

Virtual Memory Wrap-Up

CSE 351 Winter 2018

Instructor:

Mark Wyse

Teaching Assistants:

Kevin Bi

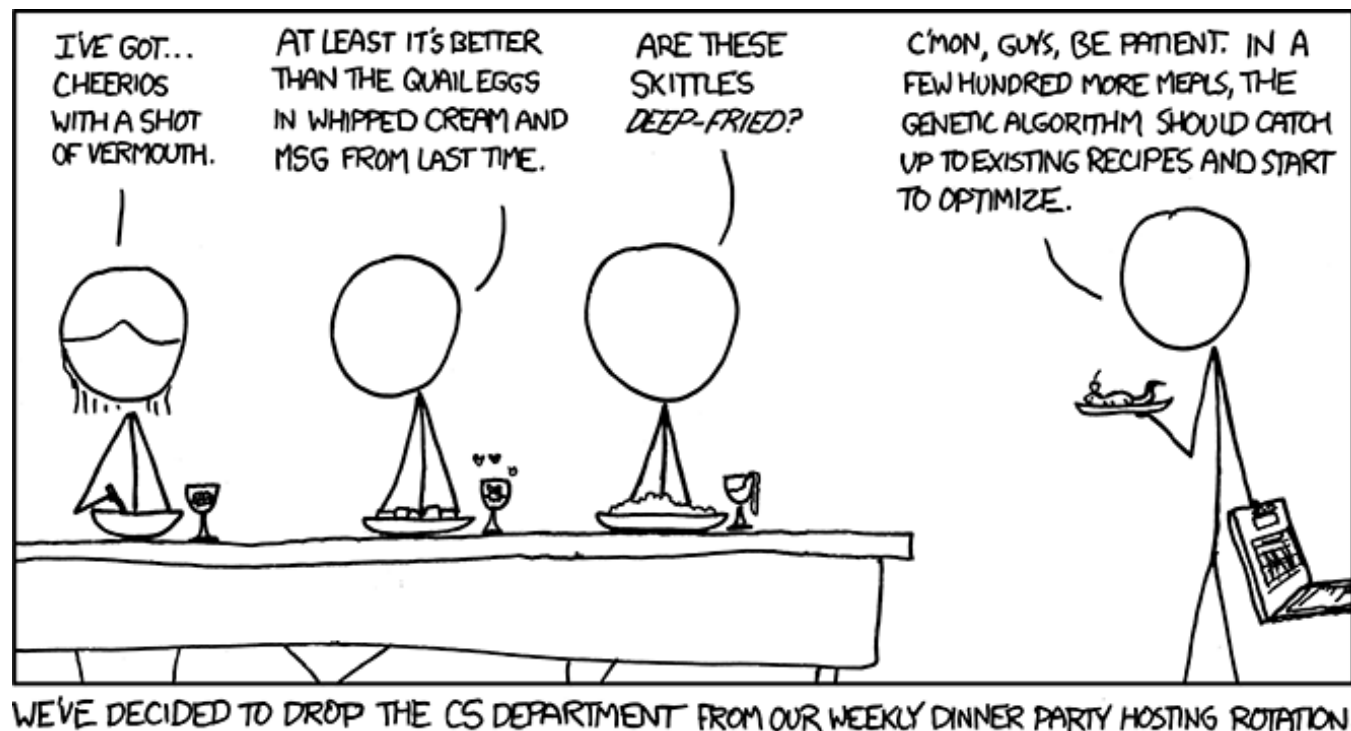
Parker DeWilde

Emily Furst

Sarah House

Waylon Huang

Vinny Palaniappan



Administrative

