CS460—Operating Systems

Lecture 5

Memory Management—recent systems

Textbook: Operating Systems
by William Stallings
1. Paging (Paged memory allocation)

- Does a program have to be resided completely and contiguously in the main memory for execution? NO!
- IDEA: Dividing an incoming job into memory blocks (frames) of equal size, which are called **pages**.
- To execute a program, Memory Manager must do the following
  - 1. Decide # of pages in the program.
  - 2. Have enough empty page frames in main memory.
  - 3. Load all the program’s pages into them.
- Advantage
  - 1. Memory is certainly used efficiently.
  - 2. No external fragmentation.
  - 3. Almost no internal fragmentation.
- Drawback? *Overhead is increased significantly.* An OS nowadays has to be designed by experts and by substantial teamwork.
• How do we manage paging?
  – 1. Job Table.
  – 2. Page Map Table (for each job).
  – 3. Memory Map Table.
• 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.
• 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. page_frame_address = page_frame_num * page_size
  – 4. instruction_address = page_frame_address + displacement.
• 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?
• **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.
• 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
• Algorithm: Page Interrupt Handler

– 1. If there is no free page frame
–    then
–    select page to be swapped out using
–    a page removal algorithm
–    update job’s Page Map Table
–    if content of page had been changed
–    then write page to disk
– 2. Use page number (step 3 of the previous
–    algorithm to get disk address where
–    page is stored (the File Manager, to
–    be discussed later, uses the page
–    number to get the disk address)
– 3. Read page into memory
– 4. Update job’s Page Map Table
– 5. Update Memory Map Table
– 6. Restart interrupted instruction
• Although demand paging is a solution to inefficient memory utilization, it does not solve all the problems.

• **Thrashing**: if a large amount of page swapping is performed, the system efficiency is affected.

• **Page fault**: a failure to find a page in memory.