







# COMPUTER ARCHITECTURE AND SOFTWARE EXECUTION PROCESS

#### **MEMORY MANAGEMENT**

Bachelor in Artificial Intelligence, Data and Management Sciences

m CentraleSupelec and ESSEC Business School - 2023/2024



### **OUTLINE**

- **>** Classification
- Cache memory
- Memory Management

Back to the outline - Back to the begin

### **OUTLINE**

- Classification
- Cache memory
- Memory Management

Back to the outline - Back to the begin

#### **LOCALISATION**

- Internal processor memory
- Main memory
- External memory

#### PHYSICAL CHARACTERISTICS

- Volatile / non-volatile
- Read only / read and write
- Destructive / non-destructive reading
- Erasable / non-erasable

#### **ACCESS METHOD**

- Random access
- FIFO or LIFO access
- Associative access
- Direct access
- Sequential access

#### TWO IMPORTANT ACRONYMS

- 1. RAM (Random Access Memory)
  - read/write access
  - random access
  - volatile
- 2. ROM (Read-Only Memory)
  - read-only access
  - random access
  - non-volatile

### **OUTLINE**

- Classification
- > Cache memory
- Memory Management

Back to the outline - Back to the begin

#### TWO OBSERVATIONS

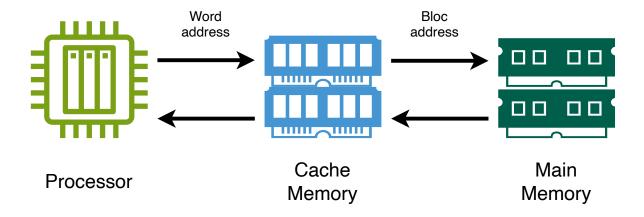
#### 1. Temporal Locality

- When a processor searches for a word in memory, it is highly probable that it will need the same word soon after.
- Keep recently used words in quick memory.

#### 2. Spatial Locality

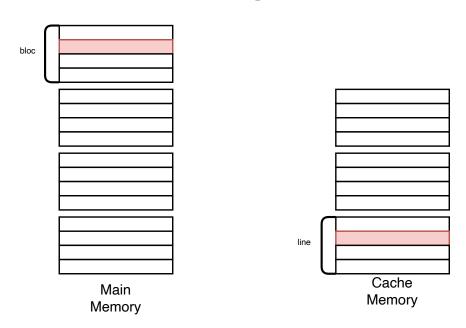
- When a processor searches for a word in memory, it is highly probable to need a neighbouring word shortly after.
- Do not store an isolated word in fast memory, but a block of contiguous words.

