



COS 318: Operating Systems

Virtual Memory and Its Address Translations

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(<http://www.cs.princeton.edu/courses/cos318/>)



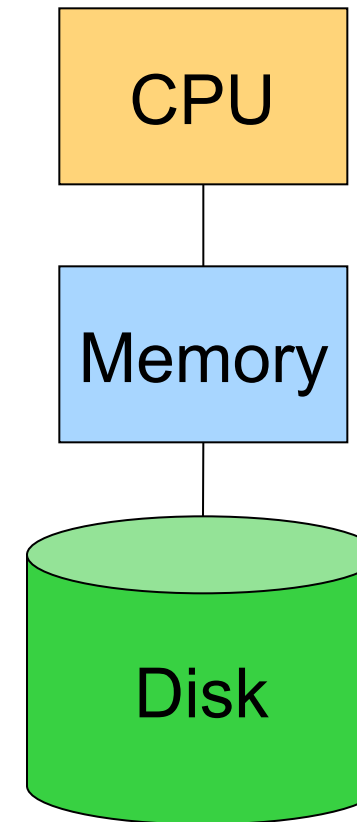
Today's Topics

- ◆ Virtual Memory
 - Virtualization
 - Protection
- ◆ Address Translation
 - Base and bound
 - Segmentation
 - Paging
 - Translation look-ahead buffer



The Big Picture

- ◆ DRAM is fast, but relatively expensive
- ◆ Disk is inexpensive, but slow
 - 100X less expensive
 - 100,000X longer latency
 - 1000X less bandwidth
- ◆ Our goals
 - Run programs as efficiently as possible
 - Make the system as safe as possible



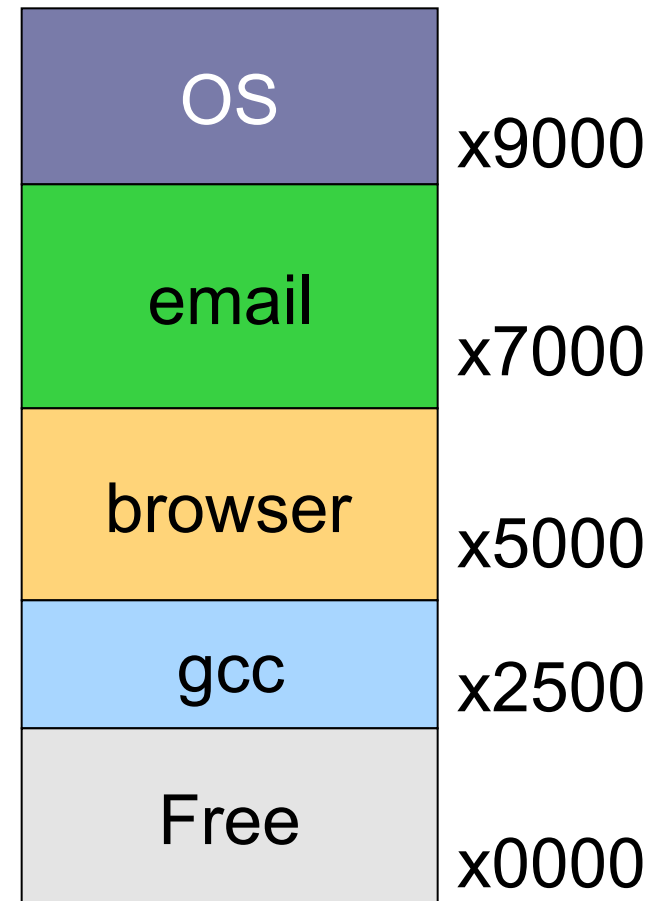
Issues

- ◆ Many processes
 - The more processes a system can handle, the better
- ◆ Address space size
 - Many small processes whose total size may exceed memory
 - Even one process may exceed the physical memory size
- ◆ Protection
 - A user process should not crash the system
 - A user process should not do bad things to other processes



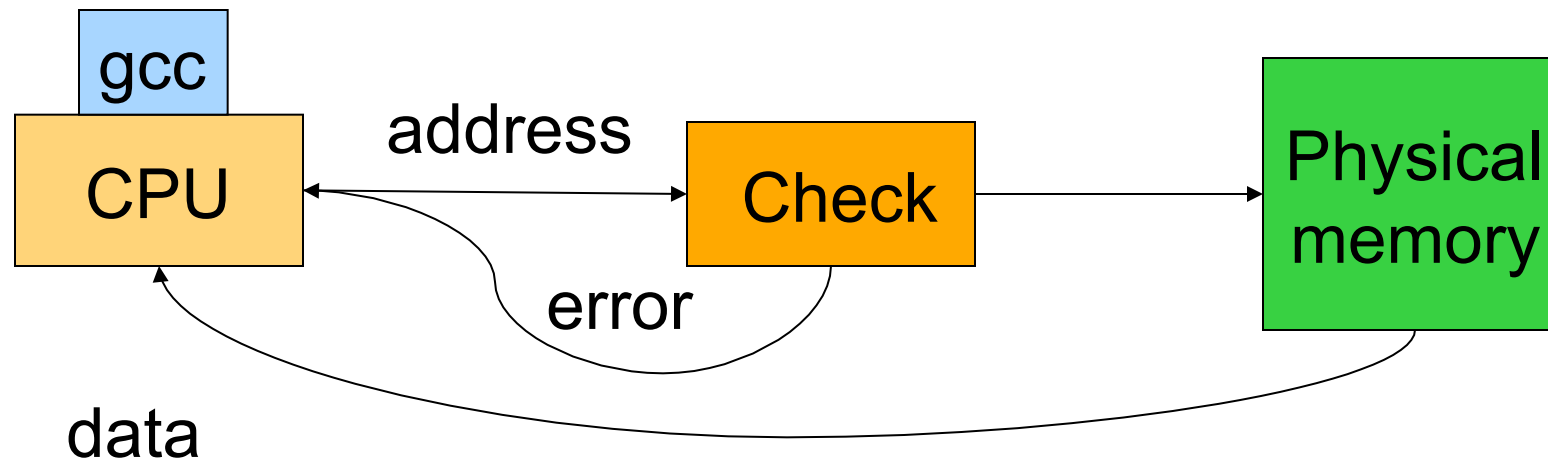
Consider A Simple System

- ◆ Only physical memory
 - Applications use physical memory directly
- ◆ Run three processes
 - Email, browser, gcc
- ◆ What if
 - gcc has an address error?
 - browser writes at x7050?
 - email needs to expand?
 - browser needs more memory than is on the machine?



