

操作系统课程实验

Lab3: 虚拟内存管理

陈 渝 清华大学计算机系

2014年秋季

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#### 大纲

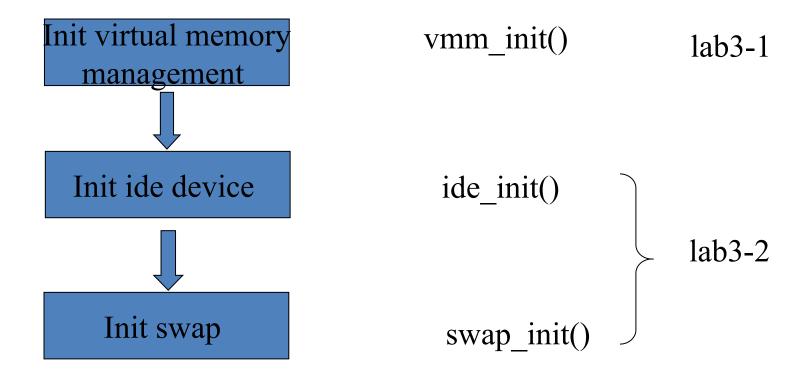
- ◆ 处理流程,关键数据结构和功能
- ◆ 页访问异常(Page Fault)
- ◆ 页换入换出机制(Page Swap Mechanism)



- ◆ 虚拟内存管理初始化 (\kern\init\init.c)
  - > pmm\_init().
  - > pic\_init(),
  - > idt\_init().

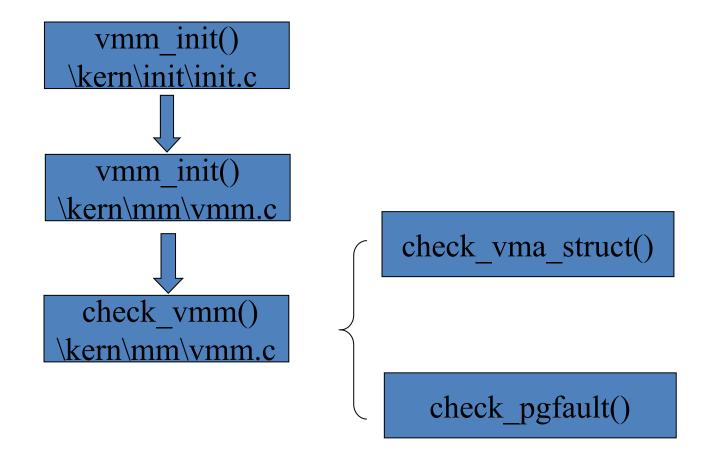


- ◆ 虚拟内存管理初始化(\kern\init\init.c)
  - > vmm init(), ide init() and swap init()





◆ 虚拟内存管理初始化(\kern\mm\vmm.c)





◆ 关键数据结构 (\kern\mm\vmm.h)

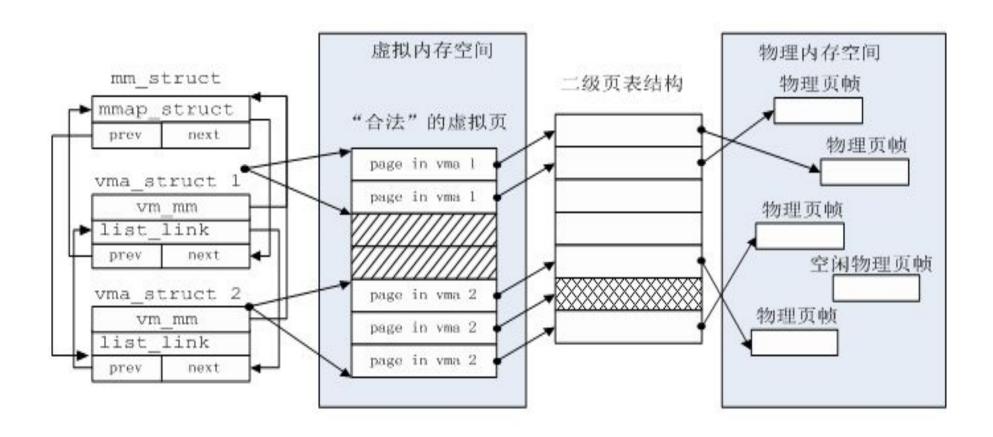


◆ 关键数据结构 (\kern\mm\vmm.h)

```
struct mm_struct {
    // linear list link which sorted by start addr of vma
    list_entry_t mmap_list;
    // current accessed vma, used for speed purpose
    struct vma_struct *mmap_cache;
    pde_t *pgdir; // the PDT of these vma
    int map_count; // the count of these vma
    void *sm_priv; // the private data for swap manager
};
```

