

CS238P: Operating Systems

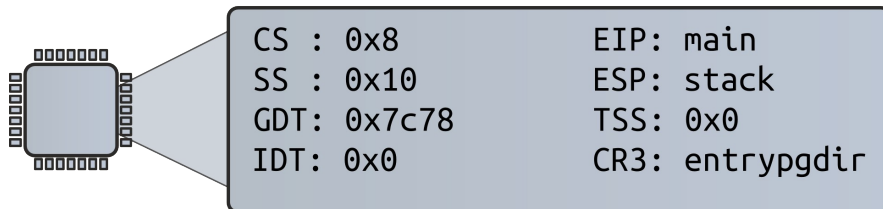
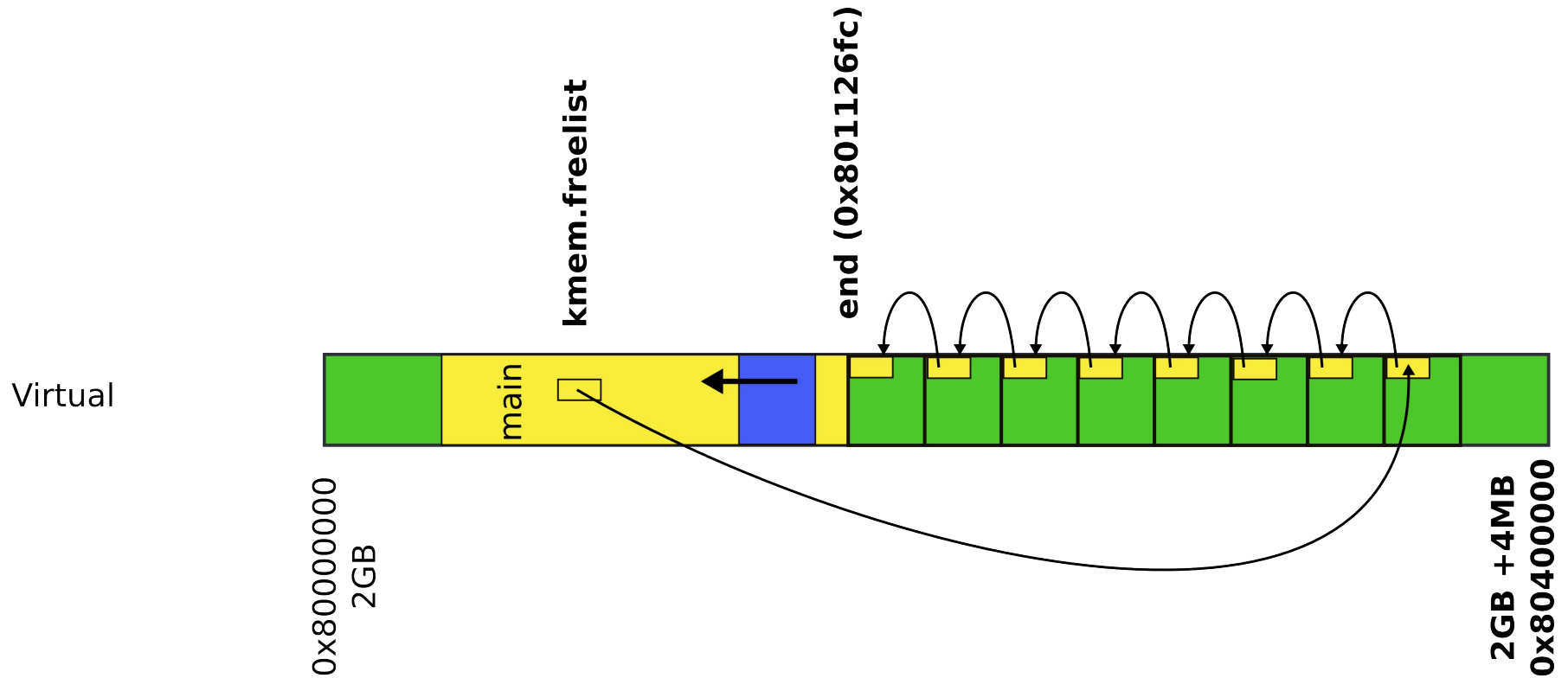
Lecture 14: Memory management

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Xv6 Book, Chapter 1. KERNBASE limits the amount of memory a single process can use, which might be irritating on a machine with a full 4 GB of RAM.

Would raising KERNBASE allow a process to use more memory?