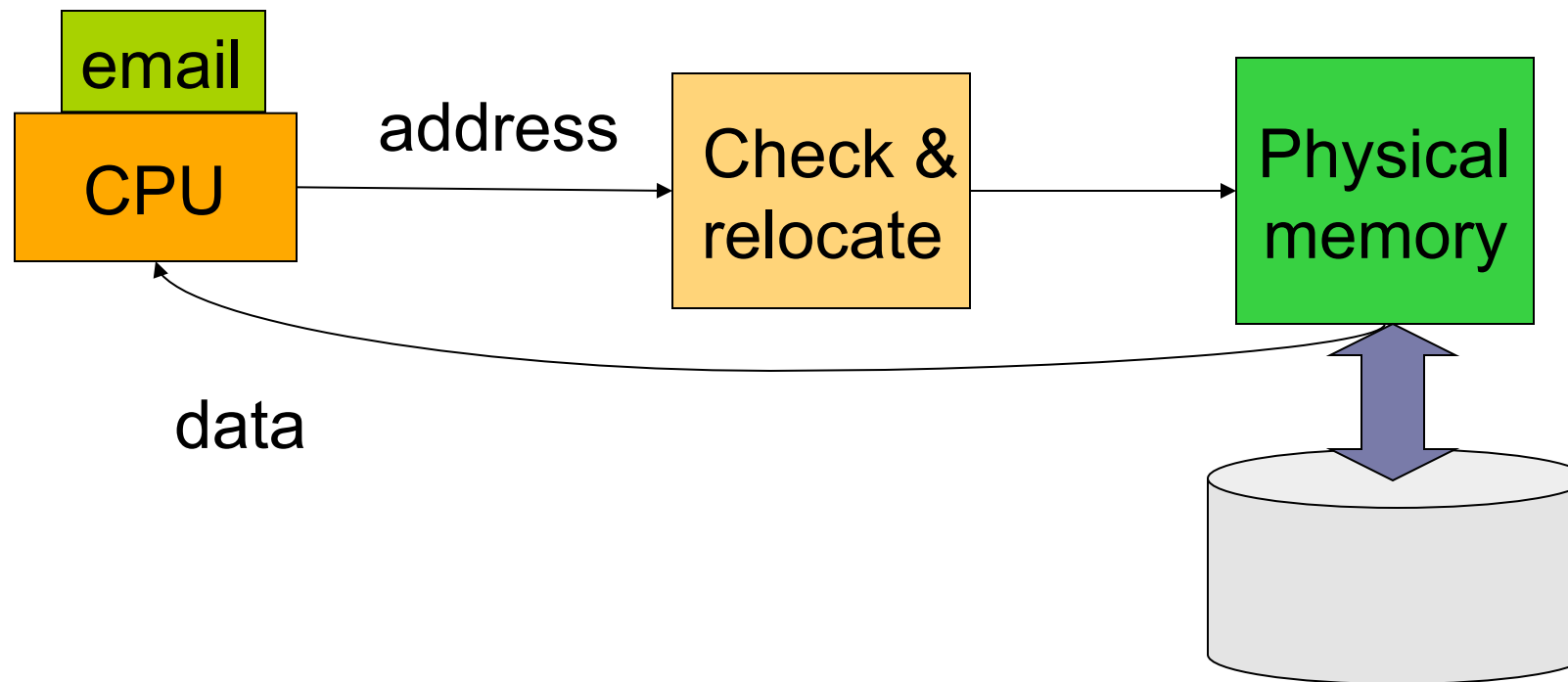
Protection Issue

- ◆ Errors in one process should not affect others
- ◆ For each process, check each load and store instruction to allow only legal memory references



Expansion or Transparency Issue

- ◆ A process should be able to run regardless of its physical location or the physical memory size
- ◆ Give each process a large, static “fake” address space
- ◆ As a process runs, relocate each load and store to its actual memory



Virtual Memory

◆ Flexible

- Processes can move in memory as they execute, partially in memory and partially on disk

◆ Simple

- Make applications very simple in terms of memory accesses

◆ Efficient

- 20/80 rule: 20% of memory gets 80% of references
- Keep the 20% in physical memory

◆ Design issues

- How is protection enforced?
- How are processes relocated?
- How is memory partitioned?



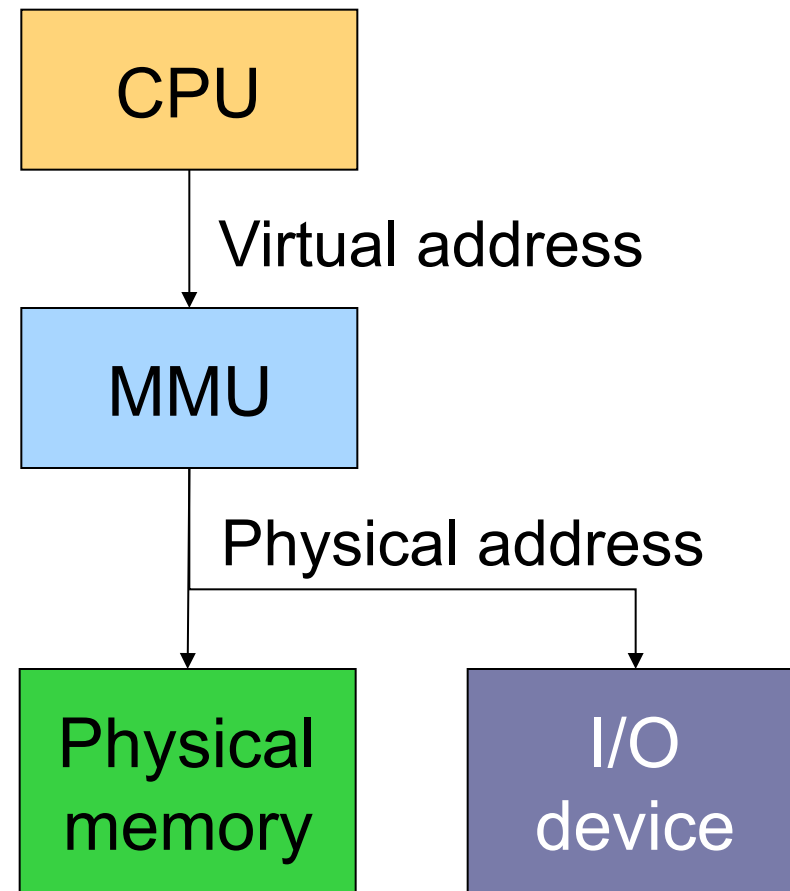
Address Mapping and Granularity

- ◆ Must have some “mapping” mechanism
 - Virtual addresses map to DRAM physical addresses or disk addresses
- ◆ Mapping must have some granularity
 - Granularity determines flexibility
 - Finer granularity requires more mapping information
- ◆ Extremes
 - Any byte to any byte: mapping equals program size
 - Map whole segments: larger segments problematic



