Betriebssysteme und Systemnahe Programmierung

Kapitel 8 • Paging

Winter 2016/17

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Paging (1)

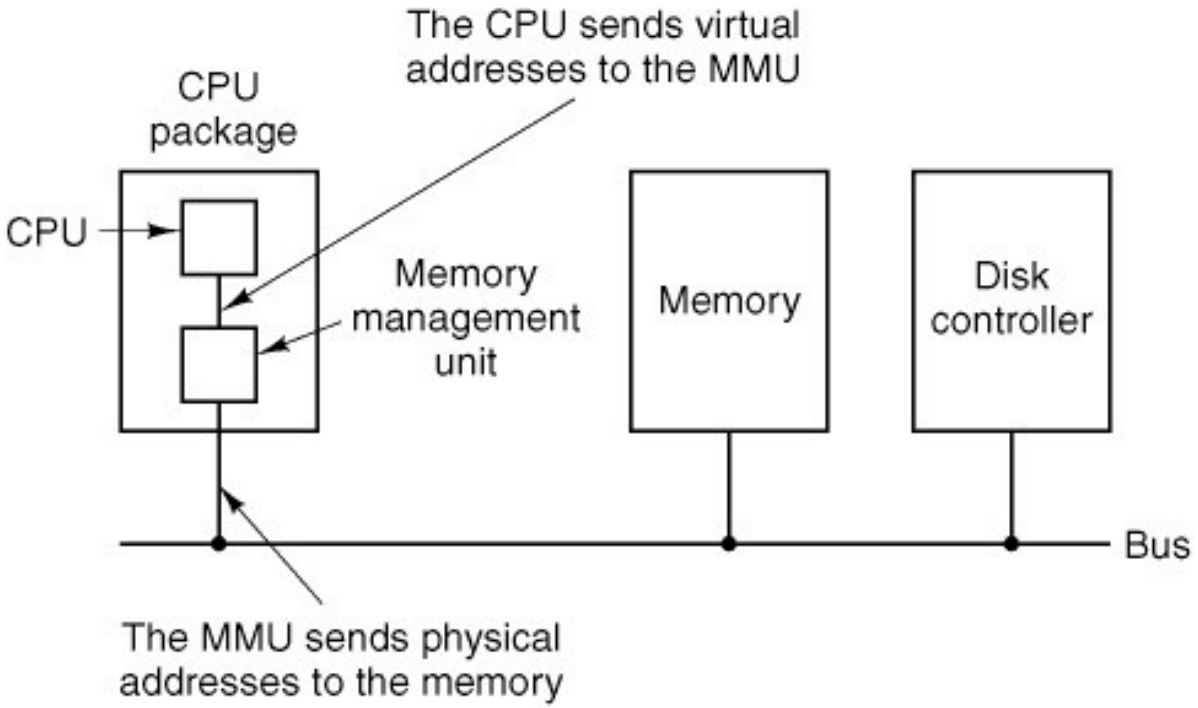
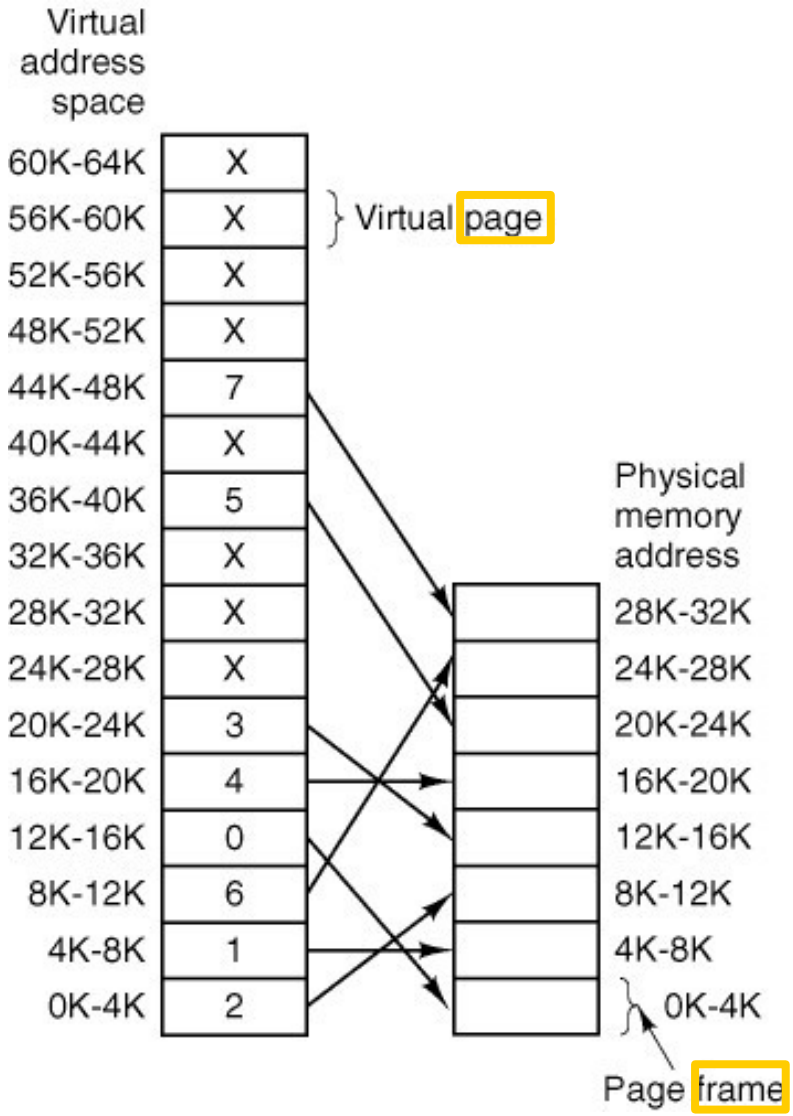


