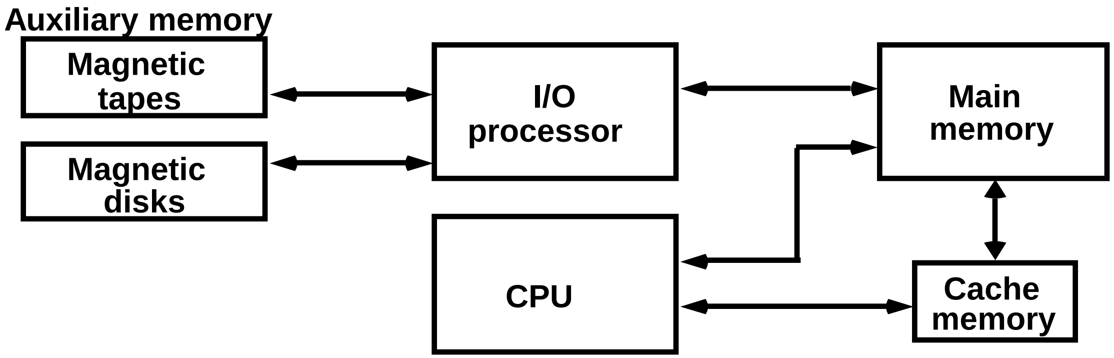
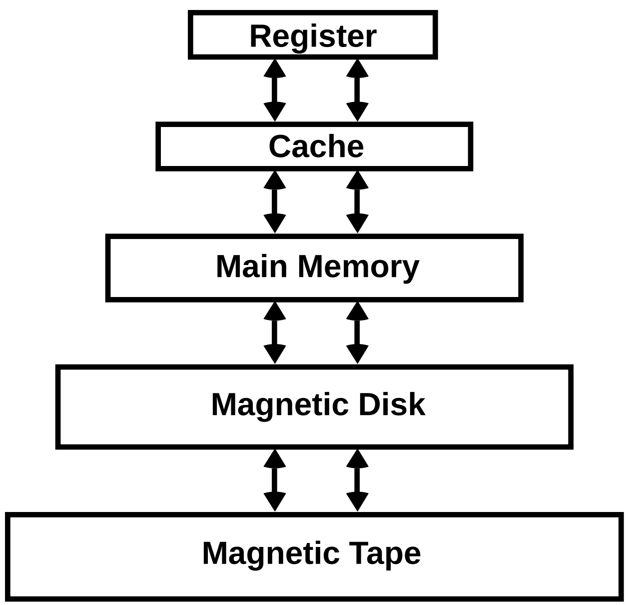
MEMORY ORGANIZATION

- Memory Hierarchy
- Main Memory
- Auxiliary Memory
- Associative Memory
- Cache Memory
- Virtual Memory
- Memory Management Hardware

MEMORY HIERARCHY

Memory Hierarchy is to obtain the highest possible access speed while minimizing the total cost of the memory system



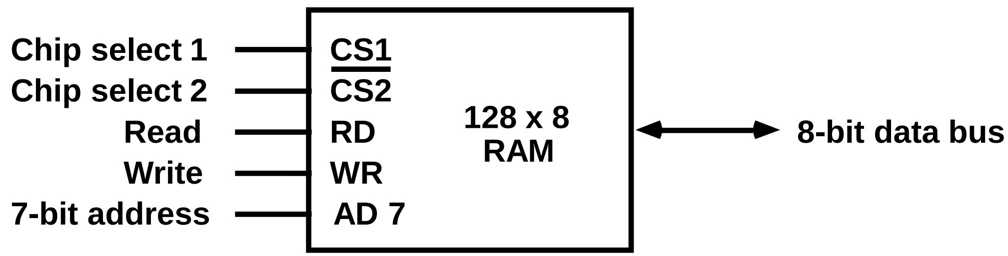


MAIN MEMORY

RAM and ROM Chips

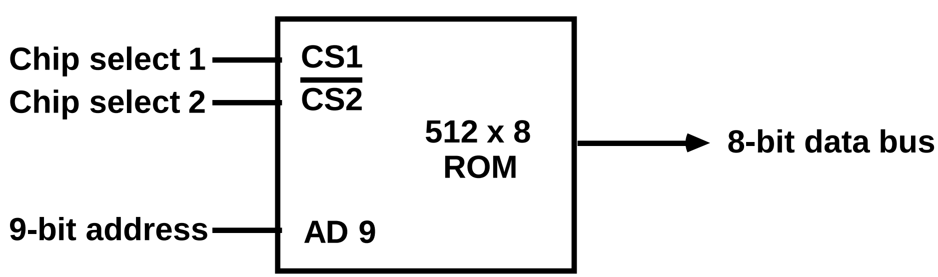
Typical RAM chip

Types of Memory
- Static
- Dynamic



CS1	$\overline{CS2}$	RD	WR	Memory function	State of data bus
0	0	x	x	Inhibit	High-impedence
0	1	x	x	Inhibit	High-impedence
1	0	0	0	Inhibit	High-impedence
1	0	0	1	Write	Input data to RAM
1	0	1	x	Read	Output data from RAM
1	1	x	x	Inhibit	High-impedence

Typical ROM chip



Uses of ROM
- Bootstrap Loader
- Computer Startup

MEMORY ADDRESS MAP

Address space assignment to each memory chip

Example: 512 bytes RAM and 512 bytes ROM

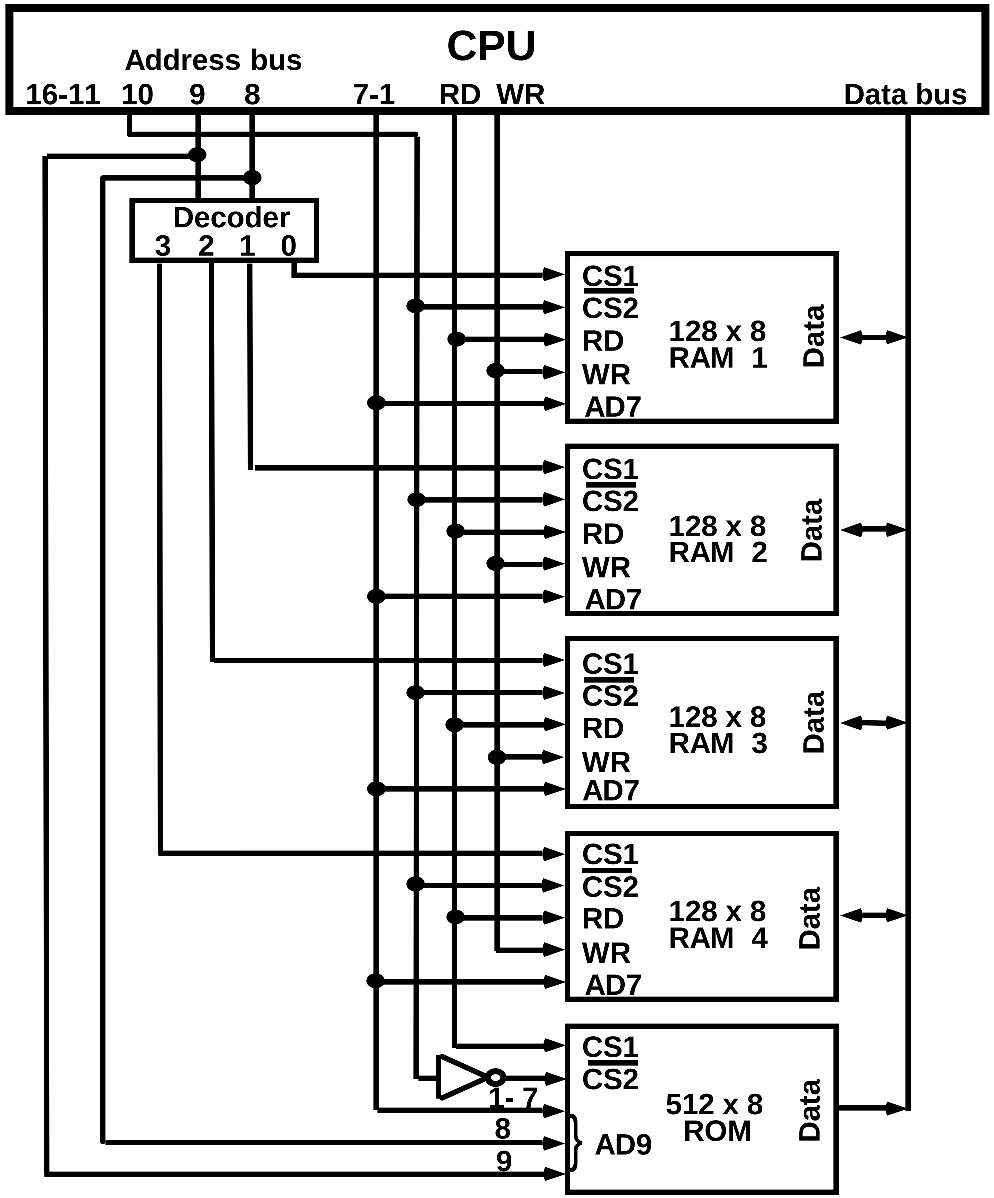
Component	Hexa address	Address bus									
		10	9	8	7	6	5	4	3	2	1
RAM 1	0000 - 007F	0	0	0	x	x	x	x	x	x	x
RAM 2	0080 - 00FF	0	0	1	x	x	x	x	x	x	x
RAM 3	0100 - 017F	0	1	0	x	x	x	x	x	x	x
RAM 4	0180 - 01FF	0	1	1	x	x	x	x	x	x	x
ROM	0200 - 03FF	1	x	x	x	x	x	x	x	x	x