#### **CACHE PRINCIPLE**

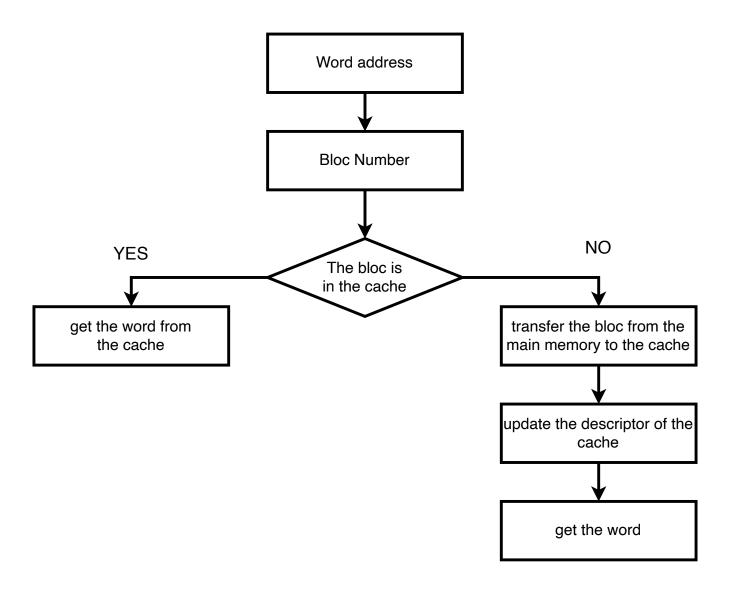


#### **CACHE PRINCIPLE**

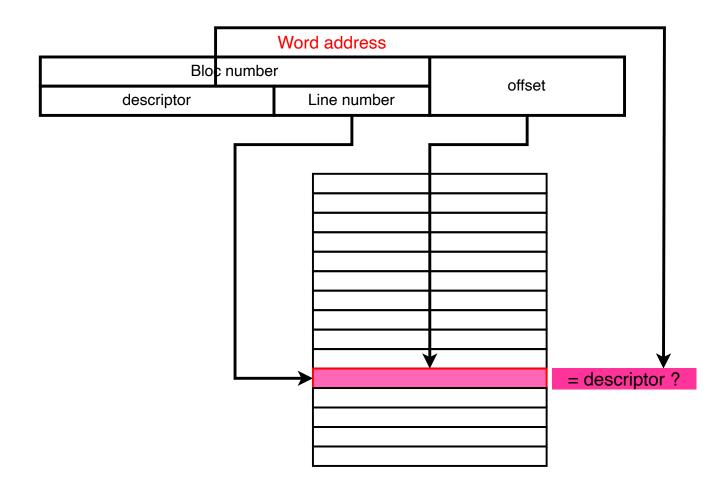
- The main memory is virtually divided into blocks containing  $M=2^m$  words.
- ullet A cache is organized in N lines; each line can contain one block.
- Each line has a descriptor allowing to know which block it contains.



#### **HOW CACHE WORKS**



#### **HOW CACHE WORKS**



### **OUTLINE**

- Classification
- Cache memory
- Memory Management

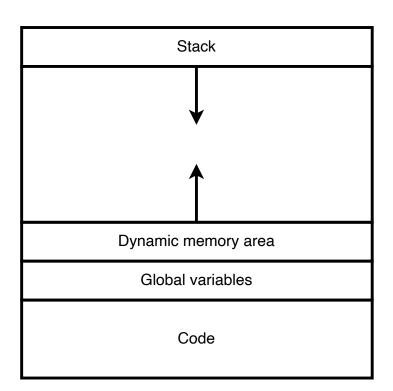
Back to the outline - Back to the begin

### **SOME QUESTIONS**

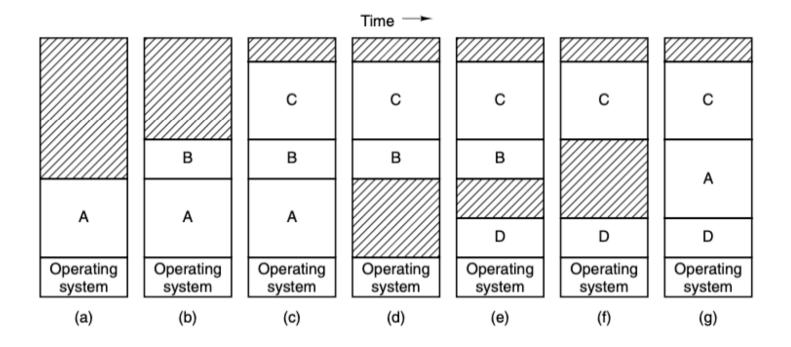
- Each process must use a separate memory area (address space) for security reasons.
  - What mechanism for allocating this space?
  - How to ensure the protection of this area?
  - How can we ensure the transparency of the position of this space concerning a program?

#### ADDRESS SPACE USAGE

- What does a process's memory space contain?
  - Code (known size)
  - Global variables (known size)
  - Stack (unknown size)
  - Dynamic memory area (unknown size)



## MULTIPROGRAMMING WITH PARTITIONS



## MULTIPROGRAMMING WITH PARTITIONS

#### Pros

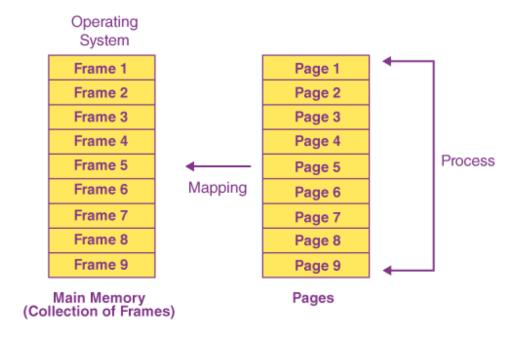
- ✓ Material simplicity
- Transparency for programs
- Checking the validity of addresses