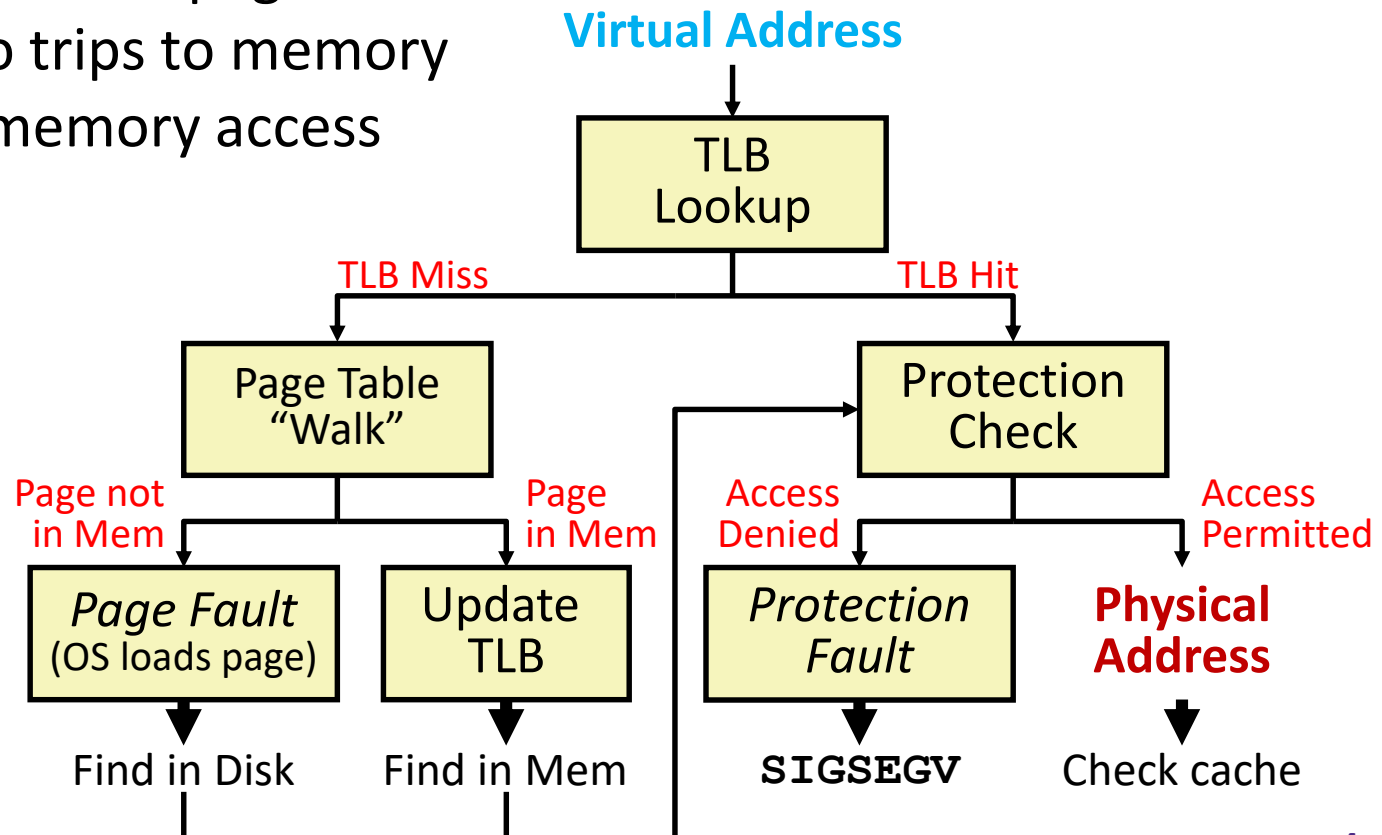
- ❖ Lab 4 due tonight!
 - By 11:59 pm!
- ❖ Homework 5 due next Wednesday (3/7)
- ❖ Lab 5 released tomorrow
 - Due Saturday, March 10 @ 11:59 pm
- ❖ Final Exam
 - Wednesday, March 14, 2:30 – 4:20 pm, KNE 110
 - Topics: everything

