Chapter 12

Paging and Virtual Memory Systems

Paging & Virtual Memory

- **Virtual Memory** - giving the illusion of more physical memory than there really is (via demand paging)
- **Pure Paging** - The total program is kept in memory as sets of (non-contiguous) pages
  - No illusion of virtual memory
- **Demand Paging** - A program's "working set" is kept in memory, reference outside WS causes corresponding code to be retrieved from disk ("page fault")
  - Provides the illusion of virtual memory

Paging Systems

- Processes (programs) are divided into fixed size pieces called **Pages**
- Main memory is divided into fixed size partitions called **Blocks** (**Page Frames)**
- **Pure Paging** - entire program is kept in memory during execution, but pages are not kept in contiguous blocks
- **Demand paging -** only parts of program kept in memory during execution, pages are not kept in contiguous blocks

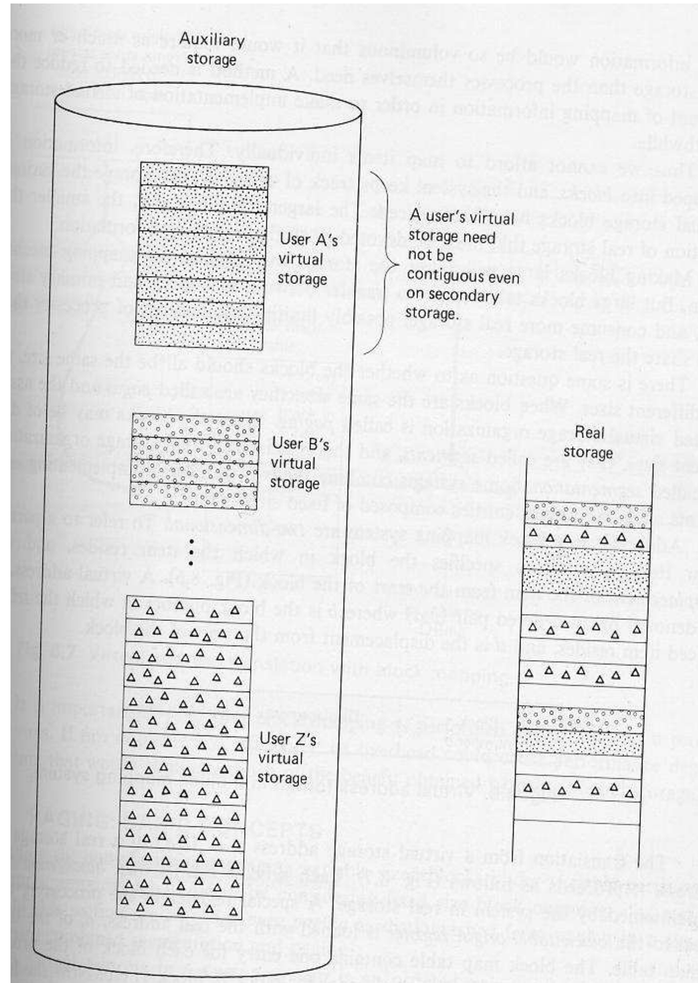


Figure 8.5

Virtual Versus Physical Addresses

- A *virtual address* is represented as <page, offset> where the page is determined by dividing each process into fixed size *pages,* the offset is a number in the range 0 - (page_size-1) *.*

- Memory is divided into fixed size *blocks* (or *page frames*) and accommodates a process' pages. The physical address (PA) then is
  (block_number * page_size + offset).

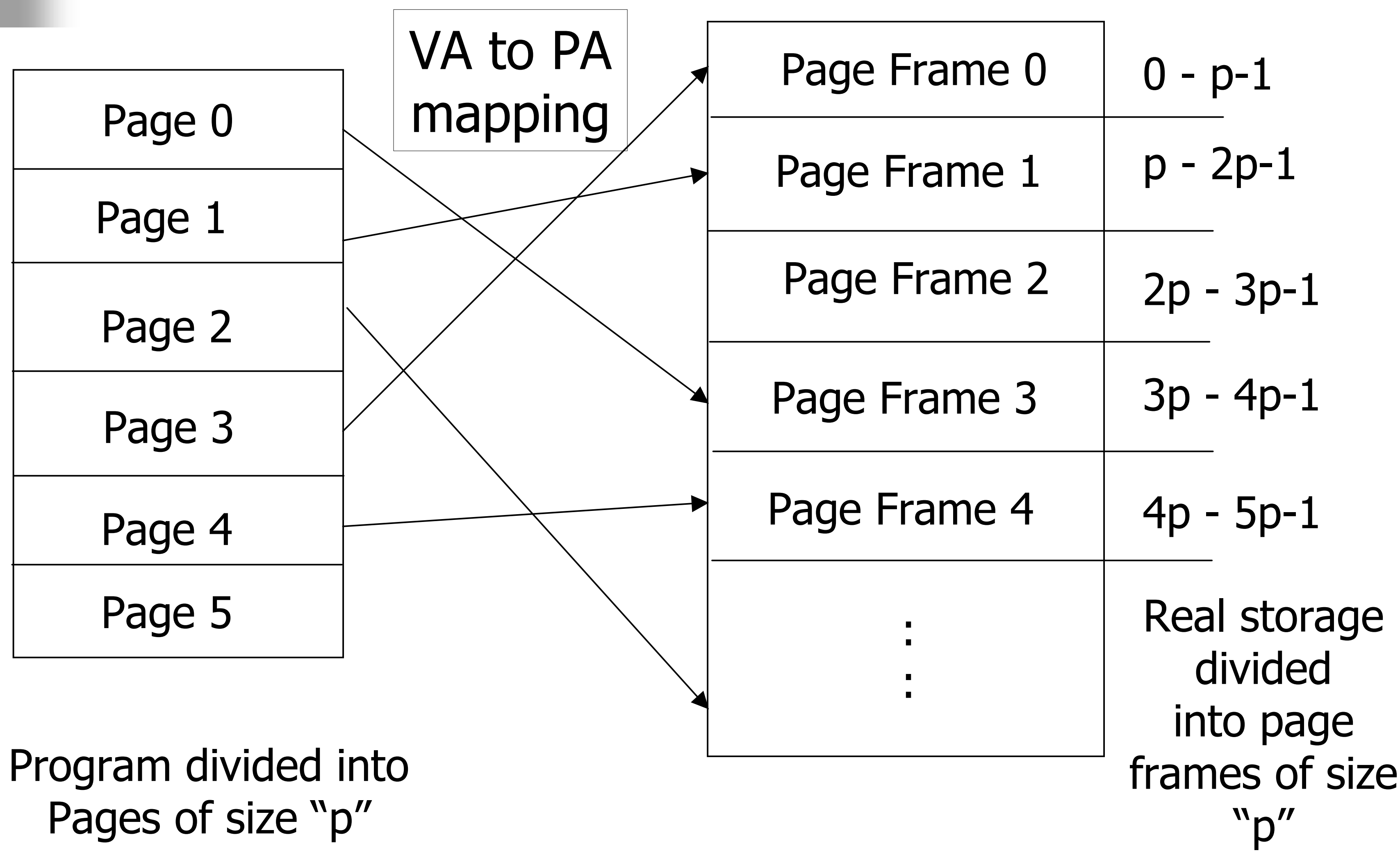
- In pure paging systems the entire VA space of a process must reside in physical memory during execution, but pages are *not* kept in contiguous blocks.

