

# Chapter 9: Virtual Memory

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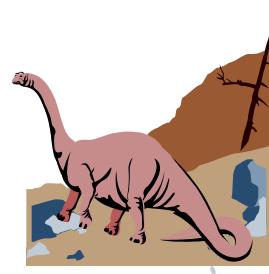
# Objectives

- To describe the **benefits** of a virtual memory system
  - To explain the concepts of **demand paging**, **page-replacement** algorithms, and allocation of page frames
  - To discuss the principle of **working-set model**
  - To explain the IPC model based on memory sharing; To examine the differences between **shared memory** and **memory-mapped files**
  - To explore **how kernel memory is managed**
- 



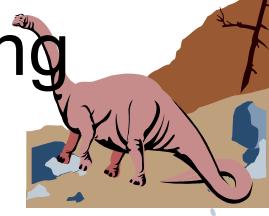
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- Demand Paging
- Copy-on-Write
- Page Replacement within a Process
- Allocation of Frames among Processes
- Thrashing and Working Set Model
- Memory-Mapped Files
- Allocating Kernel Memory
- Other Considerations
- Operating-System Examples





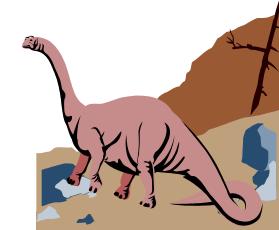
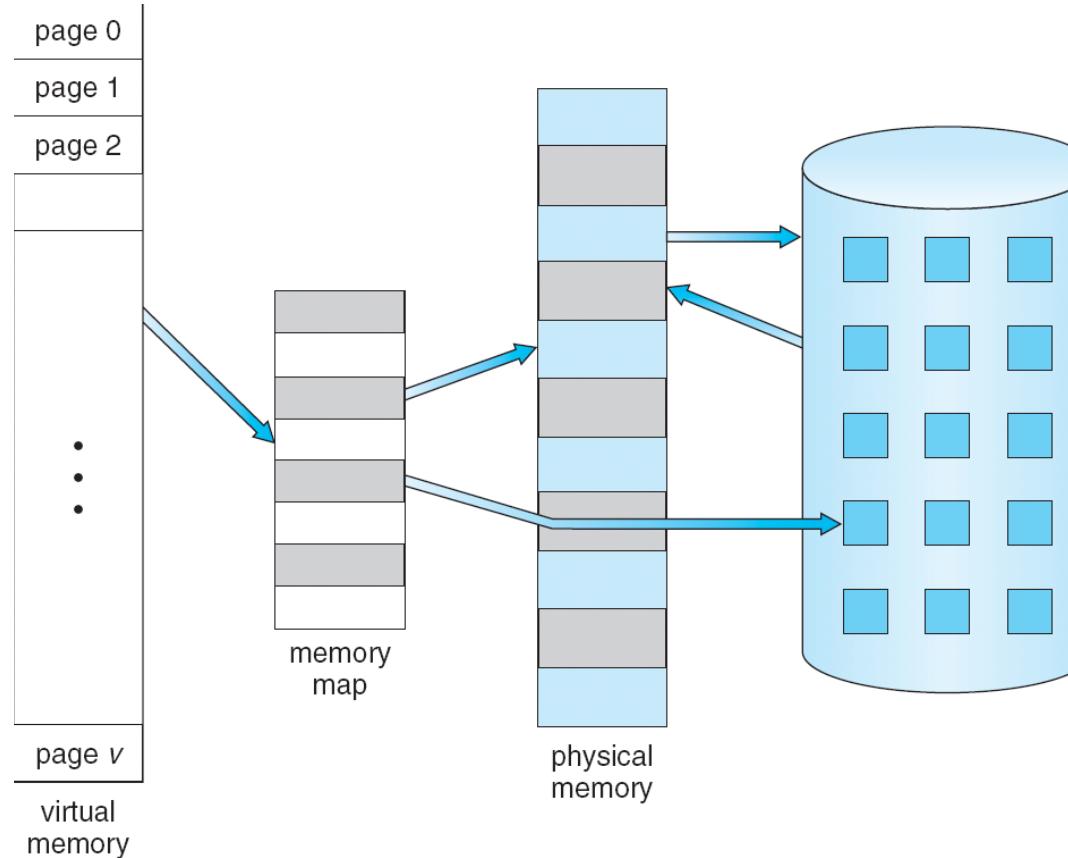
# Background

- We previously talked about an entire process swapping into or out of main memory
  - **Idea of virtual memory** – separation of user logical memory from physical memory.
    - ◆ Only part of the program needs to be kept in main memory for execution.
    - ◆ Logical address space can therefore be much larger than physical address space.
    - ◆ More programs can be run at the same time
    - ◆ Less I/O is needed than loading or swapping
- 



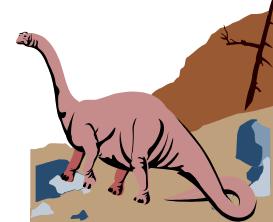
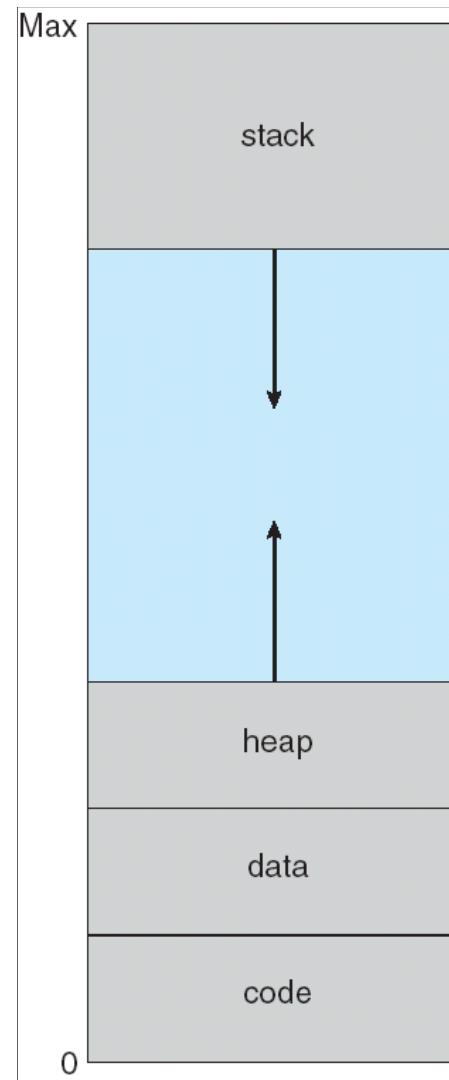
# Two Kinds of Implementation for Virtual Memory

- Virtual memory can be implemented via:
  - Demand paging (按需调页)
  - Demand segmentation (按需调段)



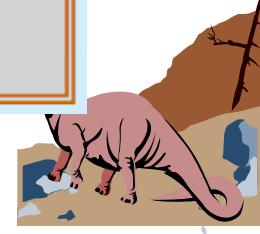
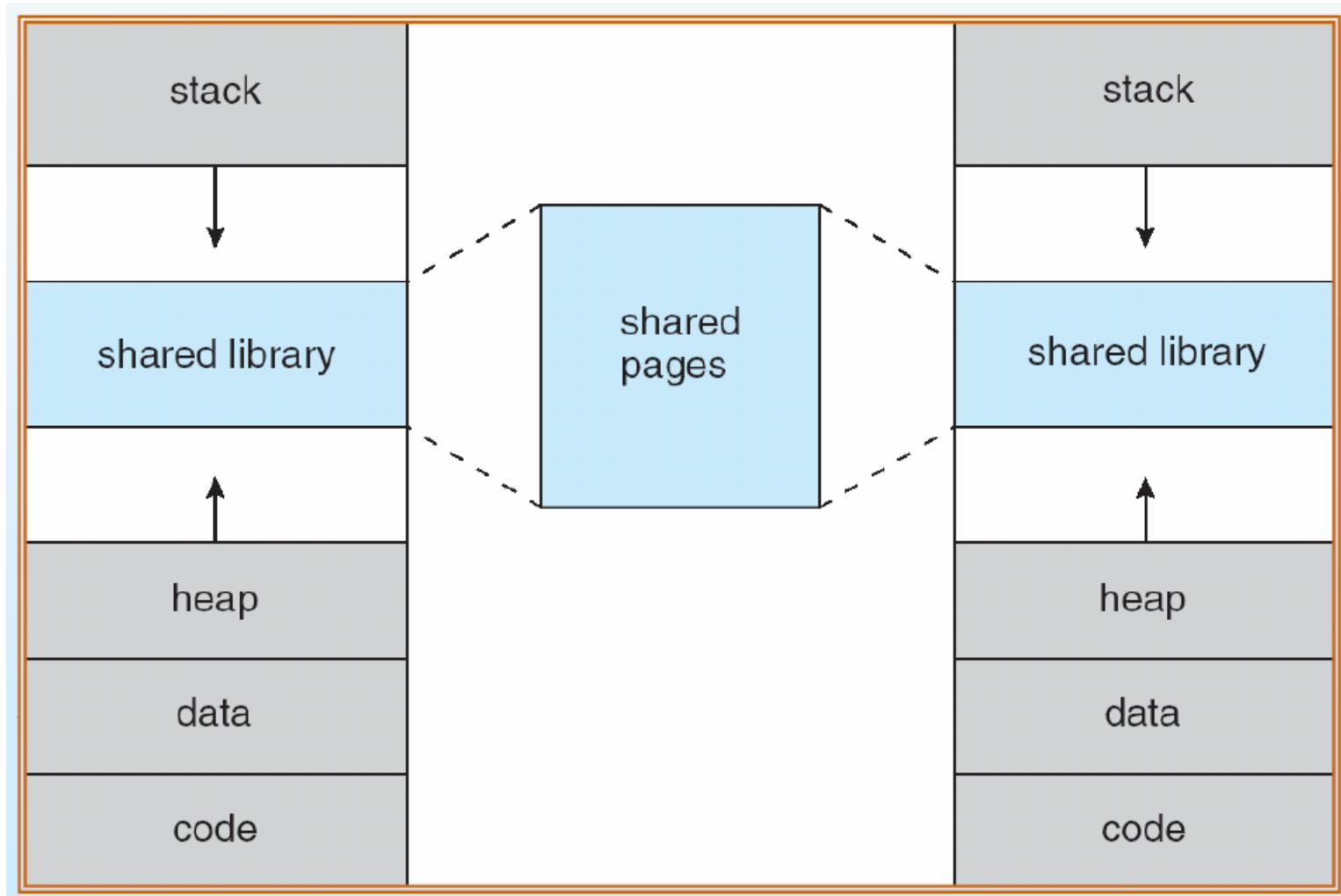


# Virtual-Address Space





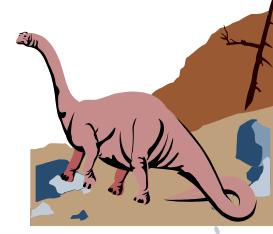
# Shared Library Using Virtual Memory





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# Demand Paging

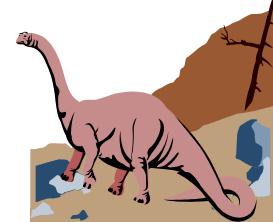
- Bring a page into memory only when it is needed.
  - ◆ Less I/O needed
  - ◆ Less memory needed
  - ◆ Faster response
  - ◆ More users
- Page is needed ⇒ reference to it
  - ◆ invalid reference ⇒ abort
  - ◆ not-in-memory ⇒ bring to memory
- **Pure demand paging** – never bring a page into memory unless page will be needed





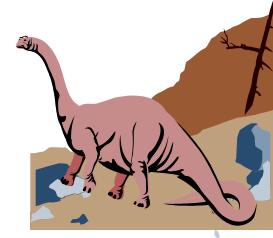
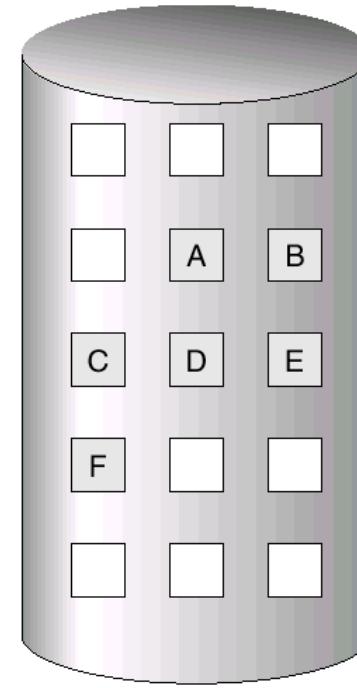
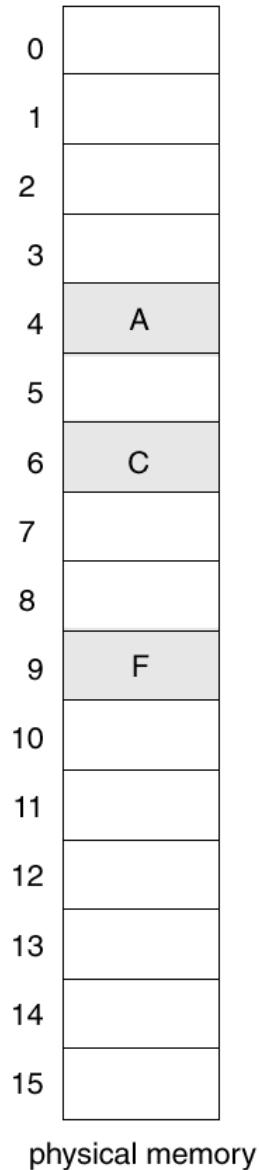
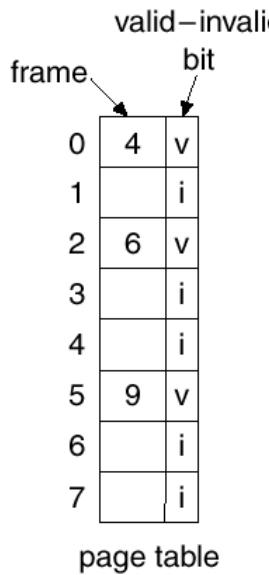
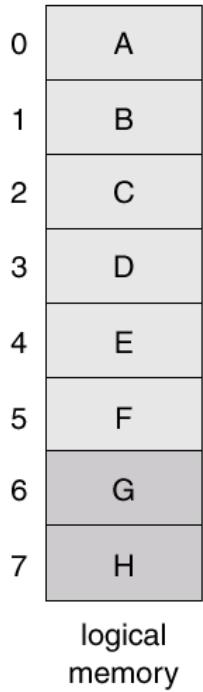
# Valid-Invalid Bit

- With each page table entry, a valid-invalid bit is associated
  - ◆ (1 ⇒ in-memory, 0 ⇒ not-in-memory)
- Initially, valid-invalid bit is set to 0 on all entries.
- During address translation, if valid-invalid bit in page table entry is 0 ⇒ page fault.





