

CSE 451: Operating Systems

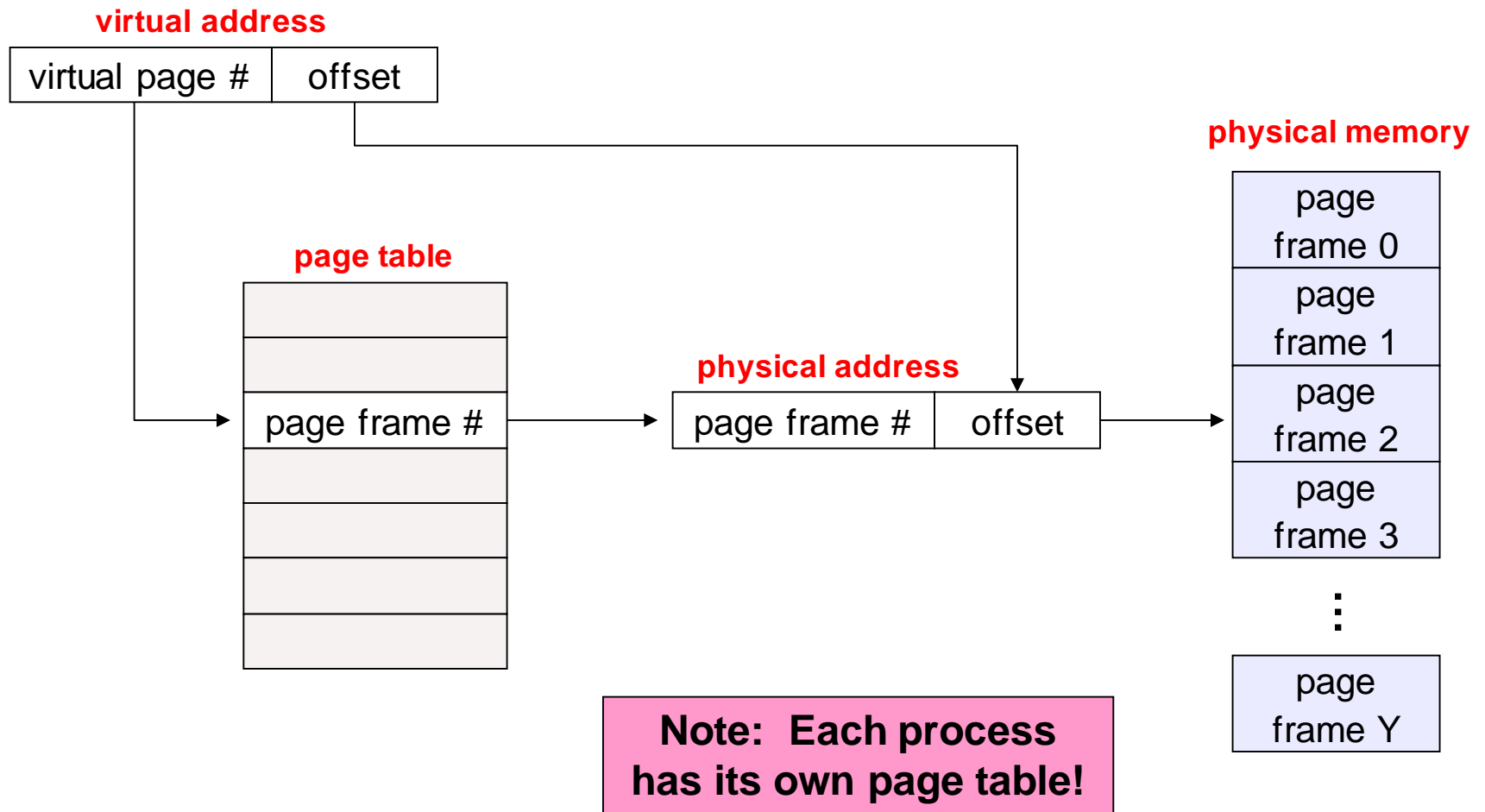
Spring 2017

Module 5

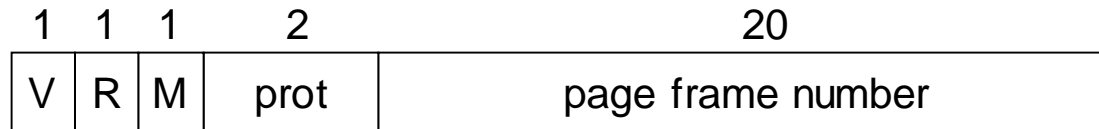
Virtual Memory, Page Faults, Demand Paging, and Page Replacement

