

## Virtual Memory

### 5.15.1

The base CPI is 1.5. This means that the added CPI here is

$$120/10000 = 0.012 * (15+175) = 2.28$$

Therefore, the total CPI is

$$1.5 + 2.28 = 3.78$$

If VMM overhead doubles, it becomes 350 cycles. Thus, the total new CPI is

$$1.5 + (120/10000) * (15+350) = 5.88$$

If VMM overhead is half, it becomes 87 (150/2 = 87.5). Thus, the total new CPI is

$$1.5 + (120/10000) * (15+87) = 2.724$$

Without VMM, the CPI is

$$1.5 + (120/10000) * 15 = 1.68$$

Degradation of 10% is  $1.68 * 1.1 = 1.848$

Let  $x$  be the overhead such that the degradation is at most 10%. Then we have the inequality

$$1.5 + (120/10000) * (15+x) \leq 1.848 \rightarrow (120/10000) * 15 + 0.012x \leq 0.348$$

From this

$$0.012x \leq 0.168 \rightarrow x \leq 14$$

So, the overhead can be at most 14 cycles.

### 5.15.2

The base CPI of a non-virtualized machine is 1.5. The "bonus" CPI caused by privileged instructions is

$$(120/10000) * 15 = 0.18$$

The "bonus" CPI caused by I/O is

$$(30/10000) * 1100 = 3.3$$

Thus, the total CPI is

$$1.5 + 0.18 + 3.3 = 4.98$$

To find the CPI of a virtualized machine, just add the overhead:

$$1.5 + (120/10000) * (15+175) + (30/10000) * (1100+175) = 7.60$$

With half I/O, these CPIS become

$$\text{Non-virtualized: } 1.5 + (120/10000) * 15 + (15/10000) * 1100 = 3.33$$

$$\text{Virtualized: } 1.5 + (120/10000) * (15+175) + (15/10000) * (1100+175) = 5.6875$$

We see that as I/O accesses increase in frequency, the increase of CPI on a virtualized machine is notably greater than the increase of CPI on a non-virtualized machine. In other words, there is considerable performance penalty.