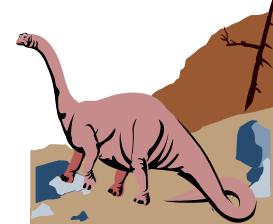
# Page Table When Some Pages Are Not in Main Memory





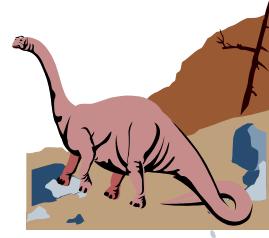
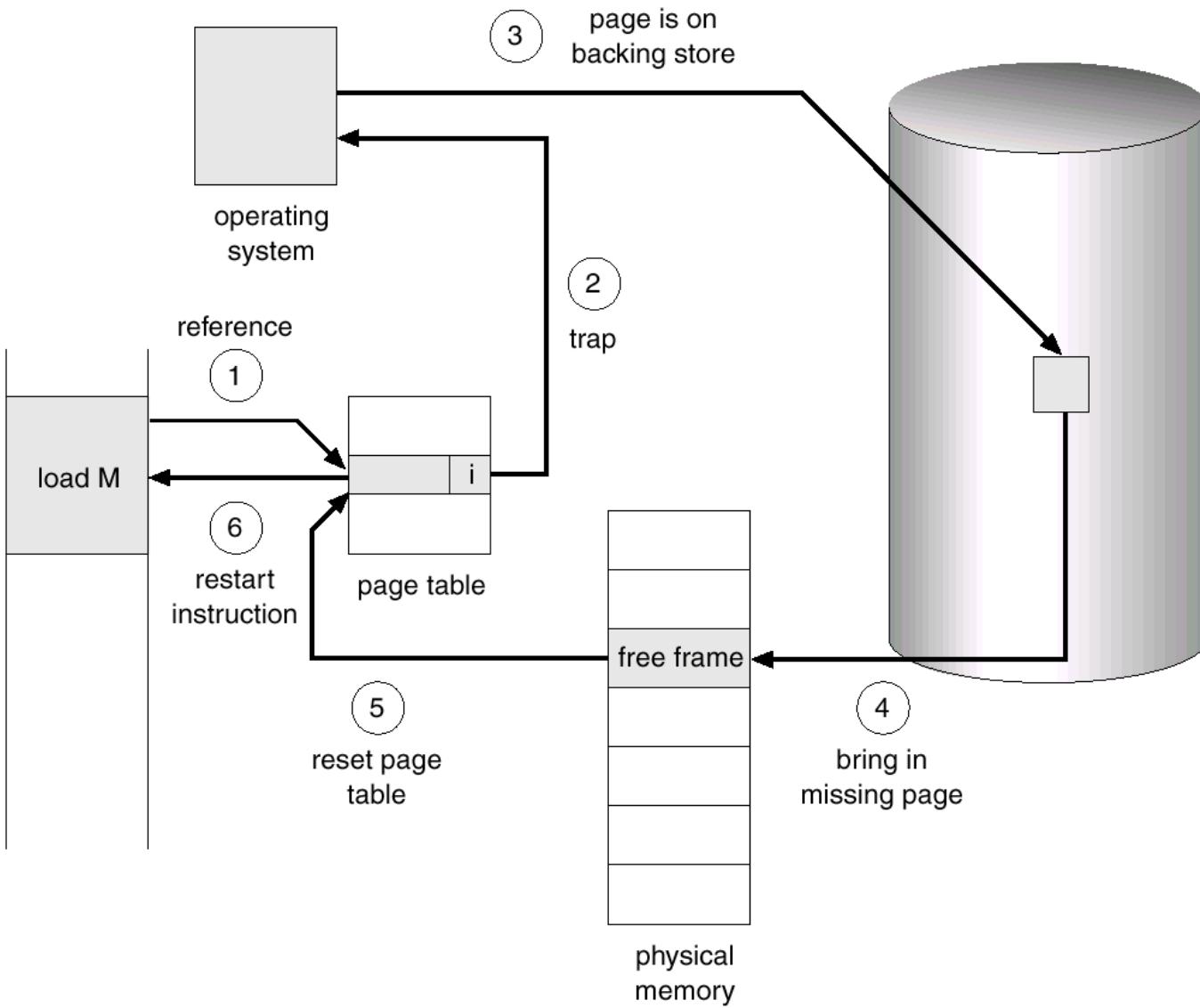
# Steps in Handling a Page Fault

- If there is ever a reference to a page, first reference will trap to OS  $\Rightarrow$  page fault
- OS looks at another table to decide:
  - ◆ Invalid reference  $\Rightarrow$  abort.
  - ◆ Just not in memory.
- Get empty frame.
- Swap page into frame.
- Reset tables, validation bit = 1.
- Restart instruction





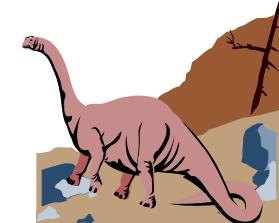
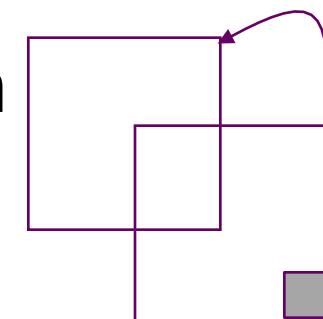
# Steps in Handling a Page Fault





# More Details about Restarting an Instruction

- The restart will require fetching instruction again, decoding it again, fetching the two operands again, and applying it again
  
- Difficulty arises when an instruction may modify multiple virtual pages
  - ◆ For example, block move operation
  - ◆ Auto increment/decrement location
  - ◆ Restart the whole operation?
    - ✓ What if source and destination overlap?
    - ✓ The source may have been modified





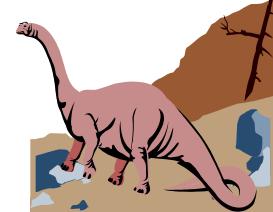
# Performance of Demand Paging

## ■ Page Fault Rate $0 \leq p \leq 1.0$

- ◆ if  $p = 0$ , no page faults
- ◆ if  $p = 1$ , every reference is a fault

## ■ Effective Access Time (EAT)

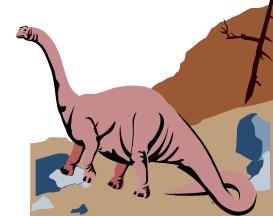
$$\begin{aligned} EAT = & (1 - p) \times \text{memory access} \\ & + p \times ( \text{page fault overhead} \\ & \quad [ + \text{swap page out} ] \\ & \quad + \text{swap page in} \\ & \quad + \text{restart overhead} ) \end{aligned}$$





# Demand Paging Example

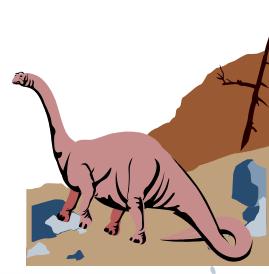
- Memory access time = 1 microsecond
- Swap Page Time = 10 millisec = 10000 microseconds
- Assume 50% of the time the page that is being replaced has been modified and therefore needs to be swapped out.
- Ignore the cost of restarting an instruction.
- EAT =  $(1 - p) \times 1 + p \times (10000 * 50\%) + 20000 * 50\%$   
 $= (1 - p) \times 1 + p \times (15000)$   
 $= 1 + 14999 \times p$  (in microsecond)





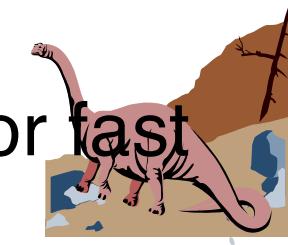
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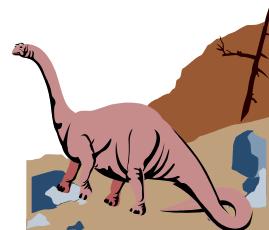
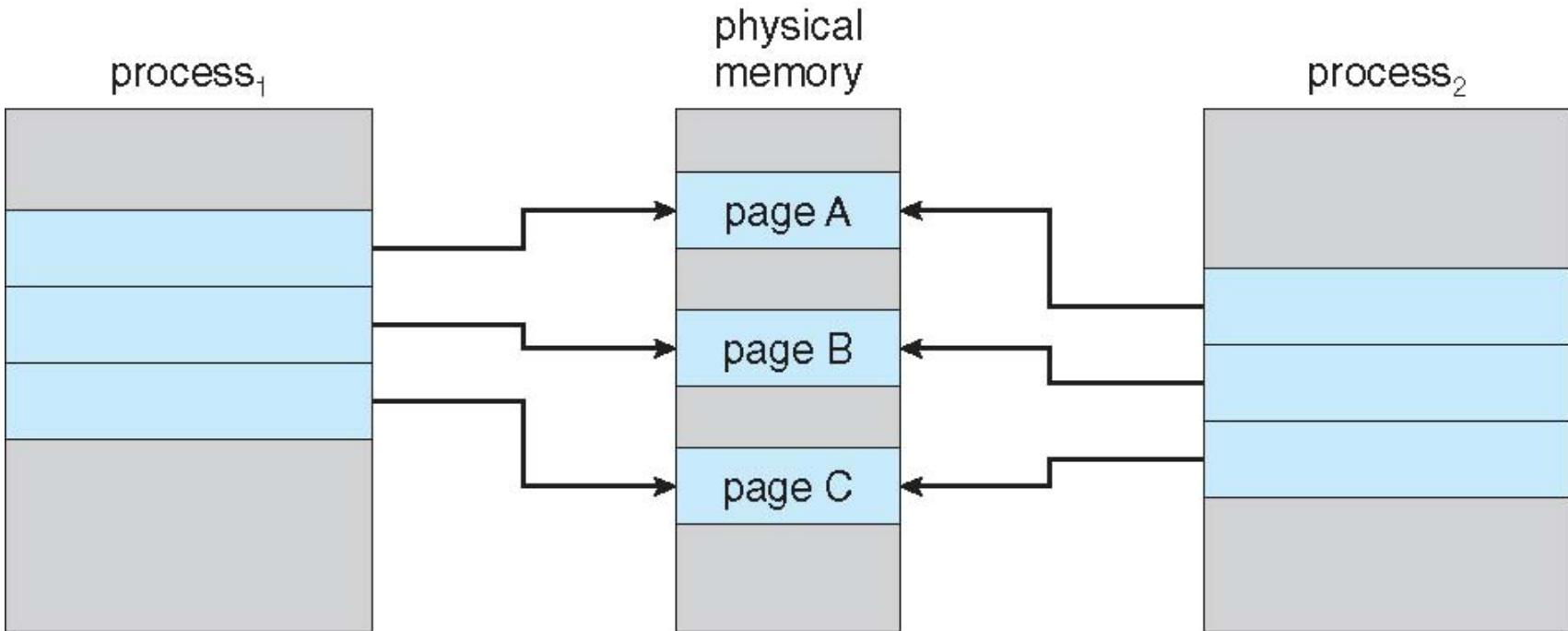


# Copy-on-Write

- **Copy-on-Write** (COW) allows both parent and child processes to initially **share** the same pages in memory
    - ◆ If either process modifies a shared page, only then is the page copied
  - COW allows more efficient process creation as only modified pages are copied
  - Free pages are allocated from a **pool** of **zero-fill-on-demand** pages
    - ◆ Why do we need to zero-out a page before allocating it to a process?
    - ◆ The pool should always have free frames for fast demand page execution
- 

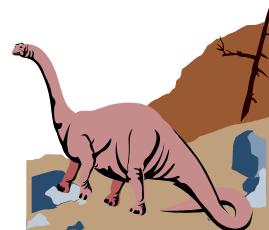
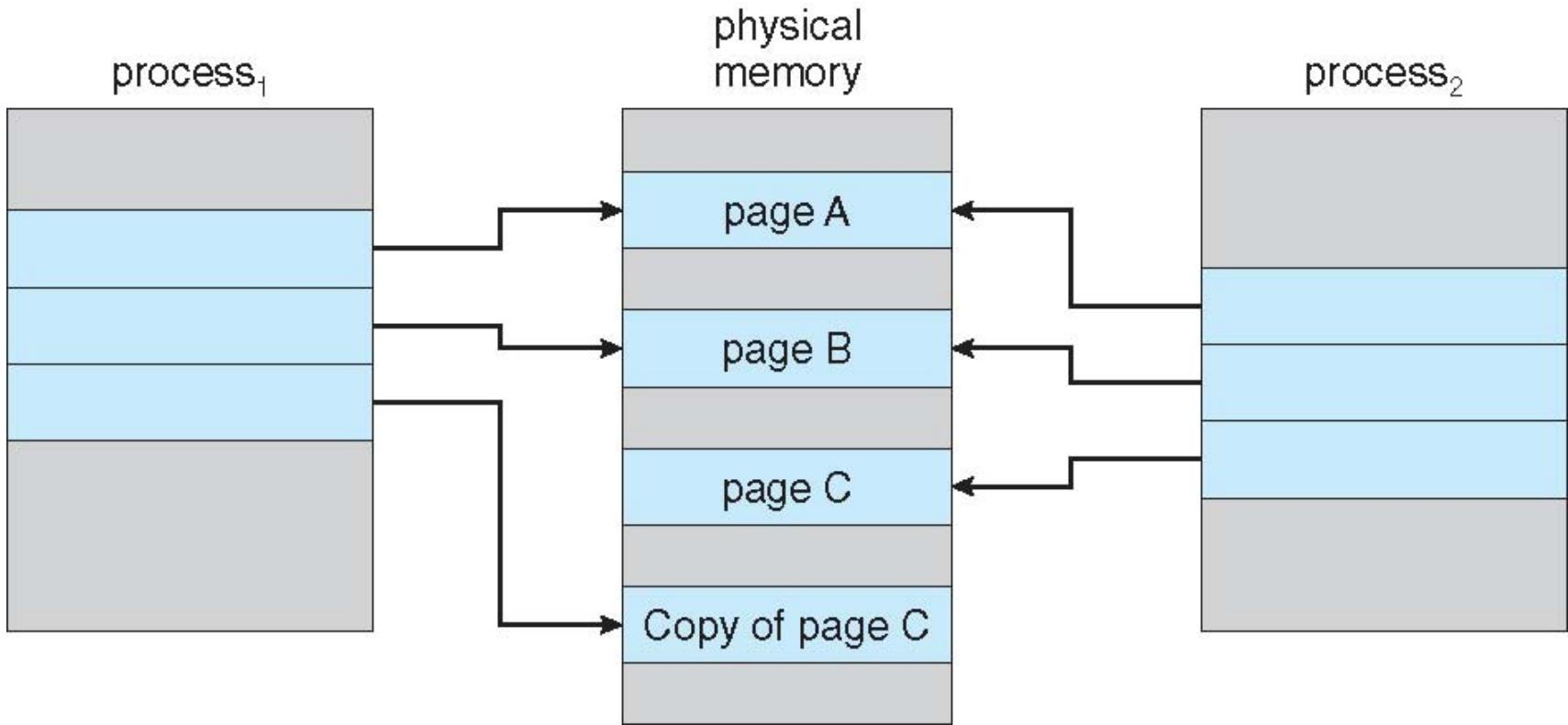


# Before Process 1 Modifies Page C





# After Process 1 Modifies Page C





# fork() and vfork()

■ `vfork()`, a variation of `fork()` system call, has the parent suspend and the child without copying the page table of the parent

◆ Useful in performance-sensitive applications where a child is created which then immediately issues an `execve()`.

