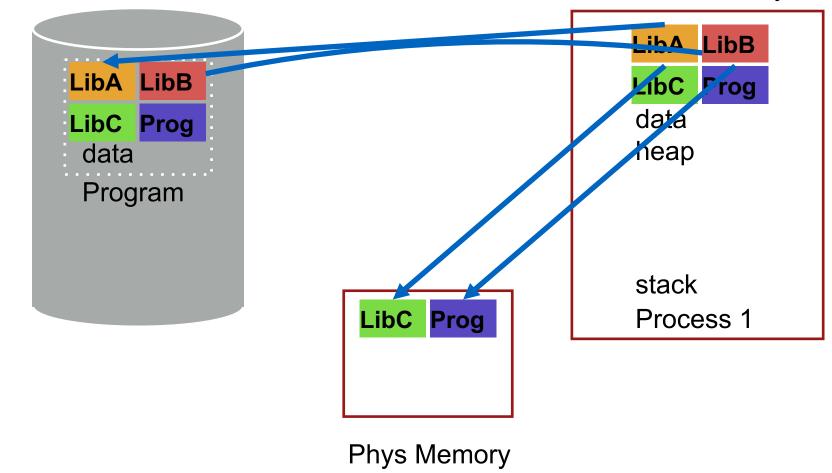
Virtual Memory



Virtual Memory



Disk

Virtual Memory Mechanisms

If page fault (i.e., present bit is cleared)

- Trap into OS (not handled by hardware. Why?)
- OS selects victim page in memory to replace
- Write victim page out to disk if modified. Add modified ("dirty") bit to PTE
 - OS reads referenced page from disk into memory
 - Page table is updated, present bit is set
 - Process continues execution

What should scheduler do?

Mechanism for Continuing a Process

Continuing a process after a page fault is tricky

- Want page fault to be transparent to user
- Page fault may have occurred in middle of instruction
 - When instruction is being fetched
 - When data is being loaded or stored
- Requires hardware support
 - precise interrupts: stop CPU pipeline such that instructions before faulting instruction have completed, and those after can be restarted

Complexity depends upon instruction set

- Can faulting instruction be restarted from beginning?
 - Example: move +(SP), R2
 - Must track side effects so hardware can roll them back if needed

Virtual Memory Policies

Goal: Minimize number of page faults

- Page faults require milliseconds to handle (reading from disk)
- Implication: Plenty of time for OS to make good decision

OS has two decisions

- Page selection
 - When should a page (or pages) on disk be brought into memory?
- Page replacement
 - Which resident page (or pages) in memory should be thrown out to disk?

Average Memory Access Time (AMAT)

- Hit% = portion of accesses that go straight to RAM
- Miss% = portion of accesses that go to disk first
- Tm = time for memory access
- Td = time for disk access

AMAT = (Tm) + (Miss% * Td)

Page Selection

When should a page be brought from disk into memory?

- Demand paging: Load page only when page fault occurs
 - Intuition: Wait until page must absolutely be in memory
 - When process starts: No pages are loaded in memory
 - Problems: Pay the cost of a page fault for every newly accessed page

Page Selection

- When should a page be brought from disk into memory?
- Pre-paging (anticipatory, prefetching): Load page before referenced
 - OS predicts future accesses (oracle) and brings pages into memory early
 - Works well for some access patterns (e.g., sequential)
 - Problems?

Page Selection

- When should a page be brought from disk into memory?
- Hints: Combine above with user-supplied hints about page references
 - User specifies: may need page in future, don't need this page anymore, or sequential access pattern, ...
 - Example: madvise() in Unix

Page Replacement

Which page in main memory should selected as victim?

