# CS162
# Operating Systems and Systems Programming
# Lecture 17

## Memory 4: Demand Paging Policies

March 16th, 2023

Prof. John Kubiatowicz
http://cs162.eecs.Berkeley.edu

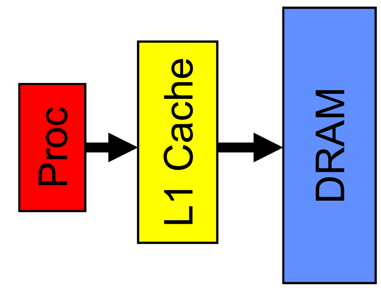
# Recall 61C: Average Memory Access Time

- Used to compute access time probabilistically:

AMAT = Hit Rate$_{L1}$ x Hit Time$_{L1}$ + Miss Rate$_{L1}$ x Miss Time$_{L1}$

Hit Rate$_{L1}$ + Miss Rate$_{L1}$ = 1
Hit Time$_{L1}$ = Time to get value from L1 cache.
Miss Time$_{L1}$ = Hit Time$_{L1}$ + Miss Penalty$_{L1}$
Miss Penalty$_{L1}$ = AVG Time to get value from lower level (DRAM)

So, AMAT = Hit Time$_{L1}$ + Miss Rate$_{L1}$ x Miss Penalty$_{L1}$

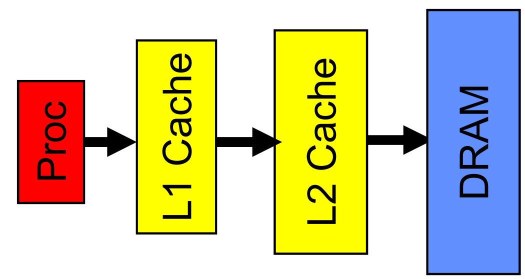



- What about more levels of hierarchy?

AMAT = Hit Time$_{L1}$ + Miss Rate$_{L1}$ x Miss Penalty$_{L1}$

Miss Penalty$_{L1}$ = AVG time to get value from lower level (L2)
= Hit Time$_{L2}$ + Miss Rate$_{L2}$ x Miss Penalty$_{L2}$

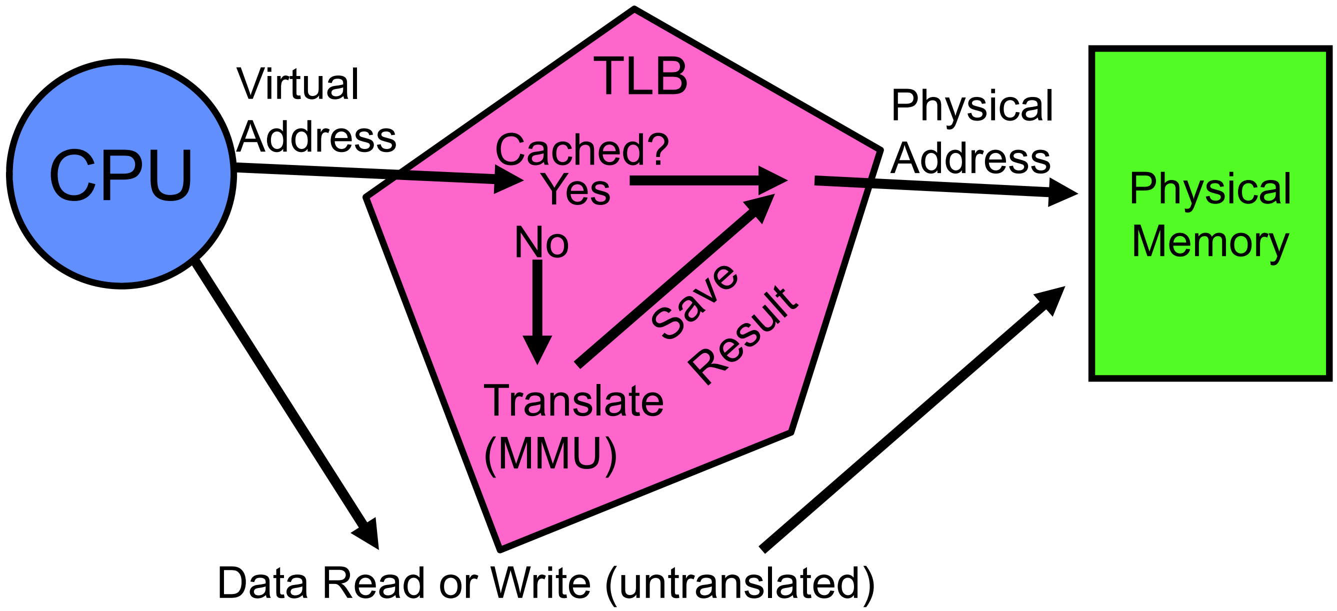
Miss Penalty$_{L2}$ = Average Time to fetch from below L2 (DRAM)




AMAT = Hit Time$_{L1}$ +
Miss Rate$_{L1}$ x (Hit Time$_{L2}$ + Miss Rate$_{L2}$ x Miss Penalty$_{L2}$)

- And so on … (can do this recursively for more levels!)

# Recall: Caching Applied to Address Translation

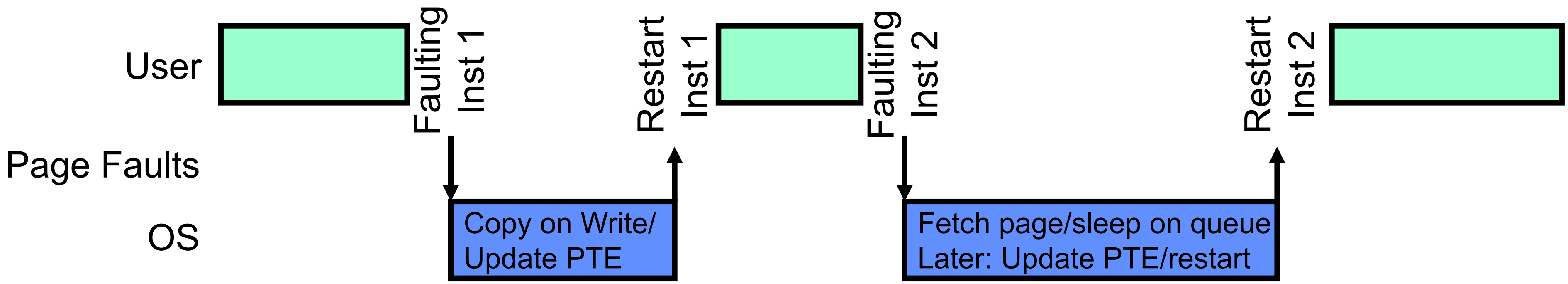



- Question is one of page locality: does it exist?
  - Instruction accesses spend a lot of time on same page (accesses are sequential)
  - Stack accesses have definite locality of reference
  - Data accesses have less page locality, but still some…
- Can we have a TLB hierarchy?
  - Sure: multiple levels at different sizes/speeds

# What Actually Happens on a TLB Miss?

- Hardware traversed page tables (x86, many others):
  - On TLB miss, hardware in MMU looks at current page table to fill TLB (may walk multiple levels)
    - » If PTE valid, hardware fills TLB and processor never knows
    - » If PTE marked as invalid, causes Page Fault, after which kernel decides what to do afterwards
- Software traversed Page tables (like MIPS):
  - On TLB miss, processor receives TLB fault
  - Kernel traverses page table to find PTE
    - » If PTE valid, fills TLB and returns from fault
    - » If PTE marked as invalid, internally calls Page Fault handler
- Most chip sets provide hardware traversal
  - Modern operating systems tend to have more TLB faults since they use translation for many things
  - Examples:
    - » shared segments
    - » user-level portions of an operating system

# Transparent Exceptions: Page fault




- How to transparently restart faulting instructions?
  - (Consider load or store that gets Page fault)
  - Could we just skip faulting instruction?
    - » No: need to perform load or store after reconnecting physical page!
- Hardware must help out by saving:
  - Faulting instruction and partial state
    - » Need to know which instruction caused fault
    - » Is single PC sufficient to identify faulting position????
  - Processor State: sufficient to restart user thread
    - » Save/restore registers, stack, etc
- What if an instruction has side-effects?

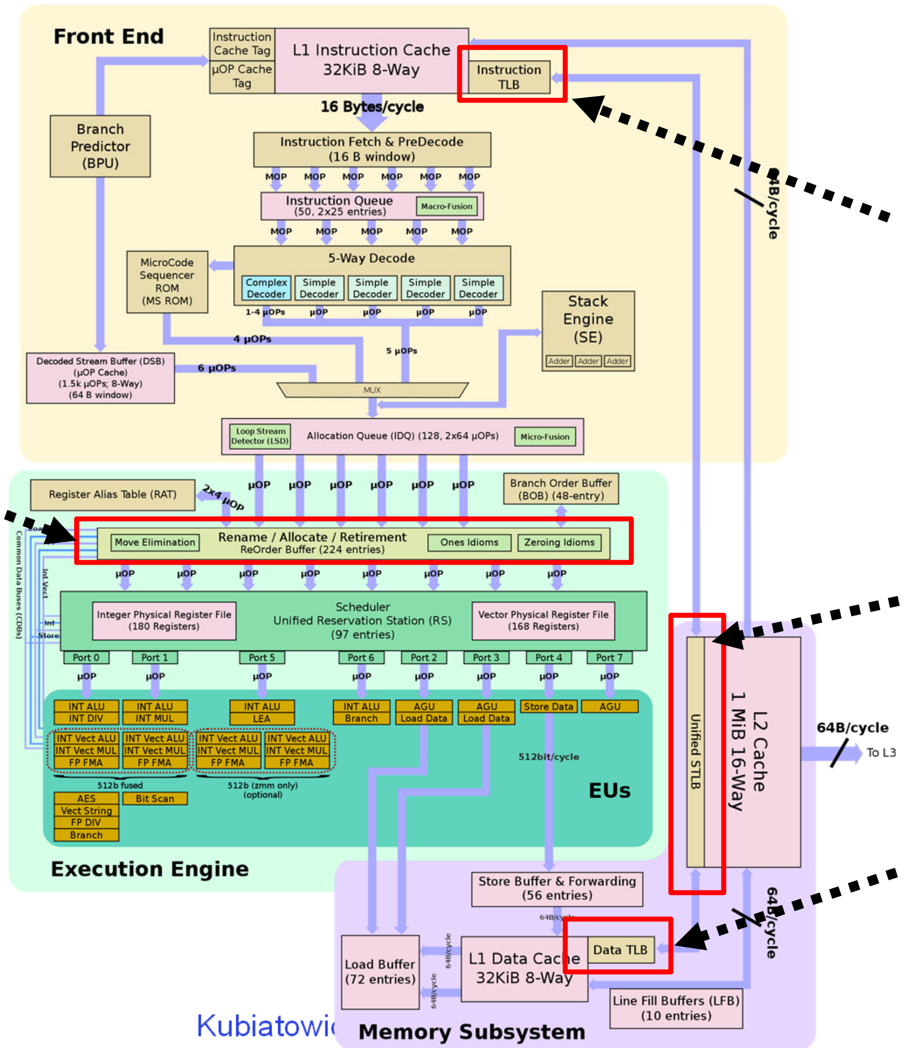
# Consider weird things that can happen

- What if an instruction has side effects?
  - Options:
    - » Unwind side-effects (easy to restart)
    - » Finish off side-effects (messy!)
  - Example 1: `mov (sp)+,10`
    - » What if page fault occurs when writing to stack pointer?
    - » Did `sp` get incremented before or after the page fault?
  - Example 2: `strcpy (r1), (r2)`
    - » Source and destination overlap: can't unwind in principle!
    - » IBM S/370 and VAX solution: execute twice – once read-only
- What about "RISC" processors?
  - For instance delayed branches?
    - » Example:
      ```
      bne somewhere
      ld r1,(sp)
      ```
    - » Restart after page fault: need two PCs, PC and nPC!
  - Delayed exceptions:
    - » Example:
      ```
      div r1, r2, r3
      ld r1, (sp)
      ```
    - » What if takes many cycles to discover divide by zero, but load has already caused page fault?

# Precise Exceptions

- Precise $\Rightarrow$ state of the machine is preserved as if program executed up to the offending instruction
  - All previous instructions completed
  - Offending instruction and all following instructions act as if they have not even started
  - Same system code will work on different implementations
  - Difficult in the presence of pipelining, out-of-order execution, ...
  - x86 takes this position
- Imprecise $\Rightarrow$ system software has to figure out what is where and put it all back together
- Performance goals often lead designers to forsake precise interrupts
  - system software developers, user, markets etc. usually wish they had not done this
- Modern techniques for out-of-order execution and branch prediction help implement precise interrupts

