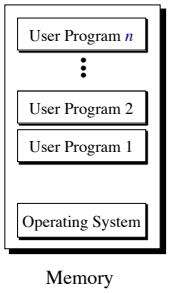
Page Replacement Algorithms

Virtual Memory Management
Fundamental issues : A Recap

- Key concept: Demand paging
  - Load pages into memory only when a page fault occurs
- Issues:
  - Placement strategies
    - Place pages anywhere – no placement policy required
  - Replacement strategies
    - What to do when there exist more jobs than can fit in memory
  - Load control strategies
    - Determining how many jobs can be in memory at one time



Page Replacement Algorithms
Concept

- Typically Σ_i *VAS*$_i$ >> *Physical Memory*
- With demand paging, physical memory fills quickly
- When a process faults & memory is full, some page must be swapped out
  - Handling a page fault now requires ***2*** disk accesses not 1!

Which page should be replaced?
Local replacement — Replace a page of the faulting process
Global replacement — Possibly replace the page of another process

Page Replacement Algorithms
Evaluation methodology

- Record a *trace* of the pages accessed by a process
  - Example: (Virtual page, offset) address trace...
    (3,0), (1,9), (4,1), (2,1), (5,3), (2,0), (1,9), (2,4), (3,1), (4,8)
  - generates page trace
    3, 1, 4, 2, 5, 2, 1, 2, 3, 4 (represented as *c*, *a*, *d*, *b*, *e*, *b*, *a*, *b*, *c*, *d*)
- Hardware can tell OS when a new page is loaded into the TLB
  - Set a used bit in the page table entry
  - Increment or shift a register

Simulate the behavior of a page replacement algorithm on the trace and record the number of page faults generated
fewer faults ⇨ *better performance*

Optimal Page Replacement
Clairvoyant replacement

- Replace the page that won't be needed for the longest time in the future

Initial allocation

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		*c*	*a*	*d*	*b*	*e*	*b*	*a*	*b*	*c*	*d*
Page Frames 0	*a*										
Page Frames 1	*b*										
Page Frames 2	*c*										
Page Frames 3	*d*										
Faults											
Time page needed next											

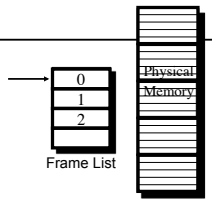
Optimal Page Replacement
Clairvoyant replacement

- Replace the page that won't be needed for the longest time in the future

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		*c*	*a*	*d*	*b*	*e*	*b*	*a*	*b*	*c*	*d*
Page Frames 0	*a*	*a*	*a*	*a*	*a*	*a*	*a*	*a*	*a*	*a*	***d***
Page Frames 1	*b*	*b*	*b*	*b*	*b*	*b*	*b*	*b*	*b*	*b*	*b*
Page Frames 2	*c*	*c*	*c*	*c*	*c*	*c*	*c*	*c*	*c*	*c*	*c*
Page Frames 3	*d*	*d*	*d*	*d*	*d*	***e***	*e*	*e*	*e*	*e*	*e*
Faults						•					•
Time page needed next						*a* = 7 *b* = 6 *c* = 9 *d* = 10					*a* = 15 *b* = 11 *c* = 13 *d* = 14

Local Page Replacement
FIFO replacement

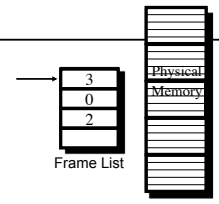
- Simple to implement
  - A single pointer suffices
- Performance with 4 page frames:



Time	0	1	2	3	4	5	6	7	8	9	10
Requests		c	a	d	b	e	b	a	b	c	d
Page Frames 0	a										
Page Frames 1	b										
Page Frames 2	c										
Page Frames 3	d										
Faults											

Local Page Replacement
FIFO replacement

- Simple to implement
  - A single pointer suffices
- Performance with 4 page frames:



Time	0	1	2	3	4	5	6	7	8	9	10
Requests		c	a	d	b	e	b	a	b	c	d
Page Frames 0	a	a	a	a	a	**e**	e	e	e	e	**d**
Page Frames 1	b	b	b	b	b	b	b	**a**	a	a	a
Page Frames 2	c	c	c	c	c	c	c	c	**b**	b	b
Page Frames 3	d	d	d	d	d	d	d	d	d	**c**	c
Faults						•		•	•	•	•

