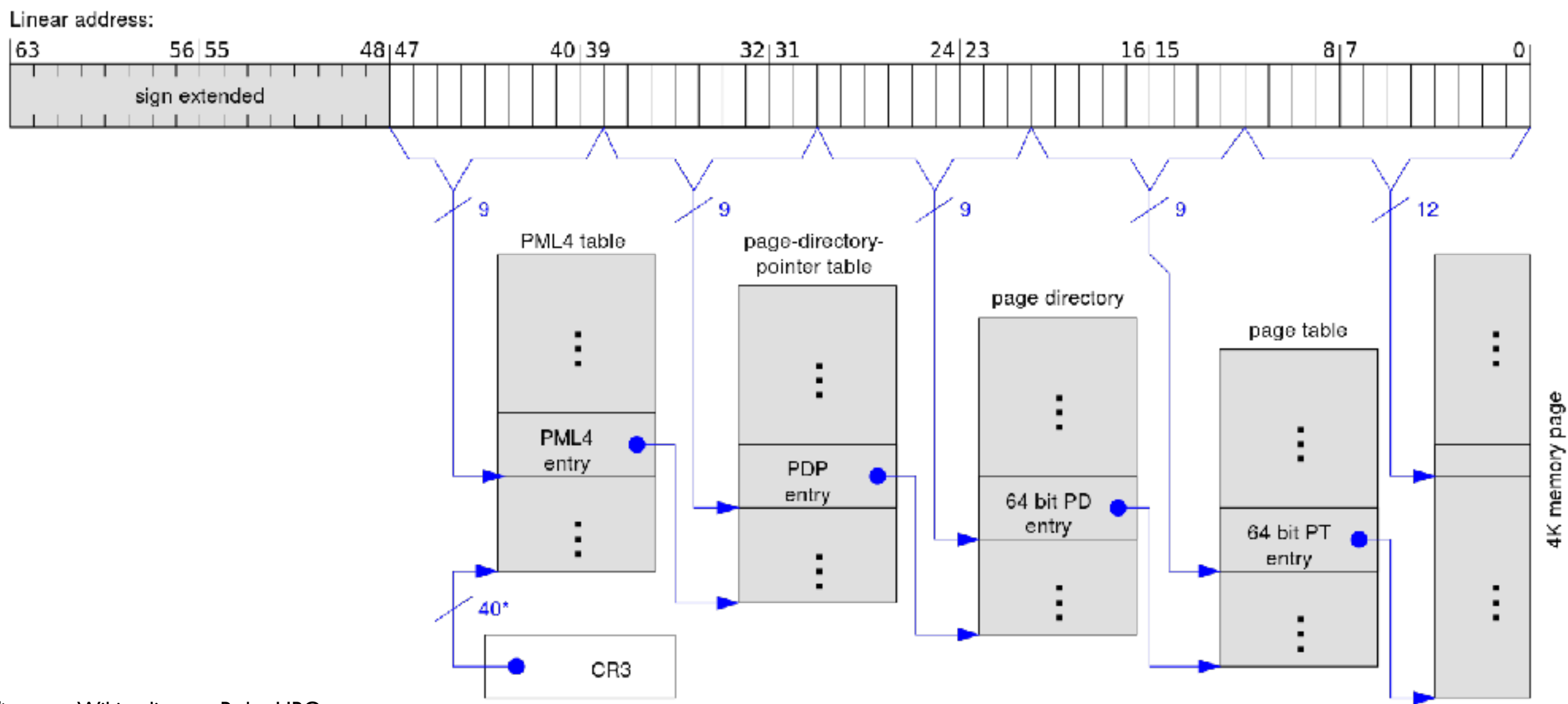


Address Translation

Protection and Performance

Hammurabi Mendes
Fall 18

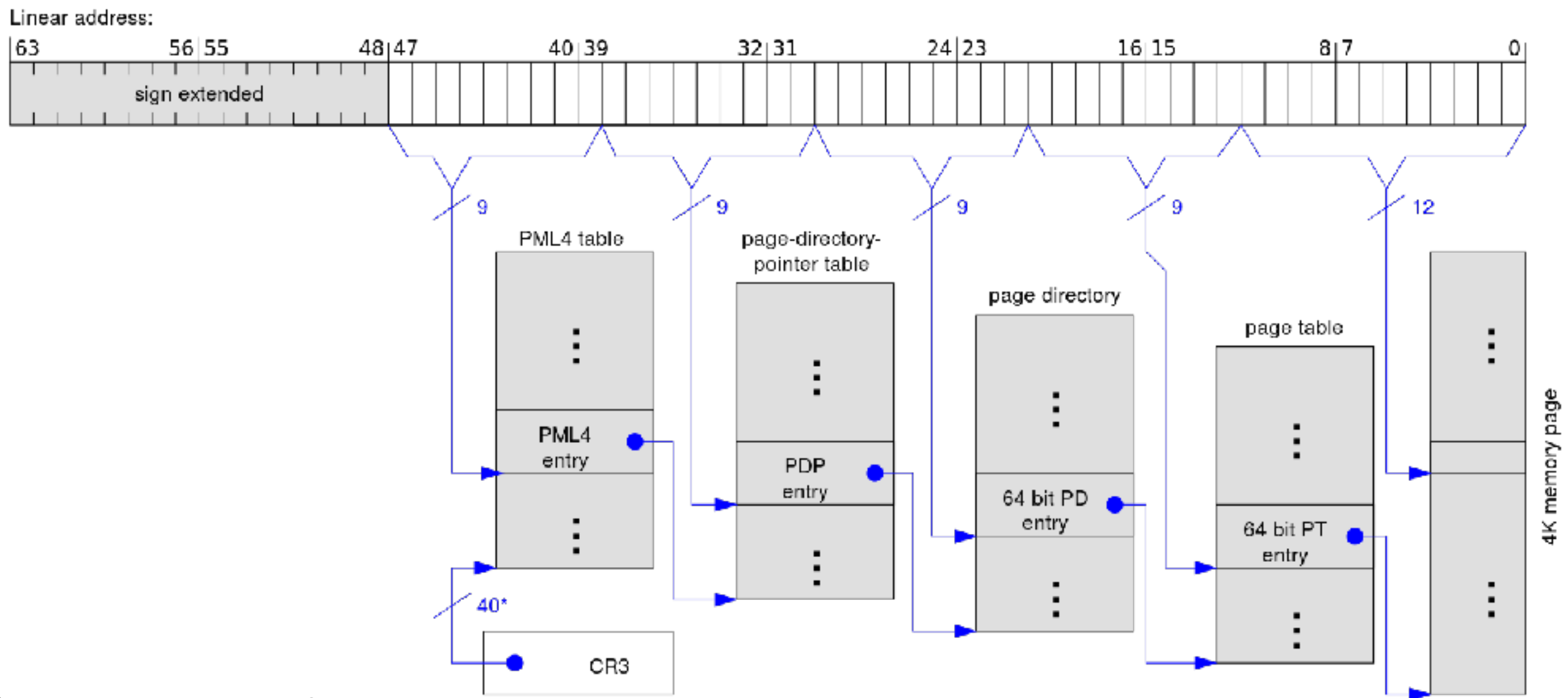
Superpages



* source: Wikipedia user RokerHRO

Superpages

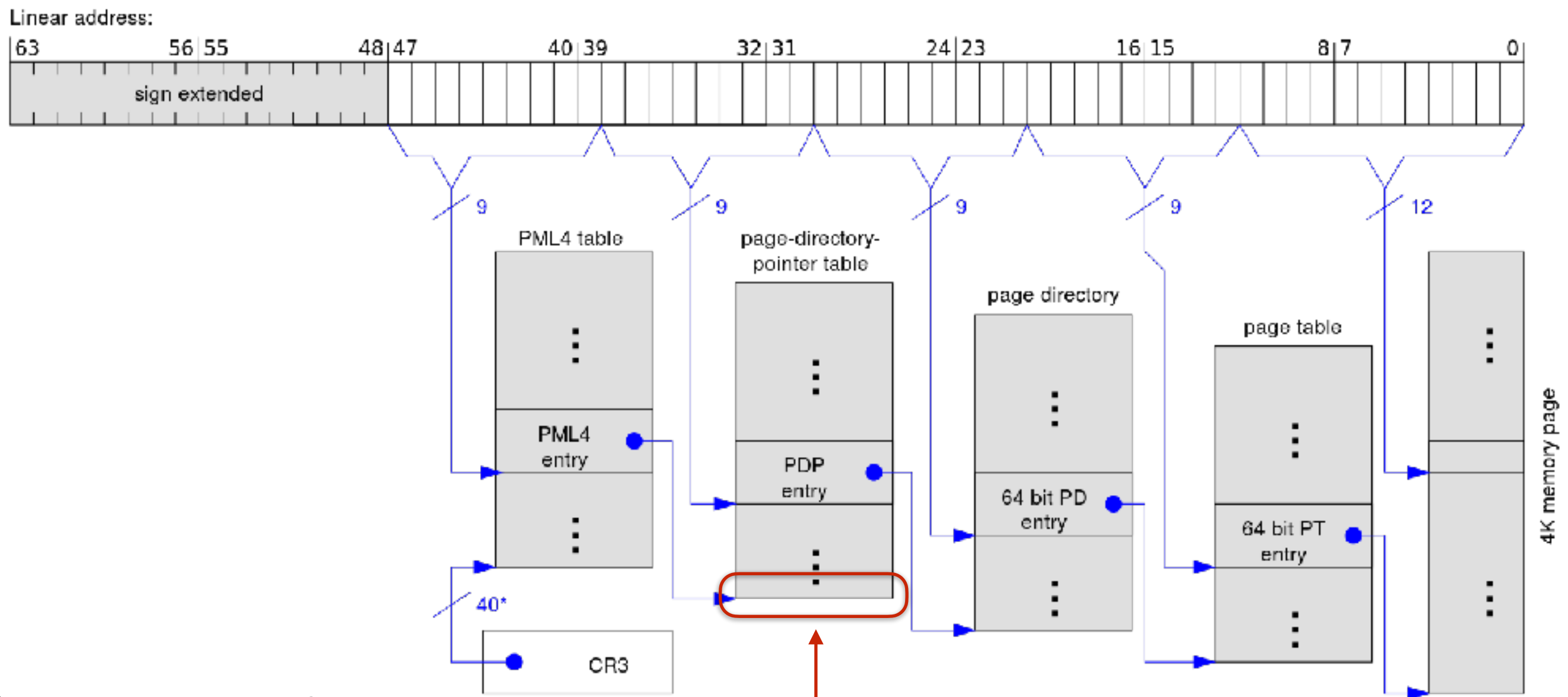
Use one entry to map a single 1GB chunk without allocating the $2^9 \times 2^9$ entries (2^9 tables) underneath



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Superpages

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Entries have flags - set the flag for "superpage"

