



CS3281 / CS5281

Advanced Virtual Memory

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**Some lecture slides borrowed and adapted from CMU's
"Computer Systems: A Programmer's Perspective"
and MIT's 6.S081 Course*



Tel (615) 343-7472 | Fax (615) 343-7440
1025 16th Avenue South Nashville, TN 37212
www.isis.vanderbilt.edu



Today

- Simple memory system example
- Memory mapping

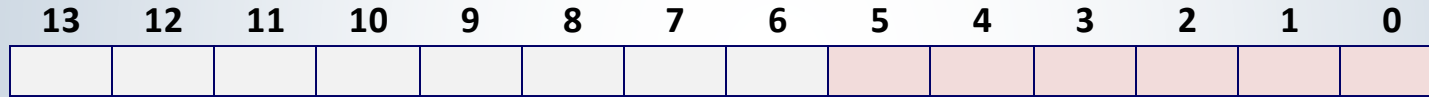


Review of Symbols

- Basic Parameters
 - **N** = 2^n : Number of addresses in virtual address space
 - **M** = 2^m : Number of addresses in physical address space
 - **P** = 2^p : Page size (bytes)
- Components of the virtual address (VA)
 - **VPO**: Virtual page offset
 - **VPN**: Virtual page number
- Components of the physical address (PA)
 - **PPO**: Physical page offset (same as VPO)
 - **PPN**: Physical page number

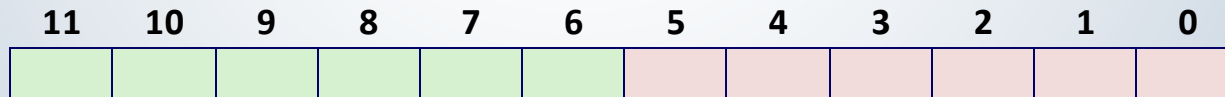
Simple Memory System Example

- Addressing
 - 14-bit virtual addresses
 - 12-bit physical address
 - Page size = 64 bytes



Virtual Page Number

Virtual Page Offset



Physical Page Number

Physical Page Offset

Simply Memory System Page Table

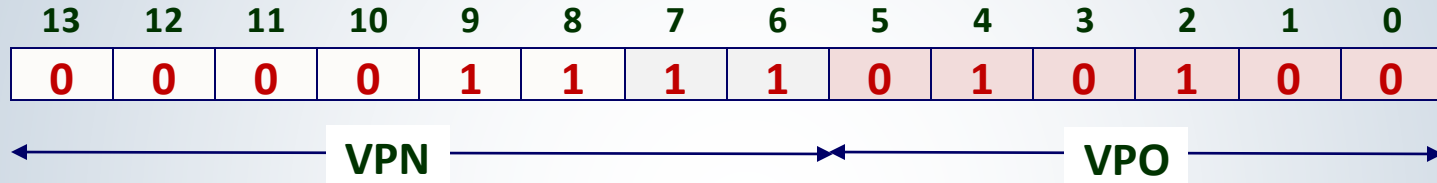
- Only show first 16 entries (out of)

<i>VPN</i>	<i>PPN</i>	<i>Valid</i>
00	28	1
01	—	0
02	33	1
03	02	1
04	—	0
05	16	1
06	—	0
07	—	0

<i>VPN</i>	<i>PPN</i>	<i>Valid</i>
08	13	1
09	17	1
0A	09	1
0B	—	0
0C	—	0
0D	2D	1
0E	11	1
0F	0D	1

Address Translation Example #1

Virtual Address: 0x03D4



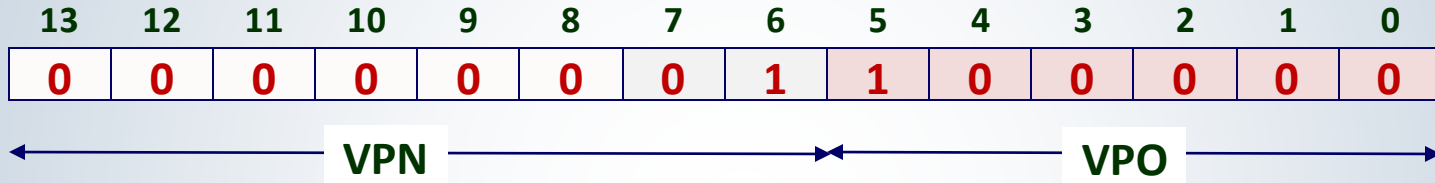
VPN:

Page Fault:

PPN:

Address Translation Example #2

Virtual Address: 0x0060

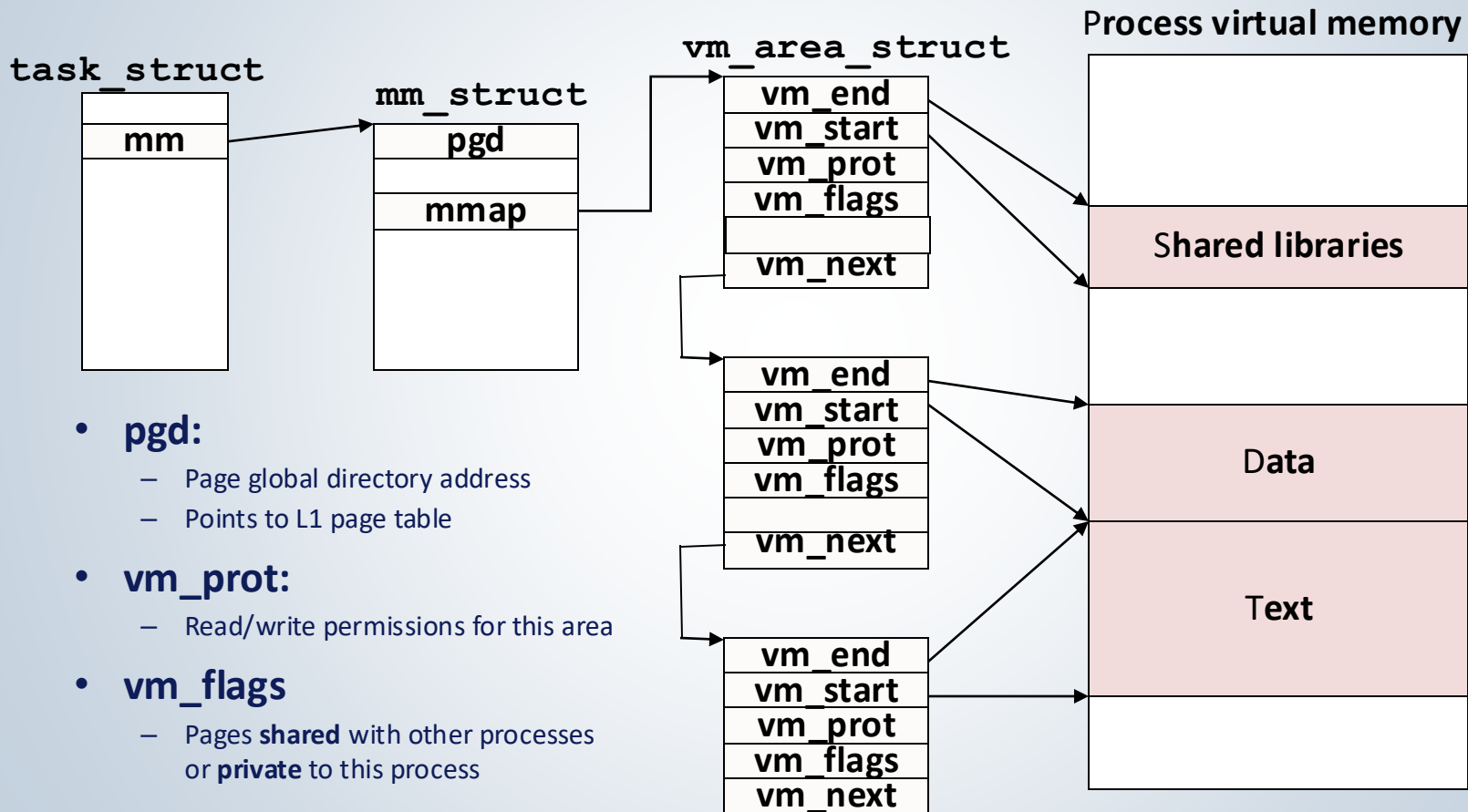


VPN: 0x01

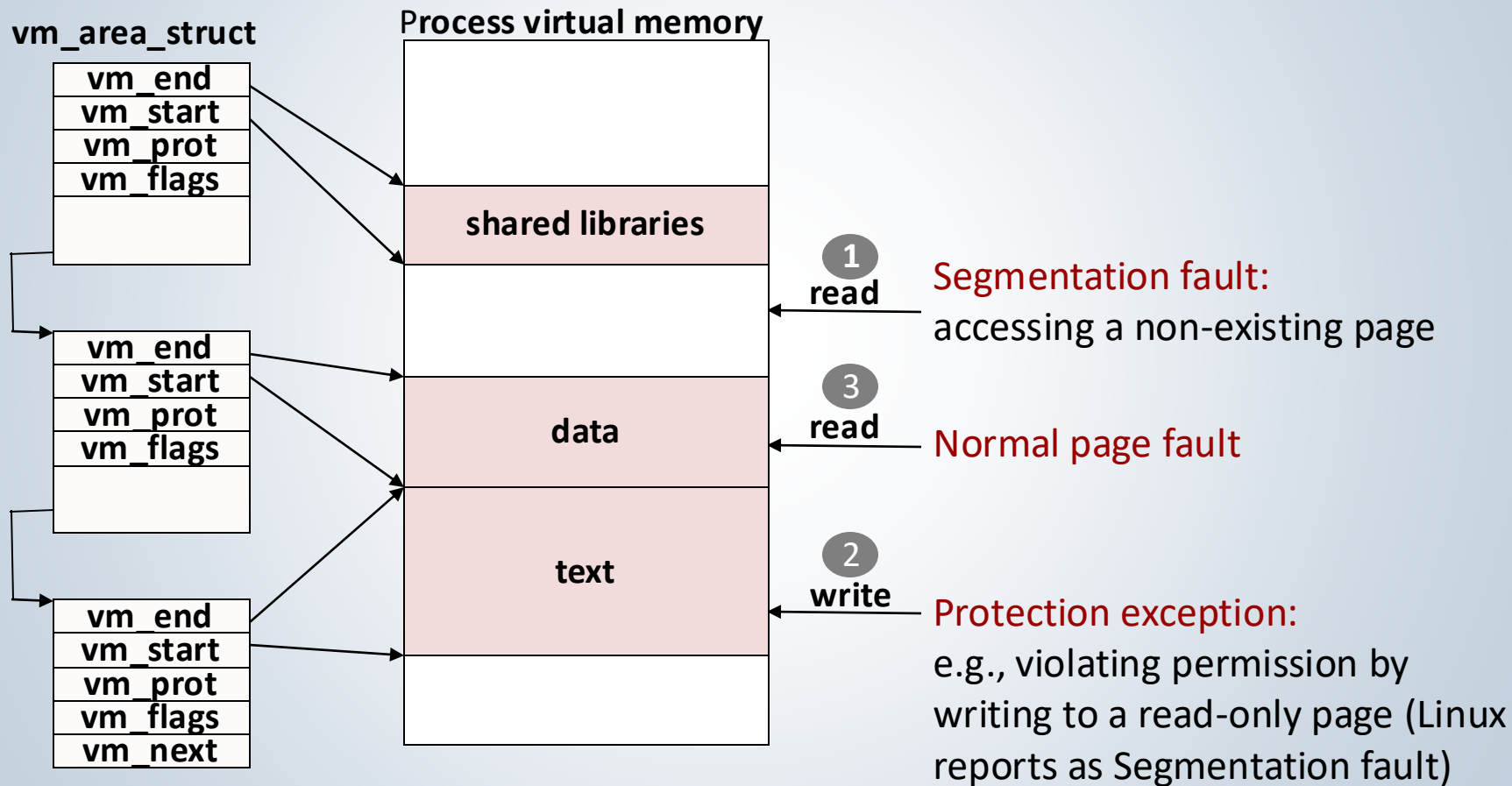
Page Fault: Y

PPN:

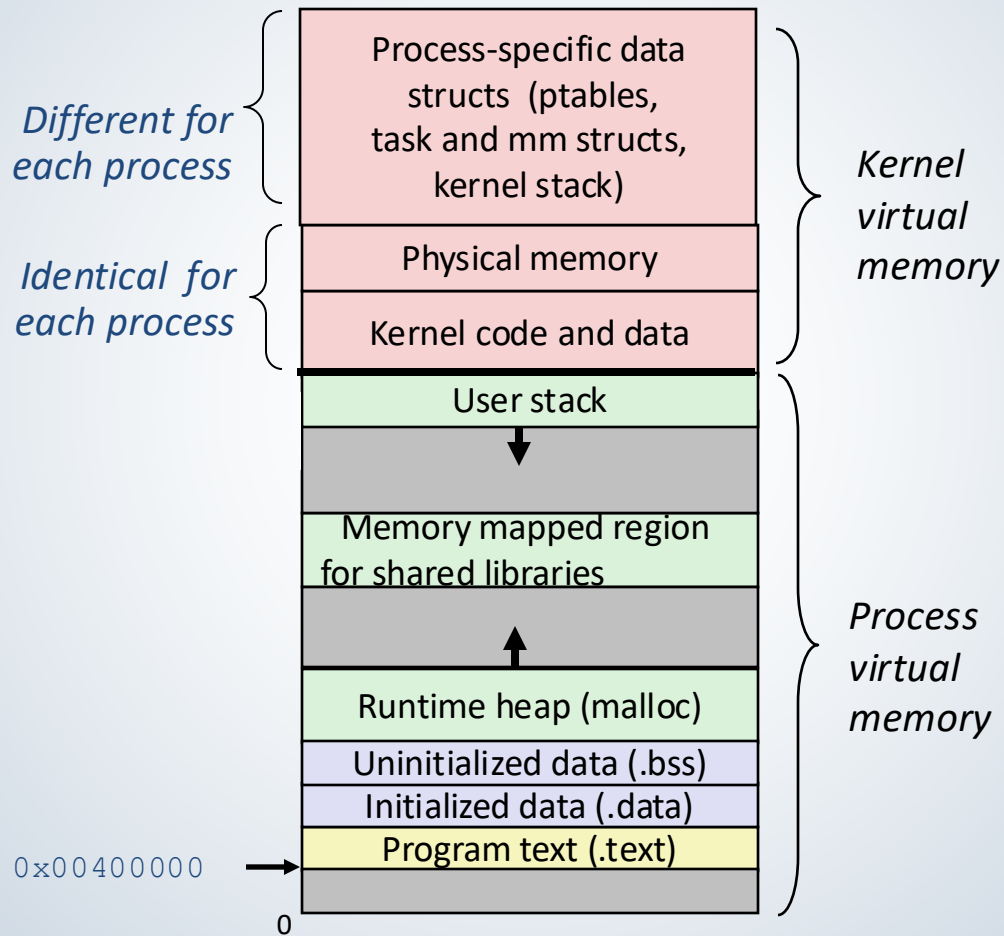
Linux Organizes VM as Collection of “Areas”



Linux Page Fault Handling



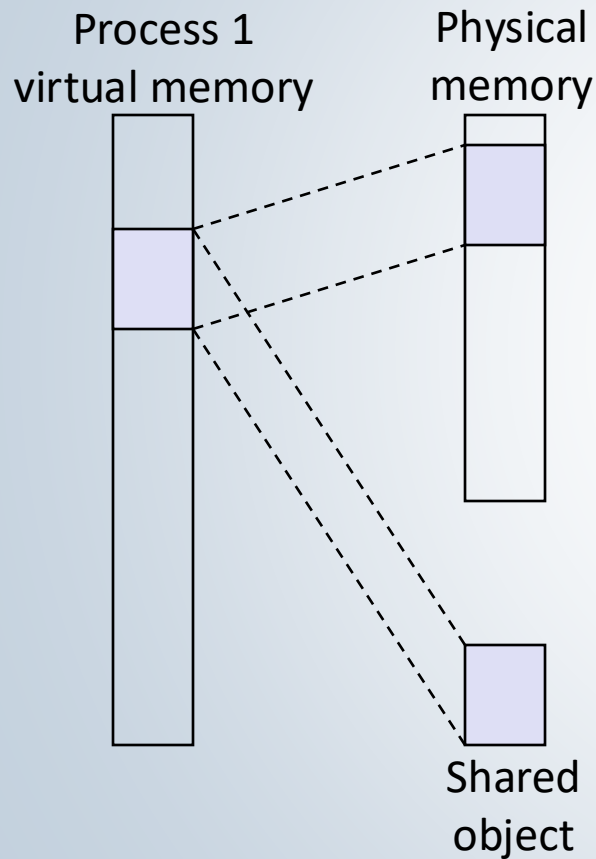
Virtual Address Space of a Linux Process



