CSE 451: Operating Systems
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Lecture 9
Memory Management

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Memory Management

- We're beginning a new multiple-lecture topic
  - goals of memory management
    - convenient abstraction for programming
    - isolation between processes
    - allocate scarce memory resources between competing processes, maximize performance (minimize overhead)
  - mechanisms
    - physical vs. virtual address spaces
    - page table management, segmentation policies
    - page replacement policies

Virtual Memory from 10,000 feet

- The basic abstraction that the OS provides for memory management is virtual memory (VM)
  - VM enables programs to execute without requiring their entire address space to be resident in physical memory
    - program can also execute on machines with less RAM than it "needs"
  - many programs don't need all of their code or data at once (or ever)
    - e.g., branches they never take, or data they never read/write
    - no need to allocate memory for it, OS should adjust amount allocated based on its run-time behavior
  - virtual memory isolates processes from each other
    - one process cannot name addresses visible to others; each process has its own isolated address space
- VM requires hardware and OS support
  - MMU's, TLB's, page tables, …

In the beginning…

- First, there was batch programming
  - programs used physical addresses directly
  - OS loads job, runs it, unloads it
- Then came multiprogramming
  - need multiple processes in memory at once
    - to overlap I/O and computation
  - memory requirements:
    - protection: restrict which addresses processes can use, so they can't stomp on each other
    - fast translation: memory lookups must be fast, in spite of protection scheme
    - fast context switching: when swap between jobs, updating memory hardware (protection and translation) must be quick

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Virtual Addresses

- To make it easier to manage memory of multiple processes, make processes use virtual addresses
  - virtual addresses are independent of location in physical memory (RAM) that referenced data lives
    - OS determines location in physical memory
  - instructions issued by CPU reference virtual addresses
    - e.g., pointers, arguments to load/store instruction, PC, …
  - virtual addresses are translated by hardware into physical addresses (with some help from OS)
- The set of virtual addresses a process can reference is its address space
  - many different possible mechanisms for translating virtual addresses to physical addresses
    - we'll take a historical walk through them, ending up with our current techniques

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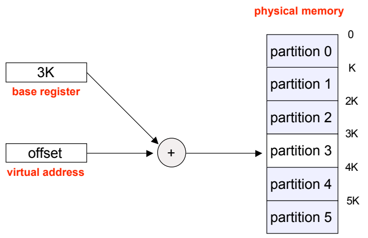
Old technique #1: Fixed Partitions

- Physical memory is broken up into fixed partitions
  - all partitions are equally sized, partitioning never changes
  - hardware requirement: base register
    - physical address = virtual address + base register
    - base register loaded by OS when it switches to a process
  - how can we ensure protection?
- Advantages
  - simple, ultra-fast context switch
- Problems
  - internal fragmentation: memory in a partition not used by its owning process isn't available to other processes
  - partition size problem: no one size is appropriate for all processes
    - fragmentation vs. fitting large programs in partition

Fixed Partitions (K bytes)



Old technique #2: Variable Partitions

- Obvious next step: physical memory is broken up into variable-sized partitions
  - hardware requirements: base register, limit register
  - physical address = virtual address + base register
  - how do we provide protection?
    - if (physical address > base + limit) then… ?
- Advantages
  - no internal fragmentation
    - simply allocate partition size to be just big enough for process
    - (assuming we know what that is!)
- Problems
  - external fragmentation
    - as we load and unload jobs, holes are left scattered throughout physical memory

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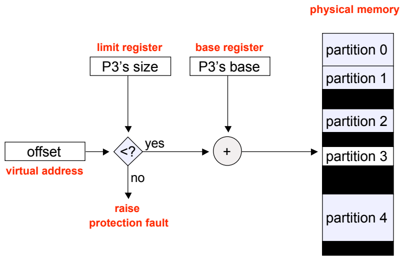
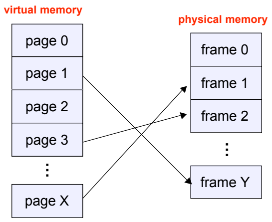
Variable Partitions



