

CS420: Operating Systems

Paging and Page Tables

James Moscola

Department of Physical Sciences

York College of Pennsylvania

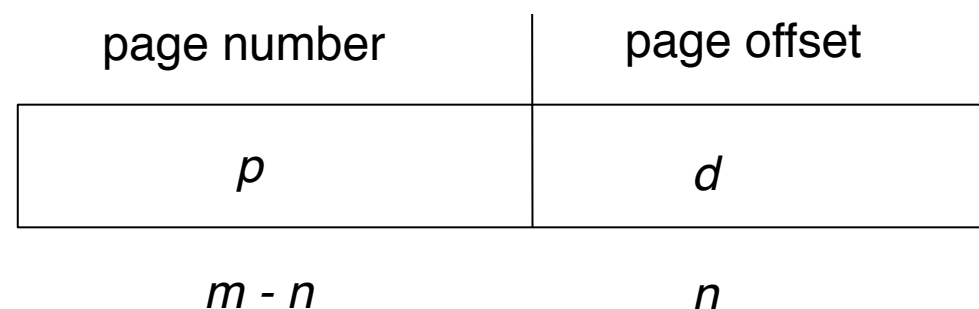


Paging

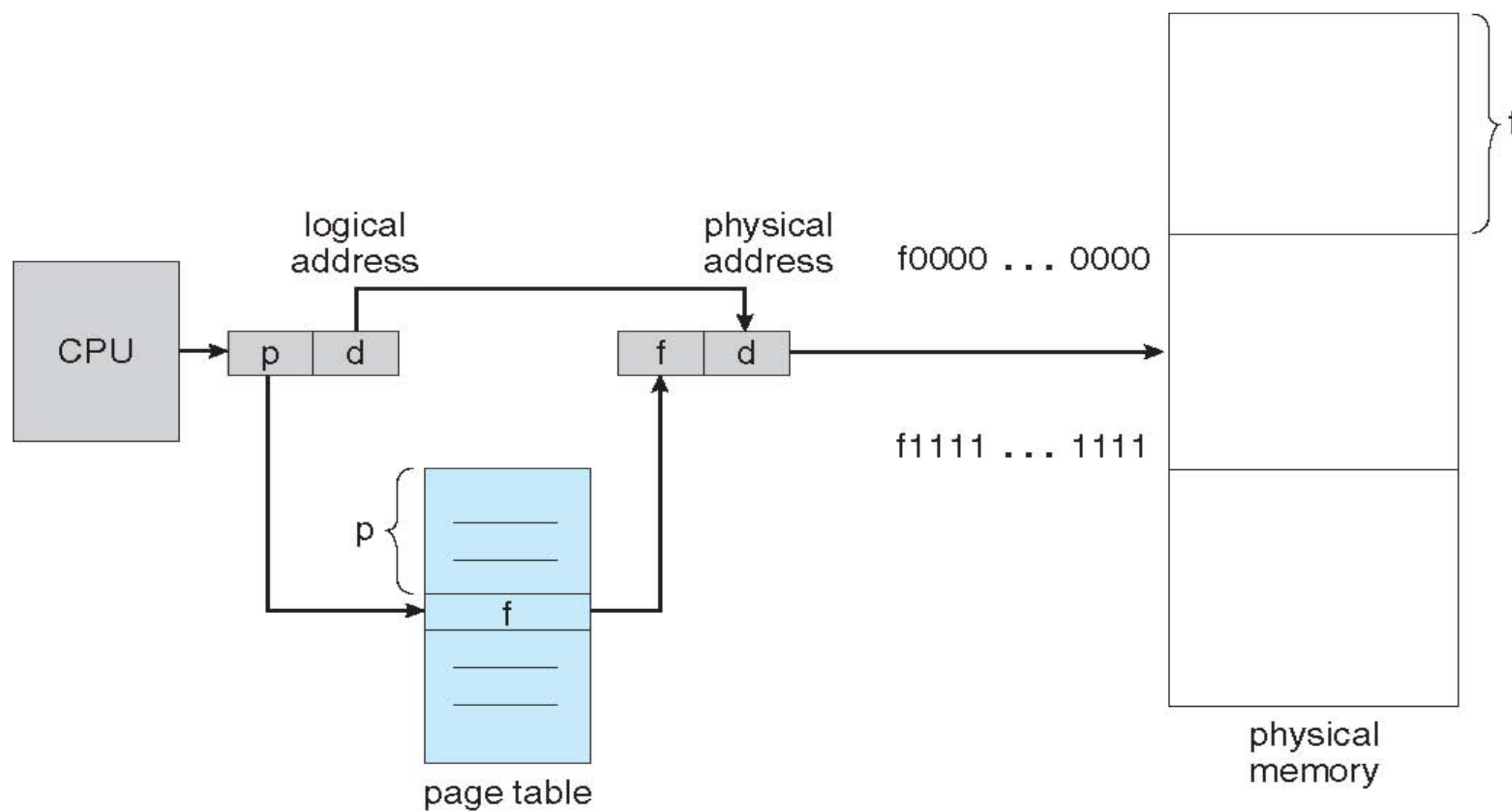
- **Paging** is a memory-management scheme that permits the physical address space of a process to be noncontiguous
 - Avoids external fragmentation
 - Avoids the need for compaction
 - May still have internal fragmentation
- **Divide physical memory into fixed-sized blocks called frames**
 - Size is power of 2, between 512 bytes and 16 Mbytes
 - Must keep track of all free frames
- **Divide logical memory into blocks of same size called pages**
 - Backing store is also split into pages of the same size
- **To run a program of size N pages, need to find N free frames and load program**

