

# Systems and Networking I

Applied Computer Science and Artificial Intelligence

2025-2026



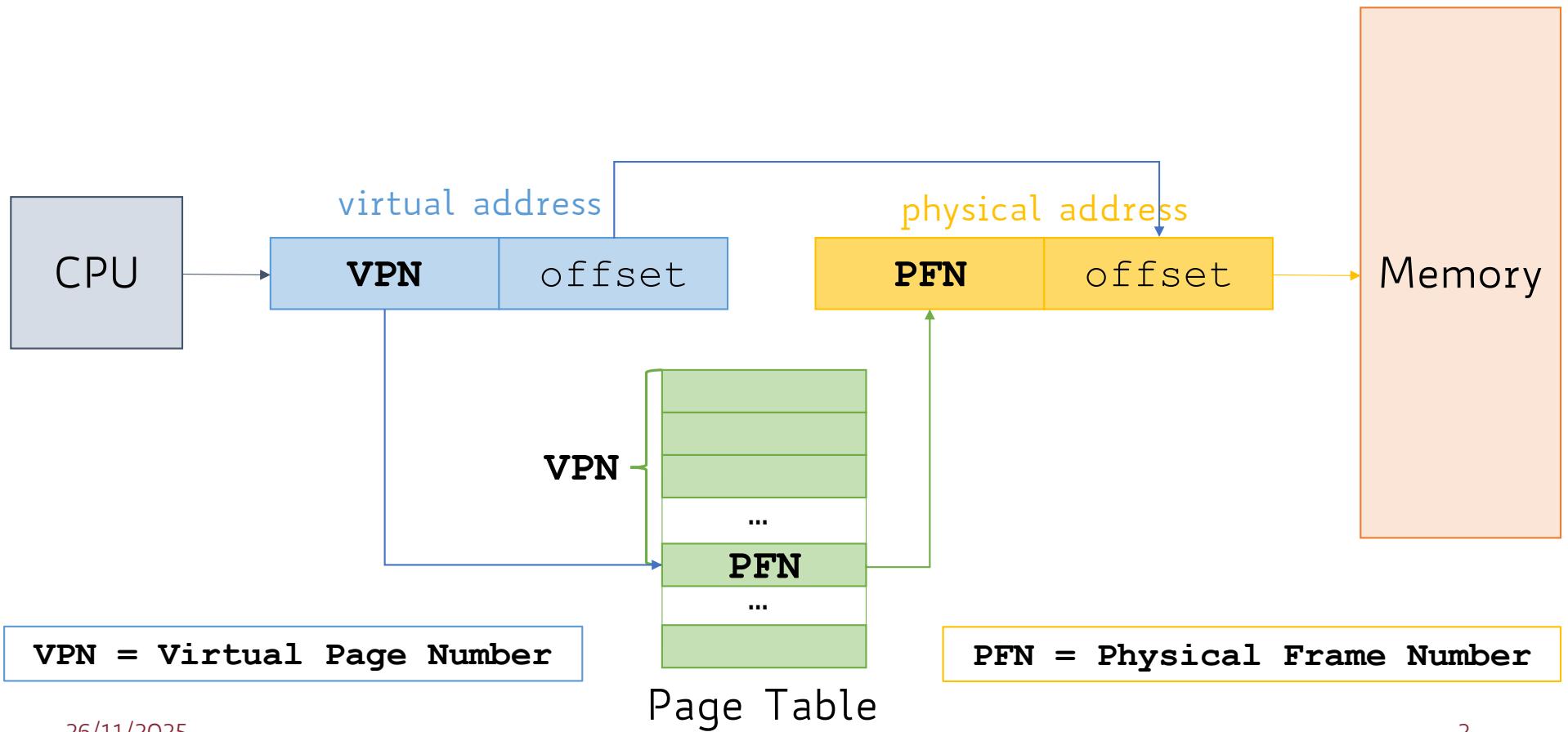
SAPIENZA  
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# One-Slide Paging



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- To do so, the MMU must access the page table

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  - **Trade-off** → Keep page tables in main memory and cache a subset of them into a **Translation Look-aside Buffer (TLB)**

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- Several chunks of memory transferred from main memory to the cache
- Access individual memory locations one at a time from the cache rather than from memory directly

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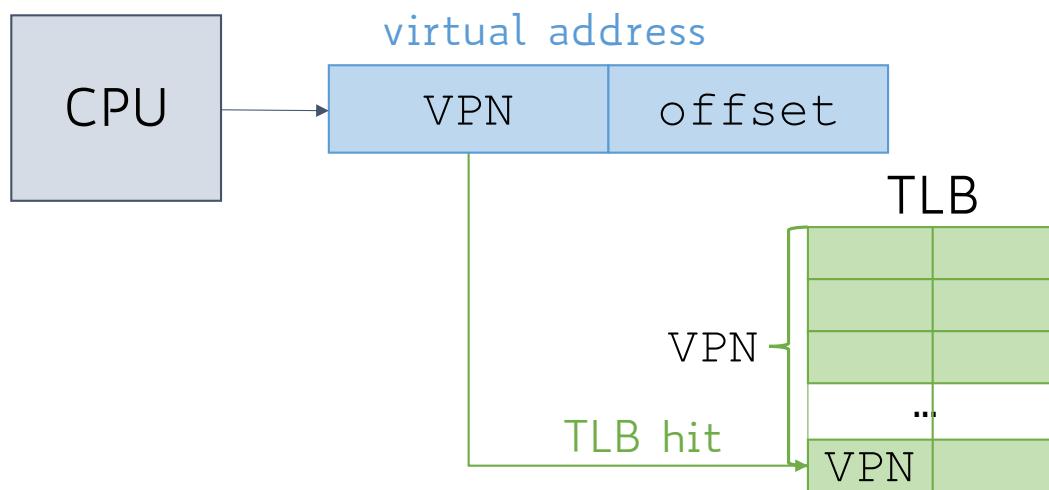
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- Typical TLB sizes range from 8 to 2048 entries