Need for Speed

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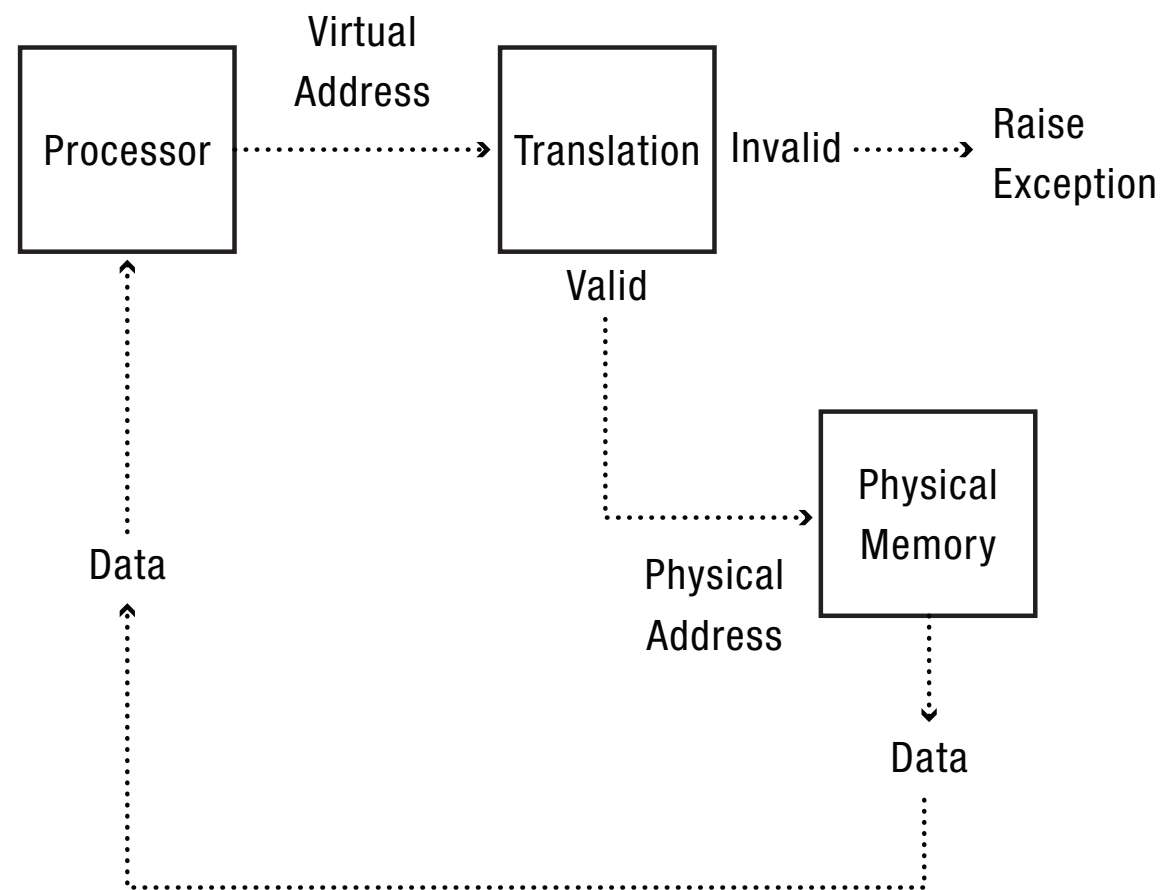
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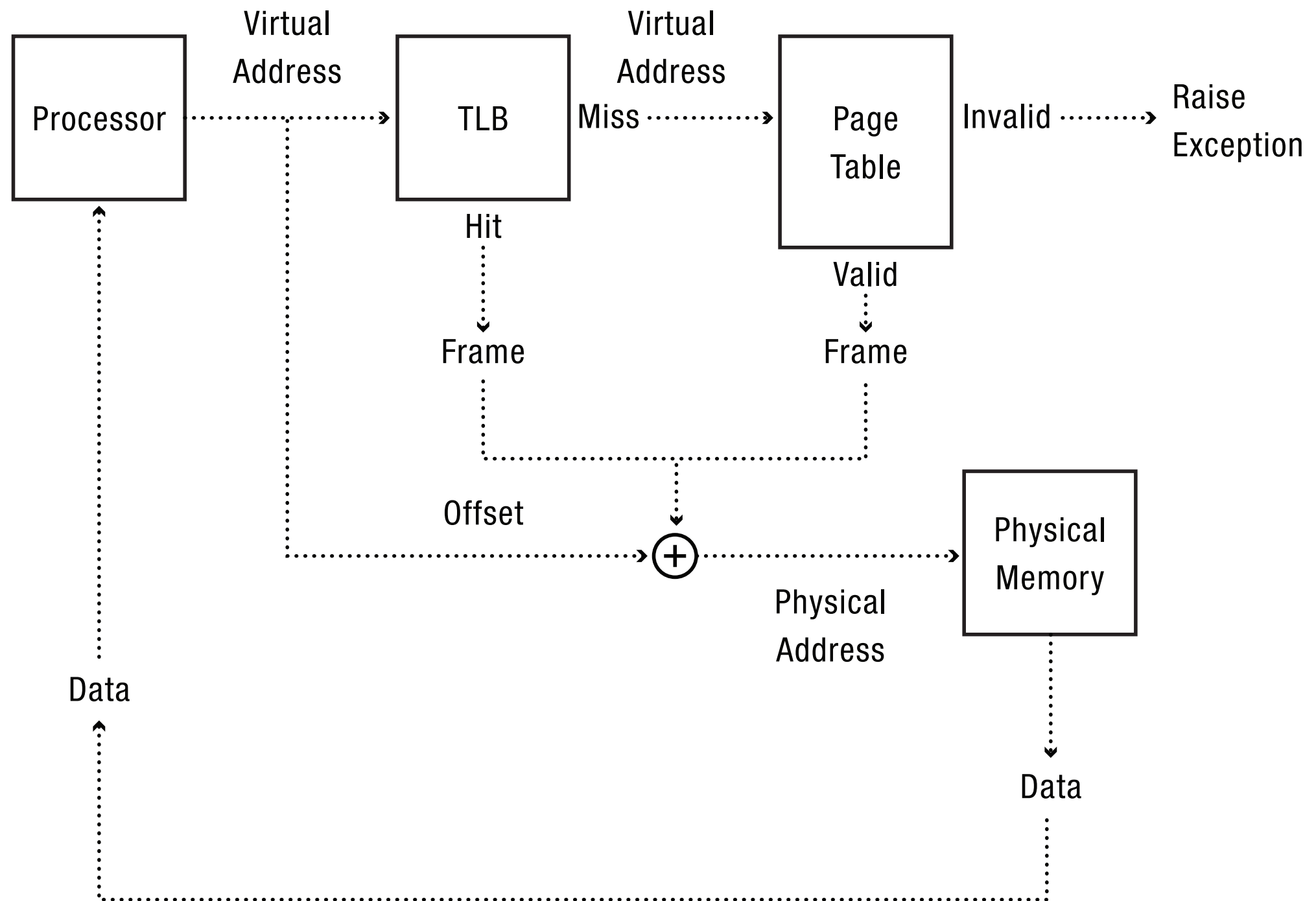
