



# Memory Virtualization: Segmentation and Paging

CS 571: *Operating Systems (Spring 2021)*  
Lecture 4

Yue Cheng

Some material taken/derived from:

- Wisconsin CS-537 materials created by Remzi Arpacı-Dusseau.

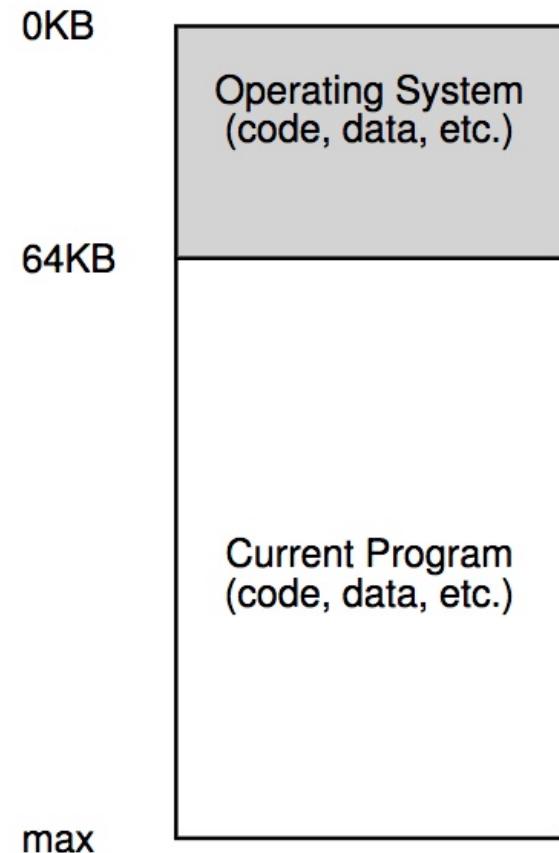
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# Today's outline

1. Address space and memory accesses
2. Relocation and Segmentation
3. Paging: Page table (PT)
4. Paging problems
  - PTs are too slow: Translation lookaside buffer (TLB)
  - PTs are too big: Small tables

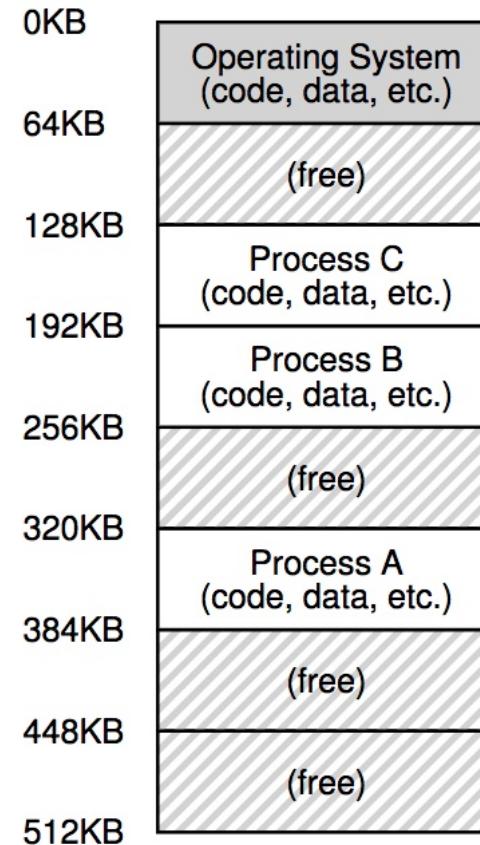
# Early Systems

- OS was a set of libraries
- OS sat in memory starting at physical address 0
- The rest was used by running program



# Multiprogramming & Time Sharing

- OS makes sure each process is confined to its own **address space** in memory

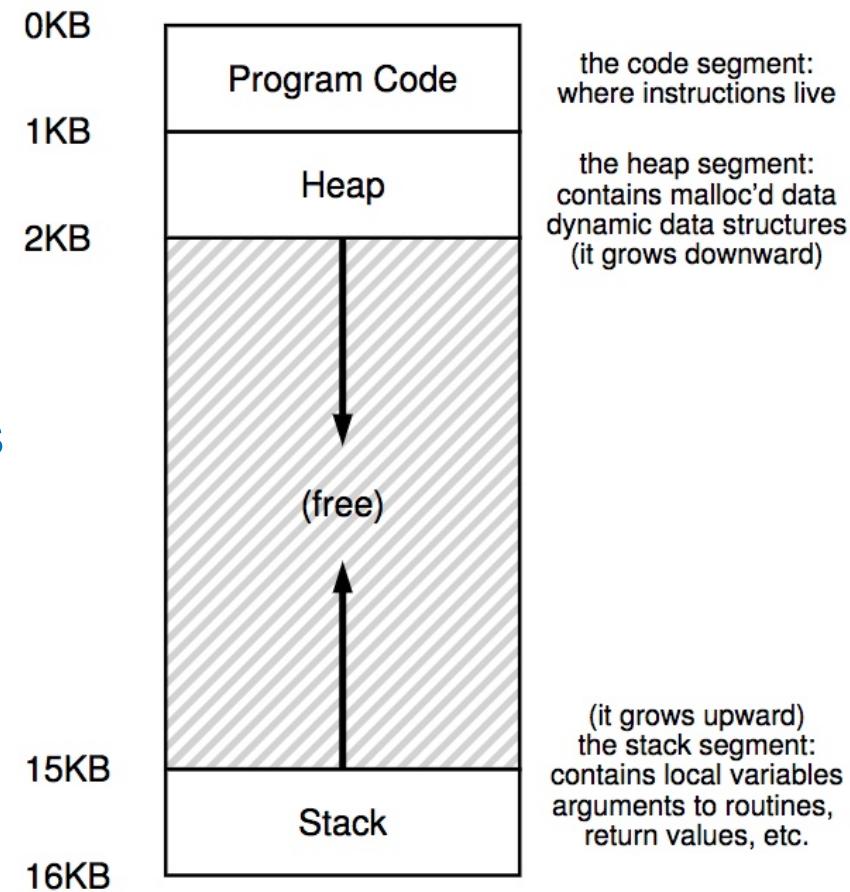


# The Abstraction

- A process has a set of addresses that map to a collection of bytes
- This set is called an **address space**
- Review: what stuff is in an address space?
  - Demo...

# The Address Space

- Address space
  - An easy-to-use **abstraction** of physical memory
- The address space is the running program's view of memory in the system
  - **Virtual address** or **logical address**
  - Physical address refers to those seen by the memory unit hardware
- The user program generates *logical* addresses; it never sees the **real** physical addresses



# High-level Goals

- Protection
  - Isolation
    - User process shouldn't access or affect anything outside its own address space
- Transparency
  - User program behaves as if it has its own private physical memory
  - Virtually large capacity (memory + disk)
- Efficiency
  - Space and time efficient memory virtualization
  - Performance relies on hardware support (e.g., TLBs)

# All Memory Addresses You See are Virtual

- Any address that a programmer can see is a virtual address

```
#include <stdio.h>
#include <stdlib.h>
int main(int argc, char *argv[]) {
    printf("location of code : %p\n", (void *) main);
    printf("location of heap : %p\n", (void *) malloc(1));
    int x = 3;
    printf("location of stack : %p\n", (void *) &x);
    return x;
}
```

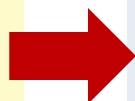
Result:

```
location of code : 0x1095afe50
location of heap : 0x1096008c0
location of stack : 0x7fff691aea64
```

# Virtual Memory Accesses

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

int main(int argc, char *argv[]) {
    int x;
    x = x + 2;
}
```



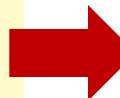
```
_main:
0000000100000fa0 pushq %rbp
0000000100000fa1 movq %rsp, %rbp
0000000100000fa4 xorl %eax, %eax
0000000100000fa6 movl %edi, -0x4(%rbp)
0000000100000fa9 movq %rsi, -0x10(%rbp)
0000000100000fad movl 0x8(%rbp), %edi
0000000100000fb0 addl $0x2, %edi
0000000100000fb3 movl %edi, 0x8(%rbp)
0000000100000fb6 popq %rbp
0000000100000fb7 retq
```

% objdump -S demo

# Virtual Memory Accesses

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

int main(int argc, char *argv[]) {
    int x;
    x = x + 2;
}
```



```
main:
0000000100000fa0 pushq %rbp
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0000000100000fb6 popq %rbp
0000000100000fb7 retq
```

% objdump -S demo

# Virtual Memory Accesses

```
%rip = 0x100000fad  
%rbp = 0x200
```

**Memory accesses:**



```
0x100000fad movl 0x8(%rbp), %edi  
0x100000fb0 addl $0x2, %edi  
0x100000fb3 movl %edi, 0x8(%rbp)
```

# Virtual Memory Accesses

```
%rip = 0x100000fad  
%rbp = 0x200
```

**Memory accesses:**  
**Fetch instr. at addr 0x100000fad**



```
0x100000fad movl 0x8(%rbp), %edi  
0x100000fb0 addl $0x2, %edi  
0x100000fb3 movl %edi, 0x8(%rbp)
```

# Virtual Memory Accesses

```
%rip = 0x100000fad  
%rbp = 0x200
```

**Memory accesses:**  
Fetch instr. at addr **0x100000fad**  
Exec, load from addr **0x208**



```
0x100000fad movl 0x8(%rbp), %edi  
0x100000fb0 addl $0x2, %edi  
0x100000fb3 movl %edi, 0x8(%rbp)
```

# Virtual Memory Accesses

```
%rip = 0x100000fb0  
%rbp = 0x200
```

**Memory accesses:**  
Fetch instr. at addr **0x100000fad**  
Exec, load from addr **0x208**

```
0x100000fad movl 0x8(%rbp), %edi  
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# Virtual Memory Accesses

```
%rip = 0x100000fb0  
%rbp = 0x200
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0x100000fad movl 0x8(%rbp), %edi  
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0x100000fb3 movl %edi, 0x8(%rbp)
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**Memory accesses:**  
Fetch instr. at addr **0x100000fad**  
Exec, load from addr **0x208**

Fetch instr. at addr **0x100000fb0**

# Virtual Memory Accesses

```
%rip = 0x100000fb0  
%rbp = 0x200
```

```
0x100000fad movl 0x8(%rbp), %edi  
0x100000fb0 addl $0x2, %edi  
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```

**Memory accesses:**  
Fetch instr. at addr **0x100000fad**  
Exec, **load** from addr **0x208**

Fetch instr. at addr **0x100000fb0**  
Exec, no load

# Virtual Memory Accesses

```
%rip = 0x100000fb3  
%rbp = 0x200
```

```
0x100000fad movl 0x8(%rbp), %edi  
0x100000fb0 addl $0x2, %edi  
0x100000fb3 movl %edi, 0x8(%rbp)
```

**Memory accesses:**  
Fetch instr. at addr **0x100000fad**  
Exec, **load** from addr **0x208**

Fetch instr. at addr **0x100000fb0**  
Exec, no load

# Virtual Memory Accesses

```
%rip = 0x100000fb3  
%rbp = 0x200
```

```
0x100000fad movl 0x8(%rbp), %edi  
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```

- Memory accesses:**
- Fetch instr. at addr **0x100000fad**  
Exec, **load** from addr **0x208**
  - Fetch instr. at addr **0x100000fb0**  
Exec, no load
  - Fetch instr. at addr **0x100000fb3**

# Virtual Memory Accesses

```
%rip = 0x100000fb3  
%rbp = 0x200
```

```
0x100000fad movl 0x8(%rbp), %edi  
0x100000fb0 addl $0x2, %edi  
0x100000fb3 movl %edi, 0x8(%rbp)
```

**Memory accesses:**  
**Fetch** instr. at addr **0x100000fad**  
Exec, **load** from addr **0x208**

**Fetch** instr. at addr **0x100000fb0**  
Exec, no load

**Fetch** instr. at addr **0x100000fb3**  
Exec, **store** to addr **0x208**

# Virtual Memory Accesses

```
%rip = 0x100000fb3  
%rbp = 0x200
```

```
0x100000fad movl 0x8(%rbp), %edi  
0x100000fb0 addl $0x2, %edi  
0x100000fb3 movl %edi, 0x8(%rbp)
```

**Memory accesses:**

Fetch instr. at addr 0x100000fad  
Exec, load from addr 0x208

Fetch instr. at addr 0x100000fb0  
Exec, no load

Fetch instr. at addr 0x100000fb3  
Exec, store to addr 0x208

**Q: How to relocate the memory access in a way  
that is transparent to the process?**

# Virtual Memory Accesses

- Approaches:
  - Static Relocation
  - Dynamic Relocation
    - Base
    - Base-and-Bounds
  - Segmentation

# Virtual Memory Accesses

- Approaches:
  - **Static Relocation**: requires rewrite for the same code
  - Dynamic Relocation
    - Base
    - Base-and-Bounds
  - Segmentation

# Virtual Memory Accesses

- Approaches:
  - **Static Relocation**: requires rewrite for the same code
  - **Dynamic Relocation**
    - **Base**: add a base to virtual address to get physical address
    - Base-and-Bounds
  - Segmentation

