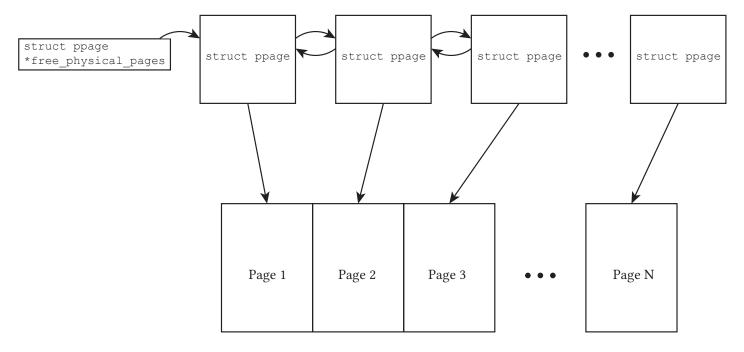
CS 310 Homework 7: Page Frame Allocator Spring 2021

March 2, 2021

1 Introduction

As we discussed in class, the operating system assigns memory to processes in units called pages, which are blocks of a fixed length. On AARCH64, common page sizes are 4 kbytes and 2 mbytes. In our operating system, we are going to divide physical memory up into 2 mbyte blocks, each of which can be assigned to a particular process. We will track each physical page in memory using a data structure that points to its physical address. Those data structures will initially be linked together in a linked list called free_physical_pages which will track the physical pages that are not allocated to any process.



When we need to allocate a physical page for a process, we will unlink the data structure for one physical page from the free list.

Deliverables

- 1. Create new files page.c and page.h in your kernel. Add page.o to the OBJS array in your Makefile.
- 2. Inside page.h define struct ppage as below:

```
struct ppage {
   struct ppage *next;
   struct ppage *prev;
   void *physical_addr;
};
```

3. Inside page.c, statically allocate an array of struct ppages:

```
struct ppage physical_page_array[128]; // 128 pages, each 2mb in length covers 256 megs of memory
```

4. Inside page.c create a function that initializes the list of of free physical page structures:

```
void init_pfa_list(void) {
}
```

5. Inside page.c, create the following functions to allocate and free physical pages:

```
struct ppage *allocate_physical_pages(unsigned int npages) {
}
void free_physical_pages(struct ppage *ppage_list){
}
```

2 Implementation Details

All of the functions that you write for your page frame allocator are going to call your linked list functions to actually link and unlink elements from the list.

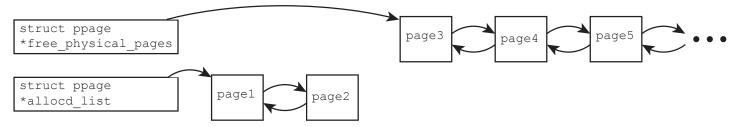
init_pfa_list will initialize the linked list of free pages. It will loop through every element of your statically allocated physical_page_array and link it into the list.

allocate_physical_pages allocates one or more physical pages from the list of free pages. The input to this function npages specifies the number of pages to allocate. The function will unlink the requested number of pages from the free list and create a new separate list. It will return a pointer to the new list (called allocd_list in the diagram below).

Before calling allocate physical pages:



After calling allocate physical pages with npages = 2:



free_physical_pages returns a list of physical pages to the free list. Basically does the opposite of allocate_physical_pages.

3 Further Reading

For more info, check the following resources:

- https://wiki.osdev.org/Page_Frame_Allocation
- https://wiki.osdev.org/Writing_A_Page_Frame_Allocator