Quick Review

- ❖ What do Page Tables map?
- ❖ Where are Page Tables located?
- ❖ How many Page Tables are there?
- ❖ Can your process tell if a page fault has occurred?
- ❖ True / False: Virtual Addresses that are contiguous will always be contiguous in physical memory
- ❖ TLB stands for _____ and stores _____

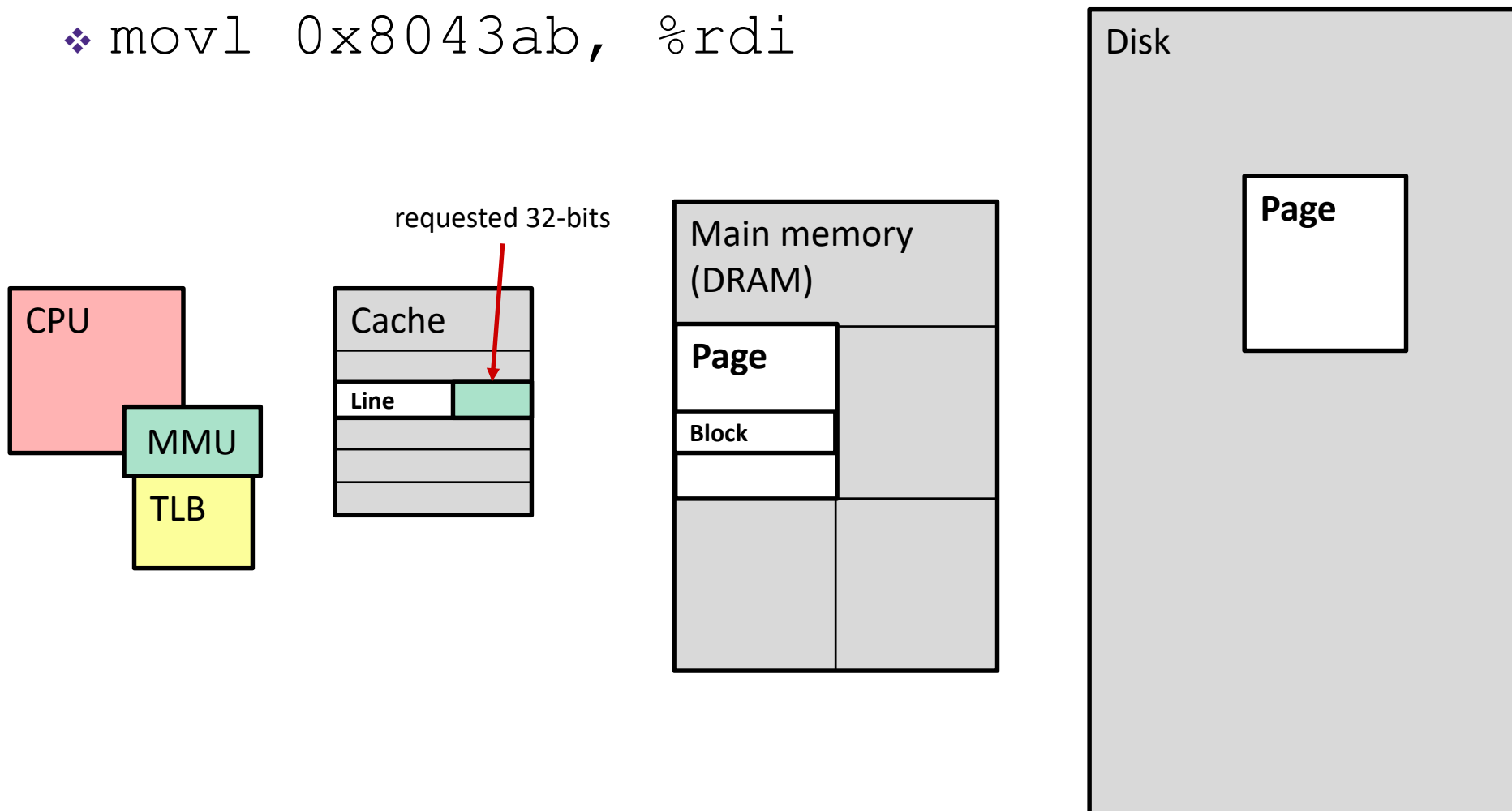
Address Translation

- ❖ VM is complicated, but also elegant and effective
 - Level of indirection to provide isolated memory & caching
 - TLB as a cache of page tables avoids two trips to memory for every memory access