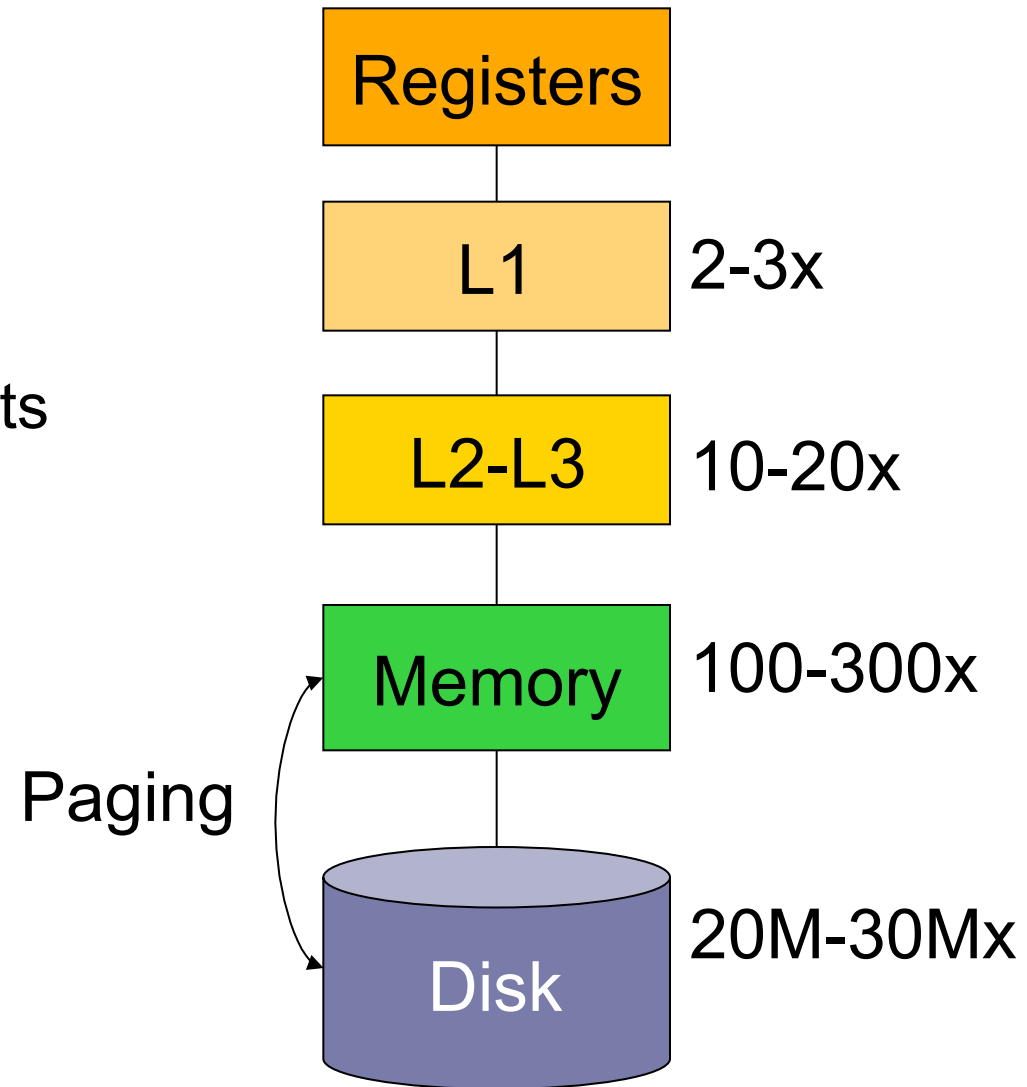
Generic Address Translation

- ◆ Memory Management Unit (MMU) translates virtual address into physical address for each load and store
- ◆ Software (privileged) controls the translation
- ◆ CPU view
 - Virtual addresses
- ◆ Each process has its own memory space [0, high]
 - Address space
- ◆ Memory or I/O device view
 - Physical addresses



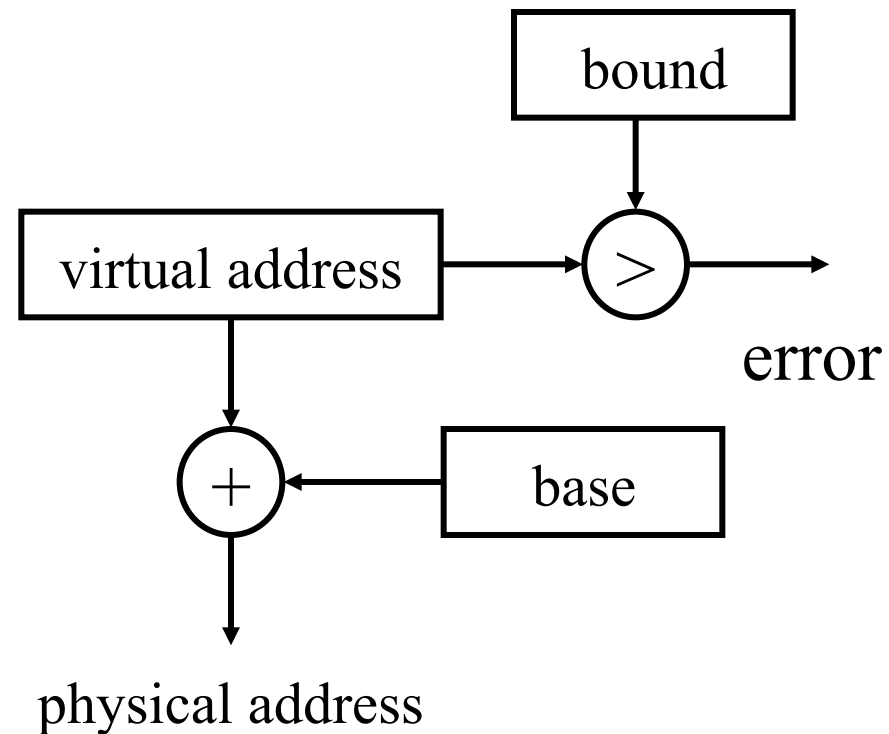
Goals of Translation

- ◆ Implicit translation for each memory reference
- ◆ A hit should be very fast
- ◆ Trigger an exception on a miss
- ◆ Protected from user's faults



