

Understand the
problem with
direct address

Understand
virtual
memory

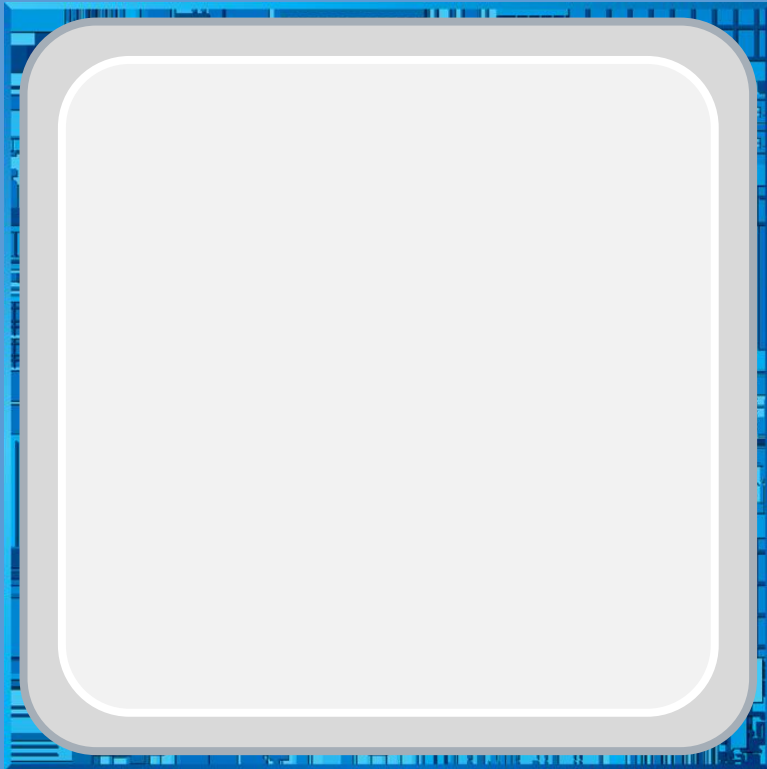
Implement
virtual memory



Virtual Memory

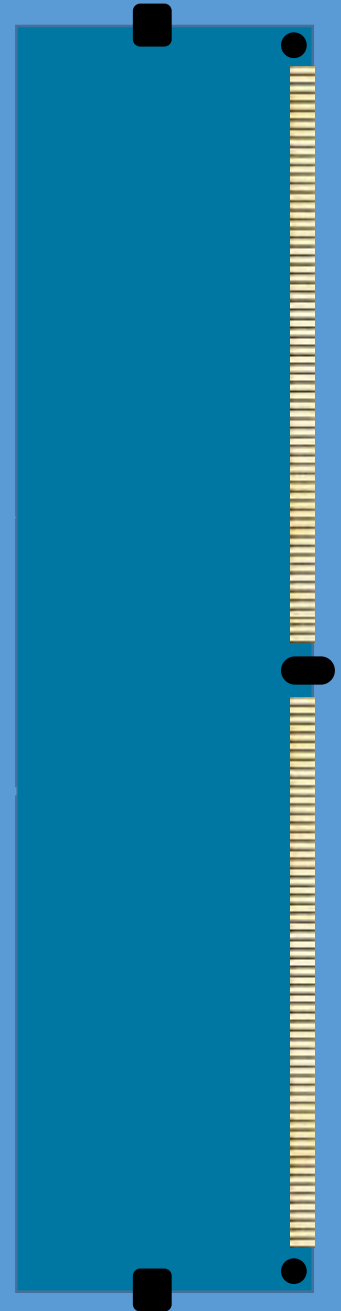
- ① Address Spaces
- ② VM for Memory Management
- ③ Address Translation

Physical Address



Address

Data

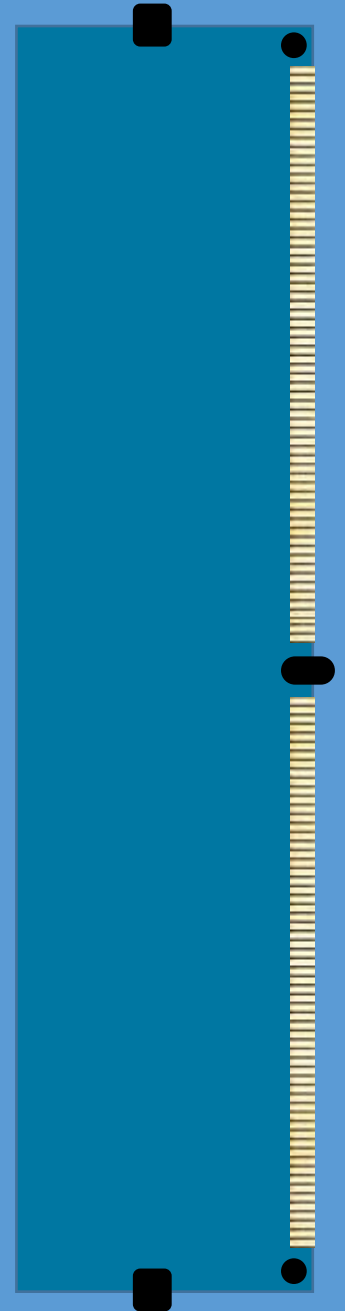


Problem



Process A

?



Problem



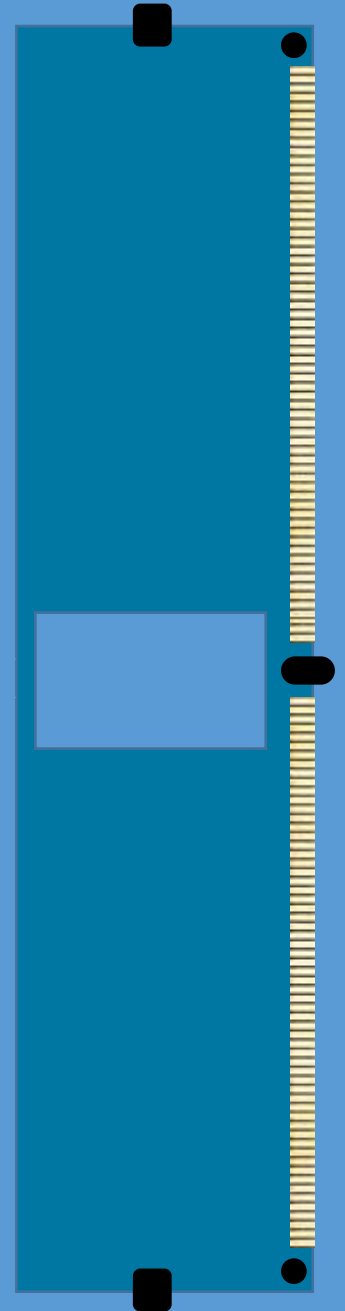
Process A

PA **0xABC**



Process B

PA **0xABC**





David John Wheeler

1985 Computer Pioneer Award
for assembly language programming

“

All problems in computer science can be solved by another level of indirection ... except of course for the problem of too many indirections.

