



University of
Pittsburgh

Introduction to Operating Systems CS 1550



Spring 2023
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(Some slides are from **Silberschatz, Galvin and Gagne ©2013**)

Announcements

- Upcoming deadlines
 - Homework 9 due this Friday
 - Project 3 is due Friday 4/7 at 11:59 pm
 - Lab 4 is due on Tuesday 4/11 at 11:59 pm

Previous Lecture

- How to simulate page replacement algorithms
 - Clock, LRU, OPT

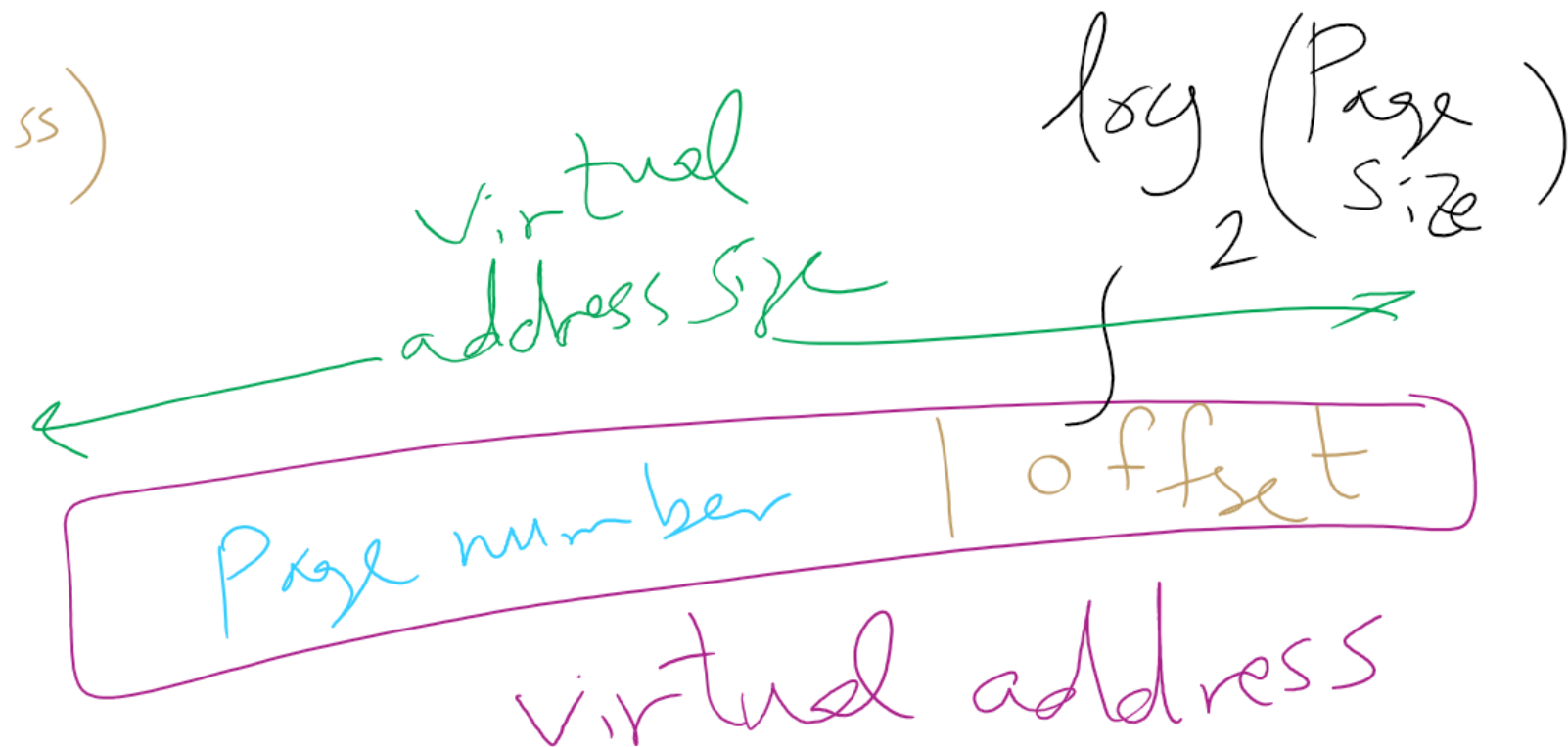
This Lecture ...

- Problem of Too Large Page Tables
 - multi-level page tables + TLB
 - inverted page tables
- Miscellaneous Memory Management Issues

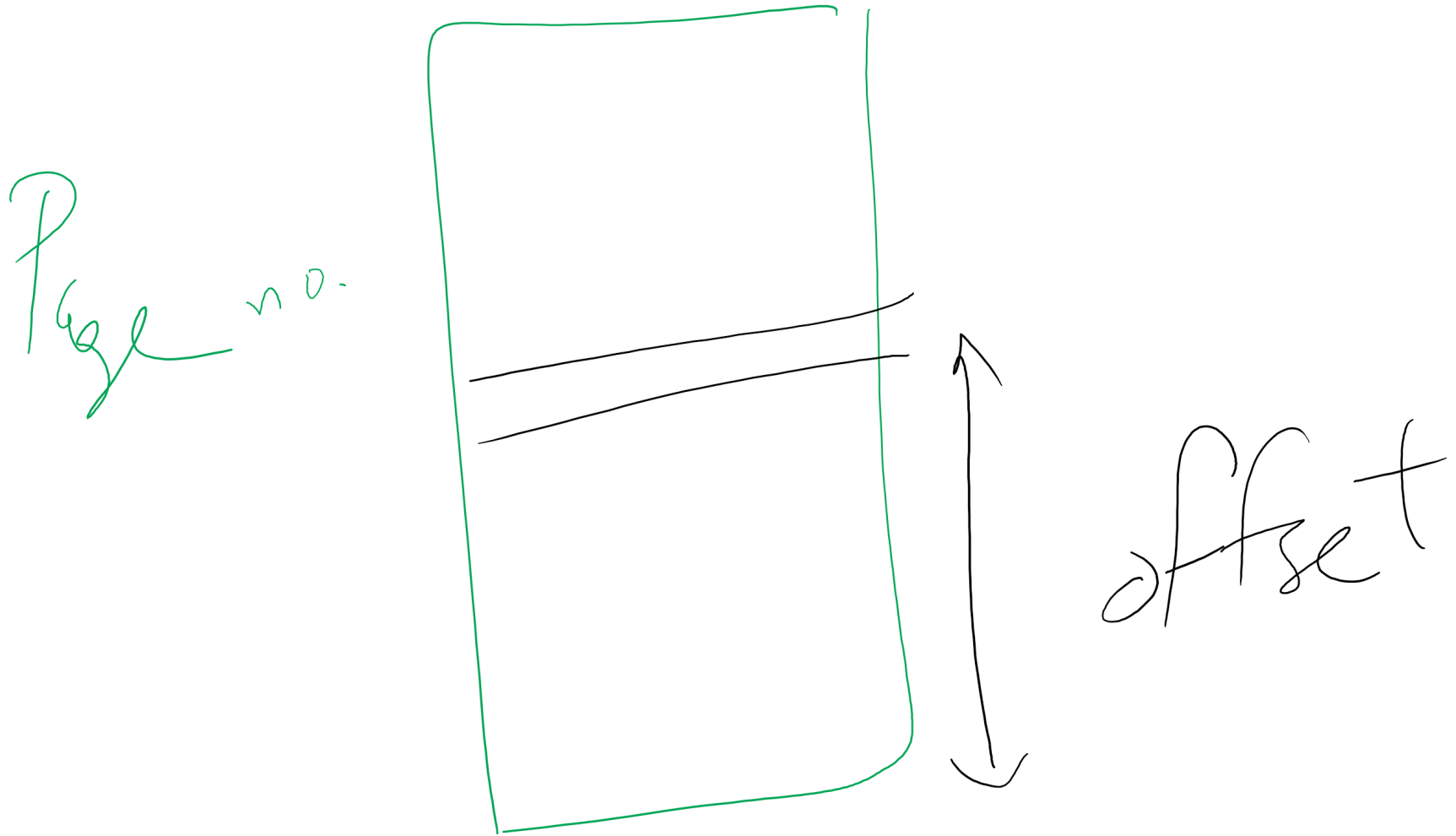
Page Table Size

- How big can a page table be?
 - 64-bit machine
 - 4 KB page size
 - How many pages?
 - How many PTEs?
 - How big is a PTE?
 - How big is the page table of one process?

