CS3281 / CS5281

Virtual Memory

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**Some lecture slides borrowed and adapted from CMU's "Computer Systems: A Programmer's Perspective"*

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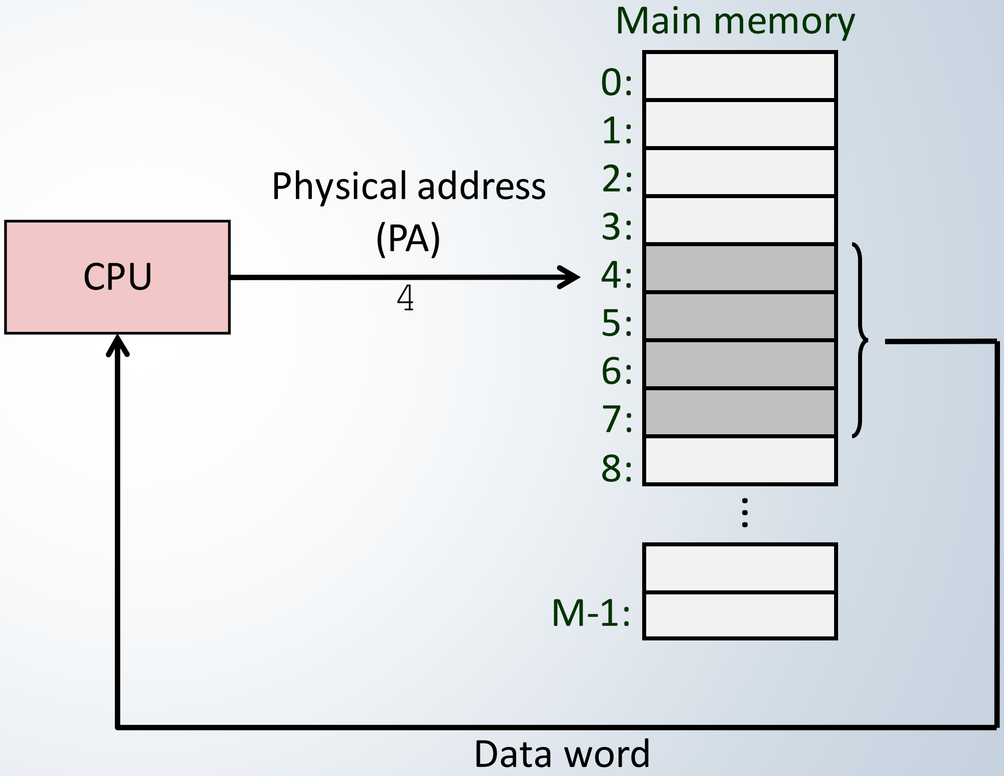
Today

- Address spaces
- VM as a tool for memory management
- VM as a tool for memory protection
- VM as a tool for caching
- Address translation

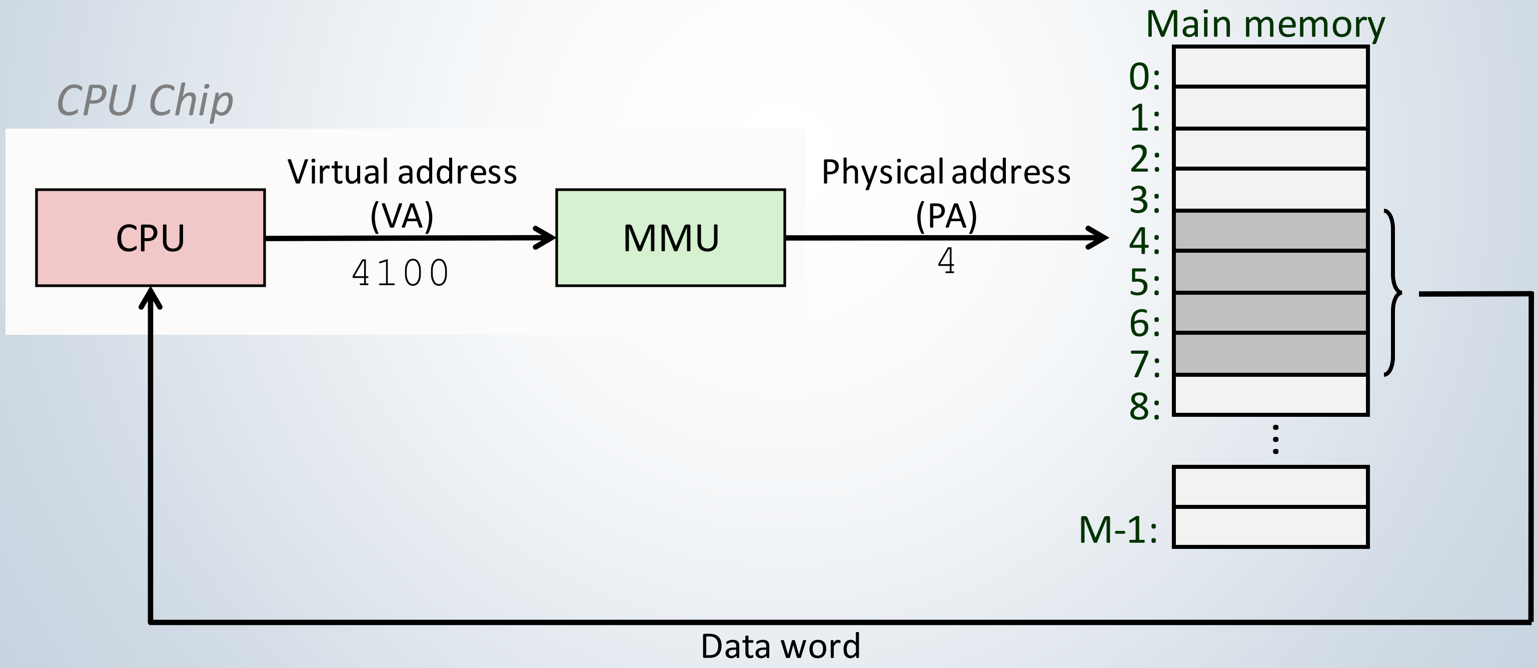
A System Using Physical Addressing

- Used in "simple" systems like embedded microcontrollers in devices like cars, elevators, and digital picture frames



A System Using Virtual Addressing

- Used in all modern servers, laptops, and smart phones
- One of the great ideas in computer science



Address Spaces

- Linear address space: Ordered set of contiguous non-negative integer addresses:
  $\{0, 1, 2, 3 \ldots \}$
- Virtual address space: Set of $N = 2^n$ virtual addresses
  $\{0, 1, 2, 3, \ldots, N-1\}$
- Physical address space: Set of $M = 2^m$ physical addresses
  $\{0, 1, 2, 3, \ldots, M-1\}$

Why Virtual Memory (VM)?

