

*CS 452 Operating Systems*

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# Main Memory

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# Segmentation In-class Assignment

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- ❖ Given six memory partitions of size:
  - ❖ 300k, 600k, 350k, 200k, 750k, 125k (in order)
- ❖ How would first-fit, best-fit, worst fit place the following:
  - ❖ 115k, 500k, 358k, 200k, 375k (in order)
- ❖ Rank the algorithms in terms of how efficiently they use memory



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# Main Memory

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- ❖ Paging
- ❖ Structure of the Paging Table



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# Paging

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- ❖ Basic Method
- ❖ Hardware Support
- ❖ Protection
- ❖ Shared Pages



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# Paging - Basic Method

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- ❖ Create fixed block sizes of **physical** memory called **frames**
- ❖ Create fixed block sizes of **logical** memory called **pages**



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# Paging - Basic Method

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- ❖ Advantages
  - ❖ Avoids external fragmentation (holes in memory that are essentially unusable)
  - ❖ Avoids fitting variable size memory chunks in the backup store
    - ❖ The backup store also suffers from fragmentation problems



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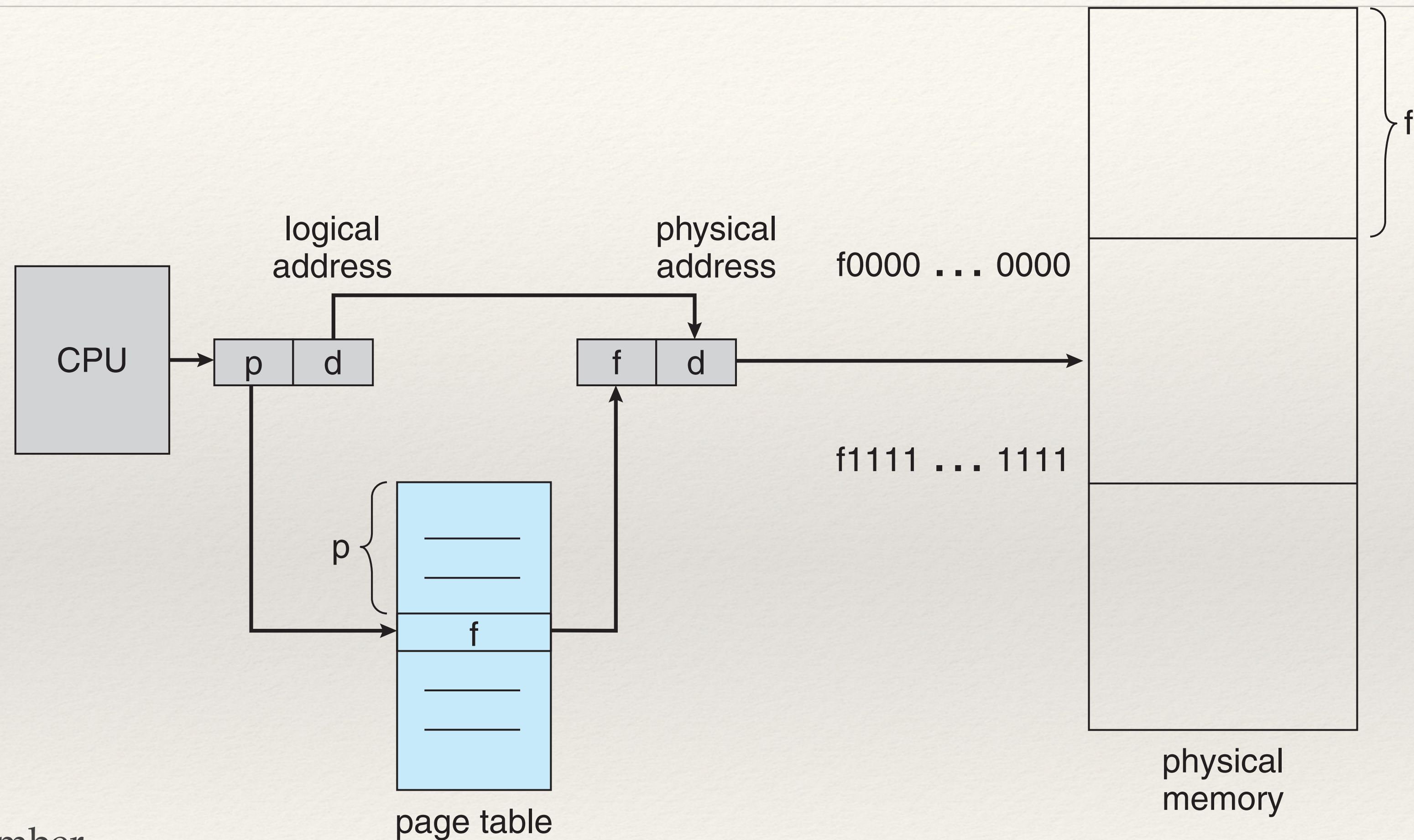
# Paging - Basic Method

