Operating Systems (EOPSY)

Laboratory no. 4

Memory management

Laura Ploch

July 2021

1. Introduction

Memory management in operating systems is the function responsible for managing the computer's memory. It keeps track of the status of each memory location, whether it's allocated or free. It decides which process gets memory, when and how much.

Virtual memory is a memory management technique which combines the storage resources into an idealized abstraction of memory, where virtual memory addresses are mapped into physical addresses in computer memory. This allows the system to conceptually use more memory than might be physically available, using the technique of segmentation or paging.

In our case – we observe the **paging** scheme of memory management. This method divides the computer's memory into fixed-size called page frames and the virtual address space of the program into same-size blocks called pages.

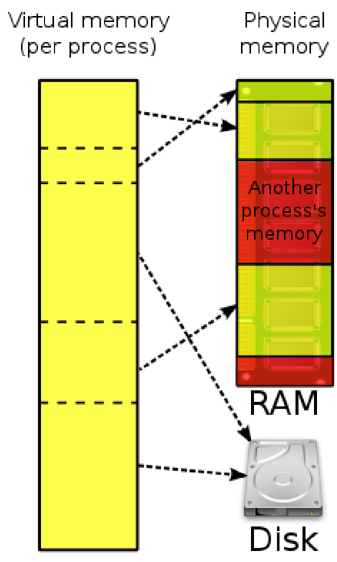

Fig. 1 Virtual memory mapping

Page fault occurs when a process tries to reference a page not currently present in RAM. Such invalid memory reference is treated by the processor as a page fault and then the control is transferred from the program to the operating system, which then:

- Determines the location of the data on disk
- Gets and empty page in RAM to use as a container for the data
- Loads the data into the available page frame (or a retrieved one, selected to reuse)
- Updates the page table to refer to the new page frame
- Returns control to the program

2. Task

The aim of this laboratory task was to configure Memory Management simulator so that it maps 8 pages of physical memory to the first 8 pages of virtual memory and then on each of the 64 virtual pages read from one virtual memory address. To do this the *memory.conf* and *commands* files were to be modified.

```
// memset  virt page #  physical page #  R (read from)  M (modified) inMemTime (ns) lastTouchTime (ns)
memset 0 0 0 0 0 0
memset 1 1 0 0 0 0
memset 2 2 0 0 0 0
memset 3 3 0 0 0 0
memset 4 4 0 0 0 0
memset 5 5 0 0 0 0
memset 6 6 0 0 0 0
memset 7 7 0 0 0 0


// enable_logging 'true' or 'false'
// When true specify a log_file or leave blank for stdout
enable_logging true

// log_file <FILENAME>
// Where <FILENAME> is the name of the file you want output
// to be print to.
log_file tracefile

// page size, defaults to 2^14 and cannot be greater than 2^26
// pagesize <single page size (base 10)> or <'power' num (base 2)>
pagesize 16384

// addressradix sets the radix in which numerical values are displayed
// 2 is the default value
// addressradix <radix>
addressradix 10

// numpages sets the number of pages (physical and virtual)
// 64 is the default value
// numpages must be at least 2 and no more than 64
// numpages <num>
numpages 64
```

Fig. 2.1 *memory.conf* file

```
// Enter READ/WRITE commands into this file
// READ <OPTIONAL number type: bin/hex/oct> <virtual memory address or random>
// WRITE <OPTIONAL number type: bin/hex/oct> <virtual memory address or random>
READ 0                  // address to read
READ 16384              // the multiples of 16384
READ 32768
READ 49152
READ 65536
READ 81920
(...)
READ 884736
READ 901120
READ 917504
READ 933888
READ 950272
READ 966656
READ 983040
READ 999424
READ 1015808
READ 1032192
```

Fig. 2.2 *commands* file

The *memory.conf* was edited so that the 8 pages of physical memory are mapped to the first 8 pages of virtual memory using *memset* command. The physical pages are mapped consecutively, so that the results of the simulation are clear and easier to be observed.

Additionally I changed the *addressradix* to 10 to set the radix in which the numerical values are displayed to decimal.

In *commands* file the command *READ* + address was repeated 64 times with addresses that are multiples of the size of the page – 16384, so that each time we read virtual memory address from each of the 64 virtual pages.

