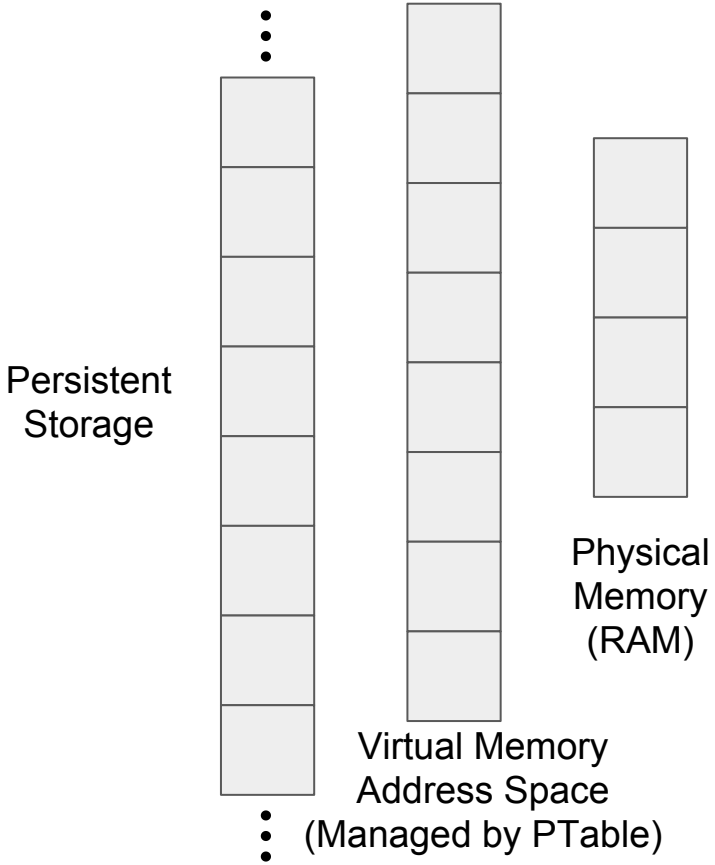
Discussion 3/29/19

Physical and Virtual memory

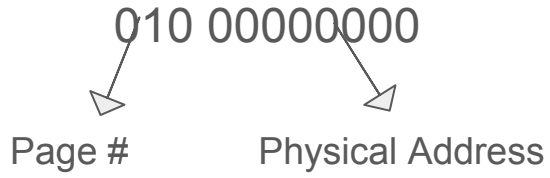
- Physical memory has a limited size (i.e. my laptop has 16GB of RAM)
- We want to simulate an infinite amount of physical memory.
- Virtual memory attempts to simulate more memory than exists on the system through automatic “overlays”.
- We do this by offering a “virtual address space” that allows the user to access any address within the system (i.e. 32 bit or 64 bit).
- The virtual address space of a 32 bit system can hold a maximum of 4GB of data.

Physical and Virtual memory



- The virtual memory address space is managed by a Page Table.
- A page table entry contains:
  - If page is valid (used for detecting bad memory access)
  - If frame is clean or dirty
  - Corresponding frame #
  - More!
- Virtual Addresses have this format:

Virtual Address:



Physical and Virtual memory

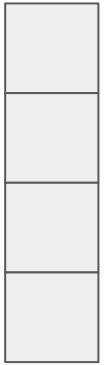
Persistent Storage

0
1
2
3
4
5
6
7

Page Table

F#	D/C	Val
	C	F
	C	F
	C	F
	C	F
	C	F
	C	F
	C	F
	C	F

Physical Memory (RAM)



- **Note: For this example, valid goes against the previous definition. For our purposes, it is purely telling if us the cache is valid.**
- Virtual Address format: first 4 bits = physical address, last 3 = page number.
- Consider the following instructions:

  R 0100101

Physical and Virtual memory

Persistent Storage

0
1
2
3
4
5
6
7

Page Table

F#	D/C	Val
	C	F
	C	F
0	C	**T**
	C	F
	C	F
	C	F
	C	F
	C	F

Physical Memory (RAM)

2

- Virtual Address format: first 4 bits = physical address, last 3 = page number.
- Consider the following instructions:

  R 0100101
  W 0001111

Physical and Virtual memory

Persistent Storage

0
1
2
3
4
5
6
7

Page Table

F#	D/C	Val
1	**D**	**T**
	C	F
0	C	T
	C	F
	C	F
	C	F
	C	F
	C	F

Physical Memory (RAM)

2
0

- Virtual Address format: first 4 bits = physical address, last 3 = page number.
- Consider the following instructions:

  R 0100101
  W 0001111
  W 1101010

Physical and Virtual memory

Persistent Storage

0
1
2
3
4
5
6
7

Page Table

F#	D/C	Val
1	D	T
	C	F
0	C	T
	C	F
	C	F
	C	F
2	**D**	**T**
	C	F

Physical Memory (RAM)

2
0
6

- Virtual Address format: first 4 bits = physical address, last 3 = page number.
- Consider the following instructions:

R 0100101
W 0001111
W 1101010
R 0001111

Physical and Virtual memory

Persistent Storage

0
1
2
3
4
5
6
7

Page Table

F#	D/C	Val
1	D	T
	C	F
0	C	T
	C	F
	C	F
	C	F
2	D	T
	C	F

Physical Memory (RAM)

2
0
6

- Virtual Address format: first 4 bits = physical address, last 3 = page number.
- Consider the following instructions:

R 0100101
W 0001111
W 1101010
R 0001111 // **Nothing!**
R 1000000

Physical and Virtual memory

Persistent Storage

0
1
2
3
4
5
6
7

Page Table

F#	D/C	Val
1	D	T
	C	F
0	C	T
	C	F
3	C	**T**
	C	F
2	D	T
	C	F

Physical Memory (RAM)

2
0
6
4

- Virtual Address format: first 4 bits = physical address, last 3 = page number.
- Consider the following instructions:

R 0100101
W 0001111
W 1101010
R 0001111 // **Nothing!**
R 1000000
W 10010101

Physical and Virtual memory

Persistent Storage

0
1
2
3
4
5
6
7

Page Table

F#	D/C	Val
1	D	T
	C	F
0	C	T
	C	F
3	**D**	T
	C	F
2	D	T
	C	F

Physical Memory (RAM)

2
0
6
4

- Virtual Address format: first 4 bits = physical address, last 3 = page number.
- Consider the following instructions:

R 0100101
W 0001111
W 1101010
R 0001111 // **Nothing!**
R 1000000
W 10010101

Page Replacement Algorithms

- When our physical memory is full, we must eject a page from a frame in order to create space to load.
- The method in which we choose what page to eject is a **Page Replacement Algorithm**.
- Consider **FIFO**
  1. Create a queue
  2. When loading a page into a frame, add it into the queue
  3. When ejecting a page from a frame, choose the head of the queue

Physical and Virtual memory

Persistent Storage

0
1
2
3
4
5
6
7

Page Table

F#	D/C	Val
1	D	T
	C	F
0	C	T
	C	F
3	D	T
	C	F
2	D	T
	C	F

Physical Memory (RAM)

2
0
6
4

- Instructions:
  - R 0100101
  - W 0001111
  - W 1101010
  - R 0001111 // **Nothing!**
  - R 1000000
  - W 10010101

- Our queue is: **2 -> 0 -> 6 -> 4**
- Now consider:
  - R 1110000

Physical and Virtual memory

Persistent Storage

0
1
2
3
4
5
6
7

Page Table

F#	D/C	Val
1	D	T
	C	F
	C	**F**
	C	F
3	D	T
	C	F
2	D	T
0	C	**T**

Physical Memory (RAM)

7
0
6
4

- Instructions:
  - R 0100101
  - W 0001111
  - W 1101010
  - R 0001111 // **Nothing!**
  - R 1000000
  - W 10010101

- Our queue is: **2 -> 0 -> 6 -> 4**
- Now consider:
  - R 1110000 // **0 -> 6 -> 4 -> 7**
  - R 0100101

Physical and Virtual memory

Persistent Storage

0
1
2
3
4
5
6
7

Page Table

F#	D/C	Val
	C	**F**
	C	F
1	C	**T**
	C	F
3	D	T
	C	F
2	D	T
0	C	T

Physical Memory (RAM)

7
2
6
4

- Instructions:
  - R 0100101
  - W 0001111
  - W 1101010
  - R 0001111 // **Nothing!**
  - R 1000000
  - W 10010101

- Our queue is: **2 -> 0 -> 6 -> 4**
- Now consider:
  - R 1110000 // **0 -> 6 -> 4 -> 7**
  - R 0100101 // **6 -> 4 -> 7 -> 2**

