ECE 350
Real-time Operating Systems

Lecture 7: Address Translation

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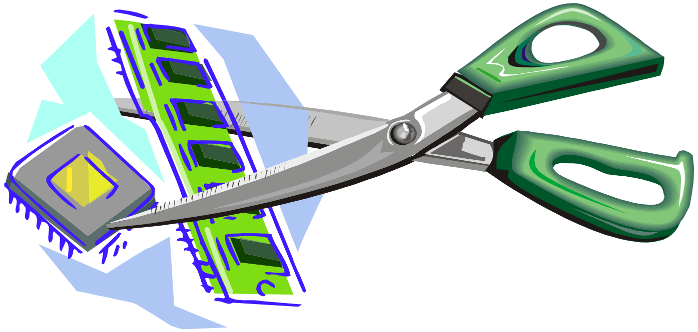
Outline

- Virtual to physical address translation
  - Base and bound
  - Segmentation
  - Page table
  - Multi-level table
  - Inverted page table

Recall: OS as Illusionist and Referee

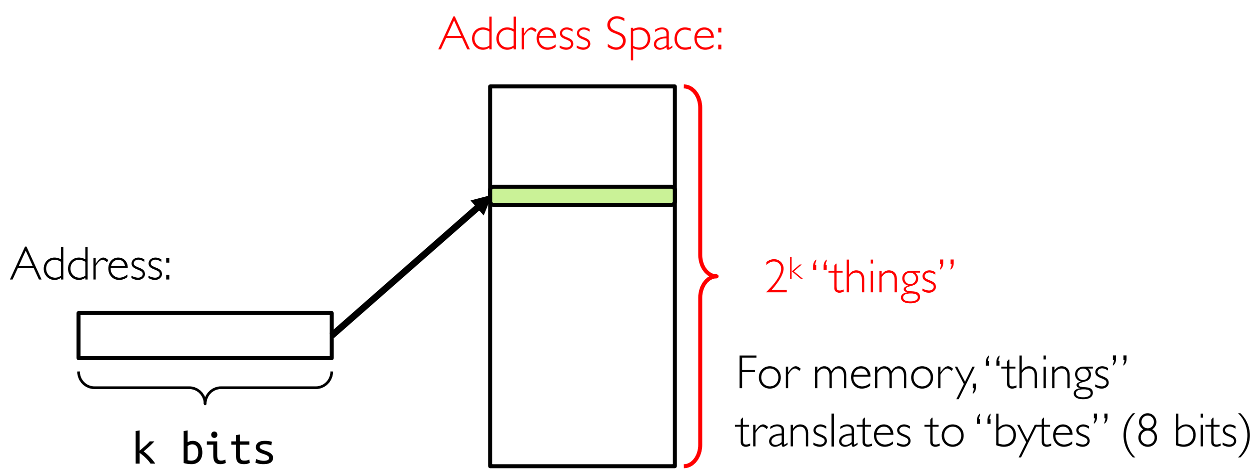


- Illusion: each process has its own processor with (almost) infinite memory capacity
- Physical reality: there are only few processes, memory capacity is limited
- Scheduling: need to multiplex processors (done)
- Memory management: need to multiplex memory (now!)

Memory Management Goals

- Protection: prevent processes/threads from accessing others' private data
  - Protect kernel data from user programs
  - Protect programs from themselves
  - Give special access permissions to different data
  - Allow processes to share data (controlled overlap)
    - E.g., Shared binary file between multiple processes (e.g., `fork()`)
    - E.g., Shared memory used for inter-process communication
    - E.g., Memory-mapped file shared by multiple processes
    - E.g., User-level system libraries
- Allocation: divide available physical memory among processes/threads
  - Manage memory capacity efficiently
  - Avoid memory fragmentation
  - Evict memory blocks to persistent storage if needed

Background: Some Basics



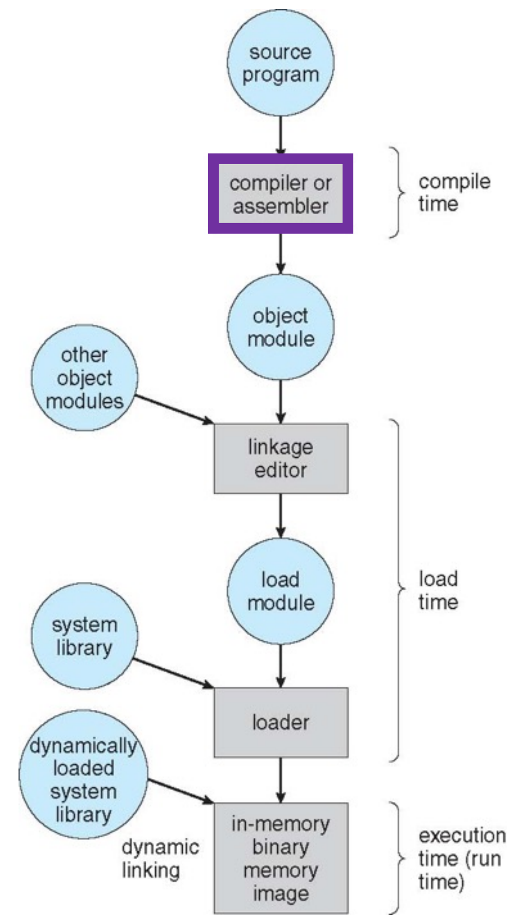
- What is 2^{10} bytes (where one byte is abbreviated as "B")?
  - 2^{10} B = 1024B = 1KiB (for memory, 1KiB = 1024B, not 1000B)
- How many bits to address each byte of 4KiB memory?
  - 4KiB = 4 $\times$ 1KiB = 4 $\times$ 2^{10}= 2^{12} $\Rightarrow$ 12 bits
- How much memory can be addressed with 20 bits? 32 bits? 64 bits?
  - 2^{20}B = 2^{10}KiB = 1MiB (mebibyte)
  - 2^{32}B = 2^{12}MiB = 2^{2}GiB (gibibyte)
  - 2^{64}B = 2^{34}GiB = 2^{24}TiB (tebibyte) = 2^{14}PiB (pebibyte) = 2^{4}EiB (exbibyte)

Recall: Some Terminologies

- Address space: set of accessible addresses and their state
- Physical memory: data storage medium
- Physical addresses: addresses available on physical memory
  - For 4GiB of memory: 2^{32}B ~ 4 billion addresses
- Virtual addresses: addresses generated by program
  - For 64-bit processor: $2^{64} > 18$ quintillion (10^{18}) addresses

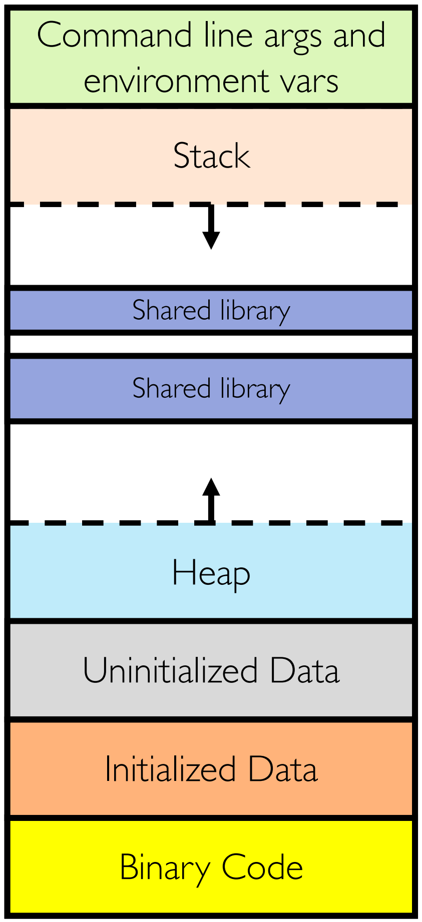
Multi-step Processing of Programs

- Compiler: generate object file for each source code
  - Has incomplete information when compiling each source code
  - Doesn't know addresses of external objects (e.g., `printf` routine)
  - Doesn't know where in memory compiled code will go
- Linkage editor: combines objects to single *relocatable*, *executable* image
  - Arranges objects in program’s virtual address space
  - Reorganizes code and data by changing addresses
- Loader: loads image from disk into memory for execution
  - Allocates memory space to executable image
  - Transfers control to the beginning instruction of the program
- Dynamic linker: defers linkage of shared libraries until run time
  - Brings shared libraries if it’s not already in memory,
  - Binds regions of program’s virtual address to shared library



Recall: Virtual Address Space Layout of C Programs

0xFFFF…F



0x0000…0

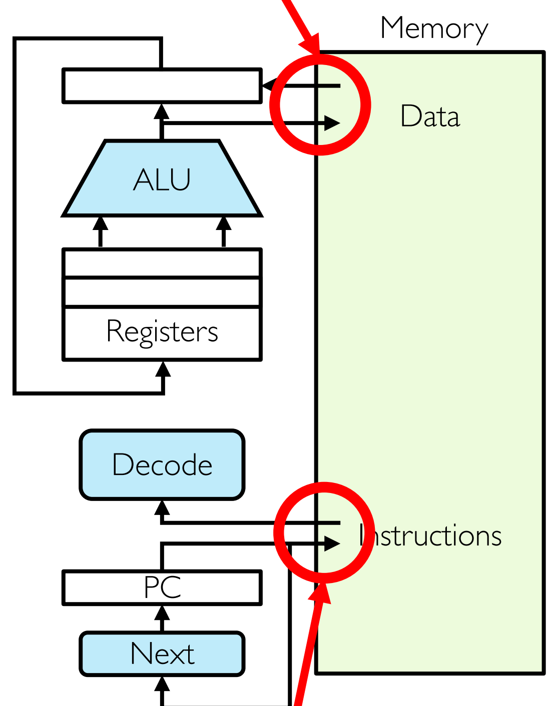
```
#include <stdio.h>
#include <stdlib.h>

int x;
int y = 15;

int main(int argc, char *argv[]) {

    int *values;
    int I;

    values = (int *)malloc(sizeof(int)*5);

    for (i = 0; i < 5; i++)
        values[i] = i;

    return 0;
}
```

Recall: What Happens During Program Execution?

- Execution sequence
  - Fetch instruction at PC
  - Decode
  - Execute (possibly using registers)
  - Write results to registers/memory
  - PC ← *Next*(PC)
  - Repeat

E.g., function calls, return, branches, etc.

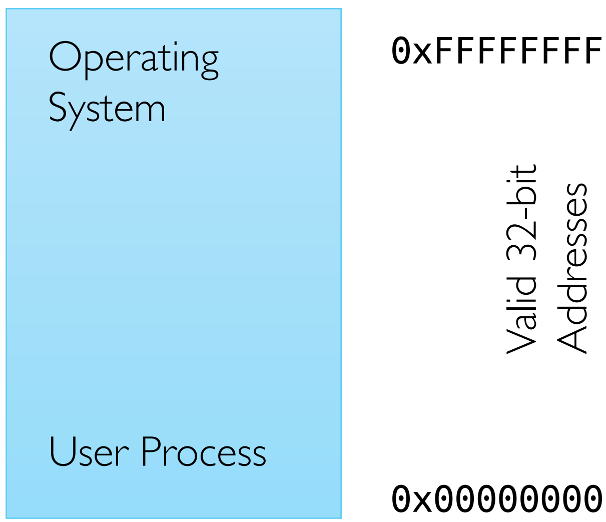
Data references:
Memory access on load/store instructions



Instruction references:
Memory access on every instruction

Uni-programming
Without Protection and Translation

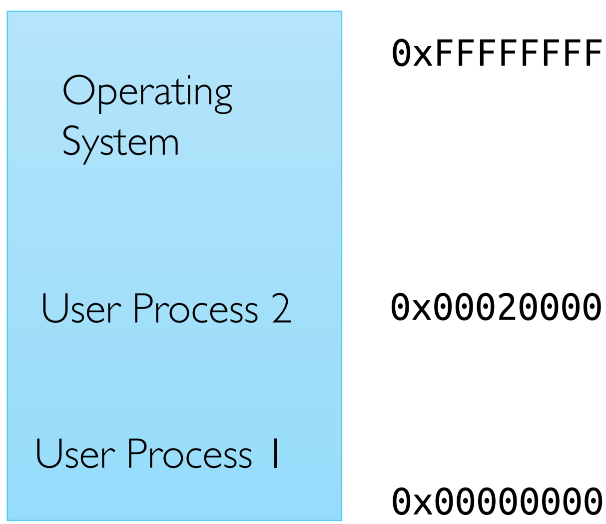
- There is always only one program running at a time
- Program always runs at same place in physical memory
  - Virtual address space = physical address space
- Program can access any physical address

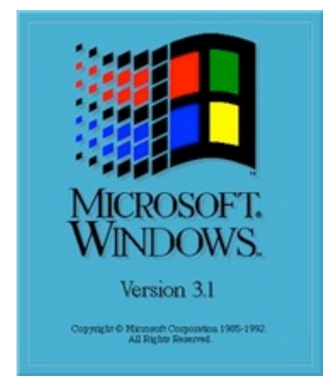


- Program is given illusion of dedicated machine by literally giving it one

Multi-programming Without Protection and Translation

- To prevent address overlap between processes, loader/linker adjust addresses while programs are loaded into memory (loads, stores, jumps)
    - Virtual address = physical address