■ 以前的`fork`很高效，它创建一个子进程时，将会创建一个新的地址空间，并且拷贝父进程的资源，而往往在子进程中会执行`exec`调用，这样，前面的拷贝工作就是白费了。于是，设计者就想出了`vfork`，它产生的子进程刚开始暂时与父进程共享地址空间（其实就是线程的概念了）。因为这时候子进程在父进程的地址空间中运行，所以子进程不能进行写操作，并且在儿子“霸占”着老子的房子时候，要委屈父亲一下了，让他在外面歇着（阻塞），一旦儿子执行了`execve` 或者`exit`后，相当于儿子买了自己的房子了，这时候就相当于分家了。



# An Example of fork() and vfork()

```
int main() {
    pid_t pid;
    int cnt = 3;
    pid = fork();
    if(pid<0)
        printf("error in fork!\n");
    else if(pid == 0) {
        cnt++;
        printf("Child process %d, ",getpid());
        printf("cnt=%d\n",cnt);
    } else{
        cnt++;
        printf("Parent process %d,",getpid());
        printf("cnt=%d\n",cnt);
    }
    return 0;
}
```

## Execution Result:

Child process 5077, cnt=4  
Parent process 5076, cnt=4

If we replace line 4 by pid = vfork(), then  
**Execution Result:**

Child process 5077, cnt=4  
Parent process 5076, cnt=1  
Segmentation fault: 11

**Question:** If the cnt variable on stack is shared between parent and child processes, why do we still see cnt =1?

**Answer:** vfork() differs from [fork\(\)](#) in that the calling thread is suspended until the child terminates (either normally by [exit\(\)](#) or abnormally after a fatal signal), or it makes a call to [execve\(\)](#). Until that point, the child shares all memory with its parent, including the stack.

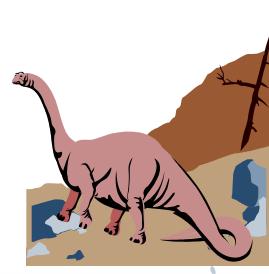
**Question:** What if we insert a command exit(0) before the line “} else {” ?





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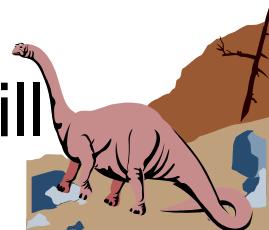
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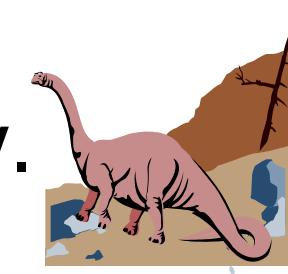
# What Happens if There are no Free Frames?

- Used up by process pages
- Also in demand by the kernel, I/O buffers, ...
- How much to allocate to each?
- Same page may be brought into memory several times
- Page replacement – find some page in memory, but not really in use, swap it out
  - ◆ Algorithm – terminate? swap out? replace the page?
  - ◆ Performance – want an algorithm which will result in minimum number of page faults



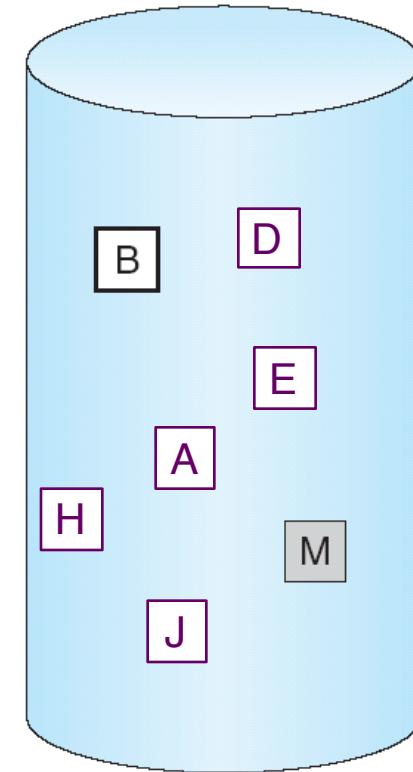
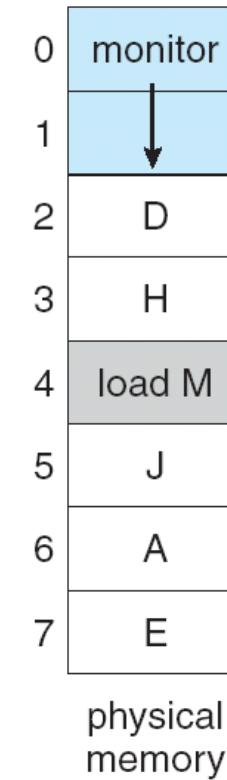
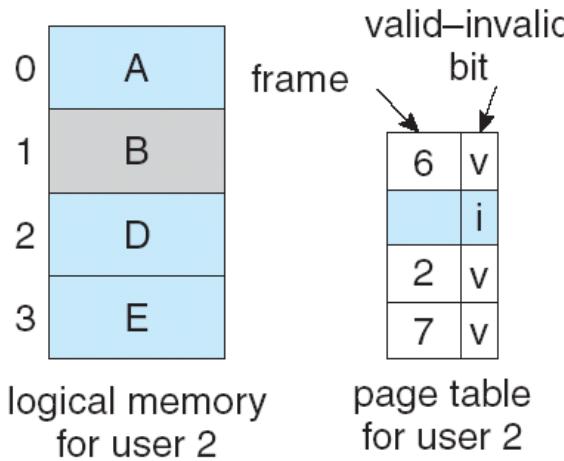
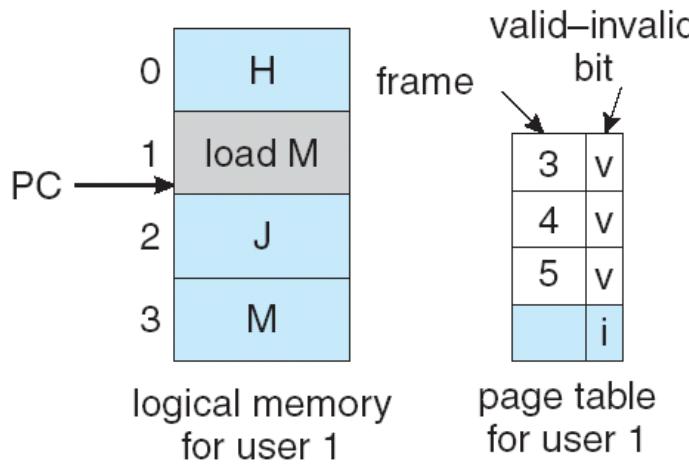


# Page Replacement

- Prevent over-allocation of memory by modifying page-fault service routine to include page replacement.
  - Use *modify (dirty) bit* to reduce the overhead of page transfers – only modified pages are written to disk.
  - Page replacement completes separation between logical memory and physical memory – large virtual memory can be provided on a smaller physical memory.
- 



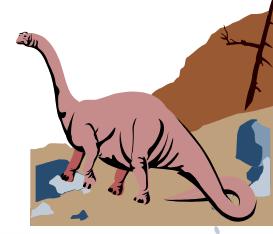
# Need For Page Replacement



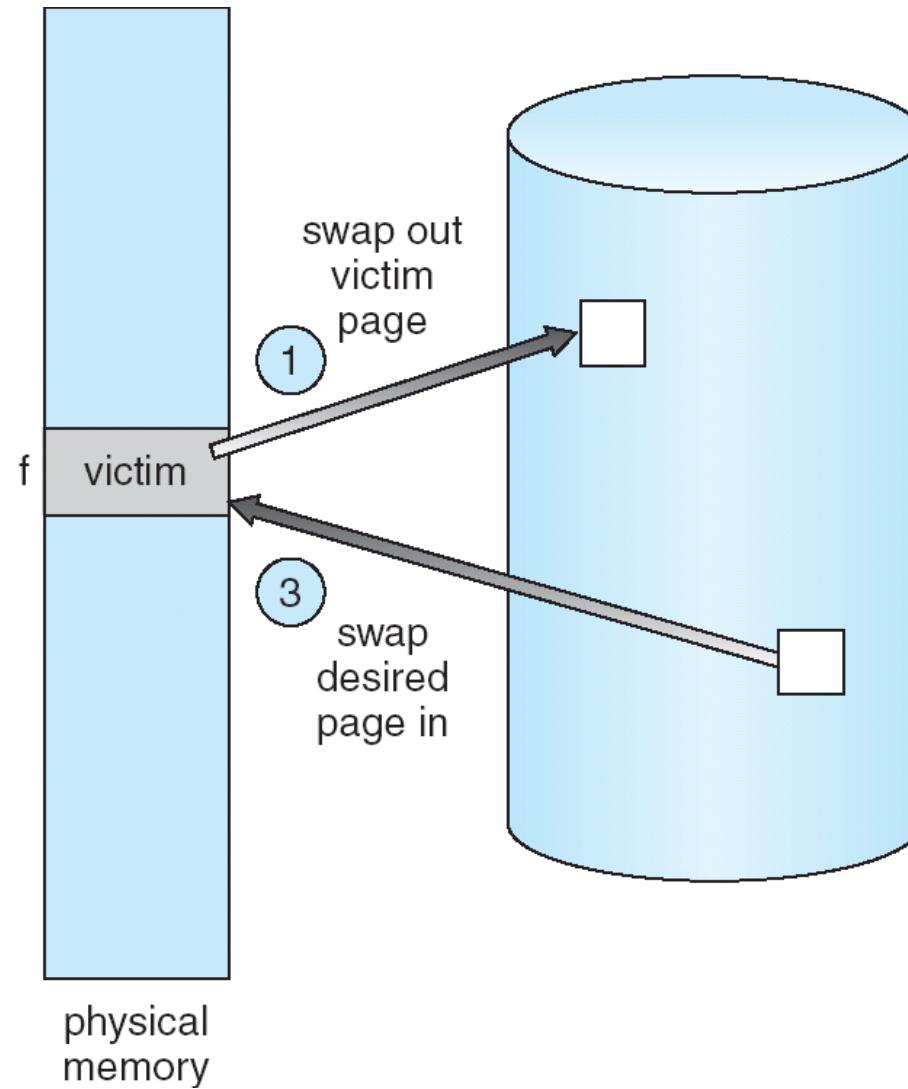
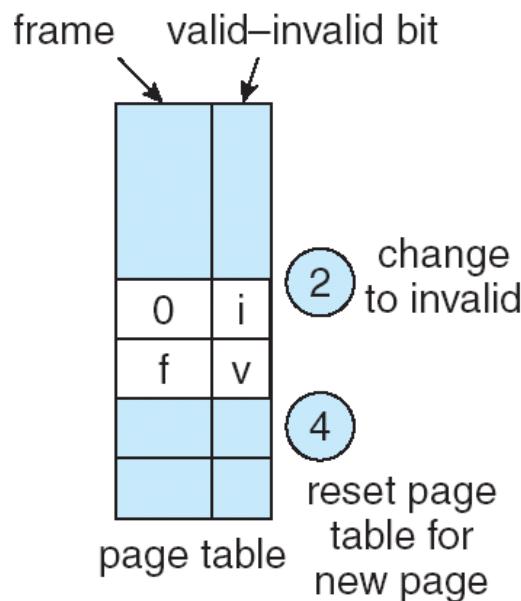


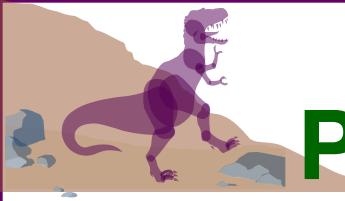
# Basic Page Replacement

1. Find the location of the desired page on disk.
2. Find a free frame:
  - If there is a free frame, use it.
  - If there is no free frame, use a page replacement algorithm to select a *victim* frame and **swap it out**
3. Read the desired page into the free frame.
4. Update the page and frame tables.
5. Restart the instruction.



