Paging: Design issues, Segmentation
Page Fault Handling - more details

1. Hardware traps to kernel
2. General registers saved
3. OS determines which virtual page needed
4. OS checks validity of address, seeks page frame
5. If selected frame is dirty, write it to disk
6. OS schedules disk operation to bring new page in from disk
7. Page tables updated
8. Faulting instruction backed up to when it began
9. Faulting process scheduled
10. Registers restored
11. Program continues
Operating System Involvement with Paging

- **Process creation**
  - determine program size
  - create page table

- **Process execution**
  - MMU reset for new process
  - TLB flushed

- **Page fault time**
  - determine virtual address causing fault
  - swap target page out, needed page in

- **Process termination time**
  - release page table, pages
Page fault rate

- More small pages, the working set selected to memory
- Very large page size, program fits to that page

- Too small working set size -> larger page fault rate
- Large working set size -> nearly all pages in the memory

\[ 1 \leq |W(t, \Delta)| \leq \min(\Delta, n) \]
Swap area, VM backup store
(*Heittovaihtoalue*)

**Static**
- Reserved in advance
- Space for whole process
  - Copy the code/text at start or
  - Reserve space, but swap gradually based on need
- PCB has swap location info

**Dynamic**
- Reserved space when needed
- Page table has swap block number for the page
  - Or use separate disk map to store page locations on swap
- No space reservation for pages that are never stored on swap

Swap location:
Windows: pagefile.sys, win386.swp
Linux: swap partition
Shared pages and libraries

- Several processes use, just one copy in memory
  - Shared pages read-only
  - Same page frame pointed by multiple page tables
- Code must be position-independent
- Code must be re-entrant, does not change during execution
- A special case of memory-mapped files
Sharing libraries

- Old style: Link the library with program statically
- New style: Link the library at run time dynamically
- Windows: DLL - dynamic link library
- Save space
  - Just one copy in the memory
- Removing bugs
  - Just make one correction in the shared library
- Save recompilation time
  - Library change do not require new linking
Sharing: example editor

Logical address space of process $P_1$

### Page Table for $P_1$

- **ed 1**: 3
- **ed 2**: 4
- **ed 3**: 6
- **data 1**: 1

Logical address space of process $P_2$

### Page Table for $P_2$

- **ed 1**: 3
- **ed 2**: 4
- **ed 3**: 6
- **data 2**: 7

Logical address space of process $P_3$

### Page Table for $P_3$

- **ed 1**: 3
- **ed 2**: 4
- **ed 3**: 6
- **data 3**: 2
Memory-mapped file

- Map a file to a portion of process’ address space
- File accessed as if it was a byte array
- No read or write from the file through file system
- Direct memory access faster than system call
- Useful for random access to a sequential file
- Can also be used by processes for sharing – map the same file to two or more processes
Sharing a memory-mapped file

- Mapped file is an alternative of I/O, file is accessed as a big character array in memory
- Can be used as shared memory between processes

Tan08 Fig 10-3
Paging: Segmentation
One-dimensional address space with growing tables

One table may bump into another

Solution: separate tables to different segments
Segmentation

- Programmer (or compiler) determines the logical, unequal-sized segments
- Segment’s size can change dynamically
- Segment length must be known
- Still using logical addresses (segment, offset)
- Segments can be freely located by OS
- OS maintains a segment table for each process

![Diagram of Segmentation](image)

(a) Partitioning  (c) Segmentation

User process (2700 bytes)  Logical address = Segment# = 1, Offset = 752

Relative address = 1502  0000010111011110

0001001011110000

Segment 0  Segment 1

750 bytes  1950 bytes

0000010111011110
0010000000000000

Sta Fig 7.11
Segment table entry

- Each entry has a Present and Modified bits
- Segment location described using physical start address, segment base, and length
- Address translation

Sta Fig 8.2b
Segmentation

- Segment size can be dynamically changed
  - Update the length in segment table entry
  - May require relocation of the segment in memory
- MMU must check address correction based on the current length value
- Segment allocation may cause external fragmentation
  - Memory compaction may be needed
- Segment is an excellent mechanism for protection and sharing
  - Logical entities make sense as elements for sharing
  - Programmer/User aware of segments, knows the content
Example of Pure Segmentation

<table>
<thead>
<tr>
<th>Segment 4</th>
<th>Segment 4</th>
<th>Segment 5</th>
<th>Segment 5</th>
<th>Segment 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>(7K)</td>
<td>(7K)</td>
<td>(3K)</td>
<td>(3K)</td>
<td>(10K)</td>
</tr>
<tr>
<td>Segment 3</td>
<td>Segment 3</td>
<td>Segment 3</td>
<td>Segment 5</td>
<td>Segment 5</td>
</tr>
<tr>
<td>(8K)</td>
<td>(8K)</td>
<td>(8K)</td>
<td>(4K)</td>
<td>(4K)</td>
</tr>
<tr>
<td>Segment 2</td>
<td>Segment 2</td>
<td>Segment 2</td>
<td>Segment 6</td>
<td>Segment 2</td>
</tr>
<tr>
<td>(5K)</td>
<td>(5K)</td>
<td>(5K)</td>
<td>(4K)</td>
<td>(5K)</td>
</tr>
<tr>
<td>Segment 1</td>
<td>Segment 7</td>
<td>Segment 7</td>
<td>Segment 7</td>
<td>Segment 7</td>
</tr>
<tr>
<td>(8K)</td>
<td>(5K)</td>
<td>(5K)</td>
<td>(5K)</td>
<td>(5K)</td>
</tr>
<tr>
<td>Segment 0</td>
<td>Segment 0</td>
<td>Segment 0</td>
<td>Segment 0</td>
<td>Segment 0</td>
</tr>
<tr>
<td>(4K)</td>
<td>(4K)</td>
<td>(4K)</td>
<td>(4K)</td>
<td>(4K)</td>
</tr>
</tbody>
</table>