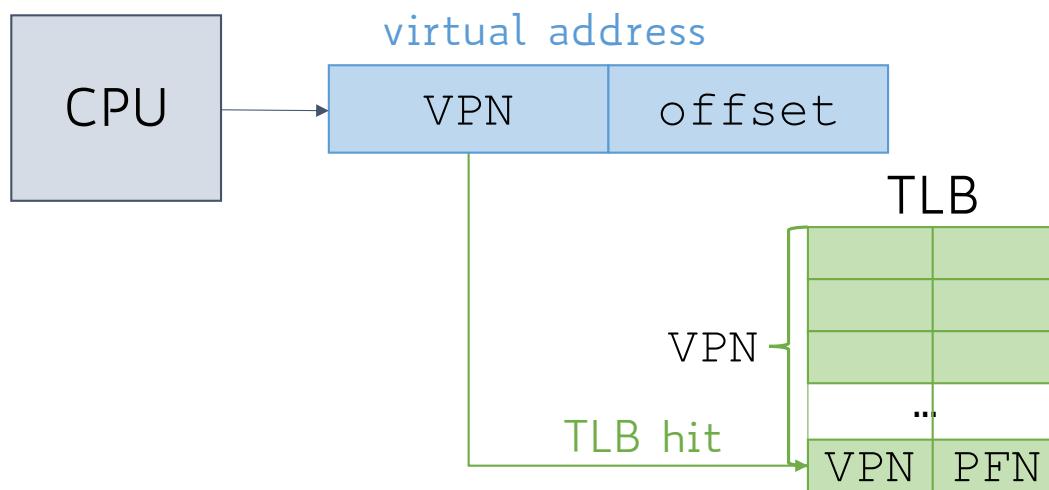
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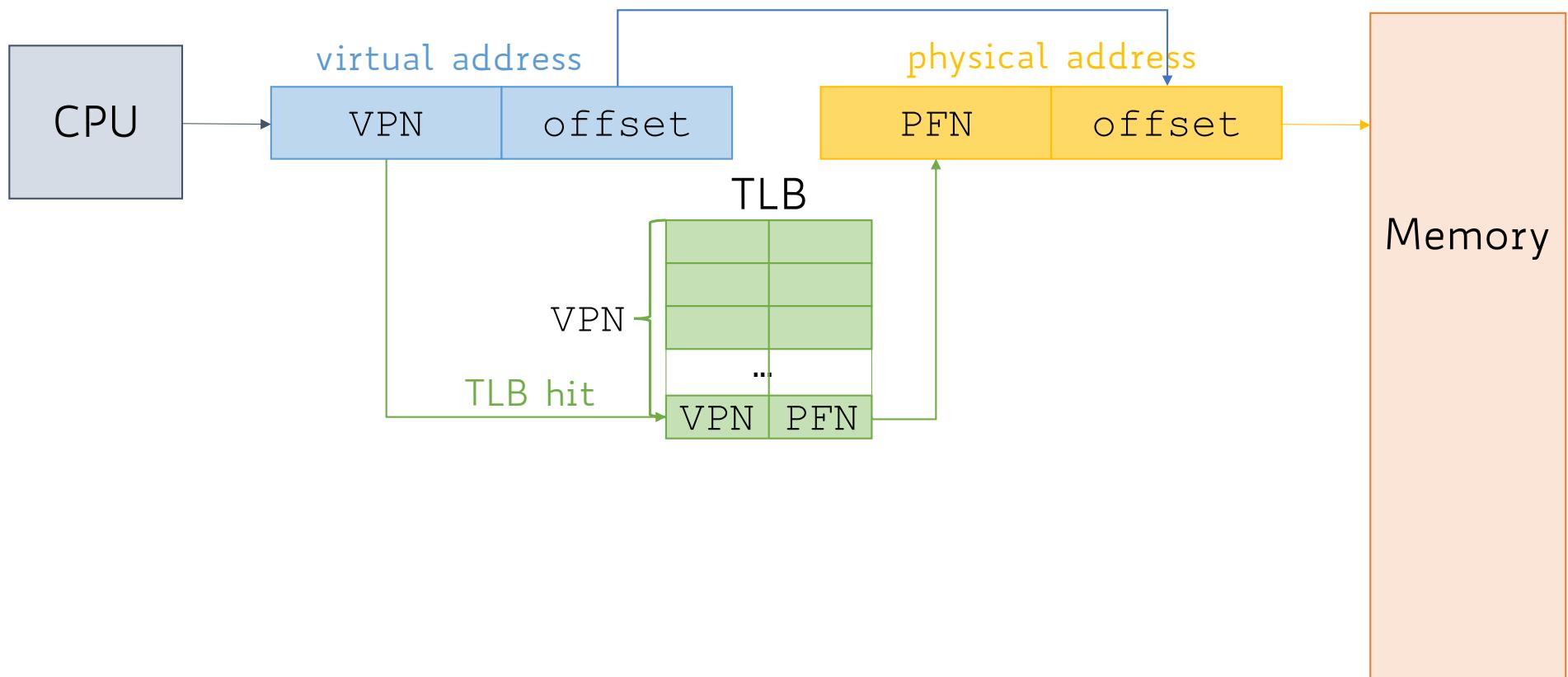
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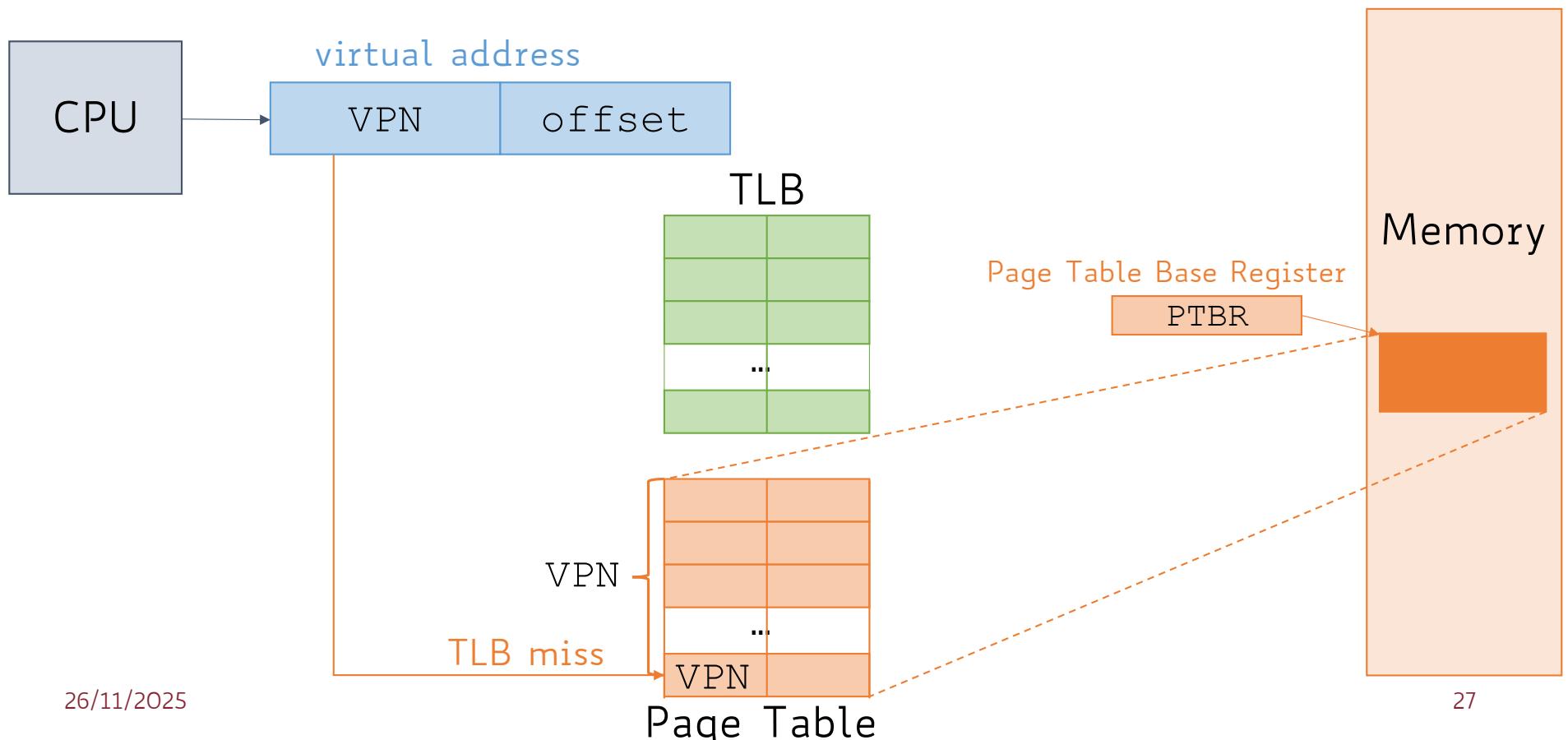
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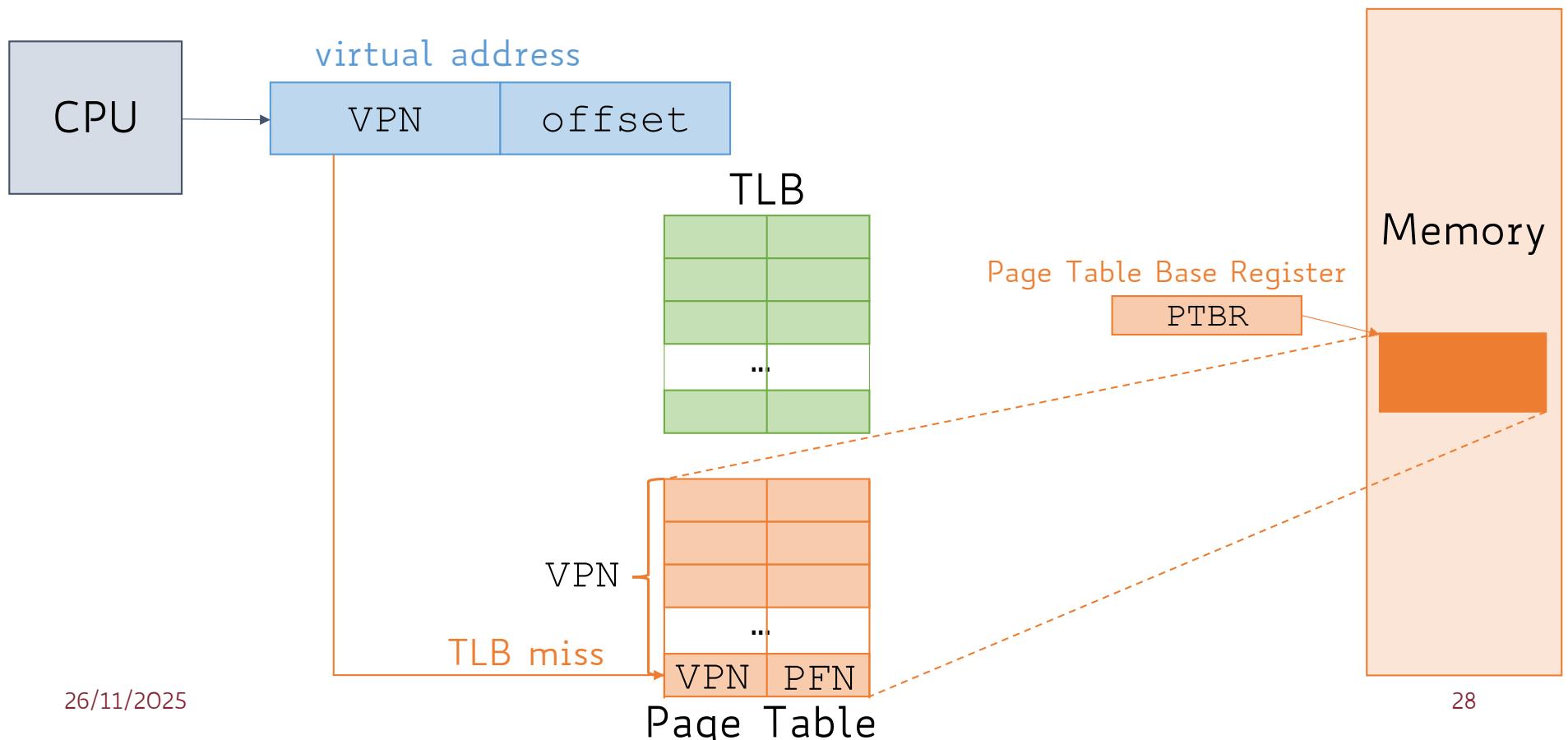
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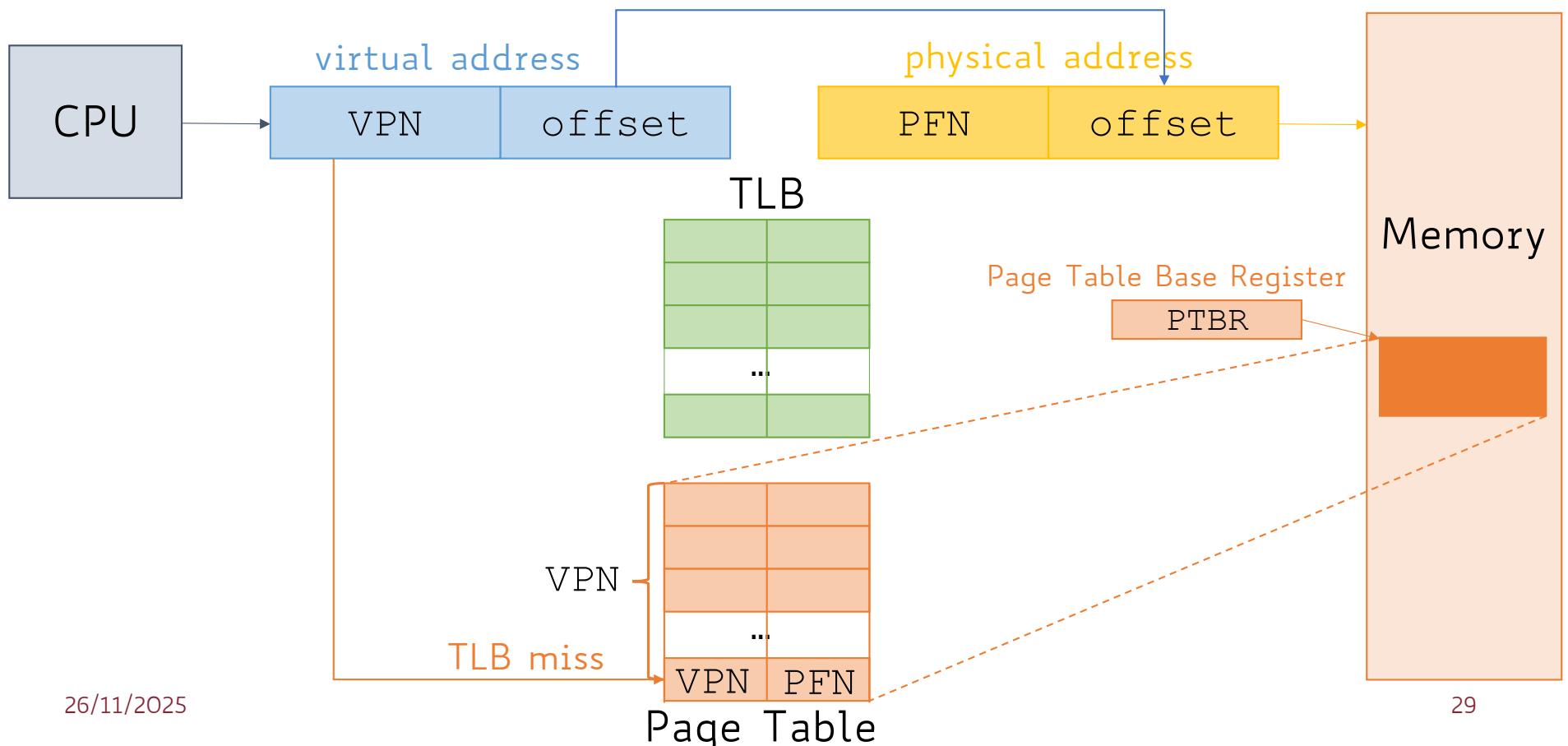
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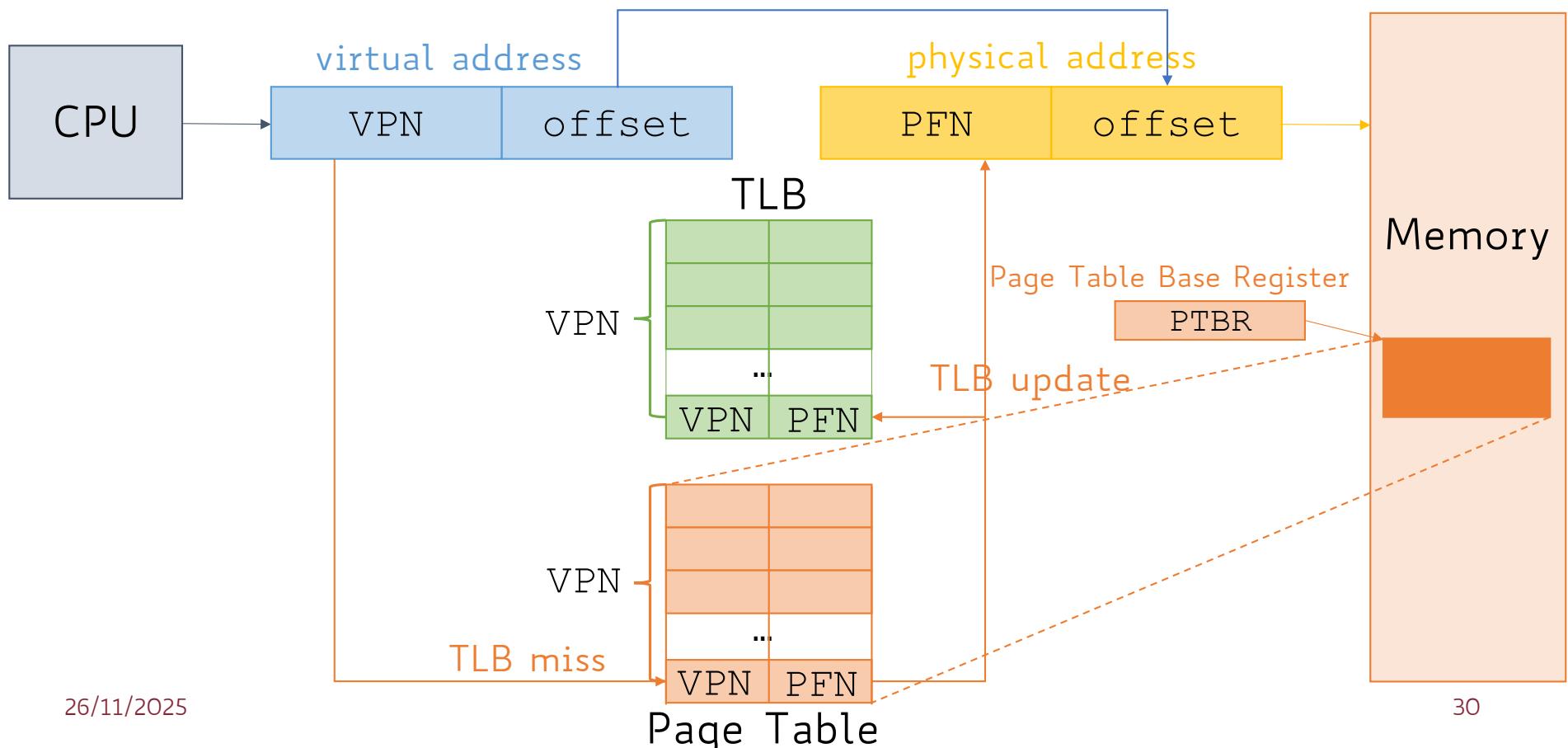
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- **2 setups:**
  - **basic:** at each context switch the content of the TLB is fully flushed and cleaned (cold-start → the first accesses will generate all TLB misses)
  - **advanced:** TLB entries dumped and restored within the PCB or adding a so-called process context ID (PCID) to each entry (the CPU will use a TLB entry iff the PCID of that entry corresponds to the ID of the running process)