Pure Paging Virtual Addresses…

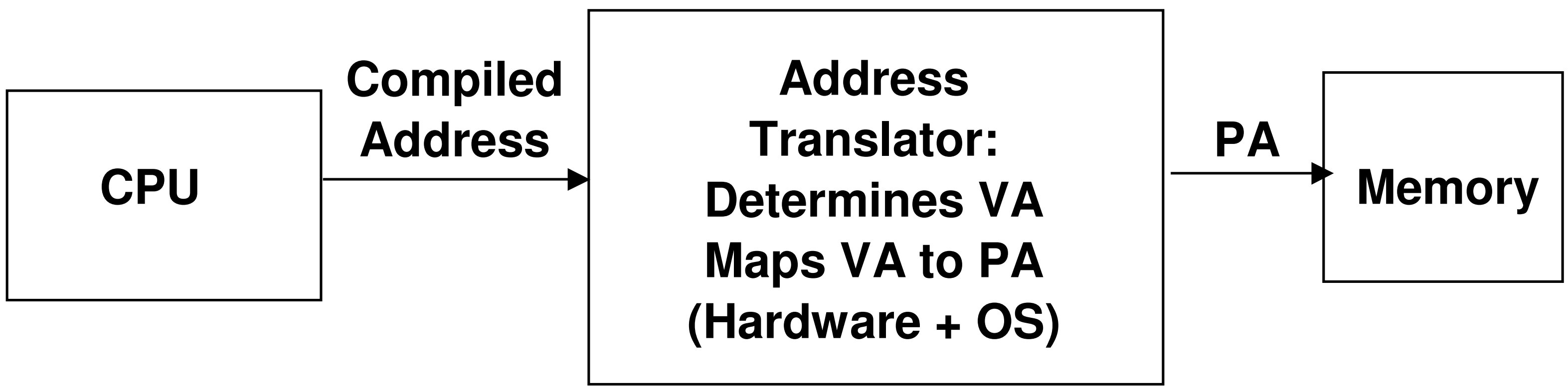
- VA is determined from the compiled address
- VA has two components:

page number	**address in page** **(or offset or displacement)**

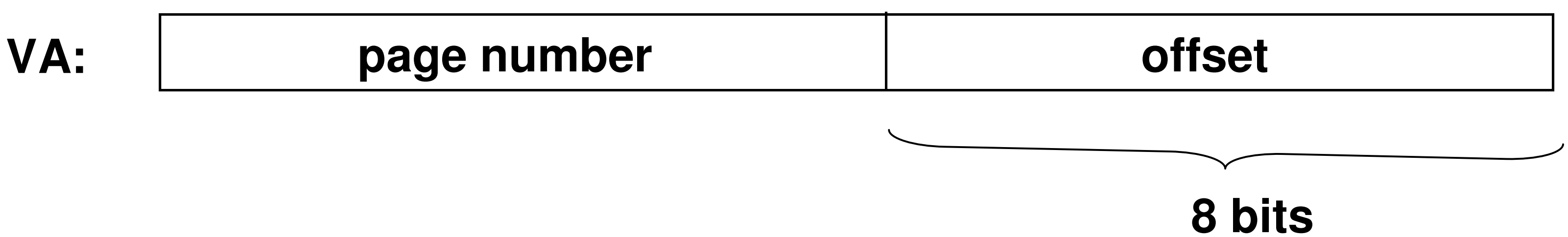
Virtual Address to Physical Address Mapping