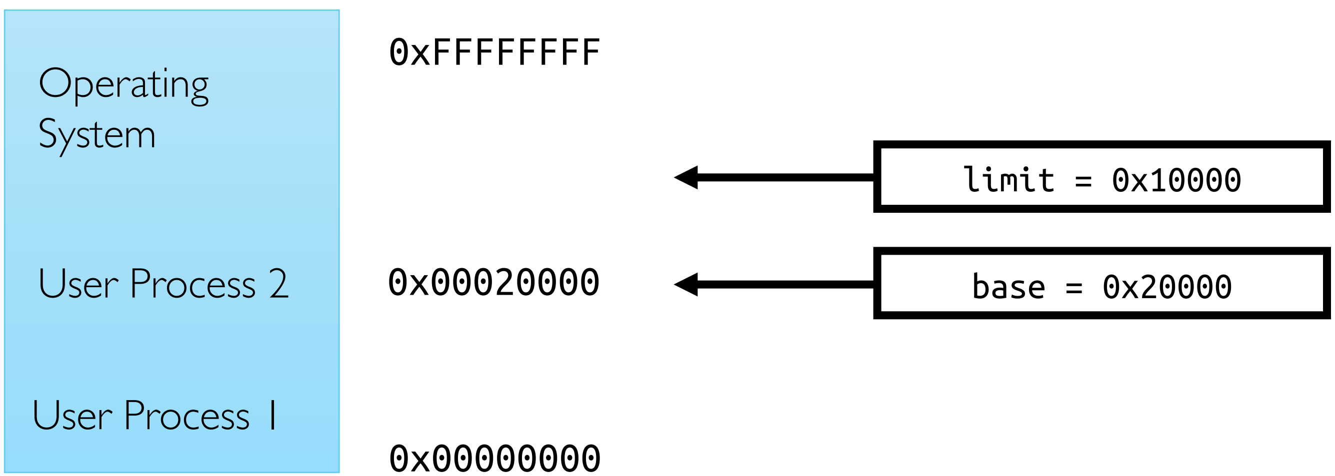




- Bugs in any program can cause other programs (including OS) to crash

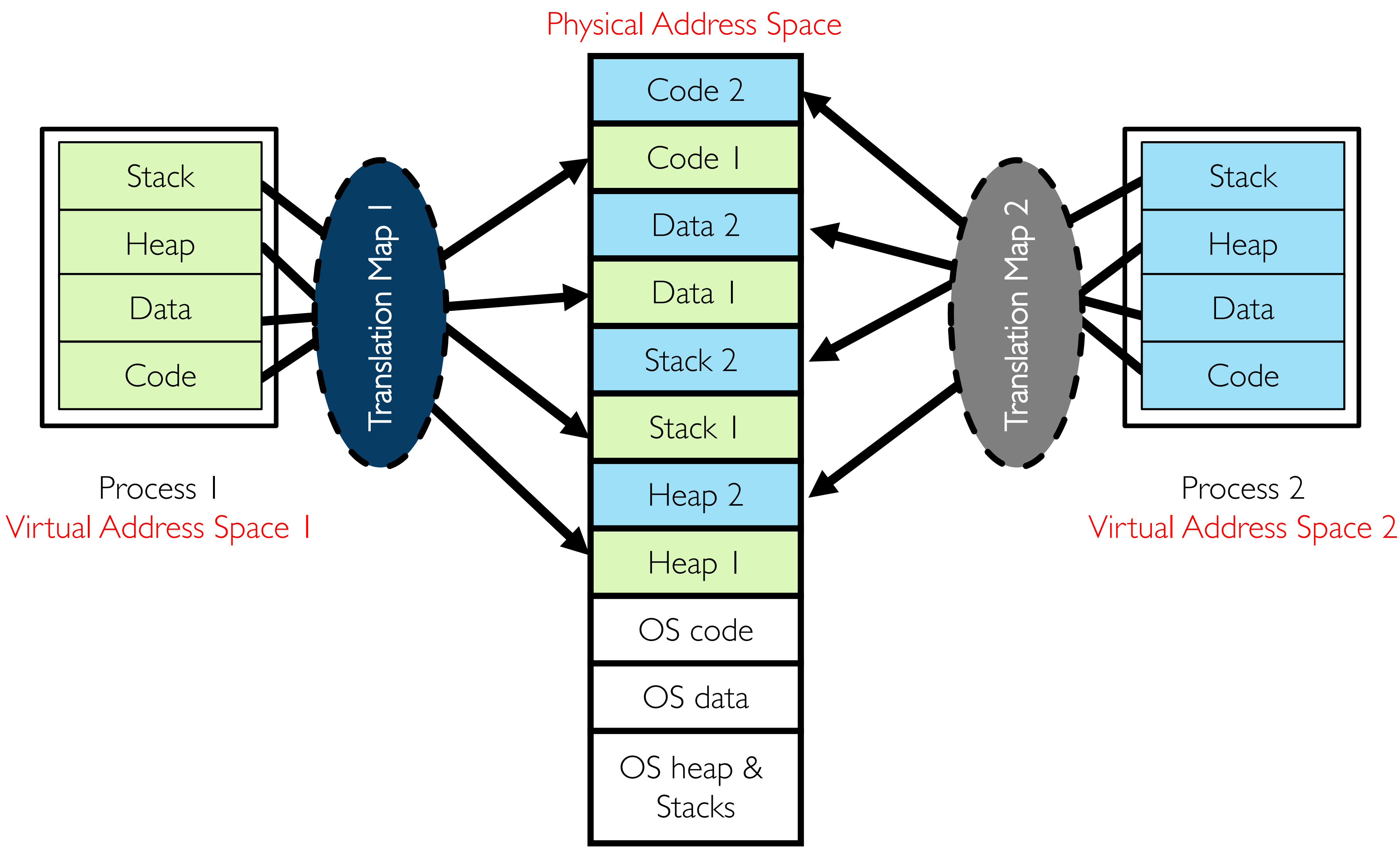
Multiprogramming With Protection but Without Translation

- Can we protect programs from each other without translation?
  - Yes: use two special registers **`base`** and **`limit`**
    - Prevent application from straying outside designated area
    - If application tries to access an illegal address, raise exception



- During switch, kernel loads new base/limit from PCB
  - User is not allowed to change base/limit registers

Recall:
Protection With Address Translation

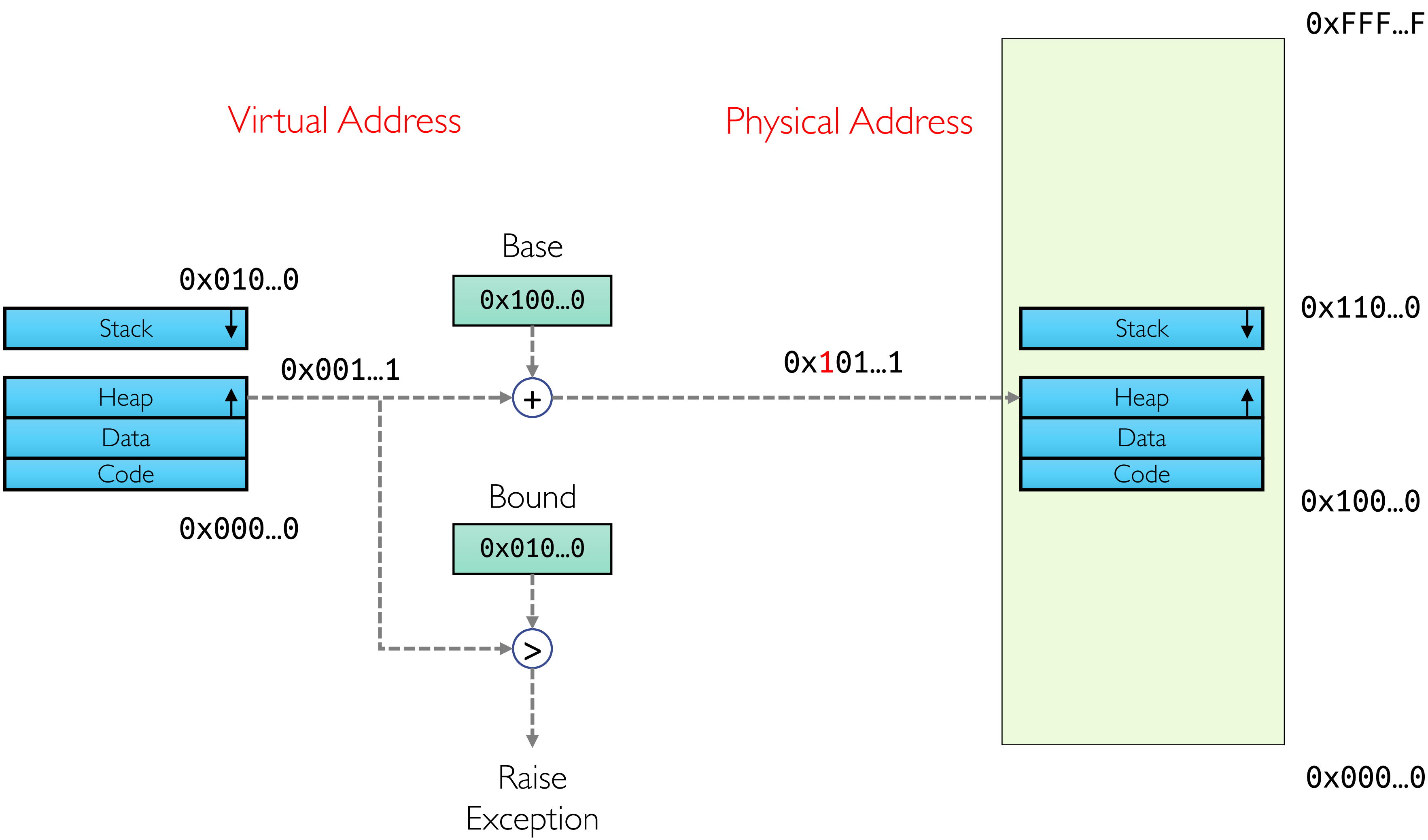


Protection With Address Translation: Discussion

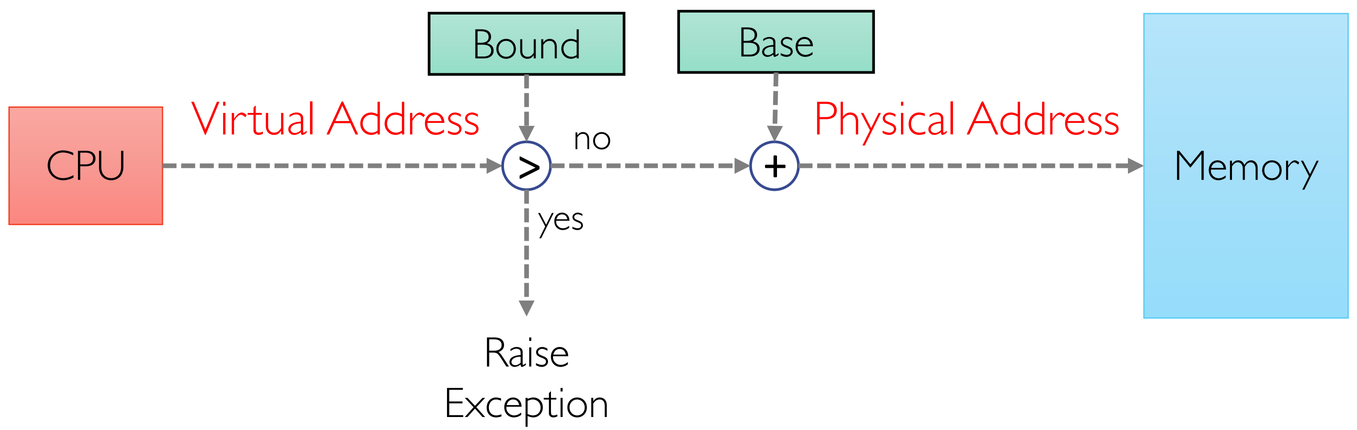
- Upsides
  - Code can be written, compiled, linked, and loaded independently
    - Threads think they have unrestricted access to their entire virtual memory range
    - Threads do not need to worry about memory usage of others
  - OS can provide protection
    - Threads cannot affect each other if they cannot see each other's memory
  - OS can allow memory sharing
    - Threads' virtual memory regions can be mapped to same physical regions

- Downsides
  - Address translation adds performance overhead
  - Address translation needs extra hardware support
    - Extra hardware consumes area and power

Base and Bound (B&B) Address Translation



B&B Address Translation: Discussion



- Process is given illusion of running on its own dedicated memory starting at `0x00000000`
- Program are mapped to continuous region of memory
- Virtual addresses do not change if program is relocated to different physical memory region