Modern technique: Paging

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



User's Perspective

- Processes view memory as a contiguous address space from bytes 0 through N
  - virtual address space (VAS)
- In reality, virtual pages are scattered across physical memory frames
  - virtual-to-physical mapping
  - this mapping is invisible to the program
- Protection is provided because a program cannot reference memory outside of it's VAS
  - the virtual address 0xDEADBEEF maps to different physical addresses for different processes

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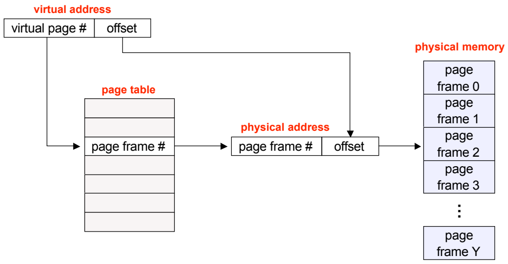
Paging

- Translating virtual addresses
  - a virtual address has two parts: virtual page number & offset
  - virtual page number (VPN) is index into a page table
  - page table entry contains page frame number (PFN)
  - physical address is PFN::offset
- Page tables
  - managed by the OS
  - map virtual page number (VPN) to page frame number (PFN)
    - VPN is simply an index into the page table
  - one page table entry (PTE) per page in virtual address space
    - i.e., one PTE per VPN

Paging


virtual address
virtual page # | offset
page table
page frame #
physical address
page frame # | offset
physical memory
page frame 0
page frame 1
page frame 2
page frame 3
⋮
page frame Y

Paging example

- assume 32 bit addresses
  - assume page size is 4KB (4096 bytes, or 2^{12} bytes)
  - VPN is 20 bits long (2^{20} VPNs), offset is 12 bits long
- let's translate virtual address `0x13325328`
  - VPN is 0x13325, and offset is 0x328
  - assume page table entry 0x13325 contains value 0x03004
    - page frame number is 0x03004
    - VPN 0x13325 maps to PFN 0x03004
  - physical address = PFN::offset = 0x03004328

Page Table Entries (PTEs)

1	1	1	2	20
V	R	M	prot	page frame number

- PTE's control mapping
  - the valid bit says whether or not the PTE can be used
    - says whether or not a virtual address is valid
    - it is checked each time a virtual address is used
  - the reference bit says whether the page has been accessed
    - it is set when a page has been read or written to
  - the modify bit says whether or not the page is dirty
    - it is set when a write to the page has occurred
  - the protection bits control which operations are allowed
    - read, write, execute
  - the page frame number determines the physical page
    - physical page start address = PFN << (#bits/page)

Paging Advantages

- Easy to allocate physical memory
  - physical memory is allocated from free list of frames
    - to allocate a frame, just remove it from its free list
  - external fragmentation is not a problem!
    - complication for kernel contiguous physical memory allocation
      - many lists, each keeps track of free regions of particular size
      - regions' sizes are multiples of page sizes
      - "buddy algorithm"
- Easy to "page out" chunks of programs
  - all chunks are the same size (page size)
  - use valid bit to detect references to "paged-out" pages
  - also, page sizes are usually chosen to be convenient multiples of disk block sizes

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Paging Disadvantages

- Can still have internal fragmentation
  - process may not use memory in exact multiples of pages
- Memory reference overhead
  - 2 references per address lookup (page table, then memory)
  - solution: use a hardware cache to absorb page table lookups
    - translation lookaside buffer (TLB) – next class
- Memory required to hold page tables can be large
  - need one PTE per page in virtual address space
  - 32 bit AS with 4KB pages = 2^{20} PTEs = 1,048,576 PTEs
  - 4 bytes/PTE = 4MB per page table
    - OS's typically have separate page tables per process
    - 25 processes = 100MB of page tables
  - solution: page the page tables (!!!)
    - (ow, my brain hurts…more later)