SER 334 A Session

SI Session

Thursday, February 15th 2024

7:00 pm - 8:00 pm MST

Agenda

Linking

Memory

Contiguous Memory

Fragmentation

Paging

SI Session Expectations

Thanks for coming to the **SER 334** SI session. We have a packed agenda and we are going to try to get through as many of our planned example problems as possible. This session will be recorded and shared with others.

- If after this you want to see additional examples, please visit the drop-in tutoring center.
- We will post the link in the chat now and at the end of the session.
 - tutoring.asu.edu
- Please keep in mind we are recording this session and it will be made available for you to review 24-48 hours after this session concludes.
- Finally, please be respectful to each other during the session.

Interact with us:

Zoom Features



Zoom Chat

- Use the chat feature to interact with the presenter and respond to presenter's questions.
- Annotations are encouraged

SER 334 Linking Libraries

Dynamic Linking

Static Linking

Only load if needed

+ save space

 making sure all libraries are linked Load everything at the start

+ all libraries available

- need more space

Module 10 Sample

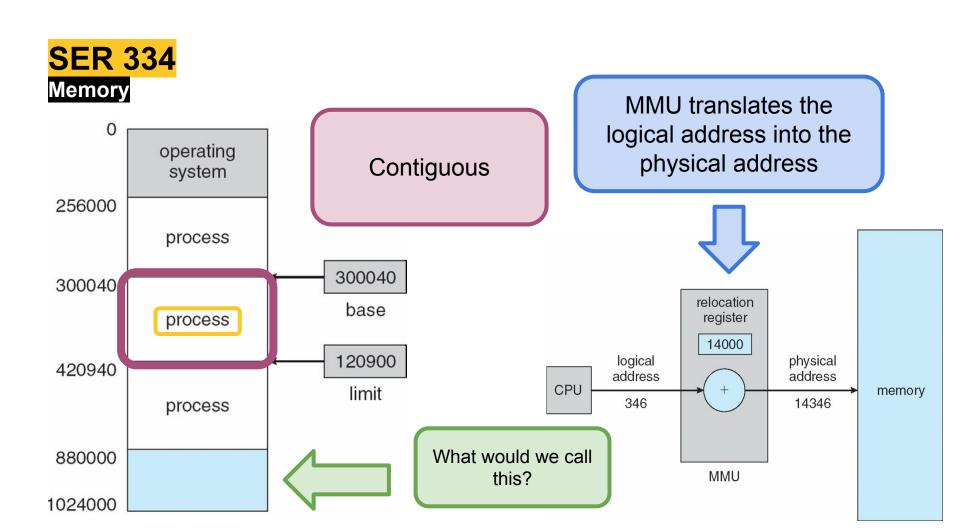


Dynamic Linking

Static Linking

3. [Acuña] Consider the following scenario: you have spent several years developing an indie video game but have run out of funding, and have decided to release what you have completed to the public. Unfortunately your source code is rather messy and you only want to release binaries. Assume you want to maximize the lifetime of the game and who gets to play.

Would it be more appropriate to use a static or dynamic linking approach when doing the release build of your software? Explain.