Address Translation Scheme

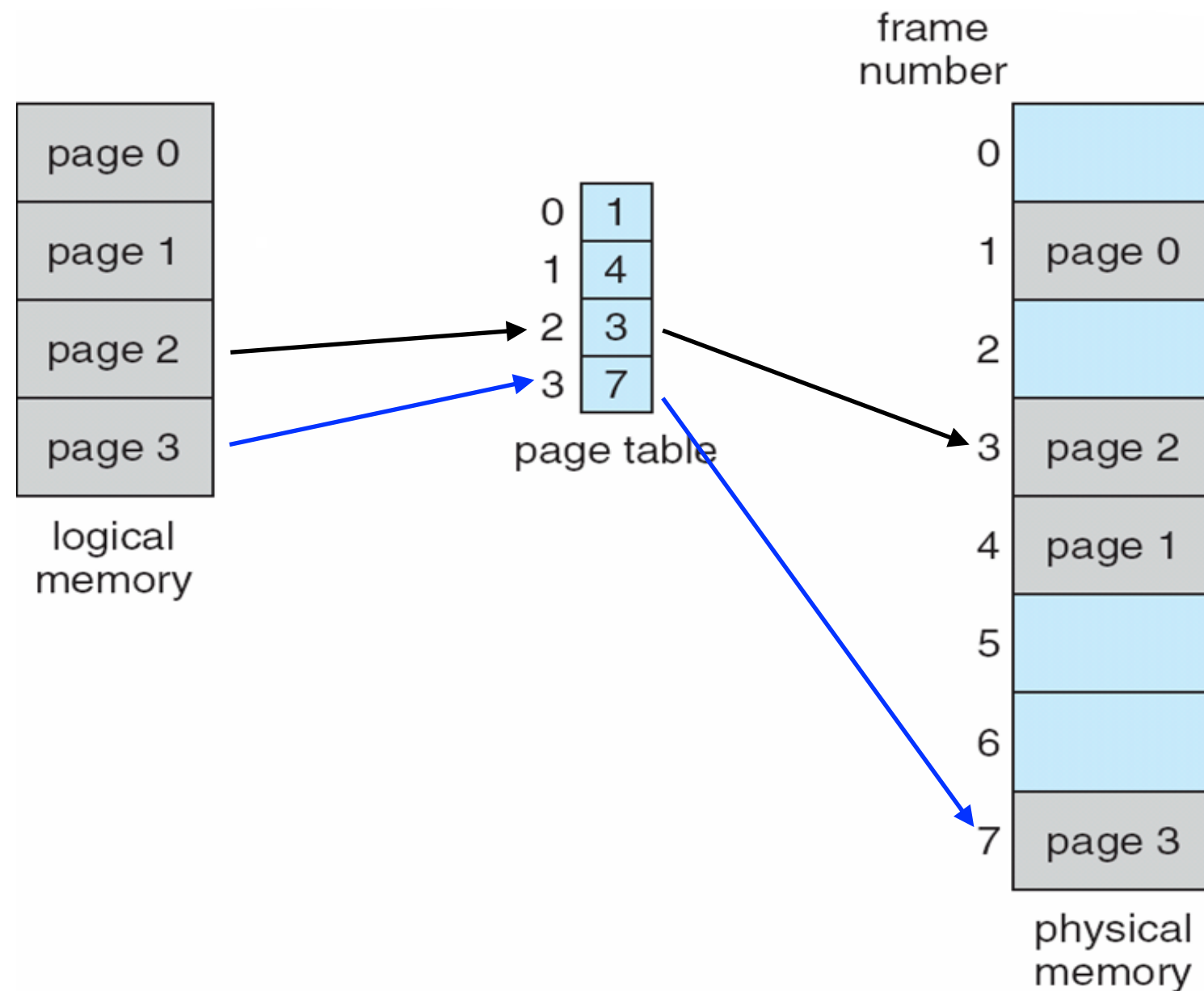
- Set up a **page table** to translate logical to physical addresses
- Address generated by CPU is divided into:
 - **Page number (p)** – used as an index into a page table which contains base address of each page in physical memory
 - **Page offset (d)** – combined with base address to define the physical memory address that is sent to the memory unit
- For given logical address space 2^m and page size 2^n



Paging Hardware



Paging Model of Logical and Physical Memory



Paging Example

page number	page offset
p	d
$m - n$	n

page 0	0	a
	1	b
	2	c
	3	d
page 1	4	e
	5	f
	6	g
	7	h
page 2	8	i
	9	j
	10	k
	11	l
page 3	12	m
	13	n
	14	o
	15	p

logical memory

0	5
1	6
2	1
3	2

page table

frame 0	0	
frame 1	4	i
		j
		k
		l
frame 2	8	m
		n
		o
		p
frame 3	12	
frame 4	16	
frame 5	20	a
		b
		c
		d
frame 6	24	e
		f
		g
		h
frame 7	28	

physical memory

- **Example setup:**

- $n=2$ and $m=4$ (p and d are each 2-bits)
- 32-bytes of physical memory and
- 4-byte pages (8 pages can fit in physical memory space)

- **Example:**

- Logical address 10 is in **page 2 at offset 2**
- According to the page table, **page 2 is located in frame 1**
- Physical memory address is: (Frame # * Page size) + Offset
- Physical memory address for logical address 10 is : **(1 * 4 bytes) + 2 byte offset = 6**

Another Paging Example

page number	page offset
p	d
$m - n$	n

page 0	0	a
	1	b
	2	c
	3	d
page 1	4	e
	5	f
	6	g
	7	h
page 2	8	i
	9	j
	10	k
	11	l
page 3	12	m
	13	n
	14	o
	15	p

logical memory

0	5
1	6
2	1
3	2

page table

frame 0	0	
frame 1	4	i
		j
		k
frame 2	8	m
		n
		o
		p
frame 3	12	
frame 4	16	
frame 5	20	a
		b
		c
		d
frame 6	24	e
		f
		g
		h
frame 7	28	

physical memory

- **Example setup:**

- $n=2$ and $m=4$ (p and d are each 2-bits)
- 32-bytes of physical memory and
- 4-byte pages (8 pages can fit in physical memory space)

