Last lecture on memory management:

- Goals of memory management
  - To provide a convenient abstraction for programming
  - To allocate scarce memory resources among competing processes to maximize performance with minimal overhead

- Mechanisms
  - Physical and virtual addressing (1)
  - Techniques: Partitioning, paging, segmentation (1)
  - Page table management, TLBs, VM tricks (2)

- Policies
  - Page replacement algorithms (3)
Lecture Overview

- Review paging and page replacement
- Survey page replacement algorithms
- Discuss local vs. global replacement
- Discuss thrashing

Locality

- All paging schemes depend on locality
  - Processes reference pages in localized patterns
- Temporal locality
  - Locations reference recently likely to be referenced again
- Spatial locality
  - Locations near recently referenced locations are likely to be referenced soon
- Although the cost of paging is high, if it is infrequent enough it is acceptable
  - Processes usually exhibit both kinds of locality during their execution, making paging possible
Demand Paging (OS)

- Recall demand paging from the OS perspective:
  - Pages are evicted to disk when memory is full
  - Pages loaded from disk when referenced again
  - References to evicted pages cause a TLB miss
    » PTE was invalid, causes fault
  - OS allocates a page frame, reads page from disk
  - When I/O completes, the OS fills in PTE, marks it valid, and restarts faulting process

- Dirty vs. clean pages
  - Actually, only dirty pages (modified) need to be written to disk
  - Clean pages do not – but you need to know where on disk to read them from again

Demand Paging (Process)

- Demand paging is also used when a process first starts up
- When a process is created, it has
  - A brand new page table with all valid bits off
  - No pages in memory
- When the process starts executing
  - Instructions fault on code and data pages
  - Faulting stops when all necessary code and data pages are in memory
  - Only code and data needed by a process needs to be loaded
  - This, of course, changes over time...
Page Replacement

- When a page fault occurs, the OS loads the faulted page from disk into a page frame of memory.
- At some point, the process has used all of the page frames it is allowed to use.
  - This is likely less than all of available memory.
- When this happens, the OS must replace a page for each page faulted in.
  - It must evict a page to free up a page frame.
- The page replacement algorithm determines how this is done.
  - And they come in all shapes and sizes.

Evicting the Best Page

- The goal of the replacement algorithm is to reduce the fault rate by selecting the best victim page to remove.
- The best page to evict is the one never touched again.
  - Will never fault on it.
- Never is a long time, so picking the page closest to “never” is the next best thing.
  - Evicting the page that won’t be used for the longest period of time minimizes the number of page faults.
  - Proved by Belady.
- We’re now going to survey various replacement algorithms, starting with Belady’s.
Belady’s Algorithm

- Belady’s algorithm is known as the optimal page replacement algorithm because it has the lowest fault rate for any page reference stream
  - Idea: Replace the page that will not be used for the longest time in the future
  - Problem: Have to predict the future
- Why is Belady’s useful then? Use it as a yardstick
  - Compare implementations of page replacement algorithms with the optimal to gauge room for improvement
  - If optimal is not much better, then algorithm is pretty good
  - If optimal is much better, then algorithm could use some work
    » Random replacement is the lower bound

First-In First-Out (FIFO)

- FIFO is an obvious algorithm and simple to implement
  - Maintain a list of pages in order in which they were paged in
  - On replacement, evict the one brought in longest time ago
- Why might this be good?
  - Maybe the one brought in the longest ago is not being used
- Why might this be bad?
  - Then again, maybe it’s not
  - We don’t have any info to say one way or the other
- FIFO suffers from “Belady’s Anomaly”
  - The fault rate might actually increase when the algorithm is given more memory (very bad)
Least Recently Used (LRU)

- LRU uses reference information to make a more informed replacement decision
  - Idea: We can’t predict the future, but we can make a guess based upon past experience
  - On replacement, evict the page that has not been used for the longest time in the past (Belady’s: future)
  - When does LRU do well? When does LRU do poorly?

