Module 11a
Page Table Management, TLBs, and Other Pragmatics

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Address translation and page faults (refresher!)

What mechanism causes a page fault to occur?

Recall how address translation works
How does OS handle a page fault?

• Interrupt causes system to be entered
• System saves state of running process, then vectors to page fault handler routine
  – find or create (through eviction) a page frame into which to load the needed page (1)
    • if I/O is required, run some other process while it’s going on
  – find the needed page on disk and bring it into the page frame (2)
    • run some other process while the I/O is going on
  – fix up the page table entry
    • mark it as “valid,” set “referenced” and “modified” bits to false, set protection bits appropriately, point to correct page frame
  – put the process on the ready queue
• **(2)** Find the needed page on disk and bring it into the page frame
  – processor makes process ID and faulting virtual address available to page fault handler
  – process ID gets you to the base of the page table
  – VPN portion of VA gets you to the PTE
  – data structure analogous to page table (an array with an entry for each page in the address space) contains disk address of page
  – at this point, it’s just a simple matter of I/O
    • must be positive that the target page frame remains available!
      – or what?
• **(1)** Find or create (through eviction) a page frame into which to load the needed page
  - run page replacement algorithm
    - free page frame
    - assigned but unmodified ("clean") page frame
    - assigned and modified ("dirty") page frame
  - assigned but "clean"
    - find PTE (may be a different process!)
    - mark as invalid (disk address must be available for subsequent reload)
  - assigned and "dirty"
    - find PTE (may be a different process!)
    - mark as invalid
    - write it out
“Issues”

• Memory reference overhead of address translation
  – 2 references per address lookup (page table, then memory)
  – solution: use a hardware cache to absorb page table lookups
    • translation lookaside buffer (TLB)

• Memory required to hold page tables can be huge
  – need one PTE per page in the virtual address space
  – 32 bit address with 4KB pages = $2^{20}$ PTEs = 1,048,576 PTEs
  – 4 bytes/PTE = 4MB per page table
    • OS’s typically have separate page tables per process
    • 25 processes = 100MB of page tables
  – 48 bit address, same assumptions, 64GB per page table!
  – solution: page the page tables!
    • (ow, my brain hurts …)
Paging the page tables 1

- **Simplest notion:**
  - put user page tables in a pageable segment of the system’s address space
  - wire down the system’s page table(s) in physical memory
  - allow the system segment containing the user page tables to be paged
    - a reference to a non-resident portion of a user page table is a page fault in the system address space
    - the system’s page table is wired down
      - “no smoke and mirrors”

- As a practical matter, this simple notion doesn’t cut the mustard today
  - although it is *exactly* what VAX/VMS did!

- But it’s a useful model for what’s actually done
Paging the page tables 2

• How can we reduce the physical memory requirements of page tables?
  – observation: only need to map the portion of the address space that is actually being used (often a tiny fraction of the total address space)
    • a process may not use its full 32/48/64-bit address space
    • a process may have unused “holes” in its address space
    • a process may not reference some parts of its address space for extended periods
  – all problems in CS can be solved with a level of indirection!
    • two-level (three-level, four-level) page tables
Two-level page tables

• With two-level PT’s, virtual addresses have 3 parts:
  – master page number, secondary page number, offset
  – master PT maps master PN to secondary PT
  – secondary PT maps secondary PN to page frame number
  – offset and PFN yield physical address
Two level page tables
• Example:
  – 32-bit address space, 4KB pages, 4 bytes/PTE
    • how many bits in offset?
      – need 12 bits for 4KB ($2^{12}=4K$), so offset is 12 bits
    • want master PT to fit in one page
      – 4KB/4 bytes = 1024 PTEs
      – thus master page # is 10 bits ($2^{10}=1K$)
      – and there are 1024 secondary page tables
    • and 10 bits are left (32-12-10) for indexing each secondary page table
      – hence, each secondary page table has 1024 PTEs and fits in one page
Generalizing

- Early architectures used 1-level page tables
- VAX, X86 used 2-level page tables
- SPARC uses 3-level page tables
- 68030 uses 4-level page tables
- Key thing is that the outer level must be wired down (pinned in physical memory) in order to break the recursion – *no smoke and mirrors*
Alternatives

• Hashed page table (great for sparse address spaces)
  – VPN is used as a hash
  – collisions are resolved because the elements in the linked list at the hash index include the VPN as well as the PFN

• Inverted page table (really reduces space!)
  – one entry per page frame
  – includes process id, VPN
  – hell to search! (but IBM PC/RT actually did this!)
Making it all efficient

• Original page table scheme doubled the cost of memory lookups
  – one lookup into page table, a second to fetch the data

• Two-level page tables triple the cost!!
  – two lookups into page table, a third to fetch the data

