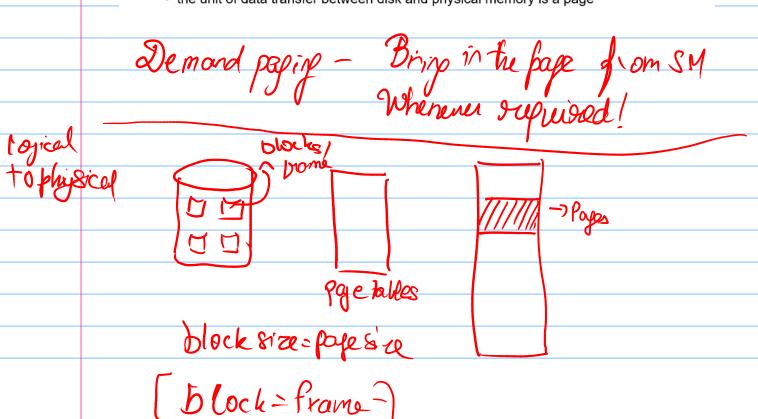
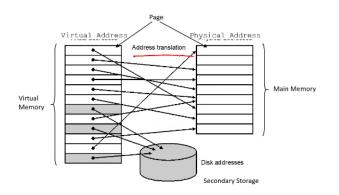


Virtual Memory

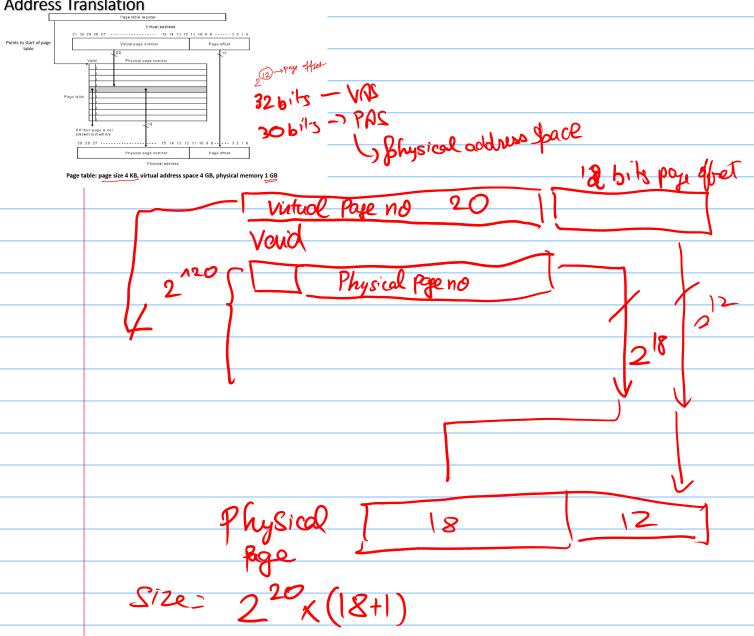
- Motivation: main memory acts as cache for secondary storage, e.g., magnetic disk
- Virtual address space, i.e., space addressable by a program is determined by ISA
 - e.g., 64-bit MIPS address space size is 2⁶⁴ recall jr instruction
 - typically: main memory size ≤ disk size ≤ virtual address space size
- Program can "pretend" it has main memory of the size of the disk which is smaller than the virtual memory (= whole virtual address space), but bigger than the actual physical memory (=DRAM main memory)
 - Page table (as we shall see) transparently converts a virtual memory address to a
 physical memory address, if the data is already in main; if not, it issues call to OS to
 fetch the data from disk into main
- Virtual memory is organized in fixed-size (power of 2, typically at least 4 KB) blocks, called pages. Physical memory is also considered a collection of pages of the same size.
 - the unit of data transfer between disk and physical memory is a page