”

Virtual Address



Process A



Process B

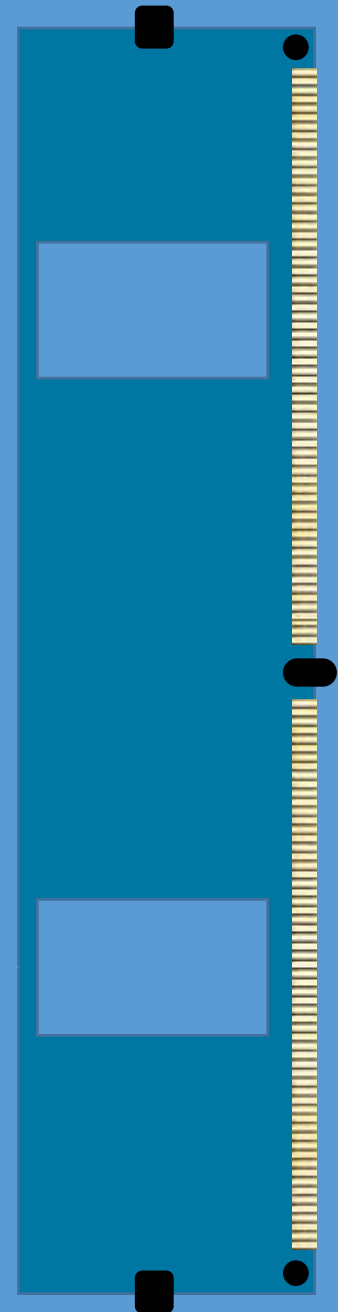
VA 0xABC

Virtual
Memory

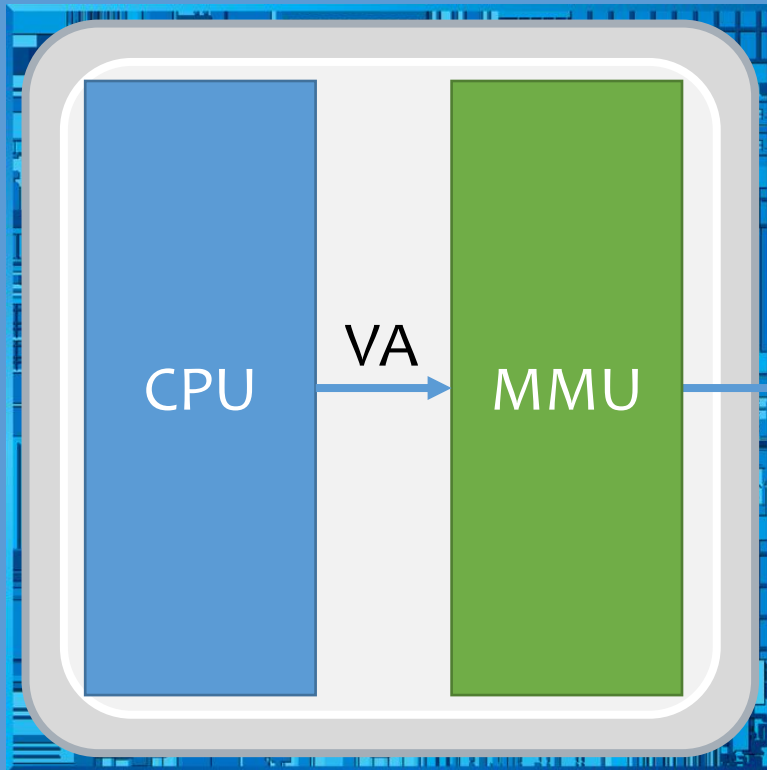
VA 0xABC

PA
0x200

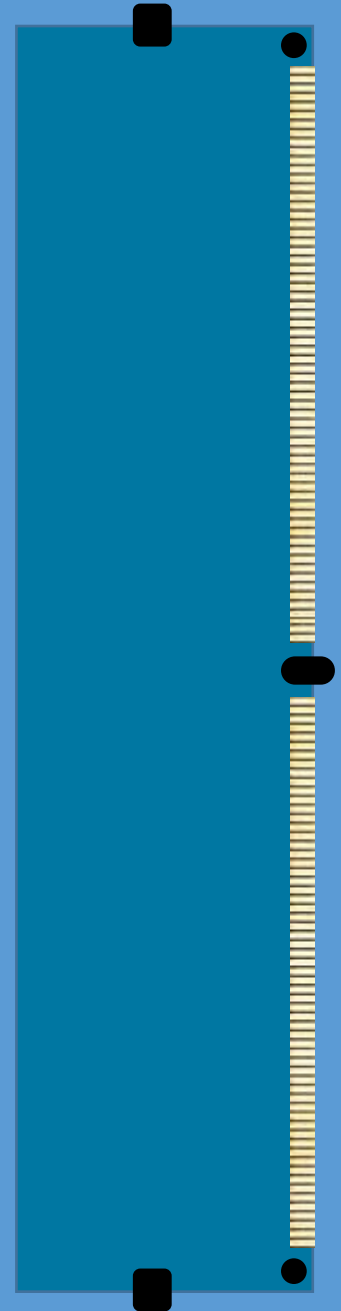
PA
0x100



Memory Management Unit



PA

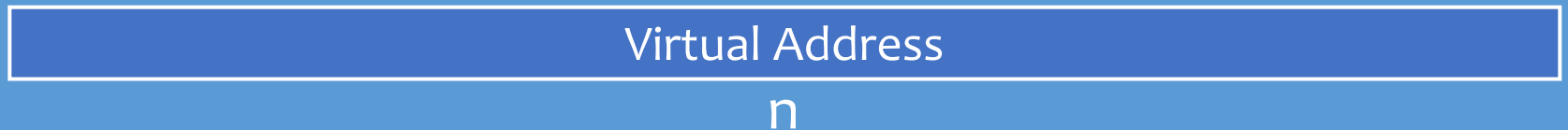


Address Space

Virtual
Address Space
 $\{0, 1, \dots, N - 1\}$



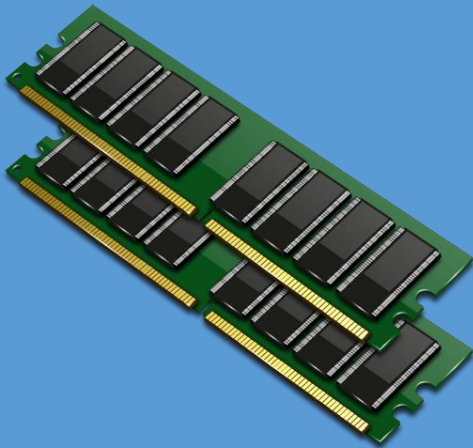
Physical
Address Space
 $\{0, 1, \dots, M - 1\}$



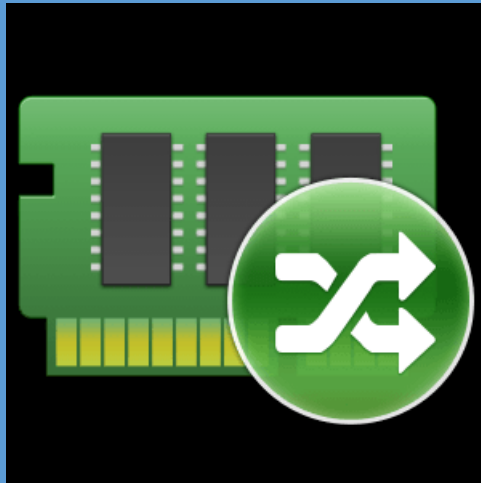
Virtual Address

Number of virtual address bits (n)	Number of virtual addresses (N)	Largest possible virtual address
8		
	$2^8=64\text{K}$	
		$2^{32}-1=?\text{G}-1$
	$2^{28}=256\text{T}$	
64		

Why Virtual Memory?