Xv6: physical page allocator



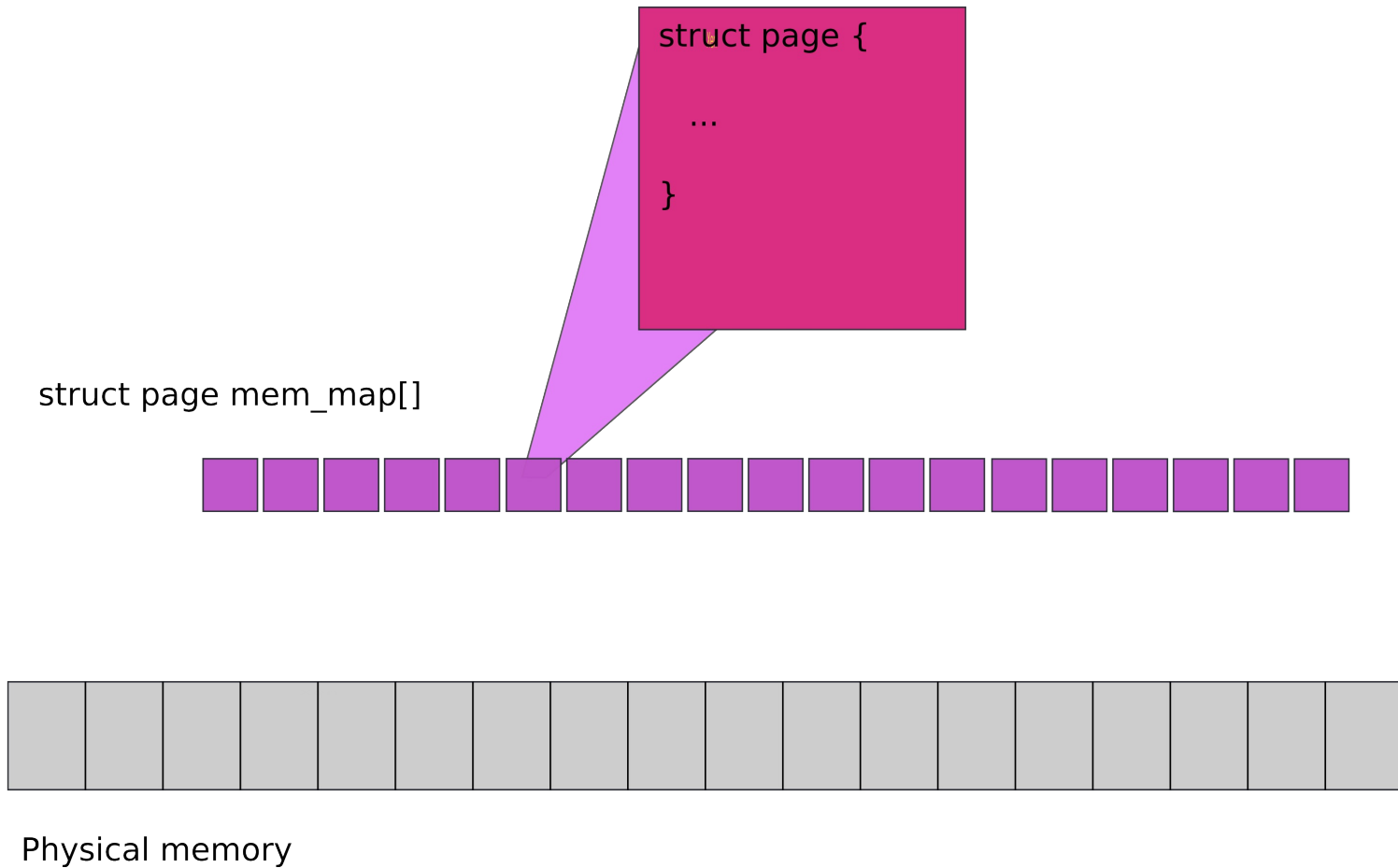
Protected Mode

Physical memory



Physical memory

We need a smaller array to describe physical pages, e.g., `mem_map[]` in Linux



Memory allocation

Simplest memory allocator

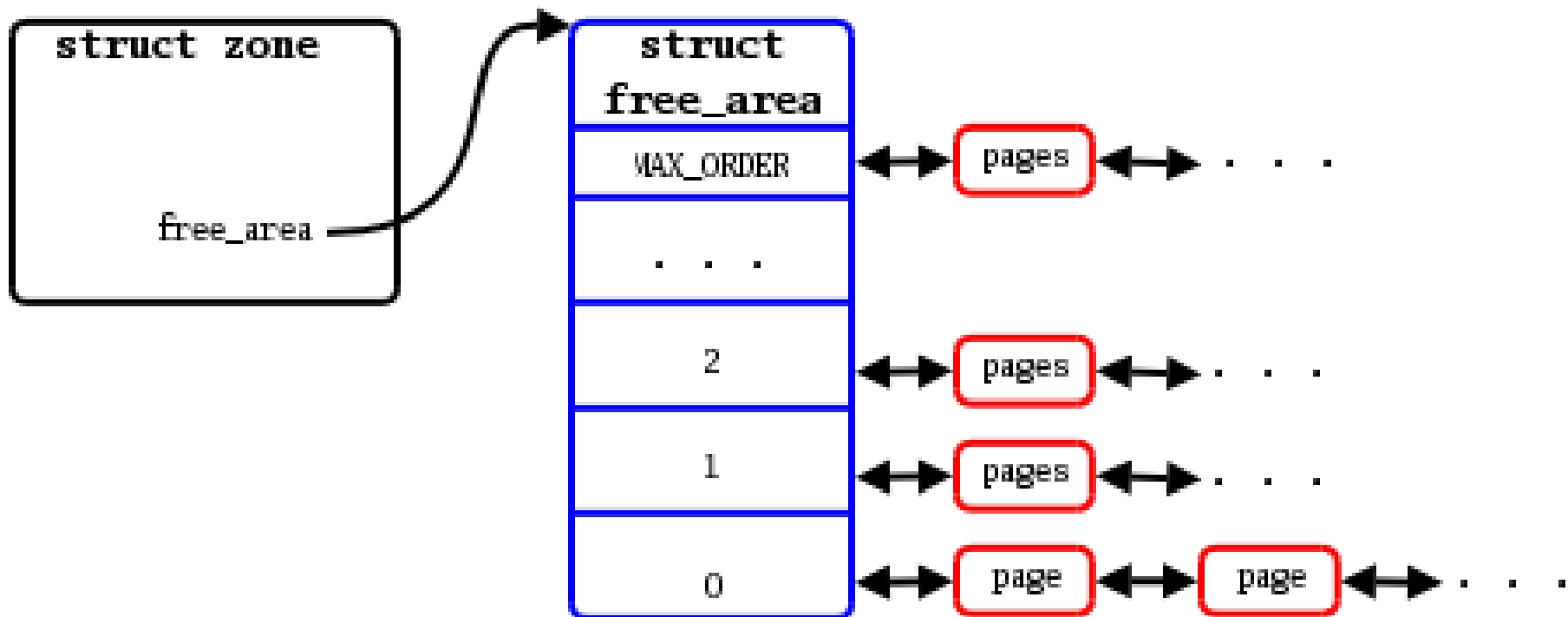
- Bitmap of all pages
 - Bootmem allocator in Linux
- Allocation searches for an unused page
 - Multiple sub-page allocations can be served from the same page by advancing a pointer
- Works ok, but what is the problem?

