

# Memory & Storage Management.

- Starts at 9:05pm

## Agenda

Memory Management

Memory and its types

How OS manages memory

Virtual Memory

Linux Commands to Monitor Memory

Introduction to Storage

Practical Demo: Swap Creation

## Memory Management.

how memory is allocated to different programs.

## Types of memory.

① Primary Memory.

RAM.

→ Random Access Memory.

RAM provides \*\*temporary storage\*\* for the data and instructions that your CPU (Central Processing Unit) needs while performing tasks.

→ volatile.

→ extremely fast.

ROM → Read only memory.  
non volatile.

→ long term memory.

→ BIOS.

→ unchanging data.

② Secondary memory.

→ hard disk, pen drives

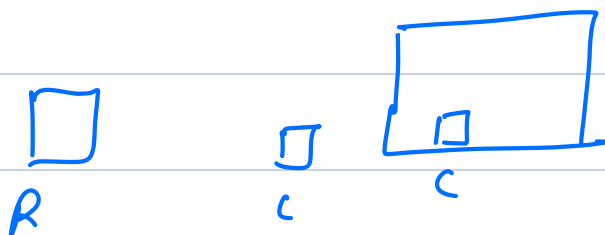
→ data is stored permanently.

③ Cache memory.

→ faster than the RAM

→ stored nearest to the CPU

→ CPU memory.



512KB L<sub>1</sub> cache → fastest cache → smallest, CPU

L<sub>2</sub> cache → slower than L<sub>1</sub>.

L<sub>3</sub> cache → slower than L<sub>2</sub>

↓ speed is decreasing

↓ size is increasing.

↓ distance from CPU is increasing.

### Cache Memory vs. RAM

Feature	Cache Memory	RAM (Main Memory)
Location	Integrated directly into or near the CPU	Located on the motherboard, farther from the CPU
Speed	Extremely fast	Slower compared to cache
Capacity	Very small (typically KB to a few MB)	Larger (usually GB)
Purpose	Temporarily store frequently used data for quick access by the CPU	Store data and instructions for currently running programs
Hierarchy Levels	Multiple levels: L1 (fastest), L2, L3	Single level of memory
Proximity to CPU	Closest memory to the CPU (often on the CPU chip)	Located on the motherboard, further from the CPU
Volatility	Volatile (data lost when power is off)	Volatile (data lost when power is off)

How OS manages memory.  
→ Allocation.

static allocation

→ allocation is done at compile time.

→ fixed

int array[100]

→ can lead to memory wastage.

→ done using stacks. (LIFO)

→ dynamic allocation.

→ malloc

→ calloc

→ free up that memory.

Python


l = []

dynamic\_array = ()

Fragmentation.

Fragmentation happens when memory is allocated and deallocated dynamically (at runtime), causing the available free memory to become scattered and disorganized. This leads to two types of fragmentation:

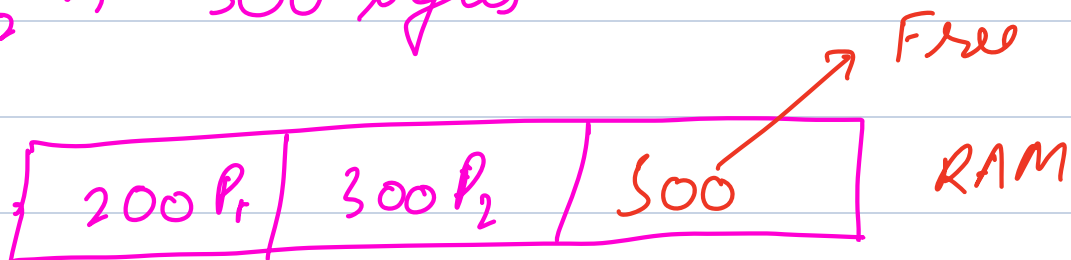
5k 5k 5k 5k


  
 $P \rightarrow 4K$        $1KB \rightarrow \text{wasted}$ 
  
 internal fragmentation.

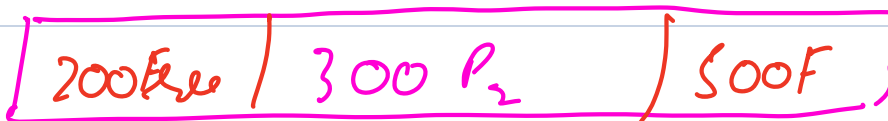
---


 1000 bytes memory.