Virtual Address



Page number vs. Offset



Memory Sizes

$$\begin{array}{lcl} & & 10 \\ K:B & = & 2 \\ M:B & = & 2^{20} \\ G:B & = & 2^{30} \\ T:B & = & 2^{40} \\ P:B & = & 2^{50} \end{array}$$

Example on splitting a virtual address

Page no. offset

0x 01234 567 ¹²

Page Size = 4 KB = 2¹² bytes

offset : 12 bits

 : 3 hexadecimal digits

PTEs

$$\begin{aligned} \# \text{PTEs} &= \frac{\text{Virtual address space size}}{\text{Page size}} = \frac{\text{(logical address size)}}{2} \\ &= 2^{\text{(Page no. size)}} \end{aligned}$$

←

PTE Size



$$\text{frame number} = \left\lceil \log_2 \# \text{frames} \right\rceil$$

Size

$$\# \text{frames} = \frac{\text{RAM size}}{\text{frame size}}$$

Page Table Size

$$\text{Page Table Size} = \# \text{PTEs} * \text{PTE size}$$

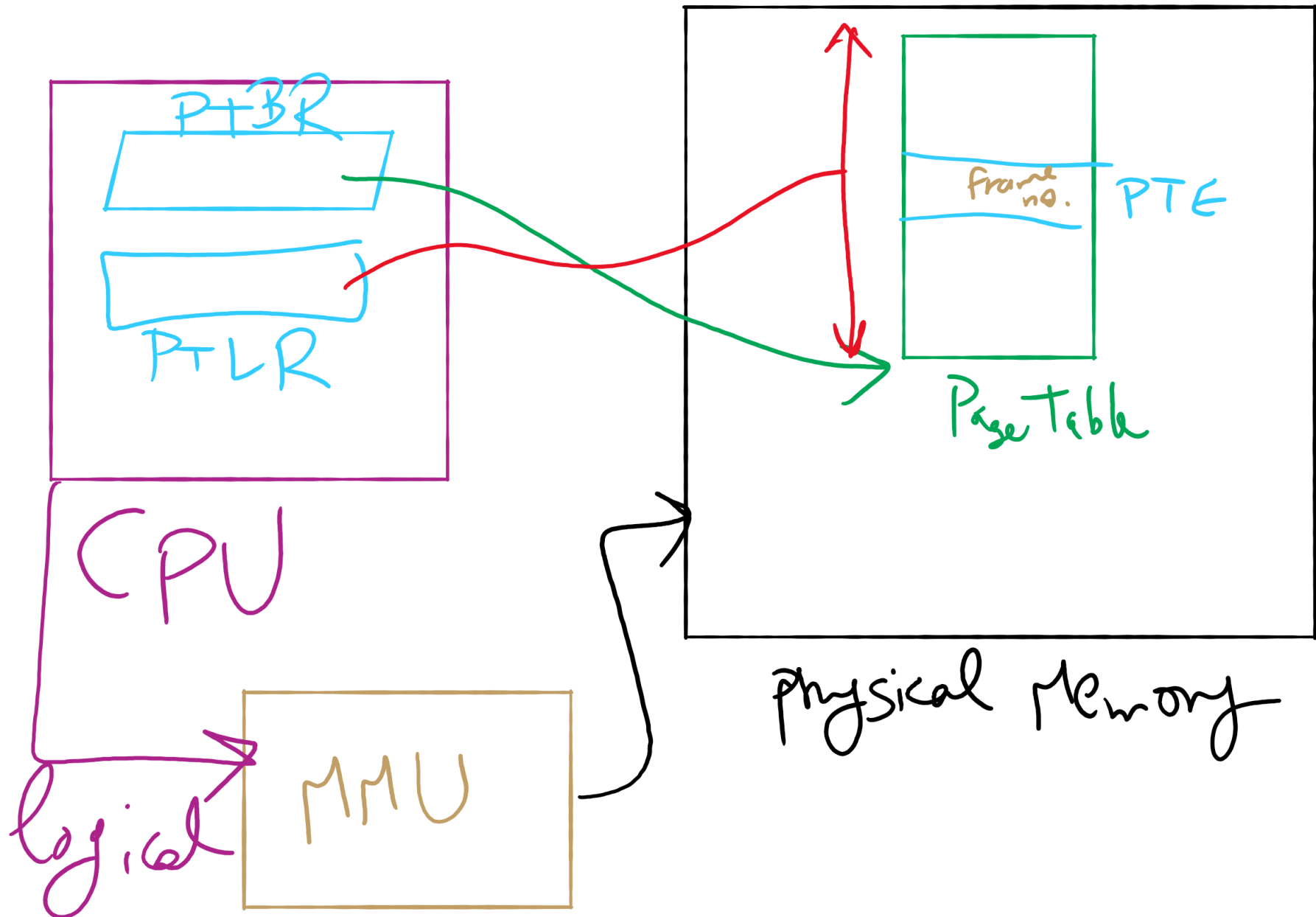

Page Table Size

- How big can a page table be?
 - 64-bit machine \rightarrow virtual address size = 64 bits
 - 4 KB page size \rightarrow page offset is $\log_2 2^{12} = 12$ bits
 - How many pages?
 - How many PTEs?
 - $\#PTEs = 2^{64} / \text{page size} = 2^{64} / 2^{12} = 2^{52}$
 - How big is a PTE?
 - Assume 4 GB RAM (Physical Memory) = 2^{32} bytes
 - $\# \text{ Frames} = 2^{32} / \text{page size} = 2^{32} / 2^{12} = 2^{20}$
 - Frame no. size = $\log_2 2^{20} = 20$ bits
 - PTE size = 20 + (let's say) 12 bits for flags = 32 bits = 4 bytes
 - How big is the page table of **one process**?
 - $\#PTEs * \text{PTE size} = 2^{52} * 4 = 2^{54}$ bytes = **16 PB**

