Announcements

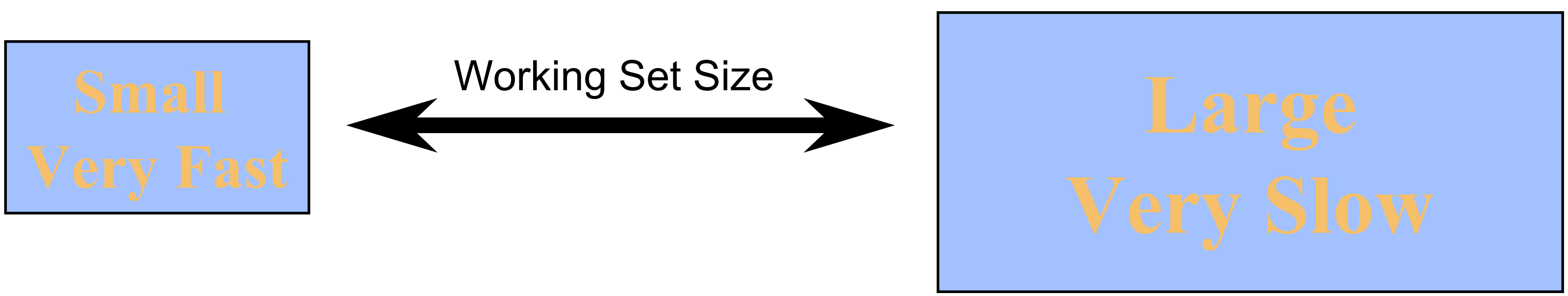
- Midterm #1
  - Re-grade requests due by end of class today
- Project #3
  - Is out
  - Deadline is shortly after midterm #2 (start early)

Project #3

- What is pageable?
  - User memory including text, data, and stack
- Memory model
  - Kernel memory in low memory
  - User memory in high memory
- Paging Bits
  - cr3 – Page Table Base Register (PTBR)
  - cr0:31 – Enable Paging bit
  - cr2 – Address causing page fault
- Page Faults
  - Look in errorCode fields of interrupt

Working Sets and Page Replacement

- Programs usually display reference locality
  - temporal locality
    - repeated access to the same memory location
  - spatial locality
    - consecutive memory locations access nearby memory locations
  - memory hierarchy design relies heavily on locality reference
    - sequence of nested storage media
- Working set
  - set of pages referenced in the last delta references



Preventing Threashing

- Need to ensure that we can keep the working set in memory
  - if the working sets of the processes in memory exceed total page frames, then we need to swap a process out
- How do we compute the working set?
  - can approximate it using a reference bit

Implementation Issues

- How big should a page be?
  - want to trade cost of fault vs. fragmentation
    - cost of fault is: trap + seek + latency + transfer
  - Does the OS page size have to equal the HW page size?
    - no, just needs to be a multiple of it
- How does I/O relate to paging
  - if we request I/O for a process, need to lock the page
    - if not, the I/O device can overwrite the page
- Can the kernel be paged?
  - most of it can be.
  - what about the code for the page fault handler?

Segmentation

- Segmentation is used to give each program several independent protected address spaces
  - each segment is an independent protected address space
  - access to segments is controlled by data which describes size, privilege level required to access, protection (whether segment is read-only etc)
  - segments may or may not overlap
    - disjoint segments can be used to protect against programming errors
    - separate code, data stack segments

- Disjoint Segments can be used to exploit expanded address space
  - In 16 bit architectures e.g. (8086 and 80x86 in V86 mode) each segment has only 16 bits of address space
  - In distributed networks consisting of multiple 32 bit machines, segmentation can be used to support single huge address space
- Segments can span identical regions of address space - *flat model*
  - Windows NT and Windows ‘95 use 4 Gbyte code segments, stack segments, data segments

File Abstraction

- What is a file?
  - A named collection of information stored on secondary storage
- Properties of a file
  - non-volatile
  - can read, read, or update it
  - has meta-data to describe attributes of the file
- File Attributes
  - name: a way to describe the file
  - type: some information about what is stored in the file
  - location: how to find the file on disk
  - size: number of bytes
  - protection: access control
    - may be different for read, write, execute, append, etc.
  - time: access, modification, creation
  - version: how many times has the file changed

File Operations

- Files are an abstract data type
  - interface (this lecture)
  - implementation (next lecture)
- create a file
  - assign it a name
  - check permissions
- open
  - check permissions
  - check that the file exists
  - lock the file (if we don't what to permit other users a the same time)

File Operations (cont)

- write
  - indicate what file to write (either name of handle)
  - provide data to write
  - specify where to write the data within the file
    - generally this is implicit (file pointer)
    - could be explicit (direct access)
- read
  - indicate what file to read (either name of handle)
  - provide place to put information read
  - indicate how much to read
  - specify where to write the data within the file
    - generally this is implicit (file pointer)
    - could be explicit (direct access)
- fsync (synchronize disk version with in-core version)
  - ensure any previous writes to the file are stored on disk

File Operations (cont)

- seek
  - move the implicit file pointer to a new offset in the file
- delete
  - remove named file
- truncate
  - remove the data in the file from the current position to end
- close
  - unlock the file (if open locked it)
  - update meta data about time
  - free system resources (file descriptors, buffers)
- read meta data
  - get file size, time, owner, etc.
- update meta data
  - change file size, time owner, etc.