

Heap Memory Wrap-up and Page Tables

CS 241

Sept. 13, 2013

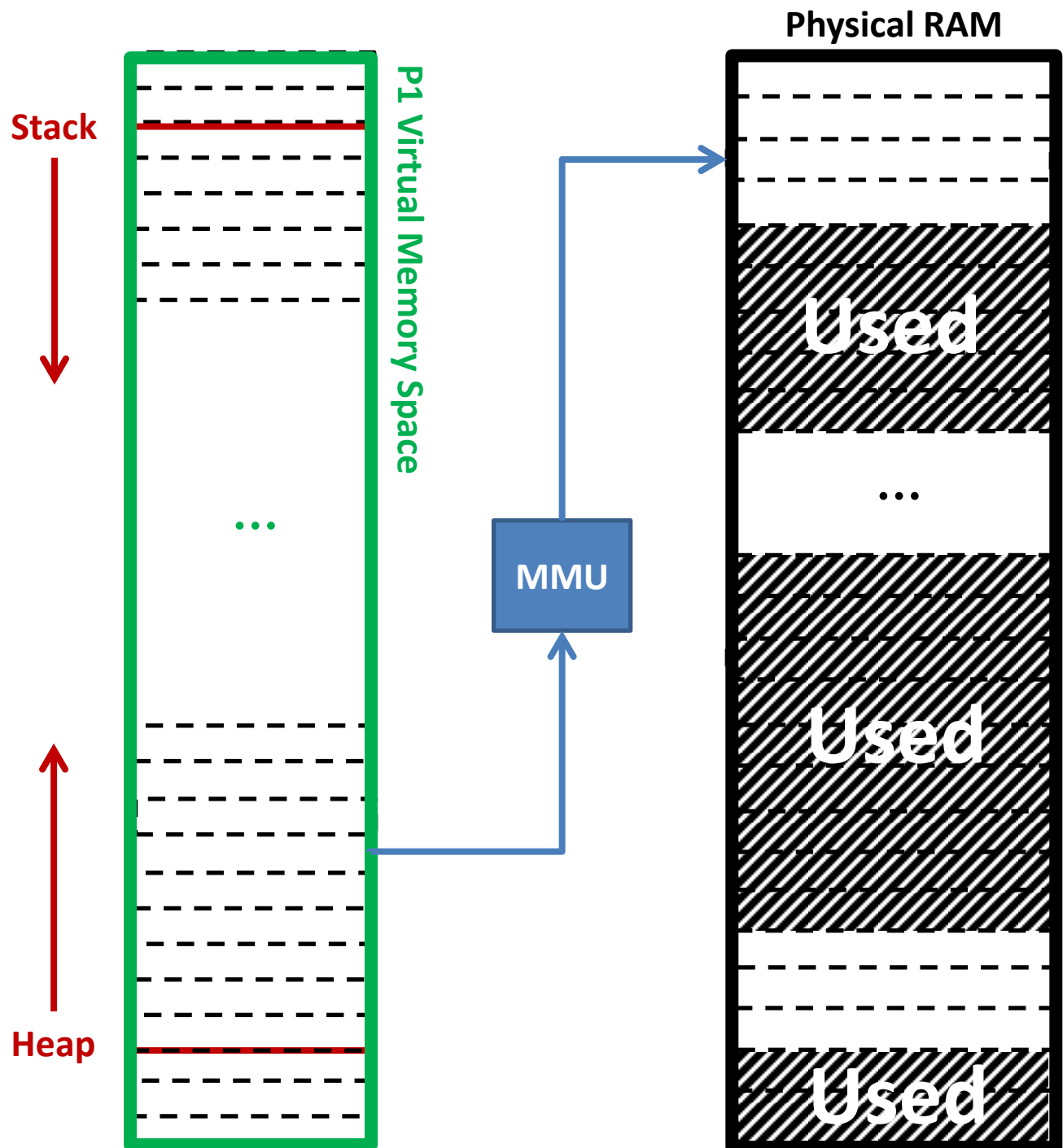
Strategy Comparison

- **Overhead:**
 - Dictionary:
 - Metadata:
 - Buddy System:
- **Unusable Space (“Internal Fragmentation”):**
 - Dictionary:
 - Metadata:
 - Buddy System:

Strategy Comparison

- **Find a “best fit” on malloc():**
 - Dictionary:
 - Metadata:
 - Buddy System:
- **Find **p** in data structure on free (**p**):**
 - Dictionary:
 - Metadata:
 - Buddy System:

MP2



Virtual to Physical Address

- The OS divides every virtual and physical address into **pages**, fixed sized regions of memory.
 - Common page size: 4 KB
- Every virtual memory address can be viewed as two components:
 - **Page table index**: where in the page table is our data?
 - **Page table offset**: where in the page is our data?

Virtual to Physical Address

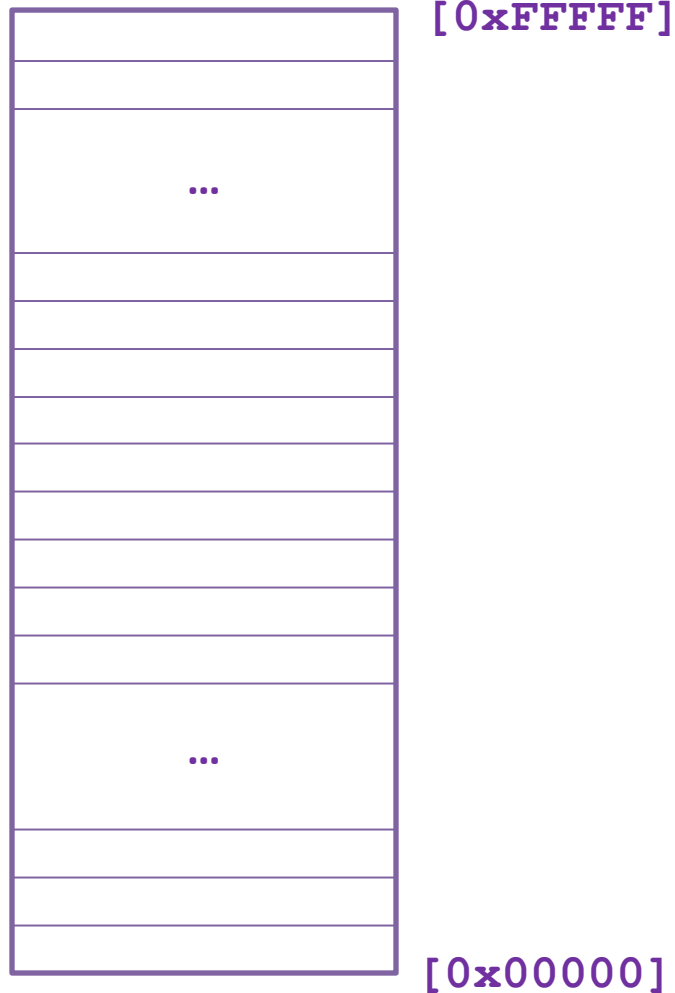
- Assuming a page size of 4 KB, identify page table index and offset of the following addresses:

0x a94c3013

0b 1001010100011111010100011

Page Table

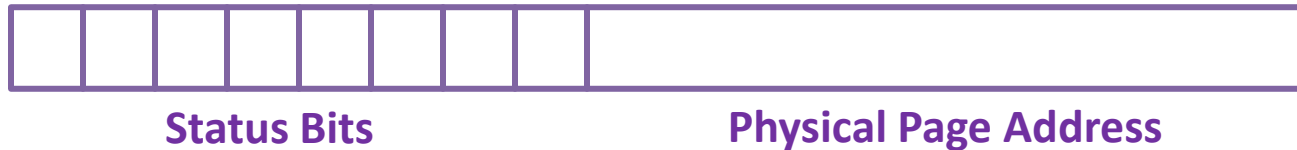
0x a94c3013



Page Size: 4 KB, Virtual Memory Address: 32-bit

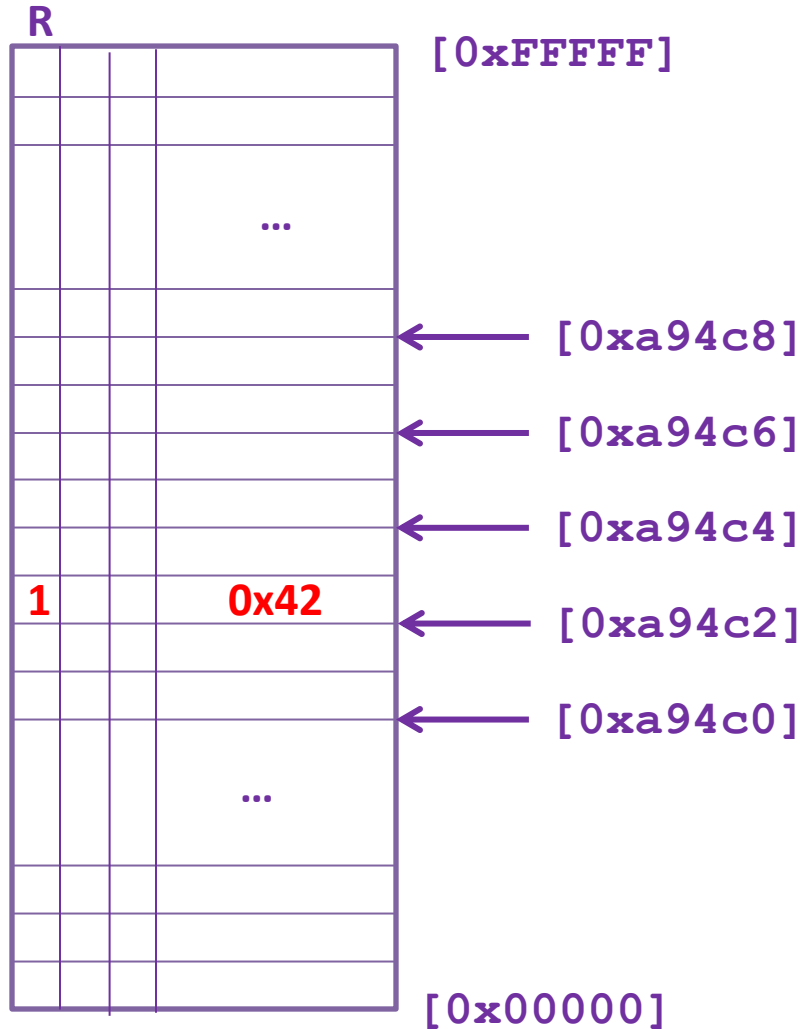
Page Table Entries (PTE)

- Every PTE consists of information to help translate the virtual address into the physical address.



Page Table

0x a94c3013



Page Size: 4 KB, Virtual Memory Address: 32-bit

Status Bit #1

- **Present (P) Bit:**
 - This bit denotes if the page is in physical memory (RAM) or on disk.
 - **P=1:** The page is in physical memory.
 - **P=0:** The page is not in physical memory.
 - If a page is not present in memory and needs to be accessed, a **page fault** occurs.

Page Fault

- A page fault occurs when a page needs to be brought from disk into physical memory.
- Several steps:
 1. Look at the physical page address in the PTE. This contains the location on disk of the data.
 2. Find an empty page in physical memory.
 - If there is no empty page in physical memory, we will need to evict a page.
 3. Load the data from disk into physical memory.
 4. Update the PTE.

Page Eviction

Virtual Page #: 17 →

Virtual Page #: 33 →

Virtual Page #: 40 →

Virtual Page #: 17 →

Virtual Page #: 43 →

Virtual Page #: 8 →

Virtual Page #: 99 →

Virtual Page #: 33 →

Virtual Page #: 99 →

Virtual Page #: 17 →

Physical RAM

