1. Paging
2. Eviction policies
3. Thrashing
4. Details of paging
5. The user-level perspective
6. Case study: 4.4 BSD

**Working set model**

- Disk much, much slower than memory
  - Goal: run at memory speed, not disk speed
- 80/20 rule: 20% of memory gets 80% of memory accesses
  - Keep the hot 20% in memory
  - Keep the cold 80% on disk

**Paging challenges**

- How to resume a process after a fault?
  - Need to save state and resume
  - Process might have been in the middle of an instruction!
- What to fetch from disk?
  - Just needed page or more?
- What to eject?
  - How to allocate physical pages amongst processes?
  - Which of a particular process's pages to keep in memory?
### Re-starting instructions

- Hardware provides kernel with information about page fault
  - Faulting virtual address (In %cr2 reg on x86—may see it if you modify Pintos page_fault and use fault_addr)
  - Address of instruction that caused fault
  - Was the access a read or write? Was it an instruction fetch? Was it caused by user access to kernel-only memory?
- Hardware must allow resuming after a fault
- Idempotent instructions are easy
  - E.g., simple load or store instruction can be restarted
  - Just re-execute any instruction that only accesses one address
- Complex instructions must be re-started, too
  - E.g., x86 move string instructions
  - Specify src, dst, count in %esi, %edi, %ecx registers
  - On fault, registers adjusted to resume where move left off

### What to fetch

- Bring in page that caused page fault
- Pre-fetch surrounding pages?
  - Reading two disk blocks approximately as fast as reading one
  - As long as no track/head switch, seek time dominates
  - If application exhibits spacial locality, then big win to store and read multiple contiguous pages
- Also pre-zero unused pages in idle loop
  - Need zero-filled pages for stack, heap, anonymously mmapped memory
  - Zeroing them only on demand is slower
  - Hence, many OSes zero freed pages while CPU is idle

### Selecting physical pages

- May need to eject some pages
  - More on eviction policy in two slides
- May also have a choice of physical pages
- Direct-mapped physical caches
  - Virtual → Physical mapping can affect performance
  - In old days: Physical address \( A \) conflicts with \( kC + A \) (where \( k \) is any integer, \( C \) is cache size)
  - Applications can conflict with each other or themselves
  - Scientific applications benefit if consecutive virtual pages do not conflict in the cache
  - Many other applications do better with random mapping
  - These days: CPUs more sophisticated than \( kC + A \)

### Superpages

- How should OS make use of “large” mappings
  - x86 has 2/4MB pages that might be useful
  - Alpha has even more choices: 8KB, 64KB, 512KB, 4MB
- Sometimes more pages in L2 cache than TLB entries
  - Don’t want costly TLB misses going to main memory
- Or have two-level TLBs
  - Want to maximize hit rate in faster L1 TLB
- OS can transparently support superpages [Navarro]
  - “Reserve” appropriate physical pages if possible
  - Promote contiguous pages to superpages
  - Does complicate evicting (esp. dirty pages) – demote

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### Straw man: FIFO eviction

- Evict oldest fetched page in system
- Example—reference string 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5
3 physical pages: 9 page faults

```plaintext
1  1  4  5
2  2  1  3
3  3  2  4
```
Straw man: FIFO eviction

- Evict oldest fetched page in system
- Example—reference string 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5
- 3 physical pages: 9 page faults
- 4 physical pages: 10 page faults

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<th>3</th>
<th>4</th>
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<td>10 page faults</td>
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<td>2</td>
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<td></td>
</tr>
<tr>
<td>4</td>
<td>3</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Belady’s Anomaly

- More physical memory doesn’t always mean fewer faults

Optimal page replacement

- What is optimal (if you knew the future)?
  - Replace page that will not be used for longest period of time
- Example—reference string 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5
- With 4 physical pages:

```
1 4
2
3
4 5
```

LRU page replacement

- Approximate optimal with least recently used
  - Because past often predicts the future
- Example—reference string 1, 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, 5
- With 4 physical pages: 8 page faults

```
1 5
2
3 5 4
4 3
```

