Virtual Memory I

CSE 351 Autumn 2016

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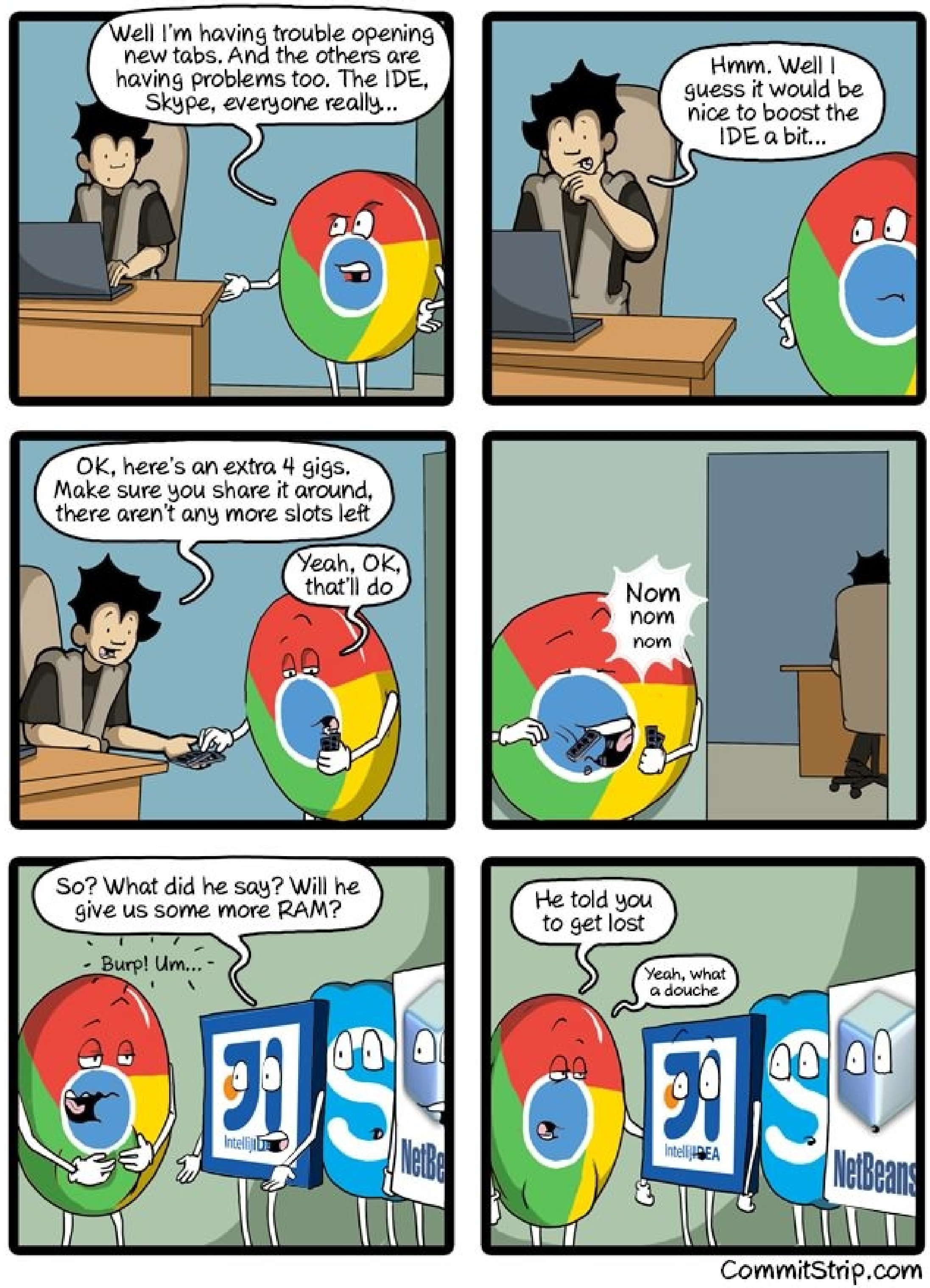


Administrivia

- Homework 3 due tonight @ 11:45pm
- Lab 4 due Monday, Nov. 28 (after break)

- **Thanksgiving Break**
  - Will try to record next Wednesday's lecture
    - Also see recorded 351 videos on Virtual Memory
  - Next week will be a "virtual section" – worksheet and solutions posted on website

Roadmap

C:

```
car *c = malloc(sizeof(car));
c->miles = 100;
c->gals = 17;
float mpg = get_mpg(c);
free(c);
```

Java:

```
Car c = new Car();
c.setMiles(100);
c.setGals(17);
float mpg =
    c.getMPG();
```

Assembly language:

```
get_mpg:
    pushq   %rbp
    movq    %rsp, %rbp
    ...
    popq    %rbp
    ret
```

Machine code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

OS:

Windows 8 Mac

Computer system:

- Memory & data
- Integers & floats
- Machine code & C
- x86 assembly
- Procedures & stacks
- Arrays & structs
- Memory & caches
- Processes
- Virtual memory
- Memory allocation
- Java vs. C

Virtual Memory (VM*)

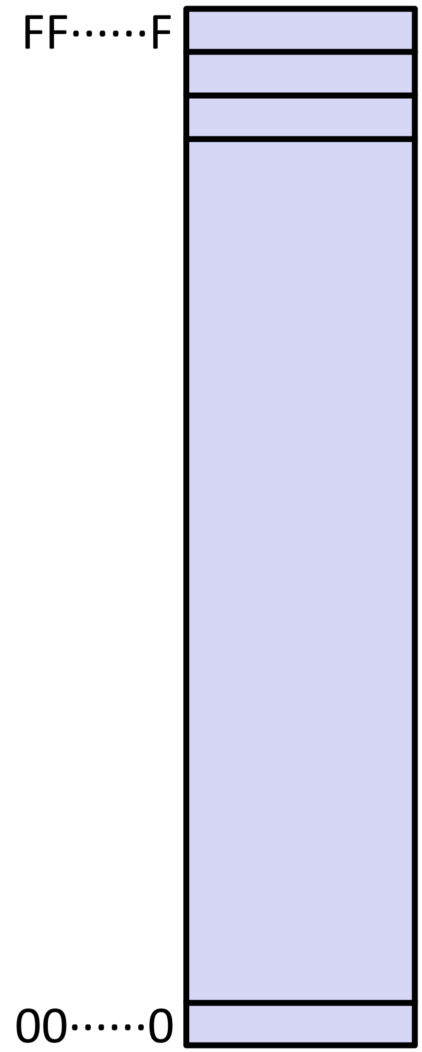
- **Overview and motivation**
- **VM as a tool for caching**
- Address translation
- VM as a tool for memory management
- VM as a tool for memory protection

Warning: VM is pretty complex, but crucial for understanding how processes work and for debugging performance.

**Not to be confused with "Virtual Machine" which is a whole other thing.*

Memory as we know it so far… is *virtual!*

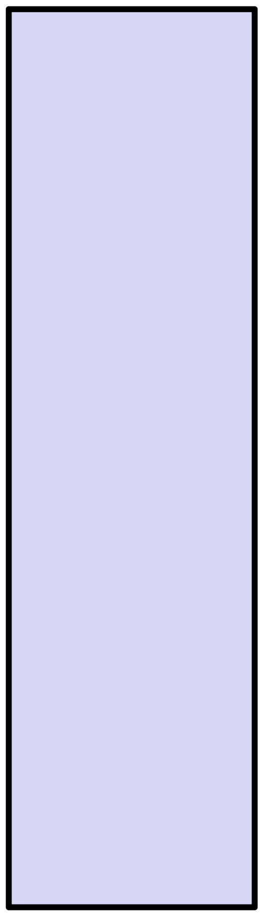
- Programs refer to virtual memory addresses
  - `movq (%rdi),%rax`
  - Conceptually memory is just a very large array of bytes
  - System provides private address space to each process
- Allocation: Compiler and run-time system
  - Where different program objects should be stored
  - All allocation within single virtual address space
- But…
  - We *probably* don't have 2^w bytes of physical memory
  - We *certainly* don't have 2^w bytes of physical memory ***for every process***
  - Processes should not interfere with one another
    - Except in certain cases where they want to share code or data

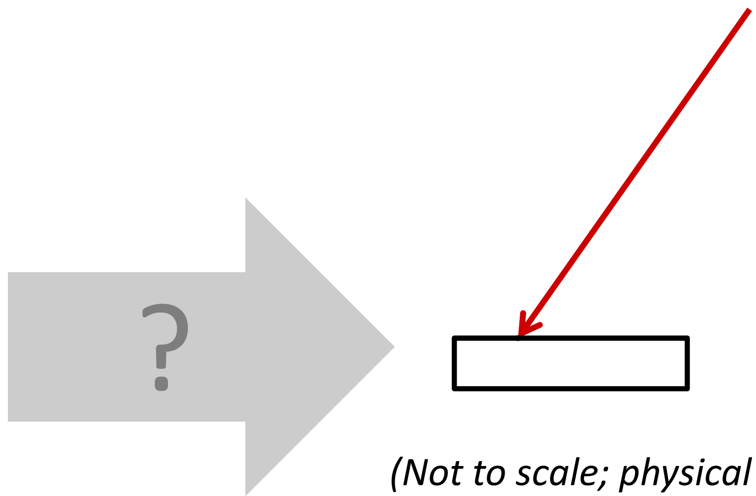


Problem 1: How Does Everything Fit?

64-bit virtual addresses can address several exabytes (18,446,744,073,709,551,616 bytes)

Physical main memory offers a few gigabytes (e.g. 8,589,934,592 bytes)





(Not to scale; physical memory would be smaller than the period at the end of this sentence compared to the virtual address space.)