# Virtual Memory Accesses

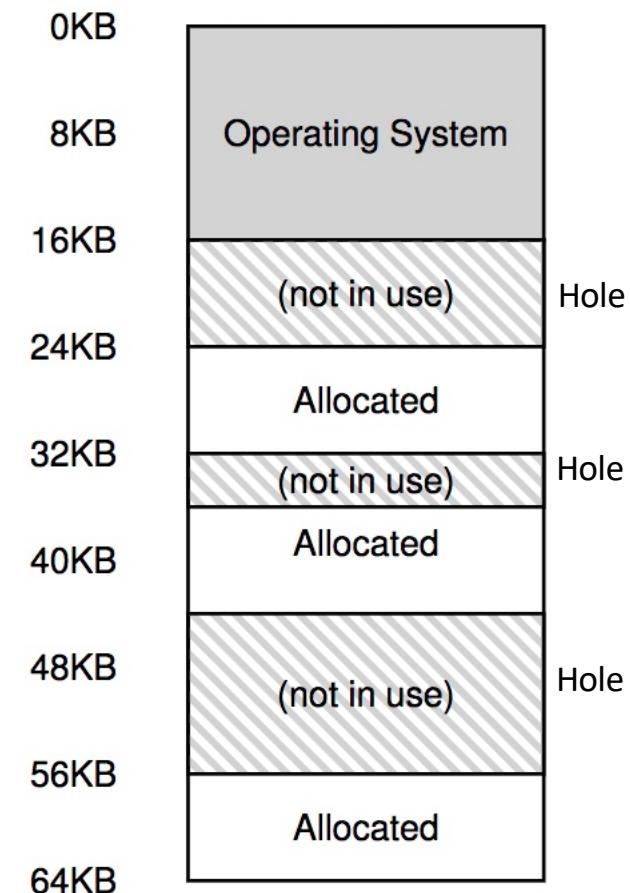
- Approaches:
  - **Static Relocation**: requires rewrite for the same code
  - **Dynamic Relocation**
    - **Base**: add a base to virtual address to get physical address
    - **Base-and-Bounds**: checks physical address is in range
  - Segmentation

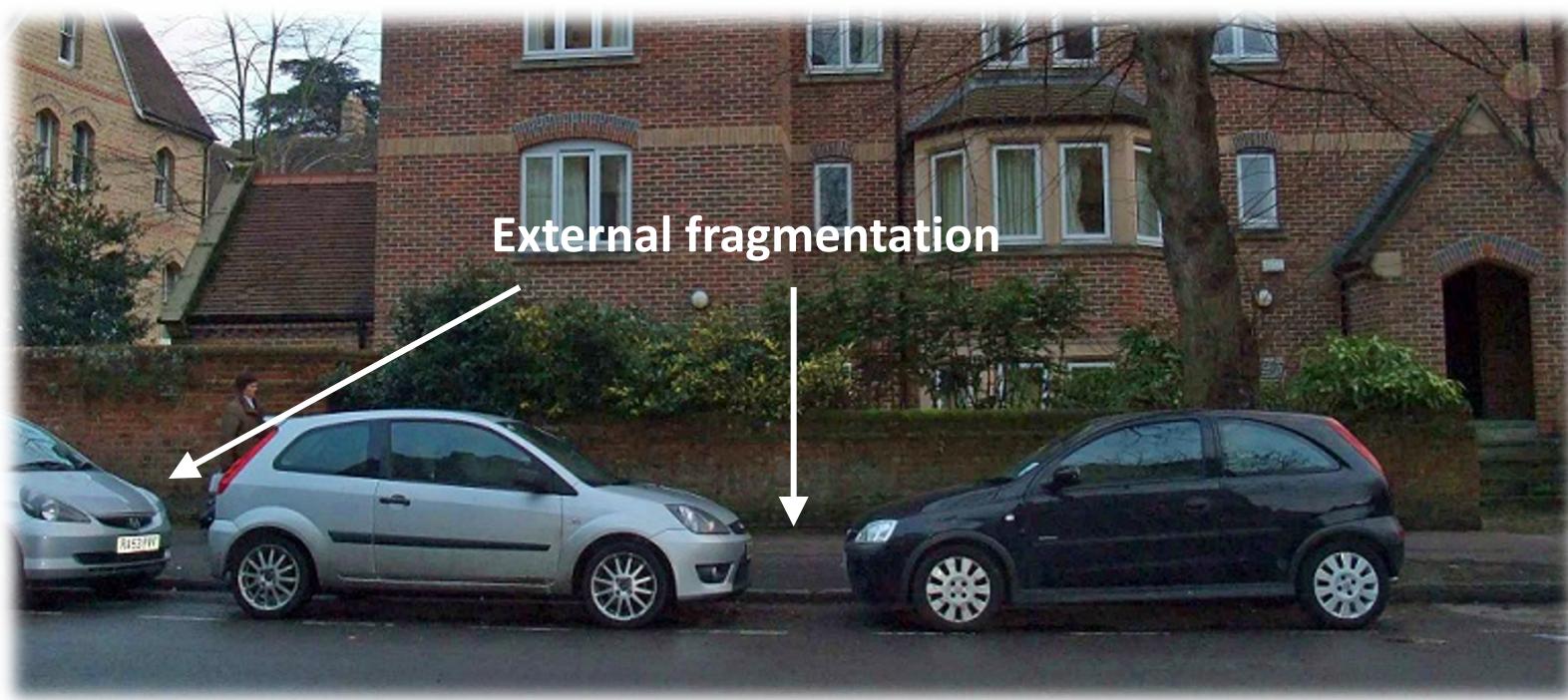
# Virtual Memory Accesses

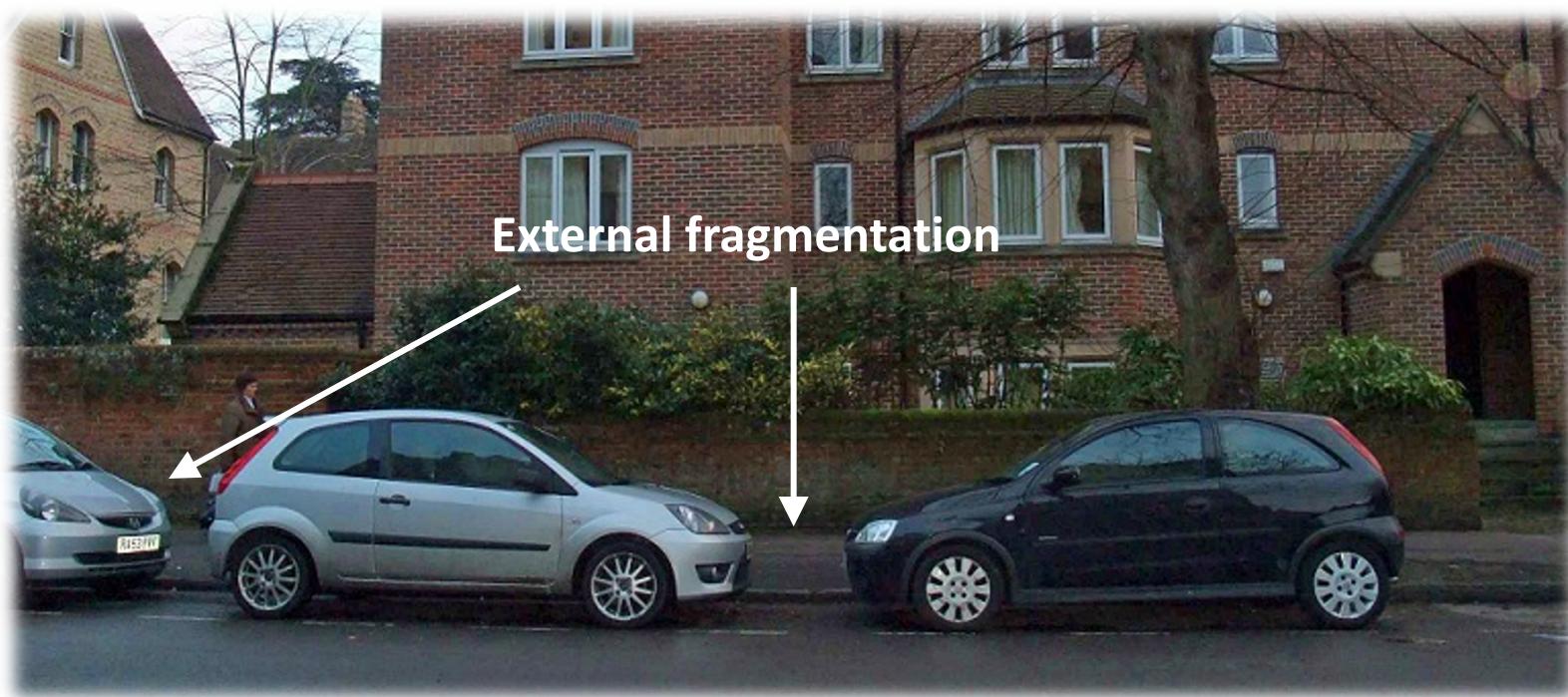
- Approaches:
  - **Static Relocation**: requires rewrite for the same code
  - **Dynamic Relocation**
    - **Base**: add a base to virtual address to get physical address
    - **Base-and-Bounds**: checks physical address is in range
  - **Segmentation**: many base+bounds pairs

# Segmentation Issues: External Fragmentation

- As processes are loaded and removed from the main memory, the free memory is broken into small pieces
  - Hole:** block of available memory; holes of various size are scattered throughout memory
- A new allocation request may have to be denied
  - When there is no contiguous free memory with requested size
  - The total free memory space may be much larger than the requested size!**





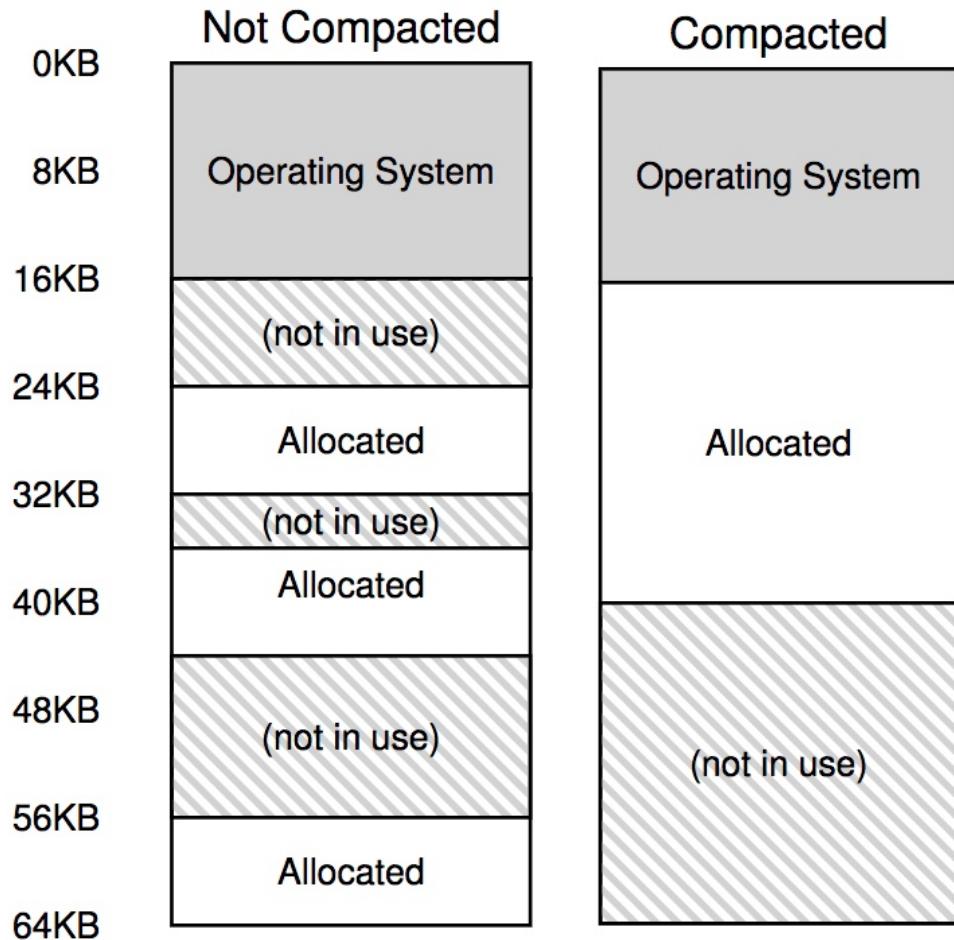


Ideally, what we want...