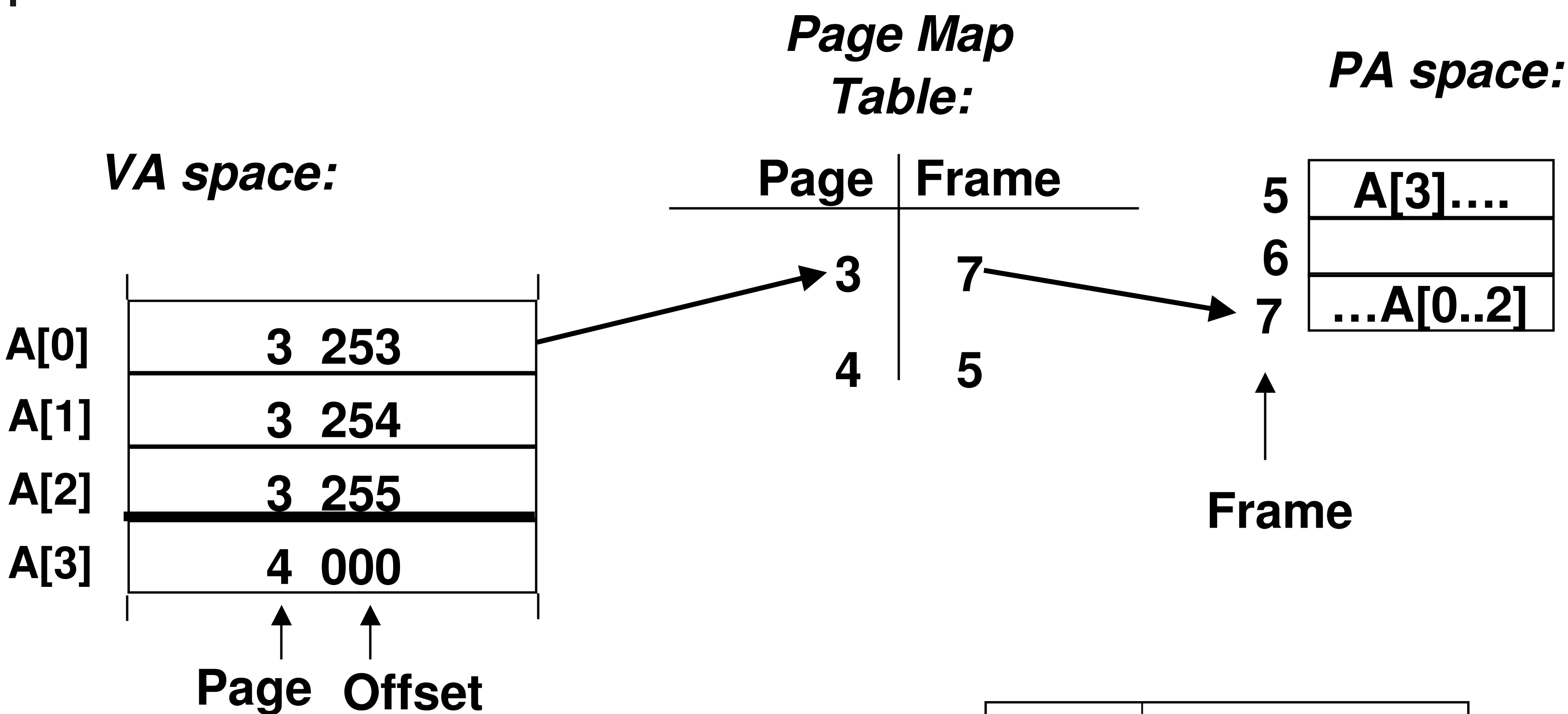
Key Idea in Paging Systems



Assume 256 bytes per page:

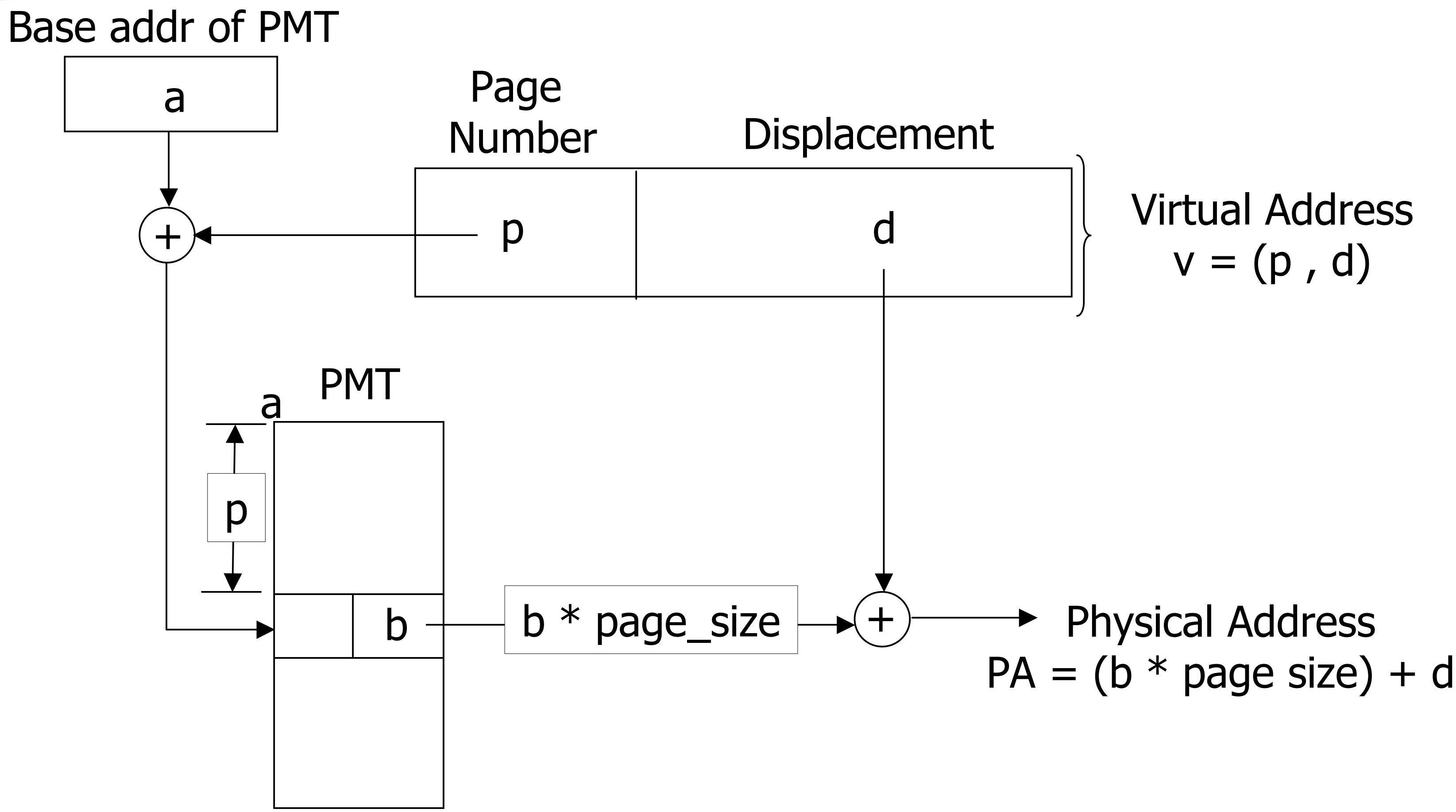


Key Idea in Paging Systems…



VA:	**3**	**253**
PA:	**3**	**253**

Addressing Scheme



Paging Mapping Example

PMTAR

PMT addr of current Job

PMT's

Job 1

Page	Block
0	3
1	5
2	1

Job 2

Page	Block
0	2
1	6

Job 3

Page	Block
0	4
1	8
2	7

MBT

0	OS
1	J1 P2
2	J2 P0
3	J1 P0
4	J3 P0
5	J1 P1
6	J2 P1
7	J3 P2
8	J3 P1

Page Management

<u>Page Map Table (PMT):</u>

______________Contains VA page to PA block mapping

Page	Block
0	7
1	2
2	13

1 PMT / job

1 Entry / page

Page Management

Page Map Table Address Register (PMTAR):

Length of program in pages (# PMT entries)	Base address of current PMT

Points to PMT for <u>currently executing job</u>

1 PMTAR / System

Page Management …

Memory Block Table (MBT)

Maps each block of main memory either to a process id and page number or to "free"

1 MBT / System

1 Entry / Block

Page Management …

Process (Job) Control Block (PCB)

Contains information about all jobs in the system

Stores: Job Size

Location of PMT

1 PCB / system

1 entry / job

Page Addressing - Let's get REAL

VA = < page, offset >

PA = block size * block + offset

Assume:

1 **word** PMT entries;

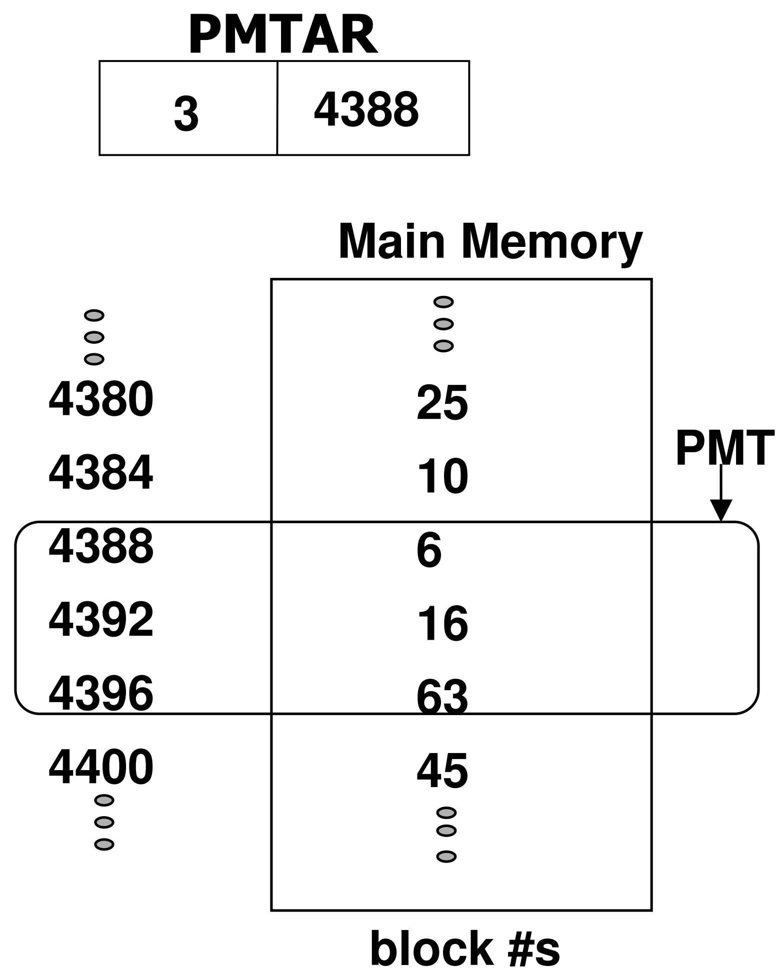
byte addressable MM

Example:

page & block size = 4 K **bytes**

VA = < 1, 1234 >

PA = 4096 * 16 + 1234



Determining Virtual Address <Page , Offset> from the Compiled Address

Compiled Address (relative to 0) : 18087

Page size: 2K (2048 **bytes**)
Memory is **byte** addressable

Virtual Address:
Page = Div (Compiled Address, Page Size)
Offset = MOD (Compiled Address, Page Size)

<8 , 1703>

Review Questions

Assume:

2 bytes PMT entries; byte addressable MM

page & block size = 4 K bytes

1) What is the maximum size for any program?