Efficiency



Simplification

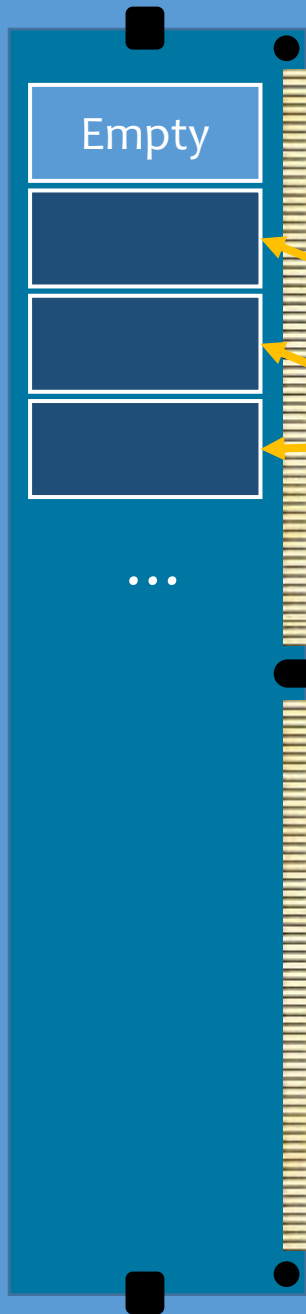


Protection

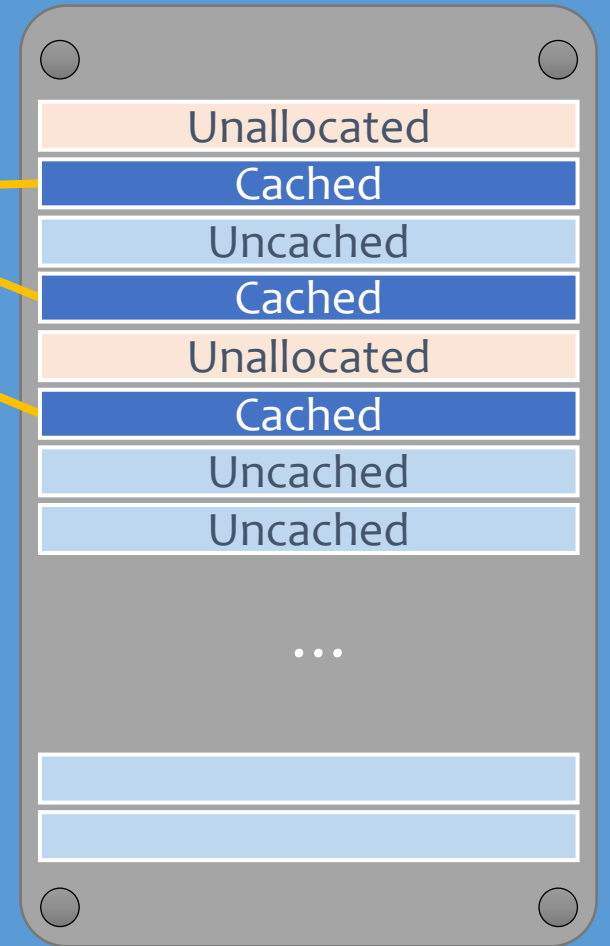
Organization

Physical pages

0
1
2
3
...



Disk



0
1
2
3
...

Virtual pages

Physical pages

0

1

2

3

Empty

...

Page
table

0

null

1

0

1

0

1

0

null

...

Valid

Page table

Unallocated

Cached

Uncached

Cached

Unallocated

Cached

Uncached

Uncached

...

