

Understand the  
problem with  
direct address

Understand  
virtual  
memory

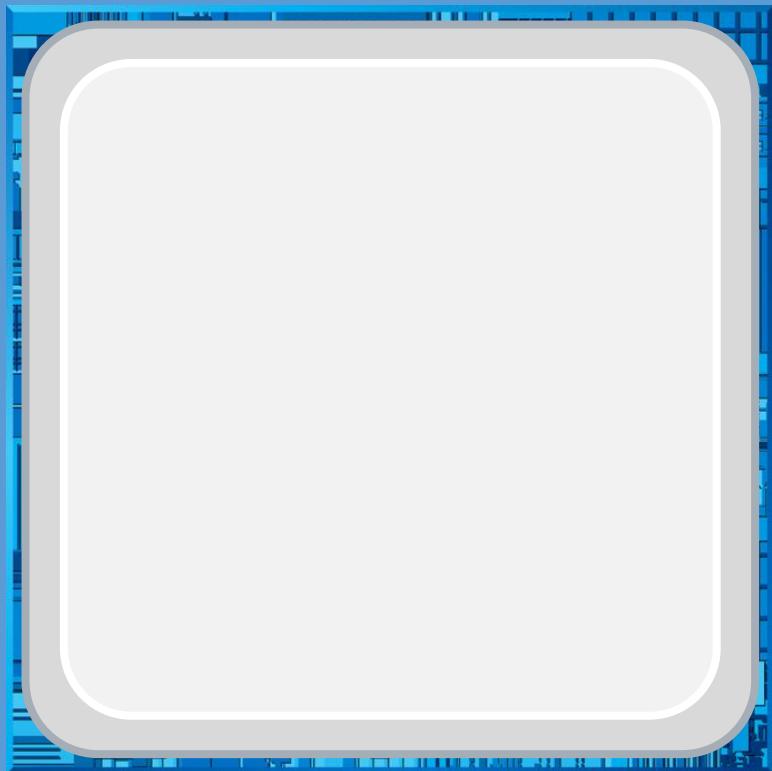
Implement  
virtual memory



# Virtual Memory

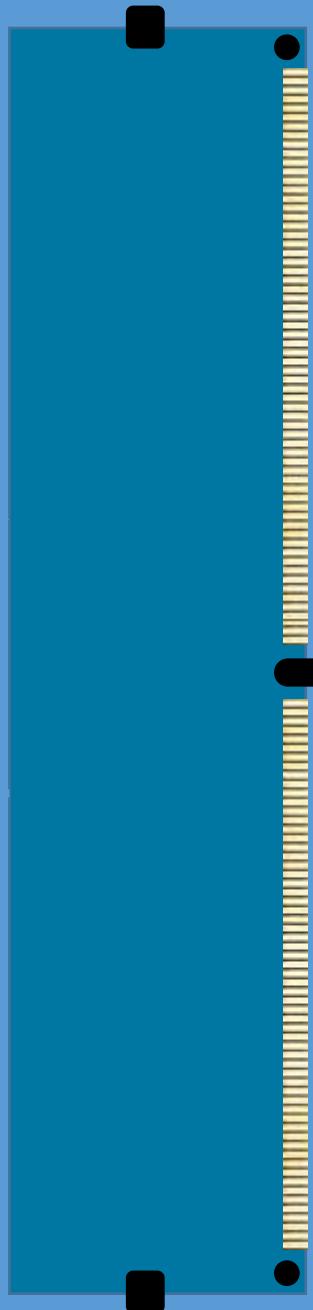
- ① Address Spaces
- ② VM for Memory Management
- ③ Address Translation

# Physical Address



Address

Data

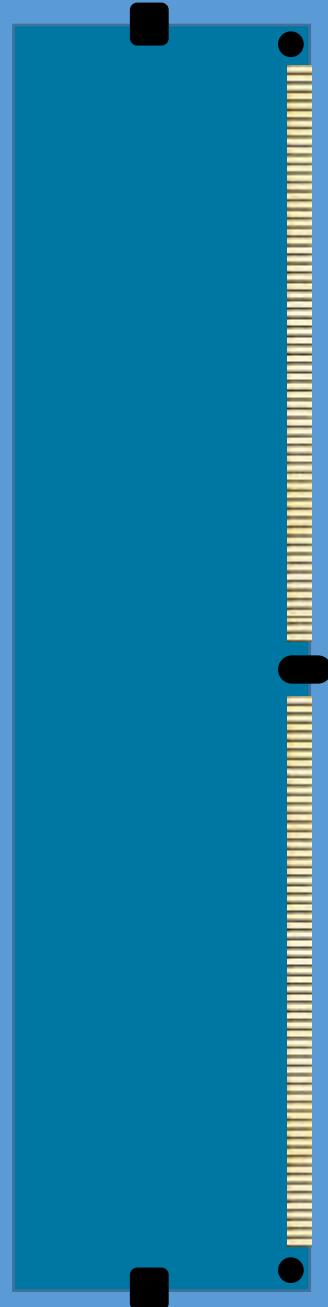


# Problem



Process A

?



# Problem



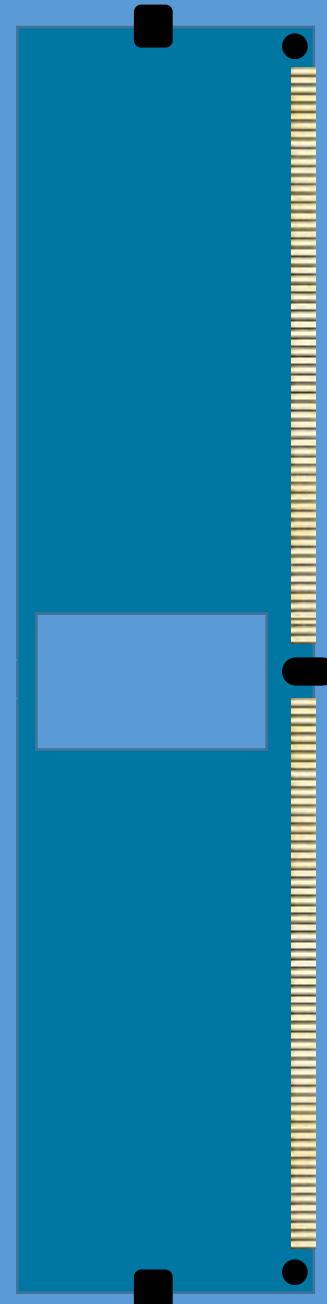
PA oxABC

Process A



PA oxABC

Process B



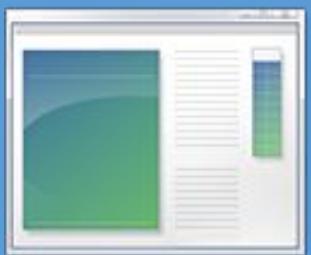


## David John Wheeler

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. ”

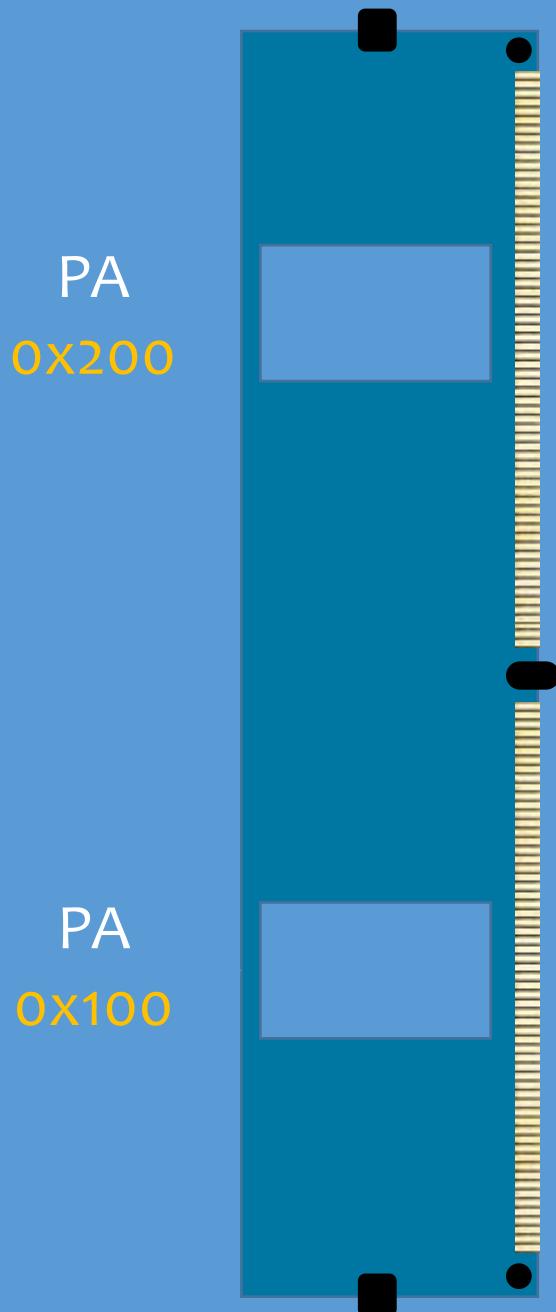
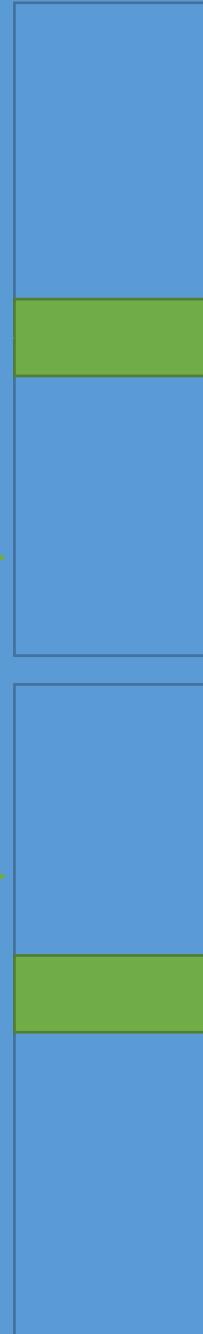
# Virtual Address