#### Cons

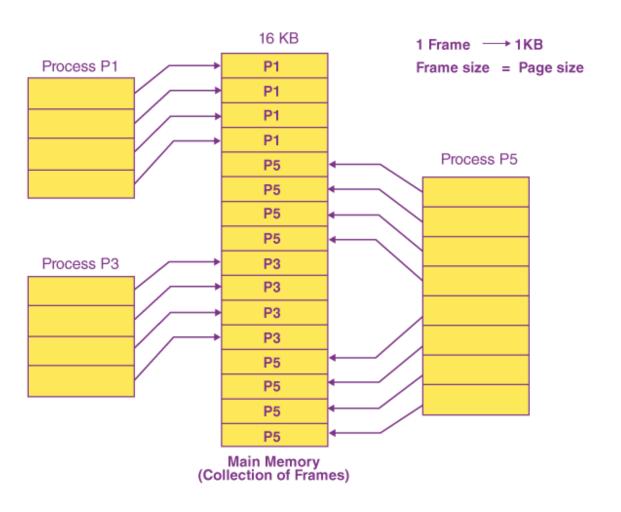
- **X** Fragmentation
- Fixed size of memory spaces

## MULTIPROGRAMMING WITH PAGING

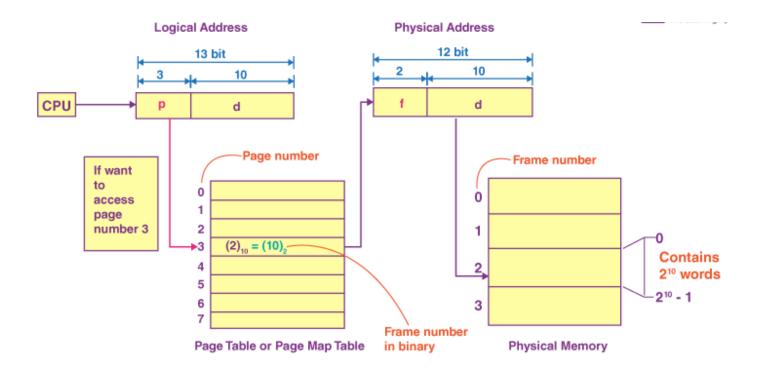
- The Main Memory is virtually divided into blocks (frames) allocated independently to processes.
- The address space of a process is divided into pages.
  - the size of a page is the same as the block size.



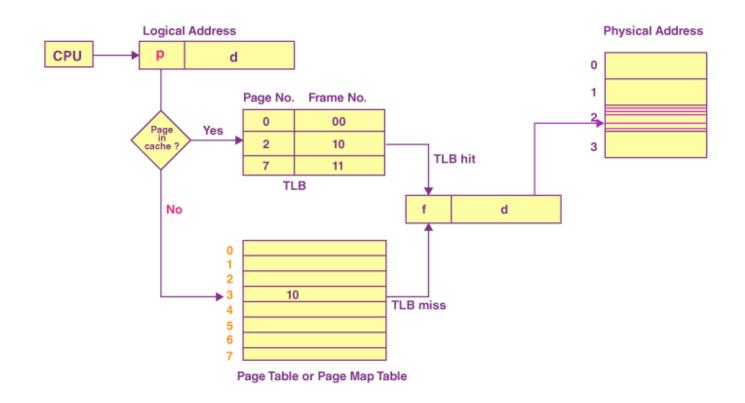
# MULTIPROGRAMMING WITH PAGING



# MULTIPROGRAMMING WITH PAGING



### MULTIPROGRAMMING WITH VIRTUAL MEMORY



- Space of usable pages larger than space of physical memory
- The pages are either in the main memory or on the hard disk.

## THANK YOU

Back to the begin - Back to the outline