Course: Operating Systems
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HMW: 5
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Date Due: 04.10.19

Introduction

The objective of this assignment is to help us to learn the differences between logical/virtual memory as well as physical memory. Students should also learn to understand page faults and how pages work overall in memory. There also should be a stronger grasp of address translation after completing this assignment. Virtual, or logical, memory is memory management that allows an OS to use both software and hardware to compensate for physical memory. The benefit of using virtual memory is that unlike physical memory it allows the user to use more memory than what is tangibly available. Physical memory is typically represented by the actual memory located on the hard disk. It's benefits is that the memory is less likely to become 'lost'. Page faults are when the memory addresses do not show up in the actual memory. Address translation is the process of translating logical memory to a logical address and physical memory to a physical address(see figure 0 bellow). This is needed because it gives optimum utilization of the main memory and to avoid external fragmentation. Overall this assignment should give a glimpse of how these topics can be used in future assignments as well as the real world.

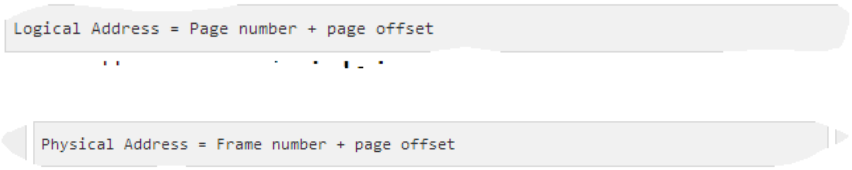

Figure 0: Types of addresses

Methodology

The general approach that we had for this particular assignment was to meet to discuss design options and ideas for the overall project. We then assigned different parts of the project to each member. After this we tested the code for the project. Finally, we recorded our results which can be seen bellow.

First thing that was tackled was reviewing the material in the book, especially chapter 9, as well as the professor's comments to see how we wanted to approach the assignment. The first thing that needed to be approached was figuring out how to do the address translation(see figure 1 for details). We determined that this would be one of the more challenging aspects of the assignment to complete. The idea here was to figure out the best algorithm to use to extract the page numbers and offset from the given address number in address.txt. We decided to use FIFO in updating the TBL. After figuring out how to do this, everything else became moderately simple to complete. We made it so that the code prints out the corresponding physical address as well as the logical/virtual address and the sign byte. In the testing phase to check the correctness of the code we contrasted the output values on the command prompt to the correct.txt provided in the VM. Finally, we made it so that the program outputs the statistic of the run that was done. These include the page-fault rate/percentage of addresses that resulted in page faults, and the TLB hit rate.

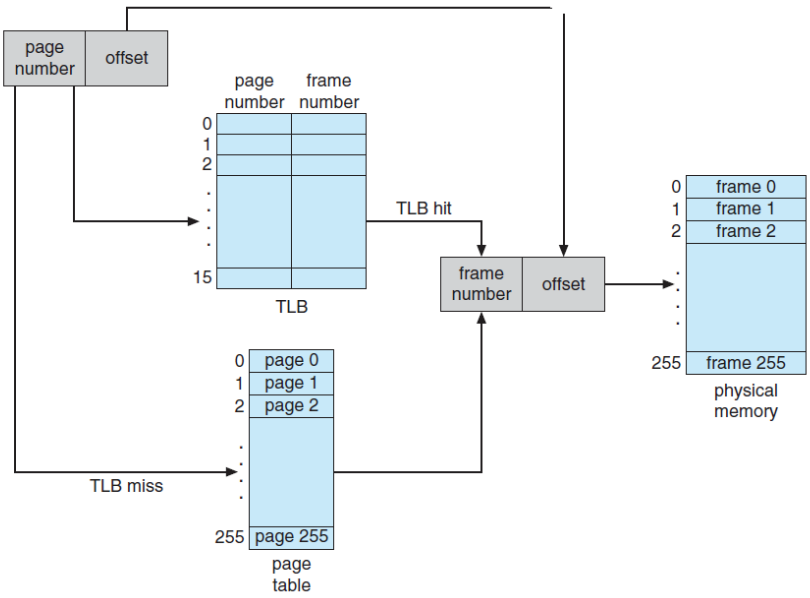

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Figure 1: Address Translation Process

Results

The first step we did to get the results was compile the code and make sure the correct files were located in the same folder, see figures bellow. The code compiled with no errors.