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- ❖ When a process is to be executed, it's (fixed size) pages are loaded into (fixed size) frames



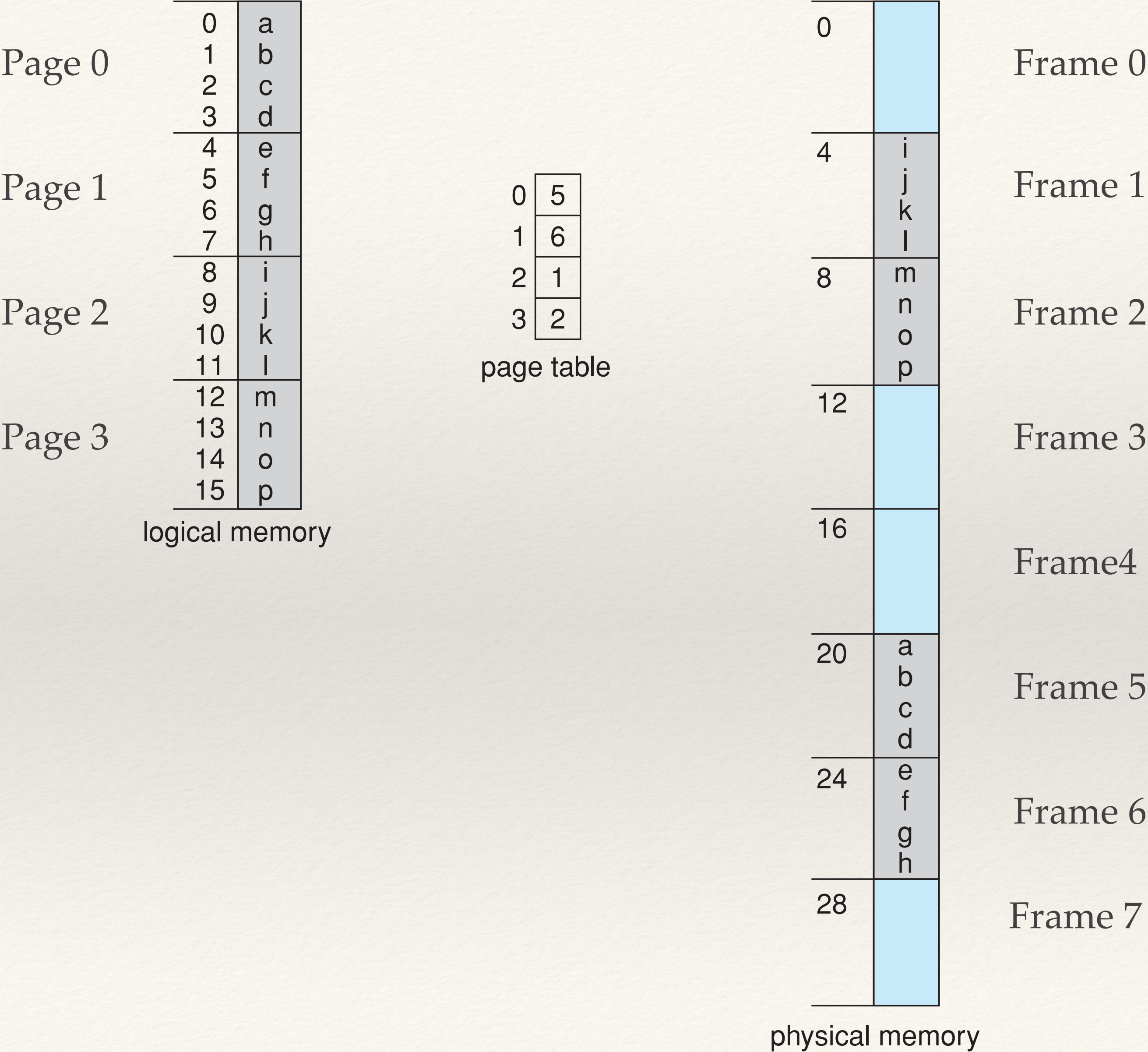
# Paging - Basic Method



p is the page number  
d is the offset



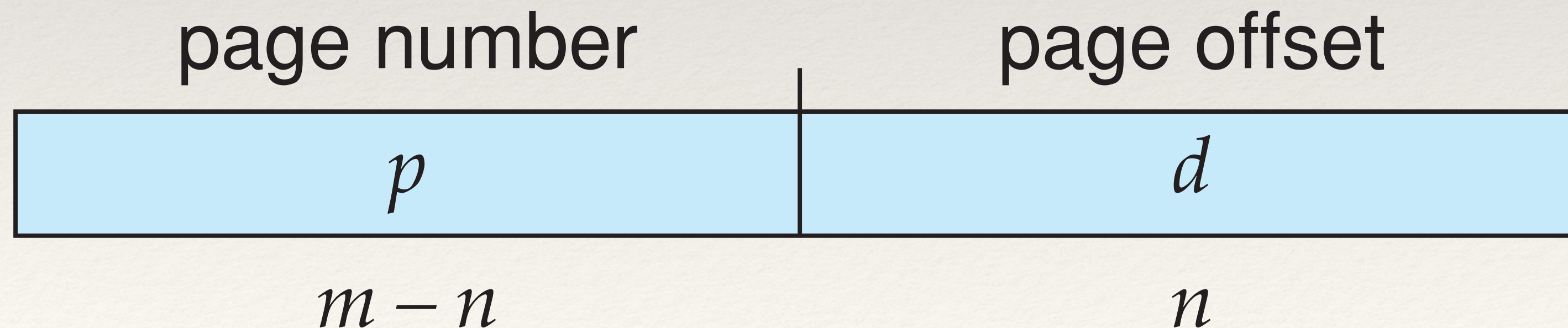
# Paging - Basic Method





# Paging - Basic Method

- ❖ The page size is defined by hardware
- ❖ The page size is a power of 2, varying between 512 bytes and 1GB per page
- ❖ Logical address space =  $2^m$
- ❖ Page size =  $2^n$





# Paging - Basic Method Example

Page 0	0	a
	1	b
	2	c
	3	d
Page 1	4	e
	5	f
	6	g
	7	h
Page 2	8	i
	9	j
	10	k
	11	l
Page 3	12	m
	13	n
	14	o
	15	p

logical memory

0	5
1	6
2	1
3	2

page table

0		Frame 0
4	i j k l	Frame 1
8	m n o p	Frame 2
12		Frame 3
16		Frame 4
20	a b c d	Frame 5
24	e f g h	Frame 6
28		Frame 7

physical memory

Given a logical address of 0. {page 0, offset 0}  
What is the physical address?