(a) Memory allocated and deallocated for segments
(b) (e) Removal of the external fragments by compaction
## Comparison of paging and segmentation

<table>
<thead>
<tr>
<th>Consideration</th>
<th>Paging</th>
<th>Segmentation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Need the programmer be aware that this technique is being used?</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>How many linear address spaces are there?</td>
<td>1</td>
<td>Many</td>
</tr>
<tr>
<td>Can the total address space exceed the size of physical memory?</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Can procedures and data be distinguished and separately protected?</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Can tables whose size fluctuates be accommodated easily?</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Is sharing of procedures between users facilitated?</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Why was this technique invented?</td>
<td>To get a large linear address space without having to buy more physical memory</td>
<td>To allow programs and data to be broken up into logically independent address spaces and to aid sharing and protection</td>
</tr>
</tbody>
</table>
Combining segmentation with paging
Segmentation with paging

- Segments split to pages
  - Memory management easier by pages
  - No external fragmentation (ulkoina pirstoutumista)
  - No compaction (tiivistämistarvetta)

- Process has
  - One segment table, contains sharing & protection info
  - One page table for each segment

- Adding new segment: new entry to segment table
- Segment grows: new page entries to segment’s page table
Each segment table element points to page table
Segment table still contains segment length
The virtual address has three parts

- **Segment number** - index in segment table -> page table
- **Page number** - index in page table -> page frame
- **Offset within the page**
Address translation

Sta Fig 8.13
Segmentation with Paging: Pentium

Pentium has two tables: LDT and GDT

- At page access selector informs the CPU which one it is
- Can contain 8K segment entry descriptors (13 bits)

Local Descriptor Table (LDT) - one for each process

- Process’s code, data, stack etc. segments

Global Descriptor Table (GDT) - one, shared by all

- System segments, also OS segments

During execution:
- Segment registers
  - CS - code selector
  - DS - data selector
  (segment selection)
Segmentation with Paging: Pentium

- Conversion of a (selector, offset) pair to a linear address
- The linear address from the conversion is
  - Physical address, if paging is disabled
    - Pure segmentation scheme in this case!
  - Virtual address, if paging is enabled
    - Pages within the segment
**Segmentation with Paging: Pentium**

- **Two-level page table**
  - Each entry is 32 bit long, 20 bits for the frame number
  - Page directory and each page table has 1024 entries
  - Each page table fits to one 4 KB page
Protection on the Pentium based on levels
Each process and segment has protection level
Process on one level
  - Can access segments on the same and higher levels, but not on lower level
  - May call procedures on different level using selector (call gate) instead of address
UNIX / Solaris (+4BSD)
Memory management
Two-handed Clock

Fronthand:
set Reference = 0

Backhand:
if (Reference == 0)
page out

Pages not used during the sweep are assumed not to be in the working sets of the processes.

Suits better for large memories.

Speed of the hands (frame/sec)? Scanrate
Gap between the hands?
Handsspread

(Fig 8.23 [Stal05])
Linux
Memory management
Linux: paging

- Architecture independent
  - Alpha: 64b addresses, full support for 3 levels,
    - Page size 8KB, offset 13 bits
  - x86: 32b address, only 2-levels,
    - Page size 4KB, offset 12 bits

- 4-level page table
  - Page directory, 1 page
  - Page upper directory, multiple pages
  - page middle directory, multiple pages
  - page table, multiple pages

- Page directory always in memory
  - The page table address given to MMU at process switch
  - Other pages can be on disk
Reserves a consecutive region for consecutive pages
- More efficient fetching and storing with disks
- Optimize the disk utilisation, with the cost of memory allocation

Buddy System: 1, 2, 4, 8, 16 or 32 page frames
- Allocates pages in large groups, increases internal fragmentation
- Implementation: table with list of different sizes unallocated page regions

Figure 10-17. Operation of the buddy algorithm.
Windows
Memory management
Windows: Paging

- No segmentation
- Variable resident set size per process
  - Each process has minimum and maximum limits for resident set
  - Limits are not hard bounds
  - If large number of free frames, process can get more frames
    - A greedy one is not allowed to allocate last 512 frames
  - If the free memory reduces, the resident set of processes can be decreased
- Demand fetch and prepaging to standby list
Windows address space

Fig. 11-32

[Tane01]

Fig. 11-24. Mapped regions with their shadow pages on disk. The *lib.dll* file is mapped into two address spaces at the same time.
Windows: page frames

(Fig 11.36 [Tane08])
A linux cross refrencer
- links the same element from all files together

Try yourself to read the code

For example:
- include/ linux/ mm_types.h
  contains struct page
- linux/ mm/ slub.c
  slab allocator routines use page struct