

# Operating Systems (INFR10079) 2023/2024 Semester 2

## Virtual Memory (Replacement Algorithms and More)

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#### Page Replacement Algorithm

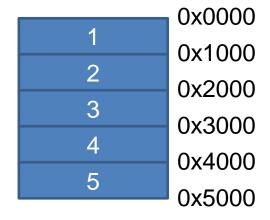
#### What page to evict?

- Reduce page-fault rate by selecting best victim page
  - Reduce page-fault overhead
- Best victim page is the one that will never be touched again
  - Not needed in the near future
- Belady's Theorem
  - Evicting the page that won't be used for the longest period of time minimizes page fault rate
- Evict unmodified pages first
  - No need to write them back to disk
- Examine page replacement algorithms
  - Assume that a process pages against itself
  - Using a fixed number of page frames

#### String of Memory References

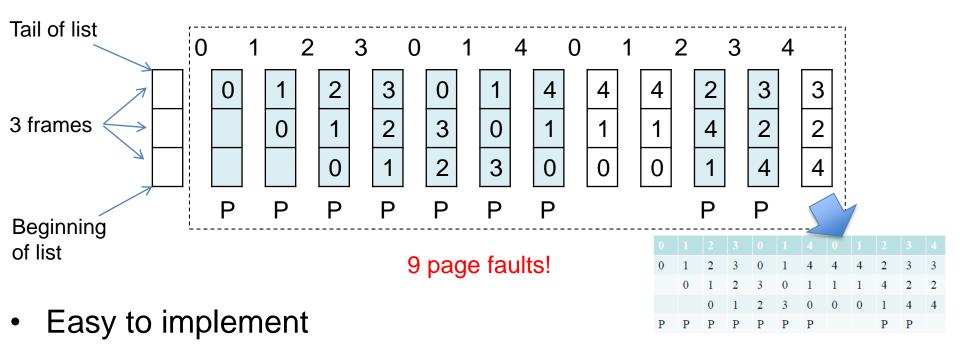
- Ordered list of pages the program will reference
  - Example 1, 2, 3, 4, 1, 2, 5, ...

MOV R0, 0x0123 MOV R1, 0x1234 MOV R2, 0x2345 MOV R3, 0x3456 MOV 0x0100, R0 MOV 0x1200, R1 MOV R4, 0x4567



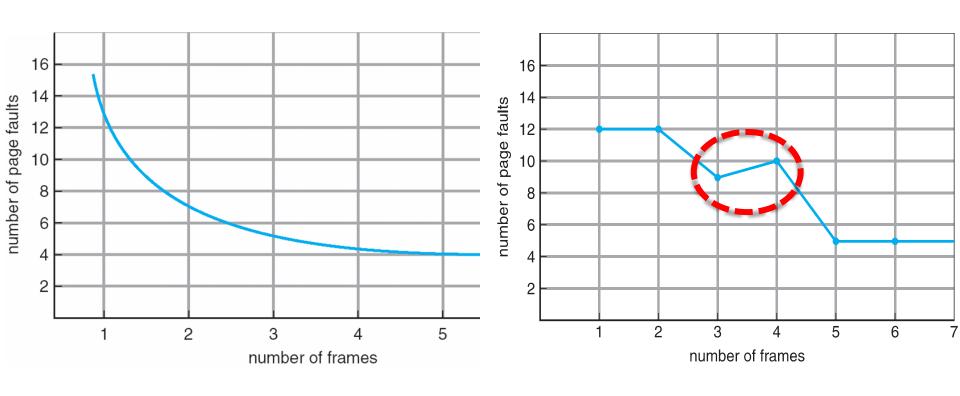
#### First-In-First-Out (FIFO) Algorithm

- Replace page that has been inserted first and is still in
- 3 physical page frames, 5 virtual pages
- Reference string: 0, 1, 2, 3, 0, 1, 4, 0, 1, 2, 3, 4



Maintain a linked list of all pages in the order they come into memory

#### Belady's Anomaly

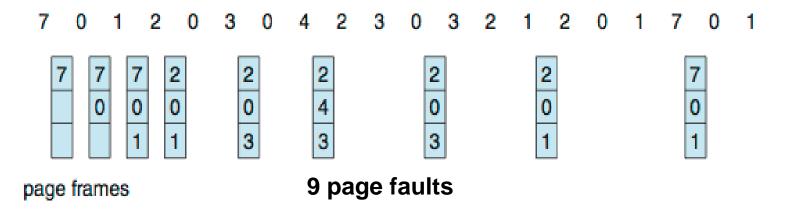


Expected Behavior (more page frames less page faults)

FIFO Behavior (more page frames do not guarantee less page faults)

#### **Optimal Algorithm**

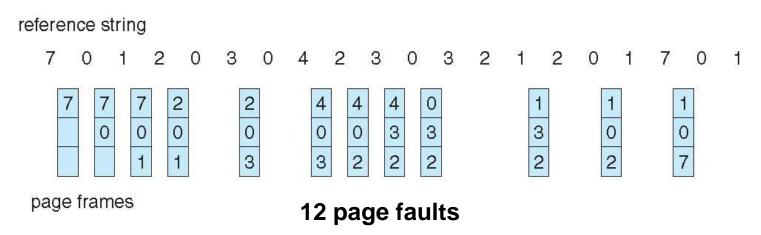
- Replace page that will not be used for longest period
  - Lowest page-fault rate
  - Never suffer from Belady's anomaly
- 3 physical page frames, 8 virtual pages
- Reference string: 7,0,1,2,0,3,0,4,2,3,0,3,0,3,2,1,2,0,1,7,0,1