1 virtual address space per process, with many processes…

Problem 2: Memory Management

Physical main memory

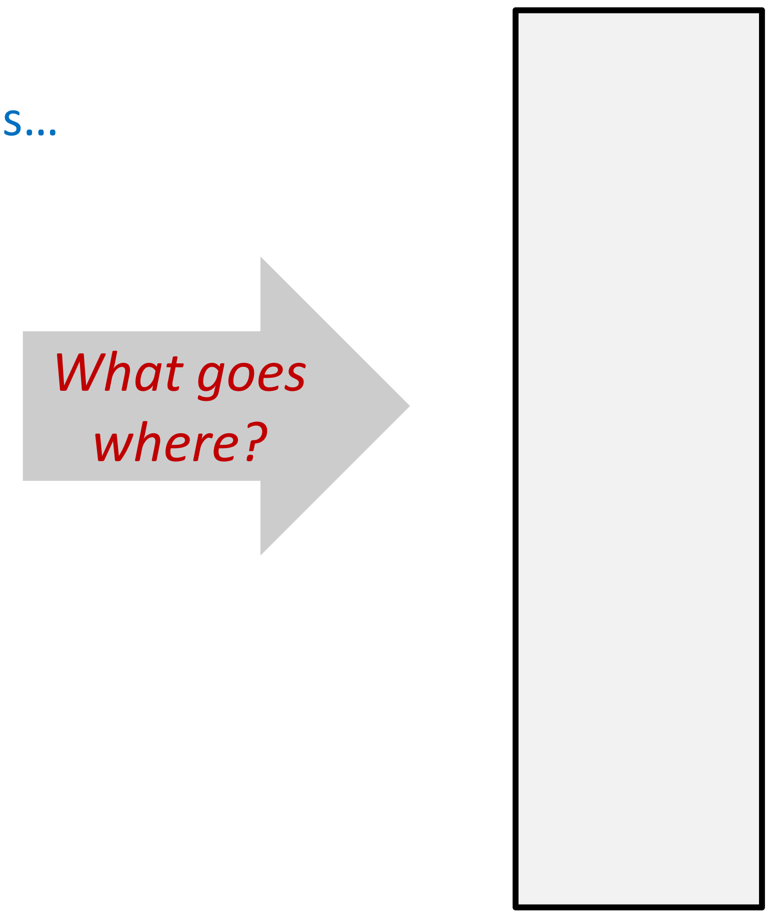
We have multiple processes:

- Process 1
- Process 2
- Process 3
- …
- Process n

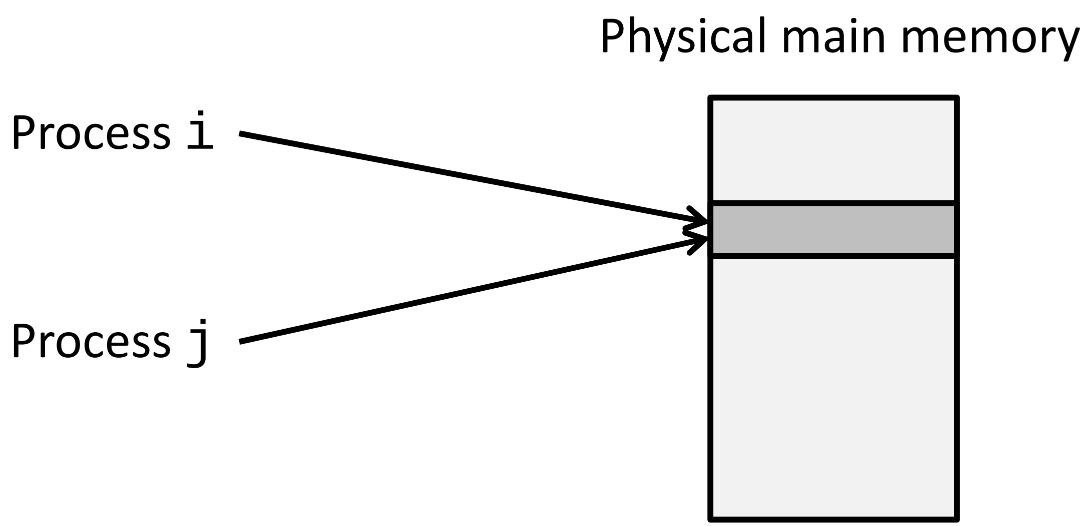
X

Each process has…

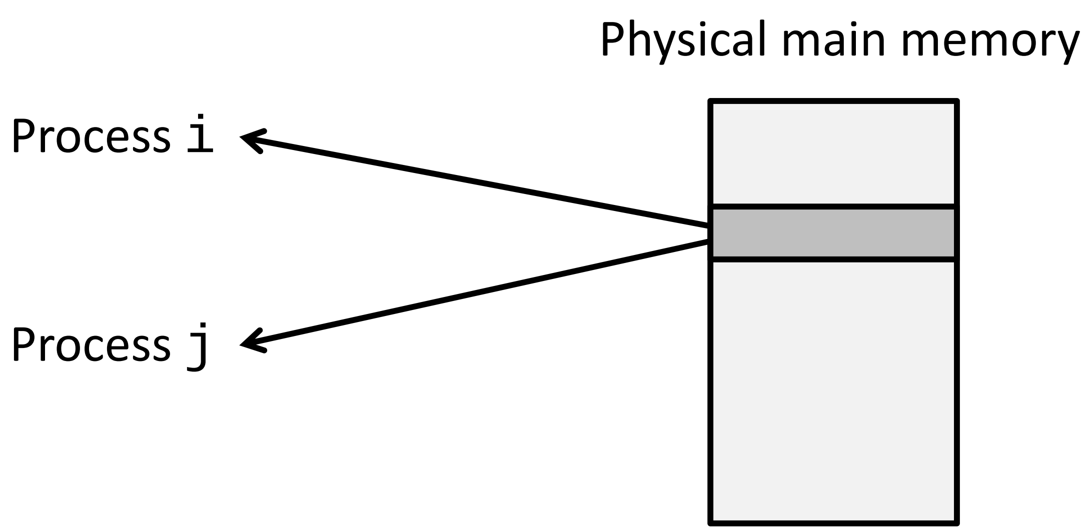
stack
heap
`.text`
`.data`
…



Problem 3: How To Protect



Problem 4: How To Share?



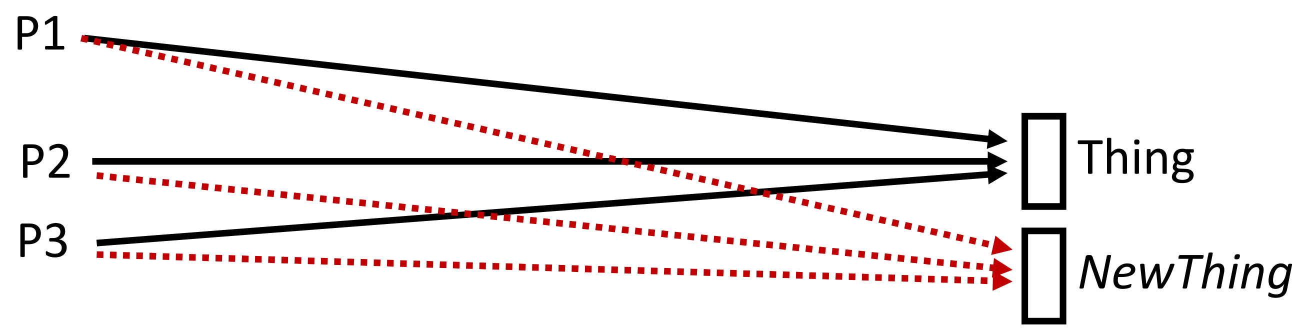
How can we solve these problems?

1) Fitting a huge address space into a tiny physical memory
2) Managing the address spaces of multiple processes
3) Protecting processes from stepping on each other's memory
4) Allowing processes to share common parts of memory

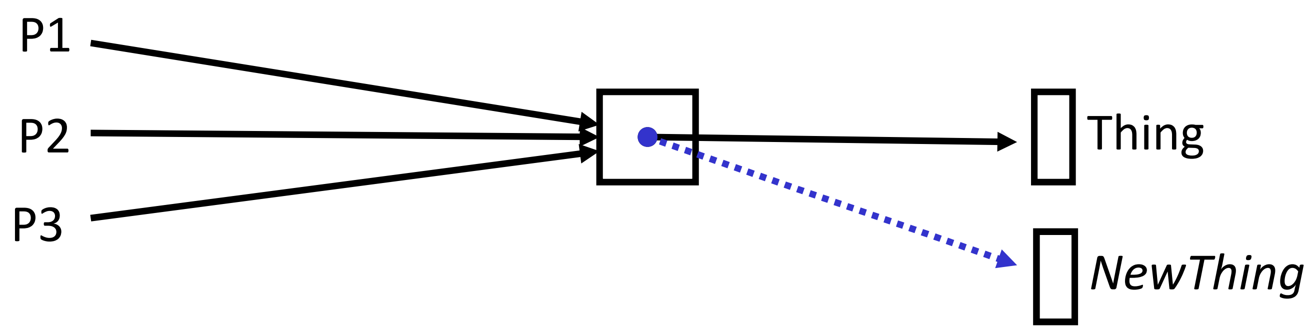
Indirection

- "Any problem in computer science can be solved by adding another level of indirection." *–David Wheeler, inventor of the subroutine*

- Without Indirection



- With Indirection



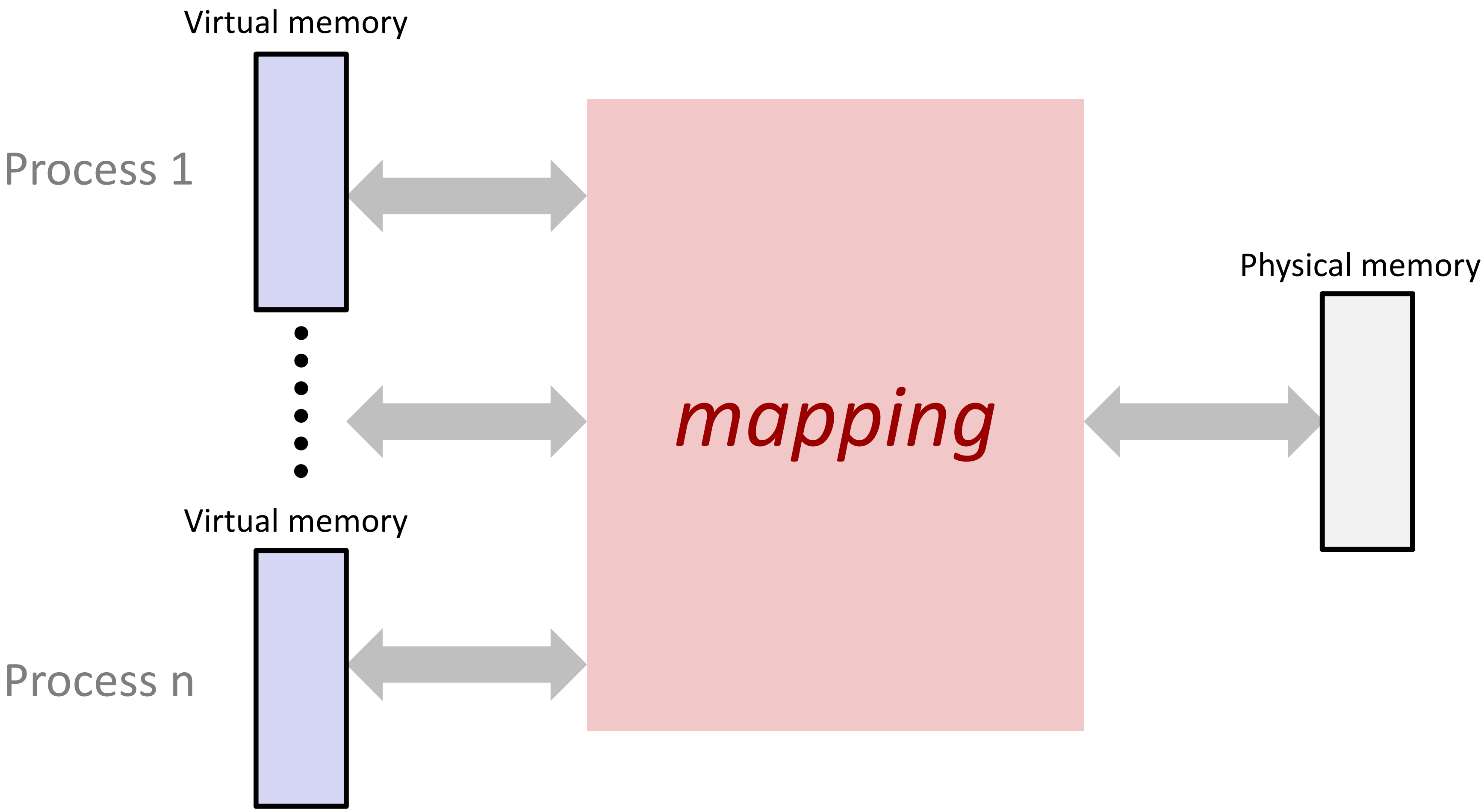
What if I want to move Thing?