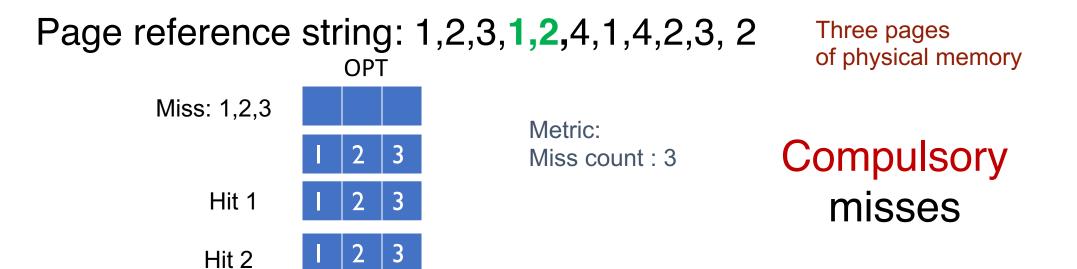
- Write out victim page to disk if modified ("dirty" bit set)
- If victim page is not modified (clean), just discard

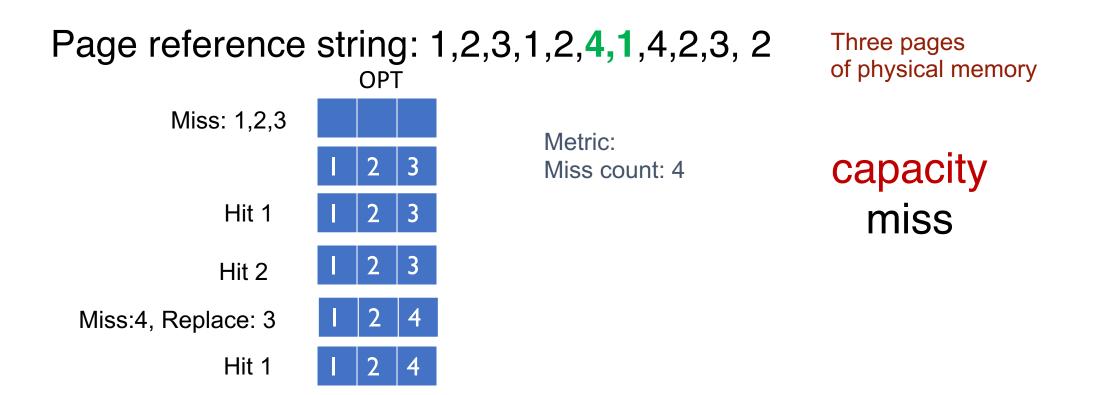
OPT: Replace page not used for longest time in future

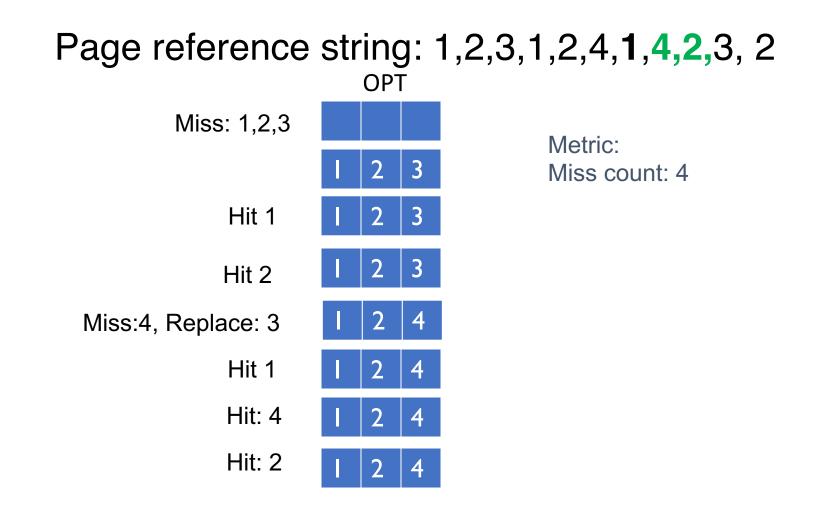
- Advantages: Guaranteed to minimize number of page faults
- Disadvantages: Requires that OS predict the future; Not practical, but good for comparison











OPT Replacement Example Page reference string: 1,2,3,1,2,4,**1**,4,2,**3**, **2** Three pages of physical memory OPT Miss: 1,2,3 Metric: 3 AMAT? Miss count : 5 Hit 1 3 5 misses, 4 compulsory misses 3 Hit 2 Miss:4, Replace: 3 4 AMAT = (Tm) + (Miss% * Td)Hit 1 4 Hit: 4 Assume Tm = 100nsHit: 2 Assume Td = 1000000 ns (1 millisec)Miss:3, Replace: 1 4 AMAT = ?

