Memory Management

• Subdividing memory to accommodate multiple processes
• Memory needs to be allocated to ensure a reasonable supply of ready processes to consume available processor time
Memory Management Requirements

• Relocation
  – Programmer does not know where the program will be placed in memory when it is executed
  – While the program is executing, it may be swapped to disk and returned to main memory at a different location (relocated)
  – Memory references must be translated in the code to actual physical memory address
Figure 7.1  Addressing Requirements for a Process
Memory Management Requirements

• Protection
  – Processes should not be able to reference memory locations in another process without permission
  – Impossible to check absolute addresses at compile time
  – Must be checked at run time
  – Memory protection requirement must be satisfied by the processor (hardware) rather than the operating system (software)

• Operating system cannot anticipate all of the memory references a program will make
Memory Management Requirements

• Sharing
  – Allow several processes to access the same portion of memory
  – Better to allow each process access to the same copy of the program rather than have their own separate copy
Memory Management Requirements

• Logical Organization
  – Programs are written in modules
  – Modules can be written and compiled independently
  – Different degrees of protection given to modules (read-only, execute-only)
  – Share modules among processes
Memory Management Requirements

• Physical Organization
  – Memory available for a program plus its data may be insufficient
    • Overlaying allows various modules to be assigned the same region of memory
  – Programmer does not know how much space will be available
Fixed Partitioning

• Equal-size partitions
  – Any process whose size is less than or equal to the partition size can be loaded into an available partition
  – If all partitions are full, the operating system can swap a process out of a partition
  – A program may not fit in a partition. The programmer must design the program with overlays
Fixed Partitioning

• Fixed partitioning in main memory is inefficient.
  – Any program, no matter how small, occupies an entire partition.
  – What about the memory left over if the program does not fit perfectly.
  – This is called internal fragmentation.
Figure 7.2 Example of Fixed Partitioning of a 64-Mbyte Memory

(a) Equal-size partitions
(b) Unequal-size partitions
Placement Algorithm with Partitions

- **Equal-size partitions**
  - Because all partitions are of equal size, it does not matter which partition is used

- **Unequal-size partitions**
  - Can assign each process to the smallest partition within which it will fit
  - Queue for each partition
  - Processes are assigned in such a way as to minimize wasted memory within a partition
Figure 7.3  Memory Assignment for Fixed Partitioning

(a) One process queue per partition

(b) Single queue
Dynamic Partitioning

- Partitions are of variable length and number
- Process is allocated exactly as much memory as required
- Eventually get holes in the memory. This is called **external fragmentation**
- Must use compaction to shift processes so they are contiguous and all free memory is in one block
Figure 7.4 The Effect of Dynamic Partitioning
Dynamic Partitioning Placement Algorithm

• Operating system must decide which free block to allocate to a process.
  – Let’s look at some algorithms.

• Best-fit algorithm
  – Chooses the block that is closest in size to the request
  – Despite its name: worst performer overall
  – Since smallest block is found for process, the smallest amount of fragmentation is left
    • leaves blocks too small to reallocate
  – Memory compaction must be done more often
Dynamic Partitioning Placement Algorithm

• First-fit algorithm
  – Scans memory from the beginning and chooses the first available block that is large enough
  – Fastest
  – May have many process loaded in the front end of memory that must be searched over when trying to find a free block
Dynamic Partitioning Placement Algorithm

• Next-fit
  – Scans memory from the location of the last placement
  – More often allocate a block of memory at the end of memory where the largest block is found
  – The largest block of memory is broken up into smaller blocks
  – Compaction is required to obtain a large block at the end of memory
Figure 7.5  Example Memory Configuration Before and After Allocation of 16 Mbyte Block
Buddy System

• Entire space available is treated as a single block of $2^U$

• If a request of size $s$ such that $2^{U-1} < s \leq 2^U$, entire block is allocated
  – Otherwise block is split into two equal buddies
  – Process continues until smallest block greater than or equal to $s$ is generated
Figure 7.6  Example of Buddy System
Figure 7.7 Tree Representation of Buddy System
Relocation

- When program **loaded** into memory the actual (absolute) memory locations are determined.
- A process may occupy different partitions which means different absolute memory locations during execution (from swapping).
- Compaction will also cause a program to occupy a different partition which means different absolute memory locations.
Addresses

• Logical
  – Reference to a memory location independent of the current assignment of data to memory
  – Translation must be made to the physical address

• Relative
  – Address expressed as a location relative to some known point

• Physical
  – The absolute address or actual location in main memory
Figure 7.8 Hardware Support for Relocation
Registers Used during Execution

- Base register
  - Starting address for the process
- Bounds register
  - Ending location of the process
- These values are set when the process is loaded or when the process is swapped in
Registers Used during Execution

• The value of the base register is added to a relative address to produce an absolute address
• The resulting address is compared with the value in the bounds register
• If the address is not within bounds, an interrupt is generated to the operating system