Indirection

- *Indirection*: The ability to reference something using a name, reference, or container instead of the value itself. A flexible mapping between a name and a thing allows changing the thing without notifying holders of the name.
  - Adds some work (“*overhead”;* now have to look up 2 things instead of 1)
  - But don’t have to track all uses of name/address (single source!)

- <u>Examples</u>:
  - **911:** routed to local office
  - **Call centers:** route calls to available operators, etc.
  - **Phone system:** cell phone number portability
  - **Domain Name Service (DNS):** translation from name to IP address
  - **Dynamic Host Configuration Protocol (DHCP):** local network address assignment

Indirection in Virtual Memory



- Each process gets its own private virtual address space
- Solves the previous problems!

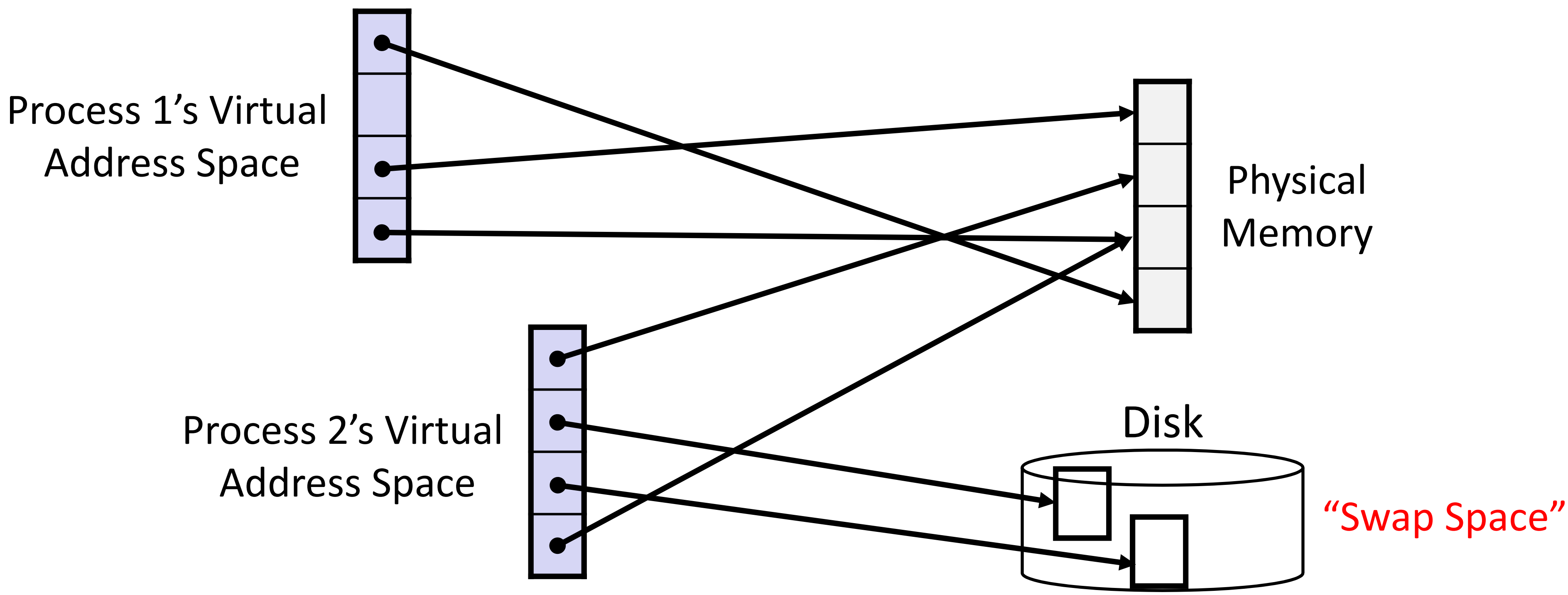
Address Spaces

- Virtual address space: Set of $N = 2^n$ virtual addr
  - {0, 1, 2, 3, …, N-1}
- Physical address space: Set of $M = 2^m$ physical addr
  - {0, 1, 2, 3, …, M-1}

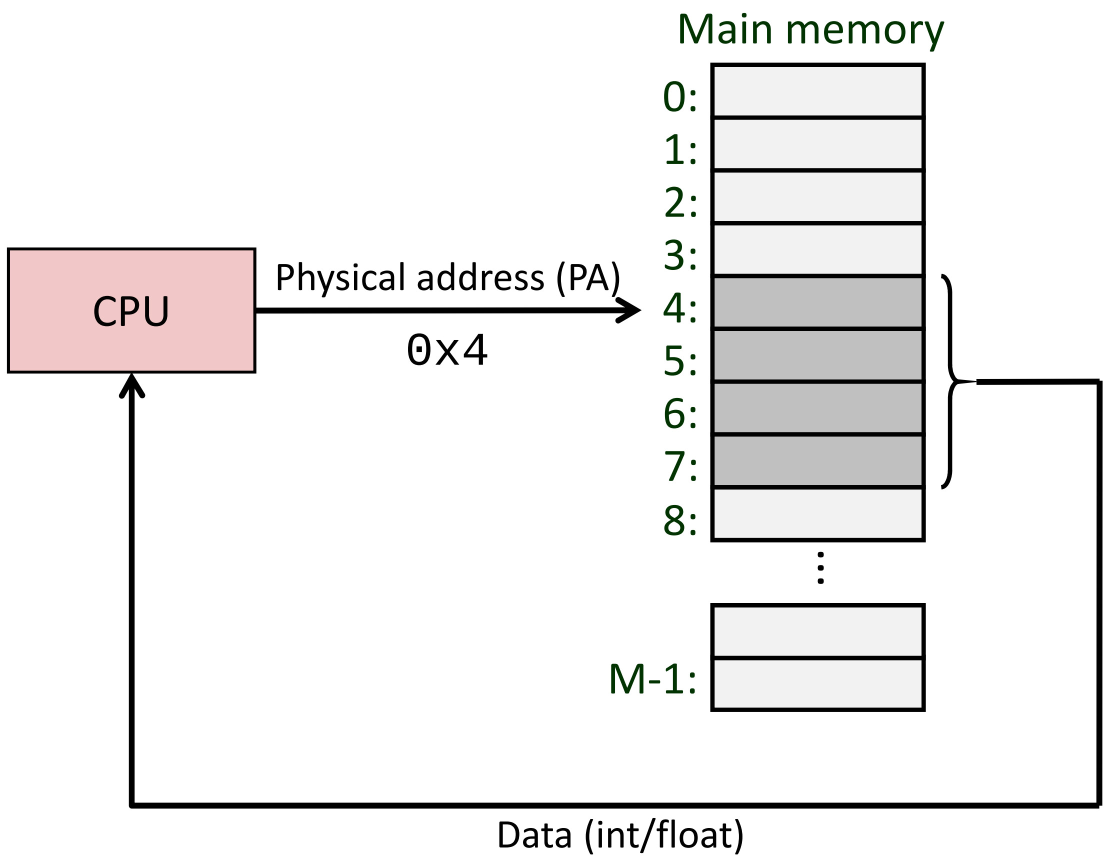
- Every byte in main memory has:
  - one physical address (PA)
  - zero, one, *or more* virtual addresses (VAs)

Mapping

- A virtual address (VA) can be mapped to either physical memory or disk
  - Unused VAs may not have a mapping
  - VAs from *different* processes may map to same location in memory/disk