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 - Consulting page tables makes memory references cost 3 or 4 times as much (600 cycles!)
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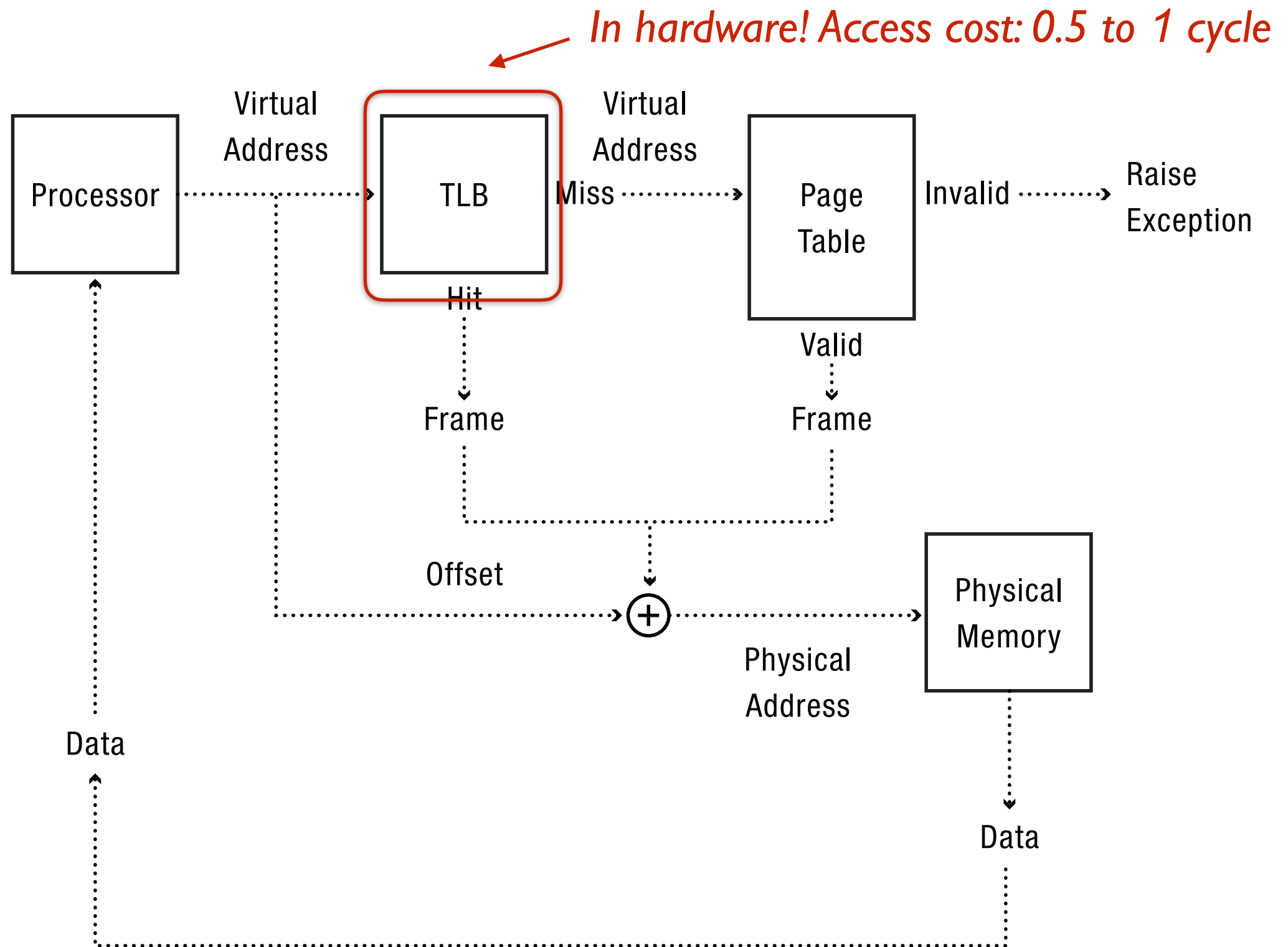
So Far...