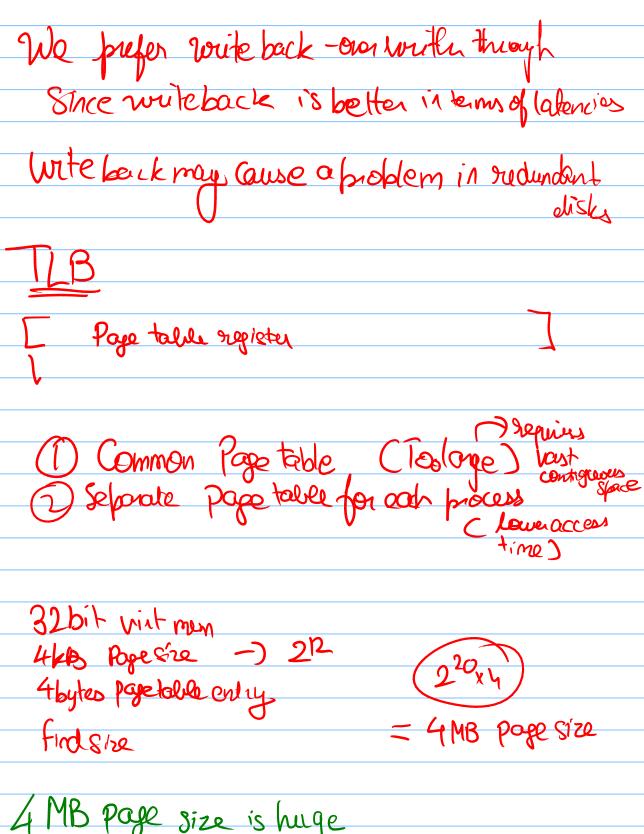




Mapping of pages from a virtual address to a physical address or disk address

Page Table Implements Virtual to Physical Address Translation





4 MB page size is huge

=> Each program has its own page table d-the page table register points to the Start of the program's page table (PTR)

= Poss toble register

No. of page table entries = address space size / page size = 2³² / 2¹² = 2²⁰
 Size of page table = No. of entries × entry size = 2²⁰ × 4 bytes = A MB (huge!)

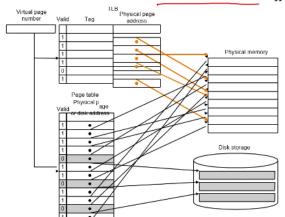
PIK

- Note, to avoid large page table size: //
 - each program has its own page table
 - · page table register points to start of program's page table
 - to reduce storage required per program page table
 - · page table for a program covers the span of virtual memory containing its own code and data
 - · other techniques, e.g., multiple-level page tables, hashing virtual address, etc.

Making Address Translation Fast with the Translation-lookaside Buffer

To find page

• A cache for address translations – translation-lookaside buffer (TLB):



The Page table

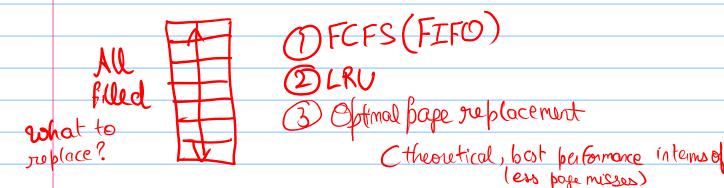
2 Times manay

occus

On a page reference, first look up the virtual page number in the TLB; if there is a TLB miss look up the page table; if miss again then true page fault

Page Faults -> not innumory, brigil from duele Charmous miss plantly NO cycles

> 32 0166 le B Page Size (longe)



6 is not used onlytime soon, it's least-used in the future but we cannot see the Luture) Page offset Pose 2 X GrayEs (Ins soy) we may require all 2" entries in page directory but not all the entries in page tables all atoma -> reducing the no of page tables in practice eg:4 processes will have 4 director, entries =) 42 10 page table entries if I page table entry us 4 bytes long Otherwise 220 X4 = 4MB Ctoo much) Cach process will need its own page table Page directory is common though, each pointing to apose table of lek B size.