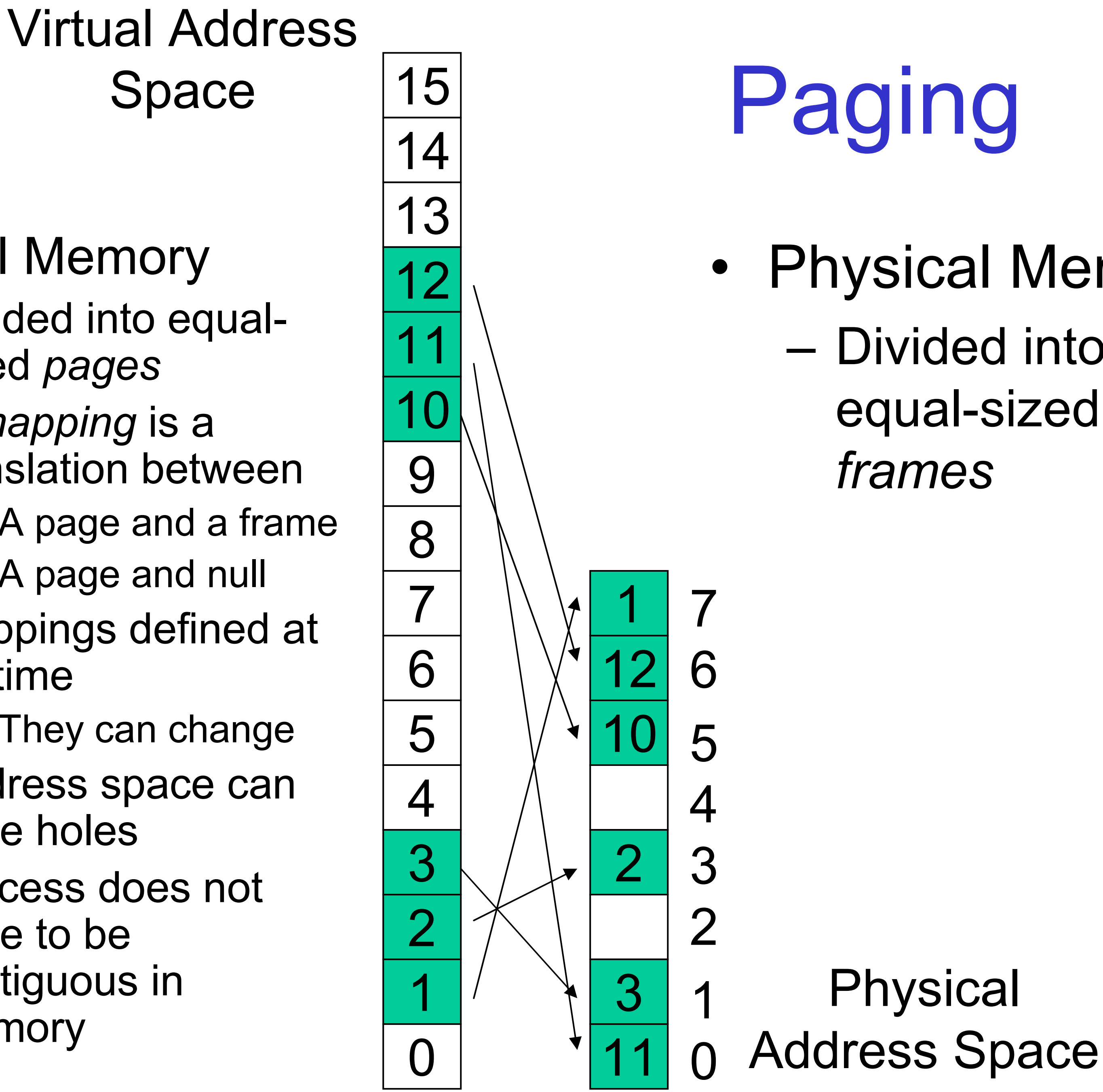
Virtual Memory

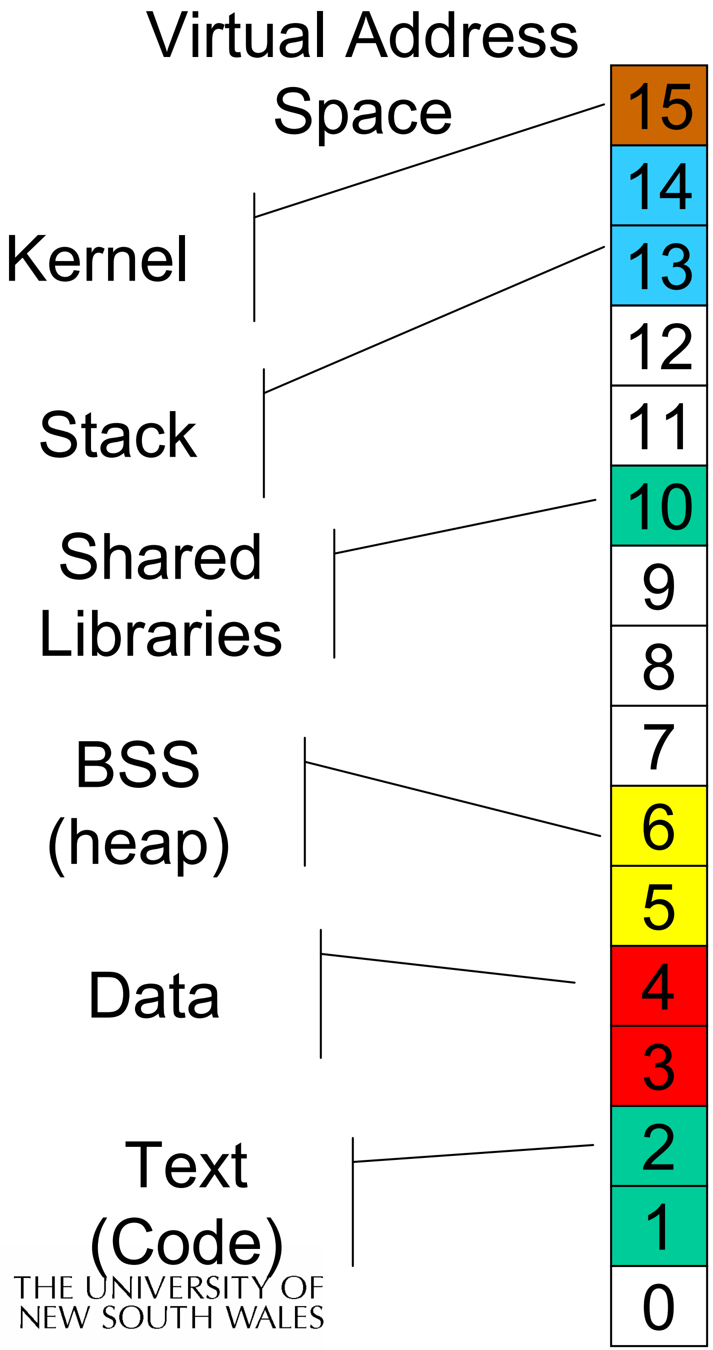
Paging

- Virtual Memory
  - Divided into equal-sized *pages*
  - A *mapping* is a translation between
    - A page and a frame
    - A page and null
  - Mappings defined at runtime
    - They can change
  - Address space can have holes
  - Process does not have to be contiguous in memory



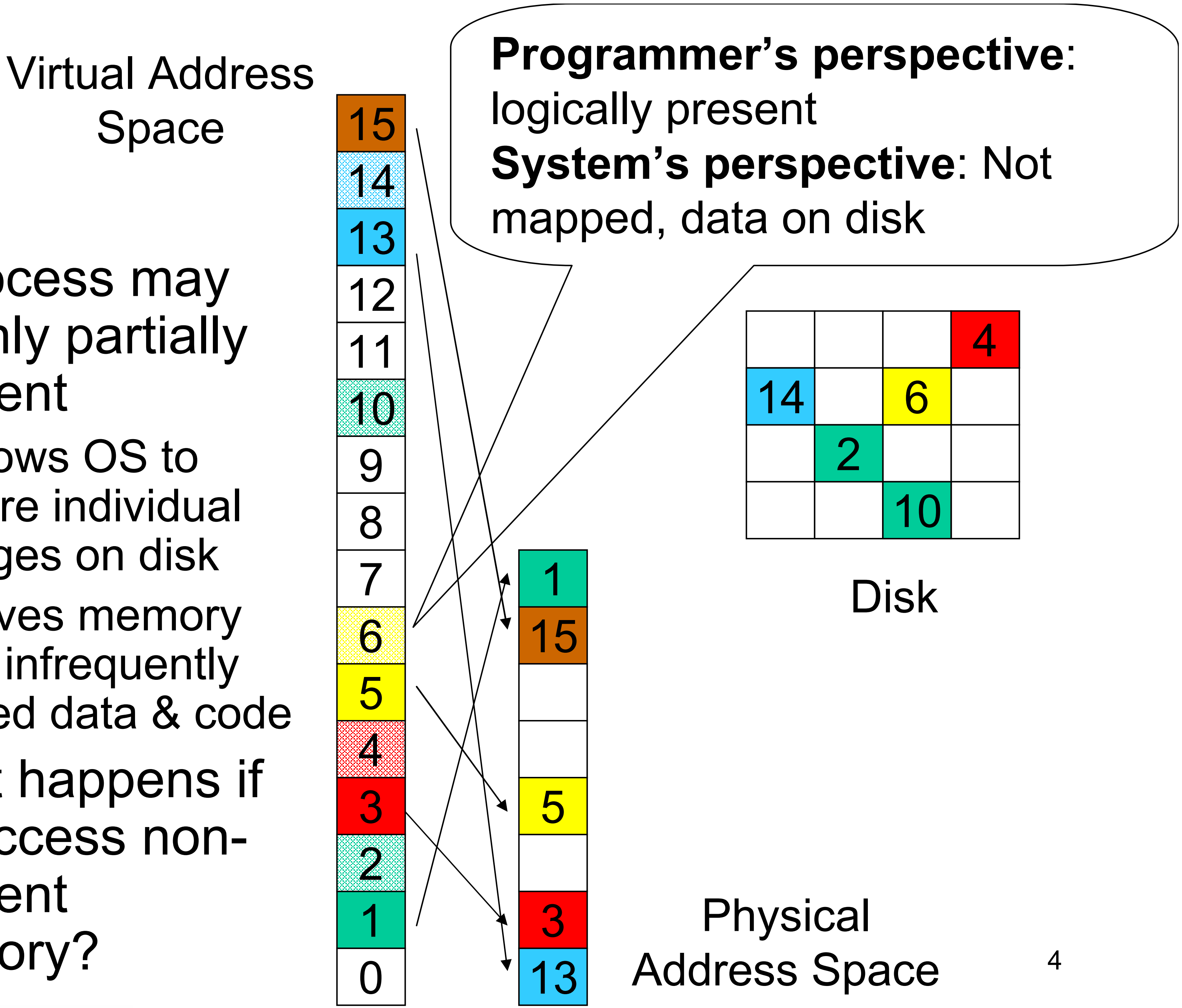
- Physical Memory
  - Divided into equal-sized *frames*