# Memory Access Cost

$t_{MA}$  = physical memory access time

$t_{TLB}$  = lookup time on the TLB cache

(NOTE:  $t_{TLB} \ll t_{MA}$ )

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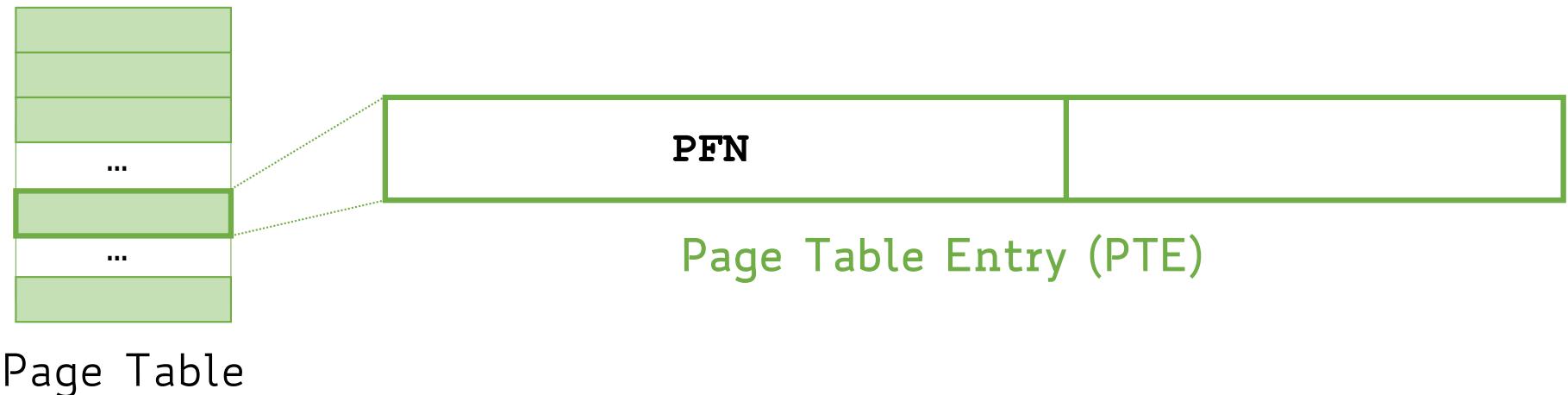
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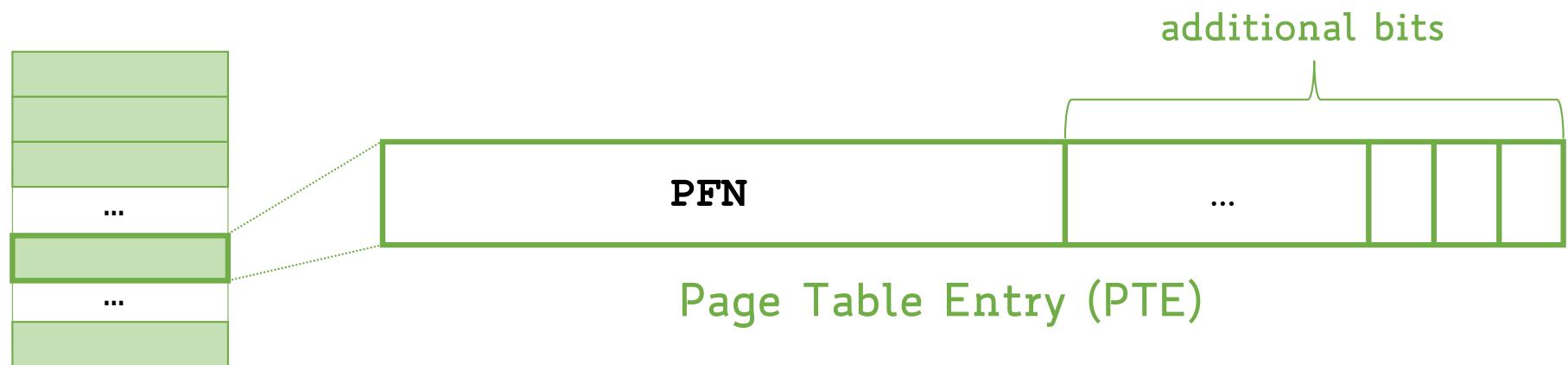
The larger the TLB the higher the probability  $p$  of hit ratio, thereby decreasing the average memory access cost

# What's Inside the Page Table?



At least, the mapping to the Physical Frame Number (PFN)...

# What's Inside the Page Table?



Page Table

**valid/invalid bit** → check if the translation is legitimate

**protection bits** → read (R), write (W), execute (X)

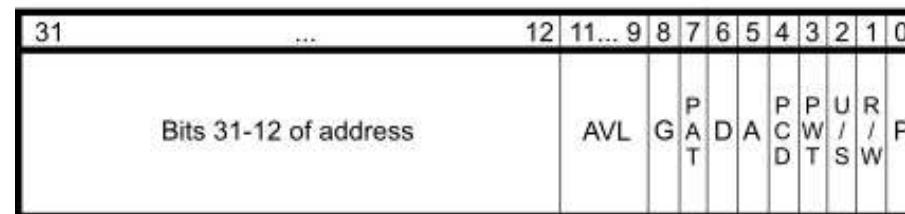
**present bit** → the page is in RAM or swapped out to disk

**reference bit** → the page has been accessed (recently)

...

# 32-bit x86 PTE

## Page Table Entry



<b>P:</b> Present	<b>D:</b> Dirty
<b>R/W:</b> Read/Write	<b>G:</b> Global
<b>U/S:</b> User/Supervisor	<b>AVL:</b> Available
<b>PWT:</b> Write-Through	<b>PAT:</b> Page Attribute Table
<b>PCD:</b> Cache Disable	
<b>A:</b> Accessed	

source: <https://wiki.osdev.org/Paging>

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- Each memory reference can be checked to ensure it is accessing the memory in the appropriate mode
- Valid/invalid bits can be added to "mask off" entries in the page table that are not in use by the current process

# Additional Protection

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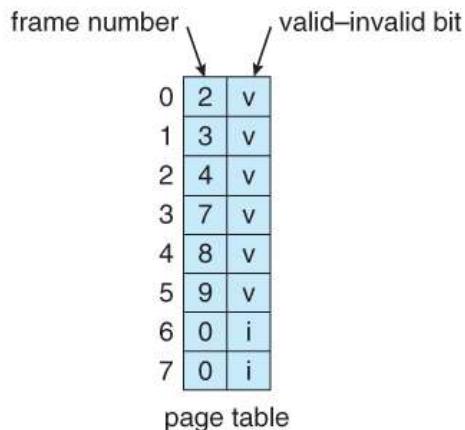
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- Many processes do not use all of the page table entries available, particularly in modern systems with very large potential page tables
- Some systems use a page-table length register (PTLR) to specify the length of the page table

# Additional Protection

00000	page 0
	page 1
	page 2
	page 3
	page 4
10,468	page 5
12,287	

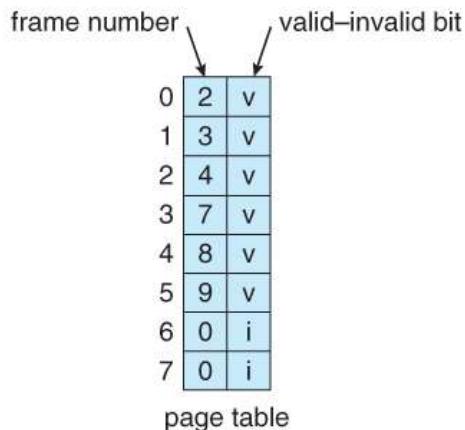


0
1
2 page 0
3 page 1
4 page 2
5
6
7 page 3
8 page 4
9 page 5
⋮
page $n$

valid/invalid bits can be used to flush TLB entries upon context switch if basic setup is used

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any entry whose invalid bit is set will be discarded (and updated)

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- On a context switch:
  - Copy the PTBR value to the PCB
  - Copy the TLB to the PCB (optional)
  - Flush the TLB (if TLB is not saved to/restored from the PCB)
  - Restore the PTBR (i.e., with the value of the new running process)
  - Restore the TLB (if it was previously saved)

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- Just duplicate page entries of different processes to the same page frames (both for code and data)

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- Only if code is **reentrant!**