# Paging - Basic Method Example

Page 0	0	a
	1	b
	2	c
	3	d
Page 1	4	e
	5	f
	6	g
	7	h
Page 2	8	i
	9	j
	10	k
	11	l
Page 3	12	m
	13	n
	14	o
	15	p

logical memory

0	5
1	6
2	1
3	2

page table

0		Frame 0
4	i j k l	Frame 1
8	m n o p	Frame 2
12		Frame 3
16		Frame 4
20	a b c d	Frame 5
24	e f g h	Frame 6
28		Frame 7

physical memory

Given a logical address of 0. {page 0, offset 0}  
What is the physical address?  
20



# Paging - Basic Method Example

Page 0	0	a
	1	b
	2	c
	3	d
Page 1	4	e
	5	f
	6	g
	7	h
Page 2	8	i
	9	j
	10	k
	11	l
Page 3	12	m
	13	n
	14	o
	15	p

logical memory

0	5
1	6
2	1
3	2

page table

0		Frame 0
4	i j k l	Frame 1
8	m n o p	Frame 2
12		Frame 3
16		Frame 4
20	a b c d	Frame 5
24	e f g h	Frame 6
28		Frame 7

physical memory

Given a logical address of 3. {page 0, offset 3}  
What is the physical address?



# Paging - Basic Method Example

Page 0	0	a
	1	b
	2	c
	3	d
Page 1	4	e
	5	f
	6	g
	7	h
Page 2	8	i
	9	j
	10	k
	11	l
Page 3	12	m
	13	n
	14	o
	15	p

logical memory

0	5
1	6
2	1
3	2

page table

0		Frame 0
4	i j k l	Frame 1
8	m n o p	Frame 2
12		Frame 3
16		Frame 4
20	a b c d	Frame 5
24	e f g h	Frame 6
28		Frame 7

physical memory

Given a logical address of 3. {page 0, offset 3}  
What is the physical address?  
23



# Paging - Basic Method Example

Page 0	0	a
	1	b
	2	c
	3	d
Page 1	4	e
	5	f
	6	g
	7	h
Page 2	8	i
	9	j
	10	k
	11	l
Page 3	12	m
	13	n
	14	o
	15	p

logical memory

0	5
1	6
2	1
3	2

page table

0		Frame 0
4	i j k l	Frame 1
8	m n o p	Frame 2
12		Frame 3
16		Frame 4
20	a b c d	Frame 5
24	e f g h	Frame 6
28		Frame 7

physical memory

Given a logical address of 4. {page 1, offset 0}  
What is the physical address?



# Paging - Basic Method Example

Page 0	0	a
	1	b
	2	c
	3	d
Page 1	4	e
	5	f
	6	g
	7	h
Page 2	8	i
	9	j
	10	k
	11	l
Page 3	12	m
	13	n
	14	o
	15	p

logical memory

0	5
1	6
2	1
3	2

page table

0		Frame 0
4	i j k l	Frame 1
8	m n o p	Frame 2
12		Frame 3
16		Frame 4
20	a b c d	Frame 5
24	e f g h	Frame 6
28		Frame 7

physical memory

Given a logical address of 4. {page 1, offset 0}  
What is the physical address?  
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# Page Size?

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- ❖ Smaller the page size, less internal fragmentation
- ❖ Smaller the page size, more overhead
- ❖ Larger the page size, more internal fragmentation
- ❖ Larger the page size, less overhead
- ❖ Larger the page size, disk I/O is more efficient
- ❖ Typical page sizes are between 4KB and 8KB in size.