Typical Address Space Layout



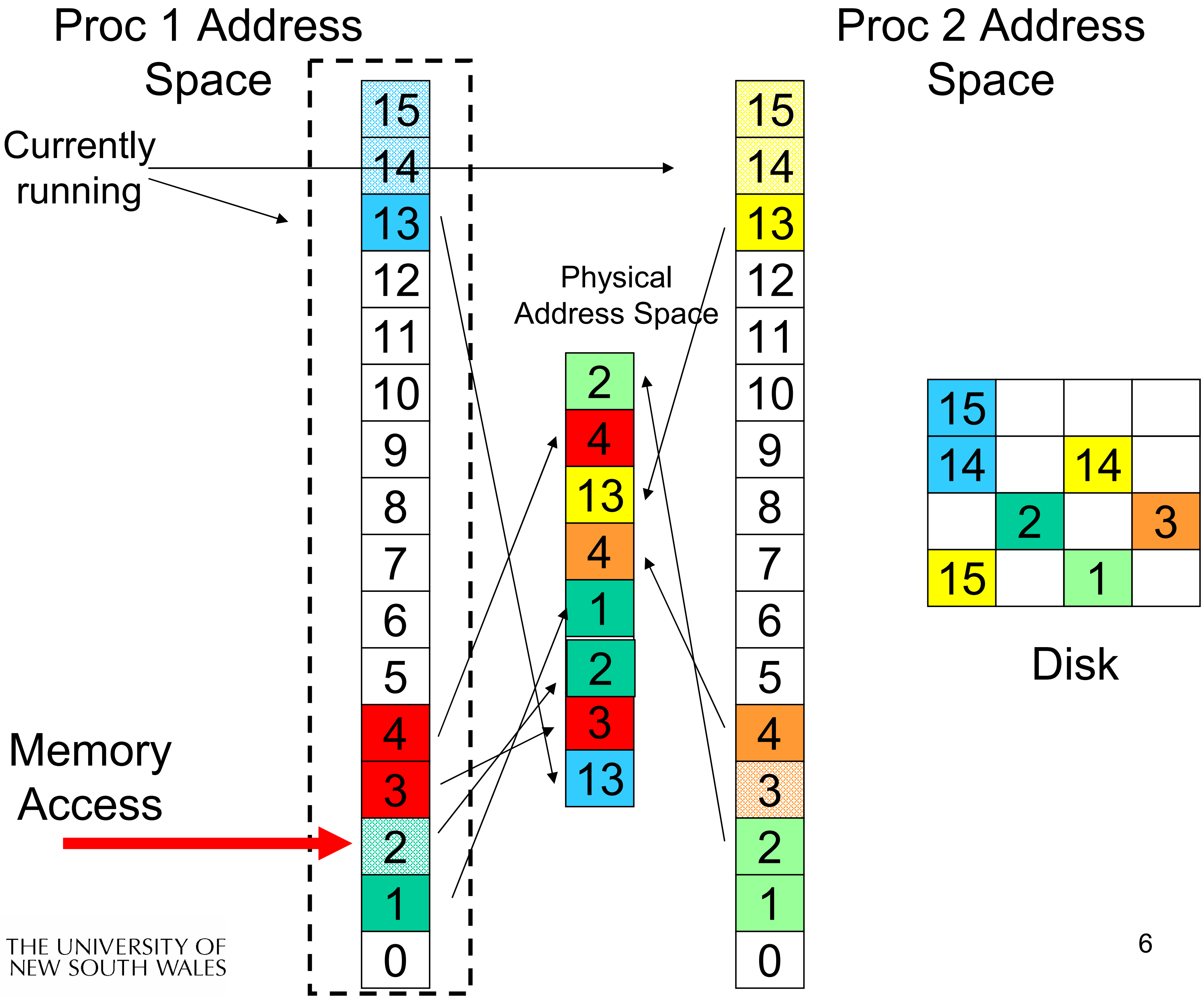
- Stack region is at top, and can grow down
- Heap has free space to grow up
- Text is typically read-only
- Kernel is in a reserved, protected, shared region
- 0-th page typically not used, why?

- A process may be only partially resident
  - Allows OS to store individual pages on disk
  - Saves memory for infrequently used data & code
- What happens if we access non-resident memory?



Page Faults

- Referencing an invalid page triggers a page fault
    - An exception handled by the OS
- Broadly, two standard page fault types
  - Illegal Address (protection error)
    - Signal or kill the process
  - Page not resident
    - Get an empty frame
    - Load page from disk
    - Update page (translation) table (enter frame #, set valid bit, etc.)
    - Restart the faulting instruction
- Note: Some implementations store disk block numbers of non-resident pages in the page table (with valid bit ***Unset***)