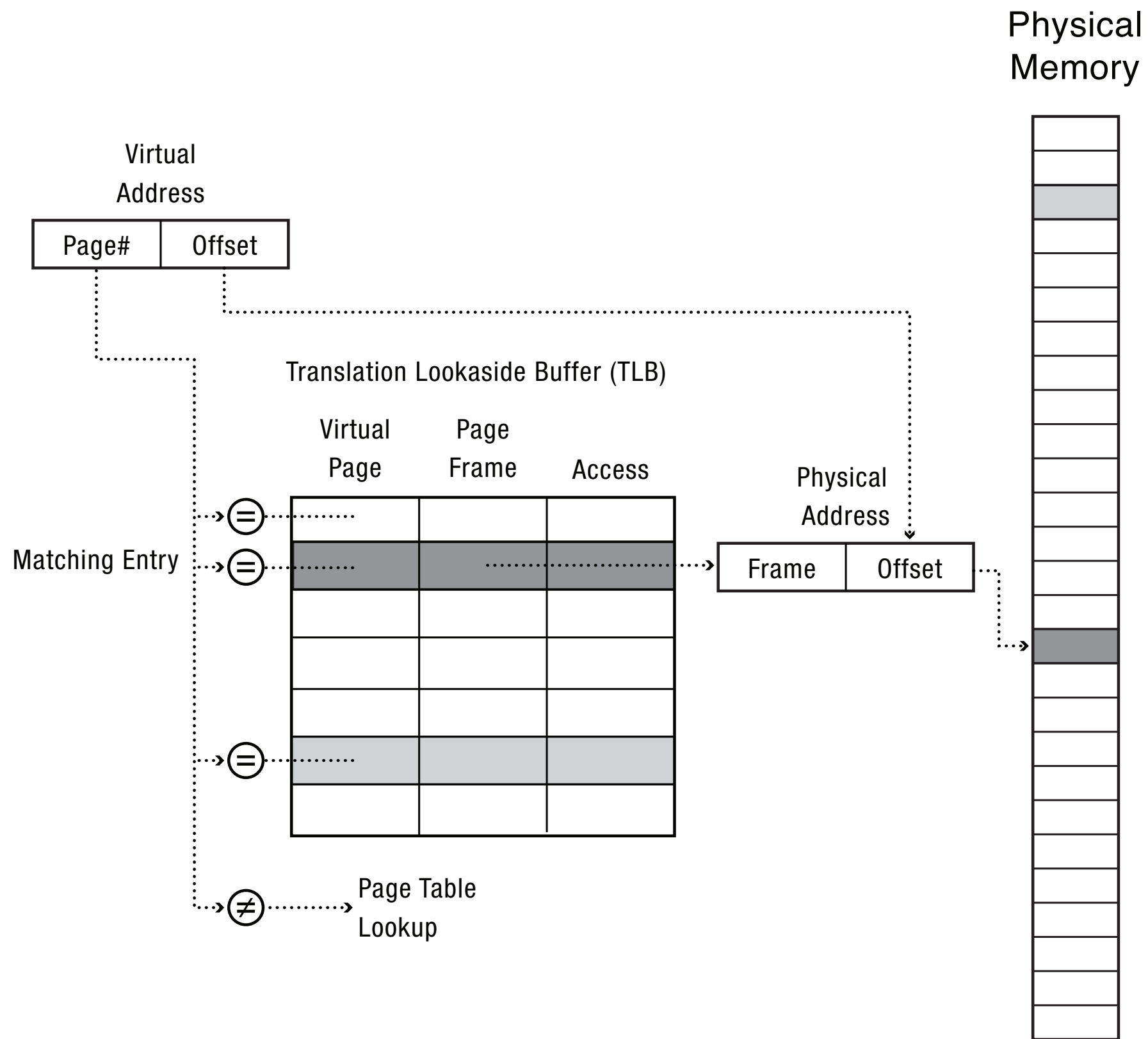
Caching: TLB



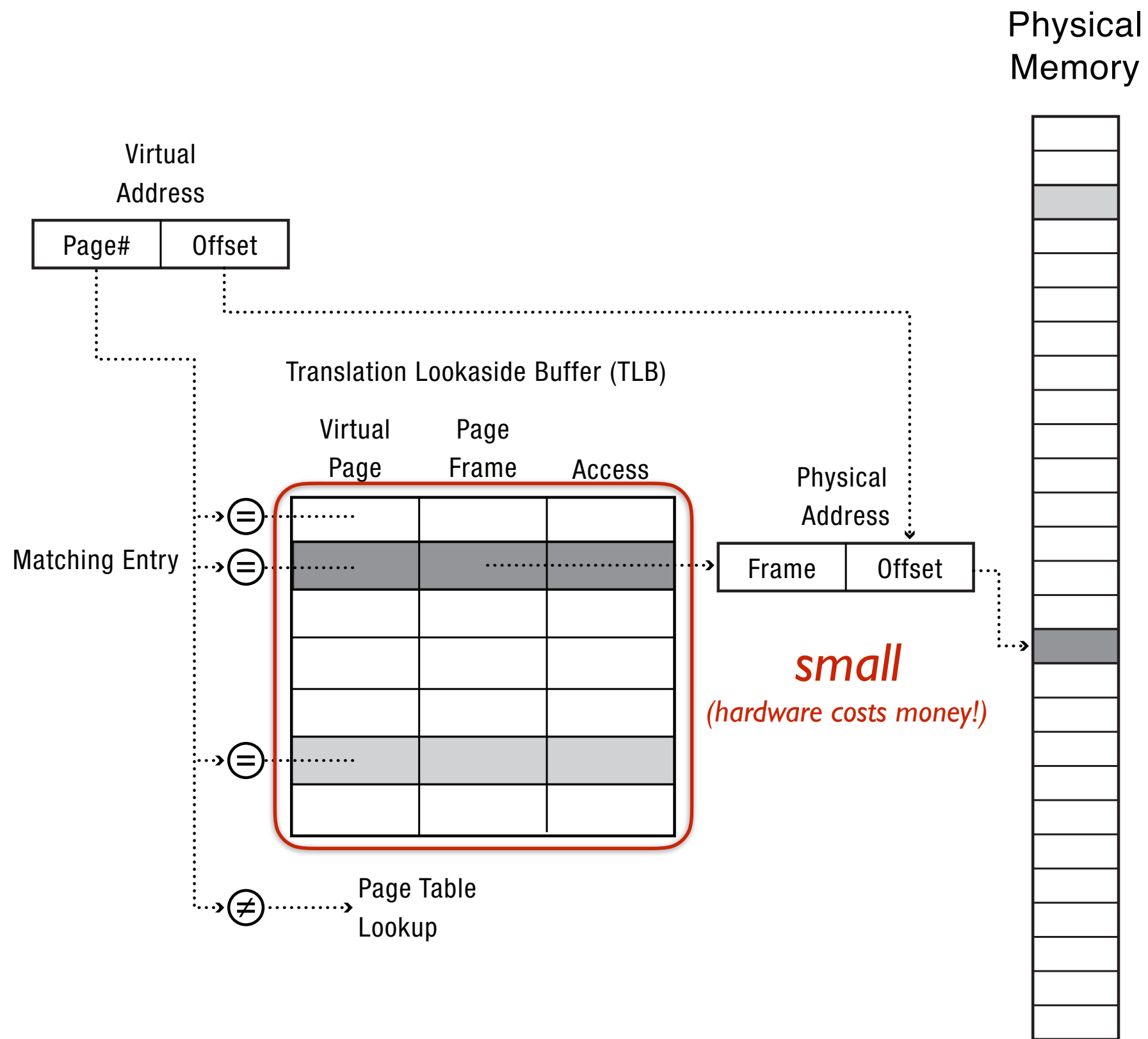
