

# **CSE 120**

# **Principles of Operating Systems**

**Spring 2017**

**Lecture 11: Memory Management**

# Memory Management

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Next few lectures are going to cover memory management

- Goals of memory management
  - ◆ To provide a convenient abstraction for programming
  - ◆ To allocate scarce memory resources among competing processes to maximize performance with minimal overhead
- Mechanisms
  - ◆ Physical and virtual addressing (1)
  - ◆ Techniques: partitioning, paging, segmentation (1)
  - ◆ Page table management, TLBs, VM tricks (2)
- Policies
  - ◆ Page replacement algorithms (3)

# Lecture Overview

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- Virtual memory warm-and-fuzzy
- Survey techniques for implementing virtual memory
  - ◆ Fixed and variable partitioning
  - ◆ Paging
  - ◆ Segmentation
- Focus on hardware support and lookup procedure
  - ◆ Next lecture we'll go into sharing, protection, efficient implementations, and other VM tricks and features

# Virtual Memory

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- The abstraction that the OS provides for managing memory is **virtual memory** (VM)
  - ◆ Virtual memory enables a program to execute with less than its complete data in physical memory
    - » A program can run on a machine with less memory than it “needs”
    - » Can also run on a machine with “too much” physical memory
  - ◆ Many programs do not need all of their code and data at once (or ever) – no need to allocate memory for it
  - ◆ OS will adjust amount of memory allocated to a process based upon its behavior
  - ◆ VM requires hardware support and OS management algorithms to pull it off
- Let’s go back to the beginning...

# In the beginning...

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- Rewind to the days of “second-generation” computers
  - ◆ Programs use **physical addresses** directly
  - ◆ OS loads job, runs it, unloads it
- Multiprogramming changes all of this
  - ◆ Want multiple processes in memory at once
    - » Overlap I/O and CPU of multiple jobs
  - ◆ Can do it a number of ways
    - » Fixed and variable partitioning, paging, segmentation
  - ◆ Requirements
    - » Need protection – restrict which addresses jobs can use
    - » Fast translation – lookups need to be fast
    - » Fast change – updating memory hardware on context switch

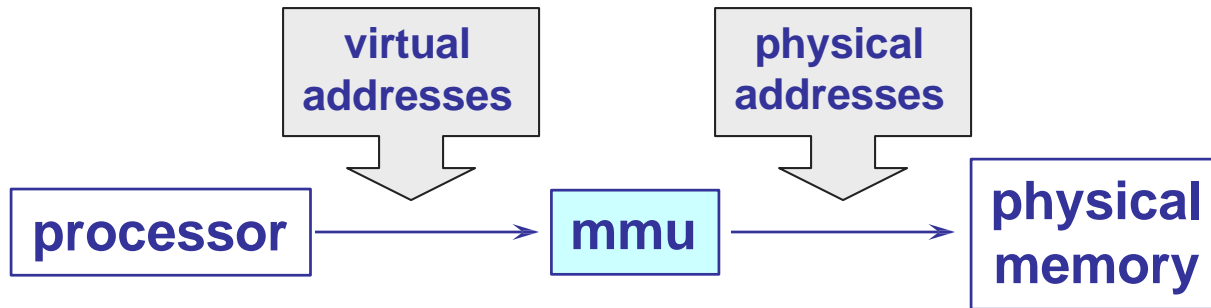
# Virtual Addresses

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- To make it easier to manage the memory of processes running in the system, we're going to make them use **virtual addresses** (logical addresses)
  - ◆ Virtual addresses are independent of the actual physical location of the data referenced
  - ◆ OS determines location of data in physical memory
  - ◆ Instructions executed by the CPU issue virtual addresses
  - ◆ Virtual addresses are translated by hardware into physical addresses (with help from OS)
- The set of virtual addresses that can be used by a process comprises its **virtual address space (VAS)**
  - ◆ VAS often larger than physical memory (64-bit addresses)
  - ◆ But can also be smaller (32-bit VAS with 8 GB of memory)

# Virtual Addresses

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- Many ways to do this translation...
  - ◆ Start with old, simple ways, progress to current techniques

