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14-513

18-613

Virtual Memory: Concepts

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15-213/18-213/14-5

Introduction to Com <https://eduassistpro.github.io/>
17th Lecture, October 27, 2020

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Informal Survey Summary

- **40% of Students Responded to the Survey**

- Thank you!

- **Over 35% felt the labs were the strongest feature**

- Another 25% thi
 - And 10% feel th
- <https://eduassistpro.github.io/> written assignments

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- **Around 20% of students note the pace is too fast**

- Therefore, many feel that recorded lectures support their learning

- **Chat is a great avenue for asking questions**

- Can also be distracting

Informal Survey Summary (cont)

- **Many students feel welcomed and included**

- Teaching Assistants and professors who care

- **TA OH are an important part of learning**

- Keeping to 10 minutes
- Expect a separate

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- **The instructors are happy to discuss the feedback further in their office hours**

- Many other valuable points and suggestions

Hmmm, How Does This Work?!

Process 1

Process 2

Process n

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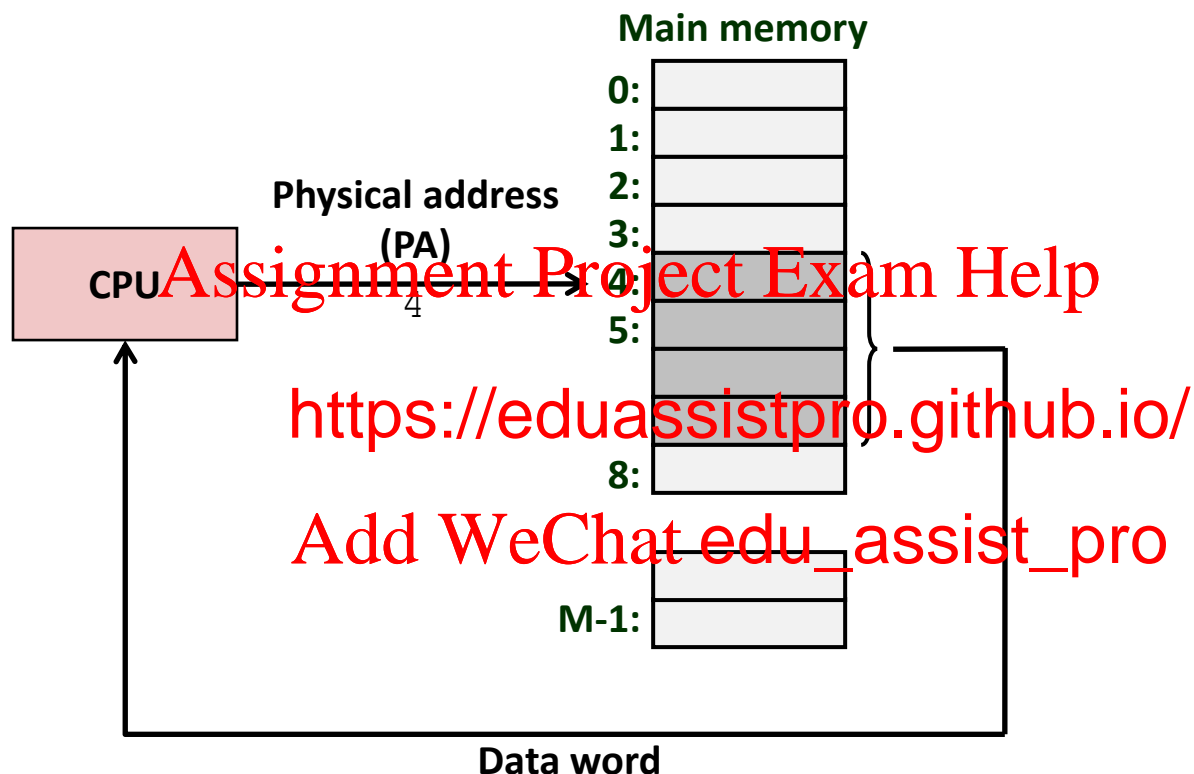
Solution: Virtual Memory (today and next lecture)

Today

- **Address spaces** CSAPP 9.1-9.2
- VM as a tool for caching CSAPP 9.3
- VM as a tool for memory management CSAPP 9.4
- VM as a tool for **Assignment Project Exam Help** CSAPP 9.5
- Address translation <https://eduassistpro.github.io/> CSAPP 9.6

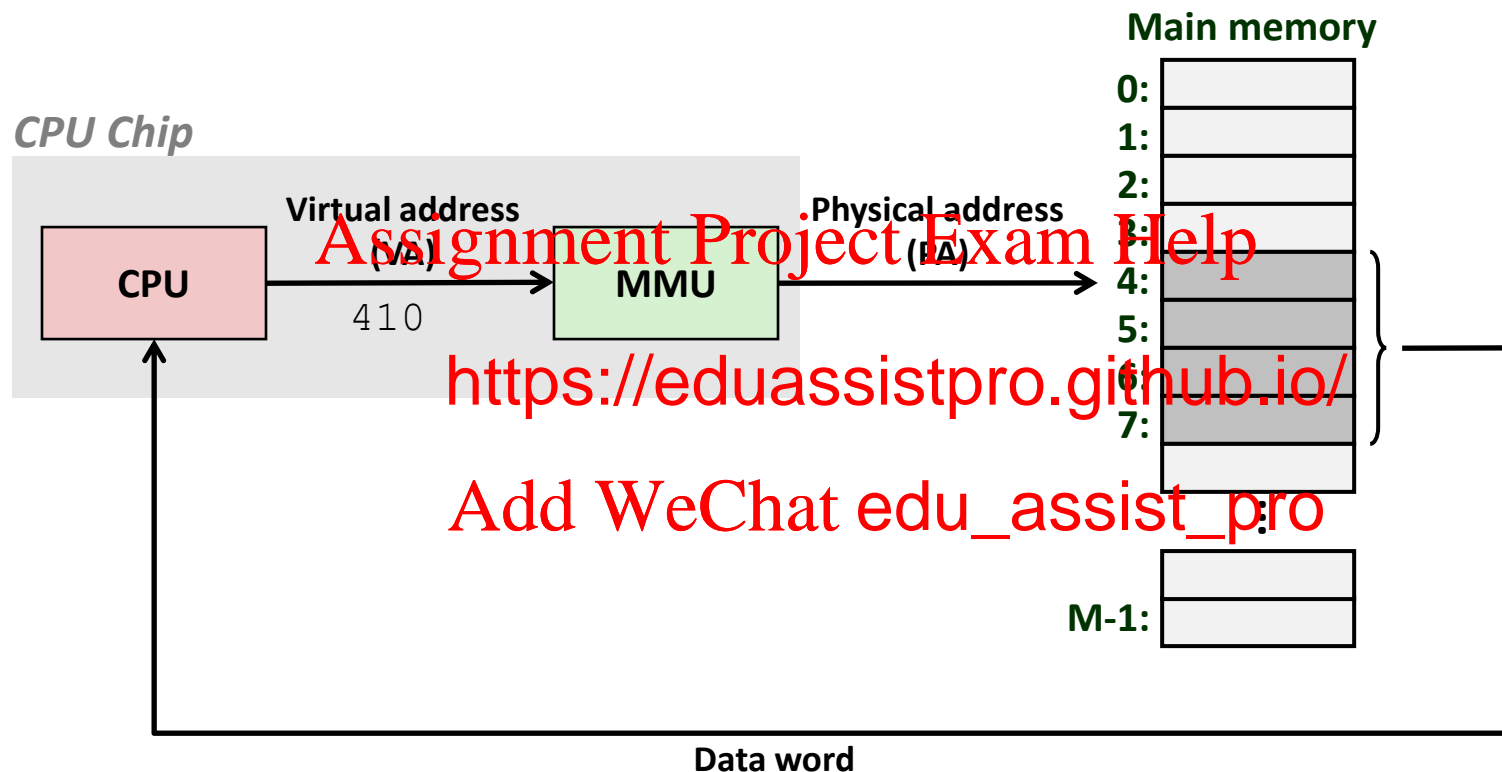
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A System Using Physical Addressing



- Used in “simple” systems like embedded microcontrollers in devices like cars, elevators, and digital picture frames

A System Using Virtual Addressing



- Used in all modern servers, laptops, and smart phones
- One of the great ideas in computer science

Address Spaces

- **Linear address space:** Ordered set of contiguous non-negative integer addresses:

$\{0, 1, 2, 3 \dots\}$

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- **Virtual address space:** Set of $N = 2^n$ virtual addresses

$\{0, 1,$

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- **Physical address space:** Set of $M = 2^m$ addresses

$\{0, 1, 2, 3, \dots, M-1\}$

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Why Virtual Memory (VM)?

■ Uses main memory efficiently

- Use DRAM as a cache for parts of a virtual address space

■ Simplifies memory management

- Each process gets its own virtual address space

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■ Isolates address spaces

- One process can't interfere with another
- User program cannot access privileged kernel information and code

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Today

- Address spaces
- **VM as a tool for caching**
- VM as a tool for memory management
- VM as a tool for
- Address translation

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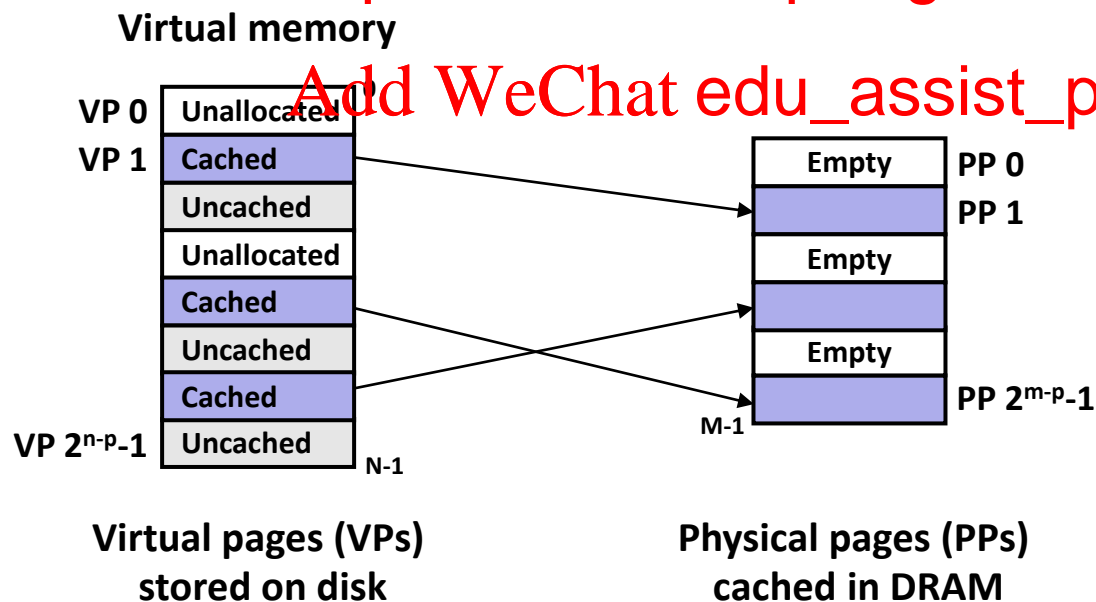
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VM as a Tool for Caching

- Conceptually, **virtual memory** is an array of N contiguous bytes stored on disk.
- The contents of the array on disk are cached in **physical memory (DRAM cache)**

- These cache blocks are 2^p bytes



DRAM Cache Organization

■ DRAM cache organization driven by the enormous miss penalty

- DRAM is about **10x** slower than SRAM
- Disk is about **10,000x** slower than DRAM
- Time to load block from disk > 1ms (> 1 million clock cycles)
 - CPU can do a t time