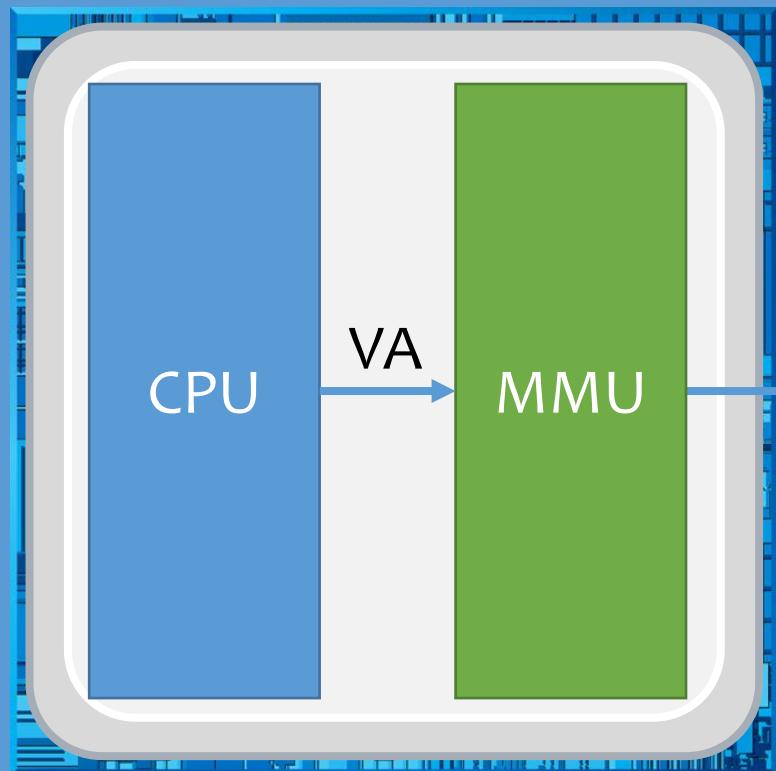
Process A



Process B



# Memory Management Unit

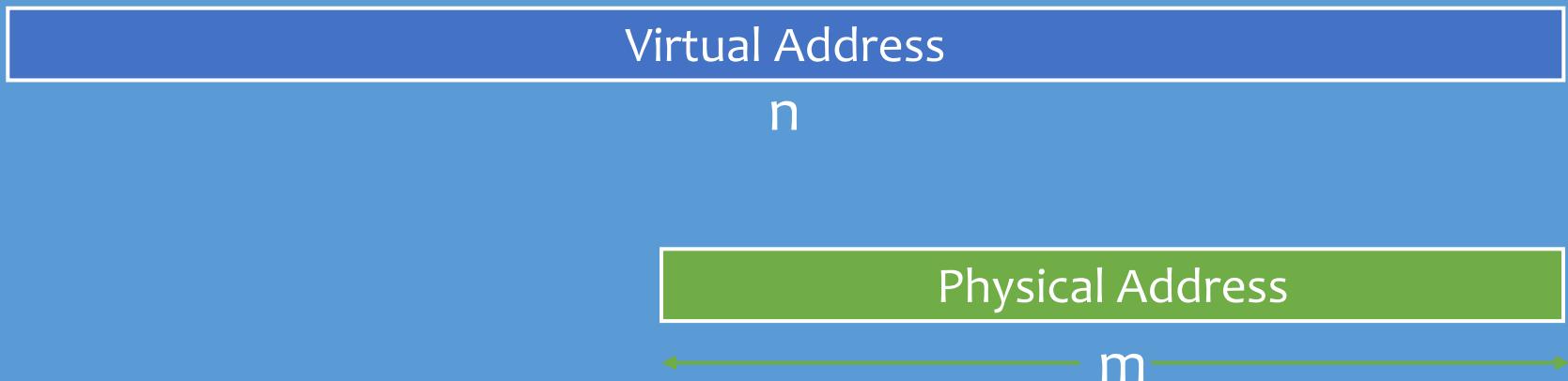


PA

# Address Space

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

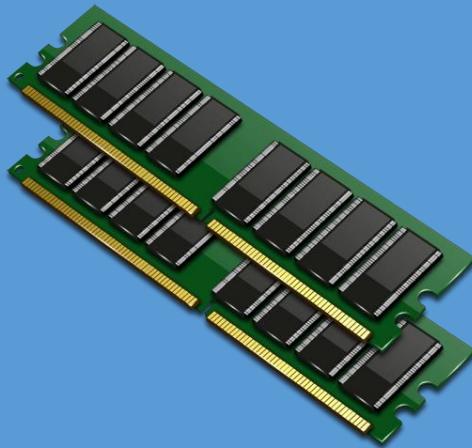
Physical Address Space  
 $\{0,1,\dots,M - 1\}$