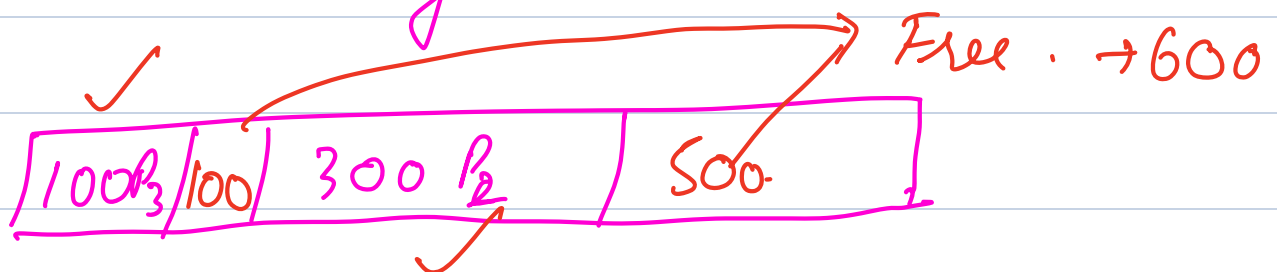
$P_1 \rightarrow 200 \text{ bytes}$   
 $P_2 \rightarrow 300 \text{ bytes}$



$P_1 \rightarrow \text{deallocated}$



$P_3 \rightarrow 100 \text{ bytes}$



$P_4 \rightarrow 600 \text{ bytes}$

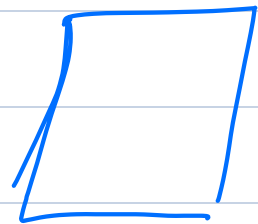
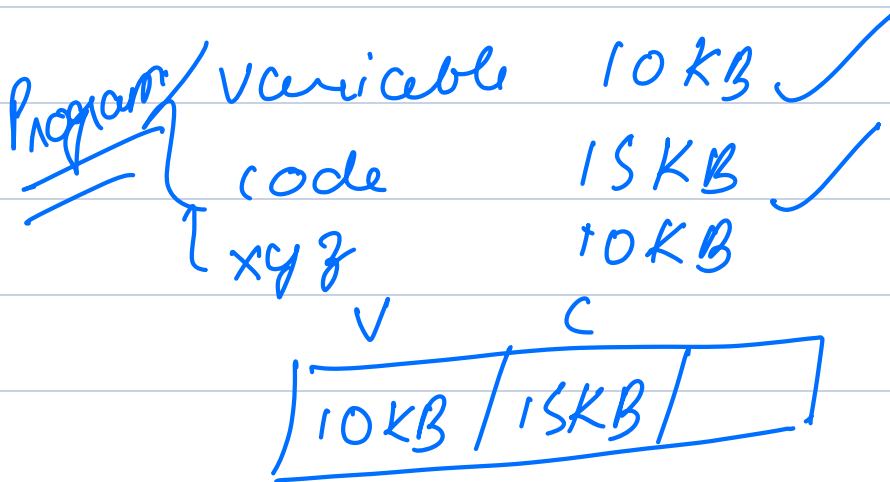
allocation of larger blocks.

**\*\*Even though there might be enough total free memory, it is scattered across different places, making it impossible to**

**allocate a large contiguous block.\*\***

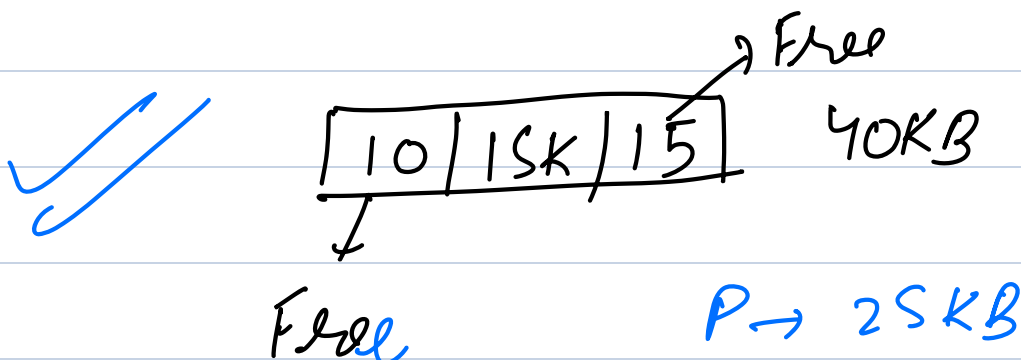
## Paging & Segmentation.

### Segmentation.



avoid internal fragmentation.