- Implementation
  - To be perfect, need to time stamp every reference (or maintain a stack) – much too costly
  - So we need to approximate it

Approximating LRU

- LRU approximations use the PTE reference bit
  - Keep a counter for each page
  - At regular intervals, for every page do:
    - If ref bit = 0, increment counter
    - If ref bit = 1, zero the counter
    - Zero the reference bit
  - The counter will contain the number of intervals since the last reference to the page
  - The page with the largest counter is the least recently used

- Some architectures don’t have a reference bit
  - Can simulate reference bit using the valid bit to induce faults
  - What happens when we make a page invalid?
**LRU Clock**
**Not Recently Used**

- Not Recently Used (NRU) – Used by Unix
  - Replace page that is “old enough”
  - Arrange all of physical page frames in a big circle (clock)
  - A clock hand is used to select a good LRU candidate
    - Sweep through the pages in circular order like a clock
    - If the ref bit is off, it hasn’t been used recently
      - What is the minimum “age” if ref bit is off?
    - If the ref bit is on, turn it off and go to next page
- Arm moves quickly when pages are needed
- Low overhead when plenty of memory
- If memory is large, “accuracy” of information degrades
  - Add in additional hands

**Fixed vs. Variable Space**

- In a multiprogramming system, we need a way to allocate memory to competing processes
- Problem: How to determine how much memory to give to each process?
  - Fixed space algorithms
    - Each process is given a limit of pages it can use
    - When it reaches the limit, it replaces from its own pages
    - Local replacement
      - Some processes may do well while others suffer
  - Variable space algorithms
    - Process’ set of pages grows and shrinks dynamically
    - Global replacement
      - One process can ruin it for the rest
**Working Set Model**

- A working set of a process is used to model the dynamic locality of its memory usage
  - Defined by Peter Denning in 60s
- **Definition**
  - $WS(t,w) = \{\text{pages } P \text{ such that } P \text{ was referenced in the time interval } (t, t-w)\}$
  - $t$ – time, $w$ – working set window (measured in page refs)
- A page is in the working set (WS) only if it was referenced in the last $w$ references

**Working Set Size**

- The working set size is the number of pages in the working set
  - The number of pages referenced in the interval $(t, t-w)$
- The working set size changes with program locality
  - During periods of poor locality, you reference more pages
  - Within that period of time, the working set size is larger
- Intuitively, want the working set to be the set of pages a process needs in memory to prevent heavy faulting
  - Each process has a parameter $w$ that determines a working set with few faults
  - Denning: Don’t run a process unless working set is in memory
**Working Set Problems**

- Problems
  - How do we determine \( w \)?
  - How do we know when the working set changes?
- Too hard to answer
  - So, working set is not used in practice as a page replacement algorithm
- However, it is still used as an abstraction
  - The intuition is still valid
  - When people ask, “How much memory does Netscape need?”, they are in effect asking for the size of Netscape’s working set

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**Page Fault Frequency (PFF)**

- Page Fault Frequency (PFF) is a variable space algorithm that uses a more ad-hoc approach
  - Monitor the fault rate for each process
  - If the fault rate is above a high threshold, give it more memory
    - So that it faults less
    - But not always (FIFO, Belady’s Anomaly)
  - If the fault rate is below a low threshold, take away memory
    - Should fault more
    - But not always
- Hard to use PFF to distinguish between changes in locality and changes in size of working set
**Thrashing**

- Page replacement algorithms avoid *thrashing*
  - When most of the time is spent by the OS in paging data back and forth from disk
  - No time spent doing useful work (making progress)
  - In this situation, the system is *overcommitted*
    » No idea which pages should be in memory to reduce faults
    » Could just be that there isn’t enough physical memory for all of the processes in the system
    » Ex: Running Window95 with 4 MB of memory…
  - Possible solutions
    » Swapping – write out all pages of a process
    » Buy more memory

**Summary**

- Page replacement algorithms
  - Belady’s – optimal replacement (minimum # of faults)
  - FIFO – replace page loaded furthest in past
  - LRU – replace page referenced furthest in past
    » Approximate using PTE reference bit
  - LRU Clock – replace page that is “old enough”
  - Working Set – keep the set of pages in memory that has minimal fault rate (the “working set”)
  - Page Fault Frequency – grow/shrink page set as a function of fault rate
- Multiprogramming
  - Should a process replace its own page, or that of another?
Next time...

- Homework #3 is out
- Read Chapter 15 (skip 15.3)
- Read Chapter 16 (skip 16.6)