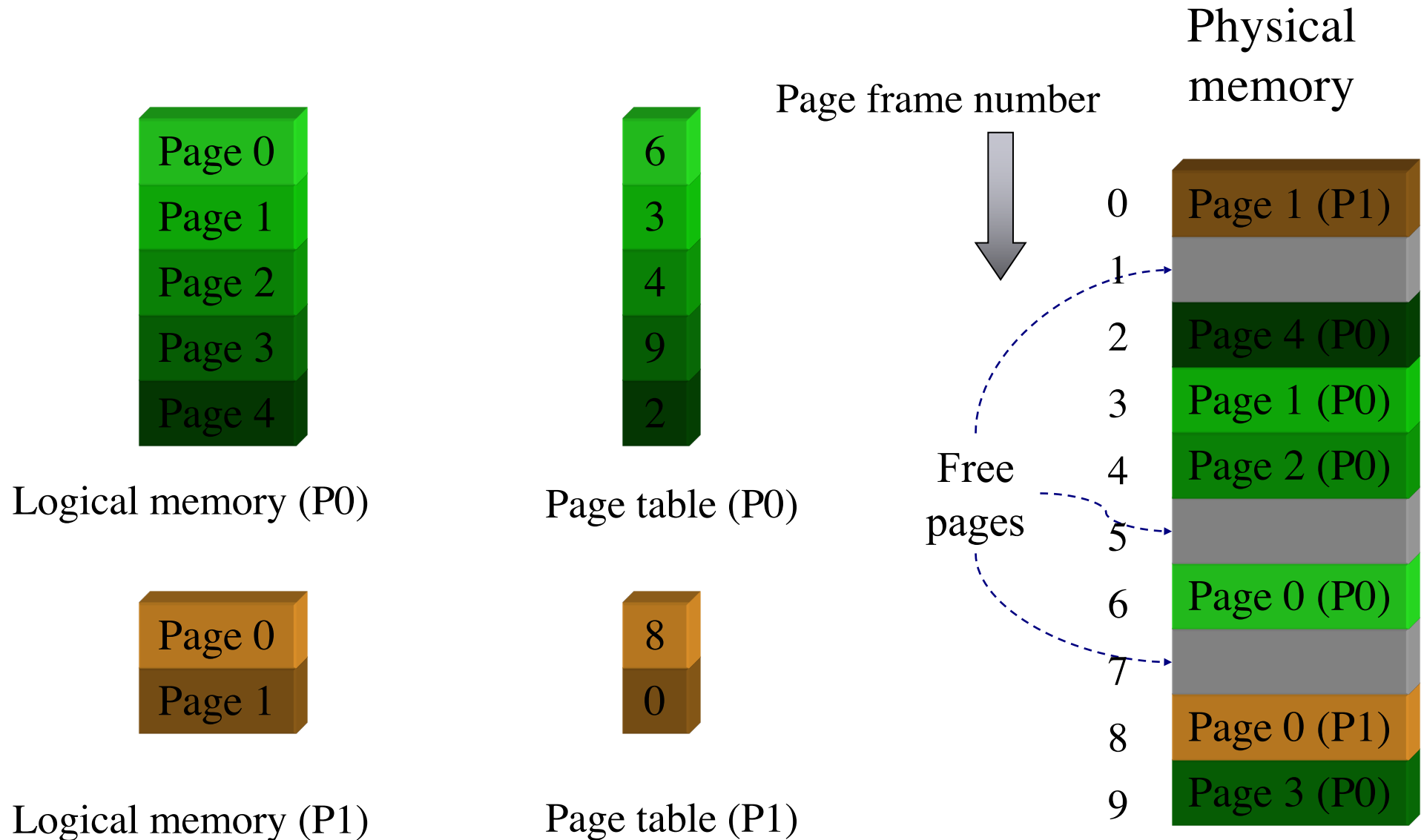
Problem of the Day

- How big is the page table of **one process**?
- $\#PTEs * PTE\ size = 2^{52} * 4 = 2^{54}\text{ bytes} = \mathbf{16\ PB}$
- Such page table is too big to put in memory!
- But why does it have to be in memory?
- Let's see how address translation happens ...

Address Translation Structures



Memory & paging structures



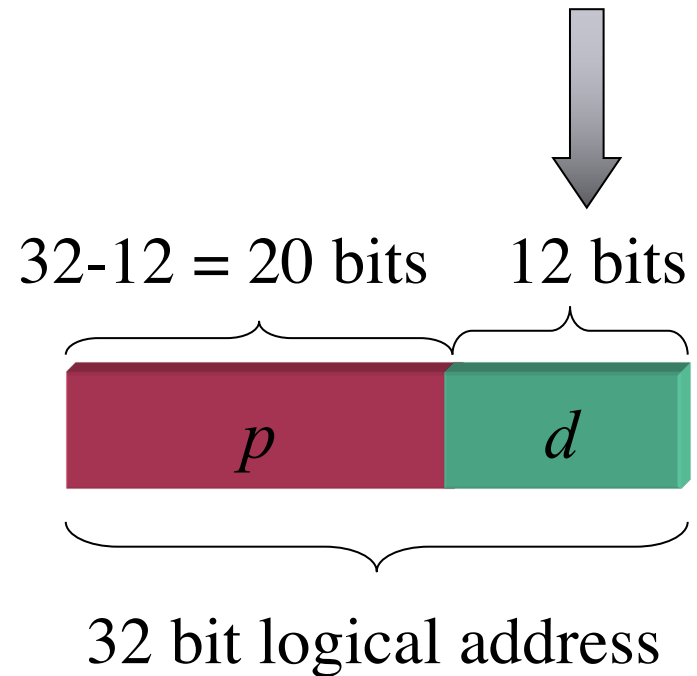
Mapping logical => physical address

- Split address from CPU into two pieces
 - Page number (p)
 - Page offset (d)
- Page number
 - Index into page table
 - Page table contains base address of page in physical memory
- Page offset
 - Added to base address to get actual physical memory address
- Page size = 2^d bytes

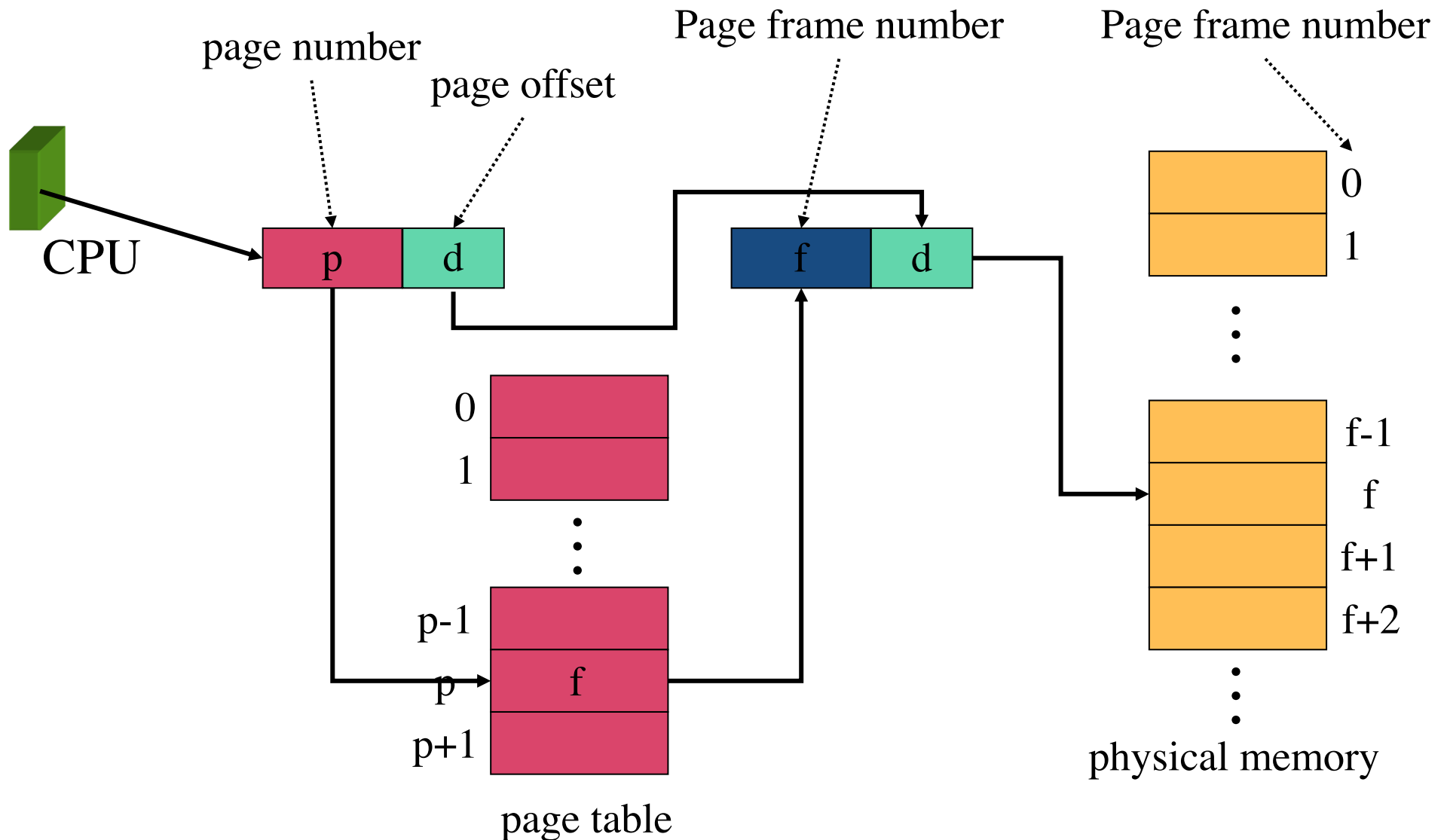
Example:

- 4 KB (=4096 byte) pages
- 32 bit logical addresses

$$2^d = 4096 \longrightarrow d = 12$$

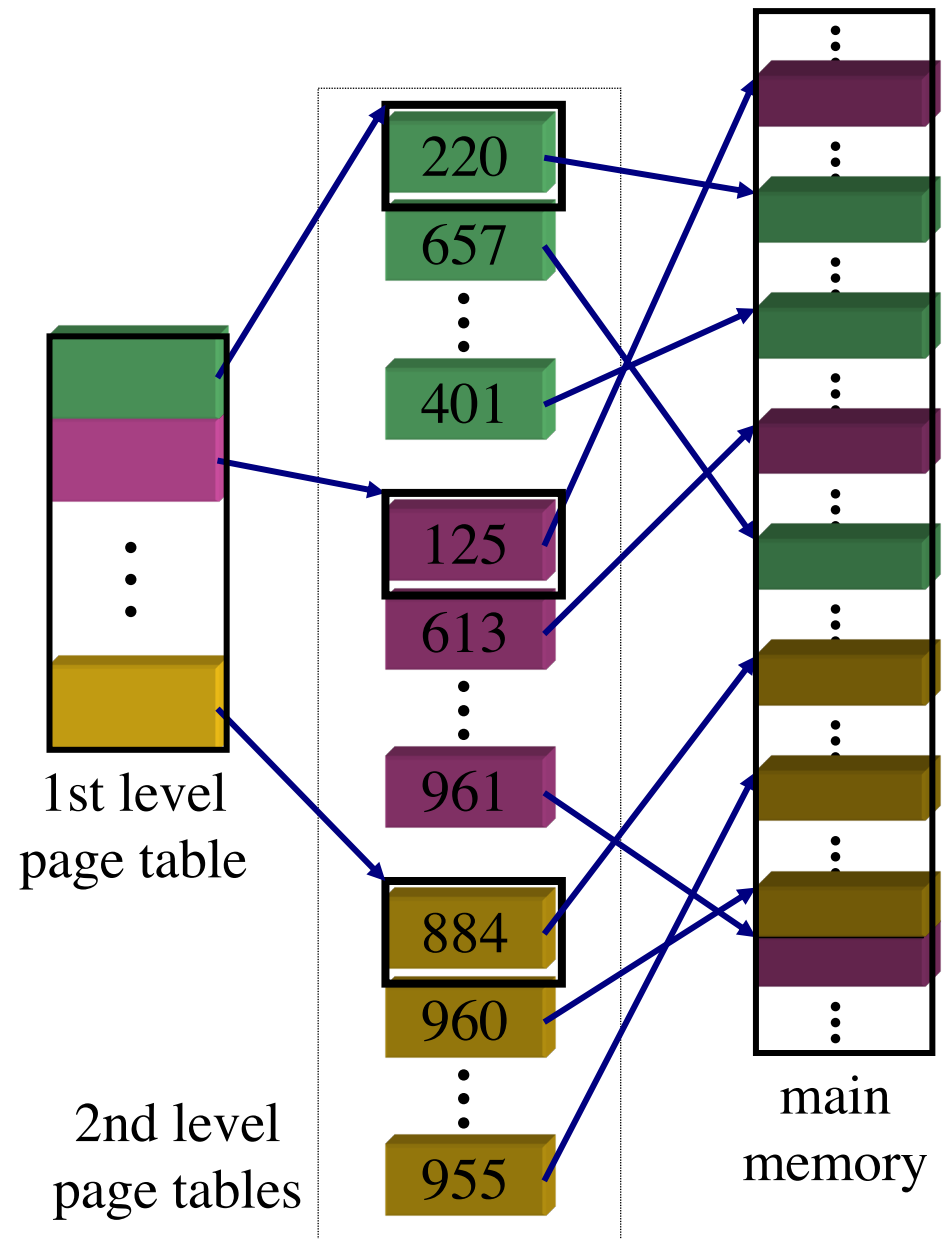


Address translation architecture



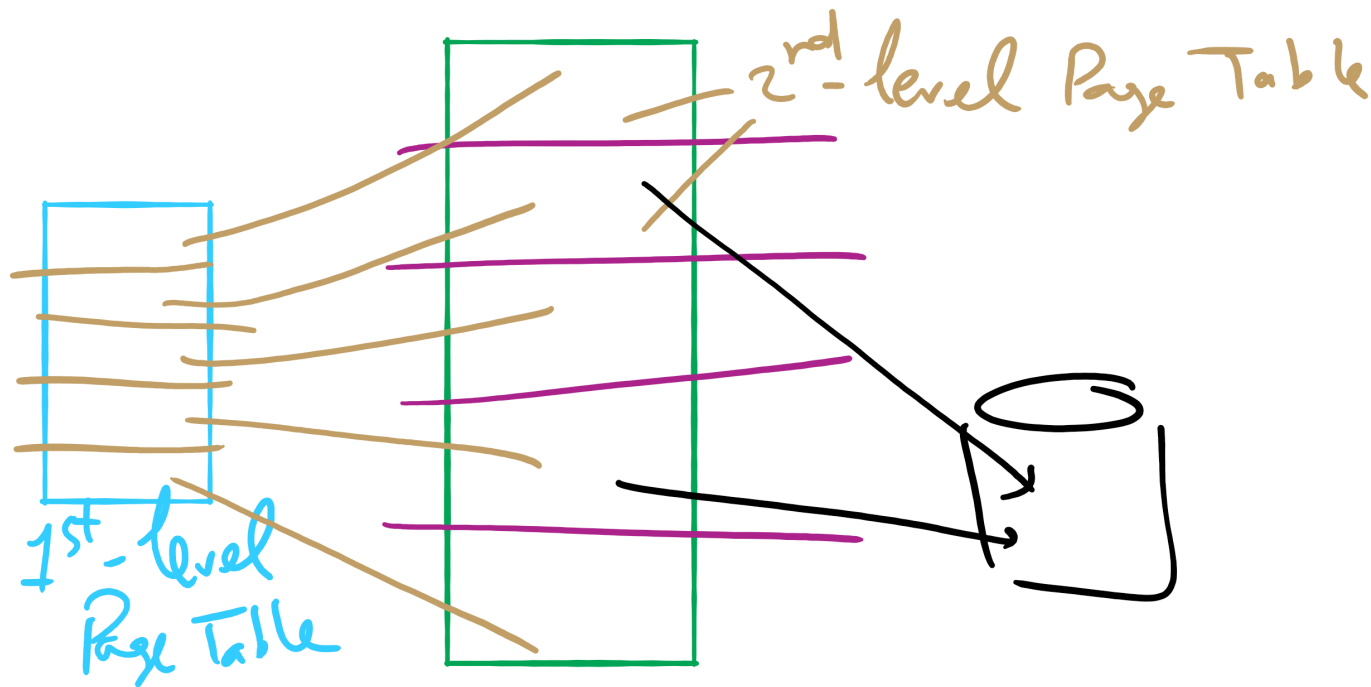
Solution 1: Two-level page tables

- 1st level page table called **page directory**
 - PDEs have pointers to 2nd level page tables
- PTEs in 2nd level page table have actual physical page numbers
- All addresses are physical
- Protection bits kept in 2nd level



How does that solve the problem?