Boot memory allocator

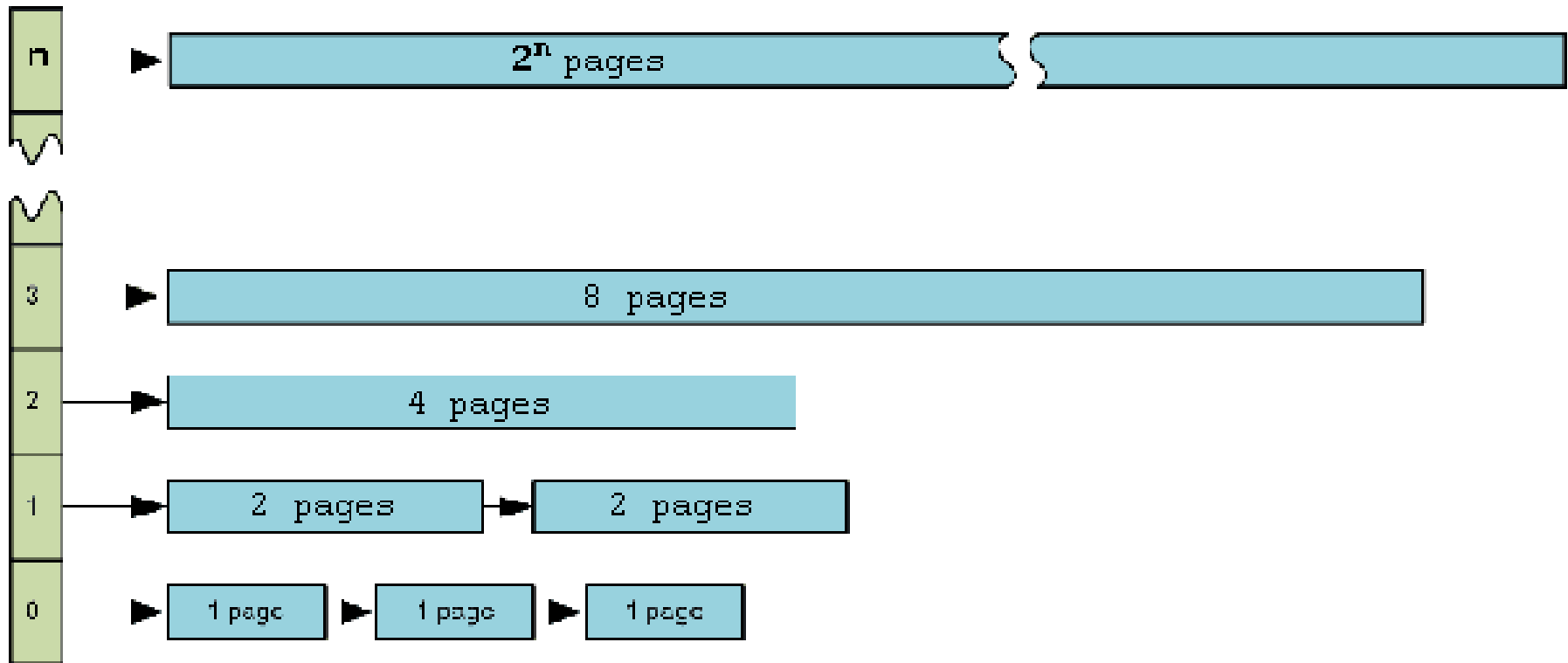
- Bitmap of all pages
 - Bootmem allocator in Linux
- Allocation searches for an unused page
 - Multiple sub-page allocations can be served from the same page by advancing a pointer
- Works ok, but what is the problem?
 - Linear scan of the bitmap
 - Too long

Buddy: Physical Memory Allocator

Buddy memory allocator



Buddy allocator



What's wrong with buddy?

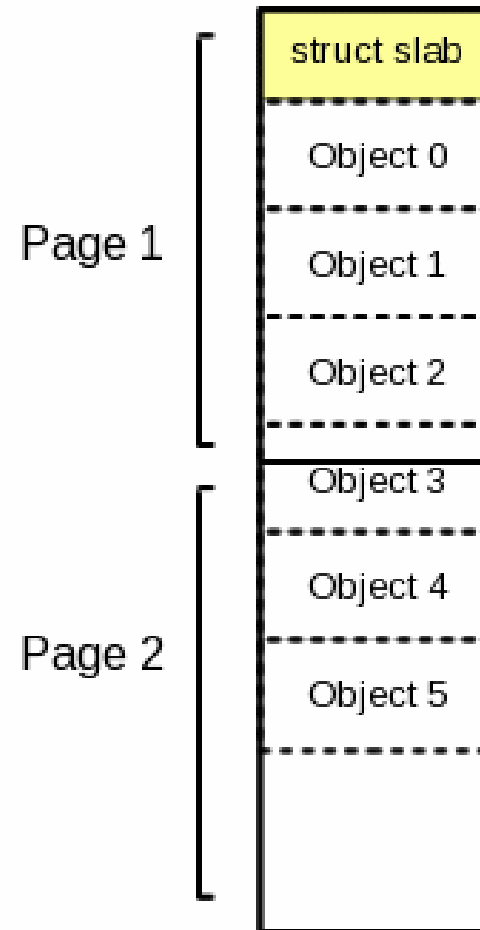
What's wrong with buddy?

- Buddy allocator is ok for large allocations
 - E.g. 1 page or more
- But what about small allocations?
 - Buddy uses the whole page for a 4 bytes allocation
 - Wasteful
 - Buddy is still slow for short-lived objects

