Size of pages/frames is equal
 - Pagesize: P bytes

PM Illustration

Page Map Table

Page	Frame

Main Memory



LA from
CPU

LA: generated logical address

P: page size = frame size

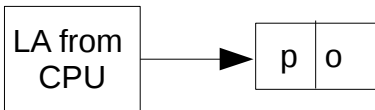
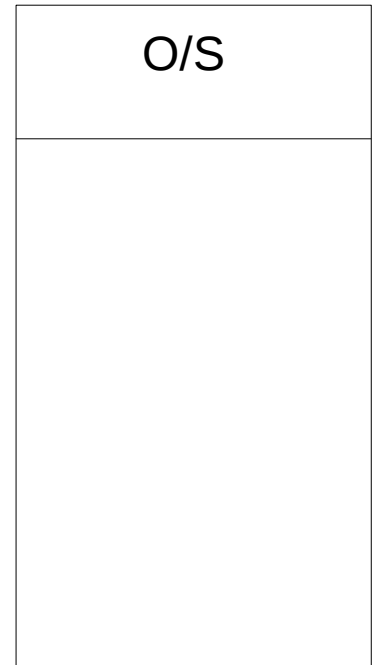
$p = \text{LA} \mathbf{div} P; \quad o = \text{LA} \mathbf{mod} P$

$PA = f * P + o$ (when page/frame
begins with 0 index)

Page Map Table

Page	Frame

Main Memory



LA: generated logical address

P: page size = frame size

$p = \text{LA} \mathbf{div} P; \quad o = \text{LA} \mathbf{mod} P$

$PA = f * P + o$ (when page/frame begins with 0 index)

Page Map Table

Page	Frame

Table lookup

Main Memory

O/S

LA from
CPU

p

o

LA: generated logical address

P: page size = frame size

$p = \text{LA} \div P$; $o = \text{LA} \bmod P$

$PA = f \cdot P + o$ (when page/frame
begins with 0 index)

Page Map Table

Page	Frame

Table lookup

Main Memory

O/S

LA from
CPU

p o

LA: generated logical address

P: page size = frame size

$p = \text{LA} \div P$; $o = \text{LA} \bmod P$

$PA = f \cdot P + o$ (when page/frame
begins with 0 index)

Page Map Table

Page	Frame

Table lookup

Main Memory

O/S

LA from
CPU

p o

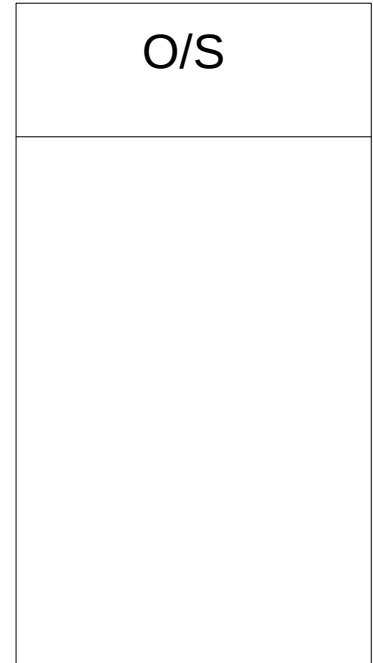
f o

LA: generated logical address

P: page size = frame size

$p = \text{LA} \div P$; $o = \text{LA} \bmod P$

$PA = f \cdot P + o$ (when page/frame
begins with 0 index)



Page Map Table

Page	Frame

Table lookup

