

Operating Systems
Project 3: Memory Management

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Main Classes Implemented:

aging: this is where the swapping algorithm takes place, the class takes a `phys_mem` object, a `tlb` object and a `page_table` object and manages them accordingly.

Memory: this is what is visible to an application (process) such as the “start” class. It will manage the `virtual_memory` system (where the `phys_memory` and tables are sub-systems).

`page_table` and `page_table_entry`: implement the page tables and some algorithms for managing them.

`Physical_memory`: implements an array of booleans as the physical memory, this is very abstract as there is no simulation for disk/memory swapping. The true entries are the used ones and the false ones are free.

Start: this is a simulation of the input from the user (also can be a process requesting memory mapping). The program starts here.

`Tlb` and `tlb_entry`: simulation of the tlb with some algorithms related to managing it.

Used data structures:

For the TLB: we used a `tlb_entry` to represent entries in the tlb. Uses strings for binary addressing and booleans as on/off bits.

For the page table: we used a `page_table_entry` to represent the entries in the `page_table`, note that to represent a 1 byte counter for the aging algorithm, we use a `char` data type.

How the simulation works:

When a mapping call is made, the virt address is divided into 3 parts, the access type, the virtual address and the offset. The relevant part is the virt address. First, it gets checked if it's in the tlb, if so then return it's mapping to phys address and that's it. If it's not in the tlb, then check the page table, if it's there and present in phys memory then return it's mapping to phys address and that's it. If it's not present in phys memory, then run the aging algorithm. First, if the memory has some free slots, then just load the page and update the reference in the page table and the tlb entries. If the memory is full, then look for the oldest page around and remove it, disable it's presence bit in the page table, reference the new page in the page table then update the tlb and return the phys address mapping.

Note: Check code comments for more details.