2) What VA corresponds to compiled address 220945?

2) What is the MBT length if MM size is 80M?

(Assume MBT entries are 2 bytes long.)

3) What is the PMT length if compiled size = 300K?

Allocating Pages

WS
  Word size in bytes
P
  Page size in Bytes
Size
_Size of program in bytes
NPPgm
  Num of pages needed for pgm
NPPmt
  number of pages needed for PMT
  (1 word / entry)
NPTot
  Total number of pages needed
MaxBlocks
  main memory size, in blocks

```
procedure allocation (int Size) {
    NPpgm  :=  ceiling( Size / P);
    NPmt   :=  ceiling( (NPPgm * WS) / P );
    NPTot    :=  NPPgm + NPPmt;
    If ( NPTot > MaxBlocks )
    Then ERROR
    Else If ( NPTot blocks are not free in MBT )
    Then Add job to HOLDQ;
    Else {
        Allocate pages to blocks;
        Update MBT, PCB;
        Create, initialize PMT;
    }
}
```

Sharing Pages of Reentrant Code or Data Between Processes

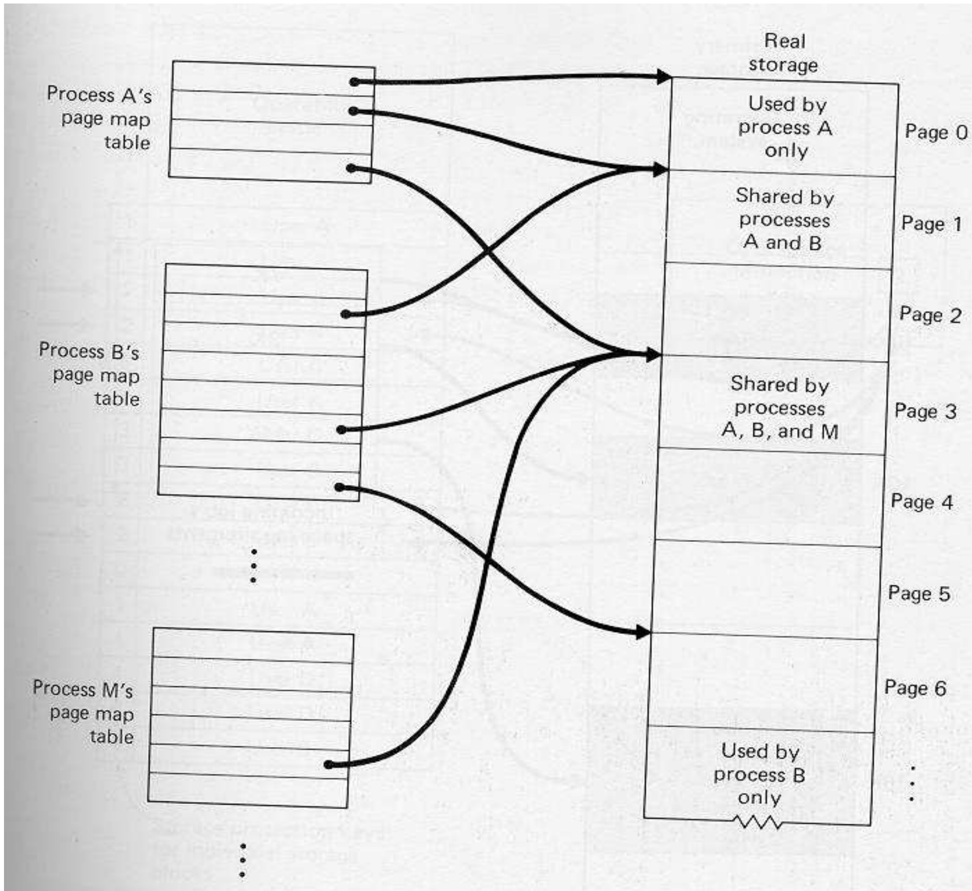


Fig. 8.15 Sharing in a pure paging system.

Pros/Cons of Paging

☺ <u>*Advantages:*</u>

- Efficient memory usage
- Simple partition management due to discontiguous loading and fixed partition size
- No compaction necessary
- Easy to share pages

Pros/Cons of Paging…

☹ ***Disadvantages:***

- Job Size <= Memory Size
- Internal fragmentation (half the page size on the average)
- Need special hardware for address translation
- Some main memory space used for PMT's
- Address translation lengthens memory cycle times

Demand Paging

Jobs are paged, but not all pages have to be in memory at the same time

VIRTUAL MEMORY

- **The operating system creates the illusion of more memory**
- **Job size can exceed main memory size**

- **Pages are only brought in when referenced (on demand)**
- **Often page 0 is loaded initially when a job is scheduled**

Demand Paging Motivation

PMT's

Job 1

Page	Block
0	3
1	5
2	1

Job 2

Page	Block
0	2
1	6

Job 3

Page	Block
0	4
1	
2	

MBT

0	OS
1	J1 P2
2	J2 P0
3	J1 P0
4	J3 P0
5	J1 P1
6	J2 P1

1. **What happens if job 3 references page 1?**
2. **What does the CPU do while J3P1 is being read?**

Terminology

***Page fault*:**

Interrupt that arises upon a reference to a page that is not in main memory.

