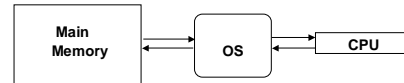


Chapter 11

Memory Management

Memory Management

Main memory is a resource that must be allocated and deallocated



Memory Management Techniques determine:

- Where and how a process resides in memory
- How addressing is performed

Binding:

identifiers → compiled relative addresses (relative to 0)

→ physical addresses

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Memory Management Techniques

- | | |
|------------------------------------|------------------------------|
| 1) Single Contiguous | 5) Paging |
| 2) Overlays | 6) Demand Paging |
| 3) Fixed (Static) Partitions | 7) Segmented |
| 4) Relocation (Dynamic) Partitions | 8) Segmented / Demand Paging |

For each technique, observe:

- Algorithms
- Advantages / Disadvantages
- Special Requirements

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I. Single Contiguous

```
While ( job is ready ) Do
  If ( JobSize <= MemorySize )
    Then Begin
      Allocate Memory
      Load and Execute Job
      Deallocate Memory
    End
  Else Error
```

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I. Single Contiguous...

☺ Advantages:

- Simplicity
- No special hardware

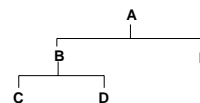
☹ Disadvantages:

- CPU wasted
- Main memory not fully used
- Limited job size

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II. Overlays

- Programs can be sectioned into modules
- Not all modules need to be in main memory at the same time

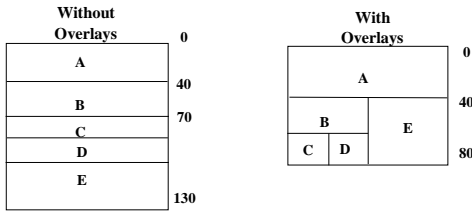


- Programmer specifies which modules can overlay each other
- Linker inserts commands to invoke the loader when the modules are referenced
- The "parent" must stay in memory
- Used in DOS as an alternative to Expanded Memory.

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Illustration of Overlays

Program Component: A B C D E
 Memory: 40K 30K 10K 10K 40K



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Overlays ...

☺ **Advantages:**

- Reduced memory requirements

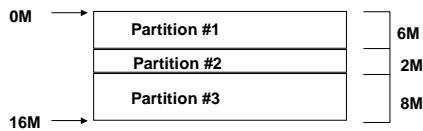
☹ **Disadvantages:**

- Overlap map must be specified by programmer
- Programmer must know memory requirements
- Overlapped modules must be completely disjoint

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Fixed (Static) Partitioning with Absolute Translation

- Earliest attempt at multiprogramming
- Partition memory into fixed sized areas:



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Fixed (Static) Partitioning with Absolute Translation ...

- Each partition can hold ONE process
- Code generated using an ABSOLUTE address reflecting the starting address of the partition in which it is supposed to execute (relative to 0, 6M, or 8M in picture)
- Queue of processes waiting for each partition

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Fixed (Static) Partitioning with Absolute Translation

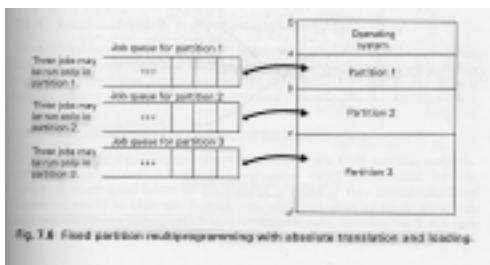


Fig. 2.8 Fixed partition multiprogramming with absolute translation and loading.

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Fixed (Static) Partitioning with Absolute Translation...

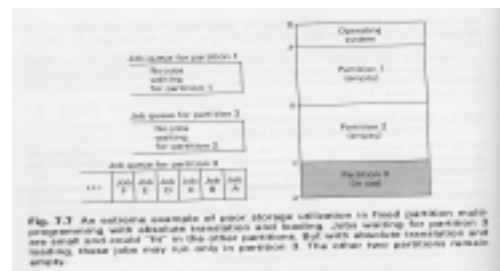


Fig. 2.9 An obvious example of poor storage utilization in fixed partition multiprogramming with absolute translation and loading. Jobs waiting for partition 3 are small and could "fit" in the other partitions, but with absolute translation and loading, these jobs may fit only in partition 3. The other two partitions remain empty.