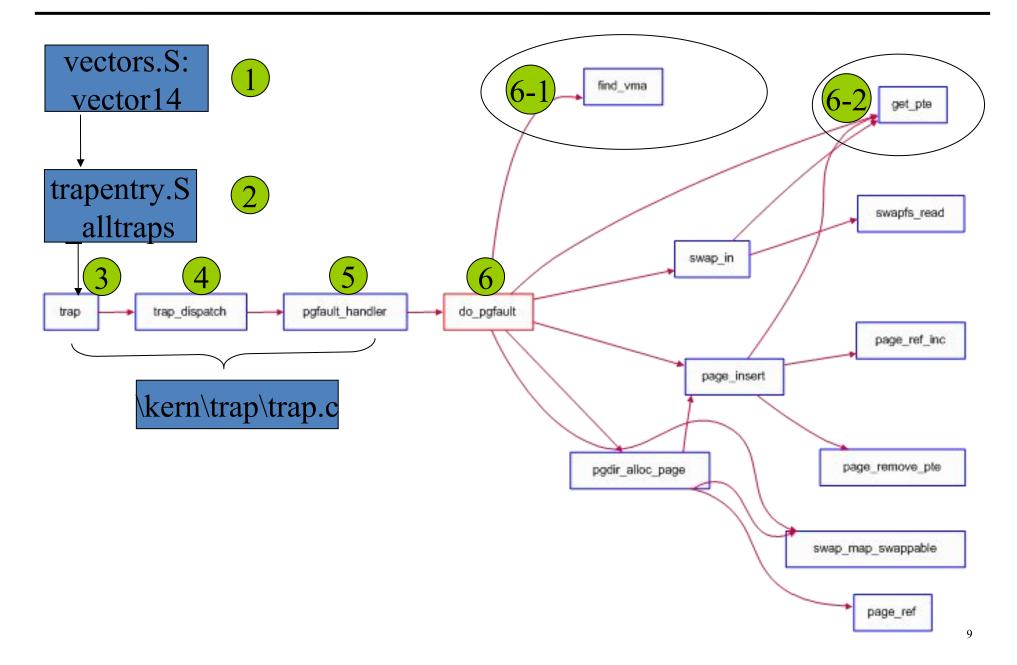


◆ 关键数据结构 (\kern\mm\vmm.h)





# 05 页访问异常





#### 页访问异常

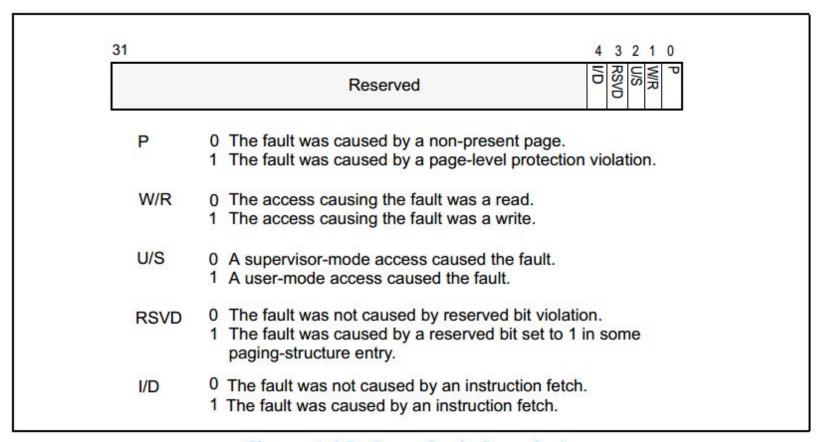


Figure 4-12. Page-Fault Error Code



# ◆ 需要考虑的问题

- ▶ 应该换出哪个页?
- > 如何建立虚拟页和磁盘扇区的对应关系?
- > 何时进行页换入和换出?
- > 如何设计数据结构支持页替换算法?
- > 怎样进行页换入和换出?



- ◆ 应该换出哪个页?
  - (\kern\mm\swap.c)
  - Lab3: check\_swap()
- ◆ 如何建立虚拟页和磁盘扇区的对应关系?
  - > PTE

```
swap_entry_t

offset | reserved | 0 |

24 bits 7 bits 1 bit
```



- ◆ 页替换算法
  - > FIFO: First In First Out (Lab3-2)
  - > Clock
  - > Enhanced Clock



3	1   30   29   28   27   26   25   24   23   22	21 20 19 18 17	16 15 14 13 12	11 10 9	8	7	6	5	4	3	2	1	0	
	Address of pa	Ignored					PCD	PW T	J Ignored			CR3		
	Bits 31:22 of address of 2MB page frame	Reserved (must be 0)	Bits 39:32 of A T	Ignored	G	1	D	Α	PCD	PW T	U / S	R/W	1	PDE: 4MB page
	Address of	Ignored		0	g	Α	P C D	PW T	U / S	R / W	1	PDE: page table		
	Ignored												0	PDE: not present
	Address of 4KB page frame					P A T	D	Α	PCD	PW T	U / S	R/W	1	PTE: 4KB page
	Ignored												<u>0</u>	PTE: not present

Figure 4-4. Formats of CR3 and Paging-Structure Entries with 32-Bit Paging

- R/W: 1 if this page is writable
- U/S: 1 if this page is accessible in ring 3
- A: 1 if this page has been accessed
- D: 1 if this page has been written
- You may ignore others for now



- ◆ 何时进行页换入和换出?
  - ➤ 換入 (Swap in): (kern\mm\swap.c) check swap() page fault do pgfault()
  - > 换出(Swap out)
    - \*主动策略
    - ❖被动策略 (ucore)



◆ 如何设计数据结构支持页替换算法?

```
struct Page {
.....
list_entry_t pra_page_link;
uintptr_t pra_vaddr;
};
```



◆ 如何设计数据结构支持页替换算法? (kern\mm\swap.h, kern\mm\swap fifo.c)

```
struct swap manager {
/* Called when map a swappable page into the mm struct */
int (*map swappable) (struct mm struct *mm, uintptr t addr, struct
Page *page, int swap in);
/* Try to swap out a page, return then victim */
int (*swap out victim) (struct mm struct *mm, struct Page **ptr page,
int in tick);
/* check the page relpacement algorithm */
int (*check swap)(void);
};
```



- ◆ 怎样进行页换入和换出?
  - > swap\_check(): kern/mm/swap.c
    - > mm\_create(): mm; vma\_create(): vma; set access range: 4KB-24KB.
    - ➤ free\_page: simulate 4 physical pages, and 5 continuous virtual pages accessing operation.
    - Set pgfault\_num=0, execute check\_content\_set().
    - > Check validity
    - > check\_content\_access(), \_fifo\_check\_swap().



# 谢谢!