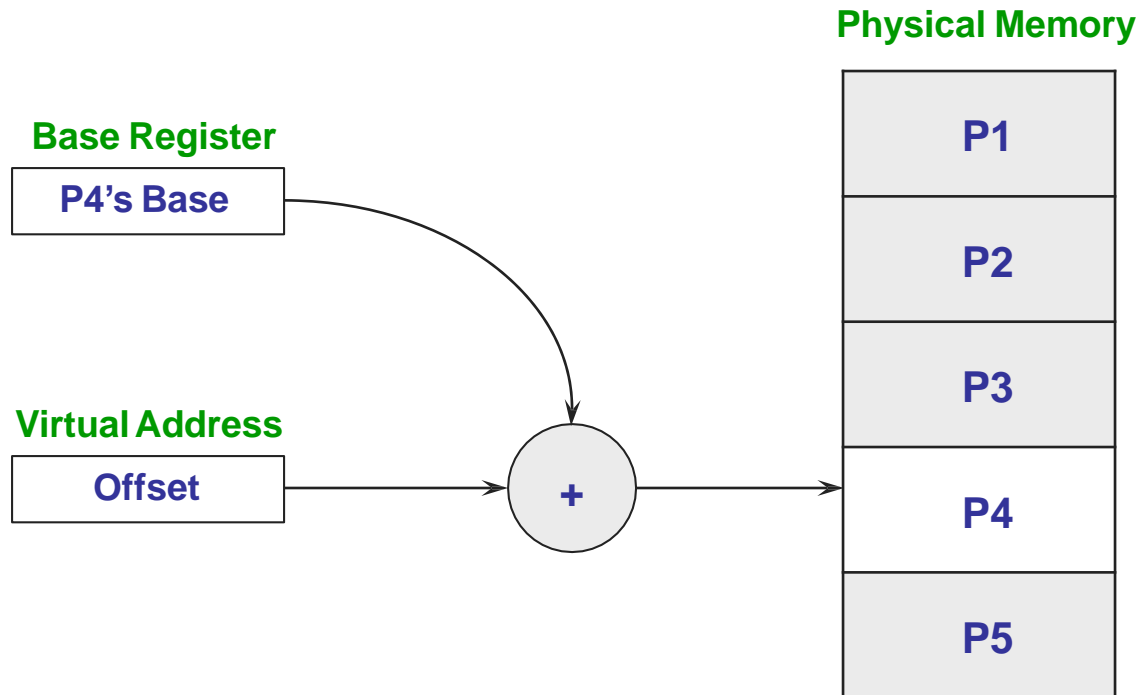
# Fixed Partitions

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- Physical memory is broken up into fixed partitions
  - ◆ Hardware requirements: **base register**
  - ◆ Physical address = virtual address + base register
  - ◆ Base register loaded by OS when it switches to a process
  - ◆ Size of each partition is the same and fixed
  - ◆ **How do we provide protection?**
- Advantages
  - ◆ **Easy to implement, fast context switch**
- Problems
  - ◆ **Internal fragmentation**: memory in a partition not used by a process is not available to other processes
  - ◆ **Partition size**: one size does not fit all (very large processes)



