Avaliação da tradução de endereço de memória virtual para físico

Unicamp - Universidade Estadual de Campinas Paulo Henrique Silva Ribeiro RA 181806

Agenda

- 1. Introdução;
- 2. Ferramentas utilizadas;
- 3. Toy benchmark;
- 4. Acesso à memória;
- 5. Misses na TLB;
- 6. Acesso a tabela de páginas;
- 7. Referência.

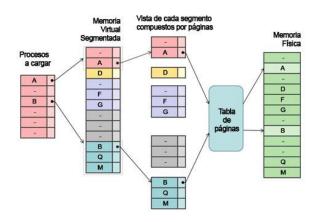
Introdução

Infraestrutura;

Objetivos.







Ferramentas utilizadas

PIN;



- Pinplay
 - o Pinbool;



Toy benchmark

```
#include<iostream>
using namespace std;
int main()
    int size = 100000;
    int next_pos = 4500;
    int pos = 0;
    int vector[100000] = {};
   for(int i=0; i<100; i++){
        vector[pos] = i;
        pos = pos + next_pos;
        if(pos >= size) {
            pos = pos - size;
    return 0;
```

```
toy_benchmark4kb 1928 91 273 115504 247 741
toy_benchmark4mb 1936 3 9 115597 5 15
```

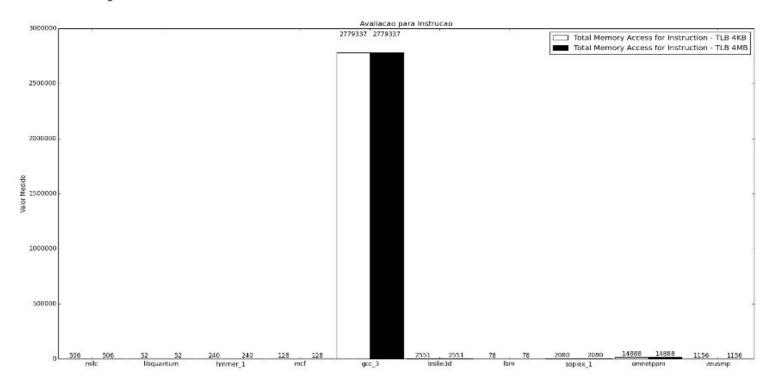


Toy benchmark resultados

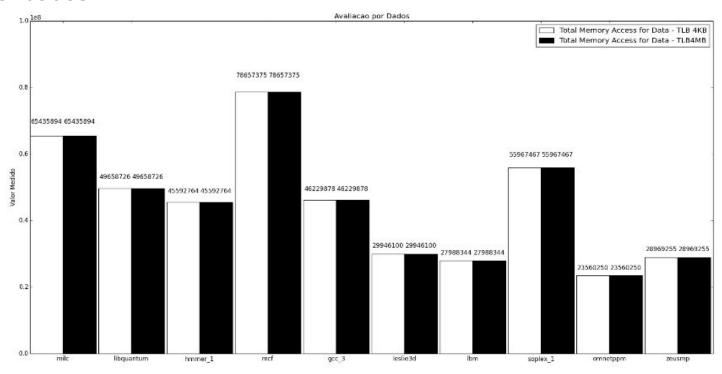


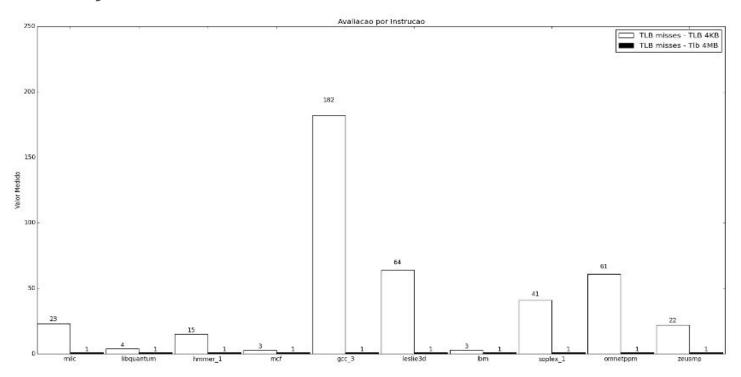
Toy benchmark

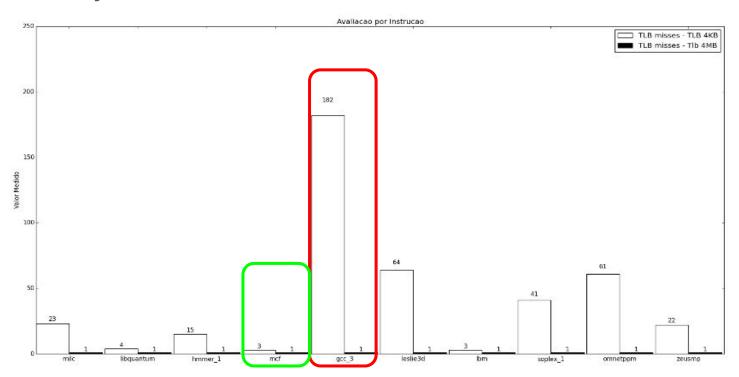
Acesso à memória

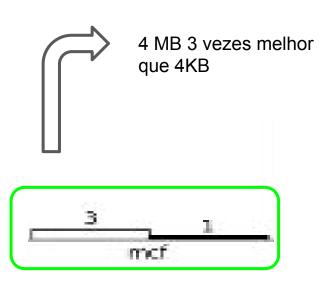


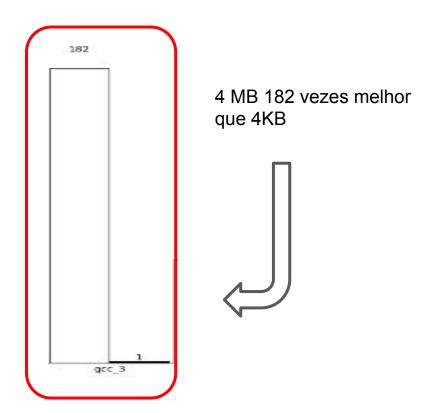
Acesso à memória

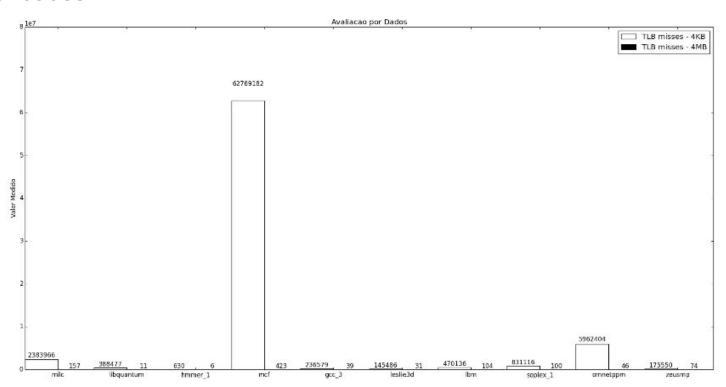


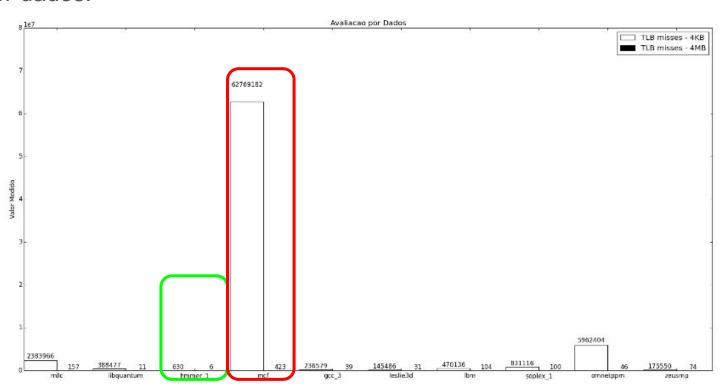






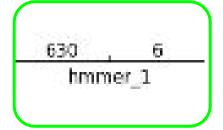


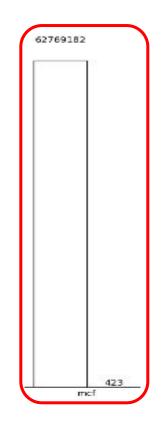




Por dados:



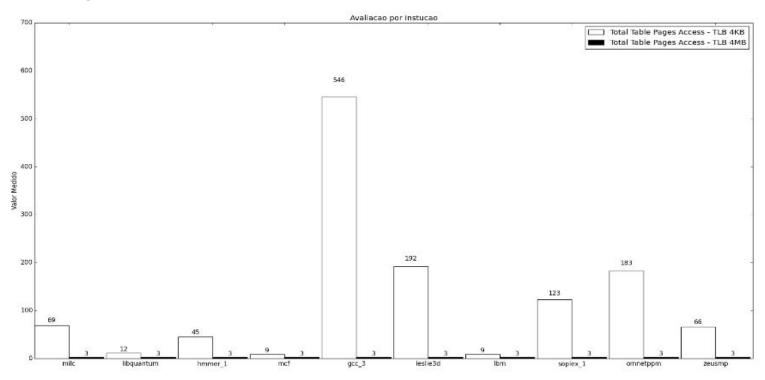




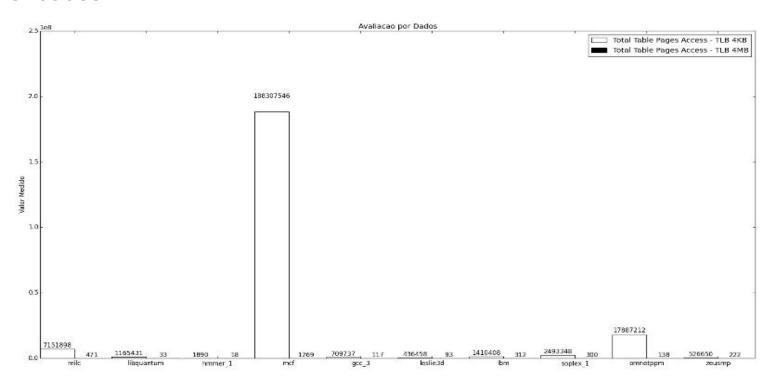
4 MB aproximadamente 150 mil vezes melhor que 4KB



Acesso à tabelas de páginas



Acesso à tabelas de páginas



Referências

- Pinplay
 - http://snipersim.org/w/Pinballs

- TLB wikipedia
 - o https://en.wikipedia.org/wiki/Translation_lookaside_buffer