0

1

2

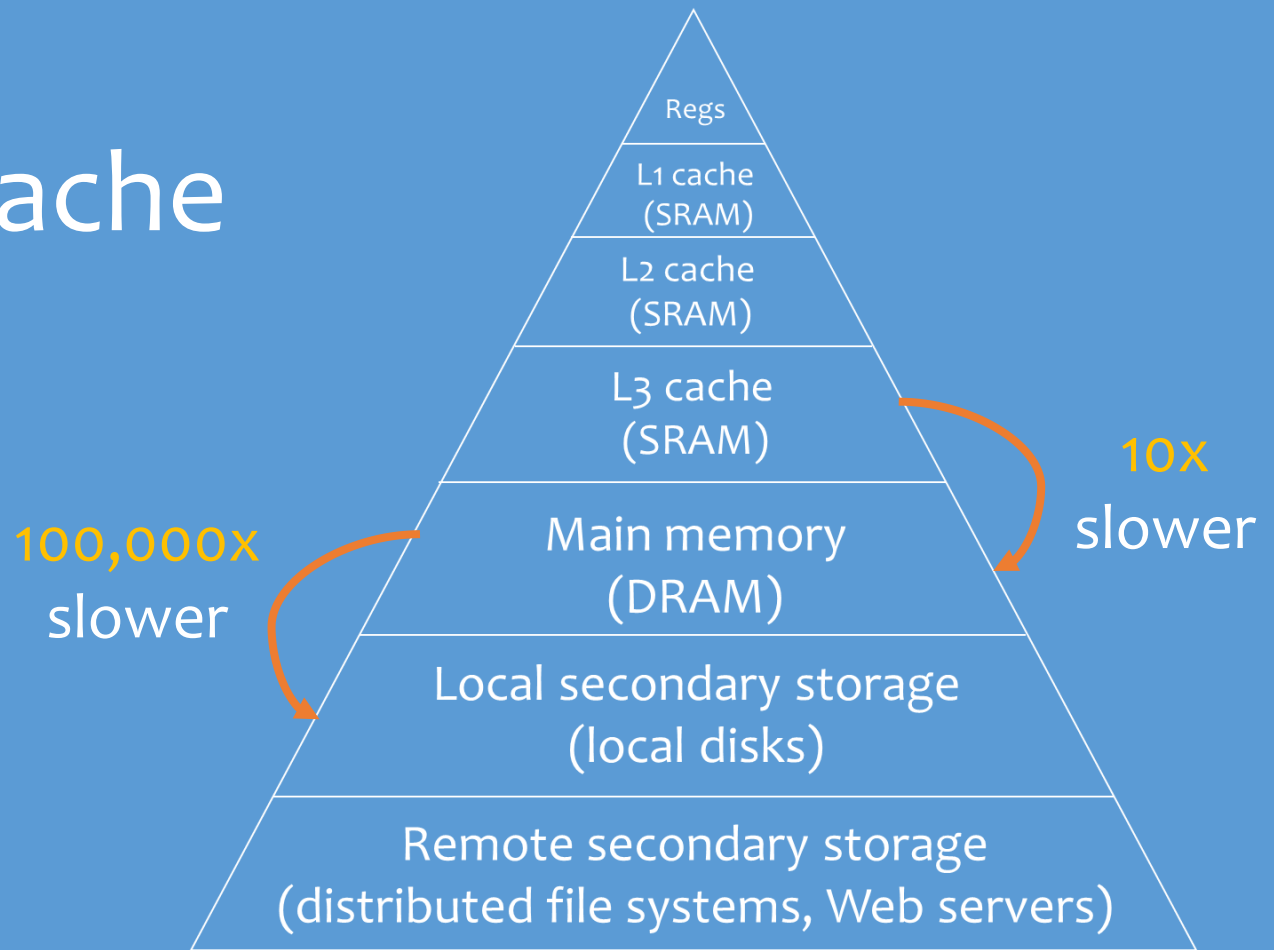
3

Virtual pages

Page Table Entries

n	$P=2^p$	Number of PTEs
16	4K	
16	8K	
32	4K	
32	8K	

DRAM Cache

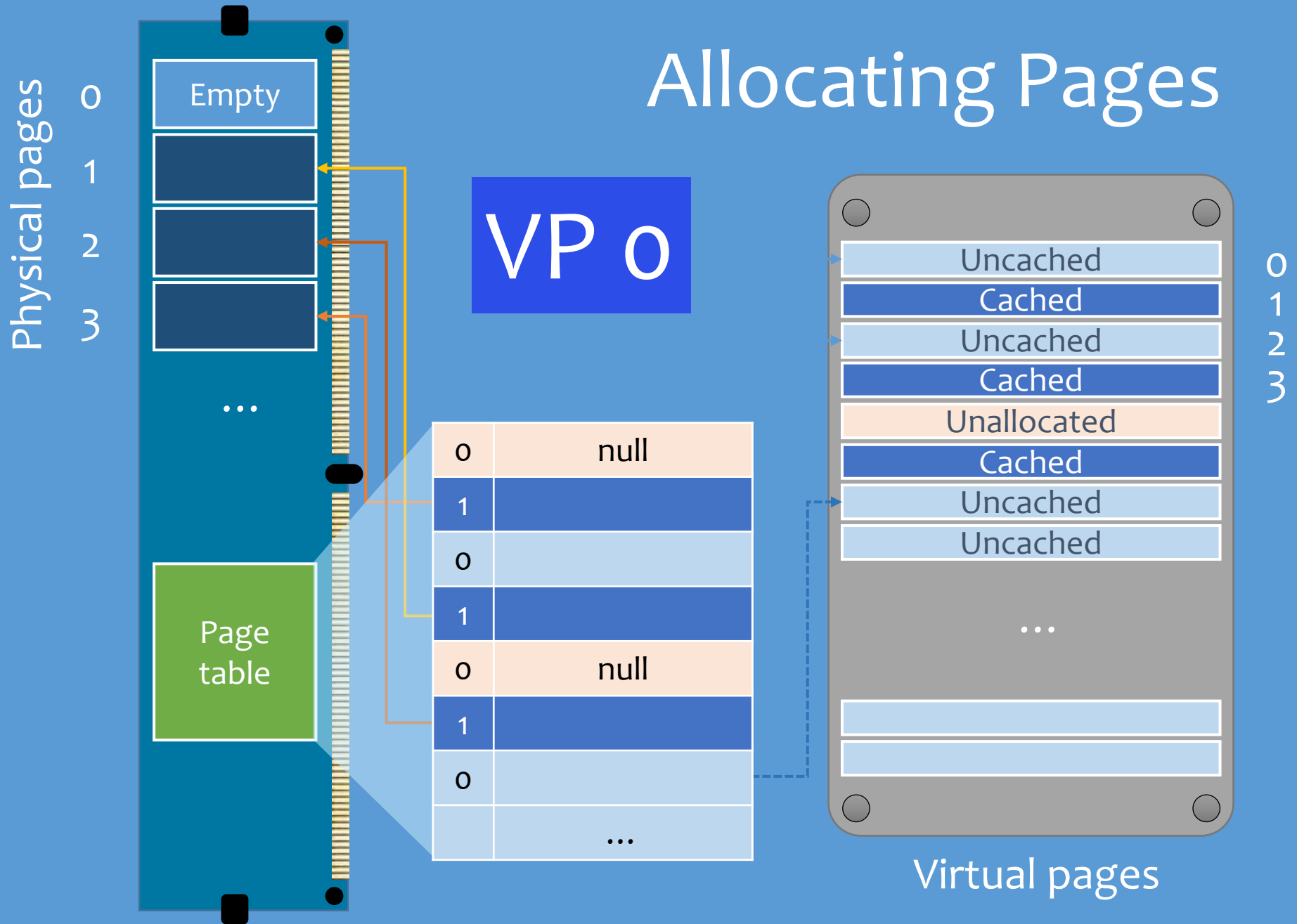


② Fully Associative



③ Write-back

Allocating Pages



Physical pages

0

1

2

3

Empty

...

Page
table

VP 1

0

1

0

1

0

1

0

null

...

Page Hit

Uncached

Cached

Uncached

Cached

Unallocated

Cached

Uncached

Uncached

...