Today

- Simple memory system example
- Shared Memory and Copy-on-Write
- Memory mapping

Sharing Revisited: Shared Objects

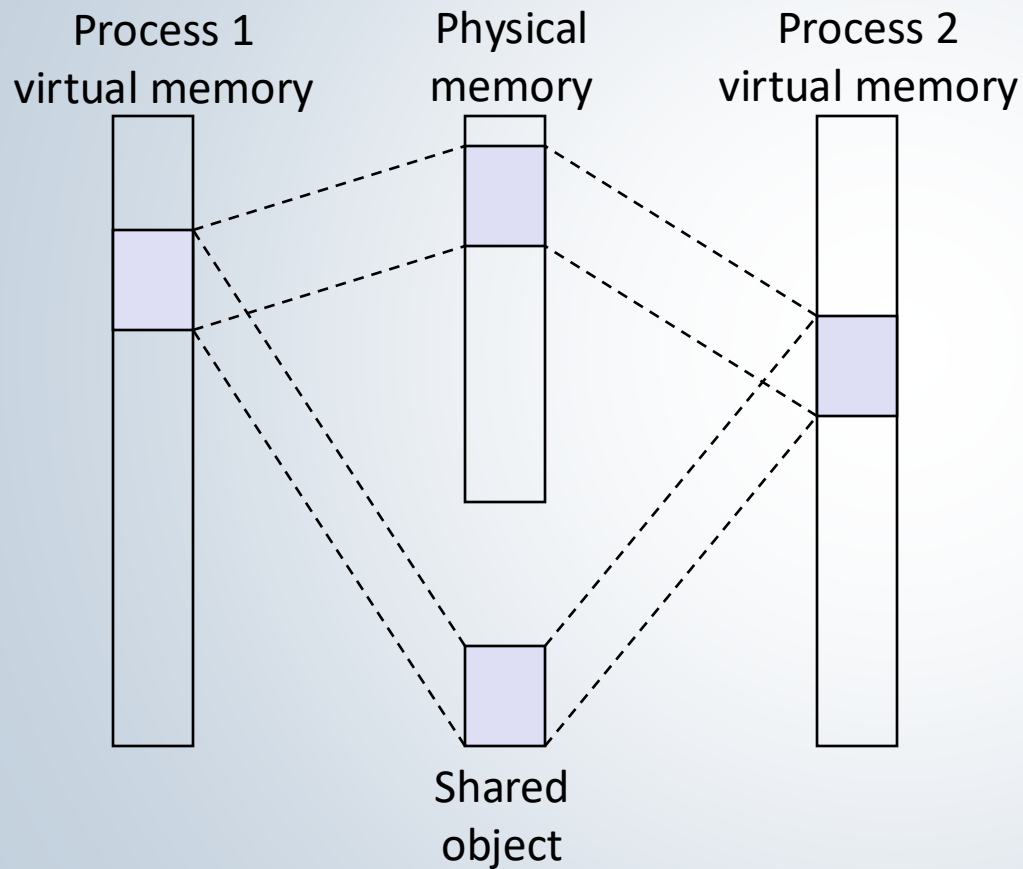


Process 2
virtual memory

A single vertical bar representing 'Process 2 virtual memory'.