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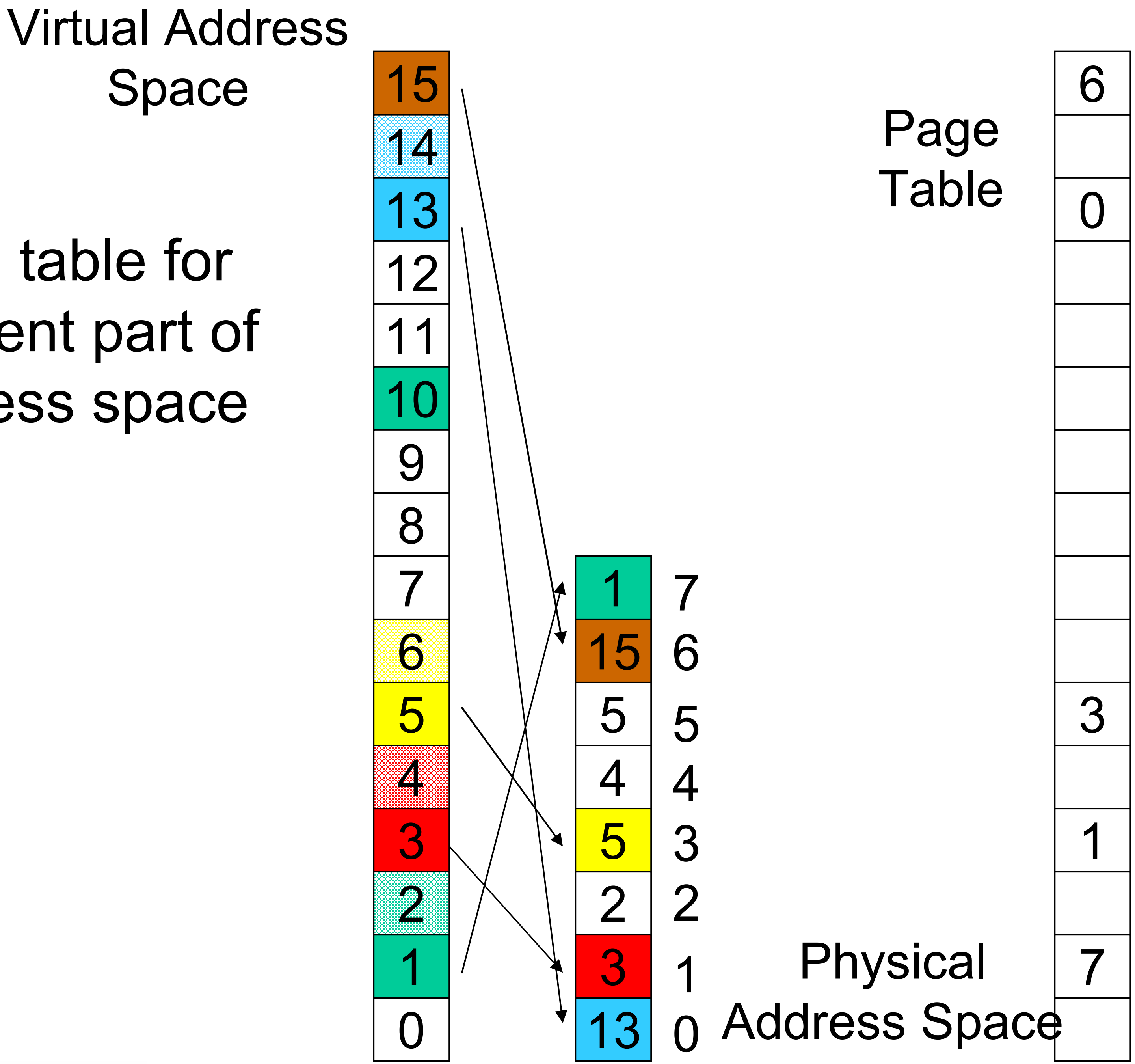
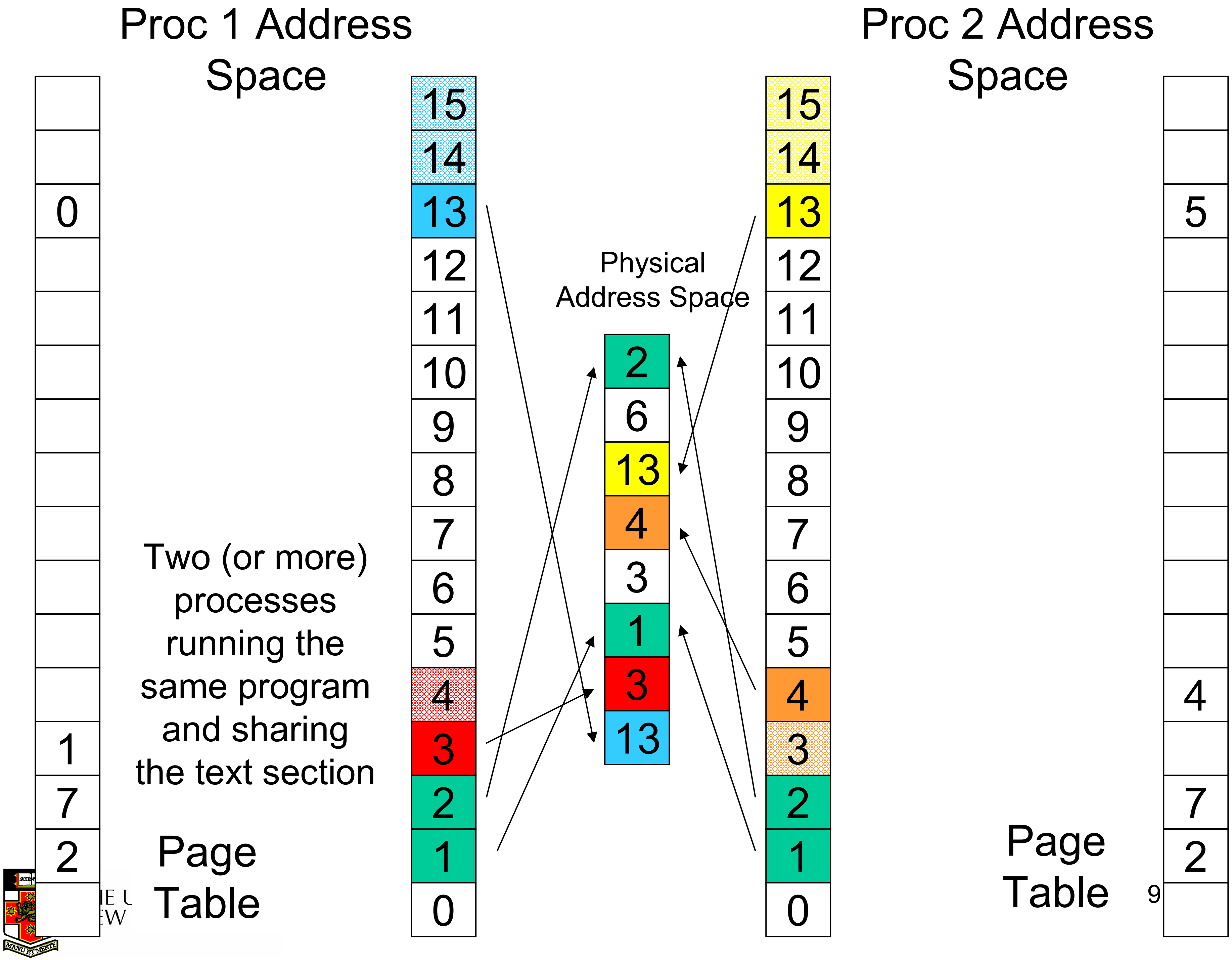
- Page table for resident part of address space



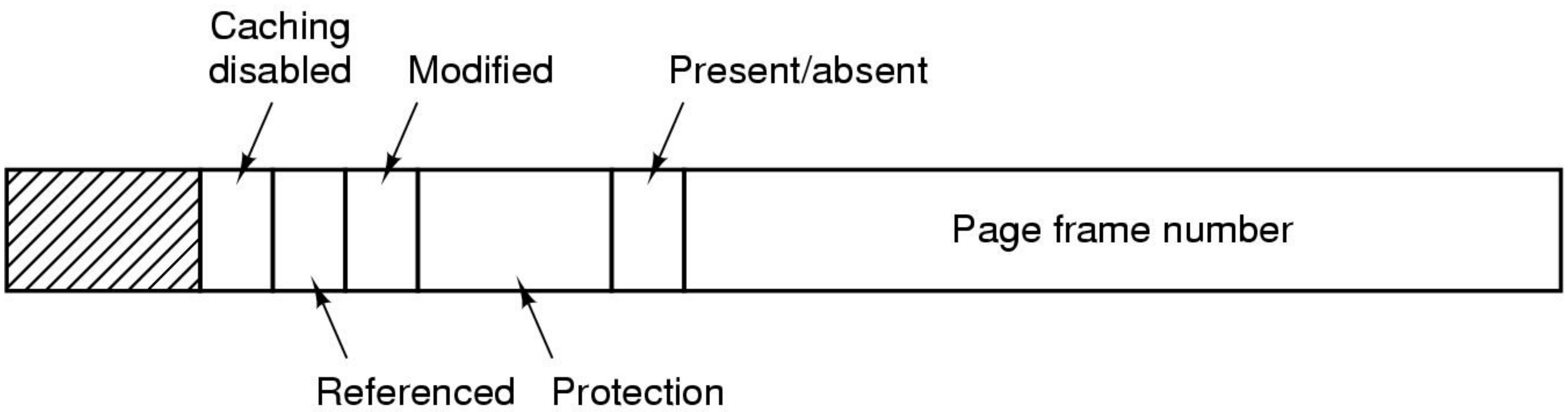
Shared Pages

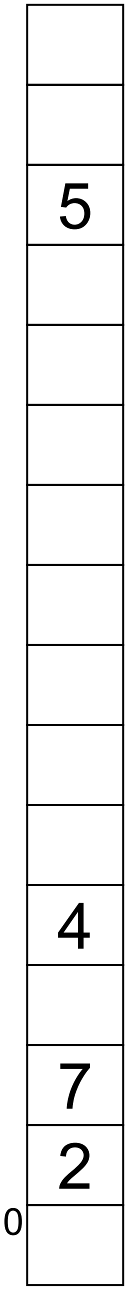
- Private code and data
  - Each process has own copy of code and data
  - Code and data can appear anywhere in the address space
- Shared code
  - Single copy of code shared between all processes executing it
  - Code must be “pure” (*re-entrant*), i.e. not self modifying
  - Code must appear at same address in all processes


Proc 1 Address Space
Proc 2 Address Space
Physical Address Space
Two (or more) processes running the same program and sharing the text section
Page Table
Page Table
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0
2
6
13
4
3
1
3
13
0
1
7
2
5
4
7
2

Page Table Structure

- Page table is (logically) an array of frame numbers
  - Index by page number
- Each page-table entry (PTE) also has other bits





Page Table

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PTE bits

- Present/Absent bit
  - Also called *valid bit,* it indicates a valid mapping for the page
- Modified bit
  - Also called *dirty bit,* it indicates the page may have been modified in memory
- Reference bit
  - Indicates the page has been accessed
- Protection bits
  - Read permission, Write permission, Execute permission
  - Or combinations of the above
- Caching bit
  - Use to indicate processor should bypass the cache when accessing memory
    - Example: to access device registers or memory

Address Translation

- Every (virtual) memory address issued by the CPU must be translated to physical memory
  – Every *load* and every *store* instruction
  – Every instruction fetch
- Need Translation Hardware
- In paging system, translation involves replace page number with a frame number