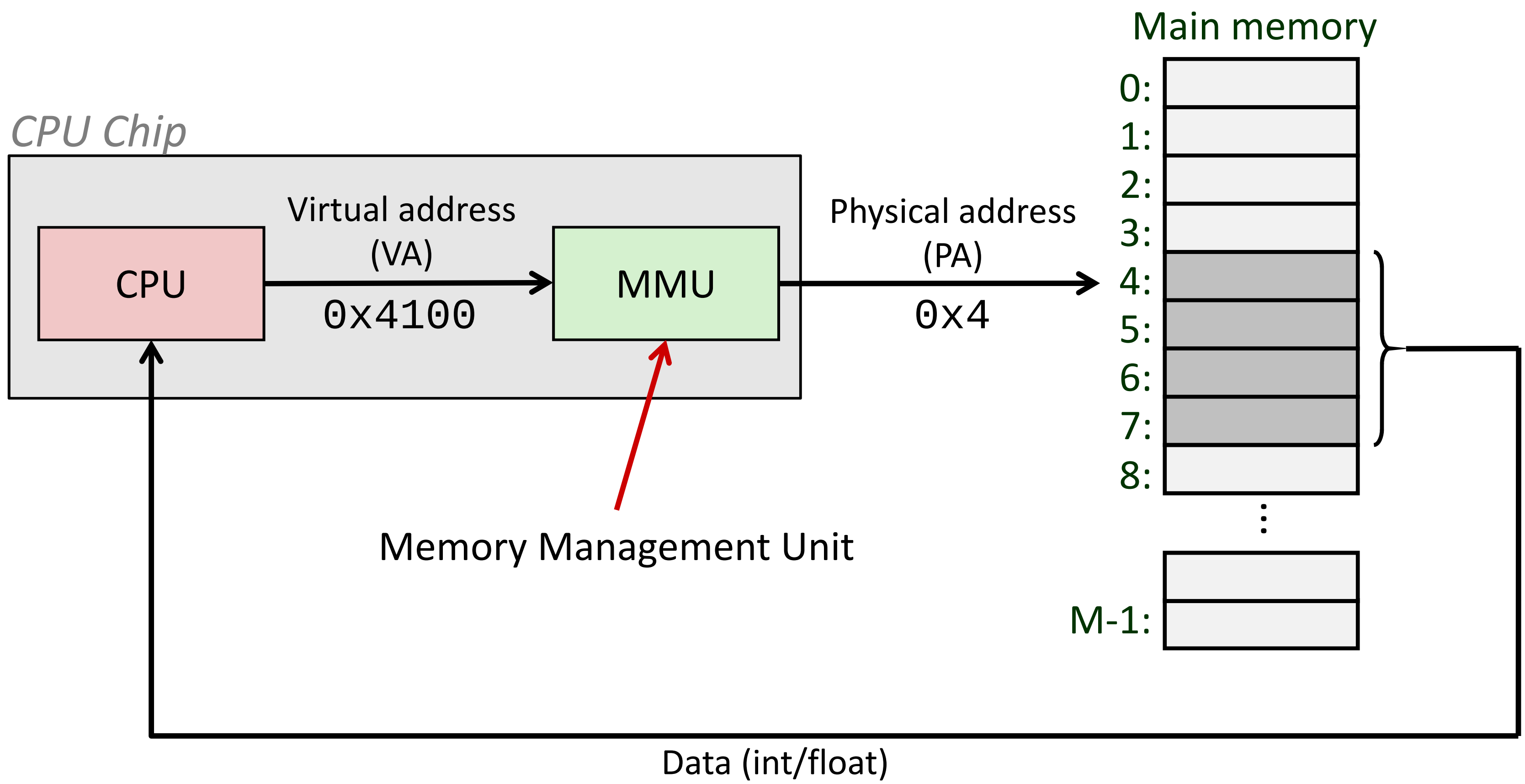


A System Using Physical Addressing



- Used in "simple" systems with (usually) just one process:
  - Embedded microcontrollers in devices like cars, elevators, and digital picture frames

A System Using Virtual Addressing



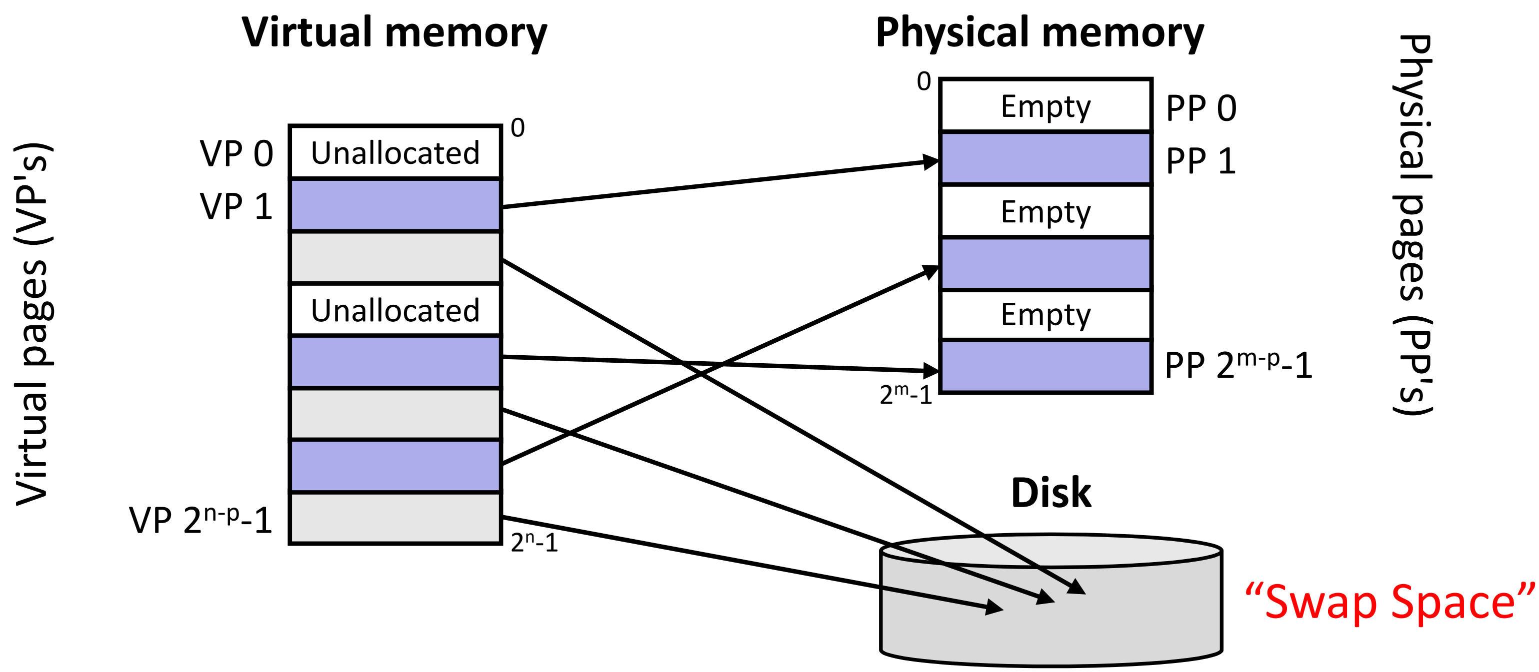
- Physical addresses are *completely invisible to programs*
  - Used in all modern desktops, laptops, servers, smartphones…
  - One of the great ideas in computer science

Why Virtual Memory (VM)?

- Efficient use of limited main memory (RAM)
  - Use RAM as a cache for the parts of a virtual address space
    - Some non-cached parts stored on disk
    - Some (unallocated) non-cached parts stored nowhere
  - Keep only active areas of virtual address space in memory
    - Transfer data back and forth as needed
- Simplifies memory management for programmers
  - Each process "gets" the same full, private linear address space
- Isolates address spaces (protection)
  - One process can't interfere with another's memory
    - They operate in *different address spaces*
  - User process cannot access privileged information
    - Different sections of address spaces have different permissions

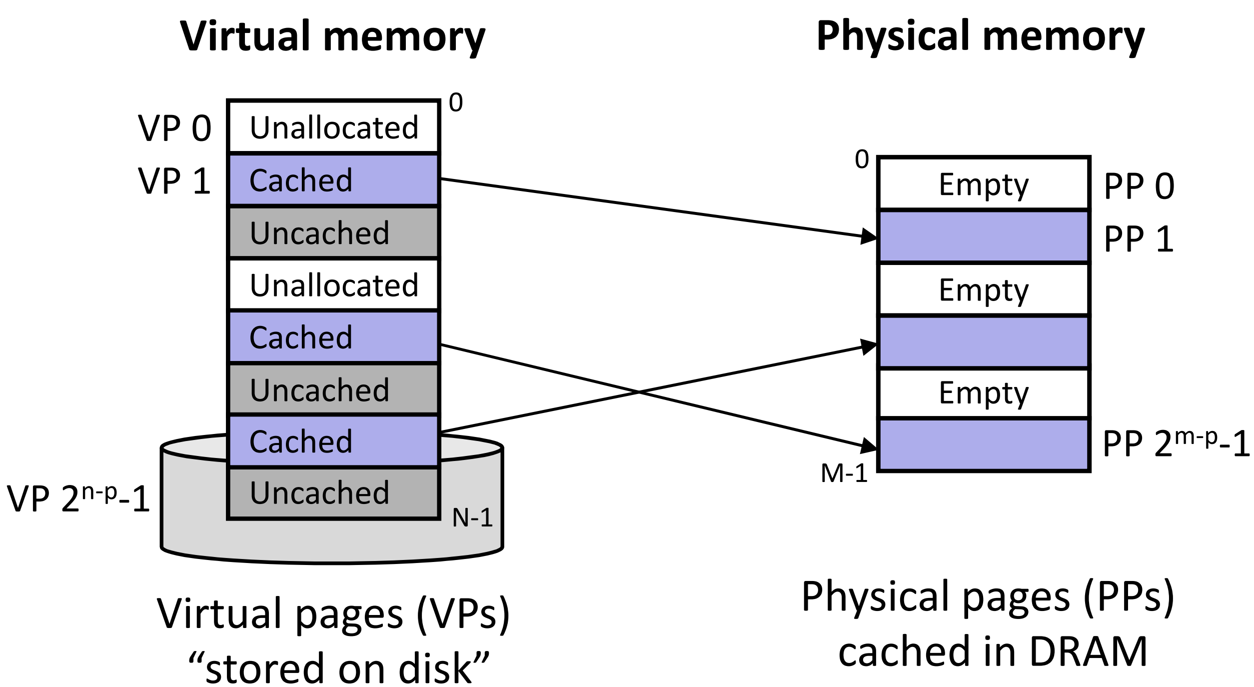
VM and the Memory Hierarchy

- Think of virtual memory as array of $\mathrm{N} = 2^{\mathrm{n}}$ contiguous bytes
- *Pages* of virtual memory are usually stored in physical memory, but sometimes spill to disk
  - Pages are another unit of aligned memory (size is $\mathrm{P} = 2^{\mathrm{p}}$ bytes)
  - Each virtual page can be stored in *any* physical page (no fragmentation!)