- 2nd level page tables don't have to be in memory all at once
 - can be loaded **on demand**
- PDEs marked invalid in first page table



More on two-level page tables

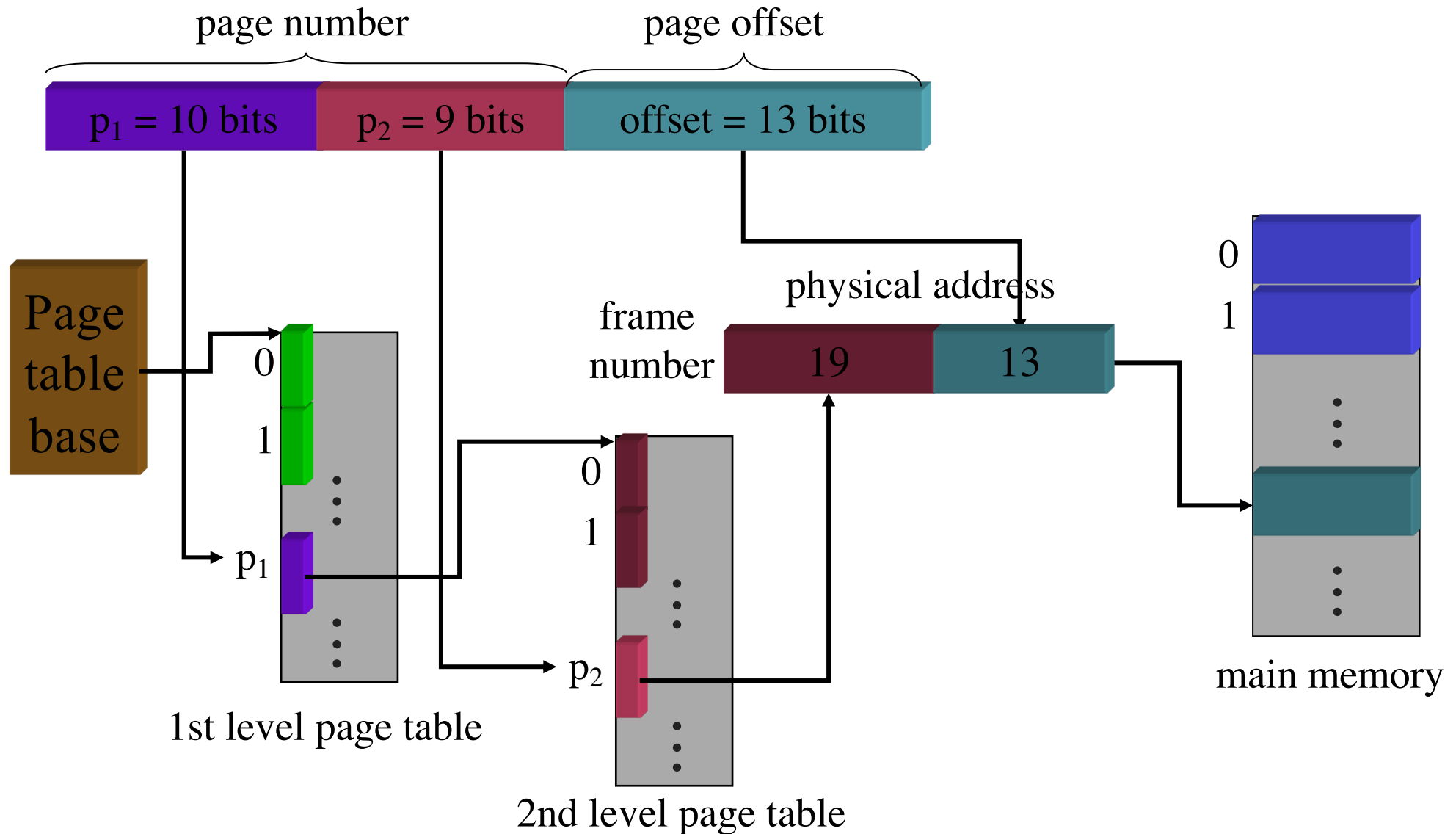
- Total number of bits indexing 1st and 2nd level table is constant for a given page size and logical address length. **Why?**
- More bits in 1st level: fine granularity at 2nd level
- Fewer bits in 1st level: maybe less wasted space?

Two-level paging: address translation

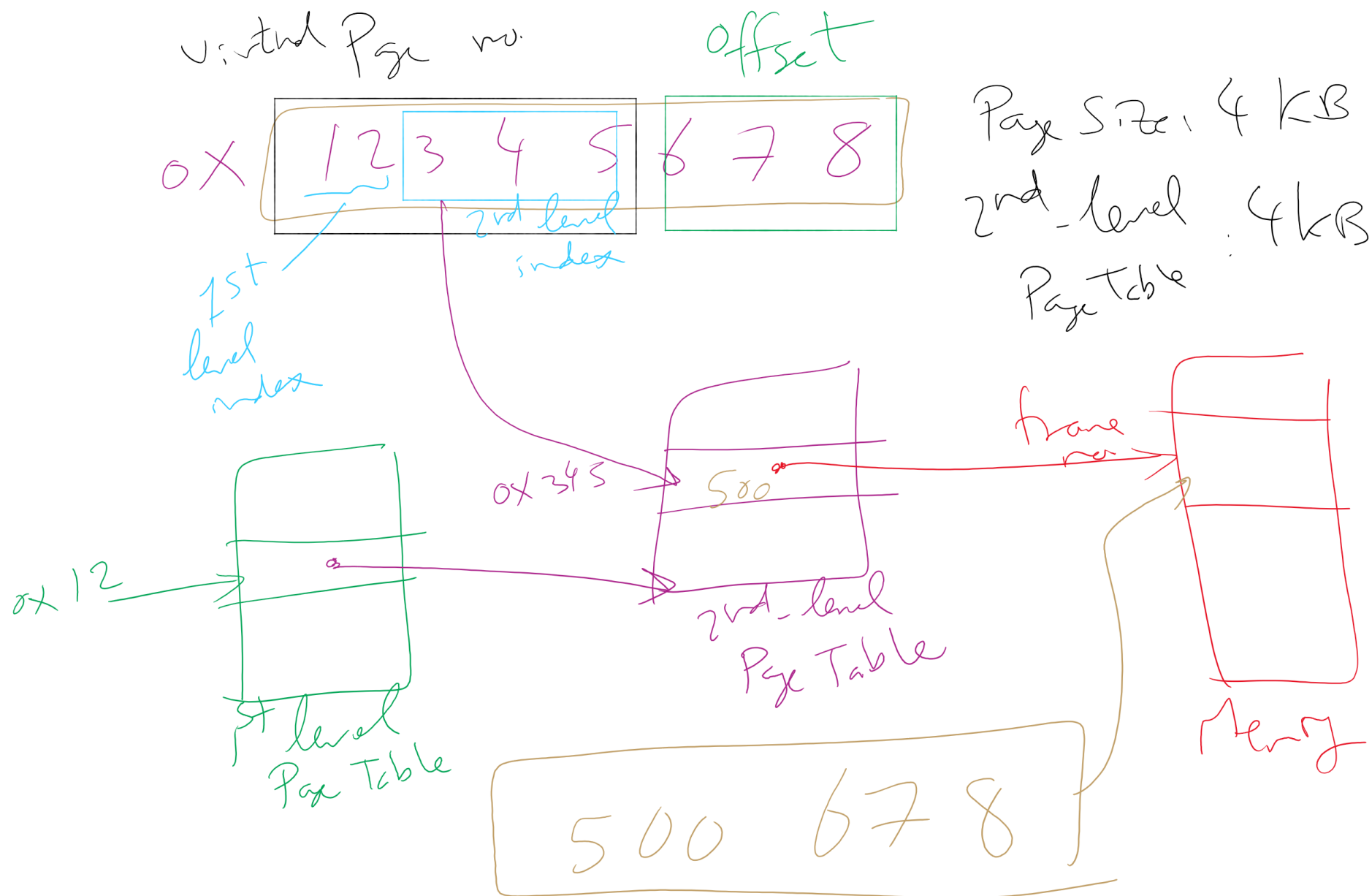
- 8 KB pages
- 32-bit logical address
- p_1 is an index into the 1st level page table
- p_2 is an index into the 2nd level page table pointed to by p_1