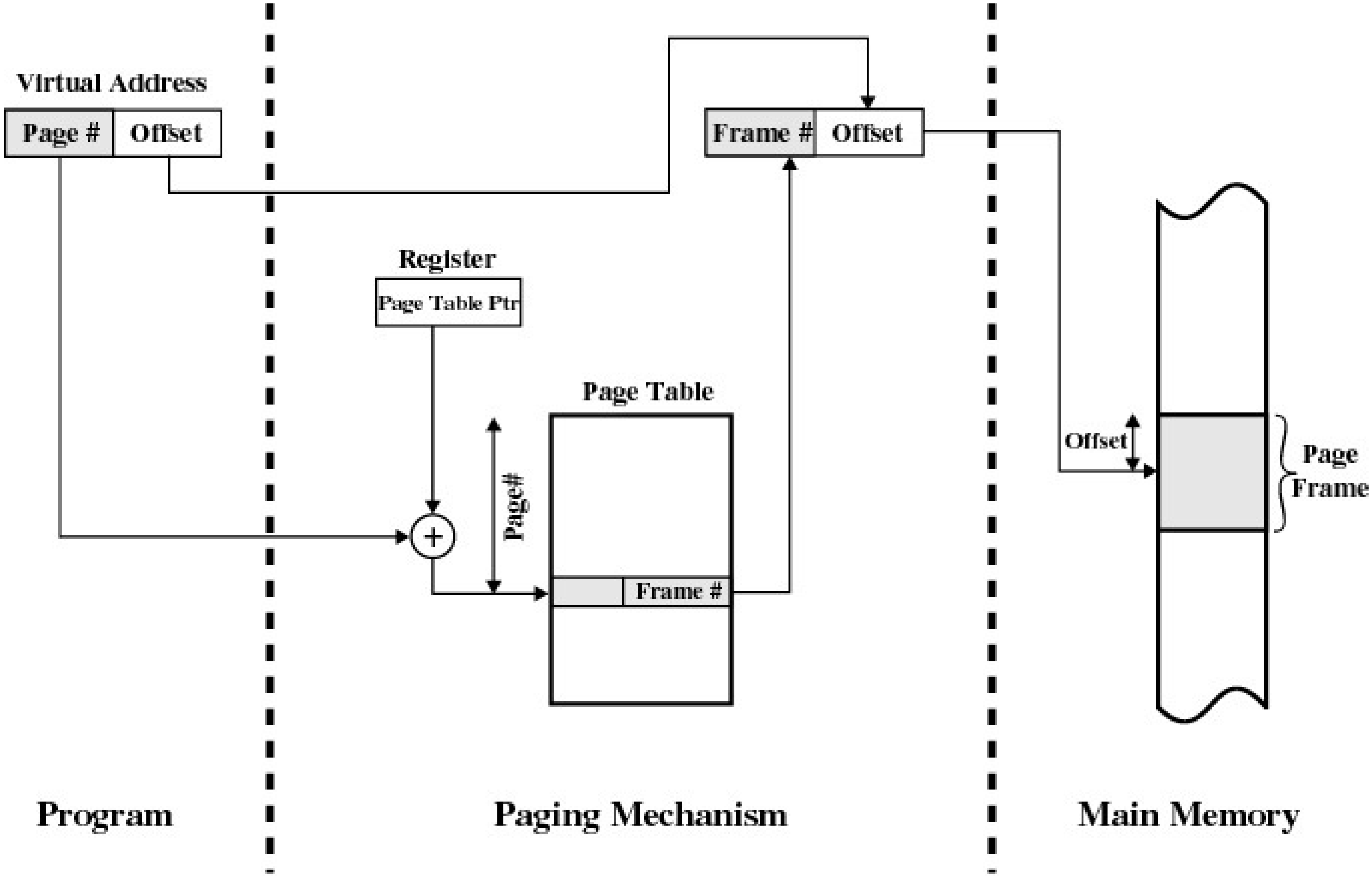


Figure 8.3 Address Translation in a Paging System

Page Tables

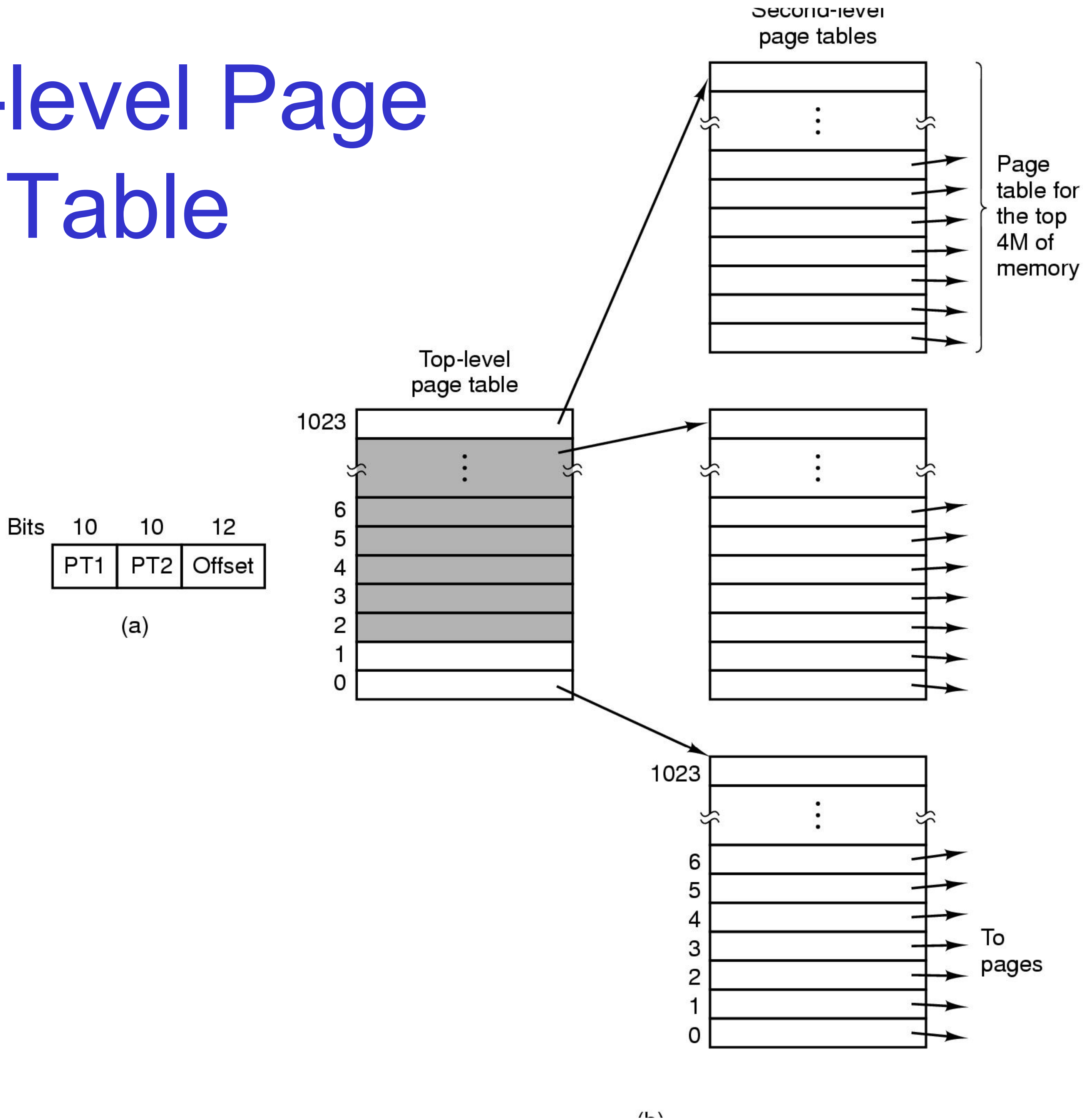
- Assume we have
  – 32-bit virtual address (4 Gbyte address space)
  – 4 KByte page size
  – How many page table entries do we need for one process?
- Problem:
  – Page table is very large
  – Access has to be fast, lookup for every memory reference
  – Where do we store the page table?
    - Registers?
    - Main memory?