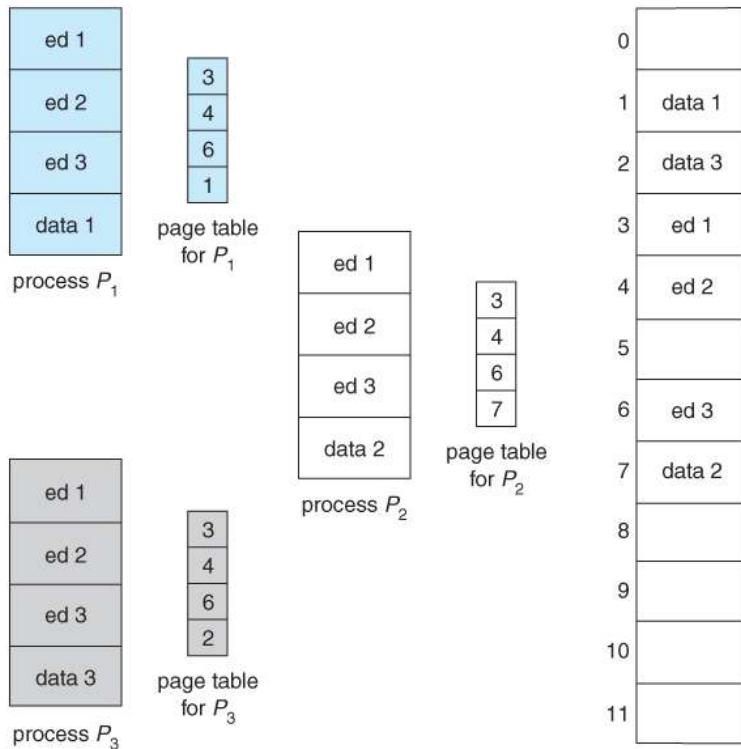
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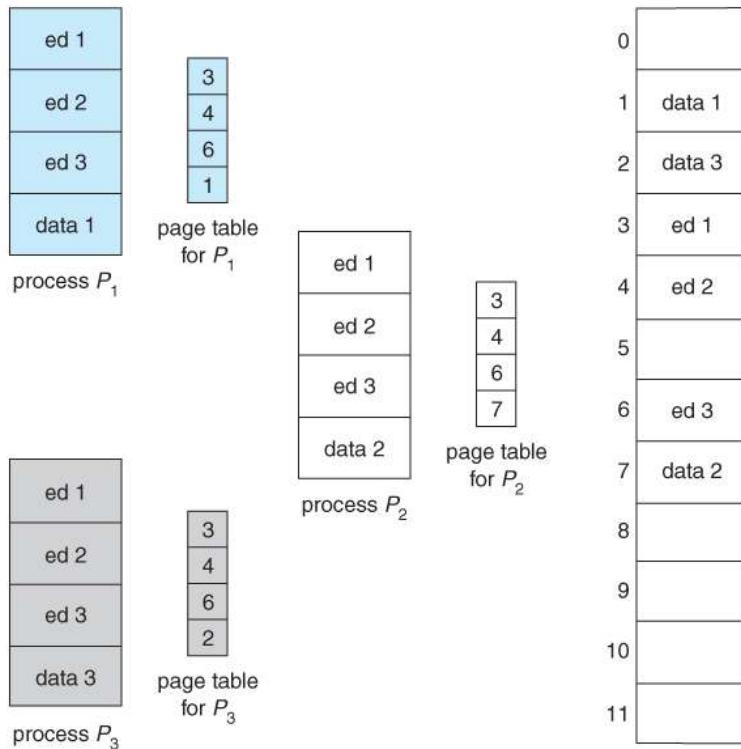
- Only if code is **reentrant!**
- It does not write to or change the code (i.e., it is non self-modifying)
- The code can be shared by multiple processes, as long as each has their own copy of the data and registers, including the instruction register

# Sharing Pages: Example



3 user processes are using  
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# Sharing Pages: Example



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Only a single copy of the code of ed is actually loaded in main memory

# Paging: PROs

- A big improvement over **relocation**
- Eliminates the problem of external fragmentation and therefore the need for compaction
- Allows code sharing among processes, reducing memory footprint
- Enables processes to run when they are partially loaded (more on this later...)

# Paging: CONs

- Virtual/Physical address translation may be time consuming
- Hardware support like TLB cache is needed to make it fast enough
- OS has to be inevitably more complex
- Simple linear page stored in (kernel) memory can be prohibitive for large and highly sparse VAS systems

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In a system with hundreds of processes this means a lot of space in RAM just to hold their *entire* page tables

Plus, most of such space would be wasted as the process' VAS is sparse and only a fraction of its pages should be mapped to RAM

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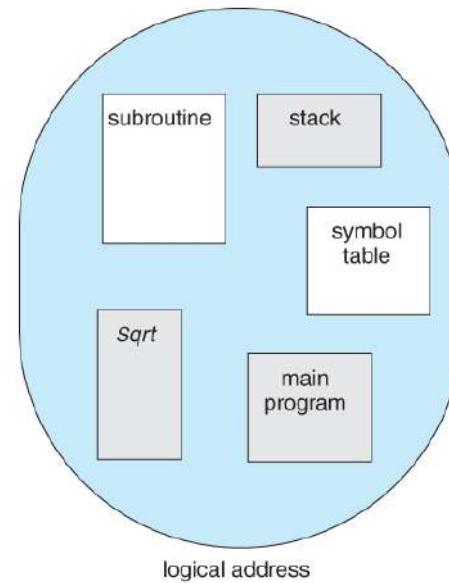
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- Rather they think of memory divided in multiple **segments**, each dedicated to a specific use, such as code, data, stack, heap, etc.
- Memory segmentation supports this view by providing addresses with a **segment number** (mapped to a segment base address) and an **offset**

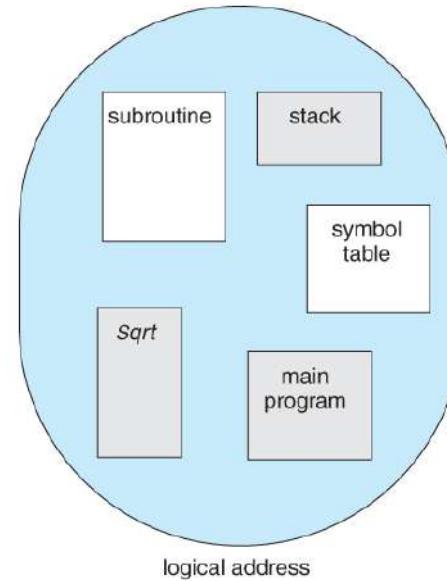
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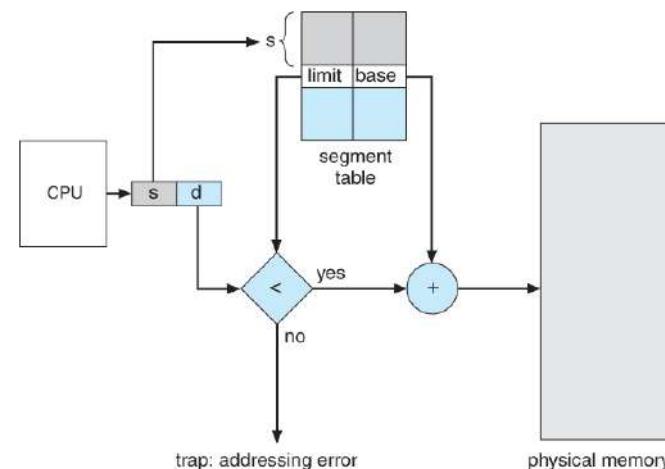
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The compiler generates addresses identifying segments and offset

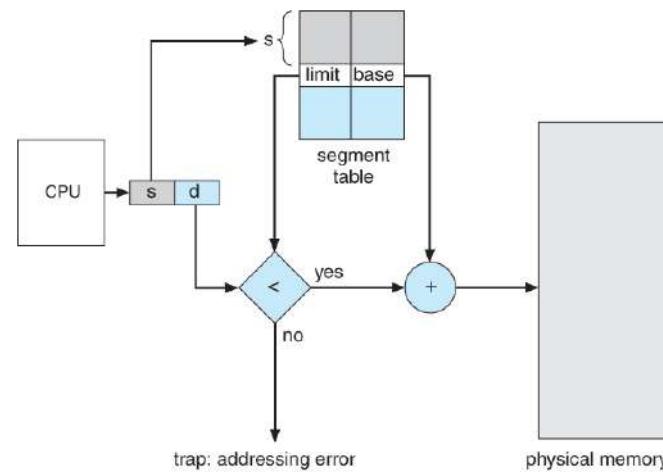
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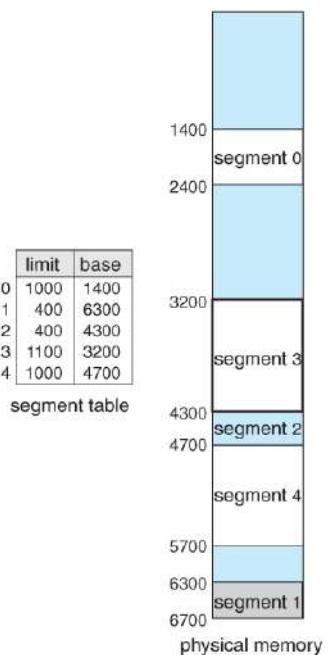
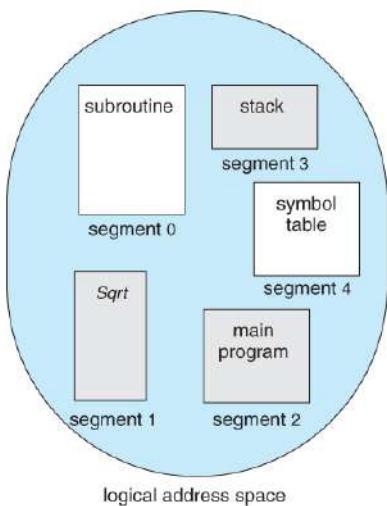
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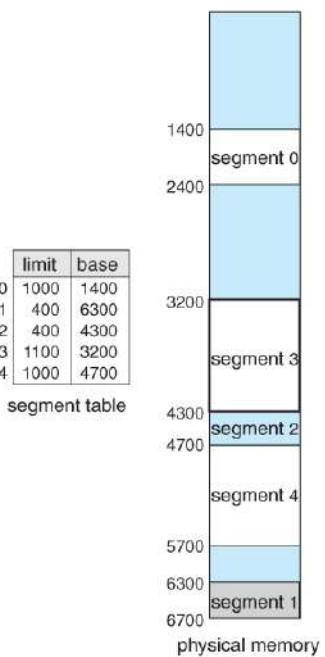
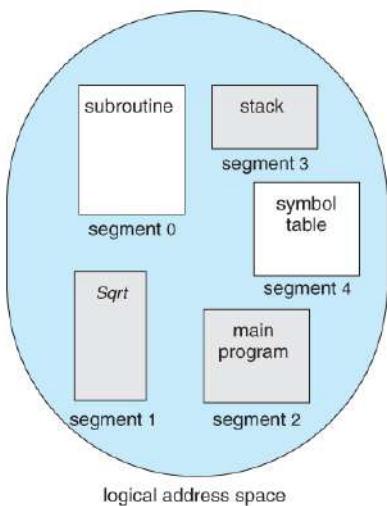
Note that we came back to the assumption that each segment is kept in **contiguous** memory and may be of different size...