2-level address translation example



Address Translation: 2-level Page Table



Translation Lookaside Buffer (TLB)

- Search the TLB for the desired logical page number
 - Search entries in parallel
 - Use standard cache techniques
- If desired logical page number is found, get frame number from TLB
- If desired logical page number isn't found
 - Get frame number from page table in memory
 - Replace an entry in the TLB with the logical & physical page numbers from this reference

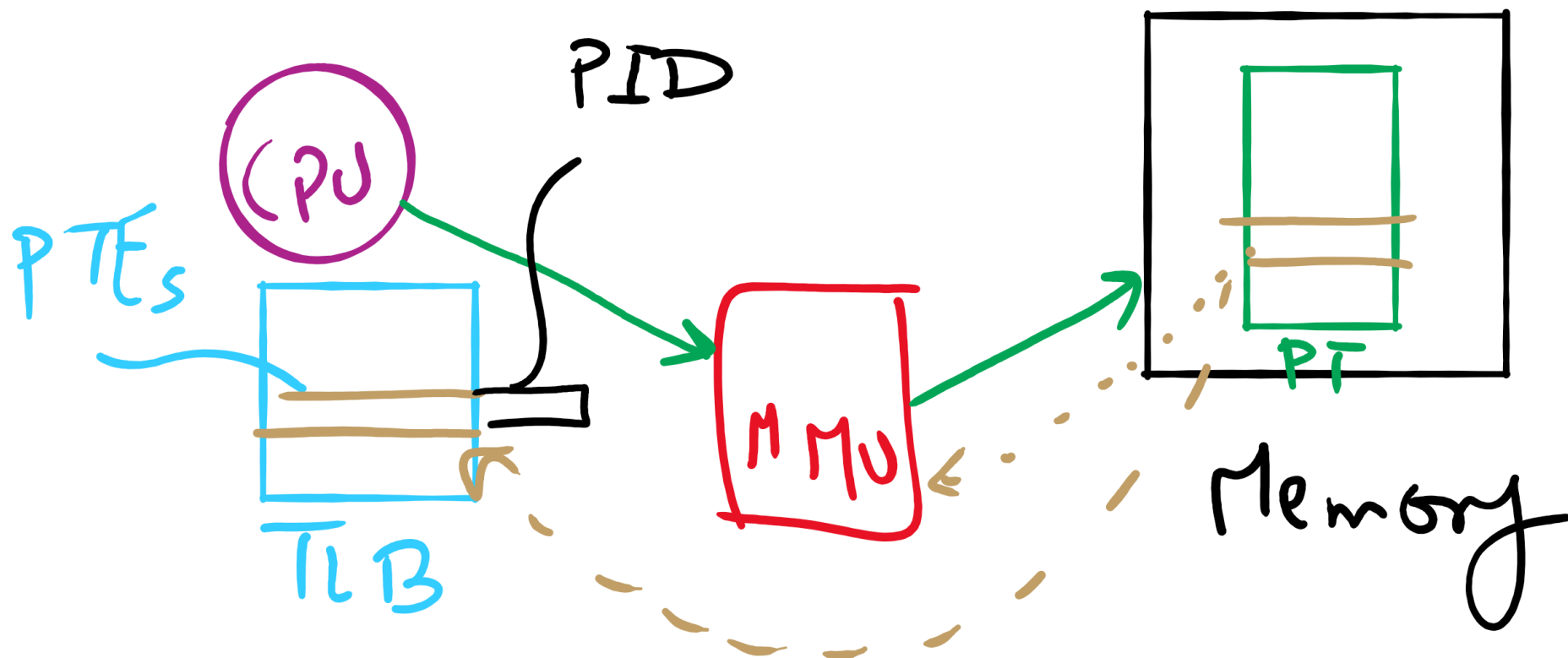
Logical page #	Physical frame #
8	3
unused	
2	1
3	0
12	12
29	6
22	11
7	4

Example TLB

Handling TLB misses

- If PTE isn't found in TLB, OS needs to do the lookup in the page table
- Lookup can be done in hardware or software
- Hardware TLB replacement
 - CPU hardware does page table lookup
 - Can be faster than software
 - Less flexible than software, and more complex hardware
- Software TLB replacement
 - OS gets TLB exception
 - Exception handler does page table lookup & places the result into the TLB
 - Program continues after return from exception
 - Larger TLB (lower miss rate) can make this feasible