- **Example:**

- Logical address 4 is in **page 1 at offset 0**
- According to the page table, **page 1 is located in frame 6**
- Physical memory address is: (Frame # * Page size) + Offset
- Physical memory address for logical address 10 is : **$(6 * 4 \text{ bytes}) + 0 \text{ byte offset} = 24$**

Another Paging Example

page number	page offset
p	d
$m - n$	n

page 0	0	a
	1	b
	2	c
	3	d
page 1	4	e
	5	f
	6	g
	7	h
page 2	8	i
	9	j
	10	k
	11	l
page 3	12	m
	13	n
	14	o
	15	p

logical memory

0	5
1	6
2	1
3	2

page table

frame 0	0	
frame 1	4	i
		j
		k
		l
frame 2	8	m
		n
		o
		p
frame 3	12	
frame 4	16	
frame 5	20	a
		b
		c
		d
frame 6	24	e
		f
		g
		h
frame 7	28	

physical memory

- **Example setup:**

- $n=2$ and $m=4$ (p and d are each 2-bits)
- 32-bytes of physical memory and
- 4-byte pages (8 pages can fit in physical memory space)

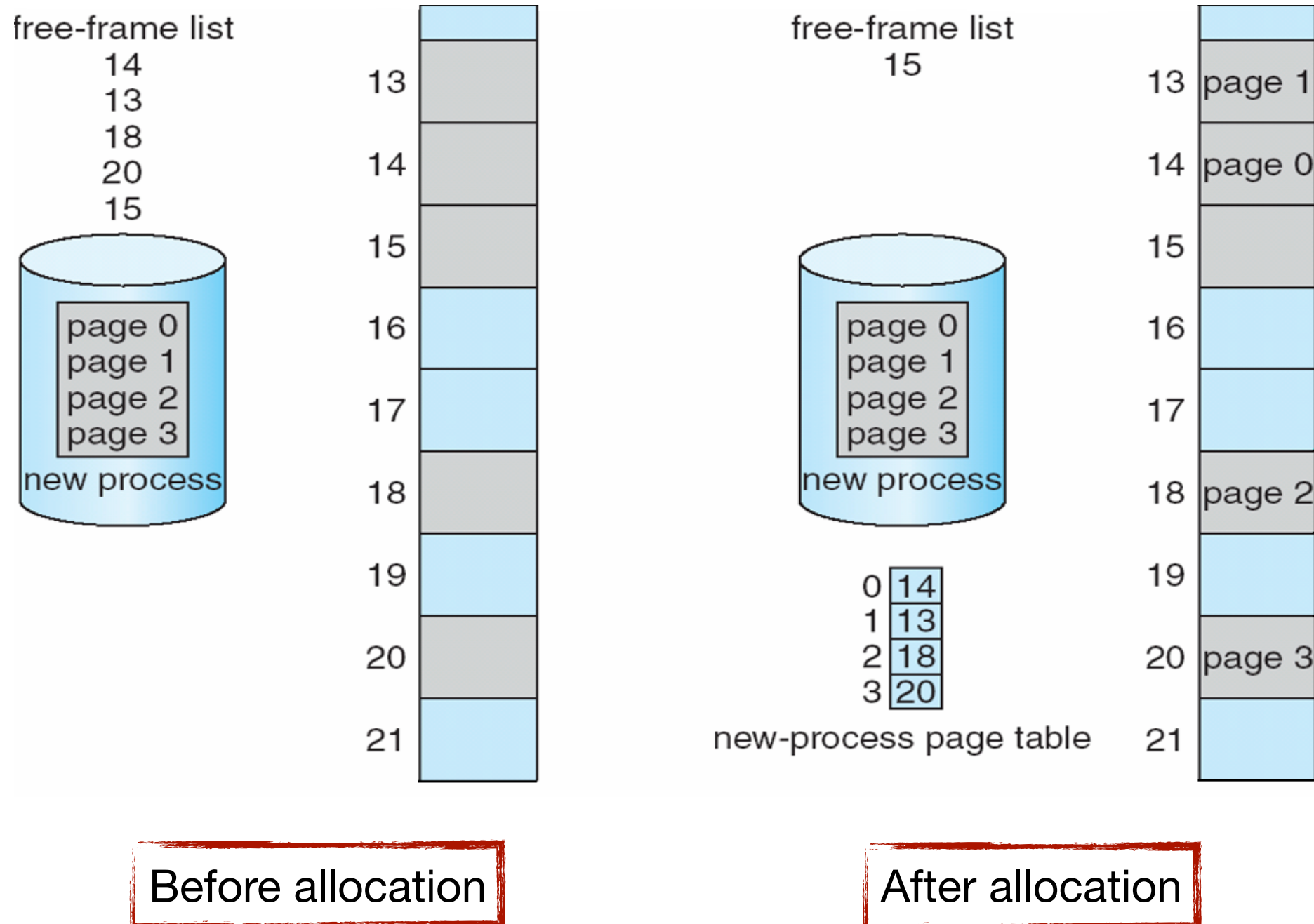
- **Example:**

- Logical address 7 is in **page 1 at offset 3**
- According to the page table, **page 1 is located in frame 6**
- Physical memory address is: (Frame # * Page size) + Offset
- Physical memory address for logical address 10 is : **$(6 * 4 \text{ bytes}) + 3 \text{ byte offset} = 27$**

Paging

- **A user program views memory as a single contiguous memory space**
- **In actuality, the user program is scattered throughout physical memory in page sized chunks**
- **Since the operating system is responsible for managing memory, it must be aware of the allocation details of the physical memory**
 - which frames are allocated
 - and to which page of which process each frame is allocated
 - which frames are available
 - how many frames there are in total