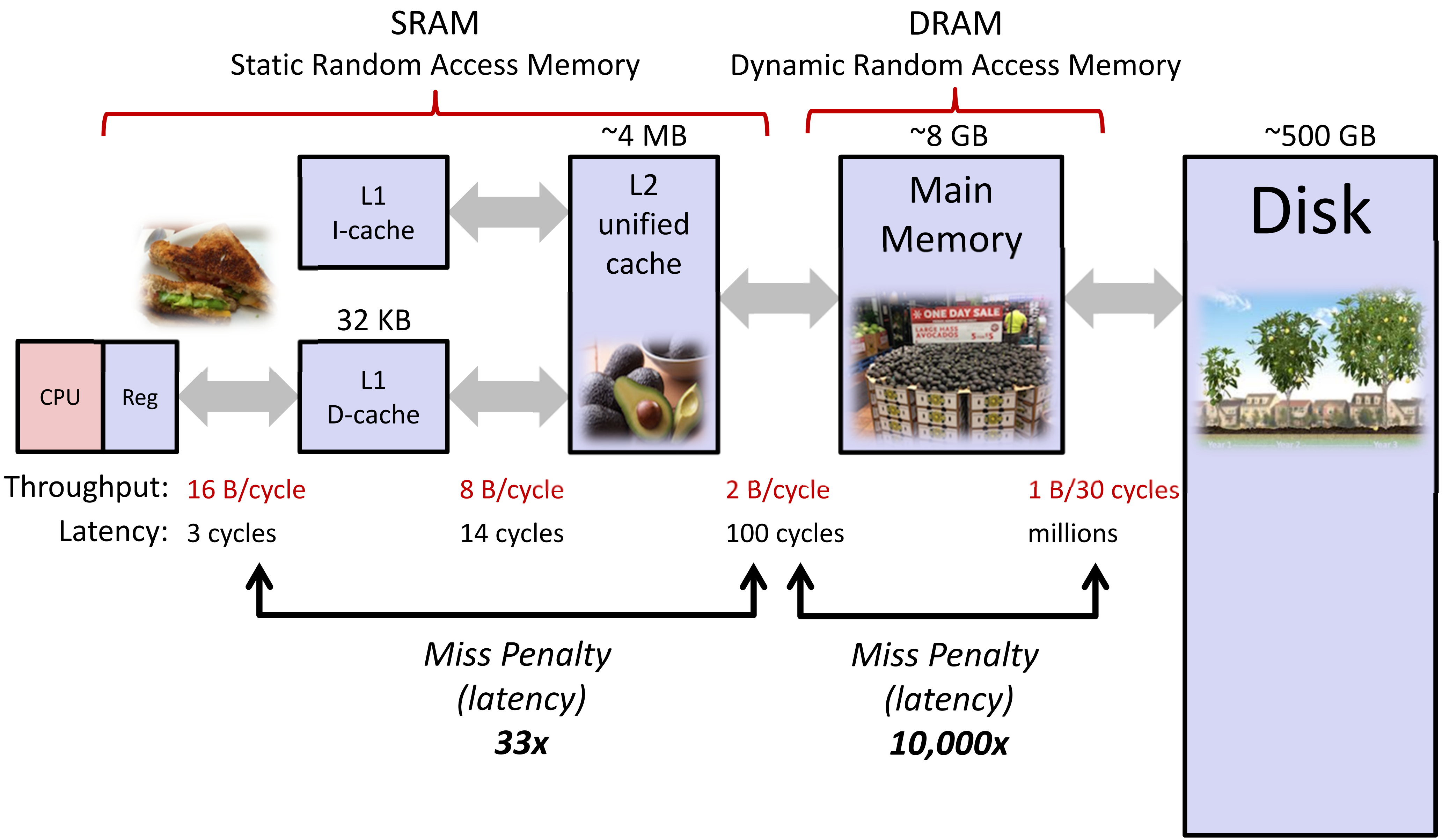
or: Virtual Memory as DRAM Cache for Disk

- Think of virtual memory as an array of $N = 2^n$ contiguous bytes stored *on a disk*
- Then physical main memory is used as a *cache* for the virtual memory array
  - These "cache blocks" are called *pages* (size is $P = 2^p$ bytes)



Memory Hierarchy: Core 2 Duo

Not drawn to scale



Virtual Memory Design Consequences

- Large page size: typically 4-8 KiB or 2-4 MiB
  - *Can* be up to 1 GiB (for "Big Data" apps on big computers)
  - Compared with 64-byte cache blocks
- Fully associative
  - Any virtual page can be placed in any physical page
  - Requires a "large" mapping function – different from CPU caches
- Highly sophisticated, expensive replacement algorithms in OS
  - Too complicated and open-ended to be implemented in hardware
- *Write-back* rather than *write-through*
  - *Really* don't want to write to disk every time we modify something in memory
  - Some things may never end up on disk (e.g. stack for short-lived process)

Why does VM work on RAM/disk?

- Avoids disk accesses because of *locality*
  - Same reason that L1 / L2 / L3 caches work

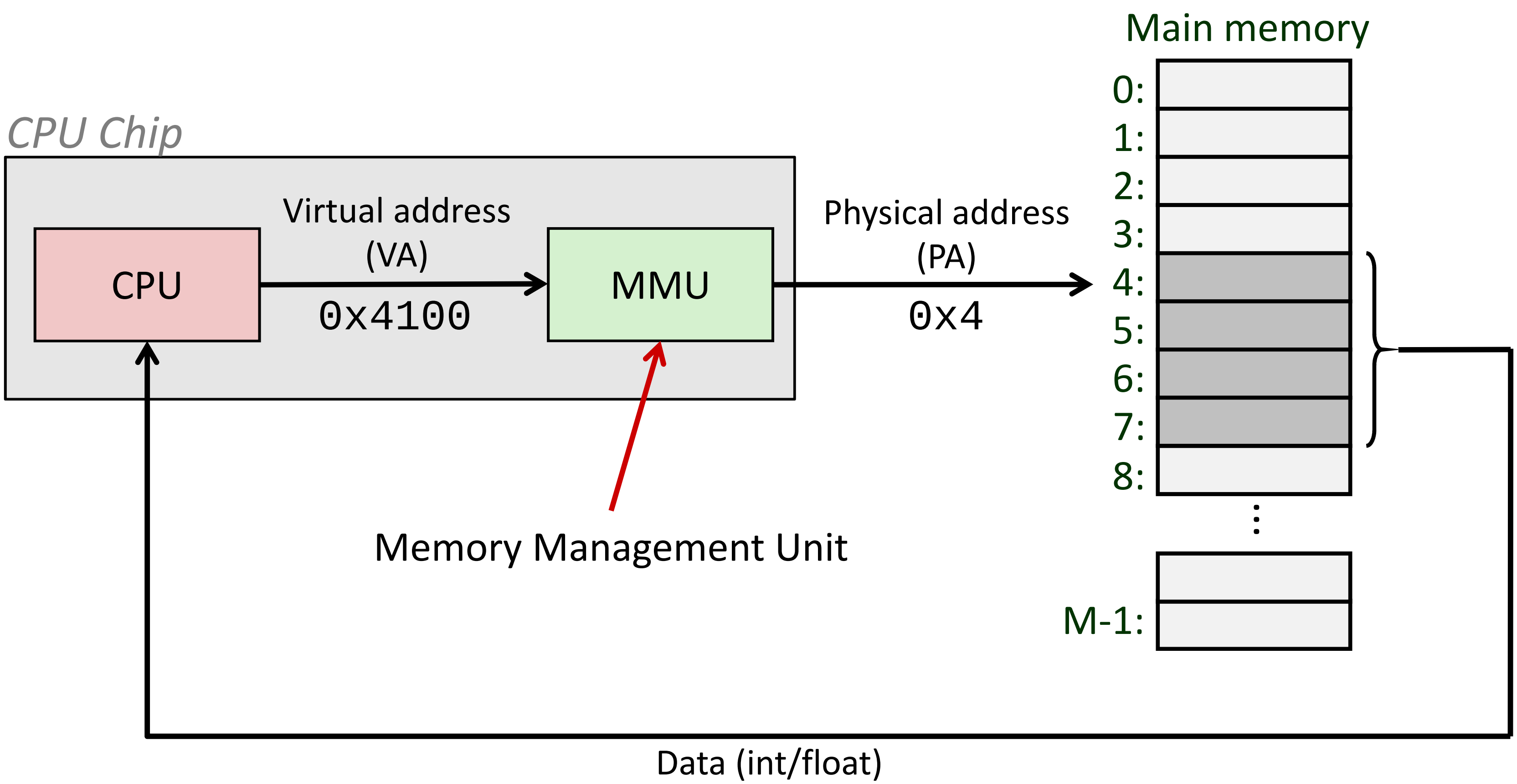
- The set of virtual pages that a program is “actively” accessing at any point in time is called its *working set*
  - If (*working set of one process* ≤ *physical memory*):
    - Good performance for one process (after compulsory misses)
  - If (*working sets of all processes* > *physical memory*):
    - ***Thrashing:*** Performance meltdown where pages are swapped between memory and disk continuously (CPU always waiting or paging)
    - This is why your computer can feel faster when you add RAM

Virtual Memory (VM)

- Overview and motivation
- VM as a tool for caching
- **Address translation**
- VM as a tool for memory management
- VM as a tool for memory protection

Address Translation

How do we perform the virtual → physical address translation?



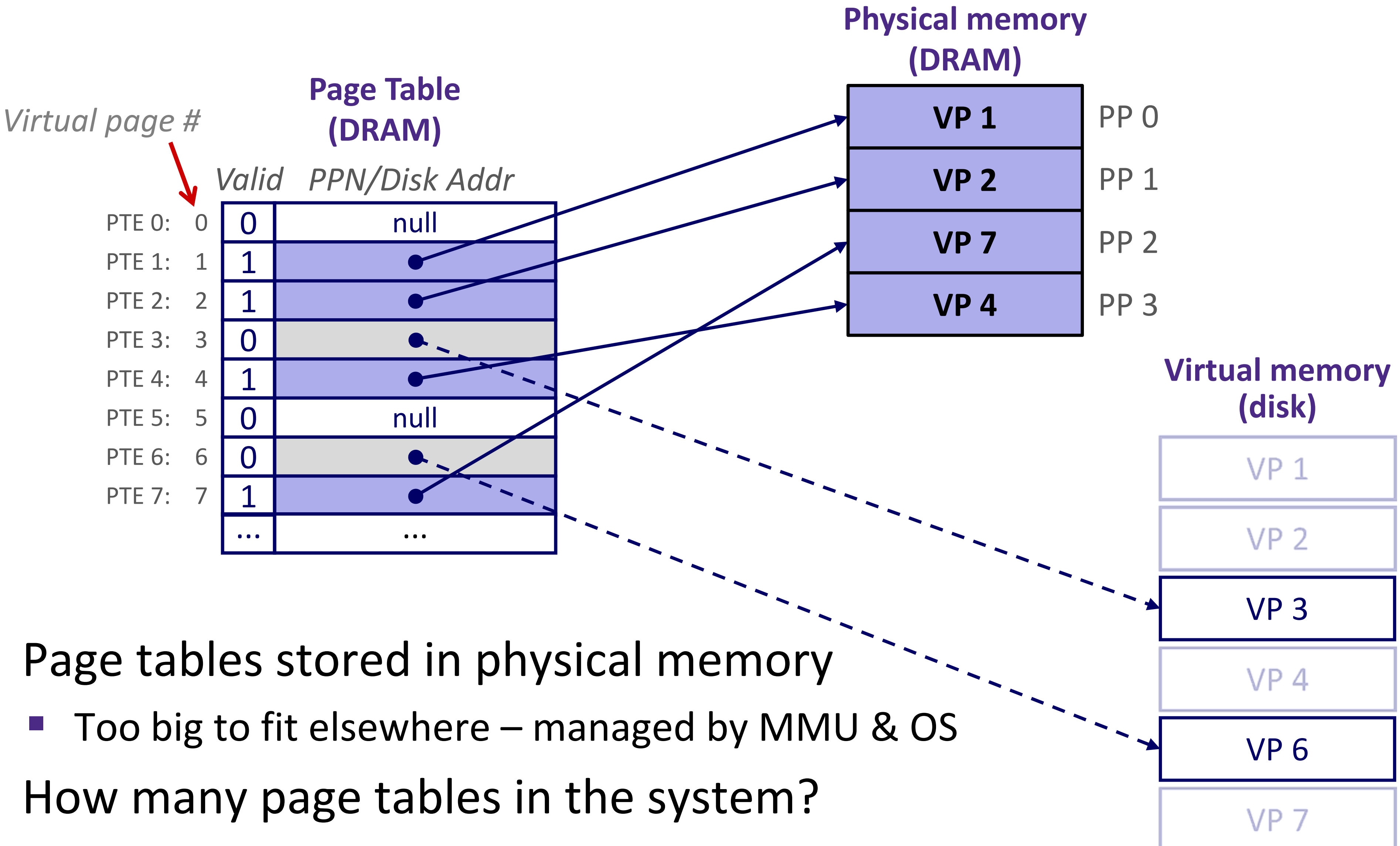
Address Translation: Page Tables

- CPU-generated address can be split into:

n-bit address:	Virtual Page Number	Page Offset

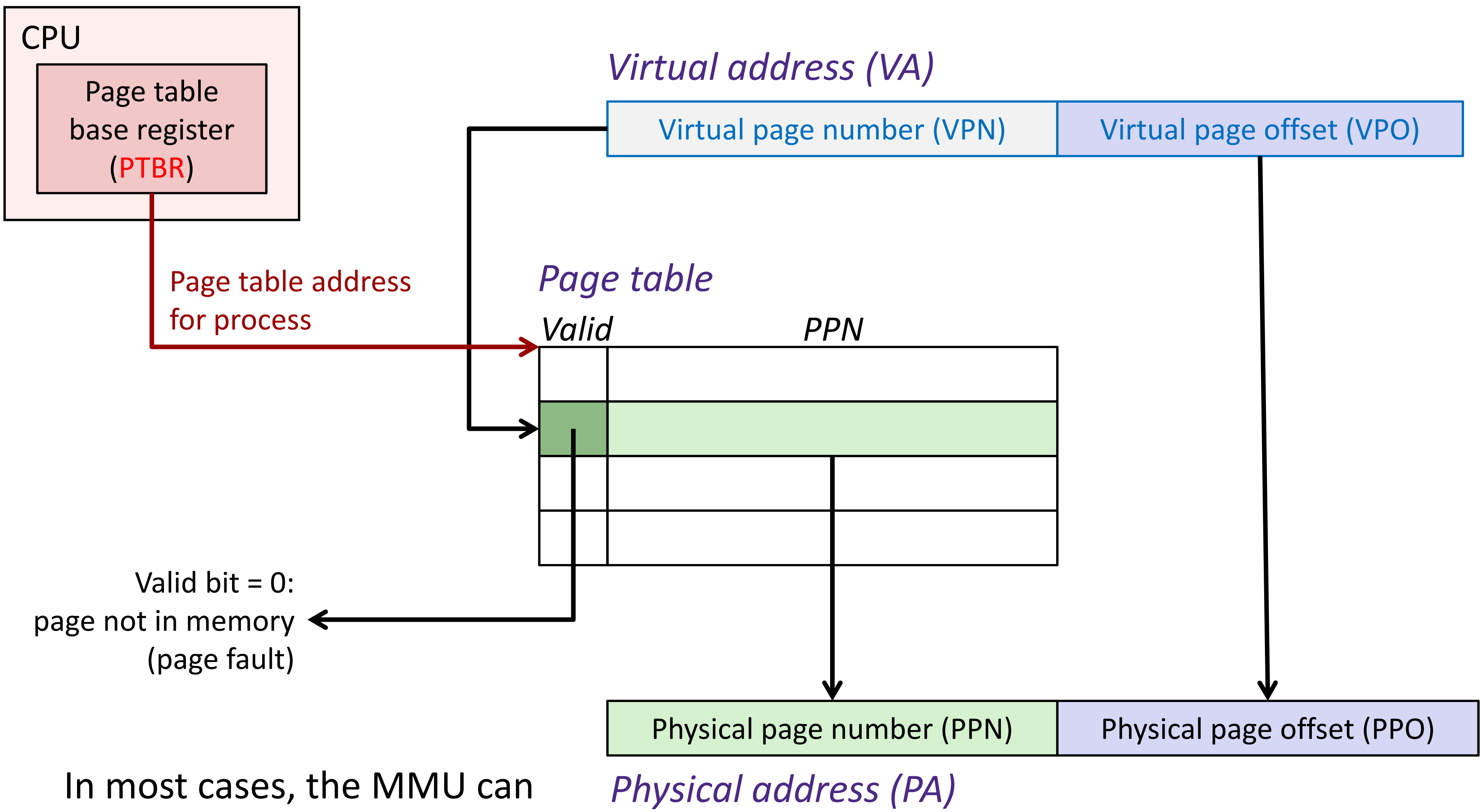
  - Request is Virtual Address (VA), want Physical Address (PA)
  - Note that Physical Offset = Virtual Offset (page-aligned)
- Use lookup table that we call the *page table* (PT)
  - Replace Virtual Page Number (VPN) for Physical Page Number (PPN) to generate Physical Address
  - Index PT using VPN: page table entry (PTE) stores the PPN plus management bits (e.g. Valid, Dirty, access rights)
  - Has an entry for *every* virtual page – why?

Page Table Diagram



- Page tables stored in physical memory
  - Too big to fit elsewhere – managed by MMU & OS
- How many page tables in the system?
  - *One per process*