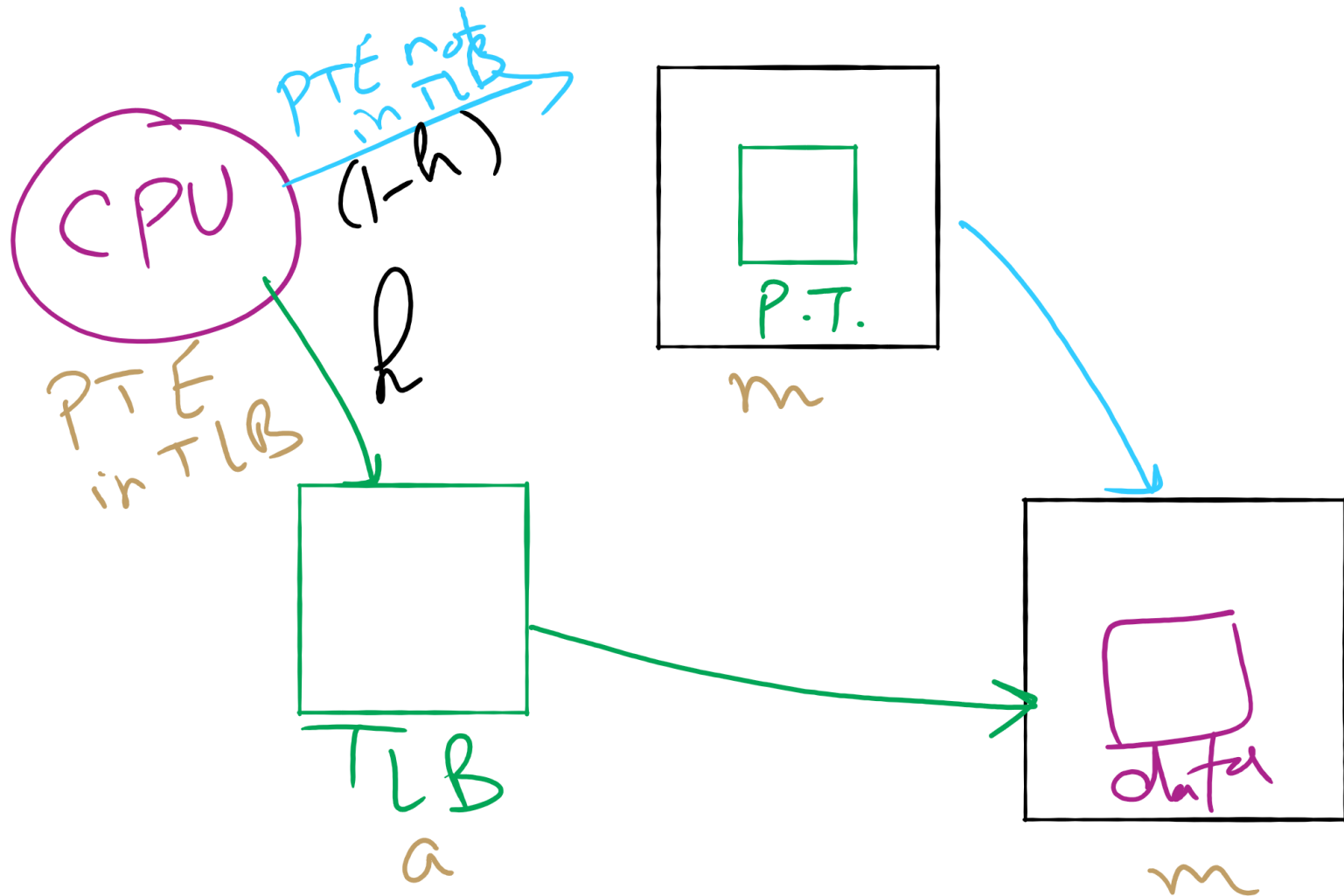
TLB



How long do memory accesses take?

- Assume the following times:
 - TLB lookup time = a (often zero - overlapped in CPU)
 - Memory access time = m
- Hit ratio (h) is percentage of time that a logical page number is found in the TLB
 - Larger TLB usually means higher h
 - TLB structure can affect h as well
- Effective access time (an average) is calculated as:
 - $EAT = (m + a)h + (m + m + a)(1-h)$
 - $EAT = a + (2-h)m$
- Interpretation
 - Reference always requires TLB lookup, 1 memory access
 - TLB misses also require an additional memory reference

Effective Access Time



$$EAT = h(a + m) + (1 - h)(a + m + m)$$

EAT Calculation

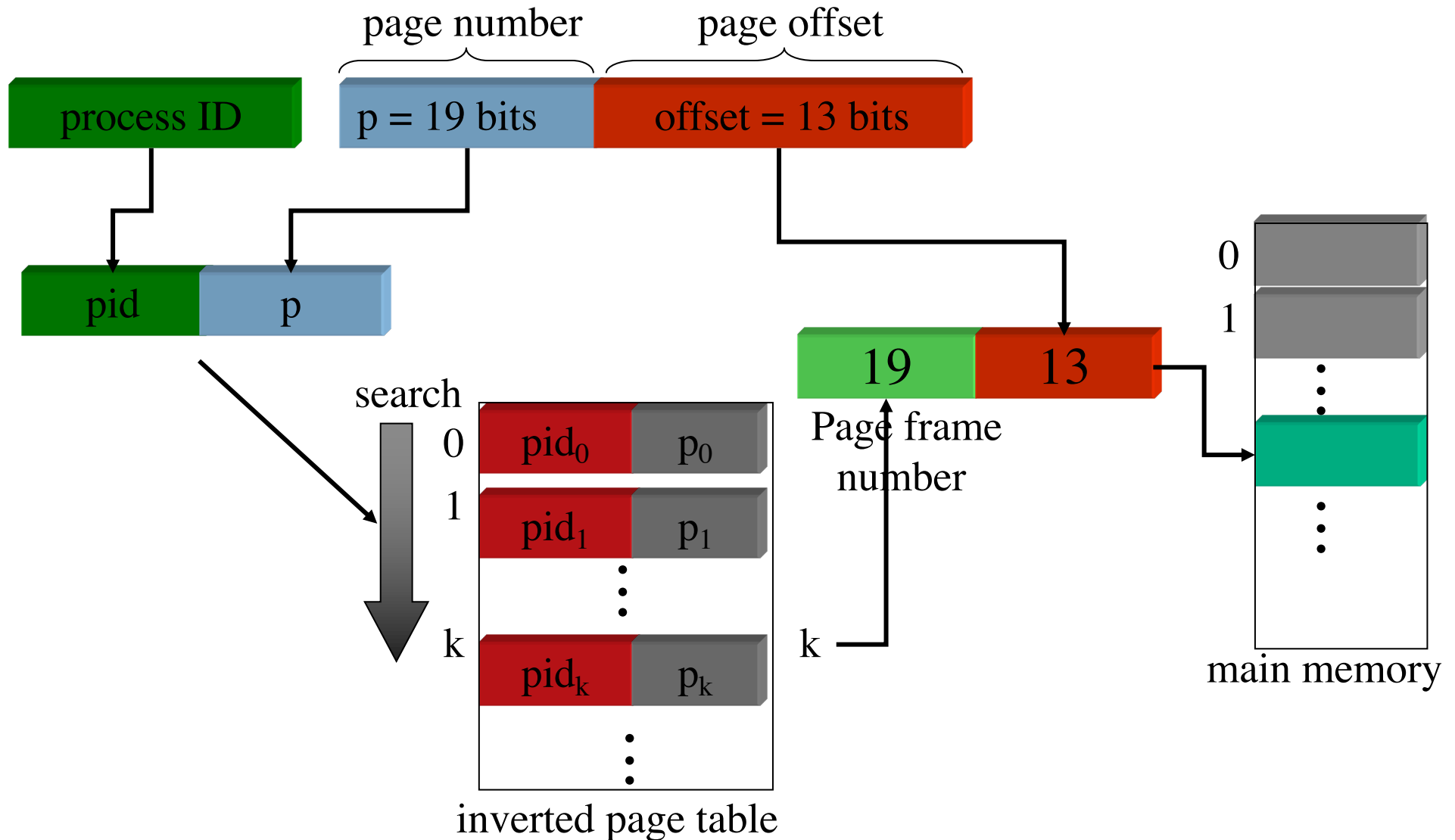
$$E.A.T = h(a + m) + (1-h)(a + \underbrace{m + m}_{2m})$$