John Zahorjan

Reminder: Mechanics of address translation



Reminder: Page Table Entries (PTEs)



- 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 **referenced bit** says whether the page has been accessed
 - it is set when a page has been read or written to
 - the **modified 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

Paged virtual memory

- We've hinted that all the pages of an address space do not need to be resident in memory
 - the full (used) address space exists on secondary storage (disk) in page-sized blocks
 - the OS uses main memory as a (page) cache
 - a page that is needed is transferred to a free page frame
 - if there are no free page frames, a page must be evicted
 - evicted pages go to disk (only need to write if they are **dirty**)
 - all of this is transparent to the application (except for performance ...)
 - managed by hardware and OS
- Traditionally called **paged virtual memory**

Page faults

- What happens when a process references a virtual address in a page that has been evicted (or never loaded)?
 - when the page was evicted, the OS set the PTE as invalid and noted the disk location of the page in a data structure (that looks like a page table but holds disk addresses)
 - when a process tries to access the page, the invalid PTE will cause an exception (page fault)
 - OK, it's actually an interrupt!
 - the OS will run the page fault handler in response
 - handler uses the “like a page table” data structure to locate the page on disk
 - handler reads page into a physical frame, updates PTE to point to it and to be valid
 - OS restarts the faulting process
 - **there are a million and one details ...**

Demand paging

- Pages are brought into main memory only when they are referenced
 - only the code/data that is needed (demanded!) by a process needs to be loaded
 - What's needed changes over time, of course...
 - Hence, it's called **demand paging**
- Few systems try to anticipate future needs
 - OS crystal ball module notoriously ineffective
- But it's not uncommon to cluster pages
 - OS keeps track of pages that should come and go together
 - bring in all when one is referenced
 - interface may allow programmer or compiler to identify clusters

Page replacement

- When you read in a page, where does it go?
 - if there are free page frames, grab one
 - what data structure might support this?
 - if not, must **evict** something else
 - this is called **page replacement**
- Page replacement algorithms
 - try to pick a page that **won't be needed in the near future**
 - try to pick a page that **hasn't been modified** (thus saving the disk write)
 - OS typically tries to keep a pool of free pages around so that allocations don't inevitably cause evictions
 - OS also typically tries to keep some “clean” pages around, so that even if you have to evict a page, you won't have to write it
 - accomplished by pre-writing when there's nothing better to do
 - *Much* more on this later!

How do you “load” a program?

- Create process descriptor (process control block)
- Create page table
- Put address space image on disk in page-sized chunks
- Build page table (pointed to by process descriptor)
 - all PTE valid bits ‘false’
 - an analogous data structure indicates the disk location of the corresponding page
 - when process starts executing:
 - instructions immediately fault on both code and data pages
 - faults taper off, as the necessary code/data pages enter memory

Oh, man, how can any of this possibly work?

- Locality!
 - temporal locality
 - locations referenced recently tend to be referenced again soon
 - spatial locality
 - locations near recently references locations are likely to be referenced soon (think about why)
- Good locality means paging can be infrequent
 - once you've paged something in, it will be used many times
 - on average, you use things that are paged in
 - but, this depends on many things:
 - degree of locality in the application
 - page replacement policy and application reference pattern
 - amount of physical memory vs. application “footprint” or “working set”

Evicting the best page

- The goal of the page replacement algorithm:
 - reduce fault rate by selecting best victim page to remove
 - “system” fault rate or “program” fault rate??
 - if there is a page that will never be touched again, evict that page
 - duh ...
 - “never” is a long time
- Rest of this module:
 - survey a bunch of [page replacement algorithms](#)
 - for now, assume that a process pages against itself, using a fixed number of page frames
 - does the page replacement algorithm matter?