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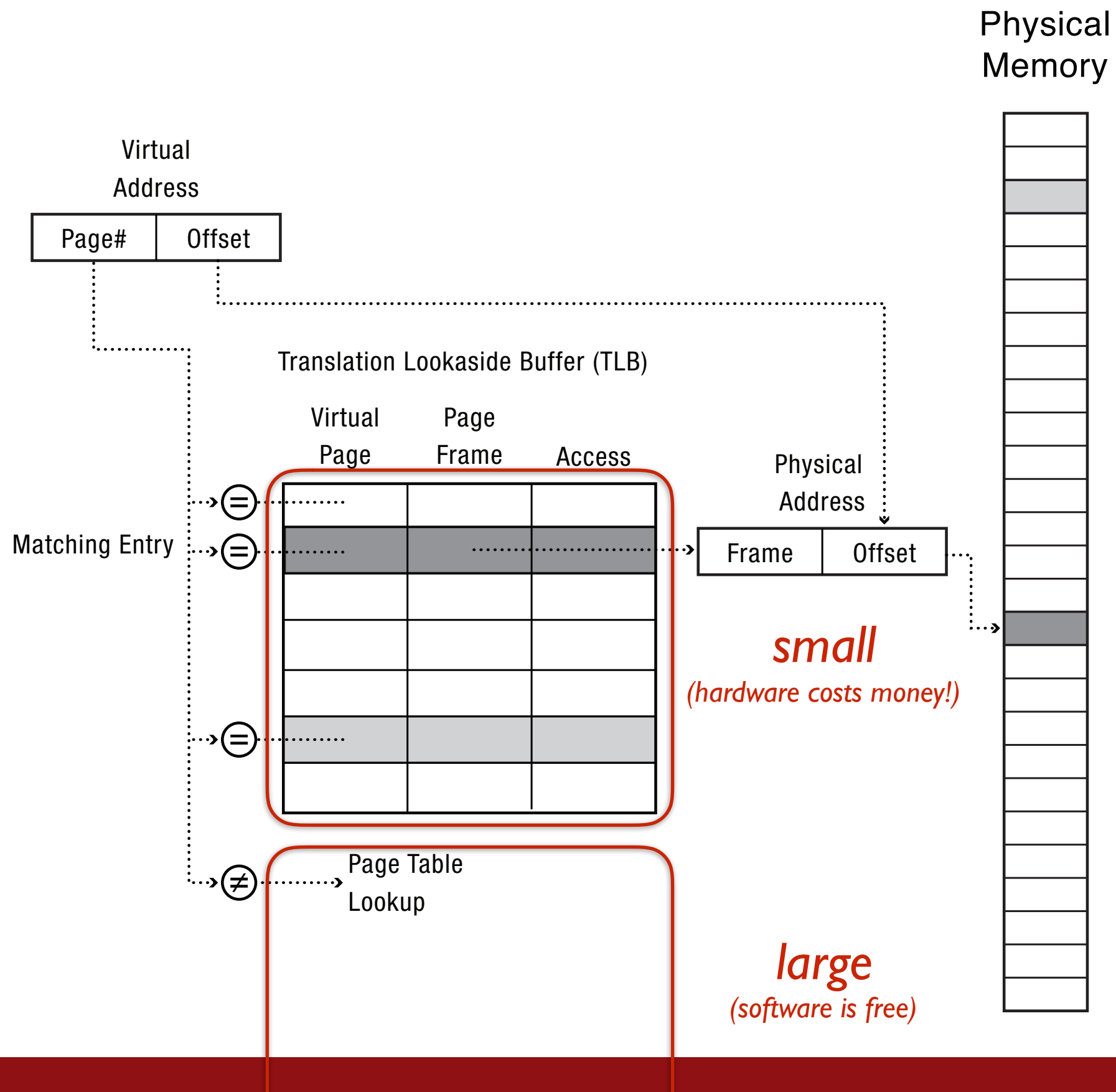
TLB Operation