- Simplifies memory management
  – Each process gets the same uniform linear address space
- Isolates address spaces
  – One process can't interfere with another's memory
  – User program cannot access privileged kernel information and code
- Uses main memory (RAM) efficiently
  – Use DRAM as a cache for parts of a virtual address space
- Many other benefits (some discussed later)
  – Shared memory, memory deduplication, lazy allocation, etc.

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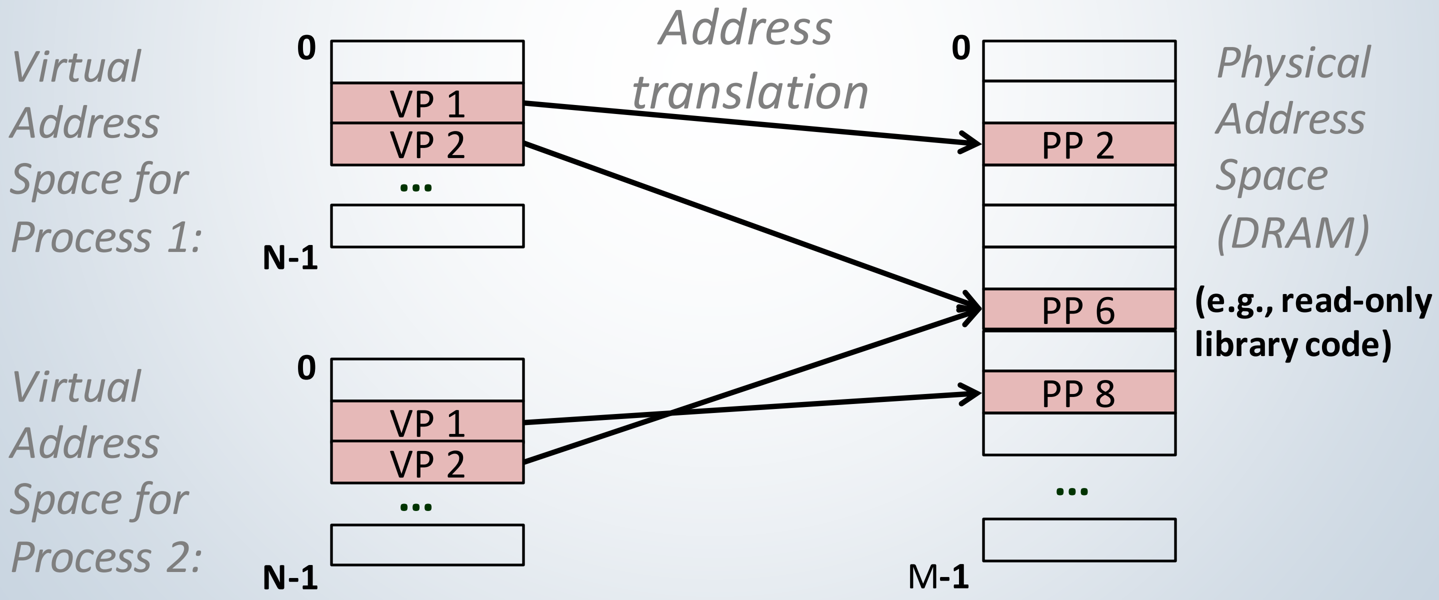
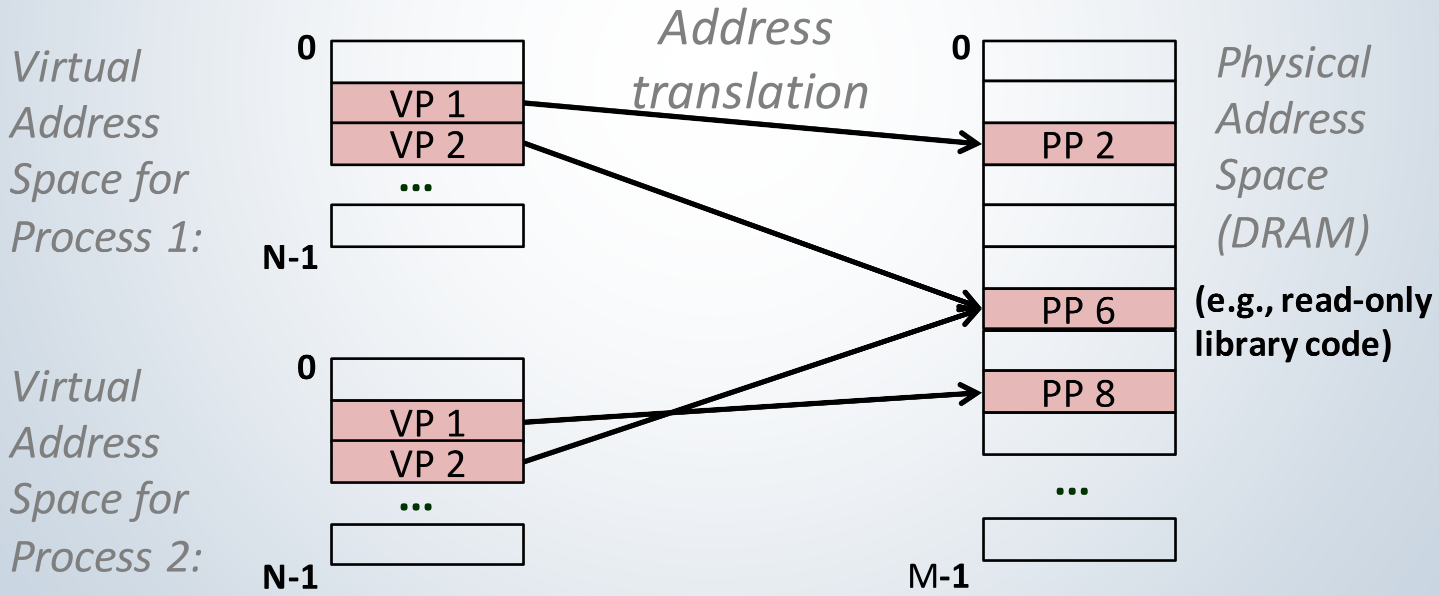
VM as a Tool for Memory Management

- **Key idea: each process has its own <u>virtual address space</u>**
  - It can view memory as a simple linear array
  - Mapping function scatters addresses through physical memory



VM as a Tool for Memory Management

- **Simplifying memory allocation**
  - Each virtual page can be mapped to any physical page
  - A virtual page can be stored in different physical pages at different times
- **Sharing code and data among processes**
  - Map virtual pages to the same physical page (here: PP 6)



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VM as a Tool for Memory Protection