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Fragmentation- Definitions

Fragmentation is a situation in which the free cells in main memory are not contiguous.

Internal fragmentation:

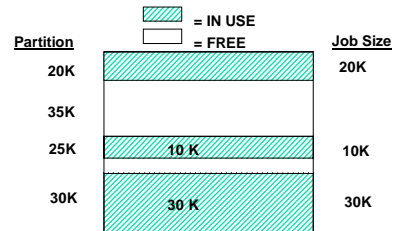
A situation in which free memory cells are within the area allocated to a process

External fragmentation:

A situation in which free memory cells are not in the area allocated to any process

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Fixed Partition Fragmentation



External fragmentation: 35K partition

Internal fragmentation: 25-10 => 15K wasted inside 25K partition

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Fixed Partitioning with Absolute Translation: Pros/Cons

☺ Advantages:

- Simplicity
- Multiprogramming now possible
- Works with *any* hardware (8088, 68000, etc)

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Fixed Partitioning with Absolute Translation: Pros/Cons ...

☹ Disadvantages:

- Job Size \leq Max Partition Size \leq MM Size
- Storage wasted due to internal fragmentation:
process size < partition size
- Storage wasted due to external fragmentation:
A partition may be idle because none of the jobs assigned to it are being run
- Once compiled a job can *only* be executed in designated partition

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Fixed (Static) Partitions with Relative Address Translation

- Allows process to run in any free partition
- ALL Code generated using addresses *relative to zero*

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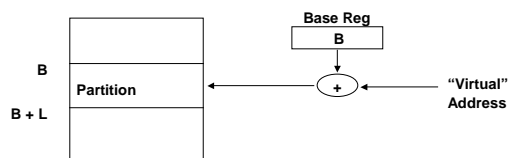
Fixed Partitions with Relative Address Translation...

Illustration:

Let:

B denote base (absolute) address of a partition

L denote partition length



QTP: Would Pointers work?

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Multiprogramming Protection

Fixed partitions with relative addressing supports multiprogramming protection

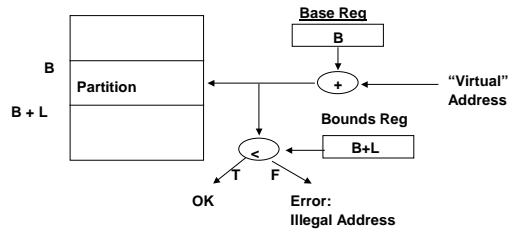
=> Ensure that one process does not access memory space dedicated to another process

Method:

Each relative address is compared to the **bounds register**

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Multiprogramming Protection...



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Fixed Partitioning with Relative Addressing: Pros/Cons

⊙ Advantage compared to absolute addressing:

- Dynamic allocation of programs to partitions improves system performance

⊙ Still some disadvantages:

- Partition sizes are fixed at boot time
- Can't run process larger than largest partition
- Partition selection algorithm affects system performance
- Still has internal and external fragmentation

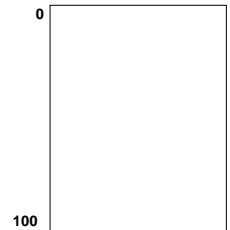
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IV. Dynamic Partitions

Consider following scenario (100K memory):

1. Job 1 arrives; size= 22 K
2. Job 2 arrives; size= 24 K
3. Job 3 arrives; size= 30 K
4. Job 4 arrives; size=10 K
5. Job 1 terminates
6. Job 3 terminates
7. Job 5 arrives; size=12K

Where should job 5 be put?



