Memory Allocation for Kernel

- Kernel memory must be allocated from a separate pool, different from the pool used user processes
- Most kernel data structures must stay **resident** in RAM all the time (should not be paged out)
- Most kernel data structures must be allocated **contiguously** in RAM (must be accessed without going through the virtual memory interface)
 - Pages = frames

116

Strategies for Kernel Mem Allocation

- Buddy System (power-of-two allocator)
 - o Always allocate to the nearest (larger) **power of two** memory size
 - Request 15 MB => Allocate 16MB
 - Request 17MB => Allocate 32MB (too much wasted space)
 - May suffer large internal fragmentation
- Slab Allocation (better than Buddy)

Buddy Allocation / Deallocation A requests 200MB A + 56MB unused 256MB 512MB B requests 60MB 64MB A + 56MB unused 128MB 512MB C requests 80MB A + 56MB unused 64MB C+48m waste 512MB Release B A + 56MB unused 512MB 128MB C + waste Release A 256MB 128MB C + waste 512MB D requests 300MB C + waste Release C Release D

Slab Allocation

- One slab = N physically contiguous pages/frames
- One cache = M slabs
- One slab holds K kernel objects (kernel data structures) of the same type
 - o Caches for file descriptors, caches for semaphores, caches for process X, ...
 - Number of KOs per slab is determined from the size of KO: multiple of page size and minimizes wasted space
- Allocations/deallocation are handled in units of slab
 - One "slab_alloc" call pre-allocates K kernel objects
 - Used by Linux, FreeBSD

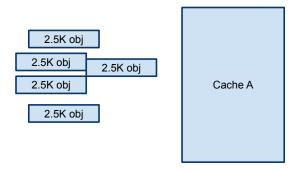
Slab States

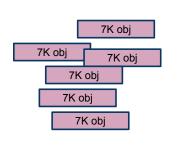
- Full: all of the kernel objects within the slab are assigned,
- Empty: all of the kernel objects are free
- Partial: some free, some assigned

120

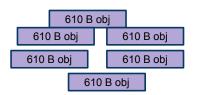
Slab Allocation: One Cache per Kernel Object Type

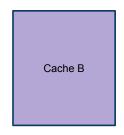
Assume page size 4K











Cache A: 8 x 2.5K = 20K => 5 contiguous pages

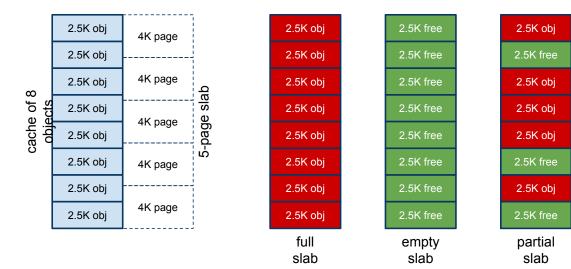
Cache B:

20 x 610bytes = 12200 bytes => 3 cont pages (and 88 wasted space)

Cache C: 4 x 7K = 28K => 7 contiguous pages

121

Slab Allocation into Contiguous Pages



 $8 \times 2.5K = 20K = 5 \times 4K$

For the above example: cache grows/shrinks 5 pages at a time

122

OS Examples

Linux Page Replacement

- LRU 2Q (LRU clock approximation with two queues)
 - o Inactive_list: pages which are not referenced (ref-bit ZERO)
 - Active_list: pages which are referenced (ref-bit ONE)
- Working Set
- Global replacement strategy

12

Windows Page Replacement

- Working Set
- LRU with local replacement strategy