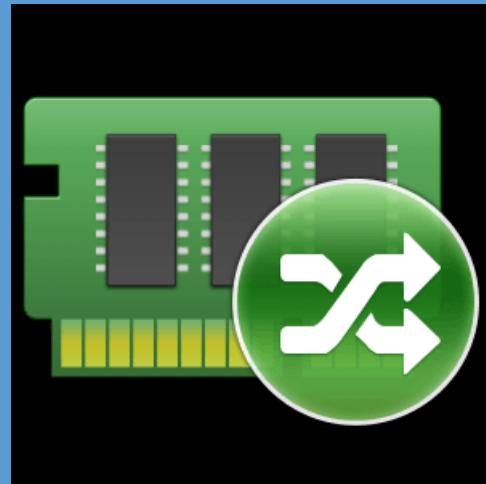
# Virtual Address

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

# Why Virtual Memory?



Efficiency



Simplification

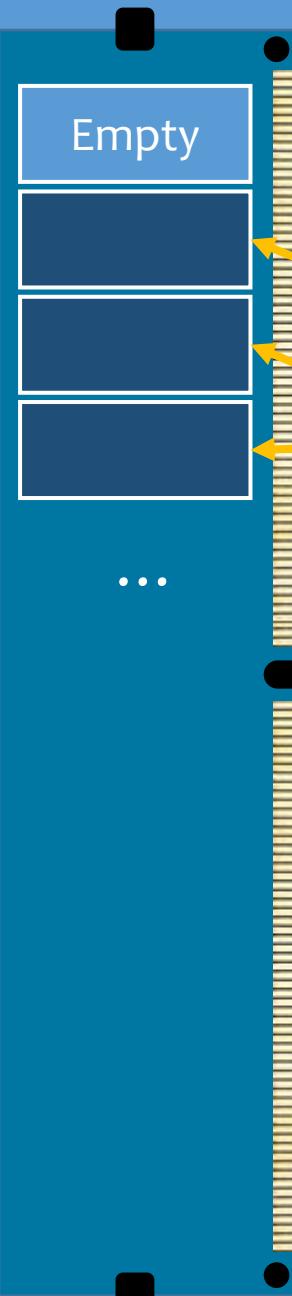


Protection

# Organization

Physical pages

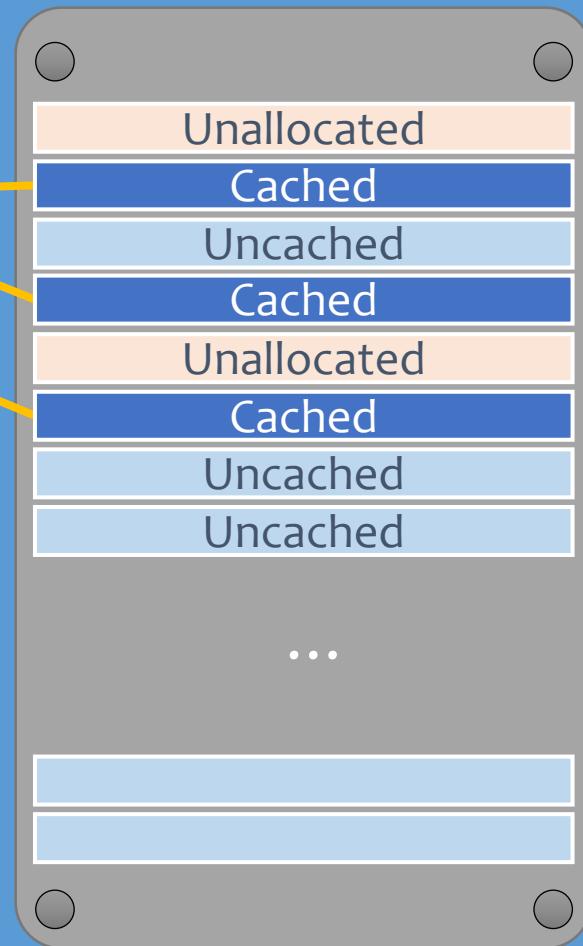
0  
1  
2  
3



Disk

Virtual pages

0  
1  
2  
3



# Page table

Physical pages

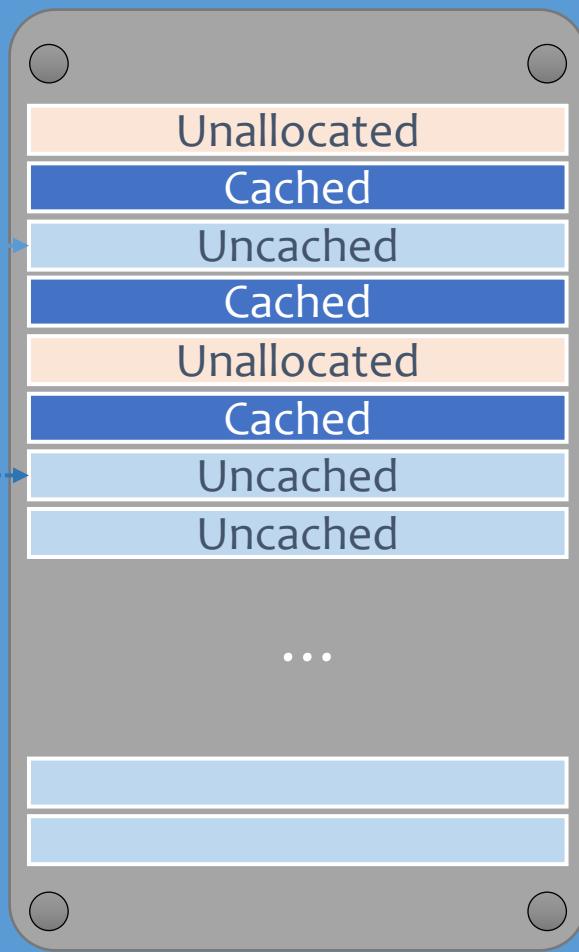
0  
1  
2  
3

Empty

Page  
table

0	null
1	
0	
1	
0	null
1	
0	
	...