# Fixed Partitions

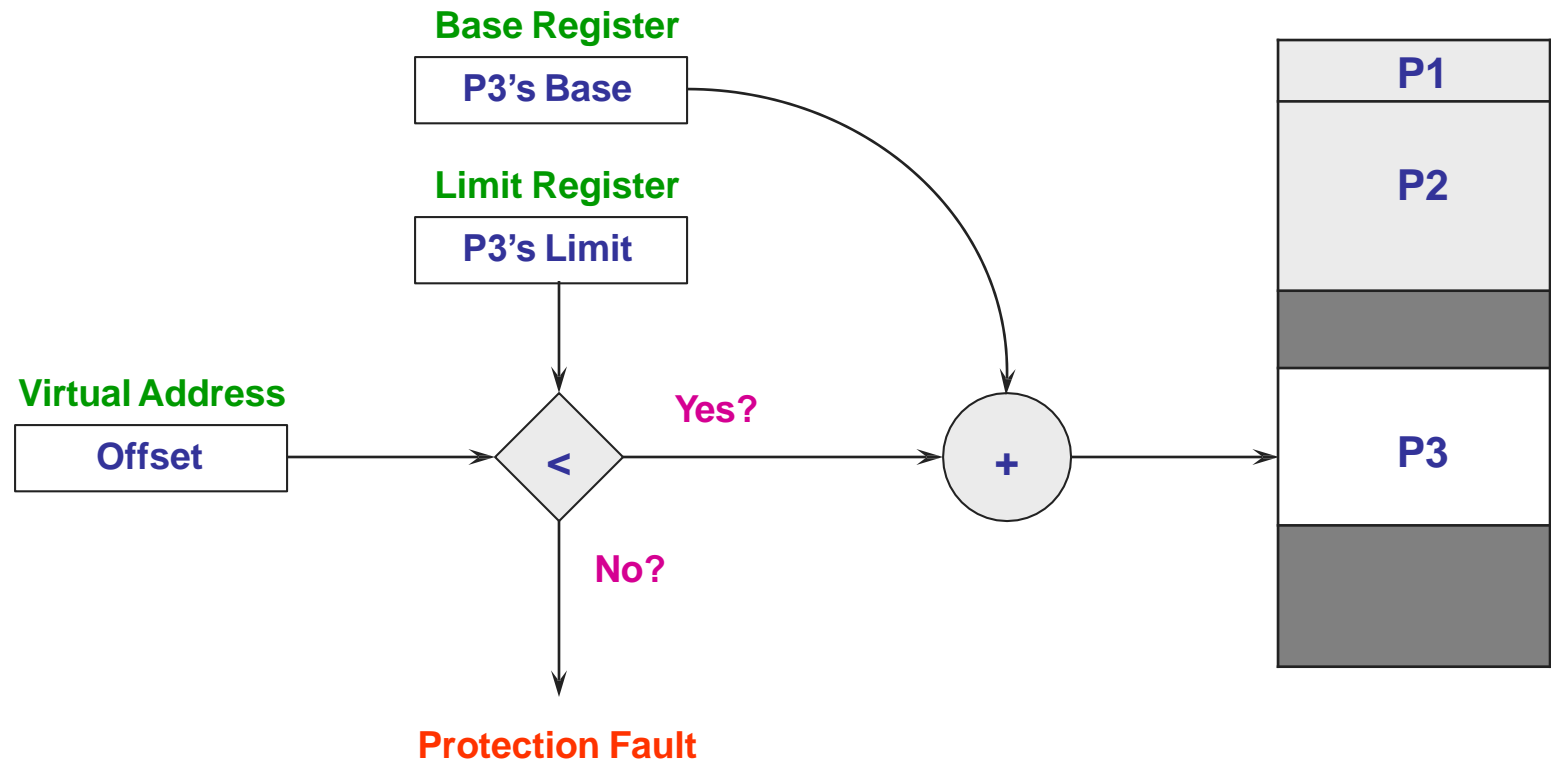


# Variable Partitions

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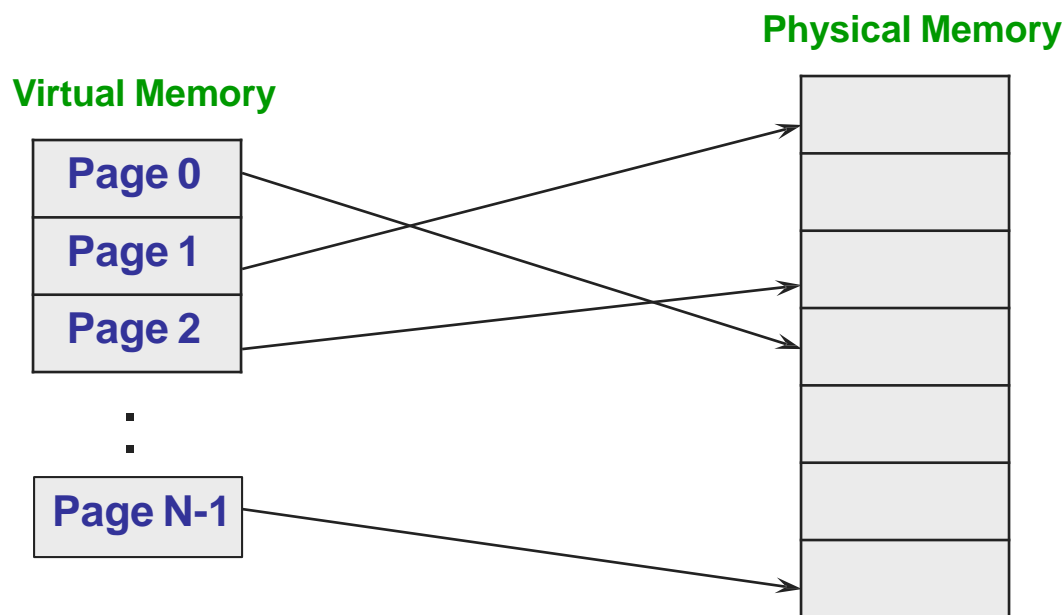
- Natural extension – physical memory is broken up into variable sized partitions
  - ◆ Hardware requirements: **base register** and **limit register**
  - ◆ Physical address = virtual address + base register
  - ◆ Why do we need the limit register? Protection
    - » If (physical address > base + limit) then exception fault
- Advantages
  - ◆ **No internal fragmentation**: allocate just enough for process
- Problems
  - ◆ **External fragmentation**: process creation and termination produces empty holes scattered throughout memory