Figure 4-7. The position and function of the MMU. Here the MMU is shown as being a part of the CPU chip because it commonly is nowadays. However, logically it could be a separate chip and was in years gone by.

Paging (2)

Figure 4-8. The relation between virtual addresses and physical memory addresses is given by the page table.



Paging (3)

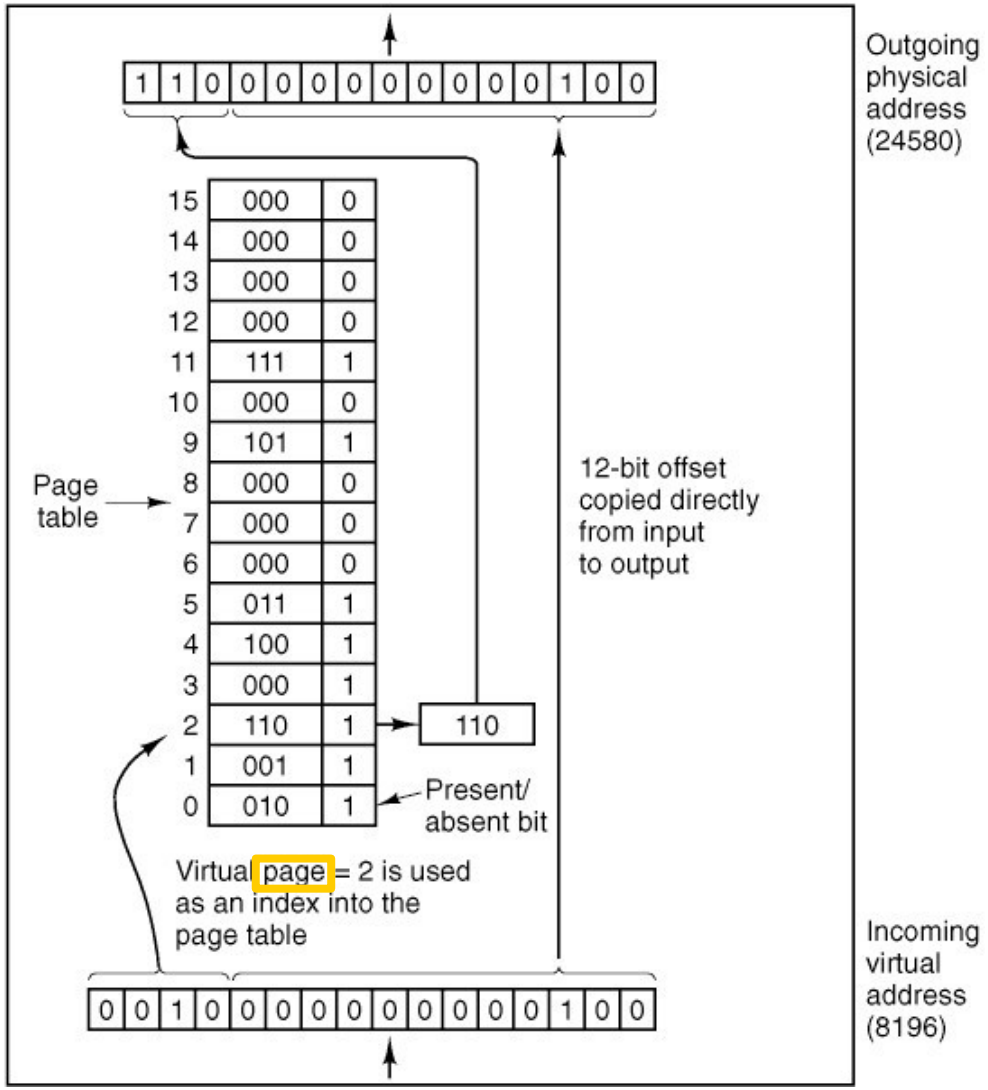


Figure 4-9. The internal operation of the MMU with 16 4-KB pages.

Page table: Translation (process#, page#) → frame#

Page Tables

- Purpose: map virtual pages onto page frames

- Major issues to be faced
  1. The page table can be extremely large
  2. The mapping must be fast.

How to shrink?
How to make fast?
(Data structures involved?)