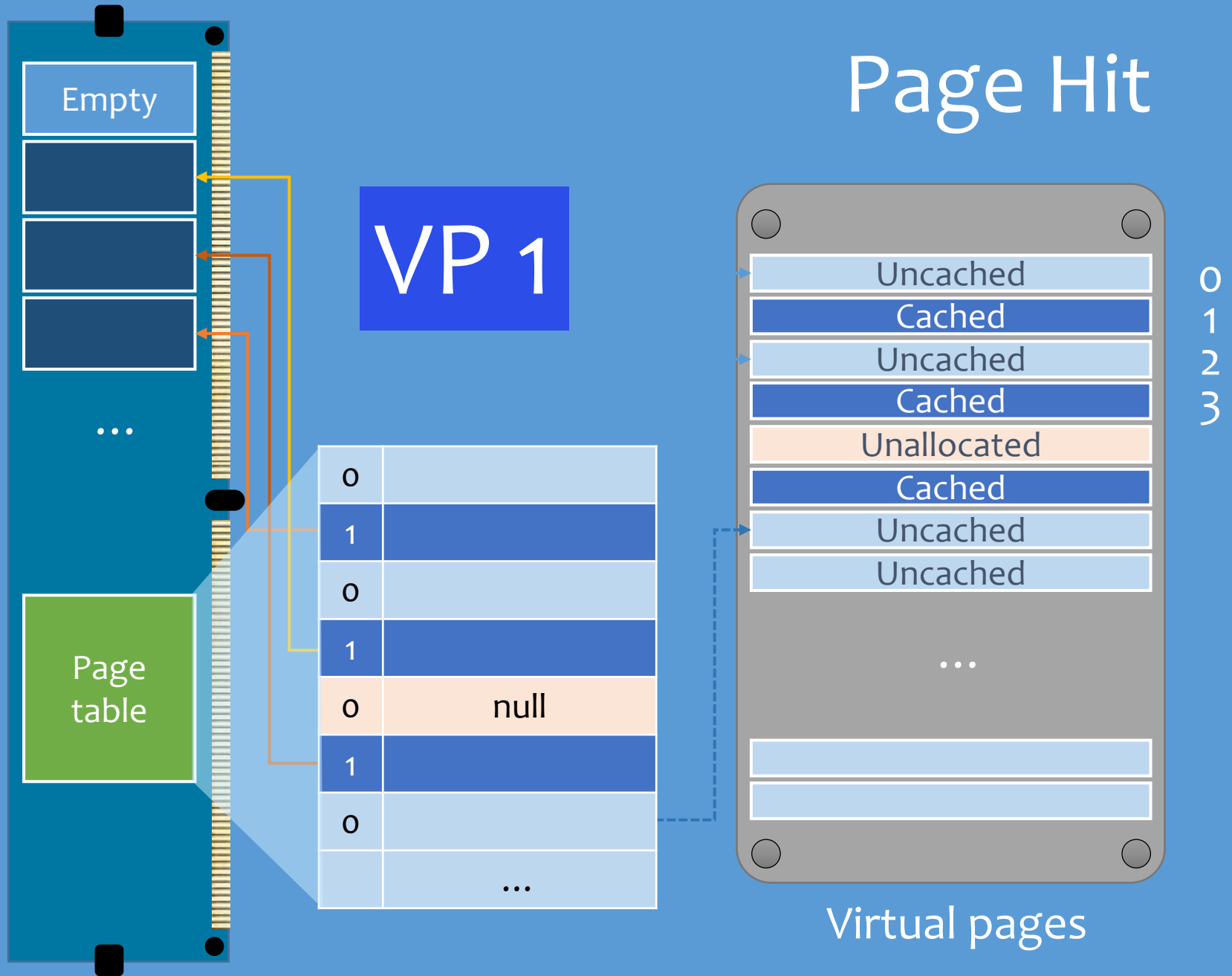
0

1

2

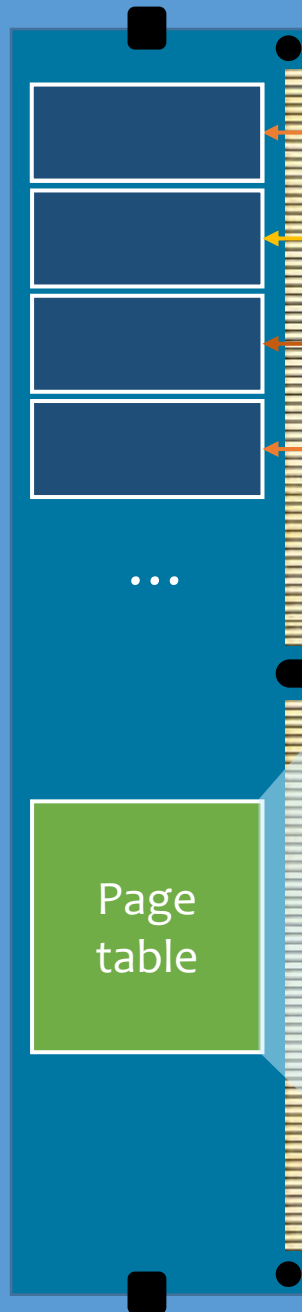
3

Virtual pages



Physical pages

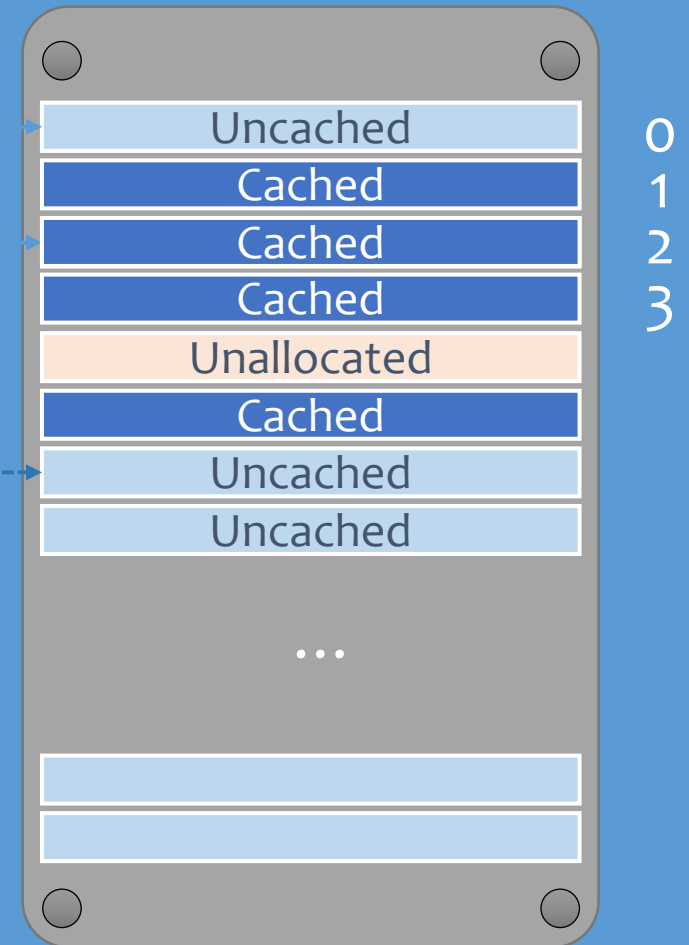
0
1
2
3
...



VP 2

0	
1	
1	
1	
0	null
1	
0	
	...

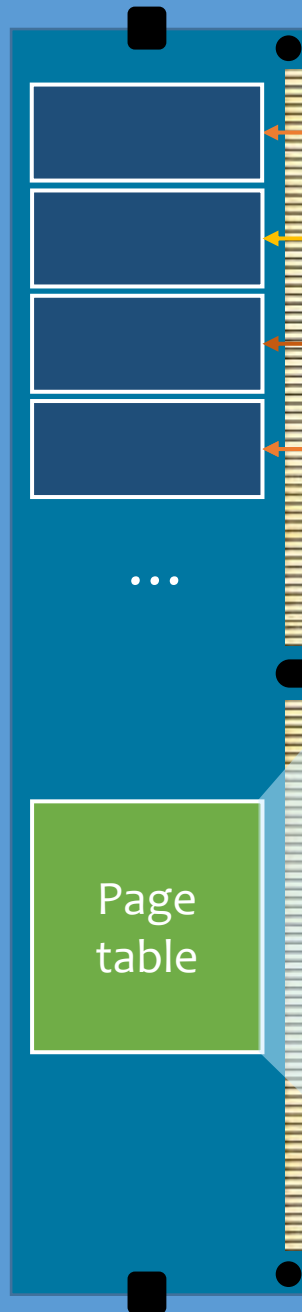
Page Fault



Virtual pages

Physical pages

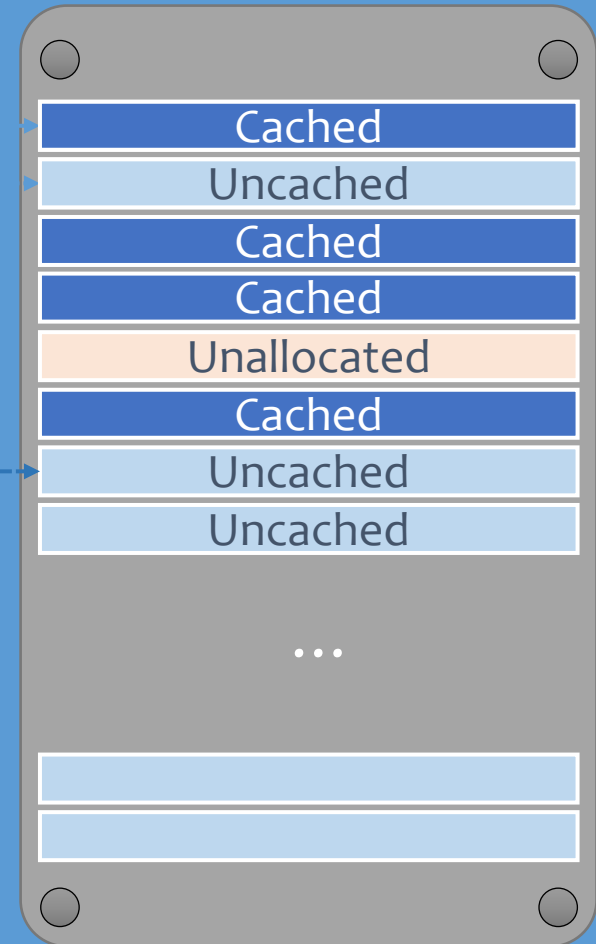
0
1
2
3
...