- Extend PTEs with permission bits
- MMU checks these bits on each access

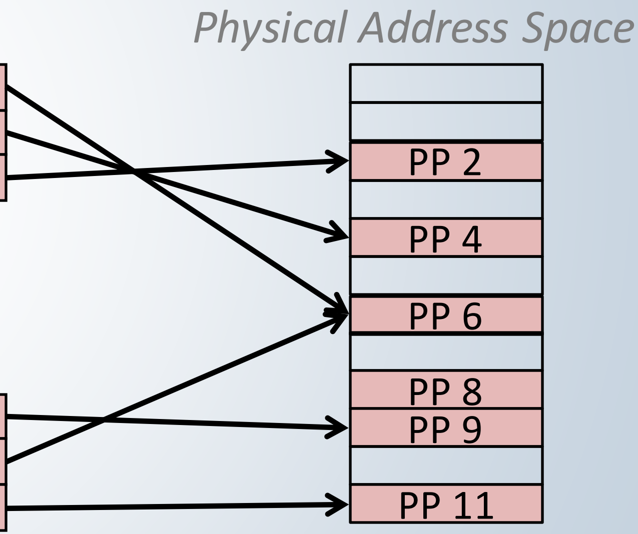
Process i:

	SUP	READ	WRITE	EXEC	Address
VP 0:	No	Yes	No	Yes	PP 6
VP 1:	No	Yes	Yes	Yes	PP 4
VP 2:	Yes	Yes	Yes	No	PP 2

⋮

Process j:

	SUP	READ	WRITE	EXEC	Address
VP 0:	No	Yes	No	Yes	PP 9
VP 1:	Yes	Yes	Yes	Yes	PP 6
VP 2:	No	Yes	Yes	Yes	PP 11



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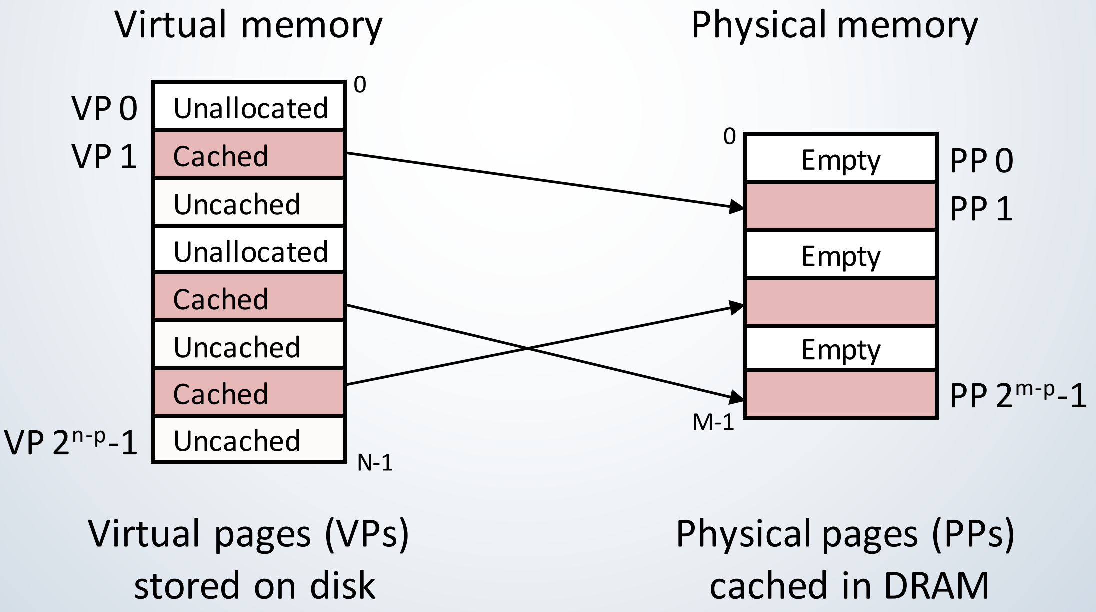
VM as a Tool for Caching

- Conceptually, *virtual memory* is an array of N contiguous bytes stored on disk.
- The contents of the array on disk are cached in *physical memory* (*DRAM cache*)
  - These cache blocks are called *pages* (size is $P = 2^p$ bytes)



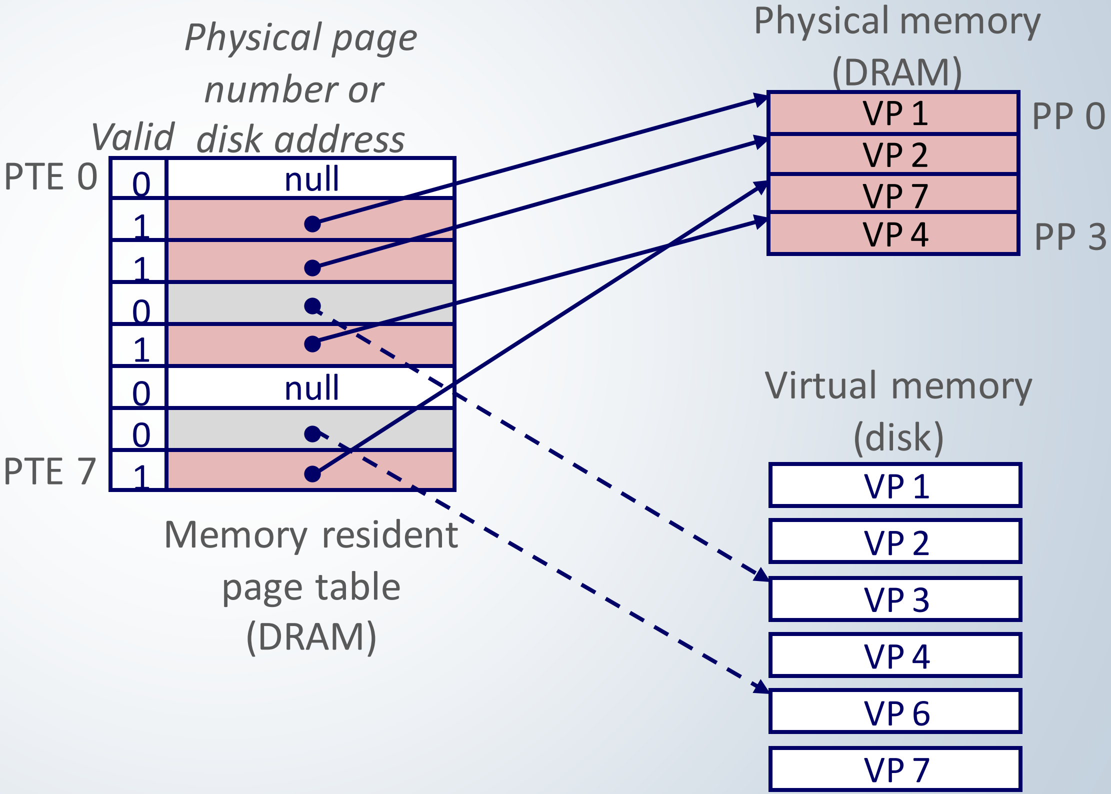
DRAM Cache Organization

- DRAM cache organization driven by the enormous miss penalty
  - DRAM is about ***10x*** slower than SRAM
  - Disk is about ***10,000x*** slower than DRAM

