1 Paging
2 Eviction policies
3 Thrashing
4 Details of paging
5 The user-level perspective
6 Case study: 4.4 BSD
• Use disk to simulate larger virtual than physical mem
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
Working set model

- Disk much, much slower than memory
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- 80/20 rule: 20% of memory gets 80% of memory accesses
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  - Keep the cold 80% on disk
Paging challenges

• How to resume a process after a fault?
  - Need to save state and resume
  - Process may 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 must allow resuming after a fault
- 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?
- Observation: Idempotent instructions are easy to restart
  - 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 0-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 $\rightarrow$ 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
- Set associative caches (more common)
  - Multiple (e.g., 2–4) possible slots for each physical address
  - Historically $n$-way associative cache chooses line by $A \mod (C/n)$
  - These days: CPUs use more sophisticated mapping [Hund]
Superpages

• How should OS make use of “large” mappings
  - x86 has 2/4MiB pages that might be useful
  - Alpha has even more choices: 8KiB, 64KiB, 512KiB, 4MiB

• Sometimes more pages in L2 cache than TLB entries
  - Don’t want costly TLB misses going to main memory
  - Try `cpuid` tool to find CPU’s TLB configuration on linux…
    then compare to cache size reported by `lscpu`

• 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

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9 page faults
• 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

1 1 5 4
2 2 1 5 10 page faults
3 3 2
4 4 3
Belady’s Anomaly

- More physical memory doesn’t always mean fewer faults
Optimal page replacement

- What is optimal (if you knew the future)?
• 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
```

6 page faults

• What do we do when an OS can’t predict the future?
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?
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  2  3  4
  5  5  4  3
```

- Problem 1: Can be pessimal – example?
  - Looping over memory (then want MRU eviction)
- 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
Clock algorithm

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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: $count = (A \ll (n - 1)) \| (count \gg 1)$
  - Evict page with lowest $count$
• **Large memory may be a problem**
  - Most pages referenced in long interval

• **Add a second clock hand**
  - Two hands move in lockstep
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• **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
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  - 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
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
• 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%:
    
    ![Diagram showing allocation]

    - 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

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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
  - Disk 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
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
- Working set changes across phases
  - Balloons during phase transitions
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 $\rightarrow$ 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

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- 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? MIPS tags TLB entries with PID)
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
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Recall typical virtual address space

- Dynamically allocated memory goes in heap
- Top of heap called *breakpoint*
  - 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
• 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 bitwise or of some `PROT_`...values
- `int mincore(void *addr, size_t len, char *vec)`
  - Returns in `vec` which pages present
structure 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)
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

---

¹Use link on [searchworks page](https://example.com) for access
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
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)