# Segment Table



Each entry contains a base address in memory, the length of the segment, plus additional protection information (e.g., sharing, read/write permissions)

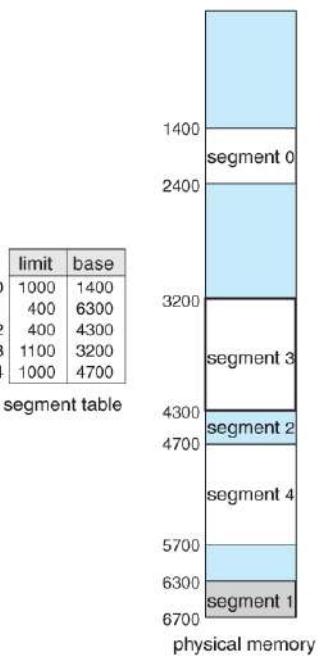
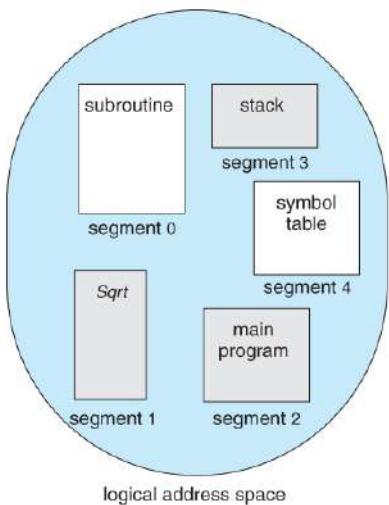
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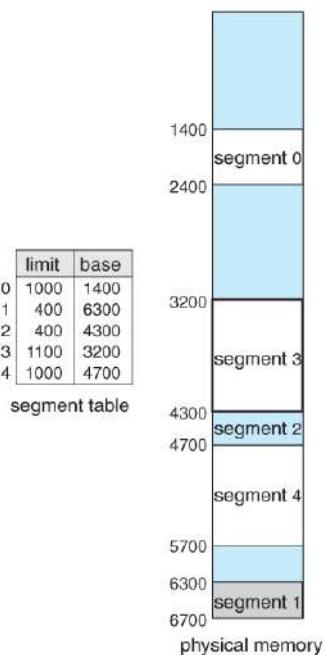
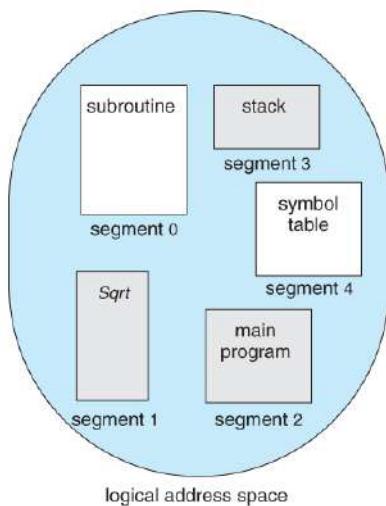


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**Segment Table**, instead, must store a very limited amount of segments per process (3÷5)

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  - Additional HW (like TLB cache) might be needed if programs use many logical segments

# Combine Segmentation with Paging

Try to get the best of both world

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Segmentation  
ease of sharing



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How?

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Apply paging to segments!

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- Physical address space is still seen as a sequence of fixed-size frames
- Segments are usually larger than physical page frames

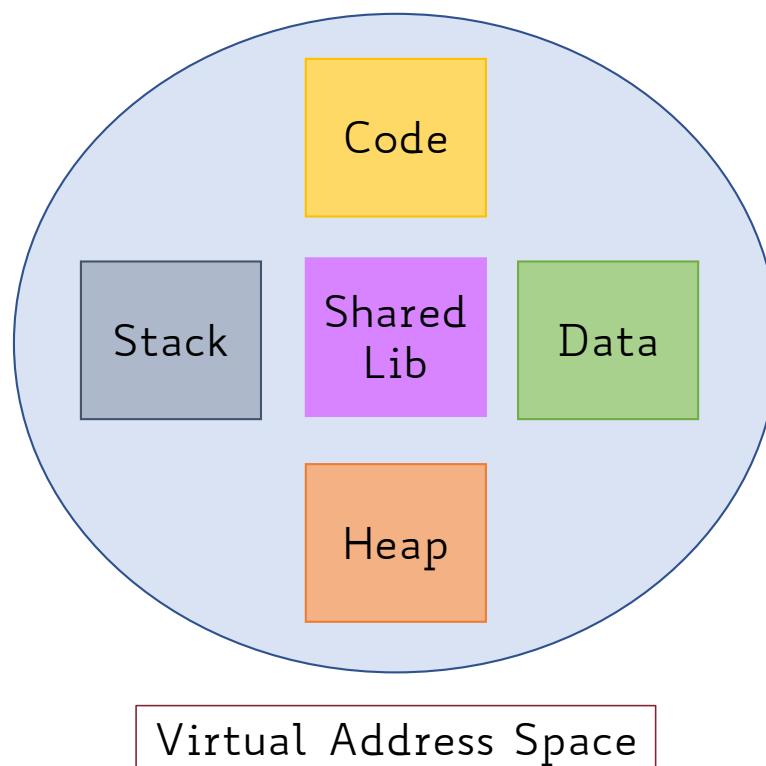
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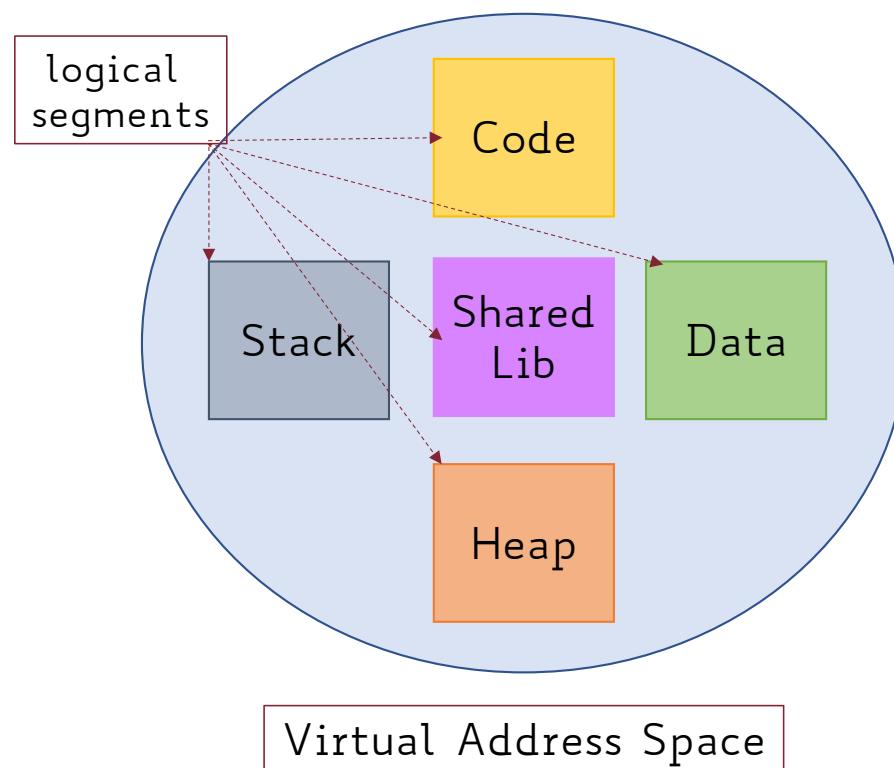