# Current Intel x86 (Skylake, Cascade Lake)




**Reorder Buffer (Precise Exceptions)**

**(L1) Instruction TLB**

**(L2) Unified TLB**

**(L1) Data TLB**

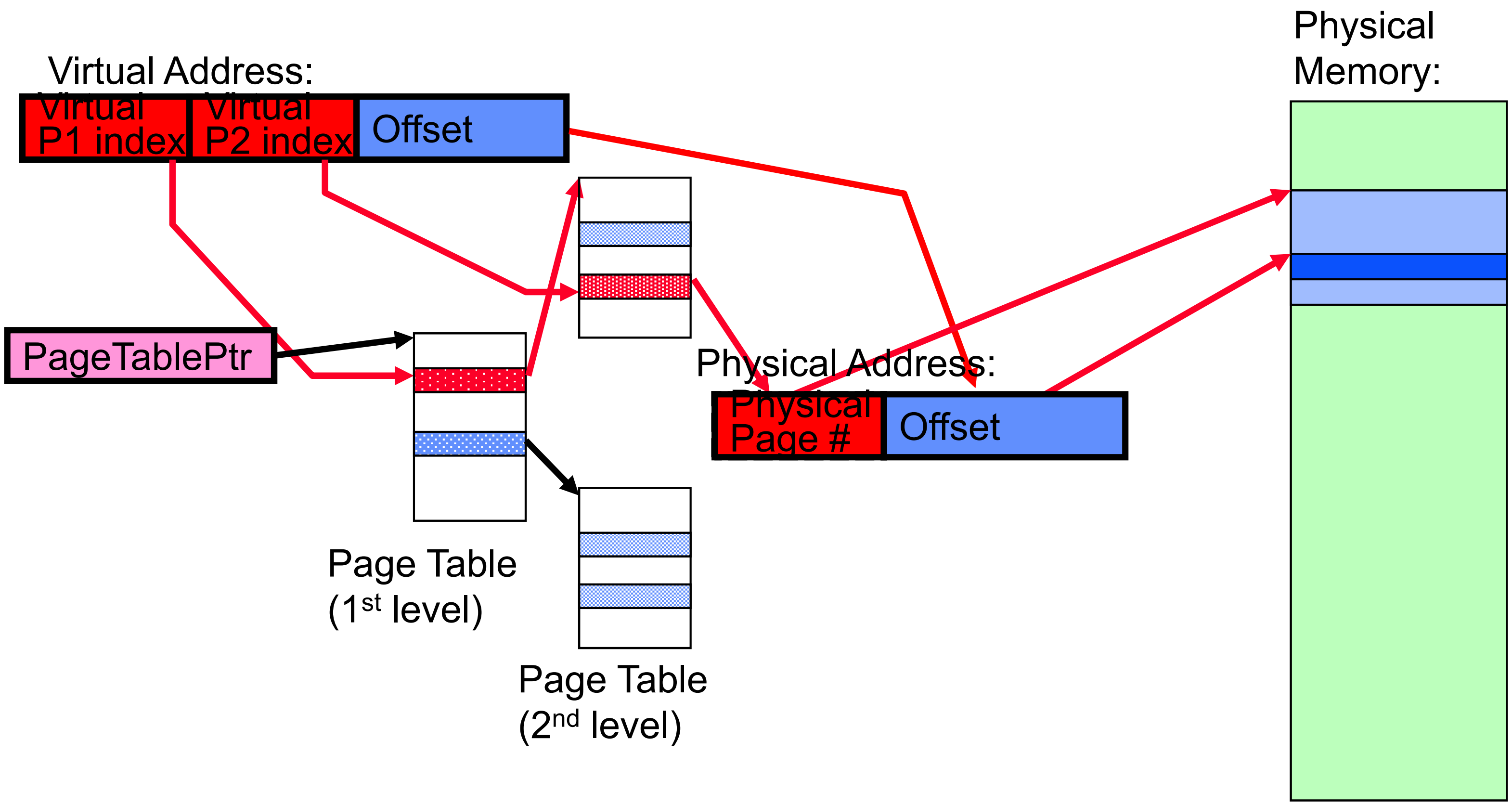
# Current Example: Memory Hierarchy

- Caches (all 64 B line size)
  - L1 I-Cache: 32 KiB/core, 8-way set assoc.
  - L1 D Cache: 32 KiB/core, 8-way set assoc., 4-5 cycles load-to-use, Write-back policy
  - L2 Cache: 1 MiB/core, 16-way set assoc., Inclusive, Write-back policy, 14 cycles latency
  - L3 Cache: 1.375 MiB/core, 11-way set assoc., shared across cores, Non-inclusive victim cache, Write-back policy, 50-70 cycles latency
- TLB
  - L1 ITLB, 128 entries; 8-way set assoc. for 4 KB pages
    - » 8 entries per thread; fully associative, for 2 MiB / 4 MiB page
  - L1 DTLB 64 entries; 4-way set associative for 4 KB pages
    - » 32 entries; 4-way set associative, 2 MiB / 4 MiB page translations:
    - » 4 entries; 4-way associative, 1G page translations:
  - L2 STLB: 1536 entries; 12-way set assoc. 4 KiB + 2 MiB pages
    - » 16 entries; 4-way set associative, 1 GiB page translations:

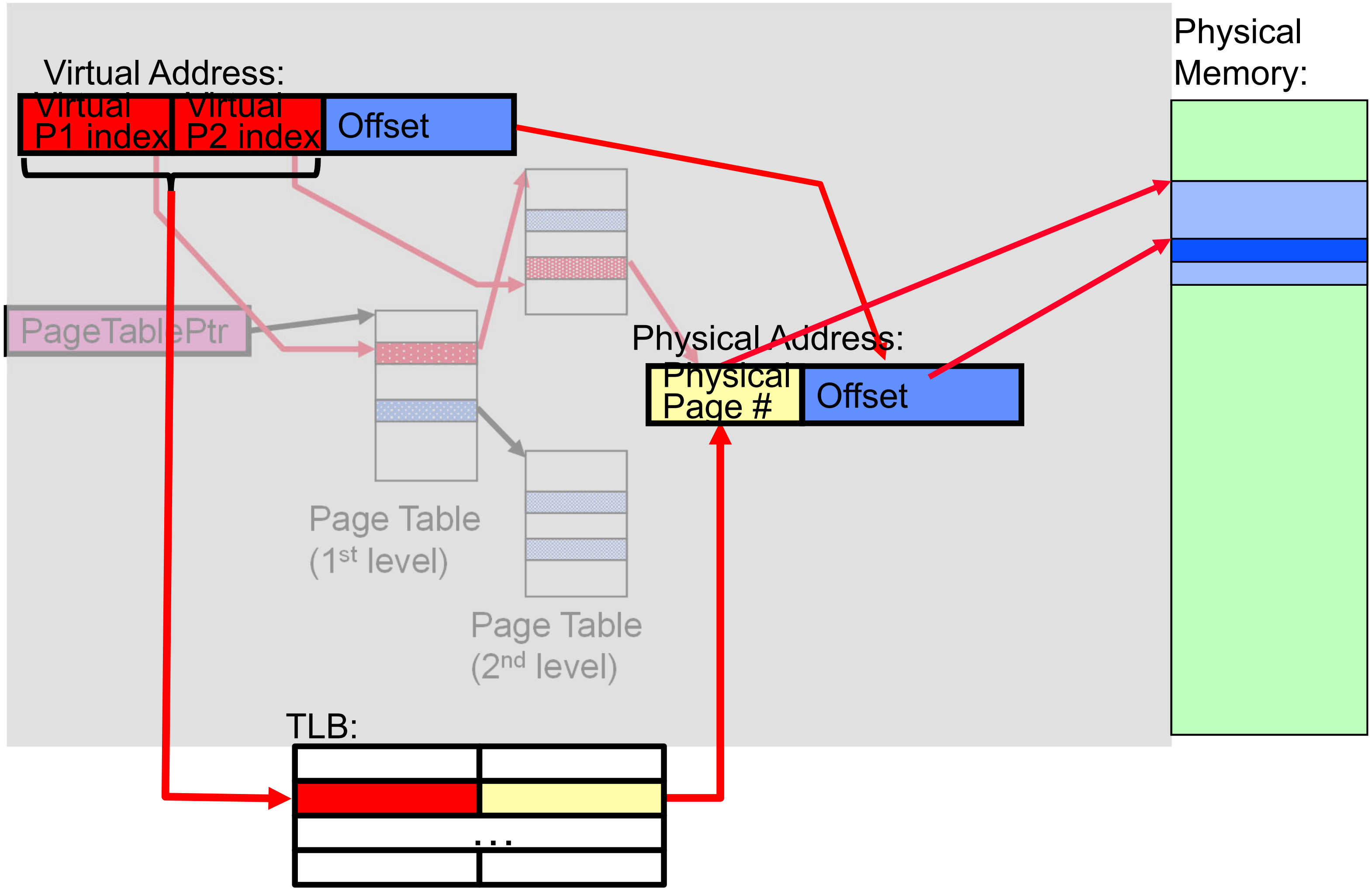
# What happens on a Context Switch?

- Need to do something, since TLBs map virtual addresses to physical addresses
  - Address Space just changed, so TLB entries no longer valid!
- Options?
  - Invalidate ("Flush") TLB: simple but might be expensive
    - » What if switching frequently between processes?
  - Include ProcessID in TLB
    - » This is an architectural solution: needs hardware
- What if translation tables change?
  - For example, to move page from memory to disk or vice versa…
  - Must invalidate TLB entry!
    - » Otherwise, might think that page is still in memory!
  - Called "TLB Consistency"
- Aside: with Virtually-Indexed, Virtually-Tagged cache, need to flush cache!
  - Everyone has their own version of the address "0" and can't distinguish them
  - This is one advantage of Virtually-Indexed, Physically-Tagged caches..

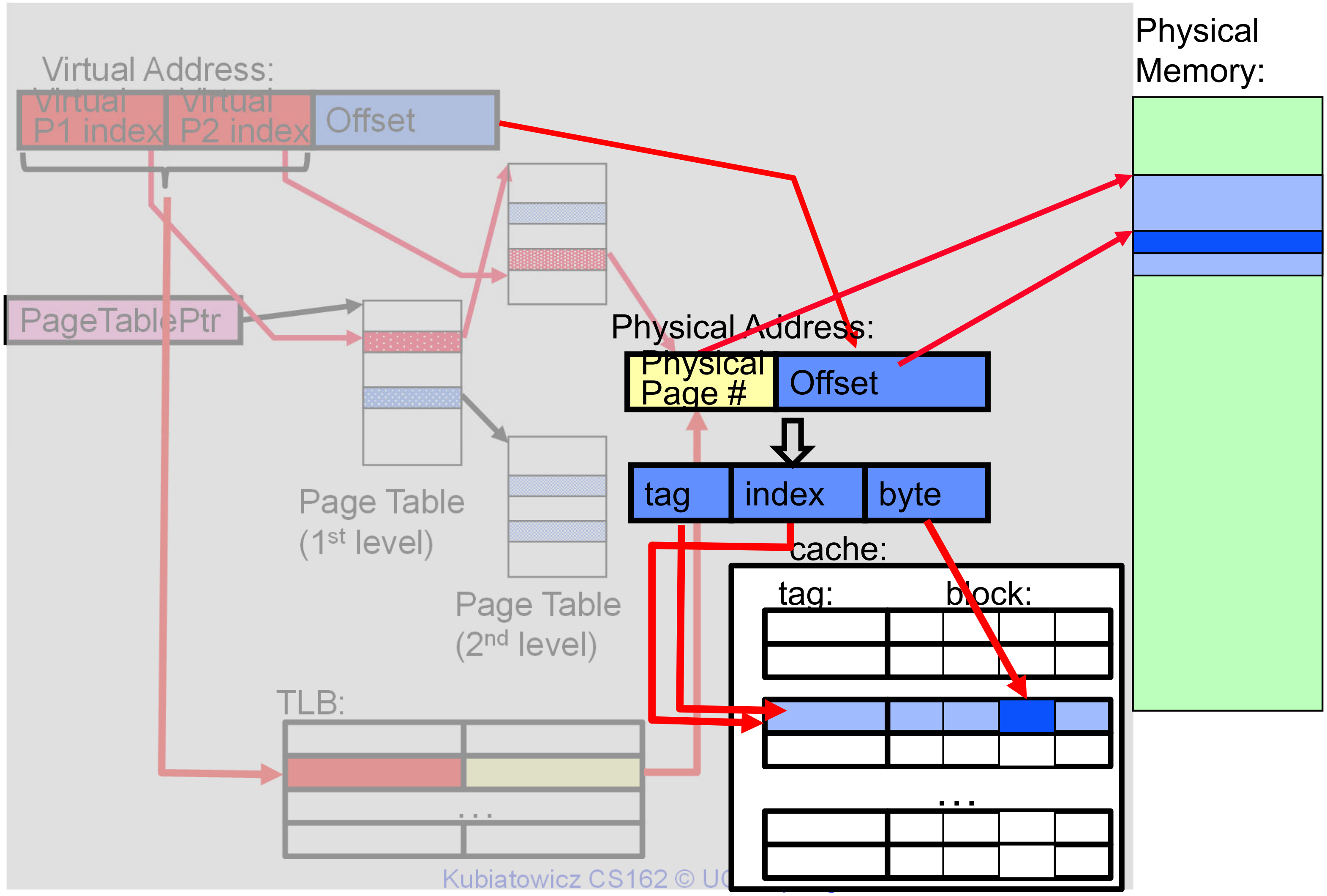
# Putting Everything Together: Address Translation



# Putting Everything Together: TLB



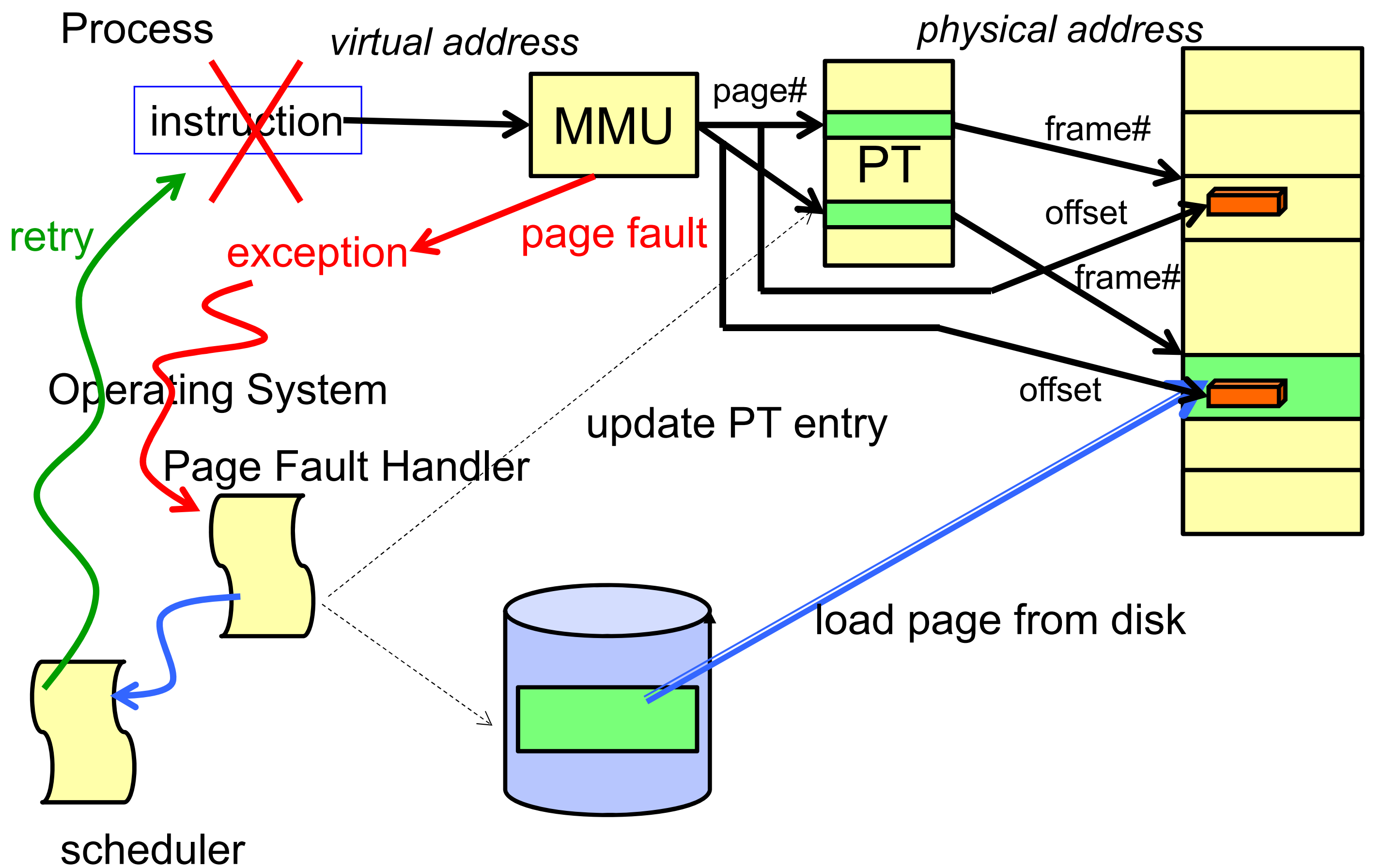
# Putting Everything Together: Cache



# Page Fault Handling

- The Virtual-to-Physical Translation fails
  - PTE marked invalid, Privilege Level Violation, Access violation, or does not exist
  - Causes an Fault / Trap
    - » Not an interrupt because synchronous to instruction execution
  - May occur on instruction fetch or data access
  - Protection violations typically terminate the process
- Other Page Faults engage operating system to fix the situation and retry the instruction
  - Allocate an additional stack page, or
  - Make the page accessible – (Copy on Write),
  - Bring page in from secondary storage to memory – demand paging
- Fundamental inversion of the hardware / software boundary
  - Need to execute software to allow hardware to proceed!