- Consequences
  - Large page (block) size: typically 4 KB (Huge pages are 2MB – 1GB.)
  - Only a subset of virtual pages are stored in the main memory
  - Highly sophisticated, expensive replacement algorithms
    - Too complicated and open-ended to be implemented in hardware

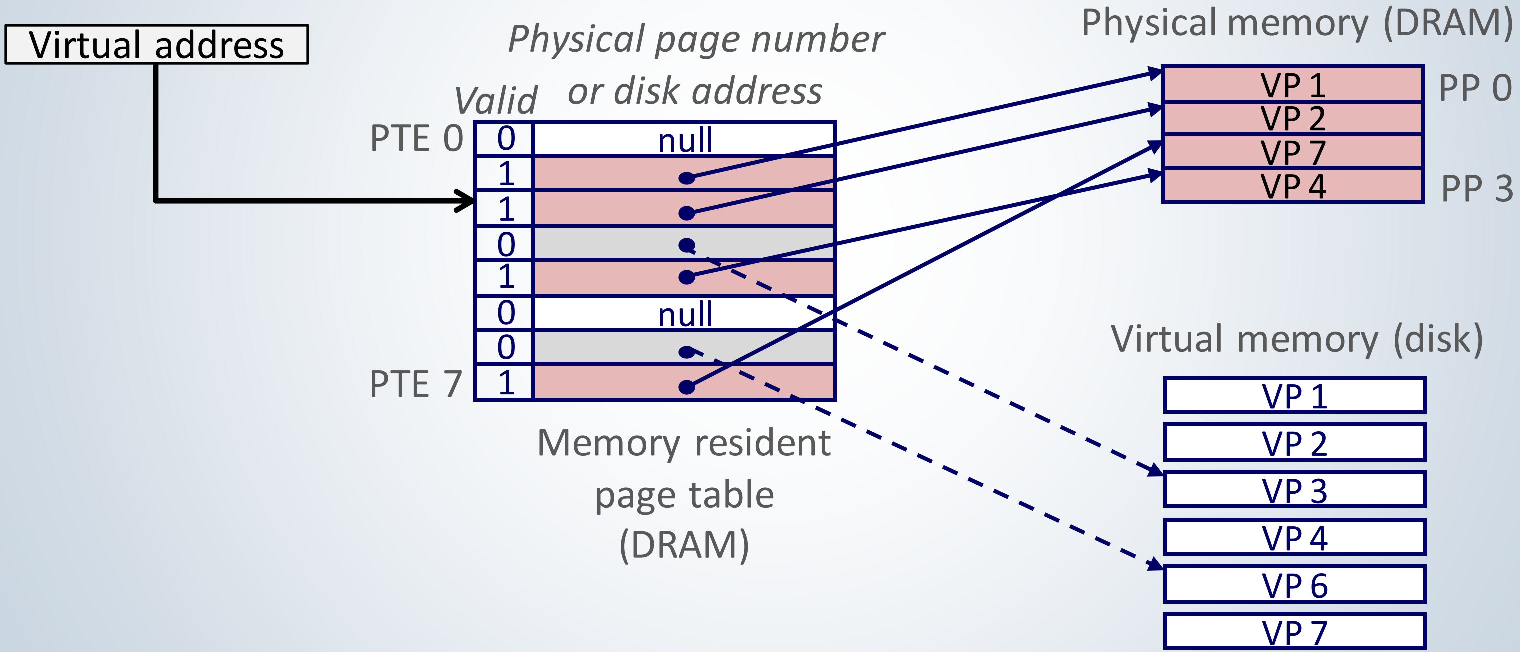
Enabling Data Structure: Page Table

- A *page table* is an array of page table entries (PTEs) that maps virtual pages to physical pages.
  - Per-process kernel data structure in DRAM



Page Hit

- *Page hit:* reference to VM word that is in physical memory (DRAM cache hit)



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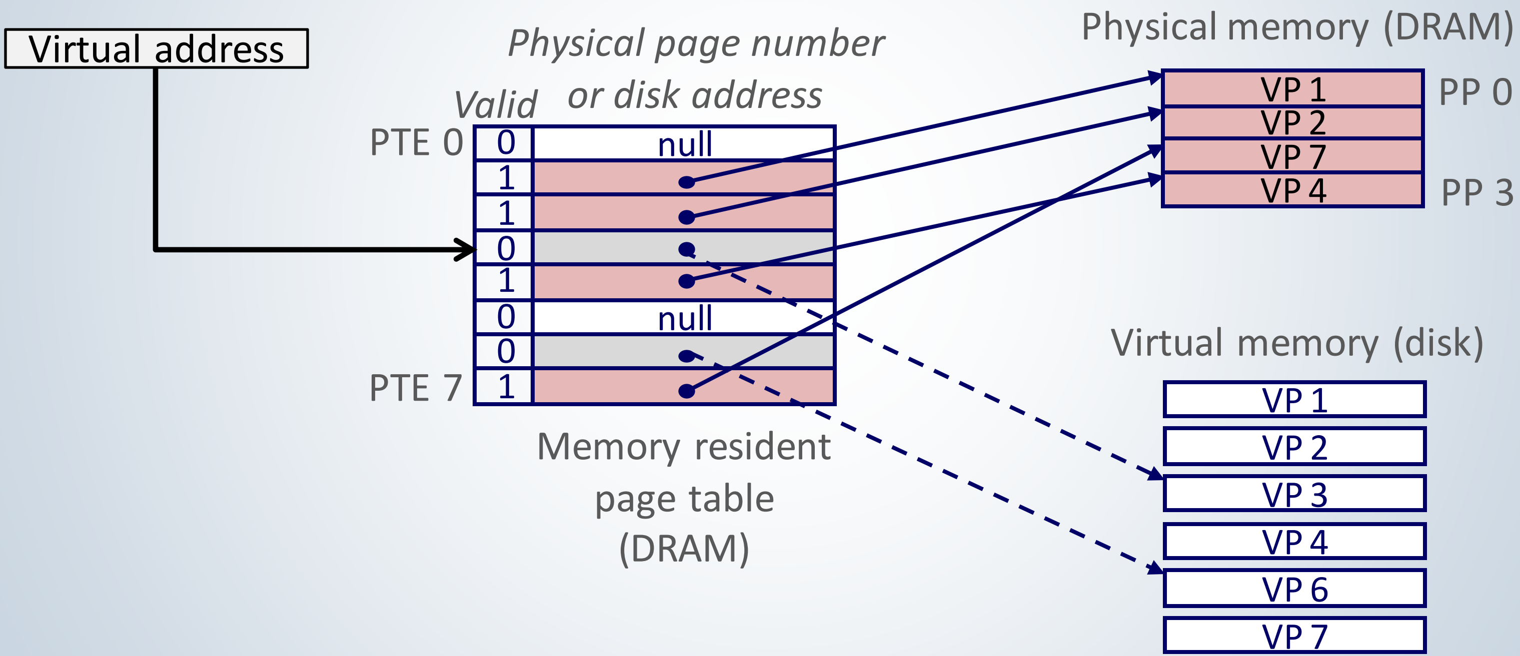
Page Fault