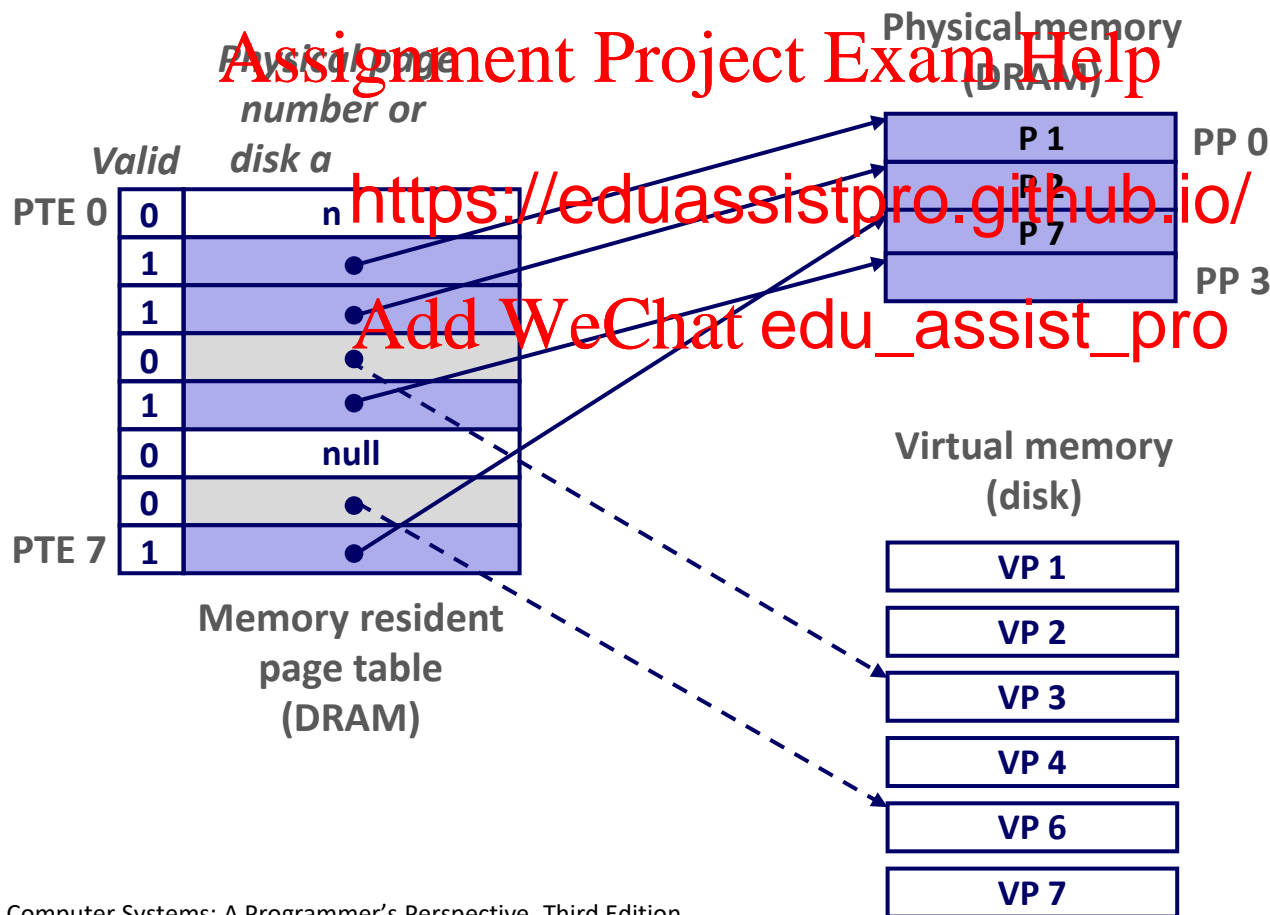
■ Consequences

- Large page (block) size, typically 4 K
 - Linux “huge pages” are 2 MB (d
- Fully associative
 - Any VP can be placed in any PP
 - Requires a “large” mapping function – different from cache memories
- Highly sophisticated, expensive replacement algorithms
 - Too complicated and open-ended to be implemented in hardware
- Write-back rather than write-through

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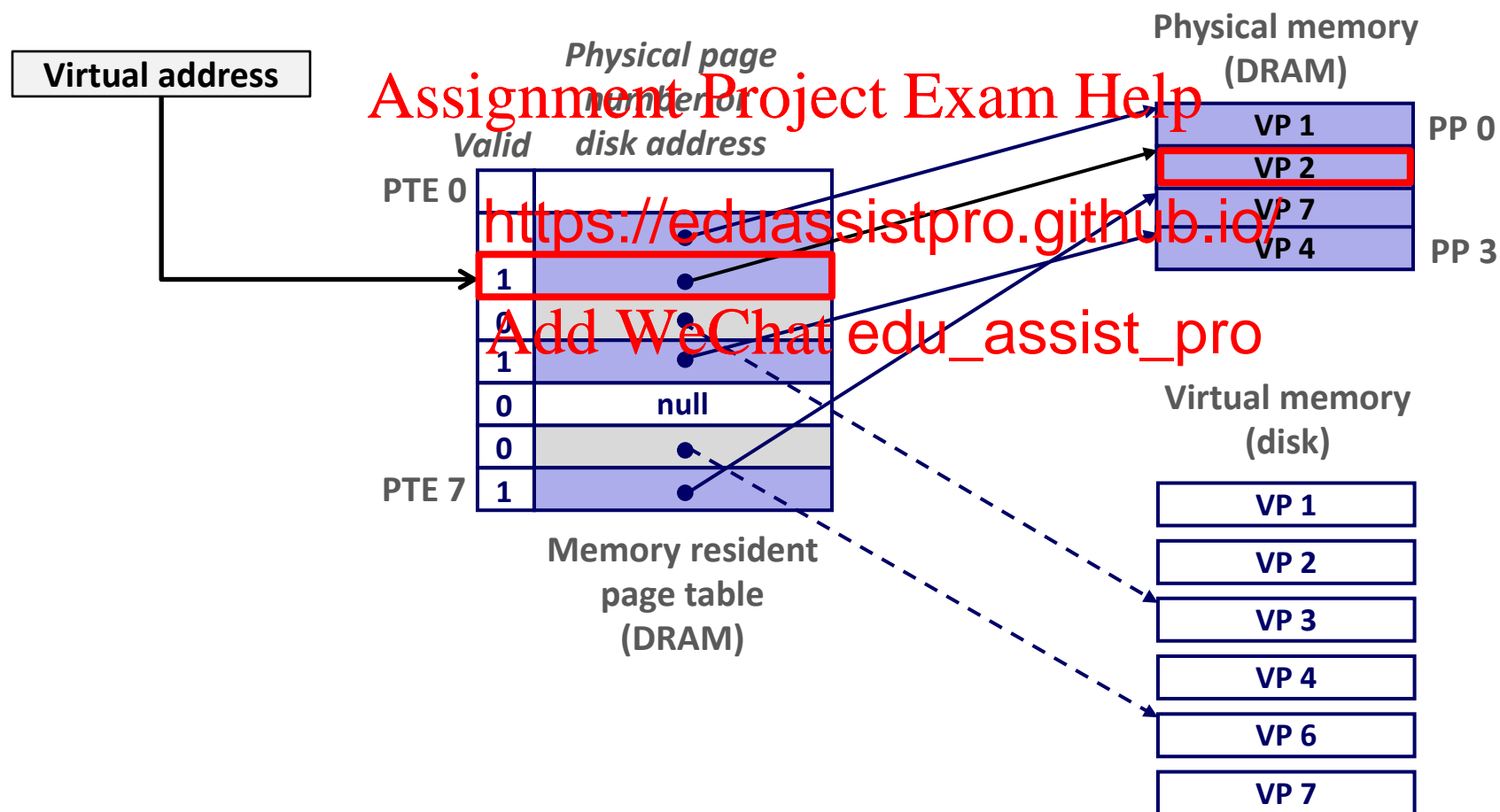
Enabling Data Structure: Page Table

- A **page table** is an array of page table entries (PTEs) that maps virtual pages to physical pages.
 - Per-process kernel data structure in DRAM



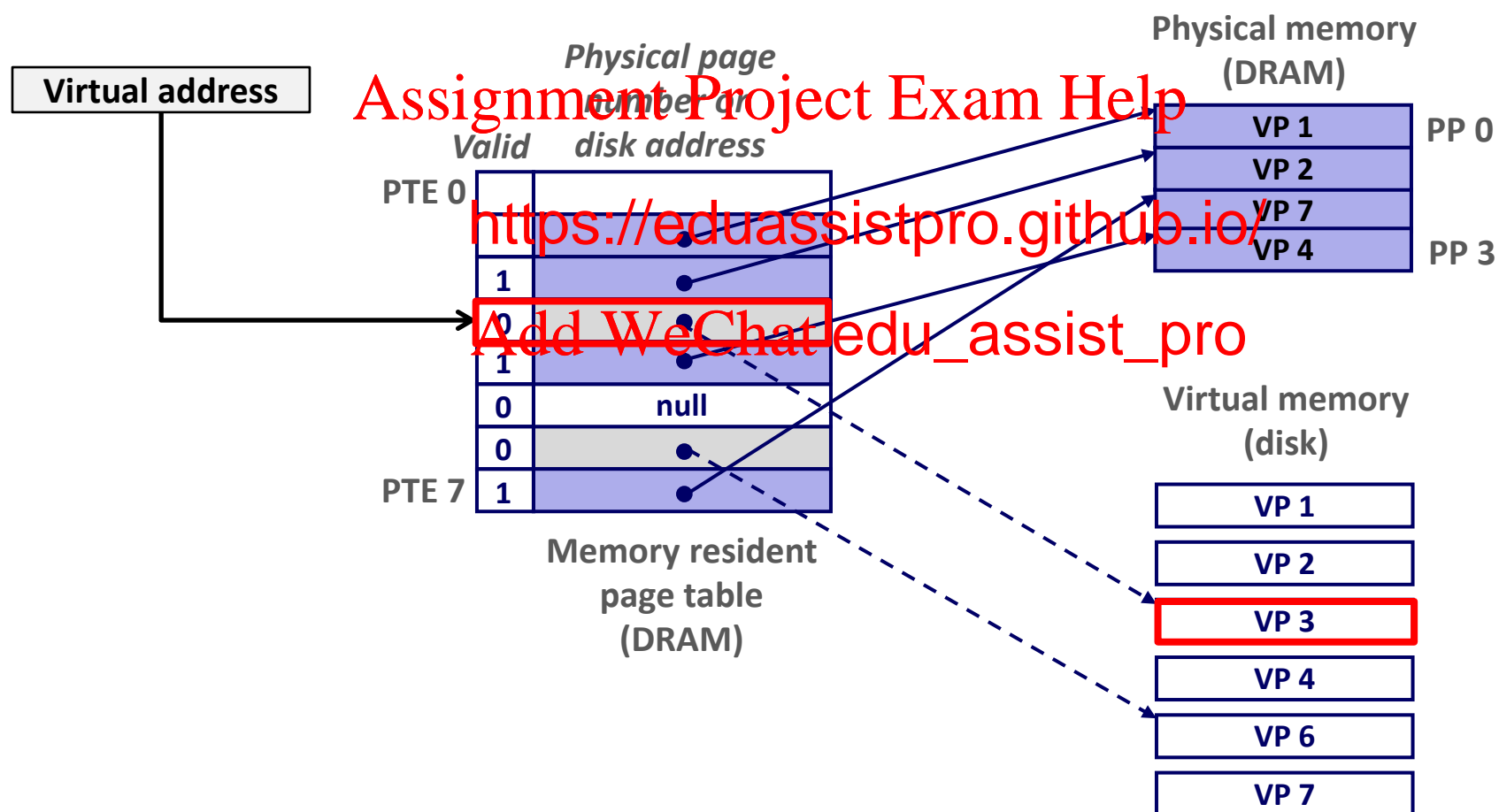
Page Hit

- **Page hit:** reference to VM word that is in physical memory (DRAM cache hit)



Page Fault

- **Page fault:** reference to VM word that is not in physical memory (DRAM cache miss)



Triggering a Page Fault

- User writes to memory location

```
80483b7:      c7 05 10 9d 04 08 0d  movl    $0xd,0x8049d10
```

- That portion (page) of user's memory is currently on disk

- MMU triggers page

- (More details in lat
 - Raise privilege level to supervisor mode
 - Causes procedure call to software page fault

```
int a[1000];
main ()
{
    a[500] = 13;
}
```