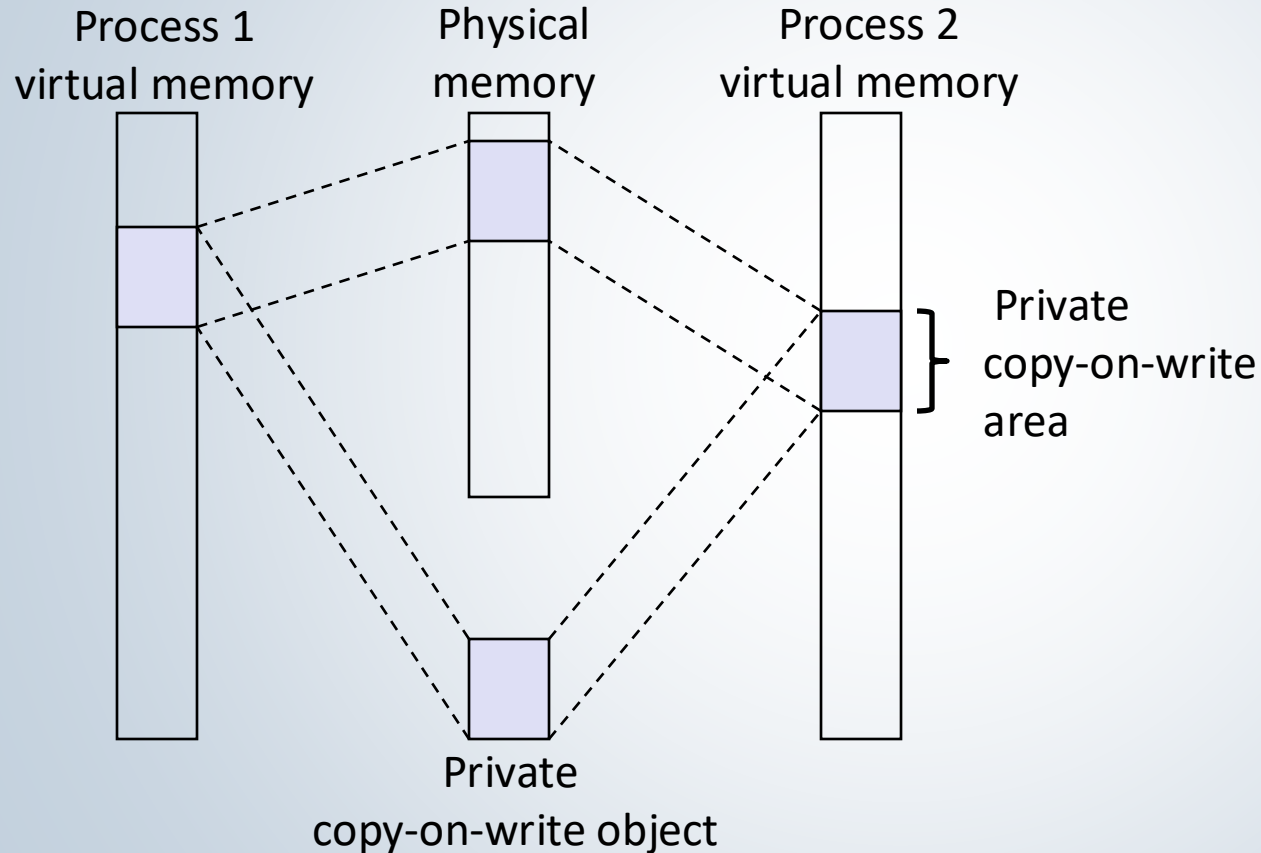
- **Process 2 maps the shared object (on disk).**