Project 4

- You will:
  - Implement a page table and page replacement algorithms.
  - Simulate memory access' based on execution traces.
  - Collect statistics about each algorithms performance.
  - Visualize and report your findings.
- You will be making a single-level page table for a 32-bit address space.
- Each page will be 2KB. The number of frames will be passed as a parameter.
- You may use any of C/C++, Java, or Python as long as it runs on lectura!
- Write a program that takes:

vmsim –n <numframes> -a <opt|clock|fifo|rand> <tracefile>

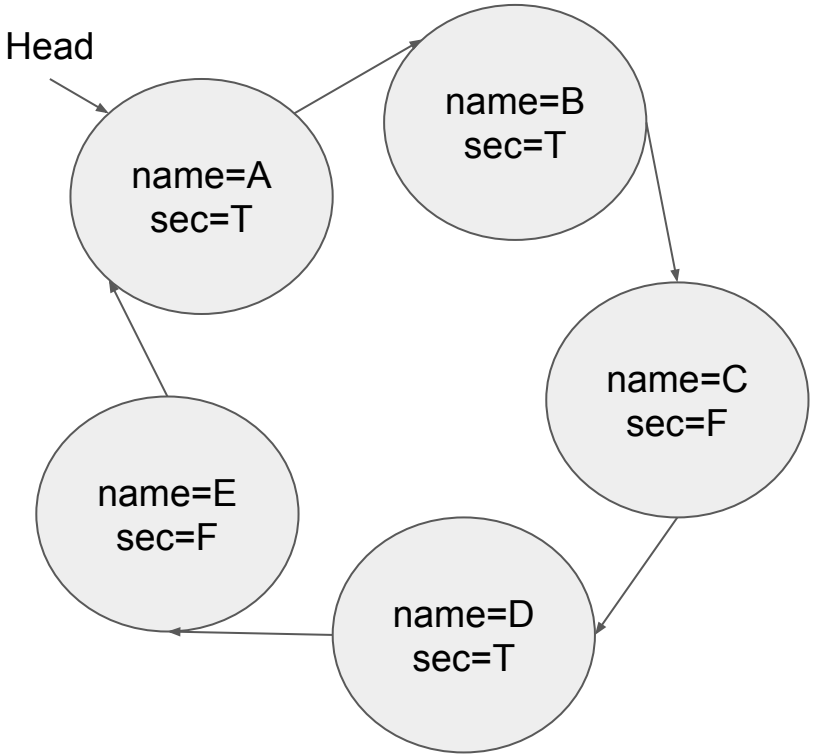
Page Replacement Algorithms

- **OPT**
  - What the optimal page replacement would choose if it had perfect knowledge (Which you do!)
  - Swap out the page whose next use will occur farthest in the future.
- **Clock**
  - Otherwise known as second chance (more details on next slide).
- **FIFO**
  - Evict oldest page in memory
- **Random Eviction**
  - Randomly select page to evict

Note: Implementing OPT in a naïve fashion will lead to unacceptable performance. It should not take more than 5 minutes to run your program.

Page Replacement Algorithms - Clock

- First, we must add an additional entry to the page table, **sec_chance** (called ref in slides)
- Every time a frame is accessed, set sec_chance to true.
- Then do the following
  - Traverse your “ring” of frames
  - If the page doesnt exist, go to the starting frame to eject.
  - Walk the ring until you find sec_chance == false, setting sec_chance to false at each visit



How it works

- During execution, you will print out whats happening in the algorithm:
  - Hit
  - Page fault - no eviction
  - Page fault - evict clean
  - Page fault - evict dirty
- Print statistics:

```
Algorithm: %s
Number of frames:     %d
Total memory accesses:  %d
Total page faults:    %d
Total writes to disk:   %d
Total number of page table leaves:     %d
Total size of page table:              %d bytes
```

Traces

- You are given two example traces (found on lectura at ~jmisurda/original)
- They have the following format:

```
I 0023C790,2 # instruction read at 0x0023C790 of size 2
I 0023C792,5
 S BE80199C,4 # data store at 0xBE80199C of size 4
I 0025242B,3
 L BE801950,4 # data load at 0xBE801950 of size 4
I 0023D476,7
 M 0025747C,1 # data modify at 0x0025747C of size 1
```

Trace Instructions

- Instruction formats:
  - **Modify:** M addr,size (This is both a load and a store)
  - **Read:** I addr,size
  - **Store:** S addr,size
  - **Load:** L addr,size
- Ignore lines that do not follow the above formats

Write up

- For each of the four algorithms, describe in a document the resulting page fault statistics for 8, 16, 32, and 64 frames. Plot the number of page faults versus the number of frames
- Use this information to determine which algorithm you think might be most appropriate for use in an actual operating system. (Make sure to give your reasoning)
- Use OPT as the baseline for your comparisons
- Additionally, include if you find any occurrences of Beladys anomaly for FIFO.
- You will turn in:
  - Source code
  - A .doc or .pdf of your report
  - **DO NOT SUBMIT TRACES**