Memory Connection to CPU

- RAM and ROM chips are connected to a CPU through the data and address buses

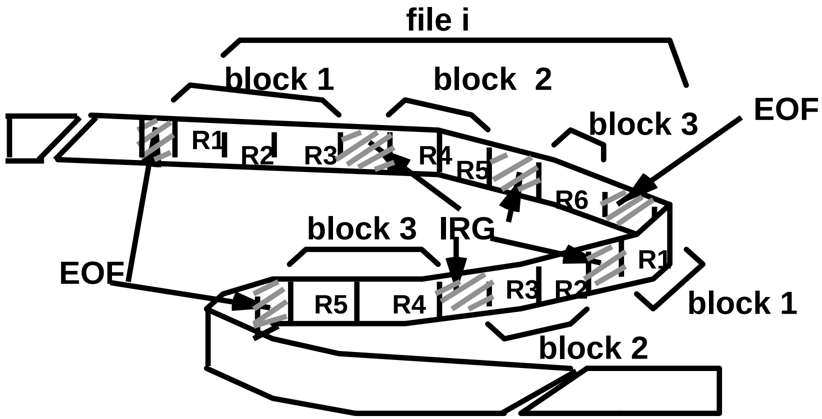
- The low-order lines in the address bus select the byte within the chips and other lines in the address bus select a particular chip through its chip select inputs

CONNECTION OF MEMORY TO CPU



AUXILIARY MEMORY

Information Organization on Magnetic Tapes



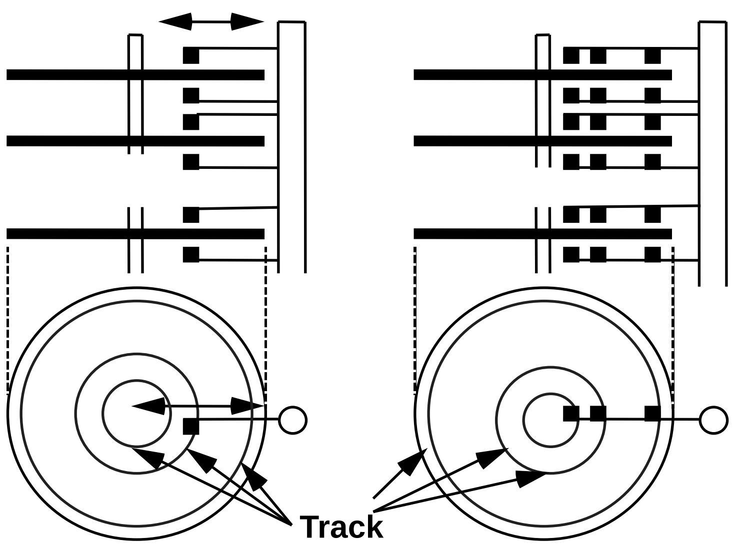
Characteristics of Auxiliary Memory

1. Access Mode
2. Access Time
3. Transfer rate
4. Capacity
5. Cost

- Access Time
  - Seek Time
  - Transfer Time

Organization of Disk Hardware

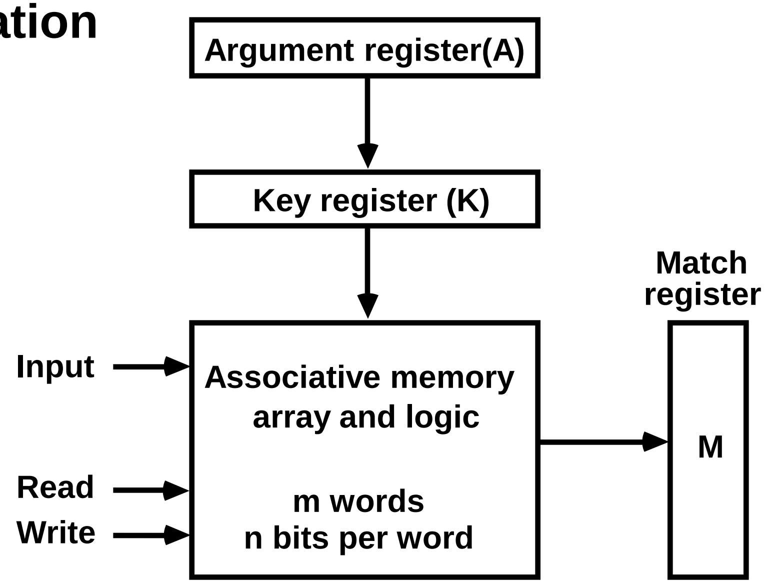
Moving Head Disk **Fixed Head Disk**



ASSOCIATIVE MEMORY

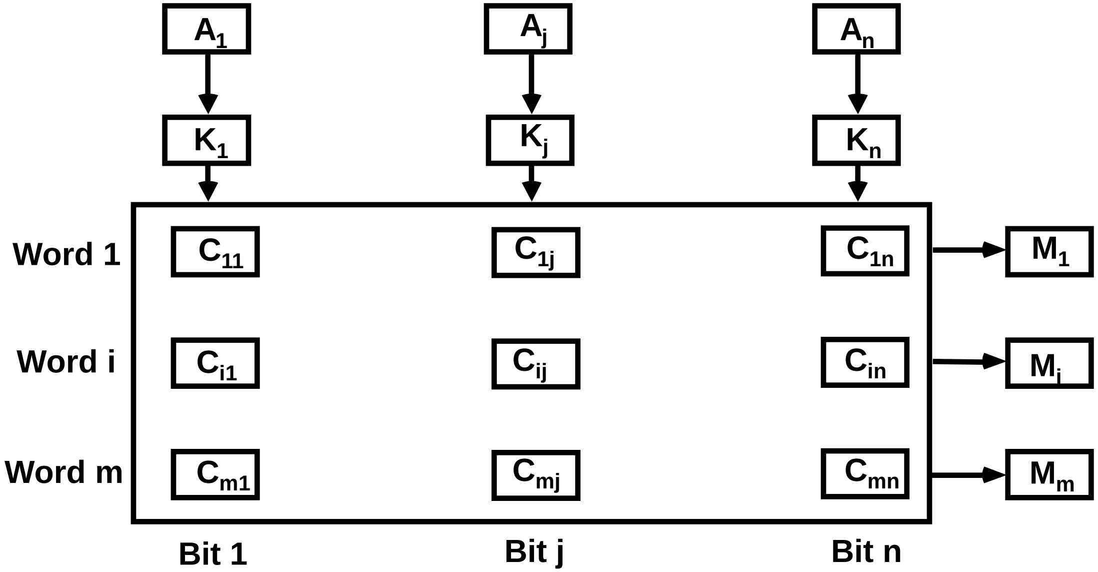
- Accessed by the content of the data rather than by an address
- Also called Content Addressable Memory (CAM)