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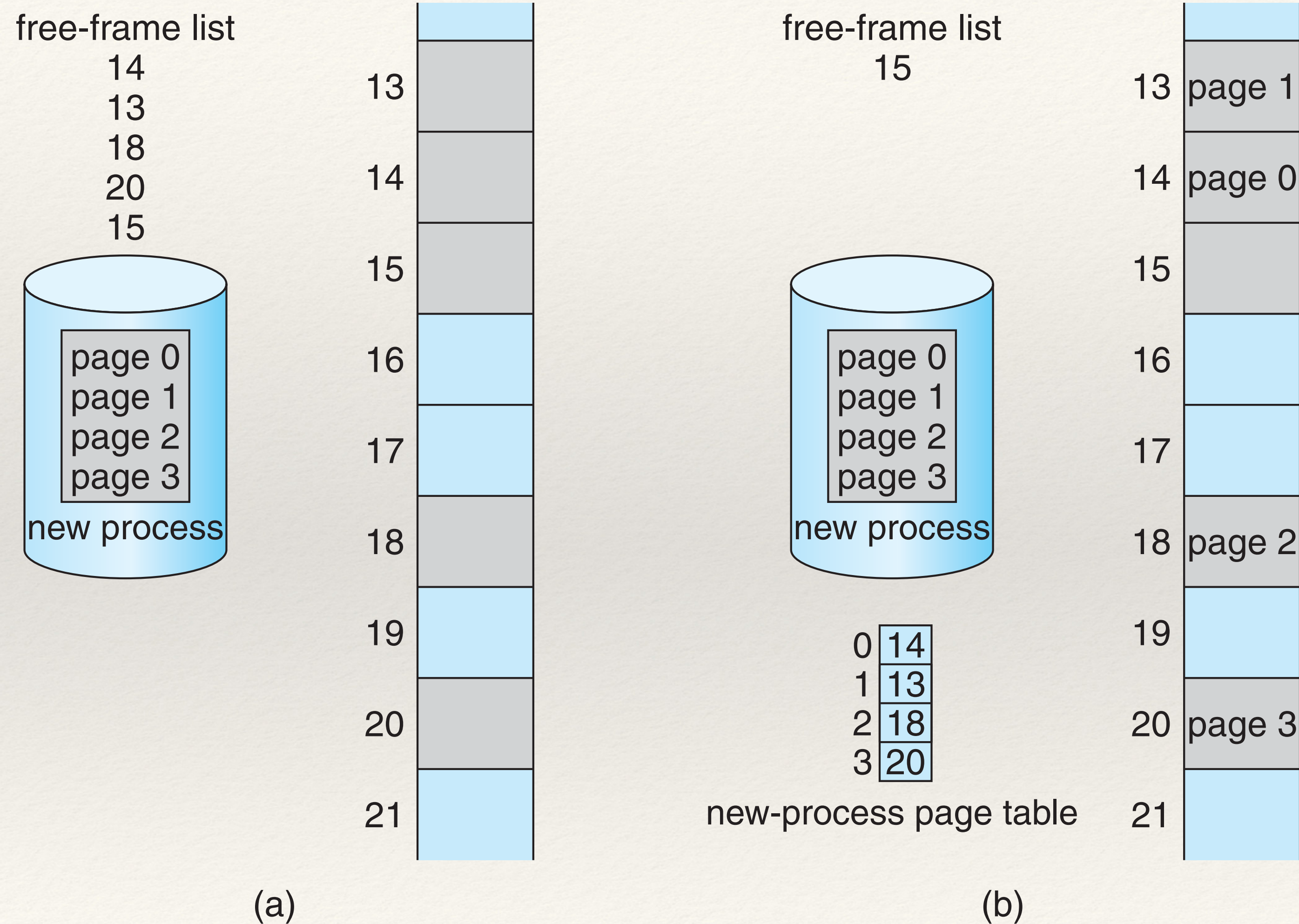
# Page Size?