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Partition Selection Algorithms

- Implementation requires a free block table
- Sorting table in a particular manner results in a specific selection algorithm:

- 1) First Fit -- Table sorted by location, searched top to bottom
- 2) Best Fit -- Table Sorted by size (ascending)
[don't break up big blocks]
- 3) Worst Fit -- Table sort by size (descending)
[break up big blocks]
- 4) Next Fit

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Where does Job 5 Go? First Fit

a	FREE - 22 K
b	IN USE (J2) - 24 K
c	FREE - 30K
d	IN USE (J4) - 10 K
e	FREE - 14 K

Free List Table - First Fit

Start addr Length

a	22
c	30
e	14

:	
:	
:	
7.	Job 5 arrives; size=12K

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Where does Job 5 Go? Best Fit

a	FREE - 22 K
b	IN USE (J2) - 24 K
c	FREE - 30K
d	IN USE (J4) - 10 K
e	FREE - 14 K

Free List Table - Best Fit

Start addr	Length
e	14
a	22
c	30

:
:
:
7. Job 5 arrives; size=12K

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Where does Job 5 Go? Worst Fit

a	FREE - 22 K
b	IN USE (J2) - 24 K
c	FREE - 30K
d	IN USE (J4) - 10 K
e	FREE - 14 K

Free List Table - Worst Fit

Start addr	Length
c	30
a	22
e	14

:
:
:
7. Job 5 arrives; size=12K

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Where does Job 5 Go? Next Fit

a	FREE - 22 K
b	IN USE (J2) - 24 K
c	FREE - 30K
d	IN USE (J4) - 10 K
e	FREE - 14 K

Free List Table - Next fit

Start addr	Length
a	22
c	30
e	14



:
:
:
7. Job 5 arrives; size=12K

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Dynamic Partitions

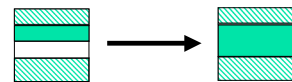
Requires two OS operations:

- Allocation:**

Form a partition from a free partition of ample size

- Deallocation:**

Return partition to free table and *merge* where possible



In use deallocated free

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Merge Example

Suppose b becomes free

Free List Table - First Fit

a	FREE - 22 K
b	IN USE - 24 K
c	FREE - 30K
d	IN USE - 10 K
e	FREE - 14 K

Start addr	Length
a	22
c	30
e	14

What does Free List Table look like?

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Merge Example

Suppose b becomes free

Free List Table - Best Fit

a	FREE - 22 K
b	IN USE - 24 K
c	FREE - 30K
d	IN USE - 10 K
e	FREE - 14 K

Start addr	Length
e	14
a	22
c	30

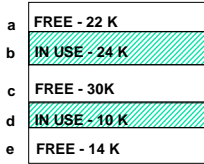
What does Free List Table look like?

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Merge Example

Suppose b becomes free

Free List Table - Worst Fit



Start addr	Length
c	30
a	22
e	14

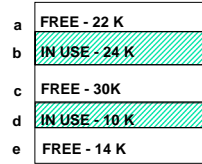
What does Free List Table look like?

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Merge Example

Suppose b becomes free

Free List Table - Next fit



Start addr	Length
a	22
c	30
e	14



What does Free List Table look like?

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What if we cannot find a big enough hole for an arriving job?

Suppose a 35K job arrives?

Suppose a 90K job arrives?

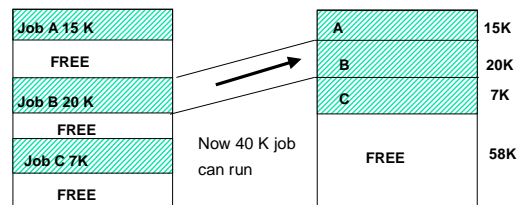
What do you do?

Free	22 K
2	24 K
Free	30 K
4	10 K
Free	14 K

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Compaction

Shuffle jobs to create larger contiguous free memory



QTP: How about pointers?

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Pros/Cons of Dynamic Partitions

⊕ Advantages:

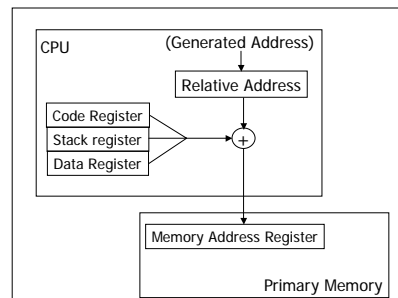
- Efficient memory usage

⊖ Disadvantages:

- Partition Management
- Compaction or external fragmentation
- Internal fragmentation (if blocks composing partitions are always allocated in fixed sized units -- e.g. 2k)

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Multiple Segment Relocation registers



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