

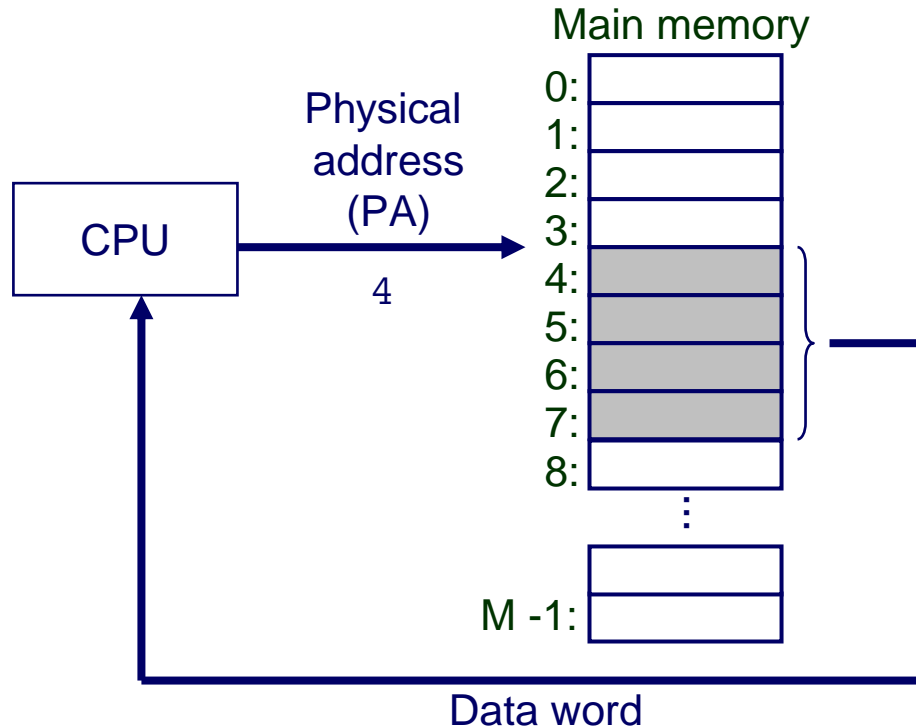
15-213

Virtual Memory October 29, 2007

Topics

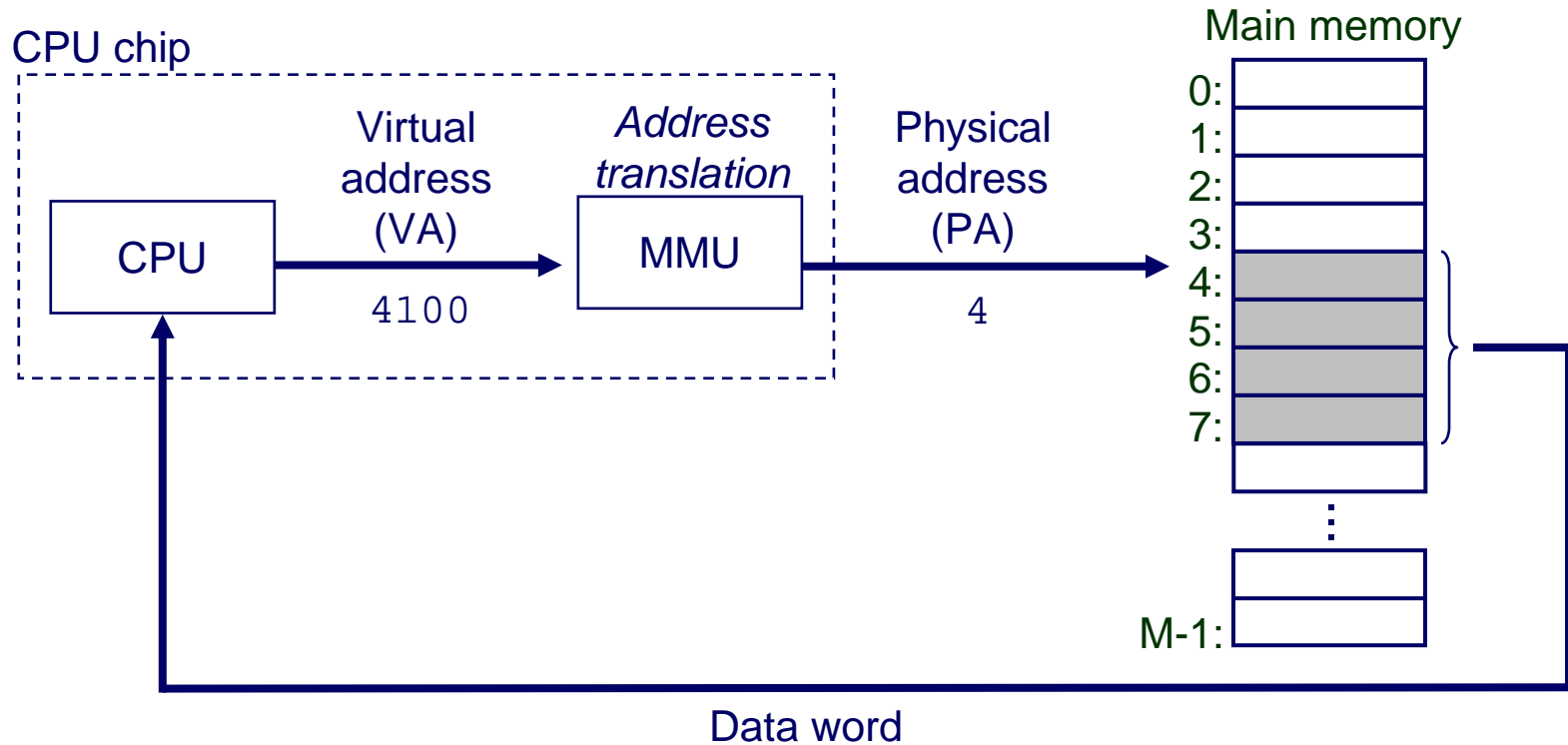
- Address spaces
- Motivations for virtual memory
- Address translation
- Accelerating translation with TLBs

A System Using Physical Addressing



Used by many digital signal processors and embedded microcontrollers in devices like phones and PDAs.

A System Using Virtual Addressing



One of the great ideas in computer science. Used by all modern desktop and laptop microprocessors.

Address Spaces

A *linear address space* is an ordered set of contiguous nonnegative integer addresses:

$$\{0, 1, 2, 3, \dots\}$$

A *virtual address space* is a set of $N = 2^n$ *virtual addresses*:

$$\{0, 1, 2, \dots, N-1\}$$

A *physical address space* is a set of $M = 2^m$ (for convenience) *physical addresses*:

$$\{0, 1, 2, \dots, M-1\}$$

In a system based on virtual addressing, each byte of main memory has a virtual address *and* a physical address.

Why Virtual Memory?

(1) VM uses main memory efficiently

- Main memory is a cache for the contents of a virtual address space stored on disk.
- Keep only active areas of virtual address space in memory
- Transfer data back and forth as needed.

(2) VM simplifies memory management

- Each process gets the same linear address space.

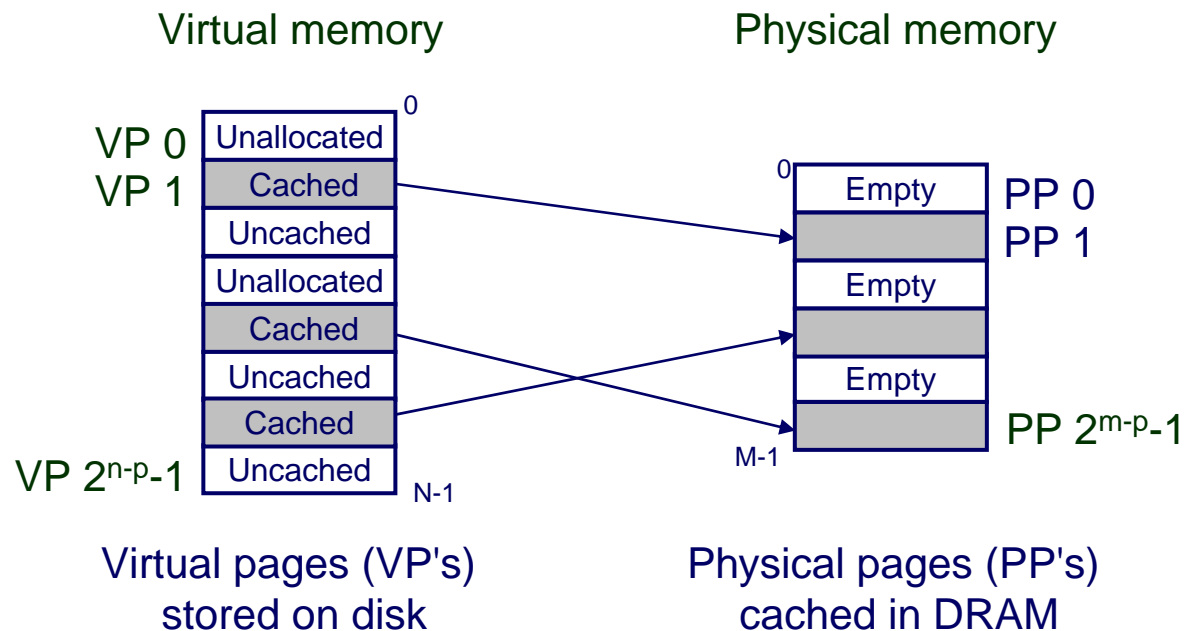
(3) VM protects address spaces

- One process can't interfere with another.
 - Because they operate in different address spaces.
- User process cannot access privileged information
 - Different sections of address spaces have different permissions.

(1) VM as a Tool for Caching

Virtual memory is an array of N contiguous bytes stored on disk.