# Variable Partitions



# Paging

- Paging solves the external fragmentation problem by using fixed sized units in both physical and virtual memory



# Programmer/Process View

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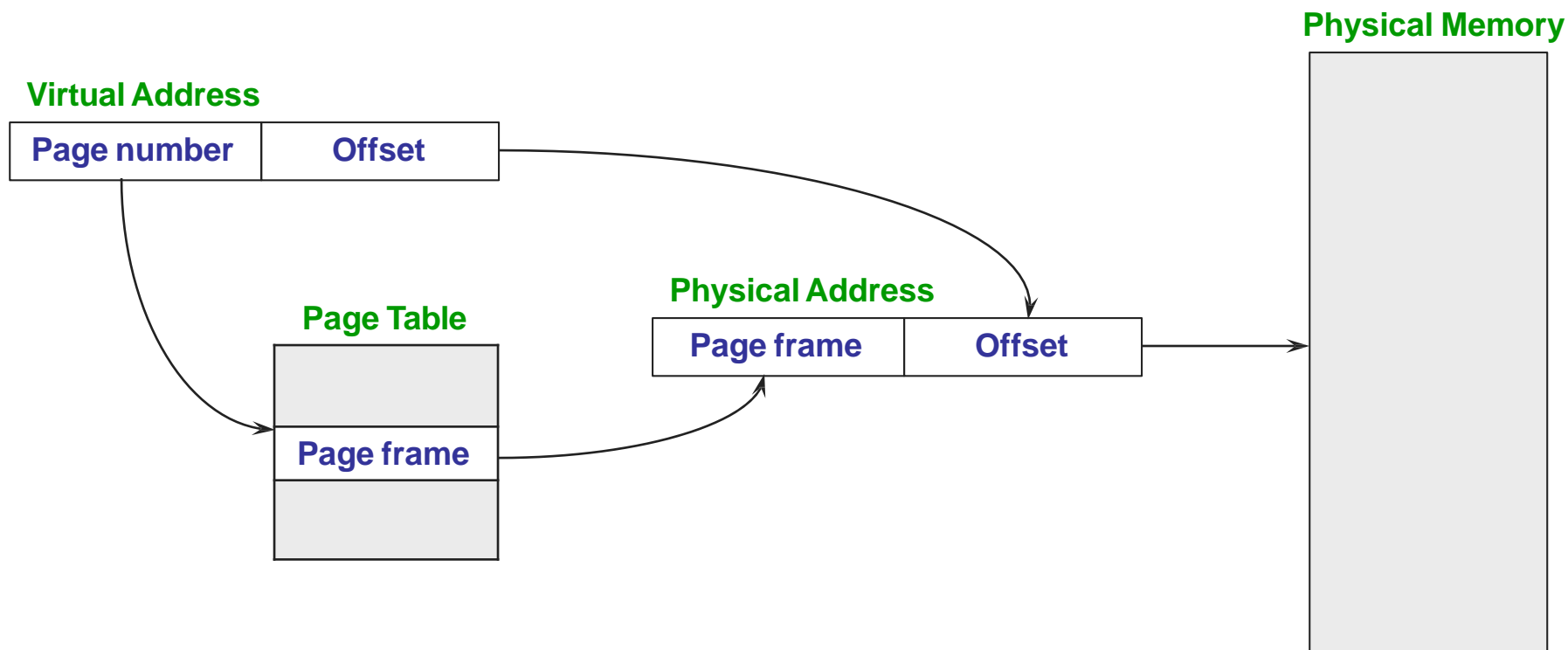
- Programmers (and processes) view memory as one contiguous address space from 0 through N
  - ◆ Virtual address space (VAS)
- In reality, pages are scattered throughout physical storage
- The mapping is invisible to the program
- Protection is provided because a program cannot reference memory outside of its VAS
  - ◆ The address “0x1000” maps to different physical addresses in different processes