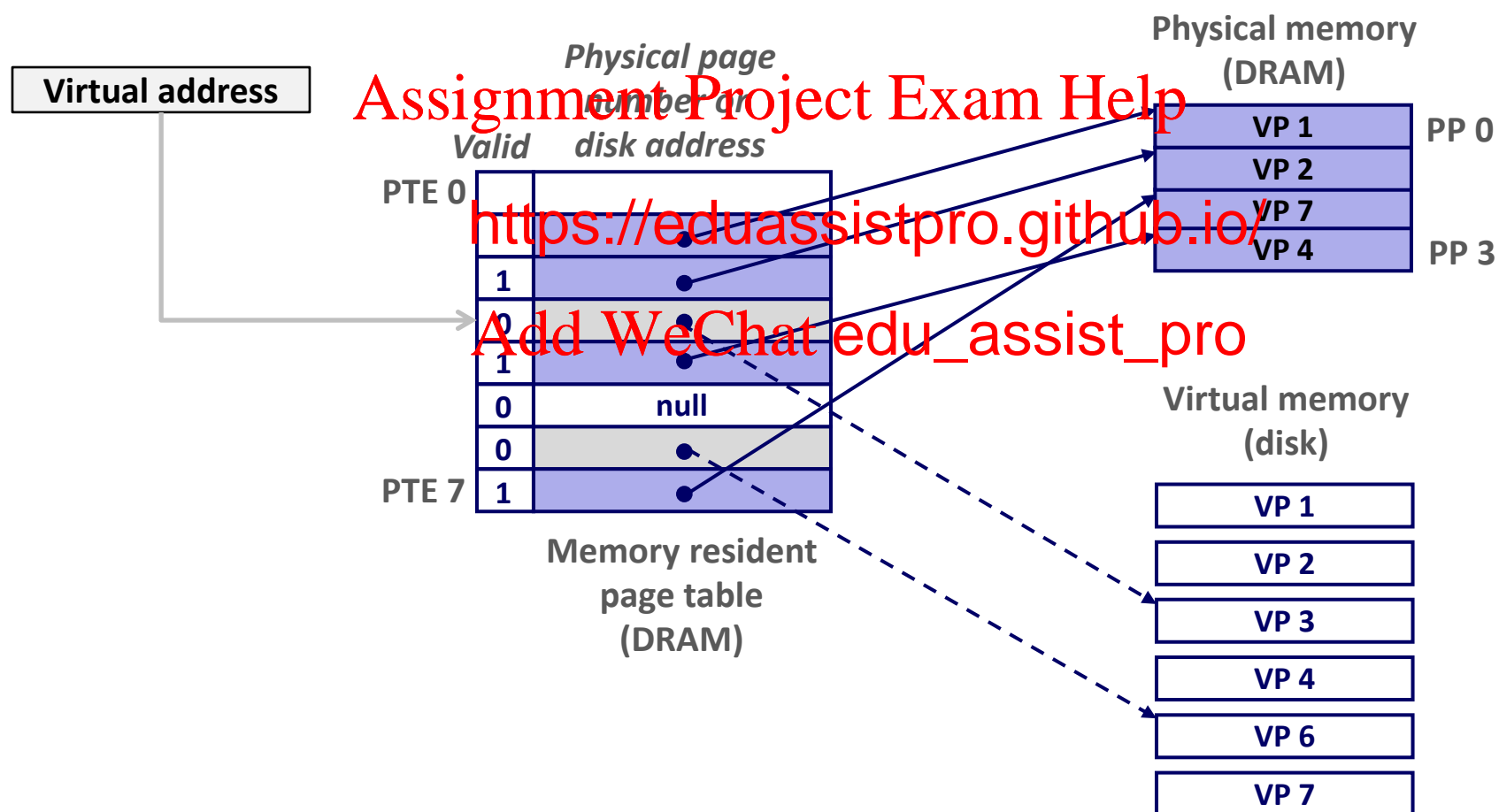
User code

Kernel code



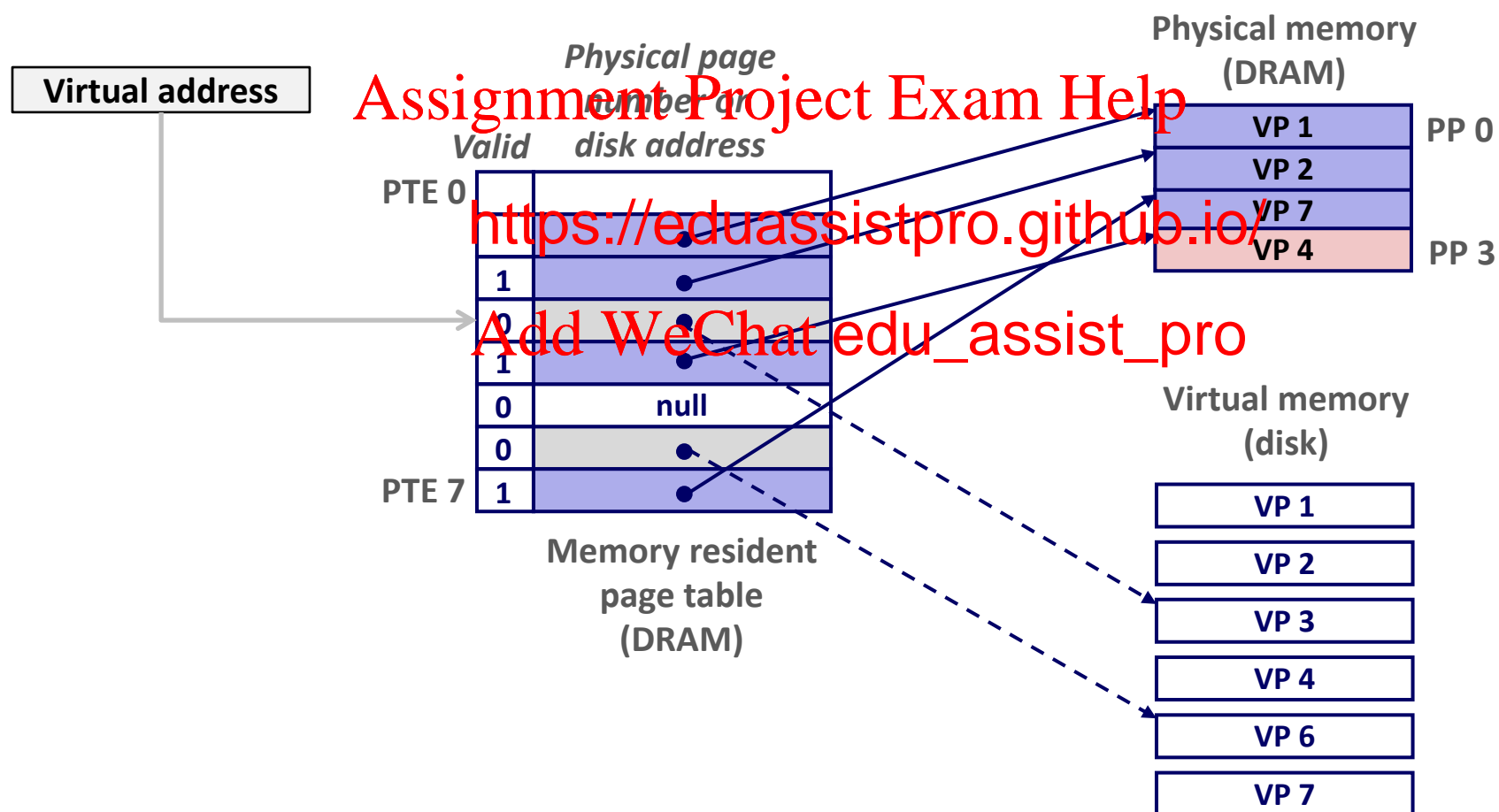
Handling Page Fault

- Page miss causes page fault (an exception)



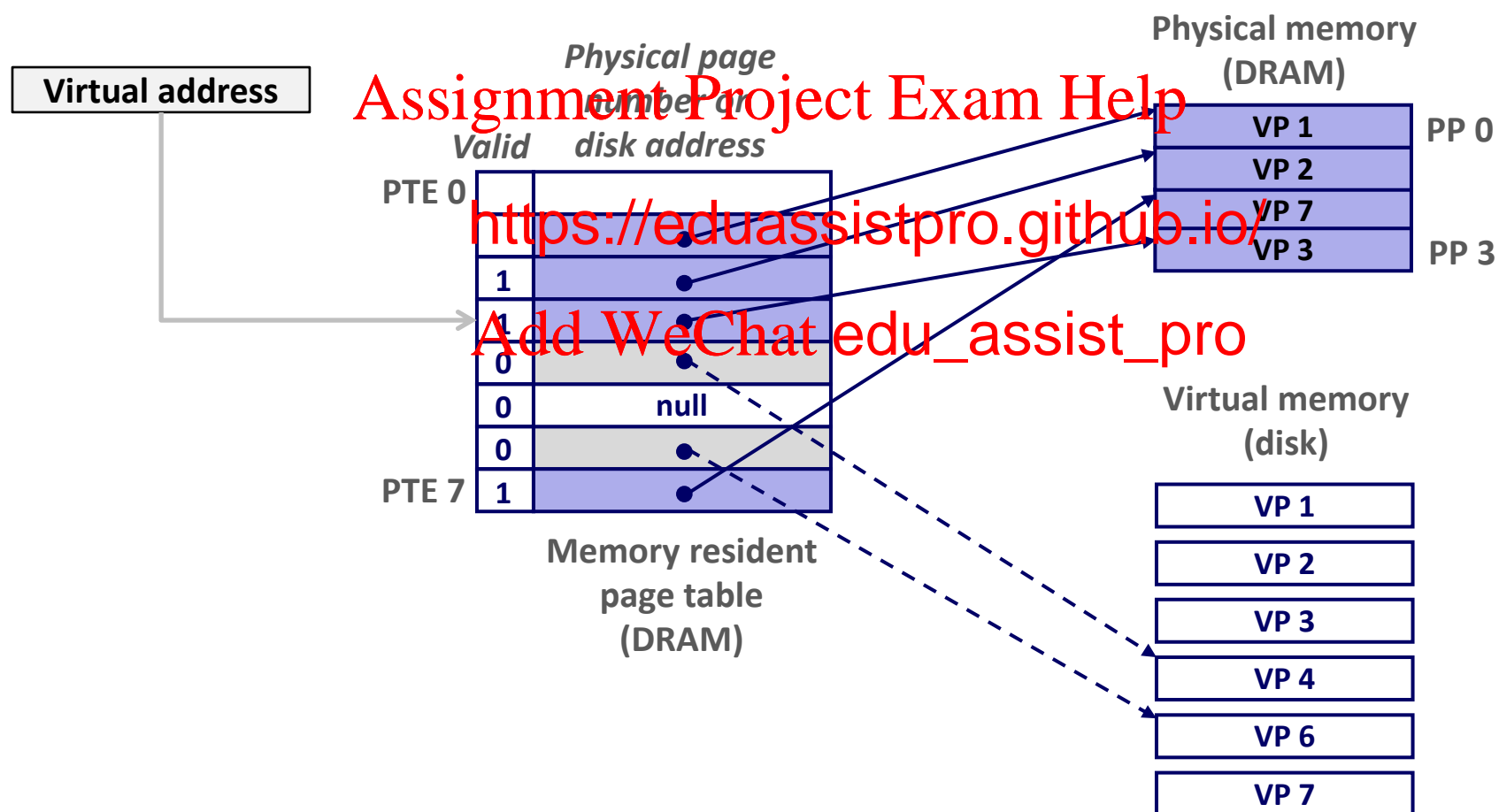
Handling Page Fault

- Page miss causes page fault (an exception)
- Page fault handler selects a victim to be evicted (here VP 4)