Least Recently Used Page Replacement
Use the recent past as a predictor of the near future

- Replace the page that hasn't been referenced for the longest time

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		c	a	d	b	e	b	a	b	c	d
Page Frames 0	a										
Page Frames 1	b										
Page Frames 2	c										
Page Frames 3	d										
Faults											
Time page last used											

Least Recently Used Page Replacement
Use the recent past as a predictor of the near future

- Replace the page that hasn't been referenced for the longest time

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		c	a	d	b	e	b	a	b	c	d
Page Frames 0	a	a	a	a	a	a	a	a	a	a	a
Page Frames 1	b	b	b	b	b	b	b	b	b	b	b
Page Frames 2	c	c	c	c	c	**e**	e	e	e	e	**d**
Page Frames 3	d	d	d	d	d	d	d	d	d	**c**	c
Faults						•				•	•
Time page last used						$a=2$ $b=4$ $c=1$ $d=3$				$a=7$ $b=8$ $e=5$ $d=3$	$a=7$ $b=8$ $e=5$ $c=9$

Least Recently Used Page Replacement
Implementation

- Maintain a "stack" of recently used pages

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		c	a	d	b	e	b	a	b	c	d
Page Frames 0	a	a	a	a	a	a	a	a	a	a	a
Page Frames 1	b	b	b	b	b	b	b	b	b	b	b
Page Frames 2	c	c	c	c	c	**e**	e	e	e	e	**d**
Page Frames 3	d	d	d	d	d	d	d	d	d	**c**	c
Faults						•				•	•

LRU page stack

Page to replace

Least Recently Used Page Replacement
Implementation

- Maintain a "stack" of recently used pages

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		c	a	d	b	e	b	a	b	c	d
Page Frames 0	a	a	a	a	a	a	a	a	a	a	a
Page Frames 1	b	b	b	b	b	b	b	b	b	b	b
Page Frames 2	c	c	c	c	c	**e**	e	e	e	e	**d**
Page Frames 3	d	d	d	d	d	d	d	d	d	**c**	c
Faults						•				•	•

LRU page stack

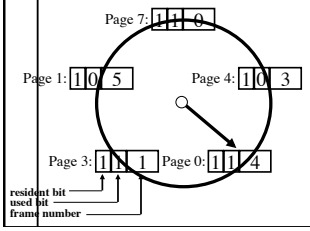
c	a	d	b	e	b	a	b	c	d
	c	a	d	b	e	b	a	b	c
		c	a	d	d	e	e	a	b
			c	a	a	d	d	e	a

Page to replace: **c** **d** **e**

- What is the goal of a page replacement algorithm?
  - A. Make life easier for OS implementer
  - B. Reduce the number of page faults
  - C. Reduce the penalty for page faults when they occur
  - D. Minimize CPU time of algorithm

Approximate LRU Page Replacement
The *Clock* algorithm

- Maintain a circular list of pages resident in memory
  - Use a *clock* (or *used/referenced*) bit to track how often a page is accessed
  - The bit is set whenever a page is referenced
- Clock hand sweeps over pages looking for one with *used* bit = 0
  - Replace pages that haven't been referenced for one complete revolution of the clock




```
func Clock_Replacement
begin
  while (victim page not found) do
    if(used bit for current page = 0) then
      replace current page
    else
      reset used bit
    end if
    advance clock pointer
  end while
end Clock_Replacement
```


Clock Page Replacement
Example

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		*c*	*a*	*d*	*b*	*e*	*b*	*a*	*b*	*c*	*d*
Page Frames 0	*a*	*a*	*a*	*a*	*a*						
1	*b*	*b*	*b*	*b*	*b*						
2	*c*	*c*	*c*	*c*	*c*						
3	*d*	*d*	*d*	*d*	*d*						
Faults											

Page table entries for resident pages:

1	*a*
1	*b*
1	*c*
1	*d*

Clock Page Replacement
Example

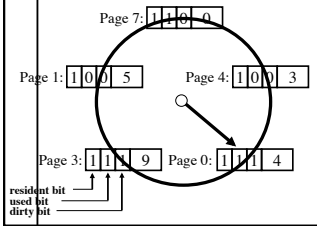
Time	0	1	2	3	4	5	6	7	8	9	10
Requests		*c*	*a*	*d*	*b*	*e*	*b*	*a*	*b*	*c*	*d*
Page Frames 0	*a*	*a*	*a*	*a*	*a*	***e***	*e*	*e*	*e*	*e*	***d***
1	*b*	*b*	*b*	*b*	*b*	*b*	*b*	*b*	*b*	*b*	*b*
2	*c*	*c*	*c*	*c*	*c*	*c*	*c*	***a***	*a*	*a*	*a*
3	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	*d*	***c***	*c*
Faults						•		•		•	•

Page table entries for resident pages:

1	*a*	1	*e*	1	*e*	1	*e*	1	*e*	1	*e*	1	*e*	1	*d*				
1	*b*	0	*b*	1	*b*	0	*b*	1	*b*	1	*b*	1	*b*	0	*b*				
1	*c*	0	*c*	0	*c*	1	*a*	1	*a*	1	*a*	1	*c*	0	*a*				
1	*d*	0	*d*	0	*d*	0	*d*	0	*d*	0	*d*	0	*c*	0	*c*				

Optimizing Approximate LRU Replacement
The Second Chance algorithm

- There is a significant cost to replacing "dirty" pages
  - Why?
    - ❖ Must write back contents to disk before freeing!
- Modify the Clock algorithm to allow dirty pages to always survive one sweep of the clock hand
  - Use both the *dirty bit* and the *used bit* to drive replacement



Second Chance Algorithm

Before clock sweep		After clock sweep	
used	*dirty*	*used*	*dirty*
		replace page	
0	0	0	0
0	1	0	0
1	0	0	1
1	1		

The Second Chance Algorithm
Example

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		*c*	a^w	*d*	b^w	*e*	*b*	a^w	*b*	*c*	*d*
Page Frames 0	*a*	*a*	*a*	*a*	*a*						
1	*b*	*b*	*b*	*b*	*b*						
2	*c*	*c*	*c*	*c*	*c*						
3	*d*	*d*	*d*	*d*	*d*						
Faults											

Page table entries for resident pages:

10	*a*
10	*b*
10	*c*
10	*d*

The Second Chance Algorithm
Example

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		c	a^w	d	b^w	e	b	a^w	b	c	d
Page Frames 0	a	a	a	a	a	a	a	a	a	a	a
Page Frames 1	b	b	b	b	b	b	b	b	b	b	**(d)**
Page Frames 2	c	c	c	c	c	**(e)**	e	e	e	e	e
Page Frames 3	d	d	d	d	d	d	d	d	d	**(c)**	c
Faults						•				•	•

Page table entries for resident pages:

10 a	11 a		00 a^*		00 a		11 a				11 a		00 a^*		
10 b	11 b		00 b^*		10 b		10 b				10 b		10 d		
10 c	10 c		10 e		10 e		10 e				10 e		00 e		
10 d	10 d		00 d		00 d		00 d				10 c		00 c		

The Problem With Local Page Replacement
How much memory do we allocate to a process?

Time	0	1	2	3	4	5	6	7	8	9	10	11	12
Requests		a	b	c	d	a	b	c	d	a	b	c	d
Page Frames 0	a												
Page Frames 1	b												
Page Frames 2	c												
Faults													

Time	0	1	2	3	4	5	6	7	8	9	10	11	12
Requests		a	b	c	d	a	b	c	d	a	b	c	d
Page Frames 0	a												
Page Frames 1	b												
Page Frames 2	c												
Page Frames 3	–												
Faults													

The Problem With Local Page Replacement
How much memory do we allocate to a process?