Slab:
Allocator for object of a fixed size

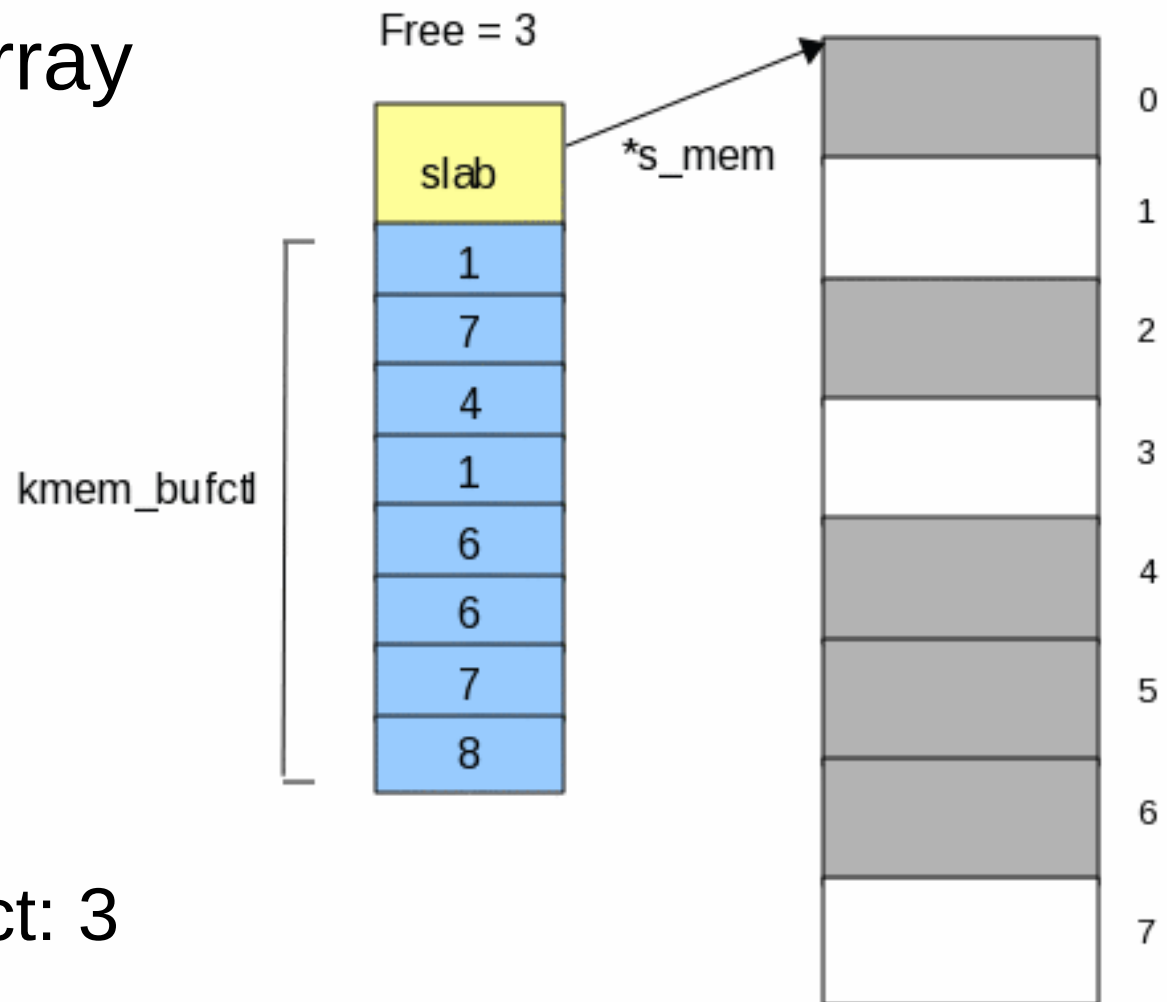
Slab

- A 2 page slab with 6 objects



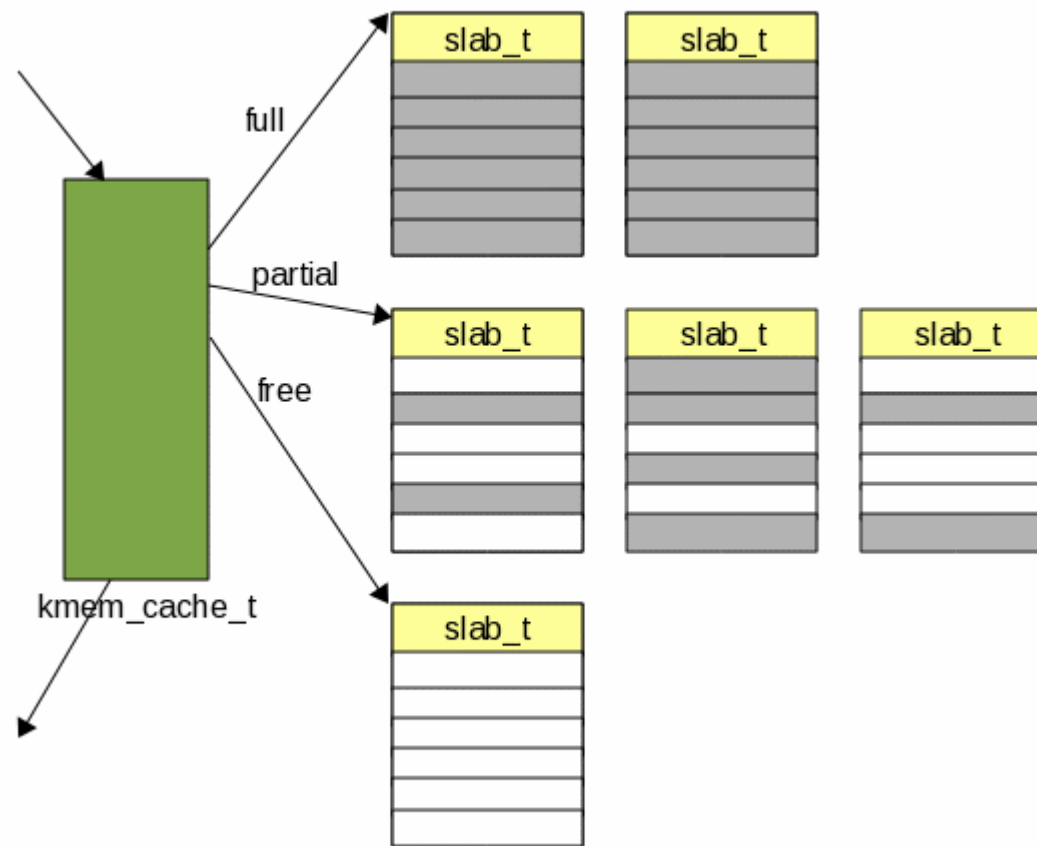
Keeping track of free objects

- `kmem_bufctl` array is effectively a linked list



- First free object: 3
- Next free object: 1

A cache is formed out of slabs



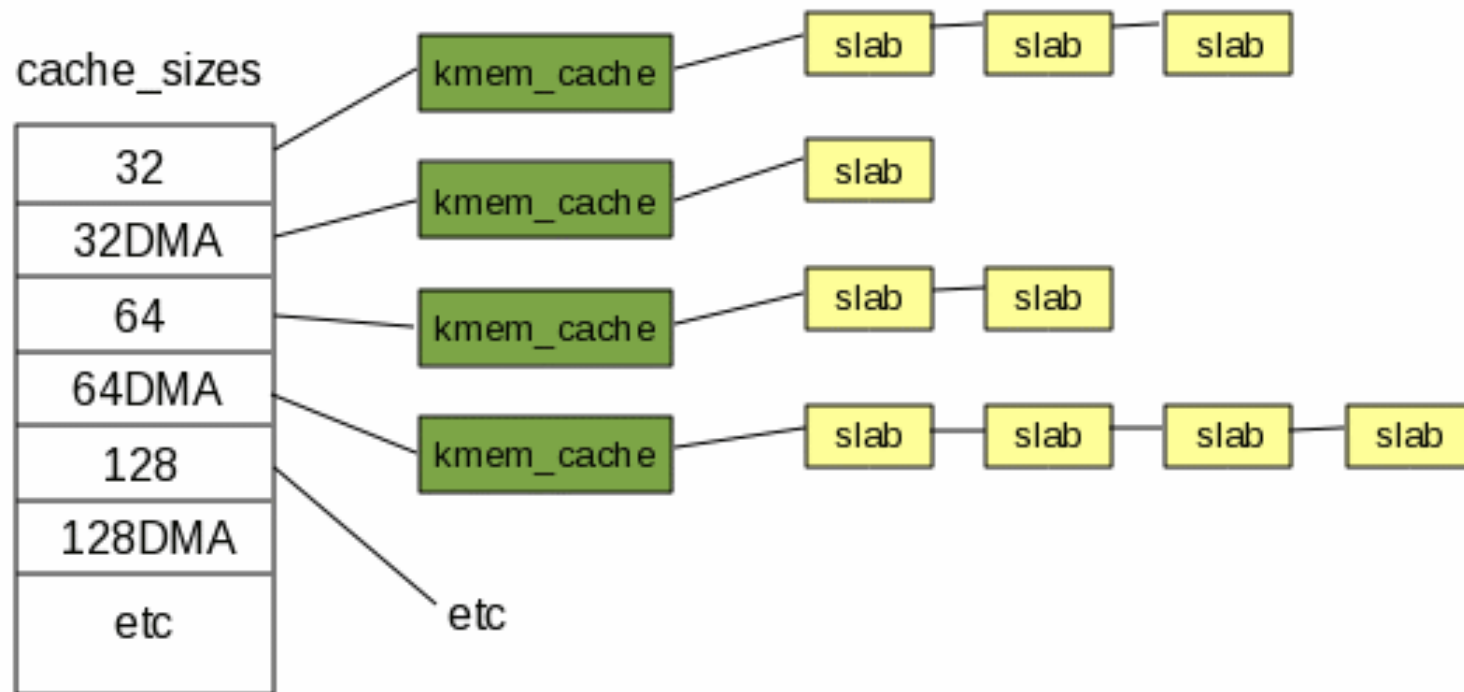
Slab is fine, but what's wrong?