VP 0

1	
0	
1	
1	
0	null
1	
0	
	...

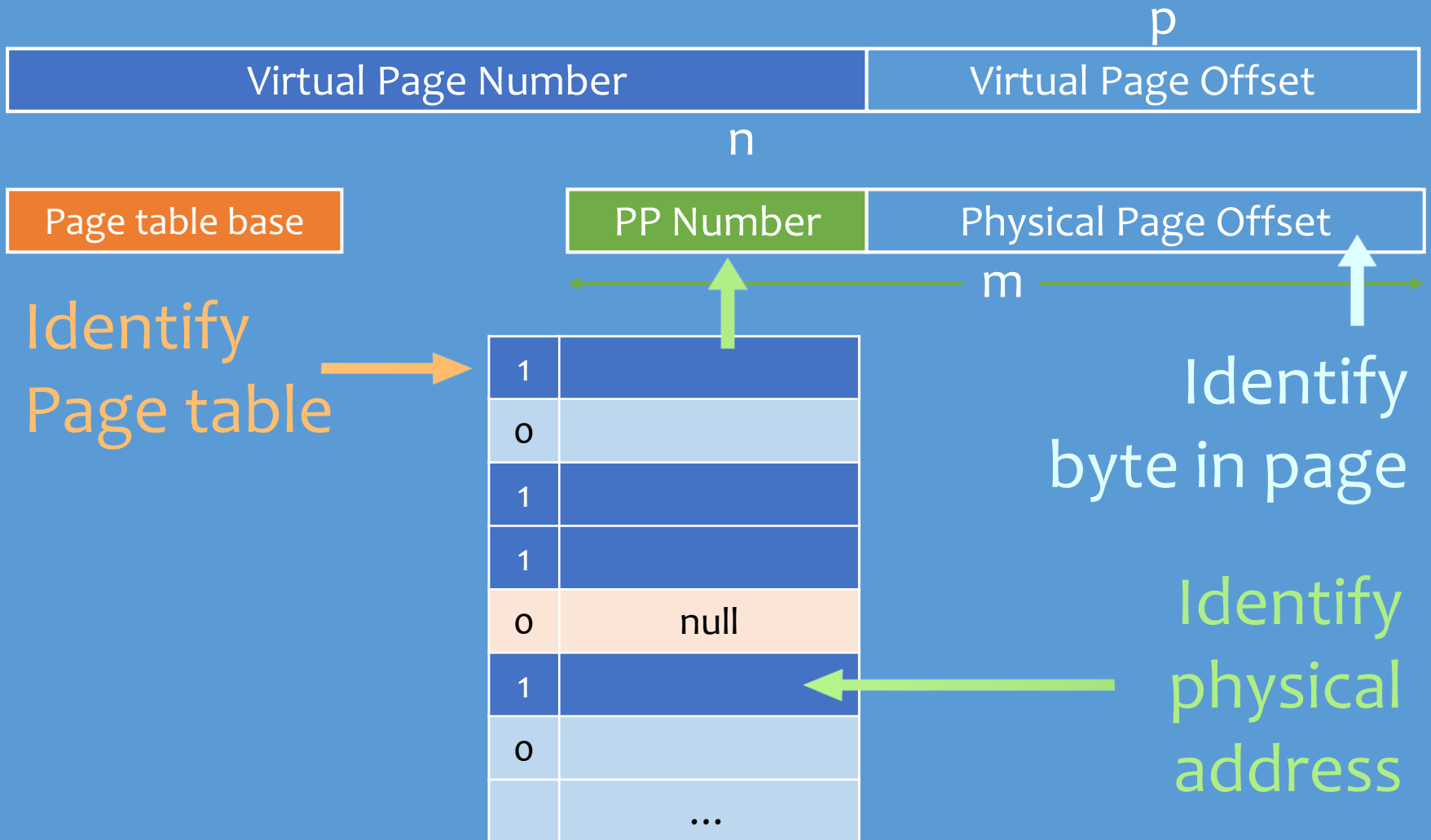
Thrashing



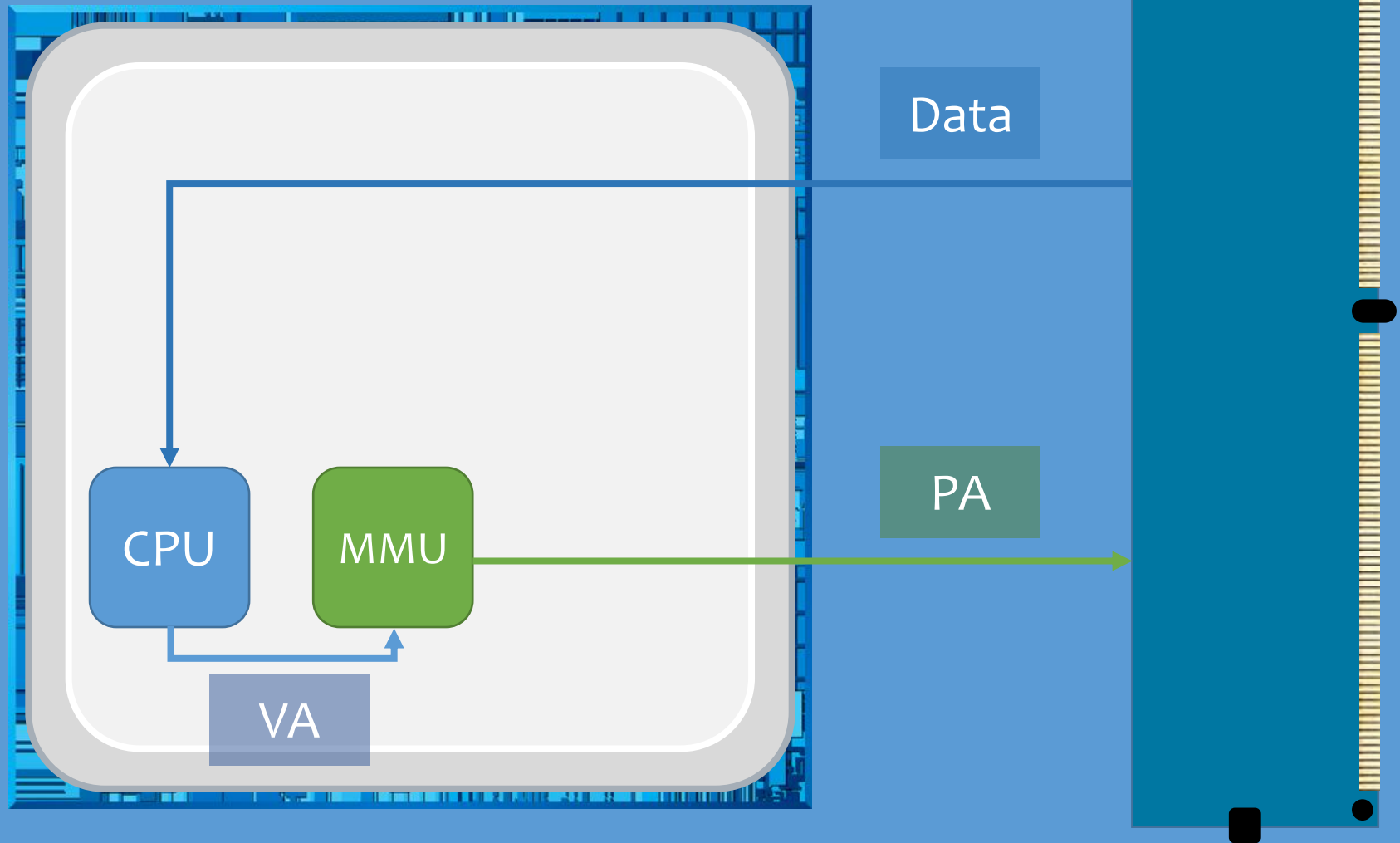
0
1
2
3
...