# Page Fault ⇒ Demand Paging

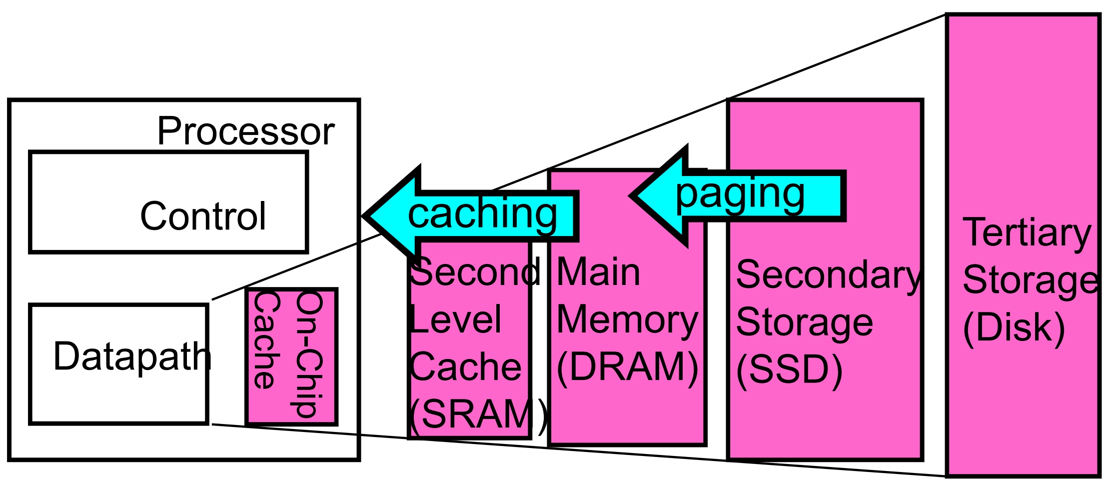


# Administrivia

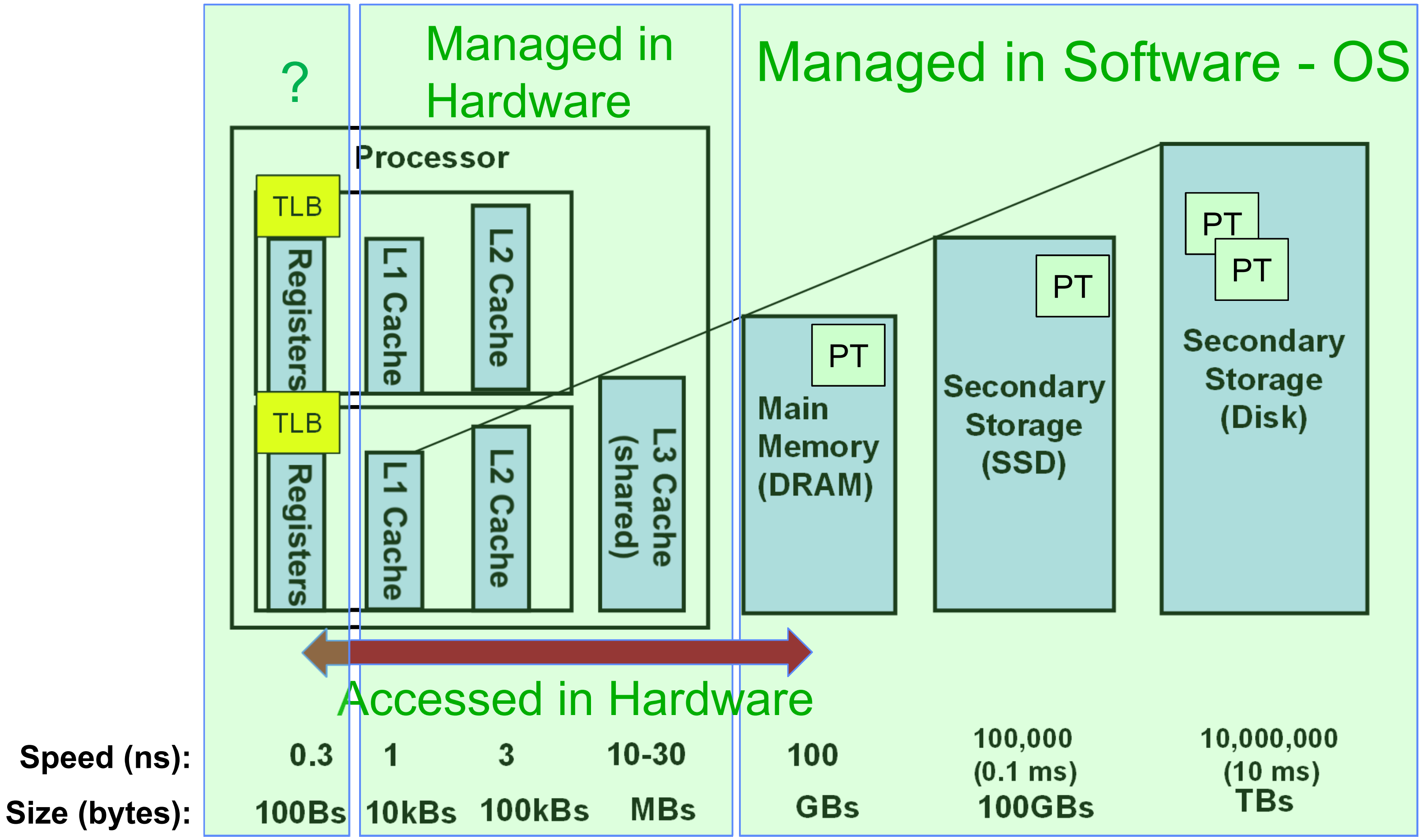
- Still grading exam!
  - Hopefully have it by early next week
- Project 2 in full swing
  - Stay on top of this one.  Don't wait until last moment to get pieces together
- Homework 4 also in full swing
- Make sure to fill out survey!  Due today!
  - We really want to hear how you think we are doing
  - Also, will get a chance to suggest topics for the special topics lecture

# Demand Paging

- Modern programs require a lot of physical memory
  - Memory per system growing faster than 25%-30%/year
- But they don't use all their memory all of the time
  - 90-10 rule: programs spend 90% of their time in 10% of their code
  - Wasteful to require all of user's code to be in memory
- Solution: use main memory as "cache" for disk



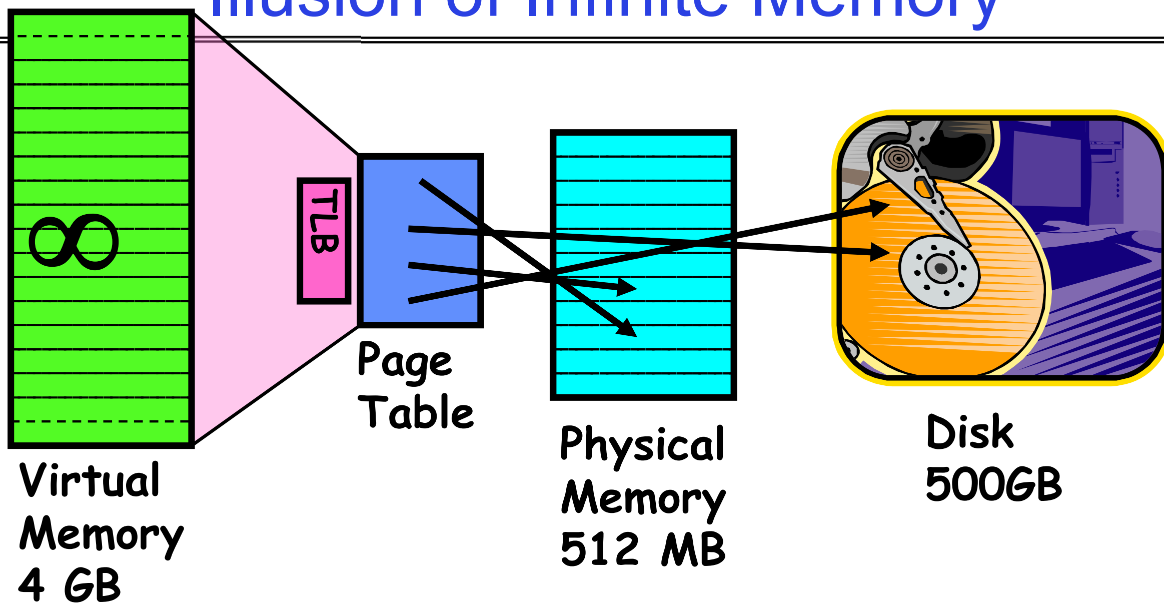
# Management & Access to the Memory Hierarchy



# Demand Paging as Caching, …

- What "block size"? - 1 page (e.g, 4 KB)
- What "organization" ie. direct-mapped, set-assoc., fully-associative?
  – Fully associative since arbitrary virtual $\rightarrow$ physical mapping
- How do we locate a page?
  – First check TLB, then page-table traversal
- What is page replacement policy? (i.e. LRU, Random…)
  – This requires more explanation… (kinda LRU)
- What happens on a miss?
  – Go to lower level to fill miss (i.e. disk)
- What happens on a write? (write-through/write back?)
  – Definitely write-back – need dirty bit!

# Illusion of Infinite Memory




- Disk is larger than physical memory ⇒
  - In-use virtual memory can be bigger than physical memory
  - Combined memory of running processes much larger than physical memory
    - » More programs fit into memory, allowing more concurrency
- Principle: Transparent Level of Indirection (page table)
  - Supports flexible placement of physical data
    - » Data could be on disk or somewhere across network
  - Variable location of data transparent to user program
    - » Performance issue, not correctness issue

# Review: What is in a PTE?

- What is in a Page Table Entry (or PTE)?
  – Pointer to next-level page table or to actual page
  – Permission bits: valid, read-only, read-write, write-only
- Example: Intel x86 architecture PTE:
  – 2-level page tabler (10, 10, 12-bit offset)
  – Intermediate page tables called “Directories”

| Page Frame Number (Physical Page Number) | Free (OS) | 0 | PS | D | A | PCD | PWT | U | W | P |
|---|---|---|---|---|---|---|---|---|---|---|
| 31-12 | 11-9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

P: Present (same as “valid” bit in other architectures)
W: Writeable
U: User accessible
PWT: Page write transparent: external cache write-through
PCD: Page cache disabled (page cannot be cached)
A: Accessed: page has been accessed recently
D: Dirty (PTE only): page has been modified recently
PS: Page Size: PS=1⇒4MB page (directory only). Bottom 22 bits of virtual address serve as offset

# Demand Paging Mechanisms

- PTE makes demand paging implementatable
  - Valid ⇒ Page in memory, PTE points at physical page
  - Not Valid ⇒ Page not in memory; use info in PTE to find it on disk when necessary
- Suppose user references page with invalid PTE?
  - Memory Management Unit (MMU) traps to OS
    - » Resulting trap is a "Page Fault"

Cache

  - What does OS do on a Page Fault?:
    - » Choose an old page to replace
    - » If old page modified ("D=1"), write contents back to disk
    - » Change its PTE and any cached TLB to be invalid
    - » Load new page into memory from disk
    - » Update page table entry, invalidate TLB for new entry
    - » Continue thread from original faulting location
  - TLB for new page will be loaded when thread continued!
  - While pulling pages off disk for one process, OS runs another process from ready queue
    - » Suspended process sits on wait queue

