

Operating Systems

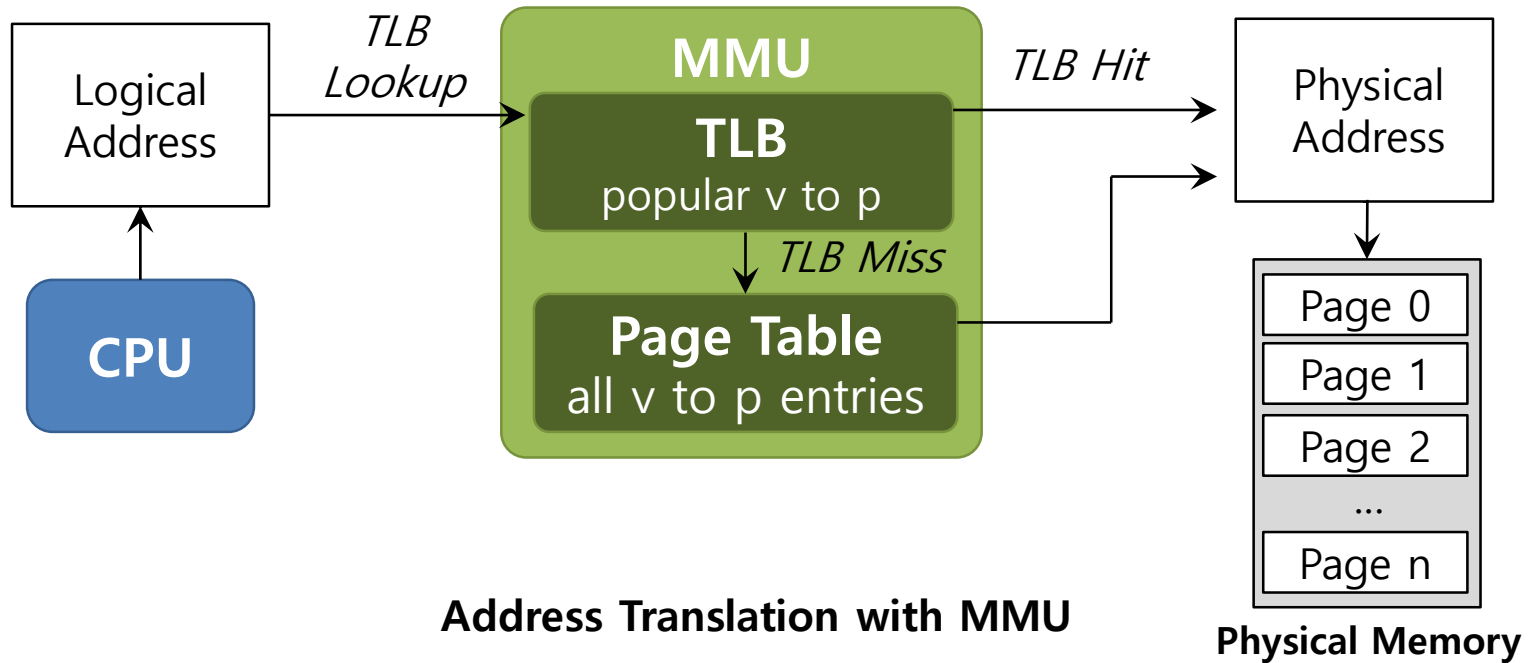
KAIST



19. Translation Lookaside Buffer

TLB

- ▣ Part of the chip's memory-management unit(MMU).
- ▣ A hardware cache of **popular** virtual-to-physical address translation.



TLB Basic Algorithms

```
1: VPN = (VirtualAddress & VPN_MASK ) >> SHIFT
2: (Success , TlbEntry) = TLB_Lookup(VPN)
3:     if(Success == TRUE){ // TLB Hit
4:         if(CanAccess(TlbEntry.ProtectBit) == True ){
5:             offset = VirtualAddress & OFFSET_MASK
6:             PhysAddr = (TlbEntry.PFN << SHIFT) | Offset
7:             AccessMemory( PhysAddr )
8:         }else RaiseException(PROTECTION_ERROR)
```

TLB Basic Algorithms (Cont.)

```
11:      }else{ //TLB Miss
12:          PTEAddr = PTBR + (VPN * sizeof(PTE))
13:          PTE = AccessMemory(PTEAddr)
14:          if(PTE.Valid == False)
15:              RaiseException(SEGFAULT) ;
16:          else{
17:              TLB_Insert( VPN , PTE.PFN , PTE.ProtectBits)
18:              RetryInstruction()
19:          }
```

- ◆ (11-12 lines) The hardware accesses the page table to find the translation.
- ◆ (16 lines) updates the TLB with the translation.