- *Page fault:* reference to VM word not in physical memory (DRAM cache miss)



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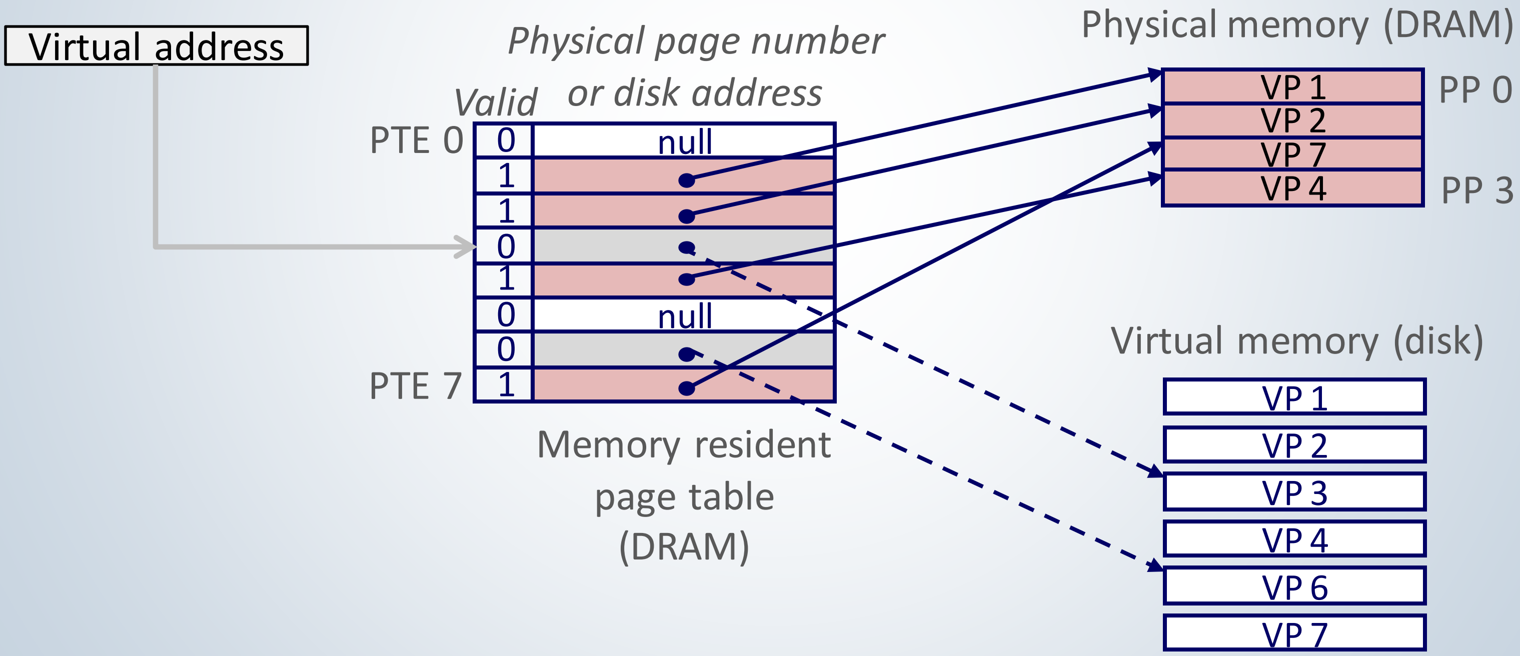
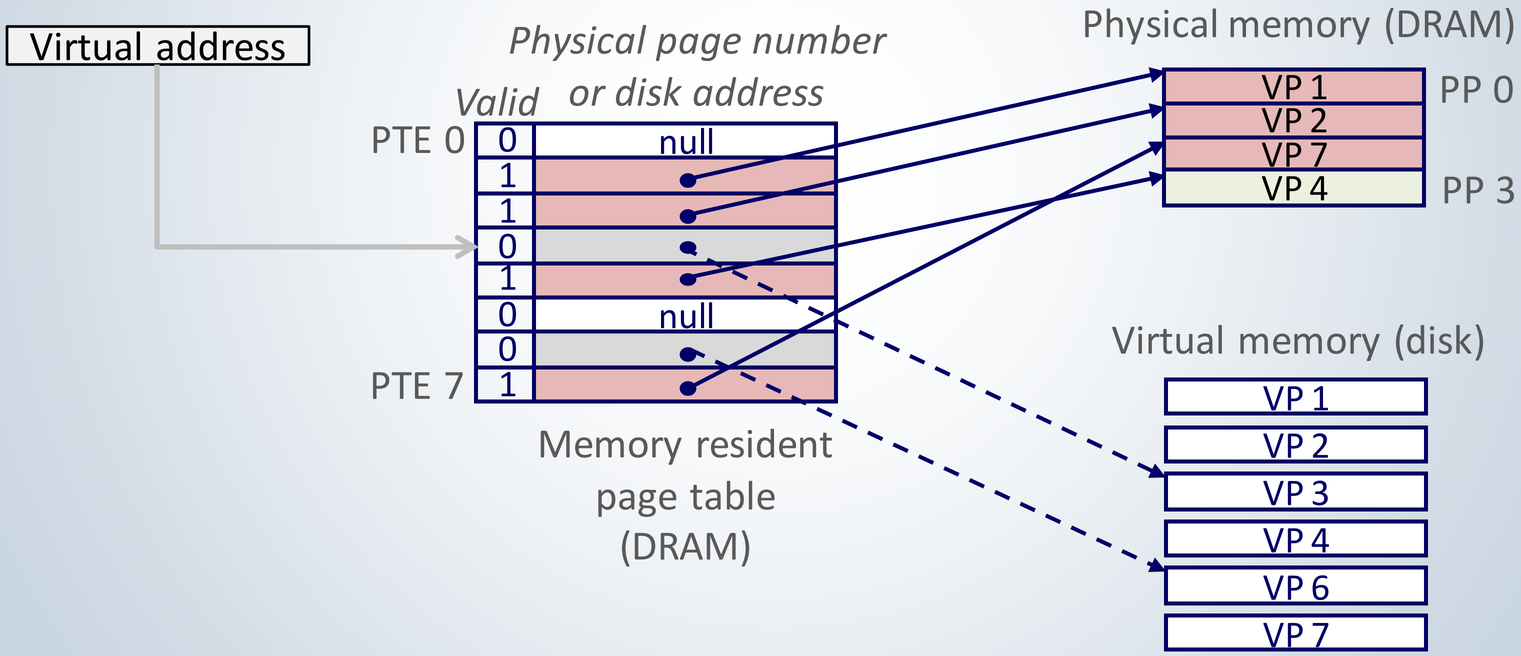
Handling Page Fault