# Origins of Paging

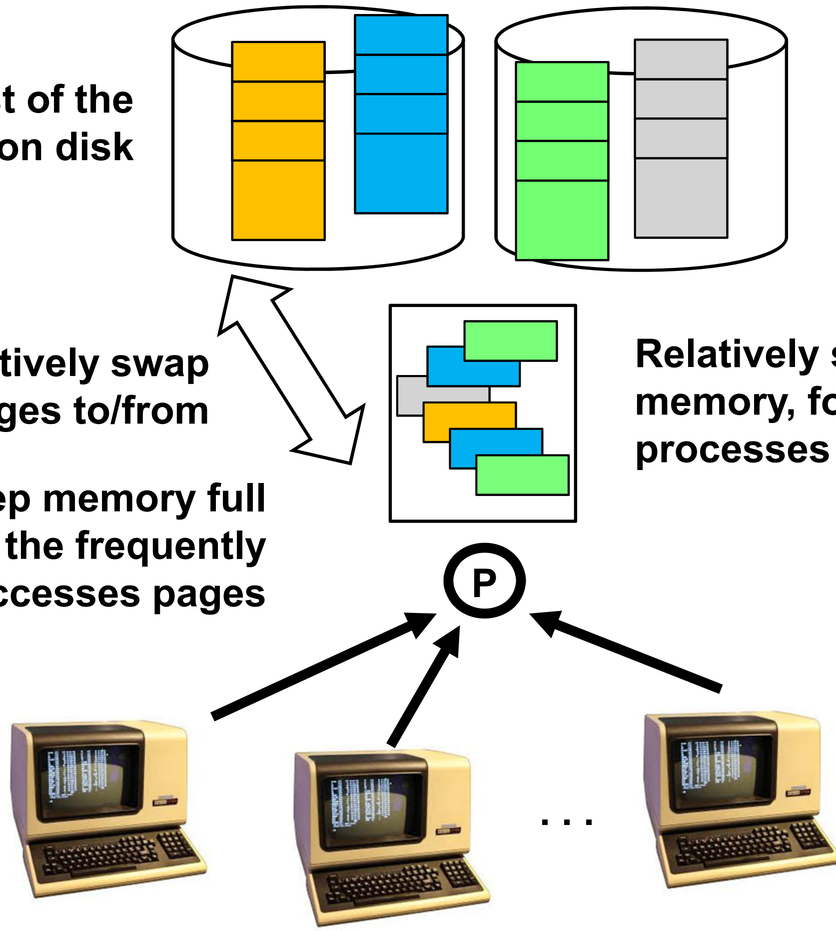
Keep most of the address space on disk

Disks provide most of the storage

Actively swap pages to/from

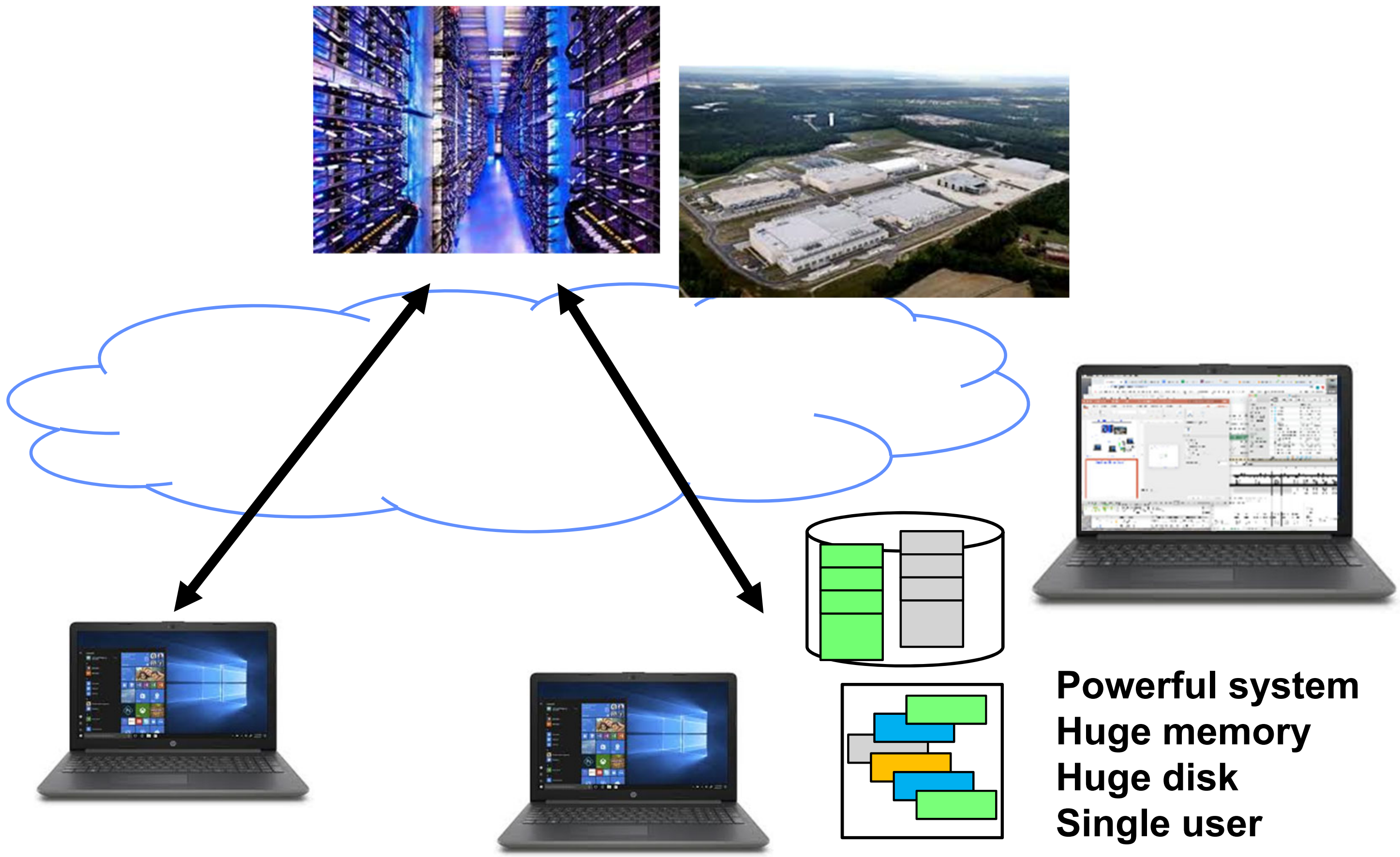
Relatively small memory, for many processes

Keep memory full of the frequently accesses pages




Many clients on dumb terminals running different programs

# Very Different Situation Today



# A Picture on one machine

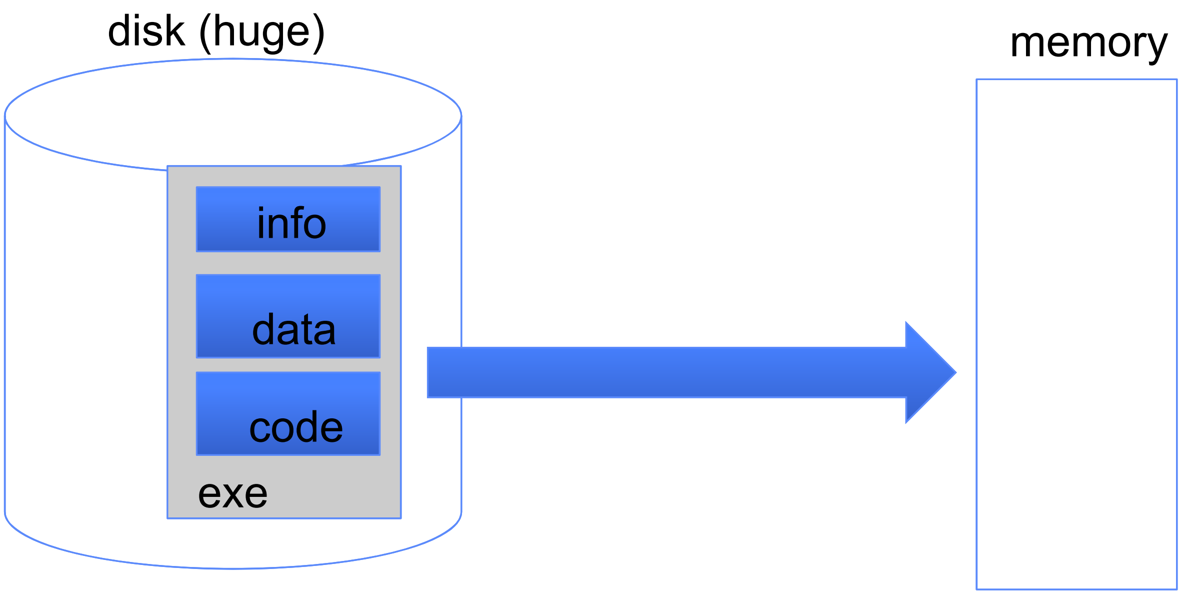
```
Processes: 407 total, 2 running, 405 sleeping, 2135 threads                        22:10:39
Load Avg: 1.26, 1.26, 0.98  CPU usage: 1.35% user, 1.59% sys, 97.5% idle
SharedLibs: 292M resident, 54M data, 43M linkedit.
MemRegions: 155071 total, 4489M resident, 124M private, 1891M shared.
PhysMem: 13G used (3518M wired), 2718M unused.
VM: 1819G vsize, 1372M framework vsize, 68020510(0) swapins, 71200340(0) swapouts.
Networks: packets: 40629441/21G in, 21395374/7747M out.
Disks: 17026780/555G read, 15757470/638G written.

PID    COMMAND      %CPU TIME     #TH    #WQ  #PORTS MEM    PURG   CMPRS  PGRP  PPID  STATE
90498  bash         0.0  00:00.41 1      0    21     1080K  0B     564K   90498 90497 sleeping
90497  login        0.0  00:00.10 2      1    31     1236K  0B     1220K  90497 90496 sleeping
90496  Terminal     0.5  01:43.28 6      1    378-   103M-  16M    13M    90496 1     sleeping
89197  siriknowledg 0.0  00:00.83 2      2    45     2664K  0B     1528K  89197 1     sleeping
89193  com.apple.DF 0.0  00:17.34 2      1    68     2688K  0B     1700K  89193 1     sleeping
82655  LookupViewSe 0.0  00:10.75 3      1    169    13M    0B     8064K  82655 1     sleeping
82453  PAH_Extensio 0.0  00:25.89 3      1    235    15M    0B     7996K  82453 1     sleeping
75819  tzlinkd      0.0  00:00.01 2      2    14     452K   0B     444K   75819 1     sleeping
75787  MTLCompilerS 0.0  00:00.10 2      2    24     9032K  0B     9020K  75787 1     sleeping
75776  secd         0.0  00:00.78 2      2    36     3208K  0B     2328K  75776 1     sleeping
75098  DiskUnmountW 0.0  00:00.48 2      2    34     1420K  0B     728K   75098 1     sleeping
75093  MTLCompilerS 0.0  00:00.06 2      2    21     5924K  0B     5912K  75093 1     sleeping
74938  ssh-agent    0.0  00:00.00 1      0    21     908K   0B     892K   74938 1     sleeping
74063  Google Chrom 0.0  10:48.49 15     1    678    192M   0B     51M    54320 54320 sleeping
```

- Memory stays about 75% used, 25% for dynamics
- A lot of it is shared 1.9 GB

# Many Uses of Virtual Memory and “Demand Paging” …

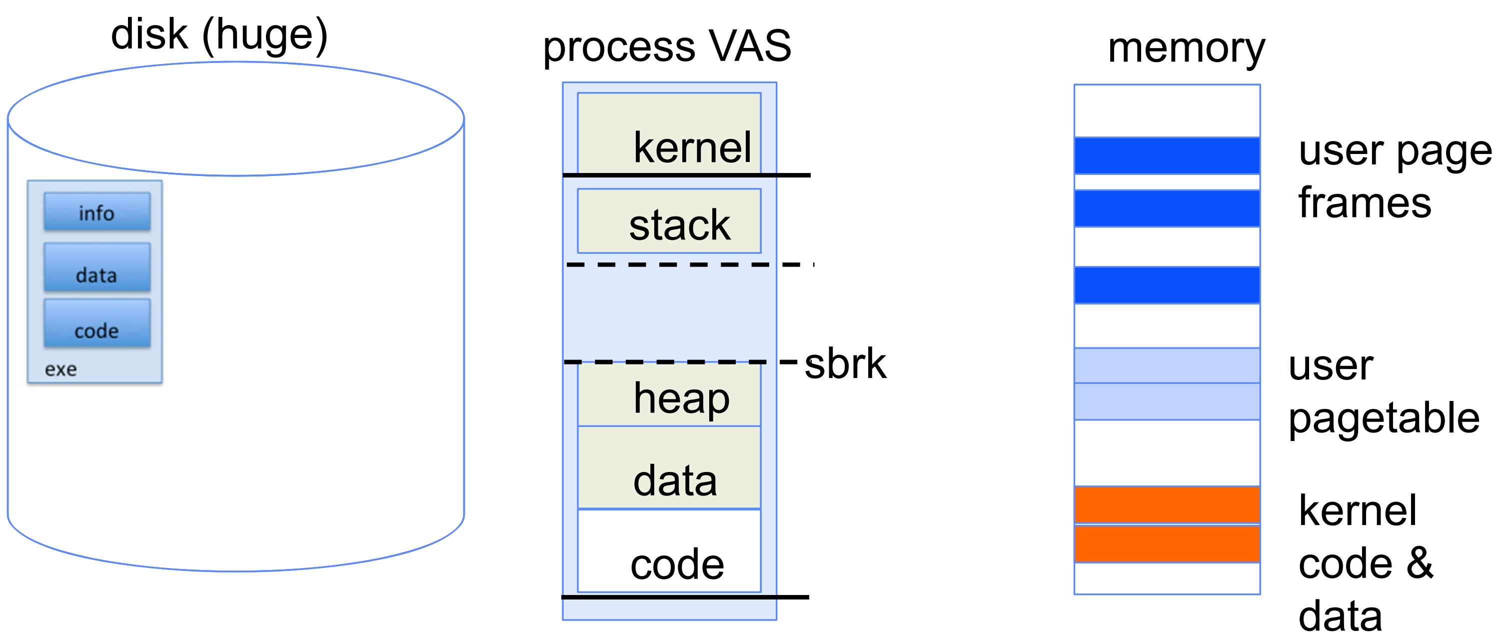
- Extend the stack
  - Allocate a page and zero it
- Extend the heap (sbrk of old, today mmap)
- Process Fork
  - Create a copy of the page table
  - Entries refer to parent pages – NO-WRITE
  - Shared read-only pages remain shared
  - Copy page on write
- Exec
  - Only bring in parts of the binary in active use
  - Do this on demand
- MMAP to explicitly share region (or to access a file as RAM)