- Problem 1: Can be pessimal – example?
- Problem 2: How to implement?
Straw man LRU implementations

- Stamp PTEs with timer value
  - E.g., CPU has cycle counter
  - Automatically writes value to PTE on each page access
  - Scan page table to find oldest counter value = LRU page
  - Problem: Would double memory traffic!
- Keep doubly-linked list of pages
  - On access remove page, place at tail of list
  - Problem: again, very expensive
- What to do?
  - Just approximate LRU, don't try to do it exactly

Clock algorithm

- Use accessed bit supported by most hardware
  - E.g., Pentium will write 1 to A bit in PTE on first access
  - Software managed TLBs like MIPS can do the same
- Do FIFO but skip accessed pages
- Keep pages in circular FIFO list
- Scan:
  - page’s A bit = 1, set to 0 & skip
  - else if A = 0, evict
  - A.k.a. second-chance replacement

Clock algorithm (continued)

- Large memory may be a problem
  - Most pages referenced in long interval
- Add a second clock hand
  - Two hands move in lockstep
  - Leading hand clears A bits
  - Trailing hand evicts pages with A=0
- Can also take advantage of hardware Dirty bit
  - Each page can be (Unaccessed, Clean), (Unaccessed, Dirty), (Accessed, Clean), or (Accessed, Dirty)
  - Consider clean pages for eviction before dirty
- Or use n-bit accessed count instead just A bit
  - On sweep: count = (A << (n – 1)) | (count >> 1)
  - Evict page with lowest count
Clock algorithm (continued)

- Large memory may be a problem
  - Most pages referenced in long interval
- Add a second clock hand
  - Two hands move in lockstep
  - Leading hand clears A bits
  - Trailing hand evicts pages with A = /zero.pnum
- Can also take advantage of hardware Dirty bit
  - Each page can be (Unaccessed, Clean), (Unaccessed, Dirty), (Accessed, Clean), or (Accessed, Dirty)
  - Consider clean pages for eviction before dirty
- Or use n-bit accessed count instead just A bit
  - On sweep: count = ((A << (n −/one.pnum)) | (count >> 1))
  - Evict page with lowest count

Other replacement algorithms

- Random eviction
  - Dirt simple to implement
  - Not overly horrible (avoids Belady & pathological cases)
- LFU (least frequently used) eviction
  - Instead of just A bit, count # times each page accessed
  - Least frequently accessed must not be very useful (or maybe was just brought in and is about to be used)
  - Decay usage counts over time (for pages that fall out of usage)
- MFU (most frequently used) algorithm
  - Because page with the smallest count was probably just brought in and has yet to be used
  - Neither LFU nor MFU used very commonly

Naïve paging

- Naïve page replacement: 2 disk I/Os per page fault

Page buffering

- Idea: reduce # of I/Os on the critical path
- Keep pool of free page frames
  - On fault, still select victim page to evict
  - But read fetched page into already free page
  - Can resume execution while writing out victim page
  - Then add victim page to free pool
- Can also yank pages back from free pool
  - Contains only clean pages, but may still have data
  - If page fault on page still in free pool, recycle

Page allocation

- Allocation can be global or local
- Global allocation doesn't consider page ownership
  - E.g., with LRU, evict least recently used page of any proc
  - Works well if $P_1$ needs 20% of memory and $P_2$ needs 70%:
    - Doesn't protect you from memory pigs
    (imagine $P_2$ keeps looping through array that is size of mem)
- Local allocation isolates processes (or users)
  - Separately determine how much memory each process should have
  - Then use LRU/clock/etc. to determine which pages to evict within each process

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Thrashing

- Processes require more memory than system has
  - Each time one page is brought in, another page, whose contents will soon be referenced, is thrown out
  - Processes will spend all of their time blocked, waiting for pages to be fetched from disk
  - I/O devs at 100% utilization but system not getting much useful work done
- What we wanted: virtual memory the size of disk with access time the speed of physical memory
- What we got: memory with access time of disk

Reasons for thrashing

- Access pattern has no temporal locality (past ≠ future)
- Hot memory does not fit in physical memory
- Each process fits individually, but too many for system
  - At least this case is possible to address

