

HW 3 due 11/10



Lecture 12: Demand Paging

CSE 120: Principles of Operating Systems
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Memory Management

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 referenced 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 practical

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 often 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**)

Belady's Anomaly w/FIFO

Page References		1	1	3	3	1	1	5	5	2	2	4	4	12
			2	2	4	4	2	2	1	1	3	3	5	
1		1	1	1	4	4	4	5			5	5		9
2			2	2	2	1	1	1			3	3		
3														
4														10
1			3	3	3	2	2				2	4		
2														
5														10
1	1	1	1	1				5	5	5	5	4	4	
2		2	2	2				2	1	1	1	1	5	
3			3	3				3	3	2	2	2	2	10
4								4	4	4	3	3	3	
5				4										



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 (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
 - » Use 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

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 Windows XP with 64 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...

- New topic: Filesystems
- Read Chapters 9, 10