# Memory Compaction

- Reduce external fragmentation by **copy+compaction**
  - Shuffle memory contents to place all free memory together in one large block
  - Compaction is possible *only if relocation is dynamic, and is done at execution time*
  - Must be careful about pending I/O before initiating compaction
  - **Problems**
    - Too much perf overhead



# Paging

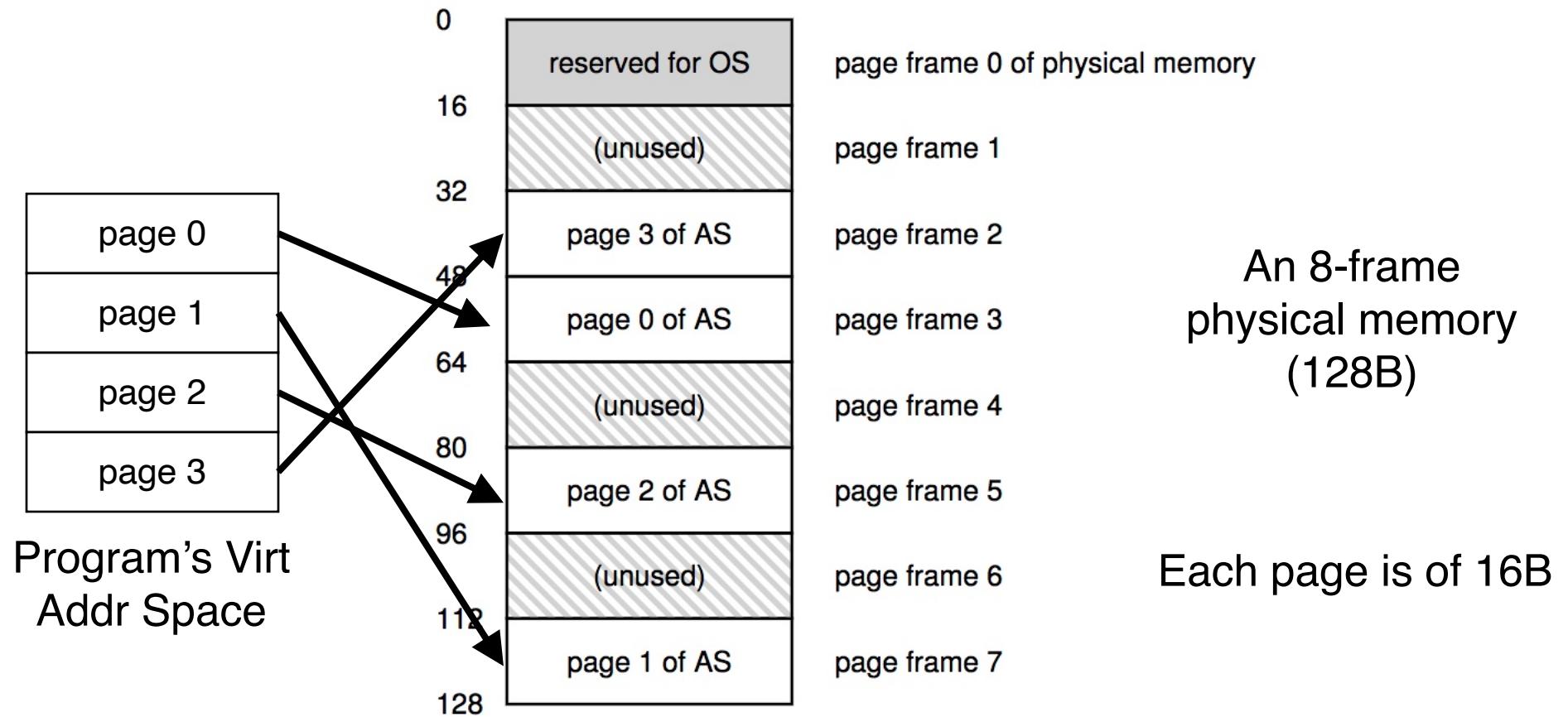
# Paging

- Motivation: Segmentation is too **coarse-grained**
  - Either waste space (**external fragmentation**) or
  - copy memory often (**compaction**)
- We need a **finer-grained** alternative!

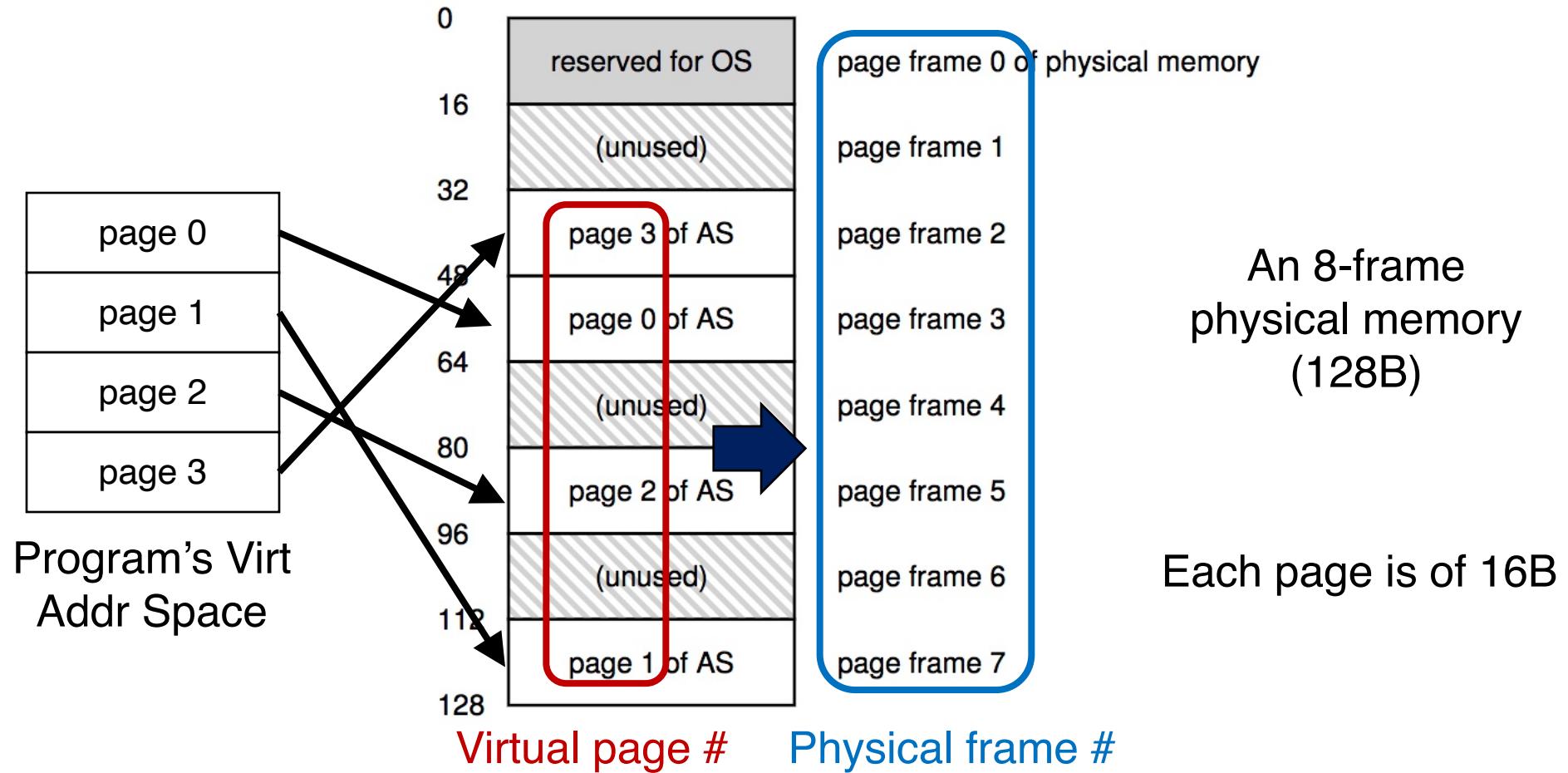
# Paging Scheme

- A memory management scheme that allows the physical address space of a process to be **non-contiguous**
- Divide **physical memory** into fixed-sized blocks called **frames**
- Divide **logical memory** into blocks of same size called **pages**
- Flexible mapping: Any page can go to any free frame
- Scalability: To run a program of size  $n$  pages, need to find  $n$  free frames and load program
  - **Grow memory segments wherever we please!**

# A Simple Example



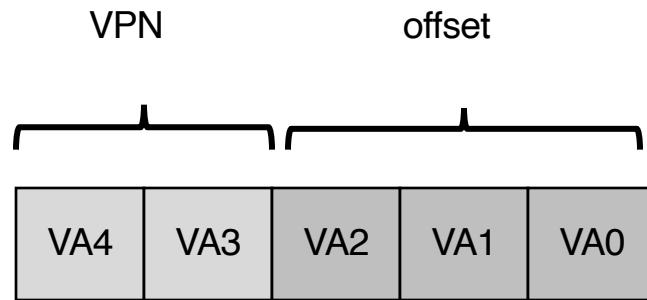
# A Simple Example



# Addressing Basics

- For segmentation
  - High bits => segment #
  - Low bits => offset

- For paging
  - High bits => page #
  - Low bits => offset



Q: How many offset bits do we need?

A: **log(page\_size)**

# Address Examples

Page size	Low bits (offset)
16 Bytes	4
2 KB	11
4 MB	22
256 Bytes	8
16 KB	14

# Address Examples

Page size	Low bits (offset)	Virt Addr bits	High bits (vpn)
16 Bytes	4	10	
2 KB	11	20	
4 MB	22	32	
256 Bytes	8	16	
16 KB	14	64	

# Address Examples

Page size	Low bits (offset)	Virt Addr bits	High bits (vpn)
16 Bytes	4	10	6
2 KB	11	20	9
4 MB	22	32	10
256 Bytes	8	16	8
16 KB	14	64	50

# Address Examples

Page size	Low bits (offset)	Virt Addr bits	High bits (vpn)	Virt pages
16 Bytes	4	10	6	
2 KB	11	20	9	
4 MB	22	32	10	
256 Bytes	8	16	8	
16 KB	14	64	50	

# Address Examples

Page size	Low bits (offset)	Virt Addr bits	High bits (vpn)	Virt pages
16 Bytes	4	10	6	64
2 KB	11	20	9	512
4 MB	22	32	10	1K
256 Bytes	8	16	8	256
16 KB	14	64	50	$2^{50}$

# Address Examples

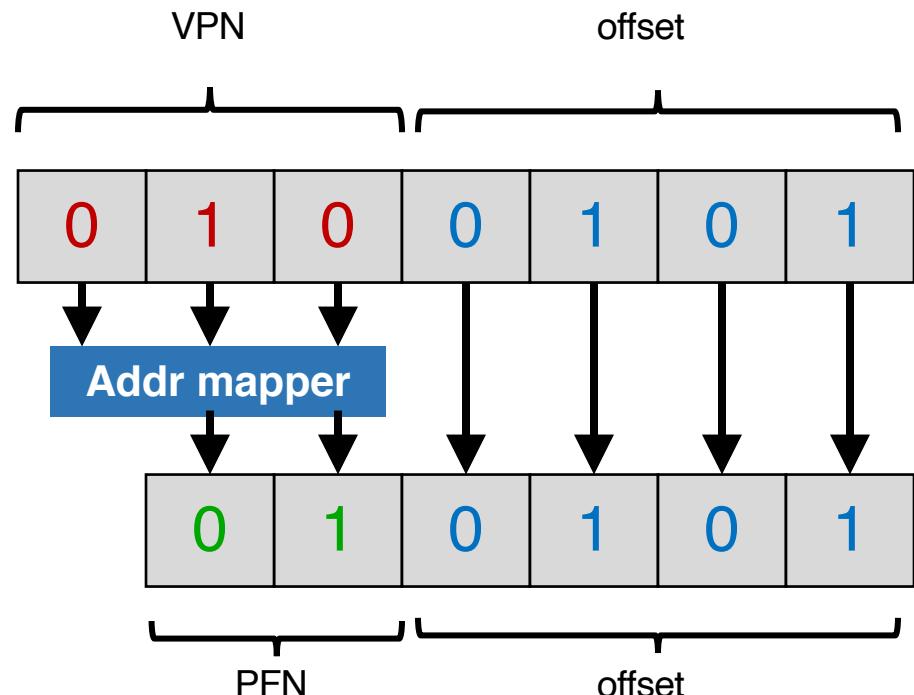
Page size	Low bits (offset)	Virt Addr bits	High bits (vpn)	Virt pages
16 Bytes	4	10	6	64
2 KB	11	20	9	512
4 MB	22	32	10	1K
256 Bytes	8	16	8	256
16 KB	14	64	50	$2^{50}$

Note: high bits for physical frames may be different!

Question: An x86\_64 Linux OS with 4KB page size. How many pages can we have assuming the maximum memory limit?