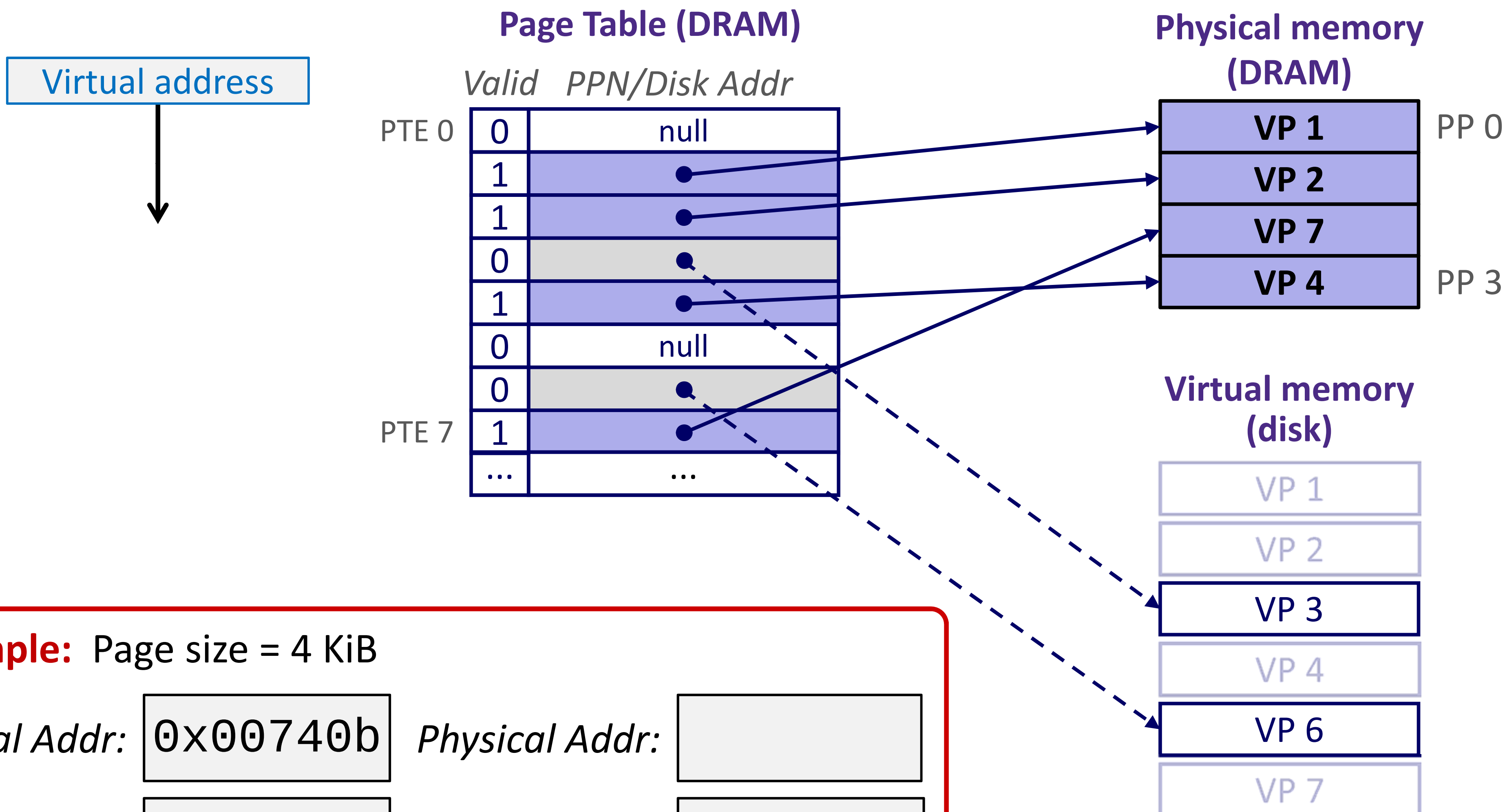
Page Table Address Translation



In most cases, the MMU can perform this translation without software assistance

Page Hit

- ***Page hit:*** VM reference is in physical memory



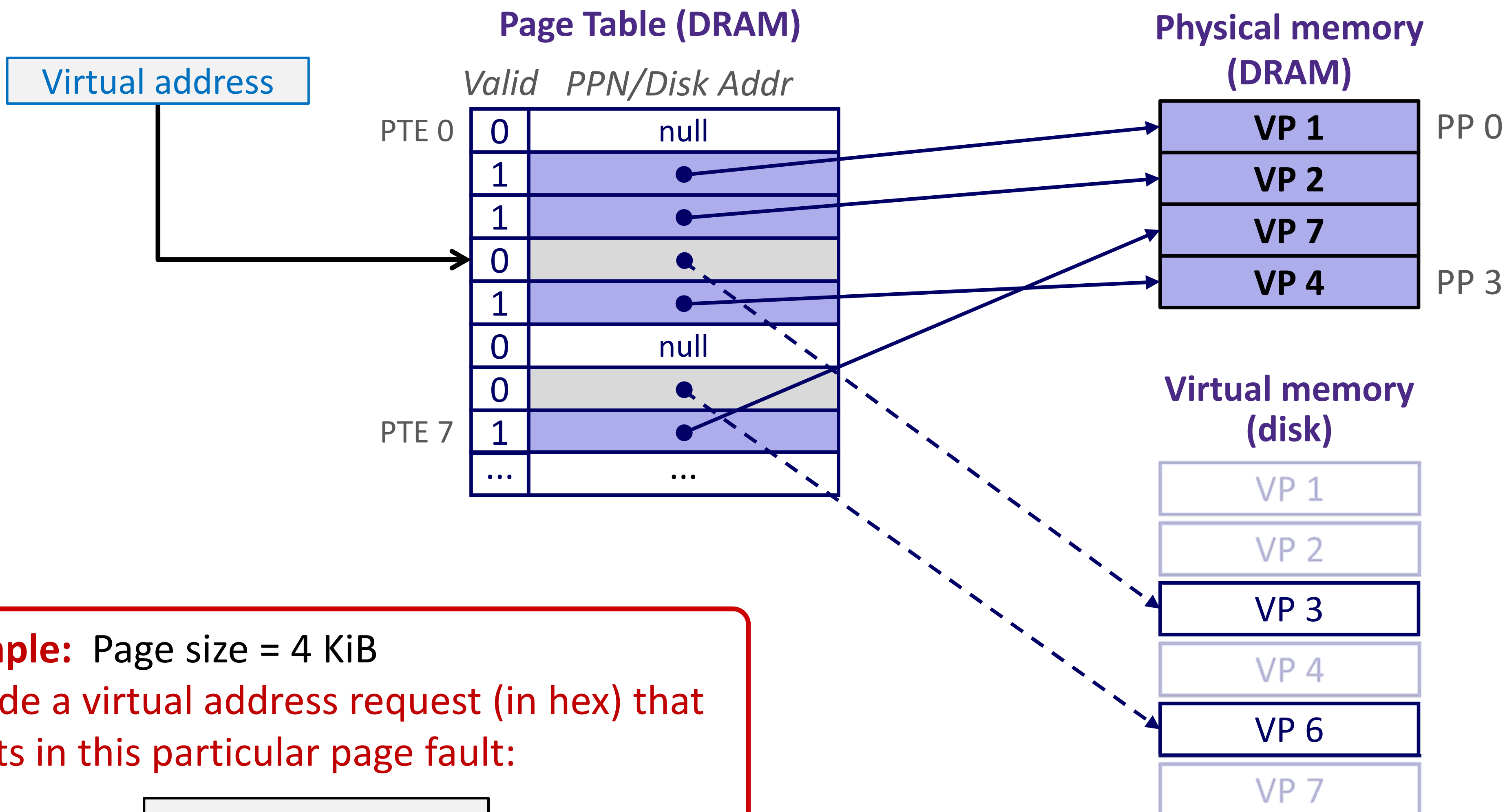
Example: Page size = 4 KiB

Virtual Addr: `0x00740b` *Physical Addr:*

VPN: *PPN:*

Page Fault

- ***Page fault:*** VM reference is NOT in physical memory



Example: Page size = 4 KiB

Provide a virtual address request (in hex) that results in this particular page fault:

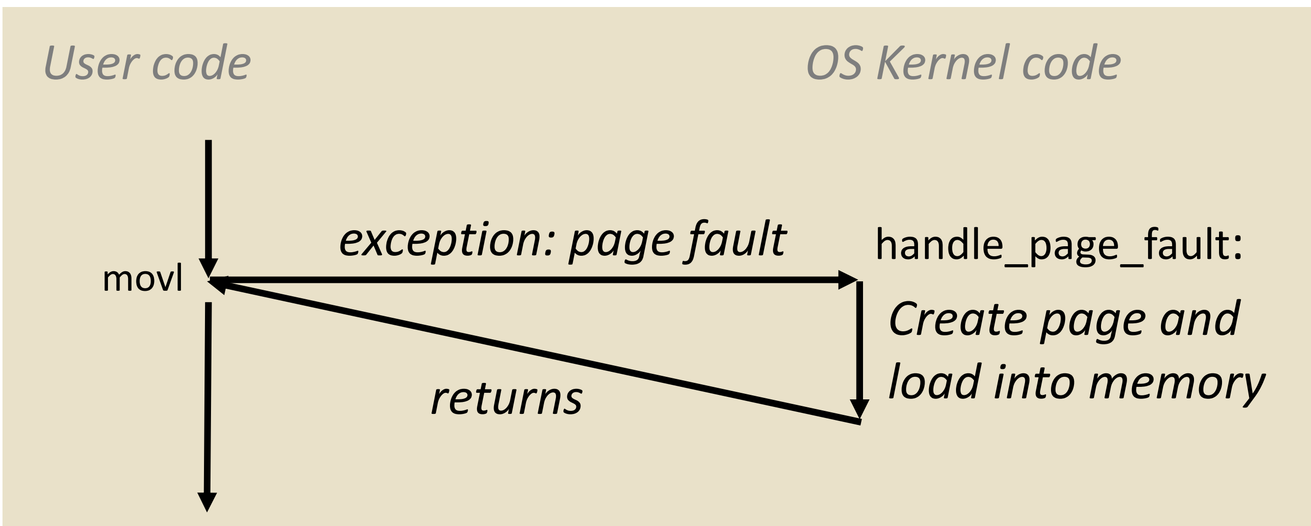
Virtual Addr:

Page Fault Exception

- User writes to memory location
- That portion (page) of user's memory is currently on disk

```
int a[1000];
int main ()
{
    a[500] = 13;
}
```

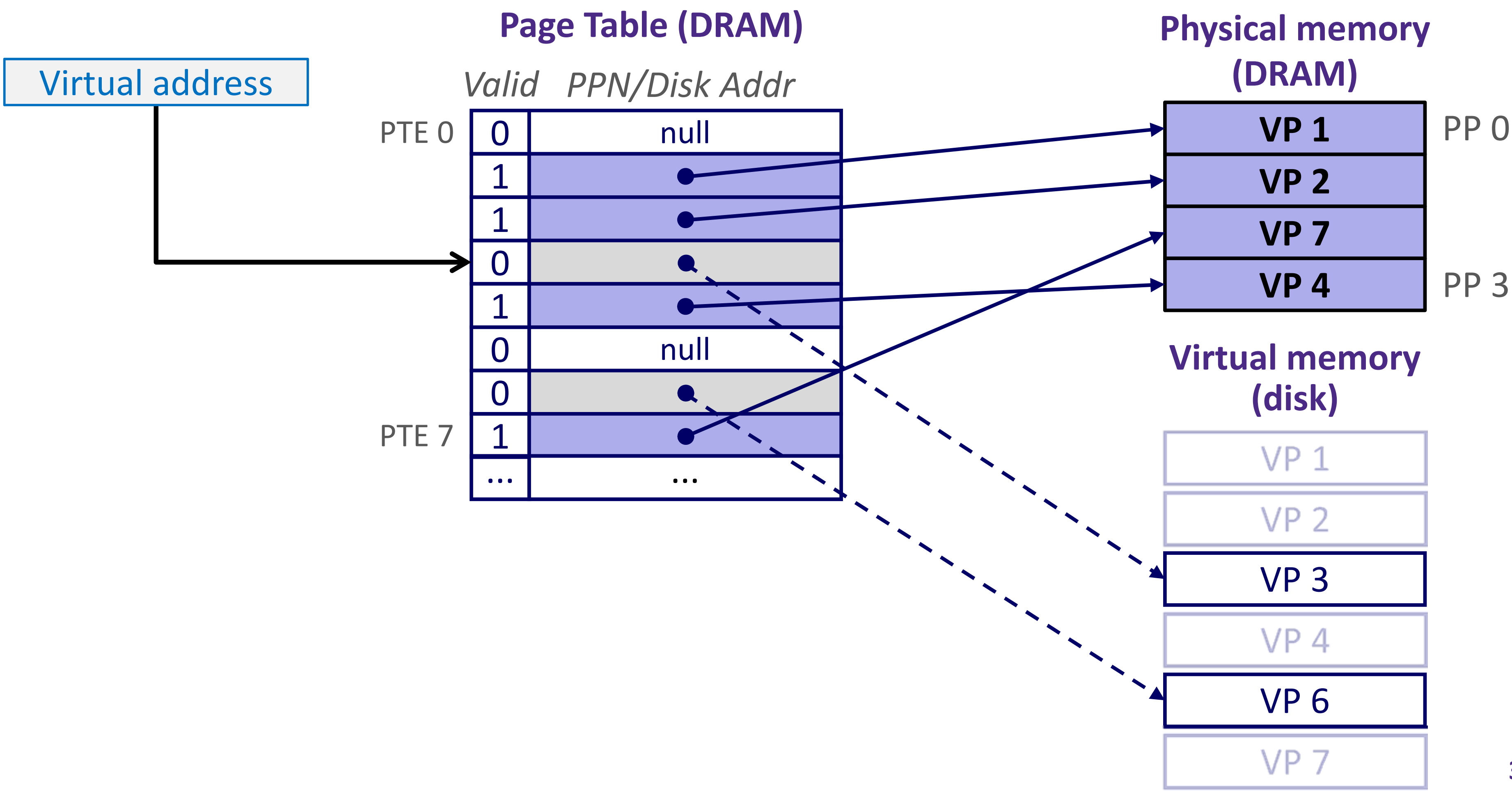
```
80483b7:      c7 05 10 9d 04 08 0d    movl    $0xd,0x8049d10
```



- Page fault handler must load page into physical memory
- Returns to faulting instruction: `mov` is executed again!
  - Successful on second try