# Paging

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- Translating addresses
  - ◆ Virtual address has two parts: **virtual page number** and **offset**
  - ◆ Virtual page number (VPN) is an index into a page table
  - ◆ Page table determines page frame number (PFN)
  - ◆ Physical address is PFN::offset (“::” means concatenate)
- Page tables
  - ◆ Map **virtual page number** (VPN) to **page frame number** (PFN)
    - » VPN is the index into the table that determines PFN
  - ◆ One page table entry (PTE) per page in virtual address space
    - » Or, one PTE per VPN

# Page Lookups



(Also used by Nachos)

# Paging Example

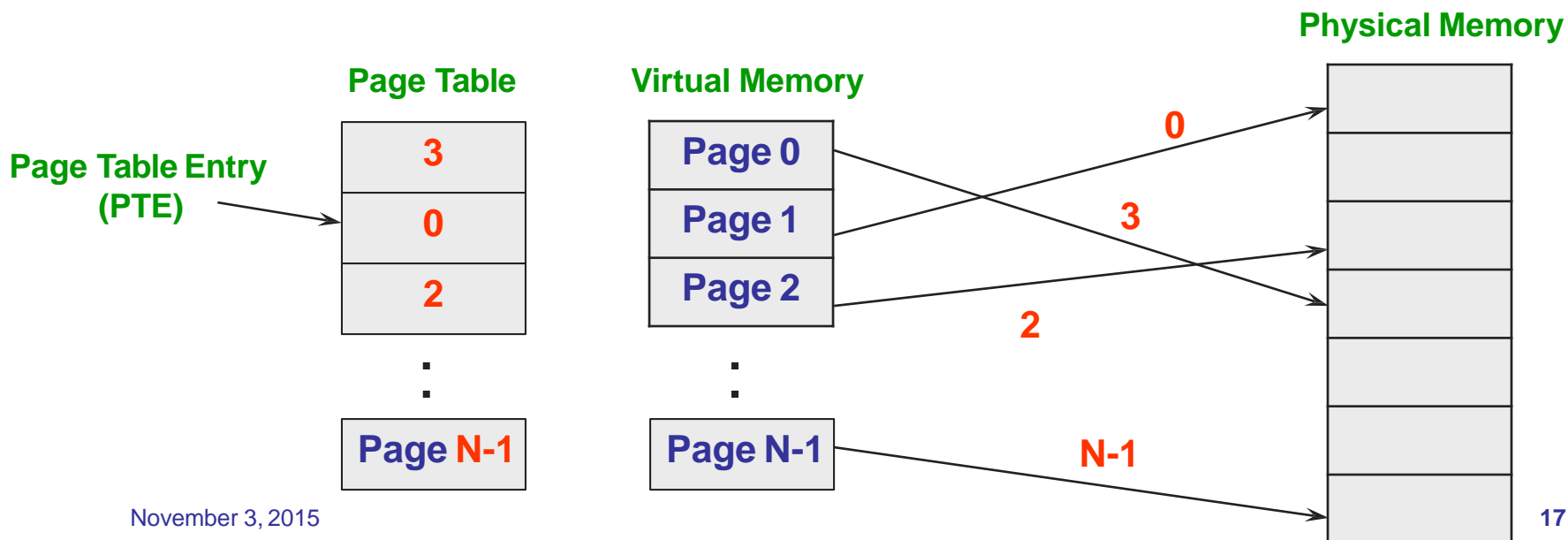
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- Pages are 4K
  - ◆ VPN is 20 bits ( $2^{20}$  VPNs), offset is 12 bits
- Virtual address is 0x7468
  - ◆ Virtual page is 0x7, offset is 0x468
- Page table entry 0x7 contains 0x2
  - ◆ Page frame number is 0x2
  - ◆ Seventh virtual page is at address 0x2000 (2nd physical page)
- Physical address =  $0x2000 + 0x468 = 0x2468$



# Page Tables

- Page tables completely define the mapping between virtual pages and physical pages for an address space
- Each process has an address space, so each process has a page table
- Page tables are data structures maintained in the OS



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- Valid/referenced bit to distinguish mapped/unmapped regions
  - Picture of address space with example mappings using the various bits

# Page Table Entries (PTEs)

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1	1	1	2	20
M	R	V	Prot	Page Frame Number

- Page table entries control mapping
  - ◆ The **Modify** bit says whether or not the page has been written
    - » It is set when a write to the page occurs
  - ◆ The **Reference** bit says whether the page has been accessed
    - » It is set when a read or write to the page occurs
  - ◆ The **Valid** bit says whether or not the PTE can be used
    - » It is checked each time the virtual address is used
  - ◆ The **Protection** bits say what operations are allowed on page
    - » Read, write, execute
  - ◆ The **page frame number** (PFN) determines physical page