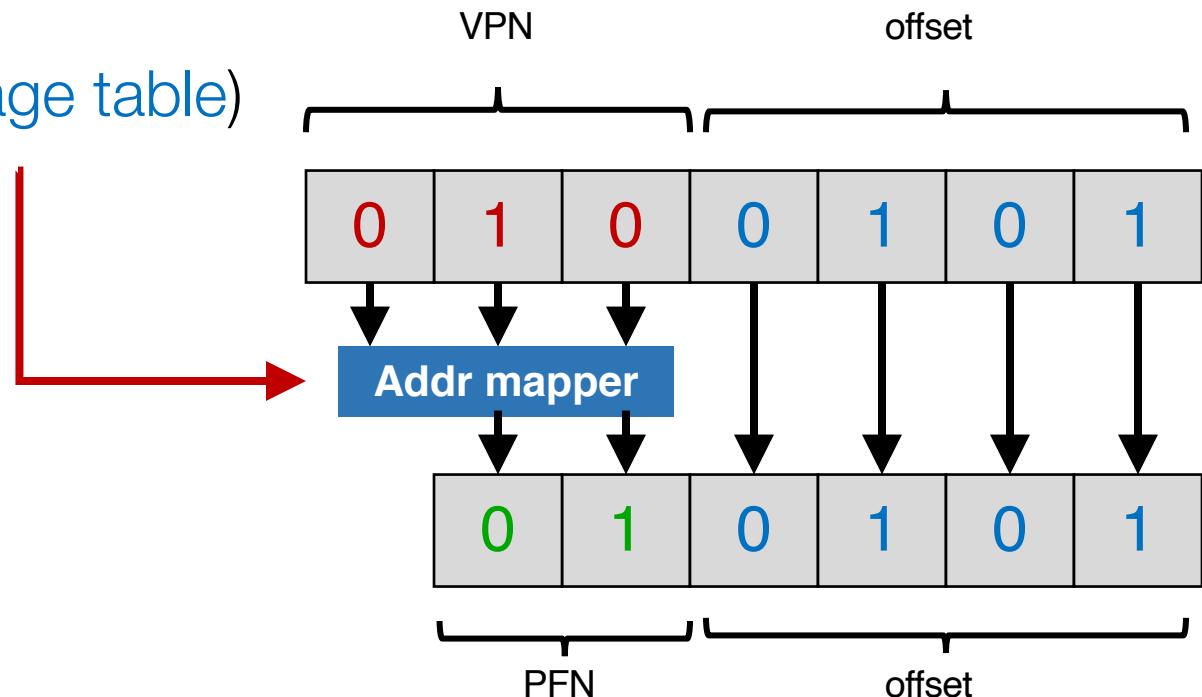
# Virtual => Physical Addr Mapping

- We need a general mapping mechanism
- What data structure is good?
  - Big array

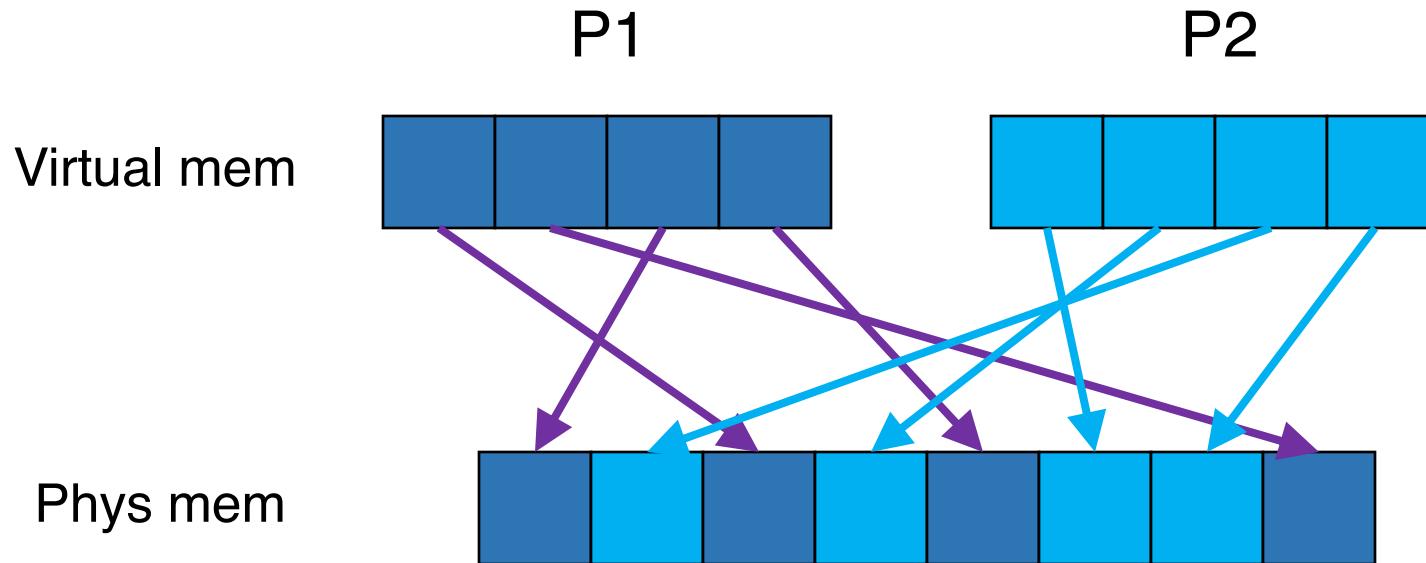


# Virtual => Physical Addr Mapping

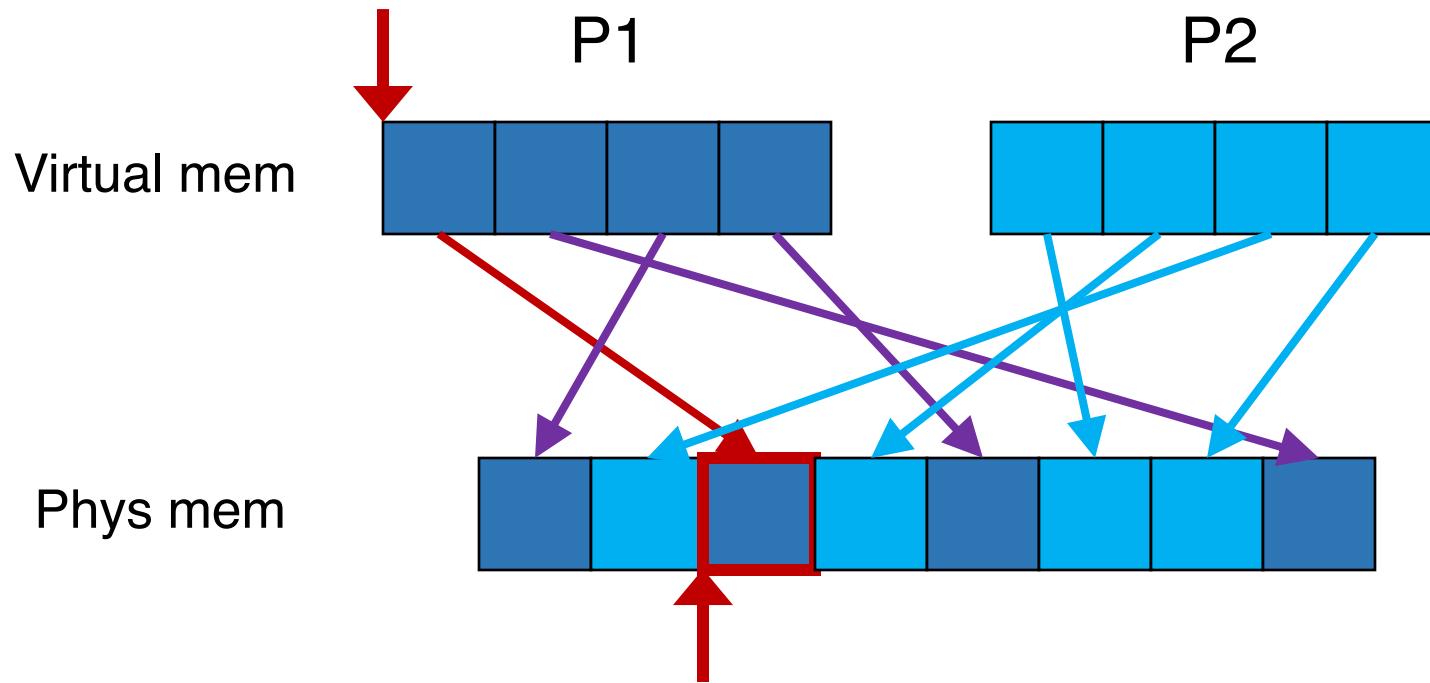
- We need a general mapping mechanism
- What data structure is good?
  - Big array  
(aka [linear page table](#))