Multilevel Page Tables

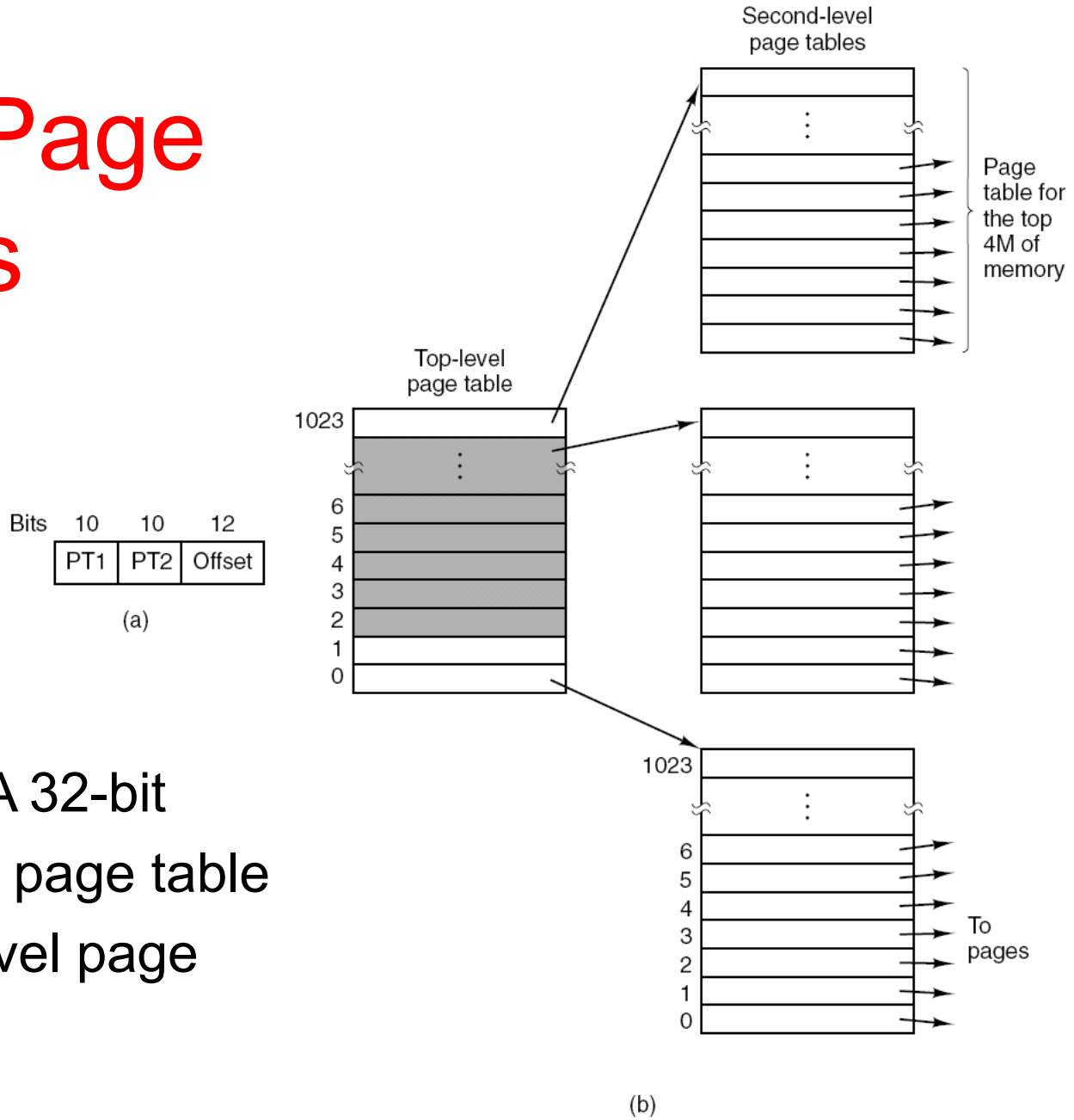
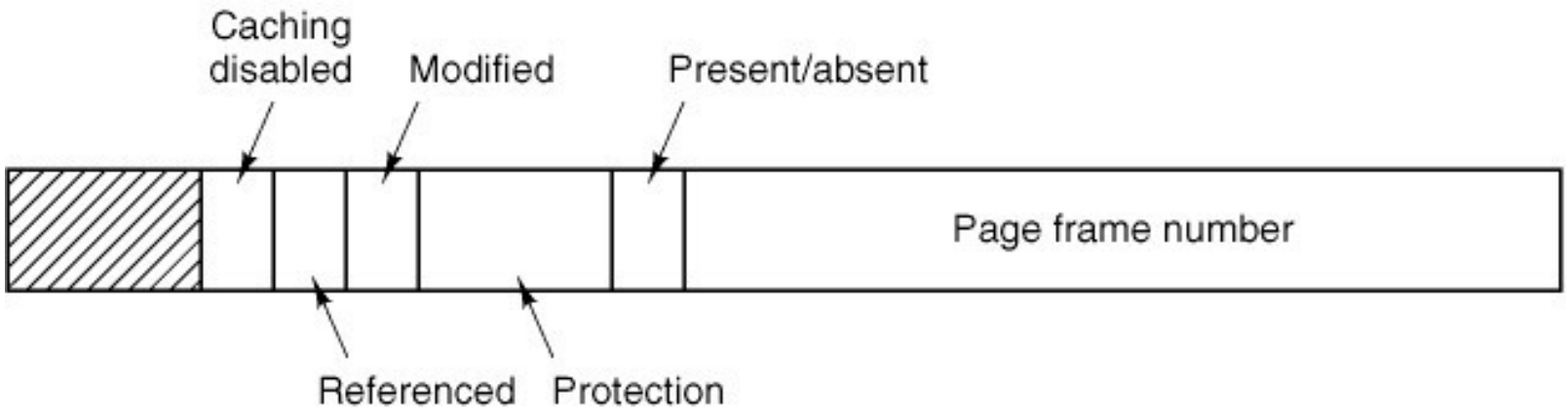


Figure 4-10. (a) A 32-bit address with two page table fields. (b) Two-level page tables.

Structure of a Page Table Entry



RW(X) for whom?

Figure 4-11. A typical page table entry.