# Page Replacement



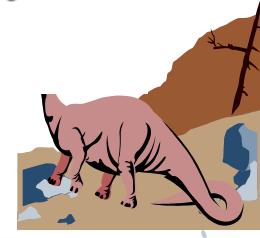
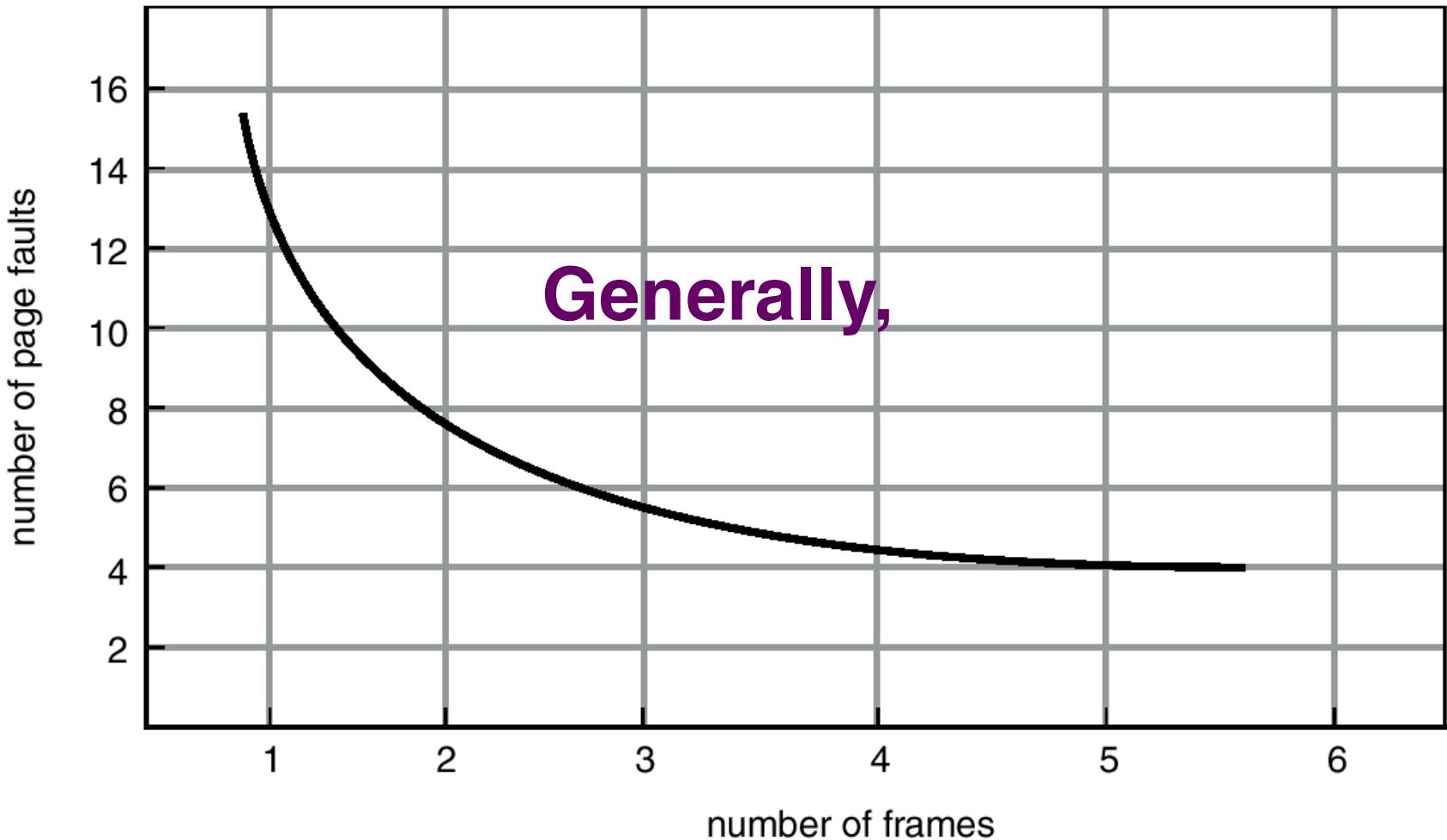


# Page Replacement Algorithms

- Key objective: Want the lowest page-fault rate
- Evaluate algorithm by running it on a particular string of memory references (reference string) and computing the number of page faults on that string.
- In all our examples, the reference string is 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5.



# The Number of Page Faults vs. The Number of Frames



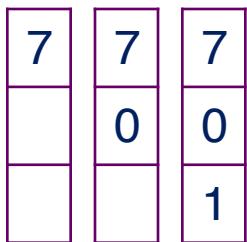


# First-In-First-Out (FIFO) Page Replacement

- Reference string: 7, 0, 1, 2, 0, 3, 0, 4, 2, 3, 0, 3, 2, 1, 2, 0, 1, 7, 0, 1
- 3 frames (3 pages can be in memory at a time per process)

reference string

7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1



3 page frames

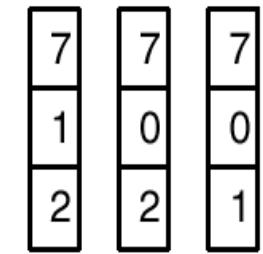
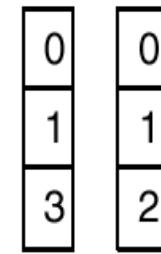
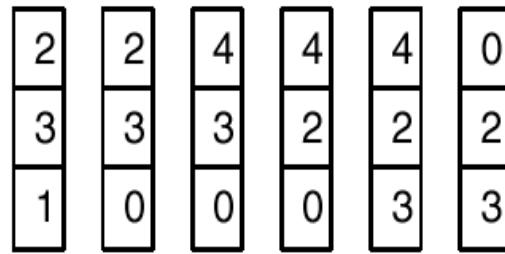
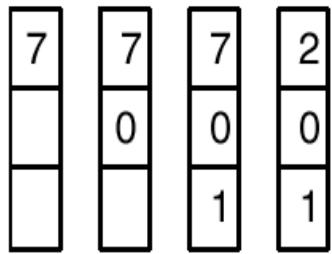




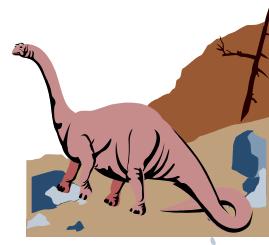
# FIFO Page Replacement

reference string

7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1



**3** page frames



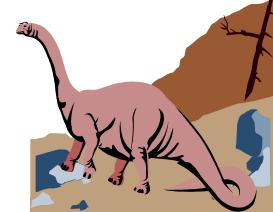


# Belady's Anomaly for FIFO Algorithm

- Reference string: 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5.
- In all our examples, the reference string is 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5.
- Where there are 3 frames (3 pages can be in memory at a time per process)

1	1	4	5
2	2	1	3
3	3	2	4

9 page faults





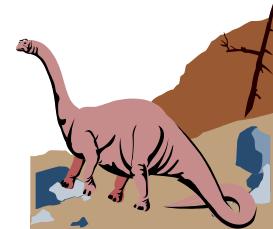
# Belady's Anomaly for FIFO Algorithm

## When there are 4 frames

1	1	5	4	
2	2	1	5	10 page faults
3	3	2		
4	4	3		

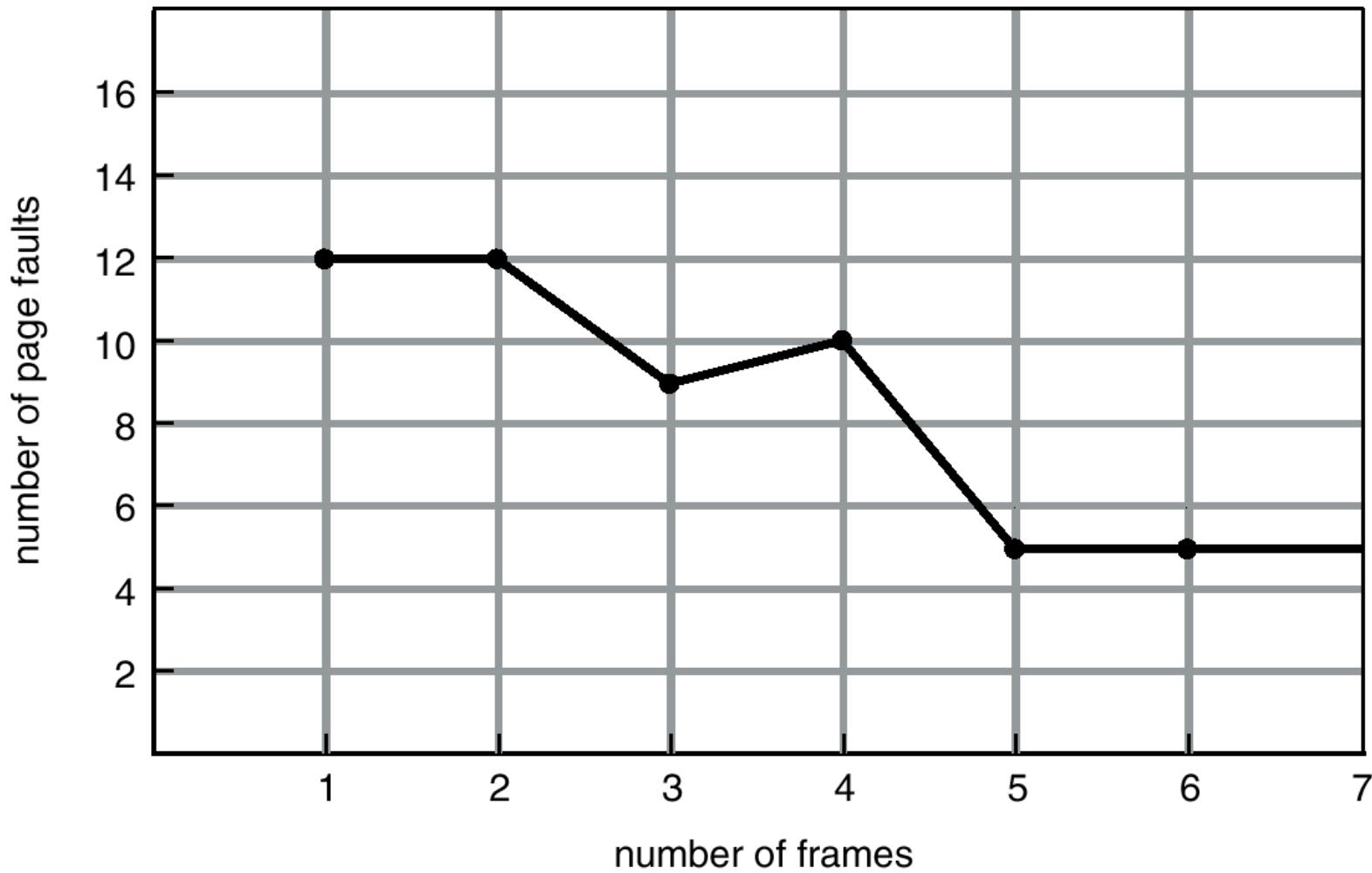
## FIFO Replacement – Belady's Anomaly

- ◆ more frames  $\Rightarrow$  less page faults





# FIFO Illustrating Belady's Anomaly



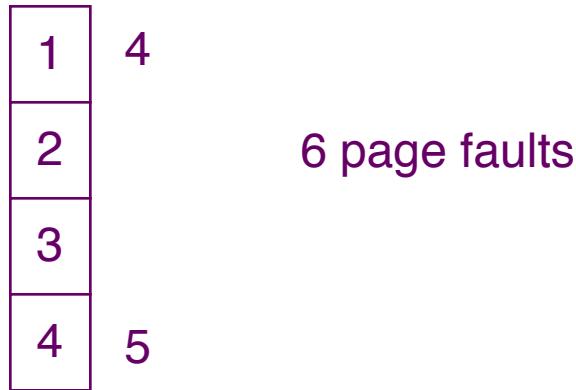


# Optimal Algorithm

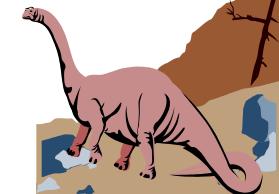
- Replace page that will not be used for the longest period of time.

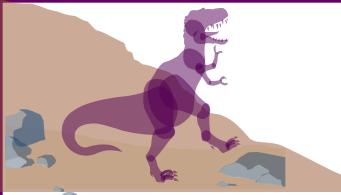
- 4 frames example

1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5



- Used for measuring how well your algorithm performs.

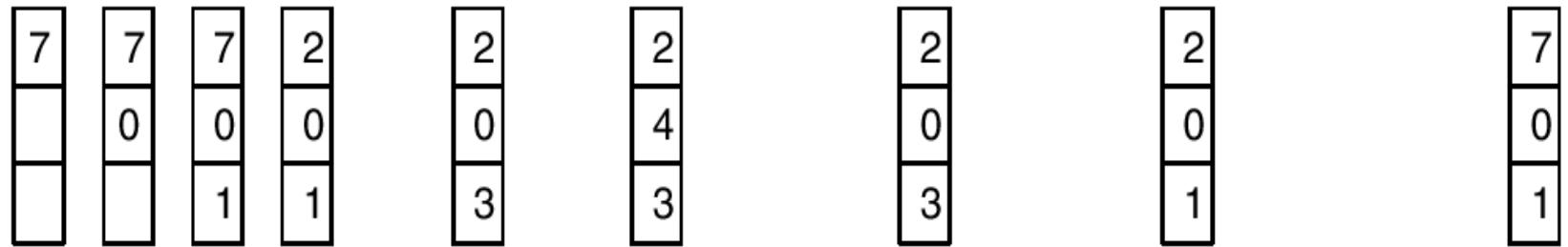




# Optimal Page Replacement

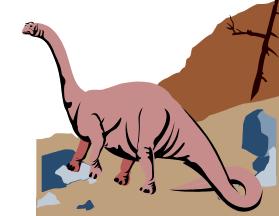
reference string

7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1



3 page frames

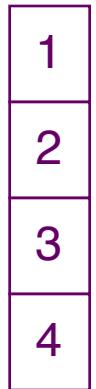
- Replace page that will not be used for the longest period of time.
- But how do you know the information?