Valid



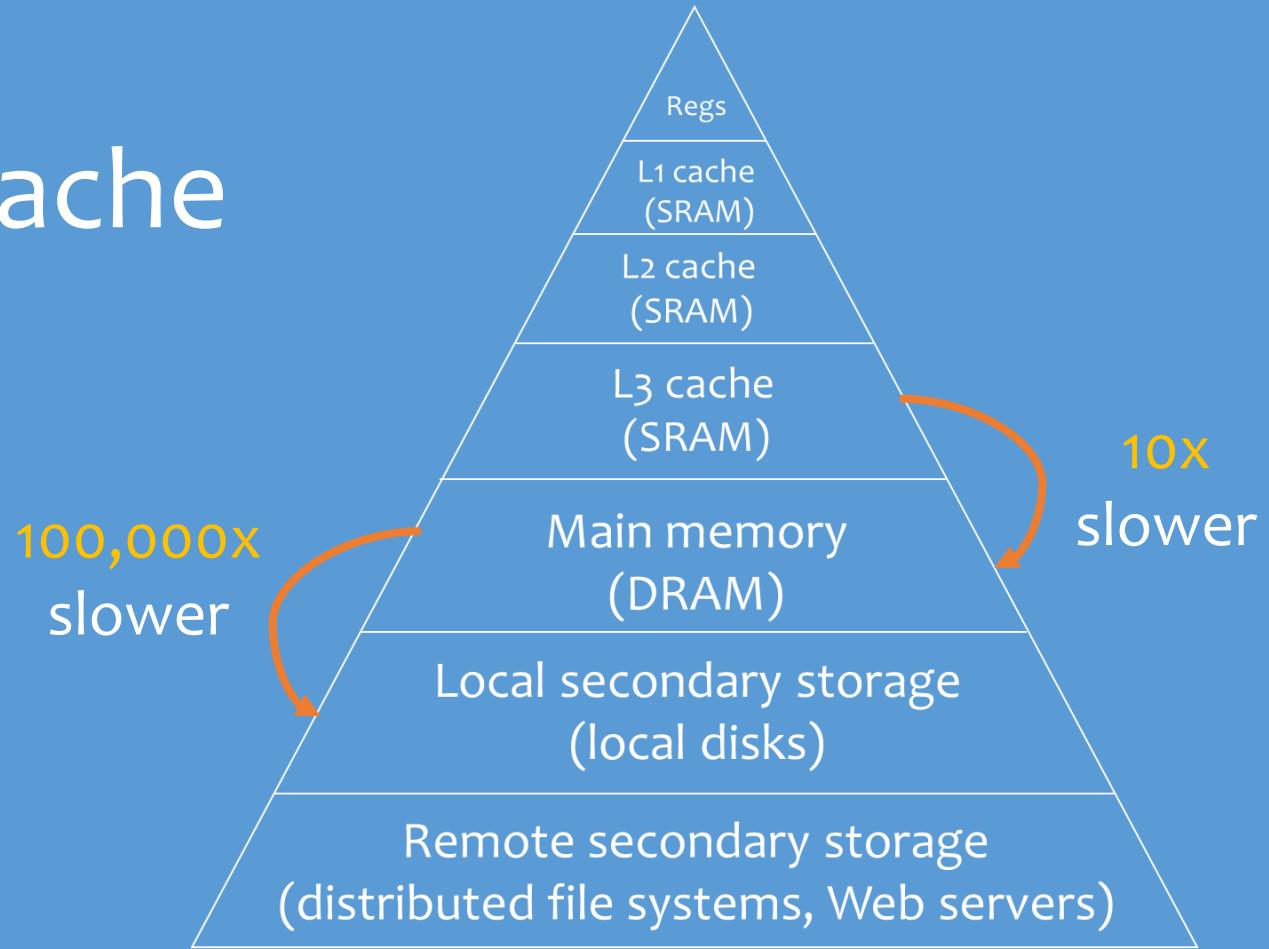
Virtual pages

0  
1  
2  
3

# Page Table Entries

n	P=2 <sup>p</sup>	Number of PTEs
16	4K	
16	8K	
32	4K	
32	8K	

# DRAM Cache



①

Large Page



② Fully Associative

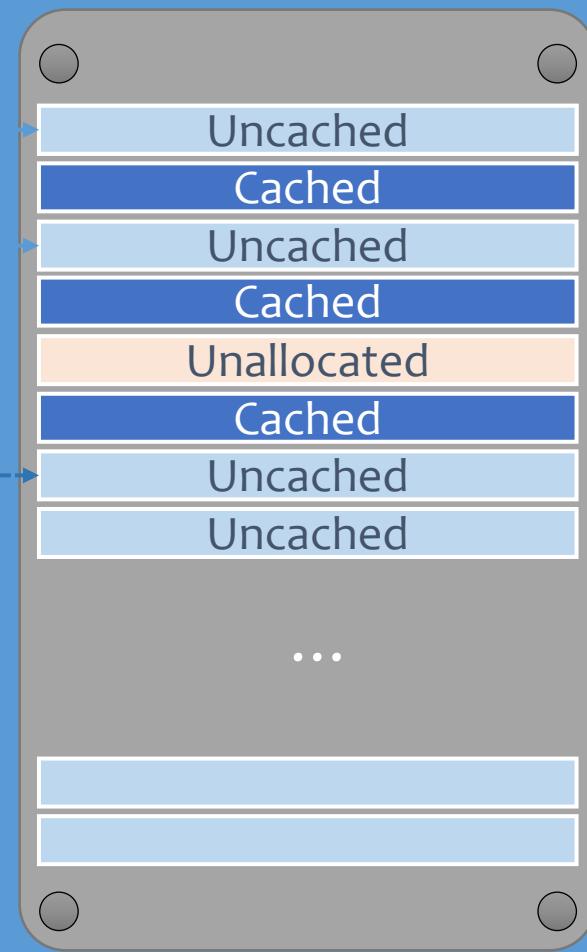
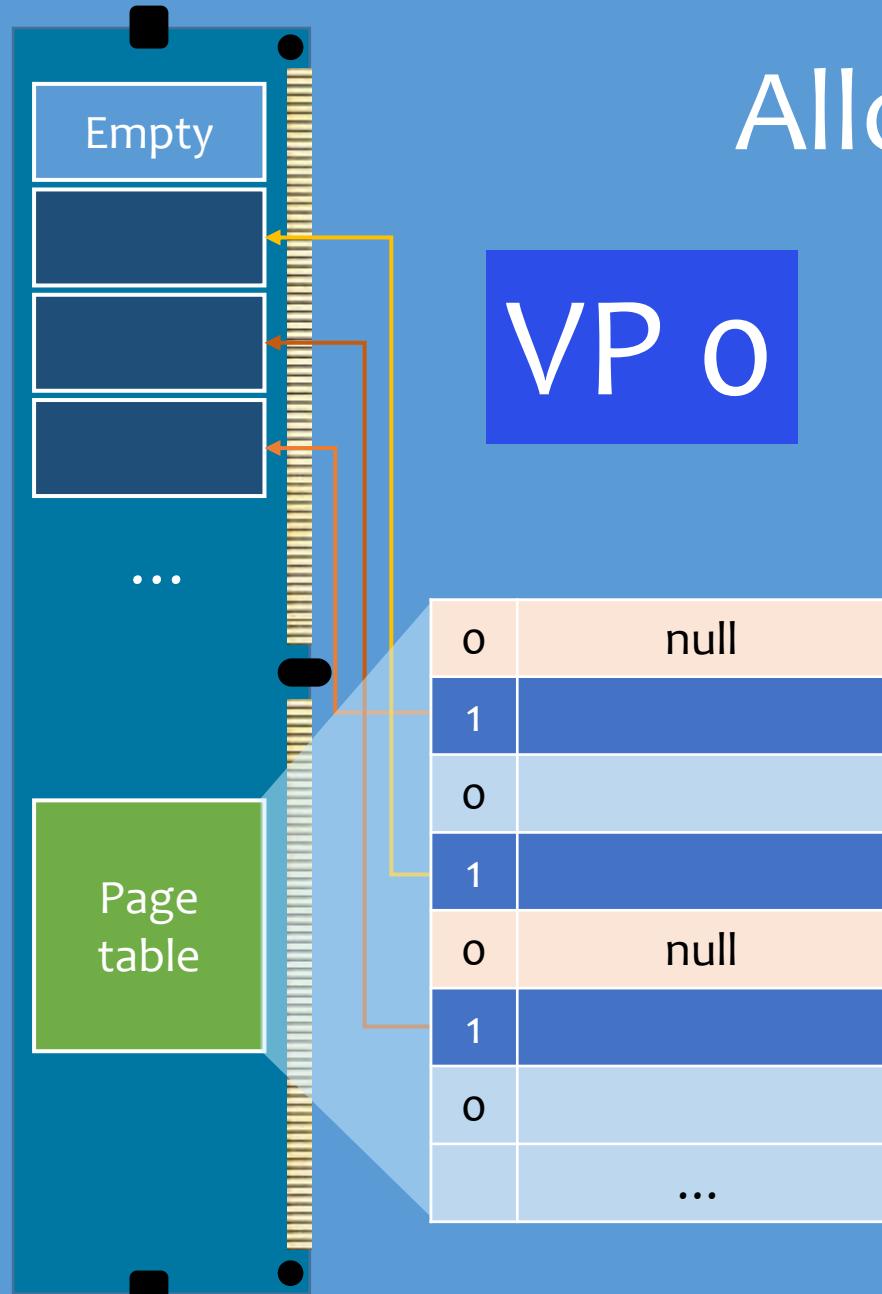


