# CS162
# Operating Systems and Systems Programming
# Lecture 15

## Demand Paging (Finished)

March 16th, 2016
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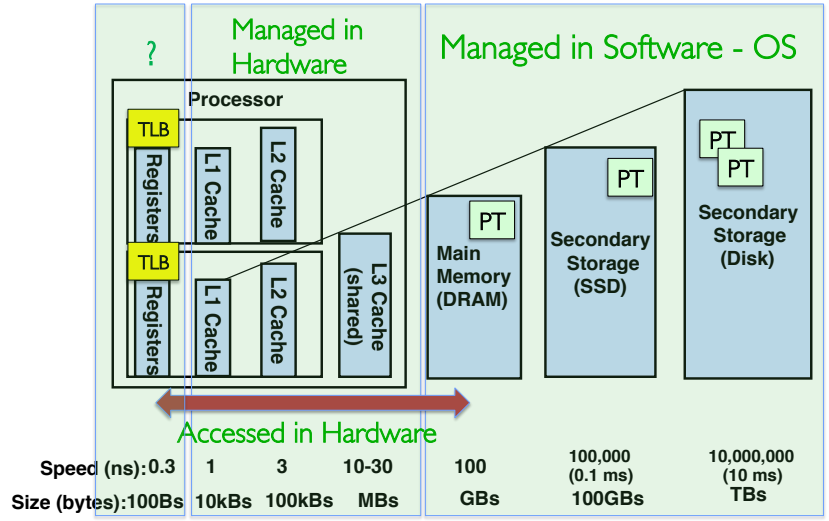
## Management & Access to the Memory Hierarchy






## Recall: Some following questions

- During a page fault, where does the OS get a free frame?
  - Keeps a free list
  - Unix runs a "reaper" if memory gets too full
  - As a last resort, evict a dirty page first
- How can we organize these mechanisms?
  - Work on the replacement policy
- How many page frames/process?
  - Like thread scheduling, need to "schedule" memory resources:
    - » utilization? fairness? priority?
  - allocation of disk paging bandwidth



## Demand Paging Cost Model

- Since Demand Paging like caching, can compute average access time! ("Effective Access Time")
  - EAT = Hit Rate x Hit Time + Miss Rate x Miss Time
  - EAT = Hit Time + Miss Rate x Miss Penalty
- Example:
  - Memory access time = 200 nanoseconds
  - Average page-fault service time = 8 milliseconds
  - Suppose p = Probability of miss, 1-p = Probably of hit
  - Then, we can compute EAT as follows:

$$\begin{aligned} EAT &= 200ns + p \times 8\ ms \\ &= 200ns + p \times 8{,}000{,}000ns \end{aligned}$$

- If one access out of 1,000 causes a page fault, then EAT = 8.2 $\mu$s:
  - This is a slowdown by a factor of 40!
- What if want slowdown by less than 10%?
  - $200ns \times 1.1 < EAT \Rightarrow p < 2.5 \times 10^{-6}$
  - This is about 1 page fault in 400000!

## What Factors Lead to Misses?

- Compulsory Misses:
  - Pages that have never been paged into memory before
  - How might we remove these misses?
    - » Prefetching: loading them into memory before needed
    - » Need to predict future somehow! More later.
- Capacity Misses:
  - Not enough memory. Must somehow increase size.
  - Can we do this?
    - » One option: Increase amount of DRAM (not quick fix!)
    - » Another option: If multiple processes in memory: adjust percentage of memory allocated to each one!
- Conflict Misses:
  - Technically, conflict misses don't exist in virtual memory, since it is a "fully-associative" cache
- Policy Misses:
  - Caused when pages were in memory, but kicked out prematurely because of the replacement policy
  - How to fix? Better replacement policy



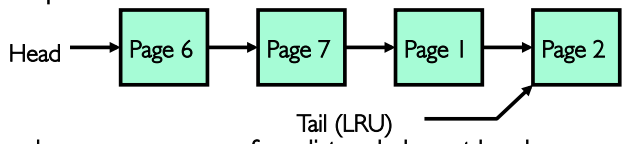
## Page Replacement Policies

- Why do we care about Replacement Policy?
  - Replacement is an issue with any cache
  - Particularly important with pages
    - » The cost of being wrong is high: must go to disk
    - » Must keep important pages in memory, not toss them out
- FIFO (First In, First Out)
  - Throw out oldest page. Be fair – let every page live in memory for same amount of time.
  - Bad – throws out heavily used pages instead of infrequently used
- MIN (Minimum):
  - Replace page that won't be used for the longest time
  - Great, but can't really know future…
  - Makes good comparison case, however
- RANDOM:
  - Pick random page for every replacement
  - Typical solution for TLB's. Simple hardware
  - Pretty unpredictable – makes it hard to make real-time guarantees



## Replacement Policies (Con't)

- LRU (Least Recently Used):
  - Replace page that hasn't been used for the longest time
  - Programs have locality, so if something not used for a while, unlikely to be used in the near future.
  - Seems like LRU should be a good approximation to MIN.
- How to implement LRU? Use a list!