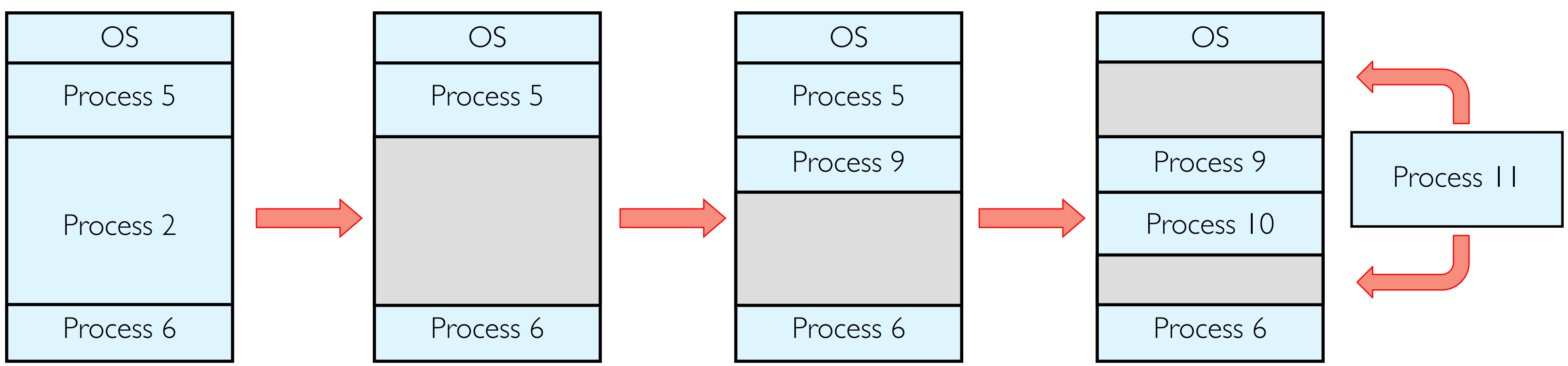
B&B Address Translation: Discussion (cont.)

- Upsides
  - OS protection and program isolation
  - Low overhead address translation

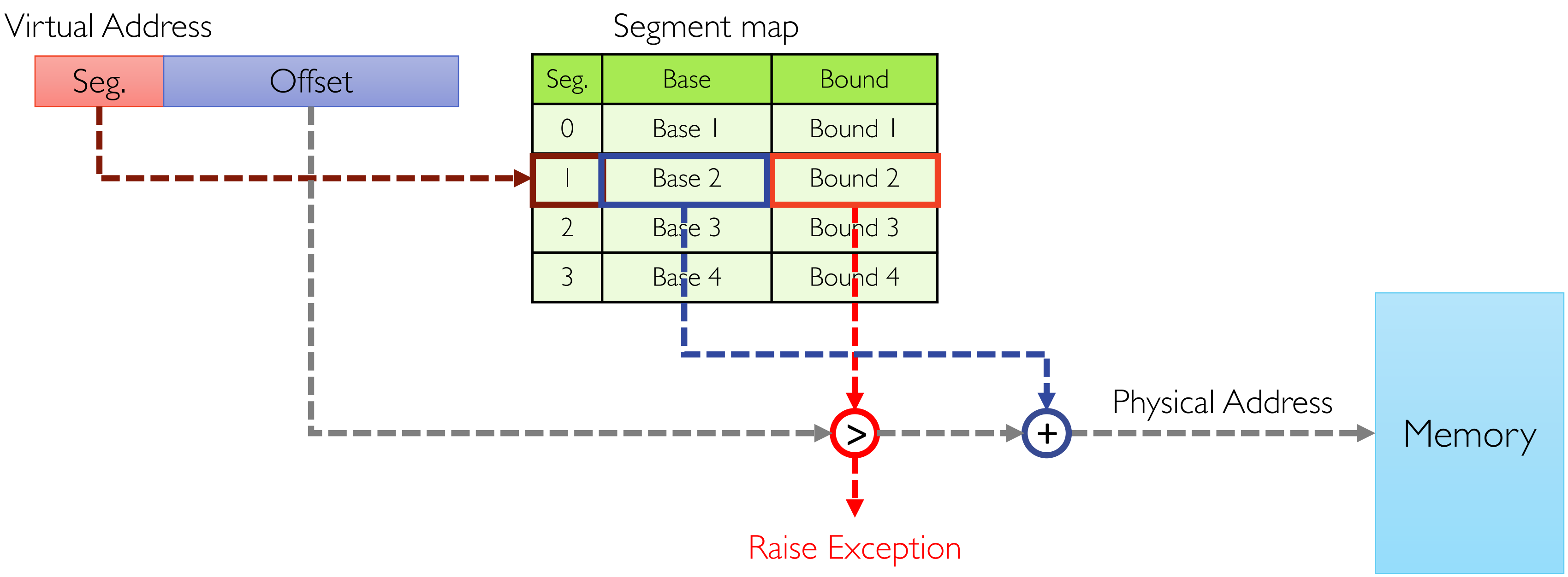
- Downsides
  - Expandable heap?
  - Expandable stack?
  - Memory sharing between processes?
  - Non-relative addresses – hard to move memory around
  - Memory fragmentation

Issues with B&B Address Translation

- Missing support for inter-process memory sharing
  - E.g., it's not possible to share code segments in two processes
- Fragmentation: wasted space
  - External: free gaps between allocated chunks
  - Internal: don't need all memory within allocated chunks

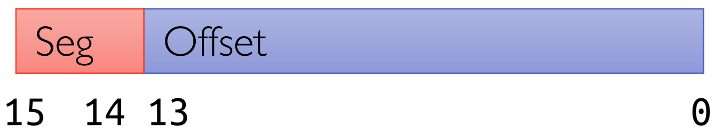


Multi-segment Address Translation



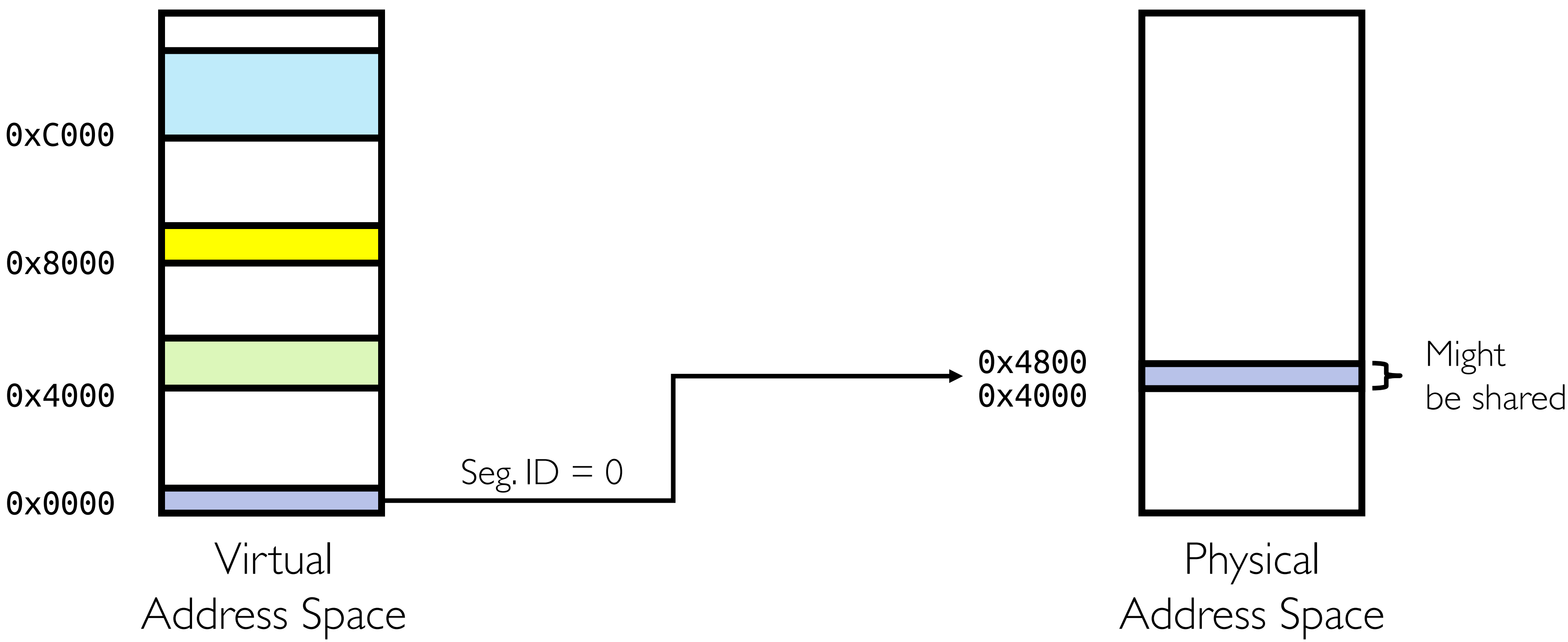
- Segment map resides in processor
  - Base is added to offset to generate physical address
- For each contiguous segment of physical memory there is one entry
  - Segment addressed by portion of virtual address
  - However, could be included in instruction instead
    - E.g., `mov ax, es:[bx]`

Example: Multi-segment Address Translation

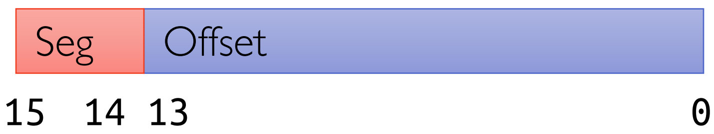


Virtual Address Format

Seg ID #	Base	Limit
0 (code)	0x4000	0x0800
1 (data)	0x4800	0x1400
2 (shared)	0xF000	0x1000
3 (stack)	0x0000	0x3000



Example: Multi-segment Address Translation (cont.)



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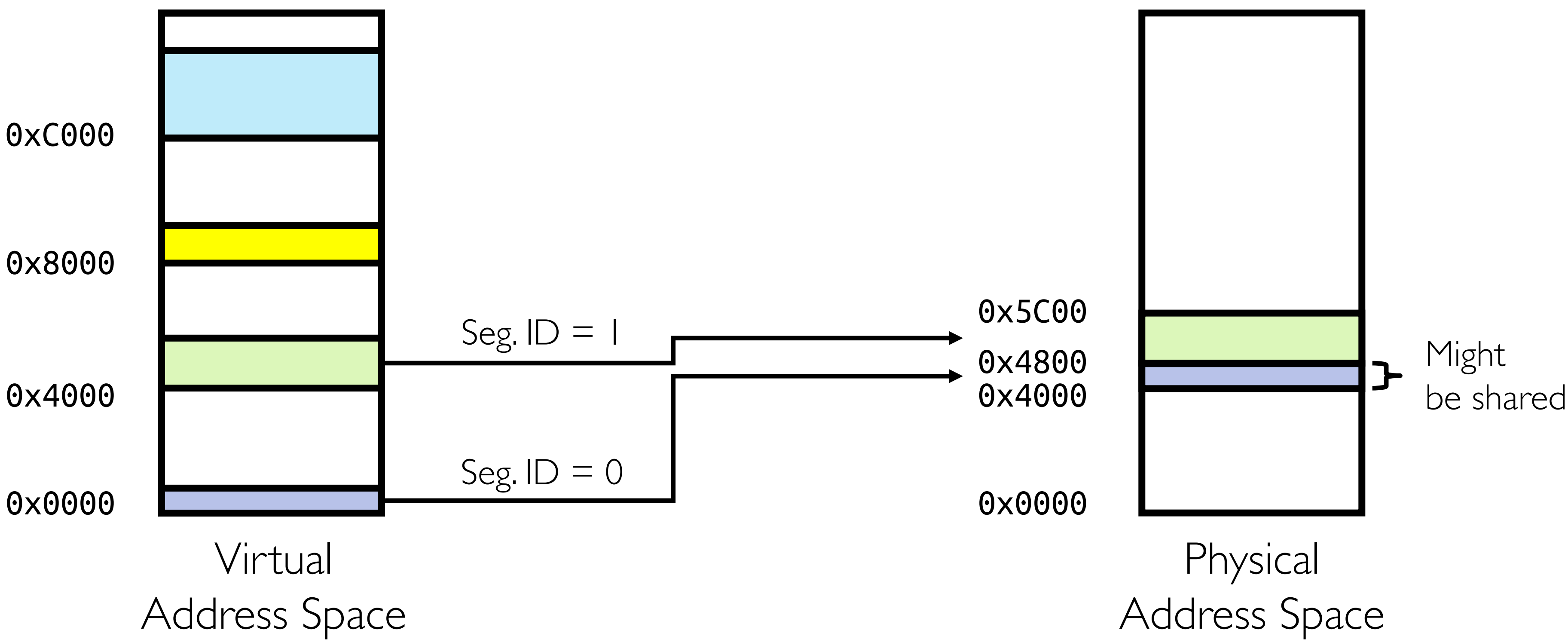

Example: Multi-segment Address Translation (cont.)