The contents of the array on disk are cached in **physical memory (DRAM cache)**



DRAM Cache Organization

DRAM cache organization driven by the enormous miss penalty

- DRAM is about 10x slower than SRAM
- Disk is about 100,000x slower than a DRAM

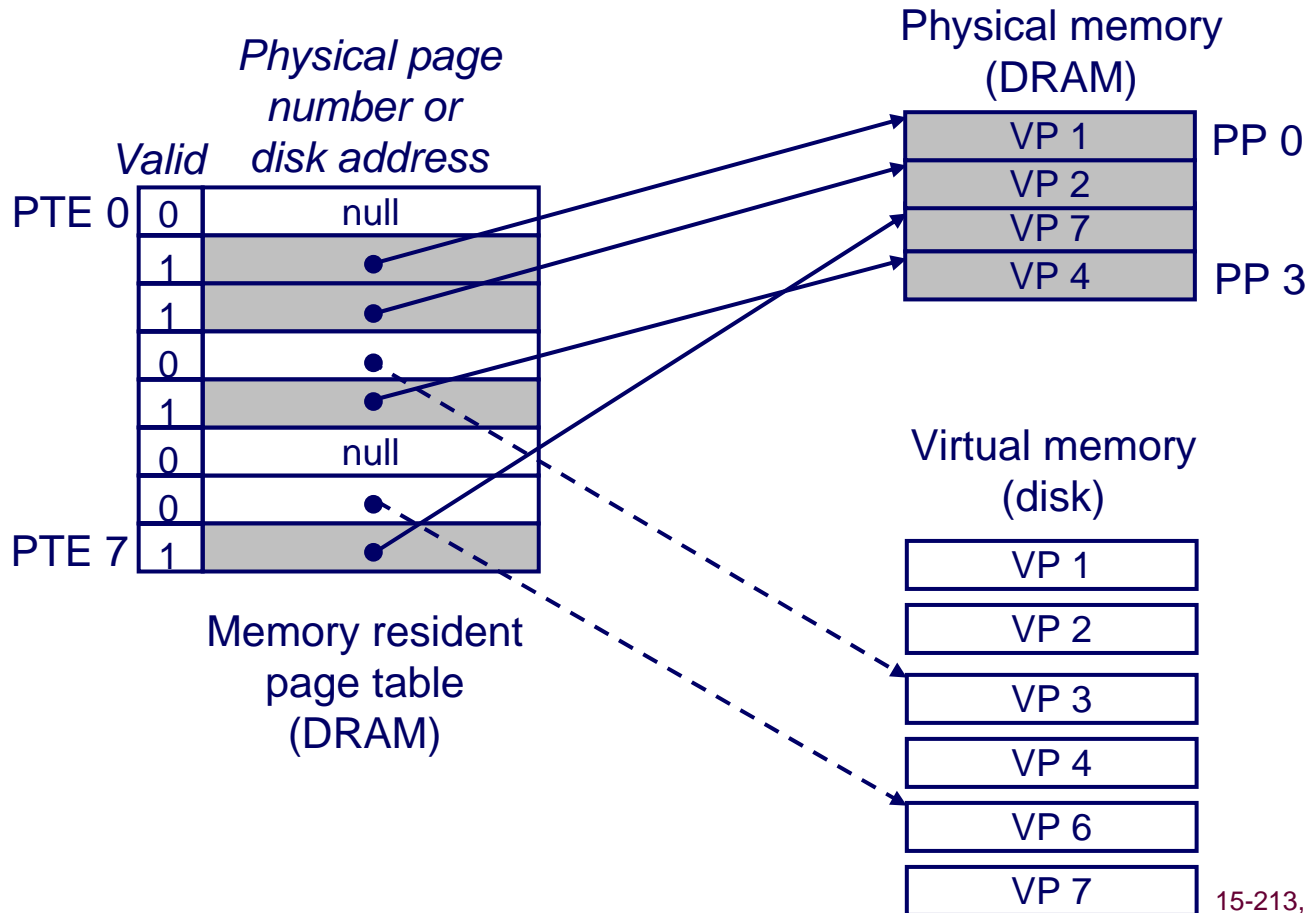
DRAM cache properties

- Large page (block) size (typically 4-8 KB)
- Fully associative
 - Any virtual page can be placed in any physical page
- Highly sophisticated replacement algorithms
- Write-back rather than write-through

Page Tables

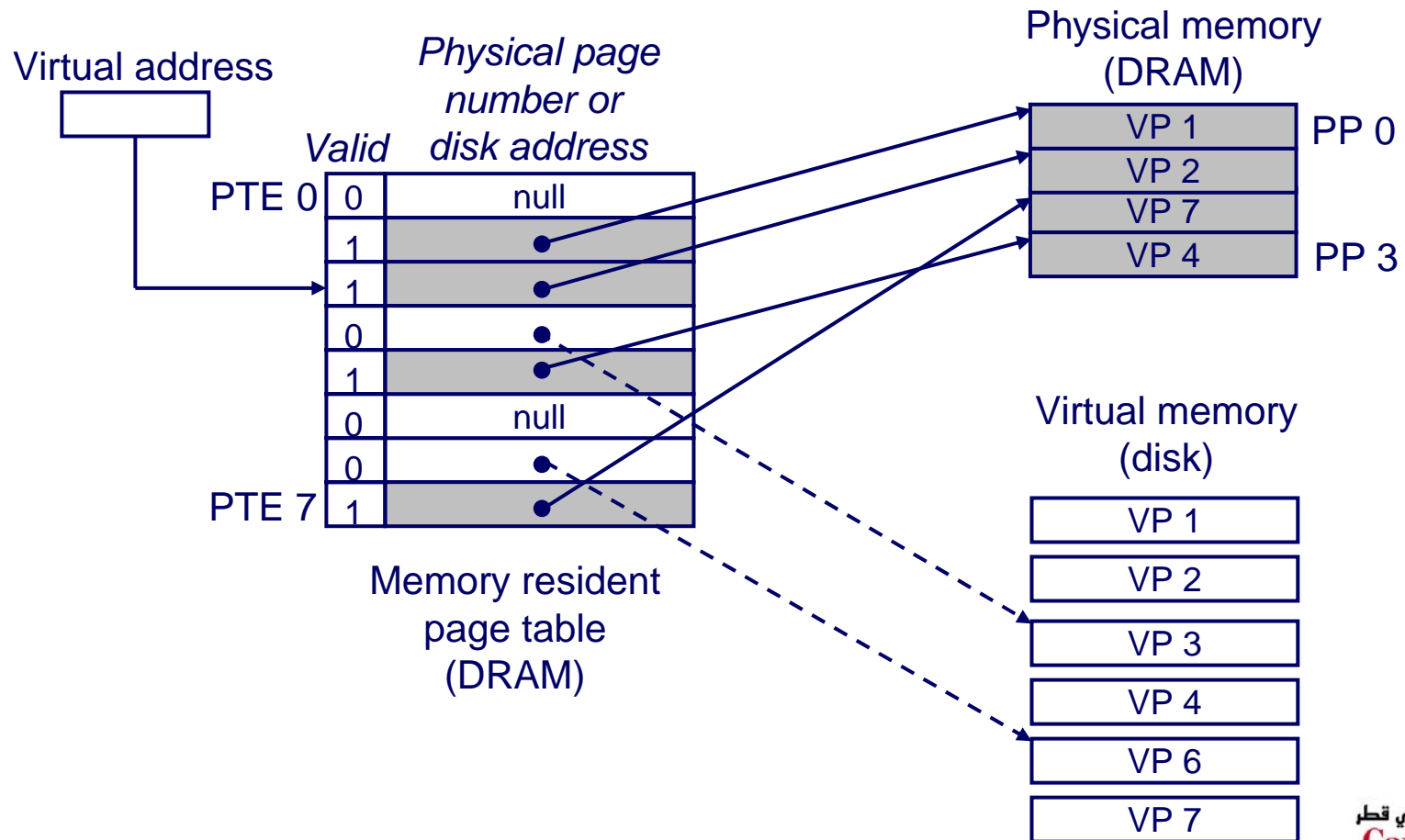
A *page table* is an array of page table entries (PTEs) that maps virtual pages to physical pages.

- Kernel data structure in DRAM



Page Hits

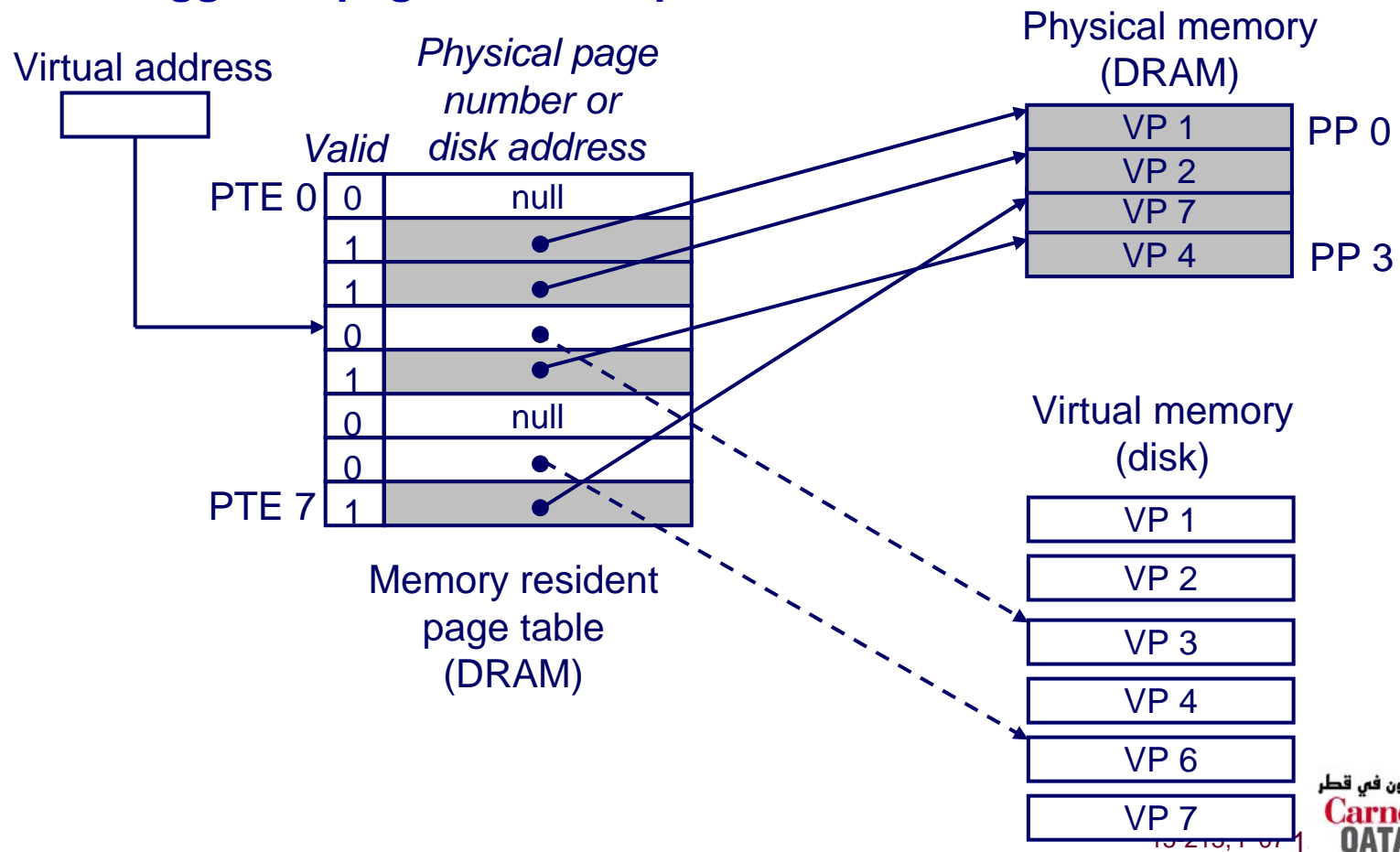
A *page hit* is a reference to a VM word that is in physical (main) memory.



Page Faults

A *page fault* is caused by a reference to a VM word that is not in physical (main) memory.