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- ❖ Frequently on a 32-bit CPU, each page-table entry is 4 bytes long
- ❖ Recall 8 bits in a byte; thus each page-table entry is 32bits long
- ❖ If a frame size is 4KB ( $2^{12}$ ), then a system with 4 byte entries can address  $2^{12+32} = 2^{44}$



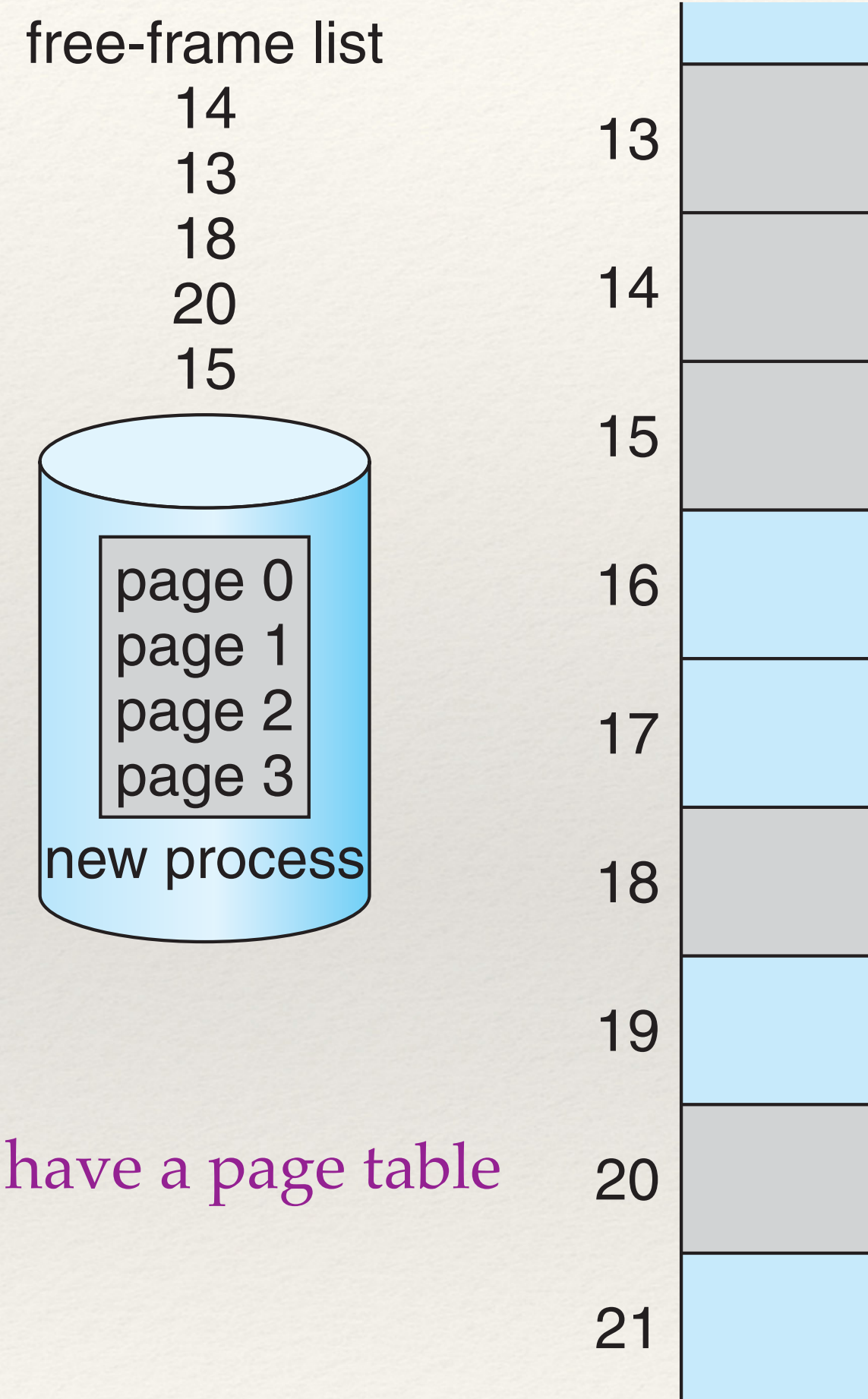
# Loading an application into memory



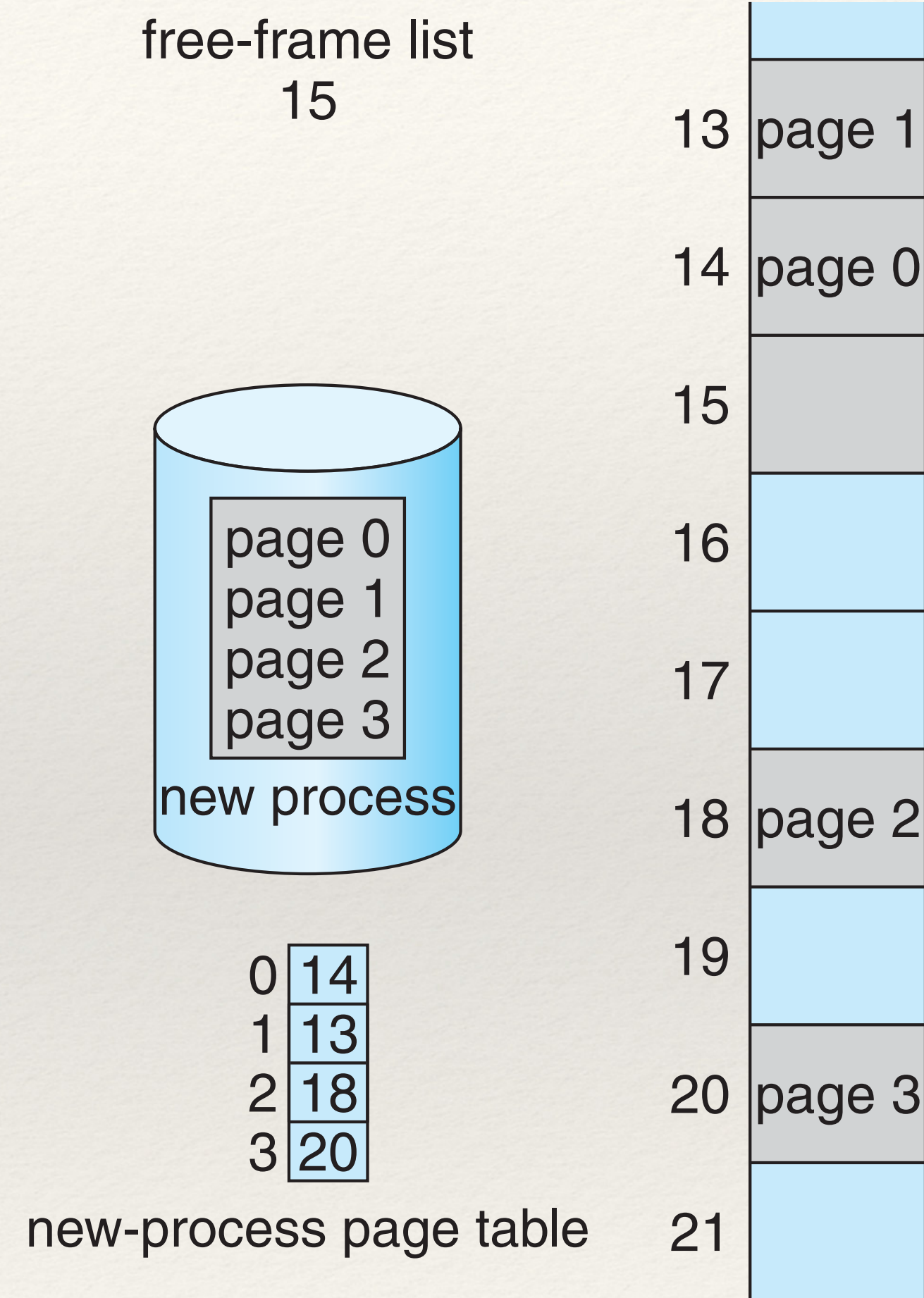


# Loading an application into memory

Each process must have a page table



(a)



(b)



End