SER 334 Memory

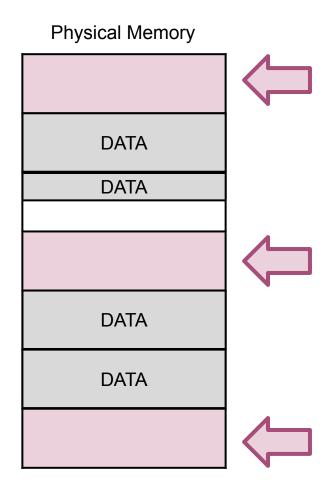
Identify the **EXTERNAL** fragmentation

Physical Memory
DATA
DATA
DATA
DATA



Identify the **EXTERNAL** fragmentation

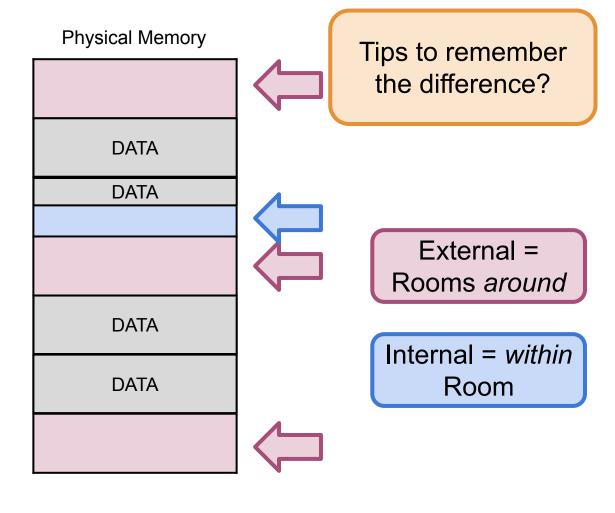
Identify the INTERNAL fragmentation



SER 334 Memory

Identify the **EXTERNAL** fragmentation

Identify the INTERNAL fragmentation



SER 334 Memory

6. [Acuña] In a contiguous memory allocation system, would it make sense to initialize and place processes right next to one another to reduce fragmentation?

Explain.

Physical Memory	
DATA	
DATA	

External = Rooms *around*

Internal = within Room

SER 334 Segmentation

Prog

Physical Memory

SER 334 Segmentation

1

2

;

4

Physical Memory

SER 334 Segmentation

1

2

3

4

Physical Memory

Possible **EXTERNAL** fragmentation

Possible *INTERNAL* fragmentation

SER 334

What are these called?

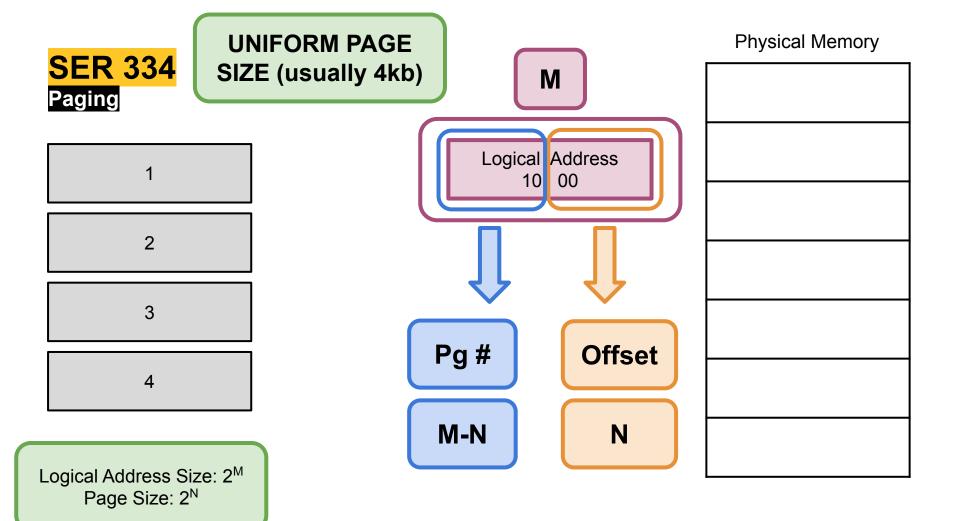
FRAMES

What about these?

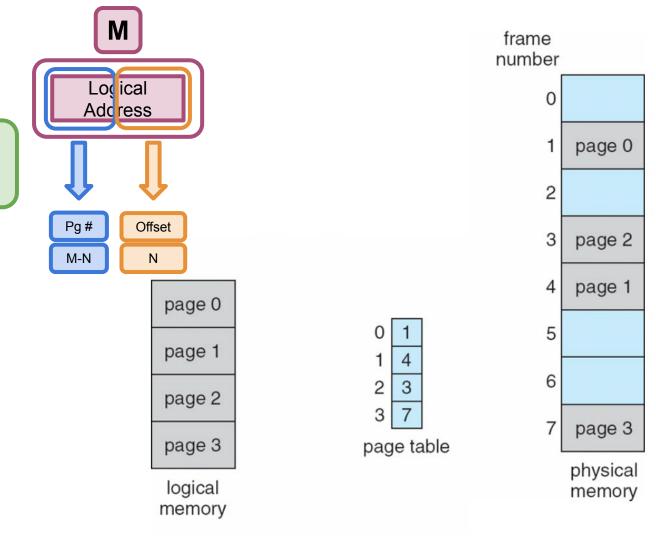
PAGES

Dhysical Mamory

Physical Memory

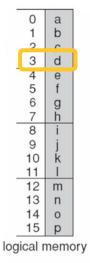


Logical Address Size: 2^M Page Size: 2^N



Logical Address Size: 2^M Page Size: 2^N

Logical Address Pg # Offset M-N N



Frame * Page Size

How do we

obtain the

correct frame

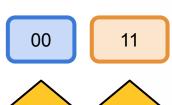
number?