③ Write-back

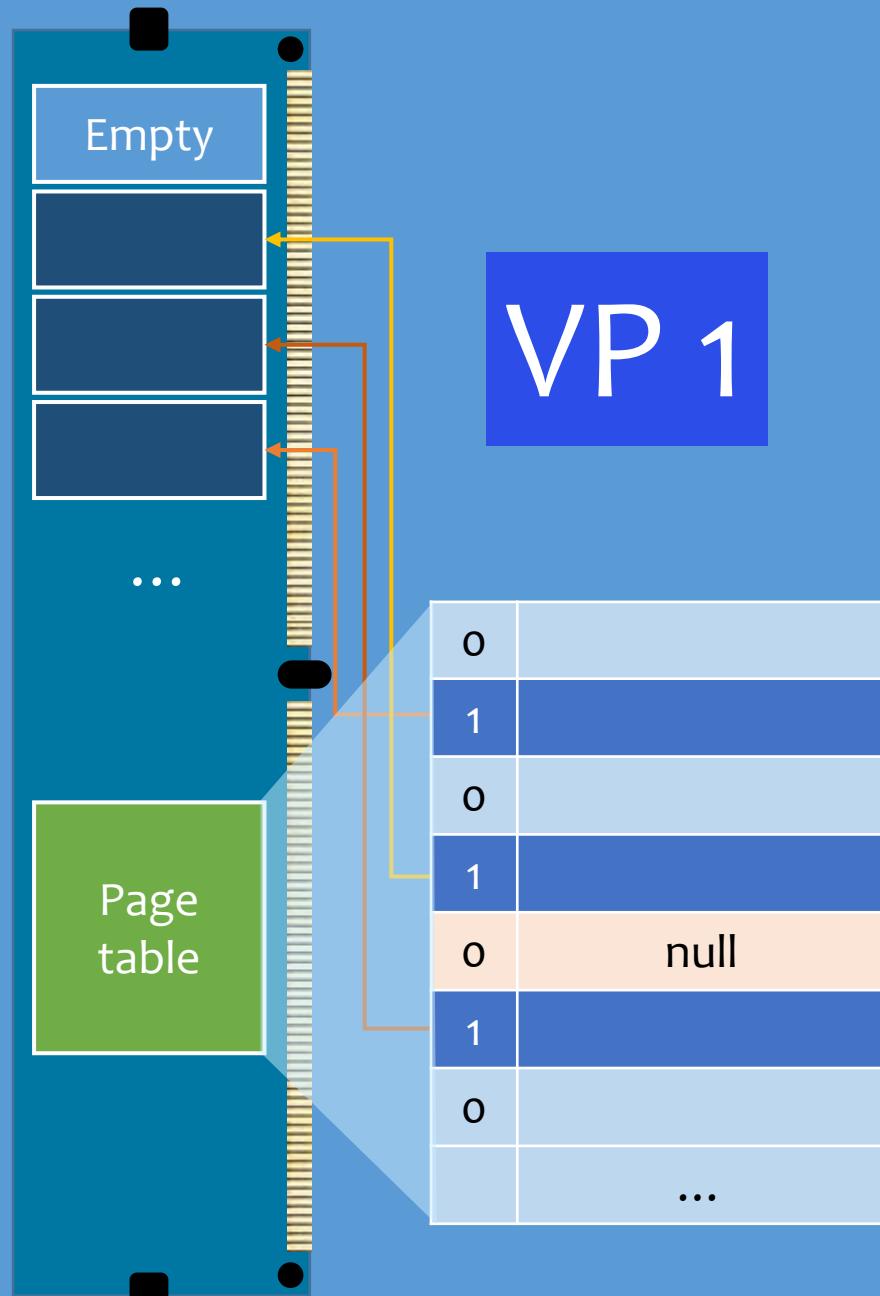
# Allocating Pages

Physical pages

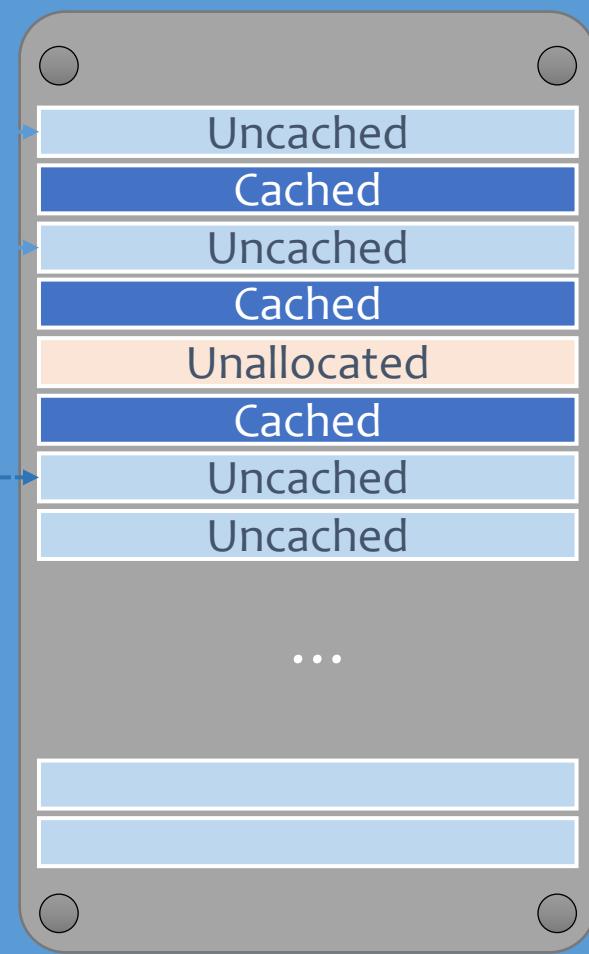
0  
1  
2  
3



Physical pages



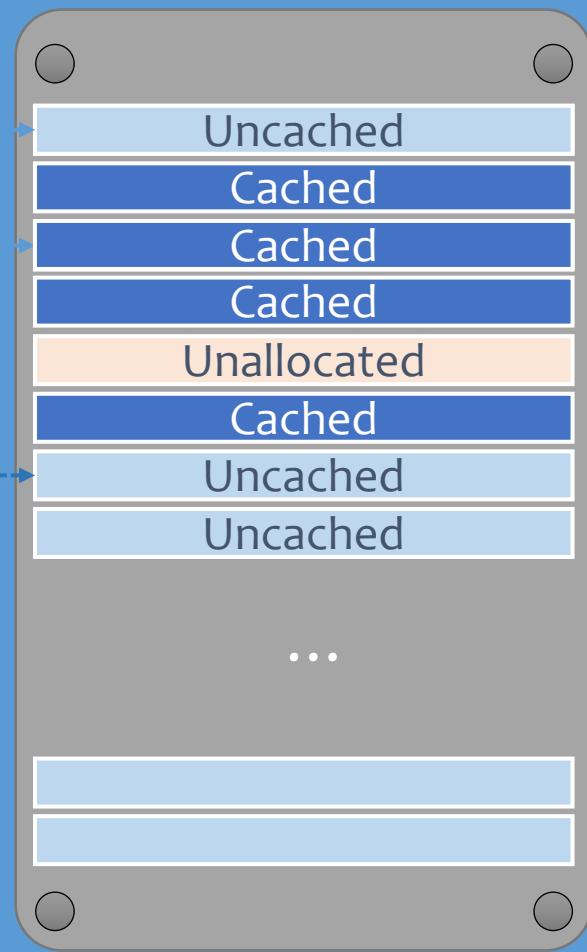
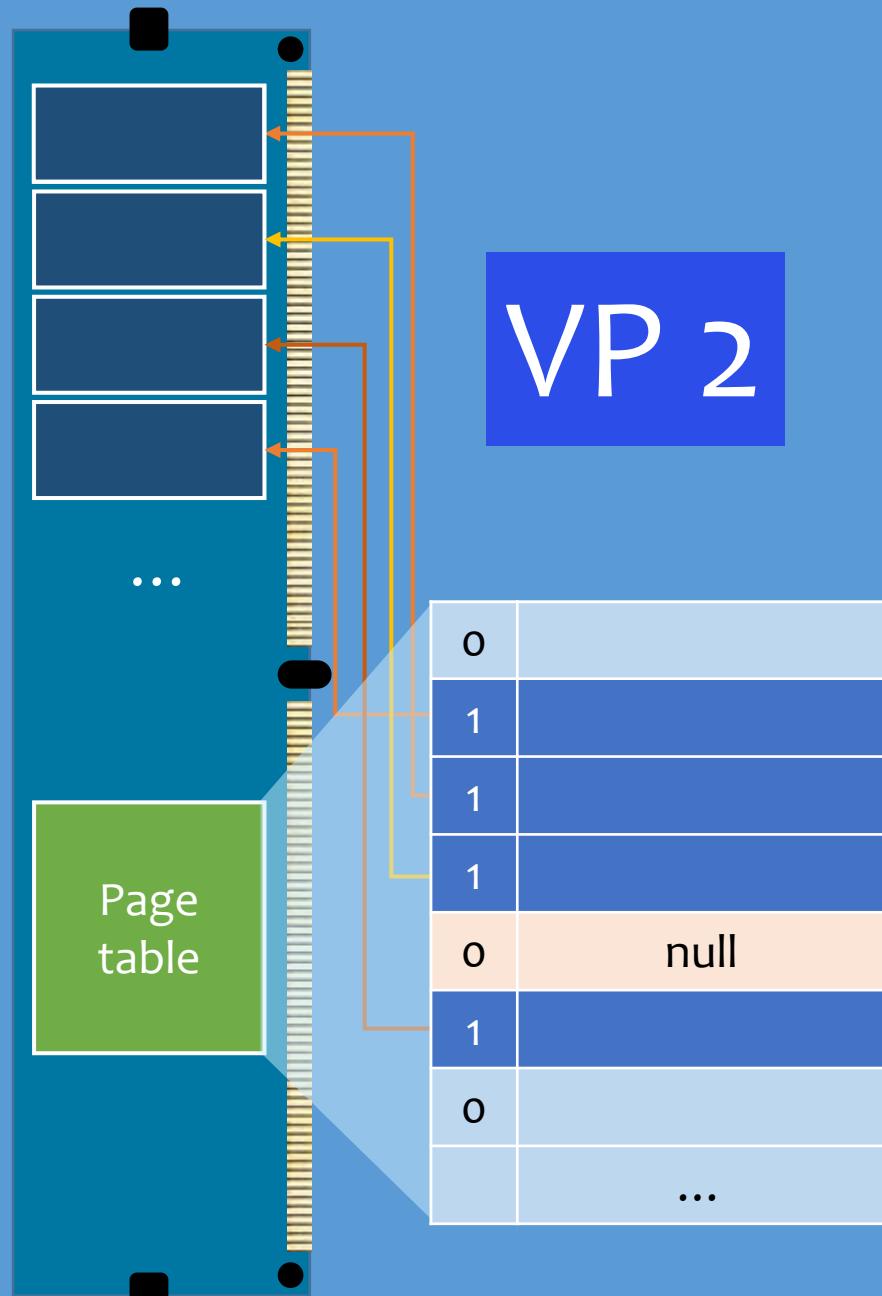
# Page Hit