Page Tables

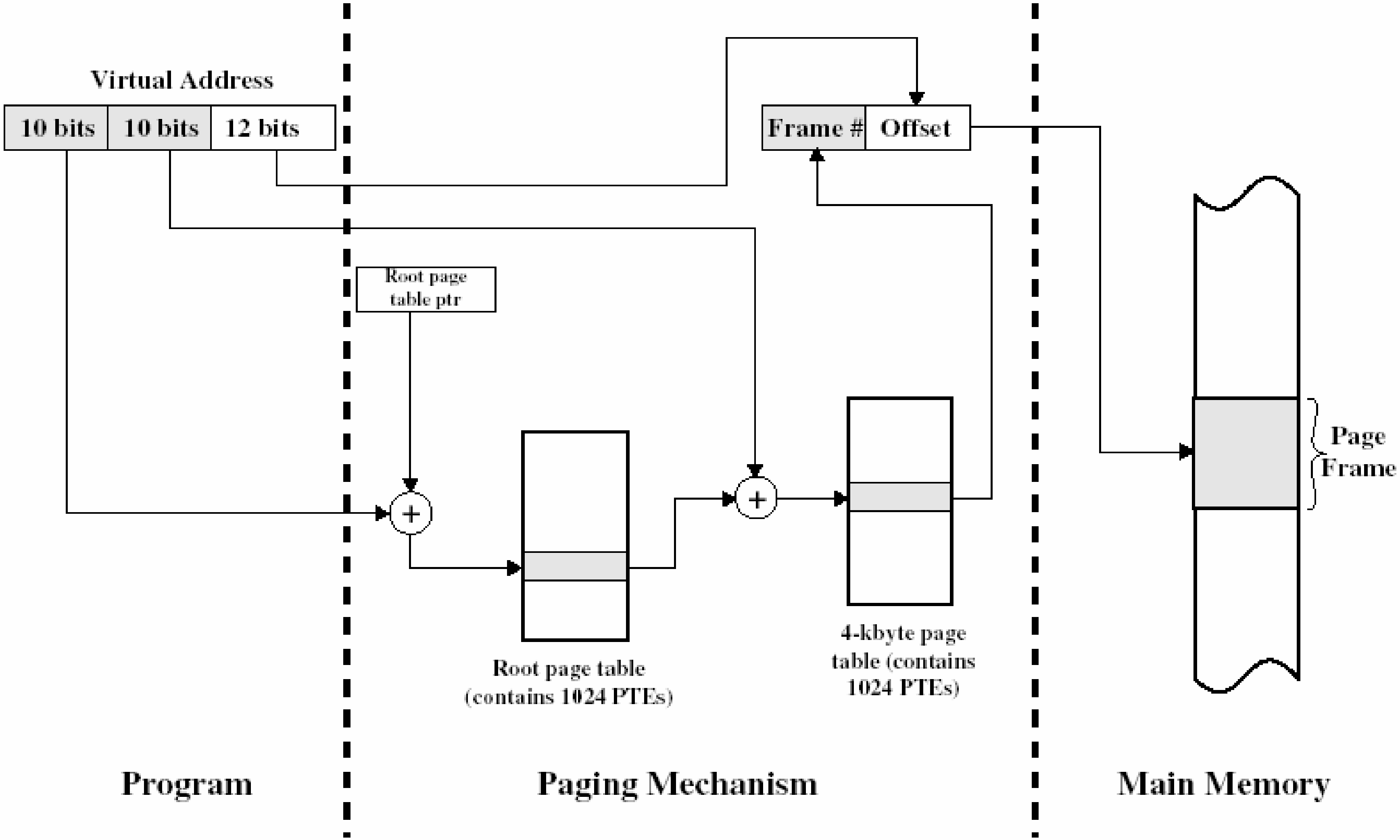
- Page tables are implemented as data structures in main memory
- Most processes do not use the full 4GB address space
  - e.g., 0.1 – 1 MB text, 0.1 – 10 MB data, 0.1 MB stack
- We need a compact representation that does not waste space
  - But is still very fast to search
- Three basic schemes
  - Use data structures that adapt to sparsity
  - Use data structures which only represent resident pages
  - Use VM techniques for page tables (details left to extended OS)

Two-level Page Table

- 2nd –level page tables representing unmapped pages are not allocated
  - Null in the top-level page table



Two-level Translation



Alternative: Inverted Page Table

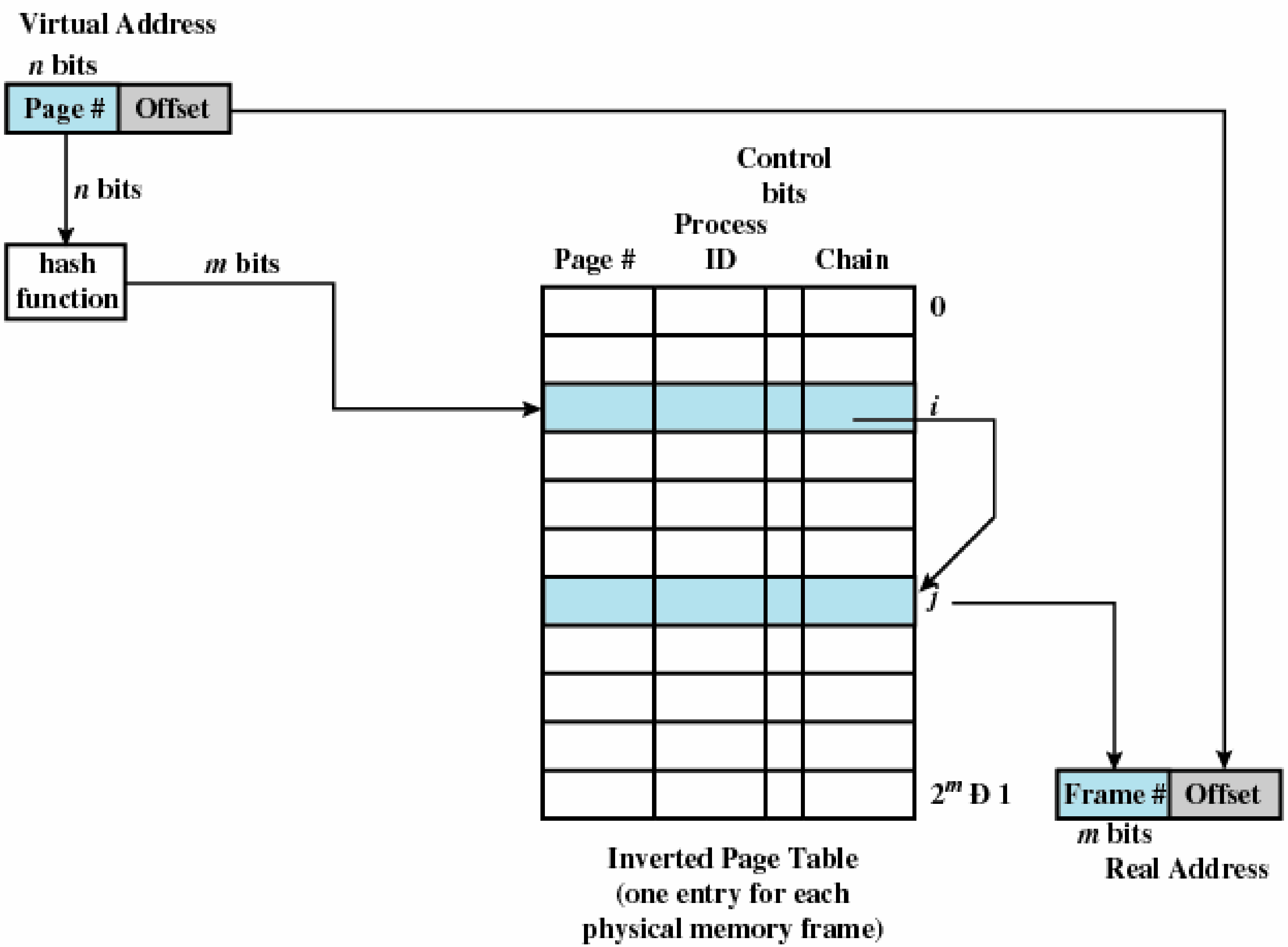


Figure 8.6 Inverted Page Table Structure

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Inverted Page Table (IPT)

- "Inverted page table" is an array of page numbers sorted (indexed) by frame number (it's a frame table).
- Algorithm
  - Compute hash of page number
  - Use this to index into inverted page table
  - Match the page number in the IPT entry
  - If match, use the index value as frame # for translation
  - If no match, get next candidate IPT entry from chain field
  - If NULL chain entry $\Rightarrow$ page fault