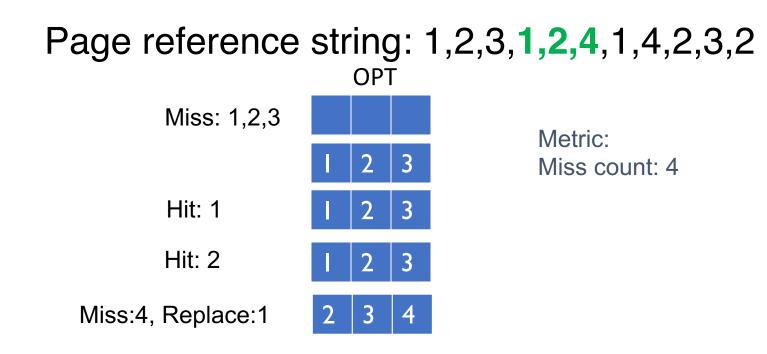
Hit: 2

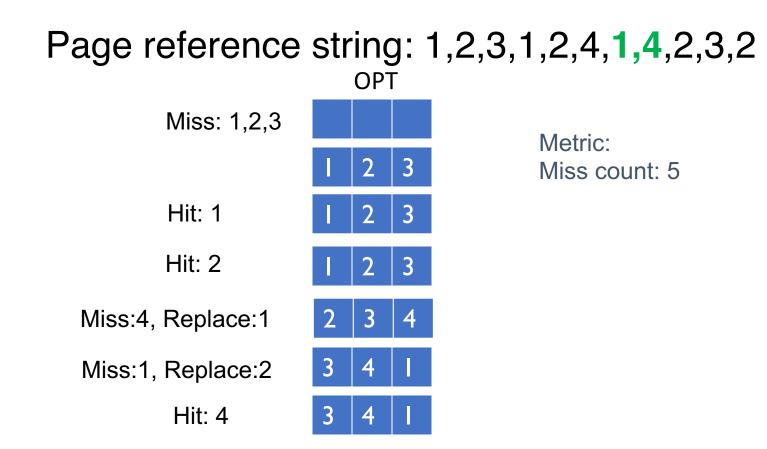
FIFO

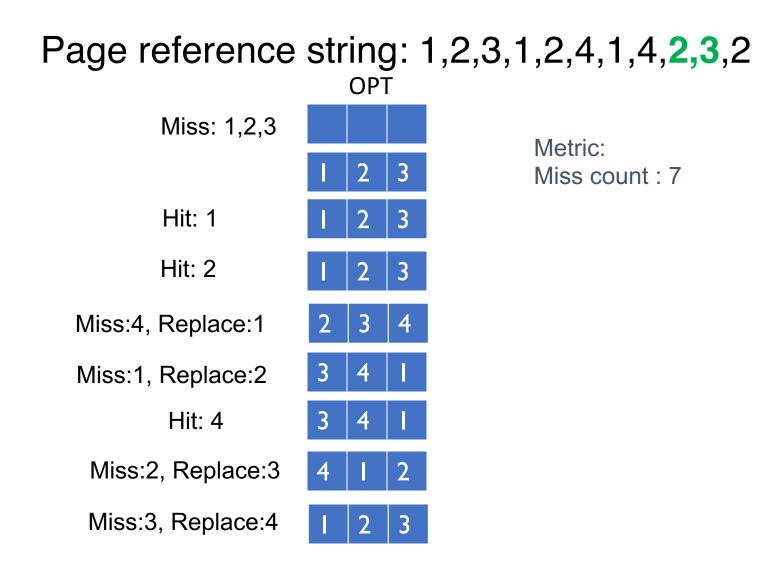
FIFO: Replace page that has been in memory the longest