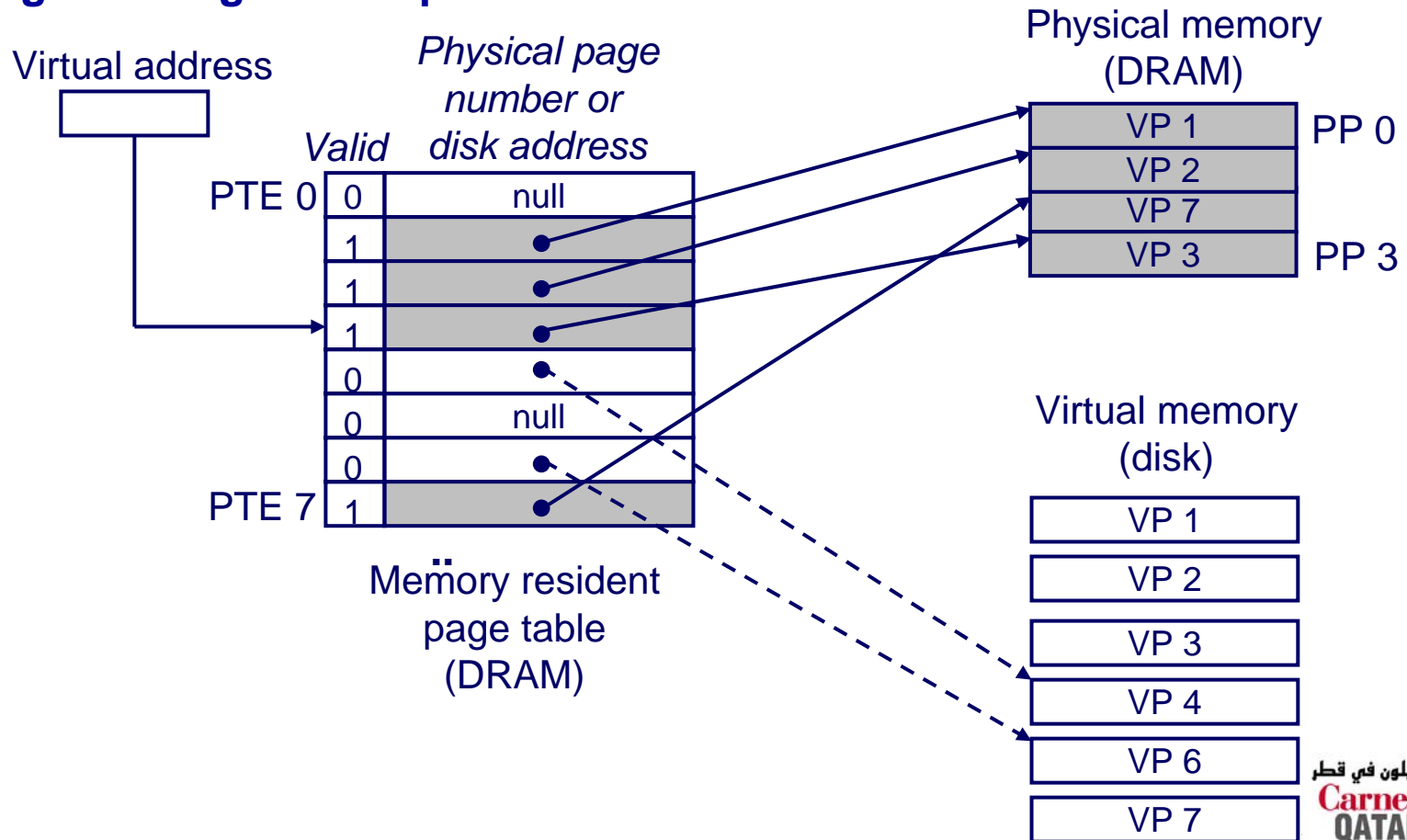
- Example: A instruction references a word contained in VP 3, a miss that triggers a page fault exception



Page Faults (cont)

The kernel's page fault handler selects VP 4 as the victim and replaces it with a copy of VP 3 from disk (*demand paging*)

- When the offending instruction restarts, it executes normally, without generating an exception



Servicing a Page Fault

(1) Processor signals controller

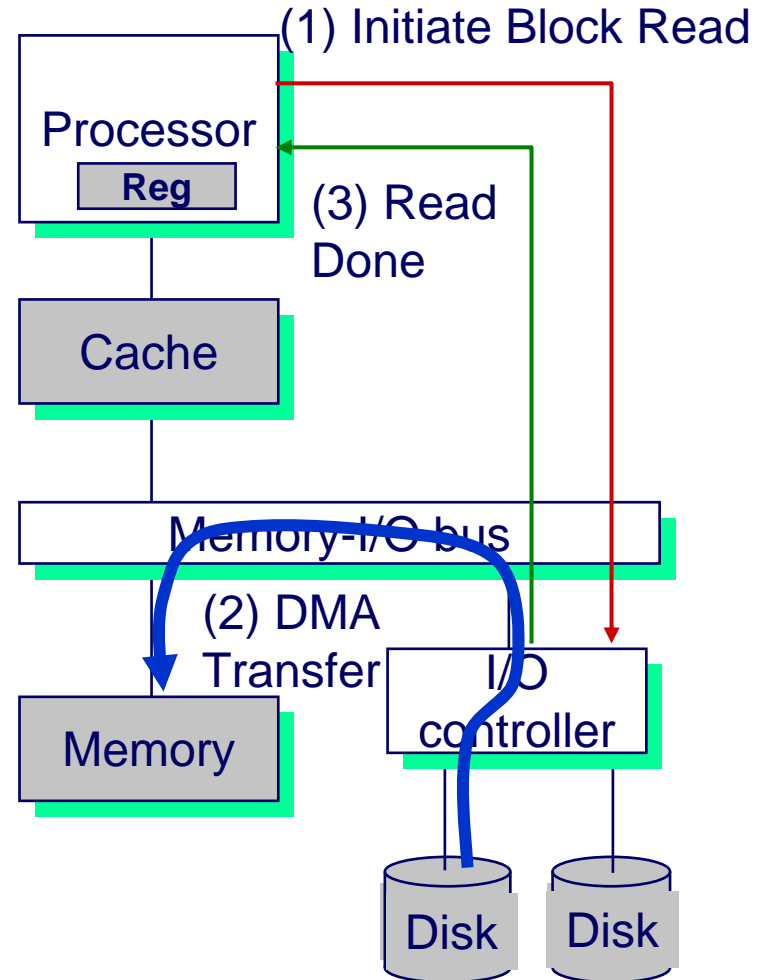
- Read block of length P starting at disk address X and store starting at memory address Y

(2) Read occurs

- Direct Memory Access (DMA)
- Under control of I/O controller

(3) Controller signals completion

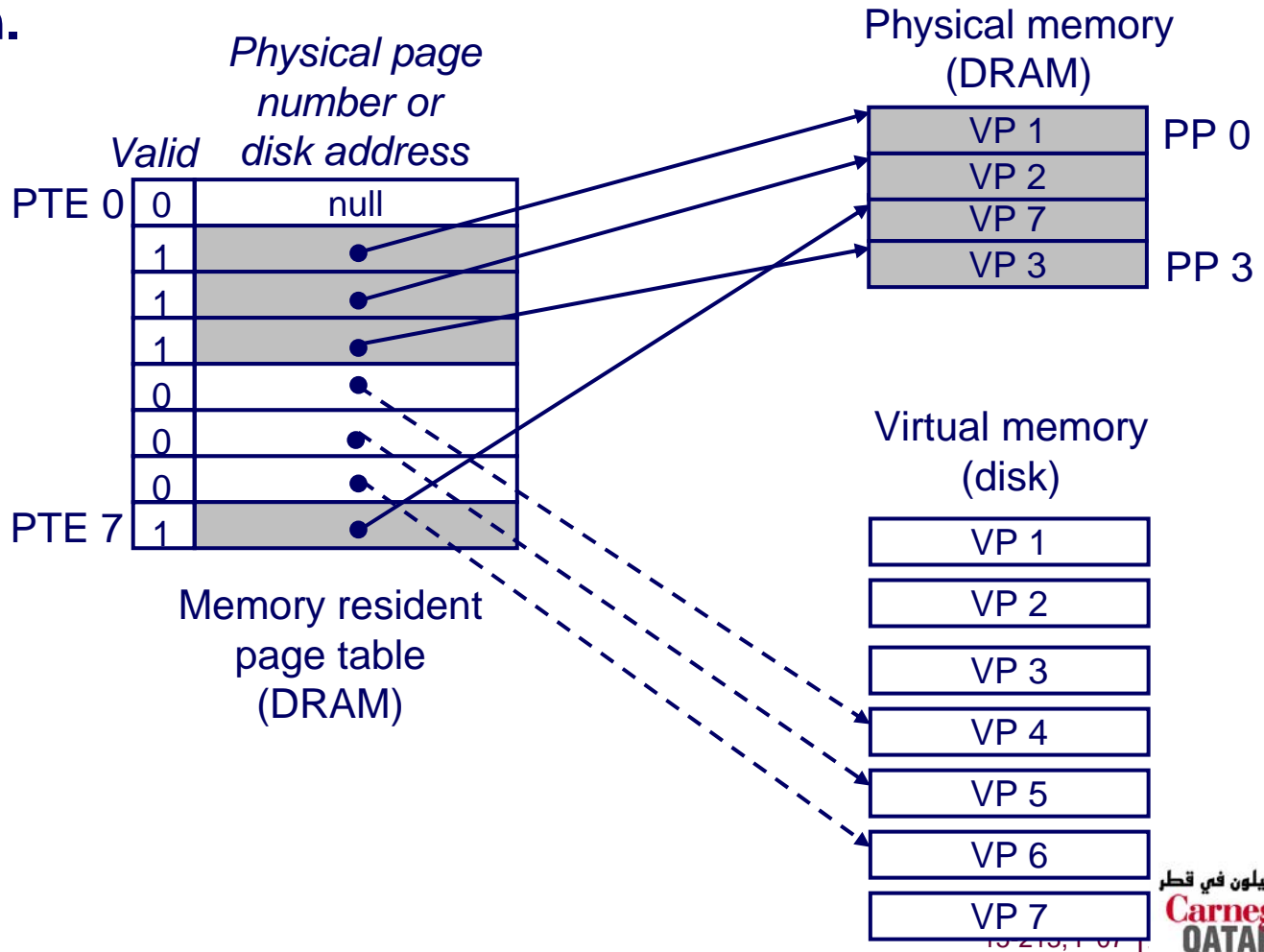
- Interrupt processor
- OS resumes suspended process



Allocating Virtual Pages

Example: Allocating new virtual page VP5

- Kernel allocates VP 5 on disk and points PTE 5 to this new location.



Locality to the Rescue

Virtual memory works because of locality.

At any point in time, programs tend to access a set of active virtual pages called the *working set*.

- Programs with better temporal locality will have smaller working sets.

If working set size $<$ main memory size

- Good performance after initial compulsory misses.

