

# Lab16

## Paging

TA: Bo-Hua Xu

Professor: Hsung-Pin Chang

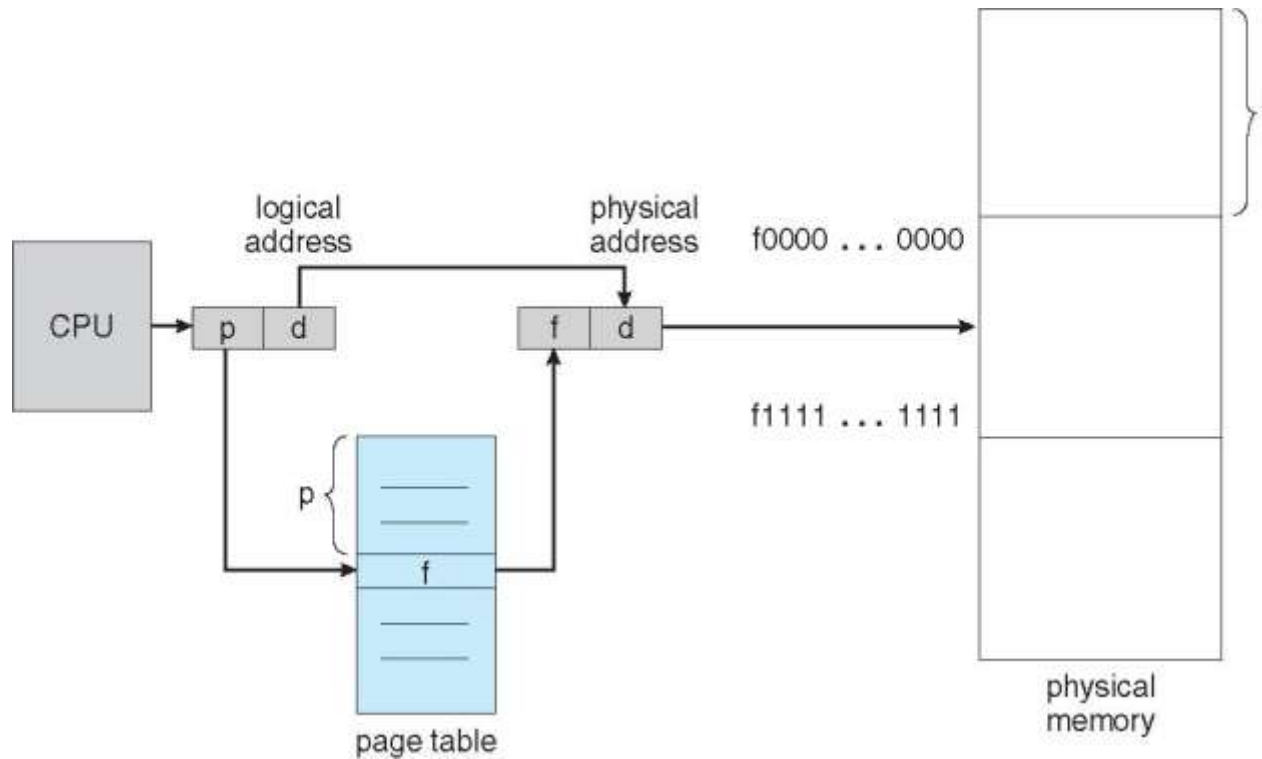
Operating System Lab

# Address Translation Scheme

- Address generated by CPU is divided into:
  - **Page number ( $p$ )** – used as an index into a *page table* which contains base address of each page in physical memory
  - **Page offset ( $d$ )** – combined with base address to define the physical memory address that is sent to the memory unit

page number	page offset
$p$	$d$
$m - n$	$n$

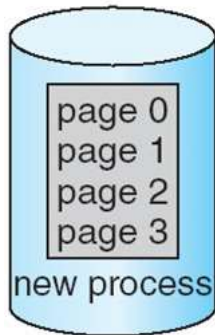
# Paging Hardware



# Free-frame list

free-frame list

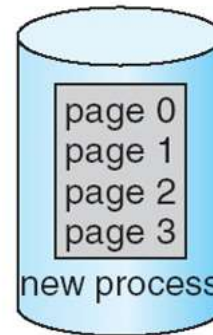
14  
13  
18  
20  
15



(a)