Virtual pages

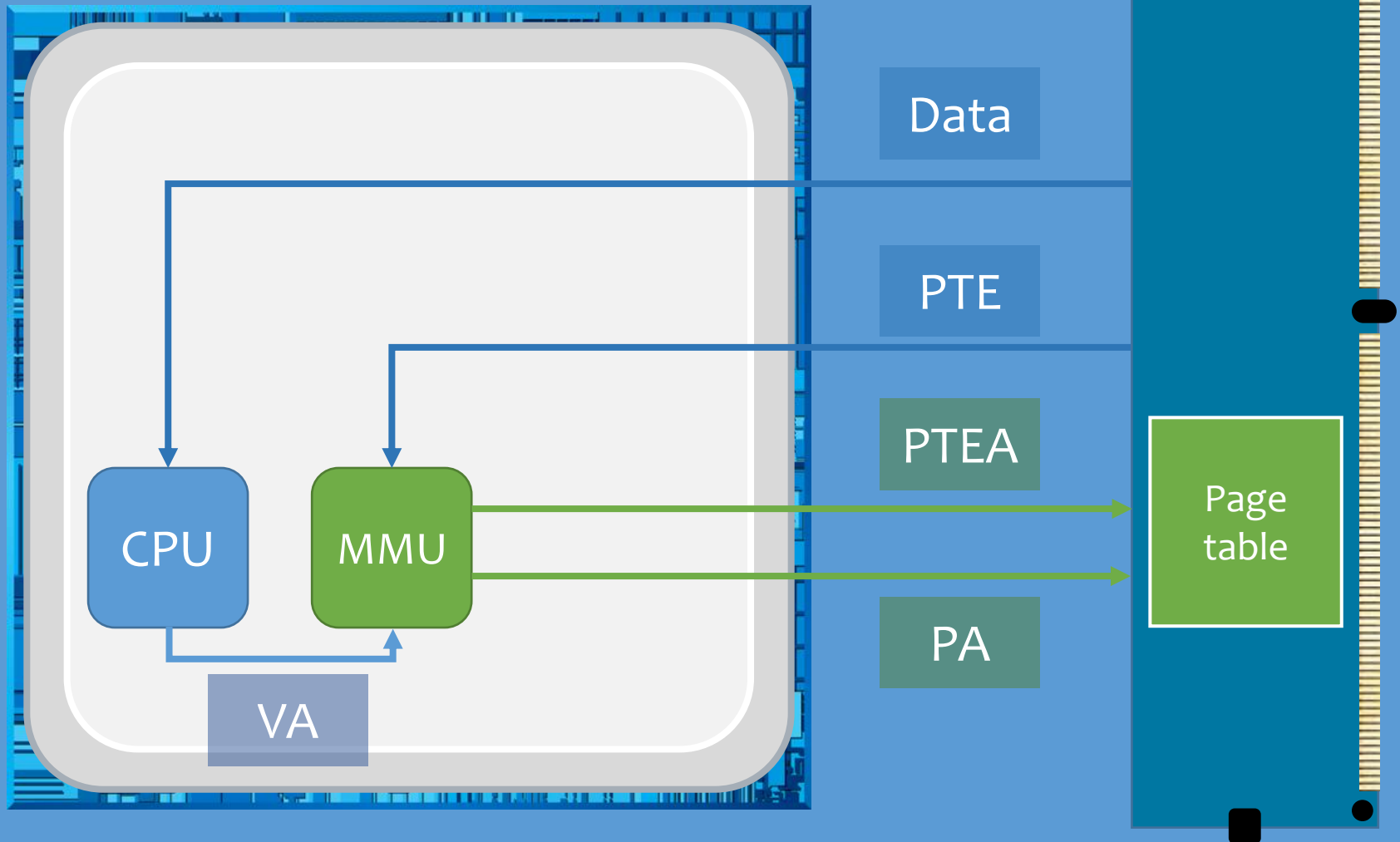
Address Translation



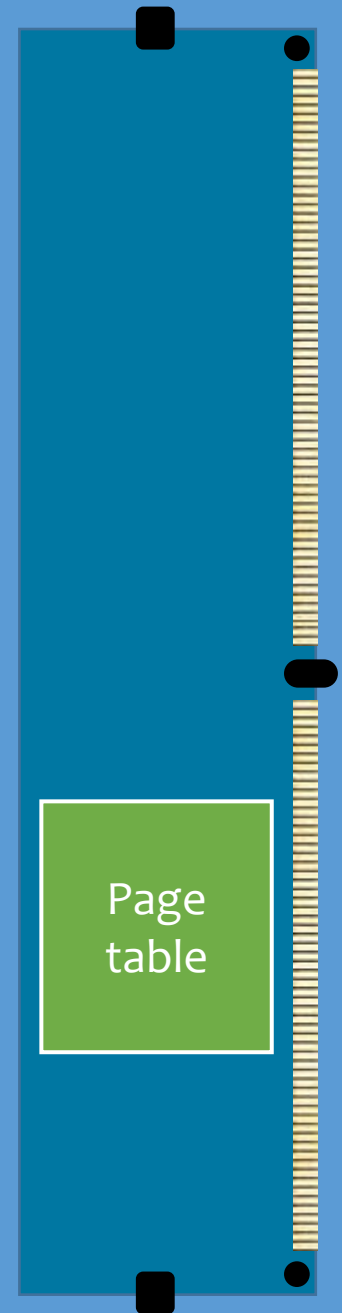
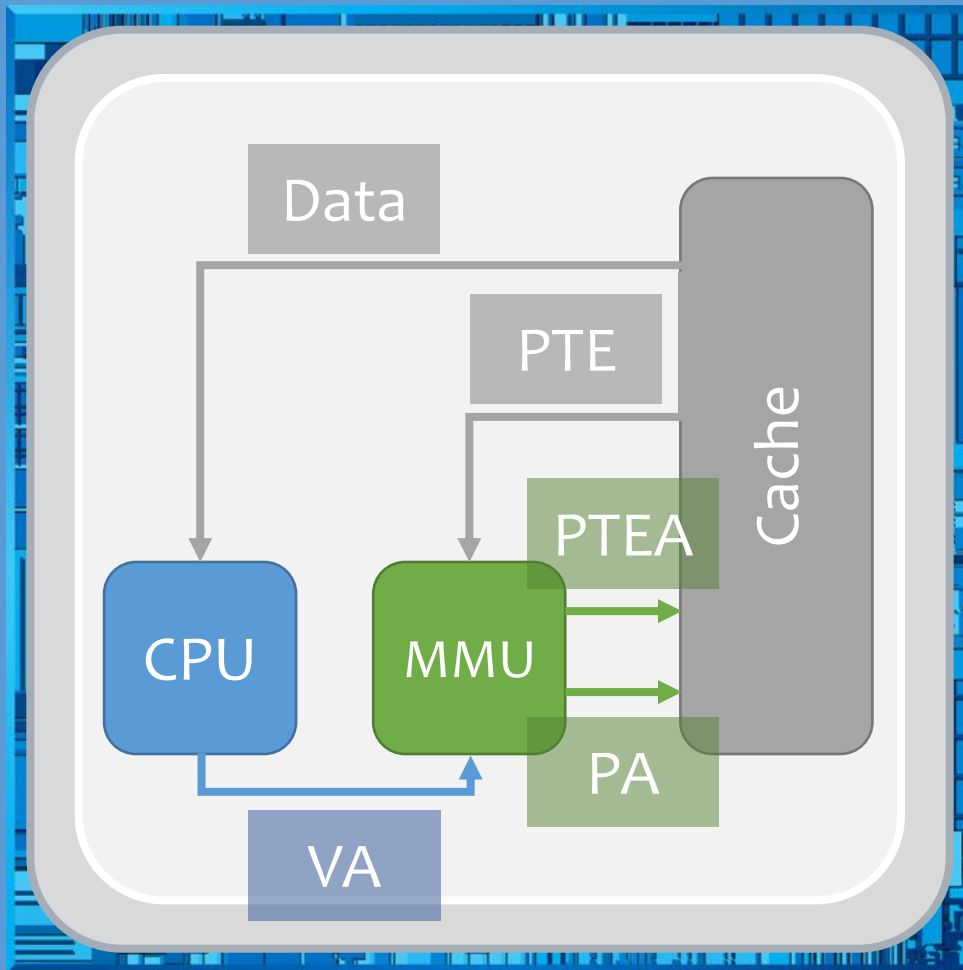
Page Hit



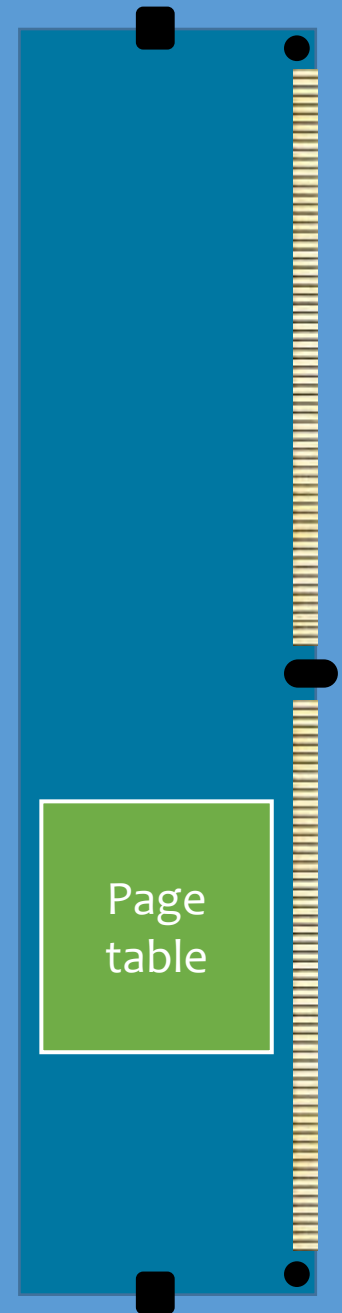