# Paging Advantages

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- Easy to allocate memory
  - ◆ Memory comes from a free list of fixed size chunks
  - ◆ Allocating a page is just removing it from the list
  - ◆ External fragmentation not a problem
- Easy to swap out chunks of a program
  - ◆ All chunks are the same size
  - ◆ Use valid bit to detect references to swapped pages
  - ◆ Pages are a convenient multiple of the disk block size

# Paging Limitations

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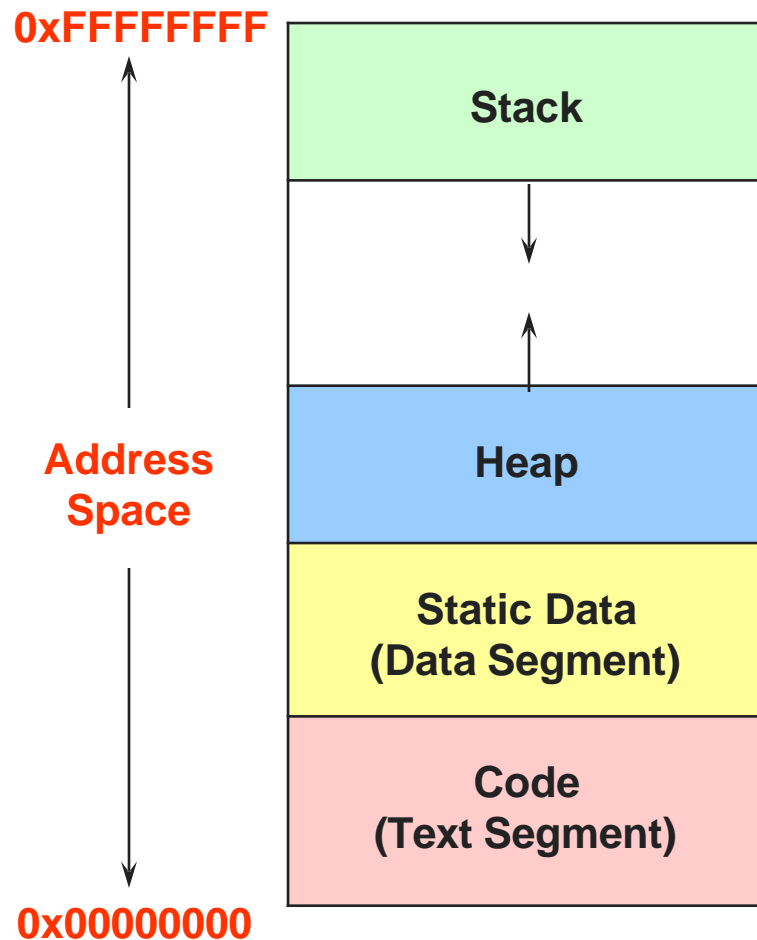
- Can still have internal fragmentation
  - ◆ Process may not use memory in multiples of a page
- Memory reference overhead
  - ◆ 2 references per address lookup (page table, then memory)
  - ◆ Solution – use a hardware cache of lookups (more later)
- Memory required to hold page table can be significant
  - ◆ Need one PTE per page
  - ◆ 32 bit address space w/ 4KB pages =  $2^{20}$  PTEs
  - ◆ 4 bytes/PTE = 4MB/page table
  - ◆ 25 processes = 100MB just for page tables!
  - ◆ Solution – page the page tables (more later)