3. Simulation results

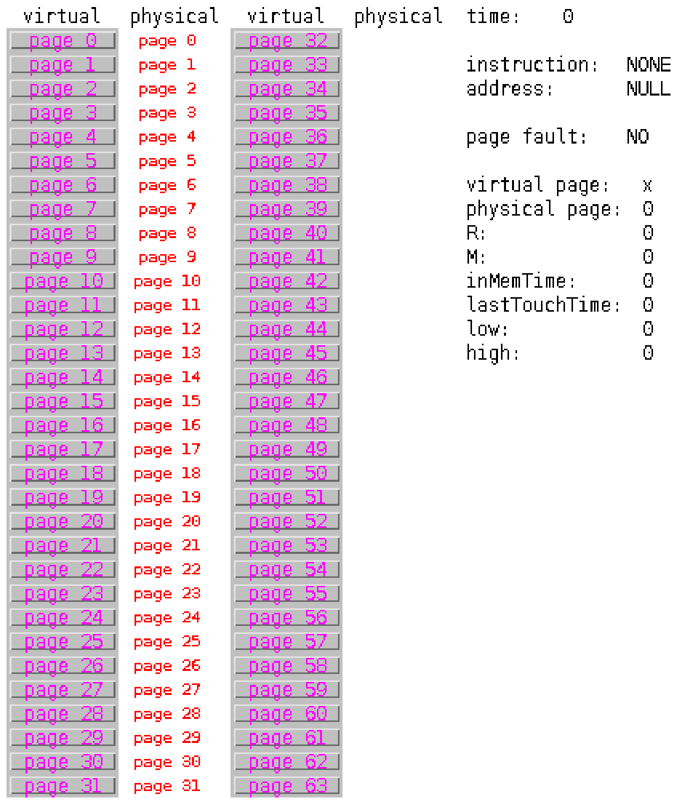

Fig. 3.1 Mapping before the start of the simulation

Fig. 3.2 Mapping during the simulation

Fig. 3.3 Final mapping at the end of the simulation

```
1 READ 0 ... okay
2 READ 16384 ... okay
3 READ 32768 ... okay
4 READ 49152 ... okay
5 READ 65536 ... okay
6 READ 81920 ... okay
7 READ 98304 ... okay
8 READ 114688 ... okay
9 READ 131072 ... okay
10 READ 147456 ... okay
11 READ 163840 ... okay
12 READ 180224 ... okay
13 READ 196608 ... okay
14 READ 212992 ... okay
15 READ 229376 ... okay
16 READ 245760 ... okay
17 READ 262144 ... okay
18 READ 278528 ... okay
19 READ 294912 ... okay
20 READ 311296 ... okay
21 READ 327680 ... okay
22 READ 344064 ... okay
23 READ 360448 ... okay
24 READ 376832 ... okay
25 READ 393216 ... okay
26 READ 409600 ... okay
27 READ 425984 ... okay
28 READ 442368 ... okay
29 READ 458752 ... okay
30 READ 475136 ... okay
31 READ 491520 ... okay
32 READ 507904 ... okay
33 READ 524288 ... page fault
34 READ 540672 ... page fault
35 READ 557056 ... page fault
36 READ 573440 ... page fault
37 READ 589824 ... page fault
38 READ 606208 ... page fault
39 READ 622592 ... page fault
40 READ 638976 ... page fault
41 READ 655360 ... page fault
42 READ 671744 ... page fault
43 READ 688128 ... page fault
44 READ 704512 ... page fault
45 READ 720896 ... page fault
46 READ 737280 ... page fault
47 READ 753664 ... page fault
48 READ 770048 ... page fault
49 READ 786432 ... page fault
50 READ 802816 ... page fault
51 READ 819200 ... page fault
52 READ 835584 ... page fault
53 READ 851968 ... page fault
54 READ 868352 ... page fault
55 READ 884736 ... page fault
56 READ 901120 ... page fault
57 READ 917504 ... page fault
58 READ 933888 ... page fault
59 READ 950272 ... page fault
60 READ 966656 ... page fault
61 READ 983040 ... page fault
62 READ 999424 ... page fault
63 READ 1015808 ... page fault
64 READ 1032192 ... page fault
```

Fig. 3.4 output of the simulation in the *tracefile*

```java
/* It is in this file, specifically the replacePage function that will
   be called by MemoryManagement when there is a page fault.  The
   users of this program should rewrite PageFault to implement the
   page replacement algorithm.
*/

  // This PageFault file is an example of the FIFO Page Replacement
  // Algorithm as described in the Memory Management section.

import java.util.*;

public class PageFault {

  /**
   * The page replacement algorithm for the memory management sumulator.
   * This method gets called whenever a page needs to be replaced.
   * <p>
   * The page replacement algorithm included with the simulator is
   * FIFO (first-in first-out).  A while or for loop should be used
   * to search through the current memory contents for a canidate
   * replacement page.  In the case of FIFO the while loop is used
   * to find the proper page while making sure that virtPageNum is
   * not exceeded.
   * <pre>
   *   Page page = ( Page ) mem.elementAt( oldestPage )
   * </pre>
   * This line brings the contents of the Page at oldestPage (a
   * specified integer) from the mem vector into the page object.
   * Next recall the contents of the target page, replacePageNum.
   * Set the physical memory address of the page to be added equal
   * to the page to be removed.
```

Fig. 3.5 *PageFault.java* file

4. Observations

Stepping through operations during the simulation we could observe that first 8 pages that we specified in *memory.conf* file were mapped and read correctly. Moreover, the pages up to 31 (32 out of 64) also didn’t produce any errors, since the mapping was probably done by default. This can be also observed in the output *tracefile* file (fig. 3.4)

However, on the 33rd page we started encountering page faults, since these page has not been mapped to any physical pages. As described in the introduction, the problem was solved by mapping consecutive virtual pages to the previously mapped physical pages (which can be observed on figures 3.1-3.3)

The algorithm of page replacement was observed to be FIFO – first in, first out – the first mapped physical page (since no free pages were available) was reused and mapped to the first virtual page on which page fault occurred. This can also be confirmed in *PageFault.java* file (fig. 3.5) where it is clearly stated that the page replacement algorithm used by the simulator is FIFO (first-in first-out).