→ external fragmentation can still occur.



based on the program's logical divisions (like functions, arrays, objects, etc.).

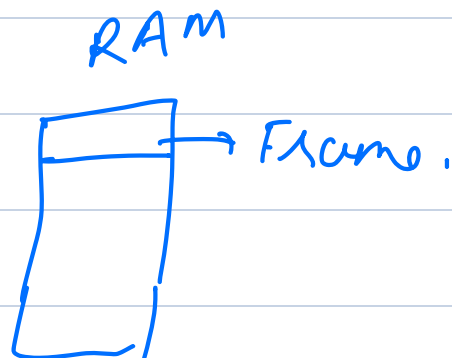
→ Paging.

Pages have fixed size

Pages

Frames.

size of page = size of frame.



{ variable  
code }

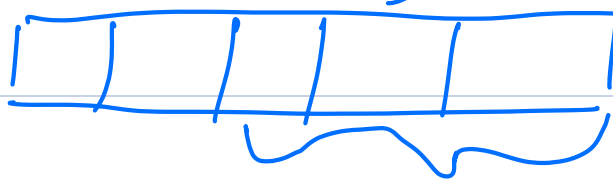
**\*\*Page is a fixed size block.\*\*** Imagine theres an add function -> divided into 2 halves of equal size.

A **\*\*frame\*\*** is a fixed-size block of **\*\*physical memory\*\*** (RAM). Physical memory is divided into frames, and each frame is the same size as a page.

1:1 mapping  
Page Frame.

→ No external fragmentation.

5 5 5 5 5



15  $\rightarrow$   $\left. \begin{array}{c} 5 \\ 5 \\ 5 \end{array} \right\}$  3 Pages.

$\rightarrow$  internal fragmentation.

$\rightarrow$  3KB  $\rightarrow$  5  $\rightarrow$  Page size is 5  
2KB wasted.

Paged Segmentation

Garbage Collection.

When objects in a program are no longer referenced,

the garbage collector identifies those objects and frees up their memory.

How GC works.

$\rightarrow$  Marking  $\rightarrow$  marks objects in use.

$\rightarrow$  sweeping  $\rightarrow$  clears up objects which



are not marked.

→ compacting. → moving objects around in memory to reduce fragmentation.

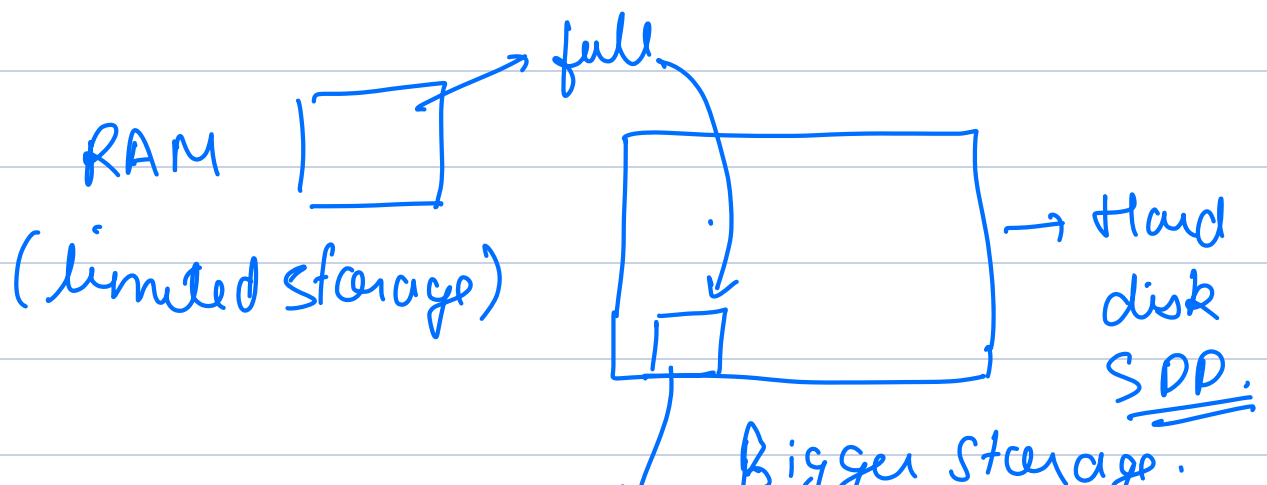
Break → 10:22 pm

Virtual memory.

RAM → is limited size

\*\*Virtual memory allows your computer to compensate for having limited RAM by using part of the hard drive as temporary RAM.\*\*

$VM = RAM + SWAP.$



disk

↓

Swap space

file

↓

8 GB → 10 GB

Swap space.