  - On each use, remove page from list and place at head
  - LRU page is at tail
- Problems with this scheme for paging?
  - Need to know immediately when each page used so that can change position in list…
  - Many instructions for each hardware access
- In practice, people approximate LRU (more later)



## Example: FIFO

- Suppose we have 3 page frames, 4 virtual pages, and following reference stream:
  - A B C A B D A D B C B
- Consider FIFO Page replacement:

| Ref: / Page: | A | B | C | A | B | D | A | D | B | C | B |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | A | | | | | D | | | | C | |
| 2 | | B | | | | | A | | | | |
| 3 | | | C | | | | | | B | | |

- FIFO: 7 faults
- When referencing D, replacing A is bad choice, since need A again right away

## Example: MIN

- Suppose we have the same reference stream:
  - A B C A B D A D B C B
- Consider MIN Page replacement:

| Ref: Page: | A | B | C | A | B | D | A | D | B | C | B |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | A | | | | | | | | | C | |
| 2 | | B | | | | | | | | | |
| 3 | | | C | | | D | | | | | |

- MIN: 5 faults
  - Where will D be brought in? Look for page not referenced farthest in future.
- What will LRU do?
  - Same decisions as MIN here, but won't always be true!



## When will LRU perform badly?

- Consider the following: A B C D A B C D A B C D
- LRU Performs as follows (same as FIFO here):

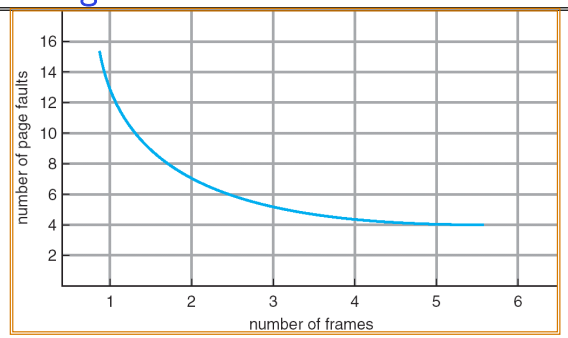
| Ref: Page: | A | B | C | D | A | B | C | D | A | B | C | D |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | A | | | D | | | C | | | B | | |
| 2 | | B | | | A | | | D | | | C | |
| 3 | | | C | | | B | | | A | | | D |

  - Every reference is a page fault!
- MIN Does much better:

| Ref: Page: | A | B | C | D | A | B | C | D | A | B | C | D |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | A | | | | | | | | | B | | |
| 2 | | B | | | | | C | | | | | |
| 3 | | | C | D | | | | | | | | |



## Graph of Page Faults Versus The Number of Frames




- One desirable property: When you add memory the miss rate drops
  - Does this always happen?
  - Seems like it should, right?
- No: Bélády's anomaly
  - Certain replacement algorithms (FIFO) don't have this obvious property!



## Adding Memory Doesn't Always Help Fault Rate

- Does adding memory reduce number of page faults?
  - Yes for LRU and MIN
  - Not necessarily for FIFO! (Called Bélády's anomaly)

| Ref: Page: | A | B | C | D | A | B | E | A | B | C | D | E |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | A | | | D | | | E | | | | | |
| 2 | | B | | | A | | | | | C | | |
| 3 | | | C | | | B | | | | | D | |

| Ref: Page: | A | B | C | D | A | B | E | A | B | C | D | E |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | A | | | | | | E | | | | D | |
| 2 | | B | | | | | | A | | | | E |
| 3 | | | C | | | | | | B | | | |
| 4 | | | | D | | | | | | C | | |

- After adding memory:
  - With FIFO, contents can be completely different
  - In contrast, with LRU or MIN, contents of memory with X pages are a subset of contents with X+1 Page