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More Details

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 - *Replacement policy*
 - LRU — least recently used (note the practical implementation considerations)

More Details

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 - Low hundreds of entries
- **Tricky Q:** How does hardware enforces LRU?
 - It doesn't. Usually hardware implements NRU
 - *Not recently used:* set a timestamp for each entry and retire old entries

More Details

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More Details


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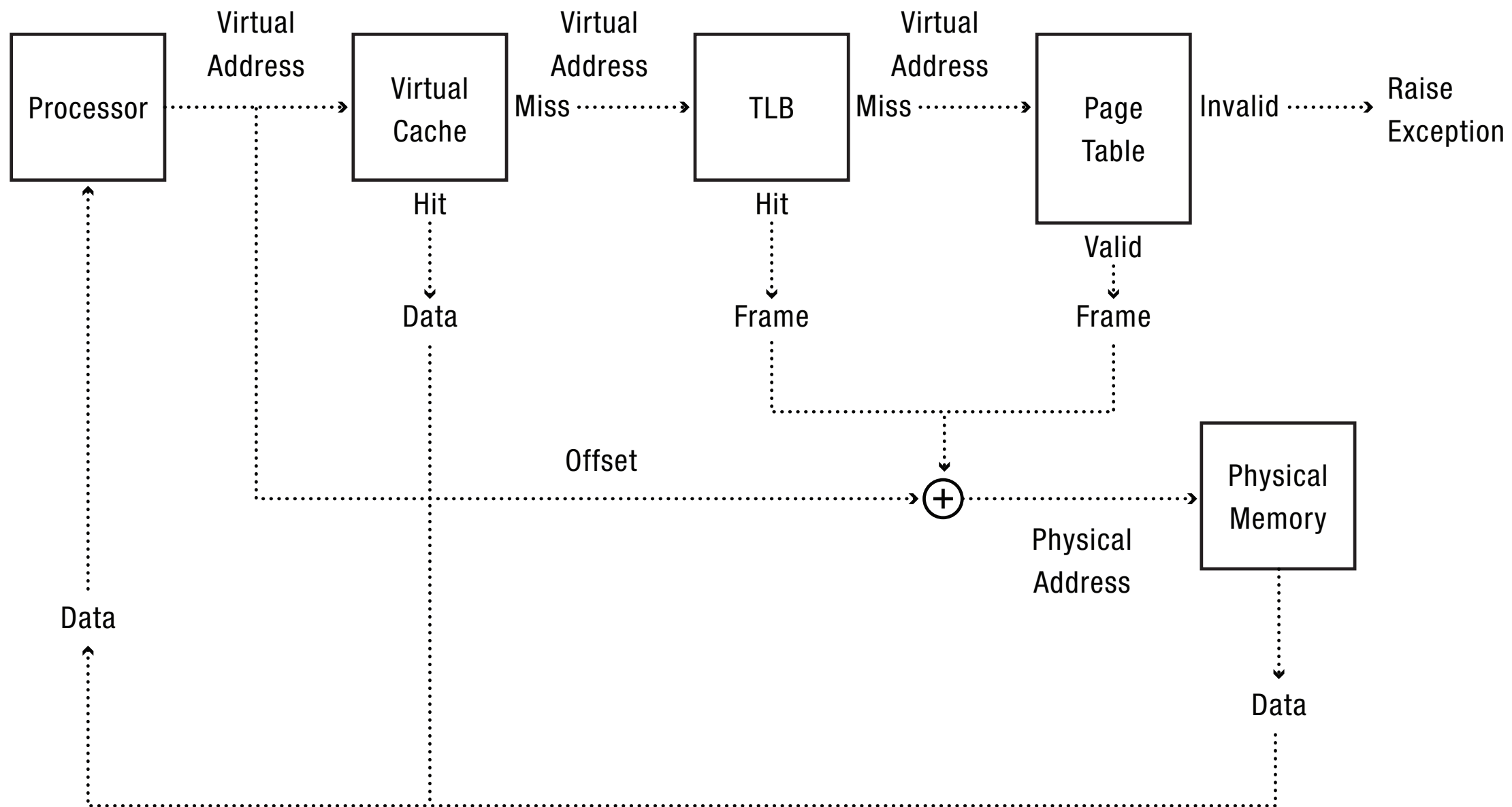
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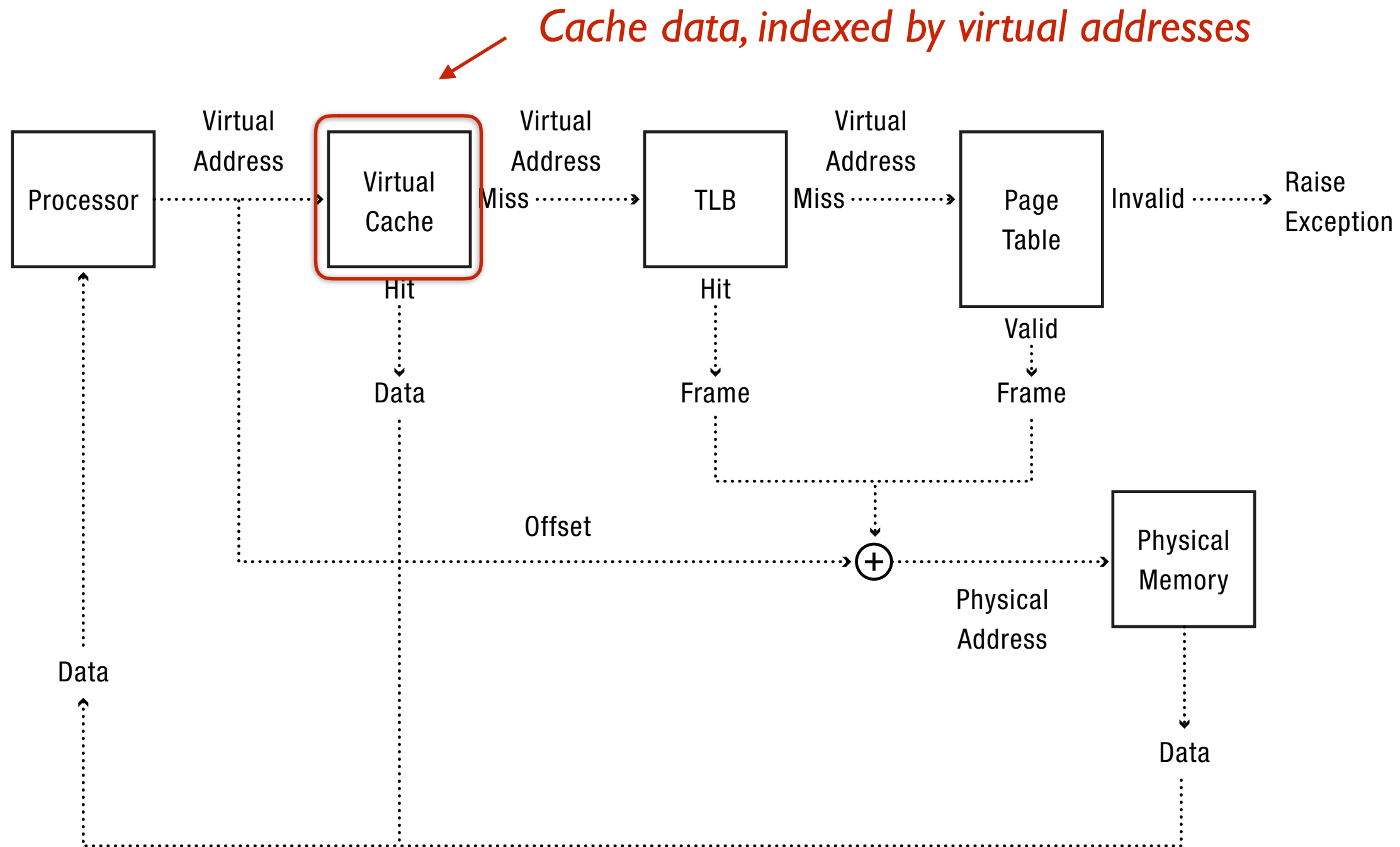
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 - Injury: it's slow
 - Insult: the more the #CPUs, the worse the problem