Dealing with thrashing

- Approach 1: working set
  - Thrashing viewed from a caching perspective: given locality of reference, how big a cache does the process need?
  - Or: how much memory does the process need in order to make reasonable progress (its working set)?
  - Only run processes whose memory requirements can be satisfied
- Approach 2: page fault frequency
  - Thrashing viewed as poor ratio of fetch to work
  - PFF = page faults / instructions executed
  - If PFF rises above threshold, process needs more memory. Not enough memory on the system? Swap out.
  - If PFF sinks below threshold, memory can be taken away

Working sets

- Working set changes across phases
  - Balloons during phase transitions
Calculating the working set

- **Working set**: all pages process will access in next \( T \) time
  - Can’t calculate without predicting future
- **Approximate by assuming past predicts future**
  - So working set \( \approx \) pages accessed in last \( T \) time
- **Keep idle time for each page**
- **Periodically scan all resident pages in system**
  - A bit set? Clear it and clear the page’s idle time
  - A bit clear? Add CPU consumed since last scan to idle time
  - Working set is pages with idle time < \( T \)

Two-level scheduler

- **Divide processes into active & inactive**
  - Active – means working set resident in memory
  - Inactive – working set intentionally not loaded
- **Balance set: union of all active working sets**
  - Must keep balance set smaller than physical memory
- **Use long-term scheduler [recall from lecture 4]**
  - Moves procs active → inactive until balance set small enough
  - Periodically allows inactive to become active
  - As working set changes, must update balance set
- **Complications**
  - How to chose idle time threshold \( T \)?
  - How to pick processes for active set
  - How to count shared memory (e.g., libc.so)

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Some complications of paging

- **What happens to available memory?**
  - Some physical memory tied up by kernel VM structures
- **What happens to user/kernel crossings?**
  - More crossings into kernel
  - Pointers in syscall arguments must be checked (can’t just kill process if page not present—might need to page in)
- **What happens to IPC?**
  - Must change hardware address space
  - Increases TLB misses
  - Context switch flushes TLB entirely on old x86 machines (But not on MIPS...Why?)

Some complications of paging

- **Recall x86-64 only has 48-bit virtual address space**
- **What if you want a 64-bit virtual address space?**
  - Straight hierarchical page tables not efficient
  - But software TLBs (like MIPS) allow other possibilities
- **Solution 1: Hashed page tables**
  - Store Virtual → Physical translations in hash table
  - Table size proportional to physical memory
  - Clustering makes this more efficient [Talluri]
- **Solution 2: Guarded page tables [Liedtke]**
  - Omit intermediary tables with only one entry
  - Add predicate in high level tables, stating the only virtual address range mapped underneath + # bits to skip

64-bit address spaces
Recall typical virtual address space

- Dynamically allocated memory goes in heap
  - Addresses between breakpoint and stack all invalid

Early VM system calls

- OS keeps “Breakpoint” – top of heap
  - Memory regions between breakpoint & stack fault on access
- char *brk (const char *addr);
  - Set and return new value of breakpoint
- char *sbrk (int incr);
  - Increment value of the breakpoint & return old value
- Can implement malloc in terms of sbrk
  - But hard to “give back” physical memory to system

Memory mapped files

- Other memory objects between heap and stack

mmap system call

- void *mmap (void *addr, size_t len, int prot,
  int flags, int fd, off_t offset)
  - Map file specified by fd at virtual address addr
  - If addr is NULL, let kernel choose the address
- prot = protection of region
  - OR of PROT_EXEC, PROT_READ, PROT_WRITE, PROT_NONE
- flags
  - MAP_ANON – anonymous memory (fd should be -1)
  - MAP_PRIVATE – modifications are private
  - MAP_SHARED – modifications seen by everyone