# Least Recently Used (LRU) Algorithm

- Discards the least recently used items first.
- Reference string: 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5



5

8 page faults,

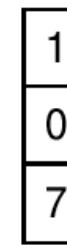
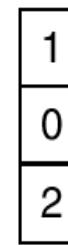
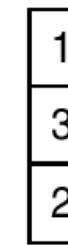
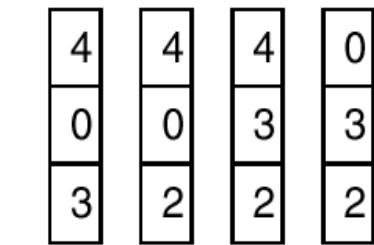
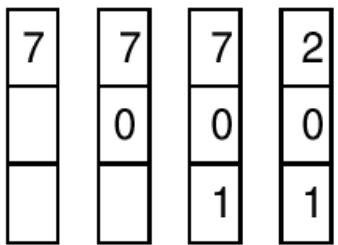
better than FIFO (10 faults) and

worse than the optimal (6 faults)

- Another Example of LRU

reference string

7 0 1 2 0 3 0 4 2 3 0 3 2 1 2 0 1 7 0 1





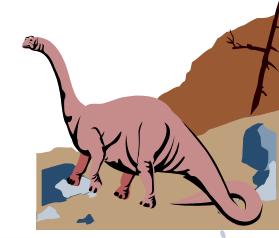
# LRU Algorithm Implementations

## ■ Counter implementation

- ◆ Every page entry has a counter; every time page is referenced through this entry, copy the clock into the counter.
- ◆ When a page needs to be changed, look at the counters to determine which are to change.

## ■ Stack implementation – keep a stack of page numbers in a doubly linked list:

- ◆ When a page is referenced:
  - ✓ move it to the top
  - ✓ requires 6 pointers to be changed
- ◆ No search for page replacement

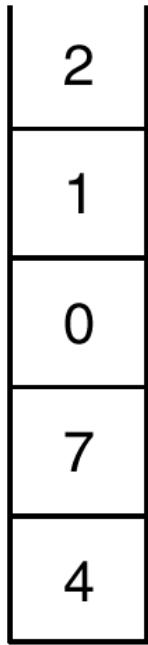




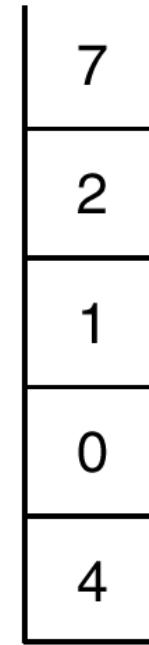
# Use A Stack to Record The Most Recent Page References

reference string

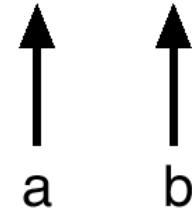
4    7    0    7    1    0    1    2    1    2    7    1    2



stack before a



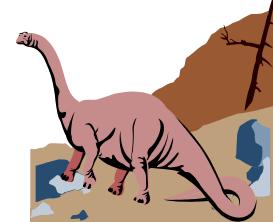
stack after b





# Problems of Previous LRU Implementations

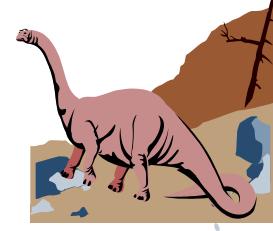
- As to the previous two LRU implementations,
  - ◆ Clock: Every page entry has a counter; every time page is referenced through this entry, copy the clock into the counter.
  - ◆ Stack: Whenever a page is referenced, it is removed from the stack and put on the top.
- The updating of the clock fields or stack must be done for every memory reference
- Would slow every memory access by a factor of at least ten





# LRU Approximation Algorithms

- Reference bit per page (Hardware maintained)
  - ◆ Each page is associated with a bit in the page table
  - ◆ Initially 0; When page is referenced, set the bit to 1.
  - ◆ Replace the one which is 0 (if one exists)
- However, we do not know the order of use.
- This information is the basis for many page-replacement algorithms that approximate LRU replacement





# LRU Approximation Algorithms

■ Rational: Gain additional ordering information by recording the reference bits at regular intervals

## ■ Additional-Reference-Bits Algorithm

- ◆ Keep an 8-bit bytes for each page in main memory
- ◆ At regular intervals, shifts the bits right 1 bit, shift the reference bit into the lower-order bit
- ◆ Interpret these 8-bit bytes as unsigned integers, the page with lowest number is the LRU page
- ◆ E.g., the page with ref bits 11000100 is more recently used than the page with ref bits 01110111

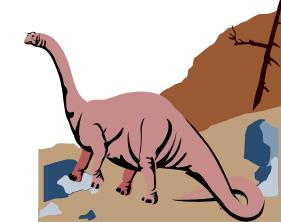




# An Example of Additional-Reference-Bits Algorithm (1)

- Assume the following page reference string, where T marks the end of each time interval:  
3, 2, 3, T, 8, 0, 3, T, 3, 0, 2, T, 6, 3, 4, 7
- Assume there are 5 frames in memory, and each frame has a Page field (P) and 4 used bits (U3, U2, U1, and U0).
- Initial State

P	U3	U2	U1	U0
-	0	0	0	0
-	0	0	0	0
-	0	0	0	0
-	0	0	0	0
-	0	0	0	0





# An Example of Additional-Reference-Bits Algorithm (2)

- Assume the following page reference string:

3, 2, 3, T, 8, 0, 3, T, 3, 0, 2, T, 6, 3, 4, 7

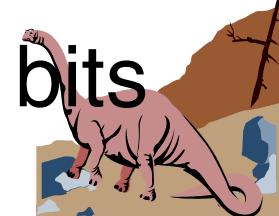
- During the first time interval, pages 3, 2, and 3 are referenced.

P	U3	U2	U1	U0
3	1	0	0	0
2	1	0	0	0
-	0	0	0	0
-	0	0	0	0
-	0	0	0	0



P	U3	U2	U1	U0
3	0	1	0	0
2	0	1	0	0
-	0	0	0	0
-	0	0	0	0
-	0	0	0	0

- At the end of the first time interval, all U bits are shifted right one position.





# An Example of Additional-Reference-Bits Algorithm (3)

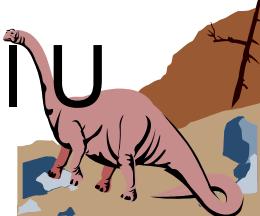
- Assume the following page reference string:  
3, 2, 3, T, 8, 0, 3, T, 3, 0, 2, T, 6, 3, 4, 7
- During the second time interval, pages 8, 0, and 3 are referenced.

P	U3	U2	U1	U0
3	1	1	0	0
2	0	1	0	0
8	1	0	0	0
0	1	0	0	0
-	0	0	0	0



P	U3	U2	U1	U0
3	0	1	1	0
2	0	0	1	0
8	0	1	0	0
0	0	1	0	0
-	0	0	0	0

- At the end of the second time interval, all U bits are shifted right one position.





# An Example of Additional-Reference-Bits Algorithm (4)

- Assume the following page reference string:  
3, 2, 3, T, 8, 0, 3, T, 3, 0, 2, T, 6, 3, 4, 7
- During the third time interval, pages 3, 0, and 2 are referenced.

P	U3	U2	U1	U0
3	1	1	1	0
2	1	0	1	0
8	0	1	0	0
0	1	1	0	0
-	0	0	0	0



P	U3	U2	U1	U0
3	0	1	1	1
2	0	1	0	1
8	0	0	1	0
0	0	1	1	0
-	0	0	0	0

- At the end of the third time interval, all U bits are shifted right one position.





# An Example of Additional-Reference-Bits Algorithm (5)

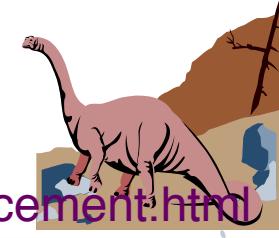
- Assume the following page reference string:  
3, 2, 3, T, 8, 0, 3, T, 3, 0, 2, T, 6, 3, 4, 7
- During the fourth time interval, pages 6, 3, 4, and 7 are referenced.

P	U3	U2	U1	U0
3	0	1	1	1
2	0	1	0	1
8	0	0	1	0
0	0	1	1	0
-	0	0	0	0



P	U3	U2	U1	U0
3	1	1	1	1
2	0	1	0	1
4	1	0	0	0
0	0	1	1	0
6	1	0	0	0

After pages 6, 3, 4 are referenced,  
page 8 has been replaced by 4





# An Example of Additional-Reference-Bits Algorithm (6)

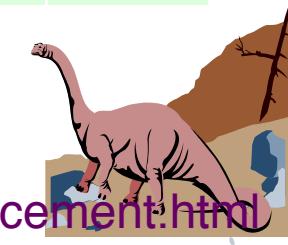
- Assume the following page reference string:  
3, 2, 3, T, 8, 0, 3, T, 3, 0, 2, T, 6, 3, 4, 7
- During the fourth time interval, pages 6, 3, 4, and 7 are referenced.

P	U3	U2	U1	U0
3	1	1	1	1
2	0	1	0	1
4	1	0	0	0
0	0	1	1	0
6	1	0	0	0



P	U3	U2	U1	U0
3	1	1	1	1
7	1	0	0	0
4	1	0	0	0
0	0	1	1	0
6	1	0	0	0

After page 7 is referenced, page 2 has been replaced by 7

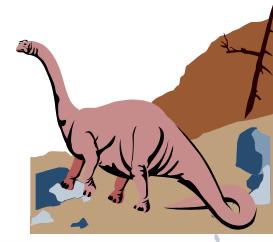




# LRU Approximation Algorithms

## ■ Second-Chance Algorithm (FIFO+reference bit)

- ◆ When a page has been selected for replacement, we inspect its reference bit.
- ◆ If the value is 0, we proceed to replace this page;
- ◆ but if the reference bit is set to 1, we give the page a second chance and move on to select the next FIFO page.
- ◆ When a page gets a second chance, its reference bit is cleared, and its arrival time is reset to the current time.





# LRU Approximation Algorithms

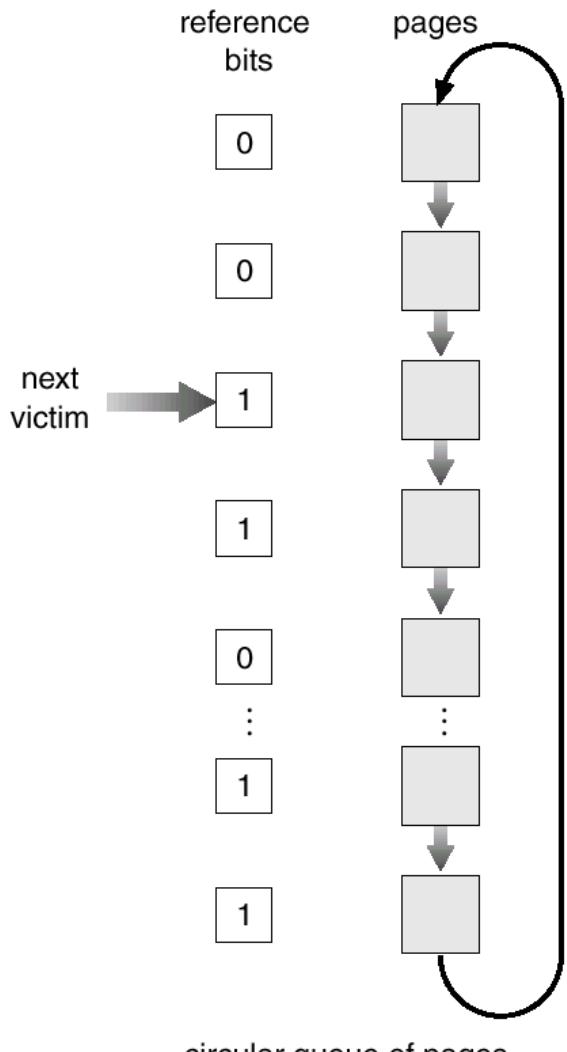
## ■ Second-Chance Algorithm (clock+reference bit)

- ◆ Given a circular queue, called clock
- ◆ If page to be replaced (in clock order) has reference bit = 1. then:
  - ✓ set reference bit 0.
  - ✓ leave page in memory.
  - ✓ replace next page (in clock order), subject to same rules.

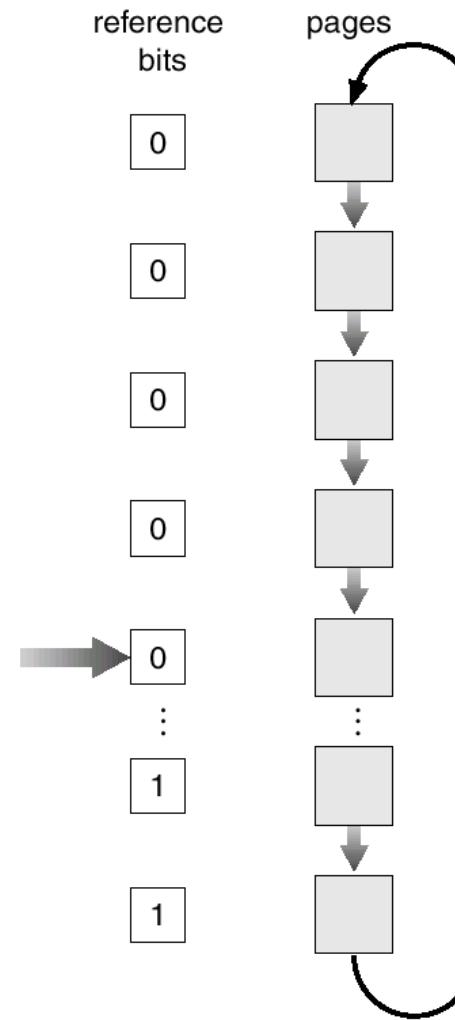




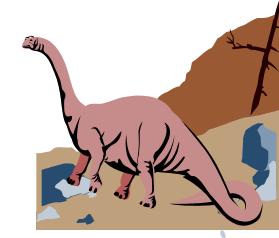
# Second-Chance (clock) Page-Replacement Algorithm



(a)



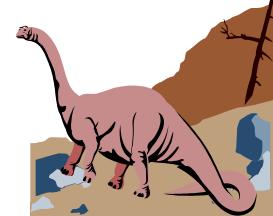
(b)





# Counting Algorithms

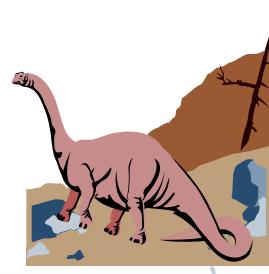
- Keep a counter of the number of references that have been made to each page.
- **Least Frequently Used (LFU) Algorithm:** replaces page with the smallest count.
- **Most Frequently Used (MFU) Algorithm:** based on the argument that the page with the smallest count was probably just brought in and has yet to be used.