Properties of IPTs

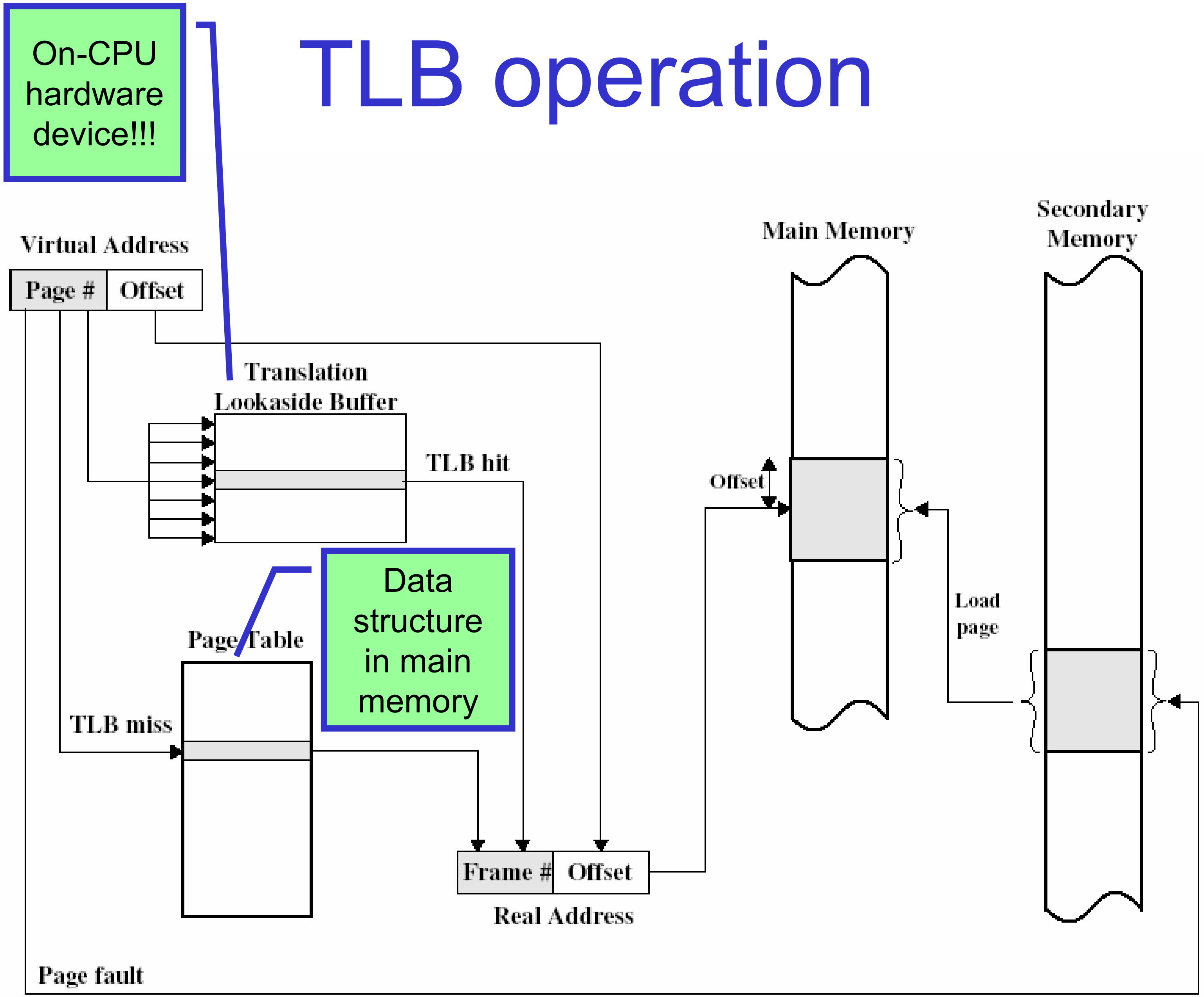
- IPT grows with size of RAM, NOT virtual address space
- Frame table is needed anyway (for page replacement, more later)
- Need a separate data structure for non-resident pages
- Saves a vast amount of space (especially on 64-bit systems)
- Used in some IBM and HP workstations

VM Implementation Issue

- Problem:
  – Each virtual memory reference can cause two physical memory accesses
    - One to fetch the page table entry
    - One to fetch/store the data

    ⇒Intolerable performance impact!!
- Solution:
  – High-speed cache for page table entries (PTEs)
    - Called a *translation look-aside buffer* (TLB)
    - Contains recently used page table entries
    - Associative, high-speed memory, similar to cache memory
    - May be under OS control (unlike memory cache)

TLB operation



Translation Lookaside Buffer

- Given a virtual address, processor examines the TLB
- If matching PTE found (*TLB hit*), the address is translated
- Otherwise (*TLB miss*), the page number is used to index the process's page table
  - If PT contains a valid entry, reload TLB and restart
  - Otherwise, (page fault) check if page is on disk
    - If on disk, swap it in
    - Otherwise, allocate a new page or raise an exception

TLB properties

- Page table is (logically) an array of frame numbers
- TLB holds a (recently used) subset of PT entries
  - Each TLB entry must be identified (tagged) with the page # it translates
  - Access is by associative lookup:
    - All TLB entries' tags are concurrently compared to the page #
    - TLB is associative (or content-addressable) memory

$page\ \#$	$frame\ \#$	V	W
$\cdots$	$\cdots$	$\cdot$	$\cdot$
$\cdots$	$\cdots$	$\cdot$	$\cdot$

TLB properties

- TLB may or may not be under direct OS control
  - Hardware-loaded TLB
    - On miss, hardware performs PT lookup and reloads TLB
    - Example: Pentium
  - Software-loaded TLB
    - On miss, hardware generates a TLB miss exception, and exception handler reloads TLB
    - Example: MIPS
- TLB size: typically 64-128 entries
- Can have separate TLBs for instruction fetch and data access
- TLBs can also be used with inverted page tables (and others)

TLB and context switching

- TLB is a shared piece of hardware
- Page tables are per-process (address space)
- TLB entries are *process-specific*
  - On context switch need to *flush* the TLB (invalidate all entries)
    - high context-switching overhead (Intel x86)
  - **or** tag entries with *address-space ID* (ASID)
    - called a *tagged TLB*
    - used (in some form) on all modern architectures
    - TLB entry: ASID, page #, frame #, valid and write-protect bits

TLB effect

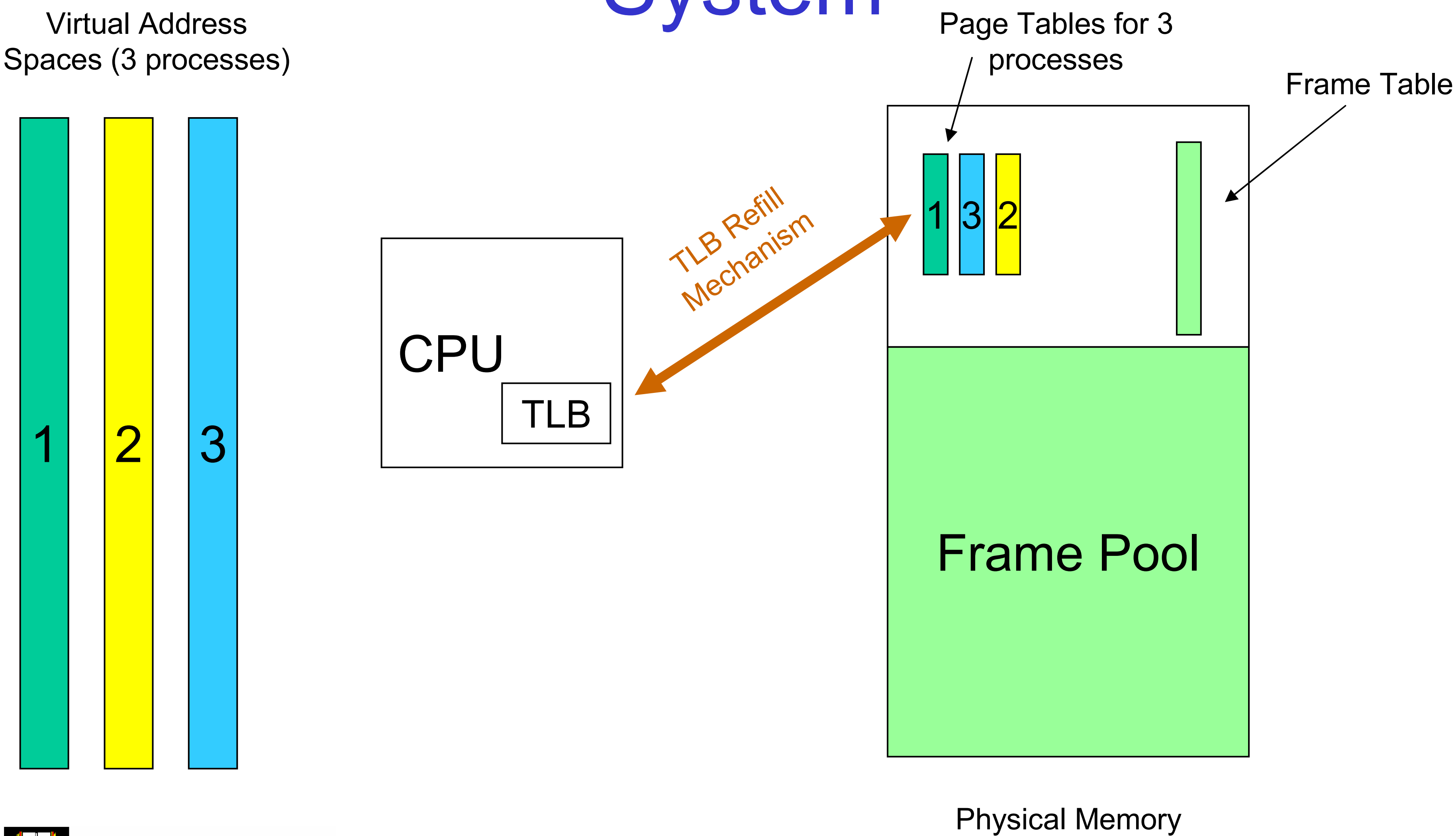
- Without TLB
  - Average number of physical memory references per virtual reference

    = 2
- With TLB (assume 99% hit ratio)
  - Average number of physical memory references per virtual reference

    = .99 * 1 + 0.01 * 2

    = 1.01

Simplified Components of VM System



MIPS R3000 TLB

31 – 12	11 – 6	5 – 0
VPN	ASID	0

EntryHi Register (TLB key fields)