Hardware Organization

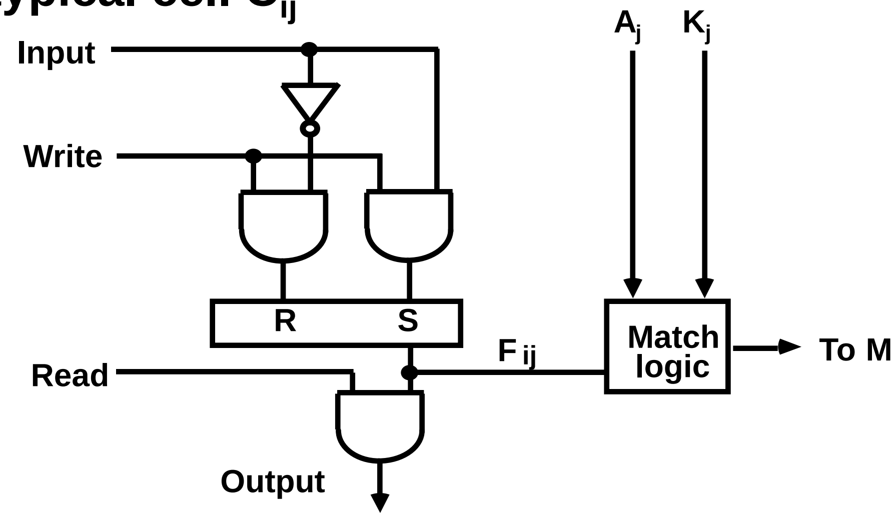


- Compare each word in CAM in parallel with the content of A(Argument Register)
- If CAM Word[i] = A, M(i) = 1
- Read sequentially accessing CAM for CAM Word(i) for M(i) = 1
- K(Key Register) provides a mask for choosing a particular field or key in the argument in A (only those bits in the argument that have 1's in their corresponding position of K are compared)

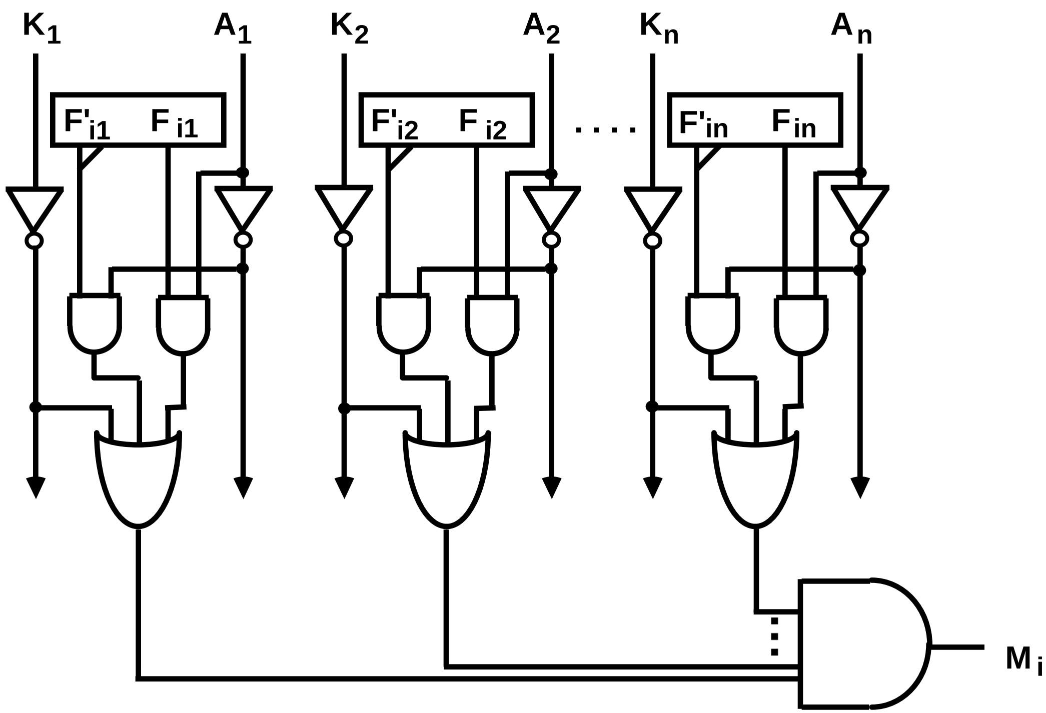
ORGANIZATION OF CAM



Internal organization of a typical cell C_{ij}



MATCH LOGIC



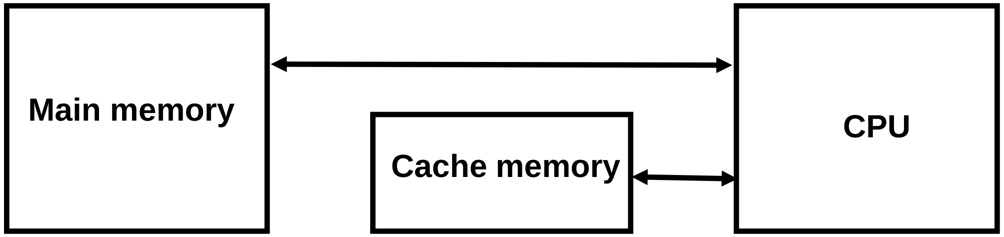
CACHE MEMORY

Locality of Reference

- **The references to memory at any given time interval tend to be confined within a localized areas**
- **This area contains a set of information and the membership changes gradually as time goes by**
- ***Temporal Locality***
  The information which will be used in near future is likely to be in use already(e.g. Reuse of information in loops)
- ***Spatial Locality***
  If a word is accessed, adjacent(near) words are likely accessed soon (e.g. Related data items (arrays) are usually stored together; instructions are executed sequentially)

Cache

- **The property of Locality of Reference makes the Cache memory systems work**
- **Cache is a fast small capacity memory that should hold those information which are most likely to be accessed**



PERFORMANCE OF CACHE

Memory Access

All the memory accesses are directed first to Cache
If the word is in Cache; Access cache to provide it to CPU
If the word is not in Cache; Bring a block (or a line) including that word to replace a block now in Cache

- How can we know if the word that is required is there ?
- If a new block is to replace one of the old blocks, which one should we choose ?

Performance of Cache Memory System

Hit Ratio - % of memory accesses satisfied by Cache memory system
Te: Effective memory access time in Cache memory system
Tc: Cache access time
Tm: Main memory access time

$$Te = Tc + (1 - h)\ Tm$$

Example: $Tc = 0.4\ \mu s$, $Tm = 1.2\mu s$, $h = 0.85$
$Te = 0.4 + (1 - 0.85) * 1.2 = 0.58\mu s$

MEMORY AND CACHE MAPPING - ASSOCIATIVE MAPPLING -

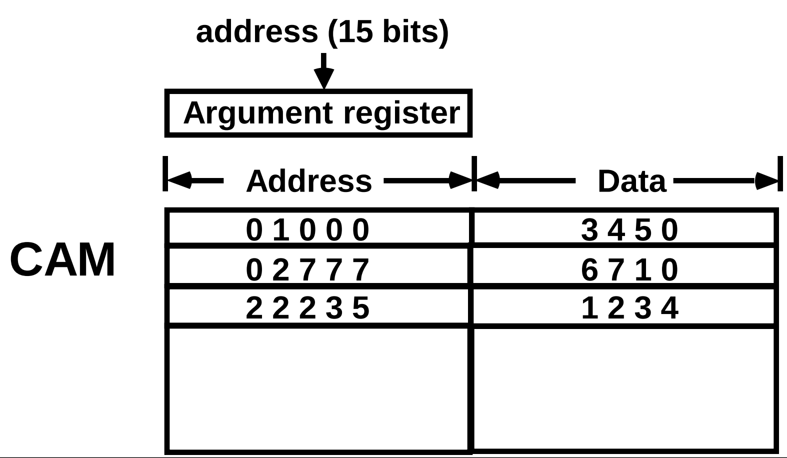
Mapping Function

Specification of correspondence between main memory blocks and cache blocks

Associative mapping
Direct mapping
Set-associative mapping

Associative Mapping

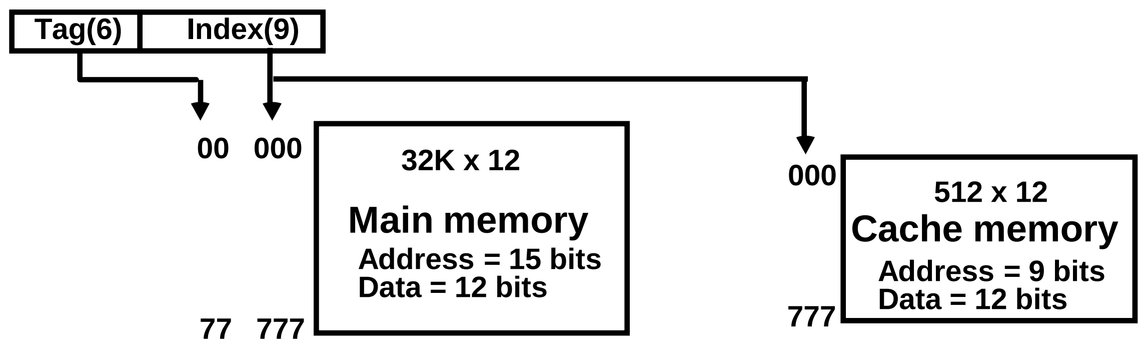
- **Any block location in Cache can store any block in memory**
  -> Most flexible
- **Mapping Table is implemented in an associative memory**
  -> Fast, very Expensive
- **Mapping Table**
  Stores both address and the content of the memory word