Map a logical segment onto multiple page frames

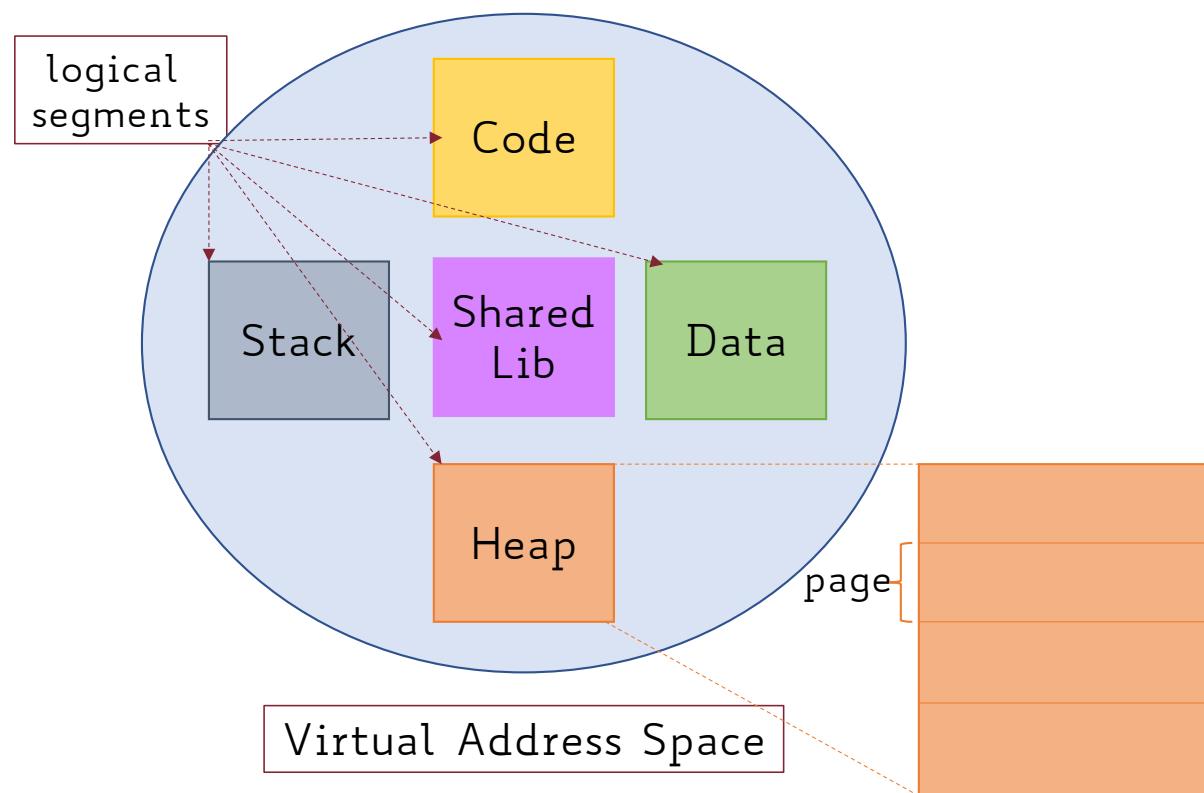
# Paging Logical Segments



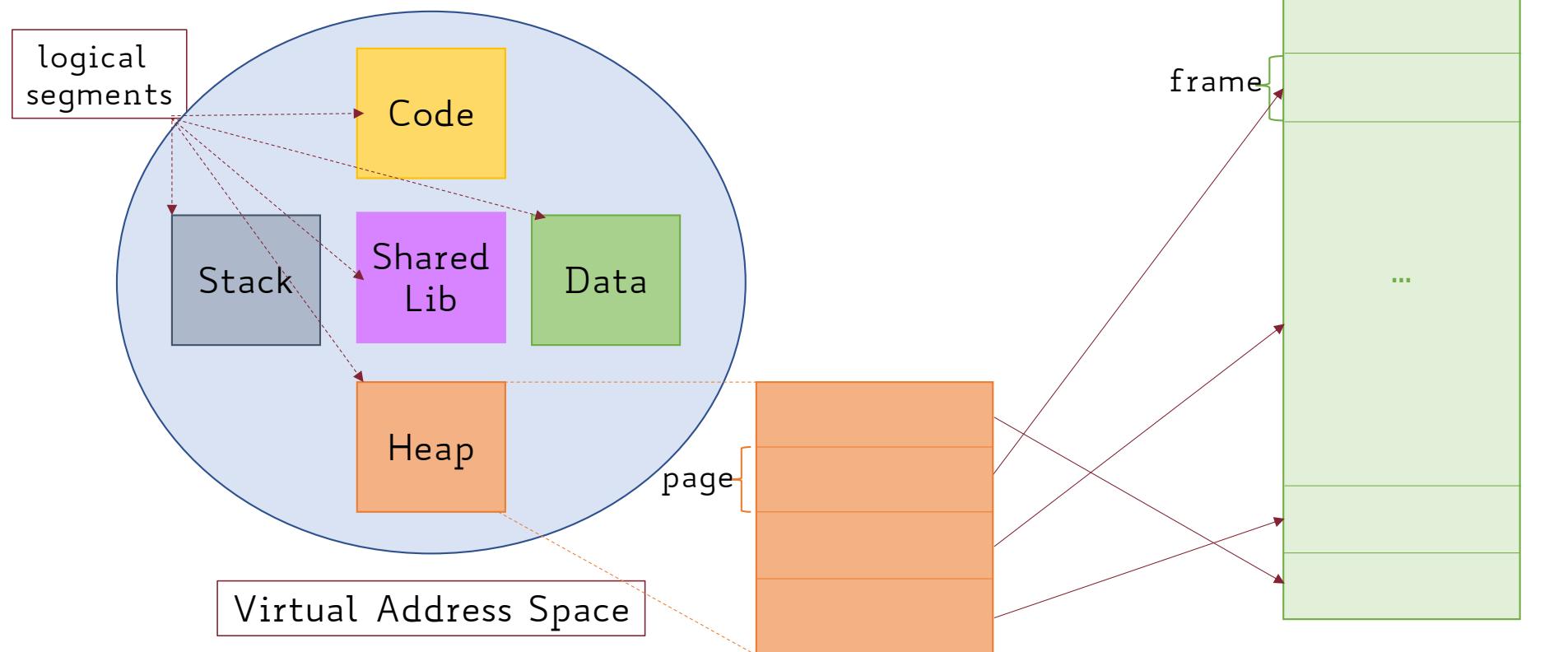
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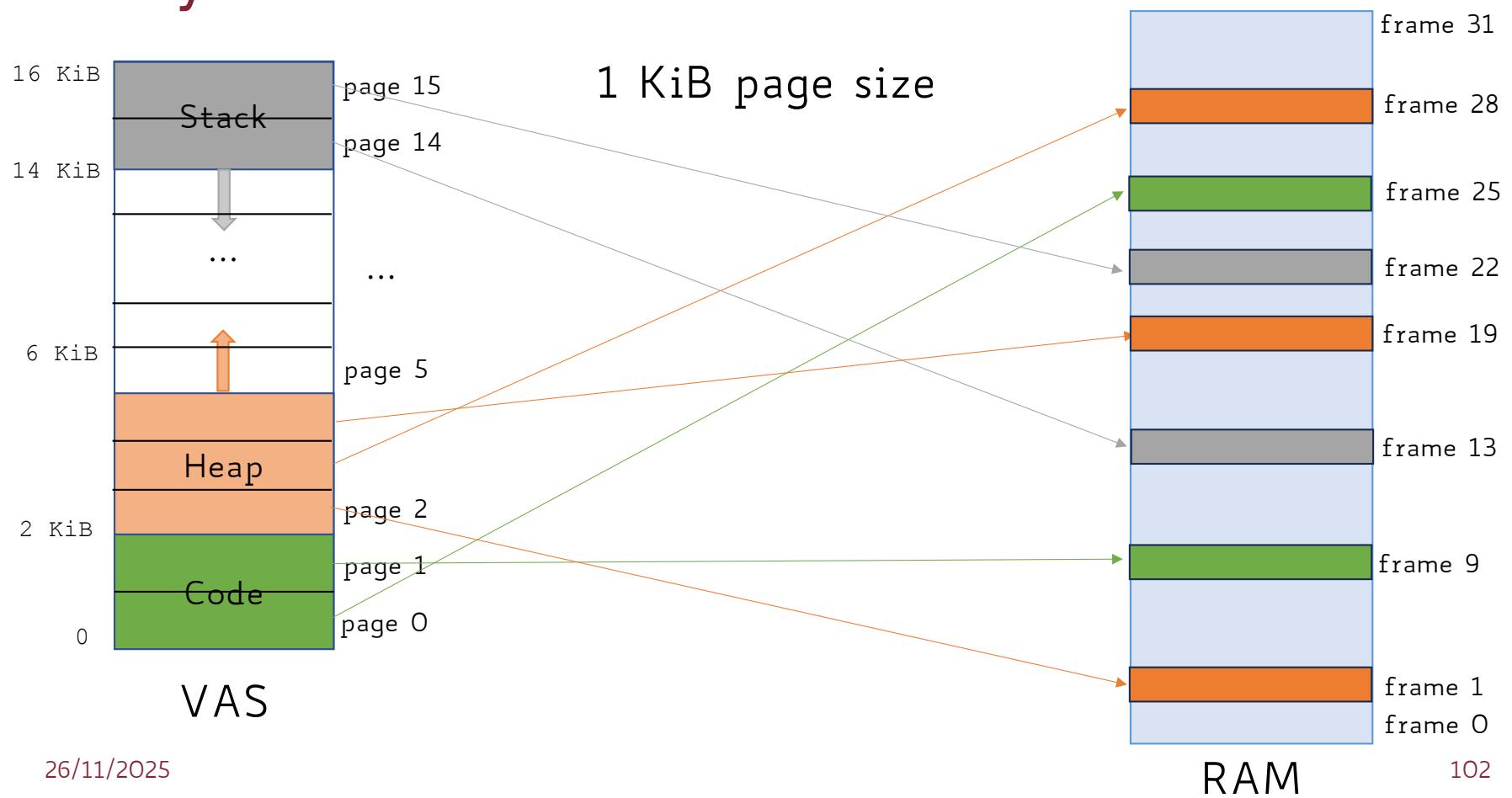
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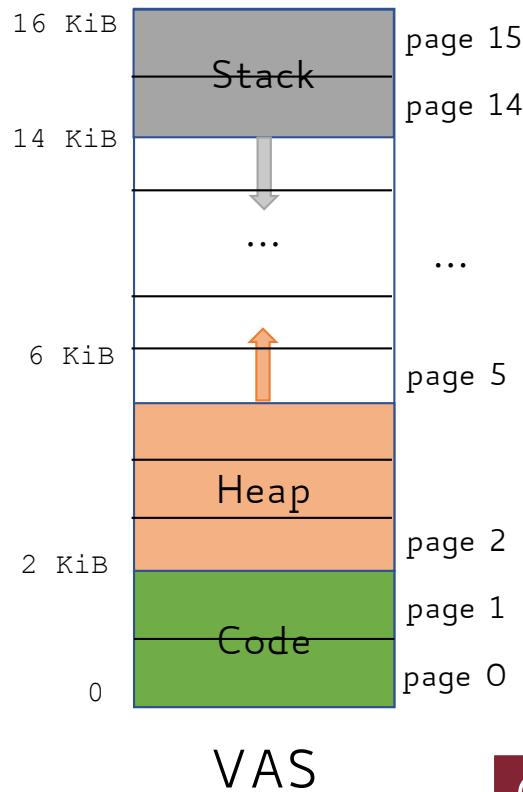
# Paging Logical Segments



# Why Does This Make PT Smaller?

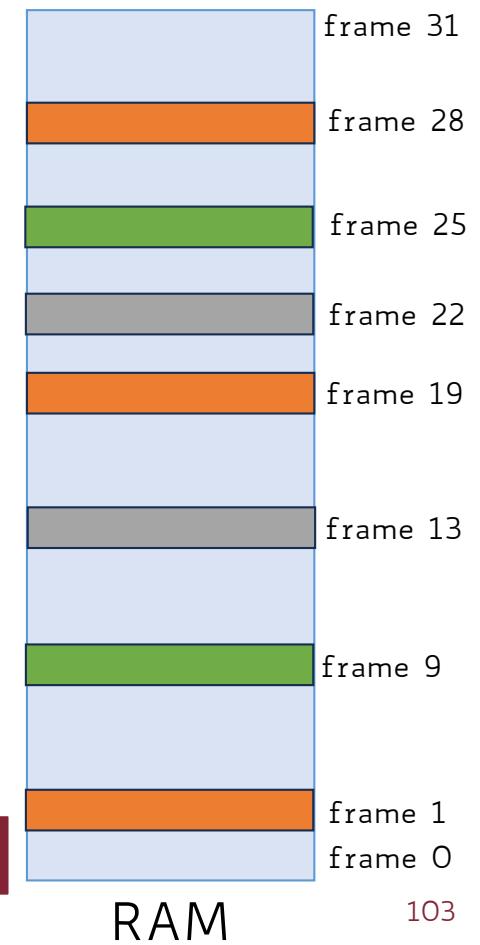


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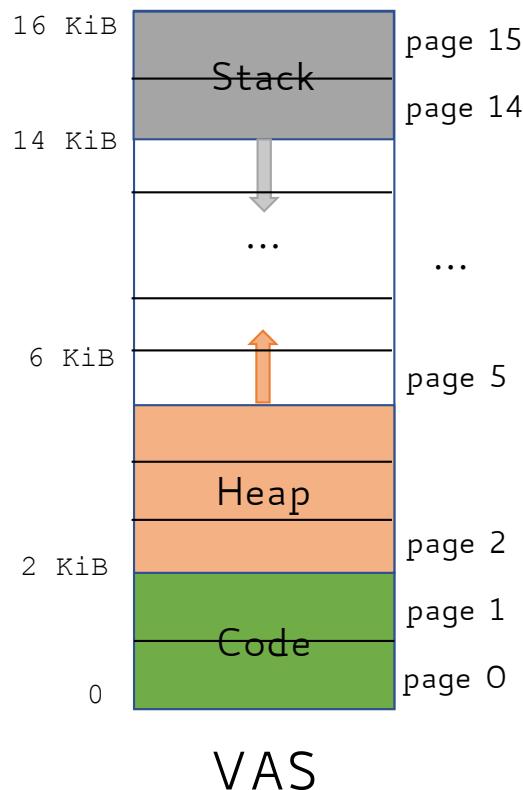


	PFN	valid	prot.	pres.
0	25	1	r-x	1
1	9	1	r-x	1
2	1	1	rw-	1
3	28	1	rw-	1
4	19	1	rw-	1
5	-	0	-	-
6	-	0	-	-
...				
13	-	0	-	-
14	13	1	rw-	1
15	22	1	rw-	1

One Single Linear Page Table

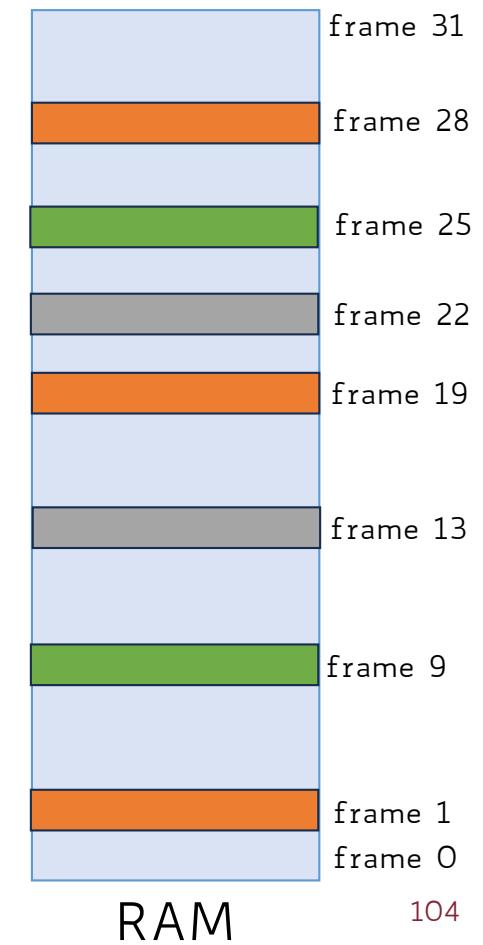


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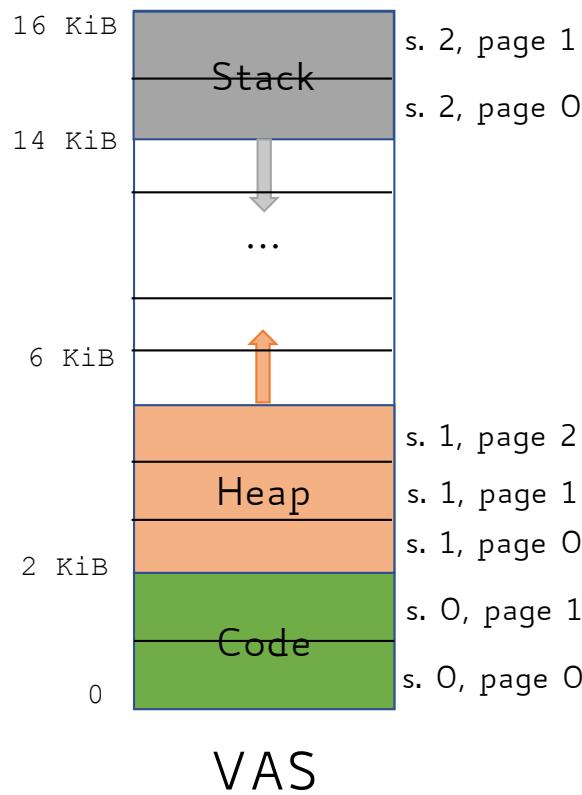


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Wasted!