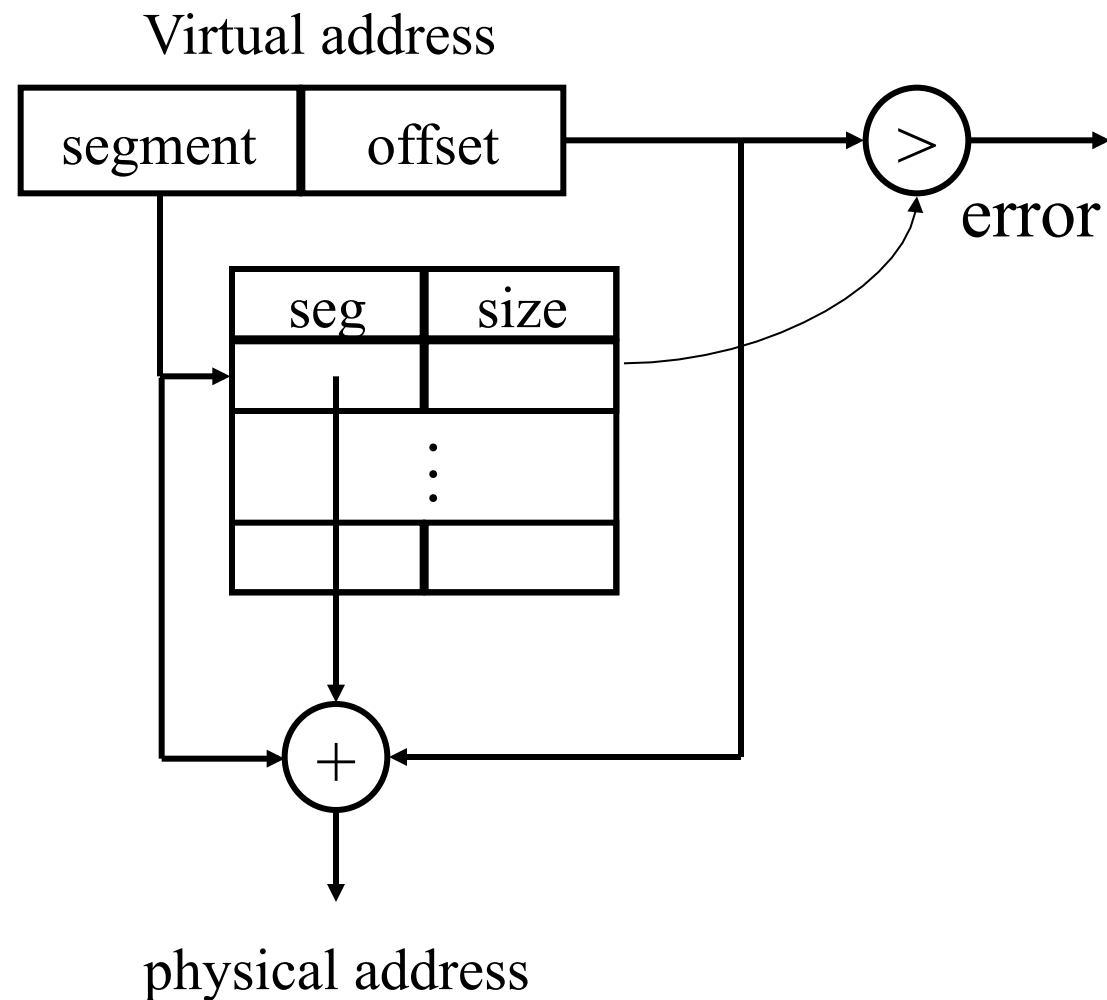
Base and Bound

- ◆ Built in Cray-1
- ◆ Each process has a pair (base, bound)
- ◆ Protection
 - A process can only access physical memory in [base, base+bound]
- ◆ On a context switch
 - Save/restore base, bound registers
- ◆ Pros
 - Simple
 - Flat and no paging
- ◆ Cons
 - Fragmentation
 - Hard to share
 - Difficult to use disks