Sharing Revisited: Shared Objects



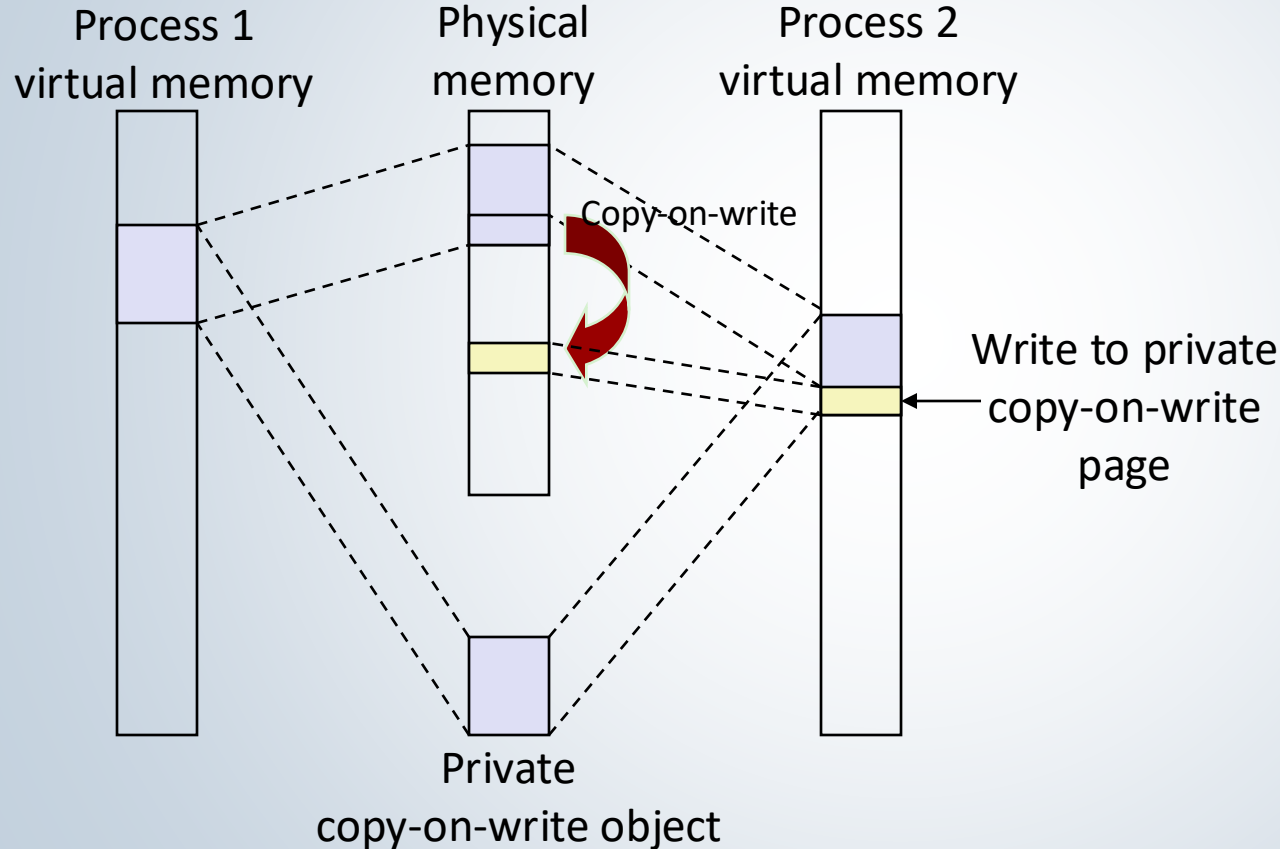
- **Process 2 maps the shared object (on disk).**
- Notice how the virtual addresses can be different.

Sharing Revisited: Copy-On-Write (COW) Objects



- Two processes mapping a *private copy-on-write (COW)* object
- Initially, this object is like a shared object
- The access right for the pages of this object is read-only in PTEs

Sharing Revisited: Copy-On-Write (COW) Objects



- Instruction writing to private page triggers protection fault
- Handler creates new R/W page for the offending process (Process 2)
- Instruction restarts upon handler return
- Copying deferred as long as possible!

The fork() Function Revisited

- Can use COW memory mapping in `fork()` to provides private address space for each process without duplicating physical memory unnecessarily
- To create virtual address for new process
 - Create exact copies of current page tables
 - Flag each page in PETs of both processes as (clear `write` flag)
 - Linux flags the VM area structs as copy-on-write
- On return, each process has identical view of memory but only one copy of physical memory exists
- Subsequent writes, e.g., with `exec()`, trigger COW mechanism and force pages to be duplicated when needed

Memory Mapping

- VM areas initialized by associating them with disk objects.
 - Process is known as *memory mapping*.
- Area can be *backed by* (i.e., get its initial values from) :
 - *Regular file* on disk (e.g., an executable object file)
 - Initial page bytes come from a section of a file
 - *Anonymous file* (e.g., nothing)
 - First fault will allocate a physical page full of 0's (*demand-zero page*)
 - Once the page is written to (*dirtied*), it is like any other page
- Dirty pages are copied back and forth between memory and a special *swap file*.

