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 anywhere 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.
• 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.