

# Where we are in the course

- Discussed:
  - Processes & Threads
  - CPU Scheduling
  - Synchronization & Deadlock
- Next:
  - Memory Management
- Remaining:
  - File Systems and I/O Storage
  - Distributed Systems

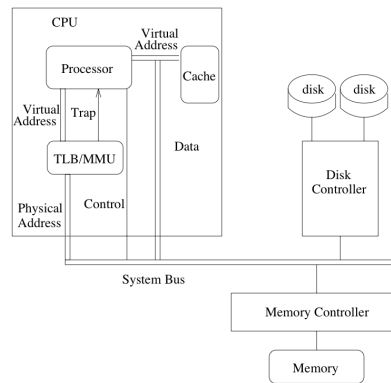


## Memory Management

- Where is the executing process?
- How do we allow multiple processes to use main memory simultaneously?
- What is an address and how is one interpreted?



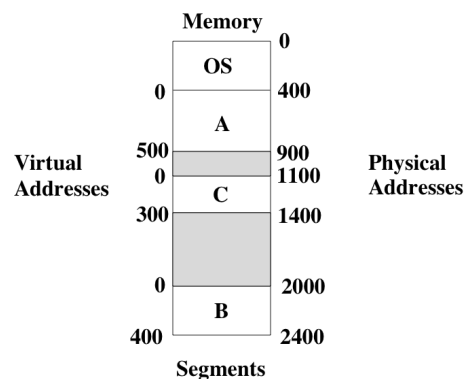
# Background: Computer Architecture



- Program executable starts out on disk
- The OS loads the program into memory
- CPU fetches instructions and data from memory while executing the program



# Memory Management: Terminology



- **Segment:** A chunk of memory assigned to a process.
- **Physical Address:** a real address in memory
- **Virtual Address:** an address relative to the start of a process's address space.



# Where do addresses come from?

How do programs generate instruction and data addresses?

- **Compile time:** The compiler generates the exact physical location in memory starting from some fixed starting position  $k$ . The OS does nothing.
- **Load time:** Compiler generates an address, but at load time the OS determines the process' starting position. Once the process loads, it does not move in memory.
- **Execution time:** Compiler generates an address, and OS can place it any where it wants in memory.

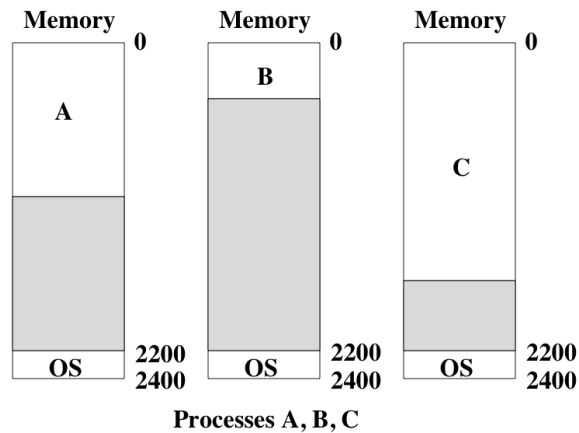


## Uniprogramming

- OS gets a fixed part of memory (highest memory in DOS).
- One process executes at a time.
- Process is always loaded starting at address 0.
- Process executes in a contiguous section of memory.
- Compiler can generate physical addresses.
- Maximum address = Memory Size - OS Size
- OS is protected from process by checking addresses used by process.



# Uniprogramming



⇒ Simple, but does not allow for overlap of I/O and computation.



## Multiple Programs Share Memory

### Transparency:

- We want multiple processes to coexist in memory.
- No process should be aware that memory is shared.
- Processes should not care what physical portion of memory they are assigned to.

### Safety:

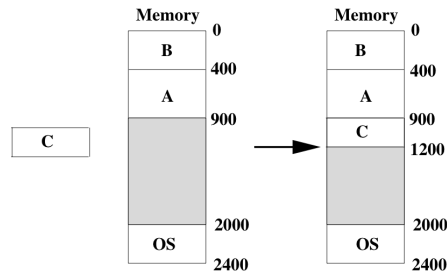
- Processes must not be able to corrupt each other.
- Processes must not be able to corrupt the OS.

### Efficiency:

- Performance of CPU and memory should not be degraded badly due to sharing.



# Relocation

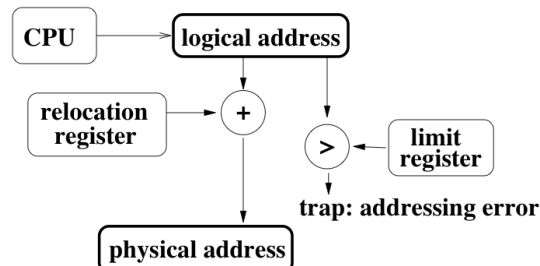


- Put the OS in the highest memory.
- Assume at compile/link time that the process starts at 0 with a maximum address = memory size - OS size.
- Load a process by allocating a contiguous segment of memory in which the process fits.
- The first (smallest) physical address of the process is the *base* address and the largest physical address the process can access is the *limit* address.