Example: Accessing An Array

- How a TLB can improve its performance.

	OFFSET				
	00	04	08	12	16
VPN = 00					
VPN = 01					
VPN = 03					
VPN = 04					
VPN = 05					
VPN = 06		a[0]	a[1]	a[2]	
VPN = 07	a[3]	a[4]	a[5]	a[6]	
VPN = 08	a[7]	a[8]	a[9]		
VPN = 09					
VPN = 10					
VPN = 11					
VPN = 12					
VPN = 13					
VPN = 14					
VPN = 15					

```
0:  int sum = 0 ;
1:  for( i=0; i<10; i++) {
2:      sum+=a[i] ;
3:  }
```

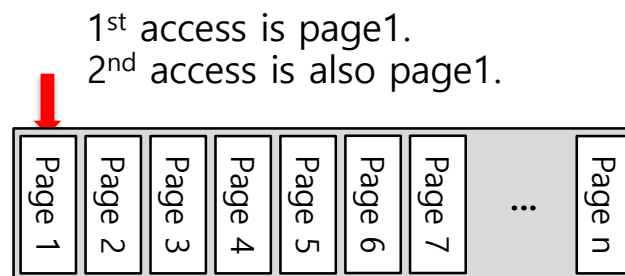
The TLB improves performance
due to **spatial locality**

3 misses and 7 hits.
Thus **TLB hit rate** is 70%.

Locality

▣ Temporal Locality

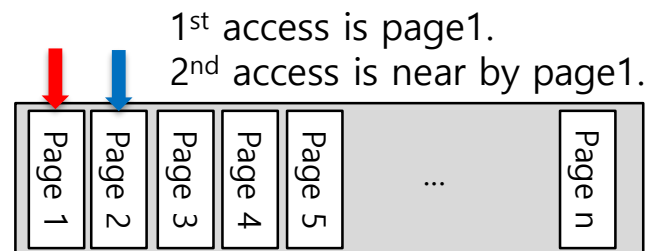
- ◆ An instruction or data item that has been recently accessed will likely be re-accessed soon in the future.



Virtual Memory

▣ Spatial Locality

- ◆ If a program accesses memory at address x , it will likely soon access memory near x .



Virtual Memory

Who Handles The TLB Miss?

- ❑ Hardware handles the TLB miss entirely on CISC.
 - ◆ The hardware has to know exactly where the page tables are located in memory.
 - ◆ The hardware would “walk” the page table, find the correct page-table entry and extract the desired translation, update and retry instruction.
 - ◆ hardware-managed TLB.
 - ◆ Intel x86
- ❑ RISC has what is known as a software-managed TLB.
 - ◆ On a TLB miss, the hardware raises exception (trap handler).
 - Trap handler is code within the OS that is written with the express purpose of handling TLB miss.

TLB Control Flow algorithm(OS Handled)