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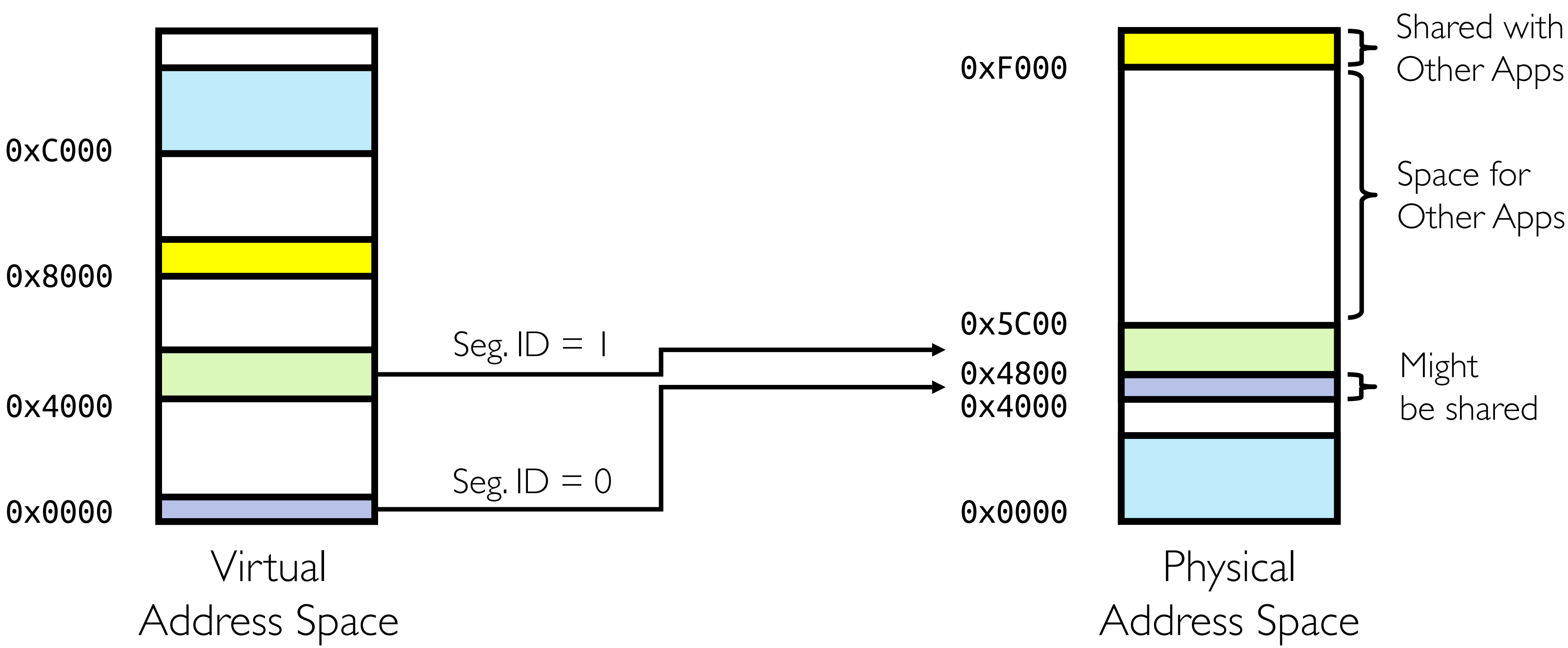


Example: Multi-segment Address Translation (cont.)

```
0x0240      main:       la $a0, varx
0x0244                  jal strlen
  …                     …
0x0360      strlen:     li    $v0, 0  ;count
0x0364      loop:       lb    $t0, ($a0)
0x0368                  beq   $r0,$t0, done
  …                     …
0x4050      varx        dw    0x314159
```

Seg ID #	Base	Limit
0 (code)	0x4000	0x0800
1 (data)	0x4800	0x1400
2 (shared)	0xF000	0x1000
3 (stack)	0x0000	0x3000

- Fetch `0x0240`
  - Virtual segment number? 0, offset? `0x240`
  - Physical address? Base: `0x4000`, so physical address: `0x4240`
  - Fetch instruction at `0x4240`, get "`la $a0, varx`"
  - Move `0x4050` to `$a0`, move `PC+4` to `PC`
- Fetch `0x244`, translated to physical address: `0x4244`, get "`jal strlen`"
  - Move `0x0248` to `$ra` (return address!), move `0x0360` to `PC`
- Fetch `0x360`, translated to physical address: `0x4360`, get "`li $v0, 0`"
  - Move `0x0000` to `$v0`, move `PC+4` to `PC`
- Fetch `0x0364`, translated to physical address `0x4364`, get "`lb $t0, ($a0)`"
  - Since `$a0` is `0x4050`, try to load byte from `0x4050`
  - Translate `0x4050 (0100 0000 0101 0000)`: virtual segment #? 1, offset? `0x50`
  - Physical address? Base: `0x4800`, physical address; `0x4850`
  - Load byte from `0x4850` to `$t0`, move `PC+4` to `PC`

Multi-segment Address Translation: Discussion

- Virtual address space has holes
  - It's efficient for sparse address spaces (avoids internal fragmentation)
  - If program tries to access gaps, trap to kernel (*segmentation fault*)
- When is it OK to address outside valid range?
  - This is how stack and heap grow
  - E.g., stack takes segmentation fault, kernel automatically increases size of stack
- What must be saved/restored on context switch?
  - Segment table stored in CPU, not in memory (small)
  - Might store all of processes memory in disk when switched (called *swapping*)
- What are downsides?
  - Must fit variable-sized chunks into physical memory (external fragmentation)
  - Limited options for swapping to disk

Paged Memory

- Allocate physical memory in fixed-size chunks called pages
  - Can use simple *bit map* to handle allocation

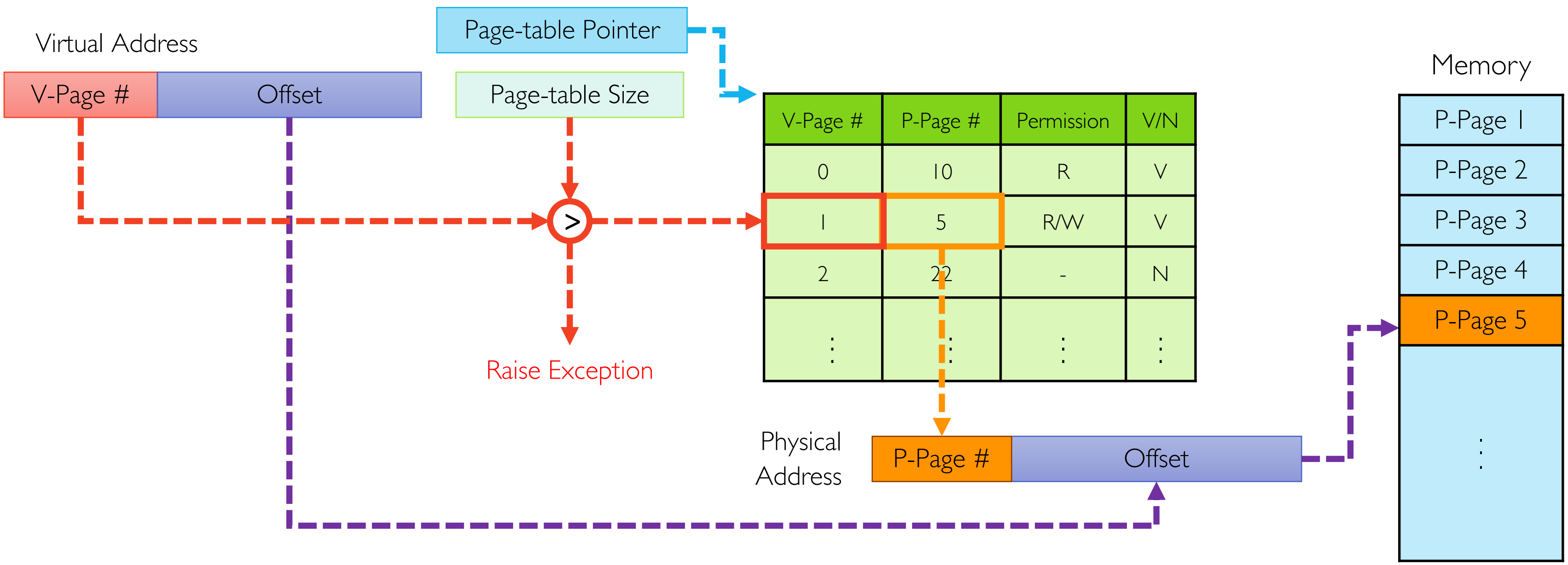
    `00110001110001101 … 110010`

  - Each bit represents page of physical memory

    `1` ⇒ allocated, `0` ⇒ free

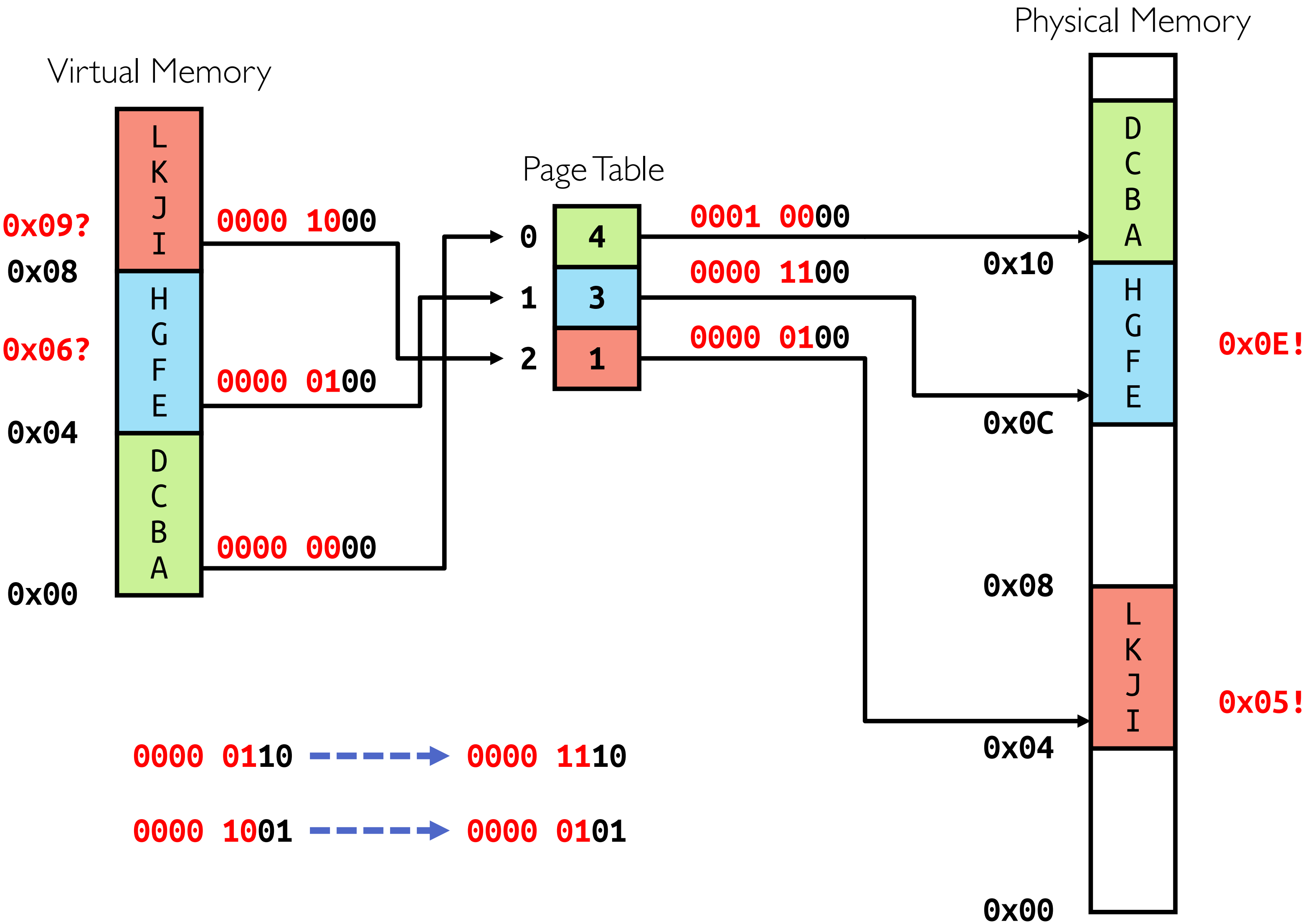
- Should pages be as big as our previous segments?
  - No, big pages could lead to internal fragmentation
    - Typically, pages are small (`1-16Kib`)
  - Consequently, each segment needs multiple pages

Page-table Address Translation



- Page resides in physical memory
- Contains physical page and permission for each virtual page
- Offset from virtual address gets copied to physical address
  - E.g.,`10-bit` offset ⇒ `1024-byte = 4KiB` pages
- Virtual page number is all remaining bits
- Physical page number is copied from table into physical address