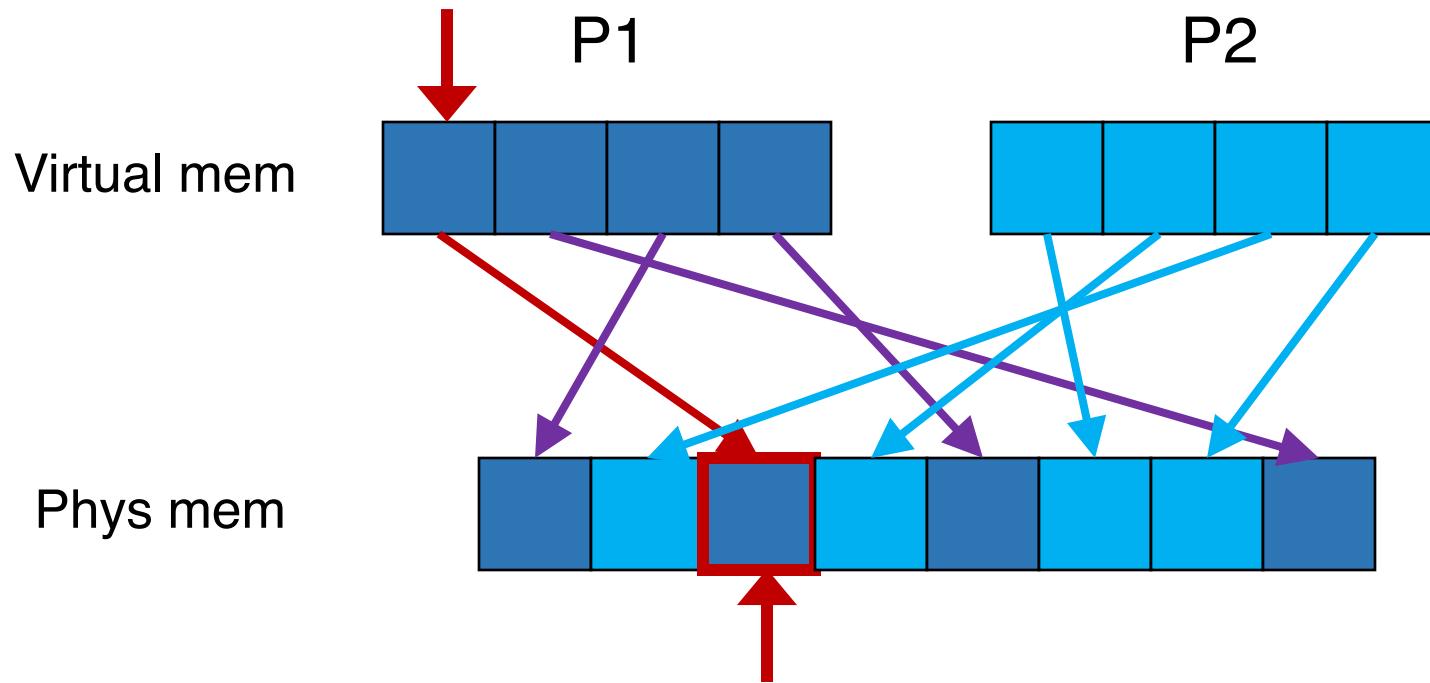
# Mapping Example



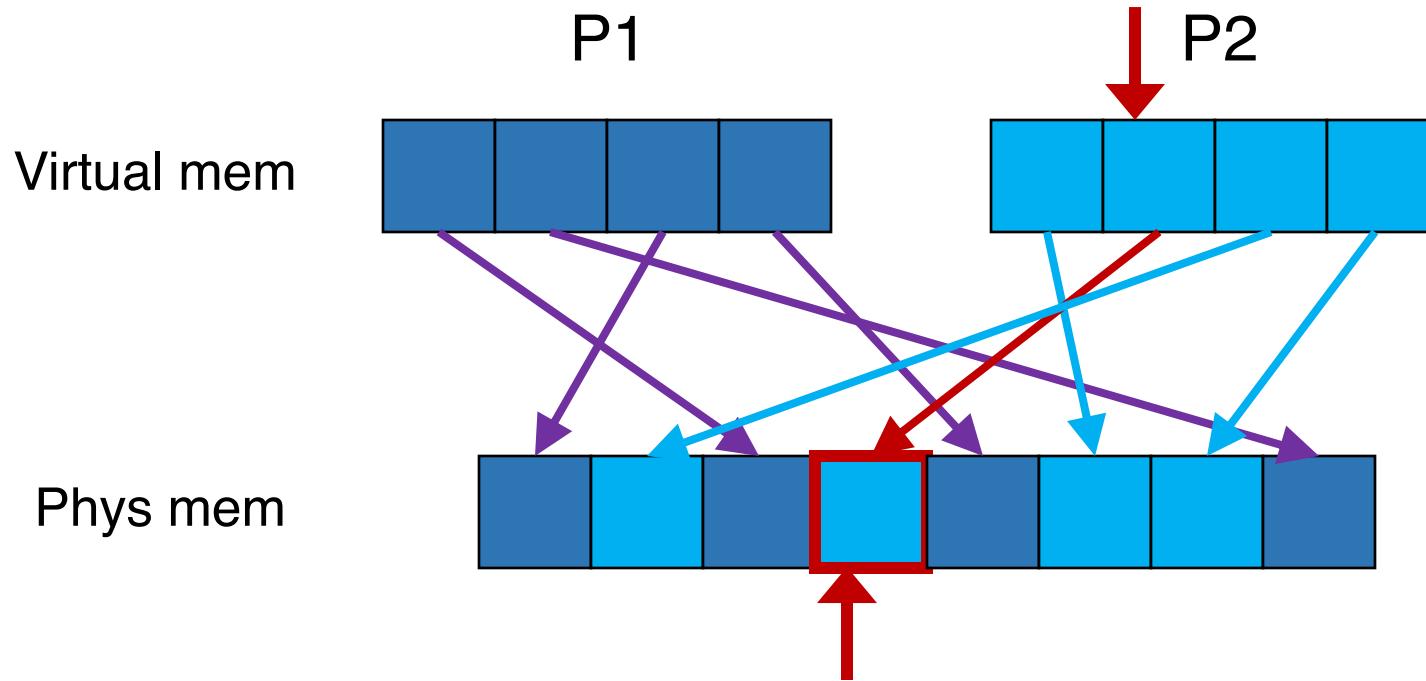
# Mapping Example



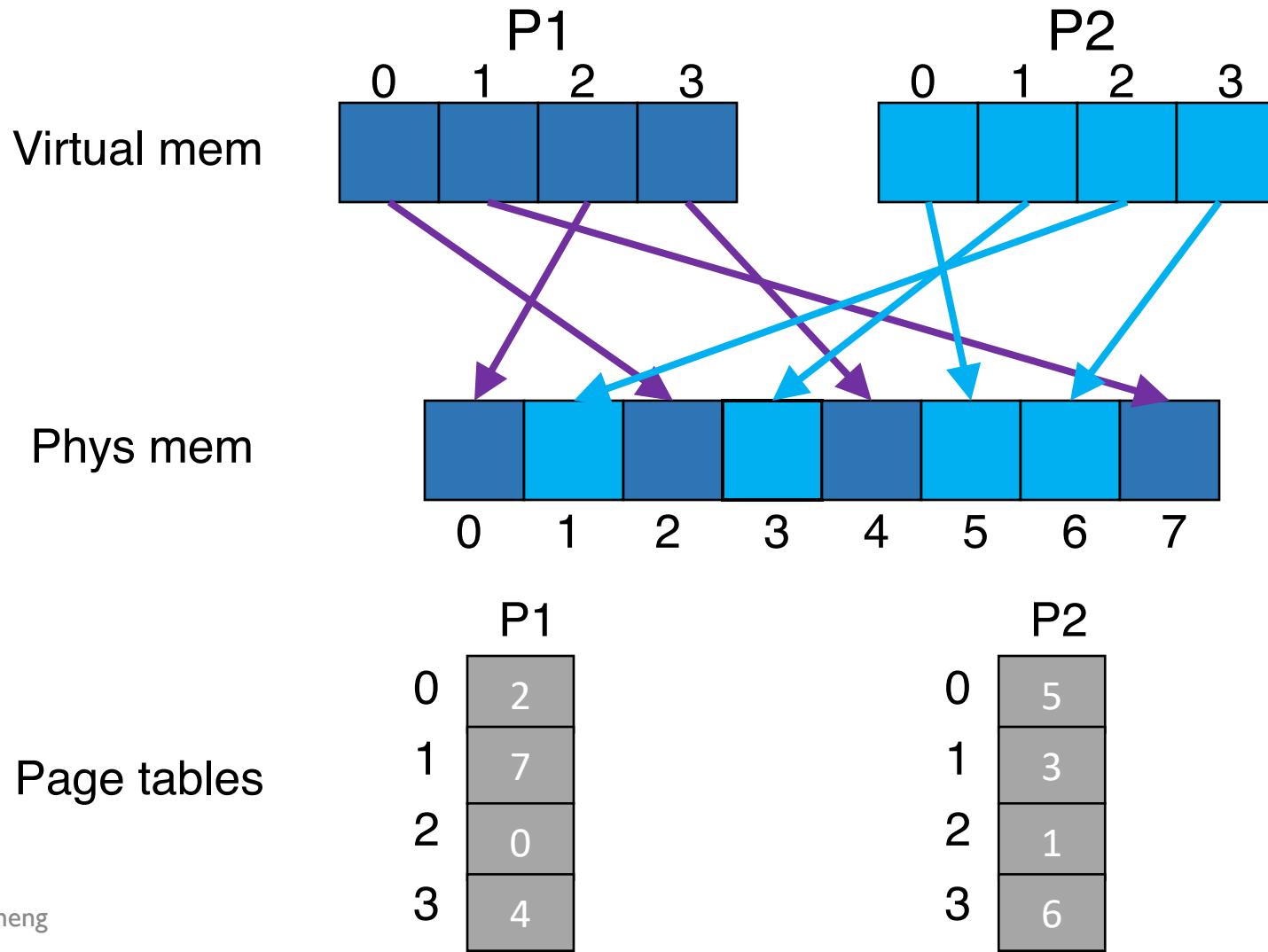
# Mapping Example



# Mapping Example



# Mapping Example



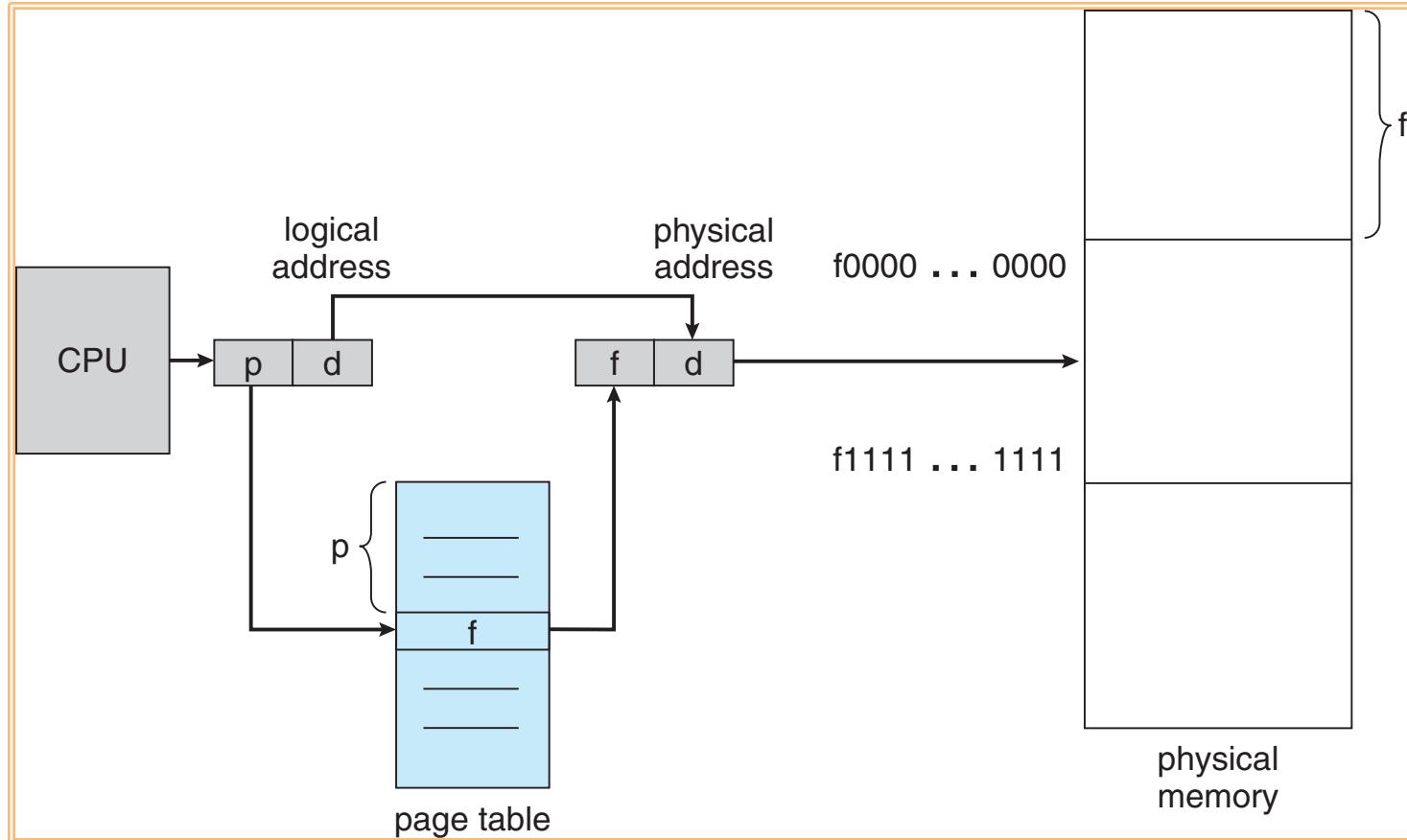
# Page Table

- A **per-process** data structure used to keep track of virtual page to physical frame mapping
- Major role: store **address translation**

# Address Translation Scheme

- Observe: The simple limit/relocation register pair mechanism is no longer sufficient
- m-bit virtual address generated by CPU is divided into:
  - Virtual Page number (p) – used as an index into a page table which contains base address of each page in physical memory
  - Page offset (d) – combined with base address to define the physical memory address that is sent to the memory unit

# Address Translation Architecture



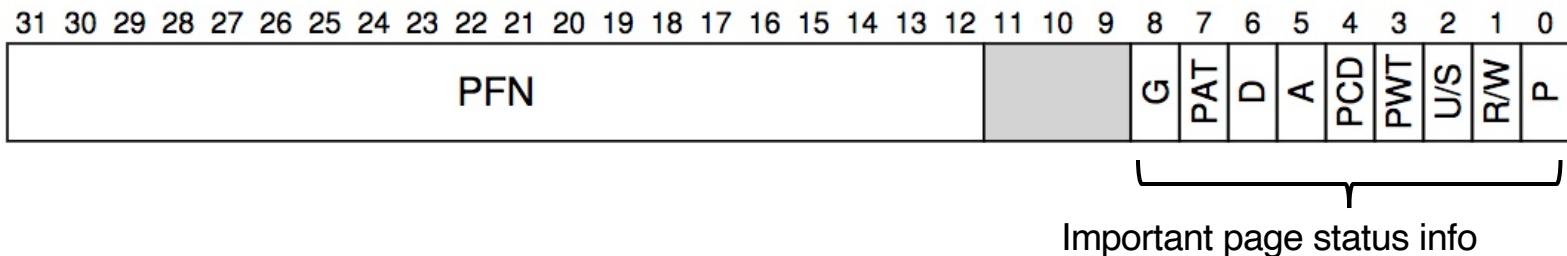
# More on Page Table

- The page table data structure is kept in main memory
- Each **page table entry** (PTE) holds  
`<physical translation + other info>`
- **Page-table base register** (PTBR) points to the page table
  - E.g., CR3 on x86
- **Page-table length register** (PTLR), if it exists, indicates the size of the page table

# Page Table Entry (PTE)

- The simplest form of a page table is a **linear page table**
  - Array data structure
  - OS indexes the array by virtual page number (VPN)
  - To find the desired physical frame number (PFN)

An 32-bit x86 page table entry (PTE)



# Paging Problems

- Page tables are too slow
- Page tables are too big

# Address Translation Steps

- Hardware: for each memory reference
  1. Extract **VPN** (virt page num) from **VA** (virt addr)
  2. Calculate addr of **PTE** (page table entry)
  3. Fetch **PTE**
  4. Extract **PFN** (phys page frame num)
  5. Build **PA** (phys addr)
  6. Fetch **PA** to register

# Address Translation Steps

- Hardware: for each memory reference
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  6. Fetch **PA** to register
- Q: Which steps are expensive??

# Address Translation Steps

- Hardware: for each memory reference

1. Extract **VPN** (virt page num) from **VA** (virt addr)  
cheap
2. Calculate addr of **PTE** (page table entry)  
cheap
3. Fetch **PTE**  
expensive
4. Extract **PFN** (phys page frame num)  
cheap
5. Build **PA** (phys addr)  
cheap
6. Fetch **PA** to register  
expensive

- Q: Which steps are expensive??

# Address Translation Steps

- Hardware: for each memory reference

- cheap** 1. Extract **VPN** (virt page num) from **VA** (virt addr)
- cheap** 2. Calculate addr of **PTE** (page table entry)
- expensive** 3. Fetch **PTE**
- cheap** 4. Extract **PFN** (phys page frame num)
- cheap** 5. Build **PA** (phys addr)
- expensive** 6. Fetch **PA** to register

- Q: Which expensive steps can we avoid??

# Array Iterator

- A simple code snippet in array.c

```
int sum = 0;  
for (i=0; i<N; i++) {  
    sum += a[i];  
}
```

- Compile it using gcc

```
prompt> gcc -o array array.c -Wall -O  
prompt> ./array
```

- Dump the assembly code
  - `objdump` (Linux) or `otool` (Mac)

# Trace the Memory Accesses

**Virt**

load 0x3000

load 0x3004

load 0x3008

load 0x300C

...