# Chapter 9: Virtual Memory

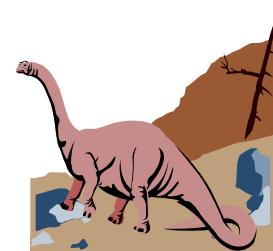
- Background
- Demand Paging
- Copy-on-Write
- Page Replacement within a Process
- Allocation of Frames among Processes
- Thrashing and Working Set Model
- Memory-Mapped Files
- Allocating Kernel Memory
- Other Considerations
- Operating-System Examples





# Allocation of Frames among Processes

- Each process needs a **minimum** number of pages.
- Example: IBM 370 – 6 pages to handle SS MOVE instruction:
  - ◆ instruction is 6 bytes, might span 2 pages.
  - ◆ 2 pages to handle **from**.
  - ◆ 2 pages to handle **to**.
- Two major allocation schemes.
  - ◆ fixed allocation
  - ◆ priority allocation





# Fixed Allocation

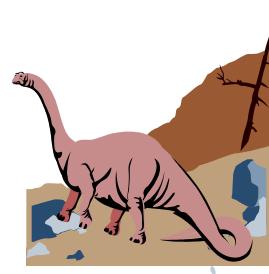
- Equal allocation – e.g., if 100 frames and 5 processes, give each process 20 pages.
- Proportional allocation – Allocate pages to a process according to the size of the process.

$s_i$  = size of process  $p_i$

$$S = \sum s_i$$

$m$  = total number of frames

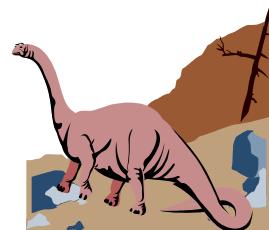
$$a_i = \text{allocation for } p_i = \frac{s_i}{S} \times m$$





# Priority Allocation

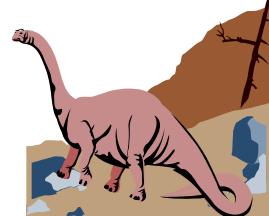
- Use a proportional allocation scheme using priorities rather than size.
- If process  $P_i$  generates a page fault,
  - ◆ select for replacement one of its frames.
  - ◆ select for replacement a frame from a process with lower priority number.





# Global vs. Local Allocation

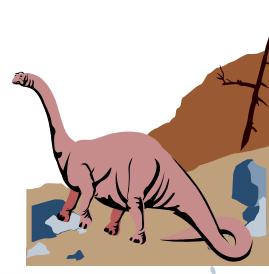
- **Global** replacement – process selects a replacement frame from the set of all frames; one process can take a frame from another.
- **Local** replacement – each process selects from only its own set of allocated frames.





# Chapter 9: Virtual Memory

- Background
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# Thrashing

- If a process does not have “enough” frames, the page-fault rate is very high. This leads to:
  - ◆ low CPU utilization.
  - ◆ operating system thinks that it needs to increase the degree of multiprogramming.
  - ◆ another process added to the system.
  
- **Thrashing** = a process is busy swapping pages in and out.



# Thrashing

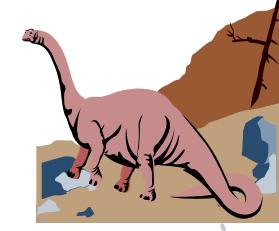
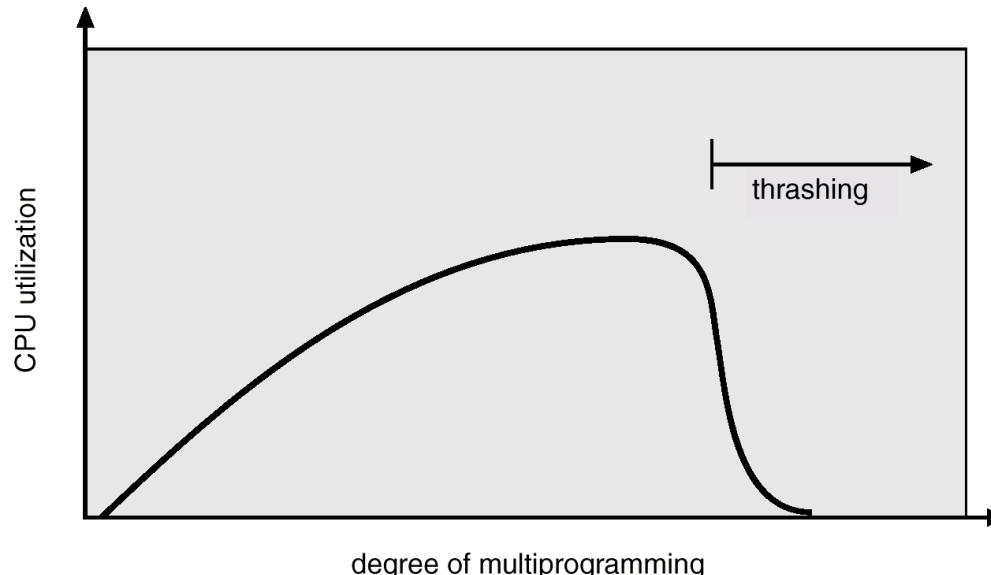
## ■ Why does paging work?

### Locality model

- ◆ Process migrates from one locality to another.
- ◆ Localities may overlap.

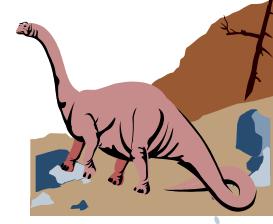
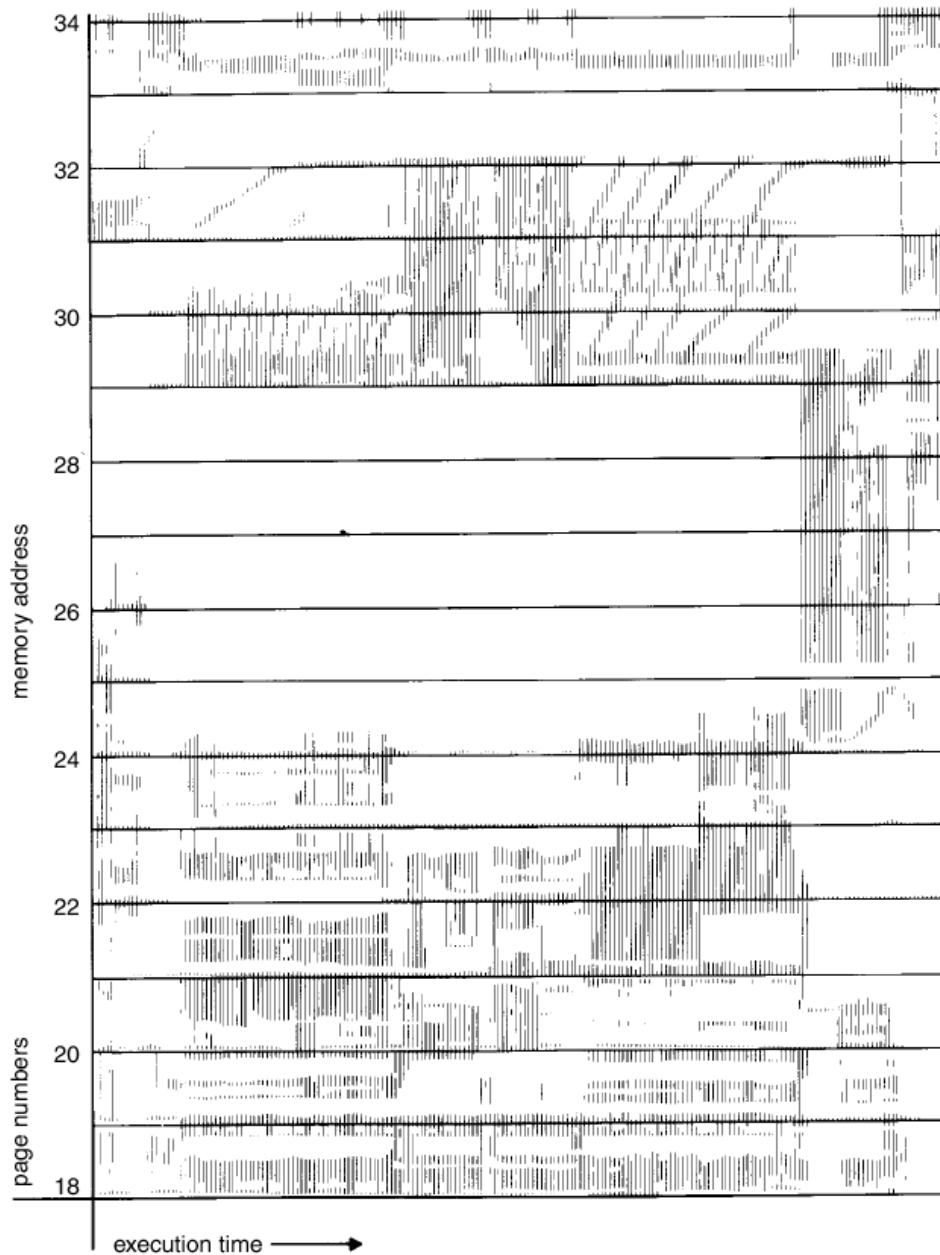
## ■ Why does thrashing occur?

$\Sigma$  size of locality > total physical memory size





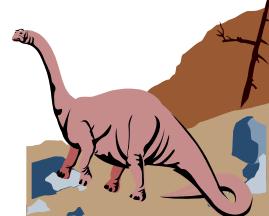
# Locality In Memory-Reference Pattern





# Working-Set Model

- $\Delta \equiv$  working-set window  $\equiv$  a fixed number of page references  
Example: 10,000 instruction
- $WSS_i$  (working set of process  $P_i$ ) = total number of pages referenced in the most recent  $\Delta$  (varies in time)
  - ◆ if  $\Delta$  too small will not encompass entire locality.
  - ◆ if  $\Delta$  too large will encompass several localities.
  - ◆ if  $\Delta = \infty \Rightarrow$  will encompass entire program.

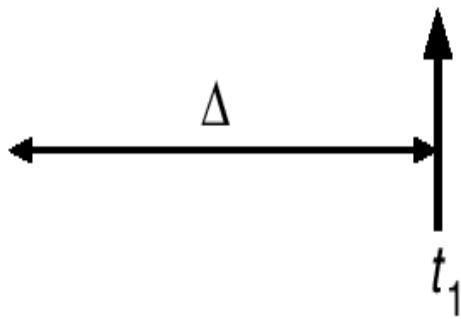




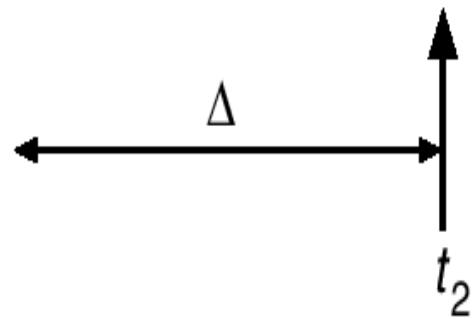
# Working-Set Model (cont.)

page reference table

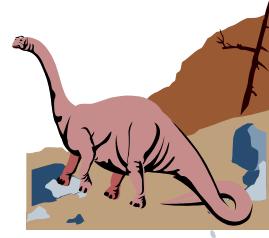
... 2 6 1 5 7 7 7 5 1 6 2 3 4 1 2 3 4 4 4 3 4 3 4 4 4 1 3 2 3 4 4 4 3 4 4 4 ...



$$\text{WS}(t_1) = \{1, 2, 5, 6, 7\}$$



$$\text{WS}(t_2) = \{3, 4\}$$





# Working-Set Model (cont.)

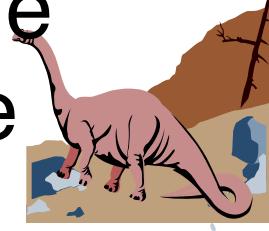
- $D = \sum WSS_i$  ≡ total demand frames
- $m$  ≡ total physical memory size
- if  $D > m \Rightarrow$  Thrashing
- Policy: if  $D > m$ , then suspend one of the processes.





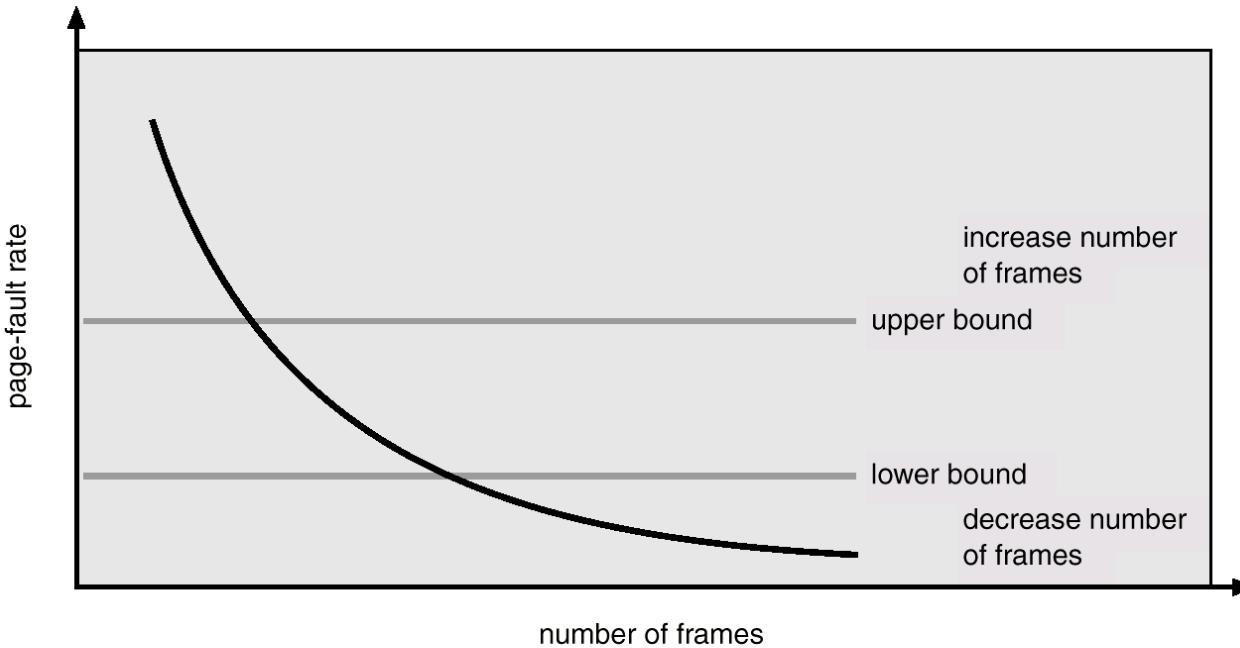
# Keeping Track of the Working Set

- Approximate with interval timer + a reference bit
- Example:  $\Delta = 10,000$ 
  - ◆ Timer interrupts after every  $T=5,000$  time units.
  - ◆ Keep in memory  $\Delta/T=2$  bits for each page.
  - ◆ Whenever a timer interrupts, copy and set the values of reference bits of all pages to 0.
  - ◆ If any one of the bits in memory = 1  $\Rightarrow$  page in working set.
- Why is this not completely accurate?
- Improvement: interrupt every  $T=1,000$  time units, and keep  $\Delta/T=10$  bits for each page

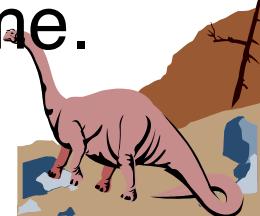




# Page-Fault Frequency Scheme



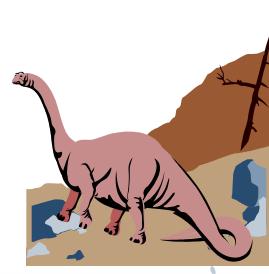
- Establish “acceptable” page-fault rate.
  - ◆ If actual rate is too low, process loses frame.
  - ◆ If actual rate is too high, process gains frame.