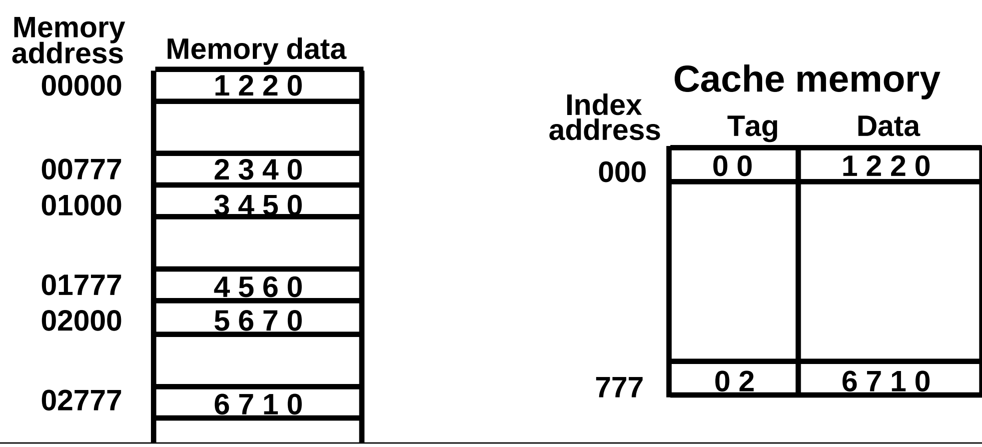
MEMORY AND CACHE MAPPING - DIRECT MAPPING -

- Each memory block has only one place to load in Cache
- Mapping Table is made of RAM instead of CAM
- n-bit memory address consists of 2 parts; k bits of Index field and n-k bits of Tag field
- n-bit addresses are used to access main memory and k-bit Index is used to access the Cache

Addressing Relationships



Direct Mapping Cache Organization



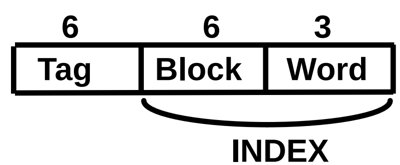
DIRECT MAPPING

Operation

- CPU generates a memory request with (TAG;INDEX)
- Access Cache using INDEX ; (tag; data)
  Compare TAG and tag
- If matches -> Hit
  Provide Cache[INDEX](data) to CPU
- If not match -> Miss
  M[tag;INDEX] <- Cache[INDEX](data)
  Cache[INDEX] <- (TAG;M[TAG; INDEX])
  CPU <- Cache[INDEX](data)

Direct Mapping with block size of 8 words

	Index	tag	data
Block 0	000	0 1	3 4 5 0
	007	0 1	6 5 7 8
Block 1	010		
	017		
⋮	⋮	⋮	⋮
Block 63	770	0 2	
	777	0 2	6 7 1 0



MEMORY AND CACHE MAPPING - SET ASSOCIATIVE MAPPING -

- Each memory block has a set of locations in the Cache to load

Set Associative Mapping Cache with set size of two

Index	Tag	Data	Tag	Data
000	0 1	3 4 5 0	0 2	5 6 7 0
777	0 2	6 7 1 0	0 0	2 3 4 0

Operation

- CPU generates a memory address(TAG; INDEX)
- Access Cache with INDEX, (Cache word = (tag 0, data 0); (tag 1, data 1))
- Compare TAG and tag 0 and then tag 1
- If tag i = TAG -> Hit, CPU <- data i
- If tag i ≠ TAG -> Miss,
  Replace either (tag 0, data 0) or (tag 1, data 1),
  Assume (tag 0, data 0) is selected for replacement,
  (Why (tag 0, data 0) instead of (tag 1, data 1) ?)
  M[tag 0, INDEX] <- Cache[INDEX](data 0)
  Cache[INDEX](tag 0, data 0) <- (TAG, M[TAG,INDEX]),
  CPU <- Cache[INDEX](data 0)

BLOCK REPLACEMENT POLICY

Many different block replacement policies are available

LRU(Least Recently Used) is most easy to implement

Cache word = (tag 0, data 0, *U0*);(tag 1, data 1, *U1*), Ui = 0 or 1(binary)

Implementation of LRU in the Set Associative Mapping with set size = 2

Modifications

Initially all U0 = U1 = 1
When Hit to (tag 0, data 0, U0), U1 <- 1(least recently used)
(When Hit to (tag 1, data 1, U1), U0 <- 1(least recently used))
When Miss, find the least recently used one(Ui=1)
If U0 = 1, and U1 = 0, then replace (tag 0, data 0)
M[tag 0, INDEX] <- Cache[INDEX](data 0)
Cache[INDEX](tag 0, data 0, U0) <- (TAG,M[TAG,INDEX], 0); U1 <- 1
If U0 = 0, and U1 = 1, then replace (tag 1, data 1)
Similar to above; U0 <- 1
If U0 = U1 = 0, this condition does not exist
If U0 = U1 = 1, Both of them are candidates,
Take arbitrary selection

CACHE WRITE

Write Through

When writing into memory

If Hit, both Cache and memory is written in parallel
If Miss, Memory is written
For a read miss, missing block may be overloaded onto a cache block

Memory is always updated
-> Important when CPU and DMA I/O are both executing

Slow, due to the memory access time

Write-Back (Copy-Back)

When writing into memory

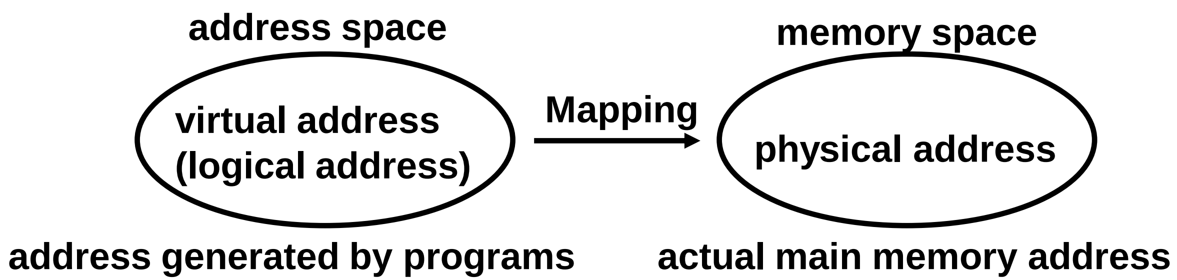
If Hit, only Cache is written
If Miss, missing block is brought to Cache and write into Cache
For a read miss, candidate block must be written back to the memory

Memory is not up-to-date, i.e., the same item in Cache and memory may have different value