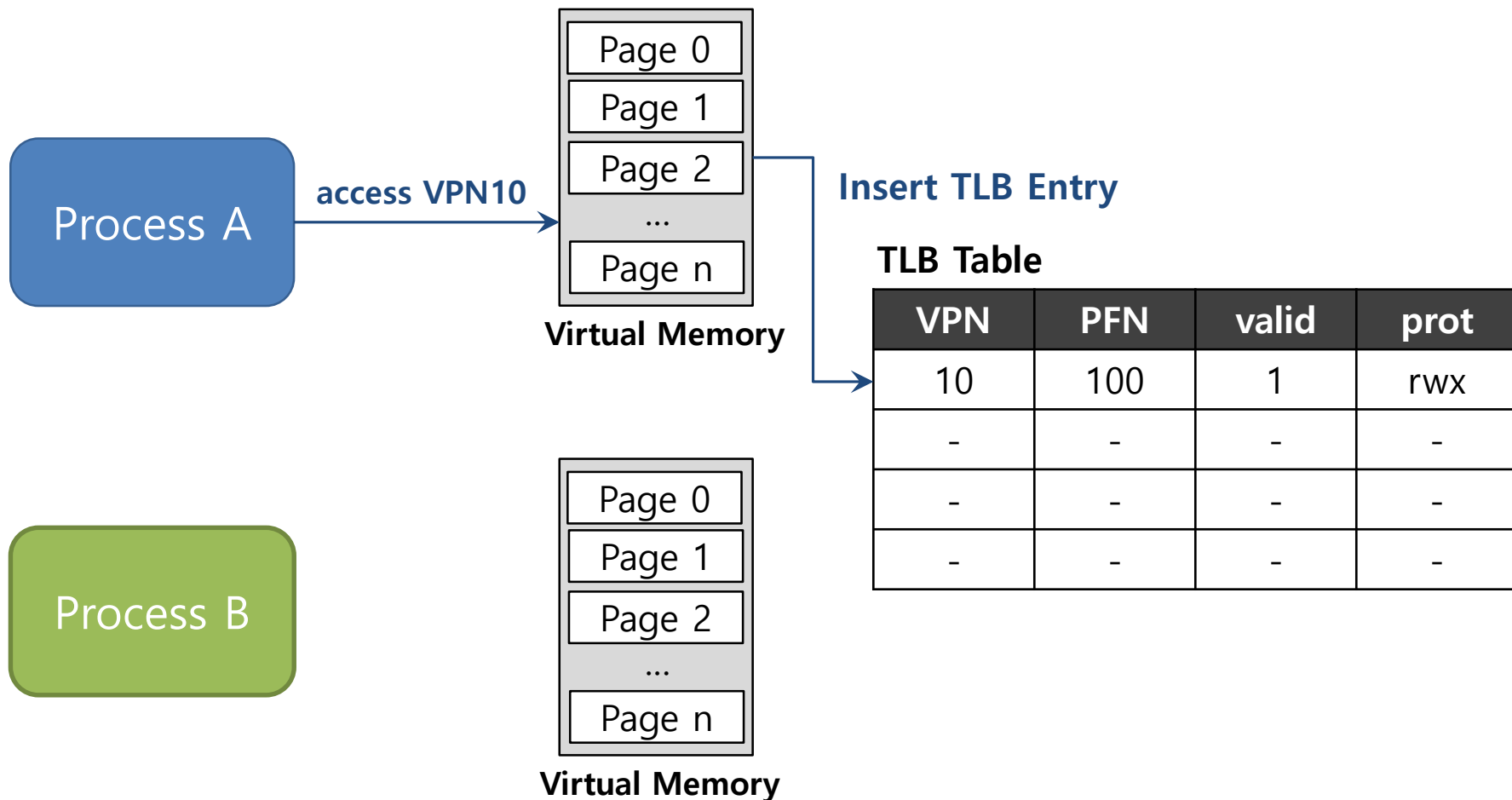
```
1:      VPN = (VirtualAddress & VPN_MASK) >> SHIFT
2:      (Success, TlbEntry) = TLB_Lookup(VPN)
3:      if (Success == True) // TLB Hit
4:      if (CanAccess(TlbEntry.ProtectBits) == True)
5:          Offset = VirtualAddress & OFFSET_MASK
6:          PhysAddr = (TlbEntry.PFN << SHIFT) | Offset
7:          Register = AccessMemory(PhysAddr)
8:      else
9:          RaiseException(PROTECTION_FAULT)
10:     else // TLB Miss
11:         RaiseException(TLB_MISS)
```