# Chapter 9: Virtual Memory

- Background
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- Page Replacement
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- Thrashing and Working Set Model
- **Memory-Mapped Files**
- Allocating Kernel Memory
- Other Considerations
- Operating-System Examples





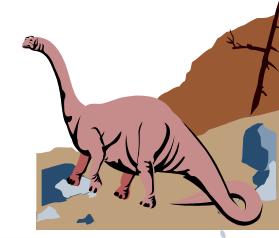
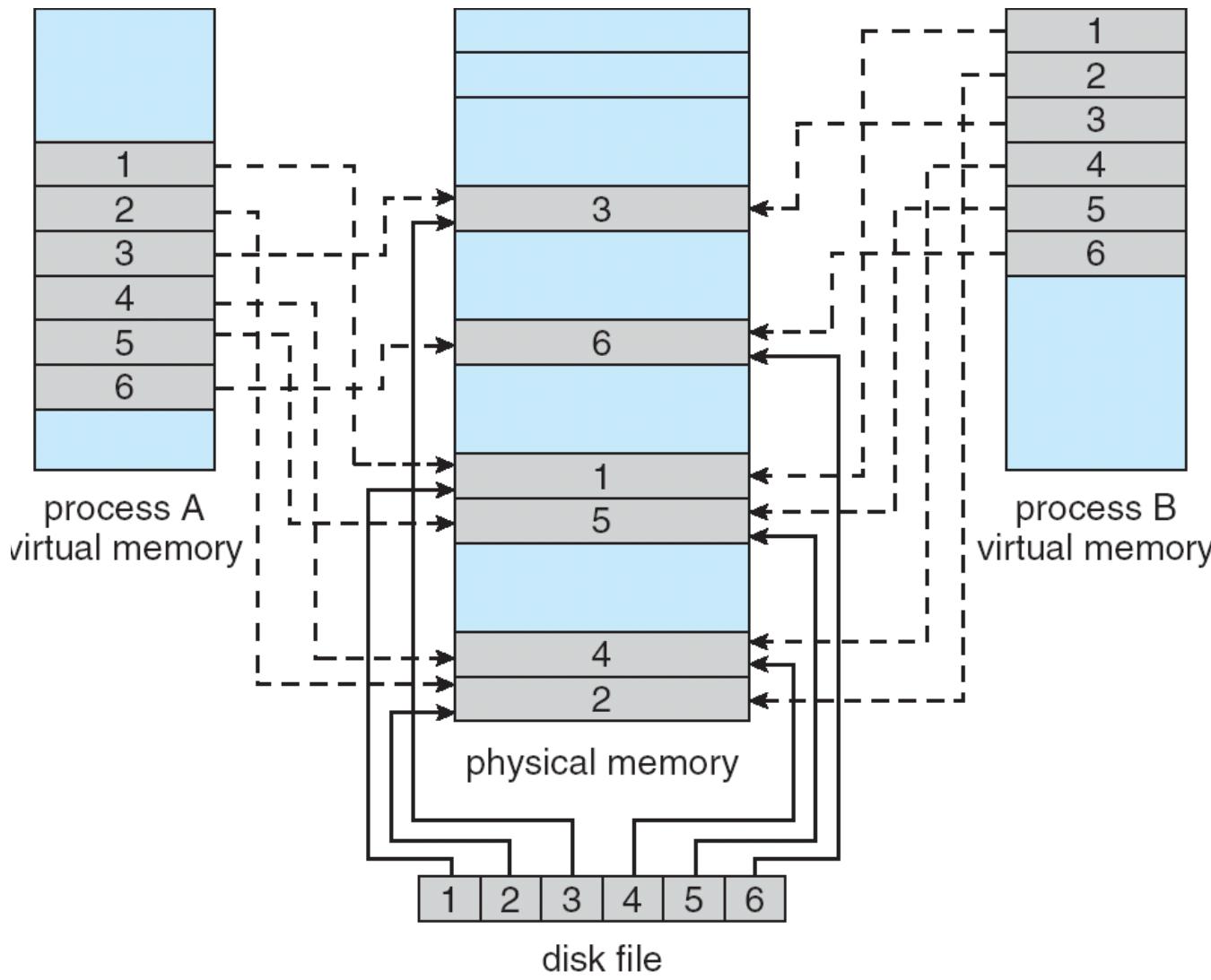
# Memory-Mapped Files

- Memory-mapped file I/O allows file I/O to be treated as routine memory access by *mapping* a disk block to a page in memory.
- A file is initially read using demand paging. A page-sized portion of the file is read from the file system into a physical page. Subsequent reads/writes to/from the file are treated as ordinary memory accesses.
- Simplifies file access by treating file I/O through memory rather than **read()** **write()** system calls.
- Also allows several processes to map the same file allowing the pages in memory to be shared.



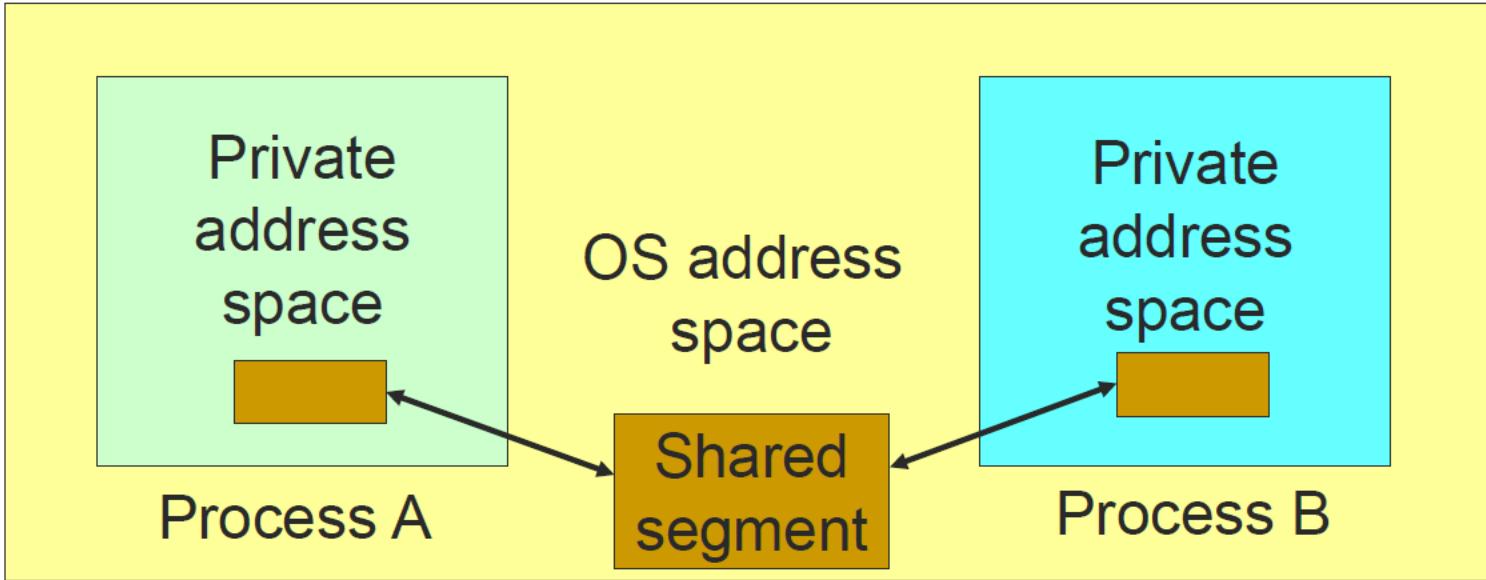


# Memory-Mapped Files

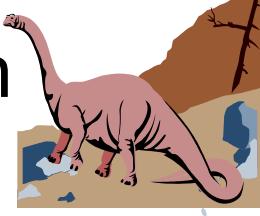




# Memory-Mapped Shared Memory



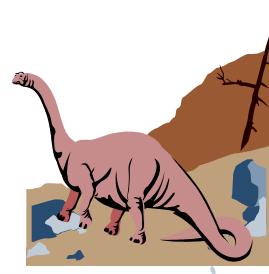
- Processes request the shared segment
- OS maintains the shared segment
- Processes can attach/detach the segment
- Can mark segment for deletion on last detach





# Chapter 9: Virtual Memory

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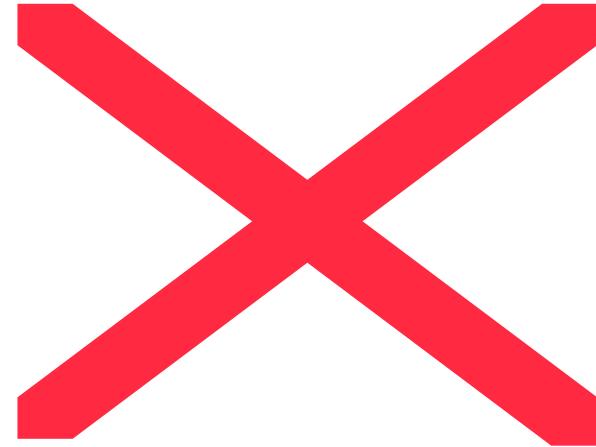
# Allocating Kernel Memory

- Treated differently from user memory
- Often allocated from a free-memory pool
  - ◆ Kernel requests memory for structures of varying sizes
  - ◆ Some kernel memory needs to be contiguous
- Question: Can kernel memory management adopt contiguous memory allocation methods, similar to user-space memory management?





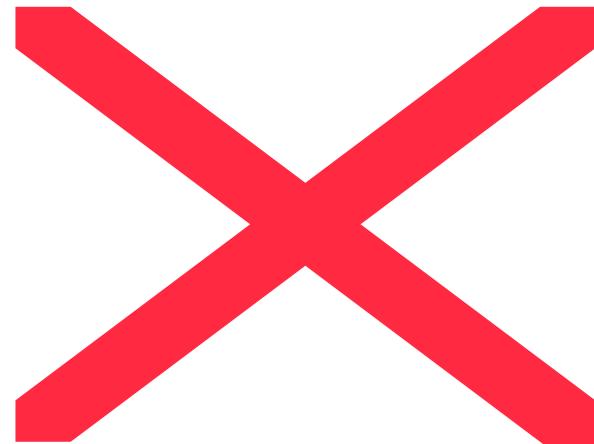
# Buddy System

- Allocates memory from fixed-size segment consisting of physically-contiguous pages
  - Memory allocated using **power-of-2 allocator**
    - ◆ Satisfies requests in units sized as power of 2
    - ◆ Request rounded up to next highest power of 2
- 



# Buddy System

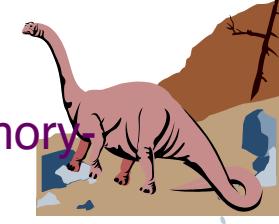
- ◆ This algorithm is used to give best fit
  - ✓ *Example* – If the request of 25Kb is made then block of size 32Kb is allocated.
- ◆ When smaller allocation needed than available, current chunk split into two buddies of next-lower power of 2
  - ✓ Continue until appropriate sized chunk available





# Advantages of Buddy System

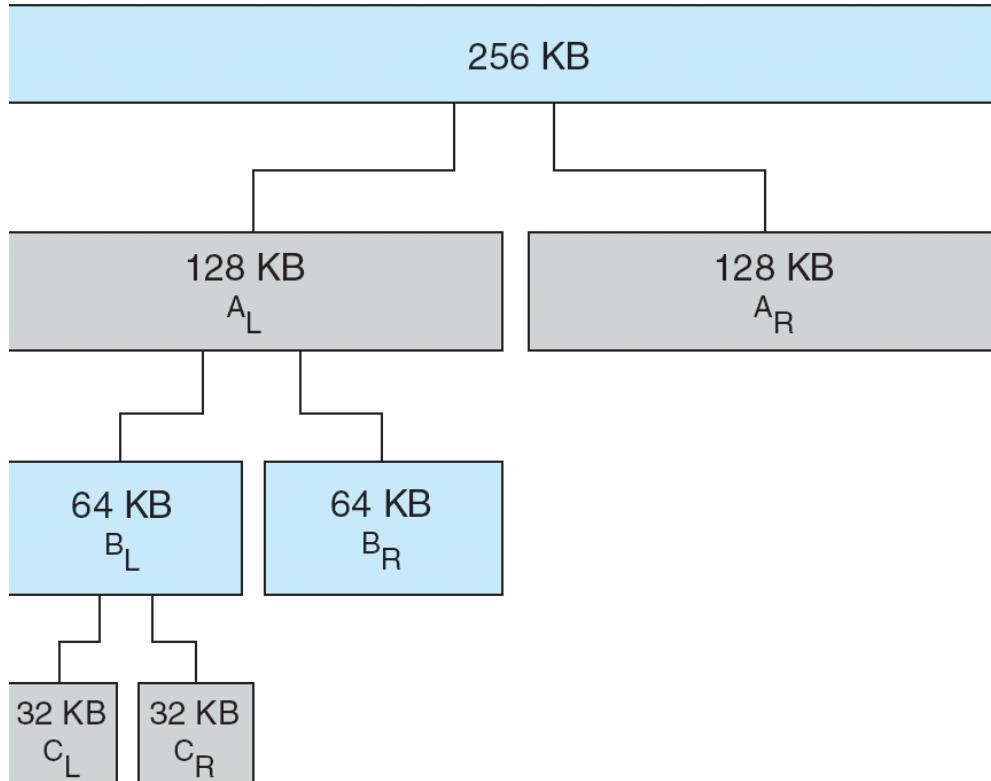
- In comparison to other simpler techniques such as dynamic allocation, the buddy memory system has little external fragmentation.
- The buddy memory allocation system is implemented with the use of a binary tree to represent used or unused split memory blocks.
- The buddy system is very fast to allocate or deallocate memory.
- In buddy systems, the cost to allocate and free a block of memory is low compared to that of best-fit or first-fit algorithms.