# Why Does This Make PT Smaller?



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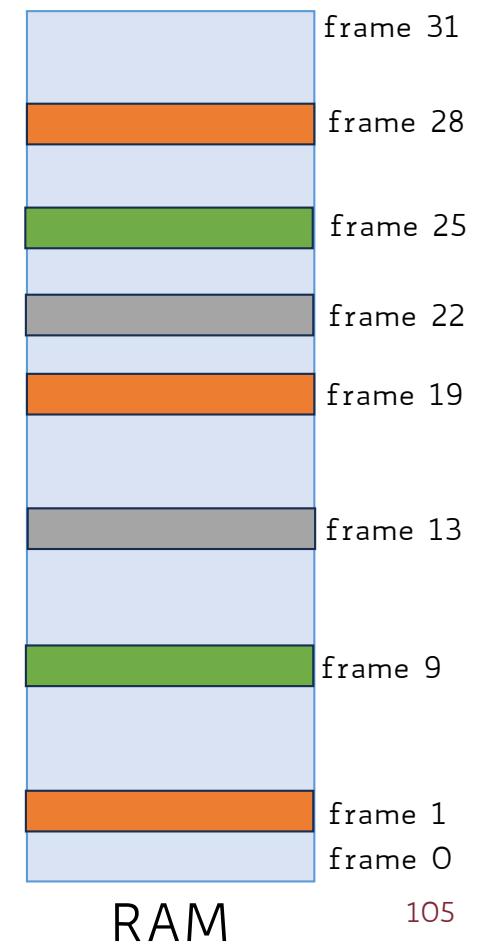
  

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3 Linear Page Tables  
(one per segment)



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- **External fragmentation** → page tables may have different sizes

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- Check the VPN against the limit of the segment (i.e., the **number of PTEs** in the page table for *that* segment)

# Address Translation with Segmented Paging

A virtual address now becomes:



- Use the VPN to index the page table to get the physical frame number (PFN)

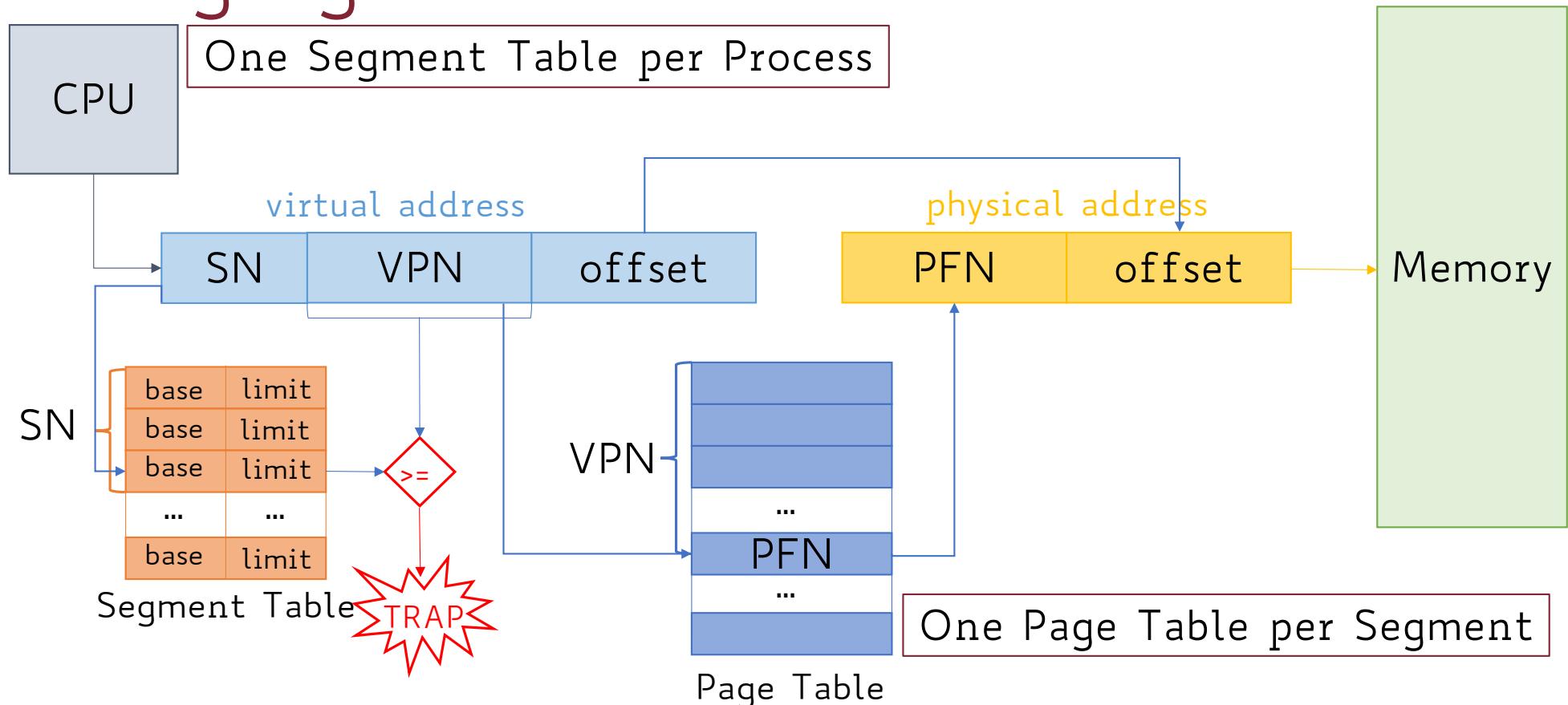
# Address Translation with Segmented Paging

A virtual address now becomes:



- Use the VPN to index the page table to get the physical frame number (PFN)
- Add the frame number (PFN) to the offset to get the physical address

# Address Translation with Segmented Paging



# Segmented Paging: Implementation

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Slower but more flexible

# Segmented Paging Hardware: Practical Example 3

Suppose a physical memory of 1024 addressable words (assuming 1 word = 1 byte)

Frame size is 64 words (i.e., 64 bytes)

Page table size (i.e., number of entries) is thus  $1024 \text{ bytes} / 64 \text{ bytes per frame} = 16$

8 logical segments

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Q1

How many bits are therefore needed for the physical address?

R1

10 bits to address  $M = 1024/1 = 1024$  1-byte words

# Segmented Paging Hardware: Practical Example 3

Q2

How many bits are therefore needed for the virtual address?

# Segmented Paging Hardware: Practical Example 3

Q2

How many bits are therefore needed for the virtual address?

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3 bits to address 8 logical segments (s)

4 bits to address 16 entries of the page table

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13 bits (virtual address) vs. 10 bits (physical address)

# Sharing Pages and Segments

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  - Since there is one page table for each segment, we can share a segment by simply sharing the page table this points to
- Even more flexible!

# Segmented Paging: Benefits and Costs

- **Benefits:**

- Merge compiler and OS view of memory
- Flexibility
- Less memory waste for sparse VAS w.r.t linear page tables
- Sharing memory between processes

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- **Costs:**

- Slower context switches (why?)
- Slower address translation (why?)

# Internal Fragmentation Still There...

- Paging allows getting rid of external fragmentation

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- On pure paging (no segmented), assuming process' memory footprint is random, internal fragmentation amounts to 0.5 page per process (on average)
- On segmented paging, we can lose 0.5 page per process' segment
- The larger the page size the higher the chance of internal fragmentation

# Can We Make Page Tables Smaller?

1. Using segmentation
2. Using more advanced page table structures beyond simple linear arrays

# Multi-Level Page Tables

- Turns linear page tables into a **tree**
- Basic Idea:
  - Divide up the page table into page-sized units (i.e., applying paging to the page table!)
  - If an entire page of PTEs is invalid do not allocate that page at all!
  - Use a new structure (**page directory**) to track if a page of the page table is valid

# Multi-Level Page Tables

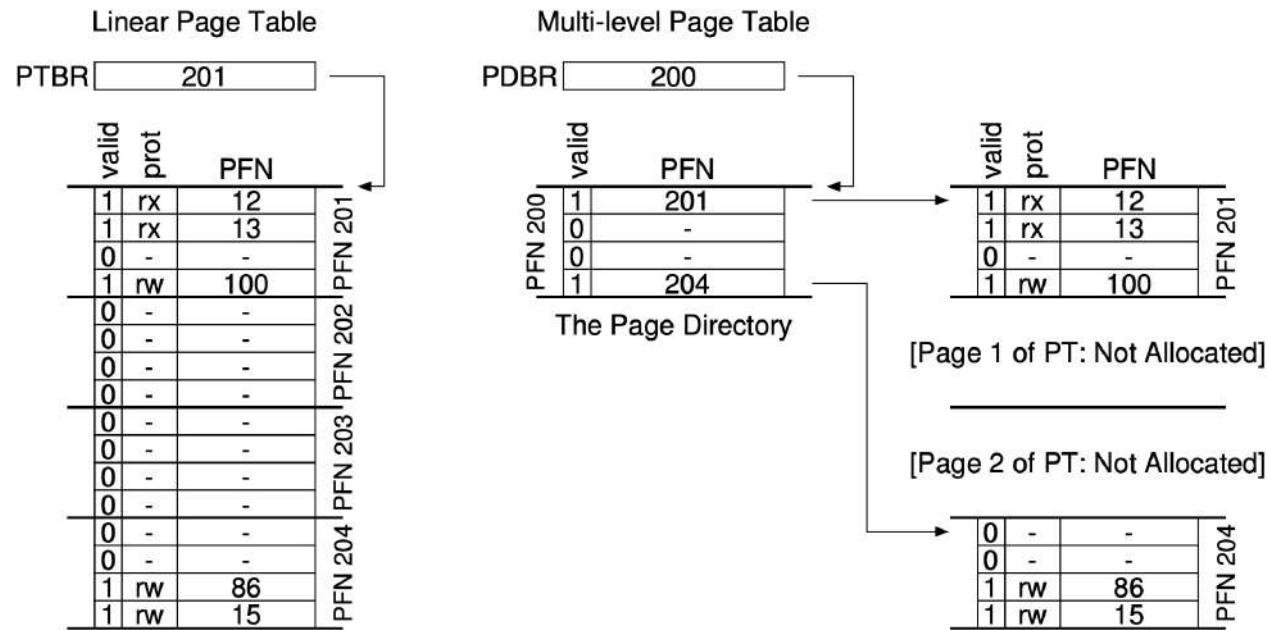


Figure 20.3: Linear (Left) And Multi-Level (Right) Page Tables

source: Operating Systems: Three Easy Pieces

# Page Directory

- Consists of a number of page directory entries (PDEs)
- In a two-level table: one PDE per page of the page table
- Each PDE at least contains:
  - A valid bit
  - A page frame number (similar to a PTE)
- If the PDE valid bit is set, at least one of the pages that the PDE refers to is valid

# Multi-Level Page Tables: PROs

- Allocates only page table space that is proportional to the (sparse) address space used
- If properly designed, each portion of the page table fits the size of a page
- For linear (non-paged) page tables, this array must be allocated contiguously in physical memory
- With multi-level paging, pages of the same page table can be allocated scatteredly in RAM

# Multi-Level Page Tables: CONs

- When combined with TLB in case of a cache miss, two extra memory accesses are needed
  - The first one to get to the PDE
  - The second one to get to the PTE
- Page table lookup on TLB miss is typically handled by the OS (rather than just via HW through the MMU)
  - Increased complexity

# Beyond Two-Level Page Tables

- Suppose  $m = 30$ -bit VAS and page size = 512 B



**Goal:** Divide the entire page table into chunks, so that each chunk fits one page

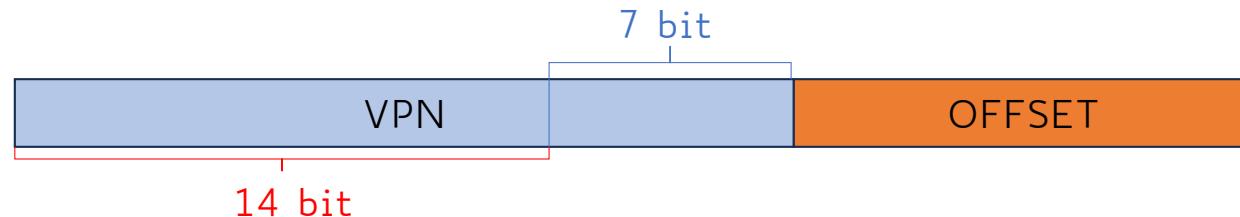
How many levels do we need?