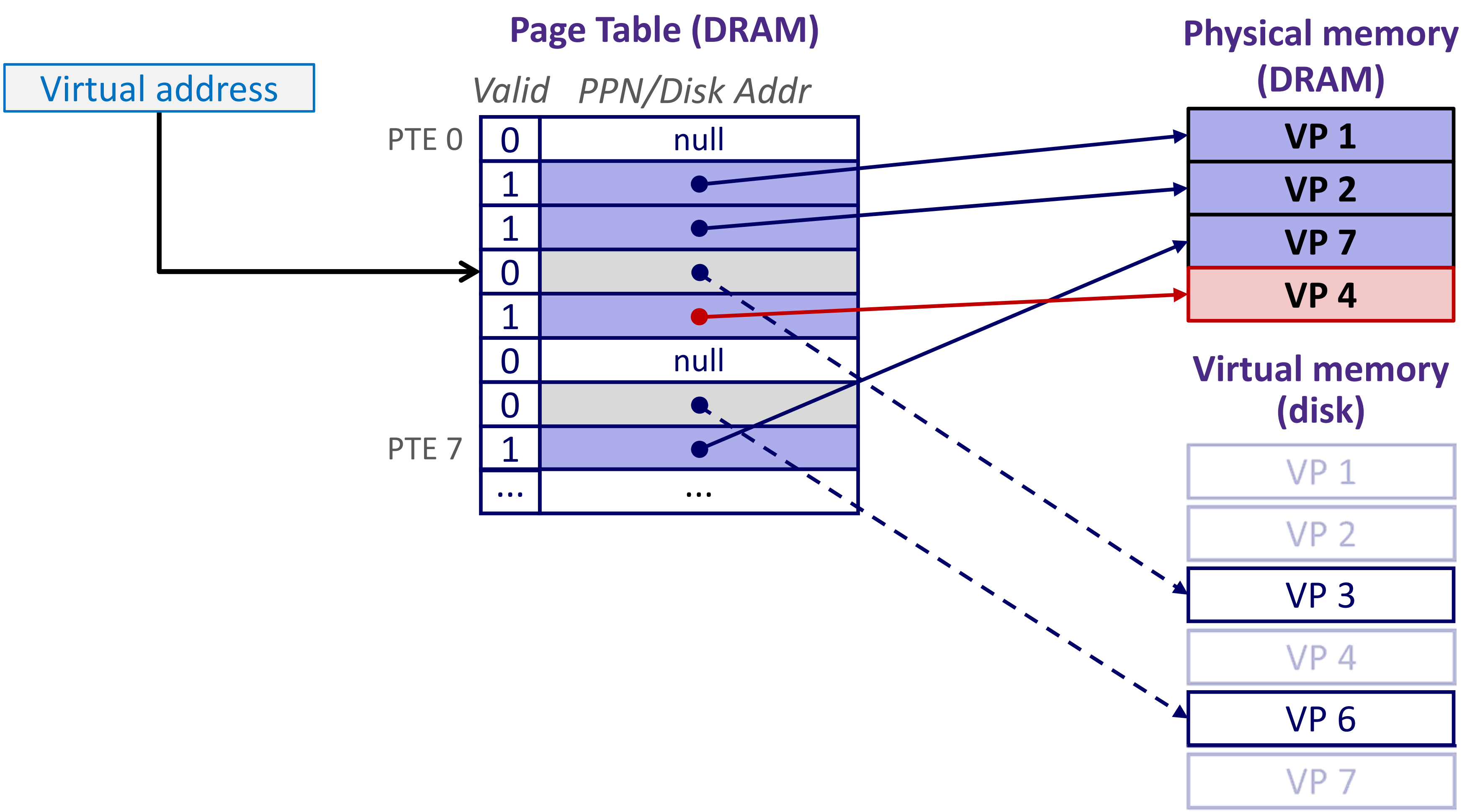
Handling a Page Fault

- Page miss causes page fault (an exception)



Handling a Page Fault

- Page miss causes page fault (an exception)
- Page fault handler selects a *victim* to be evicted (here VP 4)



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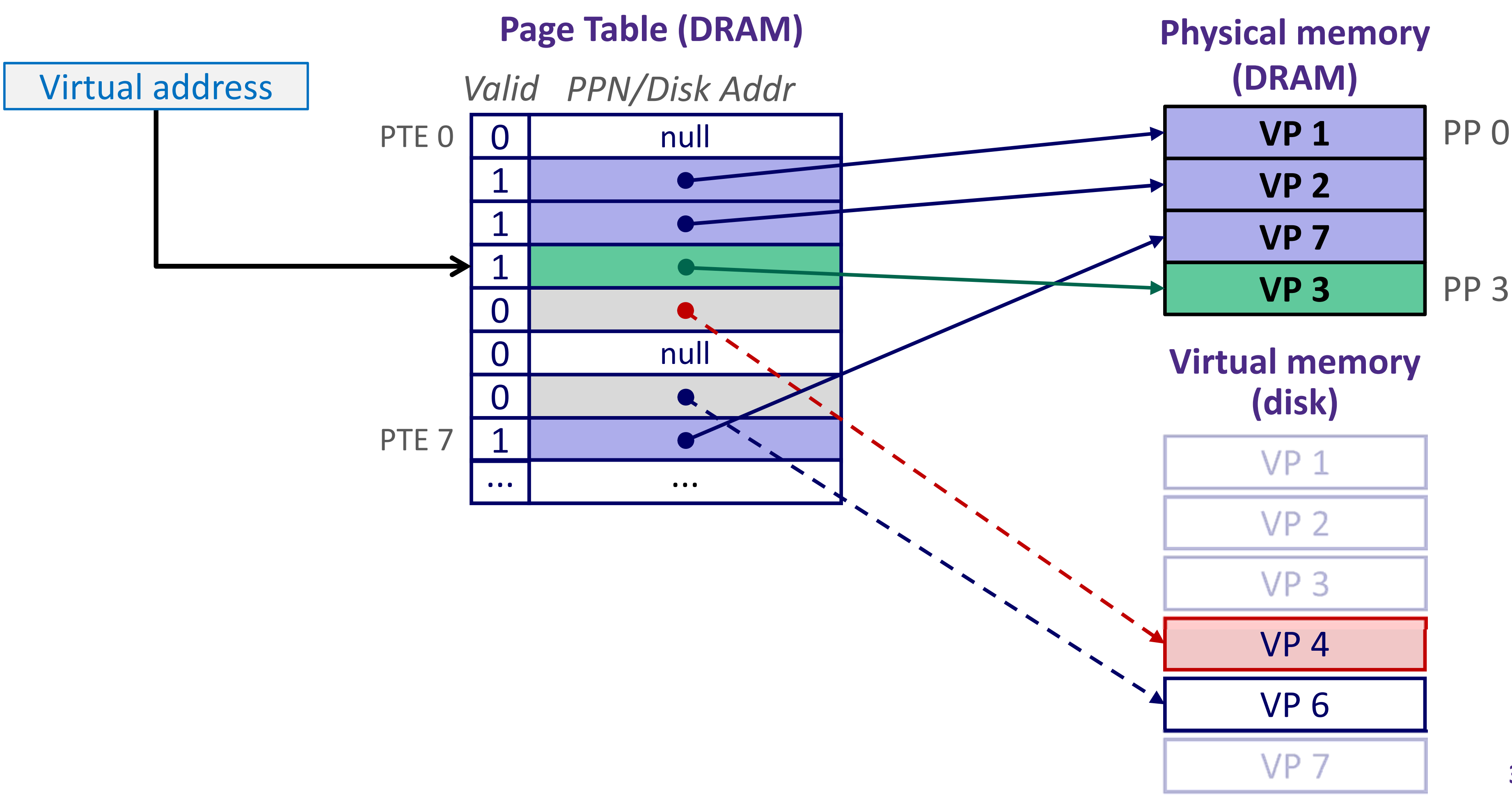
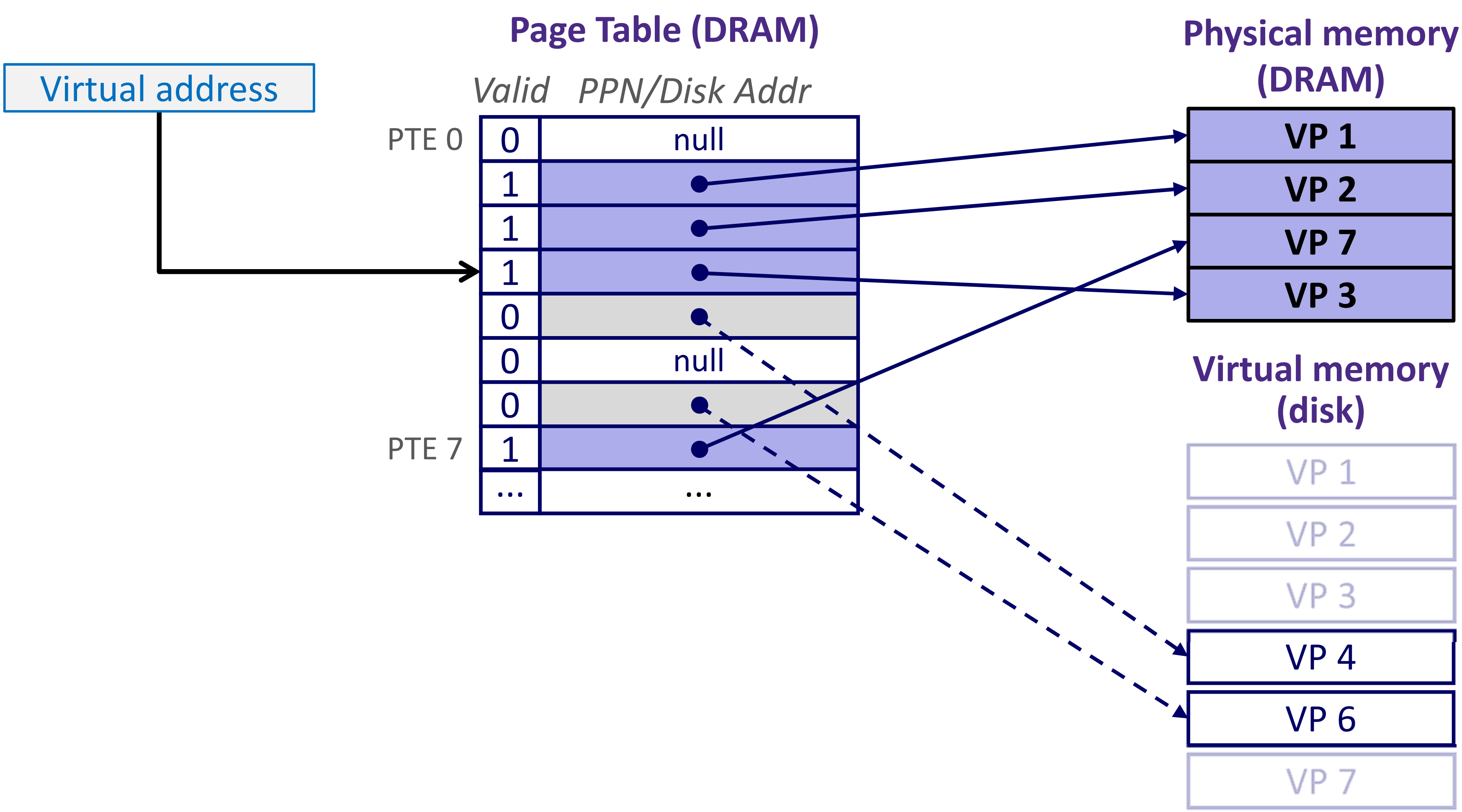


Handling a Page Fault

- Page miss causes page fault (an exception)
- Page fault handler selects a *victim* to be evicted (here VP 4)
- Offending instruction is restarted: page hit!



Peer Instruction Question

- How many bits wide are the following fields?
  - 16 KiB pages
  - 48-bit virtual addresses
  - 16 GiB physical memory
  - Vote at: http://PollEv.com/justinh

	VPN	PPN
(A)	34	24
(B)	32	18
(C)	30	20
(D)	34	20

Summary

- Virtual memory provides:
  - Ability to use limited memory (RAM) across multiple processes
  - Illusion of contiguous virtual address space for each process
  - Protection and sharing amongst processes
- Indirection via address mapping by page tables
  - Part of memory management unit and stored in memory
  - Use virtual page number as index into lookup table that holds physical page number, disk address, or NULL (unallocated page)
  - On page fault, throw exception and move page from swap space (disk) to main memory