Allocating Frames to a New Process



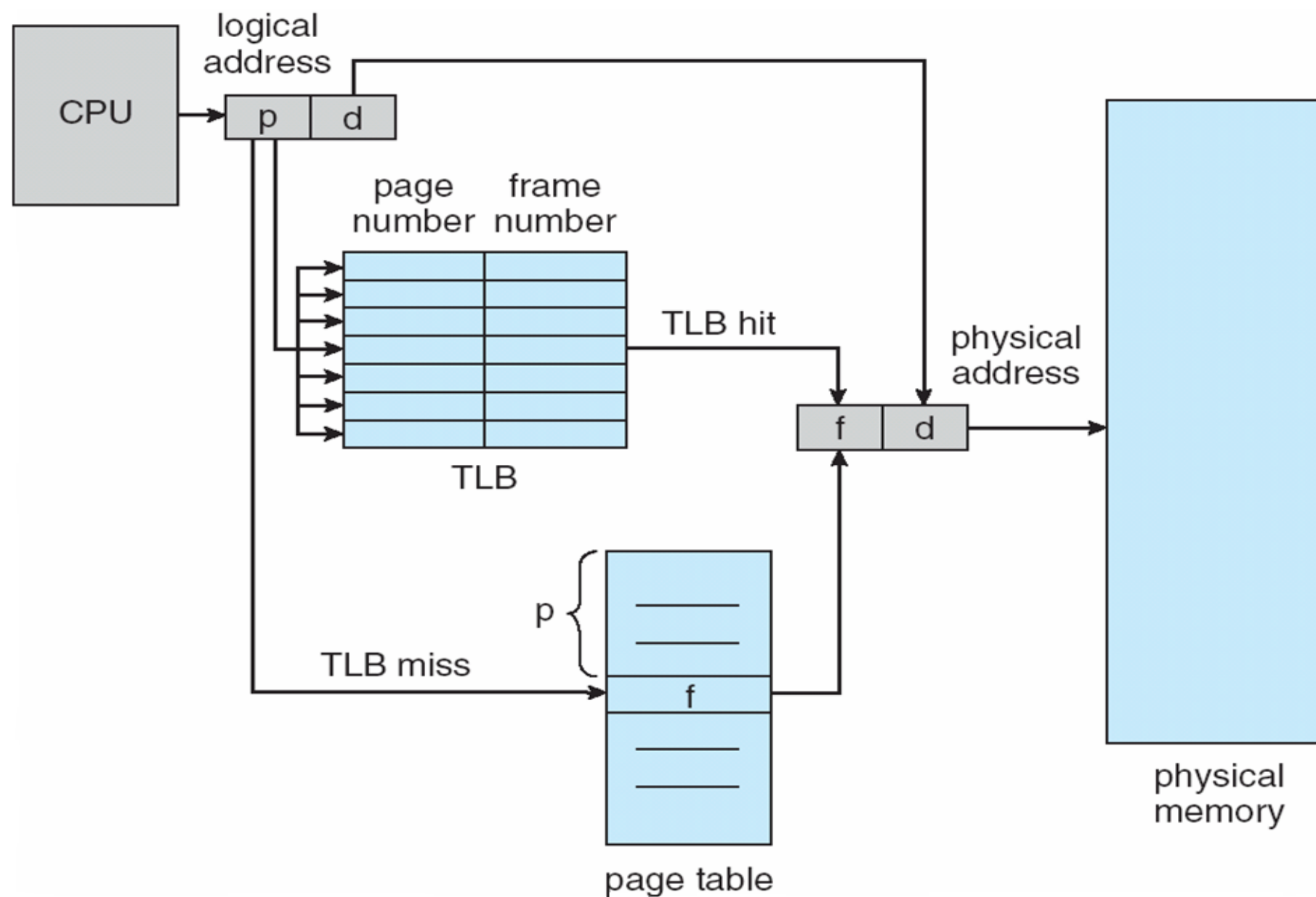
Implementation of Page Table (The Slow Way)

- **Page table is kept in main memory**
- **Page-table base register (PTBR) points to the page table in memory**
 - Another register that is loaded when process is dispatched to run
- **In this scheme every data/instruction access requires two memory accesses**
 - One for the page table and one for the data / instruction

Implementation of Page Table (The Better Way)

- **The two memory access problem can be solved by the use of a special fast-lookup hardware cache of associative memory called **translation look-aside buffers (TLBs)****
 - Lookup page number in TLB to quickly determine the frame number
- **TLBs are typically small (64 to 1,024 entries)**
- **On a TLB miss, value is loaded into the TLB for faster access next time**
 - Replacement policies must be considered (which entries to overwrite when TLB is full)
 - Some entries can be wired down for permanent fast access (entries for kernel code)