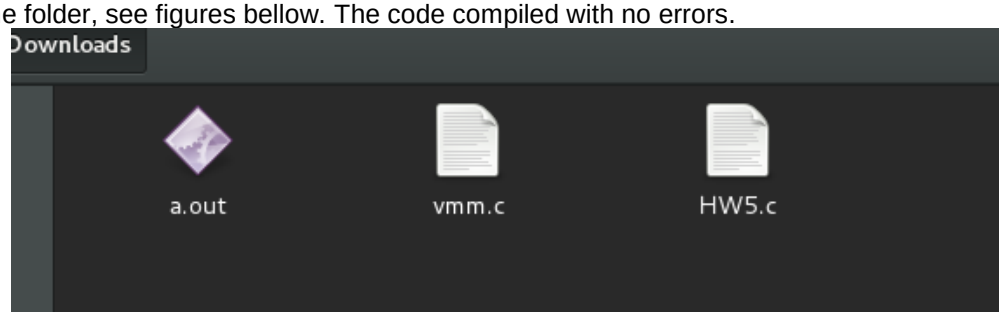

Figure 2: Compiled HW5.c file

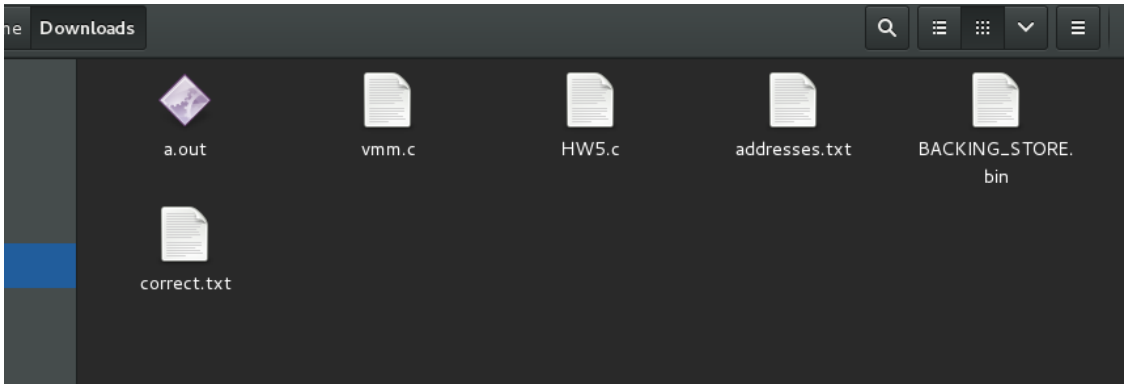

Figure 3: All files in same folder

After this the file was ran with './a.out' on the terminal. As a result the code print off the following, see figure bellow.