• How can we make this more efficient?
  – goal: make fetching from a virtual address about as efficient as fetching from a physical address
  – solution: use a hardware cache inside the CPU
    • cache the virtual-to-physical translations in the hardware
    • called a translation lookaside buffer (TLB)
    • TLB is managed by the memory management unit (MMU)
TLBs

• Translation lookaside buffer
  – translates virtual page #s into PTEs (page frame numbers) (not physical addrs)
  – can be done in single machine cycle

• TLB is implemented in hardware
  – is a fully associative cache (all entries searched in parallel)
  – cache tags are virtual page numbers
  – cache values are PTEs (page frame numbers)
  – with PTE + offset, MMU can directly calculate the PA
  – X86 has 128 entries, MIPS 48, PowerPC 64

• TLBs exploit locality
  – processes only use a handful of pages at a time
    • can hold the “hot set” or “working set” of a process
  – hit rates in the TLB are therefore really important
Managing TLBs

• Address translations are mostly handled by the TLB
  – >99% of translations, but there are **TLB misses** occasionally
  – in case of a miss, translation is placed into the TLB

• Hardware (memory management unit (MMU))
  – knows where page tables are in memory
    • OS maintains them, HW access them directly
  – tables have to be in HW-defined format
  – this is how x86 works

• Software loaded TLB (OS)
  – TLB miss faults to OS, OS finds right PTE and loads TLB
  – must be fast (but, 20-200 cycles typically)
    • CPU ISA has instructions for TLB manipulation
    • OS gets to pick the page table format
Managing TLBs (2)

- OS must ensure TLB and page tables are consistent
  - when OS changes protection bits in a PTE, it needs to invalidate the PTE if it is in the TLB

- What happens on a process context switch?
  - remember, each process typically has its own page tables
  - need to invalidate all the entries in TLB! (flush TLB)
    - this is a big part of why process context switches are costly
  - can you think of a hardware fix to this?

- When the TLB misses, and a new PTE is loaded, a cached PTE must be evicted
  - choosing a victim PTE is called the “TLB replacement policy”
  - implemented in hardware, usually simple (e.g., LRU)
Cool Paging Tricks

- Exploit level of indirection between VA and PA
  - shared memory
    - regions of two separate processes’ address spaces map to the same physical frames
      - read/write: access to share data
      - execute: shared libraries!
    - will have separate PTEs per process, so can give different processes different access privileges
    - must the shared region map to the same VA in each process?
  - copy-on-write (COW), e.g., on fork()
    - instead of copying all pages, created shared mappings of parent pages in child address space
      - make shared mappings read-only in child space
      - when child does a write, a protection fault occurs, OS takes over and can then copy the page and resume client
• Memory-mapped files
  – instead of using open, read, write, close
    • “map” a file into a region of the virtual address space
      – e.g., into region with base ‘X’
    • accessing virtual address ‘X+N’ refers to offset ‘N’ in file
    • initially, all pages in mapped region marked as invalid
  – OS reads a page from file whenever invalid page accessed
  – OS writes a page to file when evicted from physical memory
    • only necessary if page is dirty
Summary

• We know how address translation works in the “vanilla” case (single-level page table, no fault, no TLB)
  – hardware splits the virtual address into the virtual page number and the offset; uses the VPN to index the page table; concatenates the offset to the page frame number (which is in the PTE) to obtain the physical address

• We know how the OS handles a page fault
  – find or create (through eviction) a page frame into which to load the needed page
  – find the needed page on disk and bring it into the page frame
  – fix up the page table entry
  – put the process on the ready queue
• We’re aware of two “gotchas” that complicate things in practice
  – the memory reference overhead of address translation
    • the need to reference the page table doubles the memory traffic
    • solution: use a hardware cache (TLB = translation lookaside
      buffer) to absorb page table lookups
  – the memory required to hold page tables can be huge
    • solution: use multi-level page tables; can page the lower levels,
      or at least omit them if the address space is sparse
      – this makes the TLB even more important, because without it, a
        single user-level memory reference can cause two or three or four
        page table memory references … and we can’t even afford one!
• TLB details
  – Implemented in hardware
    • fully associative cache (all entries searched in parallel)
    • cache tags are virtual page numbers
    • cache values are page table entries (page frame numbers)
    • with PTE + offset, MMU can directly calculate the physical address
  – Can be small because of locality
    • 16-48 entries can yield a 99% hit ratio
  – Searched before the hardware walks the page table(s)
    • hit: address translation does not require an extra memory reference (or two or three or four) – “free”
    • miss: the hardware walks the page table(s) to translate the address; this translation is put into the TLB, evicting some other translation; typically managed LRU by the hardware
– On context switch
  • TLB must be purged/flushed (using a special hardware instruction) unless entries are tagged with a process ID
    – otherwise, the new process will use the old process’s TLB entries and reference its page frames!

• Cool tricks
  – shared memory
  – copy-on-write
  – memory-mapped files