Example: Page-table Address Translation with 4-byte Pages

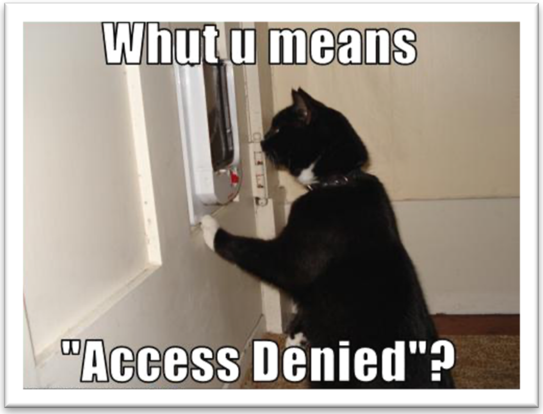


Page-table Entry

- What is in each page-table entry (or PTE)?
  - Pointer to actual page
  - Permission bits: valid, read-only, read-write, write-only

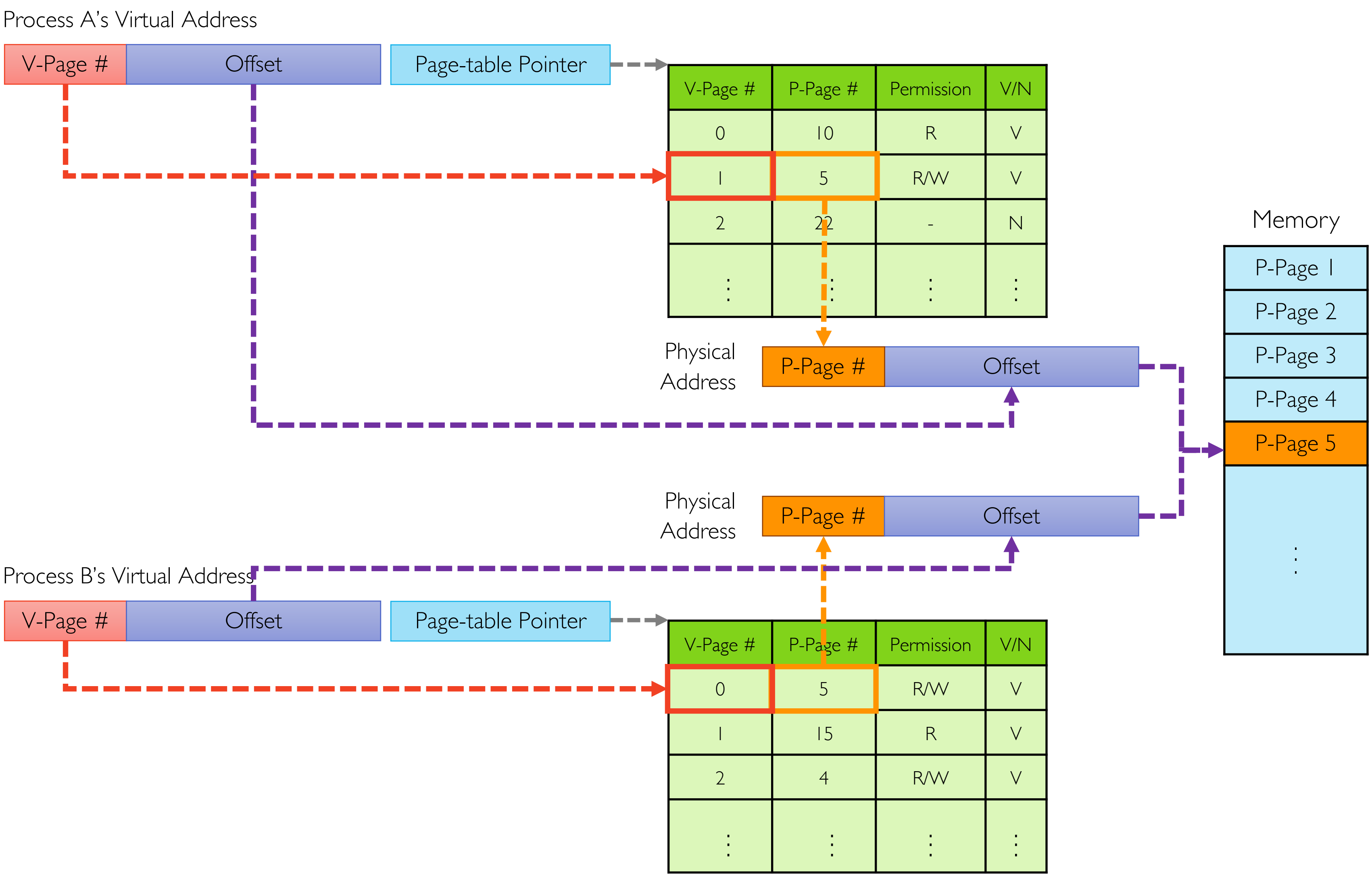
Read	Write	Execute	Use Case
X	X	X	Code or data; was common, but now generally deprecated/discouraged due to security risks
X	X	-	Read-write data; very common
X	-	X	Executable code; very common
X	-	-	Read-only data; very common
-	X	X	N/A
-	X	-	Interaction with devices
-	-	X	To protect code from inspection; uncommon
-	-	-	Guard; security feature used to trap buffer overflows or other illegal accesses

Permissions in Action

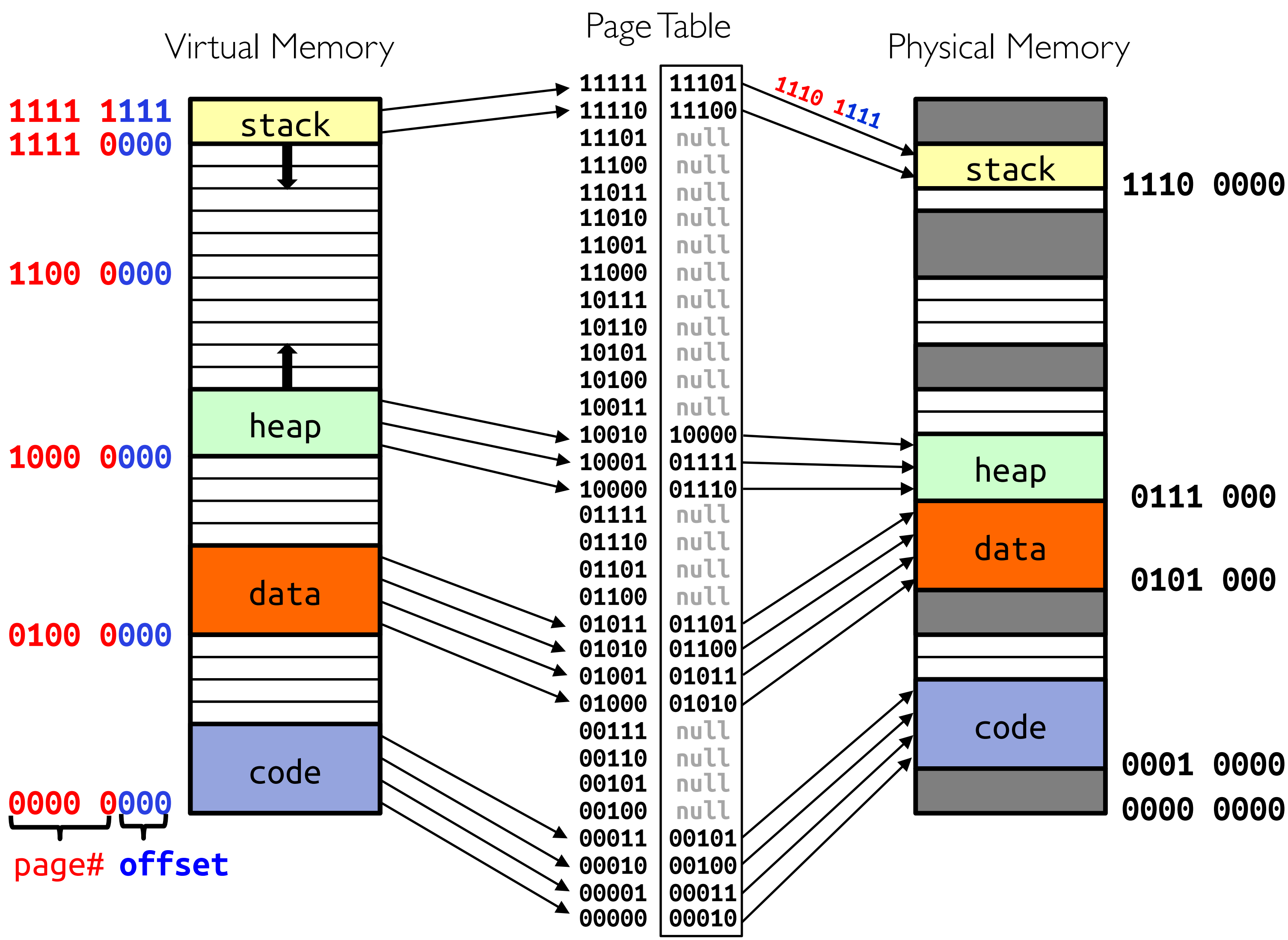


- Demand paging (more on this later)
  - Keep only active pages in memory
  - Place others on disk and mark their PTEs invalid
- Copy-on-write
  - UNIX fork gives copy of parent address space to child
  - How to do this cheaply?
    - Make copy of parent's page tables
    - Mark entries in both sets of page tables as read-only
    - On write, page fault happens, OS creates two copies
- Zero-fill-on-demand
  - New data pages must carry no information (say be zeroed)
  - Mark PTEs as invalid; page fault on use gets zeroed page
  - Often, OS creates zeroed pages in background