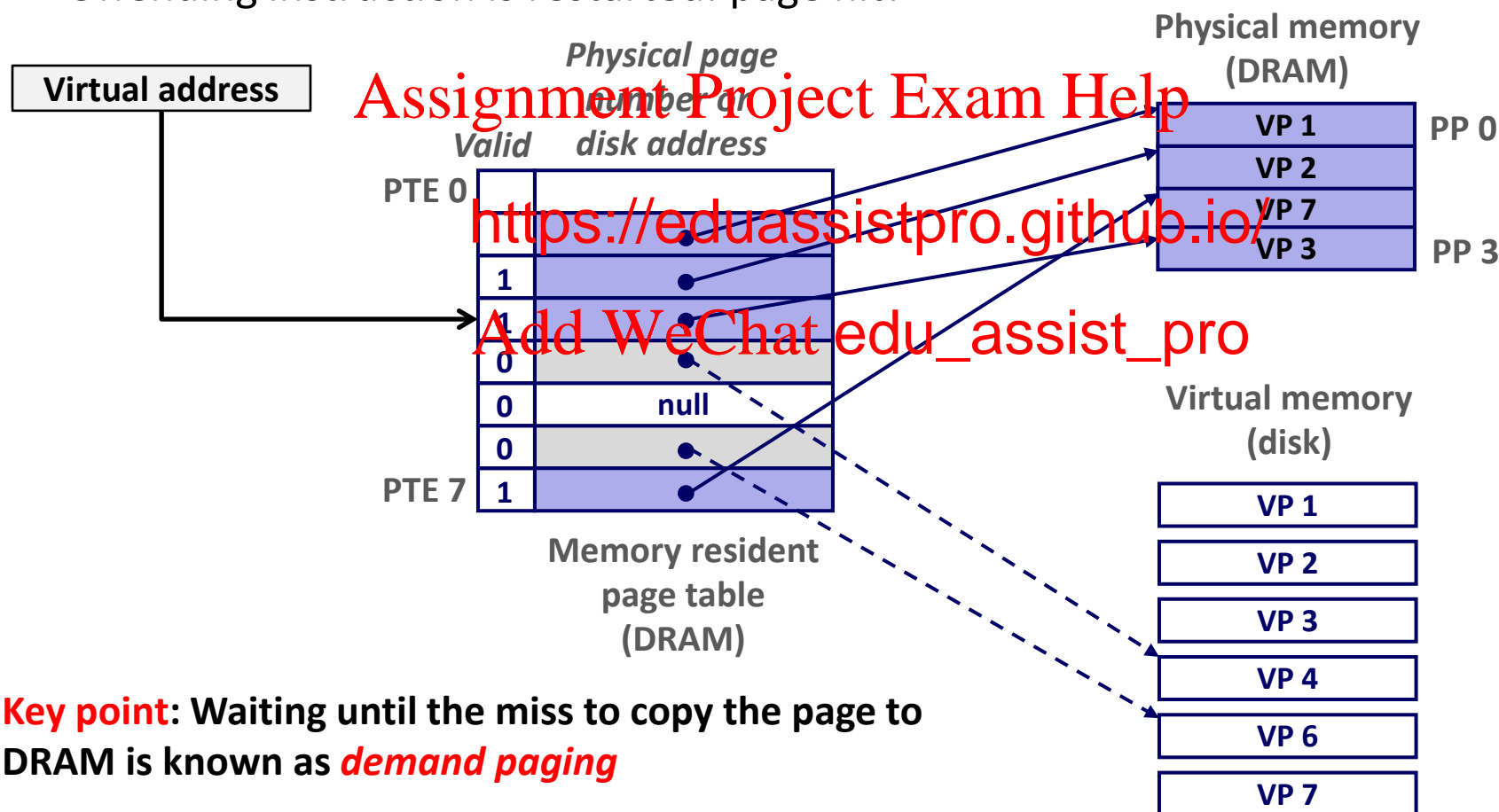
Handling Page Fault

- Page miss causes page fault (an exception)
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Handling Page Fault

- Page miss causes page fault (an exception)
- Page fault handler selects a victim to be evicted (here VP 4)
- Offending instruction is restarted: page hit!



Completing page fault

- Page fault handler executes return from interrupt (**iret**) instruction
 - Like **ret** instruction, but also restores privilege level
 - Return to instruction that caused fault
 - But, this time there is no page fault

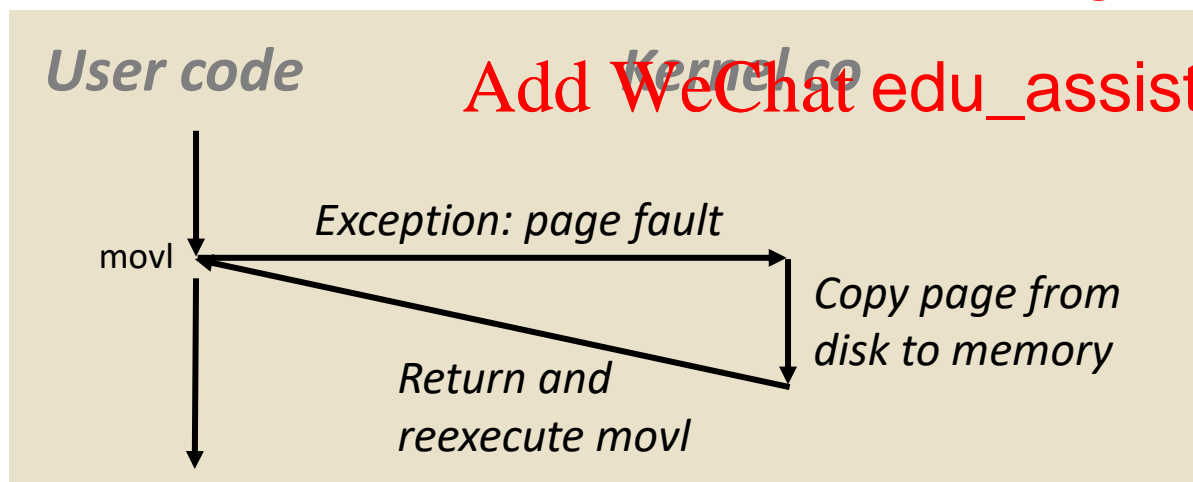
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80483b7:

\$0xd, 0x8049d10

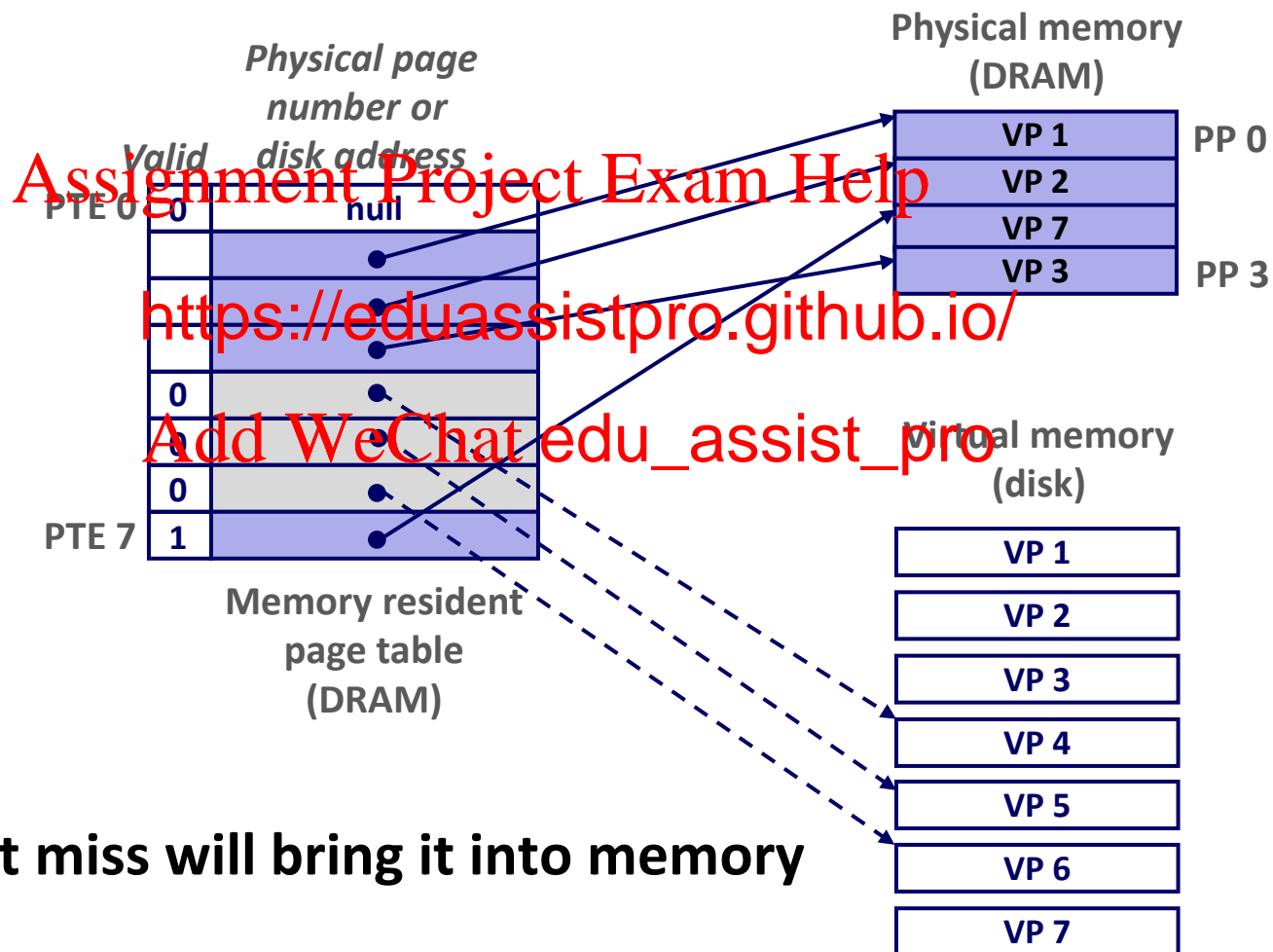
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Allocating Pages

- Allocating a new page (VP 5) of virtual memory.



- Subsequent miss will bring it into memory

Locality to the Rescue Again!

- Virtual memory seems terribly inefficient, but it works because of locality.
- At any point in time, programs tend to access a set of active virtual pages called the *working set*
 - Programs with b... e smaller working sets
- If (working set size \leq main mem...
 - Good performance for one process... sses)
- If (working set size $>$ main memory size)
 - *Thrashing*: Performance meltdown where pages are swapped (copied) in and out continuously
 - If multiple processes run at the same time, thrashing occurs if their total working set size $>$ main memory size

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- Address spaces
- VM as a tool for caching
- **VM as a tool for memory management**
- VM as a tool for
- Address translation