***Page swapping* :**

Replacement of one page in memory by another page in response to a page fault.

When a Page Fault Occurs

- Select a page to be removed
- Copy it to disk if it has been changed **
- Update old page's PMT **
- Copy new page to main memory
- Update new page's PMT
- Update MBT **

Thrashing occurs when a job continuously references pages which are not in main memory

Demand Page Management

Page Map Table (PMT)

Maps page to blocks

Status: Pointer to

Main Memory Block

Indicator

Main|Secondary Memory

Memory Block Table (MBT)

Maps block to page

Contains: Job/Page Number

Reference bit

Change bit

File Map Table (FMT)

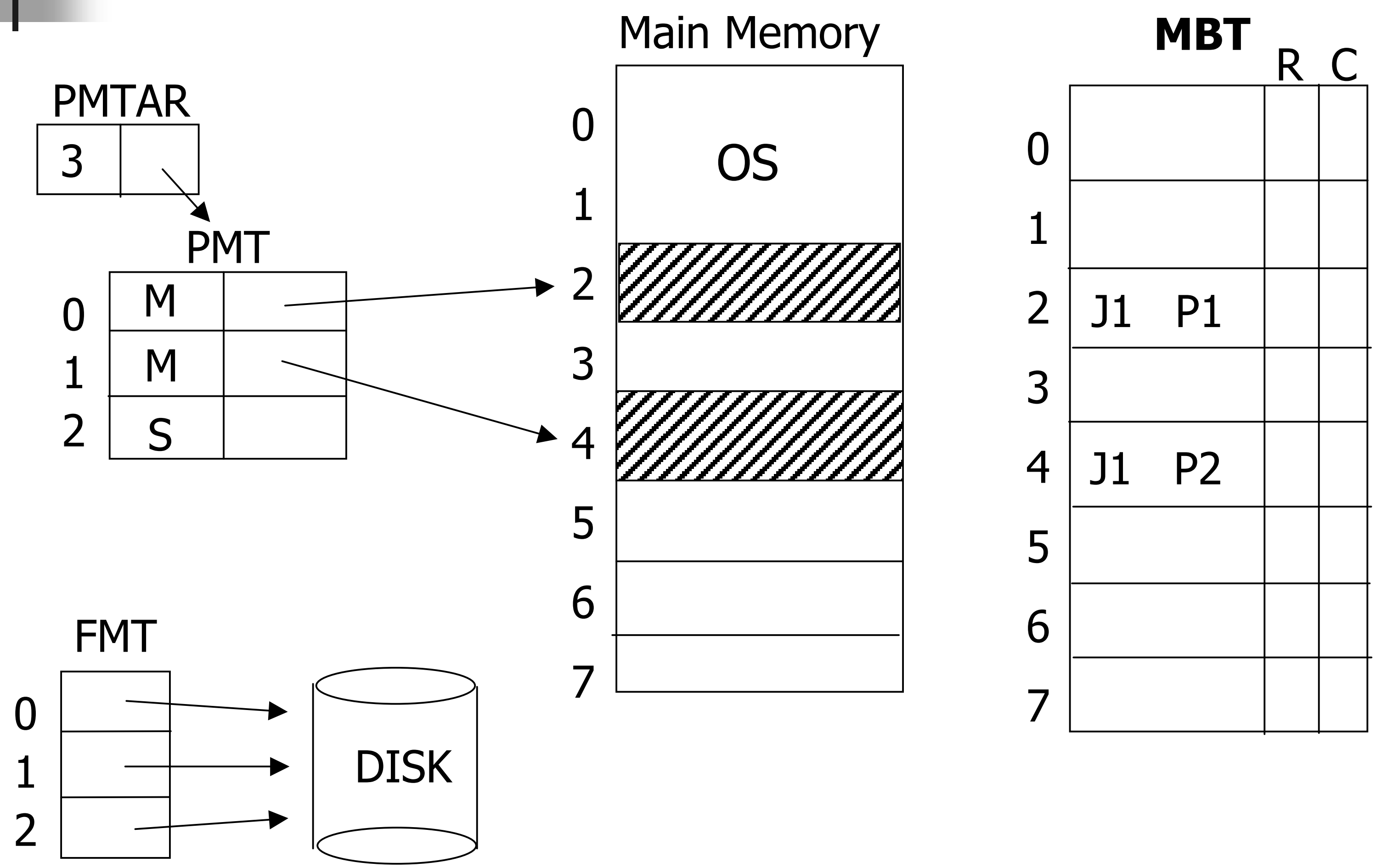
Maps a job's pages to secondary memory

PMT for the Disk

1 FMT / job

1 entry / page

Demand Paging Schematic



Demand Paging Data Structures

PMT: Page, Block, In_Mem — FMT: Disk

Job	Page	Block	In_Mem	Disk
Job 1	0	3	Yes	Dsk Addr
	1	5	Yes	Dsk Addr
	2	1	Yes	Dsk Addr
Job 2	0	2	Yes	Dsk Addr
	1	6	Yes	Dsk Addr
Job 3	0	4	Yes	Dsk Addr
	1		No	Dsk Addr
	2		No	Dsk Addr

MBT

		Referenced	Changed
0	OS		
1	J1 P2	5	0
2	J2 P0	2	1
3	J1 P0	3	0
4	J3 P0	8	0
5	J1 P1	6	1
6	J2 P1	4	0

1. **What happens if job 3 references page 1?**

Summary of Data Structures

1) **Page Map Table (PMT):** Maps page to block

Fields: - page number (which page in memory)

- In_Memory <--- *New!*

2) **Memory Block Table (MBT):** Maps block to either process id and page number or to "free"

Fields: <--- *New!*

- Reference Count
- Change Bit

3) **File Map Table (FMT):** Maps a job's pages to secondary memory (like a PMT for the disk) **<--- *New!***

1 FMT / job, 1 entry / page

Page Replacement

Now we consider the decision of selecting *which* page to replace upon a page fault.