VIRTUAL MEMORY

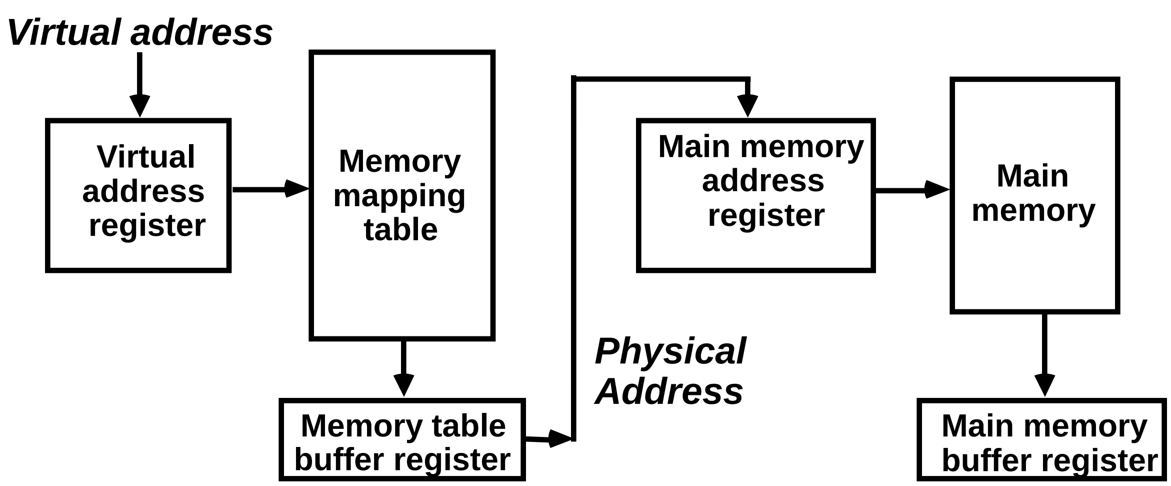
Give the programmer the illusion that the system has a very large memory, even though the computer actually has a relatively small main memory

Address Space(Logical) and Memory Space(Physical)



Address Mapping

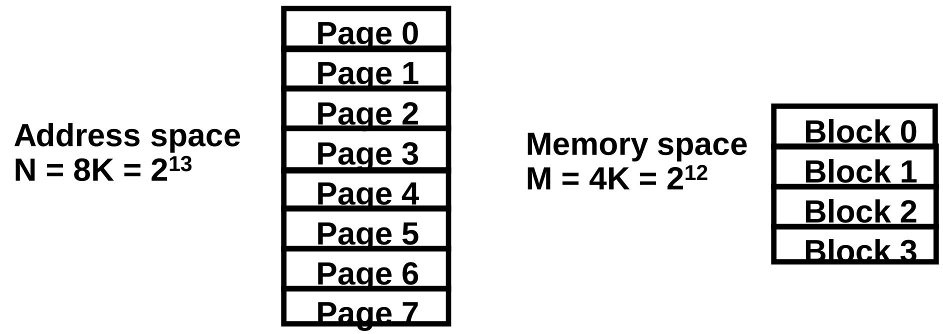
Memory *Mapping Table* for *Virtual Address -> Physical Address*



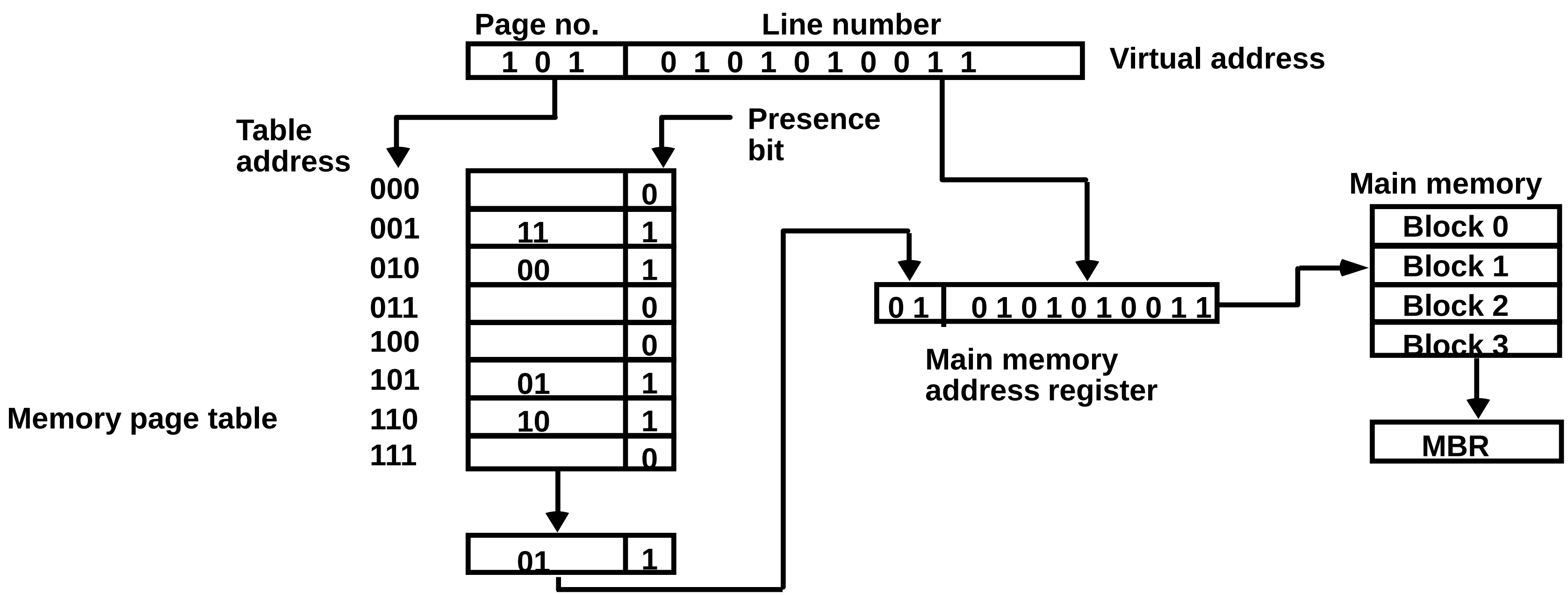
ADDRESS MAPPING

Address Space and Memory Space are each divided into fixed size group of words called *blocks* or *pages*

1K words group



Organization of memory Mapping Table in a paged system



ASSOCIATIVE MEMORY PAGE TABLE

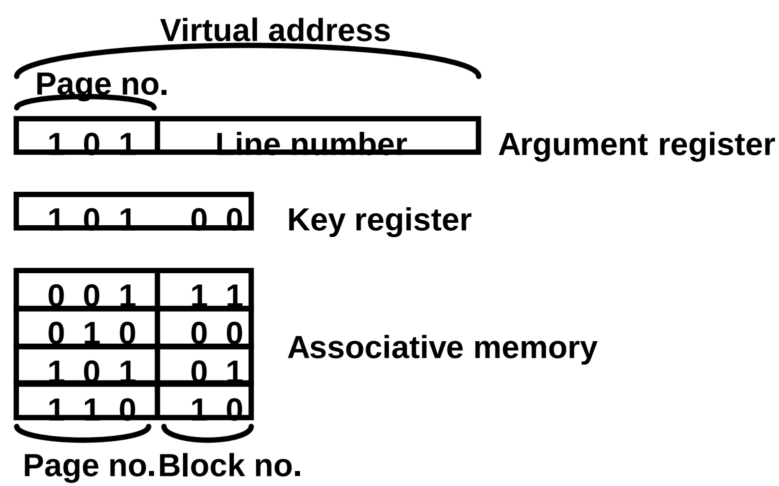
Assume that

- Number of Blocks in memory = m
- Number of Pages in Virtual Address Space = n

Page Table

- Straight forward design -> n entry table in memory
  Inefficient storage space utilization
  <- n-m entries of the table is empty

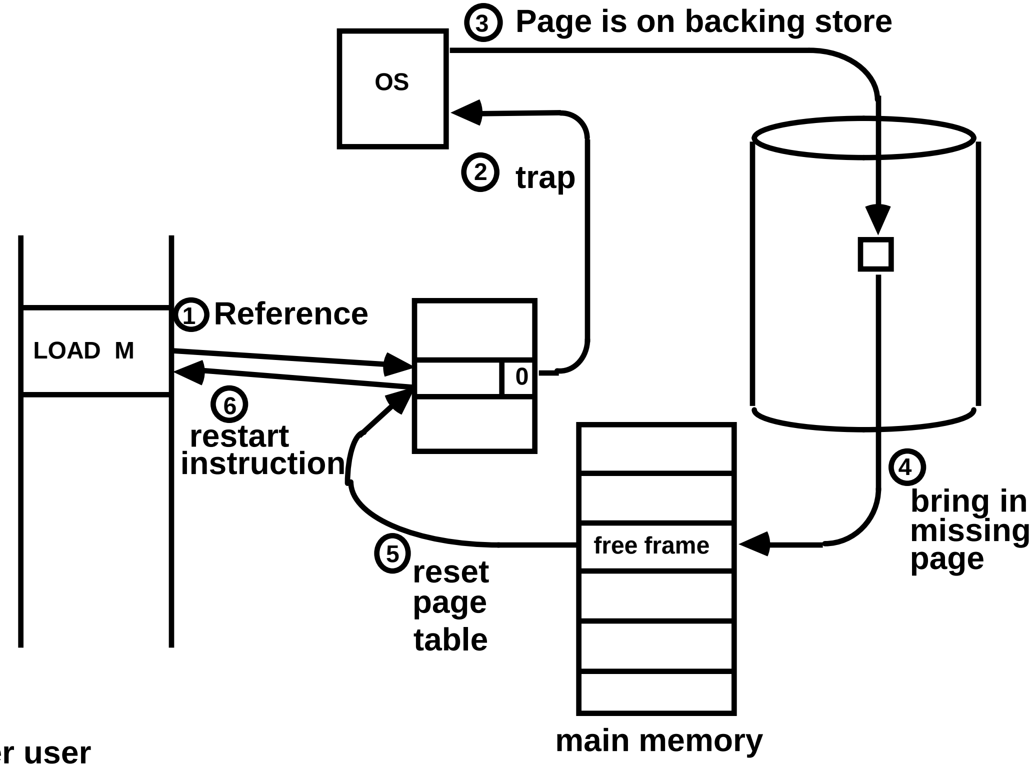
- More efficient method is m-entry Page Table
  Page Table made of an Associative Memory
  m words; (Page Number:Block Number)



