



Computer Systems B

COMS20012

Introduction to Operating Systems and Security

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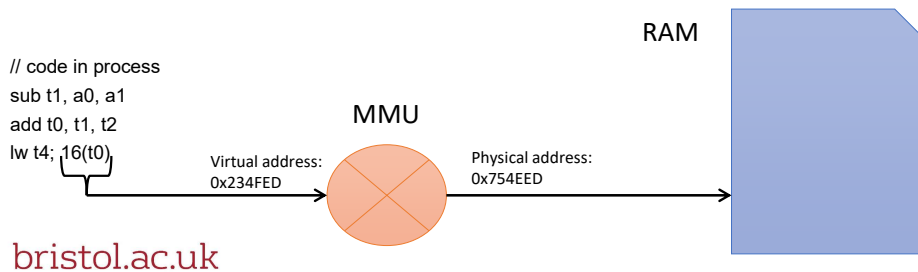
Segmented Virtual Memory

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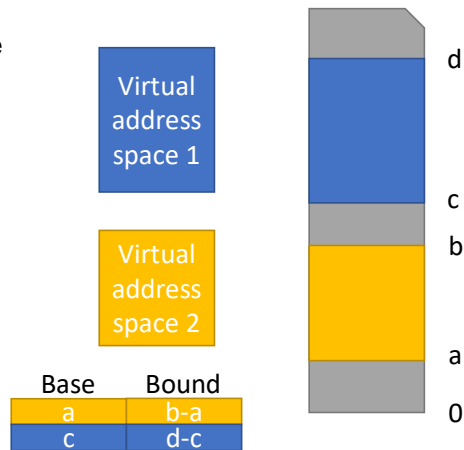
Memory-mapping Unit (MMU)

- MMU is a piece of hardware
 - Translate virtual addresses to physical addresses
 - Only configurable by a privileged process (i.e. the kernel)
- Virtual addresses are what a process uses
- Physical addresses is what the CPU present to the RAM



Early attempt: base + bound

- Associate virtual address with base and bound register
- Base: where the physical address space start
- Bound: the length of the address space (both virtual and physical)
- MMU formula:
 if (*virtual_add* > *bound*)
 error()
 else
 physical_add = *virtual_add* + *base*



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Base + Bound pros and cons

- Allow each virtual address space to be of different size
- Allow each virtual address space to be mapped into any physical RAM of sufficient size
- Straightforward isolation: just ensure no overlap!
- Waste physical memory if the virtual address space is not fully used (i.e. hole between stack and heap)
- Same privilege everywhere read/write/execute
- Sharing memory can only happen by overlapping top and bottom of two spaces (if need to be shared by more than 2?)

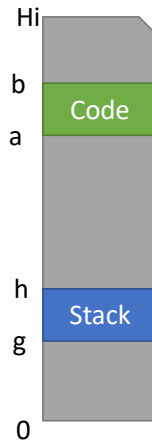
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Segmentation

- A single address space has multiple logical segments
 - Code: read/execute, fixed size
 - Static data: read/write, fixed size
 - Heap: read/write, dynamic size
 - Stack: read/write, dynamic size
- Each segment is associated with privilege + base + bound
 - At a given time some segment may not be mapped into the physical RAM
 - When not mapped they are **swapped** to disk (more on this later)

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Segmentation



```

seg = find_seg(virtual_add)
if (offset(virtual_add) > seg.bound)
    error()
else
    physical_add = offset(virtual_add) + seg.base
    
```

Defining find_seg an offset:

- Partition approach

seg	offset
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 - High order bits for segment
 - Low order bits for offset
- Explicit approach
 - Virtual address as offset
 - Instruction needs segment to be explicit

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Segmentation Advantages

- Shared advantage with base + bound
 - Small address space metadata (few segments, few information about those segments)
 - Isolation is easy just ensure there is no overlap
 - Can map segment in any large enough region of physical RAM
- Advantage over base + bound
 - Can share memory at the segment granularity
 - Waste less memory (i.e. hole between heap and stack doesn't need to be mapped)
 - Enables segment granularity memory protection

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Segmentation Disadvantages

- Segment may be large
 - Need to map the whole segment into memory even to access a single byte
 - Cannot map only the part of the segment that is utilized
- Need to find free physical memory large enough to accommodate a segment
 - Several algorithm can be used **first fit, worst fit, best fit** (see exercises)
 - All have **trades-off**
- Explicit segment management is not very elegant (better with partitioned address)

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Thank you

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