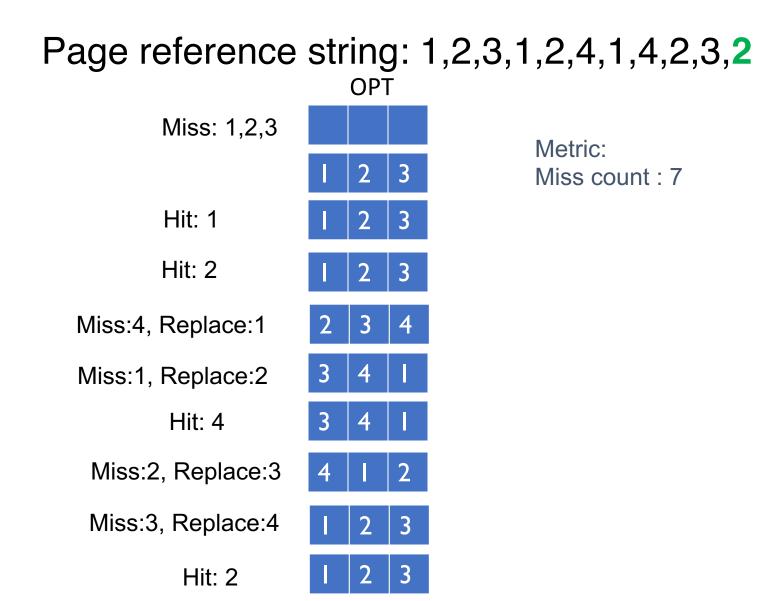
- Intuition: First referenced long time ago, done with it now
- Advantages: Fair: All pages receive equal residency; Easy to implement (circular buffer)
- Disadvantage: Some pages may always be needed

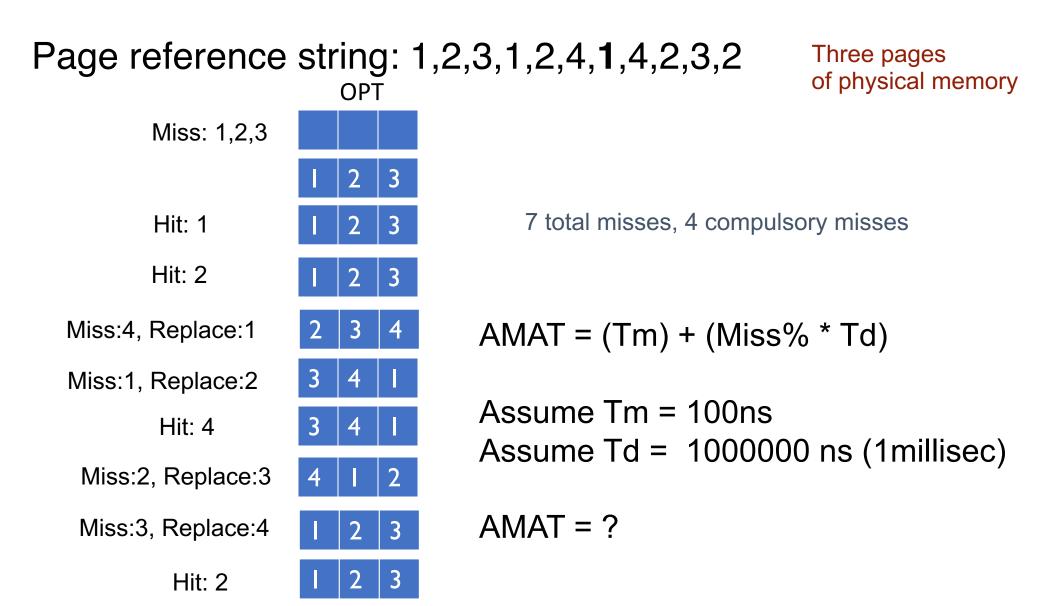










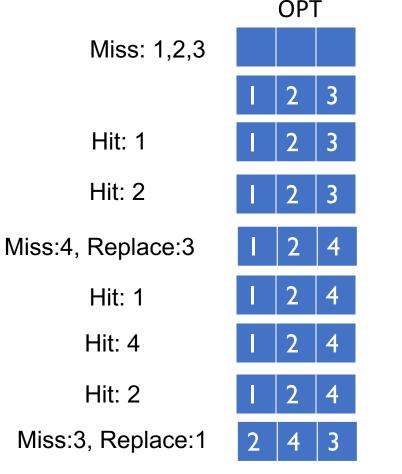


LRU Example – Replace Least Recently Used

Miss

count

Page reference string: 1,2,3,1,2,4,1,4,2,3,2



Hit: 2

Three pages of physical memory

Metric: 5 total misses 4 compulsory misses

In this example, same as OPT!