## Administrivia

- Peer review is *NOT* optional
  - Every person must fill out the project 1 peer review
  - Due today Wed 3/16
    - » We will consider taking off points for missing reviews
  - The peer review is an important part of our evaluation of partner dynamics – *please take is very seriously*
- Survey on Piazza: Please tell us how the course is going!
  - What is going well, what is not going well
  - What could we change?
- Project 2 has been released
  - Get started early as design doc is due Monday 3/28



## BREAK

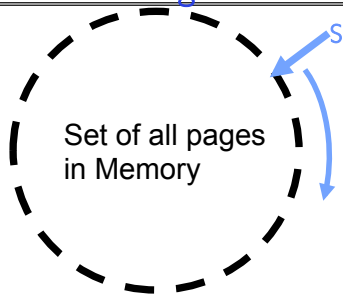


## Implementing LRU

- Perfect:
  - Timestamp page on each reference
  - Keep list of pages ordered by time of reference
  - Too expensive to implement in reality for many reasons
- Clock Algorithm: Arrange physical pages in circle with single clock hand
  - Approximate LRU (approx to approx to MIN)
  - Replace an old page, not the oldest page
- Details:
  - Hardware "use" bit per physical page:
    - » Hardware sets use bit on each reference
    - » If use bit isn't set, means not referenced in a long time
    - » Some hardware sets use bit in the TLB; you have to copy this back to page table entry when TLB entry gets replaced
  - On page fault:
    - » Advance clock hand (not real time)
    - » Check use bit: 1→used recently; clear and leave alone
      0→selected candidate for replacement
  - Will always find a page or loop forever?
    - » Even if all use bits set, will eventually loop around⇒FIFO



## Clock Algorithm: Not Recently Used




Single Clock Hand:
Advances only on page fault!
Check for pages not used recently
Mark pages as not used recently

- What if hand moving slowly?
  - Good sign or bad sign?
    - » Not many page faults and/or find page quickly
- What if hand is moving quickly?
  - Lots of page faults and/or lots of reference bits set
- One way to view clock algorithm:
  - Crude partitioning of pages into two groups: young and old
  - Why not partition into more than 2 groups?

## $N^{th}$ Chance version of Clock Algorithm

- $N^{th}$ chance algorithm: Give page N chances
  - OS keeps counter per page: # sweeps
  - On page fault, OS checks use bit:
    - » 1⇒clear use and also clear counter (used in last sweep)
    - » 0⇒increment counter; if count=N, replace page
  - Means that clock hand has to sweep by N times without page being used before page is replaced
- How do we pick N?
  - Why pick large N? Better approx to LRU
    - » If N ~ 1K, really good approximation
  - Why pick small N? More efficient
    - » Otherwise might have to look a long way to find free page
- What about dirty pages?
  - Takes extra overhead to replace a dirty page, so give dirty pages an extra chance before replacing?
  - Common approach:
    - » Clean pages, use N=1
    - » Dirty pages, use N=2 (and write back to disk when N=1)



## Clock Algorithms: Details

- Which bits of a PTE entry are useful to us?
  - Use: Set when page is referenced; cleared by clock algorithm
  - Modified: set when page is modified, cleared when page written to disk
  - Valid: ok for program to reference this page
  - Read-only: ok for program to read page, but not modify
    - » For example for catching modifications to code pages!
- Do we really need hardware-supported "modified" bit?
  - No. Can emulate it (BSD Unix) using read-only bit
    - » Initially, mark all pages as read-only, even data pages
    - » On write, trap to OS. OS sets software "modified" bit, and marks page as read-write.
    - » Whenever page comes back in from disk, mark read-only

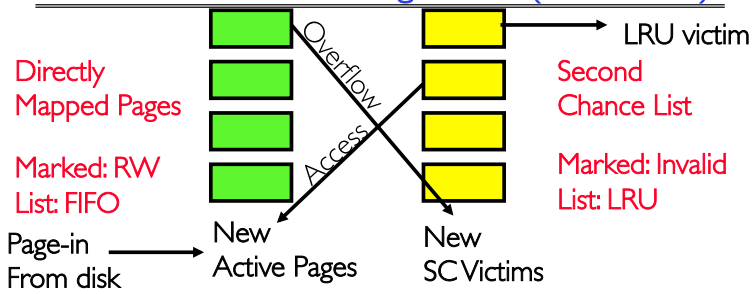


## Clock Algorithms Details (continued)

- Do we really need a hardware-supported "use" bit?
  - No. Can emulate it similar to above:
    - » Mark all pages as invalid, even if in memory
    - » On read to invalid page, trap to OS
    - » OS sets use bit, and marks page read-only
  - Get modified bit in same way as previous:
    - » On write, trap to OS (either invalid or read-only)
    - » Set use and modified bits, mark page read-write
  - When clock hand passes by, reset use and modified bits and mark page as invalid again
- Remember, however, that clock is just an approximation of LRU
  - Can we do a better approximation, given that we have to take page faults on some reads and writes to collect use information?
  - Need to identify an old page, not oldest page!
  - Answer: second chance list