# Classic: Loading an executable into memory



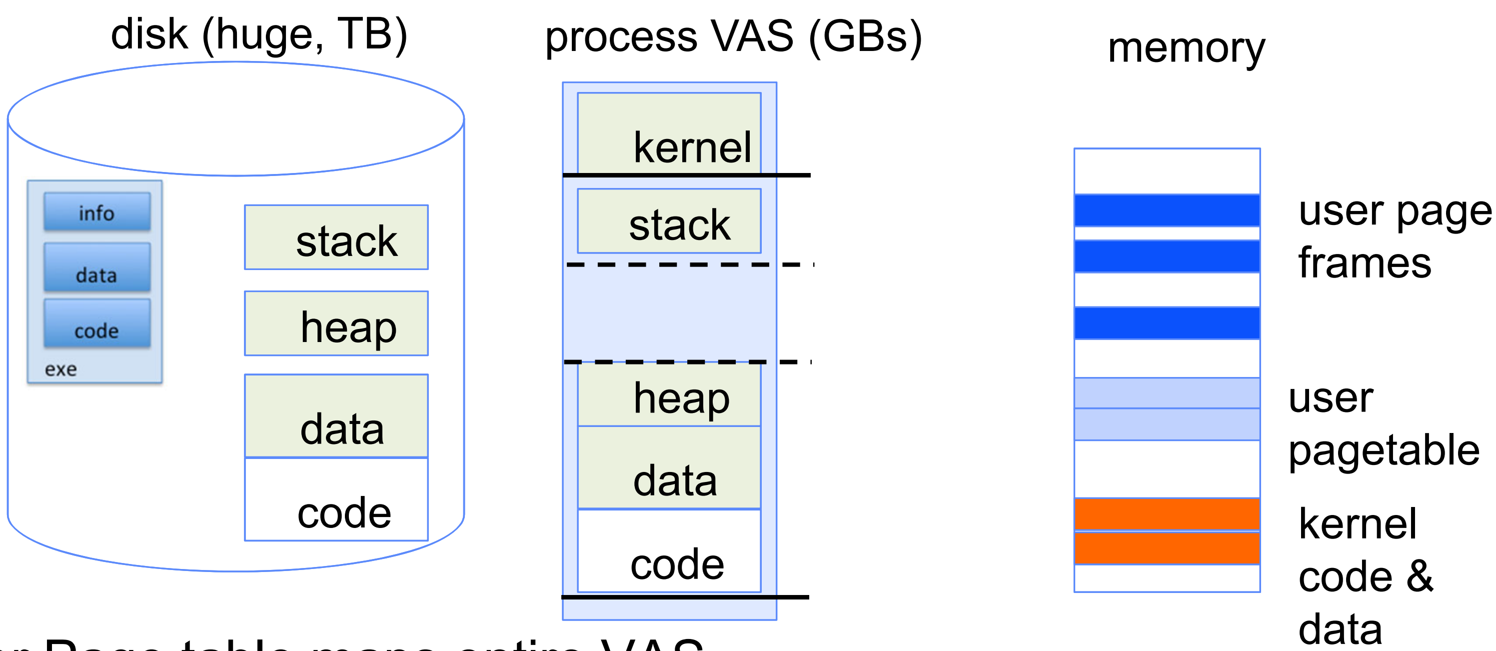

- .exe
  - lives on disk in the file system
  - contains contents of code & data segments, relocation entries and symbols
  - OS loads it into memory, initializes registers (and initial stack pointer)
  - program sets up stack and heap upon initialization:
    `crt0` (C runtime init)

# Create Virtual Address Space of the Process



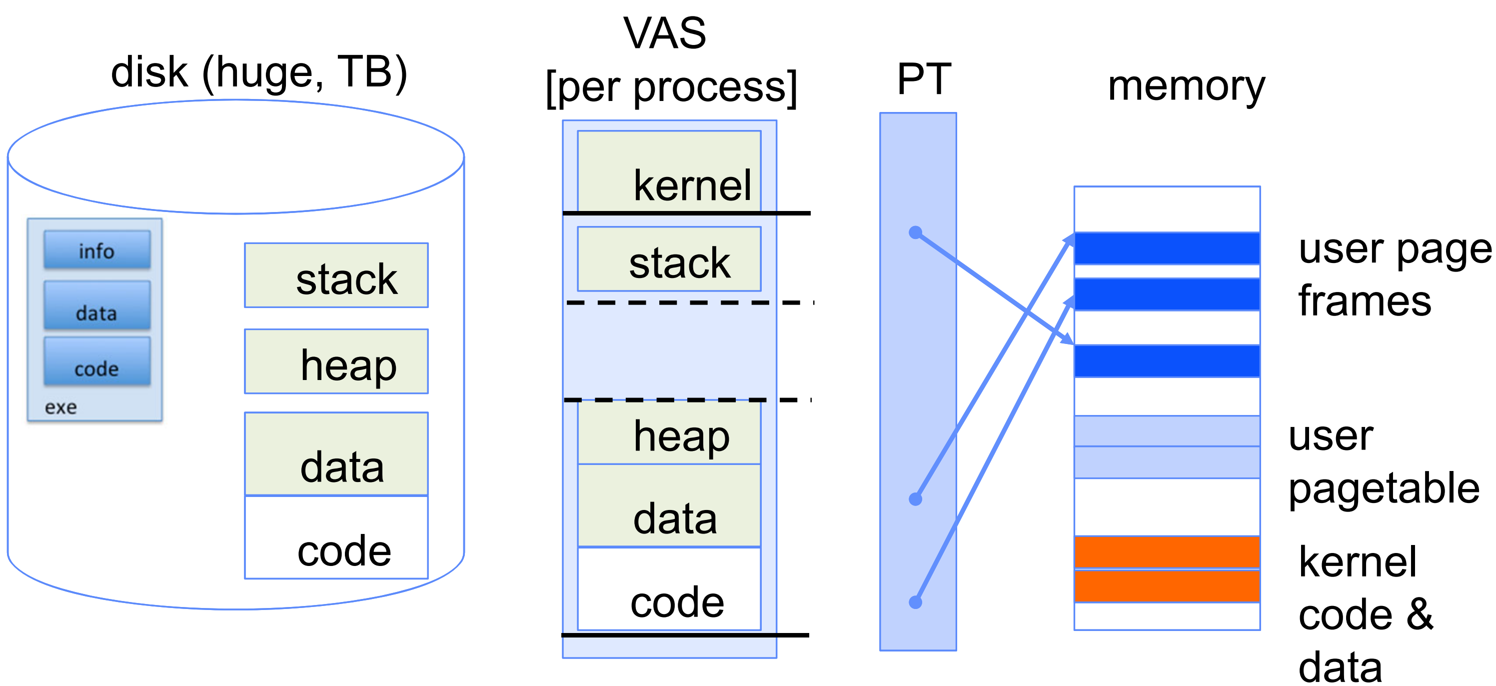

- Utilized pages in the VAS are backed by a page block on disk
  - Called the backing store or swap file
  - Typically in an optimized block store, but can think of it like a file

# Create Virtual Address Space of the Process



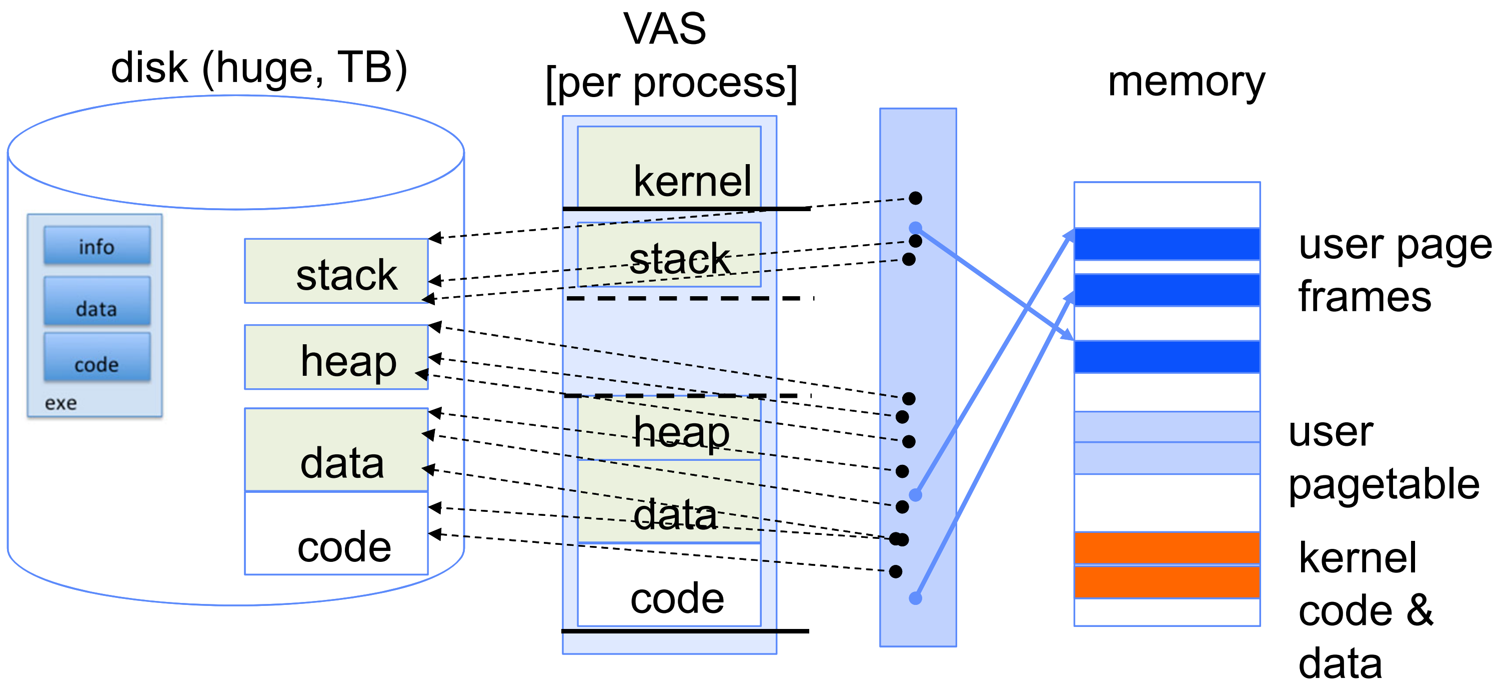

- User Page table maps entire VAS
- All the utilized regions are backed on disk
  – swapped into and out of memory as needed
- For *every* process

# Create Virtual Address Space of the Process




- User Page table maps entire VAS
  – Resident pages to the frame in memory they occupy
  – The portion of it that the HW needs to access must be resident in memory

# Provide Backing Store for VAS

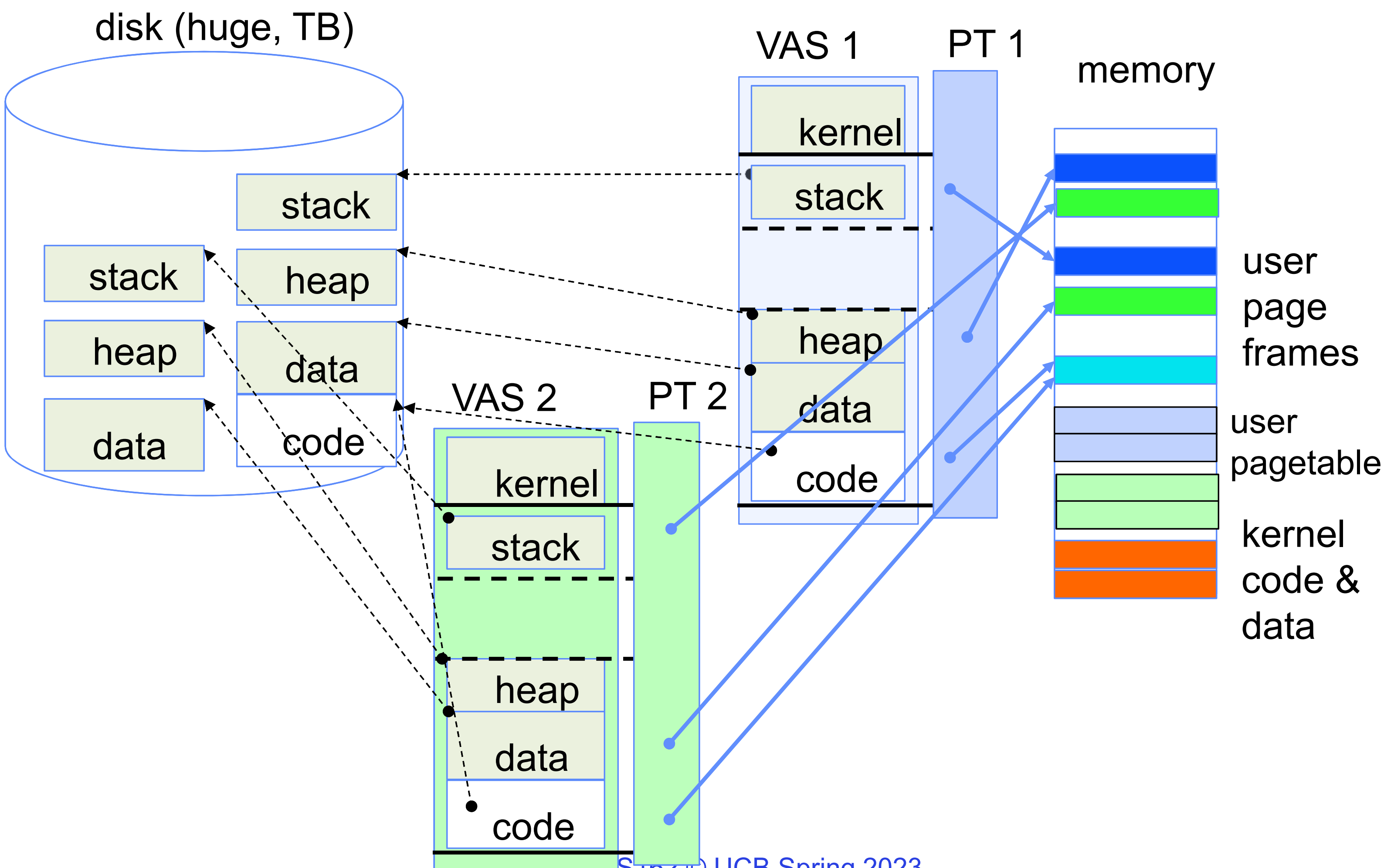



- User Page table maps entire VAS
- Resident pages mapped to memory frames
- For all other pages, OS must record where to find them on disk
  - – Many ways to do this, but might use remaining bits of PTE when P=0