Time	0	1	2	3	4	5	6	7	8	9	10	11	12
Requests		a	b	c	d	a	b	c	d	a	b	c	d
Page Frames 0	a	a	a	a	**(d)**	d	d	**(c)**	c	c	**(b)**	b	b
Page Frames 1	b	b	b	b	b	**(a)**	a	a	**(d)**	d	d	**(c)**	c
Page Frames 2	c	c	c	c	c	c	**(b)**	b	b	**(a)**	a	a	**(d)**
Faults					•	•	•	•	•	•	•	•	•

Time	0	1	2	3	4	5	6	7	8	9	10	11	12
Requests		a	b	c	d	a	b	c	d	a	b	c	d
Page Frames 0	a	a	a	a	a	a	a	a	a	a	a	a	a
Page Frames 1	b	b	b	b	b	b	b	b	b	b	b	b	b
Page Frames 2	c	c	c	c	c	c	c	c	c	c	c	c	c
Page Frames 3	–				**(d)**	d	d	d	d	d	d	d	d
Faults					•								

Page Replacement Algorithms
Performance

- Local page replacement
  - LRU — Ages pages based on when they were last used
  - FIFO — Ages pages based on when they' re brought into memory
- Towards global page replacement ... with variable number of page frames allocated to processes

The principle of locality

- 90% of the execution of a program is sequential
- Most iterative constructs consist of a relatively small number of instructions
- When processing large data structures, the dominant cost is sequential processing on individual structure elements
- Temporal vs. physical locality

Optimal Page Replacement
For processes with a variable number of frames

- *VMIN* — Replace a page that is not referenced in the *next* τ accesses
- Example: $\tau = 4$

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		c	c	d	b	c	e	c	e	a	d
Pages in Memory: Page a	• $t=0$										
Pages in Memory: Page b	-										
Pages in Memory: Page c	-										
Pages in Memory: Page d	• $t=-1$										
Pages in Memory: Page e	-										
Faults											

Optimal Page Replacement
For processes with a variable number of frames

- *VMIN* — Replace a page that is not referenced in the *next* τ accesses
- Example: $\tau = 4$

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		c	c	d	b	c	e	c	e	a	d
Pages in Memory: Page a	• $t=0$	-	-	-	-	-	-	-	-	**(F)**	-
Pages in Memory: Page b	-	-	-	-	**(F)**	-	-	-	-	-	-
Pages in Memory: Page c	-	**(F)**	•	•	•	•	•	•	•	-	-
Pages in Memory: Page d	• $t=-1$	•	•	•	-	-	-	-	-	-	**(F)**
Pages in Memory: Page e	-	-	-	-	-	**(F)**	•	•	-	-	
Faults		•			•		•			•	•

Explicitly Using Locality
The working set model of page replacement

- Assume recently referenced pages are likely to be referenced again soon…
- … and *only* keep those pages recently referenced in memory (called *the working set*)
  - Thus pages may be removed even when no page fault occurs
  - The number of frames allocated to a process will vary over time
- A process is allowed to execute only if its working set fits into memory
  - The working set model performs implicit load control

Working Set Page Replacement
Implementation

- Keep track of the last τ references
  - The pages referenced during the last τ memory accesses are the working set
  - τ is called the *window size*
- Example: Working set computation, $\tau = 4$ references:

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		*c*	*c*	*d*	*b*	*c*	*e*	*c*	*e*	*a*	*d*
Pages in Memory: Page *a*	• $t=0$										
Page *b*	-										
Page *c*	-										
Page *d*	• $t=-1$										
Page *e*	• $t=-2$										
Faults											

Working Set Page Replacement
Implementation

- Keep track of the last τ references
  - The pages referenced during the last τ memory accesses are the working set
  - τ is called the *window size*
- Example: Working set computation, $\tau = 4$ references:
  - What if τ is too small? too large?

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		*c*	*c*	*d*	*b*	*c*	*e*	*c*	*e*	*a*	*d*
Pages in Memory: Page *a*	• $t=0$	•	•	•	-	-	-	-	-	F	•
Page *b*	-	-	-	-	F	•	•	•	•	-	-
Page *c*	-	F	•	•	•	•	•	•	•	•	•
Page *d*	• $t=-1$	•	•	•	•	•	•	-	-	-	F
Page *e*	• $t=-2$	•	-	-	-	-	F	•	•	•	•
Faults		•			•		•			•	•

Page-Fault-Frequency Page Replacement
An alternate working set computation

- Explicitly attempt to minimize page faults
  - When page fault frequency is high — *increase working set*
  - When page fault frequency is low — *decrease working set*