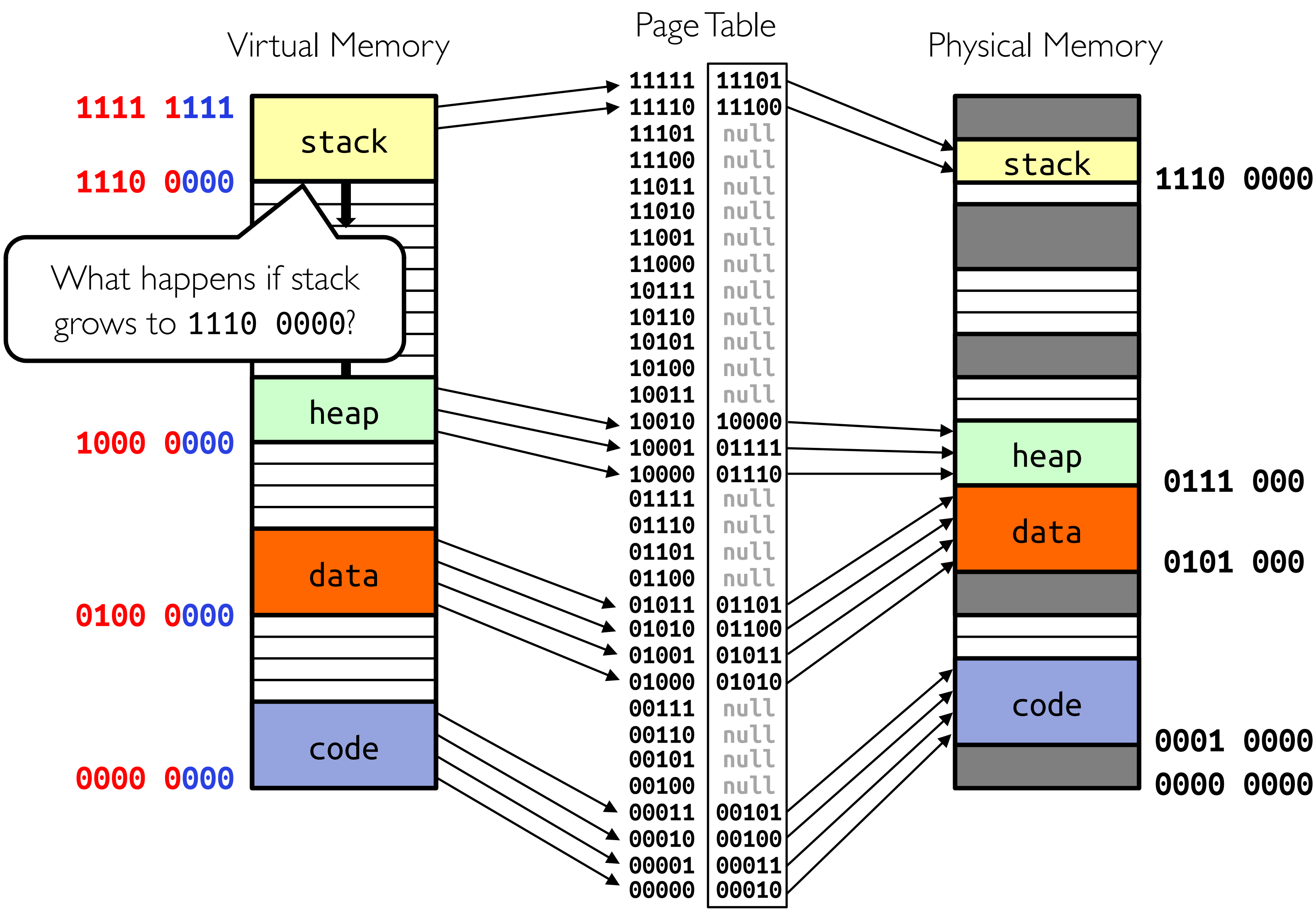
Memory Sharing



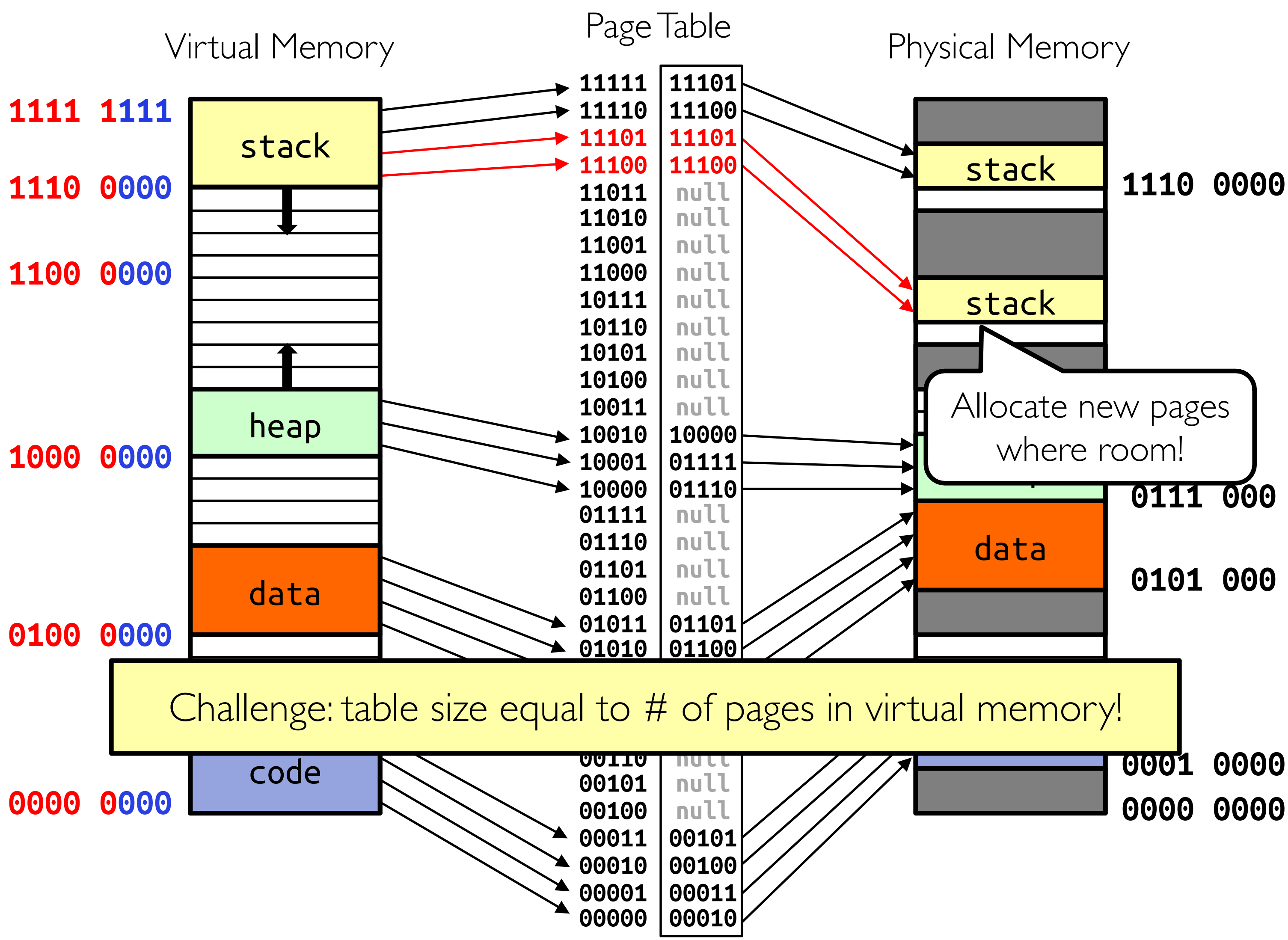
Example: Updating Page Table



Example: Updating Page Table (cont.)



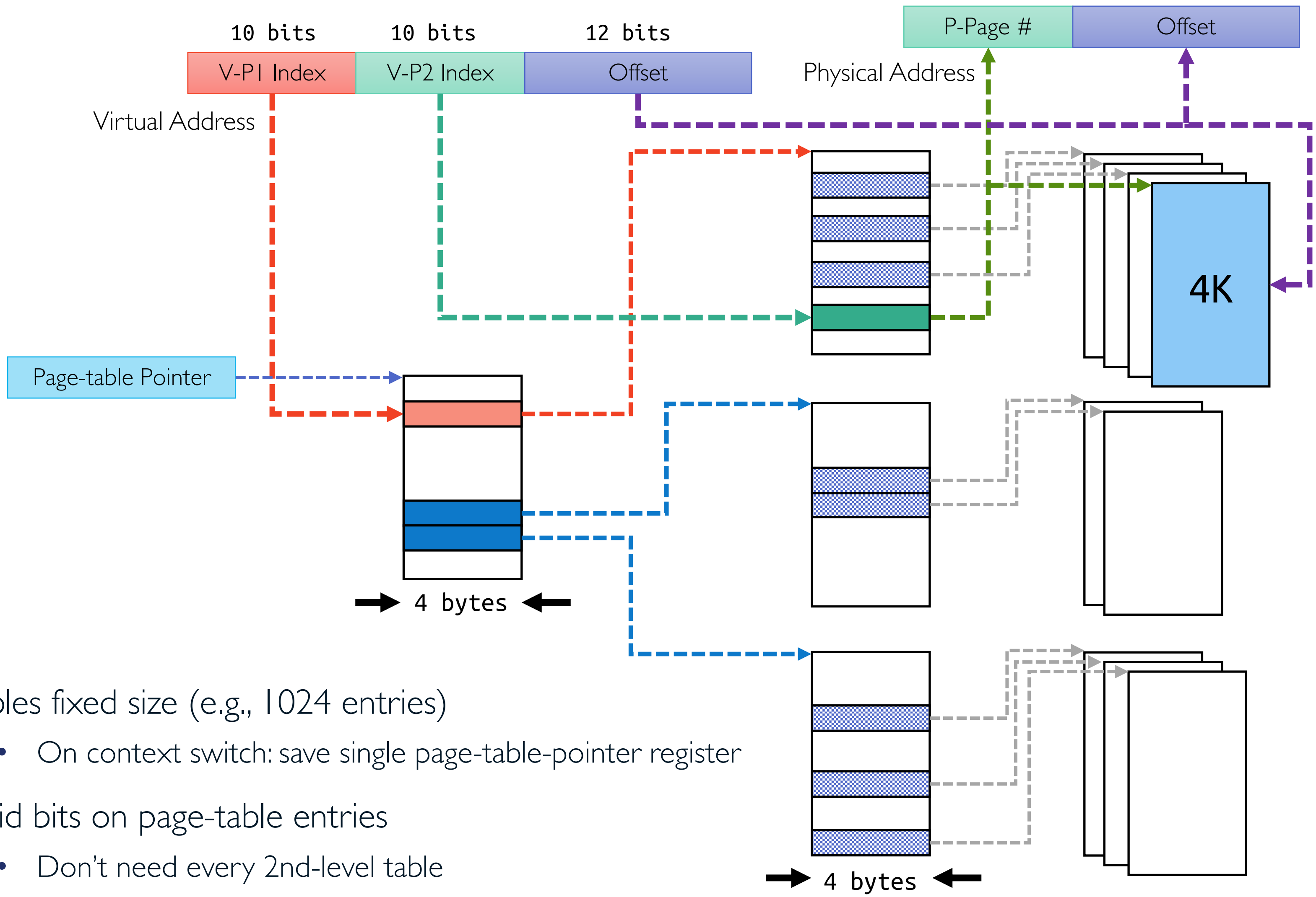
Example: Updating Page Table (cont.)



Page-table Address Translation: Discussion

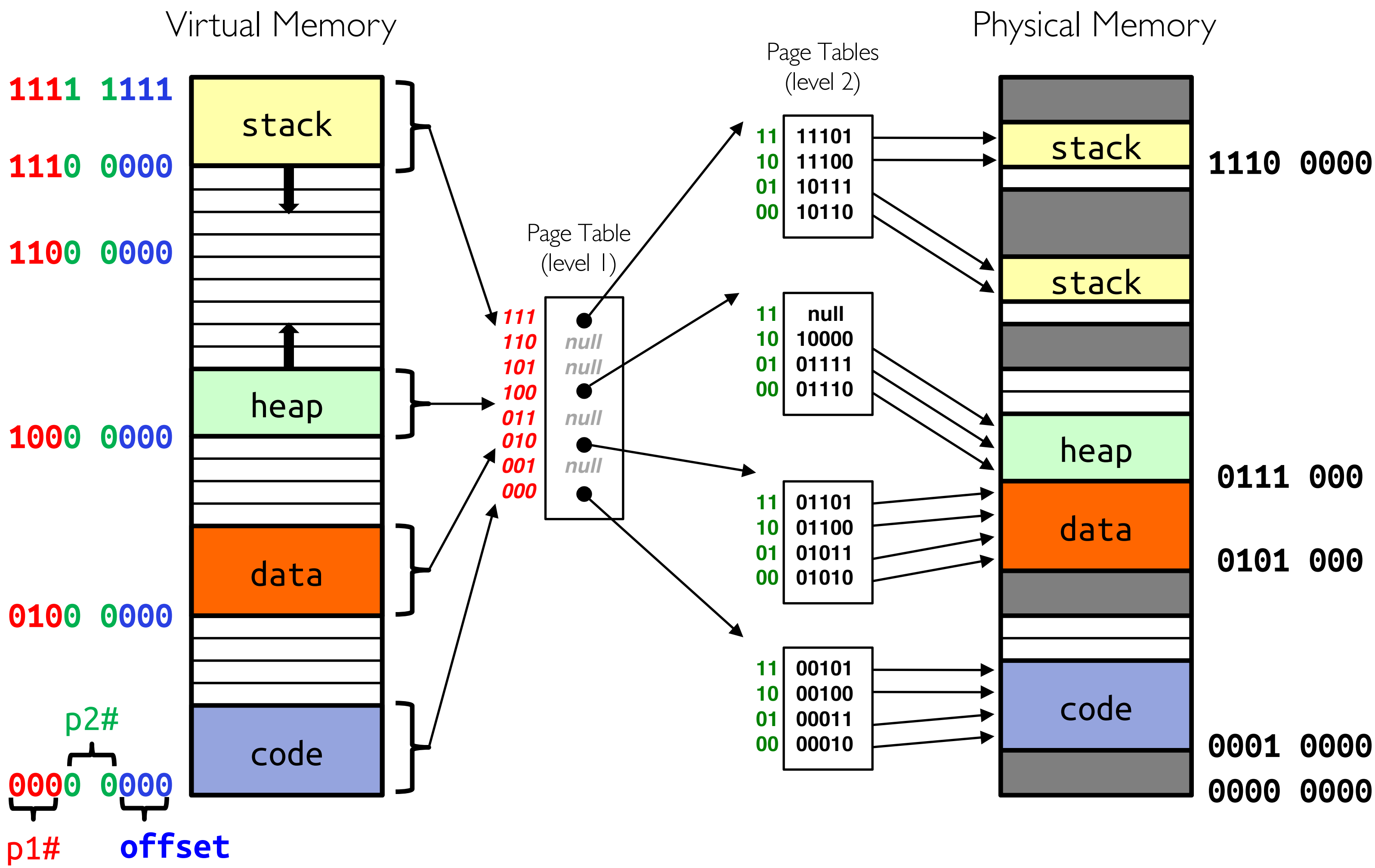
- What needs to be switched on context switch?
  - Page-table pointer and page-table size
- How big is page table?
  - `32-bits` and `4KiB` pages ⇒ 2^{20} entries x `4B` each ⇒ `4MiB`
  - `64-bits` and `4KiB` pages ⇒ 2^{52} entries x `8B` each ⇒ `32PiB`
- Upsides
  - \+ Simple memory allocation
  - \+ Easy to share
- Downsides
  - − Inefficient for sparse address spaces
  - There are too many unused page-table entries
  - What if page size is very small?
    - With `1KiB` pages, we need 2^{22} (~4 million) table entries!
  - What if page size is too big?
    - Wastes space inside of page (internal fragmentation)