# Segmentation

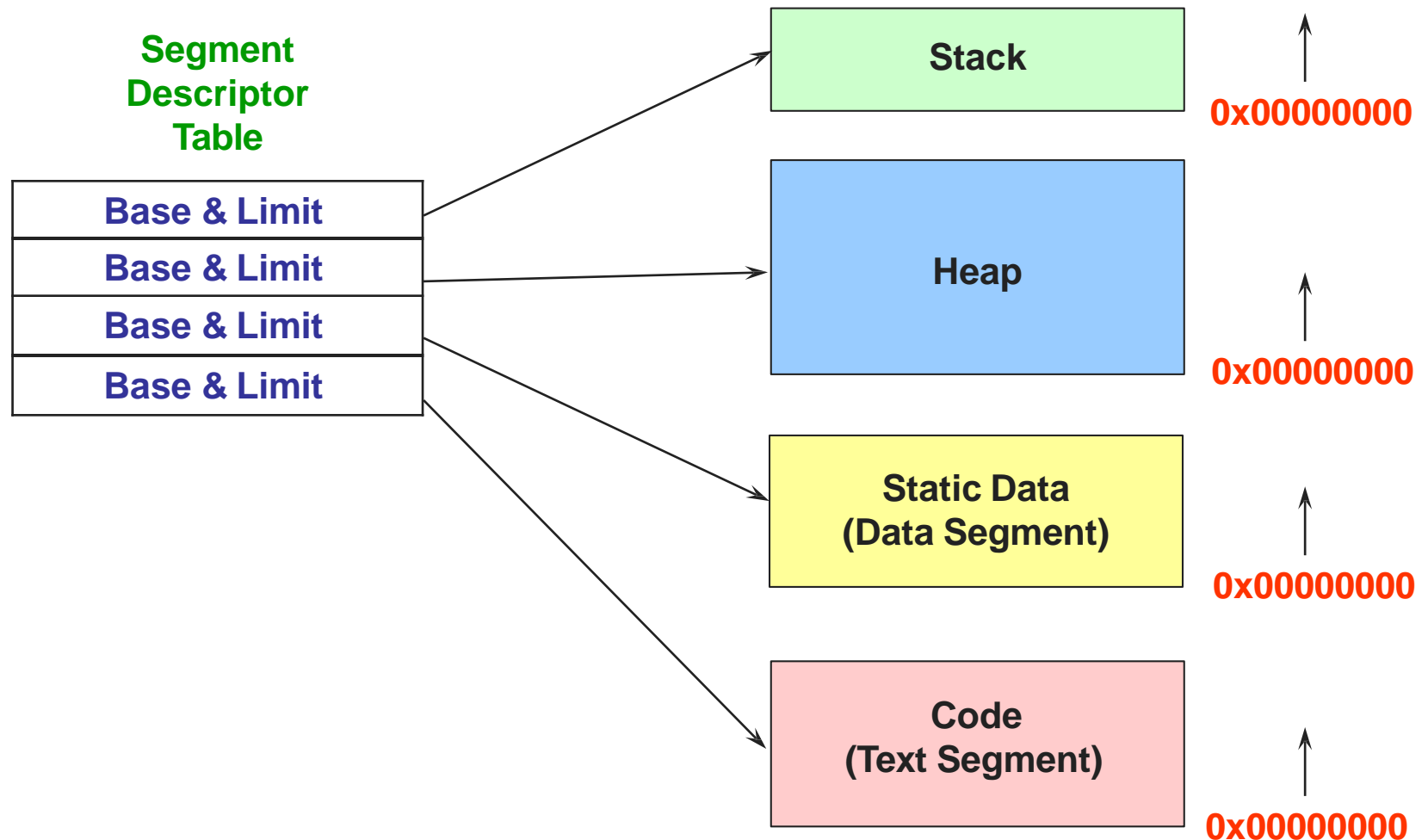
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- Segmentation is a technique that partitions memory into logically related data units
  - ◆ Module, procedure, stack, data, file, etc.
  - ◆ Virtual addresses become <segment #, offset>
    - » x86 stores segment #s in registers (CS, DS, SS, ES, FS, GS)
  - ◆ Units of memory from programmer's perspective
- Natural extension of variable-sized partitions
  - ◆ Variable-sized partitions = 1 segment/process
  - ◆ Segmentation = many segments/process
- Hardware support
  - ◆ Multiple base/limit pairs, one per segment (segment table)
  - ◆ Segments named by #, used to index into table