Slab is fine, but what's wrong?

- We can only allocate objects of one size

Kmalloc(): variable size objects

- A table of caches
 - Size: 32, 64, 128, etc.



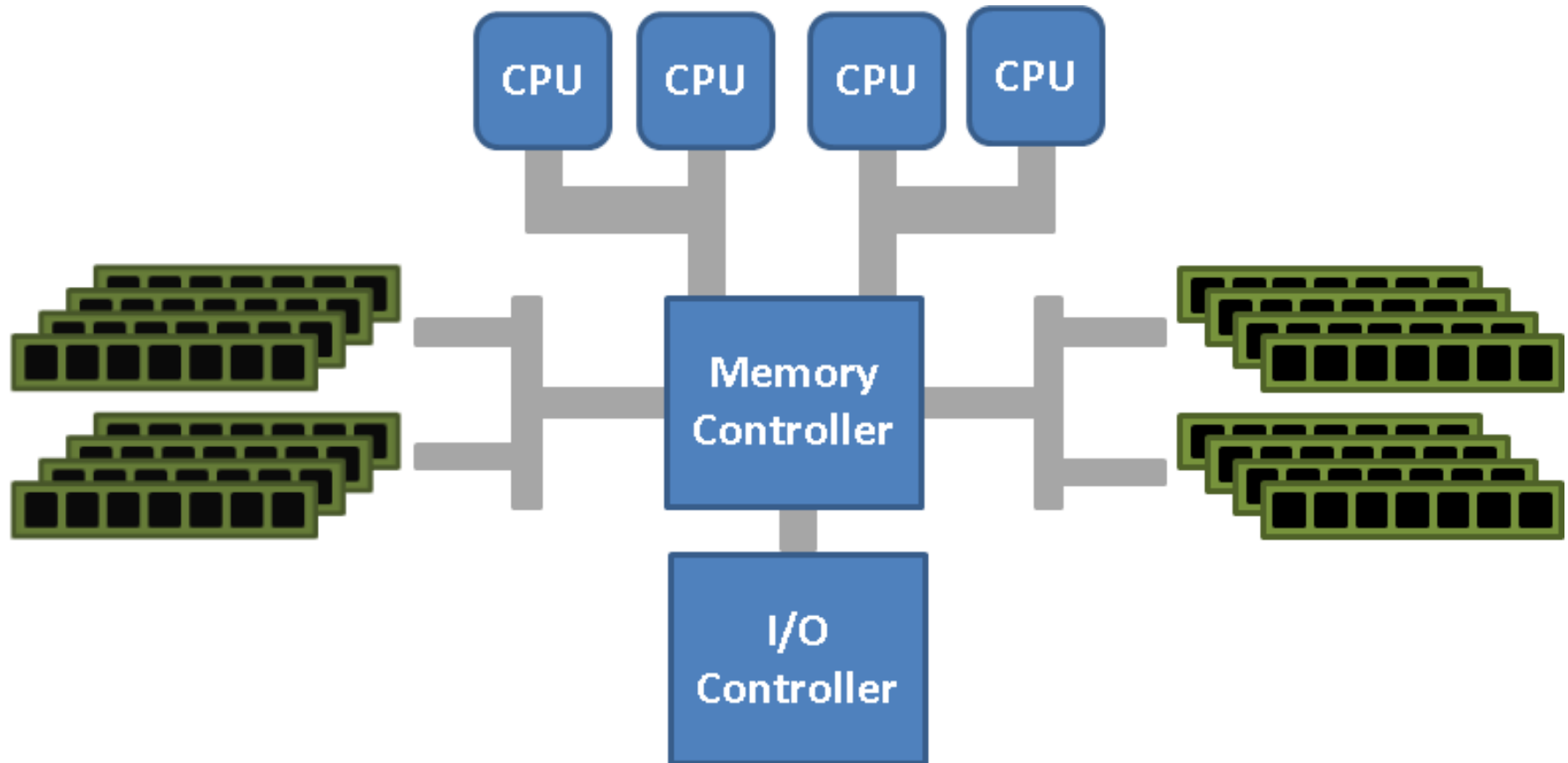
NUMA

Non-uniform memory access