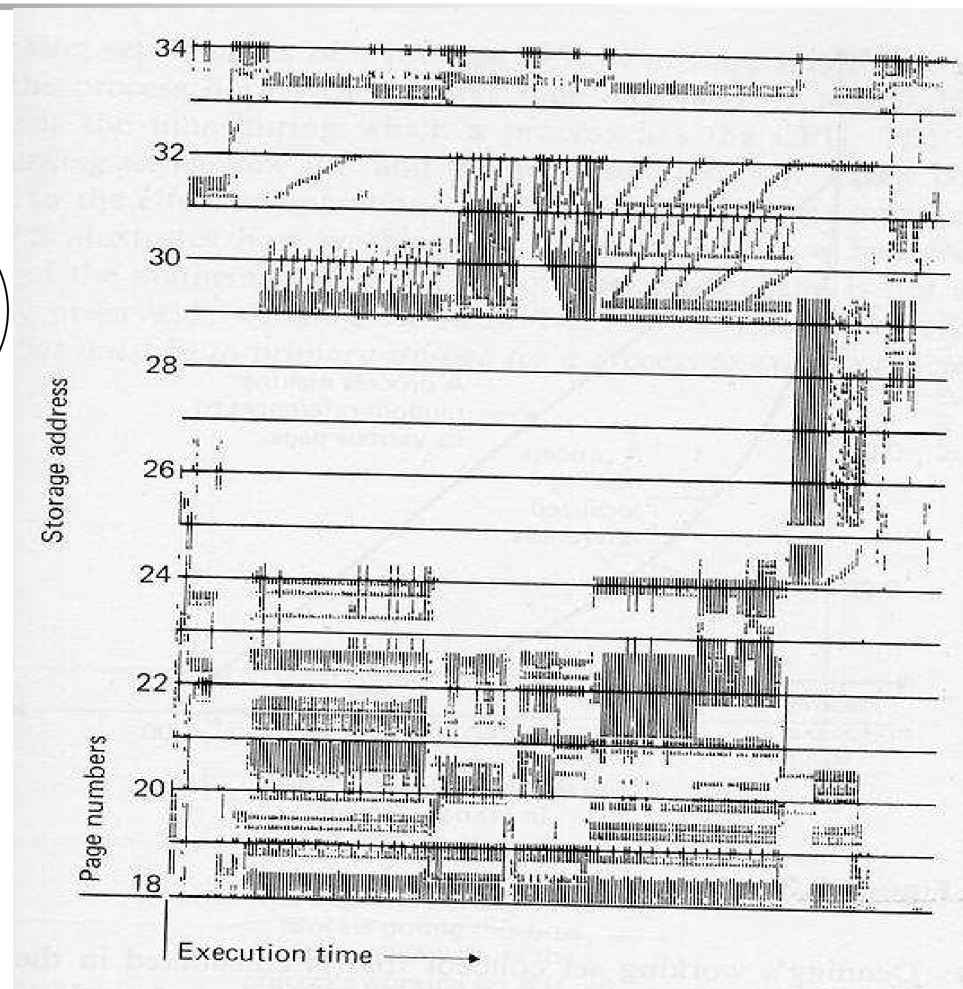
Local versus Global Page Replacement

Local	**Requires that each process remove a page from its own set of allocated blocks**
Global	**A replacement page may be selected from the set of all blocks**

A Program’s Execution Profile

Question:

Does a program need *all* its pages in main memory at all times?



The Principle of Locality

At any time, the *locality* of a process is the set of pages that are actively being used together

Spatial — There is a high probability that once a location is referenced, the one after it will be accessed in the near future

Sequential code, Array processing, Code within a loop

Temporal — A referenced location is likely to be accessed again in the near future

Loop indices, Single data elements

More on Locality

Does a linked list help or hurt locality?

Does a recursive function display spatial or temporal locality?

Working Set Theory (Formalizes "Locality")

- A process' **working set** is the number of pages currently being referenced during (t , t+Δ) for some small Δ.
- The working set size is an estimate of degree of locality
- A job should not be scheduled unless there is room for its entire working set
  - Why?