- Page miss causes page fault (an exception)



Handling Page Fault

- Page miss causes page fault (an exception)
- Page fault handler selects a victim to be evicted (here VP 4)



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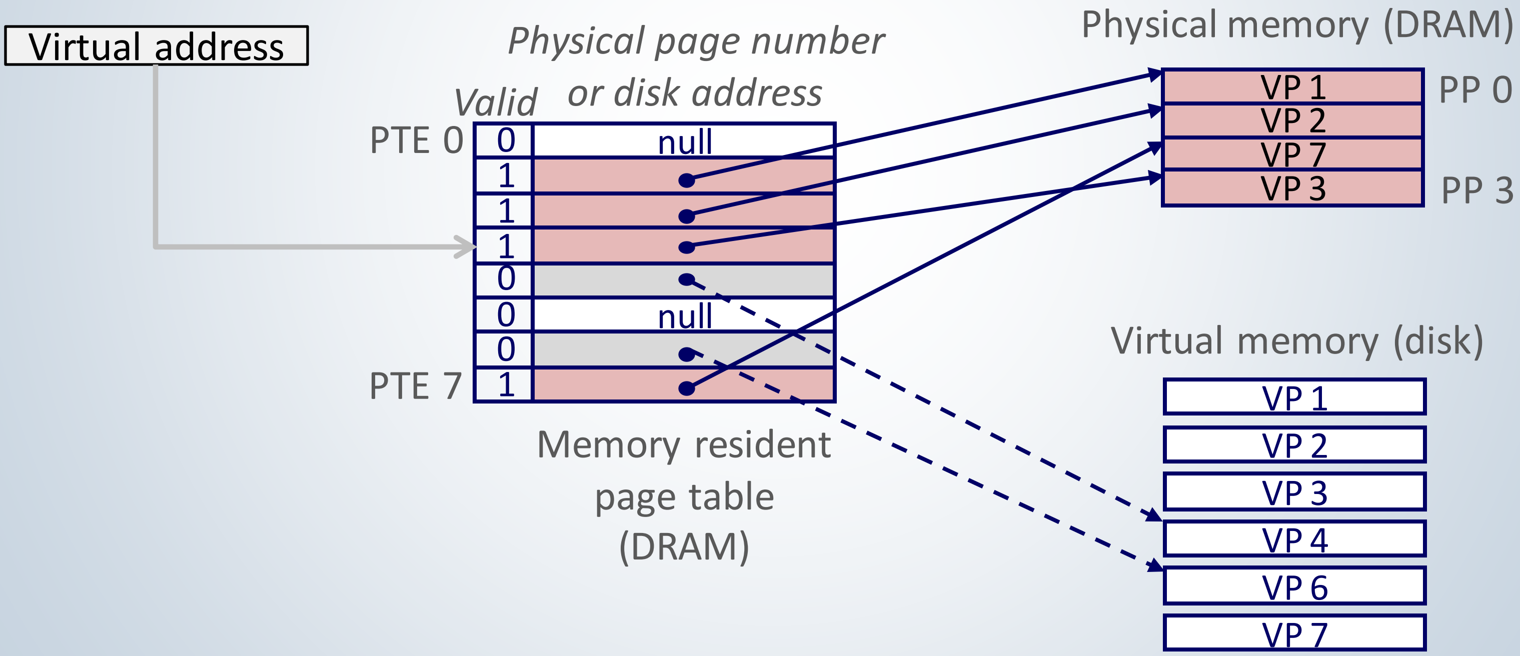
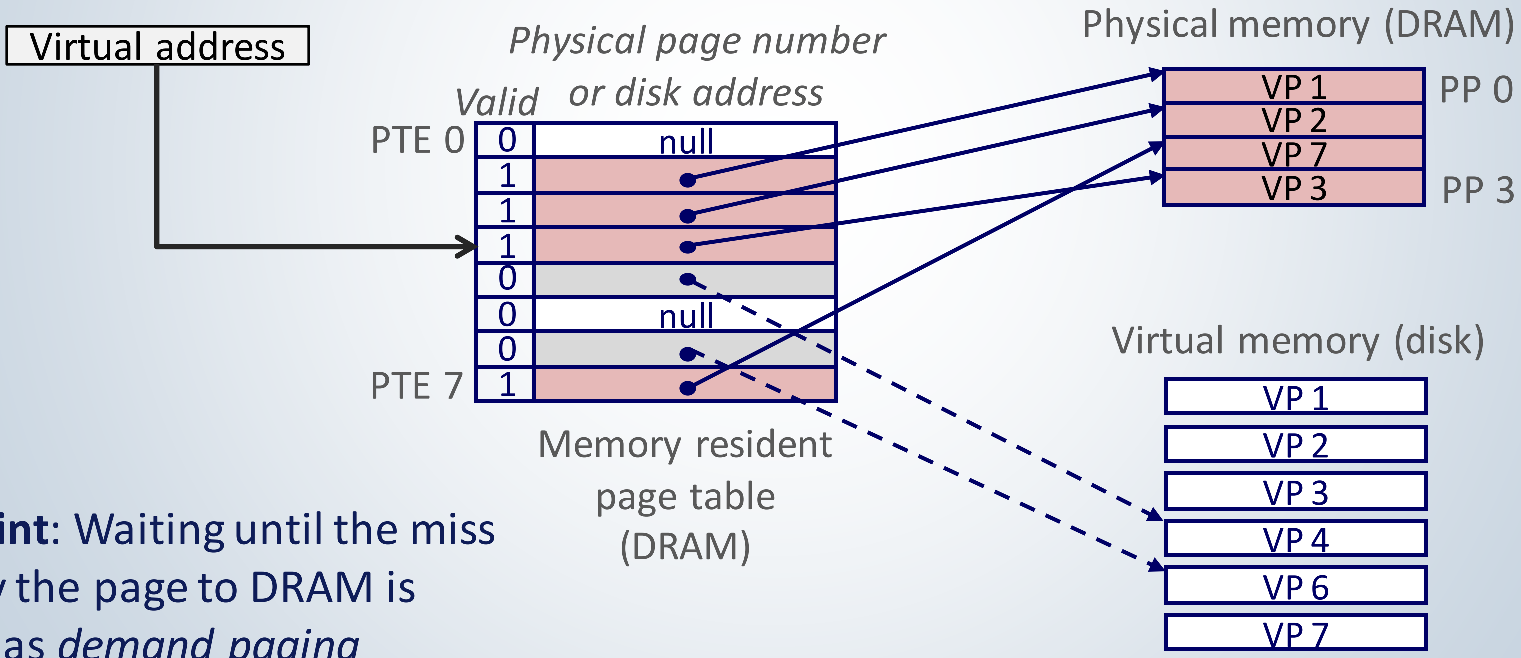