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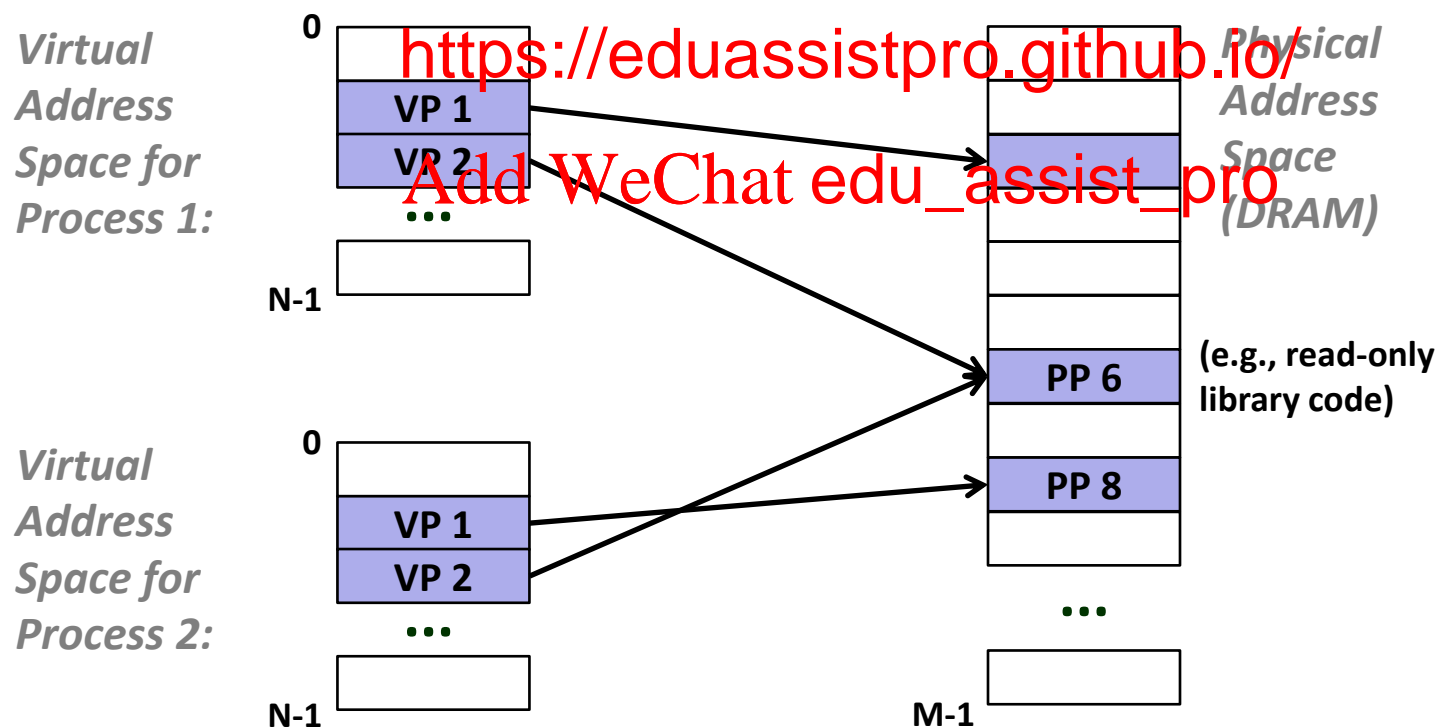
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VM as a Tool for Memory Management

■ Key idea: each process has its own virtual address space

- It can view memory as a simple linear array
- Mapping function scatters addresses through physical memory
 - Well-chosen mappings can improve locality



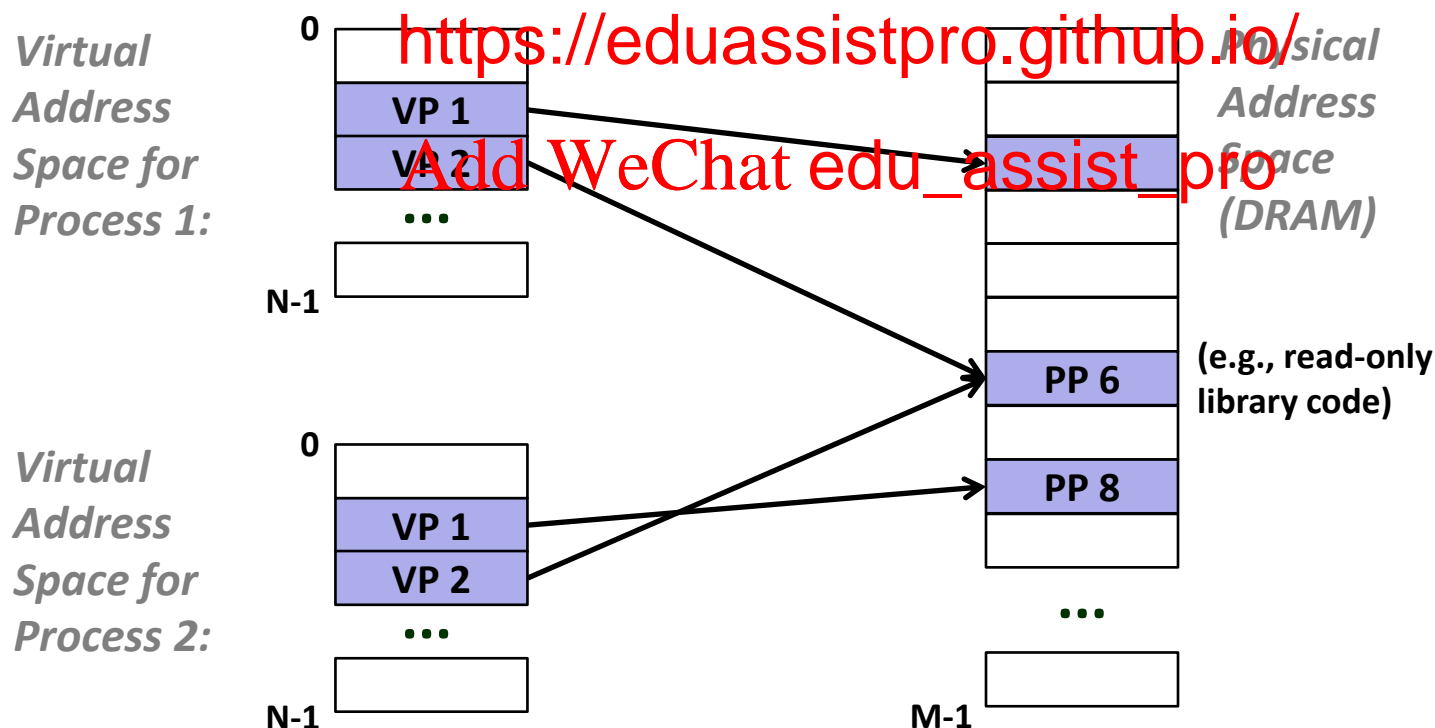
VM as a Tool for Memory Management

■ Simplifying memory allocation

- Each virtual page can be mapped to any physical page
- A virtual page can be stored in different physical pages at different times

■ Sharing code and data among processes

- Map virtual pages to the same physical page (here: PP 6)



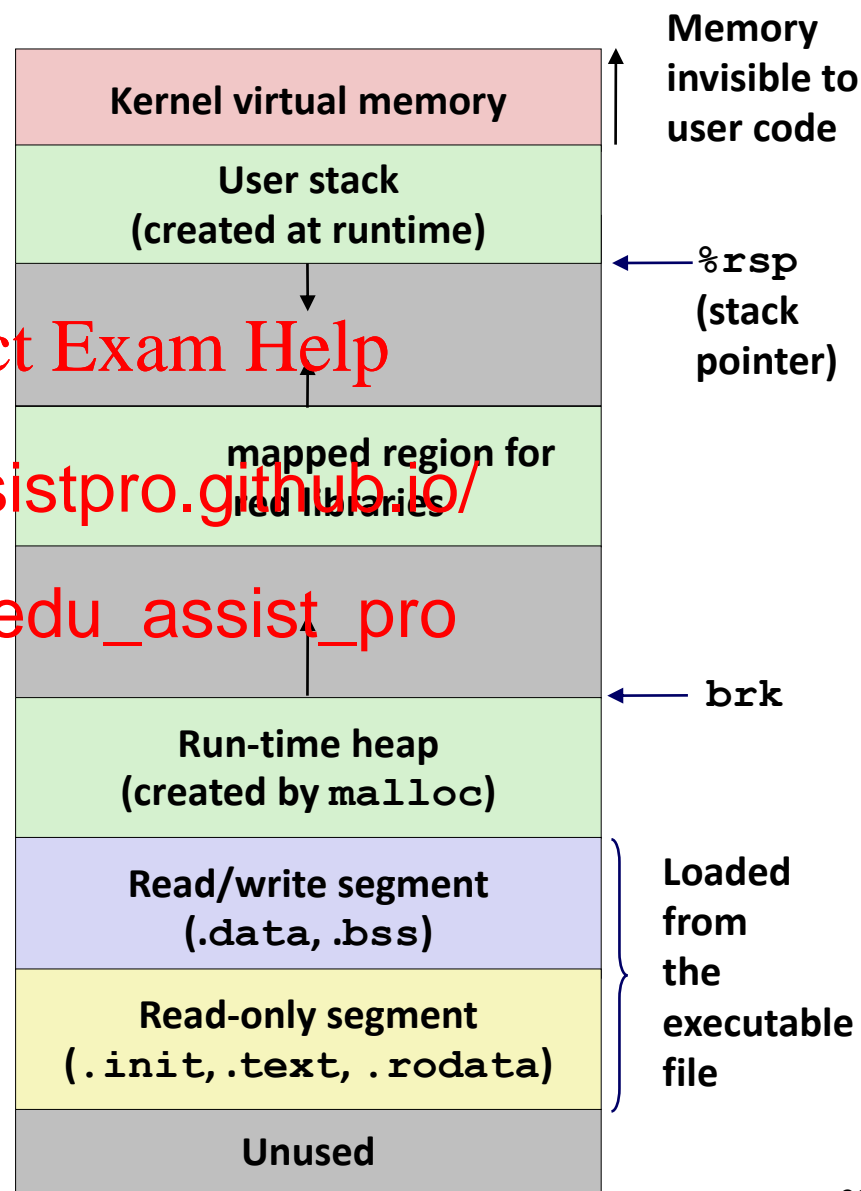
Simplifying Linking and Loading

■ Linking

- Each program has similar virtual address space
- Code, data, and heap always start at the same address

■ Loading

- execve** allocates virtual pages for `.text` and `.data` sections & creates PTEs marked as invalid
- The `.text` and `.data` sections are copied, page by page, on demand by the virtual memory system



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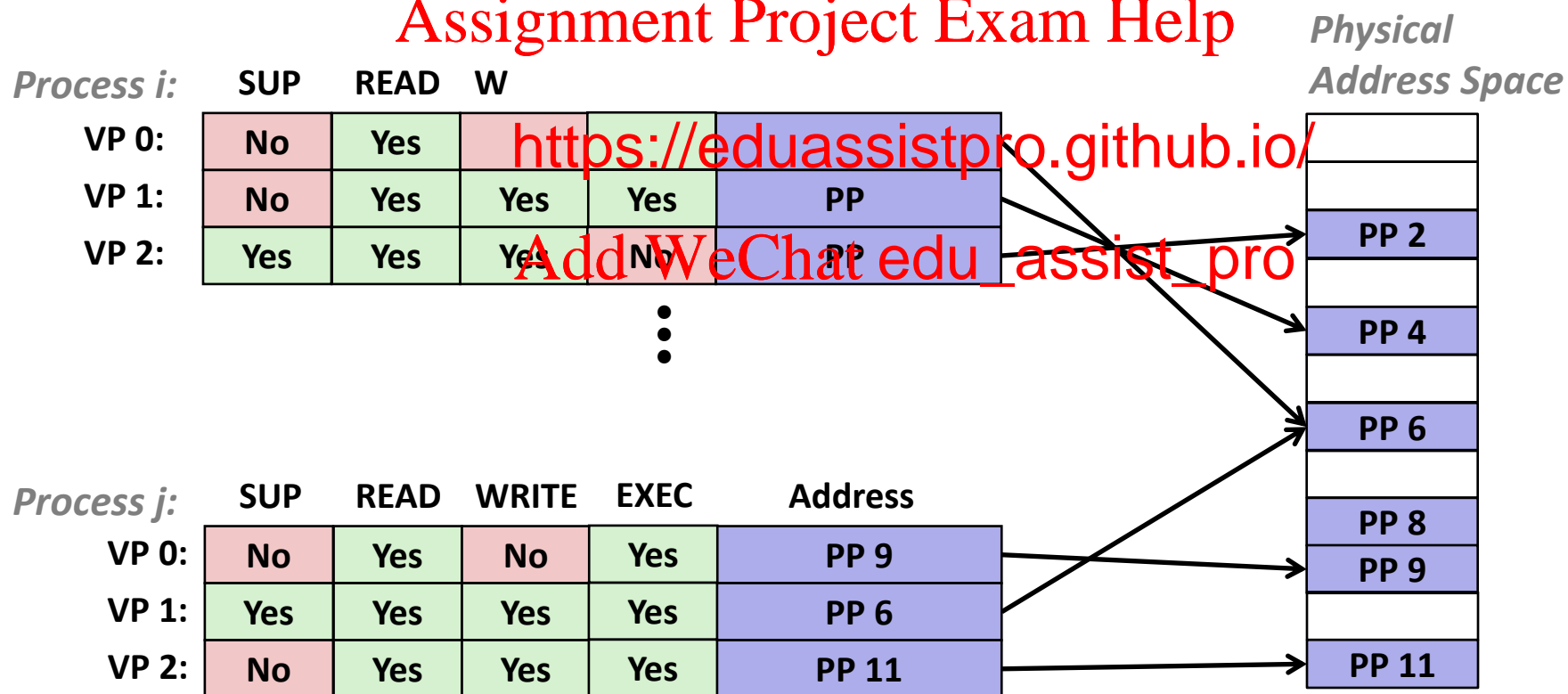
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VM as a Tool for Memory Protection

- Extend PTEs with permission bits
- MMU checks these bits on each access

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SUP: requires kernel mode

Quiz Time!