TLBs—Translation Lookaside Buffers

Valid	Virtual page	Modified	Protection	Page frame
1	140	1	RW	31
1	20	0	R X	38
1	130	1	RW	29
1	129	1	RW	62
1	19	0	R X	50
1	21	0	R X	45
1	860	1	RW	14
1	861	1	RW	75

Figure 4-12. A TLB to speed up paging.

Inverted Page Tables

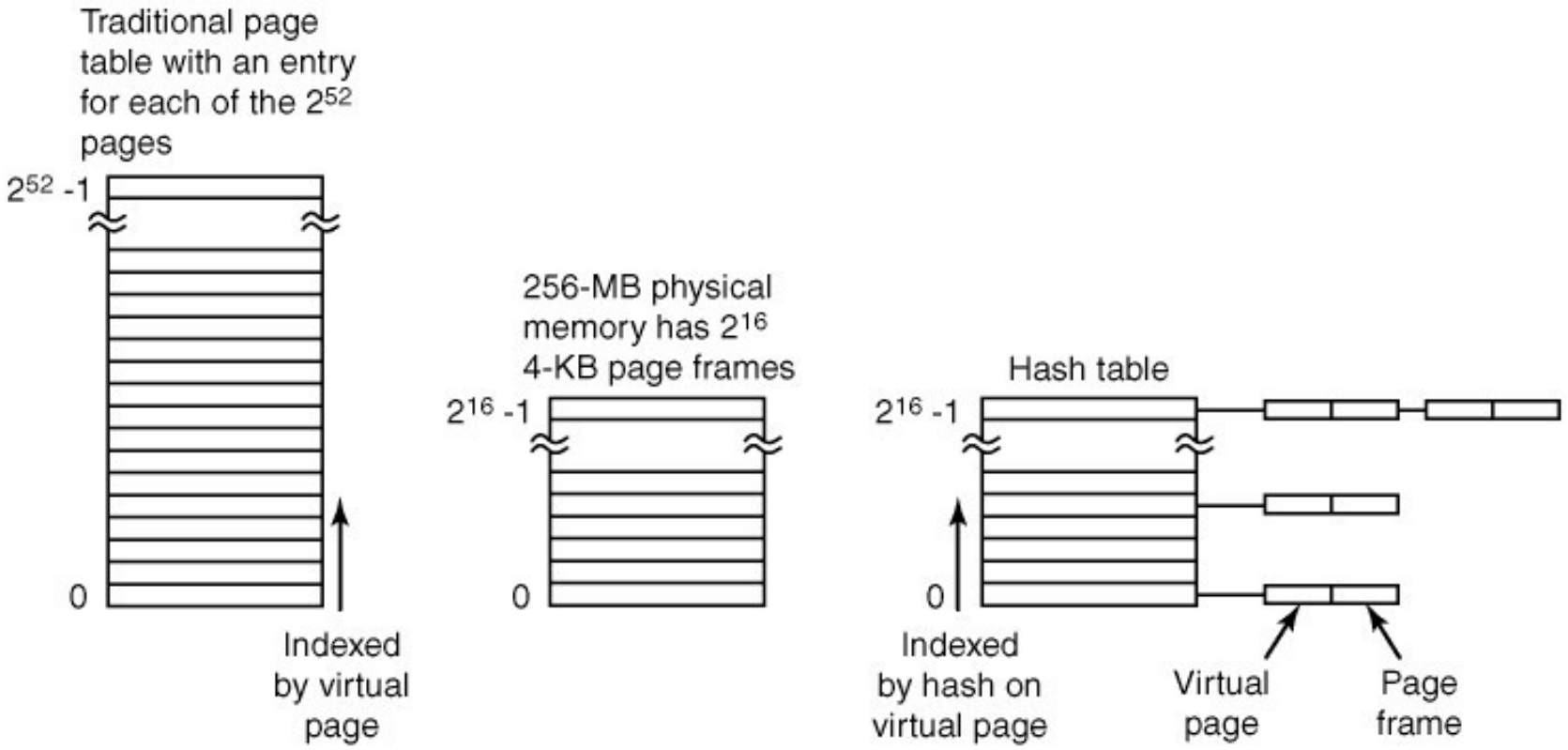


Figure 4-13. Comparison of a traditional page table with an inverted page table.