Virtual pages

# Page Fault

Physical pages

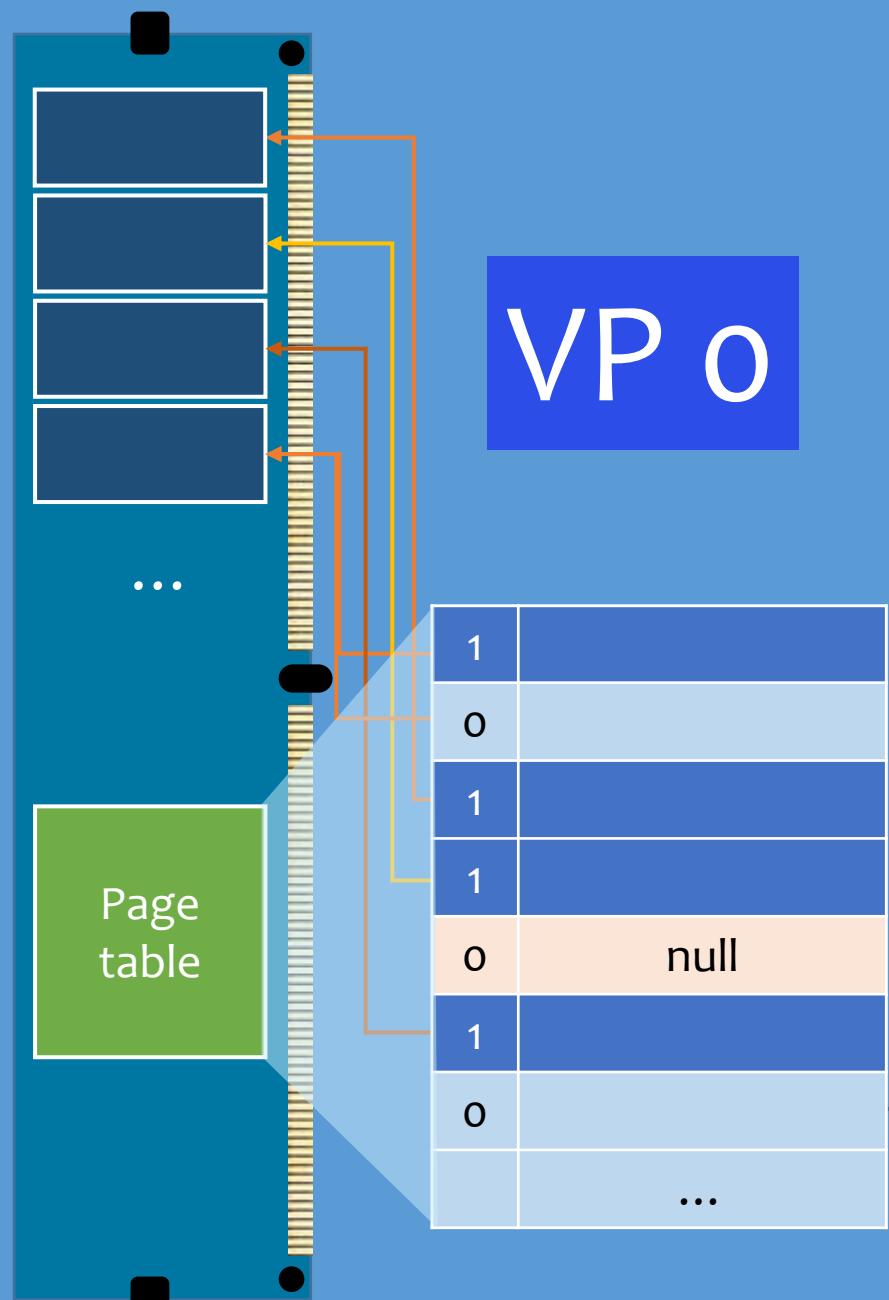


Virtual pages

# Thrashing

Physical pages

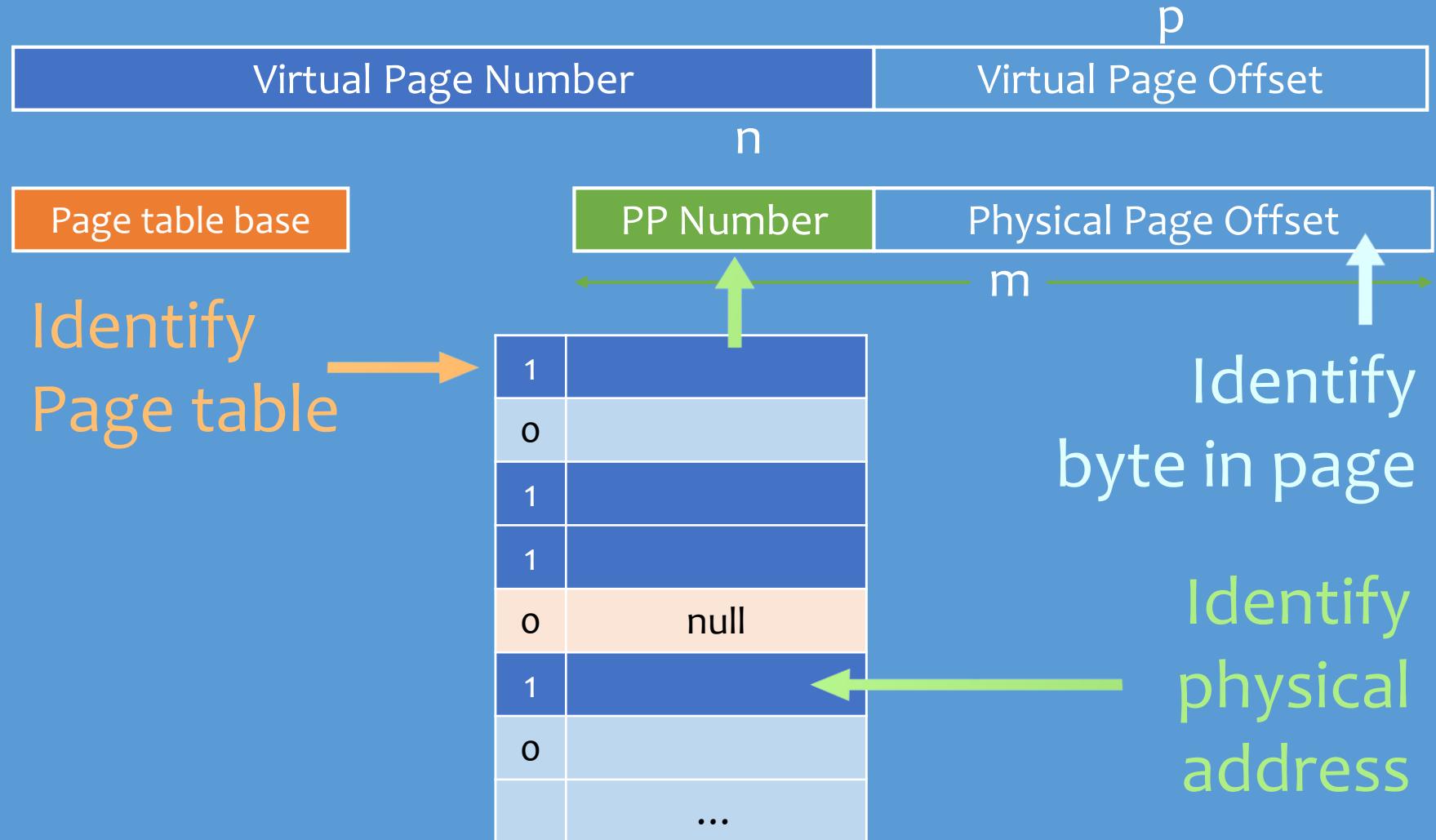
0  
1  
2  
3



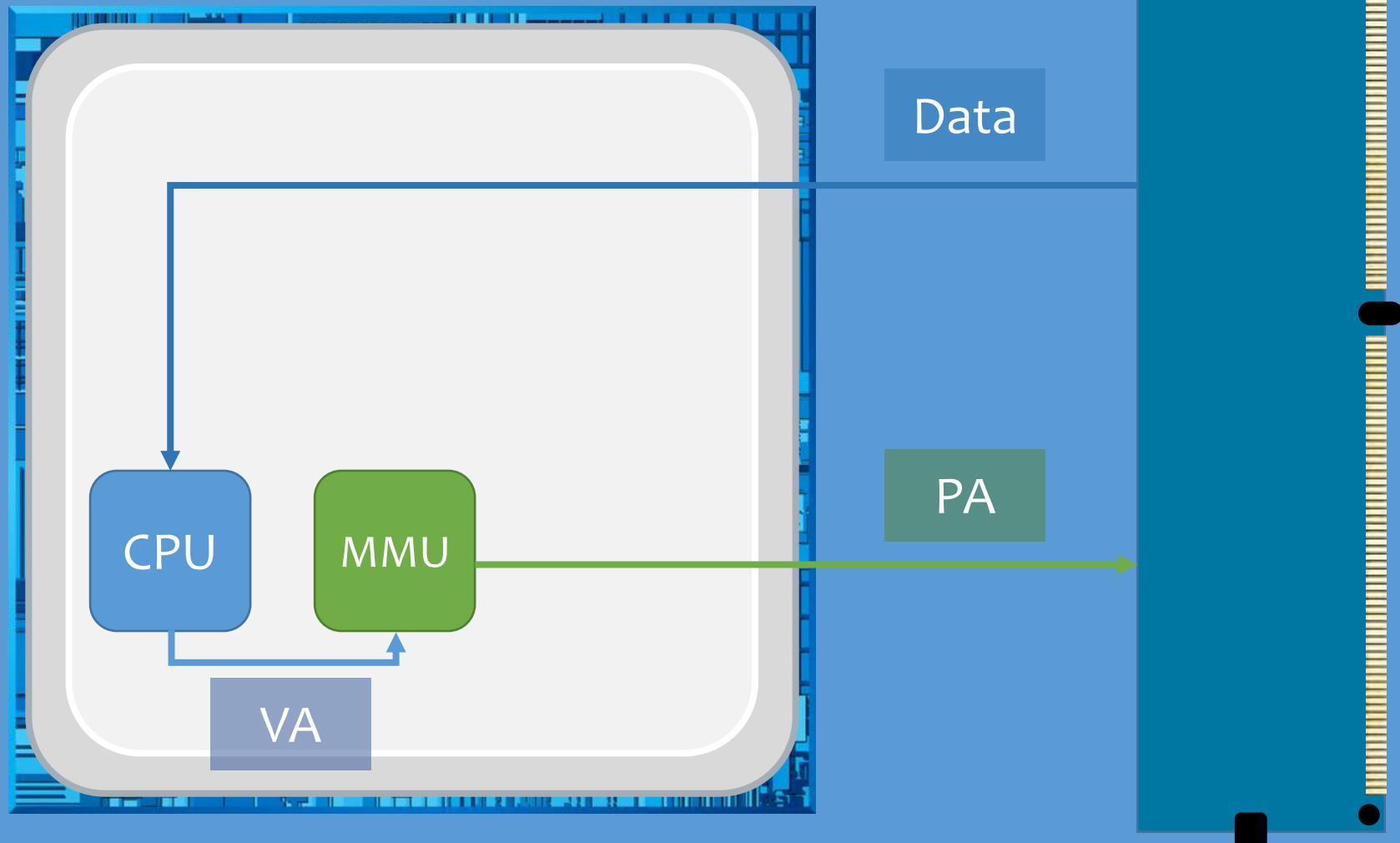