# Trace the Memory Accesses

<b>Virt</b>	<b>Phys</b>
load 0x3000	load 0x100C
load 0x3004	load 0x7000
load 0x3008	load 0x100C
load 0x300C	load 0x7004
...	load 0x100C
	load 0x7008
	load 0x100C
	load 0x700C

# Trace the Memory Accesses

Virt	Phys
load 0x <u>3</u> 000	load 0x100 <u>C</u>
load 0x <u>3</u> 004	load 0x7000
load 0x <u>3</u> 008	load 0x100 <u>C</u>
load 0x <u>3</u> 00C	load 0x7004
...	load 0x100 <u>C</u>
	load 0x7008
	load 0x100 <u>C</u>
	load 0x700C

1<sup>st</sup> mem access: Fetch PTE

# Trace the Memory Accesses

Virt	Phys
load 0x <u>3</u> 000	load 0x100C
load 0x <u>3</u> 004	load 0x <u>7</u> 000
load 0x <u>3</u> 008	load 0x100C
load 0x <u>3</u> 00C	load 0x <u>7</u> 004
...	load 0x100C
	load 0x <u>7</u> 008
	load 0x100C
	load 0x <u>7</u> 00C

Map VPN to PFN: 3 → 7

# Trace the Memory Accesses

**Virt**

load 0x3000

load 0x3004

load 0x3008

load 0x300C

...

**Phys**

load 0x100C

load 0x7000

load 0x100C

load 0x7004

load 0x100C

load 0x7008

load 0x100C

load 0x700C

2<sup>nd</sup> mem access: access **a[i]**

# Trace the Memory Accesses

Virt	Phys
load 0x3000	load 0x100C
load 0x3004	load 0x7000
load 0x3008	load 0x100C
load 0x300C	load 0x7004
...	load 0x100C
	load 0x7008
	load 0x100C
	load 0x700C

Note: 1. Each virt mem access → **two** phys mem accesses  
2. **Repeated** memory accesses!

# Translation Lookaside Buffer (TLB)

# Performance Problems of Paging

- A basic memory access protocol
  1. Fetch the translation from in-memory page table
  2. Explicit load/store access on a memory address
- In this scheme every data/instruction access requires **two** memory accesses
  - One for the page table
  - and one for the data/instruction
- Too much performance overhead!

# Speeding up Translation

- The two memory access problem can be solved by the use of a special **fast-lookup hardware cache** called **translation lookaside buffer** (TLB)
- A TLB is part of the memory-management unit (MMU)
- A TLB is a **hardware** cache
- Algorithm sketch
  - For each virtual memory reference, hardware first checks the TLB to see if the desired translation is held therein

# TLB Basic Algorithm

1. Extract VPN from VA

# TLB Basic Algorithm

1. Extract VPN from VA
2. Check if TLB holds the translation

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3. If it is a **TLB hit** – extract PFN from the TLB entry, concatenate it onto the offset to form the PA

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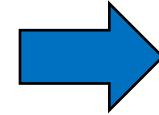
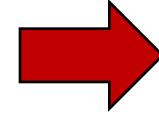
**Fast path**

# TLB Basic Algorithm

1. Extract VPN from VA
2. Check if TLB holds the translation
3. If it is a **TLB hit** – extract PFN from the TLB entry, concatenate it onto the offset to form the PA
4. If it is a **TLB miss** – access *page table* to get the translation, update the TLB entry with the translation



# TLB Basic Algorithm

1. Extract VPN from VA
2. Check if TLB holds the translation
3. If it is a **TLB hit** – extract PFN from the TLB entry, concatenate it onto the offset to form the PA **Fast path**
4. If it is a **TLB miss** – access *page table* to get the translation, update the TLB entry with the translation **Slow path**

# Array Iterator (w/ TLB)

```
int sum = 0;  
for (i=0; i<1024; i++) {  
    sum += a[i];  
}
```

# Trace the Memory Accesses (w/ TLB)

**Virt**

load 0x3000

load 0x3004

load 0x3008

load 0x300C

...

# Trace the Memory Accesses (w/ TLB)

P1's page table

0	5
1	3
2	4
3	7

**Virt**                    **Phys**  
load 0x3000  
  
load 0x3004  
  
load 0x3008

CPU's TLB cache

Valid	Virt	Phys
0		
0		
0		
0		

load 0x300C

...

# Trace the Memory Accesses (w/ TLB)

P1's page table

0	5
1	3
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load 0x3000

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load 0x300C

...

CPU's TLB cache

Valid	Virt	Phys
0		
0		
0		
0		

Miss

# Trace the Memory Accesses (w/ TLB)

P1's page table

0	5
1	3
2	4
3	7

Virt  
load 0x3000

Phys  
load 0x100C

load 0x3004

load 0x3008

load 0x300C

...

CPU's TLB cache

Valid	Virt	Phys
0		
0		
0		
0		

Miss

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1	3
2	4
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**Virt**  
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**Phys**  
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load 0x3004

load 0x3008

CPU's TLB cache

Valid	Virt	Phys
1	3	7
0		
0		
0		

load 0x300C

...

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**Virt**  
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**Phys**  
load 0x100C  
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CPU's TLB cache

Valid	Virt	Phys
1	3	7
0		
0		
0		

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0		
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...

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load 0x3000

**Phys**  
load 0x100C  
load 0x7000  
(TLB hit)

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load 0x3008

load 0x300C

...

CPU's TLB cache

Valid	Virt	Phys
1	3	7
0		
0		
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Hit →

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**Virt**  
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load 0x3008

load 0x300C

...

**Phys**

load 0x100C  
load 0x7000

(TLB hit)

load 0x7004

CPU's TLB cache

Valid	Virt	Phys
1	3	7
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Virt	Phys
load 0x3000	load 0x100C
load 0x3004	load 0x7000 (TLB hit)
load 0x3008	load 0x7004 (TLB hit)
load 0x300C	load 0x7008 (TLB hit)
...	load 0x700C

# Trace the Memory Accesses (w/ TLB)

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3	7

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1	3	7
0		
0		
0		

Virt	Phys
load 0x3000	load 0x100C
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load 0x3008	load 0x7004 (TLB hit)
load 0x300C	load 0x7008 (TLB hit)
...	load 0x700C
load 0x2000	

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0		

Miss

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load 0x3008	load 0x7004 (TLB hit)
load 0x300C	load 0x7008 (TLB hit)
...	load 0x700C
load 0x2000	load 0x100F

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load 0x300C	load 0x7008 (TLB hit)
...	load 0x700C
load 0x2000	load 0x100F
	load 0x4000

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...	load 0x700C
load 0x2000	load 0x100F
load 0x2004	load 0x4000

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0		

Hit 

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load 0x2000	load 0x100F
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load 0x300C	load 0x7008 (TLB hit)
...	load 0x700C
load 0x2000	load 0x100F
load 0x2004	load 0x4000 (TLB hit)
	load 0x4004