TLB entry

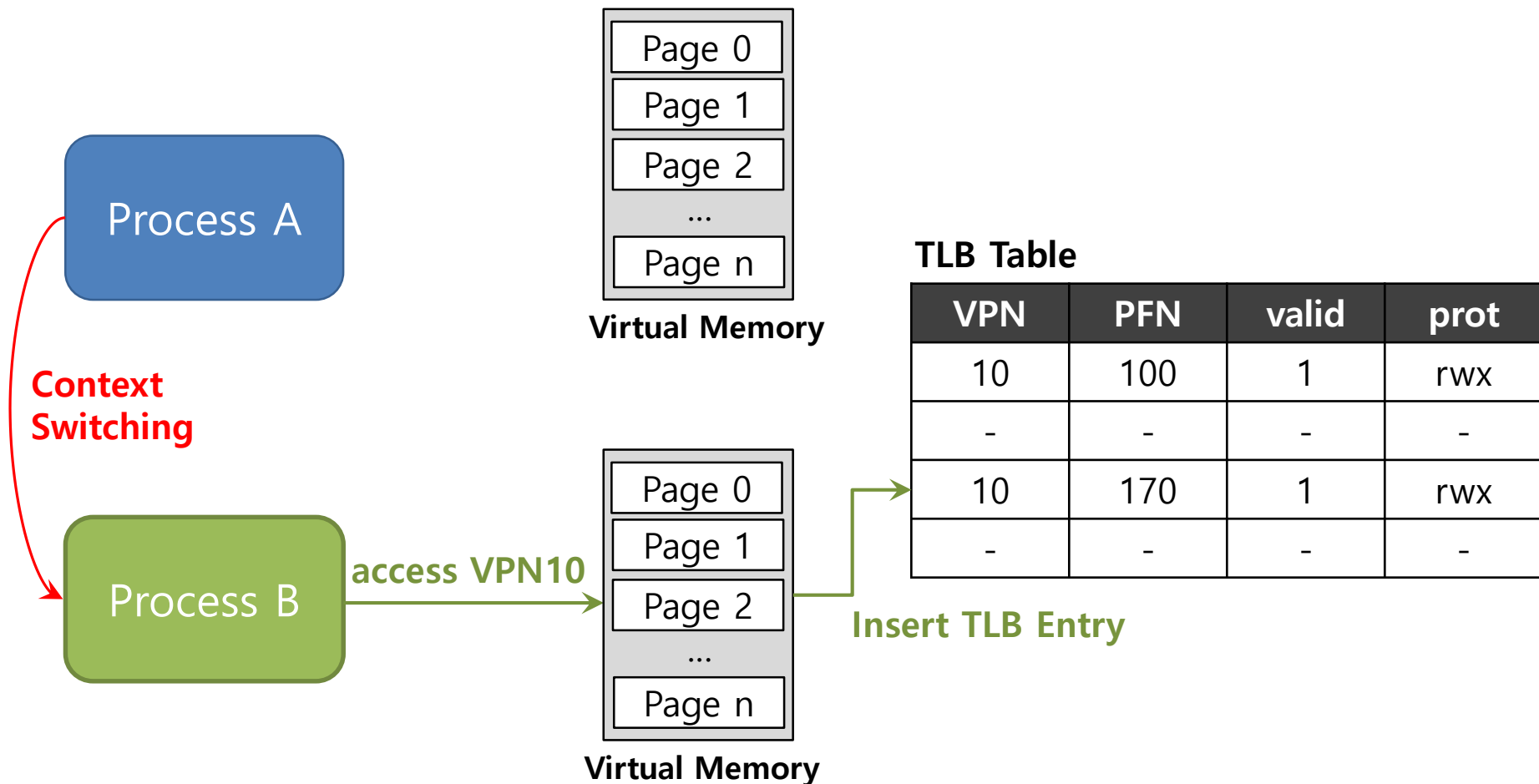
- ▣ TLB is managed by **Full Associative** method.
 - ◆ A typical TLB has 32,64, or 128 entries.
 - ◆ Hardware searches the entire TLB in parallel to find the desired translation.
 - ◆ other bits: valid bits , protection bits, address-space identifier, dirty bit



