

**Problem Sheet #8**

**Problem 8.1:** *address spaces in a paging system* (1+1+1 = 3 points)

Consider a operating system that uses paging for memory management with a page size of 2048 B. The logical address space of processes is limited to a maximum of 16 pages. The physical memory has a size of 256 KiB.

- a) How many frames has the physical memory?
- b) How many bits has an address in the logical address space and how many bits has an address in the physical address space?
- c) How many bits are used for the page number and how many bits are used for the offset within a page?

**Problem 8.2:** *paging and page tables* (1+1+1 = 3 points)

Consider a tiny computer system with a physical memory space of 16 frames. Each 12-bit logical address uses 4 bits for the page number and 8 bits for the offset within a page. There are two processes  $P_1$  and  $P_2$  with the logical address spaces shown below.

Process $P_1$			Process $P_2$		
Page	Logical Addresses	Segment	Page	Logical Addresses	Segment
$p_{1,0}$	0x000-0x0FF	text	$p_{2,0}$	0x000-0x0FF	text
$p_{1,1}$	0x100-0x1FF	text	$p_{2,1}$	0x100-0x1FF	text
$p_{1,2}$	0x200-0x2FF	data	$p_{2,4}$	0x400-0x4FF	data
$p_{1,5}$	0x500-0x5FF	heap	$p_{2,5}$	0x500-0x5FF	data
$p_{1,6}$	0x600-0x6FF	stack	$p_{2,6}$	0x600-0x6FF	heap
$p_{1,8}$	0x800-0x8FF	stack	$p_{2,8}$	0x800-0x8FF	stack

Some pages reside in physical memory as shown in the table below. The notation  $p_{i,n}$  refers to page  $n$  of the logical address space of process  $P_i$ . The OS pages are used by the operating system, unused frames are marked with a dash.

Frame	Physical Addresses	Loaded Page
0	0x000-0x0FF	OS
1	0x100-0x1FF	$p_{2,5}$
2	0x200-0x2FF	-
3	0x300-0x3FF	$p_{1,8}$
4	0x400-0x4FF	$p_{2,4}$
5	0x500-0x5FF	-
6	0x600-0x6FF	$p_{1,1}$
7	0x700-0x7FF	-
8	0x800-0x8FF	$p_{1,0}$
9	0x900-0x9FF	$p_{2,0}$
10	0xA00-0xAFF	-
11	0xB00-0xBFF	$p_{1,6}$
12	0xC00-0xCFF	$p_{2,1}$
13	0xD00-0xDFF	-
14	0xE00-0xEFF	-
15	0xF00-0xFFF	-

- a) Write down the page tables for both processes  $P_1$  and  $P_2$ . Each page table entry maintains the following additional bits:  $r$  = read access,  $w$  = write access,  $x$  = execute access,  $d$  = dirty,  $v$  = valid, commonly written in the form  $rwxdv$  if all bits are set or as  $rw--v$  if only the  $r$ ,  $w$ , and  $v$  bits are set. Assume that all writable pages are dirty.
- b) The CPU executes process  $P_1$  and the machine instructions modify a global variable and a dynamically allocated string. A context switch occurs and the CPU executes process  $P_2$ , which performs a function call that allocates and initializes 16 bytes on the heap.  
Write down the content of the page tables after all write operations and initializations have been performed. If a page fault occurs use the first free physical frame to load the page.
- c) The processes  $P_1$  and  $P_2$  establish a shared memory page to exchange data. The shared page appears as  $p_{1,4}$  in the logical address space of  $P_1$  and as  $p_{2,2}$  in the logical address space of  $P_2$ . Show the resulting use of the physical memory frames (i.e., update the table shown above).

**Problem 8.3: memory mapped word count**

(4 points)

Write a program `mwc` that prints the number of lines, words, and bytes contained in each input file mentioned in the command arguments, or standard input (if no file is specified). A word is a non-zero-length sequence of printable characters delimited by white space (use `isspace()` defined in `ctype.h`). Your program should use memory mapping for regular files and it should fallback to regular I/O for all other files or data received via the standard input. Test whether your program is running faster than the `wc` program installed on your system.

The original `wc` also prints a summary line if multiple files are listed on the command line. This is not required to implement, but you may choose to do so in order to stay aligned with the original `wc` program.

Here are some example executions:

```
$ ./build/mwc ./mwc.c
    175     477    3478 ./mwc.c
$ ./build/mwc < ./mwc.c
    175     477    3478
$ ./build/mwc < /dev/null
     0       0       0
$ ./build/mwc ./mwc.c ./mwc.c
    175     477    3478 ./mwc.c
    175     477    3478 ./mwc.c
    350     954   6956 total
```