Outline

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

Paging

- Use disk to simulate larger virtual than physical mem

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 $kC + A$ [Hund]

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
  - Try `cpuid` tool to find CPU’s TLB and cache configuration

- OS can transparently support superpages [Navarro]
  - “Reserve” appropriate physical pages if possible
  - Promote contiguous pages to superpages
  - Does complicate evicting (esp. dirty pages) – demote

Outline

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

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

<table>
<thead>
<tr>
<th>Page Frame Number</th>
<th>Page Faults</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1 4 5</td>
</tr>
<tr>
<td>2</td>
<td>2 1 3</td>
</tr>
<tr>
<td>3</td>
<td>3 2 4</td>
</tr>
</tbody>
</table>
**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
  
<table>
<thead>
<tr>
<th>Page</th>
<th>Plate</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>4</td>
<td>3</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:

<table>
<thead>
<tr>
<th>Page</th>
<th>Plate</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>

- 6 page faults

**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

<table>
<thead>
<tr>
<th>Page</th>
<th>Plate</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>5</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>4</td>
<td>3</td>
</tr>
</tbody>
</table>

- 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., x86 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

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 = \((A \ll (n - 1)) \mid (count \gg 1)\)
- 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 = 0

$A = (A < < (n - 1)) | (count >> 1)$

- 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

Outline

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

Multiprogramming & Thrashing

- Must shed load when thrashing

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

Calculating the working set

- Working set: all pages that 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)

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?)

64-bit address spaces

- 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

Outline

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

- kernel
- stack
- heap
- uninitialized data (bss)
- initialized data
- read-only data
- code (text)

breakpoint

• Dynamically allocated memory goes in heap
• Top of heap called break point
  - 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

- 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 -)
  - 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

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

int sigaction (int sig, const struct sigaction *act,
  struct sigaction *oact)

• 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_eip; int sc_cs; /* instruction pointer */
    int sc_eflags; /* condition codes, etc. */
    int sc esp; int sc ss; /* stack pointer */
    int sc_onstack; /* sigstack state to restore */
    int sc_mask; /* signal mask to restore */
    int sc_trapno;
    int sc_err;
};
```

* 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)

Outline

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

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

4.4 BSD VM data structures

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

¹See library.stanford.edu for off-campus access
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)