Memory Overview

❖ `movl 0x8043ab, %rdi`



Context Switching Revisited

- ❖ What needs to happen when the CPU switches processes?
 - Registers:
 - Save state of old process, load state of new process
 - Including the Page Table Base Register (PTBR)
 - Memory:
 - Nothing to do! Pages for processes already exist in memory/disk and protected from each other
 - TLB:
 - *invalidate* all entries in TLB – mapping is for old process' VAs
 - Cache:
 - Can leave alone because storing based on PAs – good for shared data

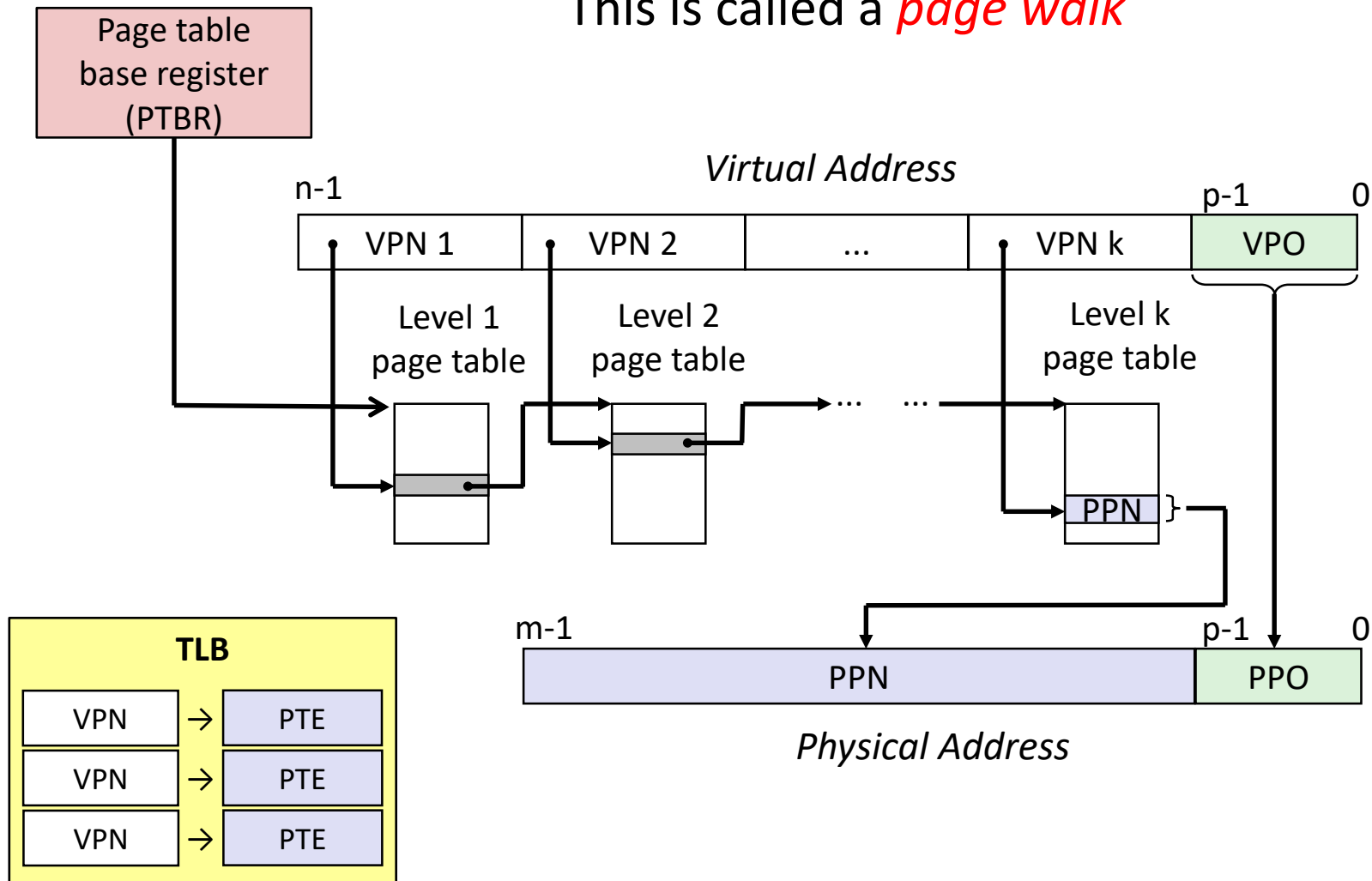
Page Table Reality

- ❖ Just one issue... the numbers don't work out for the story so far!
- ❖ The problem is the page table for each process:
 - Suppose 64-bit VAs, 8 KiB pages, 8 GiB physical memory
 - How many page table entries is that?
 - About how long is each PTE?
 - **Moral:** Cannot use this naïve implementation of the virtual→physical page mapping – it's *way* too big

A Solution: Multi-level Page Tables

This is extra (non-testable) material

This is called a *page walk*



Multi-level Page Tables

This is extra
(non-testable)
material

- ❖ A tree of depth k where each node at depth i has up to 2^j children if part i of the VPN has j bits
- ❖ Hardware for multi-level page tables inherently more complicated
 - But it's a necessary complexity – 1-level does not fit
- ❖ Why it works: Most subtrees are not used at all, so they are never created and definitely aren't in physical memory
 - Parts created can be evicted from cache/memory when not being used
 - Each node can have a size of $\sim 1\text{-}100\text{KB}$
- ❖ But now for a k -level page table, a TLB miss requires $k + 1$ cache/memory accesses