Virtual pages

0  
1  
2  
3

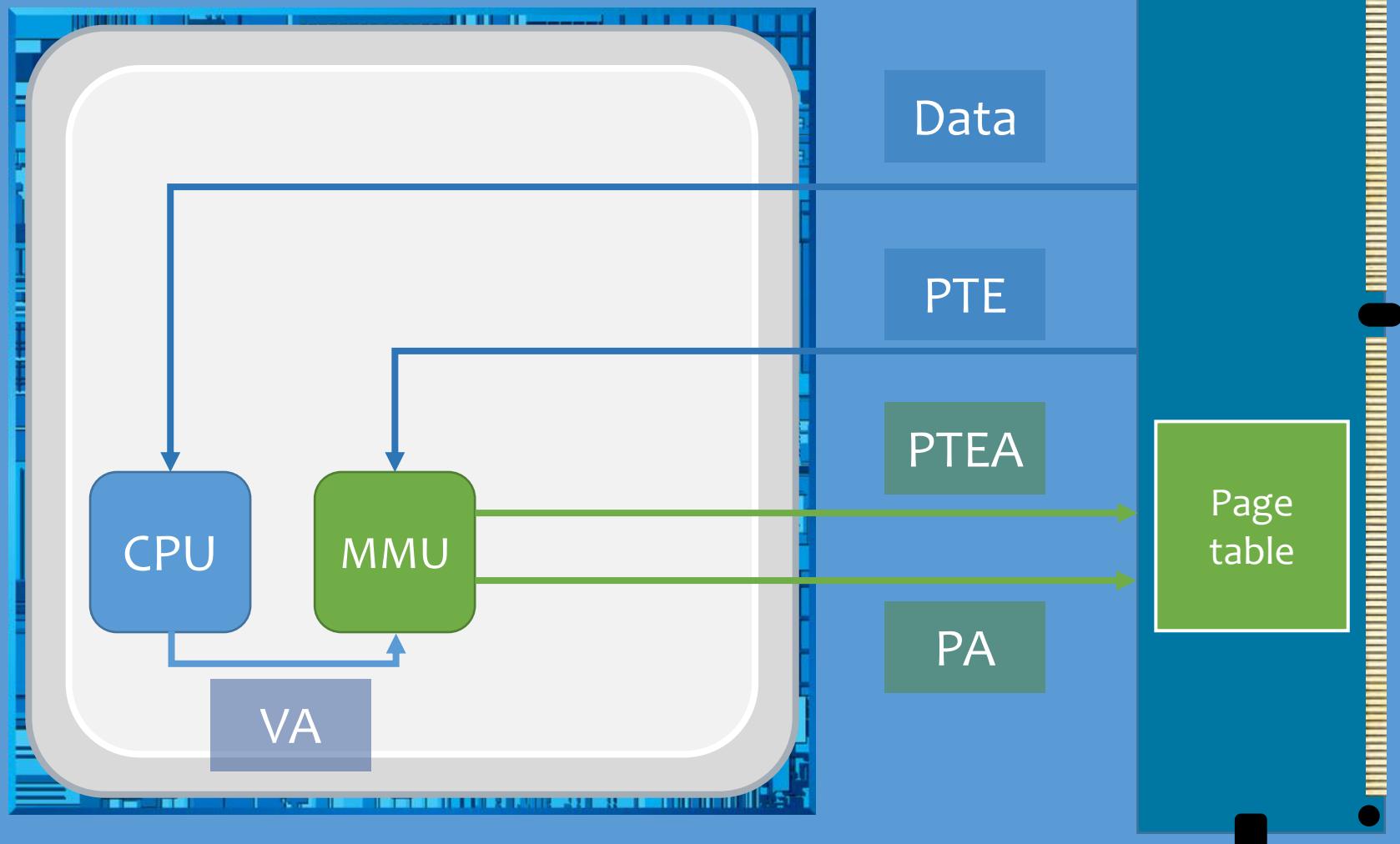
# Address Translation



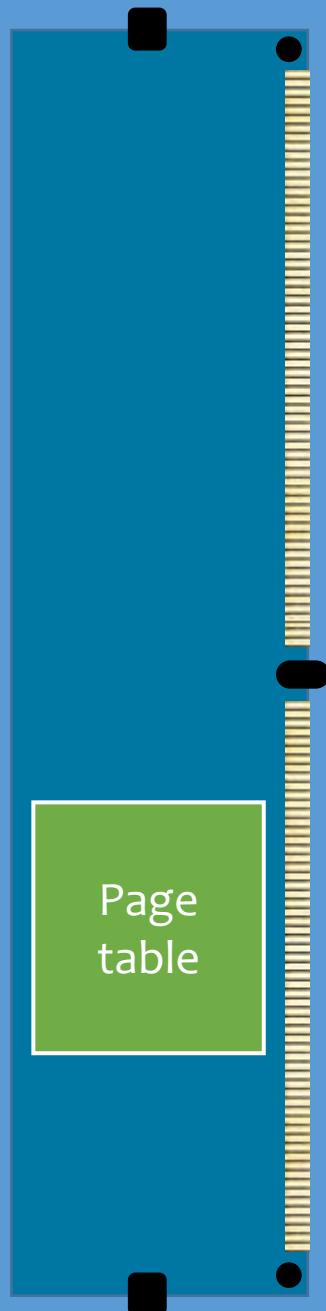
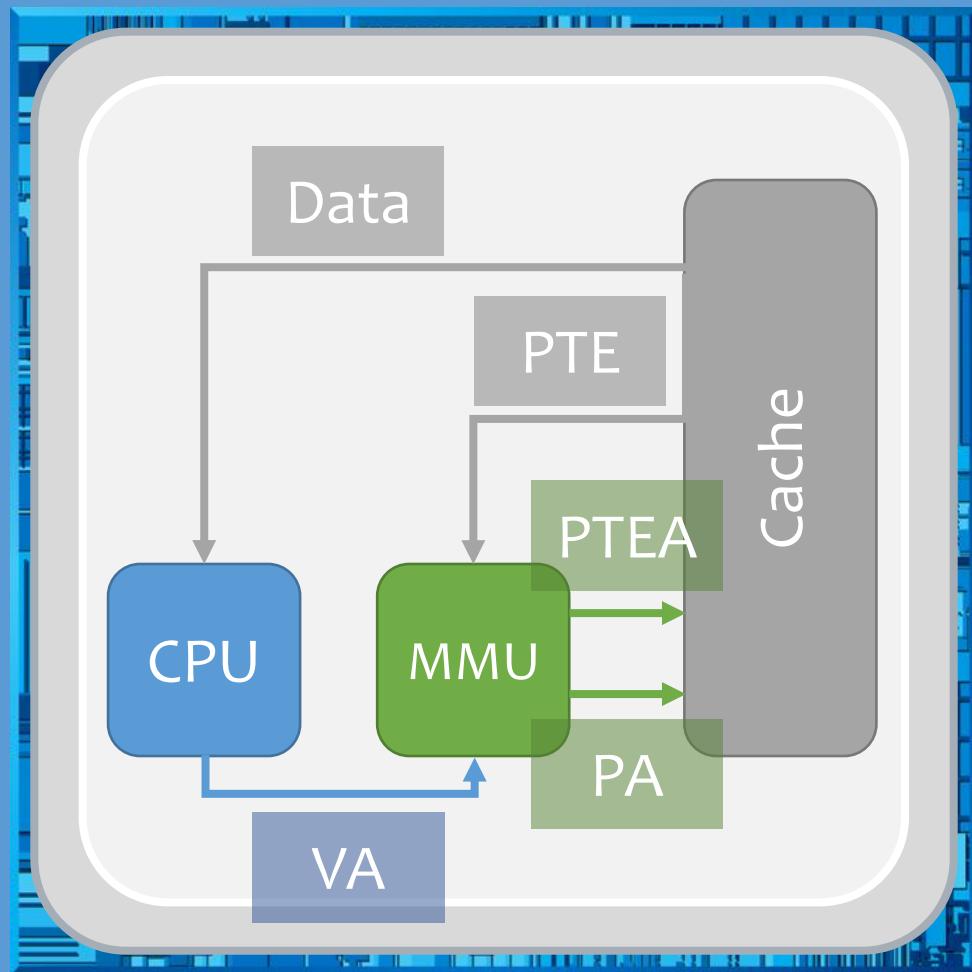
# Page Hit