Page Fault

Page number cannot be found in the Page Table

PAGE FAULT



1. Trap to the OS
2. Save the user registers and program state
3. Determine that the interrupt was a page fault
4. Check that the page reference was legal and determine the location of the page on the backing store(disk)
5. Issue a read from the backing store to a free frame
    a. Wait in a queue for this device until serviced
    b. Wait for the device seek and/or latency time
    c. Begin the transfer of the page to a free frame
6. While waiting, the CPU may be allocated to some other process
7. Interrupt from the backing store (I/O completed)
8. Save the registers and program state for the other user
9. Determine that the interrupt was from the backing store
10. Correct the page tables (the desired page is now in memory)
11. Wait for the CPU to be allocated to this process again
12. Restore the user registers, program state, and new page table, then resume the interrupted instruction.

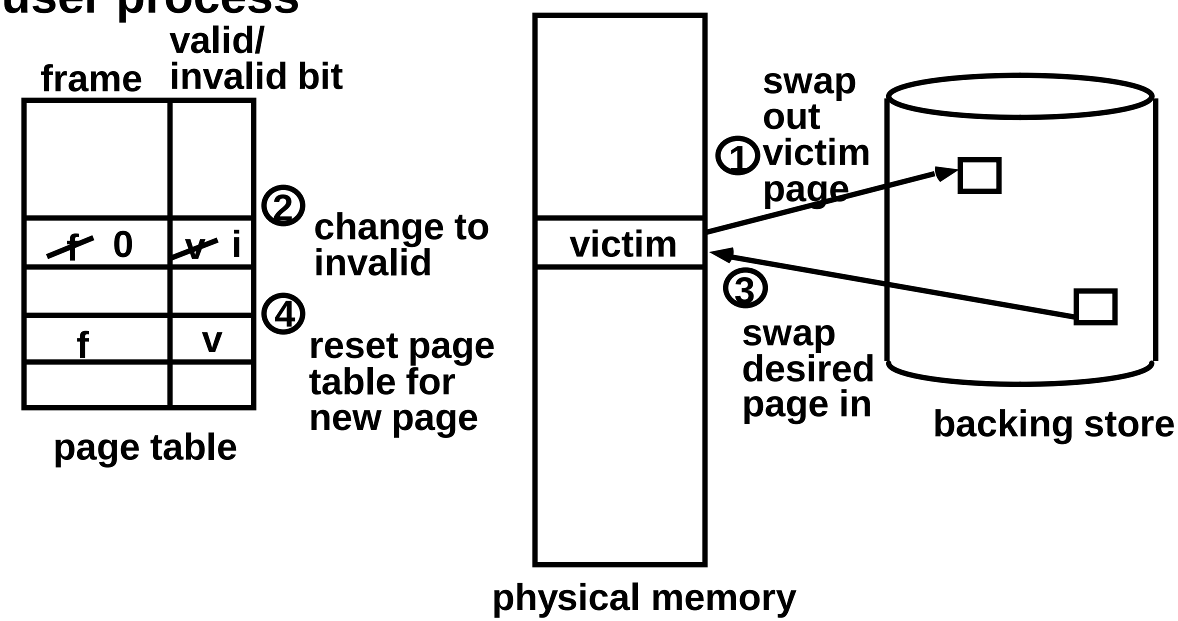
Processor architecture should provide the ability to restart any instruction after a page fault.

PAGE REPLACEMENT

Decision on which page to displace to make room for an incoming page when no free frame is available

Modified page fault service routine

1. Find the location of the desired page on the backing store
2. Find a free frame
   - If there is a free frame, use it
   - Otherwise, use a page-replacement algorithm to select a *victim* frame
   - Write the victim page to the backing store
3. Read the desired page into the (newly) free frame
4. Restart the user process



PAGE REPLACEMENT ALGORITHMS

FIFO

Reference string

7	0	1	2	0	3	0	4	2	3	0	3	2	1	2	0	1	7	0	1
7	7	7	2		2	2	4	4	4	0			0	0			7	7	7
	0	0	0		3	3	3	2	2	2			1	1			1	0	0
		1	1		1	0	0	0	3	3			3	2			2	2	1

Page frames

FIFO algorithm selects the page that has been in memory the longest time
Using a queue - every time a page is loaded, its
identification is inserted in the queue
Easy to implement
May result in a frequent page fault

Optimal Replacement (OPT) - Lowest page fault rate of all algorithms

Replace that page which will not be used for the longest period of time

Reference string

7	0	1	2	0	3	0	4	2	3	0	3	2	1	2	0	1	7	0	1
7	7	7	2		2		2			2			2				7		
	0	0	0		0		4			0			0				0		
		1	1		3		3			3			1				1		

Page frames

PAGE REPLACEMENT ALGORITHMS

LRU

- OPT is difficult to implement since it requires future knowledge
- LRU uses the recent past as an approximation of near future.

> Replace that page which has not been used for the longest period of time

Reference string

7	0	1	2	0	3	0	4	2	3	0	3	2	1	2	0	1	7	0	1
7	7	7	2		2		4	4	4	0			1		1		1		
	0	0	0		0		0	0	3	3			3		0		0		
		1	1		3		3	2	2	2			2		2		7		

Page frames

- LRU may require substantial hardware assistance
- The problem is to determine an order for the frames defined by the time of last use

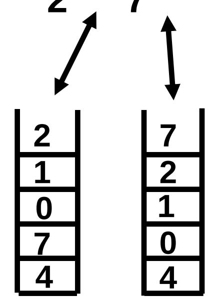
PAGE REPLACEMENT ALGORITHMS

LRU Implementation Methods

- **Counters**
  - For each page table entry - time-of-use register
  - Incremented for every memory reference
  - Page with the smallest value in time-of-use register is replaced
- **Stack**
  - Stack of page numbers
  - Whenever a page is referenced its page number is removed from the stack and pushed on top
  - Least recently used page number is at the bottom

Reference string

4 7 0 7 1 0 1 2 1 2 7 1 2



LRU Approximation

- Reference (or use) bit is used to approximate the LRU
- Turned on when the corresponding page is referenced after its initial loading
- Additional reference bits may be used

MEMORY MANAGEMENT HARDWARE

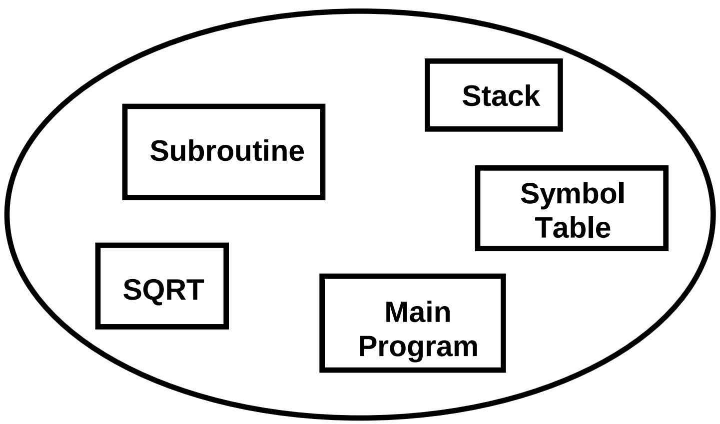
Basic Functions of MM

- *Dynamic Storage Relocation* - mapping logical memory references to physical memory references
- Provision for *Sharing* common information stored in memory by different users
- *Protection* of information against unauthorized access