# Beyond Two-Level Page Tables

- Let's start by determining how many PTEs fit within a page
  - Given our page size is 512 B and each PTE requires 4 B
  - A single page will contain  $512\text{ B}/4\text{ B} = 128$  PTEs
- That means that to index within a single page of the page table we need  $\log_2(128)$  bits = 7 bits
  - The least significant 7 bits of the VPN are used as index

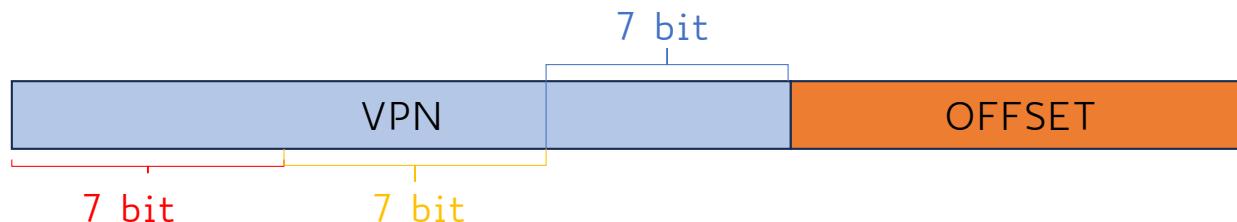


# Beyond Two-Level Page Tables



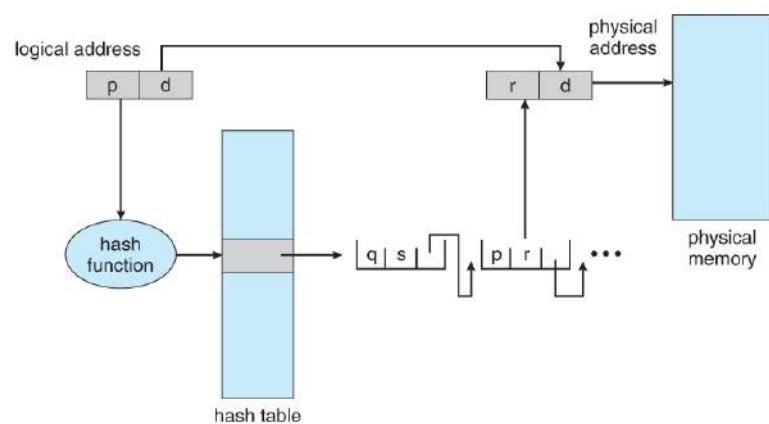
- We are left with  $2^{11}-7 = 14$  bits for the page directory
- $2^{14}$  page directory entries each of size 4 B would require  $2^{14} * 2^2 = 2^{16}$  B
- $2^{16}$  B is way larger than one page size ( $2^9$  B = 512 B)
- The page directory would require  $2^{16}$  B/ $2^9$  B =  $2^7 = 128$  pages rather than one as our goal was!

# Beyond Two-Level Page Tables



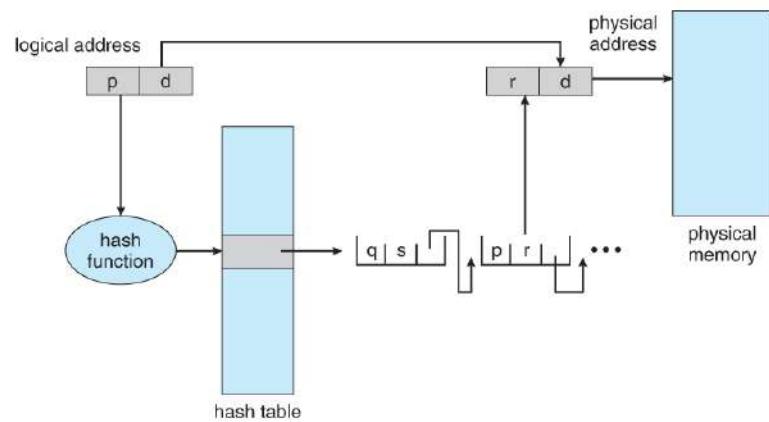
- Solution: We add another level to our tree!
- The first 7 bits are used to index the root (level 1) page directory (PD1) and fetch the corresponding PDE
  - This PDE contains the PFN of the base of level-2 page directory (PD2)
- The second 7 bits are used to index in PD2 and fetch the PDE
  - This PDE contains the PFN of the base of level-3 page table (PT)
- The third 7 bits are used to index in PT and fetch the final PTE

# Advanced Paging: Hashed Page Table



Use hash tables to store highly sparse page tables

# Advanced Paging: Hashed Page Table



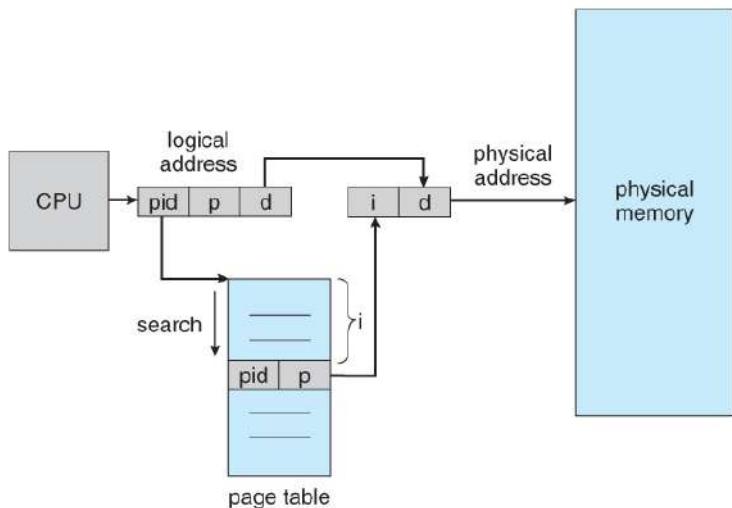
Use **hash tables** to store highly sparse page tables

Indexing via **hash function** rather than integers

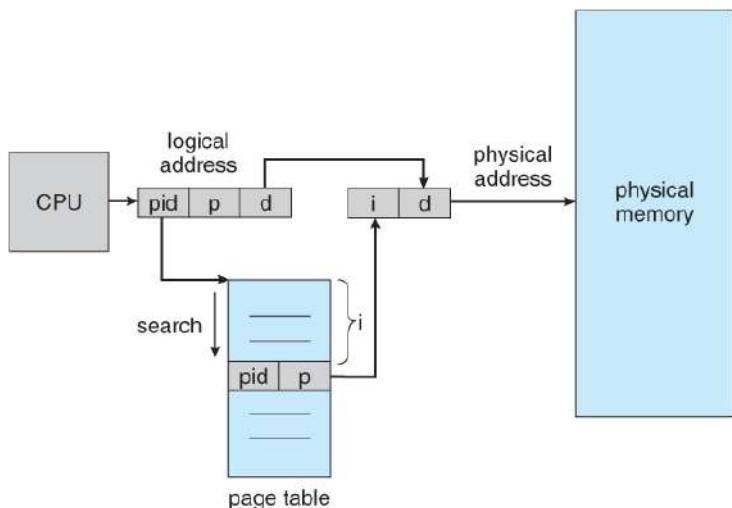
# Advanced Paging: Inverted Page Table

An inverted page table lists all of the **frames** currently loaded in memory, for all processes

Instead of a table listing all of the pages for a particular process



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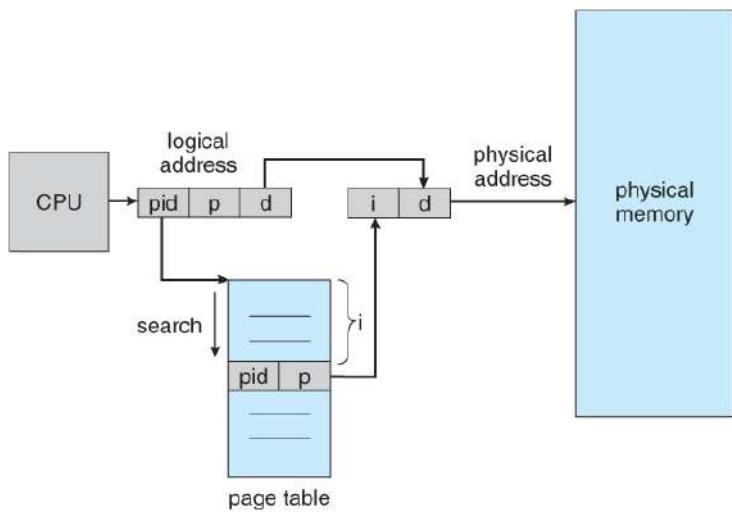
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Access to an inverted page table can be slow (linear search)

Hashing the table speeds up the search process

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Instead of a table listing all of the pages for a particular process

Access to an inverted page table can be slow (linear search)

Hashing the table speeds up the search process

Inverted page tables do not easily allow mapping multiple logical pages to a common physical frame (page sharing)

Each frame is mapped to exactly one process

# Summary

- **Relocation** using base and limit registers
  - Simple yet inflexible

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- **Relocation** using base and limit registers
  - Simple yet inflexible
- **Segmentation**
  - Compiler's logical view of memory presented to the OS
  - Segment tables tend to be small enough to be stored in registers
  - Contiguous memory allocation is expensive and complicated (first-fit, best-fit, or worst-fit)
  - Compaction is needed to solve external fragmentation

# Summary

- **Paging**
  - Simplifies memory allocation by relaxing contiguous assumption
  - Each logical page can be allocated to any physical frame
  - Page tables can be extremely large

# Summary

- **Segmentation + Paging**
  - One page table per segment vs. one page table per VAS
  - Segments can still be sparse (e.g., heap)
  - Sharing either at the segment or at the page level
  - Might increase internal fragmentation over pure paging
  - 2 lookups per memory reference are needed

# Summary

- **Multi-Level Paging**
  - Paging applied to the page table!
  - From linear page table (array) to a tree
  - Goal: Create as many levels as needed to fit each page table chunk into a page
  - Minimize memory waste (only touched pages are materialized)
  - On a TLB miss, as many memory accesses as the number of levels