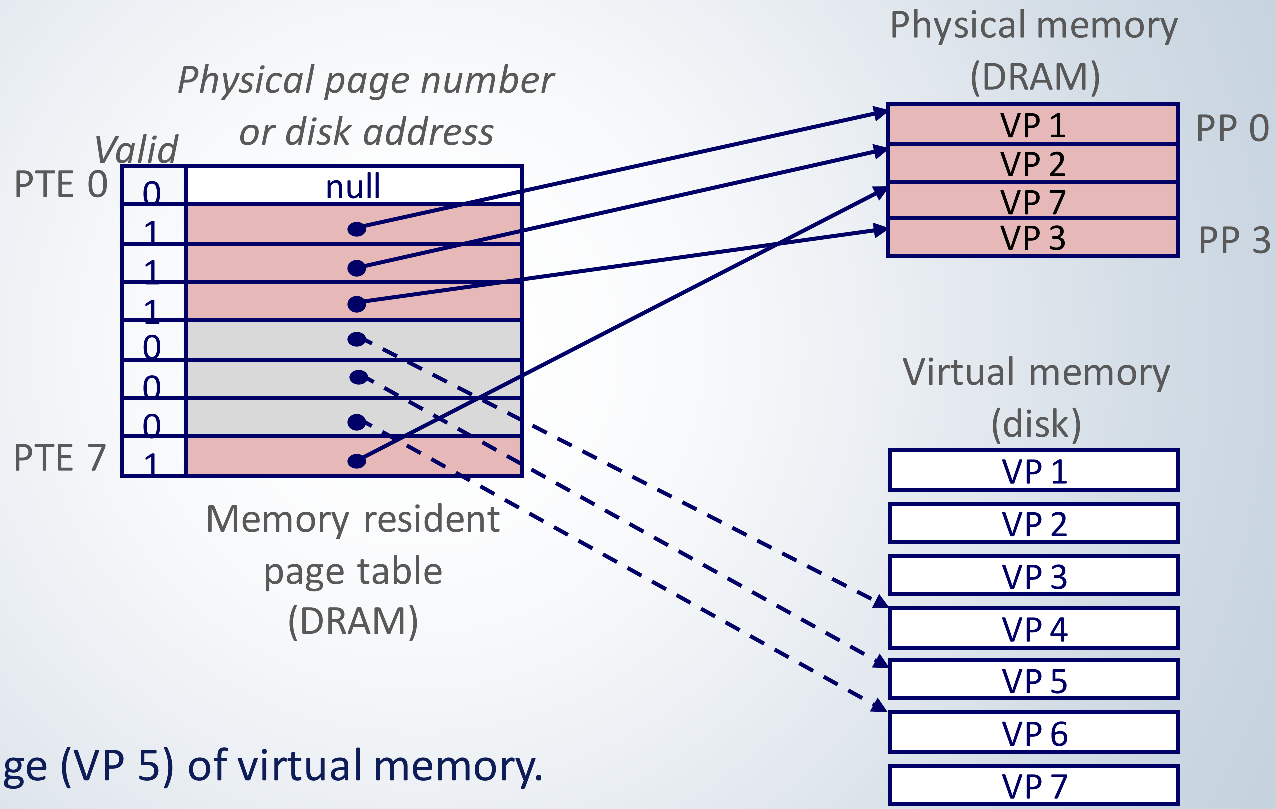
Handling Page Fault

- Page miss causes page fault (an exception)
- Page fault handler selects a victim to be evicted (here VP 4)
- Offending instruction is restarted: page hit!



Key point: Waiting until the miss to copy the page to DRAM is known as *demand paging*

Allocating Pages



- Allocating a new page (VP 5) of virtual memory.

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VM Address Translation

- Virtual Address Space
  - $V = \{0, 1, \ldots, N-1\}$
- Physical Address Space
  - $P = \{0, 1, \ldots, M-1\}$
- Address Translation
  - $\boldsymbol{MAP: \; V \rightarrow P \cup \{\varnothing\}}$
  - For virtual address ***a***:
    - $\boldsymbol{MAP(a) = a'}$ if data at virtual address ***a*** is at physical address ***a'*** in ***P***
    - $\boldsymbol{MAP(a) = \varnothing}$ if data at virtual address ***a*** is not in physical memory
      - Either invalid or stored on disk

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Summary of Address Translation 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