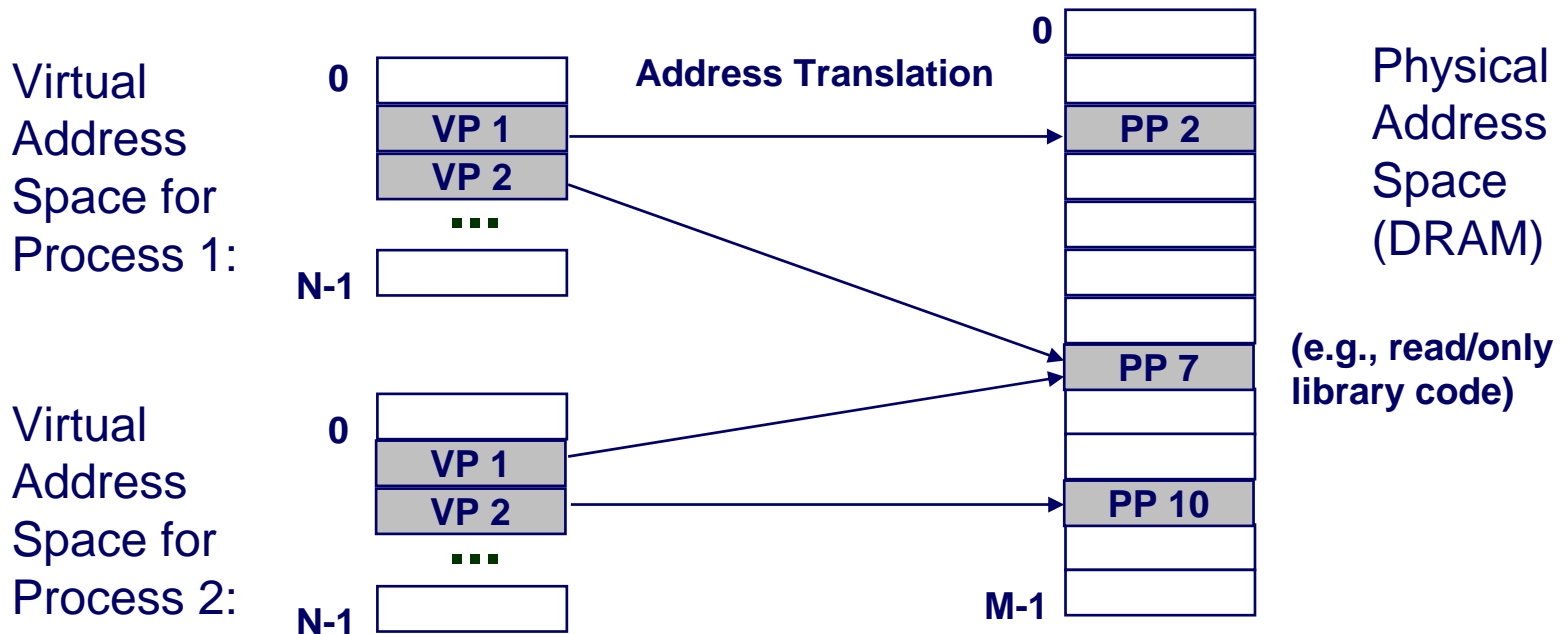
If working set size $>$ main memory size

- *Thrashing*: Performance meltdown where pages are swapped (copied) in and out continuously

(2) VM as a Tool for Memory Mgmt

Key idea: Each process has its own virtual address space

- Simplifies memory allocation, sharing, linking, and loading.



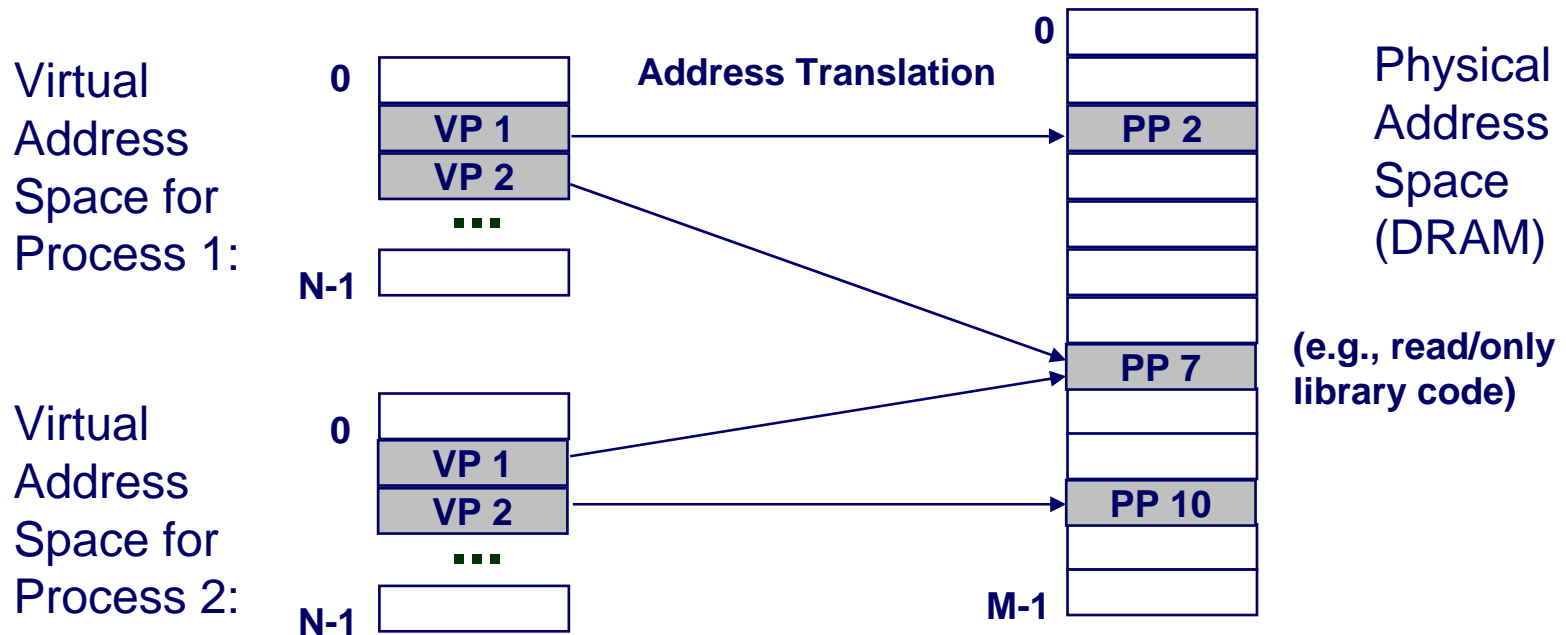
Simplifying Sharing and Allocation

Sharing code and data among processes

- Map virtual pages to the same physical page (PP 7)

Memory allocation

- Virtual page can be mapped to any physical page



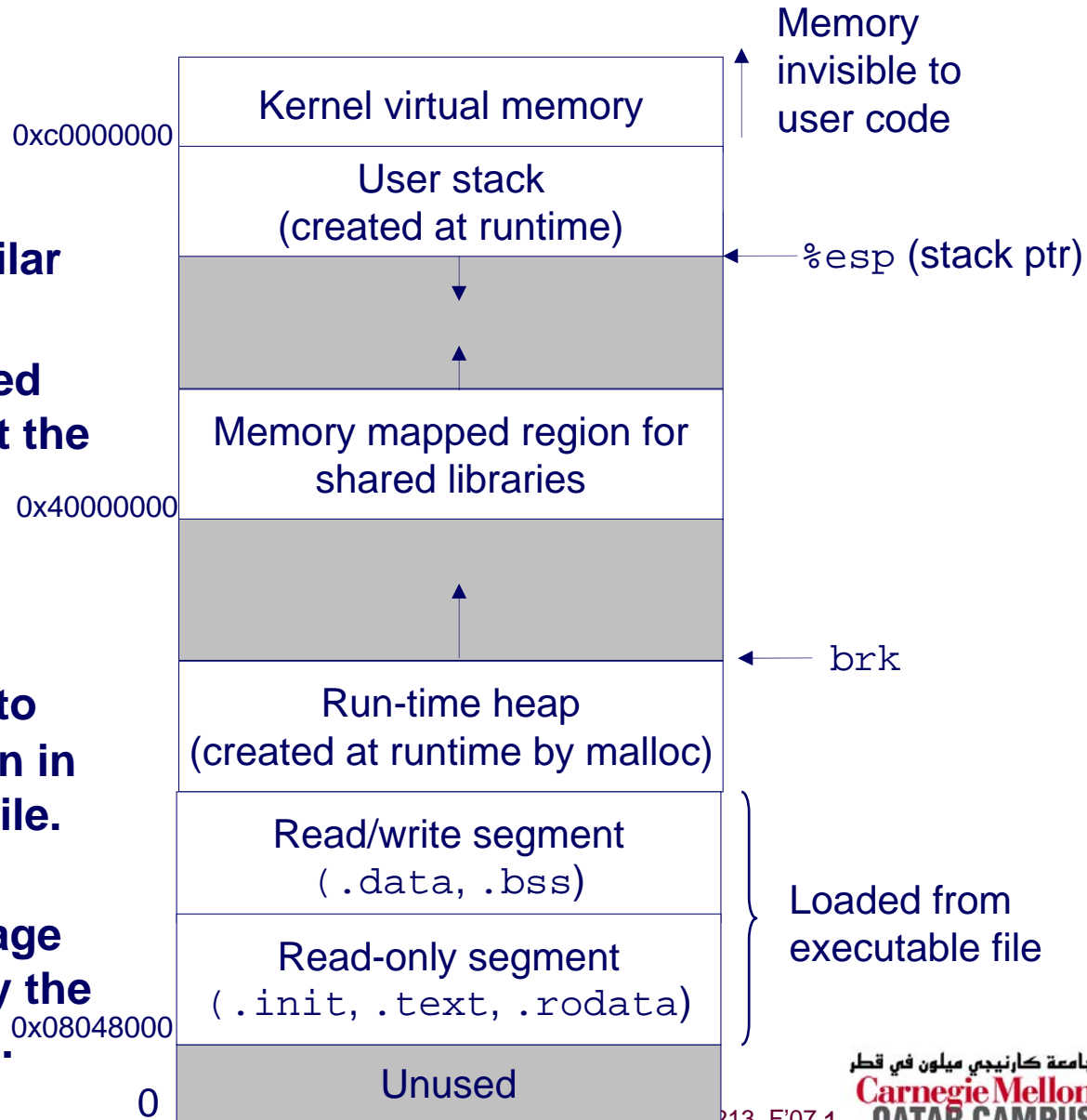
Simplifying Linking and Loading

Linking

- Each program has similar virtual address space
- Code, stack, and shared libraries always start at the same address.

Loading

- `execve()` maps PTEs to the appropriate location in the executable binary file.
- The `.text` and `.data` sections are copied, page by page, on demand by the virtual memory system.



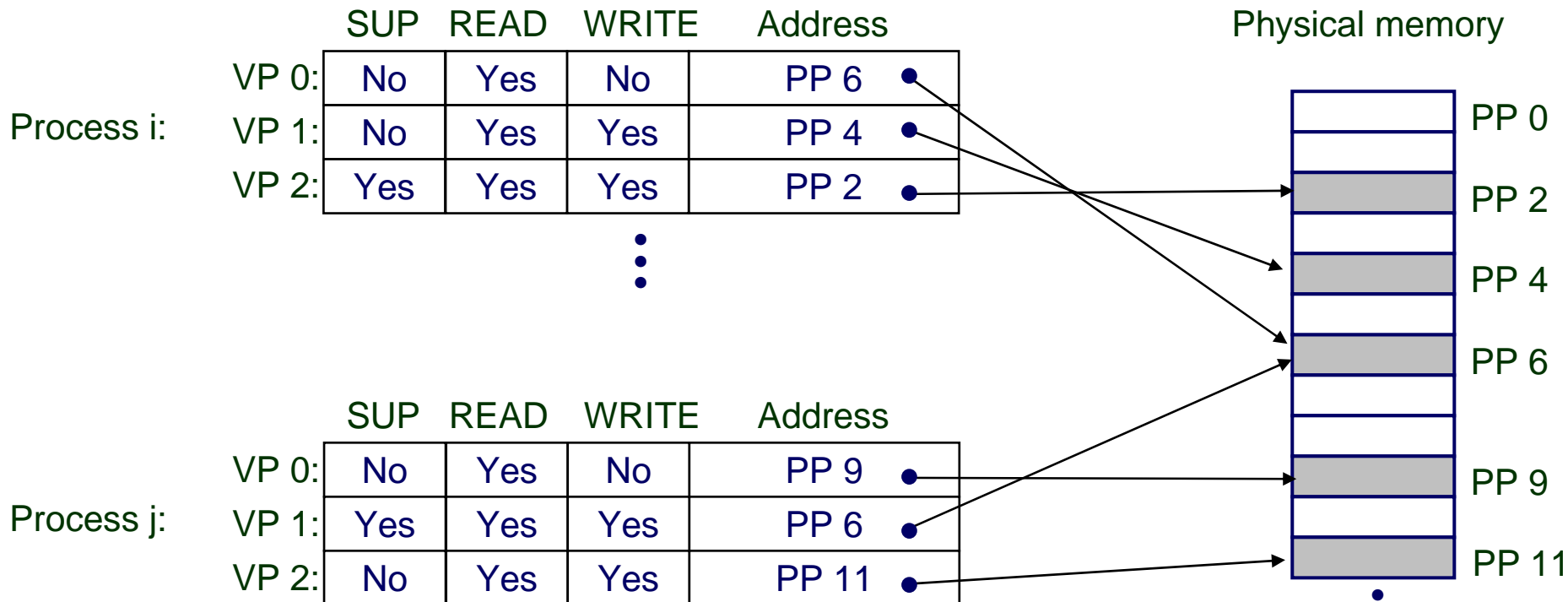
(3) VM as a Tool for Memory Protection

Extend PTEs with permission bits.

