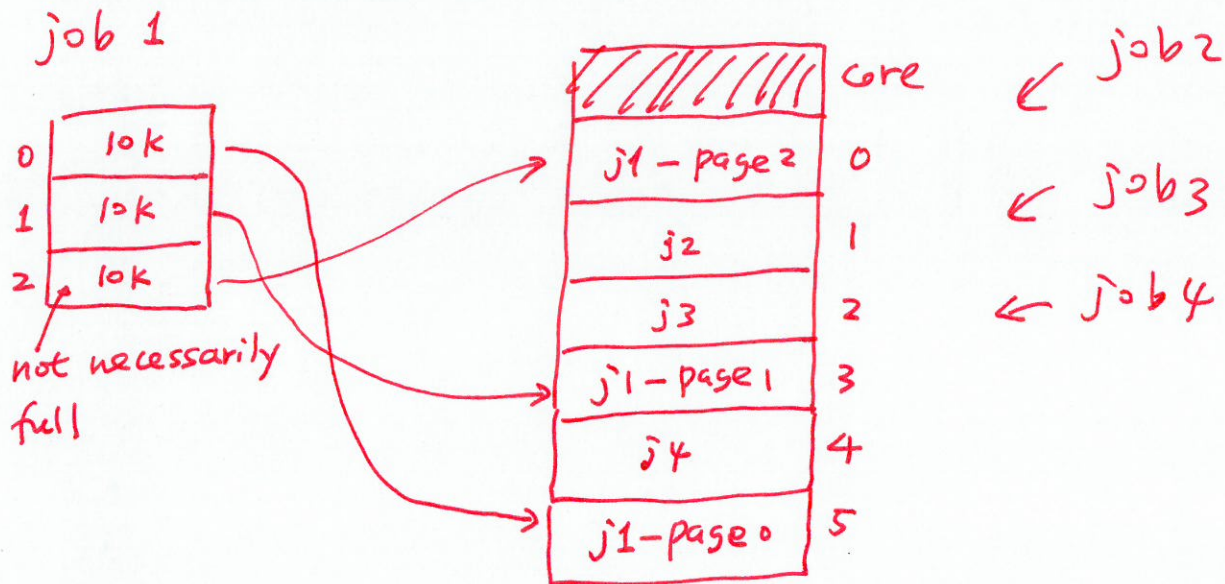


• How do we manage paging?

- 1. Job Table.
- 2. Page Map Table (for each job).
- 3. Memory Map Table.



Job Table

job #	size	PMT location
1	26K	xxxxx

pointer

PMT (for job 1)

page #	page frame number in memory
0	5
1	3
2	0

Memory Map Table

	page frame #	status
0	0	busy
1	1	--
2	2	free
3	3	busy
4	4	--
5	5	busy

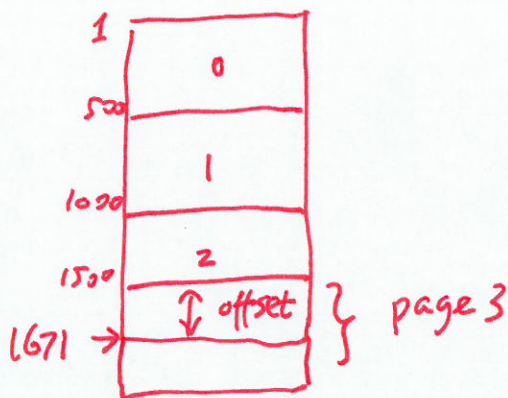
if only consider job 1.

- What if we have a goto statement?
- Offset (displacement) of a line is the factor used to locate that line within the page frame.
- Intuitively, offset represents how far away a line is from the beginning of its page.

$$\begin{array}{r}
 \text{Page \#} \\
 \hline
 \text{page size} \left\{ \begin{array}{l} \text{line \# to be located} \\ \times \times \times \times \\ \hline \times \times \times \times \leftarrow \text{displacement.} \end{array} \right.
 \end{array}$$

EX. page size - 500 lines.  
need to access line  
1671

$$\begin{array}{r}
 3 \leftarrow \text{page \#} \\
 \hline
 500 \left\{ \begin{array}{l} 1671 \\ 1500 \\ \hline 171 \leftarrow \text{offset (displacement)} \end{array} \right.
 \end{array}$$