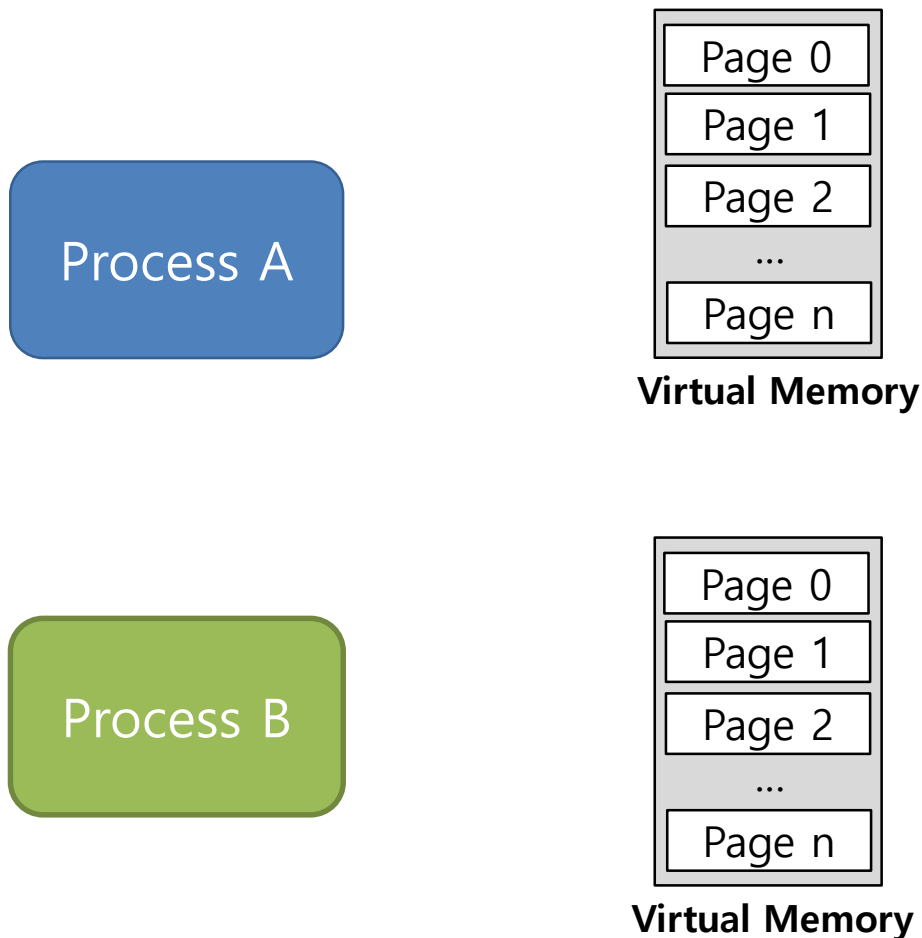
TLB Issue: Context Switching



TLB Issue: Context Switching



TLB Issue: Context Switching



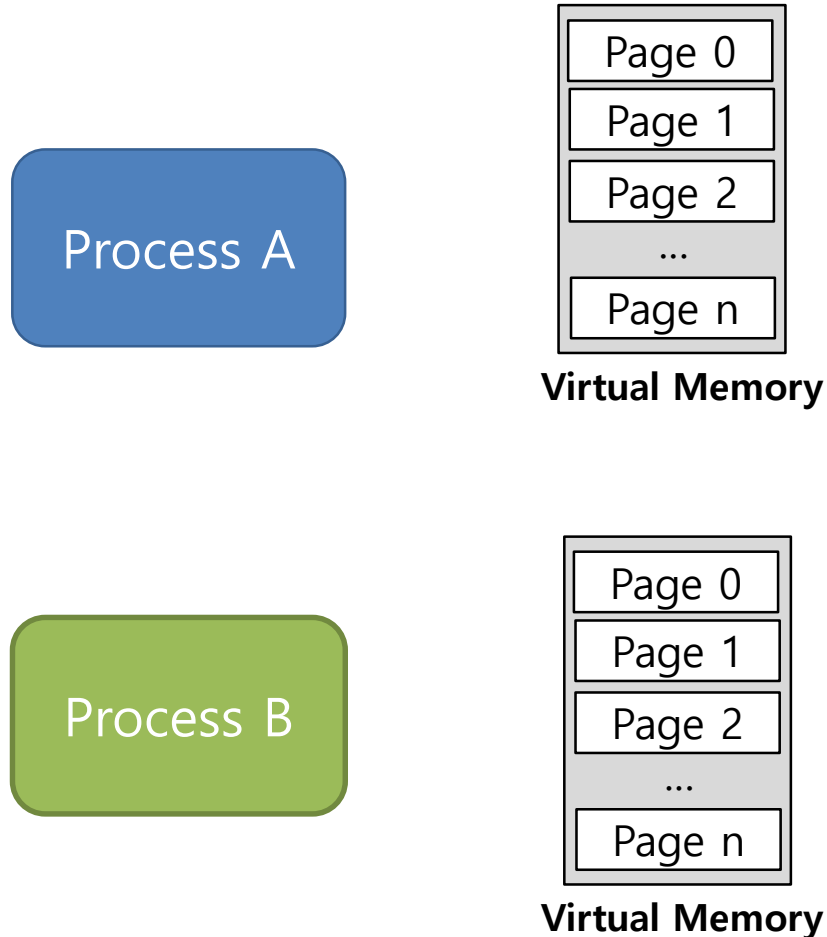
TLB Table

VPN	PFN	valid	prot
10	100	1	rwX
-	-	-	-
10	170	1	rwX
-	-	-	-

Can't Distinguish which entry is meant for which process

To Solve Problem

- Provide an address space identifier(ASID) field in the TLB.



TLB Table

VPN	PFN	valid	prot	ASID
10	100	1	rwX	1
-	-	-	-	-
10	170	1	rwX	2
-	-	-	-	-

Another Case

- Two processes **share a page**.
 - Process 1 is sharing physical page 101 with Process2.
 - P1 maps this page into the 10th page of its address space.
 - P2 maps this page to the 50th page of its address space.