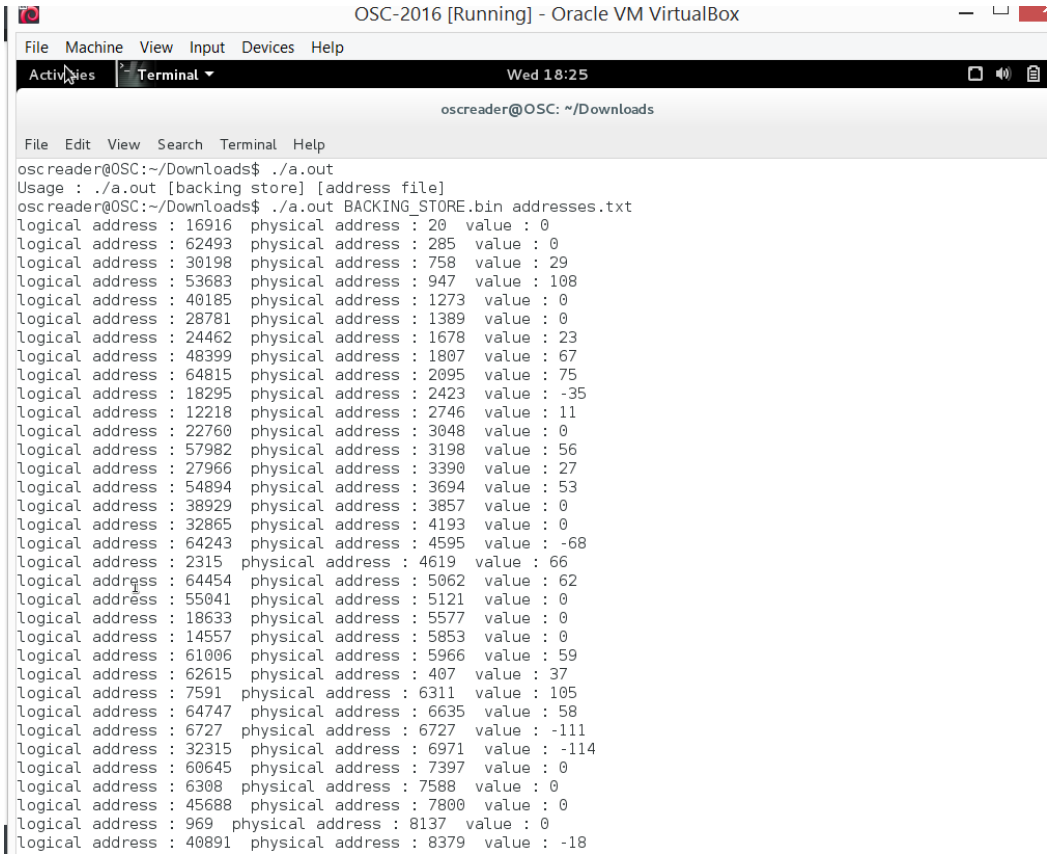

Figure 3: Output of Program

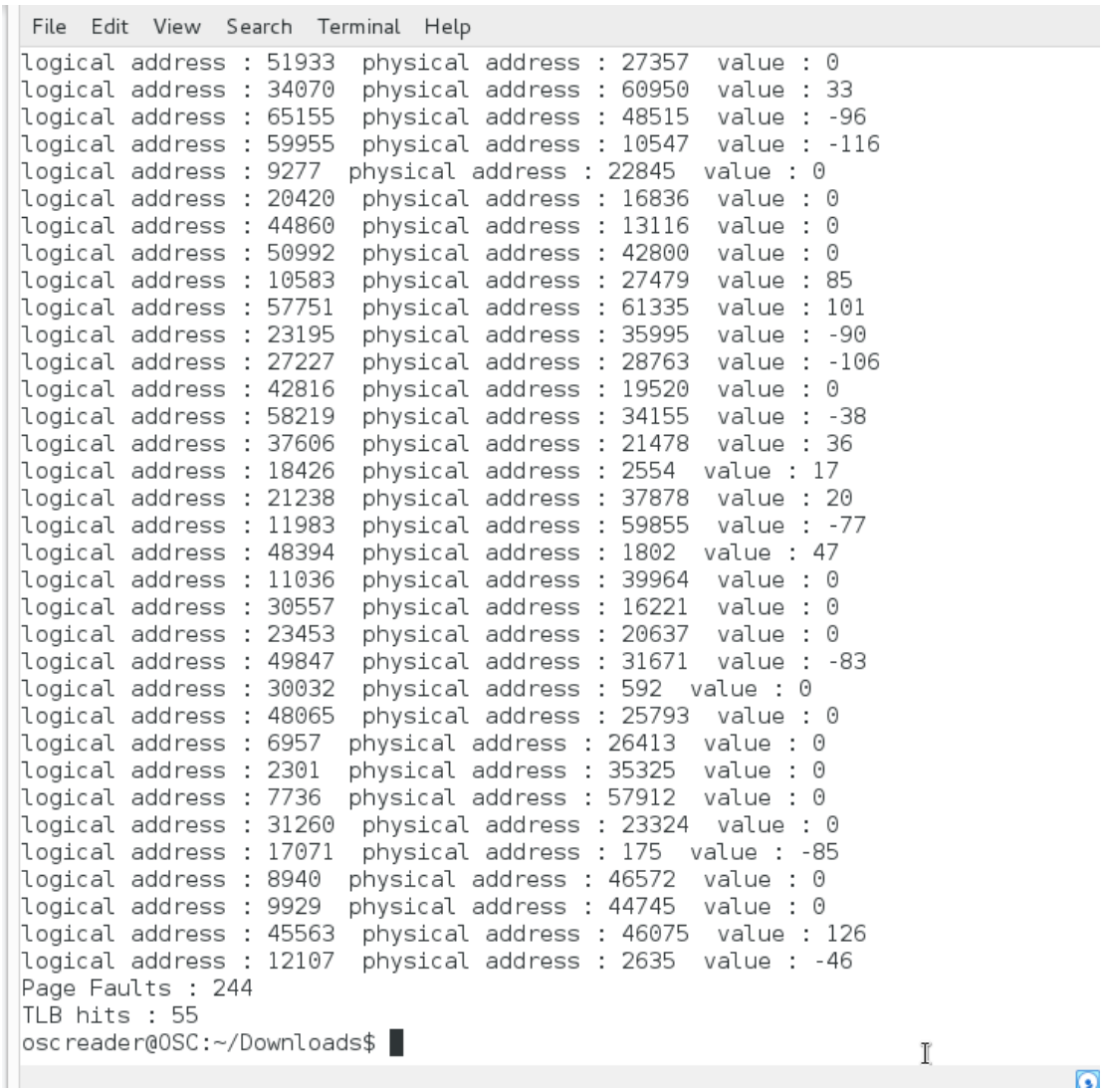

Figure 4: Statistic results

Finally the results were compared with the 'correctaddresses.txt' file. As you can see bellow, the addresses and values match up for the most part.(see figure 5 bellow)

