

# Virtual Memory II

CSE 351 Autumn 2019

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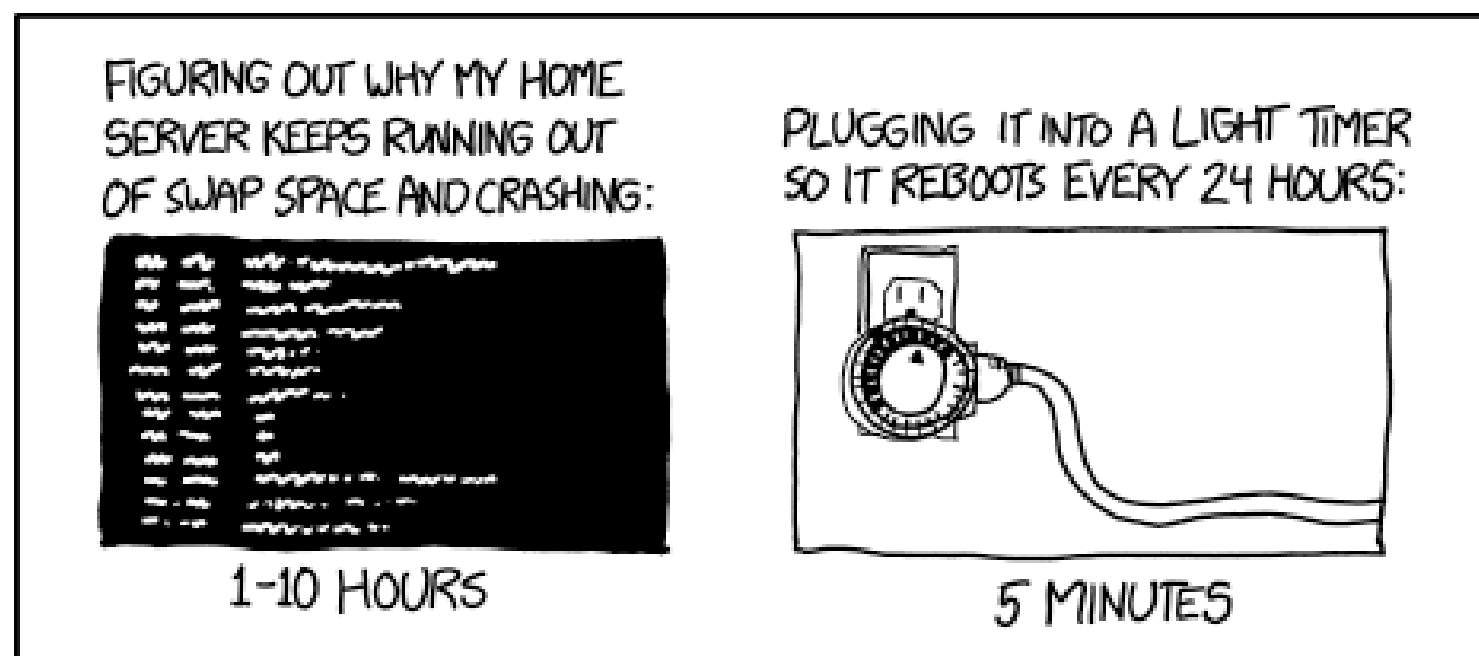
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WHY EVERYTHING I HAVE IS BROKEN