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Check out:

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<https://canvas.cmu.edu/courses/17808>

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 - Address translation
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VM Address Translation

■ Virtual Address Space

- $V = \{0, 1, \dots, N-1\}$

■ Physical Address Space

- $P = \{0, 1, \dots, M-1\}$

■ Address Translation

- $MAP: V \rightarrow P \cup U$

- For virtual address a

- $MAP(a) = a'$ if data at virtual address a is at physical address a' in P
- $MAP(a) = \emptyset$ if data at virtual address a is not in physical memory
 - Either invalid or stored on disk

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Summary of Address Translation Symbols

■ Basic Parameters

- $N = 2^n$: Number of addresses in virtual address space
- $M = 2^m$: Number of addresses in physical address space
- $P = 2^p$: Page size (bytes)

■ Components of

- **VPO**: Virtual page offset
- **VPN**: Virtual page number

■ Components of the physical address (PA)

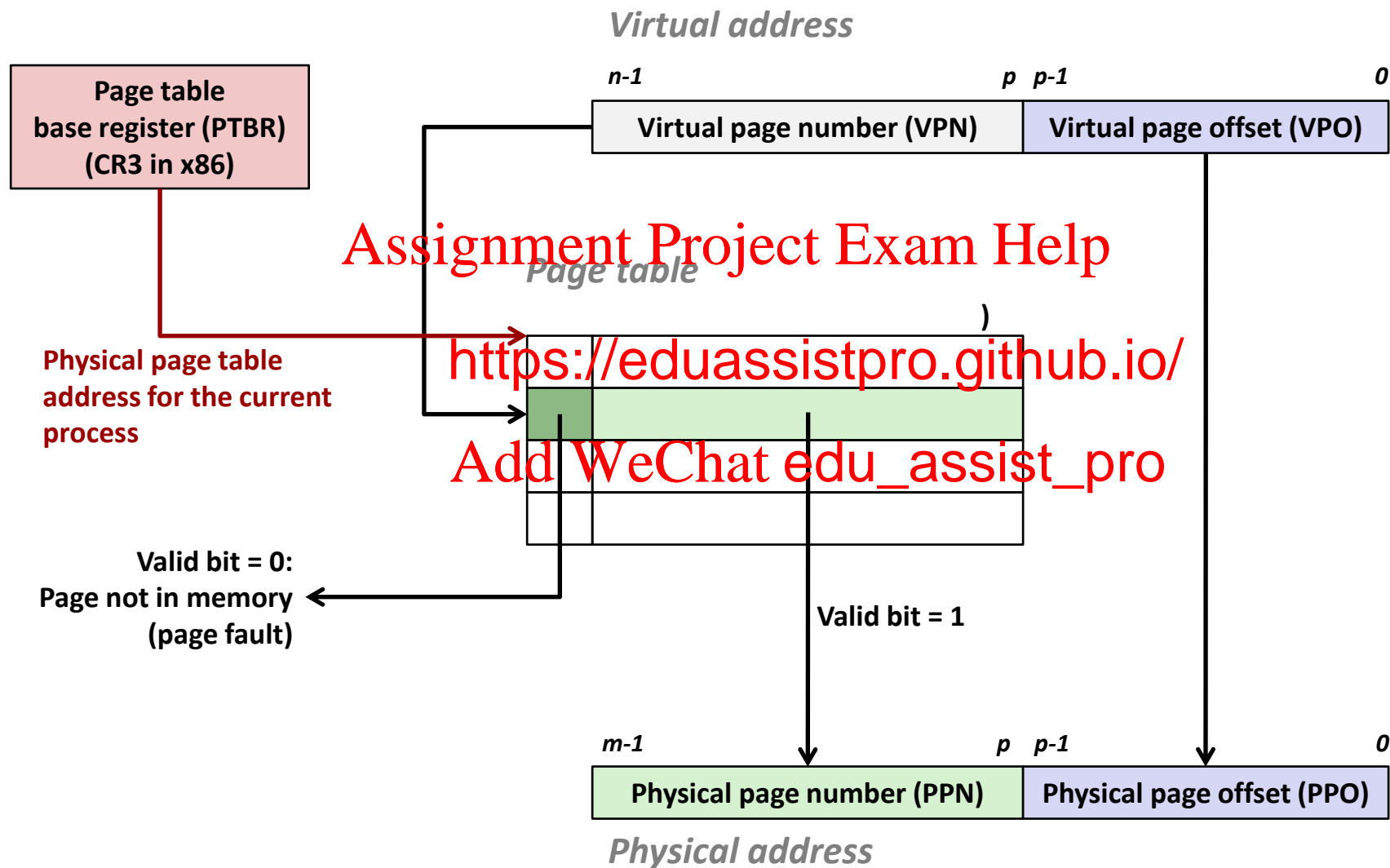
- **PPO**: Physical page offset (same as VPO)
- **PPN**: Physical page number

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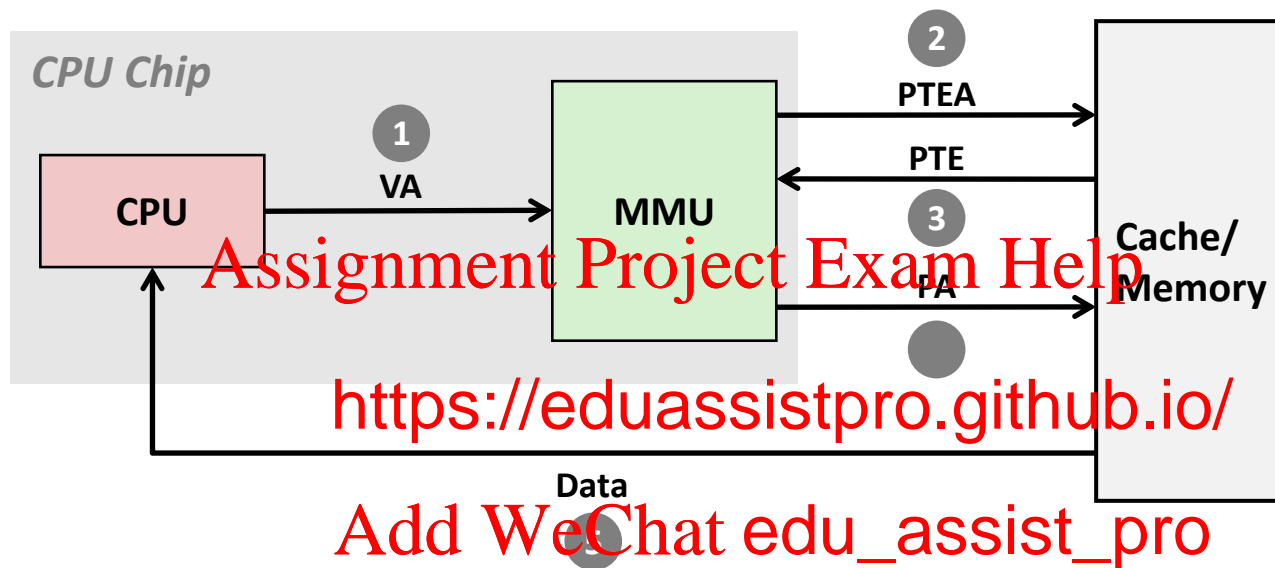
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Address Translation With a Page Table