# How Many TLB Lookups

Assume 4KB pages

```
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for (i=0; i<1024; i++) {  
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$$\text{Size}(a) = 4096$$

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Size(a) = 4096

Num of TLB miss:  $4096/4096 = 1 \text{ or } 2$

# How Many TLB Lookups

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Best case: Num of TLB miss:  $4096/4096 = 1$

TLB miss rate:  $1/1024 = 0.09\%$

# How Many TLB Lookups

Assume 4KB pages

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TLB miss rate:  $1/1024 = 0.09\%$

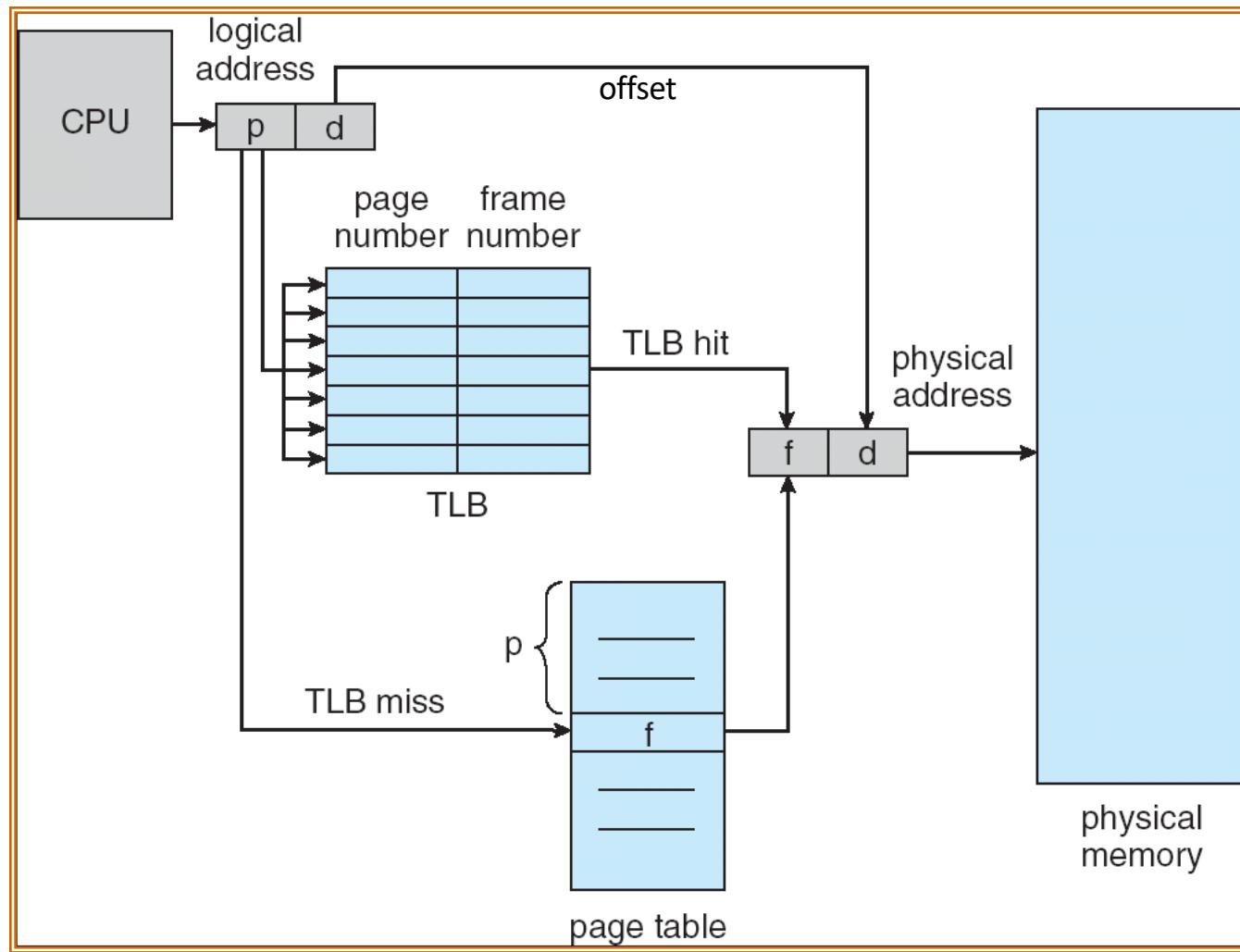
**TLB hit rate : 99.91% (almost 100%)**

# TLB Content

- Some entries are [wired down or reserved] for permanently valid translations
- TLB is a **fully associative** cache
  - Any given translation can be anywhere in the TLB
  - Hardware searches entire TLB **in parallel** to find a match
- A typical TLB entry

VPN		PFN		other bits
-----	--	-----	--	------------

# Paging Hardware w/ TLB



# TLB Issue: Context Switch

- TLB contains translations only valid for the currently running process
- Switching from one process to another requires OS or hardware to do more work

# One Example

- How does OS distinguish which entry is for which process?

	VPN	PFN	valid	prot
P1	10	100	1	rwx
	—	—	0	—
P2	10	170	1	rwx
	—	—	0	—

# One Simple Solution: Flush

- OS flushes the whole TLB on context switch
- Flush operation sets all valid bit to 0

# One Simple Solution: Flush

- OS flushes the whole TLB on context switch
- Flush operation sets all valid bit to 0
- Problem: the overhead is too high if OS switches processes too frequently

# Optimization: ASID

- Some hardware systems provide an **address space identifier** (ASID) field in the TLB
- Think of ASID as a **process identifier** (PID)
  - An 8-bit field

VPN	PFN	valid	prot	ASID
10	100	1	rwx	1
—	—	0	—	—
10	170	1	rwx	2
—	—	0	—	—

# Page Sharing

- Leveraging ASID for supporting page sharing
- In this example, two entries from two processes with two different VPNs point to the same physical page

VPN	PFN	valid	prot	ASID
10	101	1	r-x	1
—	—	0	—	—
50	101	1	r-x	2
—	—	0	—	—

# Paging Problems

- Page tables are too slow (covered already)
  - *TLB* to the rescue!
- Page tables are too big

# How Large are Page Tables?

- A linear page table array for 32-bit address space ( $2^{32}$  bytes) and 4KB page ( $2^{12}$  bytes)
  - How many pages:  $2^{20}$  pages
  - How much memory: **4MB** assuming each page-table entry is of 4 bytes
    - $2^{(32-\log(4KB))} * 4 = 4MB$

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page size

A blue bracket icon is positioned above the text "page size". The bracket has two vertical lines extending downwards from a horizontal bar, forming a shape similar to a bracket or a V-shape pointing upwards.

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Num of virt pages

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$$2^{\wedge(32-\log(4KB))} * 4 = 4MB$$

Num of virt pages      PTE size

# Page Tables are Too Big

- A linear page table array for 32-bit address space ( $2^{32}$  bytes) and 4KB page ( $2^{12}$  bytes)
  - How many pages:  $2^{20}$  pages
  - How much memory: **4MB** assuming each page-table entry is of 4 bytes
    - $2^{(32-\log(4KB))} * 4 = 4MB$
- One page table for one process!
  - A system with 100 processes: **400MB** only for storing page tables in memory
- Solution??

# Naïve Solution

- Reduce the granularity
  - by increasing the page size

# Naïve Solution

- Reduce the granularity
  - by increasing the page size
- Why are 4MB pages bad?
  - Internal fragmentation!

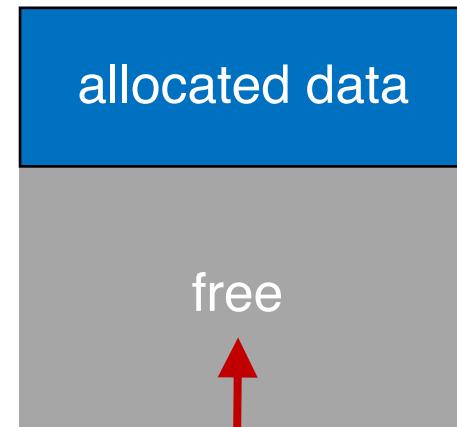
# Fragmentation

Phys Mem



External frag.

An allocated 4MB huge page of P4



Internal frag.

Assume each process consists of multiple 4MB pages

# Approaches

- Approach 1: Linear Inverted Page Table