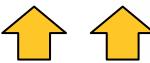
10 p 12 16 20 a b c d d 24 e f g h

m

EXAMPLE

- In each logical address, n=2 and m=4.
- Meaning, it uses 2-bits for offset and uses 2-bits for page #.
- Consider loading logical address
 3 (0011) vs address 4 (0100).

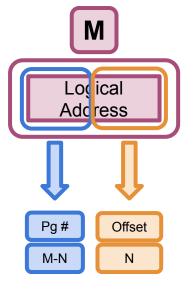




physical memory



Logical Address Size: 2^M
Page Size: 2^N



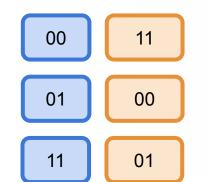
•	-	
1	b	
2	С	
3	d	
	е	
5	f	
6	g	
7	g h	
8	i	
9	i	
10	j k	
11	-1	
12	m	
13	n	
14	0	
15	р	
logical r	nemo	ory

0	5	
1	6	
2	1	
3	2	
oage	ta	ble

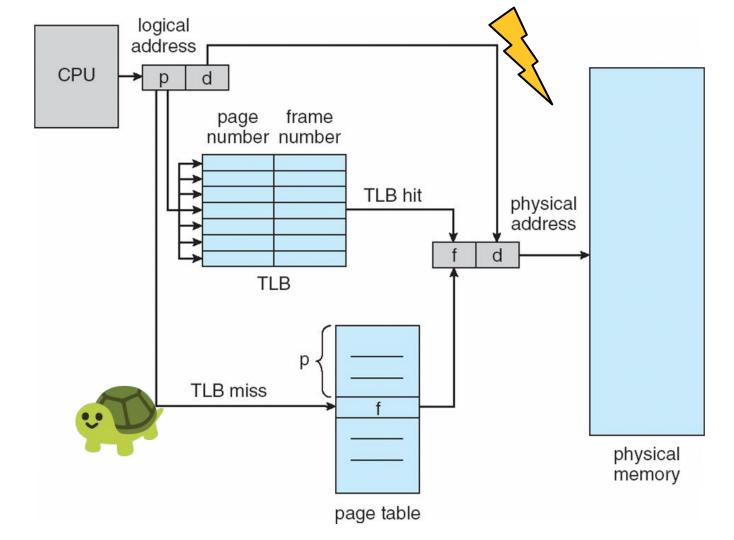
700	
0	
4	i j k l
8	m n o p
12	
16	
20	a b c d
24	e f g h
28	

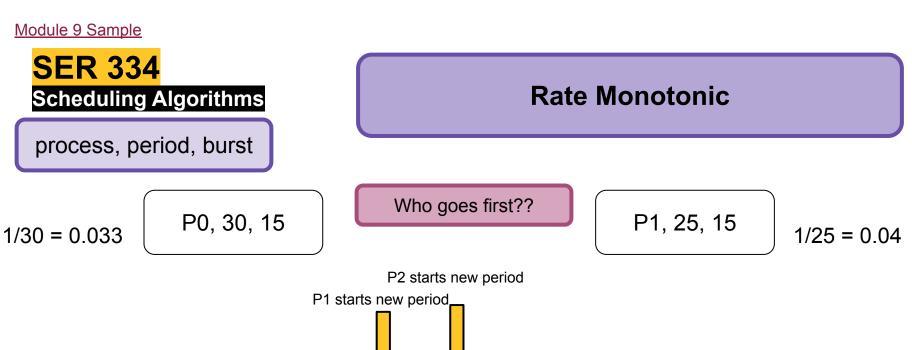
EXAMPLE

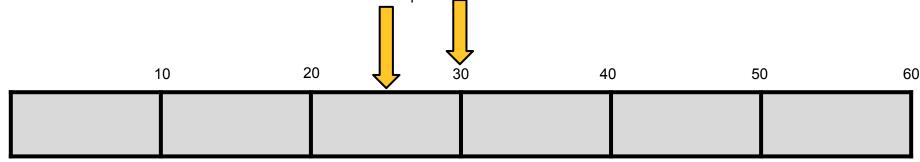
- In each logical address, n=2 and m=4.
- Meaning, it uses 2-bits for offset and uses 2-bits for page #.
- Consider loading logical address 3 (0011) vs address 4 (0100).