## Second-Chance List Algorithm (VAX/VMS)



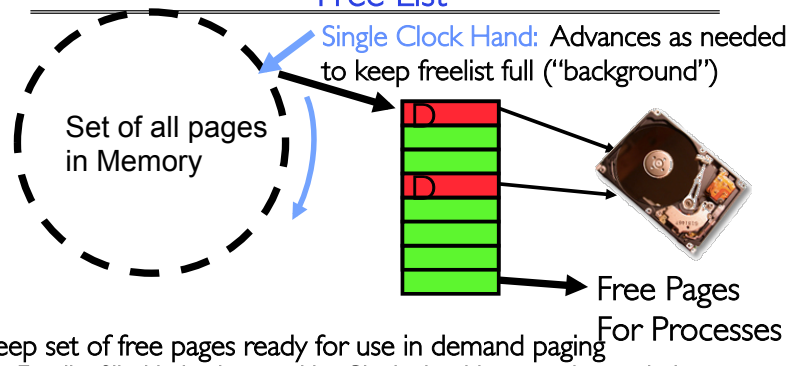

- Split memory in two: Active list (RW), SC list (Invalid)
- Access pages in Active list at full speed
- Otherwise, Page Fault
  - Always move overflow page from end of Active list to front of Second-chance list (SC) and mark invalid
  - Desired Page On SC List: move to front of Active list, mark RW
  - Not on SC list: page in to front of Active list, mark RW; page out LRU victim at end of SC list

## Second-Chance List Algorithm (con't)

- How many pages for second chance list?
  - If 0 ⇒ FIFO
  - If all ⇒ LRU, but page fault on every page reference
- Pick intermediate value. Result is:
  - Pro: Few disk accesses (page only goes to disk if unused for a long time)
  - Con: Increased overhead trapping to OS (software / hardware tradeoff)
- With page translation, we can adapt to any kind of access the program makes
  - Later, we will show how to use page translation / protection to share memory between threads on widely separated machines
- Question: why didn't VAX include "use" bit?
  - Strecker (architect) asked OS people, they said they didn't need it, so didn't implement it
  - He later got blamed, but VAX did OK anyway



## Free List




- Keep set of free pages ready for use in demand paging
  - Freelist filled in background by Clock algorithm or other technique ("Pageout demon")
  - Dirty pages start copying back to disk when enter list
- Like VAX second-chance list
  - If page needed before reused, just return to active set
- Advantage: Faster for page fault
  - Can always use page (or pages) immediately on fault



## Demand Paging (more details)

- Does software-loaded TLB need use bit? Two Options:
  - Hardware sets use bit in TLB; when TLB entry is replaced, software copies use bit back to page table
  - Software manages TLB entries as FIFO list; everything not in TLB is Second-Chance list, managed as strict LRU
- Core Map
  - Page tables map virtual page → physical page
  - Do we need a reverse mapping (i.e. physical page → virtual page)?
    - » Yes. Clock algorithm runs through page frames. If sharing, then multiple virtual-pages per physical page
    - » Can't push page out to disk without invalidating all PTEs



## Allocation of Page Frames (Memory Pages)

- How do we allocate memory among different processes?
  - Does every process get the same fraction of memory? Different fractions?
  - Should we completely swap some processes out of memory?
- Each process needs *minimum* number of pages
  - Want to make sure that all processes that are loaded into memory can make forward progress
  - Example: IBM 370 – 6 pages to handle SS MOVE instruction:
    - » instruction is 6 bytes, might span 2 pages
    - » 2 pages to handle *from*
    - » 2 pages to handle *to*
- Possible Replacement Scopes:
  - Global replacement – process selects replacement frame from set of all frames; one process can take a frame from another
  - Local replacement – each process selects from only its own set of allocated frames

## Fixed/Priority Allocation

- Equal allocation (Fixed Scheme):
  - Every process gets same amount of memory
  - Example: 100 frames, 5 processes⇒process gets 20 frames
- Proportional allocation (Fixed Scheme)
  - Allocate according to the size of process
  - Computation proceeds as follows:

    $s_i$ = size of process $p_i$ and $S = \Sigma s_i$

    $m$ = total number of frames

    $a_i$ = allocation for $p_i$ = $\frac{s_i}{S} \times m$
- Priority Allocation:
  - Proportional scheme using priorities rather than size
    - » Same type of computation as previous scheme
  - Possible behavior: If process $p_i$ generates a page fault, select for replacement a frame from a process with lower priority number
- Perhaps we should use an adaptive scheme instead???
  - What if some application just needs more memory?