Idea Behind Working Set

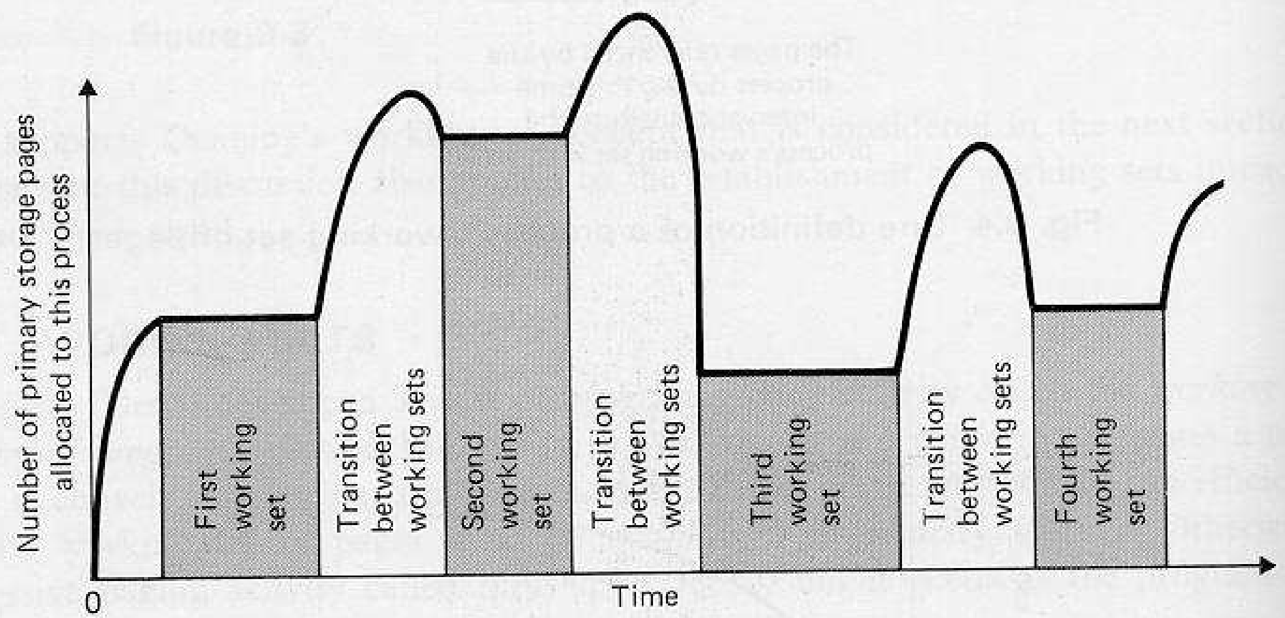


Fig. 9.6 Primary storage allocation under working set storage management.

Motivation : Page Replacement Algorithms

Which page replacement rule should we use to give the *minimum* page fault rate?

Page fault rate = # faults / #refs

Page Replacement Algorithm: **Optimal Replacement**

- Replace the page which will not be used for the longest period of time
- Lowest page fault rate of all algorithms
- Requires knowledge of the future

Example:

MM has 3 blocks containing 3,5,2.

Current and future refs:

4, 3, 3, 4, 2, 3, 4, 5, 1, 3, 4

fault ***OPT replaces 5***

Optimal Replacement Algorithm

Page Trace:	0	1	2	3	0	1	4	0	1	2	3	4
Block Number 0												
1												
2												

Page Faults =

Page Fault Rate =

Replacement Algorithm: **FIFO**

- Replace the "oldest" page
- A frequently used page may be swapped out

Belady's Anomaly:

For some page replacement algorithms, the page fault rate may increase as the number of blocks increase

FIFO Page Replacement

Page Trace:	0	1	2	3	0	1	4	0	1	2	3	4
Block Number 0												
1												
2												

Page Faults =

Page Trace:	0	1	2	3	0	1	4	0	1	2	3	4
Block Number 0												
1												
2												
3												

Page Faults =

Replacement Algorithms: **Least Recently Used (LRU)**

- Uses the recent past as an approximation of the near future
- Stack algorithm
  - Does NOT suffer from Belady's Anomaly
- Hardware / Overhead intensive

Least Recently Used (LRU)

Page Trace:	0	1	2	3	0	1	4	0	1	2	3	4
Block Number 0												
1												
2												

Page Faults =

Page Trace:	0	1	2	3	0	1	4	0	1	2	3	4
Block Number 0												
1												
2												
3												

Page Faults =

Replacement Algorithms: **LRU Approximation**

- Uses reference bits in the MBT and a static reference pointer (RP)
- The reference pointer is not reinitialized between calls to LRU Approximation
- Set referenced bit to 1 when loading a page
- Set referenced bit to 1 on a R/W
- Set referenced bit to 0 if currently a 1 and scanning for a replacement page
- Replace page with reference bit = 0

LRU Approximation Algorithm…

Initially: RP <- -1

```
begin
  RP := (RP + 1) mod MBTSize;
  While (MBT[RP].Referenced = 1 Do
    Begin
      MBT[RP].Referenced  :=  0
      RP := (RP + 1) mod MBTSize;
    End
  return(RP);
```

Note: referenced bit is set to 1 when a page is
(a) referenced, and
(b) when first loaded into memory

RP always points to last page replaced

LRU Approximation

Page Trace:		0	1	2	3	0	1	4	0	1	2	3	4
	0												
Block Number	1												
	2												

\# Page Faults =

Page Fault Rate =

Replacement Algorithms: Least Frequently Used (LFU)

- Keep a reference count, select page with lowest count
- Reference count is number of times a page has been referenced over its **current** stay in memory, **not** over the lifetime of the program

Page Trace:	0	1	2	3	0	1	4	0	1	2	3	4
Block Number 0												
Block Number 1												
Block Number 2												

Page Faults =

Pros/Cons of Demand Paging

☺ ***Advantages:***

- Can run program larger than physical memory
- Allows higher multiprogramming level than pure paging
- Efficient memory usage
- No compaction is required
- Portions of process that are never called are never loaded
- Simple partition management due to discontinuous loading and fixed partition size
- Easy to share pages

Pros/Cons of Demand Paging…

☹ ***Disadvantages:***

- Internal fragmentation
- Program turnaround time increases each time a page is replaced, then reloaded
- Need special address translation hardware