Segmentation

- A segment is a set of logically related instructions or data elements associated with a given name
- Variable size

User's view of memory



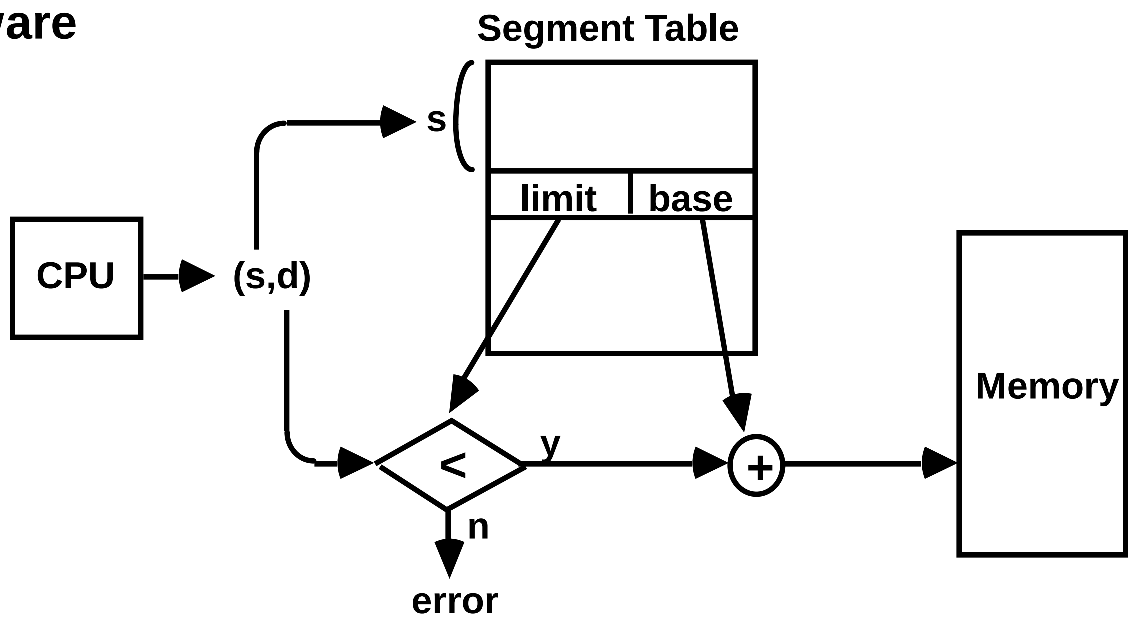
User's view of a program

The user does not think of memory as a linear array of words. Rather the user prefers to view memory as a collection of variable sized segments, with no necessary ordering among segments.

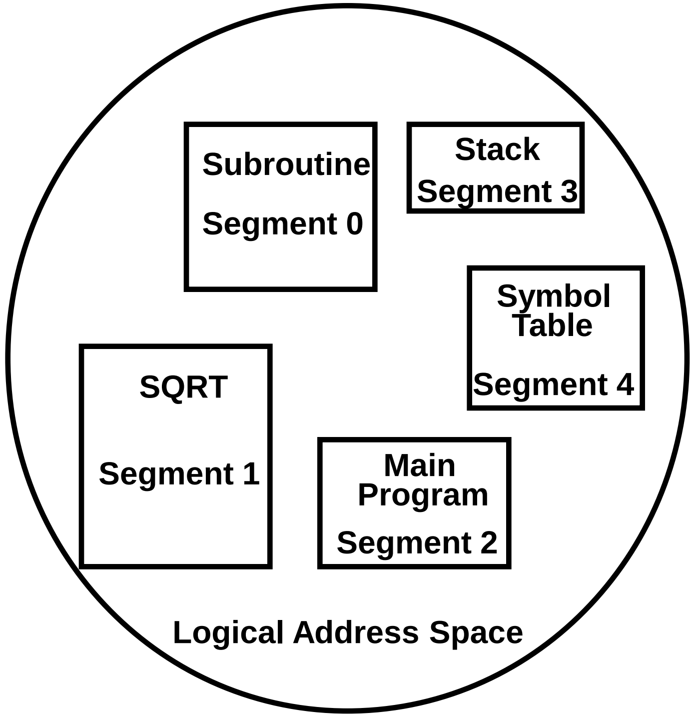
SEGMENTATION

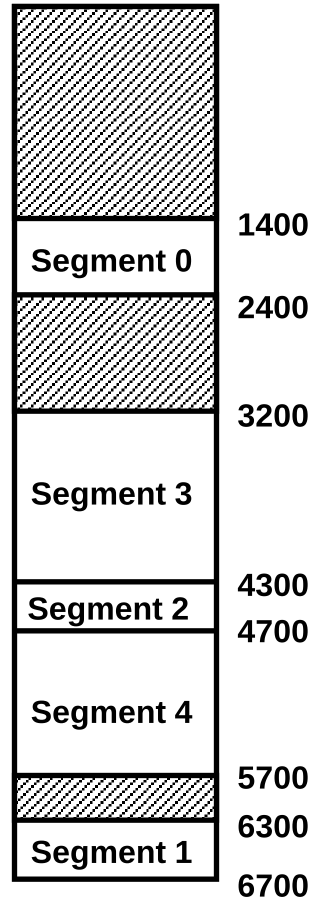
- A memory management scheme which supports user's view of memory
- A logical address space is a collection of segments
- Each segment has a name and a length
- Address specify both the segment name and the offset within the segment.
- For simplicity of implementations, segments are numbered.