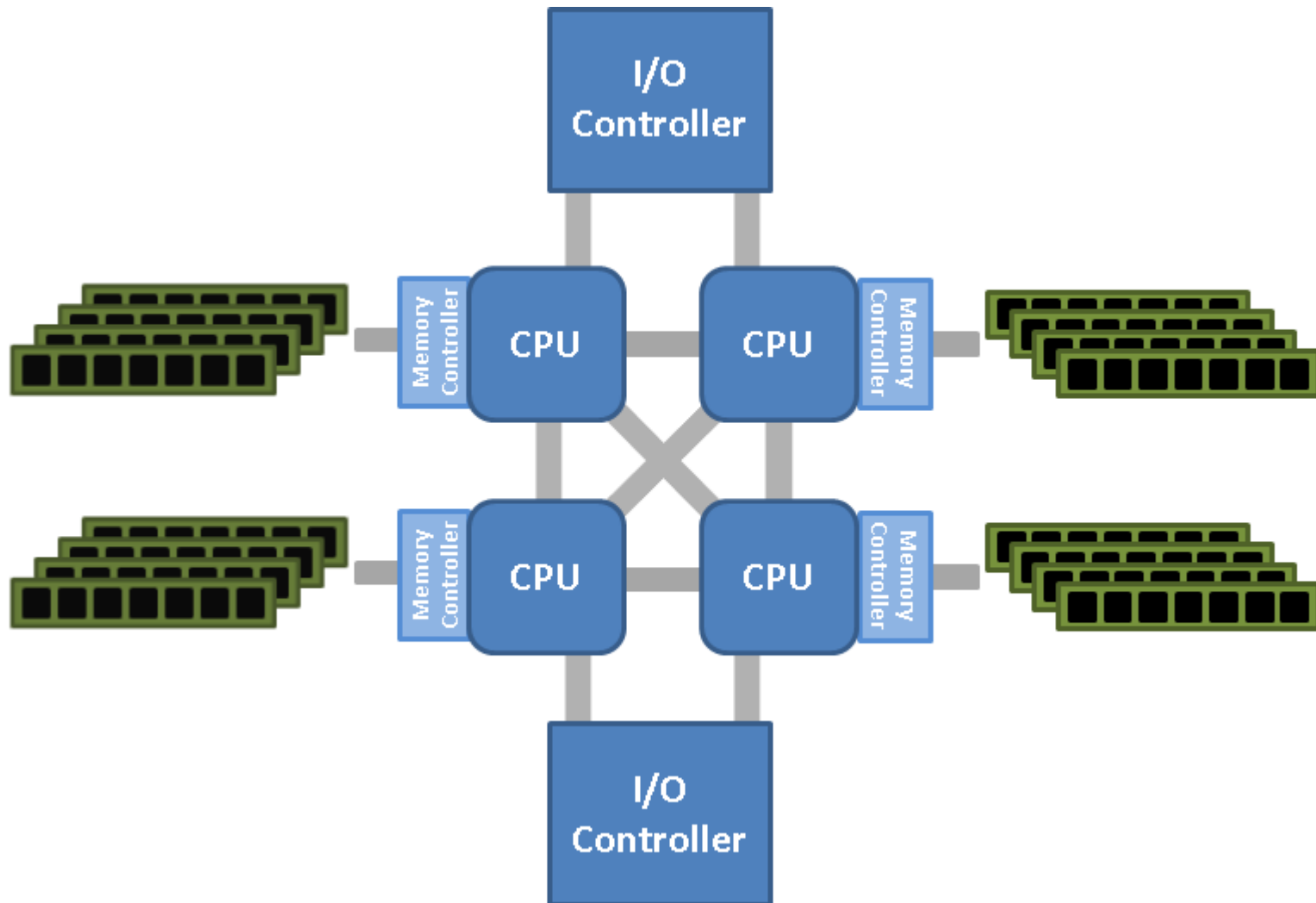
Uniform and non-uniform memory access

- Parts of memory can be faster than others

Uniform memory access (UMA)

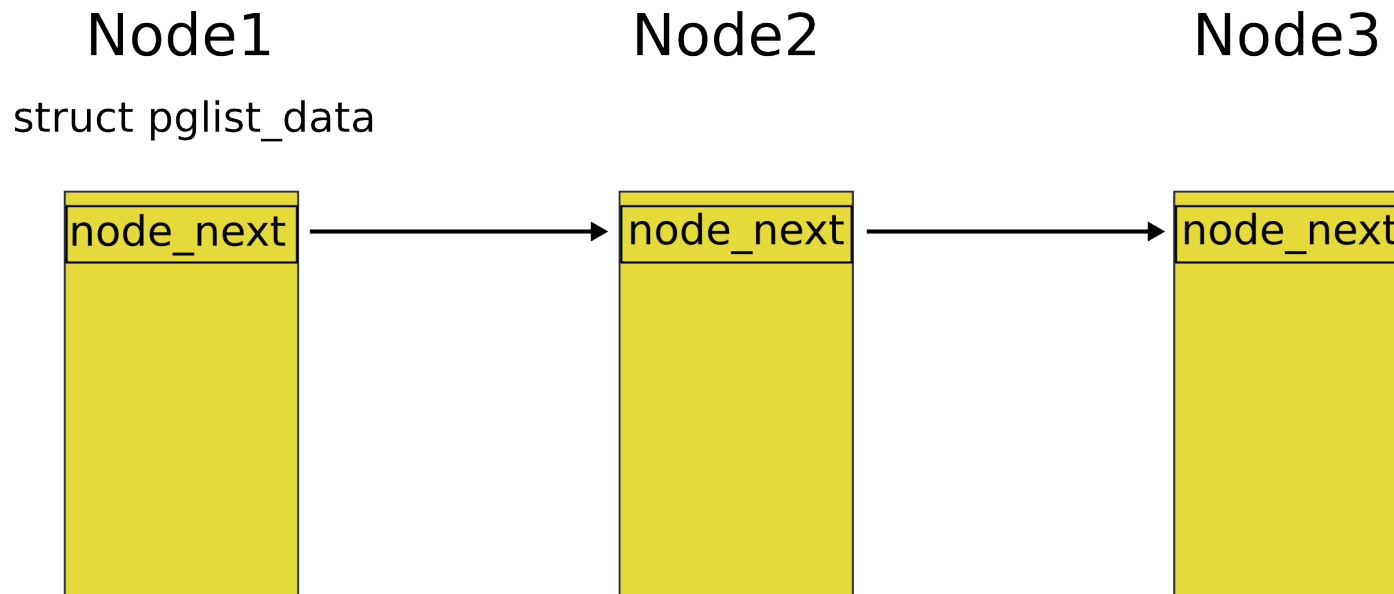


Nonuniform memory access (NUMA)