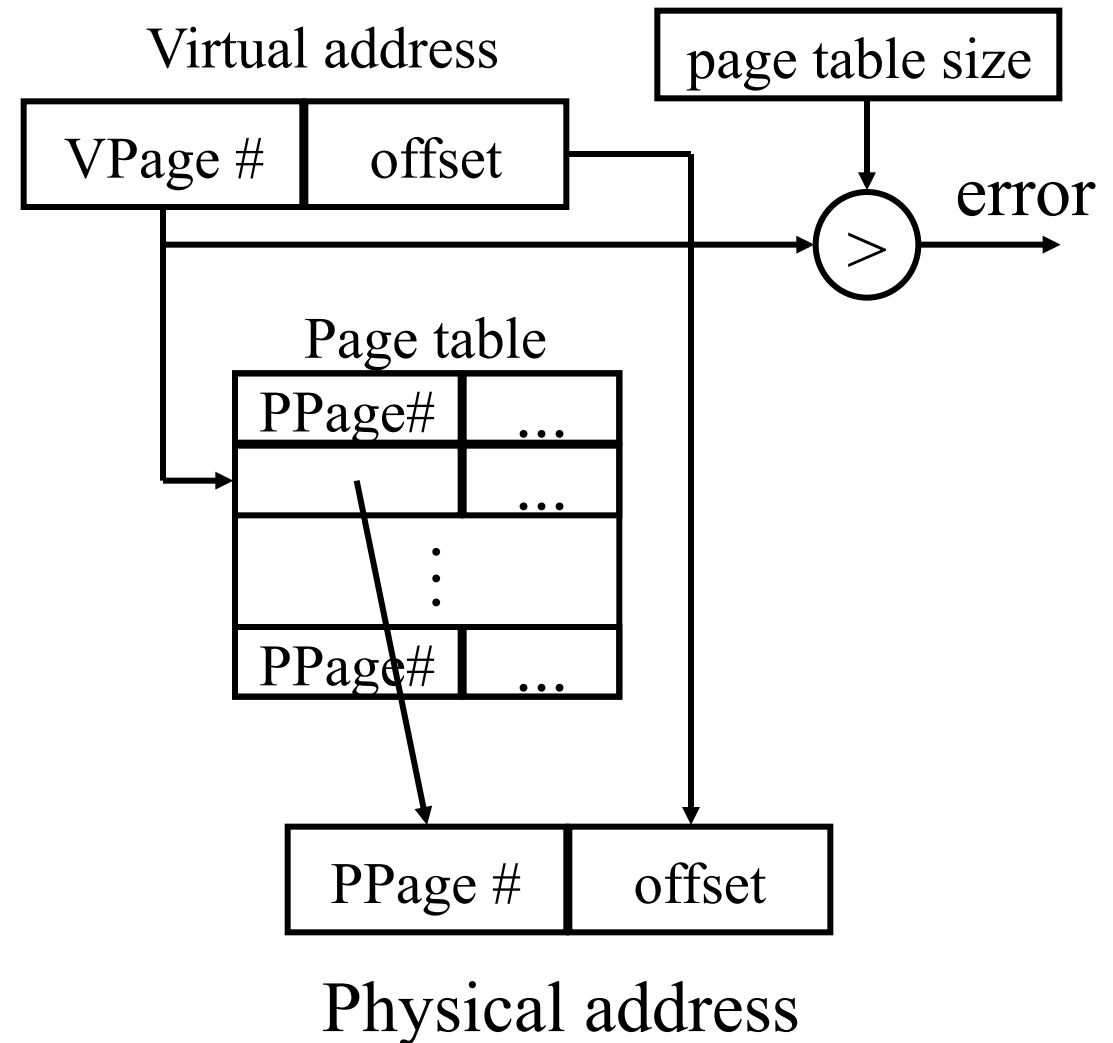
Segmentation

- ◆ Each process has a table of (seg, size)
- ◆ Treats (seg, size) as a fine-grained (base, bound)
- ◆ Protection
 - Each entry has (nil, read, write, exec)
- ◆ On a context switch
 - Save/restore the table and a pointer to the table in kernel memory
- ◆ Pros
 - Efficient
 - Easy to share
- ◆ Cons
 - Complex management
 - Fragmentation within a segment



Paging

- ◆ Use a fixed size unit called page instead of segment
- ◆ Use a page table to translate
- ◆ Various bits in each entry
- ◆ Context switch
 - Similar to the segmentation
- ◆ What should be the page size?
- ◆ Pros
 - Simple allocation
 - Easy to share
- ◆ Cons
 - Big table
 - How to deal with holes?

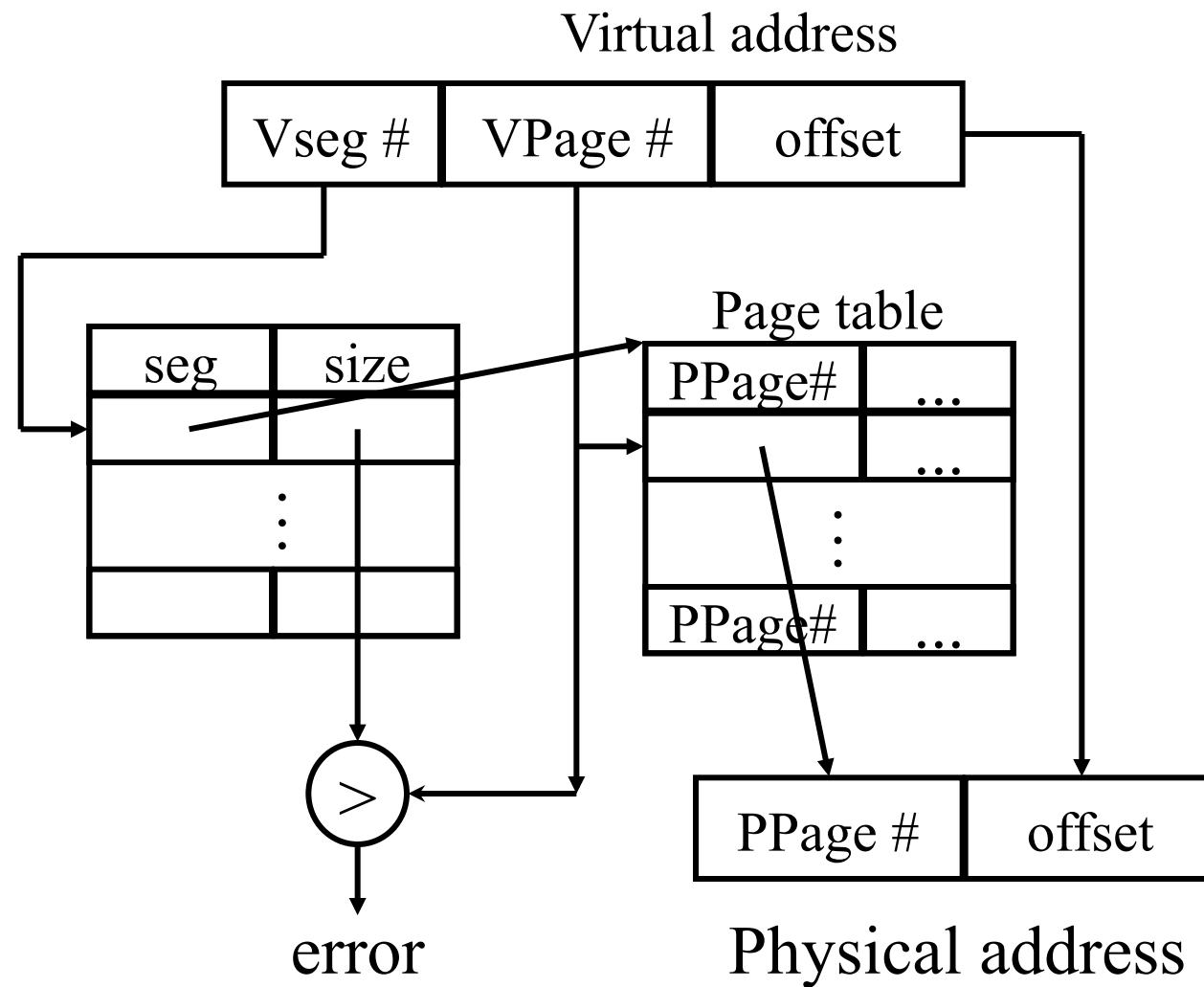


How Many PTEs Do We Need?