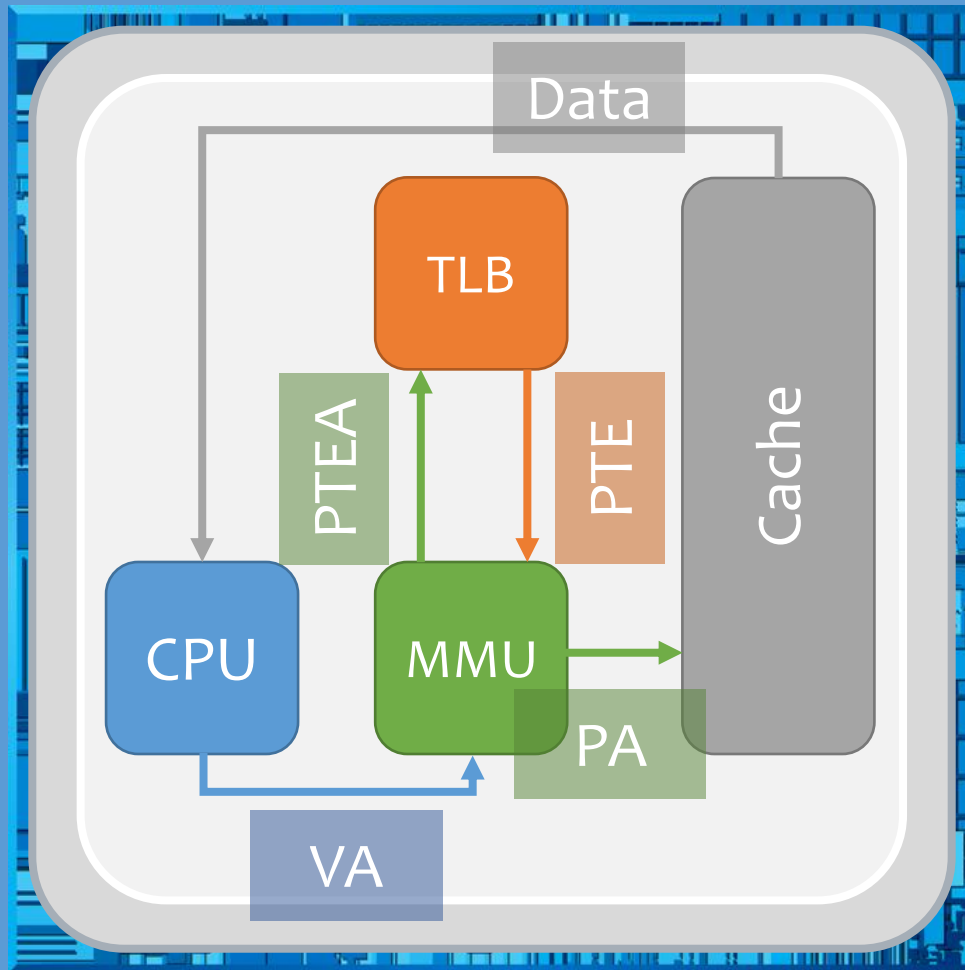
Page Hit



Page Hit



Page Hit



Translation Lookaside Buffer



Summary

- Address
 - Physical
 - Virtual
- Page Hit / Page Fault
- Translation Lookaside Buffer