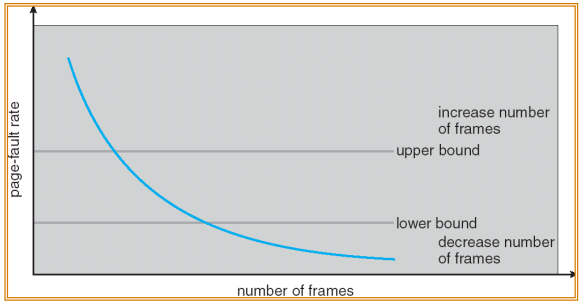


## BREAK



## Page-Fault Frequency Allocation

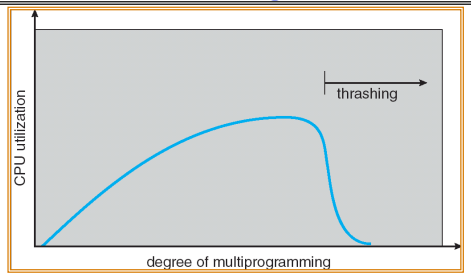
- Can we reduce Capacity misses by dynamically changing the number of pages/application?




- Establish "acceptable" page-fault rate
  - If actual rate too low, process loses frame
  - If actual rate too high, process gains frame
- Question: What if we just don't have enough memory?



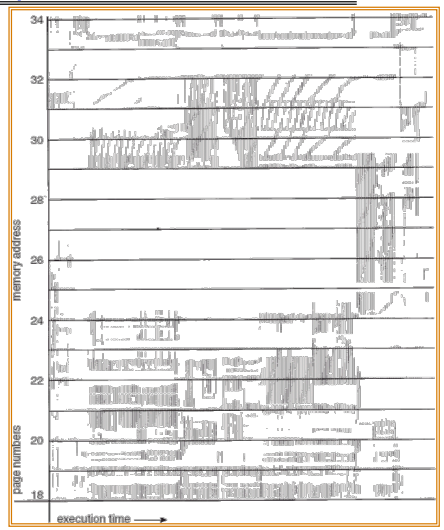
## Thrashing




- If a process does not have "enough" pages, the page-fault rate is very high. This leads to:
  - low CPU utilization
  - operating system spends most of its time swapping to disk
- Thrashing ≡ a process is busy swapping pages in and out
- Questions:
  - How do we detect Thrashing?
  - What is best response to Thrashing?

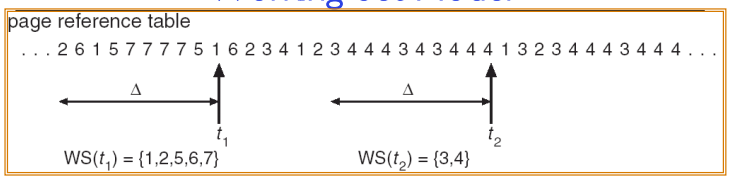
## Locality In A Memory-Reference Pattern

- Program Memory Access Patterns have temporal and spatial locality
  - Group of Pages accessed along a given time slice called the "Working Set"
  - Working Set defines minimum number of pages needed for process to behave well
- Not enough memory for Working Set⇒Thrashing
  - Better to swap out process?






## Working-Set Model




- Δ ≡ working-set window ≡ fixed number of page references
  - Example: 10,000 instructions
- $WS_i$ (working set of Process $P_i$) = total set of pages referenced in the most recent Δ (varies in time)
  - if Δ too small will not encompass entire locality
  - if Δ too large will encompass several localities
  - if Δ = ∞ ⇒ will encompass entire program
- $D = \Sigma|WS_i|$ ≡ total demand frames
- if $D > m$ ⇒ Thrashing
  - Policy: if $D$ > m, then suspend/swap out processes
  - This can improve overall system behavior by a lot!