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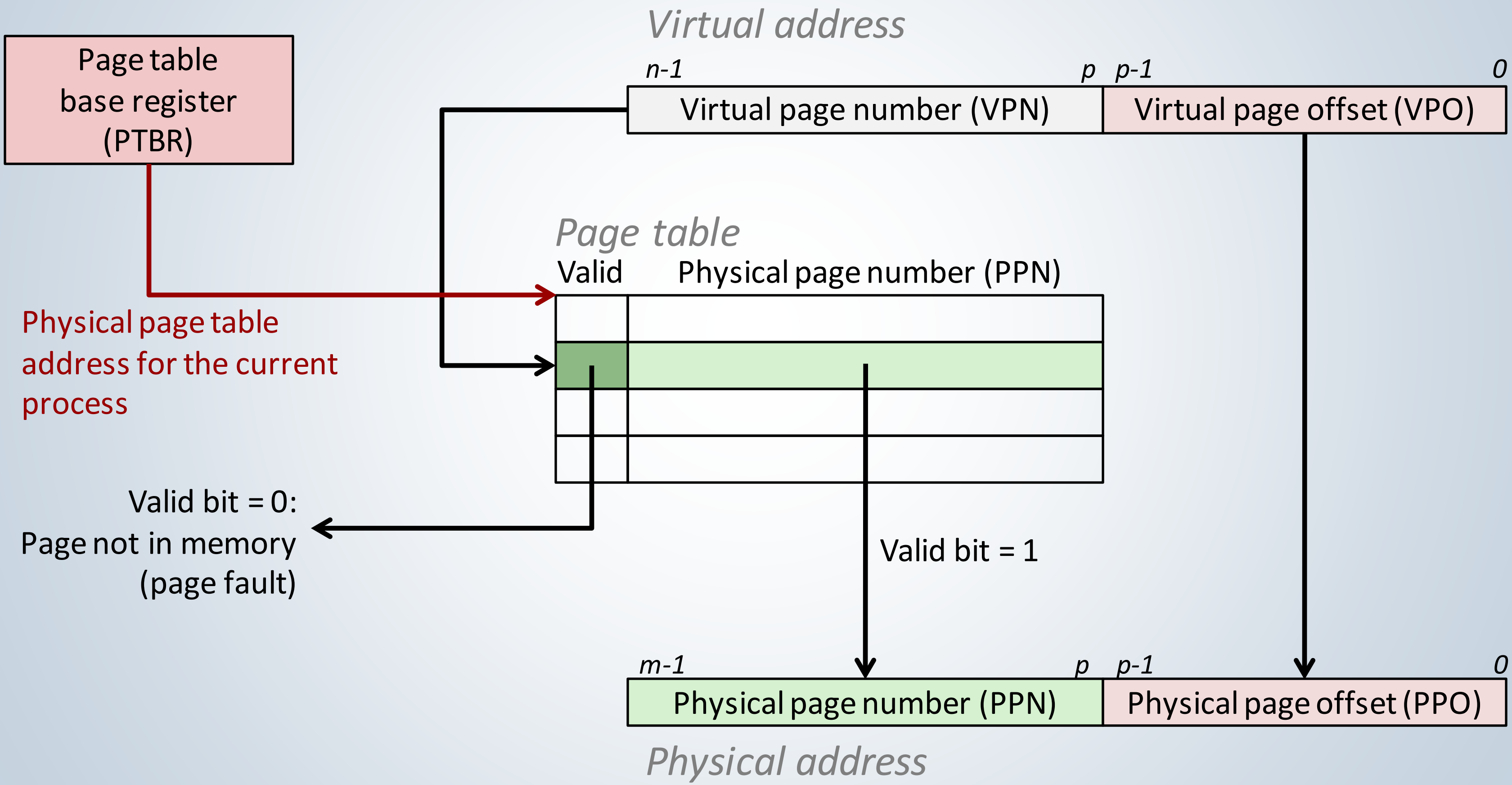
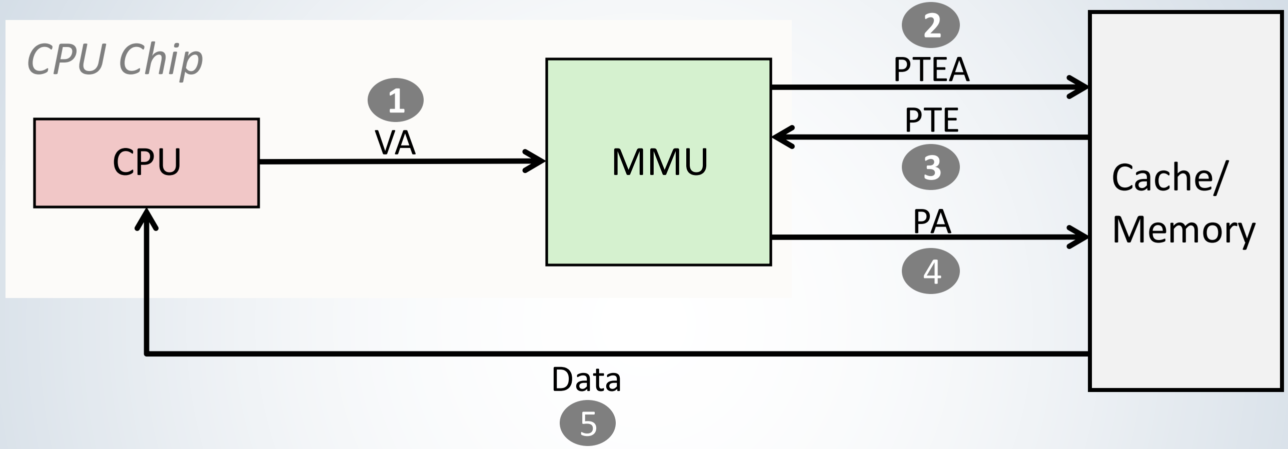
Address Translation with a Page Table

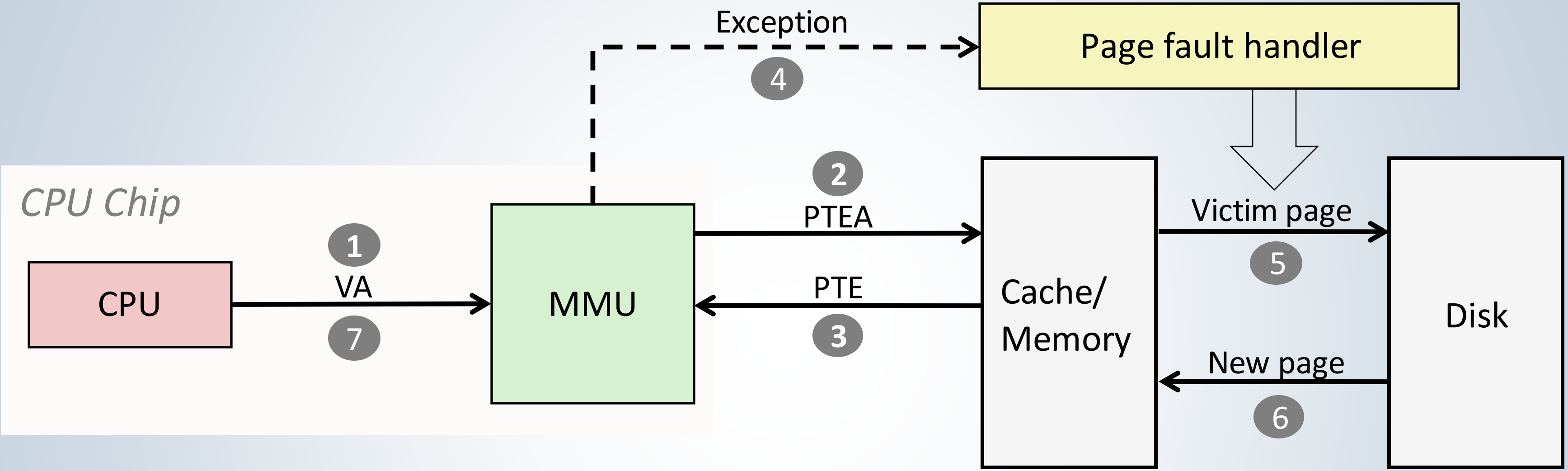


Address Translation: Page Hit



1) Processor sends virtual address to MMU
2-3) MMU fetches PTE from page table in memory
4) MMU sends physical address to cache/memory
5) Cache/memory sends data word to processor

Address Translation: Page Fault



1) Processor sends virtual address to MMU
2-3) MMU fetches PTE from page table in memory
4) Valid bit is zero, so MMU triggers page fault exception
5) Handler identifies victim (and, if dirty, pages it out to disk)
6) Handler pages in new page and updates PTE in memory
7) Handler returns to original process, restarting faulting instruction

Summary

- Programmer's view of virtual memory
  - Each process has its own private linear address space
  - Cannot be corrupted by other processes

- System view of virtual memory
  - Uses memory efficiently by caching virtual memory pages
    - Efficient only because of locality
  - Simplifies memory management and programming
  - Simplifies protection by providing a convenient point to check permissions