Page fault handler checks these before remapping.

- If violated, send process SIGSEGV (segmentation fault)

Page tables with permission bits



VM Address Translation

Virtual Address Space

- $V = \{0, 1, \dots, N-1\}$

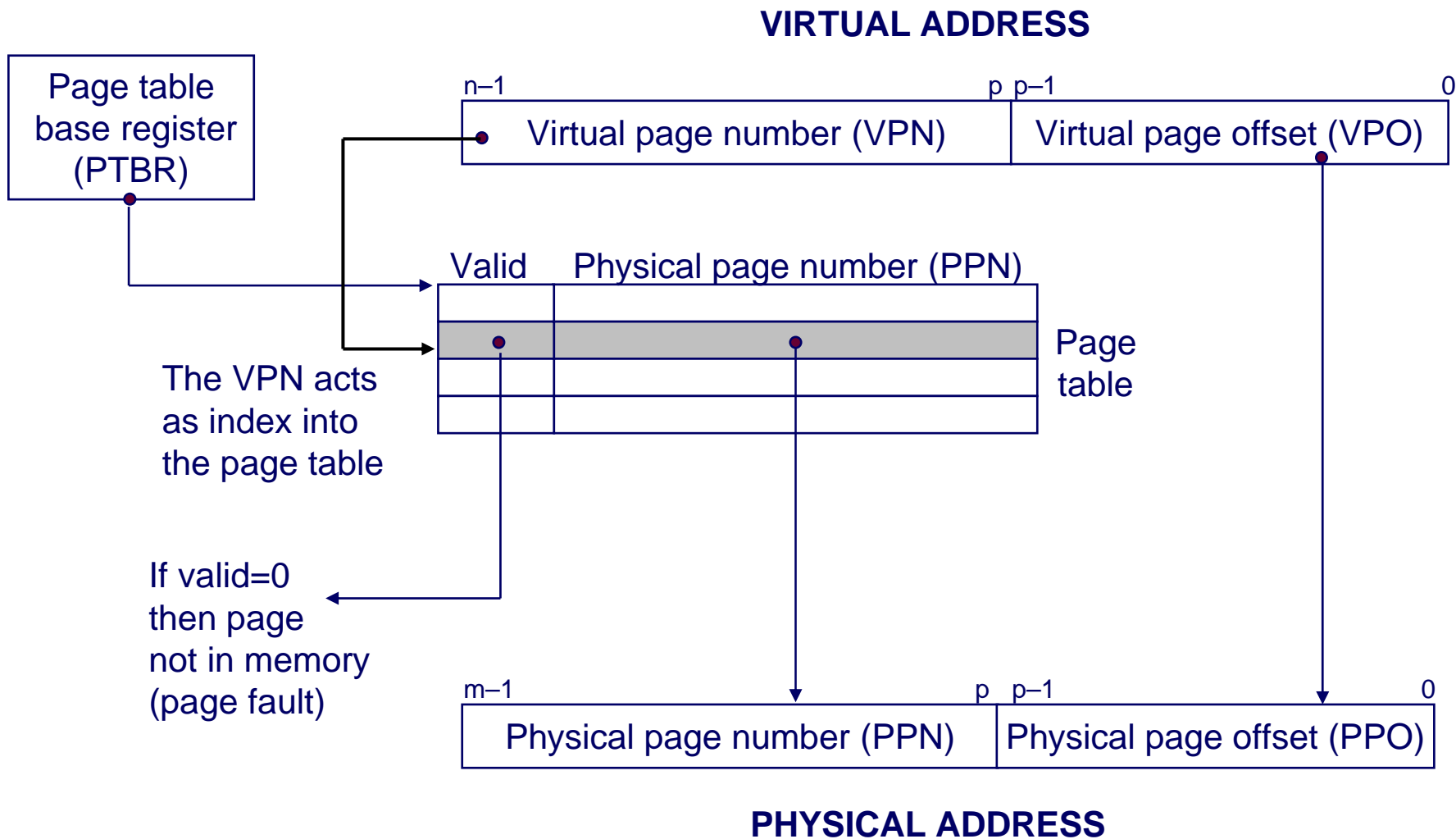
Physical Address Space

- $P = \{0, 1, \dots, M-1\}$
- $M < N$ (usually, but ≥ 4 Gbyte on an IA32 possible)

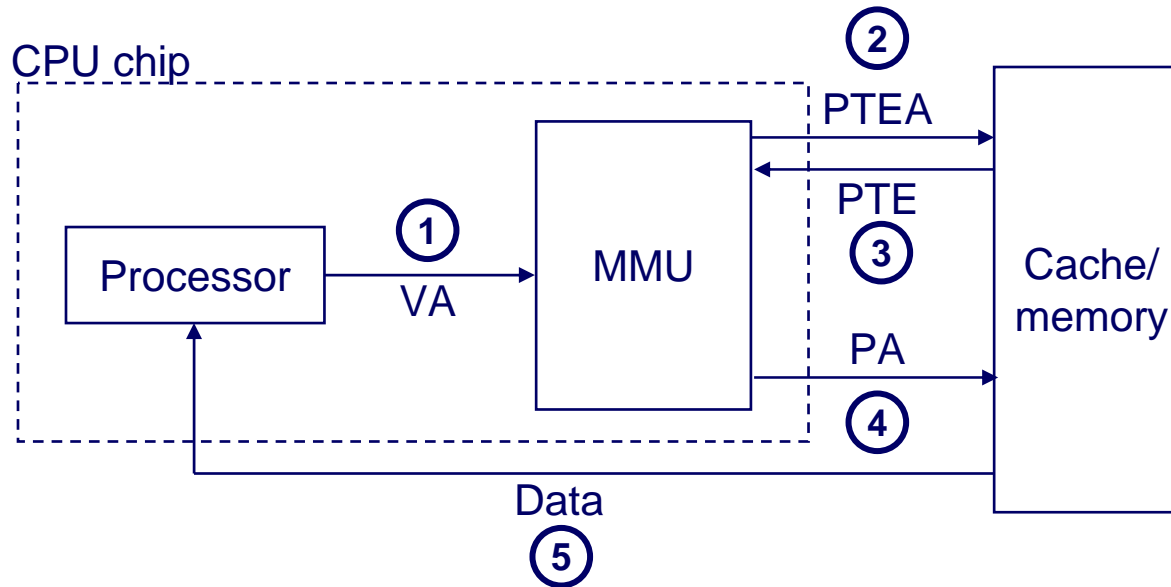
Address Translation

- MAP: $V \rightarrow P \cup \{\emptyset\}$
- For virtual address a:
 - $\text{MAP}(a) = a'$ if data at virtual address a at physical address a' in P
 - $\text{MAP}(a) = \emptyset$ if data at virtual address a not in physical memory
 - » Either invalid or stored on disk