Policy #1: Belady's Algorithm

- Evict the page that **won't be used for the longest time in future**
- **Provably optimal**: achieves the lowest possible fault rate
 - Small practical problem: impossible to predict the future
- Why is Belady's algorithm useful?
 - as a yardstick to compare other algorithms to optimal
 - if Belady's isn't much better than yours, yours is pretty good
 - how could you do this comparison?
- Is there a best practical algorithm?
 - no; depends on workload
- Is there a worst practical algorithm?
 - No, but random replacement does pretty badly
 - don't laugh – there are some other situations where OS's use near-random algorithms quite effectively!

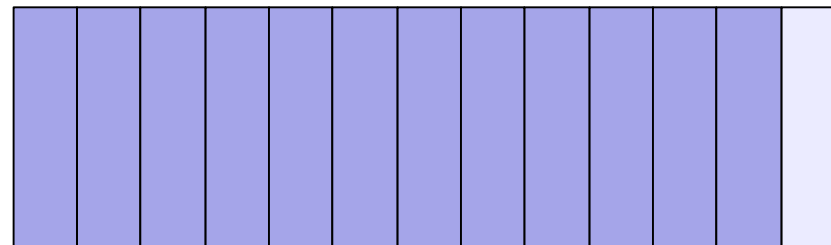
Policy #2: FIFO

- FIFO is obvious, and simple to implement
 - when you page in something, put it on the tail of a list
 - evict page at the head of the list
- Why might this be good?
 - maybe the one brought in longest ago is not being used
- Why might this be bad?
 - then again, maybe it *is* being used
 - have absolutely no information either way
- In fact, FIFO's performance is typically lousy
- In addition, FIFO suffers from **Belady's Anomaly**
 - there are **reference strings** for which the fault rate *increases* when the process is given more physical memory

Policy #3: Least Recently Used (LRU)

- LRU uses reference information to make a more informed replacement decision
 - idea: past experience gives us a guess of future behavior
 - on replacement, evict the page that hasn't been used for the longest amount of time
 - LRU looks at the past, Belady's wants to look at future
 - *How is LRU different from FIFO?*
 - when does LRU do well?
 - when is it lousy?

Example bad case: looping through array



amount of physical memory

Policy #3: LRU (continued)

- Implementation
 - It's difficult (expensive)...
 - To be perfect, must be able to pick PTE with oldest timestamp
 - On each memory reference, must grab a timestamp and put it in the PTE
 - On each eviction, must find the PTE with the oldest timestamp
 - way too \$\$ in memory bandwidth, algorithm execution time, etc.
- So, we need a cheap approximation ...

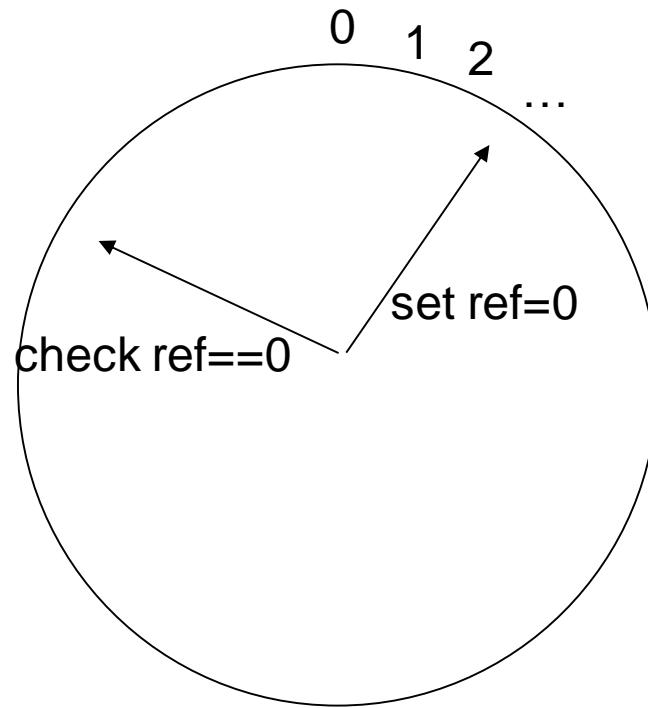
Approximating LRU

- Many approximations, all use the PTE's referenced bit
 - keep a counter for each page
 - at some regular interval, for each page, do:
 - if ref bit = 0, increment the counter (hasn't been used)
 - if ref bit = 1, zero the counter (has been used)
 - regardless, zero ref bit
 - the counter will contain the # of intervals since the last reference to the page
 - page with largest counter is (approximately) least recently used
- Some architectures don't have PTE reference bits
 - can simulate reference bit using the valid bit to induce faults
 - hack, hack, hack