# Linear Address Space

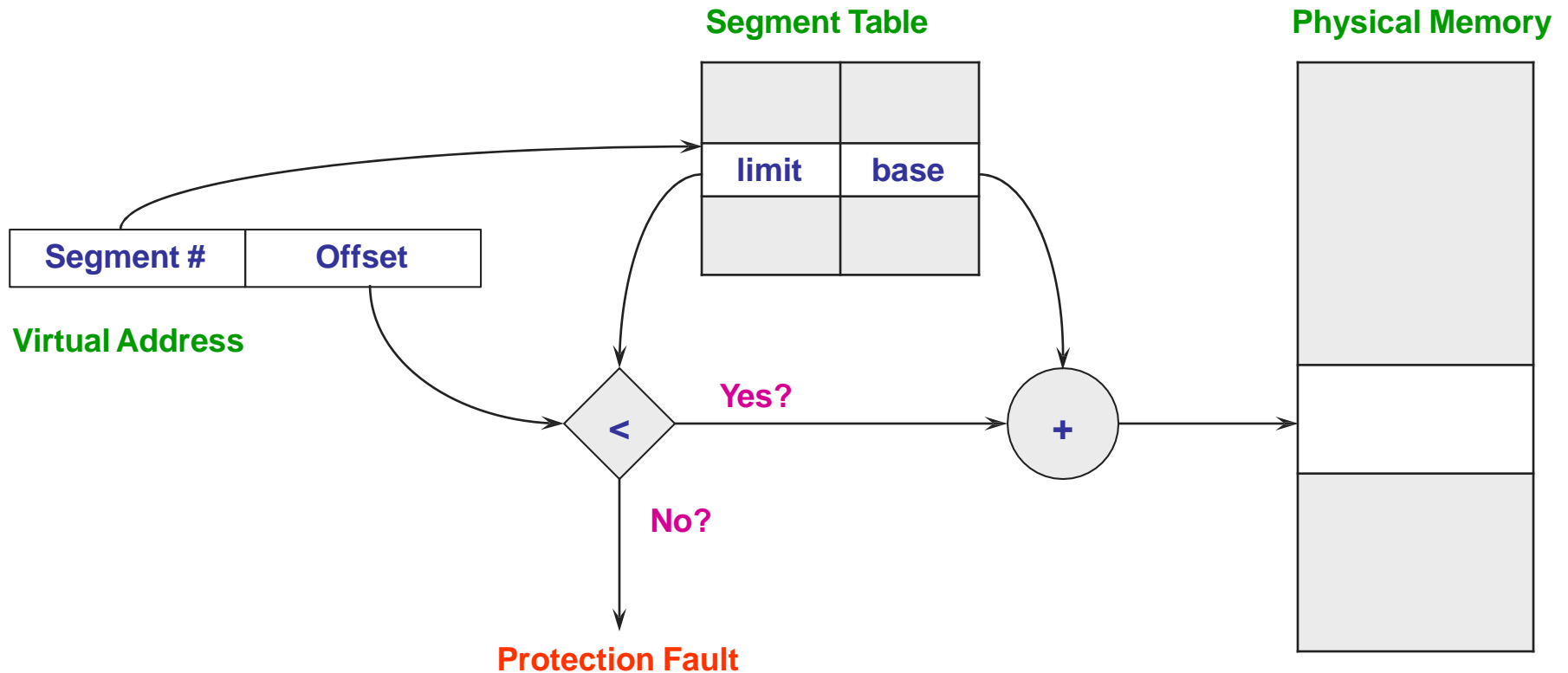


# Segmented Address Space





# Segment Lookups



# Segment Table

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- Extensions
  - ◆ Can have one segment table per process
    - » Segment #s are then process-relative (why do this?)
  - ◆ Can easily share memory
    - » Put same translation into base/limit pair
    - » Can share with different protections (same base/limit, diff prot)
- Problems
  - ◆ Cross-segment addresses
    - » Segments need to have same #s for pointers to them to be shared among processes
  - ◆ Large segment tables
    - » Keep in main memory, use hardware cache for speed
  - ◆ Large segments
    - » Internal fragmentation, paging to/from disk is expensive

# Segmentation and Paging

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- Can combine segmentation and paging
  - ◆ The x86 supports segments and paging
- Use segments to manage logically related units
  - ◆ Module, procedure, stack, file, data, etc.
  - ◆ Segments vary in size, but usually large (multiple pages)
- Use pages to partition segments into fixed size chunks
  - ◆ Makes segments easier to manage within physical memory
    - » Segments become “pageable” – rather than moving segments into and out of memory, just move page portions of segment
  - ◆ Need to allocate page table entries only for those pieces of the segments that have themselves been allocated
- Tends to be complex...

# Summary

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- Virtual memory
  - ◆ Processes use virtual addresses
  - ◆ OS + hardware translates virtual address into physical addresses
- Various techniques
  - ◆ Fixed partitions – easy to use, but internal fragmentation
  - ◆ Variable partitions – more efficient, but external fragmentation
  - ◆ Paging – use small, fixed size chunks, efficient for OS
  - ◆ Segmentation – manage in chunks from user's perspective
  - ◆ Combine paging and segmentation to get benefits of both

# Next time...

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- Chapters 19, 20

There are likely other options I've not thought about...