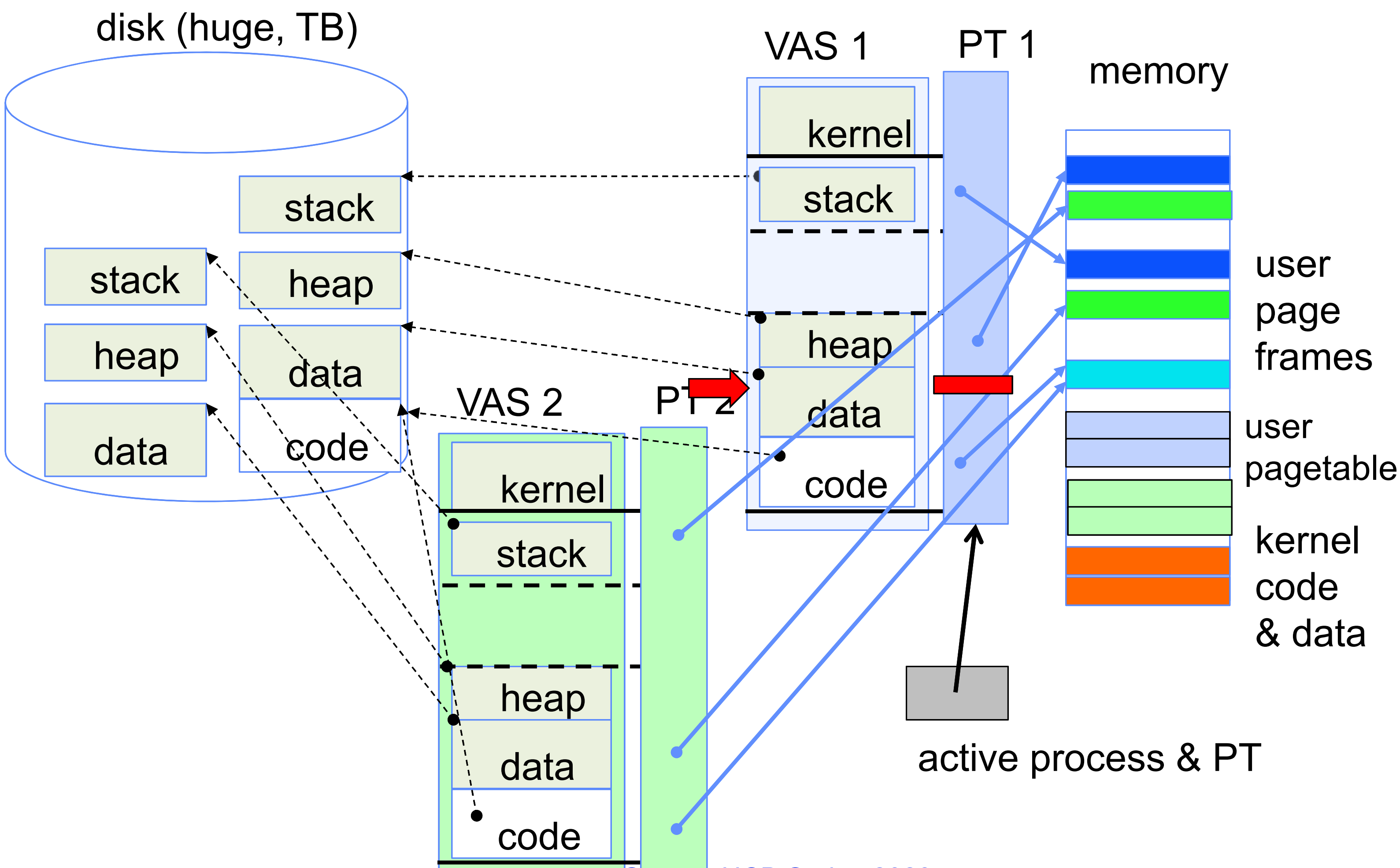
# What Data Structure Maps Non-Resident Pages to Disk?

- `FindBlock(PID, page#)` → `disk_block`
  - Some OSs utilize spare space in PTE for paged blocks
  - Like the PT, but purely software
- Where to store it?
  - In memory – can be compact representation if swap storage is contiguous on disk
  - Could use hash table (like Inverted PT)
- Usually want backing store for resident pages too
- May map code segment directly to on-disk image
  - Saves a copy of code to swap file
- May share code segment with multiple instances of the program