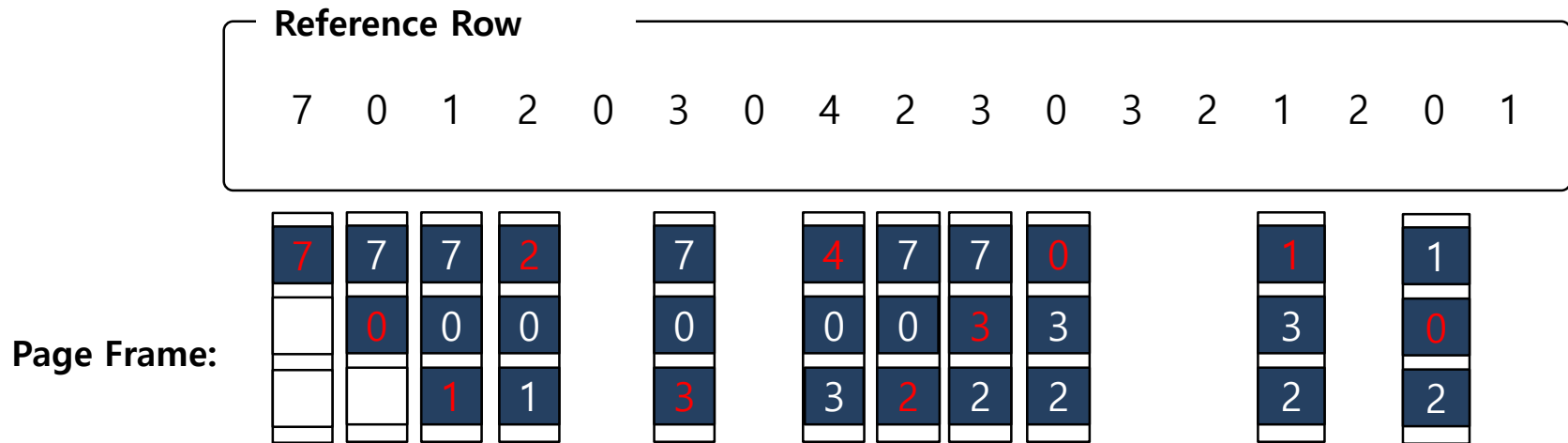
VPN	PFN	valid	prot	ASID
10	101	1	rwX	1
-	-	-	-	-
50	101	1	rwX	2
-	-	-	-	-

Sharing of pages is **useful** as it reduces the number of physical pages in use.

TLB Replacement Policy

▣ LRU(Least Recently Used)

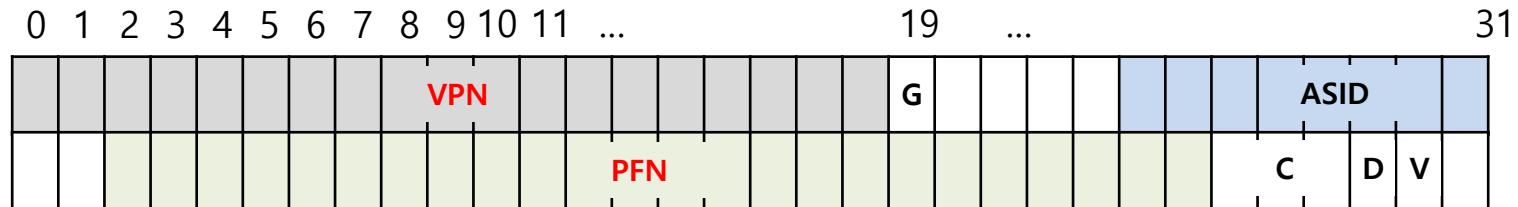
- ◆ Evict an entry that has not recently been used.
- ◆ Take advantage of *locality* in the memory-reference stream.



Total 11 TLB miss

A Real TLB Entry

All 64 bits of this TLB entry(example of MIPS R4000)



Flag	Content
19-bit VPN	The rest reserved for the kernel.
24-bit PFN	Systems can support with up to 64GB of main memory(pages).
Global bit(G)	Used for pages that are globally-shared among processes.
ASID	OS can use to distinguish between address spaces.
Coherence bit(C)	determine how a page is cached by the hardware.
Dirty bit(D)	marking when the page has been written.
Valid bit(V)	tells the hardware if there is a valid translation present in the entry.