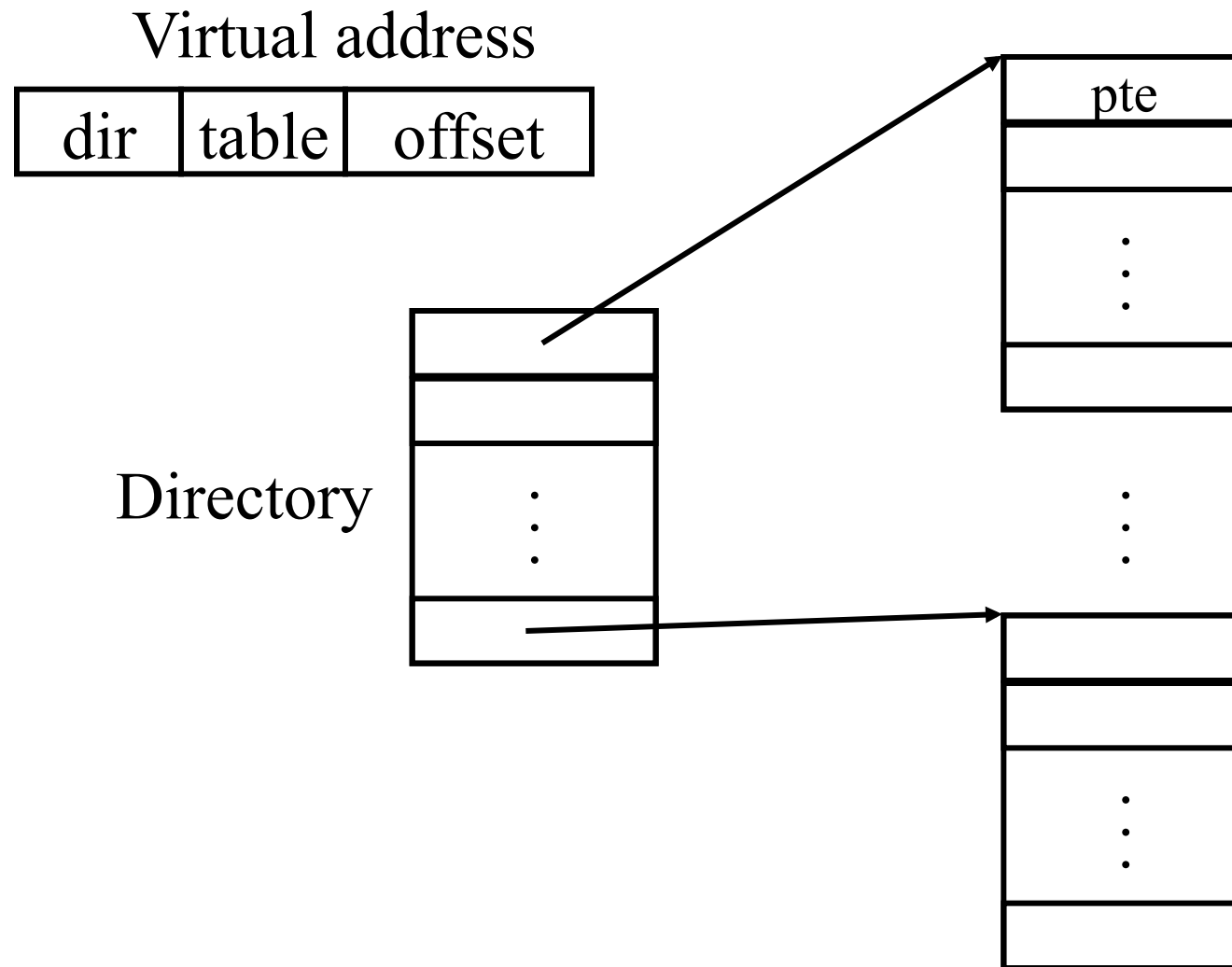
- ◆ Assume 4KB page
 - Equals “low order” 12 bits
- ◆ Worst case for 32-bit address machine
 - # of processes $\times 2^{20}$
 - 2^{20} PTEs per page table (~4Mbytes), but there might be 10K processes. They won't fit in memory together
- ◆ What about 64-bit address machine?
 - # of processes $\times 2^{52}$
 - A page table cannot fit in a disk (2^{52} PTEs = 16PBytes)!



Segmentation with Paging



Multiple-Level Page Tables



What does this buy us?



Inverted Page Tables

◆ Main idea

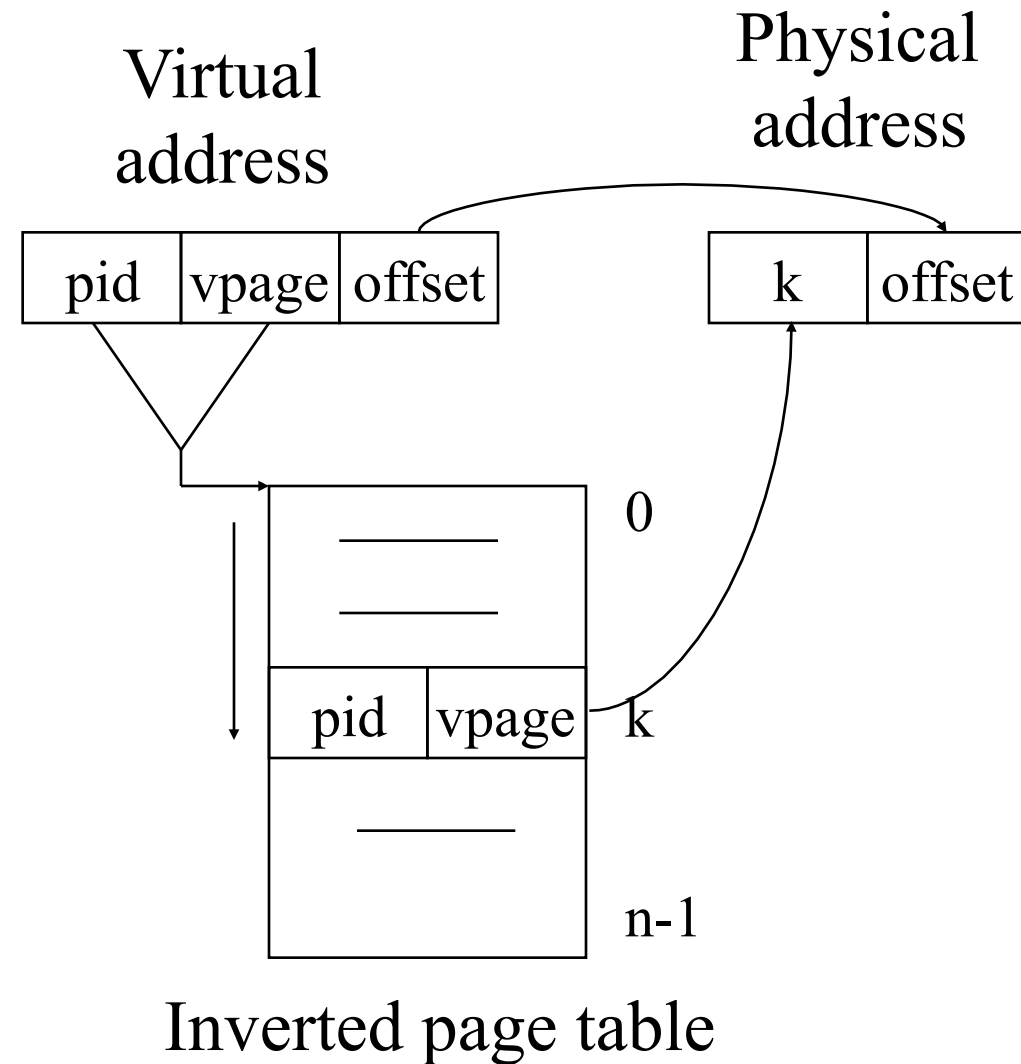
- One PTE for each physical page frame
- Hash (Vpage, pid) to Ppage#