Paging Hardware with TLB

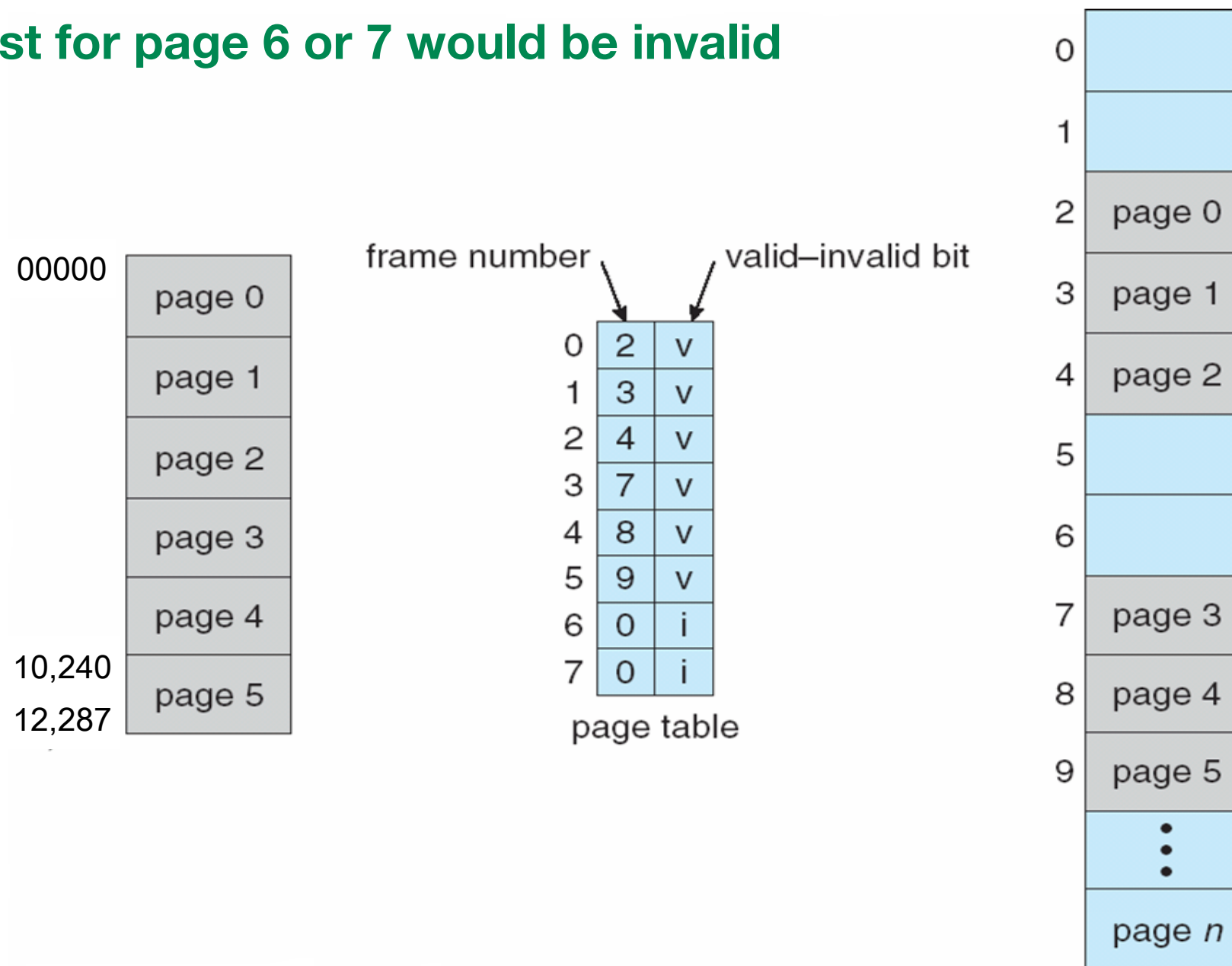


Memory Protection

- **In a paged environment memory protection is implemented by associating a protection bit with each frame**
 - Indicates if read-only or read-write access is allowed
 - Can also add more bits to indicate page execute-only, and so on
- **Valid-invalid bit attached to each entry in the page table**
 - “valid” indicates that the associated page is in the process’ logical address space, and is thus a legal page
 - “invalid” indicates that the page is not in the process’ logical address space
- **Any violations result in a trap to the kernel**

Valid (v) or Invalid (i) Bit in a Page Table

- Pages 0 through 5 access valid frames in physical memory
- A page request for page 6 or 7 would be invalid



Shared Pages

- **If multiple process are sharing common code**
 - Use only one copy of read-only (reentrant) code among those processes (i.e., text editors, compilers, window systems)
 - For portions of the process that are not shared, each can have it own pages

Shared Pages Example