Two-level Page-table Address Translation

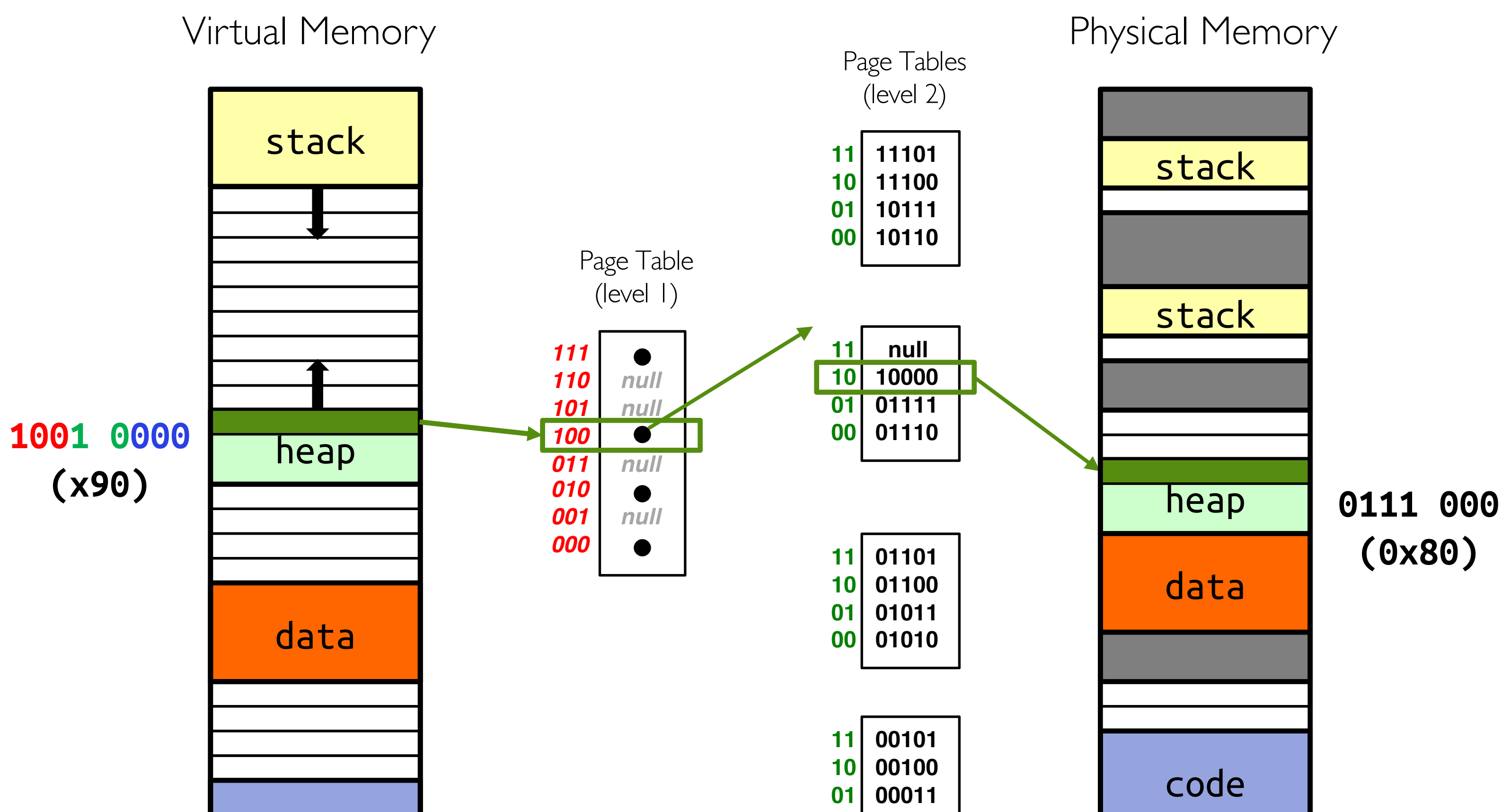


- Tables fixed size (e.g., 1024 entries)
  - On context switch: save single page-table-pointer register
- Valid bits on page-table entries
  - Don't need every 2nd-level table
  - Even when exist, 2nd-level tables can reside on disk if not in use

Example: Two-level Page-table Address Translation

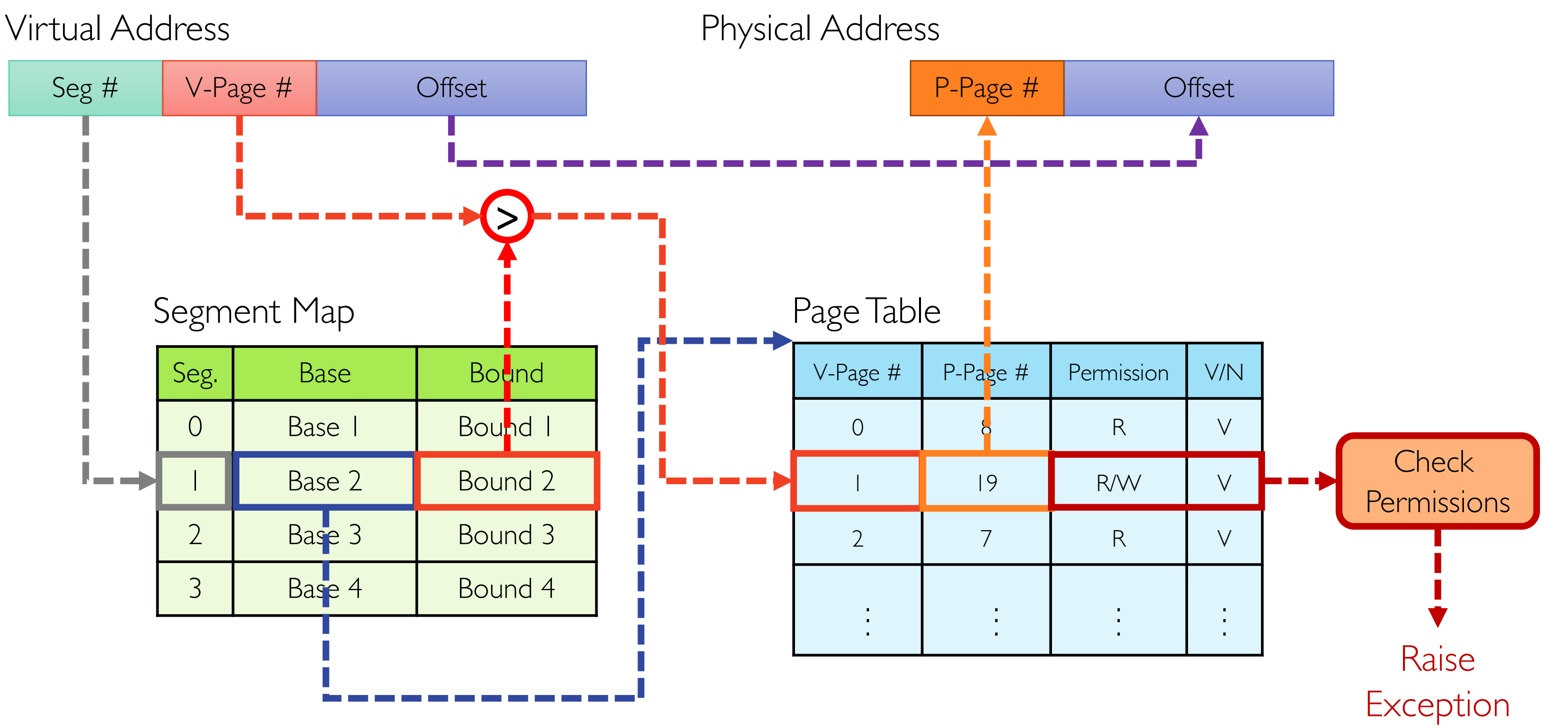


Example: Two-level Page-table Address Translation (cont.)



In best case, total size of page tables ≈ number of pages used by program virtual memory. Requires two additional memory access!

Multi-level Address Translation: Segments and Pages



- What must be saved/restored on context switch?
  - Contents of top-level segment registers

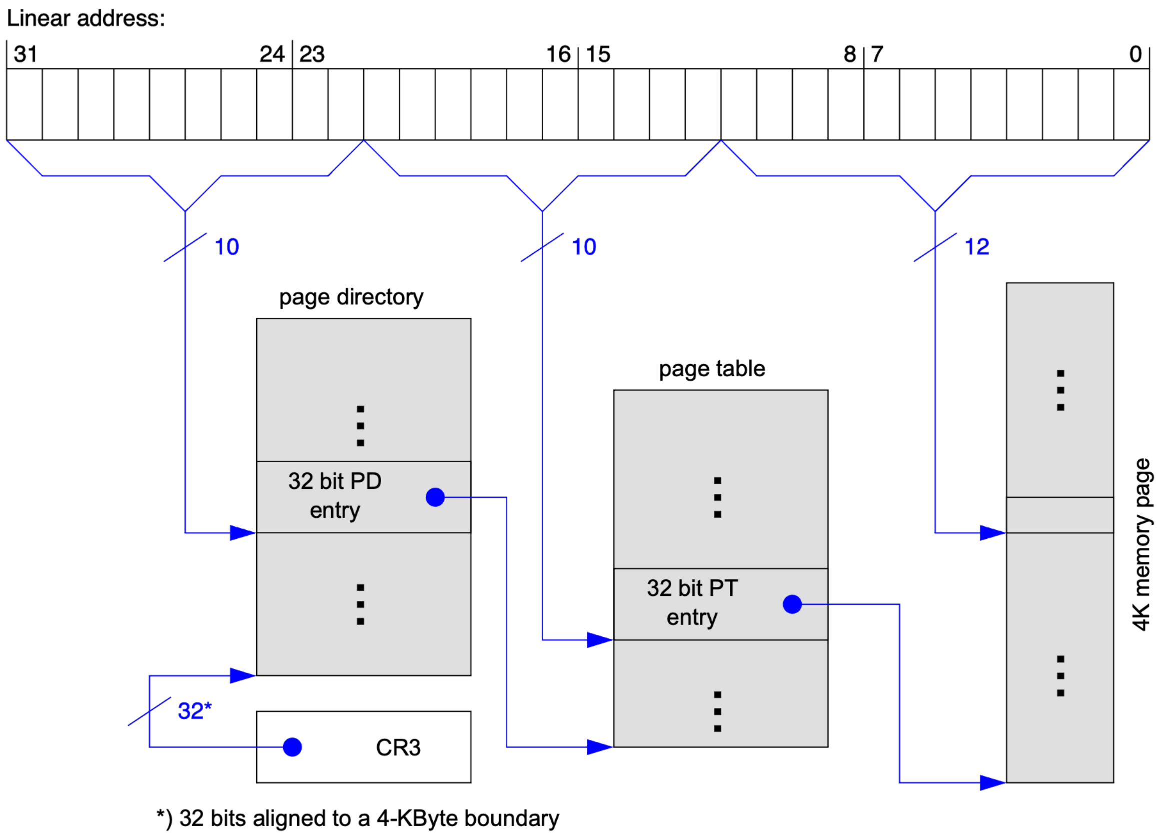
Example: Multi-level Paged Segmentation (x86)

- Global descriptor table (segment table)
  - Pointer to page table for each segment
  - Segment length
  - Segment access permissions

- What should be saved on context switch?
  - Change global descriptor table register (GDTR, pointer to global descriptor table)

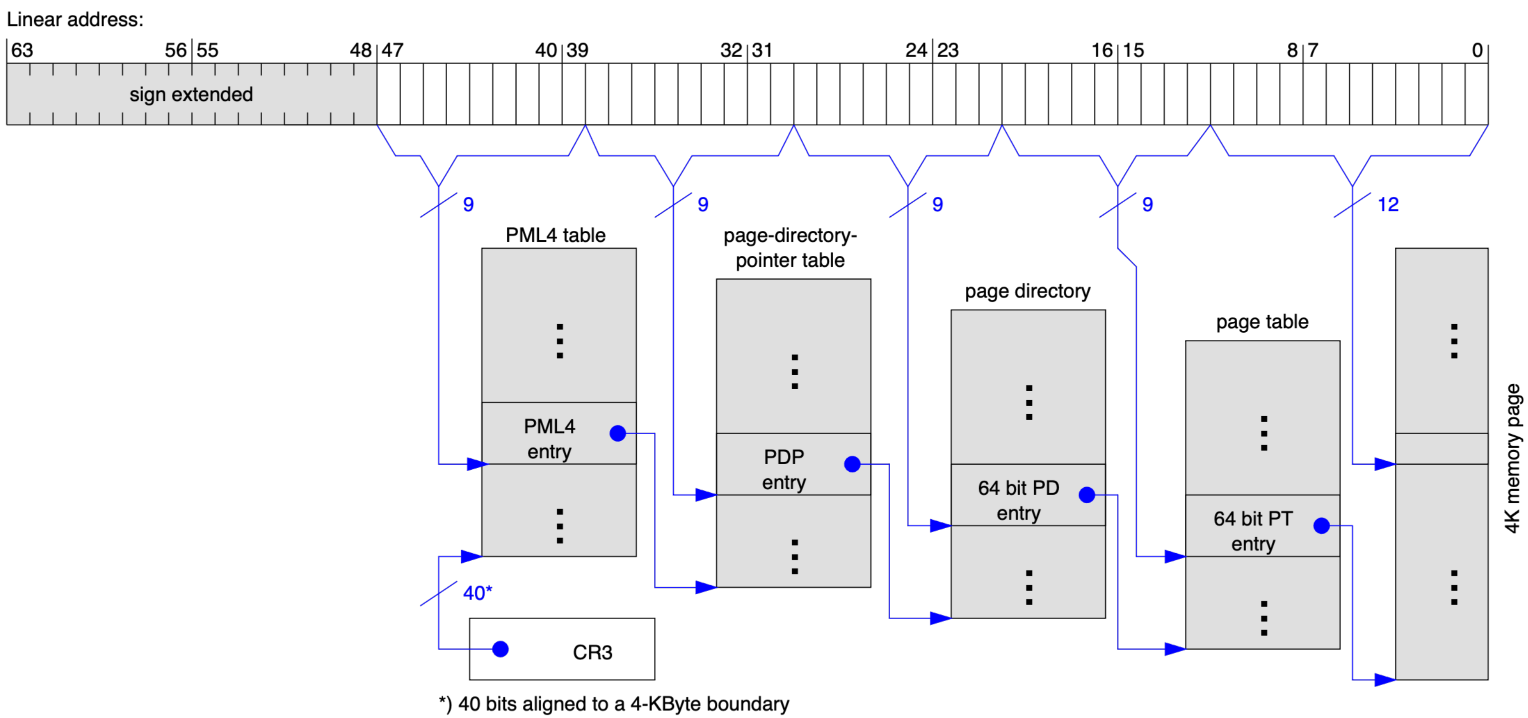
- Multi-level page table
  - 32-bit: two-level page table (per segment)
  - 64-bit: four-level page table (per segment)