2 GB → Swap space.

swap in  
swap out.

→ free - h

→ top

→ cat /proc/meminfo

write a script

→ check free memory.

→ execute some action if free  
memory is below certain amount.

vmstat | awk 'NR == 3 {print \$4}'

\*\*`procs`\*\*:

- \*\*`r`\*\*: Number of processes waiting for run time (running or runnable).

- `b``: Number of processes in uninterruptible sleep (blocked).

## 2. `memory``:

- `swpd``: Amount of virtual memory used (in kilobytes).

- `free``: Amount of free memory (in kilobytes).

- `buff``: Amount of memory used as buffers (in kilobytes).

- `Buffer memory`` is a temporary storage area that holds data while it is being transferred between two locations.

- `cache``: Amount of memory used for file cache (in kilobytes).

## 3. `swap``:

- `si``: Amount of memory swapped in from disk (in kilobytes).

- `so``: Amount of memory swapped out to disk (in kilobytes).

## 4. `io``:

- `bi``: Blocks received from a block device (in blocks per second).

- `bo``: Blocks sent to a block device (in blocks per second).

## 5. `system``:

- `in``: Number of interrupts per second.

- `cs``: Number of context switches per second.

- `The CPU will execute one task for a short period (a few milliseconds), save its state, and then switch to`

another task.\*\* This happens so quickly that to a human user, it feels like the tasks are happening at the same time.\*\*c

1. `cpu`:

- `us`: Time spent running user processes (in percentage).
- `sy`: Time spent running system (kernel) processes (in percentage).
- `id`: Time spent idle (in percentage).
- `wa`: Time spent waiting for I/O (in percentage).
- `st`: Time stolen from a virtual machine (in percentage).

→ `sudo swapon --show`  
fallocate → preallocates a  
space for a file.

→ `sudo fallocate -l 1G /swapfile`

→ `sudo chmod 600 /swapfile`

→ `sudo mkswap /swapfile`  
↓  
mark as swap space.

→ `sudo swapon /swapfile`

Breakdown of `/swapfile` swap defaults 0 0:

*/etc/fstab.*

1. `*/swapfile`:

- This is the path to the `swap file` on your system. Instead of using a separate partition (like `/dev/sda3` for swap), the system is using a file located at `/swapfile` as virtual memory.

2. `swap` (second occurrence):

- This specifies the `filesystem type`. In this case, it is `swap`, which tells the system that this is a swap area.

3. `swap` (third occurrence):

- Again, this specifies that this line is configuring a swap area.

4. `defaults`:

- This specifies the default mount options for the swap file. For swap, the `defaults` setting typically works without issues and means the following options are applied:

- `rw`: Read/write access.
- `suid`: Allow set-user-ID and set-group-ID bits.
- `dev`: Interpret character or block special devices on the filesystem.
- `exec`: Permit execution of binaries.
- `auto`: Automatically mount at boot.
- `nouser`: Only root can mount.

- **async**: Asynchronous input/output.

5. **0** (dump):

- This field controls whether the **dump** utility will back up the filesystem. Since this is a swap file, there is no need to back it up, so the value is **0** (no backup).

6. **0** (fsck pass):

- This field determines the order in which the filesystem will be checked by **fsck** at boot time. Since swap areas do not need to be checked by **fsck**, the value is set to **0**, meaning no check.

- **0**: Do not check.

- **1**: Check this filesystem first (usually reserved for the root **/** filesystem).

- **2**: Check this filesystem after filesystems with **pass** value of 1.

# History.

history

1 clear

2 free -h

3 top

4 cat /proc/meminfo

5 clear

6 vmstat

7 vmstat -h

8 vmstat -S

9 vmstat -S M

10 clear

11 vmstat -S M

12 free -h

13 vmstat | awk '{print \$4}'

14 vmstat | awk 'NR==3 print \$4'

15 vmstat | awk 'NR==3 {print \$4}'

16 vmstat 2

17 sudo swapon --show

18 clear

19 sudo swapon --show

20 sudo fallocate -l 1G /swapfile

21 cd /

22 ls -lrt

23 sudo chmod 600 /swapfile

24 ls -lrt

25 sudo mkswap /swapfile

26 sudo swapon /swapfile

27 sudo swapon --show

28 free -h

29 vi /etc/fstab

30 df -h

31 sudo vi /etc/fstab

32 free -h

33 df -h

34 vmstat

35 history

ubuntu@ip-172-31-43-107:/\$