Segmentation Hardware



SEGMENTATION EXAMPLE

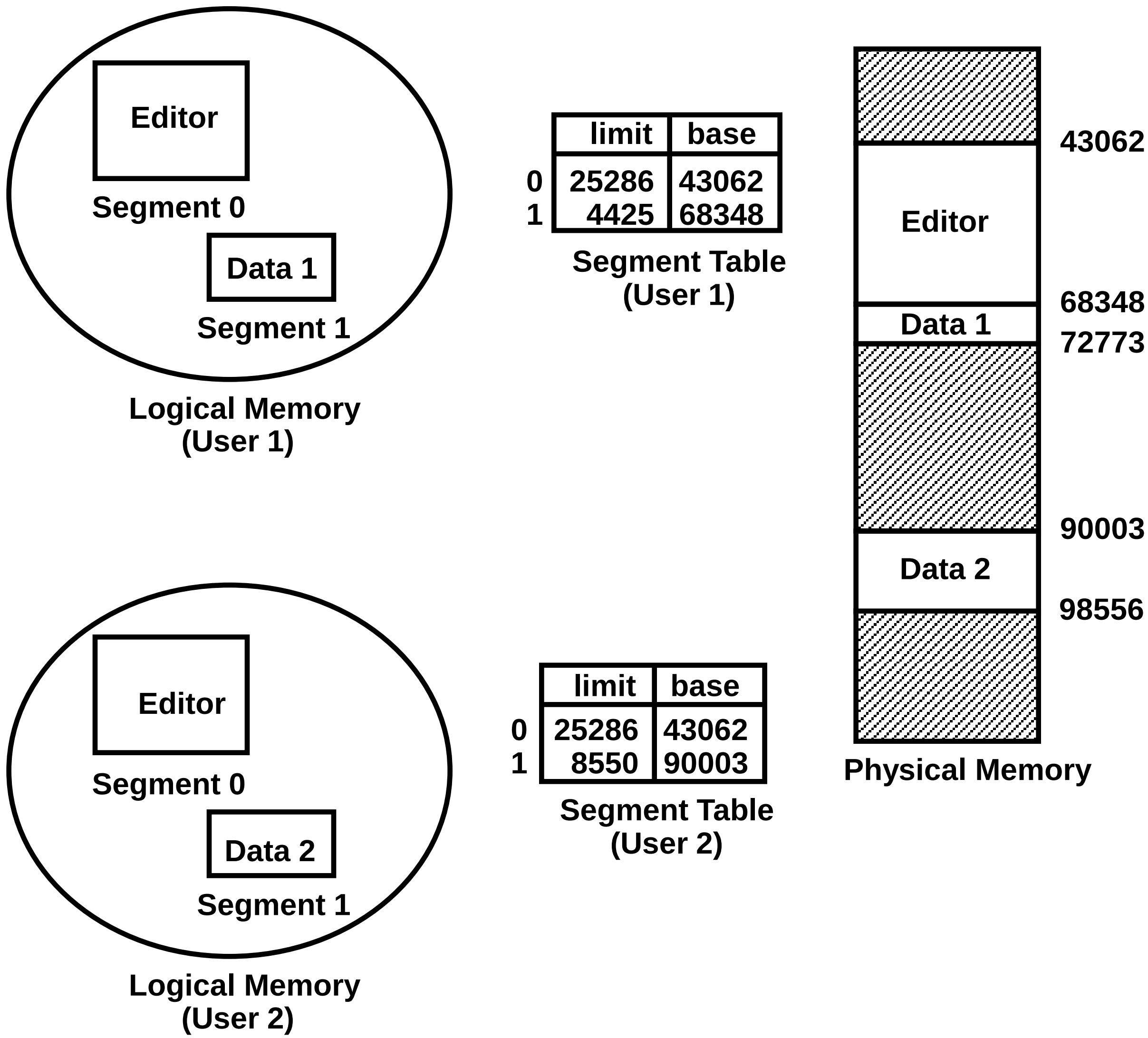




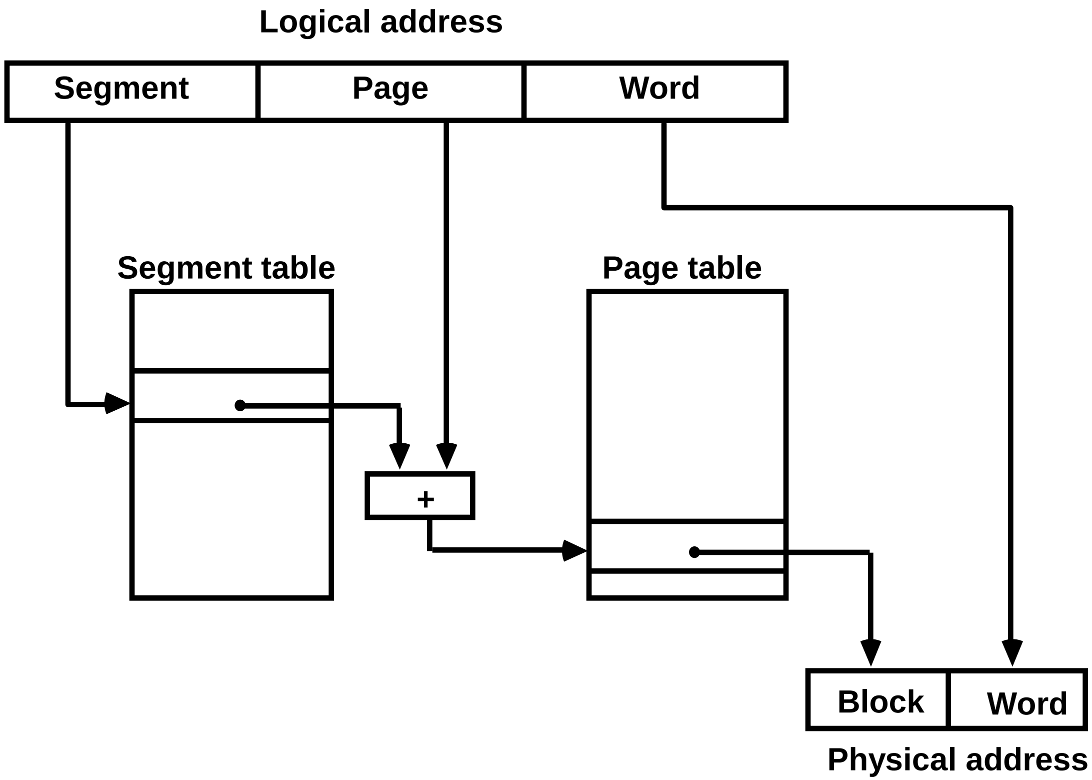
Segment Table

	limit	base
0	1000	1400
1	400	6300
2	400	4300
3	1100	3200
4	1000	4700

SHARING OF SEGMENTS



SEGMENTED PAGE SYSTEM



IMPLEMENTATION OF PAGE AND SEGMENT TABLES

Implementation of the Page Table

- Hardware registers (if the page table is reasonably small)
- Main memory
  - Page Table Base Register(PTBR) points to PT
  - Two memory accesses are needed to access a word; one for the page table, one for the word
- Cache memory (TLB: Translation Lookaside Buffer)
  - To speedup the effective memory access time, a special small memory called associative memory, or cache is used

Implementation of the Segment Table

Similar to the case of the page table

EXAMPLE

Logical and Physical Addresses

Logical address format: 16 segments of 256 pages each, each page has 256words

4	8	8
Segment	Page	Word

2^{20} x 32
Physical
memory

Physical address format: 4096 blocks of 256 words each, each word has 32bits

12	8
Block	Word

Logical and Physical Memory Address Assignment

Hexa address	Page number
60000	Page 0
60100	Page 1
60200	Page 2
60300	Page 3
60400	Page 4
604FF	

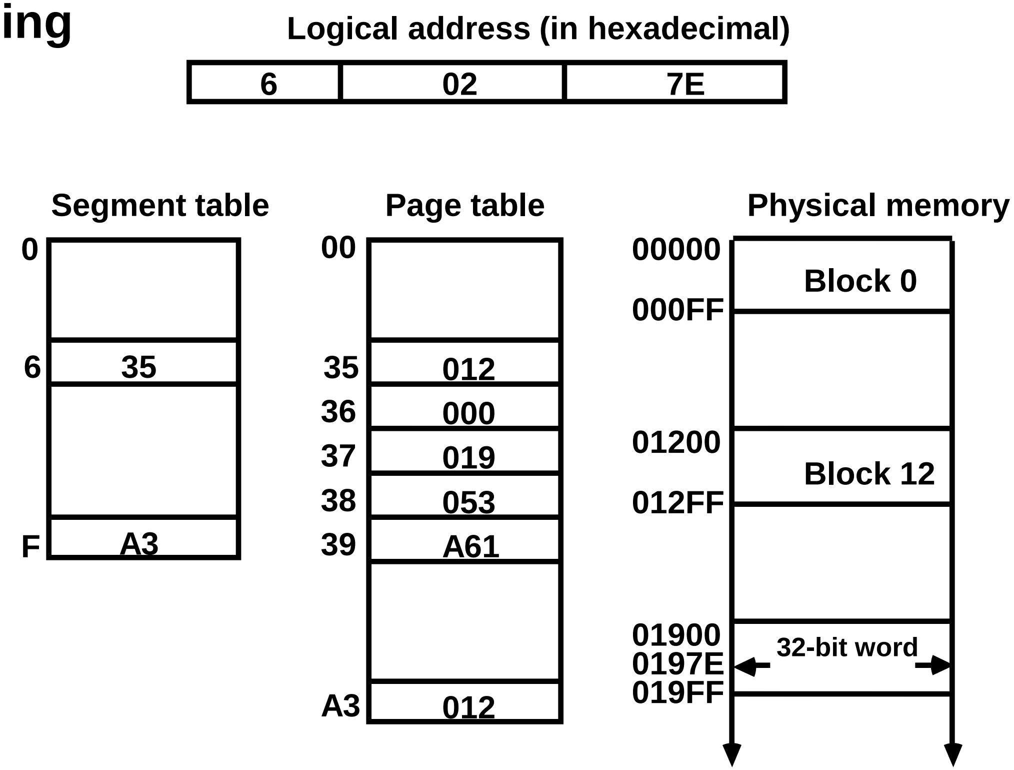
(a) Logical address assignment

Segment	Page	Block
6	00	012
6	01	000
6	02	019
6	03	053
6	04	A61

(b) Segment-page versus memory block assignment

LOGICAL TO PHYSICAL MEMORY MAPPING

Segment and page table mapping



Associative memory mapping

Segment	Page	Block
6	02	019
6	04	A61

MEMORY PROTECTION

Protection information can be included in the segment table or segment register of the memory management hardware

- Format of a typical segment descriptor

Base address	Length	Protection

- The protection field in a segment descriptor specifies the *Access Rights* to the particular segment

- In a segmented-page organization, each entry in the page table may have its own protection field to describe the Access Rights of each page

- Access Rights:
  Full read and write privileges.
  Read only (write protection)
  Execute only (program protection)
  System only (O.S. Protection)