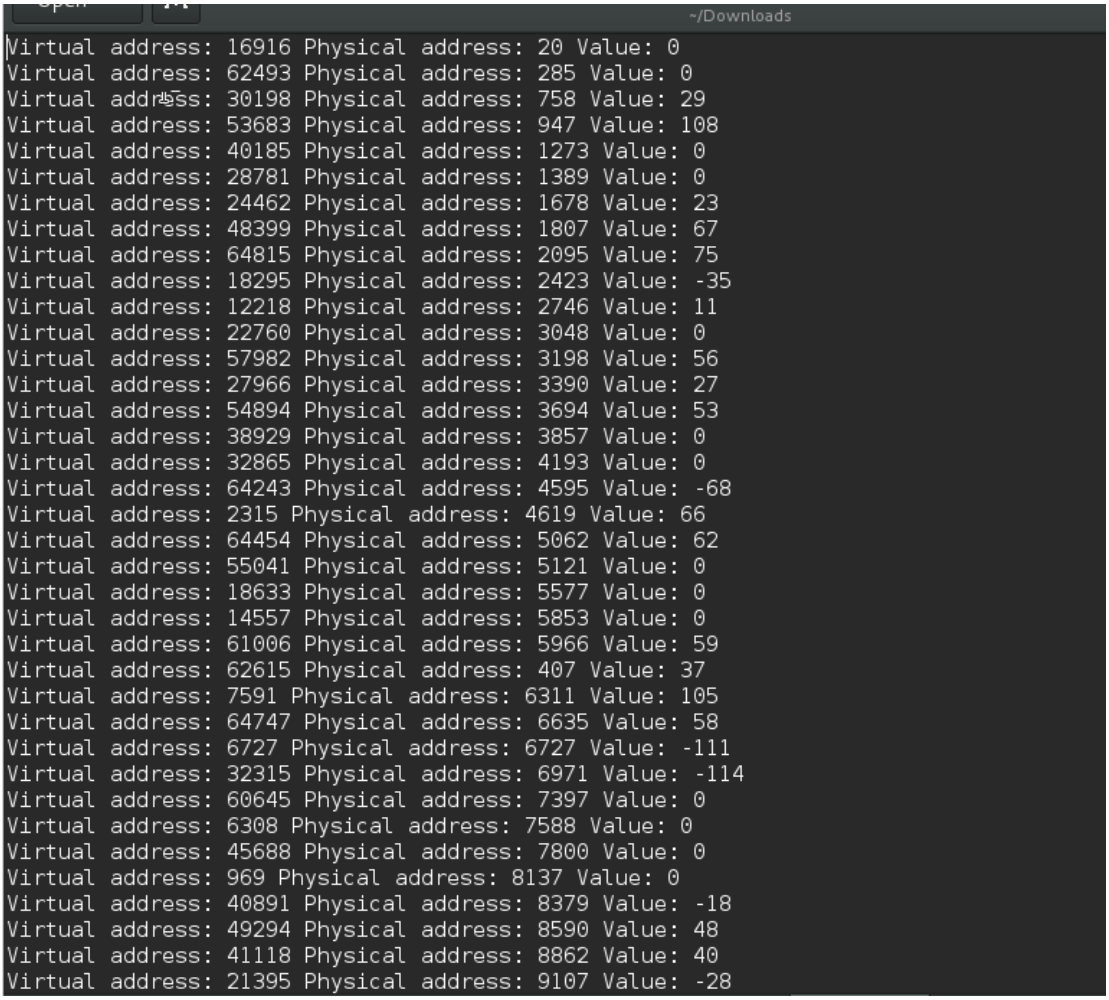

Figure 5: CorrectAddresses.txt

Analysis

What worked for the most part was making sure that there were functions/methods specifically assigned to get the page numbers and offset as well as making sure that the functions/methods were addressing the TLB (seen in figure 6 bellow). The FIFO method seemed to work fairly well on the first go around. Nothing failed during this last test run of the code. Figuring out the overall design first before going too heavy into the coding also helped with making sure that the code delivered what was being asked within the assignment. The only set backs that occurred in this assignment was making sure that things were planned out early enough to have time to double check the assignment. Some due dates that we had set as a team needed to be pushed back a bit, however for the most part the assignment, as well as the code, ran fairly smooth.

Summary

In conclusion, we learned how to track page faults using a backing store. We also learned how to translate addresses from physical and virtual memory. For the most part the assignment went the way that we desired it to go. In the future, we might spend a bit more time in the design phase of the assignment, but for the most part everything went fairly smooth. Overall what was learned in this assignment gave us a stronger grasp of how the memory and pages work in relation to the OS.

Appendix

Figure 0: Types of addresses

Figure 1: Address Translation Process

Figure 2: Compiled HW5.c file

Figure 3: Output of Program

Figure 4: Statistic results

Figure 5: CorrectAddresses.txt