Algorithm:

Keep track of the rate at which faults occur
When a fault occurs, compute the time since the last page fault
  Record the time, t_{last}, of the last page fault
If the time between page faults is "large" then reduce the working set
  If $t_{current} - t_{last} > \tau$, then remove from memory all pages not referenced in $[t_{last}, t_{current}]$
If the time between page faults is "small" then increase working set
  If $t_{current} - t_{last} \leq \tau$, then add faulting page to the working set

Page-Fault-Frequency Page Replacement
Example, window size = 2

- If $t_{current} - t_{last} > 2$, remove pages not referenced in $[t_{last}, t_{current}]$ from the working set
- If $t_{current} - t_{last} \leq 2$, just add faulting page to the working set

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		*c*	*c*	*d*	*b*	*c*	*e*	*c*	*e*	*a*	*d*
Pages in Memory: Page *a*	•										
Page *b*	-										
Page *c*	-										
Page *d*	•										
Page *e*	•										
Faults											
$t_{cur} - t_{last}$											

Page-Fault-Frequency Page Replacement
Example, window size = 2

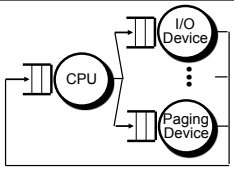
- If $t_{current} - t_{last} > 2$, remove pages not referenced in $[t_{last}, t_{current}]$ from the working set
- If $t_{current} - t_{last} \leq 2$, just add faulting page to the working set

Time	0	1	2	3	4	5	6	7	8	9	10
Requests		*c*	*c*	*d*	*b*	*c*	*e*	*c*	*e*	*a*	*d*
Pages in Memory: Page *a*	•	•	•	•	-	-	-	-	-	F	•
Page *b*	-	-	-	-	F	•	•	•	•	-	-
Page *c*	-	F	•	•	•	•	•	•	•	•	•
Page *d*	•	•	•	•	•	•	•	•	•	-	F
Page *e*	•	•	•	•	-	-	F	•	•	•	•
Faults		•			•		•			•	•
$t_{cur} - t_{last}$		1			3		2			3	1

Load Control
Fundamental tradeoff

- High multiprogramming level
  - $MPL_{max} = \frac{\text{number of page frames}}{\text{minimum number of frames required for a process to execute}}$
- Low paging overhead
  - MPL_{min} = 1 process
- Issues
  - What criterion should be used to determine when to increase or decrease the *MPL*?
  - Which task should be swapped out if the *MPL* must be reduced?

Load Control
How *not* to do it: Base load control on CPU utilization

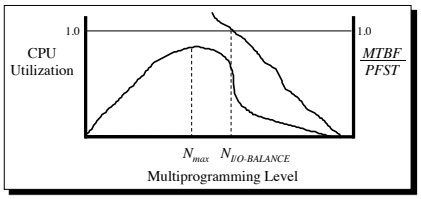


- Assume memory is nearly full
- A chain of page faults occur
  - A queue of processes forms at the paging device
- CPU utilization falls
- Operating system increases *MPL*
  - New processes fault, taking memory away from existing processes
- CPU utilization goes to 0, the OS increases the *MPL* further...

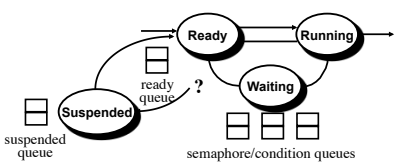
System is *thrashing* — spending all of its time paging

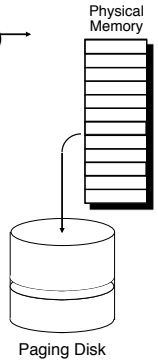
Load Control
Thrashing

- Thrashing can be ameliorated by *local* page replacement
- Better criteria for load control: Adjust MPL so that:
  - *mean time between page faults (MTBF) = page fault service time (PFST)*
  - $\Sigma\ WS_i$ = *size of memory*



Load Control
Thrashing





- When the multiprogramming level should be decreased, which process should be swapped out?
  - Lowest priority process?
  - Smallest process?
  - Largest process?
  - Oldest process?
  - Faulting process?