

5. Übung IBN

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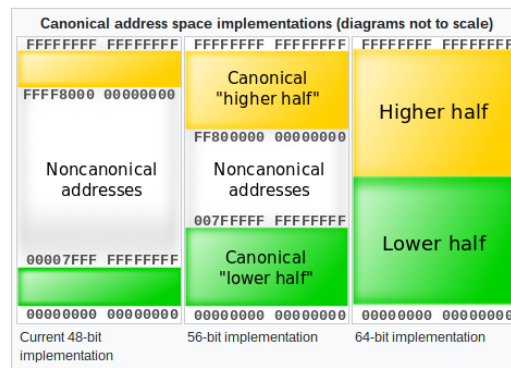
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Aufgabe 1

a. In Intels *System programming guide* for their 64 and IA-32 Architectures , all the necessary information about paging can be found: <https://software.intel.com/sites/default/files/managed/a4/60/325384-sdm-vol-3abcd.pdf>

The supported page sizes for the 4-Level-Paging used on the 64-Bit Architecture are 4KiB, 2MiB, and 1GiB.

b. The canonical address design ensures, that there are effectively two halves of virtual addresses. Some systems use these memory halves to implement a *user* and a *kernel space*. This feature eases later scalability into true 64-Bit addressing, because there is still a large unused non-canonical region in memory. Because it lies in the "center" of the virtual address space, both the lower and upper memory half can easily be extended by increasing/decreasing the addresses of each region, respectively.



Aufgabe 2

The benefit of supersections is an effectively lower amount of required accesses. This can e.g. be beneficial for operating systems, where large regions of memory have to be loaded at all times. This doesn't come without a trade-off though, as the chance for internal fragmentation rises exponentially with the page size.

Aufgabe 4

For a page size of 4 kB, the offset is 12 bits. This leaves 20 bits for the page index. That means there are $2^{20} = 1$ MB entries in the direct page table. To address 512 MB physical memory, we need $512 \text{ MB} / 4 \text{ kB}$ pages, which means 2^{17} entries in the inverted page table. Since each entry of these tables has 4 bytes, the sizes of each table are 8 MB (1.5%) of memory, and 512 kB (0.1% of memory), respectively.

Aufgabe 5

The virtual address 00000000000000001111000 1001000000 translates to 00000001111011 1001000000 in the physical address space.

Its location can be found in the TLB, so a further lookup of the level 1 and 2 page tables in the memory is not necessary. See below for the result.

The screenshot displays the Virtual Address Translation Simulator interface. On the left, the TLB (Translation Lookaside Buffer) is shown with 16 entries. The first entry contains the virtual address 00000000000000001111000 0000000111011, which matches the virtual address provided in the task. The corresponding physical address is 00000001111011 1001000000. Below the TLB, the 'Two Level Page Table Test 4' results are shown, indicating a successful translation. The 'Page Table Start Address' is 10000000000000000000. The 'Logical Address' is 00000000000000000000111000 1001000000. The 'Physical Address' is 00000001111011 1001000000. The 'Status' is 'Correct Physical Address Found'. The 'Show' buttons are 'Progress', 'TLB', 'Memory View', and 'Calculator'. On the right, the 'Virtual Address Translation Simulator' window shows the 'Two Level Page Table Progress' list, which includes steps from 1 to 16, such as '1. Segment Logical Address', '2. Segment Physical Address', '3. Paste Offset in Physical Address', '4. Segment TLB', '5. Select Logical Page Number in Logical Address', '6. Search TLB for Page', '7. Display First Level Page Table Memory View', '8. Segment Logical Address Again', '9. Select First Level Page Number in Logical Address', '10. Find Entry in First Level Page Table, Done if Invalid', '11. Display Second Level Page Table Memory View', '12. Set Starting Frame Number of Second Level Page Table', '13. Select Second Level Page Number in Logical Address', '14. Find Entry in Second Level Page Table', '15. Paste Frame Number in Physical Address if Valid', and '16. Push Correct Completion Button'.