- Approach 2: Hashed Inverted Page Table
- Approach 3: Multi-level Page Table

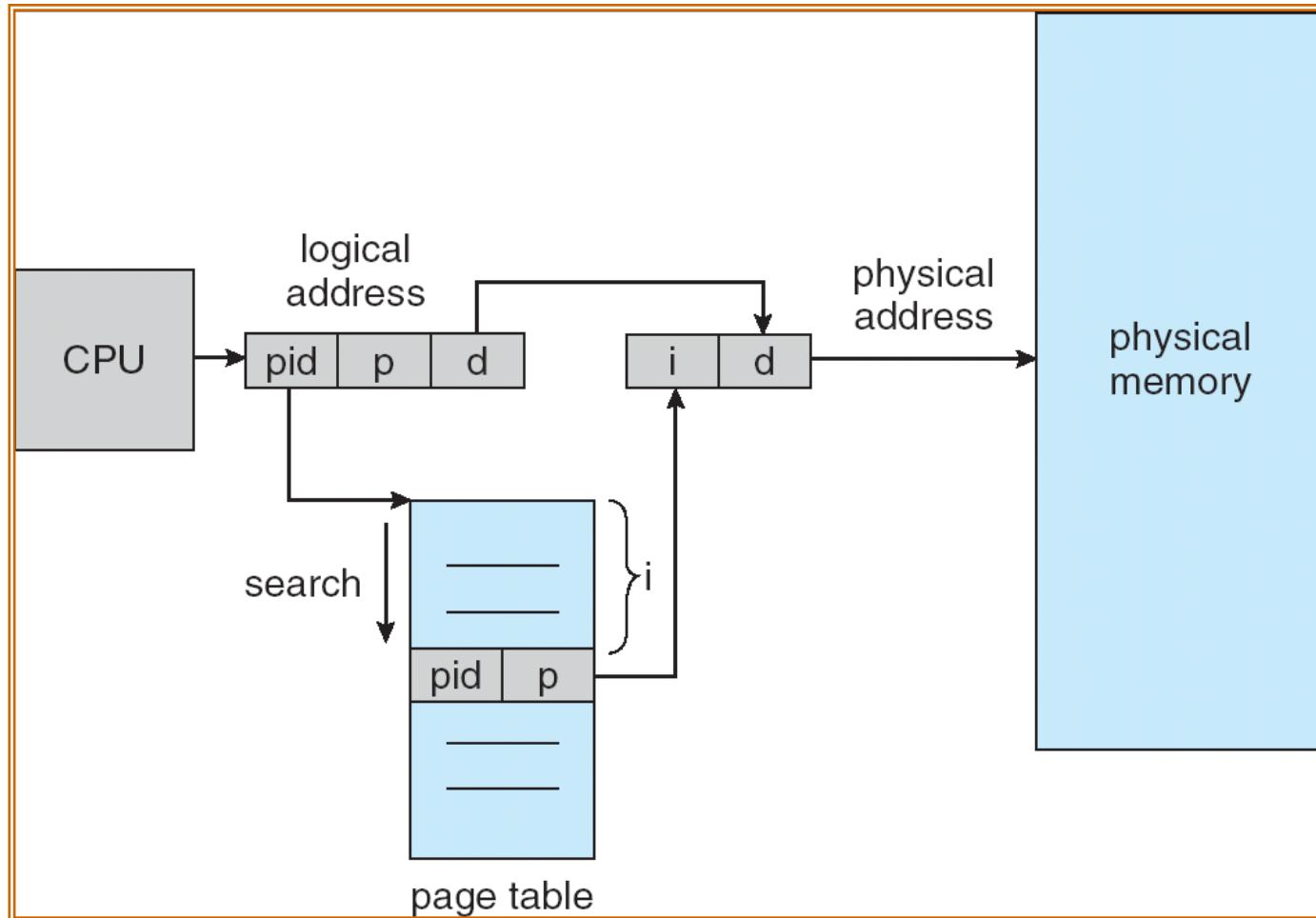
# Approaches

- Approach 1: Linear Inverted Page Table
- Approach 2: Hashed Inverted Page Table
- Approach 3: Multi-level Page Table

# Linear Inverted Page Table

- Idea: Instead of keeping one page table per process, the system keeps **a single page** table that has an entry for **each physical frame** of the system
- Each entry tells **which process owns** the page, and **VPN to PFN** translation

# Linear Inverted Page Table Example



# Linear Inverted Page Table

- Idea: Instead of keeping one page table per process, the system keeps **a single page** table that has an entry for **each physical frame** of the system
- Each entry tells **which process** owns the page, and **VPN to PFN** translation
- Goal: use linear search to find the index **i**
  - The reason why it's "inverted"
- **Pros:** Extreme memory savings
- **Cons:** A linear search is expensive
  - **Solution??**

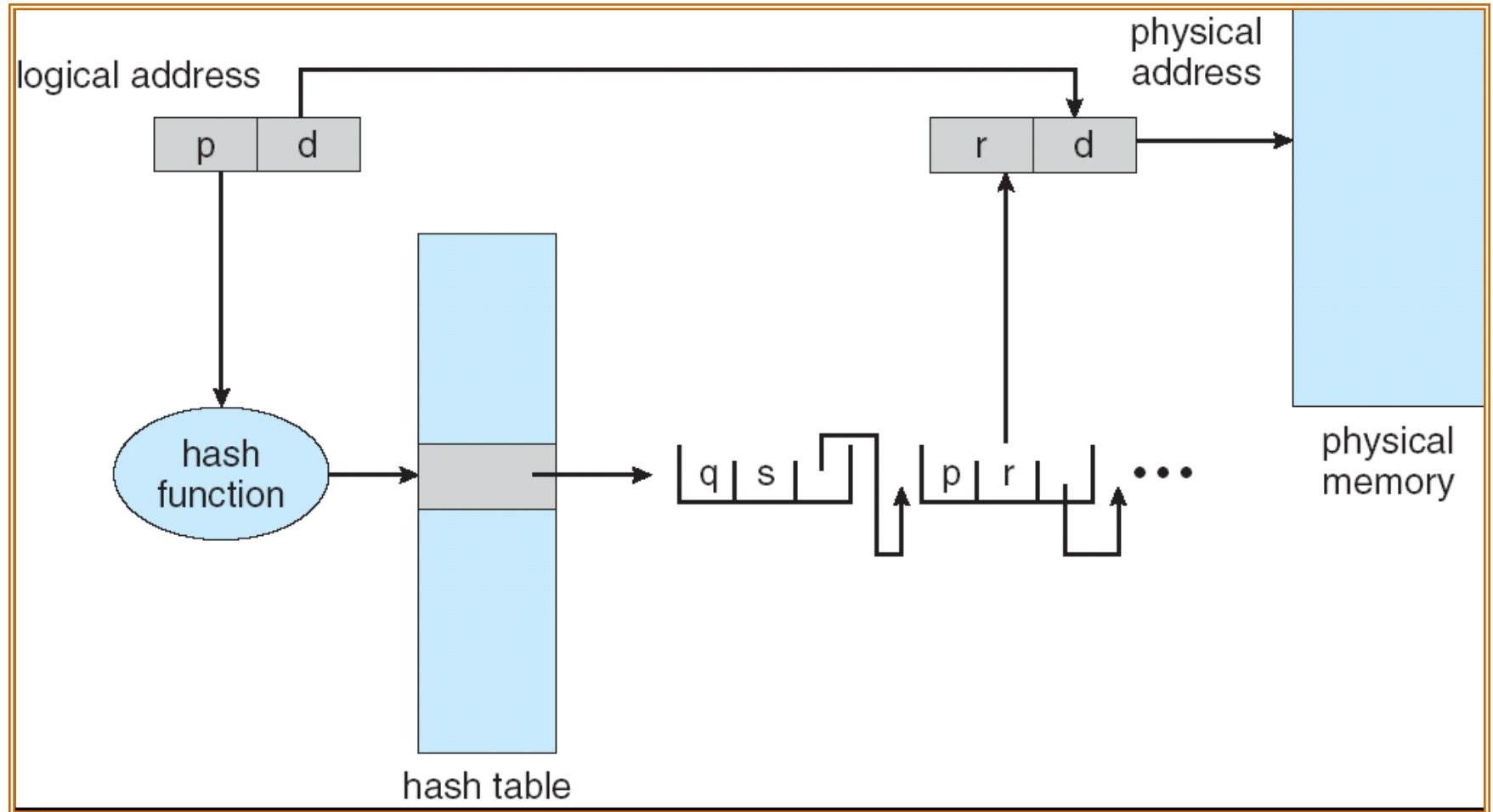
# Approaches

- Approach 1: Linear Inverted Page Table
- Approach 2: Hashed Inverted Page Table
- Approach 3: Multi-level Page Table

# Hashed Inverted Page Table

- For large address spaces, a **hashed page table** can be used, with the hash value being the **VPN**
- Idea:
  - A PTE contains a chain of elements hashing to the same location (to handle collisions) within PT
  - Each element has three fields: (a) **VPN**, (b) **PFN**, (c) **a pointer to the next element** in the linked list
  - **VPNs** are compared in this chain searching for a match. If a match is found, the corresponding **PFN** is extracted

# Hashed Inverted Page Table Example



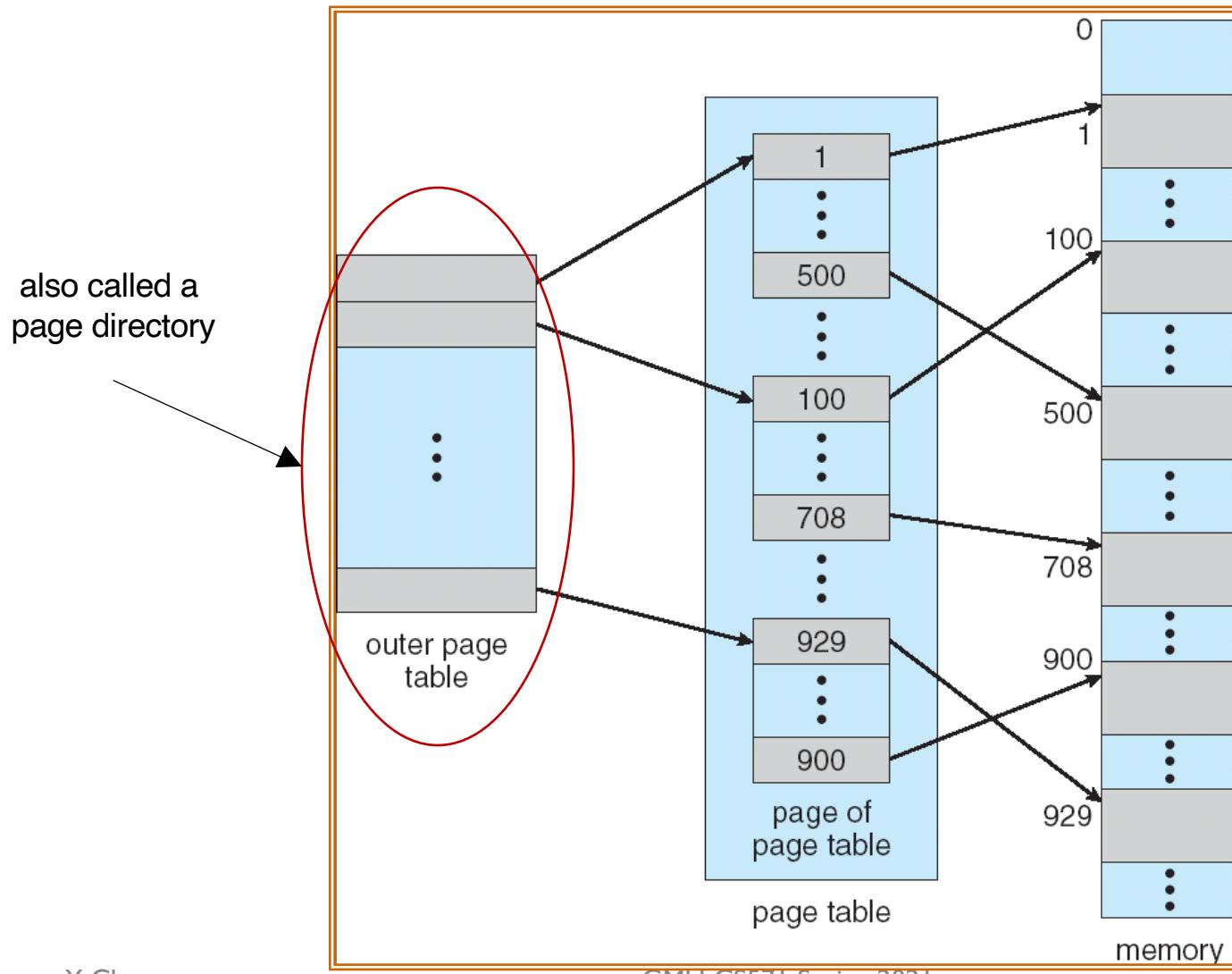
# Approaches

- Approach 1: Linear Inverted Page Table
- Approach 2: Hashed Inverted Page Table
- **Approach 3: Multi-level Page Table**

# Multi-level Page Table

- Idea:
  - Break the page table into pages (the entire page table is **paged!**)
  - Only have pieces with  $>0$  valid entries
    - Don't allocate the page of page table if the entire page of page-table entries is invalid
- Used by x86
- A simple technique is a two-level page table

# Two-level Page Table Example



# Two-level Paging

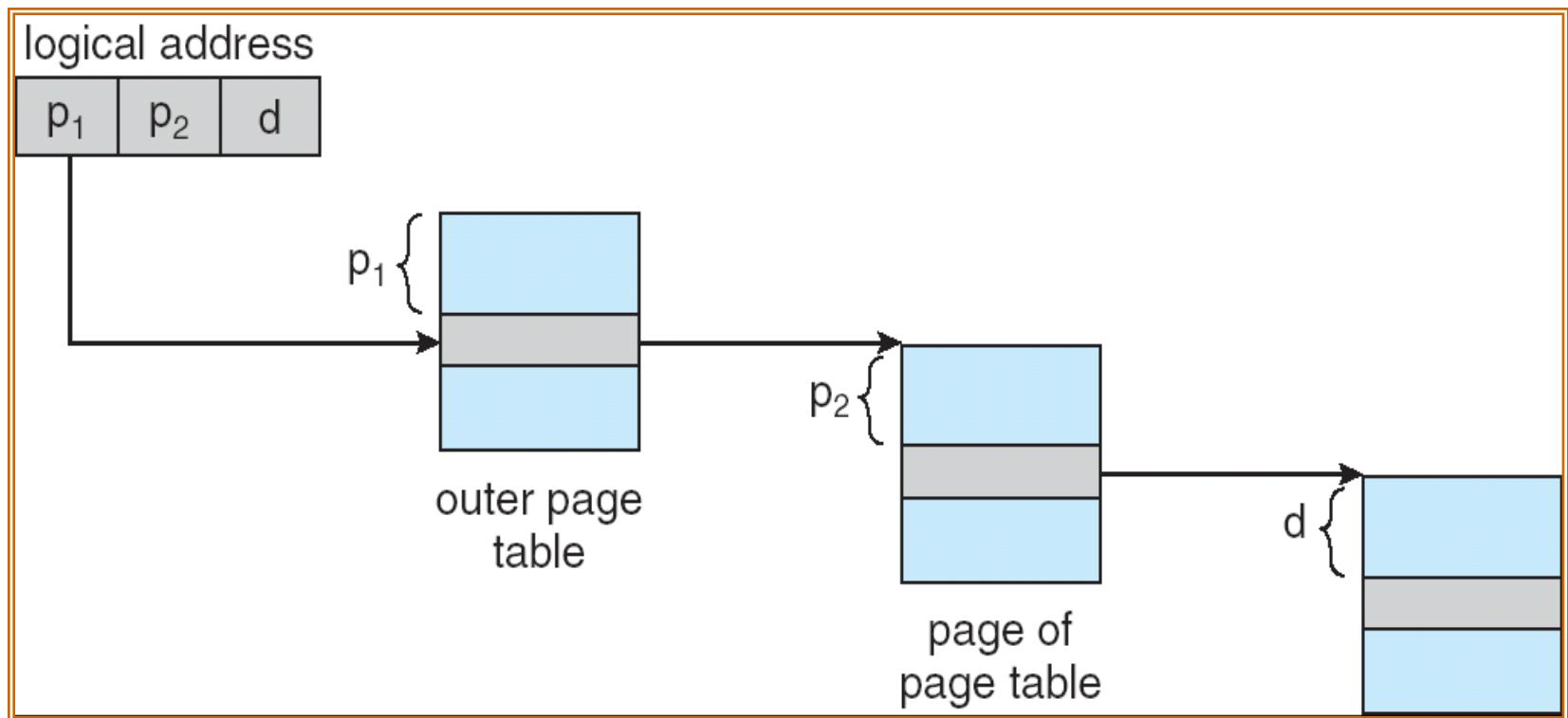
- A logical address (on 32-bit machine with 4KB page size) is divided into
  - a page number consisting of 20 bits
  - a page offset consisting of 12 bits
- A page table entry is 4 bytes
- Since the page table is paged, the page number is further divided into
  - $p_1$ : a 10-bit page directory index
  - $p_2$ : a 10-bit page table index
- The logical address is as follows:

page number		page offset
$p_1$	$p_2$	$d$
10	10	12

where  $p_1$  is an index into the outer page table, and  $p_2$  is the displacement within the page of the inner page table

# Address Translation Scheme

- Address translation scheme for a two-level 32-bit paging architecture



# > 2 Levels

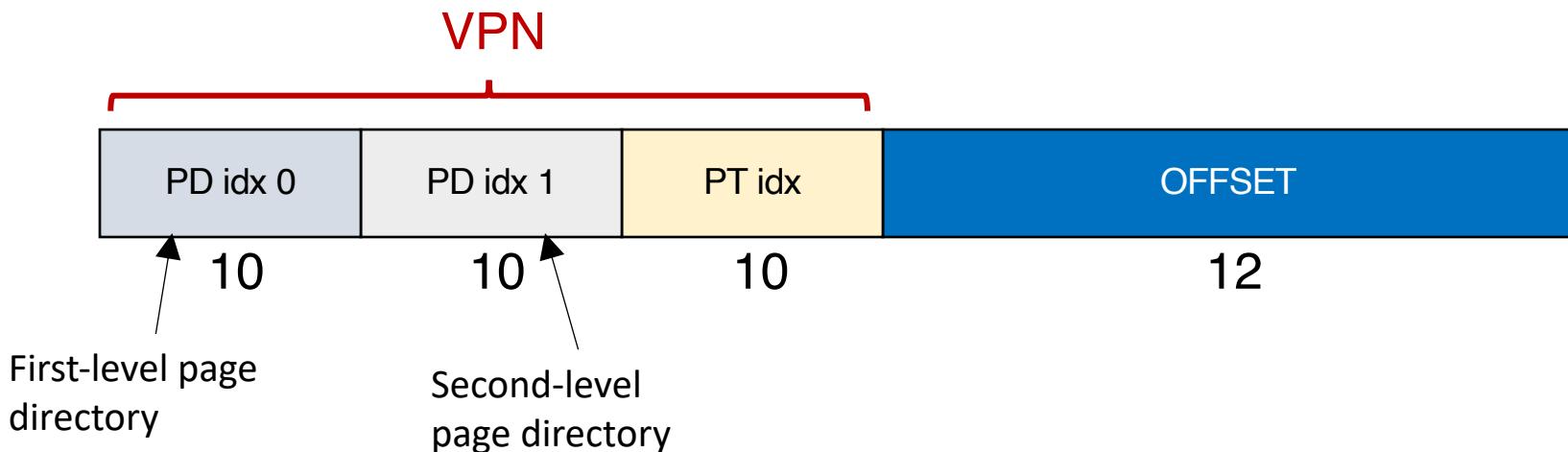
- Problem: page directory **may not fit** in a page
- Solution:
  - Split page directories into pieces
  - Use another page dir to refer to the page dir pieces

# > 2 Levels

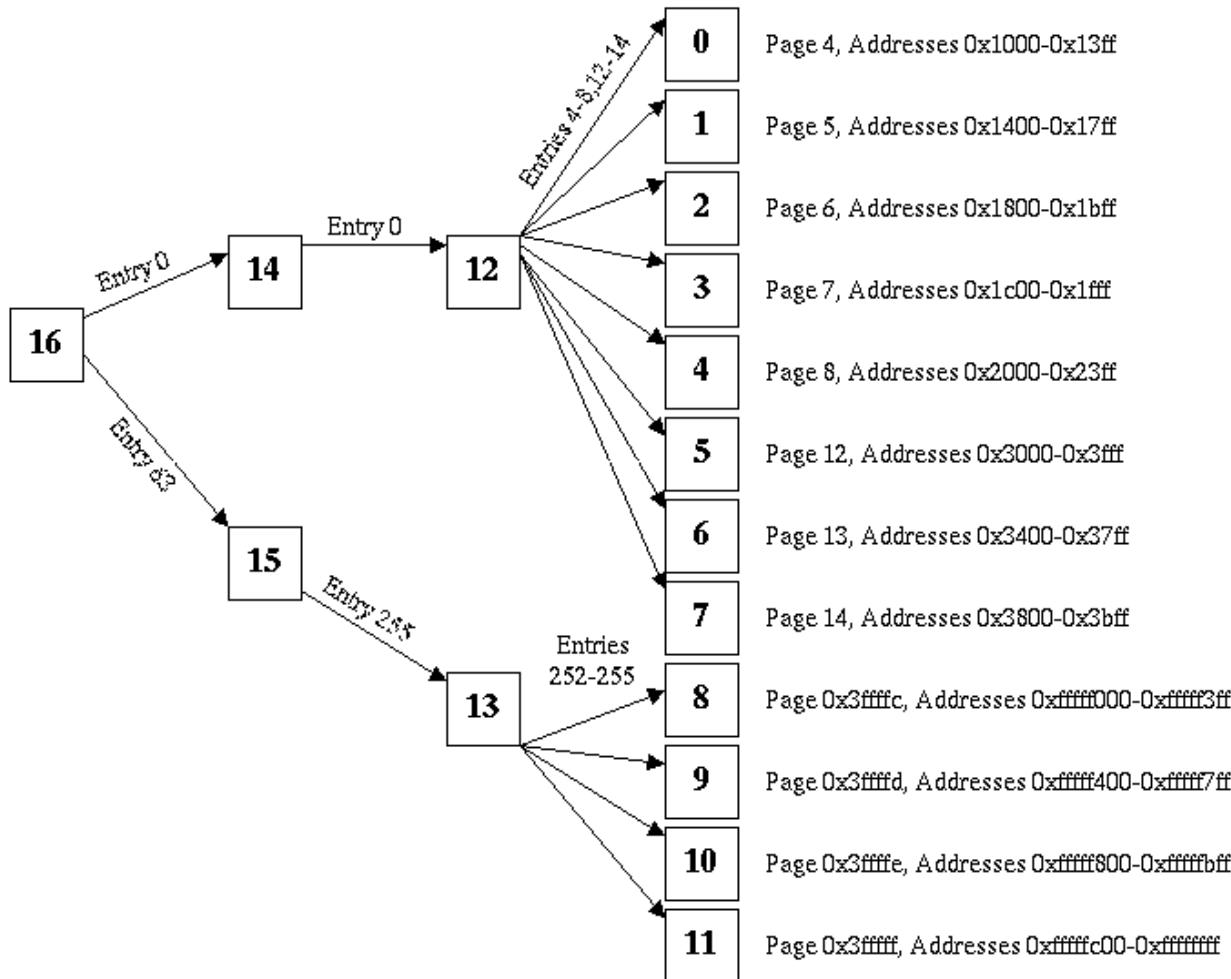
- Problem: page directory **may not fit** in a page
- Solution:
  - Split page directories into pieces
  - Use another page dir to refer to the page dir pieces
- Possible to extend to 3- or 4-level
- E.g., 64-bit Ultra-SPARC would need 7 levels of paging

# > 2 Levels

- Problem: page directory **may not fit** in a page
- Solution:
  - Split page directories into pieces
  - Use another page dir to refer to the page dir pieces



# Multi-level Page Table Example



<http://web.eecs.utk.edu/~mbeck/classes/cs560/560/oldtests/t2/2003/Answers.html>

# Announcement

- Homework 1 is posted on Blackboard
  - Due 02/24, next Wednesday, 11:59pm
- Memory management worksheets are posted on Blackboard