31 – 12	11	10	9	8	7 – 0
PFN	N	D	V	G	0

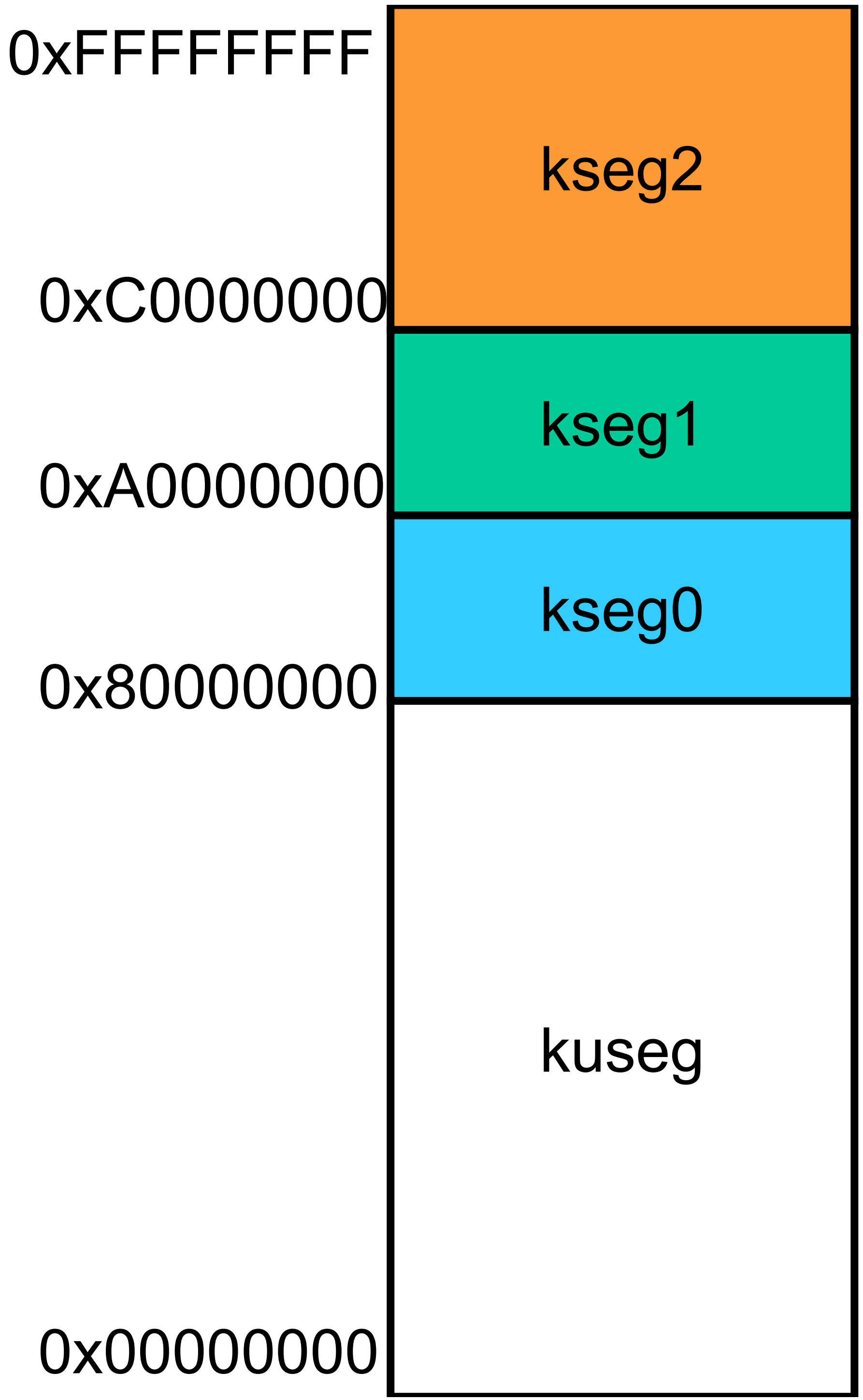
EntryLo Register (TLB data fields)

- N = Not cacheable
- D = Dirty = Write protect
- G = Global (ignore ASID in lookup)

- V = valid bit
- 64 TLB entries
- Accessed via software through Cooprocessor 0 registers
  - EntryHi and EntryLo

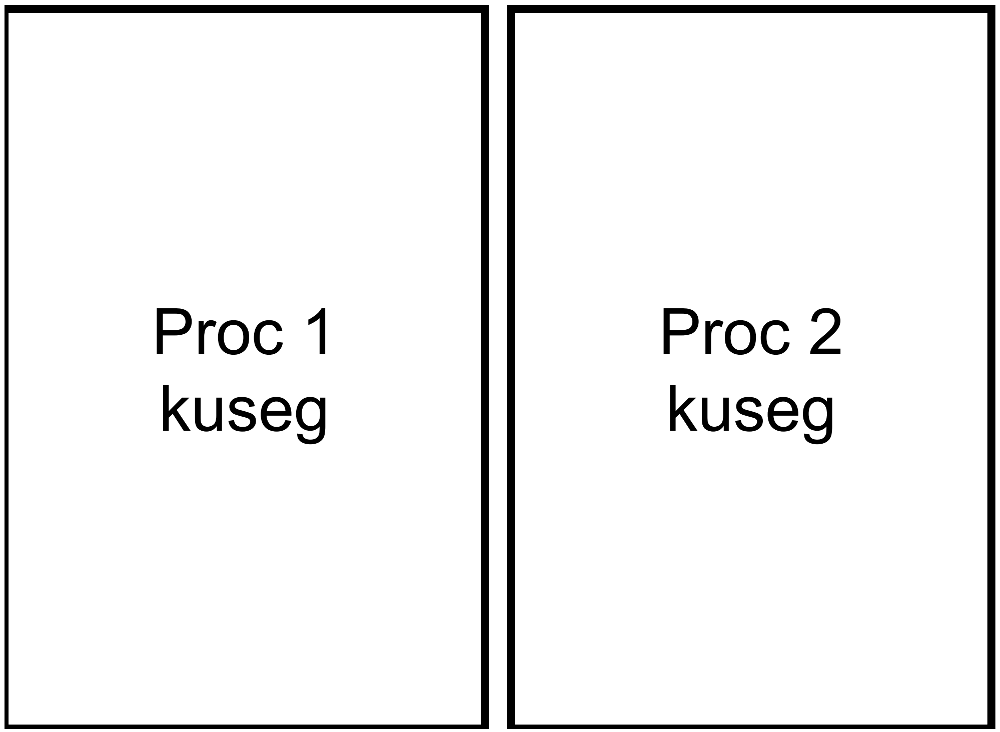
R3000 Address Space Layout

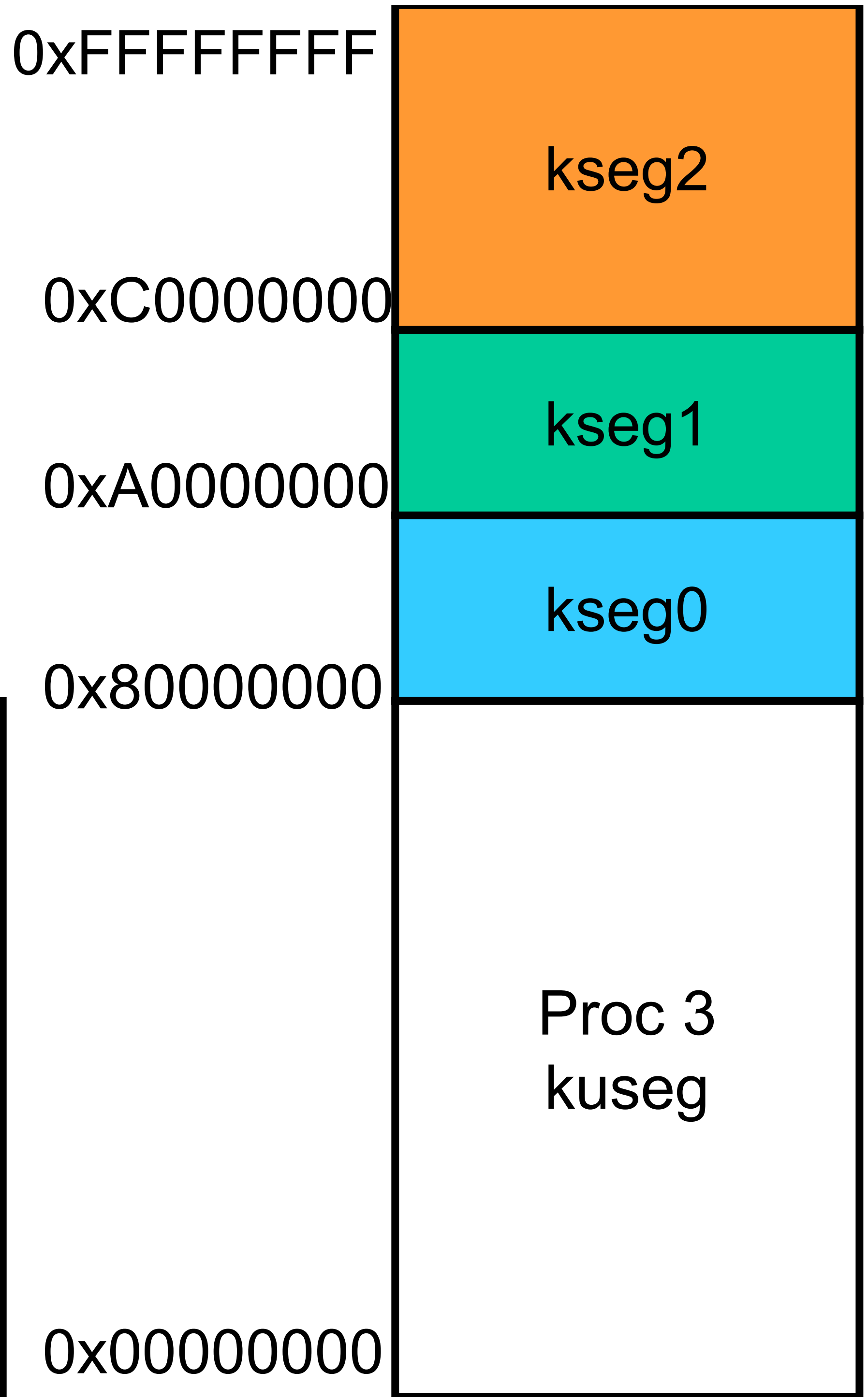
- kuseg:
  - 2 gigabytes
  - TLB translated (mapped)
  - Cacheable (depending on 'N' bit)
  - user-mode and kernel mode accessible
  - Page size is 4K