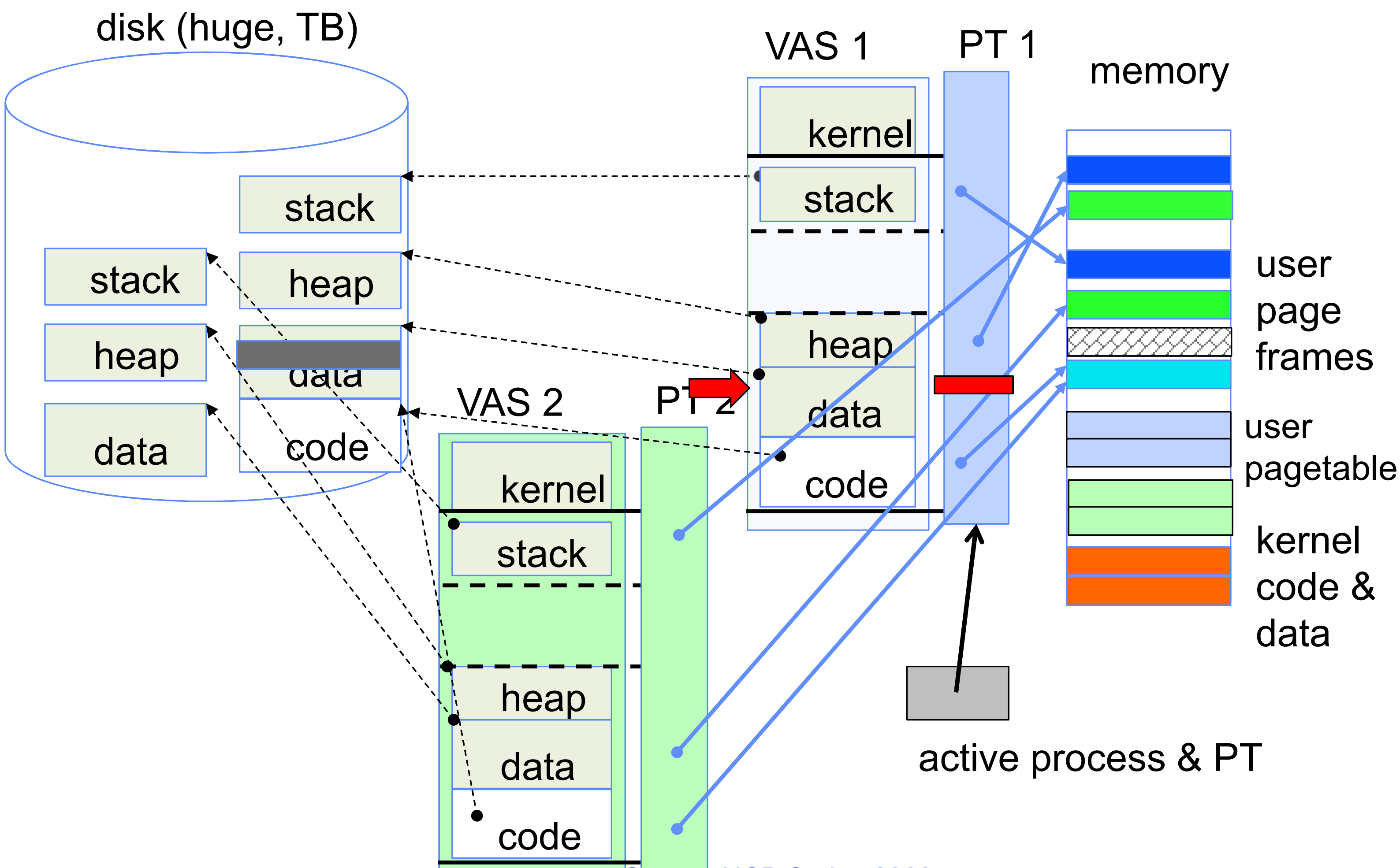
# Provide Backing Store for VAS



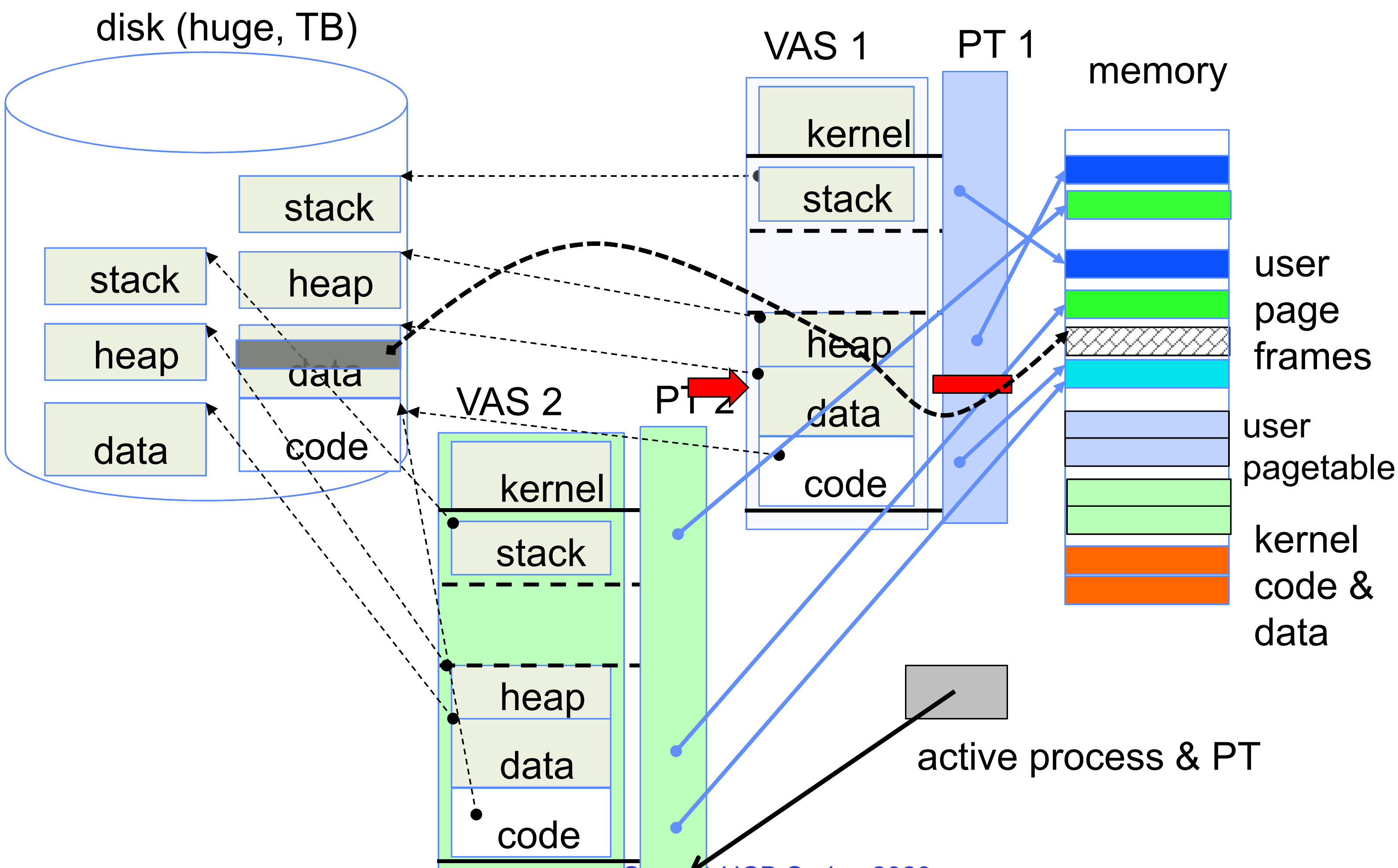
# On page Fault …



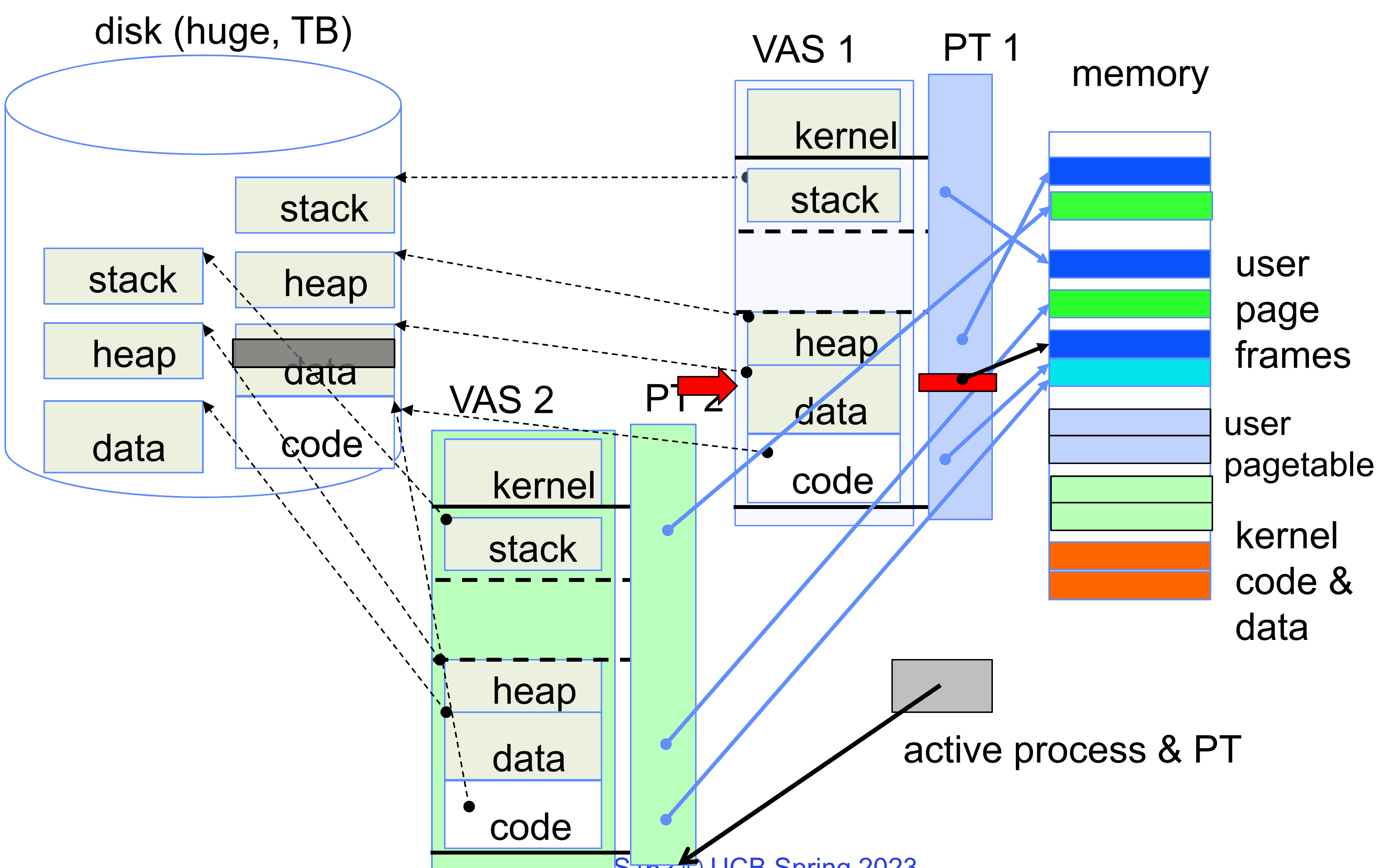
# On page Fault … find & start load



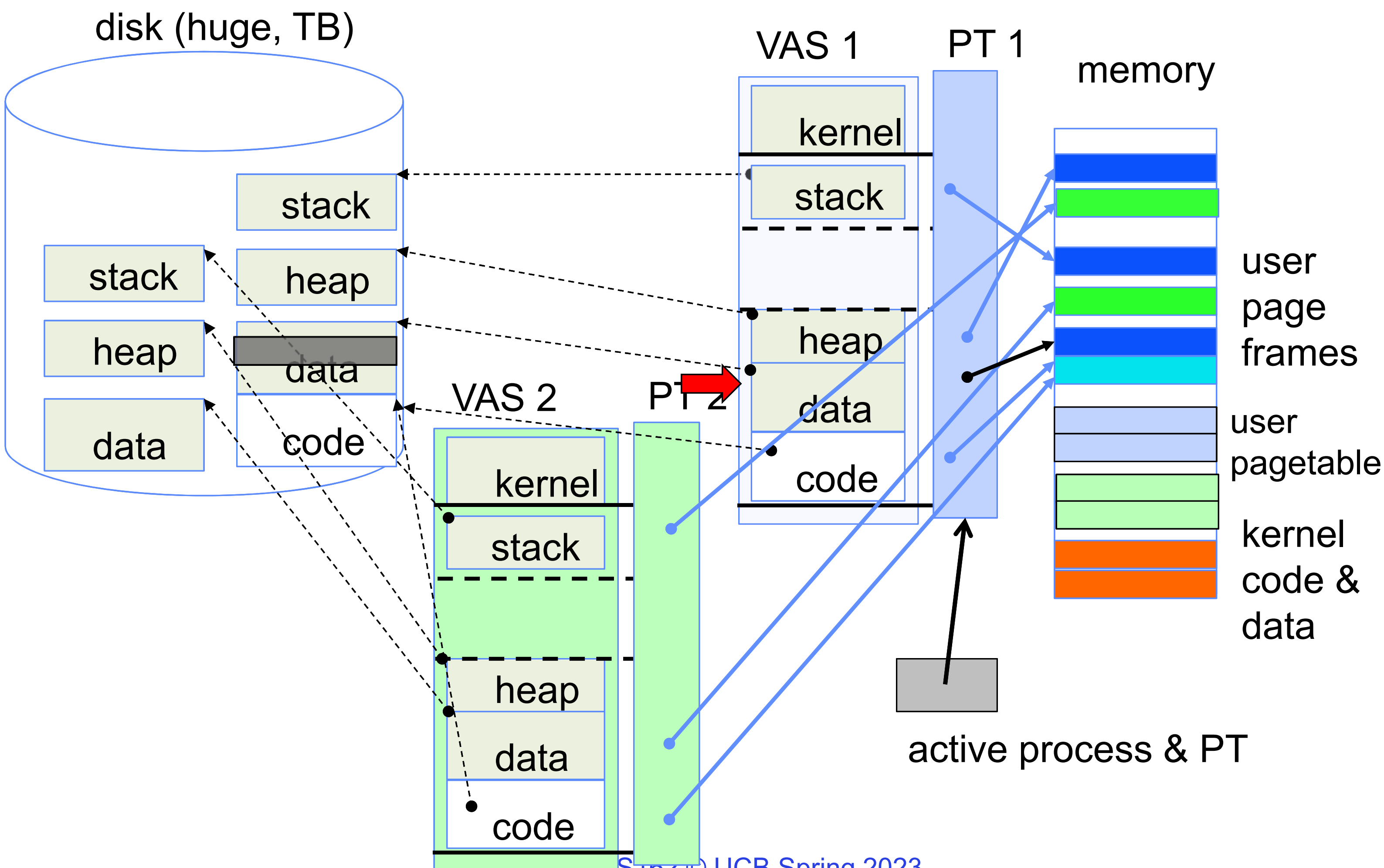
# On page Fault … schedule other P or T



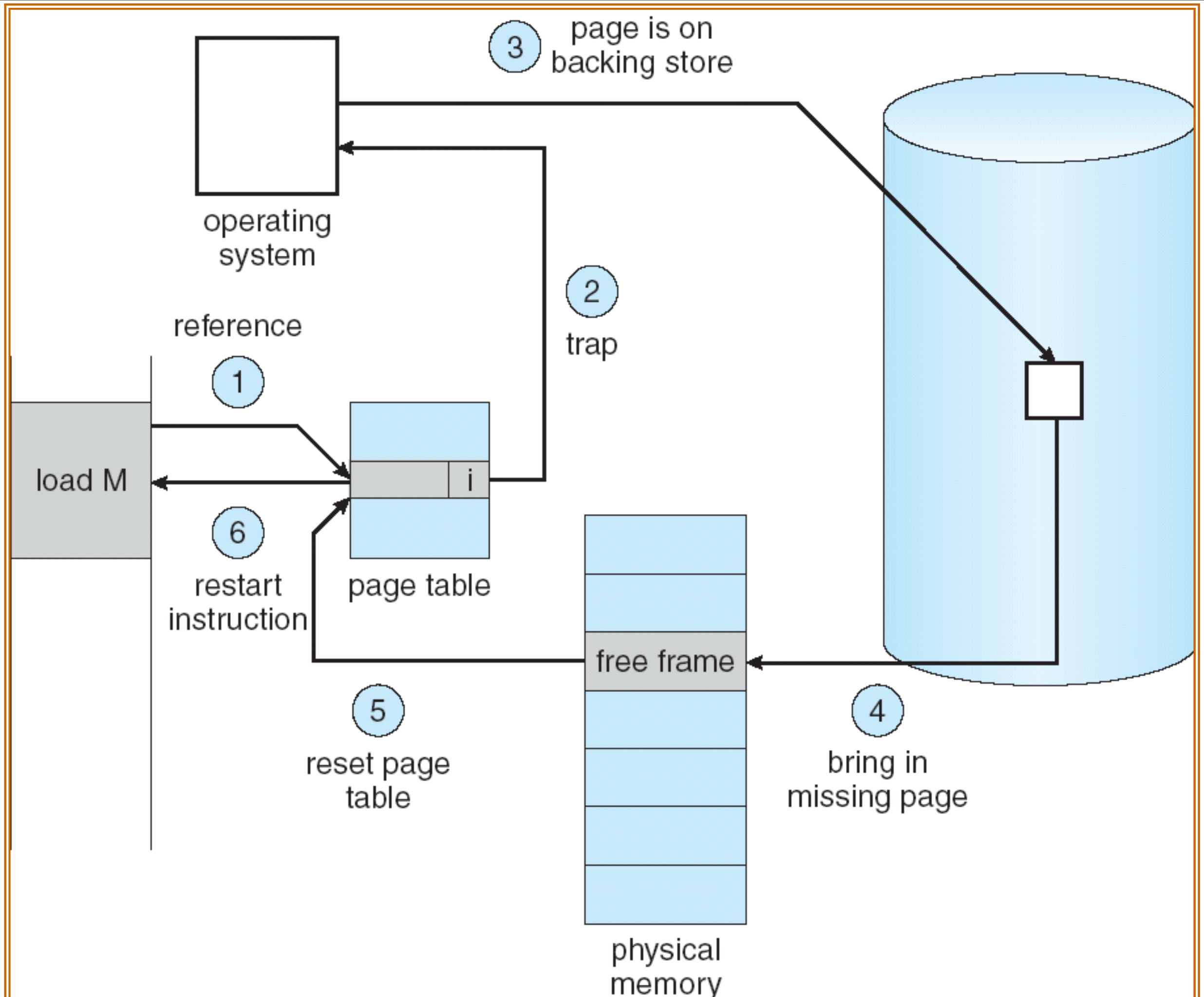
# On page Fault … update PTE



# Eventually reschedule faulting thread



# Summary: Steps in Handling a Page Fault

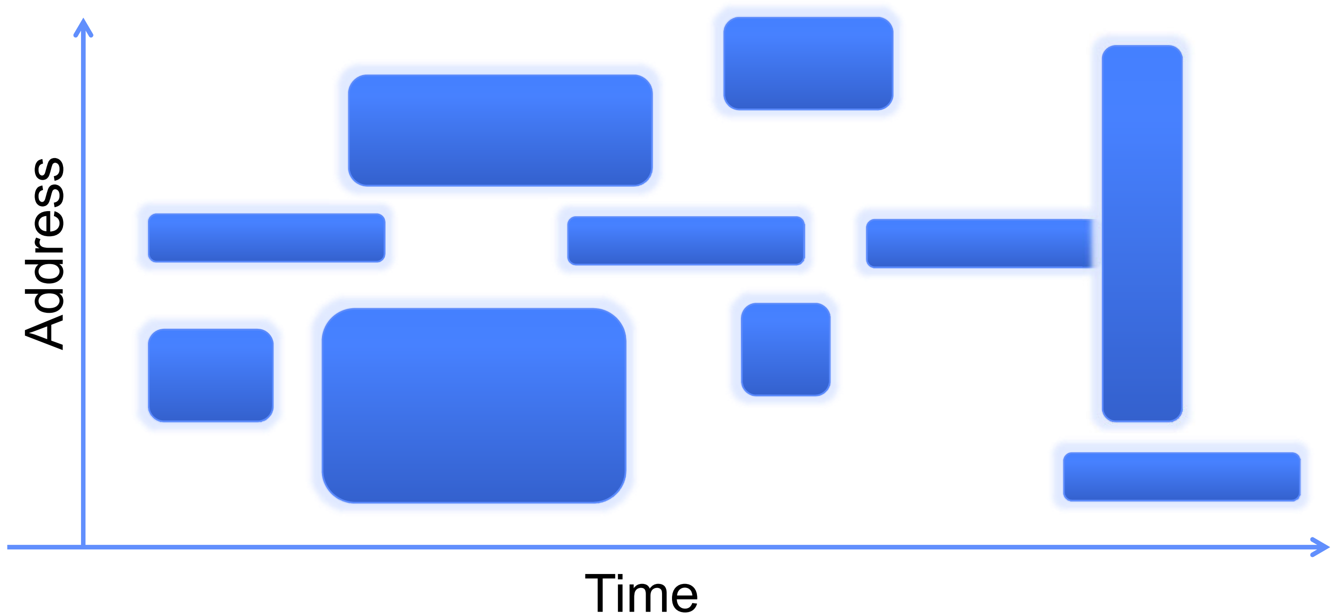


# Some questions we need to answer!

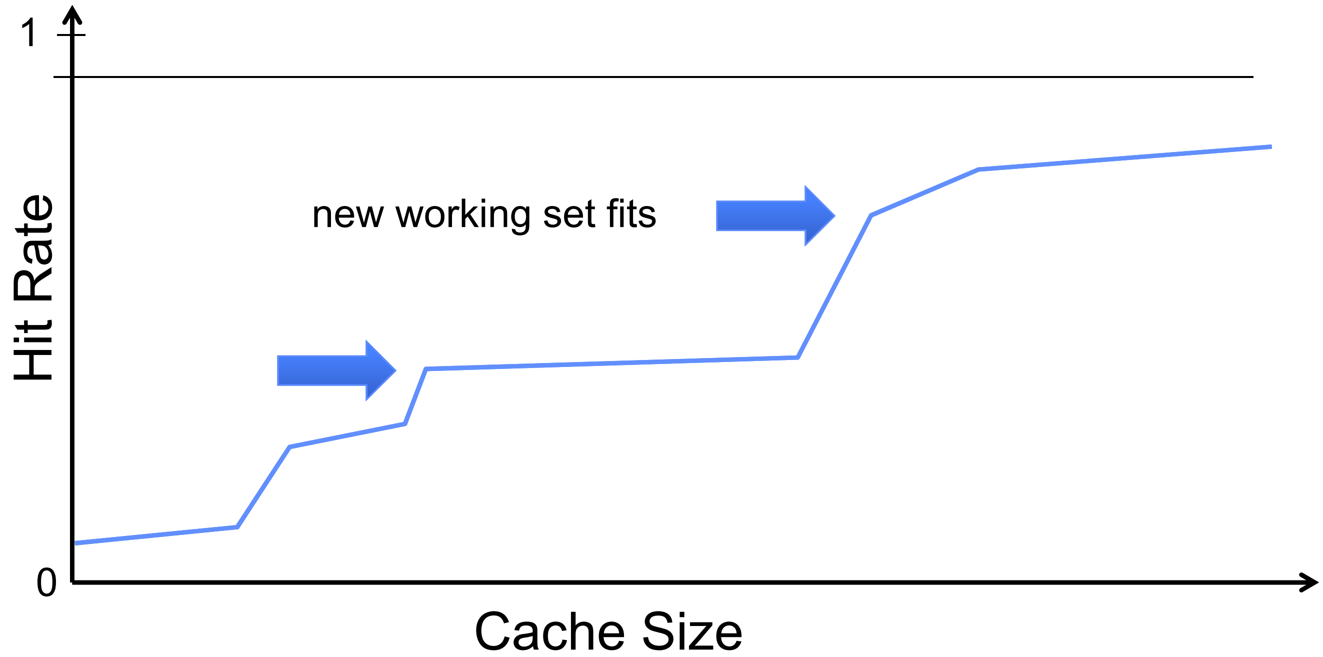
- During a page fault, where does the OS get a free frame?
  - Keeps a free list
  - Unix runs a "reaper" if memory gets too full
    - » Schedule dirty pages to be written back on disk
    - » Zero (clean) pages which haven't been accessed in a while
  - As a last resort, evict a dirty page first
- 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

# Working Set Model

- As a program executes it transitions through a sequence of "working sets" consisting of varying sized subsets of the address space

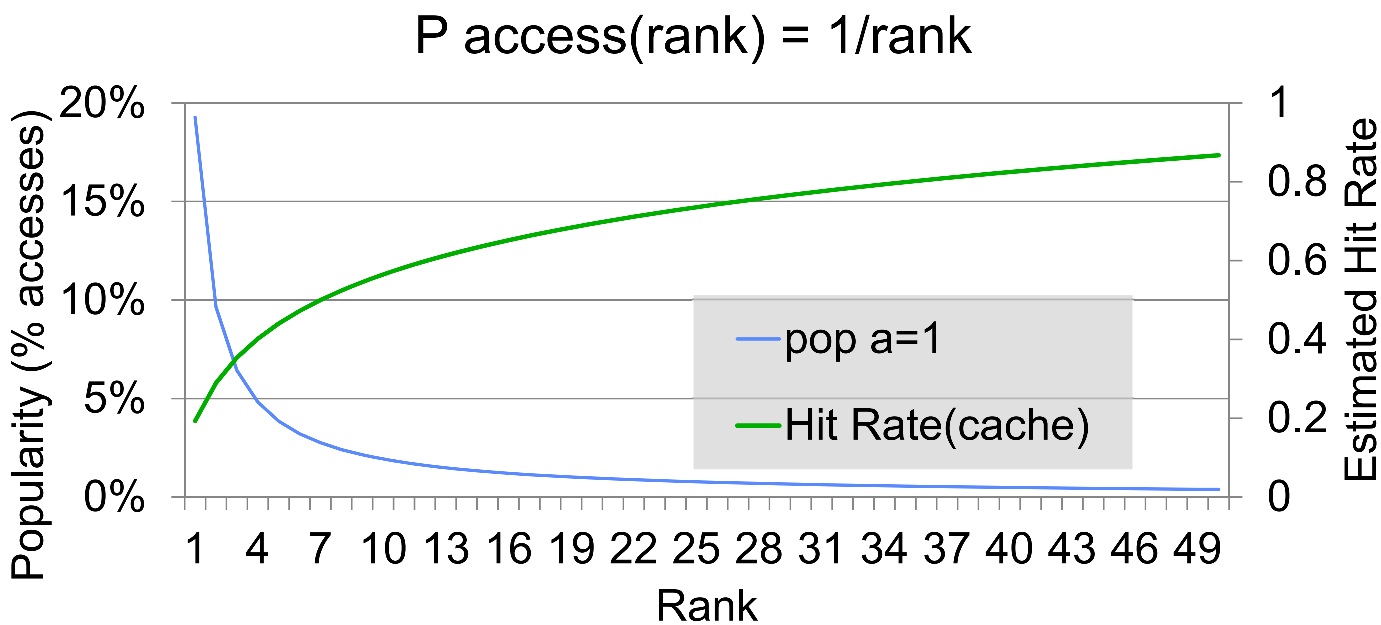


# Cache Behavior under WS model




- Amortized by fraction of time the Working Set is active
- Transitions from one WS to the next
- Capacity, Conflict, Compulsory misses
- Applicable to memory caches and pages. Others ?