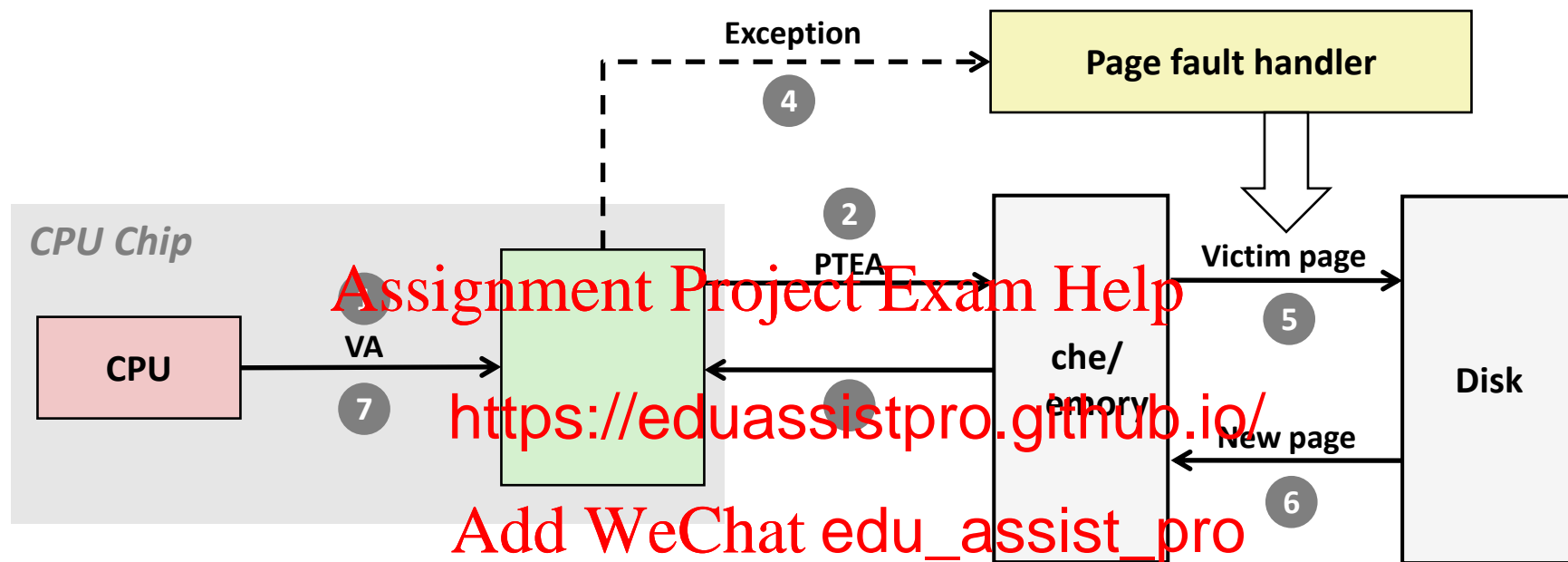


Address Translation: Page Hit



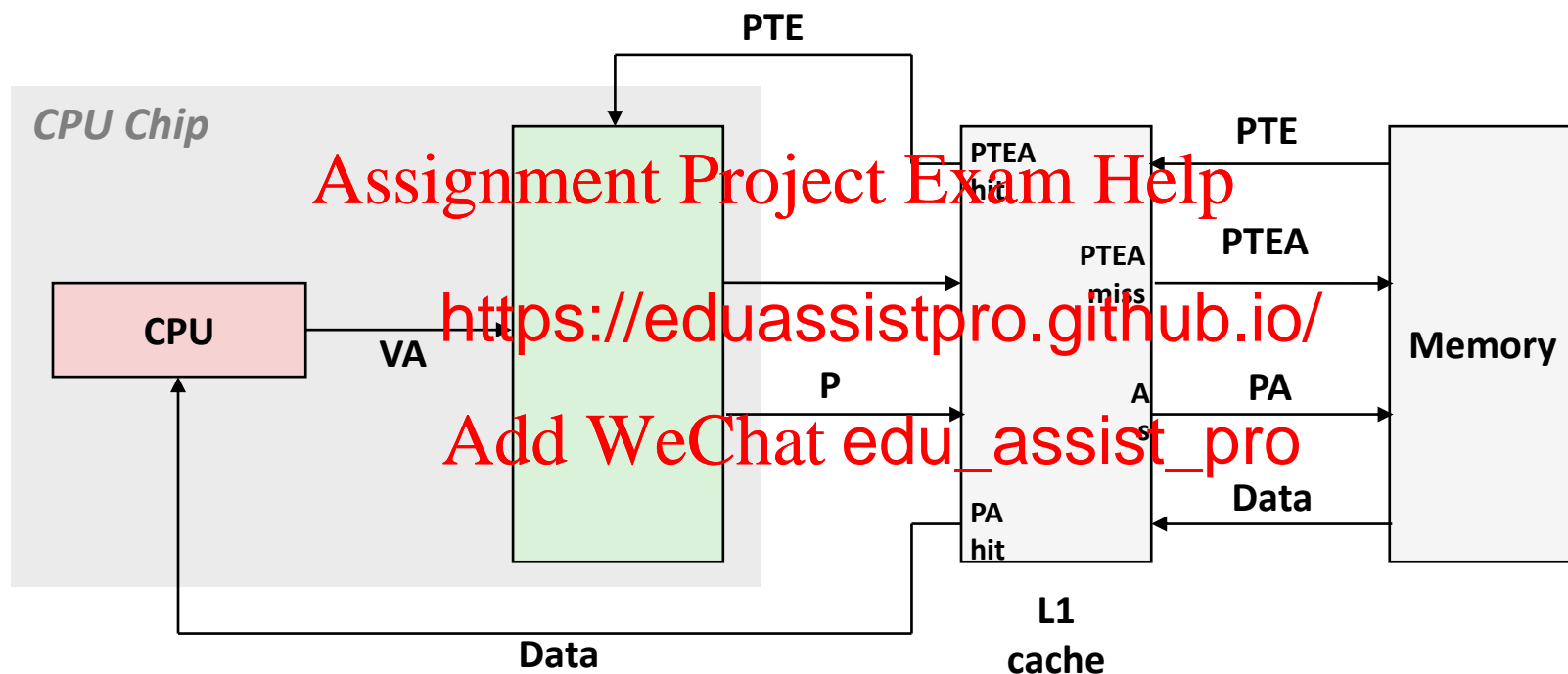
- 1) Processor sends virtual address to MMU
- 2-3) MMU fetches PTE from page table in memory
- 4) MMU sends physical address to cache/memory
- 5) Cache/memory sends data word to processor

Address Translation: Page Fault



- 1) Processor sends virtual address to MMU
- 2-3) MMU fetches PTE from page table in memory
- 4) Valid bit is zero, so MMU triggers page fault exception
- 5) Handler identifies victim (and, if dirty, pages it out to disk)
- 6) Handler pages in new page and updates PTE in memory
- 7) Handler returns to original process, restarting faulting instruction

Integrating VM and Cache



VA: virtual address, PA: physical address, PTE: page table entry, PTEA = PTE address

Speeding up Translation with a TLB

- Page table entries (PTEs) are cached in L1 like any other memory word

- PTEs may be evicted by other data references
 - PTE hit still requires a small L1 delay

- **Solution:** *Transl* <https://eduassistpro.github.io/>

- Small set-associative hardware cache
 - Maps virtual page numbers to physical addresses
 - Contains complete page table entries for small number of pages

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Summary of Address Translation Symbols

■ Basic Parameters

- $N = 2^n$: Number of addresses in virtual address space
- $M = 2^m$: Number of addresses in physical address space
- $P = 2^p$: Page size (bytes)

■ Components of

- *TLBI*: TLB index

- *TLBT*: TLB tag

- **VPO**: Virtual page offset

- **VPN**: Virtual page number

■ Components of the physical address (PA)

- **PPO**: Physical page offset (same as VPO)

- **PPN**: Physical page number

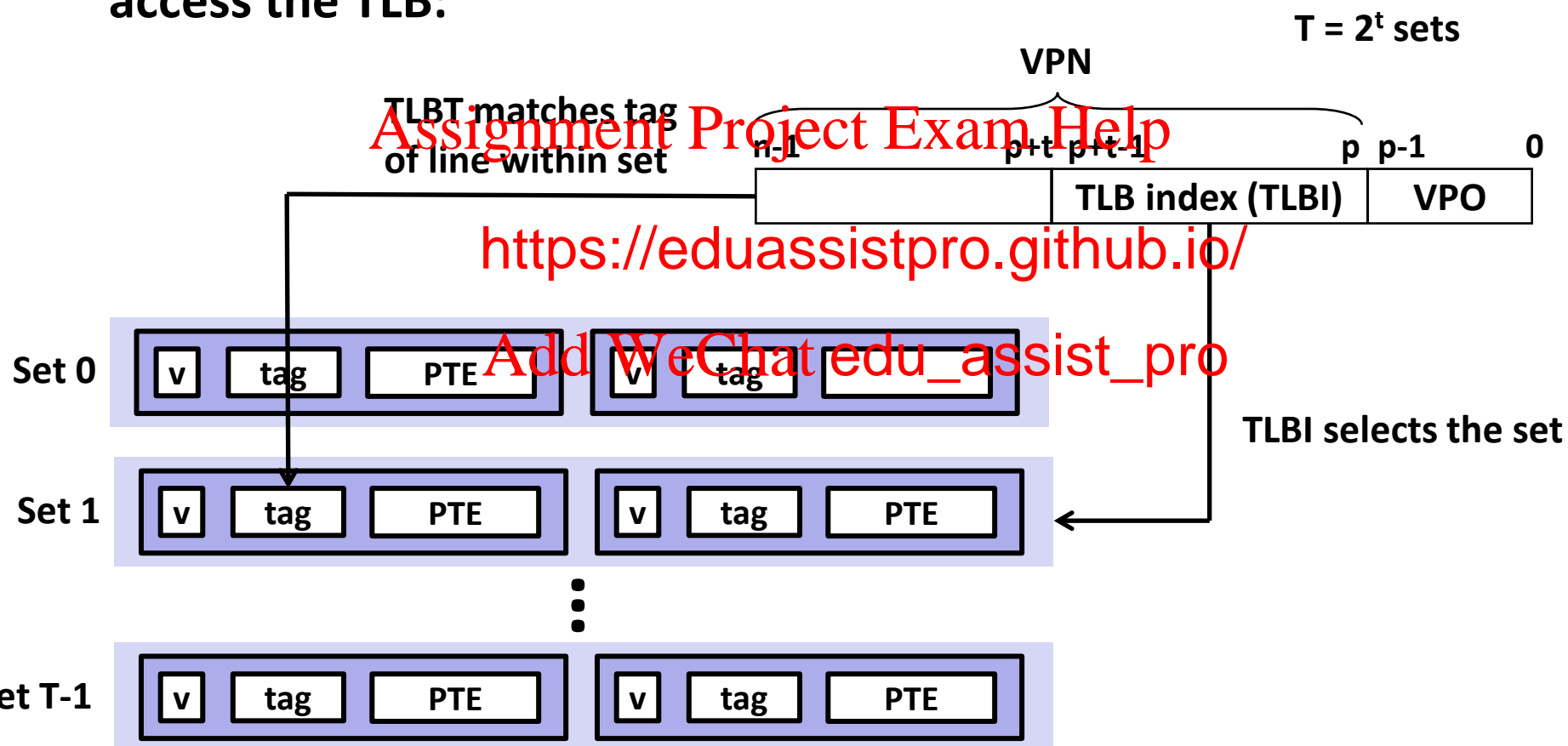
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Accessing the TLB

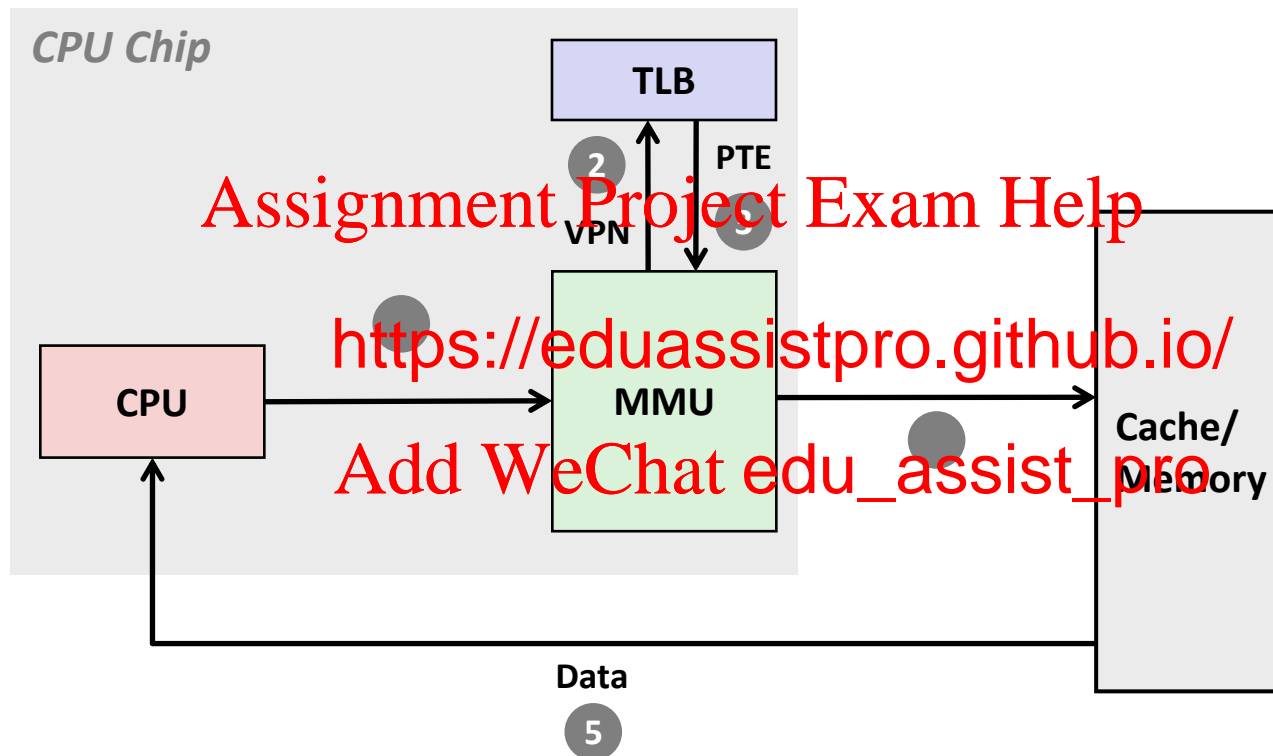
- MMU uses the VPN portion of the virtual address to access the TLB:



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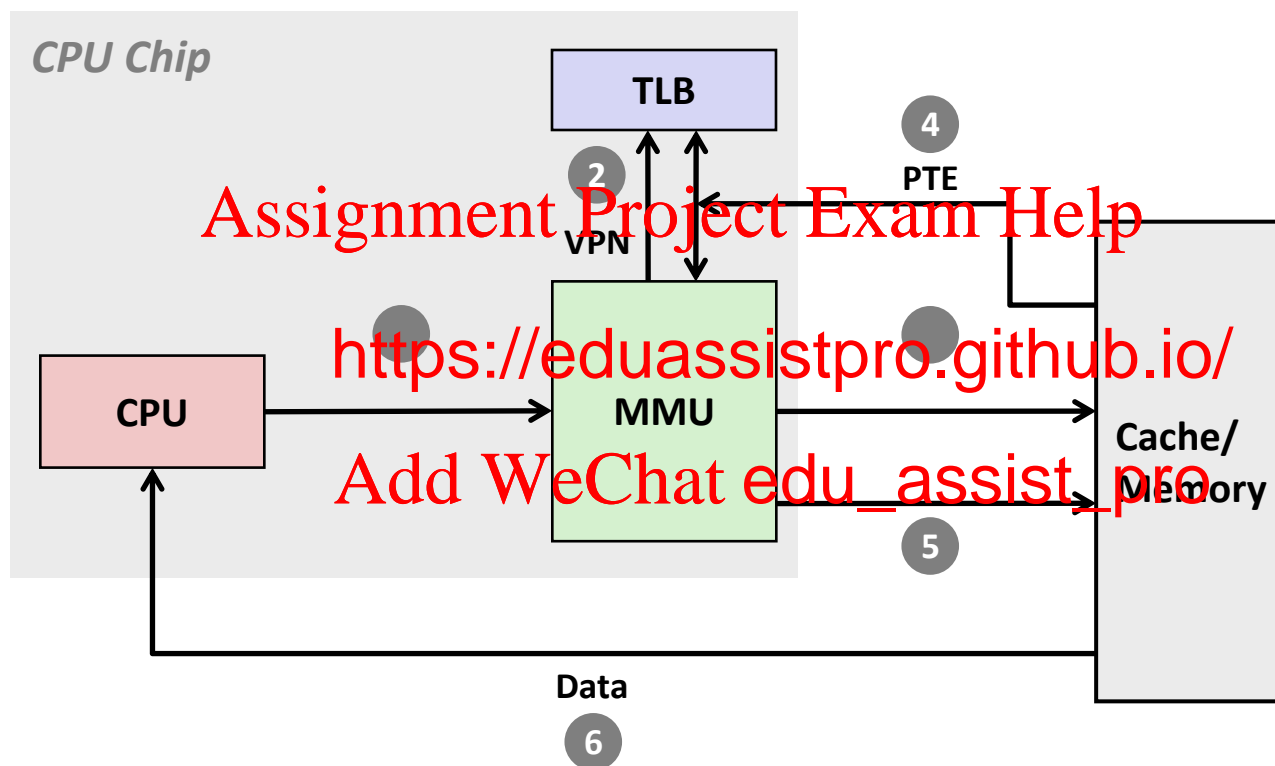
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TLB Hit



A TLB hit eliminates a cache/memory access

TLB Miss



A TLB miss incurs an additional cache/memory access (the PTE)

Fortunately, TLB misses are rare. Why?