More VM system calls

- int msync(void *addr, size_t len, int flags);
  - Flush changes of mmapped file to backing store
- int munmap(void *addr, size_t len)
  - Removes memory-mapped object
- int mprotect(void *addr, size_t len, int prot)
  - Changes protection on pages to or of PROT_
- int mincore(void *addr, size_t len, char *vec)
  - Returns in vec which pages present
Exposing page faults

```c
struct sigaction {
    union {
        void (*sa_handler)(int);
        void (*sa_sigaction)(int, siginfo_t *, void *);
    };
    sigset_t sa_mask; /* signal mask to apply */
    int sa_flags;
};
```

- Can specify function to run on SIGSEGV (Unix signal raised on invalid memory access)

Example: OpenBSD/i386 `siginfo`

```c
struct sigcontext {
    int sc_gs; int sc_fs; int sc_es; int sc_ds;
    int sc edi; int sc esi; int sc ebp; int sc ebx;
    int sc edx; int sc ecx; int sc eax;
    int sc ebp; int sc cs; /* instruction pointer */
    int sc_esp; int sc ss; /* condition codes, etc. */
    int sc_stack; /* stack pointer */
    int sc_onstack; /* sigstack state to restore */
    int sc_trapno; /* signal mask to restore */
};
```

- Linux uses `ucontext_t` – same idea, just uses nested structures that won’t all fit on one slide

VM tricks at user level

- **Combination of mprotect/sigaction very powerful**
  - Can use OS VM tricks in user-level programs [Appel]
  - E.g., fault, unprotect page, return from signal handler

- **Technique used in object-oriented databases**
  - Bring in objects on demand
  - Keep track of which objects may be dirty
  - Manage memory as a cache for much larger object DB

- **Other interesting applications**
  - Useful for some garbage collection algorithms
  - Snapshot processes (copy on write)

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4.4 BSD VM system [McKusick]¹

- Each process has a `vmspace` structure containing
  - `vm_map` – machine-independent virtual address space
  - `vm_pmap` – machine-dependent data structures
  - statistics – e.g. for syscalls like `getrusage()`
- `vm_map` is a linked list of `vm_map_entry` structs
  - `vm_map_entry` covers contiguous virtual memory
  - points to `vm_object` struct
- `vm_object` is source of data
  - e.g. vnode object for memory mapped file
  - points to list of `vm_page` structs (one per mapped page)
  - shadow objects point to other objects for copy on write

¹See library.stanford.edu for off-campus access
Pmap (machine-dependent) layer

- Pmap layer holds architecture-specific VM code
- VM layer invokes pmap layer
  - On page faults to install mappings
  - To protect or unmap pages
  - To ask for dirty/accessed bits
- Pmap layer is lazy and can discard mappings
  - No need to notify VM layer
  - Process will fault and VM layer must reinstall mapping
- Pmap handles restrictions imposed by cache

Example uses

- `vm_map_entry` structs for a process
  - r/o text segment → file object
  - r/w data segment → shadow object → file object
  - r/w stack → anonymous object
- New `vm_map_entry` objects after a fork:
  - Share text segment directly (read-only)
  - Share data through two new shadow objects
    (must share pre-fork but not post-fork changes)
  - Share stack through two new shadow objects
- Must discard/collapse superfluous shadows
  - E.g., when child process exits

What happens on a fault?

- Traverse `vm_map_entry` list to get appropriate entry
  - No entry? Protection violation? Send process a SIGSEGV
- Traverse list of [shadow] objects
- For each object, traverse `vm_page` structs
  - Found a `vm_page` for this object?
    - If first `vm_object` in chain, map page
    - If read fault, install page read only
    - Else if write fault, install copy of page
  - Else get page from object
    - Page in from file, zero-fill new page, etc.

Paging in day-to-day use

- Demand paging
  - Read pages from `vm_object` of executable file
- Copy-on-write (fork, `mmap`, etc.)
  - Use shadow objects
- Growing the stack, BSS page allocation
  - A bit like copy-on-write for `/dev/zero`
  - Can have a single read-only zero page for reading
  - Special-case write handling with pre-zeroed pages
- Shared text, shared libraries
  - Share `vm_object` (shadow will be empty where read-only)
- Shared memory
  - Two processes `mmap` same file, have same `vm_object` (no shadow)