# Relocation

- **Static Relocation:**
  - at load time, the OS adjusts the addresses in a process to reflect its position in memory.
  - Once a process is assigned a place in memory and starts executing it, the OS cannot move it. (Why?)
- **Dynamic Relocation:**
  - hardware adds relocation register (base) to virtual address to get a physical address;
  - hardware compares address with limit register (address must be less than base).
  - If test fails, the processor takes an address trap and ignores the physical address.



# Dynamic Relocation

- **Advantages:**
  - OS can easily move a process during execution.
  - OS can allow a process to grow over time.
  - Simple, fast hardware: two special registers, an add, and a compare.
- **Disadvantages:**
  - Slows down hardware due to the add on every memory reference.
  - Can't share memory (such as program text) between processes.
  - Process is still limited to physical memory size.
  - Degree of multiprogramming is very limited since all memory of all active processes must fit in memory.
  - Complicates *memory management*.



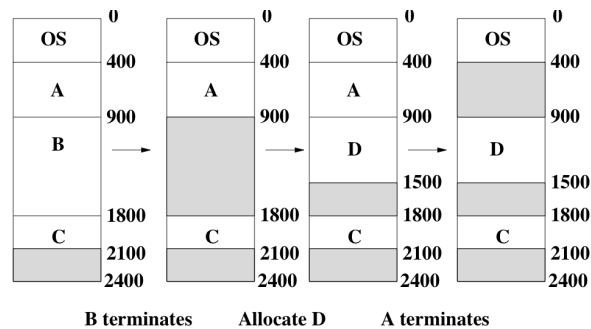
## Relocation: Properties

- **Transparency:** processes are largely unaware of sharing.
- **Safety:** each memory reference is checked.
- **Efficiency:** memory checks and virtual to physical address translation are fast as they are done in hardware, BUT if a process grows, it may have to be moved which is very slow.



# Memory Management: Memory Allocation

As processes enter the system, grow, and terminate, the OS must keep track of which memory is available and utilized.



- **Holes:** pieces of free memory (shaded above in figure)
- Given a new process, the OS must decide which hole to use for the process



## Memory Allocation Policies

- **First-Fit:** allocate the first one in the list in which the process fits. The search can start with the first hole, or where the previous first-fit search ended.
- **Best-Fit:** Allocate the smallest hole that is big enough to hold the process. The OS must search the entire list or store the list sorted by size hole list.
- **Worst-Fit:** Allocate the largest hole to the process. Again the OS must search the entire list or keep the list sorted.
- Simulations show first-fit and best-fit usually yield better storage utilization than worst-fit; first-fit is generally faster than best-fit.



# Fragmentation

- **External Fragmentation**

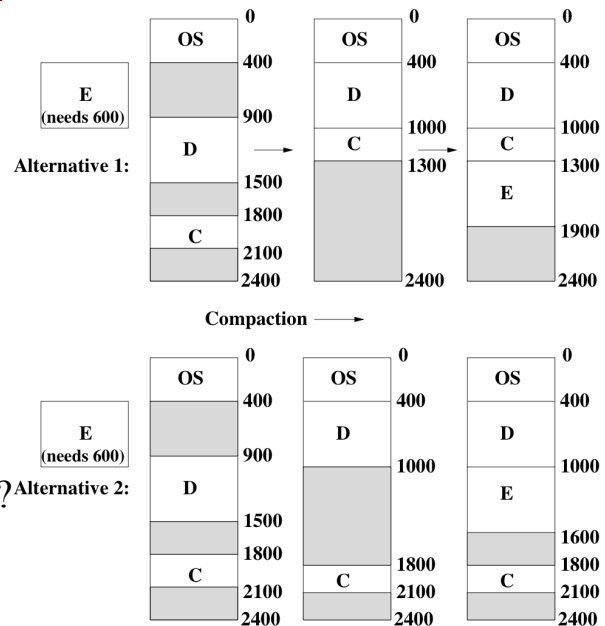
- Frequent loading and unloading programs causes free space to be broken into little pieces
- External fragmentation exists when there is enough memory to fit a process in memory, but the space is not contiguous
- *50-percent rule*: Simulations show that for every  $2N$  allocated blocks,  $N$  blocks are lost due to fragmentation (i.e., 1/3 of memory space is wasted)
- We want an allocation policy that minimizes wasted space.

- **Internal Fragmentation:**

- Consider a process of size 8846 bytes and a block of size 8848 bytes
- ⇒ it is more efficient to allocate the process the entire 8848 block than it is to keep track of 2 free bytes
- Internal fragmentation exists when memory internal to a partition that is wasted



# Compaction



- How much memory is moved?
- How big a block is created?
- Any other choices?





# Swapping

- Roll out a process to disk, releasing all the memory it holds.
- When process becomes active again, the OS must reload it in memory.
  - With static relocation, the process must be put in the same position.
  - With dynamic relocation, the OS finds a new position in memory for the process and updates the relocation and limit registers.
- If swapping is part of the system, compaction is easy to add.
- How could or should swapping interact with CPU scheduling?



# Summary

- Processes must reside in memory in order to execute.
- Processes generally use virtual addresses which are translated into physical addresses just before accessing memory.
- Segmentation allows multiple processes to share main memory, but makes it expensive for processes to grow over time.
- Swapping allows the total memory being used by all processes to exceed the amount of physical memory available, but increases context switch time.