#4: LRU Clock

- AKA **Not Recently Used (NRU)** or **Second Chance**
- Replace page that is “old enough”
 - logically, arrange all physical page frames in a big circle (clock)
 - just a circular linked list
 - a “clock hand” is used to select a good LRU candidate
 - sweep through the pages in circular order like a clock
 - if ref bit is off, it hasn’t been used recently, we have a victim
 - so, what is minimum “age” if ref bit is off?
 - if the ref bit is on, turn it off and go to next page
 - arm moves quickly when pages are needed
 - low overhead if have plenty of memory
 - if memory is large, “accuracy” of information degrades
 - add more hands to fix

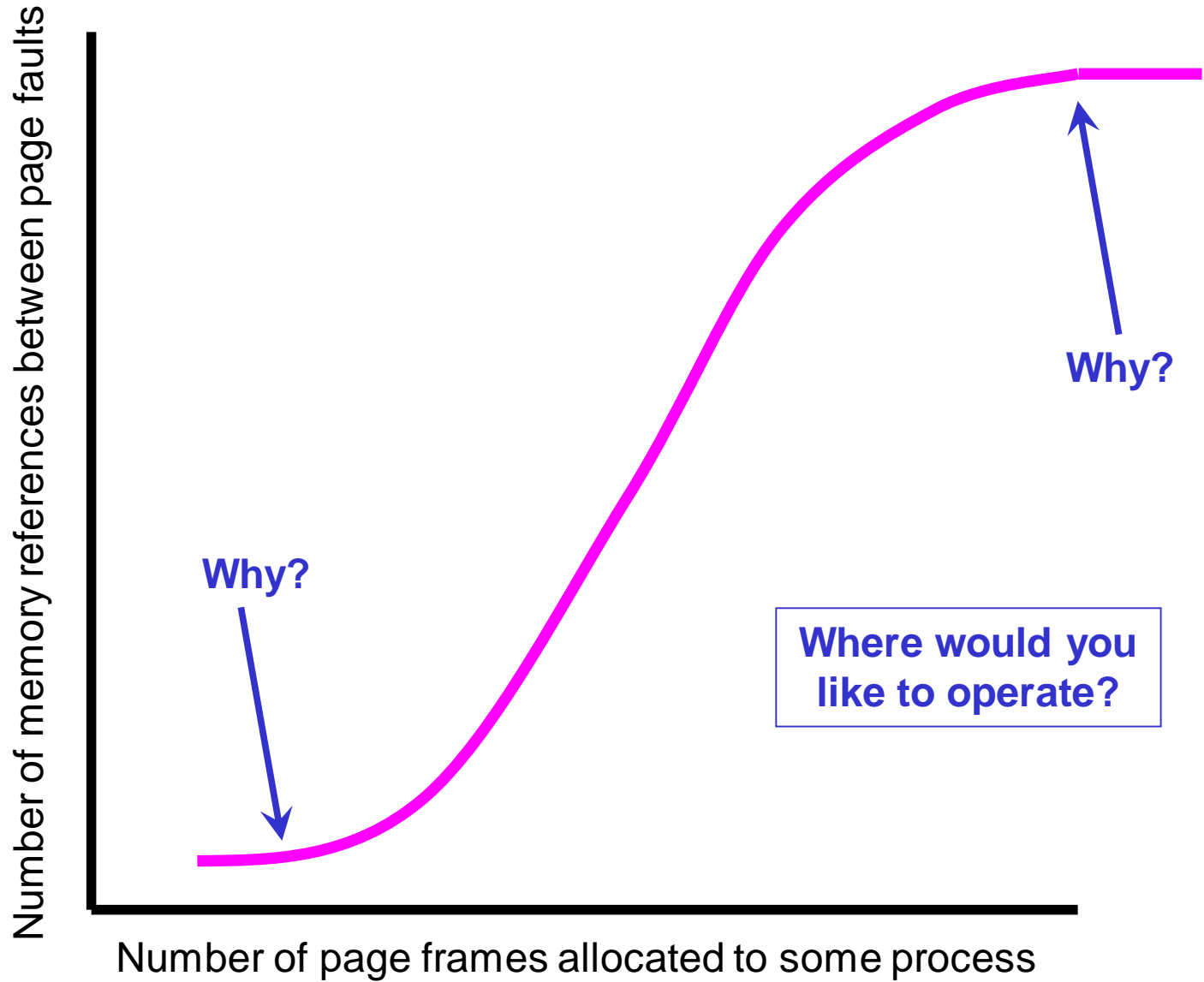
Clock



Global Allocation: allocation of frames among processes

- FIFO and LRU Clock each can be implemented as either **local** or **global** replacement algorithms
 - local
 - each process is given a limit of pages it can use
 - it “pages against itself” (evicts its own pages)
 - global
 - the “victim” is chosen from among all page frames, regardless of owner
 - processes’ page frame allocation can vary dynamically
- Issues with local replacement?
- Issues with global replacement?
 - Linux uses global replacement

- Hybrid algorithms
 - local replacement
 - an explicit mechanism for adding or removing page frames



The *working set model of program behavior*

- The **working set** of a process is used to model the dynamic locality of its memory usage
 - working set = set of pages process currently “needs”
 - formally defined by Peter Denning in the 1960’s
- Definition:
 - $WS(t, w) = \{\text{pages } P \text{ such that } P \text{ was referenced in the time interval } (t, t-w)\}$
 - t : time
 - w : working set **window** (measured in page refs)
 - a page is in the working set (WS) only if it was referenced in the last w references
 - obviously the working set (the particular pages) varies over the life of the program
 - so does the **working set size** (the number of pages in the WS)

Working set size

- The working set size, $|WS(t,w)|$, changes with program locality
 - during periods of poor locality, more pages are referenced
 - within that period of time, the working set size is larger
- Intuitively, the working set must be in memory, otherwise you'll experience heavy faulting (**thrashing**)
 - when people ask “How much memory does Firefox need?”, really they're asking “what is Firefox's average (or worst case) working set size?”

