Lectures 22

- Virtual Memory cont ☺

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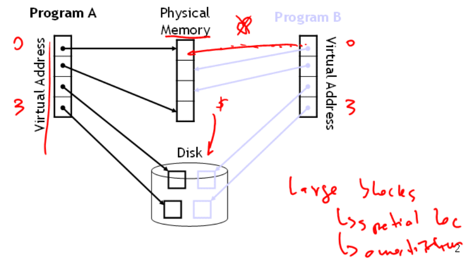
Virtual Memory

V.A. → P.A.

- Because different processes will have different mappings from virtual to physical addresses, two programs can freely use the same virtual address.
- By allocating distinct regions of physical memory to A and B, they are prevented from reading/writing each others data.



Large blocks
Less potential loc
amortization

2

Finding the right page

- If it is fully associative, how do we find the right page without scanning all of memory?
  - Use an index, just like you would for a book.

- Our index happens to be called the page table:
  - Each process has a separate page table
    - A "page table register" points to the current process's page table
  - The page table is indexed with the virtual page number (VPN)
    - The VPN is all of the bits that aren't part of the page offset.
  - Each entry contains a valid bit, and a physical page number (PPN)
    - The PPN is concatenated with the page offset to get the physical address
  - No tag is needed because the index is the full VPN.

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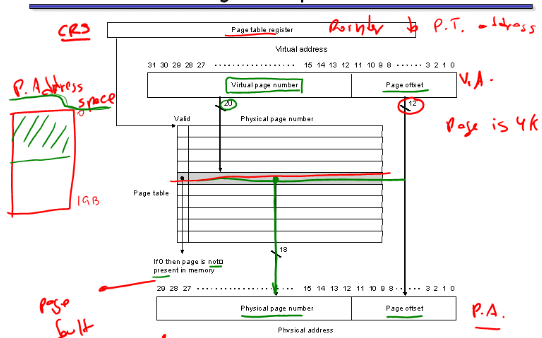
Page Table picture



2^{30} = 1GB physical address space

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How big is the page table?

- From the previous slide: V.A. space = 32 bits
  - Virtual page number is 20 bits.
  - Physical page number is 18 bits + valid bit -> round up to 32 bits. (4bytes)

$(2^{20} \times 4) = 4MB$

p.t. entry

1 pebibyte ⇒ Avoid

Insane

- How about for a 64b architecture? 64 bits, P.O. 12 bits

64-12 = 52 bits V.P.N.

$(2^{52} \times 4) = 16$ pebibytes

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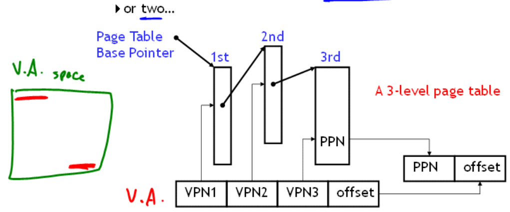
Dealing with large page tables

- Multi-level page tables
  - "Any problem in CS can be solved by adding a level of indirection"
    - or two…



- Why does this work?

- processes do not entire V.A. space.

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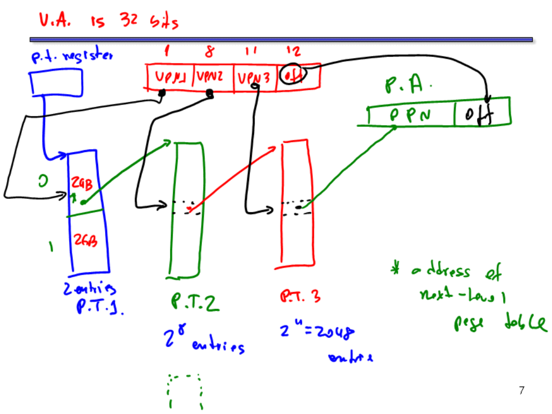

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Waitaminute!

- We've just replaced every memory access MEM[addr] with:

  MEM[MEM[MEM[MEM[PTBR + VPN1<<2] + VPN2<<2] + VPN3<<2] + offset]

  – *i.e.*, 4 memory accesses

- And we haven't talked about the bad case yet (*i.e.*, page faults)...

"Any problem in CS can be solved by adding a level of indirection"

– except too many levels of indirection...

- How do we deal with too many levels of indirection?

\$ Cache VA → PA

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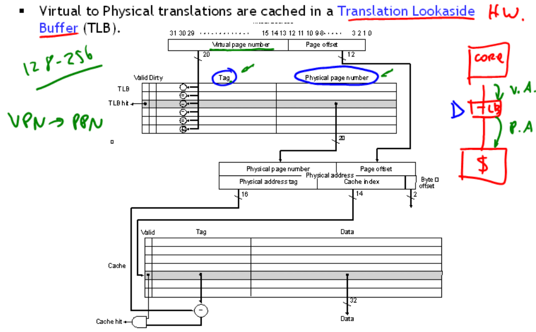
Caching Translations

- Virtual to Physical translations are cached in a Translation Lookaside Buffer (TLB). HW.



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What about a TLB miss?

- If we miss in the TLB, we need to "walk the page table"
  - In MIPS, an exception is raised and software fills the TLB
  - In x86, a "hardware page table walker" fills the TLB
- What if the page is not in memory?
  - This situation is called a **page fault**.
  - The operating system will have to request the page from disk.
  - It will need to select a page to replace.
    - The O/S tries to approximate LRU (see CS451)
  - The replaced page will need to be written back if dirty.

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Memory Protection

- In order to prevent one process from reading/writing another process's memory, we must ensure that a process cannot change its virtual-to-physical translations.
- Typically, this is done by:
  - Having two processor modes: user & kernel.
    - Only the O/S runs in kernel mode
  - Only allowing kernel mode to write to the virtual memory state, *e.g.*,
    - The page table
    - The page table base pointer
    - The TLB

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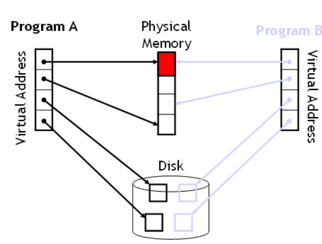
Sharing Memory

- Paged virtual memory enables sharing at the granularity of a page, by allowing two page tables to point to the same physical addresses.
- For example, if you run two copies of a program, the O/S will share the code pages between the programs.



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Summary

- Virtual memory is great:
  - It means that we don't have to manage our own memory.
  - It allows different programs to use the same memory.
  - It provides protect between different processes.
  - It allows controlled sharing between processes (albeit somewhat inflexibly).
- The key technique is **indirection**:
  - Yet another classic CS trick you've seen in this class.
  - Many problems can be solved with indirection.
- Caching made a few appearances, too:
  - Virtual memory enables using physical memory as a cache for disk.
  - We used caching (in the form of the Translation Lookaside Buffer) to make Virtual Memory's indirection fast.