21 (21)







Priority = 1/period

Module 9 Sample

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Scheduling Algorithms

process, period, burst

Rate Monotonic

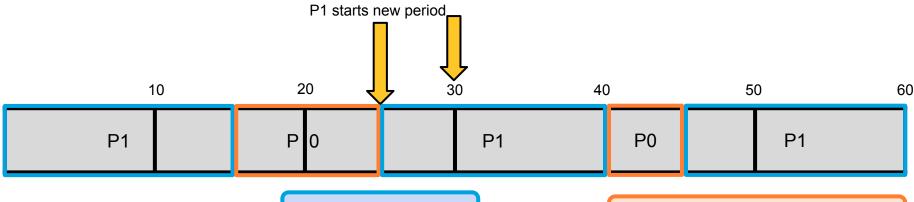
1/30 = 0.033

P0, 30, 15

P1, 25, 15

1/25 = 0.04

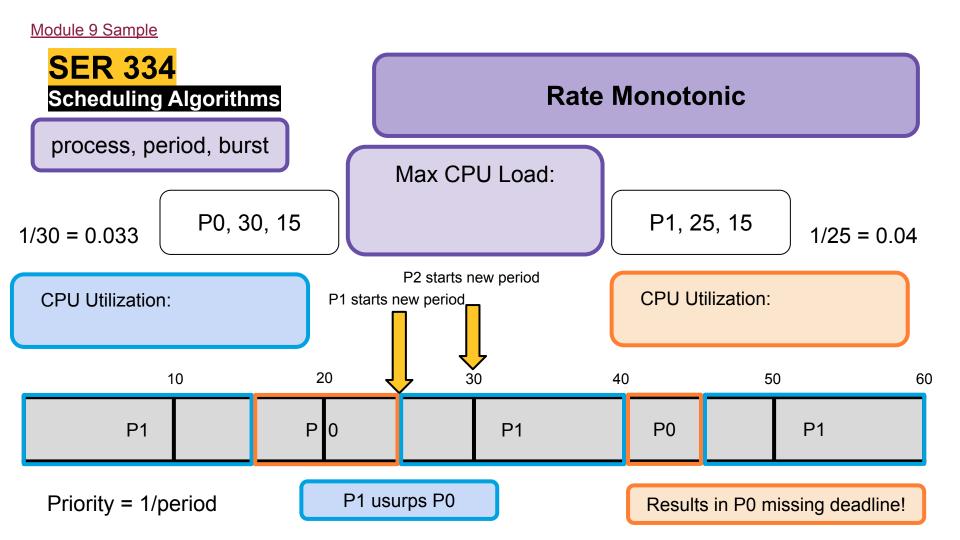
P2 starts new period



Priority = 1/period

P1 usurps P0

Results in P0 missing deadline!



SER 334 Scratch Space

Upcoming Events

SI Sessions:

- Sunday, February 18th at 7:00 pm MST
- Monday, February 19th at 7:00 pm MST
- Sunday, February 25th at 7:00 pm MST Q&A Session before Exam 3

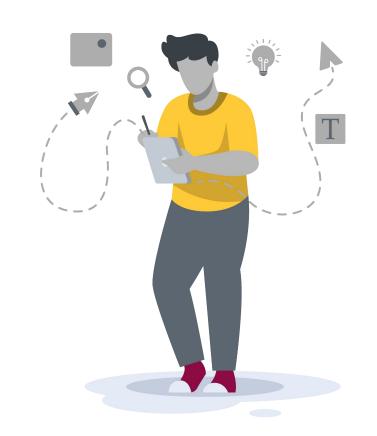
Review Sessions:

Exam 3 Review: Thursday, February 22nd at 7:00 pm MST

Questions?

Survey:

http://bit.ly/ASN2324



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More Questions? Check out our other resources!

tutoring.asu.edu



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Access your appointment link

Access the drop-in queue

Schedule Appointment



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Online Study Hub

1_

Go to Zoom

2_

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Select a subject
- Any -







Don't forget to check out the Online Study Hub for additional resources!

Expanded Writing Support Available

Including Grammarly for Education, at no cost!





tutoring.asu.edu/expanded-writing-support

^{*}Available slots for this pilot are limited

Additional Resources

- Course Repo
- Course Discord
- BMP File Format (Wiki)
- Linux Kernel API
- Bootlin Linux Cross Referencer
- Dining Philosophers Interactive
- Producer/Consumer Visual