## What about Compulsory Misses?

- Recall that compulsory misses are misses that occur the first time that a page is seen
  - Pages that are touched for the first time
  - Pages that are touched after process is swapped out/swapped back in
- Clustering:
  - On a page-fault, bring in multiple pages "around" the faulting page
  - Since efficiency of disk reads increases with sequential reads, makes sense to read several sequential pages
- Working Set Tracking:
  - Use algorithm to try to track working set of application
  - When swapping process back in, swap in working set



## Reverse Page Mapping (Sometimes called "Coremap")

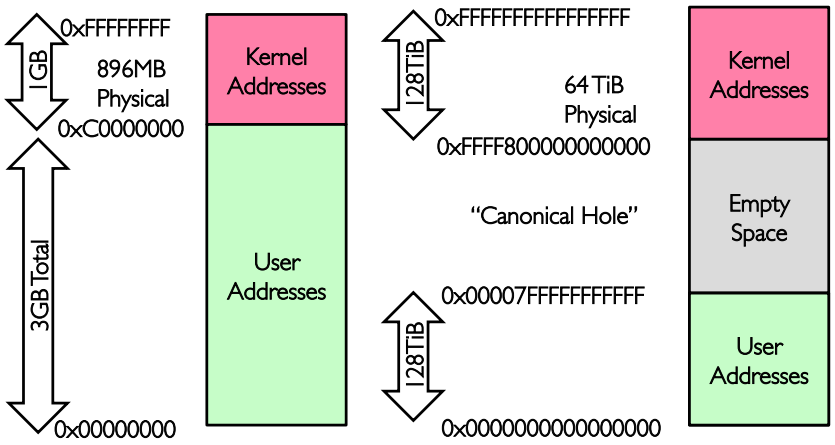
- Physical page frames often shared by many different address spaces/page tables
  - All children forked from given process
  - Shared memory pages between processes
- Whatever reverse mapping mechanism that is in place must be very fast
  - Must hunt down all page tables pointing at given page frame when freeing a page
  - Must hunt down all PTEs when seeing if pages "active"
- Implementation options:
  - For every page descriptor, keep linked list of page table entries that point to it
    - » Management nightmare – expensive
  - Linux 2.6: Object-based reverse mapping
    - » Link together memory region descriptors instead (much coarser granularity)

## Linux Memory Details?

- Memory management in Linux considerably more complex that the previous indications
- Memory Zones: physical memory categories
  - ZONE_DMA: < 16MB memory, DMAable on ISA bus
  - ZONE_NORMAL: 16MB ⇒ 896MB (mapped at 0xC0000000)
  - ZONE_HIGHMEM: Everything else (> 896MB)
- Each zone has 1 freelist, 2 LRU lists (Active/Inactive)
- Many different types of allocation
  - SLAB allocators, per-page allocators, mapped/unmapped
- Many different types of allocated memory:
  - Anonymous memory (not backed by a file, heap/stack)
  - Mapped memory (backed by a file)
- Allocation priorities
  - Is blocking allowed/etc



## Recall: Linux Virtual memory map




32-Bit Virtual Address Space 64-Bit Virtual Address Space



## Virtual Map (Details)

- Kernel memory not generally visible to user
  - Exception: special VDSO (virtual dynamically linked shared objects) facility that maps kernel code into user space to aid in system calls (and to provide certain actual system calls such as **`gettimeofday()`**
- Every physical page described by a "page" structure
  - Collected together in lower physical memory
  - Can be accessed in kernel virtual space
  - Linked together in various "LRU" lists
- For 32-bit virtual memory architectures:
  - When physical memory < 896MB
    - » All physical memory mapped at 0xC0000000
  - When physical memory >= 896MB
    - » Not all physical memory mapped in kernel space all the time
    - » Can be temporarily mapped with addresses > 0xCC000000
- For 64-bit virtual memory architectures:
  - All physical memory mapped above 0xFFFF800000000000

## Summary

- Replacement policies
  - FIFO: Place pages on queue, replace page at end
  - MIN: Replace page that will be used farthest in future
  - LRU: Replace page used farthest in past
- Clock Algorithm: Approximation to LRU
  - Arrange all pages in circular list
  - Sweep through them, marking as not "in use"
  - If page not "in use" for one pass, than can replace
- $N^{th}$-chance clock algorithm: Another approximate LRU
  - Give pages multiple passes of clock hand before replacing
- Second-Chance List algorithm: Yet another approximate LRU
  - Divide pages into two groups, one of which is truly LRU and managed on page faults.
- Working Set:
  - Set of pages touched by a process recently
- Thrashing: a process is busy swapping pages in and out
  - Process will thrash if working set doesn't fit in memory
  - Need to swap out a process