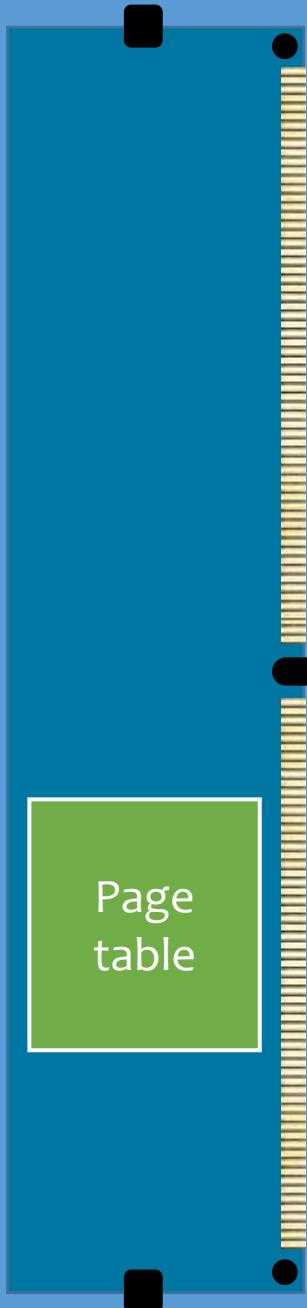
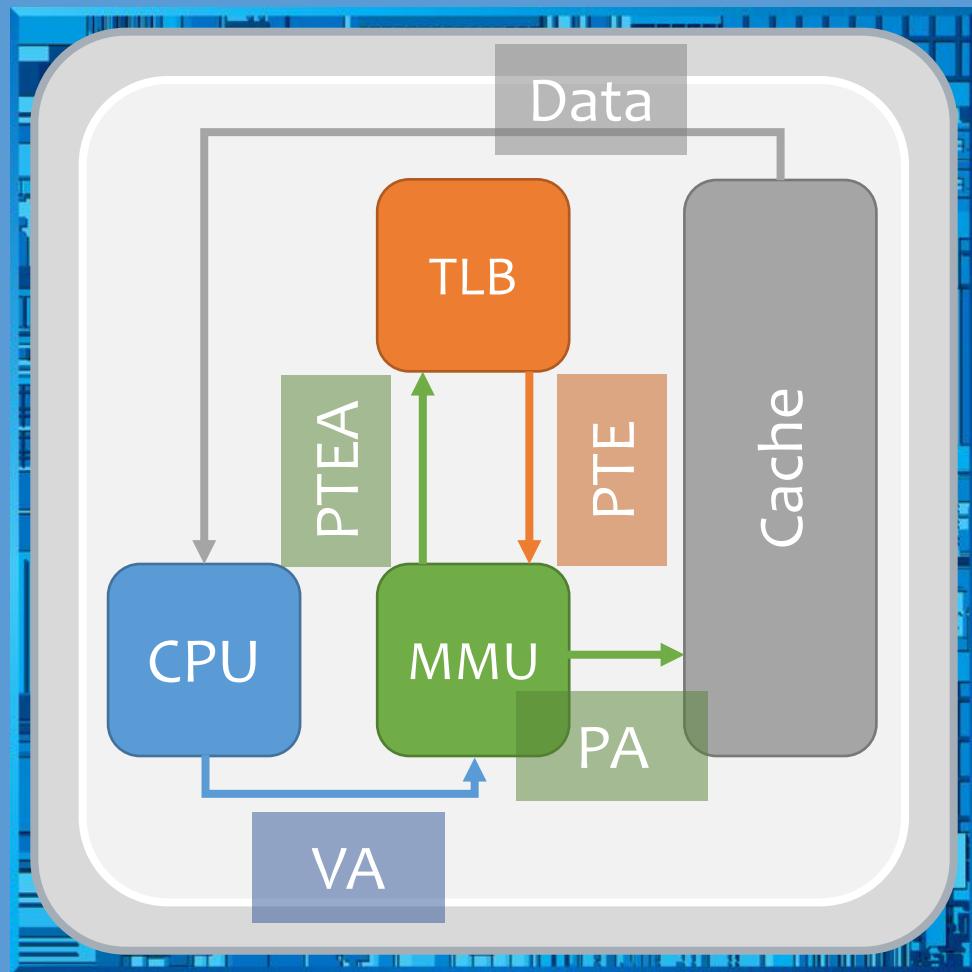
# Page Hit



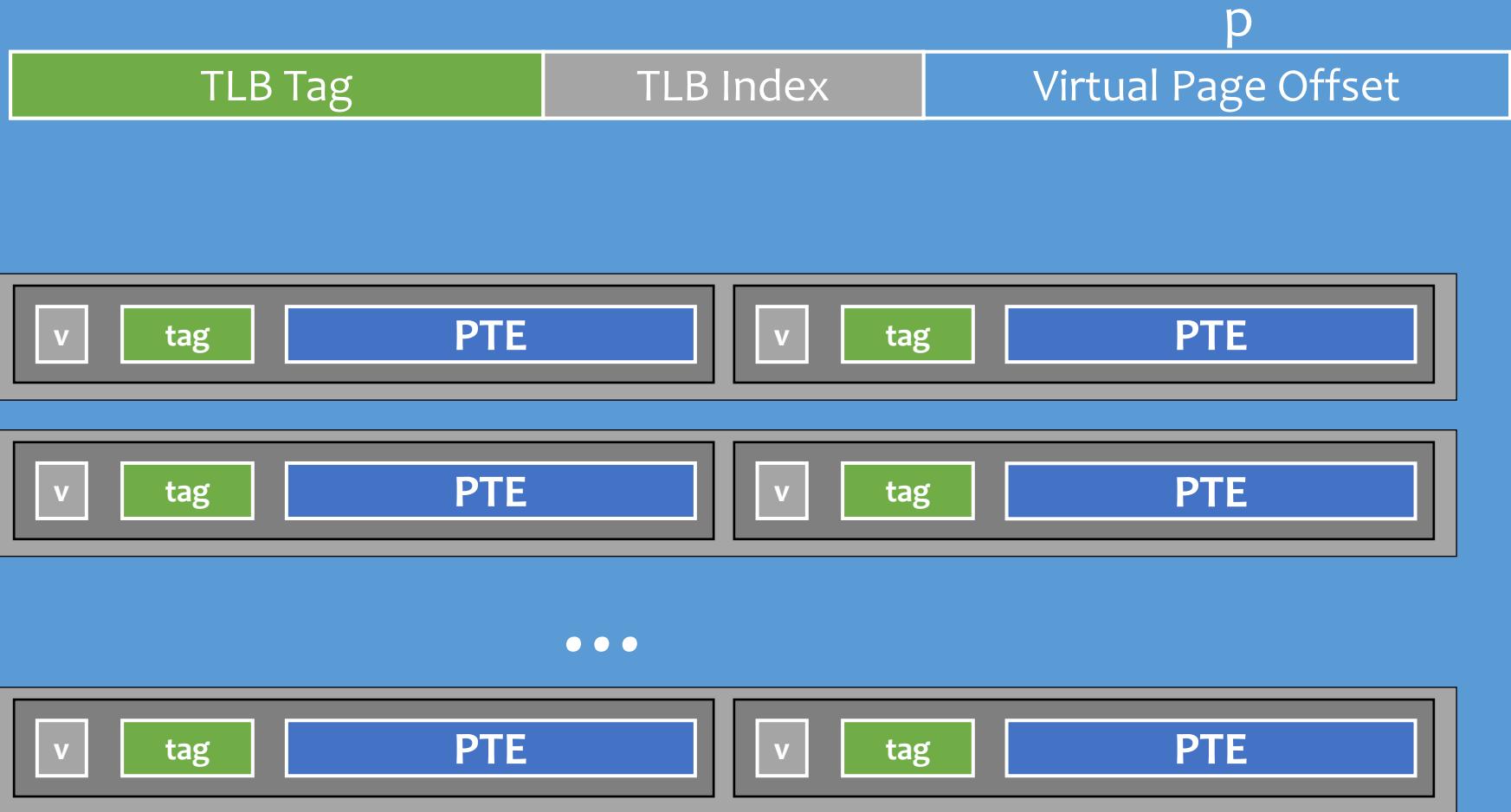
# Page Hit



# Page Hit



# Translation Lookaside Buffer



# Summary

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