x86 32-bit Virtual Address



- 4KiB pages; each level of page table fits in one page

x86 64-bit Virtual Address



- Fourth-level table maps 2MiB, and third level table maps 1GiB of data
- If physical memory covered by fourth level table is contiguous, then one third-level entry can directly point to this region instead of pointing to fourth-level page table

Example: x86 64-bit PTE

NX	SW	Reserved	P-Page Number	U	P	CW	GL	L	D	A	CD	WT	O	W	V
63	62-52	51-40	39-12	11	10	9	8	7	6	5	4	3	2	1	0

- V: Valid
- W: Read/write
- O: Owner (user/kernel)
- WT: Write-through (more on this soon)
- CD: Cache-disabled (page cannot be cached)
- A: Accessed: page has been accessed recently
- D: Dirty bit (page has been modified recently)
- L: Large page
- G: Global
- CP: Copy-on-write
- P: Prototype PTE
- U: Reserved
- SW: Software (working set index)
- NX: No-execute

Multi-level Address Translation: Sharing Entire Segment

Process A's Virtual Address

Seg #	Page #	Offset

Segment Map

Seg.	Base	Bound
0	Base 1	Bound 1
1	Base 2	Bound 2
2	Base 3	Bound 3
3	Base 4	Bound 4

V-Page #	P-Page #	Permission	V/N
0	8	R	V
1	19	R/W	V
2	7	R	V
⋮	⋮	⋮	⋮

Segment Map

Seg.	Base	Bound
0	Base 1	Bound 1
1	Base 2	Bound 2
2	Base 3	Bound 3
3	Base 4	Bound 4

Seg #	Page #	Offset

Process B's Virtual Address

Aside: Shared Library Address Space

- Shared library's global and static variables are private to each process
  - Each process has read and write permissions on its own copy of variables

- Shared library's code is shared between different processes
  - Each process only has read and execute permissions on shared code

- Shared library code must be *position-independent code (PIC)*
  - Same library code could be mapped to different virtual address regions in different processes
  - Code must execute properly regardless of its absolute virtual address
  - Code cannot contain absolute virtual addresses for data and instruction references

- Data references are made indirectly through *global-offset tables (GOT)*
  - GOT is located at fixed offset from code and can be accessed using PC-relative offset
  - GOT has one entry per variable which contains absolute address of that variable
  - GOT is private to each process, and processes have read and write permissions to their GOT

- Similarly, instruction references are made indirectly through *procedure-linkage table (PLT)*

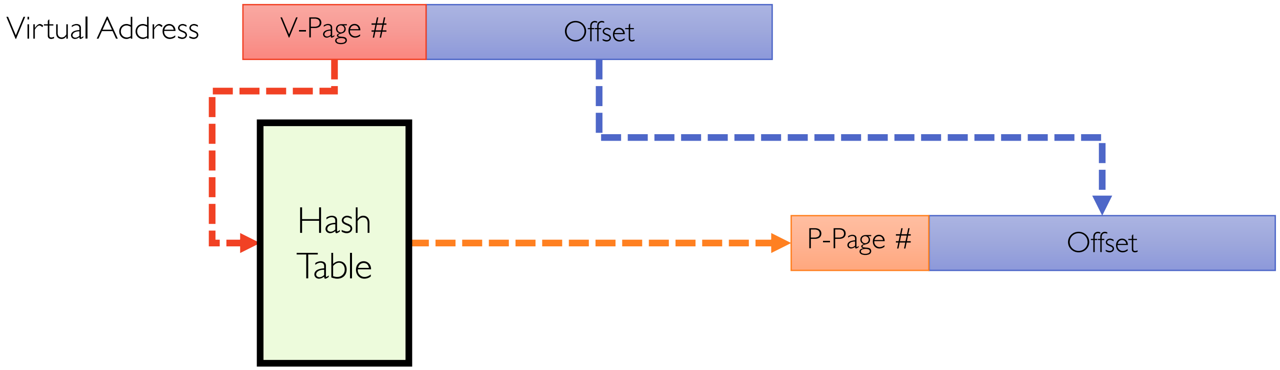
Multi-level Address Translation: Discussion

- + Allocate only as many page-table entries as needed for application
  - In other words, sparse address spaces are easy
- + Easy memory allocation
  - Bit-map memory allocation
- + Easy sharing
  - Share at segment or page level (need additional reference counting)

- – One extra pointer per page
  - One pointer per 4 -16KiB pages
- – Page tables need to be contiguous
  - However, we can make each table to fit exactly into one page
- – Two (or more, if > 2 levels) lookups per reference
  - Seems very expensive!

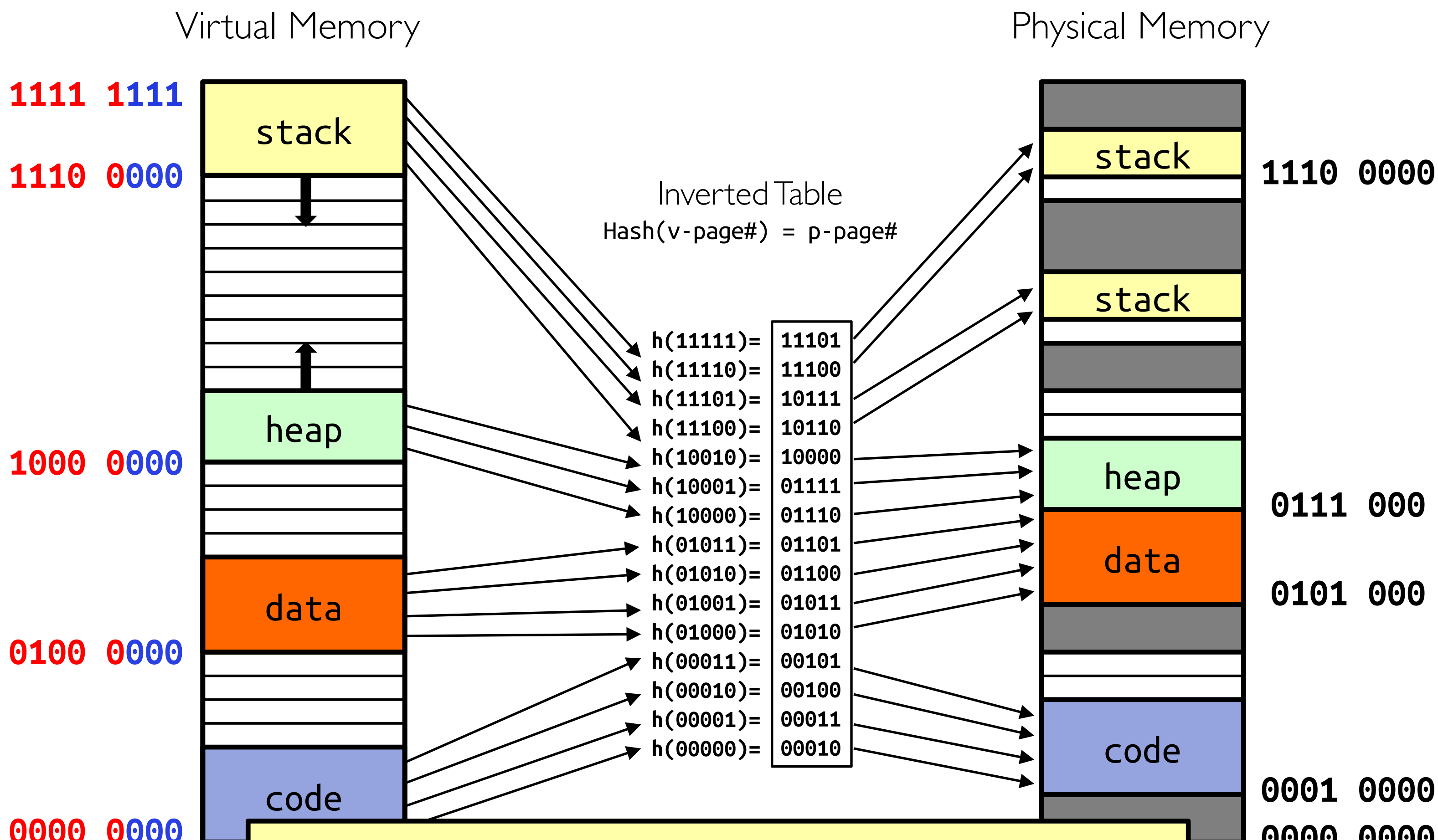
Inverted Page Table

- In all previous methods (forward page tables), size of page table is at least as large as amount of virtual memory allocated to processes
  - Physical memory may be much smaller
- Inverted page table fixes this problem by using hash table
  - Size of hash table is related to size of physical memory not virtual address space
  - Very attractive option for 64-bit address spaces (e.g., PowerPC, UltraSPARC, IA64)



- Notice any downsides?
  - Complexity of managing hash chains: often in hardware!
  - Poor cache locality of page table

Inverted Paging Example (cont.)



Total size of page table ≈ number of pages used by program in physical memory

HW vs. SW Address Translation

- Does kernel require HW support for translation?
  - No! Almost anything that can be done in HW can also be done in SW (might end up being too expensive, but possible!)
- Implement page tables in HW
  - All memory reference pass through memory management unit (MMU)
  - MMU generates *page fault* if it encounters invalid PTE
  - Fault handler will decide what to do (more on this later)
  - + Relatively fast (but still many memory accesses!)
  - − Inflexible, complex hardware
- Implement page tables in SW
  - + Very flexible
  - − Every translation must invoke fault!
- In fact, we need a way to cache translations for either case

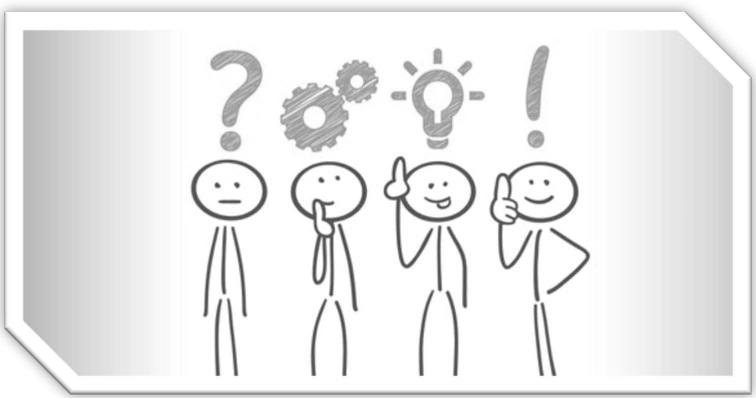
Address Translation Comparison

Method	Advantages	Disadvantages
Segmentation	Fast context switching: Segment mapping maintained by CPU	External fragmentation
Page-table translation	No external fragmentation, fast easy allocation	Large table size ~ virtual memory
Multi-level translation	Table size ~ # of pages in virtual memory, fast easy allocation	Multiple memory references per page access
Inverted table	Table size ~ # of pages in physical memory	Hash function more complex

Summary

- Segmentation
  - Segment ID associated with each access
  - Each segment contains base and limit information
- Page tables
  - Memory divided into fixed-sized chunks of memory
  - Virtual page # from virtual address mapped through page table to physical page #
- Multi-level tables
  - Virtual address mapped to series of tables
  - Permit sparse population of address space
- Inverted page table
  - Use of hash-table to hold translation entries
  - Size of page table ~ size of physical memory rather than size of virtual memory

Questions?



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