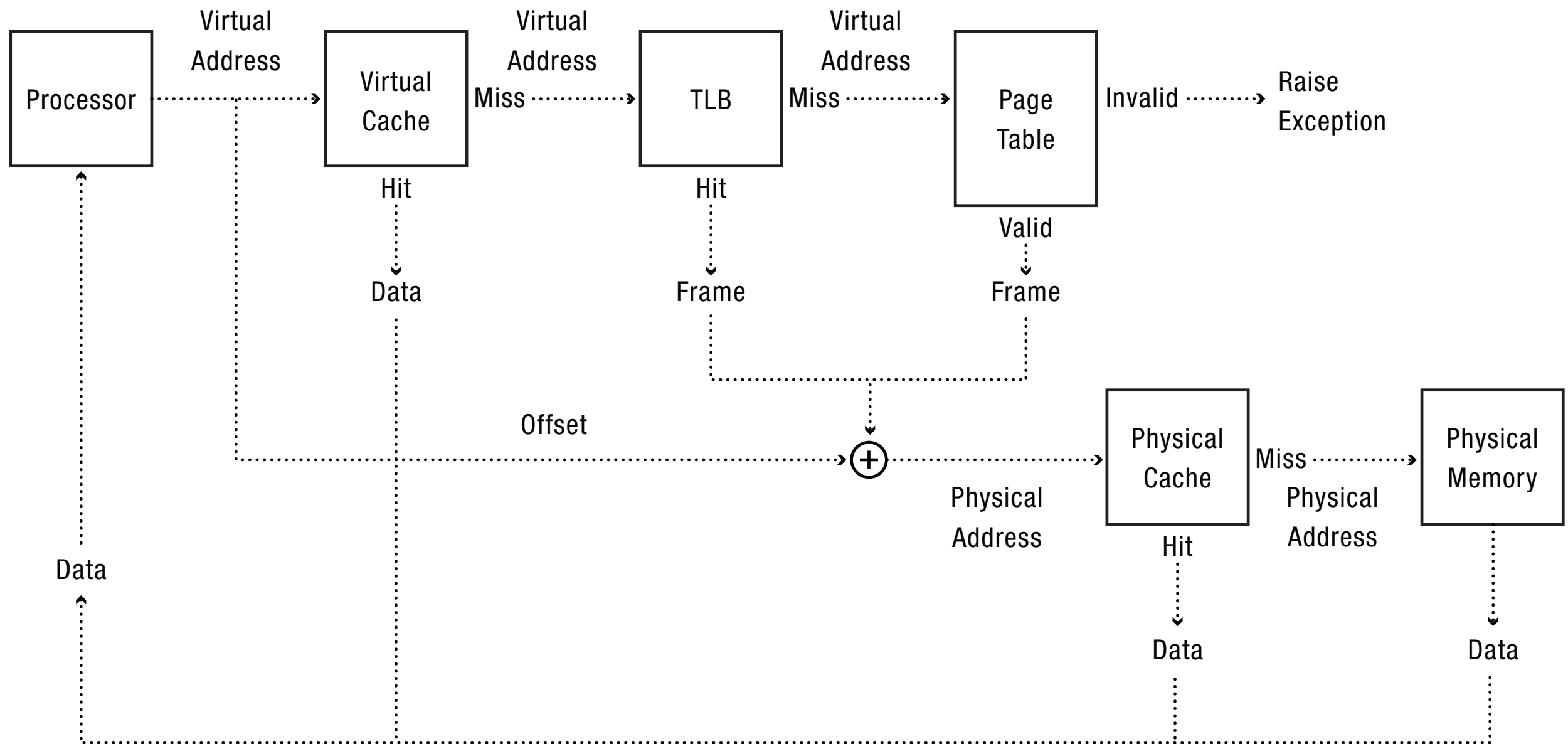
Virtually-Addressed Caches



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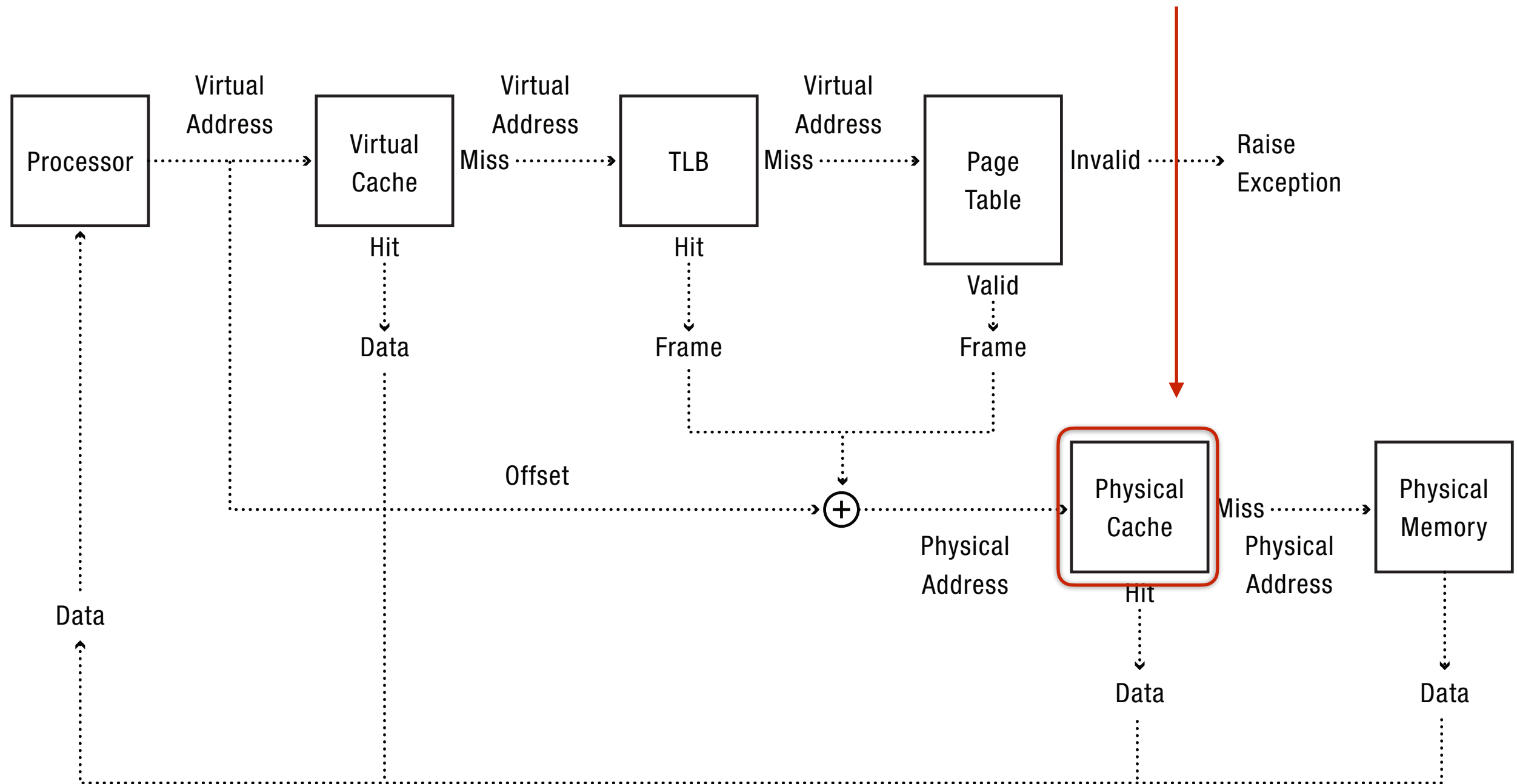


Physically-Addressed Caches



Physically-Addressed Caches

*Trick: pin the most used page tables here!
Translation done on-chip even with TLB misses!*



Big Question:
How efficient are caches?

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They are *incredibly* efficient

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- Consider a **1ns** TLB lookup time
- With a TLB hit ratio of 80% (very low):
 - $(65+1) \times 0.8 + (4 \times 65 + 1) \times 0.2 = 105\text{ns}$
- With a TLB hit ratio of 98% (typical):
 - $(65+1) \times 0.98 + (4 \times 65 + 1) \times 0.02 = 69.9\text{ns}$

Fim

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