# Another model of Locality: Zipf




- Likelihood of accessing item of rank r is α $1/r^a$
- Although rare to access items below the top few, there are so many that it yields a “heavy tailed” distribution
- Substantial value from even a tiny cache
- Substantial misses from even a very large cache

# 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:

    EAT = 200ns + p x 8 ms

    = 200ns + p x 8,000,000ns
- If one access out of 1,000 causes a page fault, then EAT = 8.2 μs:
  - This is a slowdown by a factor of 40!
- What if want slowdown by less than 10%?
  - EAT < 200ns x 1.1 ⇒ p < 2.5 x $10^{-6}$
  - This is about 1 page fault in 400,000!

# What Factors Lead to Misses in Page Cache?

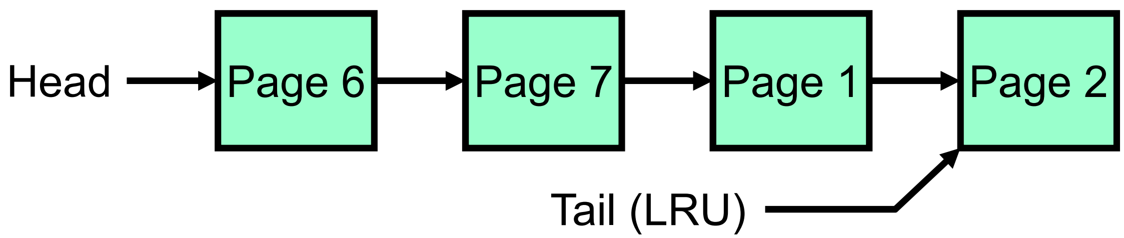
- Compulsory Misses:
  - Pages that have never been paged into memory before
  - How might we remove these misses?
    - » Prefetching: loading them into memory before needed
    - » Need to predict future somehow! More later
- Capacity Misses:
  - Not enough memory. Must somehow increase available memory 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
- RANDOM:
  - Pick random page for every replacement
  - Typical solution for TLB's. Simple hardware
  - Pretty unpredictable – makes it hard to make real-time guarantees
- MIN (Minimum):
  - Replace page that won't be used for the longest time
  - Great (provably optimal), but can't really know future…
  - But past is a good predictor of the future …

# 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 page used so that can change position in list…
  - Many instructions for each hardware access
- In practice, people approximate LRU (more later)

# Example: FIFO (strawman)

- 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 / LRU

- 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!

# Is LRU guaranteed to perform well?

- 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!
- Fairly contrived example of working set of N+1 on N frames

# 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):

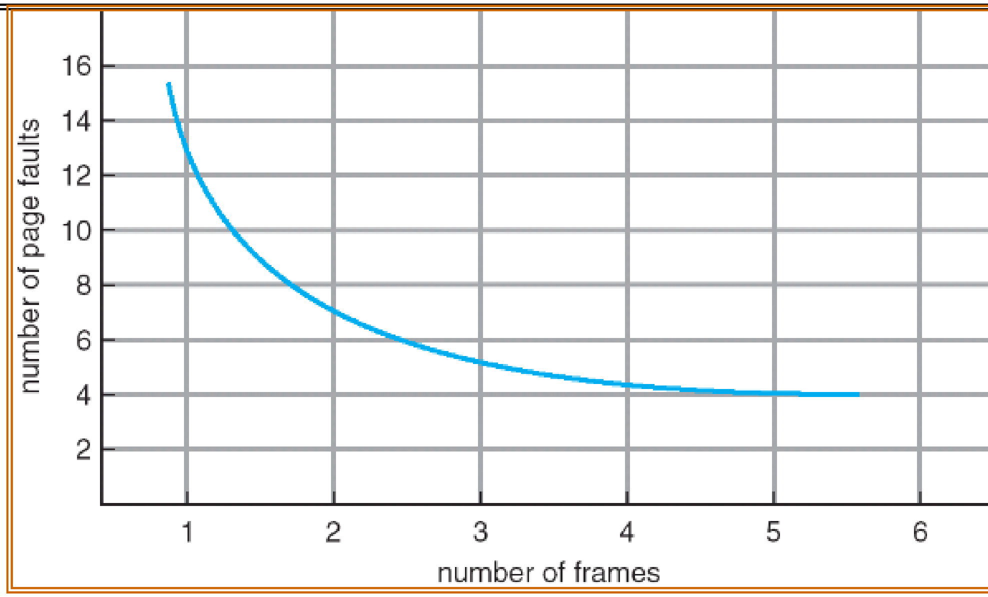
| Ref: Page: | A | B | C | D | A | B | C | D | A | B | C | D |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | A | | | D | | | C | | | B | | |
| 2 | | B | | | A | | | D | | | C | |
| 3 | | | C | | | B | | | A | | | D |

  – 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 (stack property)
  - 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

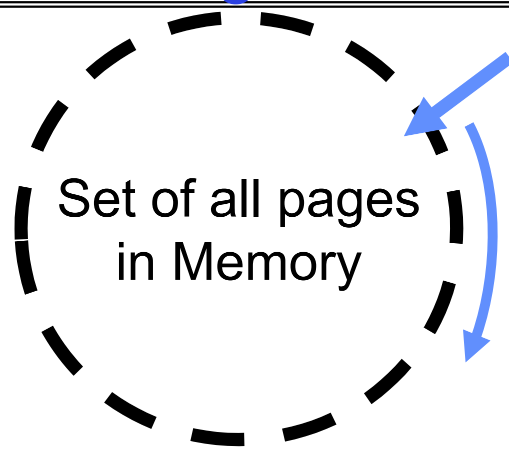
- Does adding memory reduce number of page faults?
  - Yes for LRU and MIN
  - Not necessarily for FIFO! (Called Bélády's anomaly)

| 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

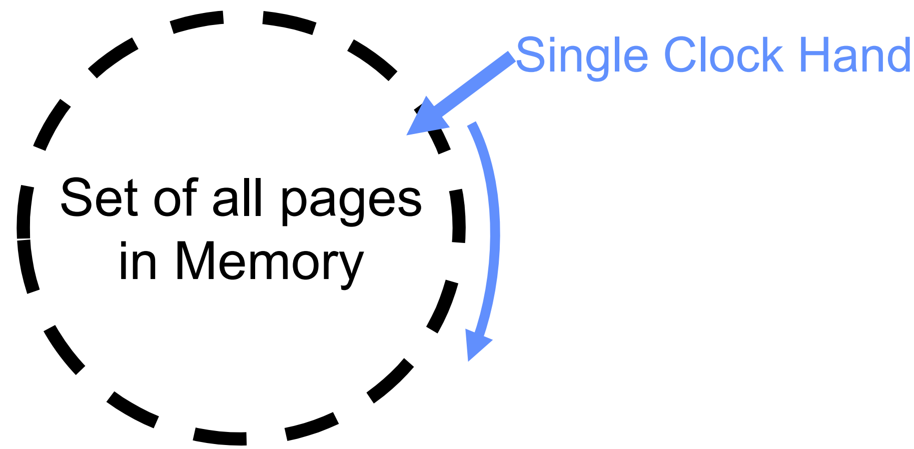
# Approximating LRU: Clock Algorithm




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

- Clock Algorithm: Arrange physical pages in circle with single clock hand
  - Approximate LRU (*approximation to approximation to MIN*)
  - Replace an old page, not the oldest page
- Details:
  - Hardware "use" bit per physical page (called "accessed" in Intel architecture):
    - » 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; must be copied back to PTE 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

# Clock Algorithm: More details




- Will always find a page or loop forever?
  - Even if all use bits set, will eventually loop all the way around ⇒ FIFO
- What if hand moving slowly?
  - Good sign or bad sign?
    - » Not many page faults
    - » 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 approximation 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 "modified" (or "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)

# Recall: Meaning of PTE bits

- Which bits of a PTE entry are useful to us for the Clock Algorithm? Remember Intel PTE:

PTE:

| Page Frame Number (Physical Page Number) | Free (OS) | 0 | PS | D | A | PCD | PWT | U | W | P |
|---|---|---|---|---|---|---|---|---|---|---|
| 31-12 | 11-9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |

  – The "Present" bit (called "Valid" elsewhere):
    » P==0: Page is invalid and a reference will cause page fault
    » P==1: Page frame number is valid and MMU is allowed to proceed with translation
  – The "Writable" bit (could have opposite sense and be called "Read-only"):
    » W==0: Page is read-only and cannot be written.
    » W==1: Page can be written
  – The "Accessed" bit (called "Use" elsewhere):
    » A==0: Page has not been accessed (or used) since last time software set A→0
    » A==1: Page has been accessed (or used) since last time software set A→0
  – The "Dirty" bit (called "Modified" elsewhere):
    » D==0: Page has not been modified (written) since PTE was loaded
    » D==1: Page has changed since PTE was loaded

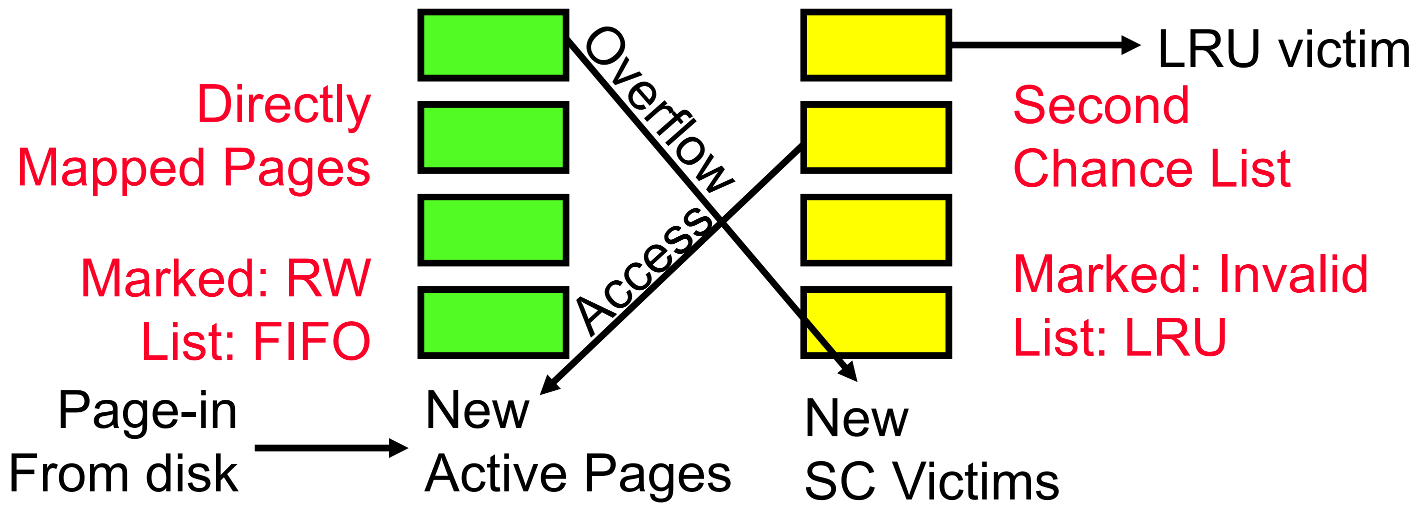
# Clock Algorithms Variations

- Do we really need hardware-supported “modified” bit?
  – No. Can emulate it using read-only bit
    » Need software DB of which pages are allowed to be written (needed this anyway)
    » We will tell MMU that pages have more restricted permissions than the actually do to force page faults (and allow us notice when page is written)
  – Algorithm (Clock-Emulated-M):
    » Initially, mark all pages as read-only ($W \rightarrow 0$), even writable data pages. Further, clear all software versions of the “modified” bit $\rightarrow$ 0 (page not dirty)
    » Writes will cause a page fault. Assuming write is allowed, OS sets software “modified” bit $\rightarrow$ 1, and marks page as writable ($W \rightarrow 1$).
    » Whenever page written back to disk, clear “modified” bit $\rightarrow$ 0, mark read-only

# Clock Algorithms Variations (continued)

- Do we really need a hardware-supported "use" bit?
  - No. Can emulate it similar to above (e.g. for read operation)
    - » Kernel keeps a "use" bit and "modified" bit for each page
  - Algorithm (Clock-Emulated-Use-and-M):
    - » Mark all pages as invalid, even if in memory.
      Clear emulated "use" bits → 0 and "modified" bits → 0 for all pages (not used, not dirty)
    - » Read or write to invalid page traps to OS to tell use page has been used
    - » OS sets "use" bit → 1 in software to indicate that page has been "used".
      Further:
      1) If read, mark page as read-only, W→0 (will catch future writes)
      2) If write (and write allowed), set "modified" bit → 1, mark page as writable (W→1)
    - » When clock hand passes, reset emulated "use" bit → 0 and mark page as invalid again
    - » Note that "modified" bit left alone until page written back to disk
- Remember, however, 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 (continued)

- How many pages for second chance list?
  - If 0 $\Rightarrow$ FIFO
  - If all $\Rightarrow$ 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
- History: The VAX architecture did not include a "use" bit.
  Why did that omission happen???
  - 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

# 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