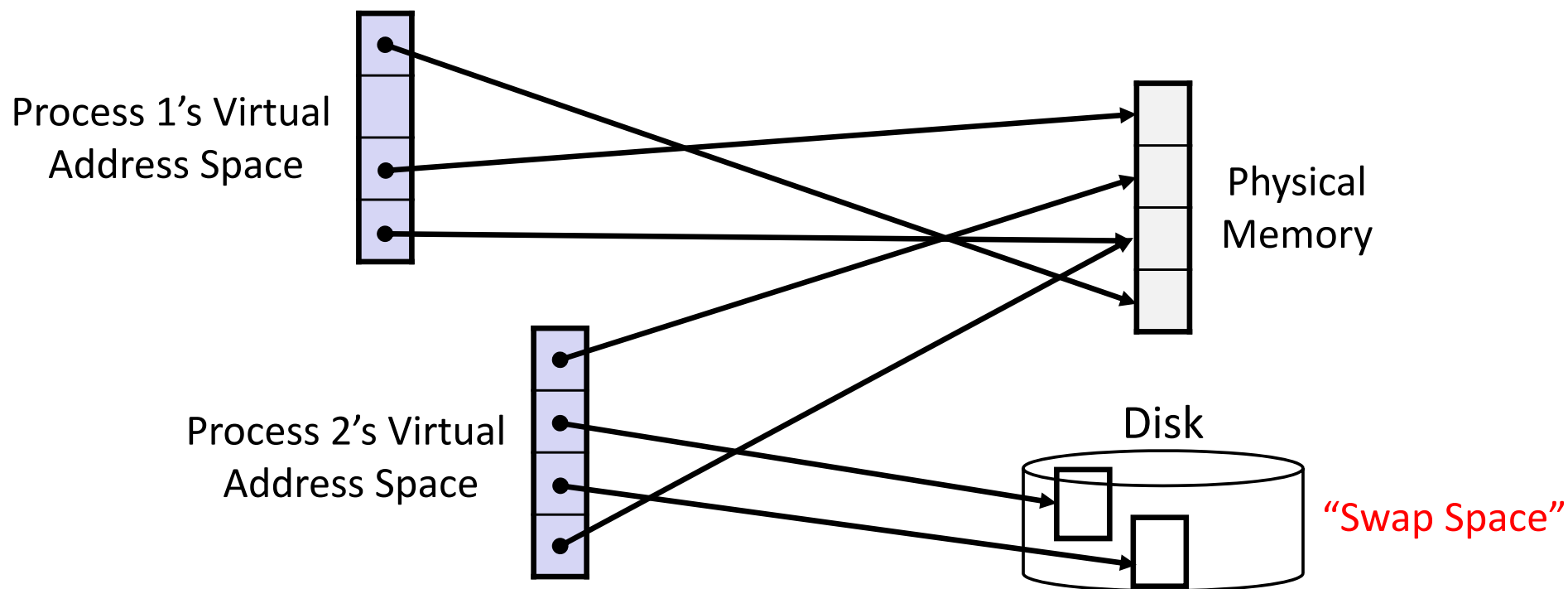
<https://xkcd.com/1495/>

# Administrivia

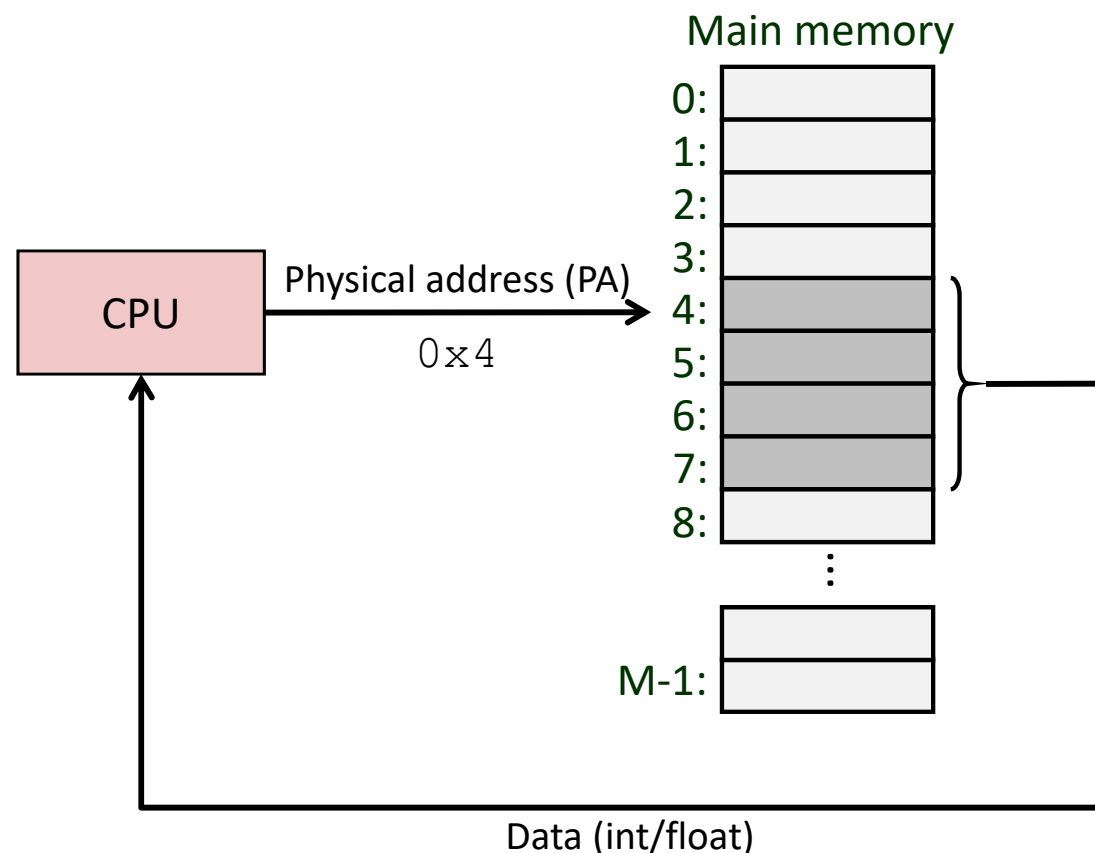
- ❖ hw19 due Wednesday, hw20 due *Monday*
- ❖ Lab 4 due Friday (11/22)