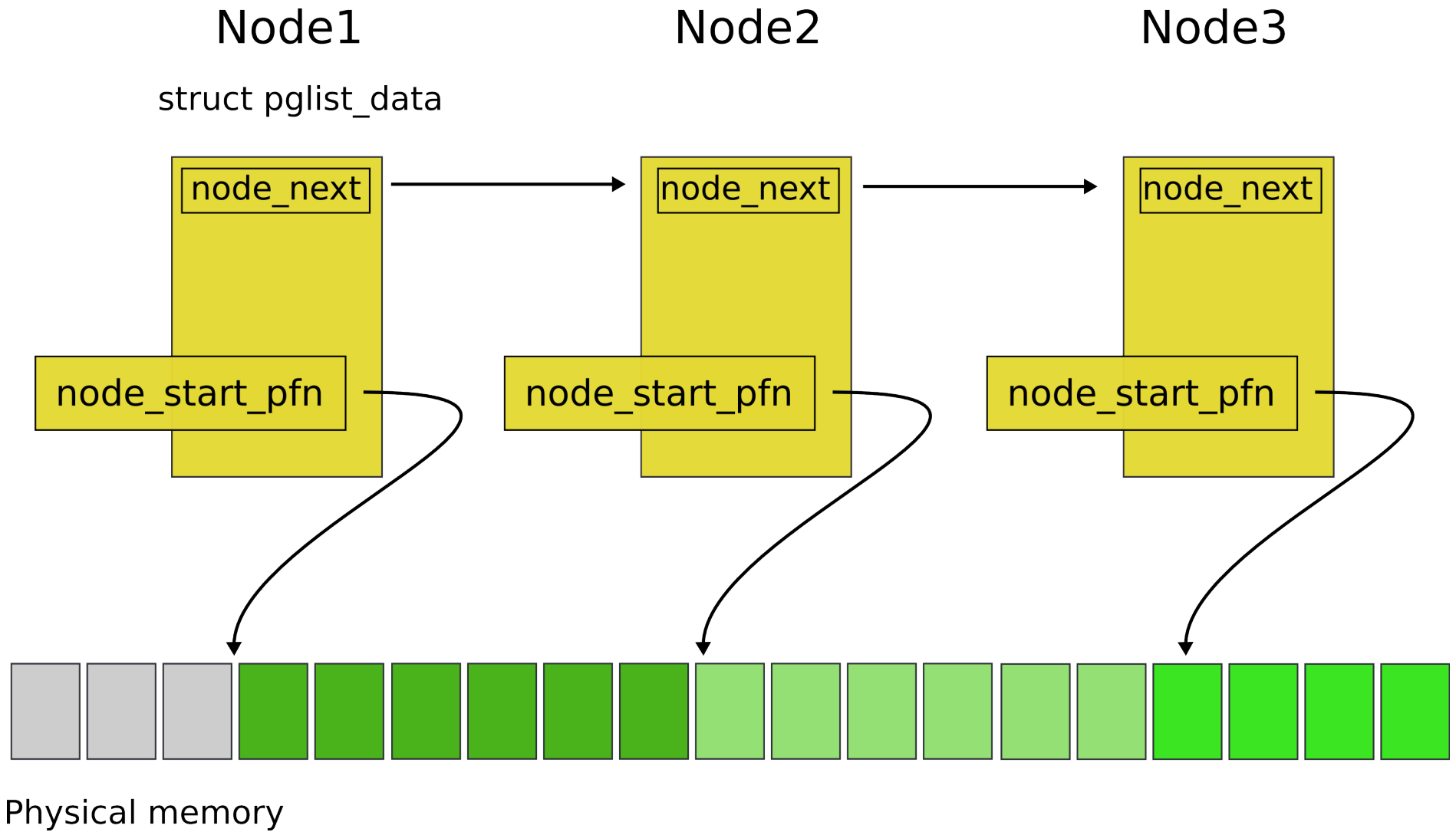


Nodes

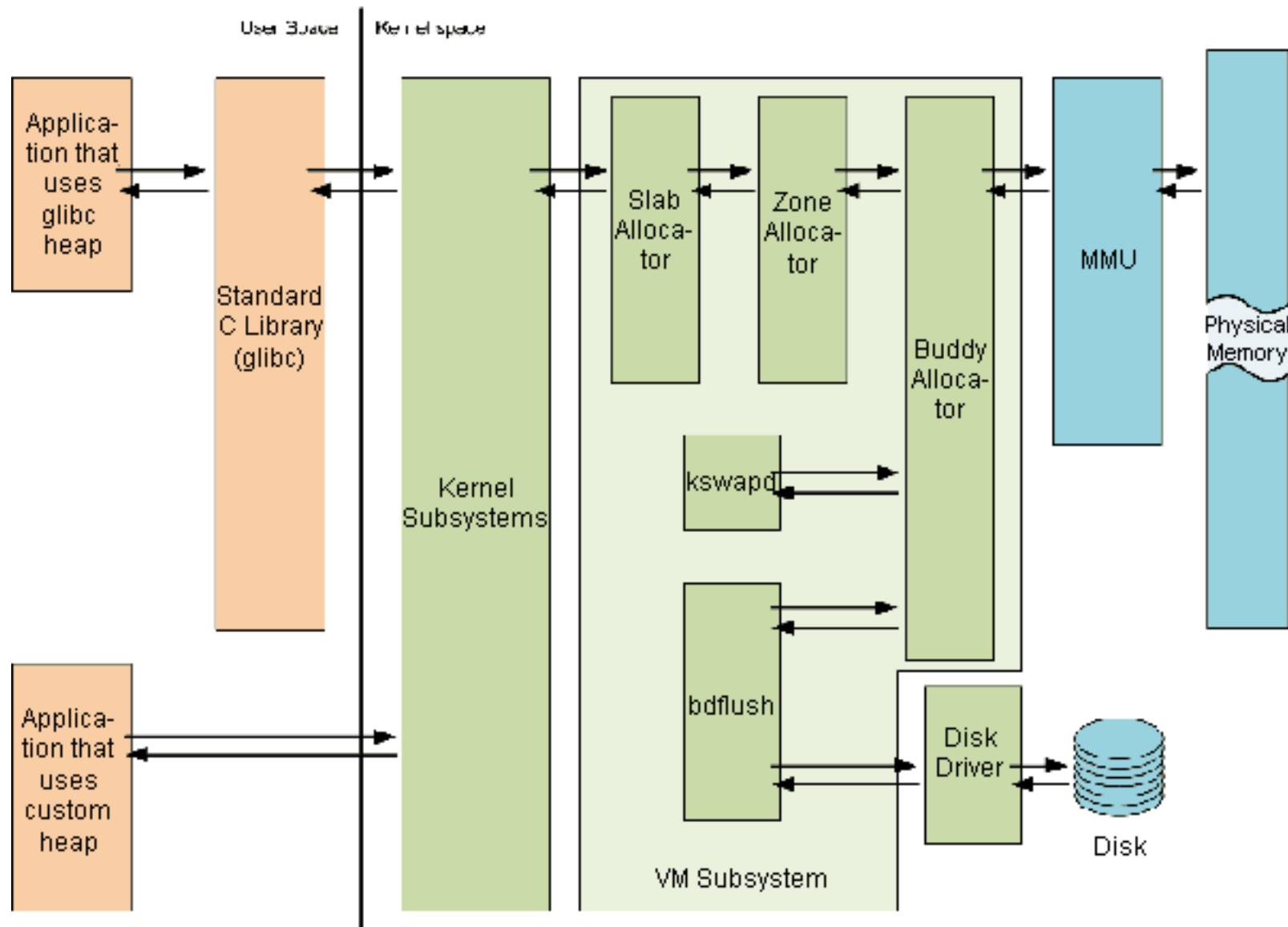
- Attempt to allocate memory from the current node
 - Fall back to the next node in list
 - If ran out of local memory