2-level
Page Table

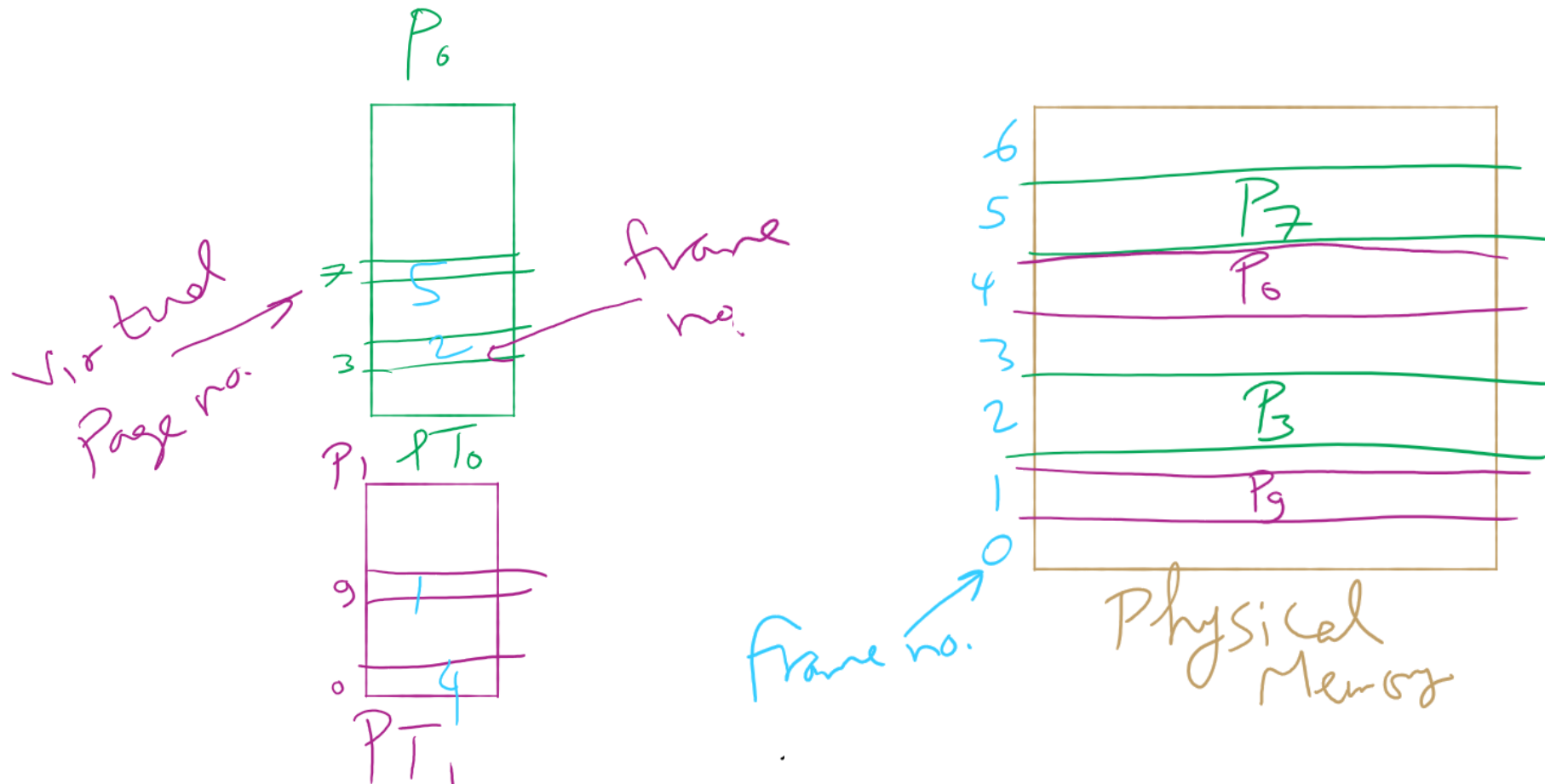
Solution 2: Inverted page table

- One entry for each **frame** in memory
- One table for the entire system
- PTE contains
 - Virtual address pointing to this frame
 - Information about the process that owns this page
- Search page table by
 - Hashing the virtual page number and process ID
 - Starting at the entry corresponding to the hash result
 - Search until either the entry is found or a limit is reached
- Page frame number is **index** of PTE in the table
- Improve performance by using more advanced hashing algorithms

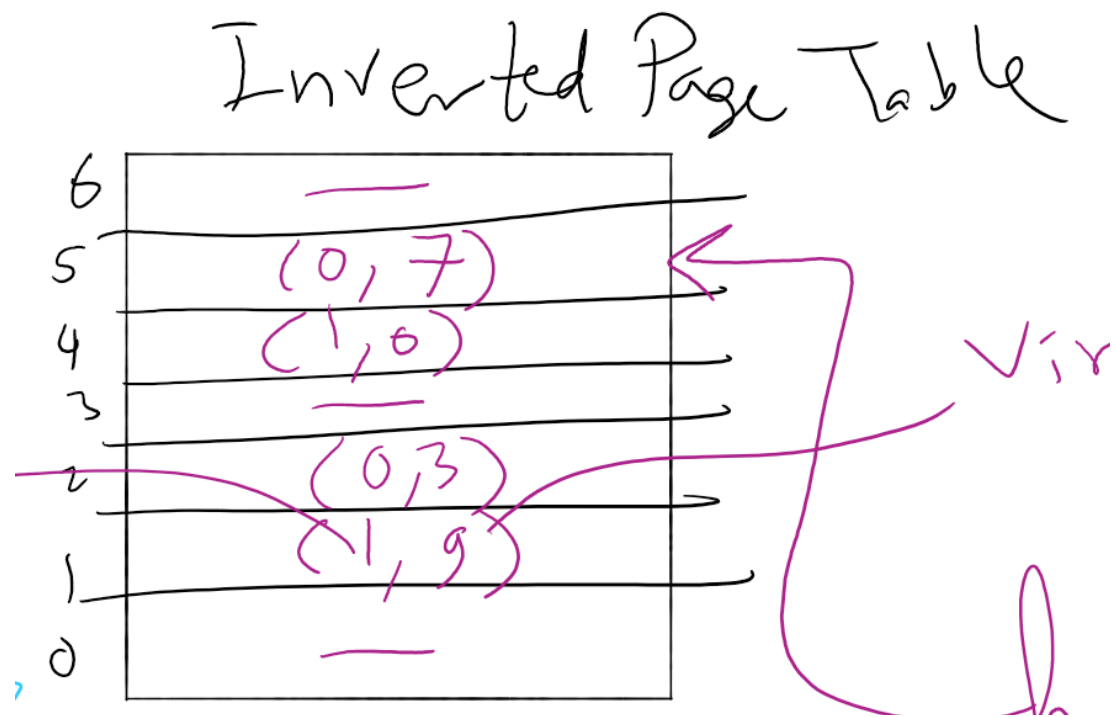
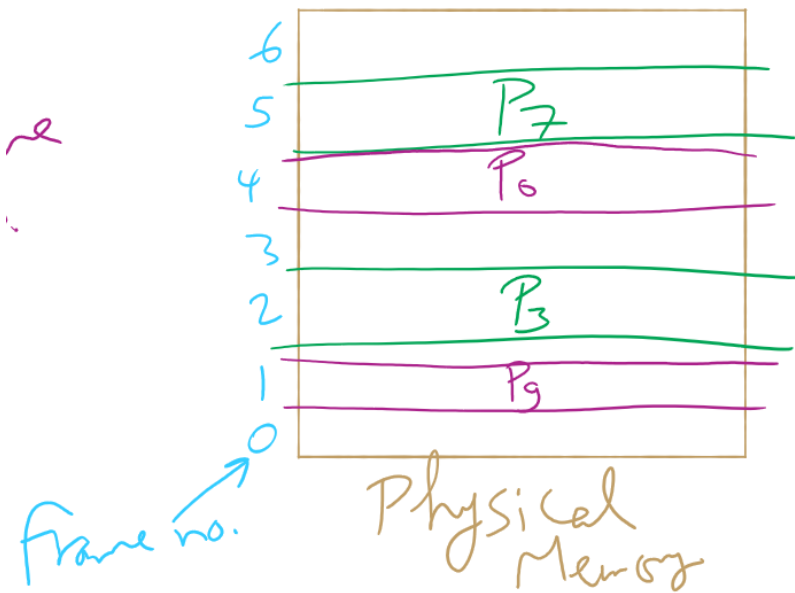
Inverted page table architecture



Inverted Page Table Example



Inverted Page Table Example



Inverted Page Table Example