- How do you know what page will not be used?
  - Can't read the future
- Used for measuring how well your algorithm performs

#### Least Recently Used (LRU) Algorithm

- Replace page that has not been used in the most amount of time
  - Use past knowledge rather than future
  - Never suffer from Belady's anomaly (stack algorithm)
- 3 physical page frames, 8 virtual pages
- Reference string: 7,0,1,2,0,3,0,4,2,3,0,3,0,3,2,1,2,0,1,7,0,1



- Generally good algorithm and frequently used
- How to implement?
  - Associate time of last use with each page
  - Requires substantial hardware assistance

### **Approximating LRU**

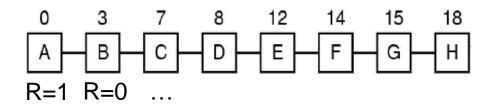
- Use page table entry bits, maintained by hardware
  - Page referenced (if accessed or not)
  - Page modified (if access was in write)
- Keep a history/counter for each page, in software
- History-based page replacement algorithms
  - Recording the reference bits at regular intervals
    - keep history bits in a table in memory
  - Aging
  - Second-chance (clock)
  - Enhanced second-chance
- Counting-based page replacement algorithms
  - Keep a counter of the number of references that have been made
  - Least frequently used (LFU)
    - the page with the smallest count be replaced
  - Most frequently used (MFU)
    - the page with the highest count be replaced

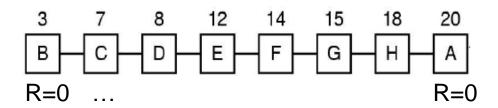
#### **Second Chance**

- FIFO variant
  - Adds the concept of usage (references)
- Examine pages in FIFO order starting from beginning of list
  - Consider "reference bit", R=0 has not been referenced
    - a) IF R=0, remove page, go to c)
    - b) IF R=1, set R=0 and place it at the end of FIFO list (hence, the second chance), go to a)
    - c) Add new page at the end of FIFO (with R=1)
  - If not enough replaces, revert to pure FIFO on second pass

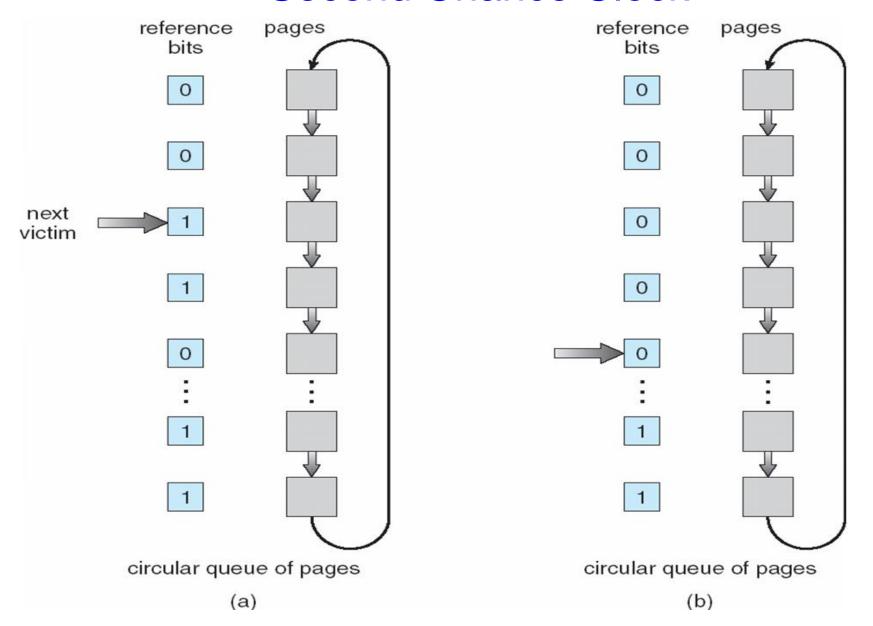
#### Second Chance: Example

We would like to insert

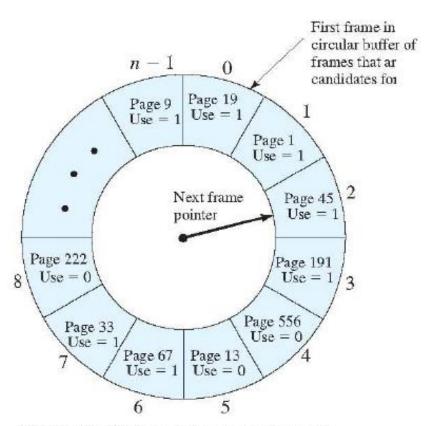




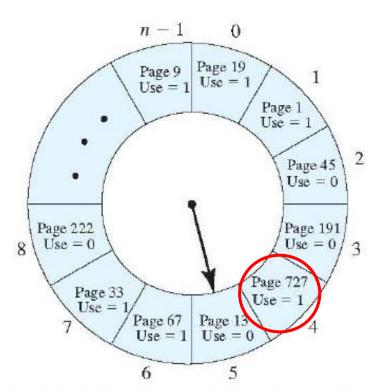
#### **Second Chance Clock**



#### Second Chance Clock: Example



(a) State of buffer just prior to a page replacement



(b) State of buffer just after the next page replacement

"Use" = "Reference"