 - Fine so long as TLB misses are rare – motivates larger TLBs

Practice VM Question

- ❖ Our system has the following properties
 - 1 MiB of physical address space
 - 4 GiB of virtual address space
 - 32 KiB page size
 - 4-entry fully associative TLB with LRU replacement

a) Fill in the following blanks:

_____ Total entries in page
table

_____ Minimum bit-width of
PTBR

_____ TLBT bits

_____ Max # of valid entries
in a page table

Practice VM Question

- ❖ One process uses a page-aligned *square* matrix `mat[]` of 32-bit integers in the code shown below:

```
#define MAT_SIZE = 2048
for(int i=0; i<MAT_SIZE; i++)
    mat[i*(MAT_SIZE+1)] = i;
```

- b) What is the largest stride (in bytes) between successive memory accesses (in the VA space)?

Practice VM Question

- ❖ One process uses a page-aligned *square* matrix `mat[]` of 32-bit integers in the code shown below:

```
#define MAT_SIZE = 2048
for(int i=0; i<MAT_SIZE; i++)
    mat[i*(MAT_SIZE+1)] = i;
```

- c) What are the following hit rates for the *first* execution of the for loop?

_____ TLB Hit Rate

_____ Page Table Hit Rate

Quick Review Answers

- ❖ What do Page Tables map?
 - VPN → PPN or disk address
- ❖ Where are Page Tables located?
 - In physical memory
- ❖ How many Page Tables are there?
 - One per process
- ❖ Can your program tell if a page fault has occurred?
 - Nope, but it has to wait a long time
- ❖ What is thrashing?
 - Constantly paging out and paging in
- ❖ True / False: Virtual Addresses that are contiguous will always be contiguous in physical memory
 - Could fall across a page boundary
- ❖ TLB stands for Translation Lookaside Buffer and stores page table entries