◆ Pros

- Small page table for large address space

◆ Cons

- Lookup is difficult
- Overhead of managing hash chains, etc

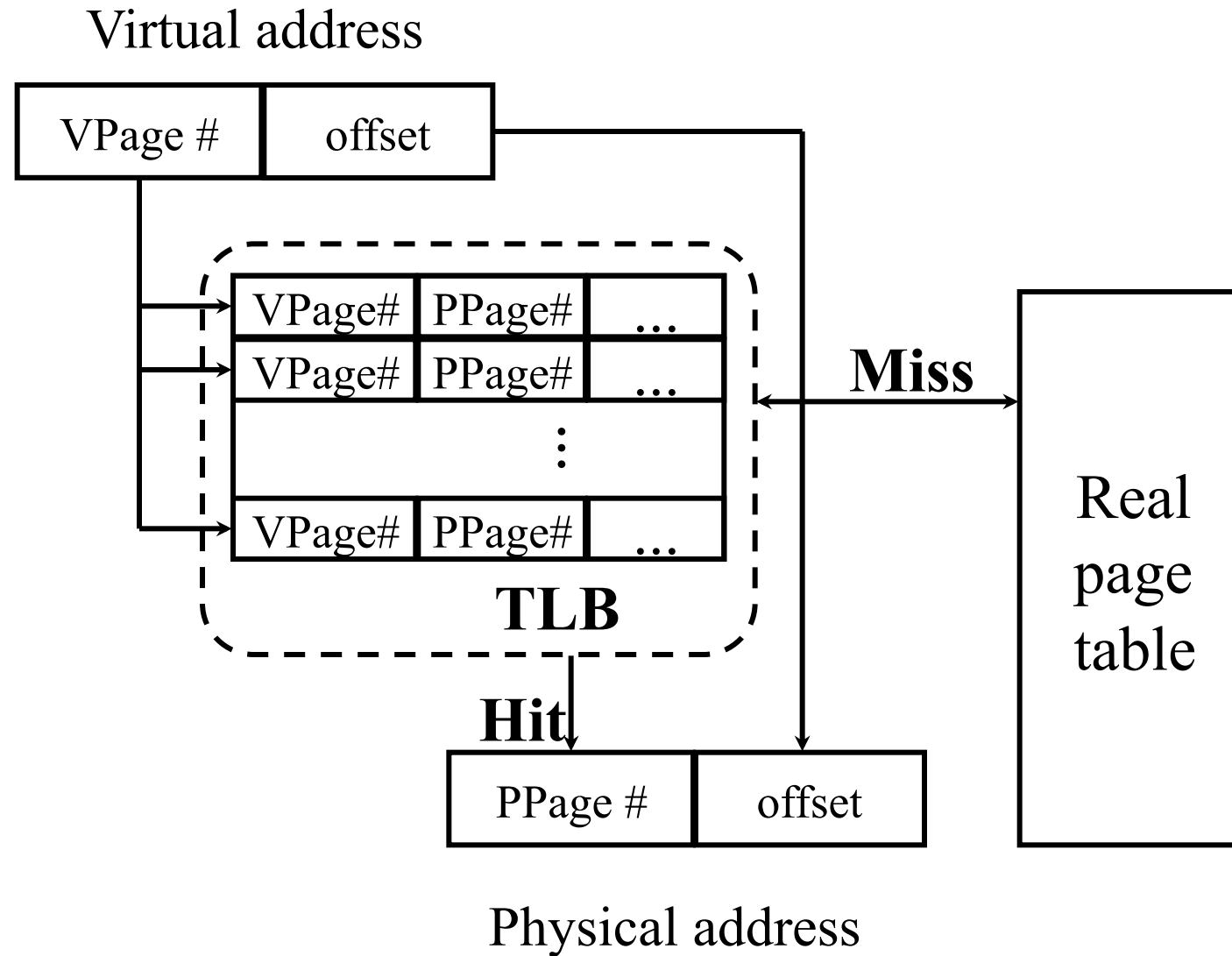


Virtual-To-Physical Lookups

- ◆ Programs only know virtual addresses
 - Each program or process starts from 0 to high address
- ◆ Each virtual address must be translated
 - May involve walking through the hierarchical page table
 - Since the page table stored in memory, a program memory access may requires several actual memory accesses
- ◆ Solution
 - Cache “active” part of page table in a very fast memory



Translation Look-aside Buffer (TLB)



Bits in a TLB Entry

- ◆ Common (necessary) bits
 - Virtual page number: match with the virtual address
 - Physical page number: translated address
 - Valid
 - Access bits: kernel and user (nil, read, write)
- ◆ Optional (useful) bits
 - Process tag
 - Reference
 - Modify
 - Cacheable



Hardware-Controlled TLB

- ◆ On a TLB miss
 - Hardware loads the PTE into the TLB
 - Write back and replace an entry if there is no free entry
 - Generate a fault if the page containing the PTE is invalid
 - VM software performs fault handling
 - Restart the CPU
- ◆ On a TLB hit, hardware checks the valid bit
 - If valid, pointer to page frame in memory
 - If invalid, the hardware generates a page fault
 - Perform page fault handling
 - Restart the faulting instruction



Software-Controlled TLB

- ◆ On a miss in TLB
 - Write back if there is no free entry
 - Check if the page containing the PTE is in memory
 - If not, perform page fault handling
 - Load the PTE into the TLB
 - Restart the faulting instruction
- ◆ On a hit in TLB, the hardware checks valid bit
 - If valid, pointer to page frame in memory
 - If invalid, the hardware generates a page fault
 - Perform page fault handling
 - Restart the faulting instruction