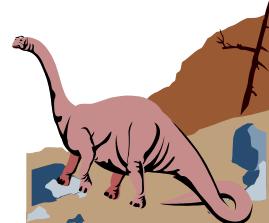


# Buddy System Allocator

physically contiguous pages



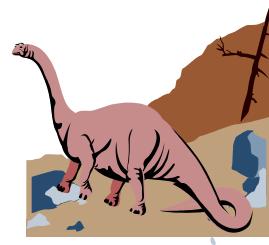
- Question: What is the key inadequacy of this power-of-2 allocator?
- Internal fragmentation
- When the size of an allocated block is  $x$ , the expected size of wasted memory is about  $\frac{\sqrt{2}}{2}x$ ?





# Slab Allocator

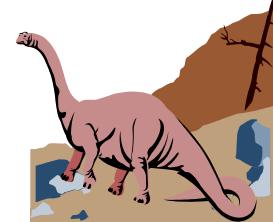
- Alternate strategy
- **Slab** is one or more physically contiguous pages
- **Cache** consists of one or more slabs
- Single cache for each unique kernel data structure
  - ◆ Each cache filled with **objects** – instantiations of the data structure

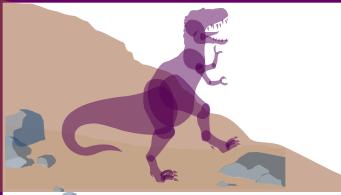




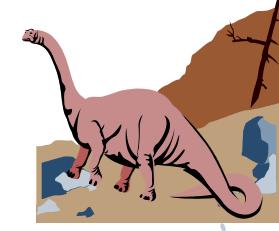
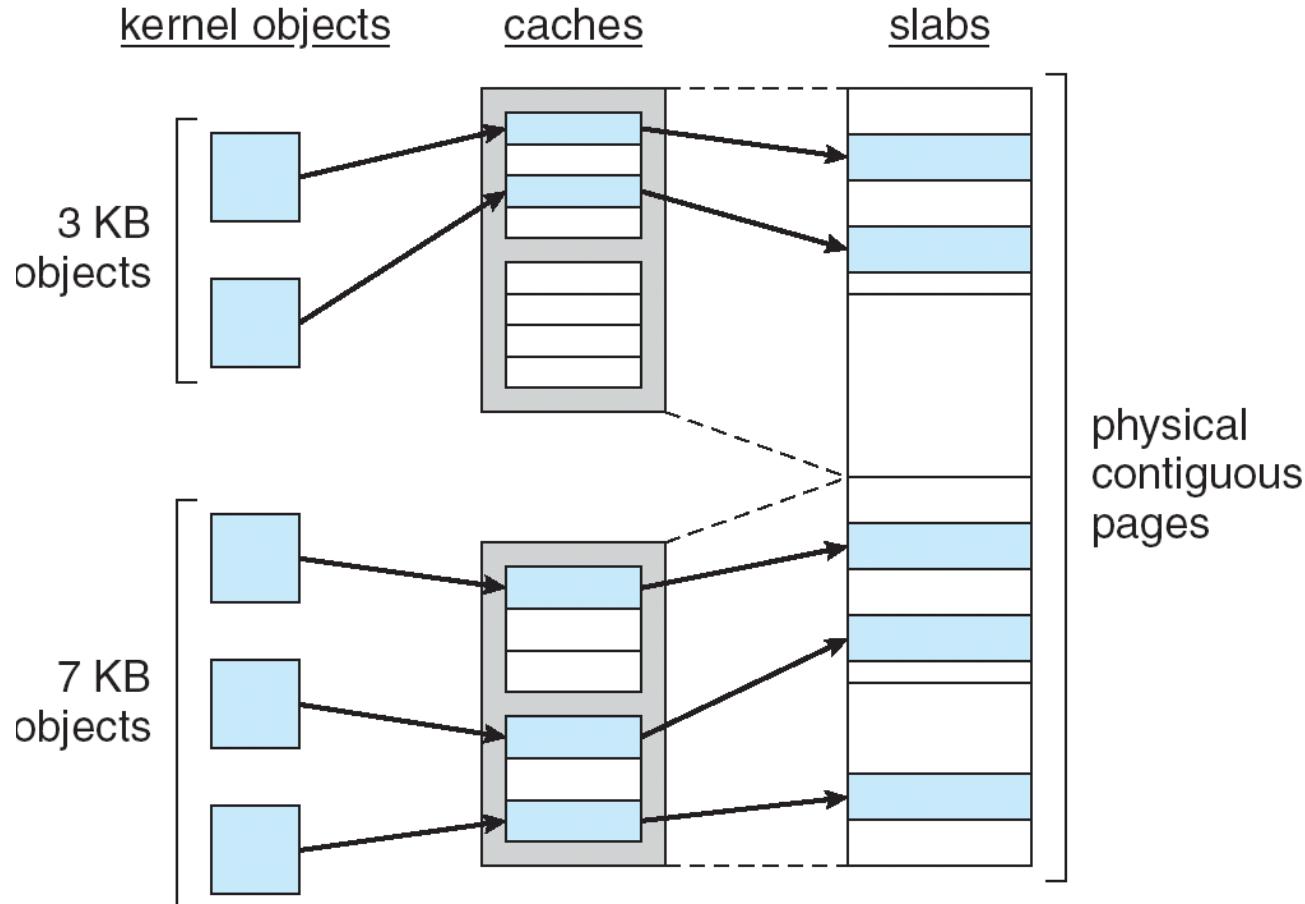
# Slab Allocator

- When cache created, filled with objects marked as **free**
- When structures stored, objects marked as **used**
- If slab is full of used objects, next object allocated from empty slab
  - ◆ If no empty slabs, new slab allocated
- Benefits include no fragmentation, fast memory request satisfaction





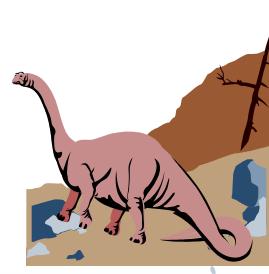
# Illustrate the Slab Allocation





# Chapter 9: Virtual Memory

- Background
- Demand Paging
- Copy-on-Write
- Page Replacement
- Allocation of Frames
- Thrashing and Working Set Model
- Memory-Mapped Files
- Allocating Kernel Memory
- Other Considerations
- Operating-System Examples





# Other Issues -- Prepaging

## ■ Prepaging (预调页)

- ◆ To reduce the large number of page faults that occur at process startup
- ◆ Prepage all or some of the pages a process will need, before they are referenced
- ◆ But if prepaged pages are unused, I/O and memory was wasted
- ◆ Assume  $s$  pages are prepaged and  $a$  of the pages is used
  - ✓ Is the benefit of  $s * a$  save pages faults larger or smaller than the cost of prepaging  $s * (1 - a)$  unnecessary pages?
  - ✓  $a$  near zero  $\Rightarrow$  prepaging loses

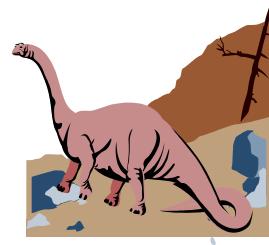




# Other Issues – Page Size

■ Page size selection must take into consideration:

- ◆ fragmentation
- ◆ table size
- ◆ I/O overhead
- ◆ locality





## Other Issues – TLB Reach

- TLB Reach - The amount of memory accessible from the TLB
- $\text{TLB Reach} = (\text{TLB Size}) \times (\text{Page Size})$
- Ideally, the working set of each process is stored in main memory and its corresponding page table items is in TLB
  - ◆ Otherwise there is a high degree of page faults
- Increase the Page Size
- Provide Multiple Page Sizes
  - ◆ This allows applications that require larger page sizes the opportunity to use them without a significant increase in fragmentation





# Other Issues – Program Structure

## ■ Program structure

- ◆ **int A[][] = new int[1024][1024];**
- ◆ Each row is stored in one page
- ◆ Program 1        **for (j = 0; j < A.length; j++)**  
                        **for (i = 0; i < A.length; i++)**  
                        **A[i,j] = 0;**

1024 x 1024 page faults

- ◆ Program 2        **for (i = 0; i < A.length; i++)**  
                        **for (j = 0; j < A.length; j++)**  
                        **A[i,j] = 0;**
- ◆ 1024 page faults





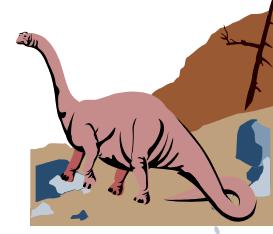
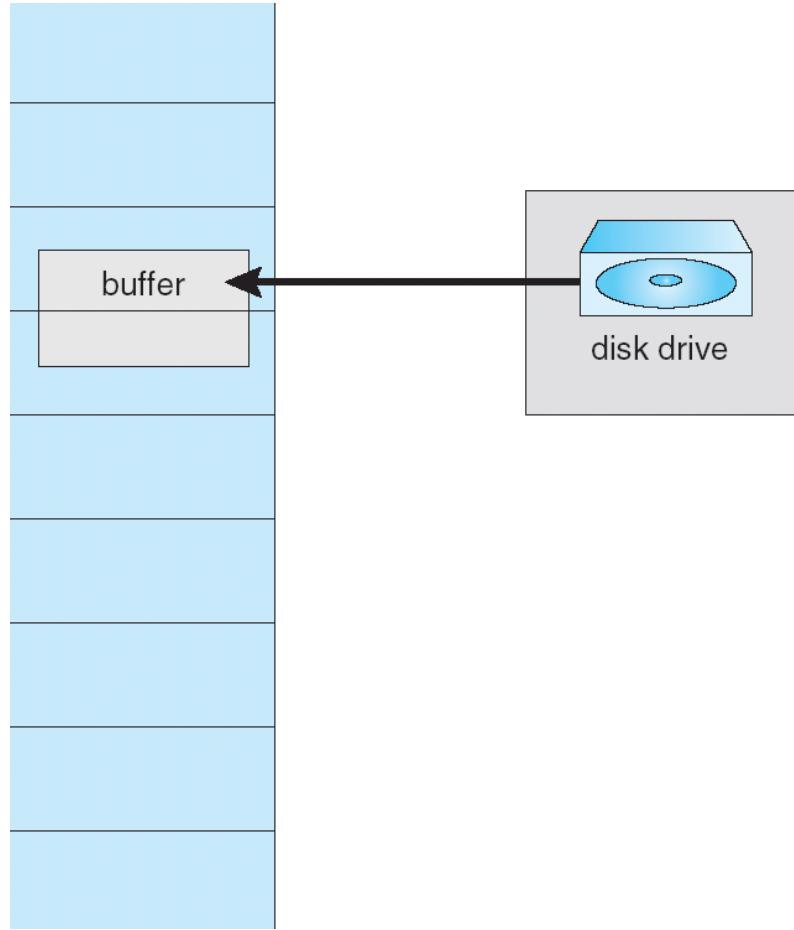
# Other Issues – I/O interlock

- **I/O Interlock** – Pages must sometimes be locked into memory
- Consider I/O - Pages that are used for copying a file from a device must be locked from being selected for eviction by a page replacement algorithm





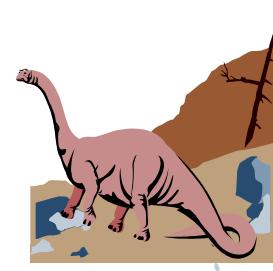
# Reason Why Frames Used For I/O Must Be Kept in Memory





# Chapter 9: Virtual Memory

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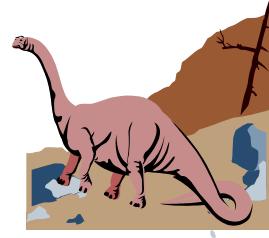




# Operating System Examples

- Windows XP

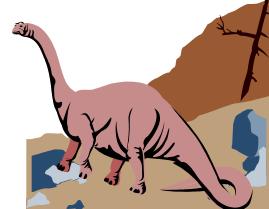
- Solaris





# Windows XP

- Uses demand paging with **clustering**.  
Clustering brings in pages surrounding the faulting page.
- Processes are assigned **working set minimum** and **working set maximum**
- Working set minimum is the minimum number of pages the process is guaranteed to have in memory





# Windows XP (Cont.)

- A process may be assigned as many pages up to its working set maximum
- When the amount of free memory in the system falls below a threshold, **automatic working set trimming** is performed to restore the amount of free memory
- Working set trimming removes pages from processes that have pages in excess of their working set minimum





# Solaris

- Maintains a list of free pages to assign faulting processes
- *Lotsfree* – threshold parameter (amount of free memory) to begin paging
- *Desfree* – threshold parameter to increasing paging
- *Minfree* – threshold parameter to begin swapping



# Solaris (Cont.)

- Paging is performed by *pageout* process
- Pageout scans pages using modified clock algorithm
- *Scanrate* is the rate at which pages are scanned. This ranges from *slowscan* to *fastscan*
- Pageout is called more frequently depending upon the amount of free memory available



# Solaris 2 Page Scanner