Address Translation with a Page Table

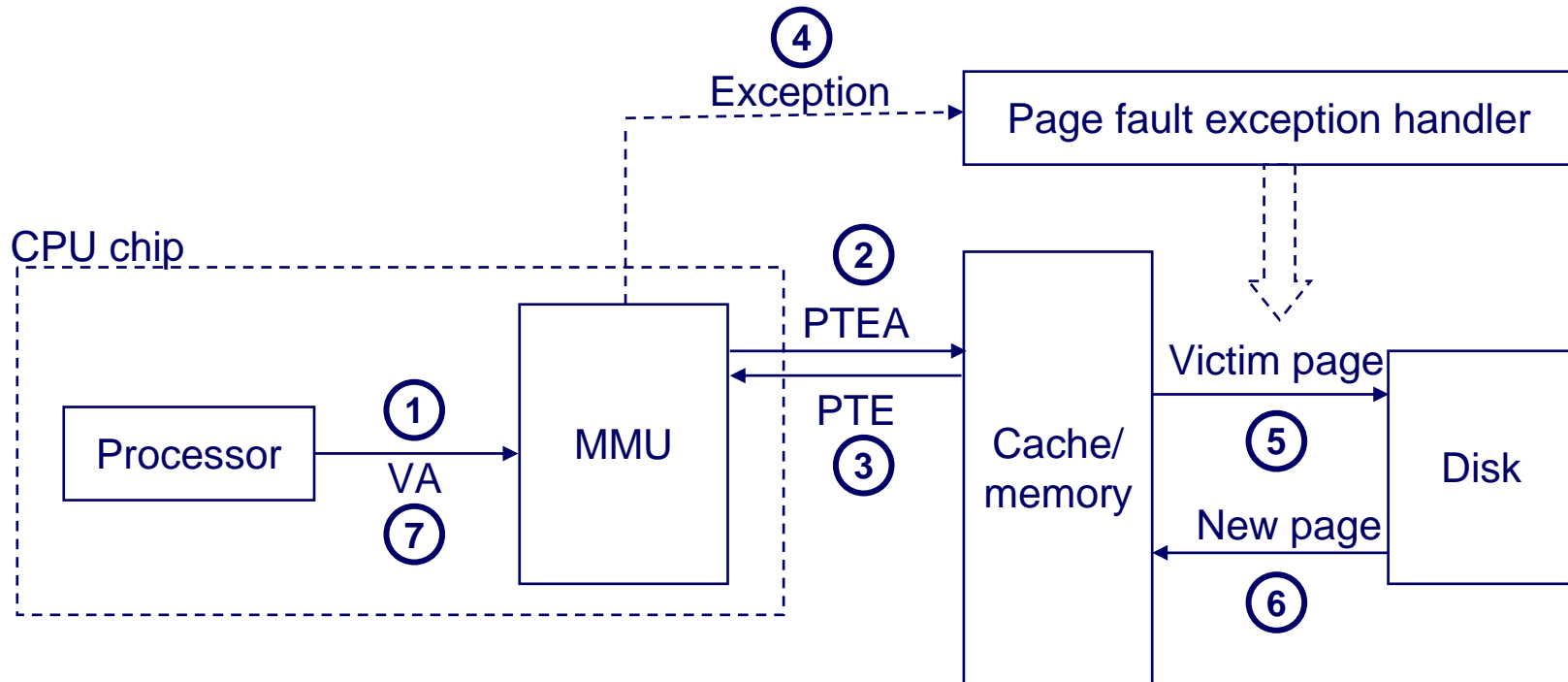


Address Translation: Page Hit



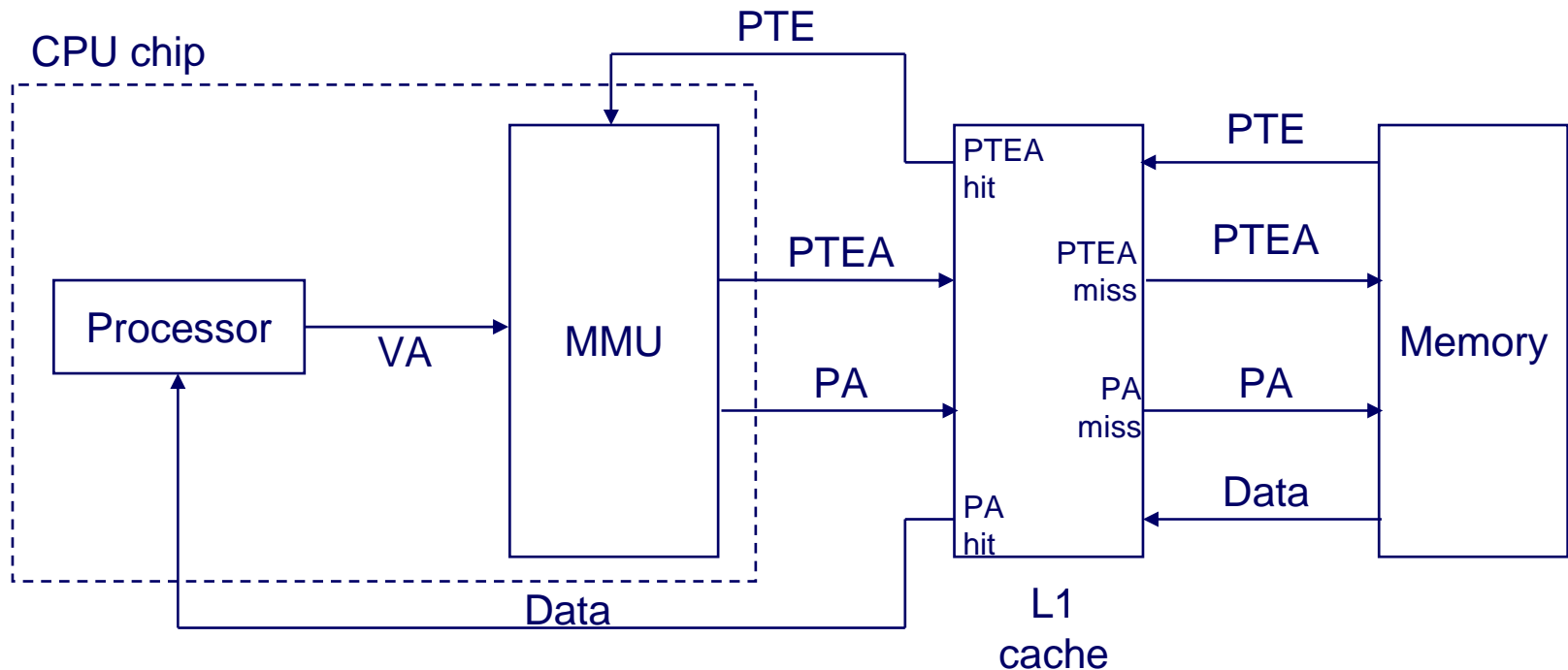
- 1) Processor sends virtual address to MMU
- 2-3) MMU fetches PTE from page table in memory
- 4) MMU sends physical address to L1 cache
- 5) L1 cache sends data word to processor

Address Translation: Page Fault



- 1) Processor sends virtual address to MMU
- 2-3) MMU fetches PTE from page table in memory
- 4) Valid bit is zero, so MMU triggers page fault exception
- 5) Handler identifies victim, and if dirty pages it out to disk
- 6) Handler pages in new page and updates PTE in memory
- 7) Handler returns to original process, restarting faulting instruction

Integrating VM and Cache



Page table entries (PTEs) are cached in L1 like any other memory word.

- PTEs can be evicted by other data references
- PTE hit still requires a 1-cycle delay

Solution: Cache PTEs in a small fast memory in the MMU.

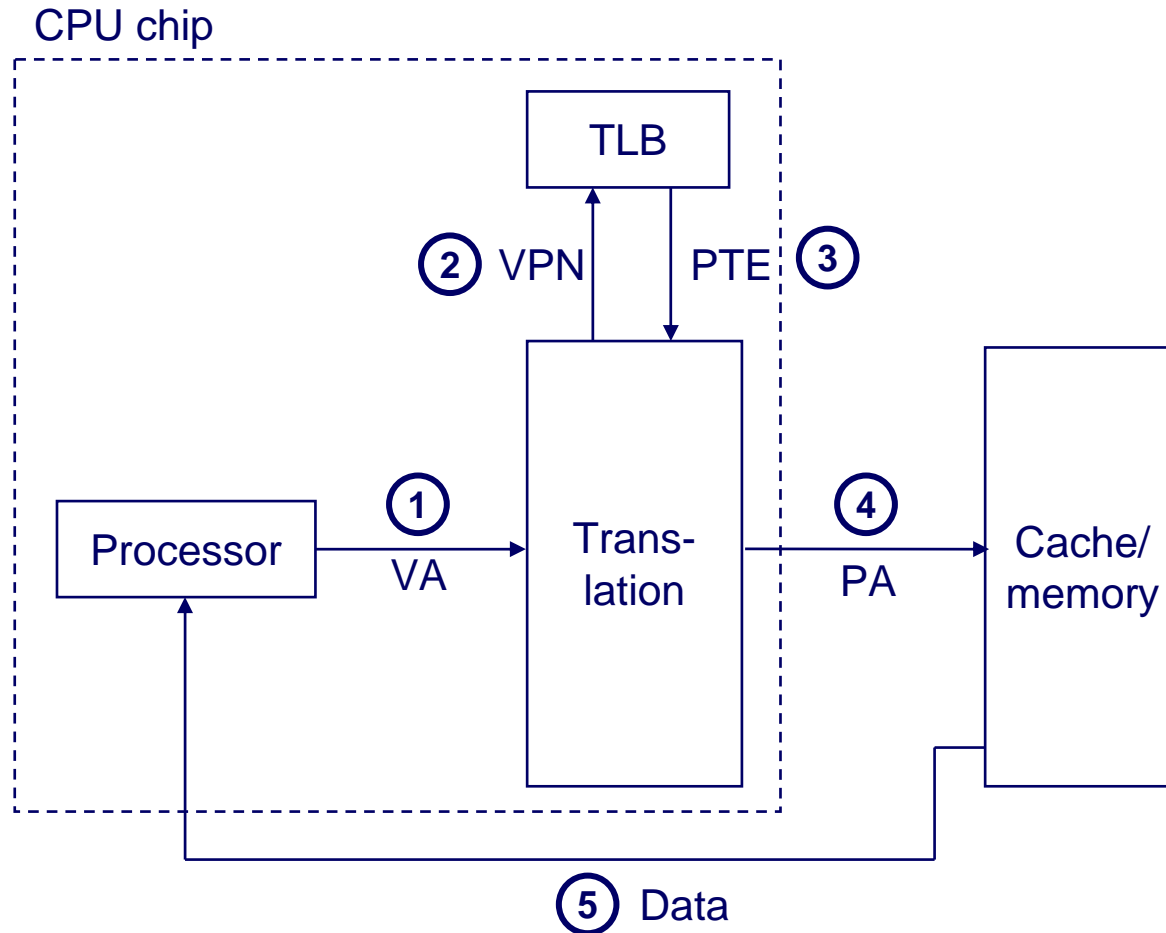
- Translation Lookaside Buffer (TLB)

Speeding up Translation with a TLB

Translation Lookaside Buffer (TLB)

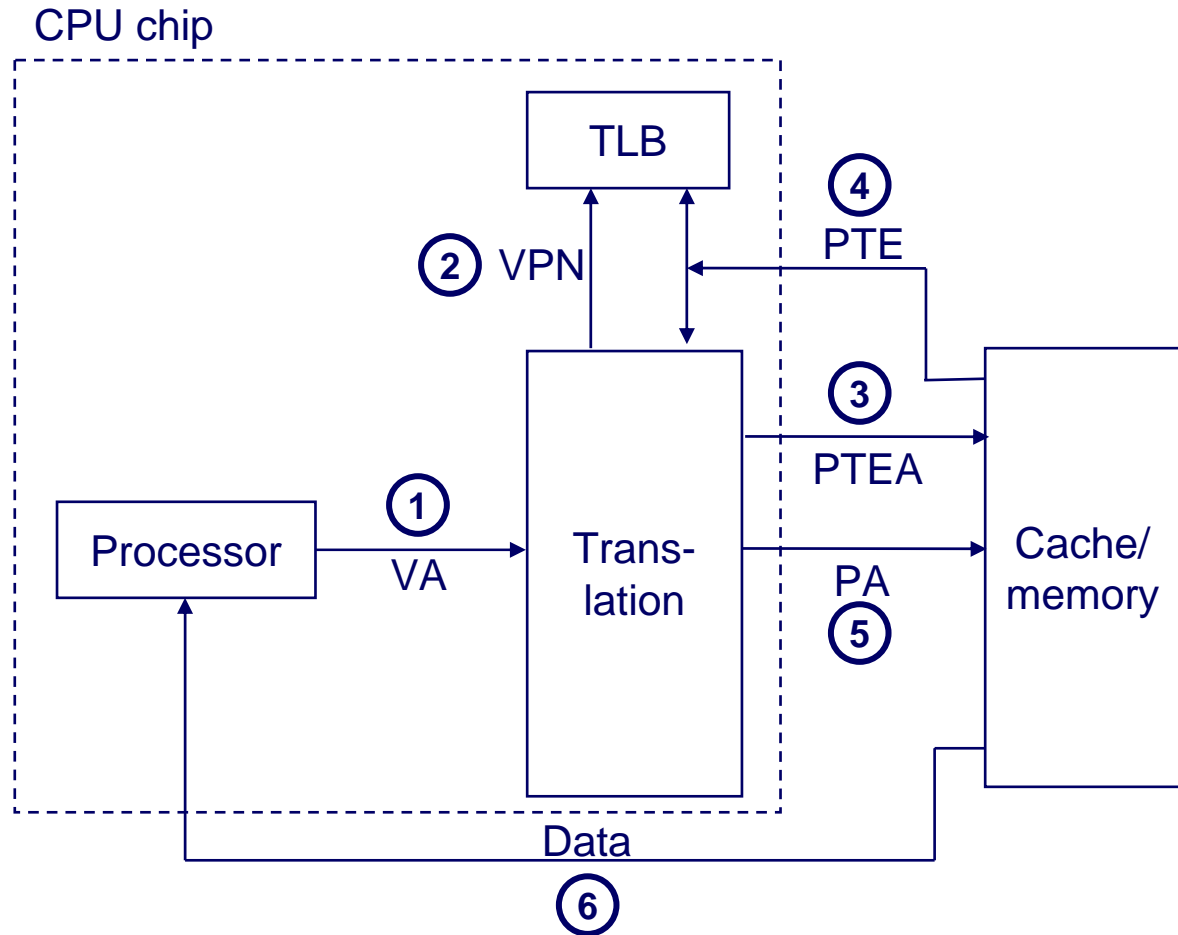
- Small hardware cache in MMU
- Maps virtual page numbers to physical page numbers
- Contains complete page table entries for small number of pages

TLB Hit



A TLB hit eliminates a memory access.