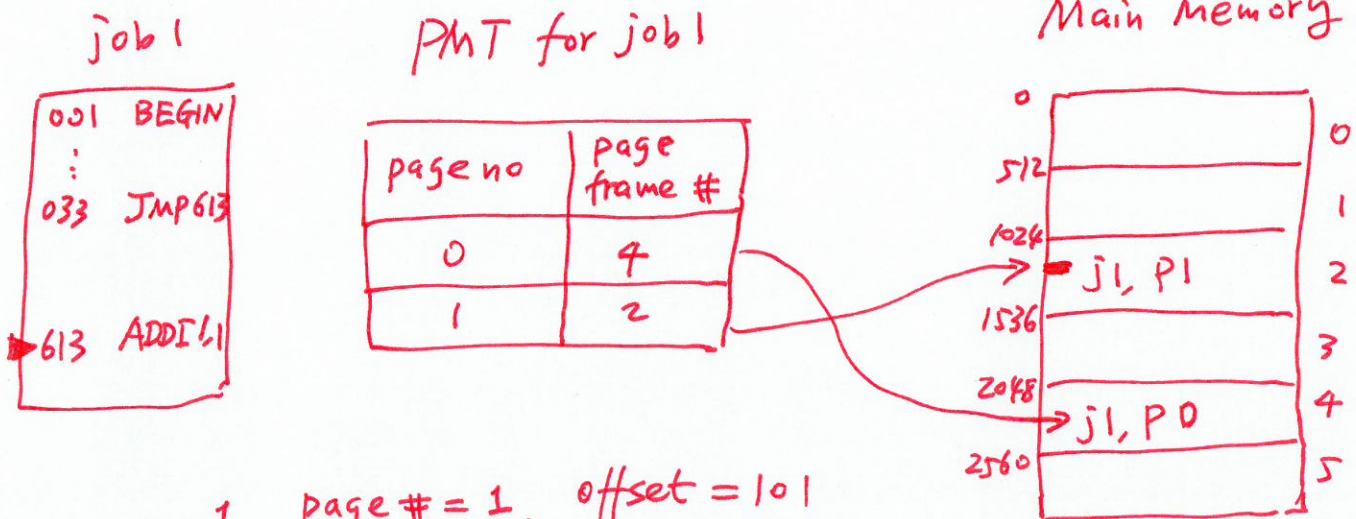




- In general, the following is the method to handle a goto statement (or to access any special line).

- 1. Using the previous arithmetic computation to compute page # and displacement of the line.
- 2. Look up this job's PMT to find the page frame which contains this page.
- 3.  $\text{page\_frame\_address} = \text{page\_frame\_num} * \text{page\_size}$
- 4.  $\text{instruction\_address} = \text{page\_frame\_address} +$   
displacement.

EX. page size 512 lines.



1. page # = 1, offset = 101
2. Look up PMT, page frame = 2
3.  $\text{page\_frame\_address} = 2 * 512 = 1024$
3.  $\text{instruction\_address} = 1024 + 101 = 1125$

- Advantage of paging.
  - 1. Job is stored non-contiguously in memory.
  - 2. No external fragmentation.
- Disadvantage of paging.
  - 1. Overhead.
  - 2. Internal fragmentation still exists.
  - 3. Page size too small → PMT's have large size.
  - 4. Page size too large → internal fragmentation increases.

## 2. Demand Paging

- Demand paging only loads a part of a program into memory for running.
  - 1. Jobs are still decomposed into equally sized pages.
  - 2. Jobs are initially stored in secondary memory.
- Why demand paging is feasible?

Menu-driven system:

- 1) add a new record
- 2) delete a record
- 3) update a record
- 4) query

⋮

Locality of reference.

- **Demand paging** allows a user to run jobs with less main memory (this is the idea of **virtual memory**: the user would feel that the physical memory is almost infinite, though it is not the case in reality).



- Page Map Table (PMT) needs to be modified.

page #	page frame #	in memory ?	modified ?	referenced recently ?
--------	--------------	-------------	------------	-----------------------

j1: 30K

0	3	Y		
1	5	Y		
2	0	Y		

j2: 40K

0	4	Y		
1	1	Y		
2		N		
3		N		

j3: 40K

0	6	Y		
1	2	Y		
2		N		
3		N		

Main memory

j1, P2	0
j2, P1	1
j3, P1	2
j1, P0	3
j2, P0	4
j1, P1	5
j3, P0	6

page size: 10K.

Q: What if I need to access j2, P2?

- How does the computer fetch an instruction?

- 1. Start processing instruction
- 2. Generate data address
- 3. Compute page number
- 4. If page is in memory
  - then
    - get data and finish instruction
    - advance to the next instruction
    - return to step 1
  - else
    - generate page interrupt
    - call page interrupt handler