R3000 Address Space Layout

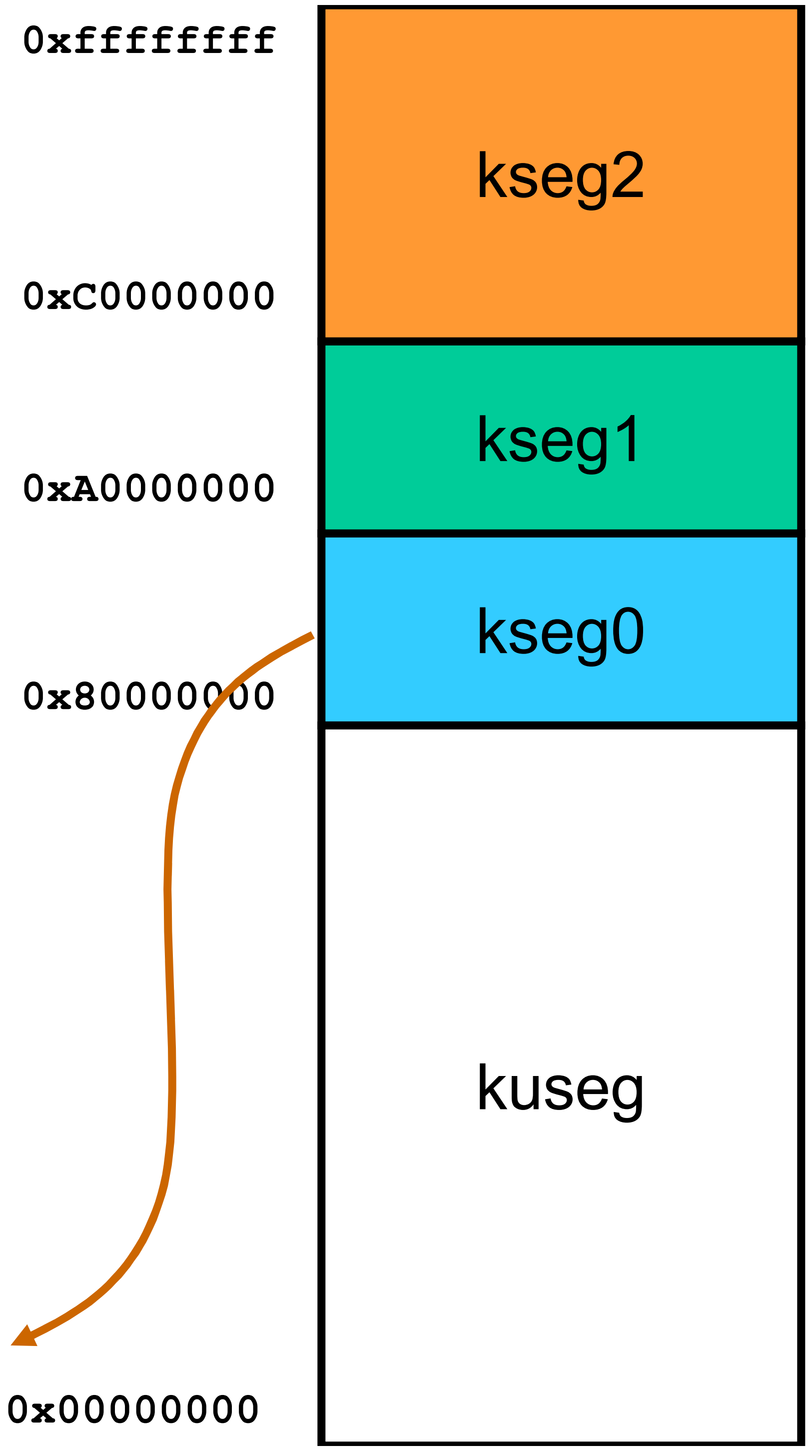
– Switching processes switches the translation (page table) for kuseg





R3000 Address Space Layout

- kseg0:
  - 512 megabytes
  - Fixed translation window to physical memory
    - 0x80000000 - 0x9fffffff virtual = 0x00000000 - 0x1fffffff physical
    - TLB not used
  - Cacheable
  - Only kernel-mode accessible
  - Usually where the kernel code is placed



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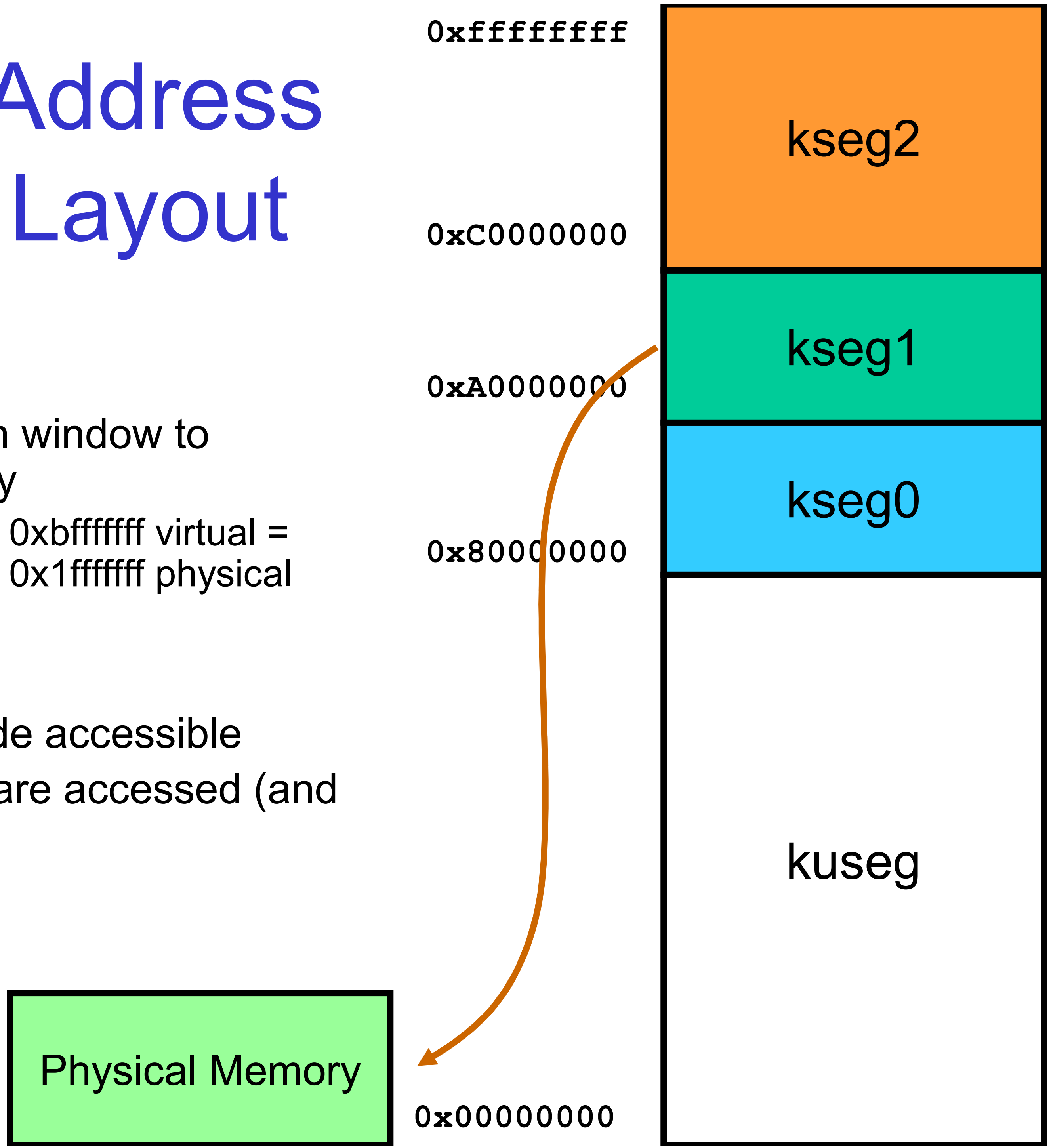
R3000 Address Space Layout

- kseg1:
  - 512 megabytes
  - Fixed translation window to physical memory
    - 0xa0000000 - 0xbfffffff virtual = 0x00000000 - 0x1fffffff physical
    - TLB not used
  - **NOT** cacheable
  - Only kernel-mode accessible
  - Where devices are accessed (and boot ROM)



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R3000 Address Space Layout

- kseg2:
  - 1024 megabytes
  - TLB translated (mapped)
  - Cacheable
    - Depending on the 'N'-bit
  - Only kernel-mode accessible
  - Can be used to store the virtual linear array page table