#5: Hypothetical Working Set algorithm

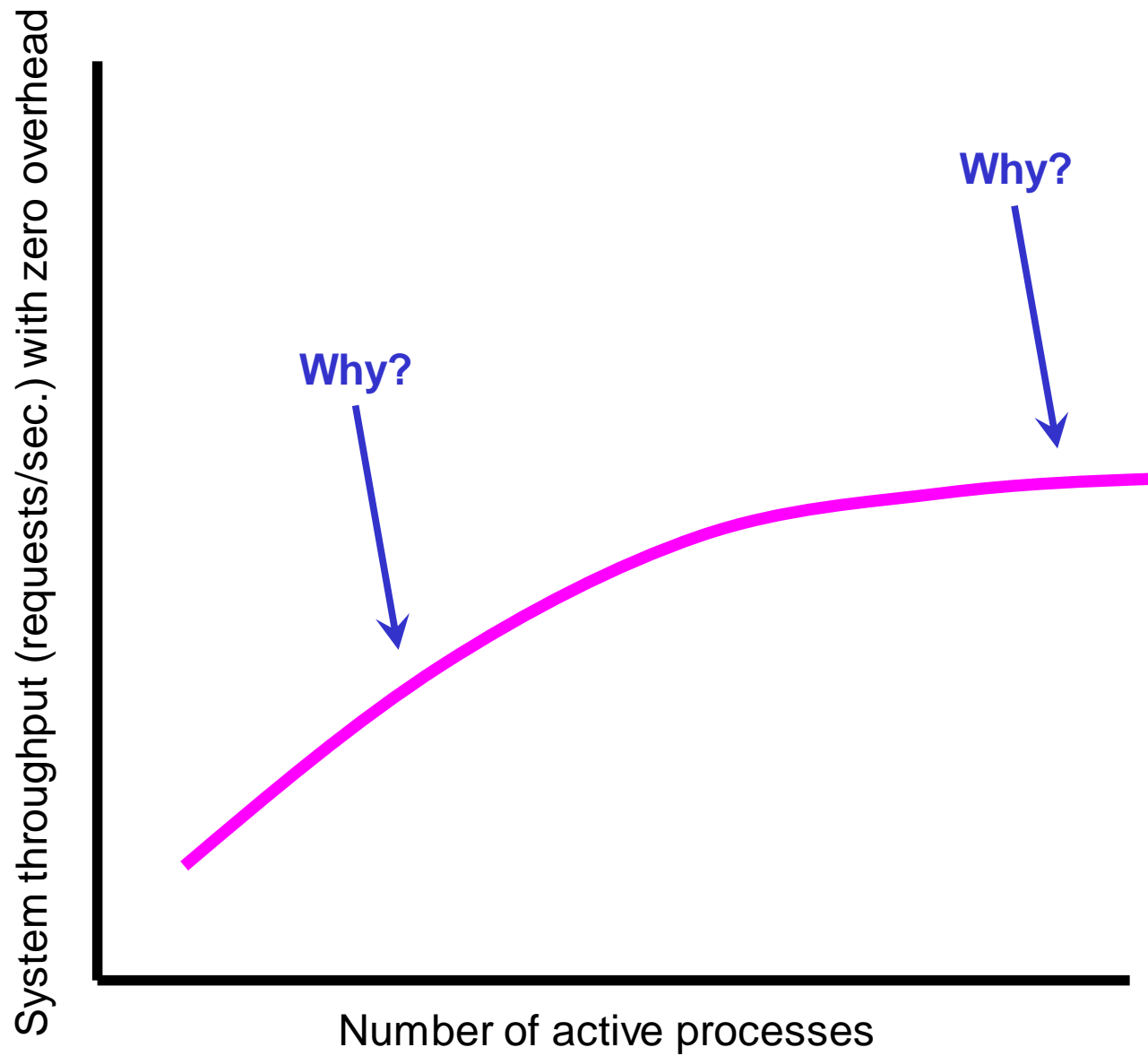
- Estimate $|WS(0,w)|$ for a process
- Allow that process to start only if you can allocate it that many page frames
- Use a local replacement algorithm (LRU Clock?) make sure that “the right pages” (the working set) are occupying the process’s frames
- Track each process’s working set size, and re-allocate page frames among processes dynamically
- Problem? Solution?
- What the heck is w ?