TLB Miss



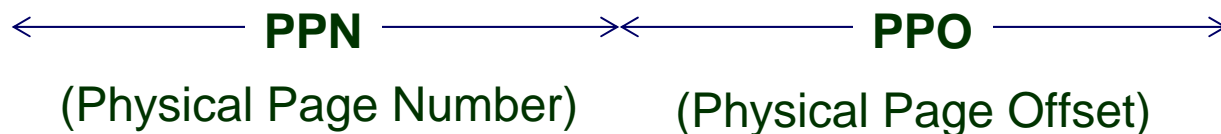
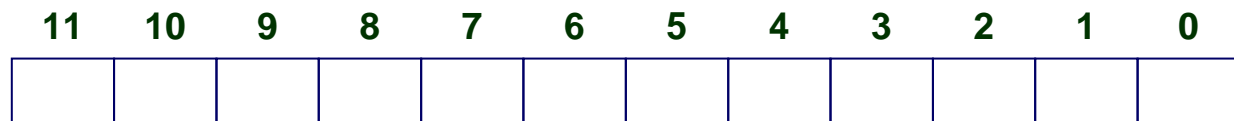
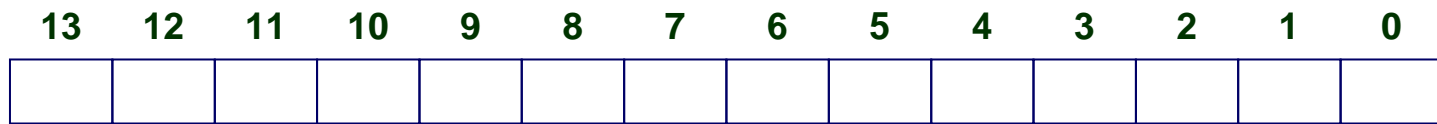
A TLB miss incurs an additional memory access (the PTE).

Fortunately, TLB misses are rare. Why?

Simple Memory System Example

Addressing

- 14-bit virtual addresses
- 12-bit physical address
- Page size = 64 bytes



Simple Memory System Page Table

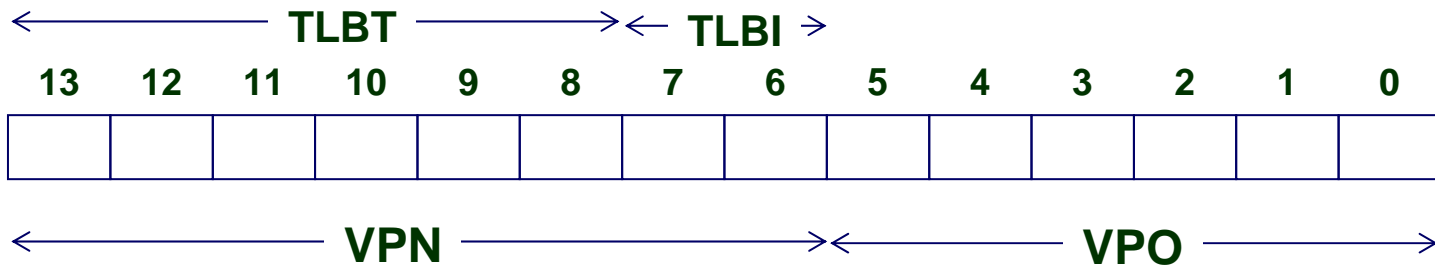
- Only show first 16 entries (out of 256)

VPN	PPN	Valid	VPN	PPN	Valid
00	28	1	08	13	1
01	–	0	09	17	1
02	33	1	0A	09	1
03	02	1	0B	–	0
04	–	0	0C	–	0
05	16	1	0D	2D	1
06	–	0	0E	11	1
07	–	0	0F	0D	1

Simple Memory System TLB

TLB

- 16 entries
- 4-way associative

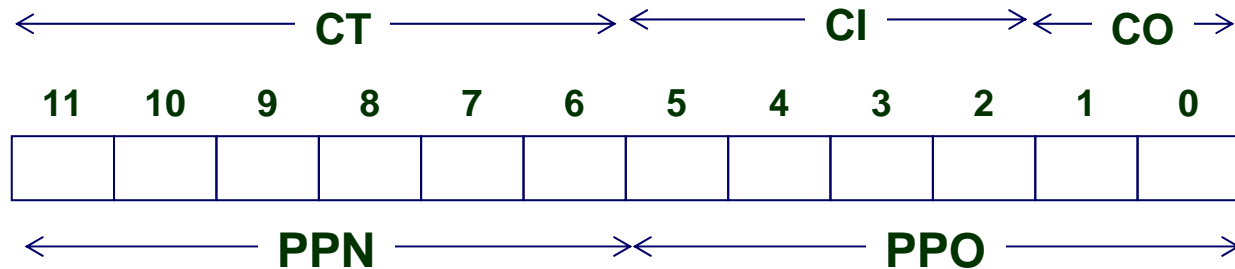


Set	Tag	PPN	Valid	Tag	PPN	Valid	Tag	PPN	Valid	Tag	PPN	Valid
0	03	-	0	09	0D	1	00	-	0	07	02	1
1	03	2D	1	02	-	0	04	-	0	0A	-	0
2	02	-	0	08	-	0	06	-	0	03	-	0
3	07	-	0	03	0D	1	0A	34	1	02	-	0

Simple Memory System Cache

Cache

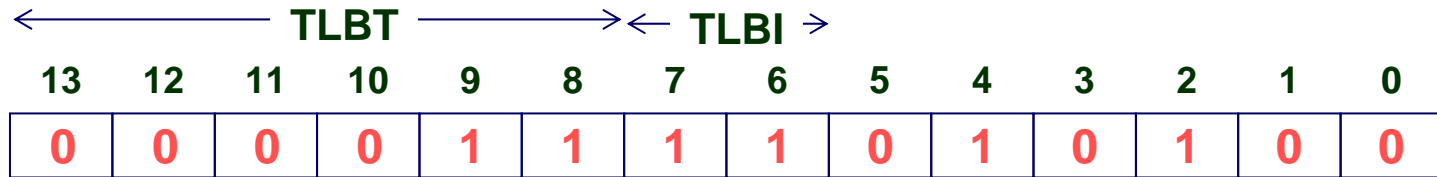
- 16 lines
- 4-byte line size
- Direct mapped



Idx	Tag	Valid	B0	B1	B2	B3	Idx	Tag	Valid	B0	B1	B2	B3
0	19	1	99	11	23	11	8	24	1	3A	00	51	89
1	15	0	-	-	-	-	9	2D	0	-	-	-	-
2	1B	1	00	02	04	08	A	2D	1	93	15	DA	3B
3	36	0	-	-	-	-	B	0B	0	-	-	-	-
4	32	1	43	6D	8F	09	C	12	0	-	-	-	-
5	0D	1	36	72	F0	1D	D	16	1	04	96	34	15
6	31	0	-	-	-	-	E	13	1	83	77	1B	D3
7	16	1	11	C2	DF	03	F	14	0	-	-	-	-

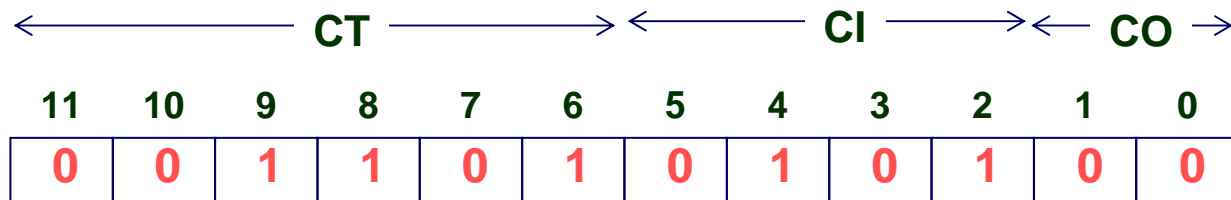
Address Translation Example #1

Virtual Address 0x03D4



VPN 0x0F TLBI 3 TLBT 0x03 TLB Hit? Y Page Fault? NO PPN: 0x0D

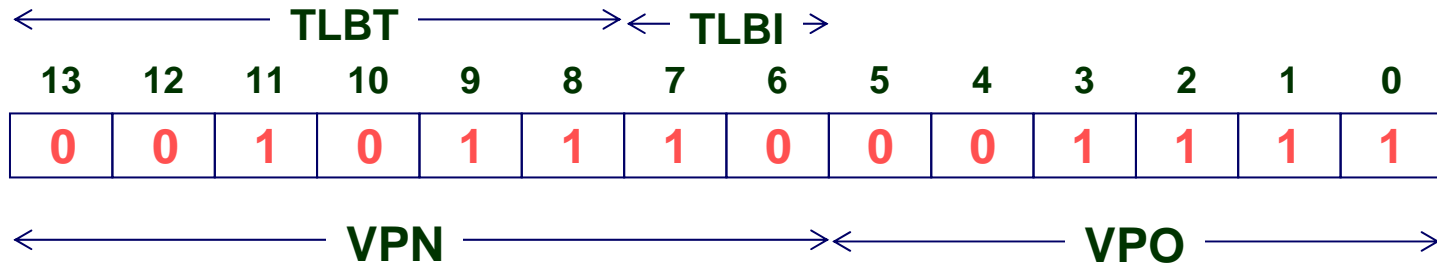
Physical Address



Offset 0 CI 0x5 CT 0x0D Hit? Y Byte: 0x36

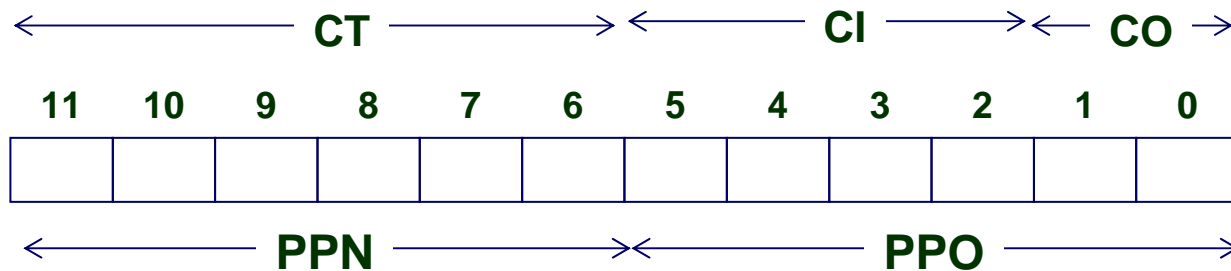
Address Translation Example #2

Virtual Address 0x0B8F



VPN 0x2E TLBI 2 TLBT 0x0B TLB Hit? NO Page Fault? YES PPN: TBD

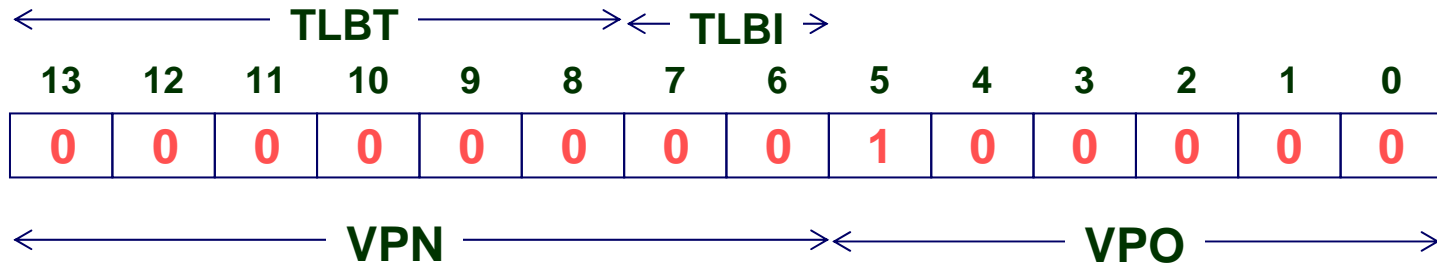
Physical Address



Offset CI CT Hit? Byte:

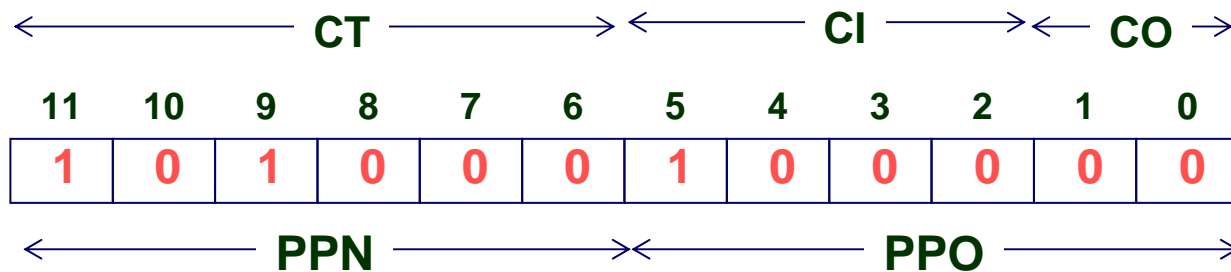
Address Translation Example #3

Virtual Address 0x0020



VPN 0x00 TLBI 0 TLBT 0x00 TLB Hit? NO Page Fault? NO PPN: 0x28

Physical Address



Offset 0 CI 0x8 CT 0x28 Hit? NO Byte: MEM

Multi-Level Page Tables

Given:

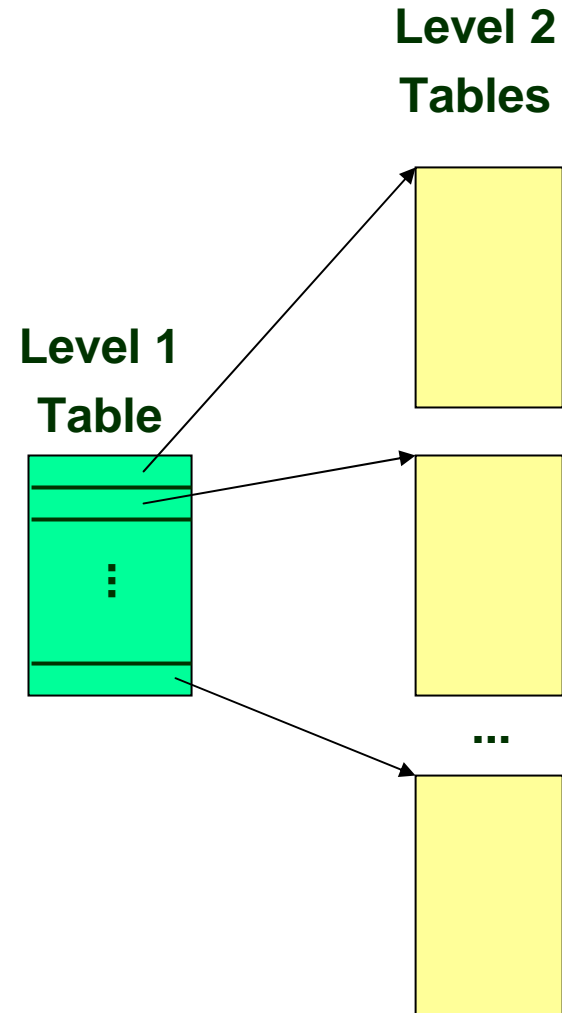
- 4KB (2^{12}) page size
- 48-bit address space
- 4-byte PTE

Problem:

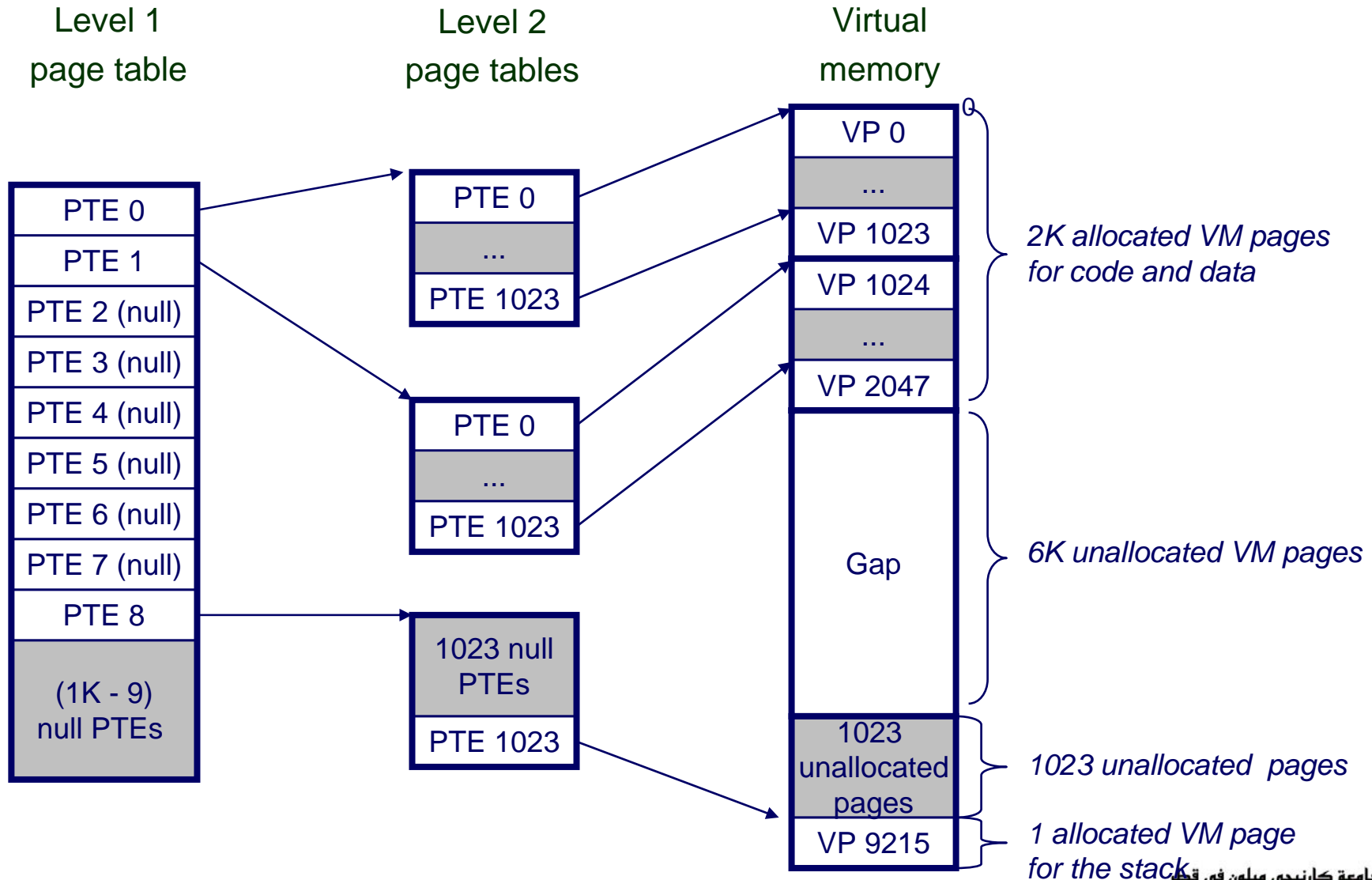
- Would need a 256 GB page table!
 - $2^{48} * 2^{-12} * 2^2 = 2^{38}$ bytes

Common solution

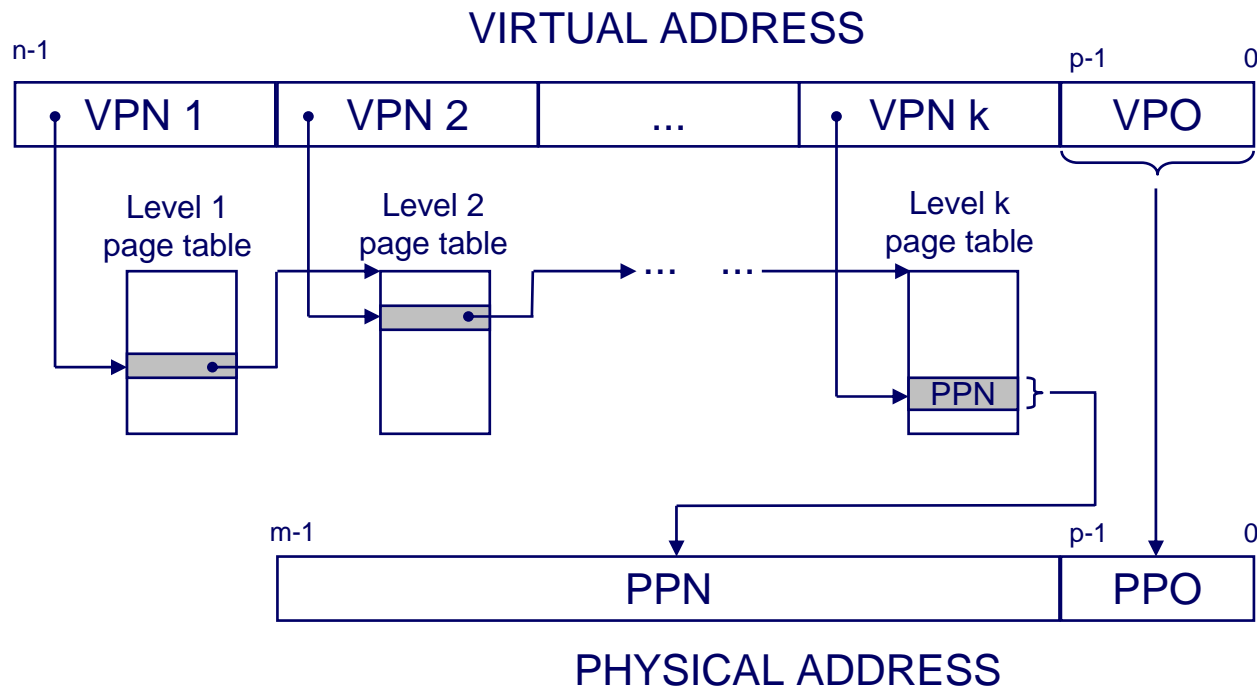
- Multi-level page tables
- Example: 2-level page table
 - Level 1 table: each PTE points to a page table (memory resident)
 - Level 2 table: Each PTE points to a page (paged in and out like other data)



A Two-Level Page Table Hierarchy



Translating with a k-level Page Table



Summary

Programmer's View of Virtual Memory

- Each process has its own private linear address space
- Cannot be corrupted by other processes

System View of Virtual Memory

- Uses memory efficiently by caching virtual memory pages stored on disk.
 - Efficient only because of locality
- Simplifies memory management in general, linking, loading, sharing, and memory allocation in particular.
- Simplifies protection by providing a convenient interpositioning point to check permissions.