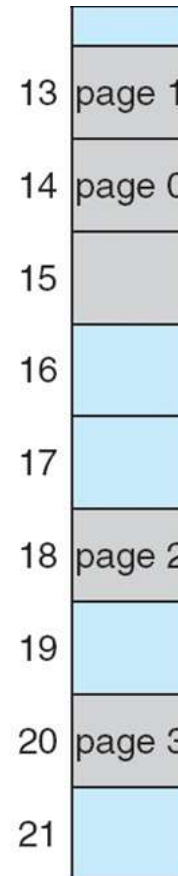
free-frame list

15



new-process page table

(b)



# Paging Hardware Example

CPU

Logical Address	Page No.	Logical memory
0:0	0	offset
0:1		value
1:0	1	0 A
2:0		1 B
3:1	3	0 C
		1 D
		0 E
		1 F
		0 G
		1 H

Page No.	Frame No.
0	1
1	7
2	5
3	4

Page table

Free frame list

4
5
1
1

Physical Address      Frame No.      Offset:value

1:0	0	Used
1:1	1	0:A 1:B
	2	Used
	3	Used
4:1	4	0:G 1:H
5:0	5	0:E 1:F
	6	used
7:0	7	0:C 1:D

Physical memory

# Page in & page out

- When we want to run a process , we need to page in(place the page into physical memory).
- When the physical memory has no free-frame to page in pages, we need to do "page out".
- Page out means that you swap out the pages which are not needed anymore in physical memory.

# Page in & page out(cont.)

- Example:
  - Look at Fig.pf, the physical Memory is out of free-frames.
  - Now, a new process need to page in, what should we do?

Fig.pf

0	ee
1	sa
2	zz
3	ww
4	xz
5	aa
6	gg
7	bb
8	cc

Physical memory

# Page in & page out(cont.)

Solution:

We just page out the pages  
which are not needed anymore  
(use algorithm that likes LRU or  
Others)

Then we have free-frames to page  
in.

Fig.pf

0	ee(page out)
1	sa
2	zz(page out)
3	ww
4	xz(page out)
5	aa
6	gg
7	bb(page out)
8	cc

Physical memory



# Exercise(90%)

Write a simulate paging program

- There are 2 processes(see next page).
- Paging them into physical memory by using free-frame list and page table.
- Please show
  - logical memory list + page table (60%)
  - physical memory list + free frame list (30%)
- Non-contiguous memory allocation(use random)

# Random

- `#include <stdlib.h>`
- `#include <time.h>`
- `srand(time(NULL));`
- `a = (rand%5)+1`
  - a will get values in range 1~5 ◦

# Exercise(cont.)

Physical memory

A's Logical memory

0	ab
1	ef
2	cd

0	3
1	0
2	9

Page table A

Free frame list

4
7
8
13
1
2
11
10
14
15

B's Logical memory

0	rx
1	yy
2	zz

0	6
1	12
2	5

Page table B

0	ef
1	
2	
3	ab
4	
5	zz
6	rx
7	
8	
9	cd
10	
11	
12	yy
13	
14	
15	

# Exercise(cont.)

```
oslab@oslab-VirtualBox:~/paging$ ./paging
```

```
process1's page_table is:
```

page	frame
------	-------

0	9
---	---

1	8
---	---

2	0
---	---

```
process1's logical memory is:
```

page	data
------	------

0	rx
---	----

1	yy
---	----

2	zz
---	----

```
process0's page_table is:
```

page	frame
------	-------

0	4
---	---

1	7
---	---

2	2
---	---

```
process0's logical memory is:
```

page	data
------	------

0	ab
---	----

1	ef
---	----

2	cd
---	----

# Exercise(cont.)

physical memory is:

frame	offset	data
-------	--------	------

0	0	z
---	---	---

0	1	z
---	---	---

1	0	
---	---	--

1	1	
---	---	--

2	0	c
---	---	---

2	1	d
---	---	---

3	0	
---	---	--

3	1	
---	---	--

4	0	a
---	---	---

4	1	b
---	---	---

5	0	
---	---	--

5	1	
---	---	--

6	0	
---	---	--

6	1	
---	---	--

7	0	e
---	---	---

7	1	f
---	---	---

8	0	y
---	---	---

8	1	y
---	---	---

9	0	r
---	---	---

9	1	x
---	---	---

10	0	
----	---	--

10	1	
----	---	--

11	0	
----	---	--

11	1	
----	---	--

12	0	
----	---	--

12	1	
----	---	--

13	0	
----	---	--

13	1	
----	---	--

14	0	
----	---	--

14	1	
----	---	--

15	0	
----	---	--

15	1	
----	---	--

free frame is:

1 3 5 6 10 11 12 13 14 15

# Reference

- **Operating System Concepts *Tenth Edition***
  - *Ch9 main memory*
    - <https://www.os-book.com/OS10/slide-dir/PPTX-dir/ch9.pptx>