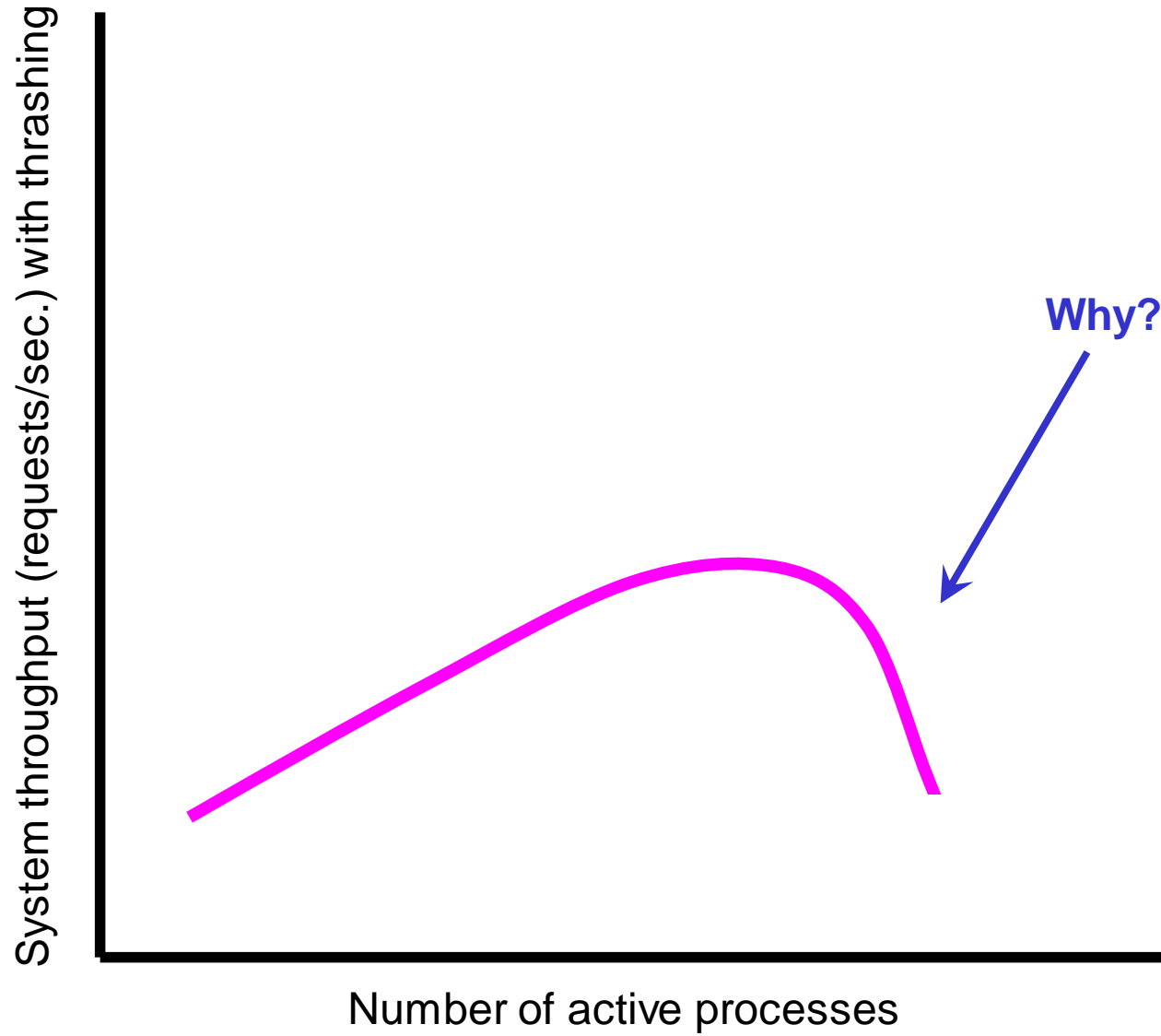
#6: Page Fault Frequency (PFF)

- PFF is a variable-space algorithm that uses a more *ad hoc* approach
- Attempt to equalize the fault rate among all processes, and to have a “tolerable” system-wide fault rate
 - monitor the fault rate for each process
 - if fault rate is above a given threshold, give it more memory
 - so that it faults less
 - if the fault rate is below threshold, take away memory
 - should fault more, allowing someone else to fault less

Thrashing

- **Thrashing** is when the system spends most of its time servicing page faults, little time doing useful work
 - could be that there is enough memory but a lousy replacement algorithm (one incompatible with program behavior)
 - could be that memory is over-committed
 - too many active processes





Where is life interesting?

- Not if system has too much memory
 - page replacement algorithm doesn't much matter (over-provisioning)
- Not if system has too little memory
 - page replacement algorithm doesn't much matter (over-committed)
- Life is only interesting on the border between over-provisioned and over-committed
- Networking analogies
 - Aloha Network as an example of thrashing
 - over-provisioning as an alternative to Quality of Service guarantees

Summary

- Virtual memory
- Page faults
- Demand paging
 - don't try to anticipate
- Page replacement
 - local, global, hybrid
- Locality
 - temporal, spatial
- Working set
- Thrashing

- Page replacement algorithms
 - #1: **Belady's** – optimal, but unrealizable
 - #2: **FIFO** – replace page loaded furthest in the past
 - #3: **LRU** – replace page referenced furthest in the past
 - approximate using PTE reference bit
 - #4: **LRU Clock** – replace page that is “old enough”
 - #5: **Working Set** – keep the working set in memory
 - #6: **Page Fault Frequency** – grow/shrink number of frames as a function of fault rate