Multi-Level Page Tables

■ Suppose:

- 4KB (2^{12}) page size, 48-bit address space, 8-byte PTE

■ Problem:

- Would need a 5
 - $2^{48} * 2^{-12} * 2$

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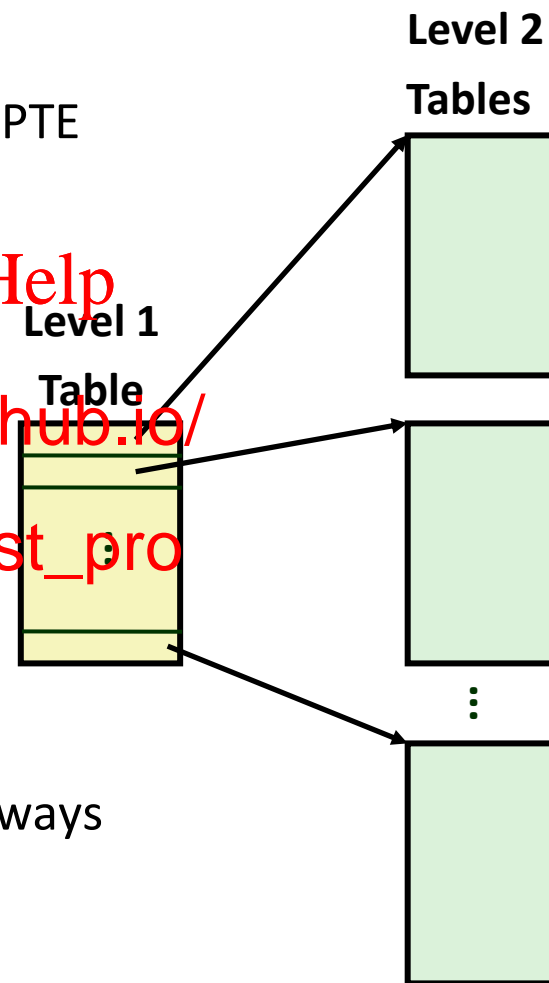
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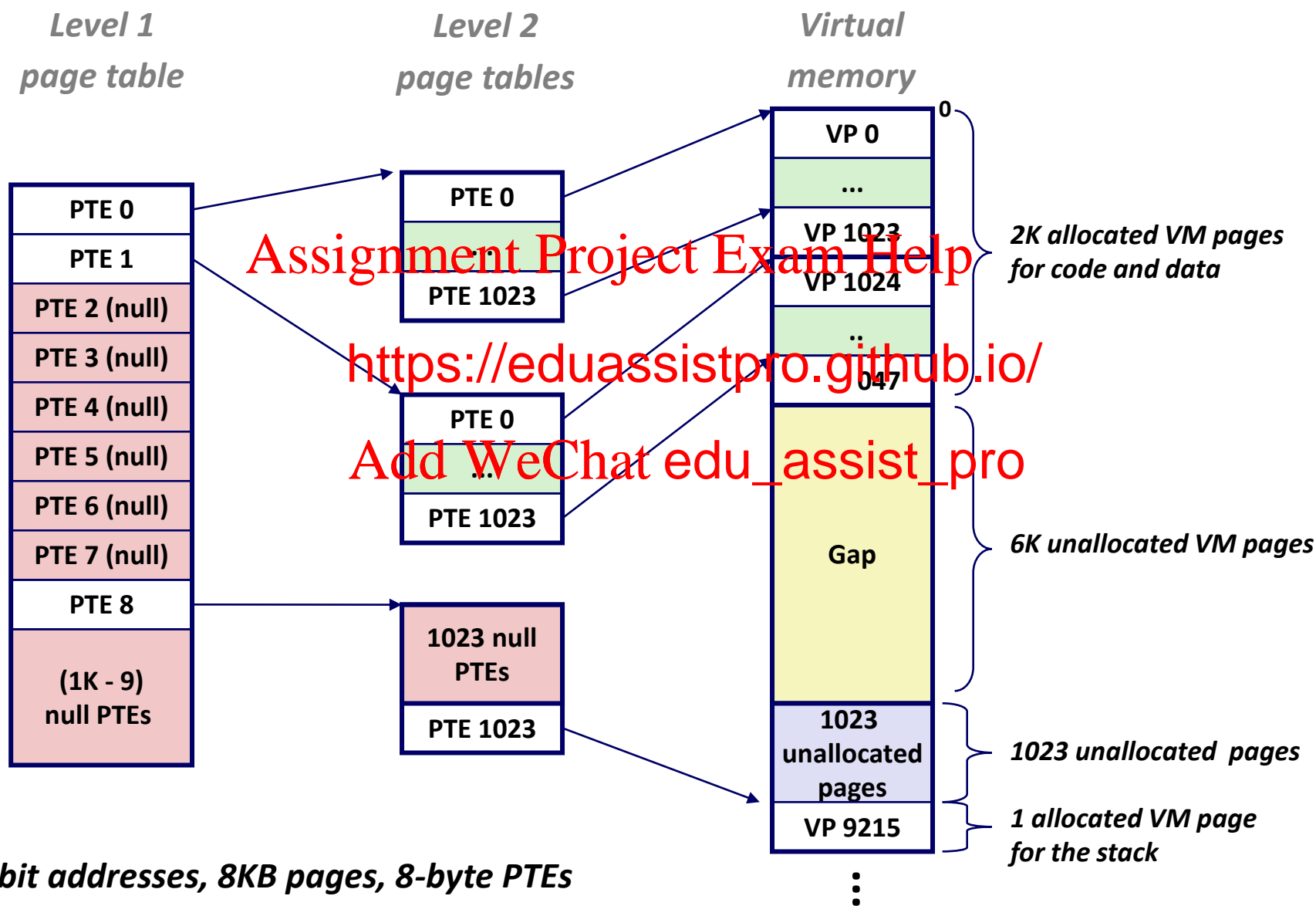
■ Common solution: Multi-level page table

■ Example: 2-level page table

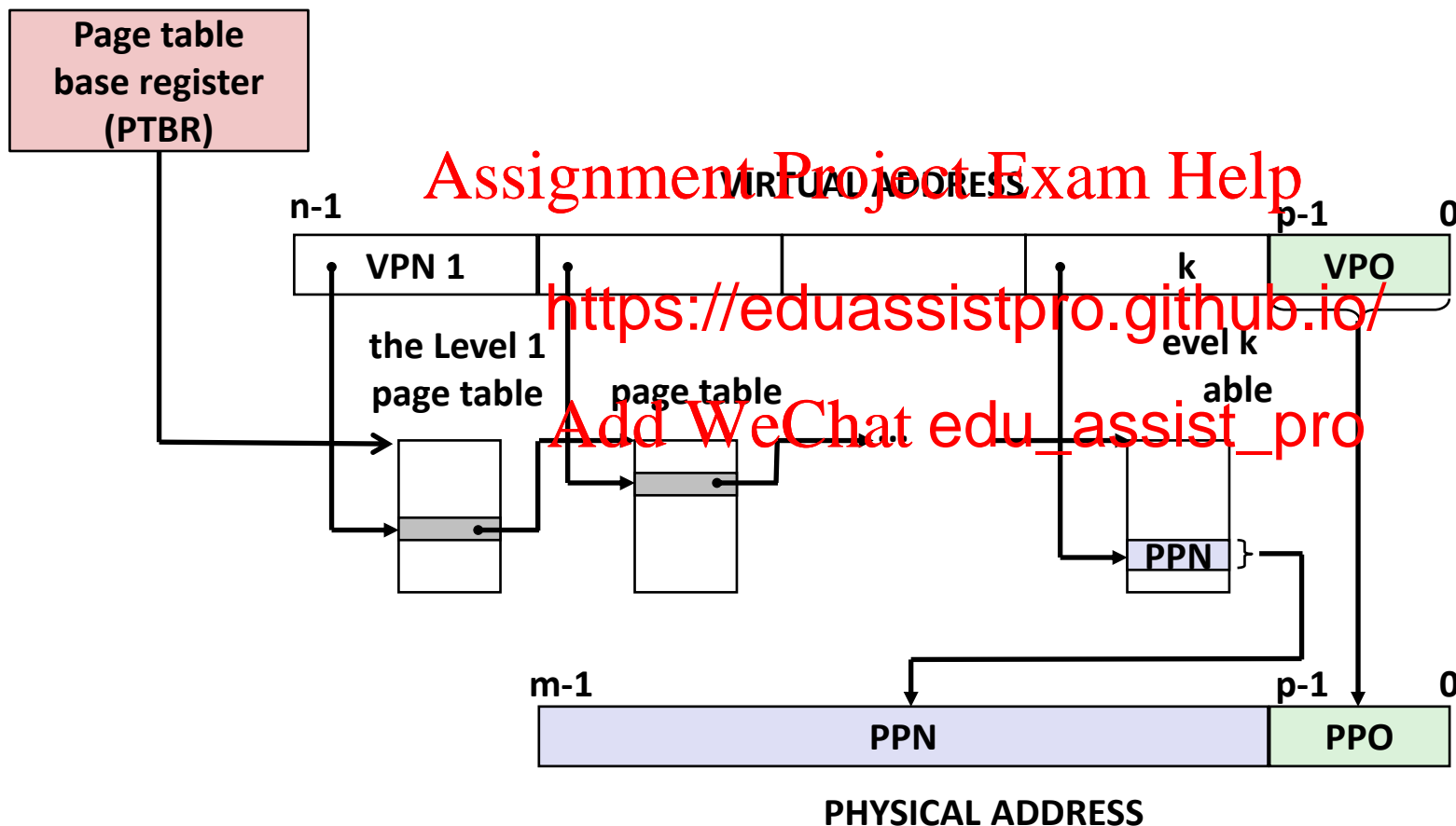
- Level 1 table: each PTE points to a page table (always memory resident)
- Level 2 table: each PTE points to a page (paged in and out like any other data)



A Two-Level Page Table Hierarchy



Translating with a k-level Page Table



Summary

■ Programmer's view of virtual memory

- Each process has its own private linear address space
- Cannot be corrupted by other processes

■ System view of virtual memory

- Uses memory memory pages
 - Efficient onl
- Simplifies memory management a
- Simplifies protection by providing a convenient interpositioning point to check permissions

■ Implemented via combination of hardware & software

- MMU, TLB, exception handling mechanisms part of hardware
- Page fault handlers, TLB management performed in software

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