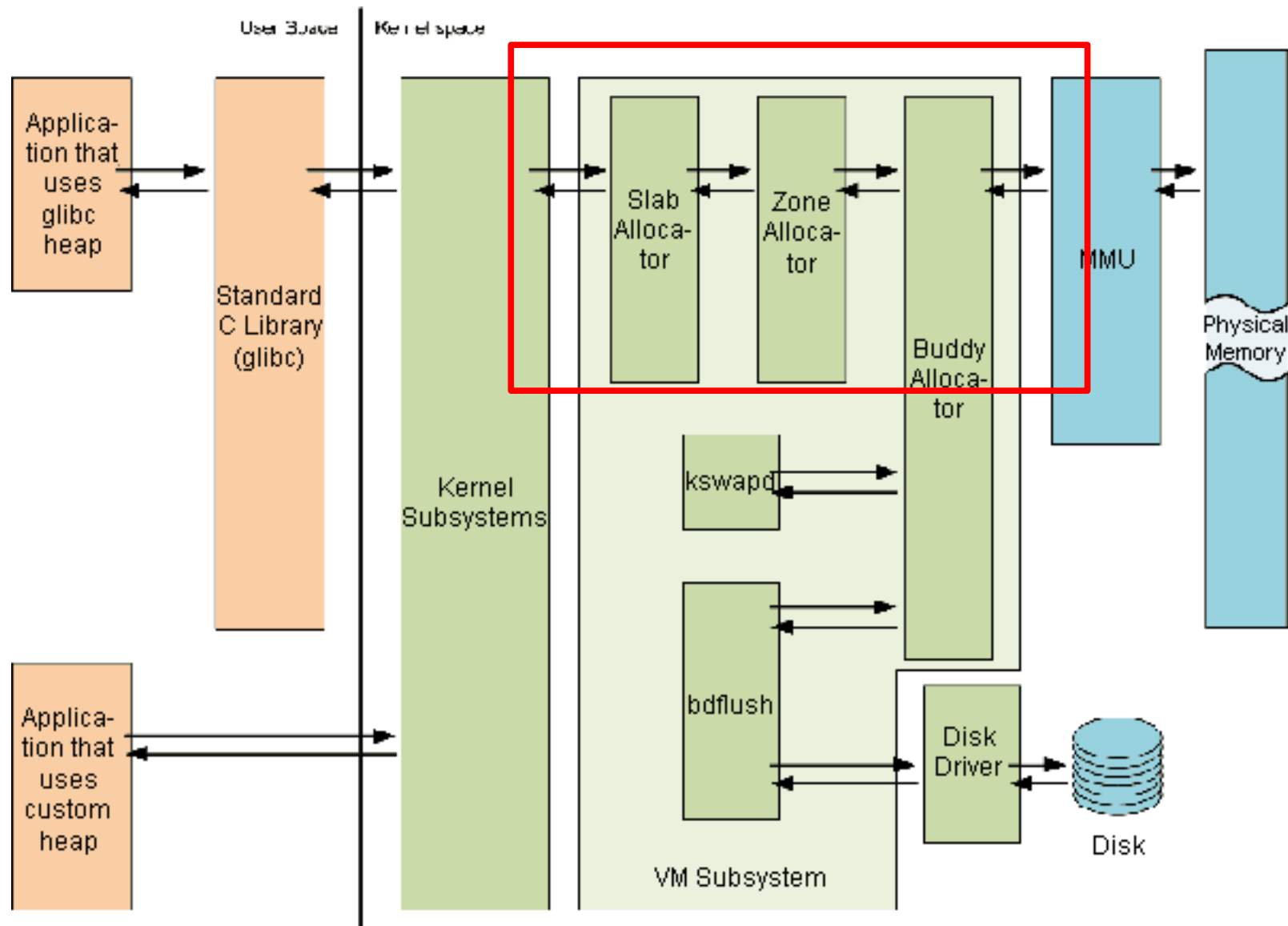
Nodes



Linux memory management

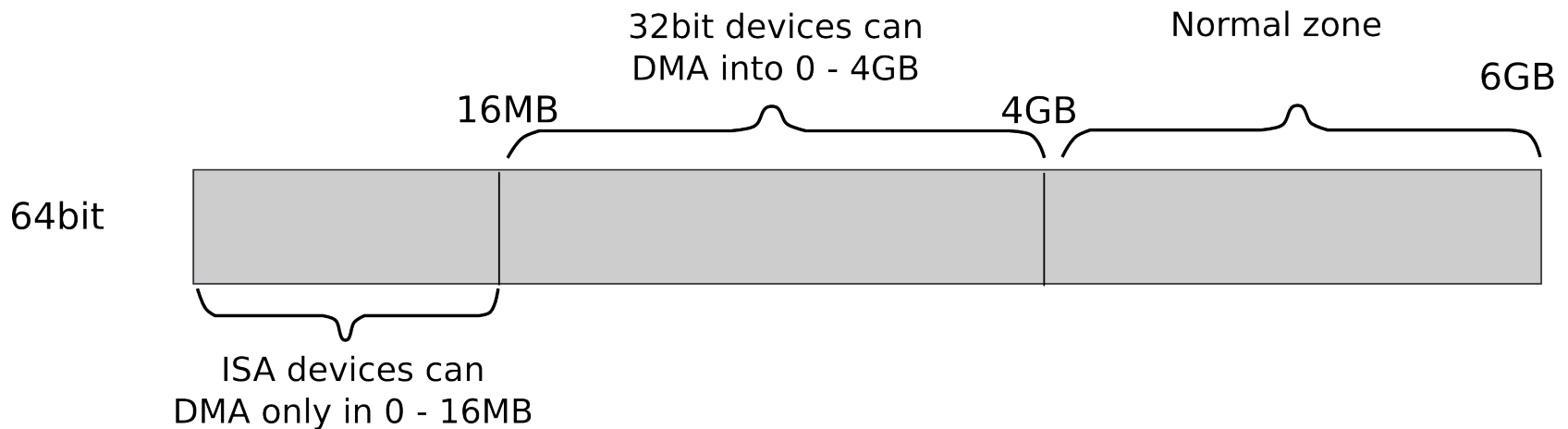
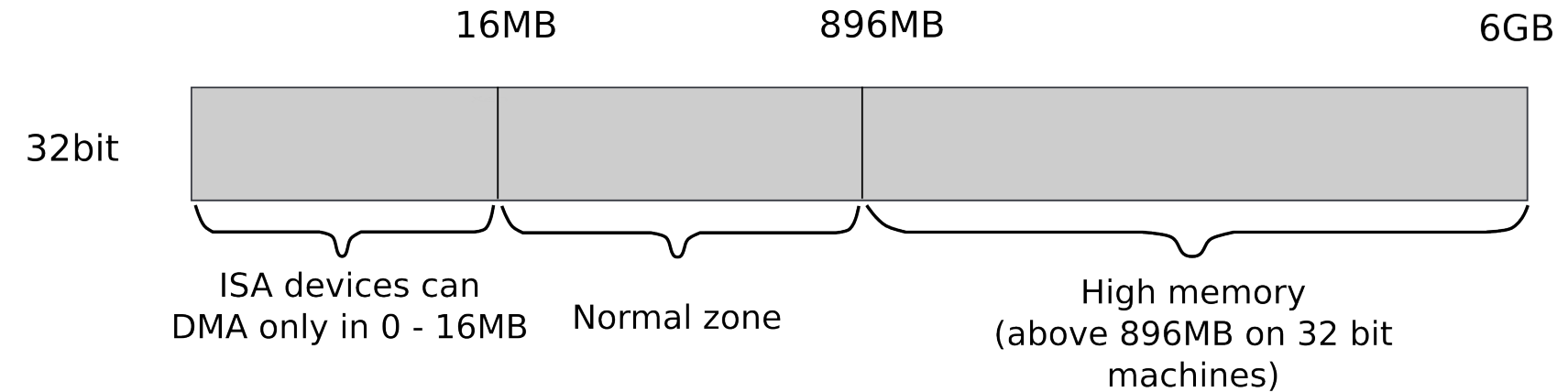


Linux memory management



Thank you!

Zones



Zones