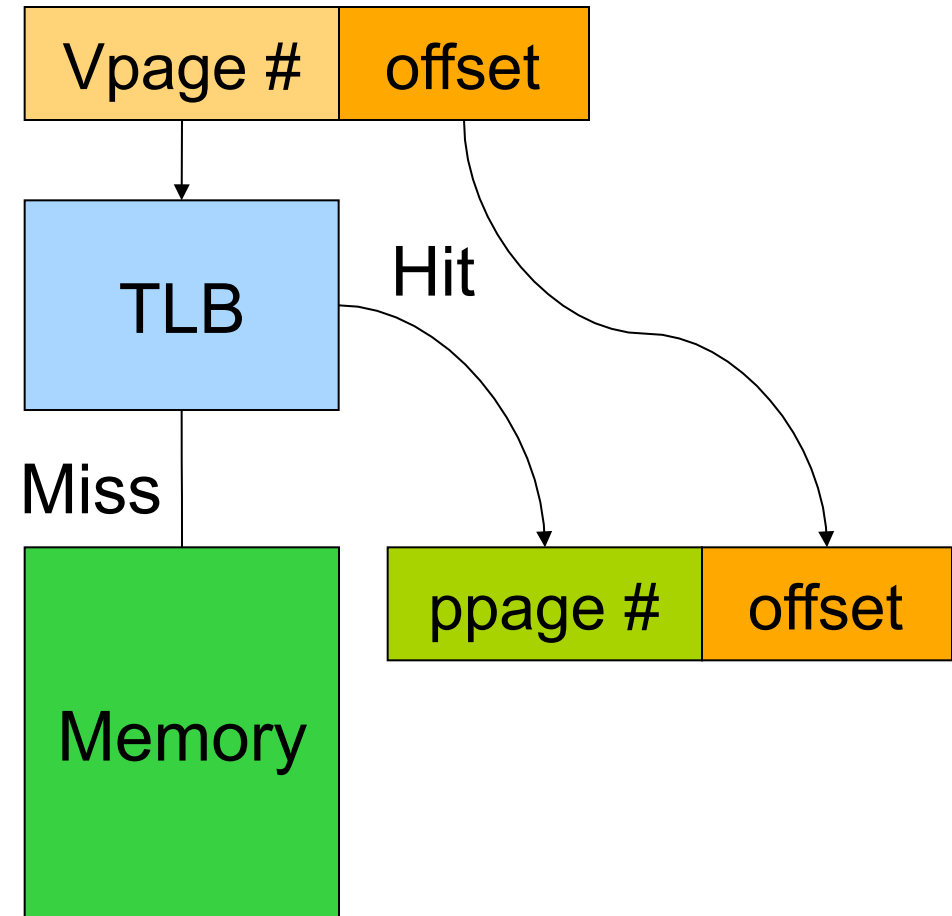
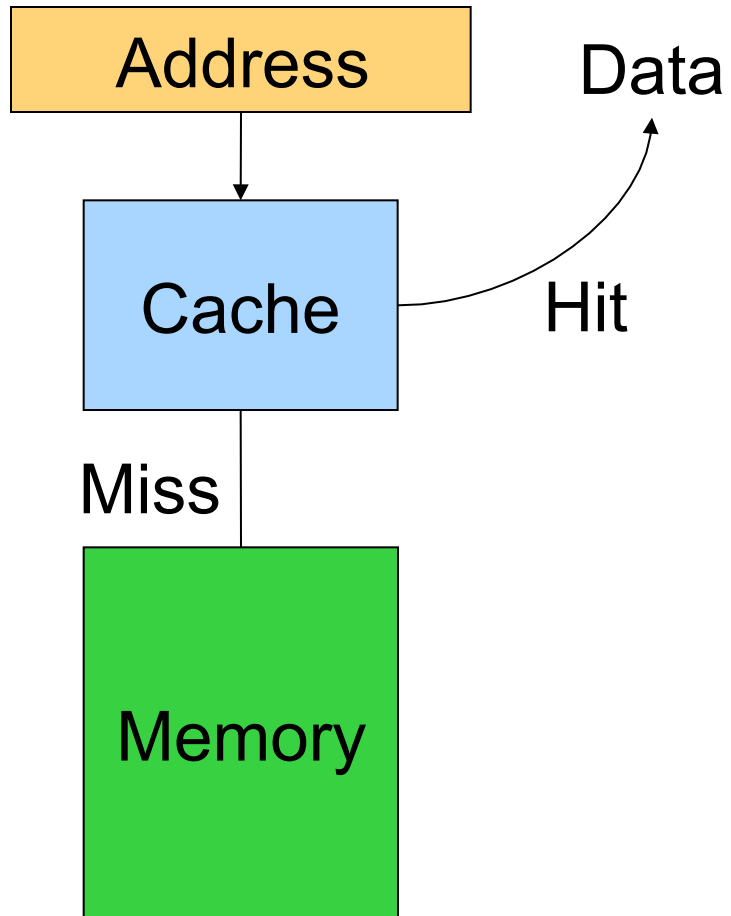


Hardware vs. Software Controlled

- ◆ Hardware approach
 - Efficient
 - Inflexible
 - Need more space for page table
- ◆ Software approach
 - Flexible
 - Software can do mappings by hashing
 - $PP\# \rightarrow (Pid, VP\#)$
 - $(Pid, VP\#) \rightarrow PP\#$
 - Can deal with large virtual address space



Cache vs. TLB



◆ Similarities

- Cache a portion of memory
- Write back on a miss

◆ Differences

- Associativity
- Consistency



TLB Related Issues

- ◆ What TLB entry to be replaced?
 - Random
 - Pseudo LRU
- ◆ What happens on a context switch?
 - Process tag: change TLB registers and process register
 - No process tag: Invalidate the entire TLB contents
- ◆ What happens when changing a page table entry?
 - Change the entry in memory
 - Invalidate the TLB entry



Consistency Issues

- ◆ “Snoopy” cache protocols (hardware)
 - Maintain consistency with DRAM, even when DMA happens
- ◆ Consistency between DRAM and TLBs (software)
 - You need to flush related TLBs whenever changing a page table entry in memory
- ◆ TLB “shoot-down”
 - On multiprocessors, when you modify a page table entry, you need to flush all related TLB entries on all processors, why?



Summary

◆ Virtual Memory

- Virtualization makes software development easier and enables memory resource utilization better
- Separate address spaces provide protection and isolate faults

◆ Address translation

- Base and bound: very simple but limited
- Segmentation: useful but complex

◆ Paging

- TLB: fast translation for paging
- VM needs to take care of TLB consistency issues