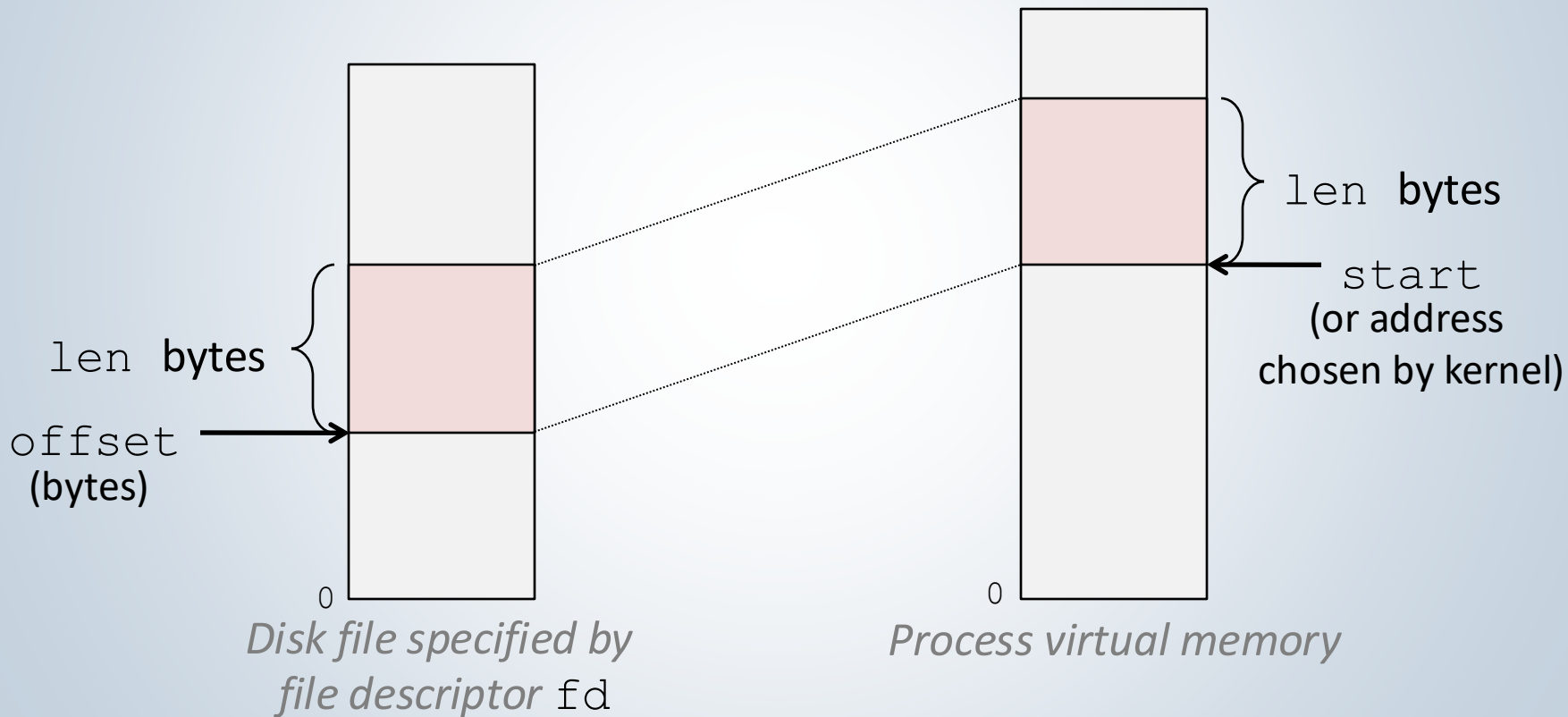
User-Level Memory Mapping

```
void *mmap(void *start, int len,  
           int prot, int flags, int fd, int offset)
```

- Map **len** bytes starting at offset **offset** of the file specified by file description **fd**, preferably at address **start**
 - **start**: may be 0 for “pick an address”
 - **prot**: PROT_READ, PROT_WRITE, ...
 - **flags**: MAP_ANON, MAP_PRIVATE, MAP_SHARED, ...
- Return a pointer to start of mapped area (may not be **start**)
- **malloc()** calls **mmap()** to allocate new pages

User-Level Memory Mapping

```
void *mmap(void *start, int len, int prot, int flags, int fd, int offset)
```



Using mmap() to Copy Files (Linux)

- Copying a file to `stdout` without transferring data to user space

```
#include "csapp.h"

void mmapcopy(int fd, int size)
{

    /* Ptr to memory mapped area */
    char *bufp;

    bufp = mmap(NULL, size,
                PROT_READ,
                MAP_PRIVATE,
                fd, 0);
    Write(1, bufp, size);
    return;
}
```

```
/* mmapcopy driver */
int main(int argc, char **argv)
{
    struct stat stat;
    int fd;

    /* Check for required cmd line arg */
    if (argc != 2) {
        printf("usage: %s <filename>\n",
              argv[0]);
        exit(0);
    }

    /* Copy input file to stdout */
    fd = Open(argv[1], O_RDONLY, 0);
    Fstat(fd, &stat);
    mmapcopy(fd, stat.st_size);
    exit(0);
}
```