# 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

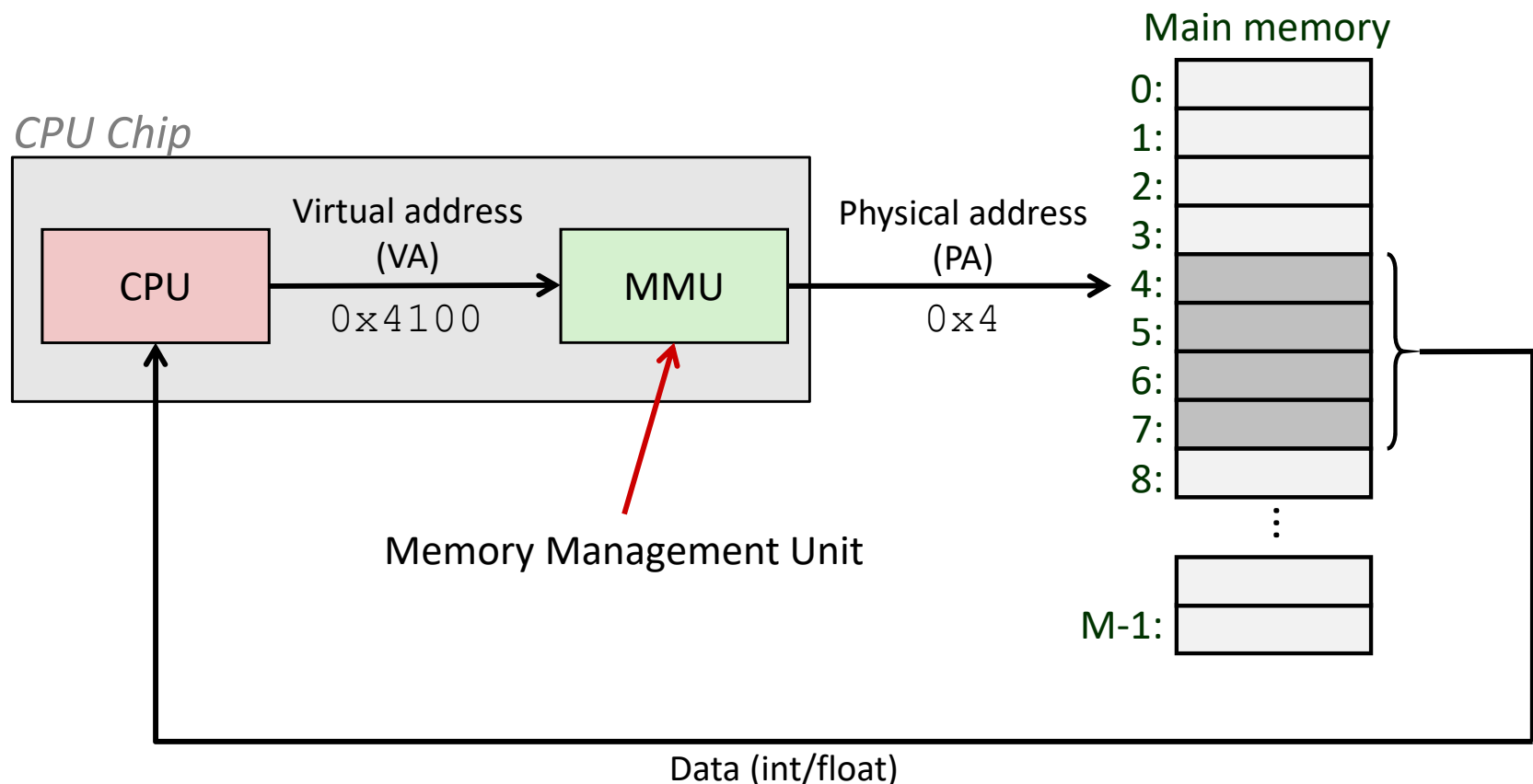


# A System Using Physical Addressing



- ❖ 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



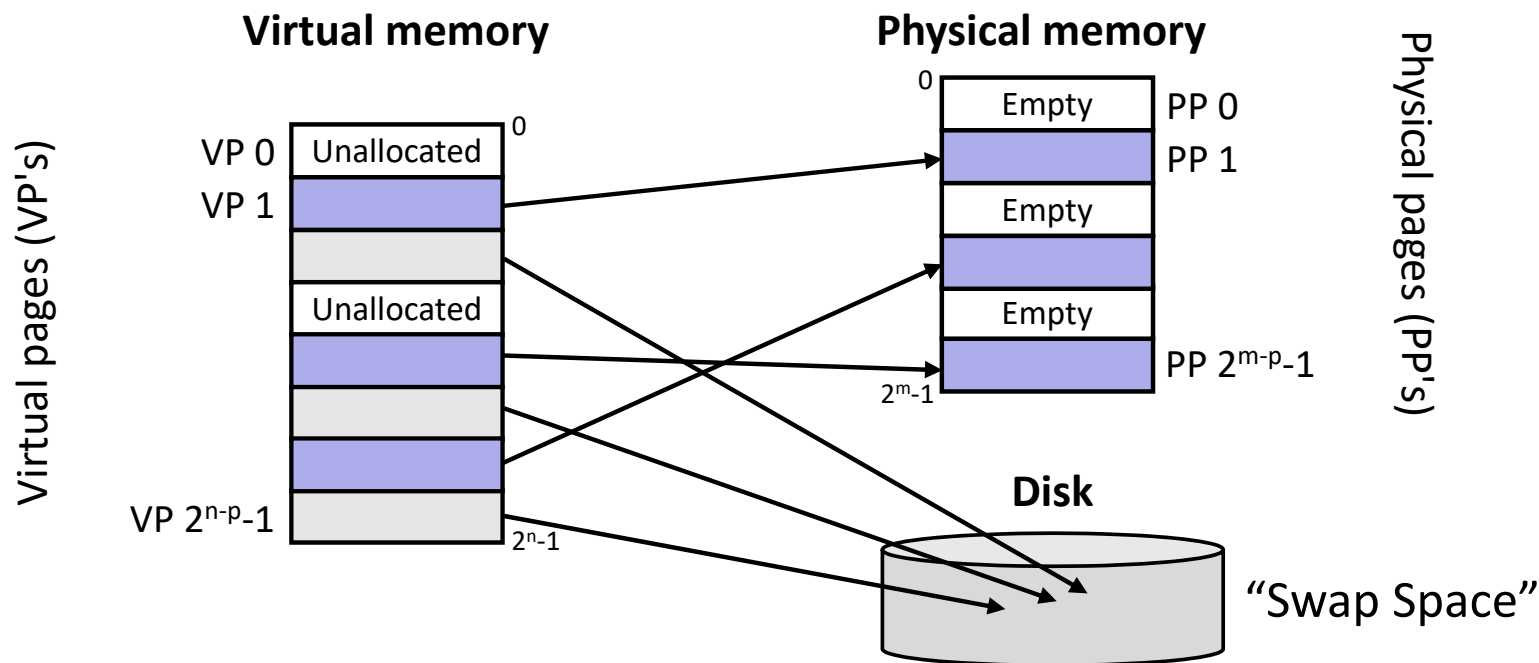
- ❖ Physical addresses are *completely invisible to programs*
  - Used in all modern desktops, laptops, servers, smartphones...
  - One of the great ideas in computer science

# 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

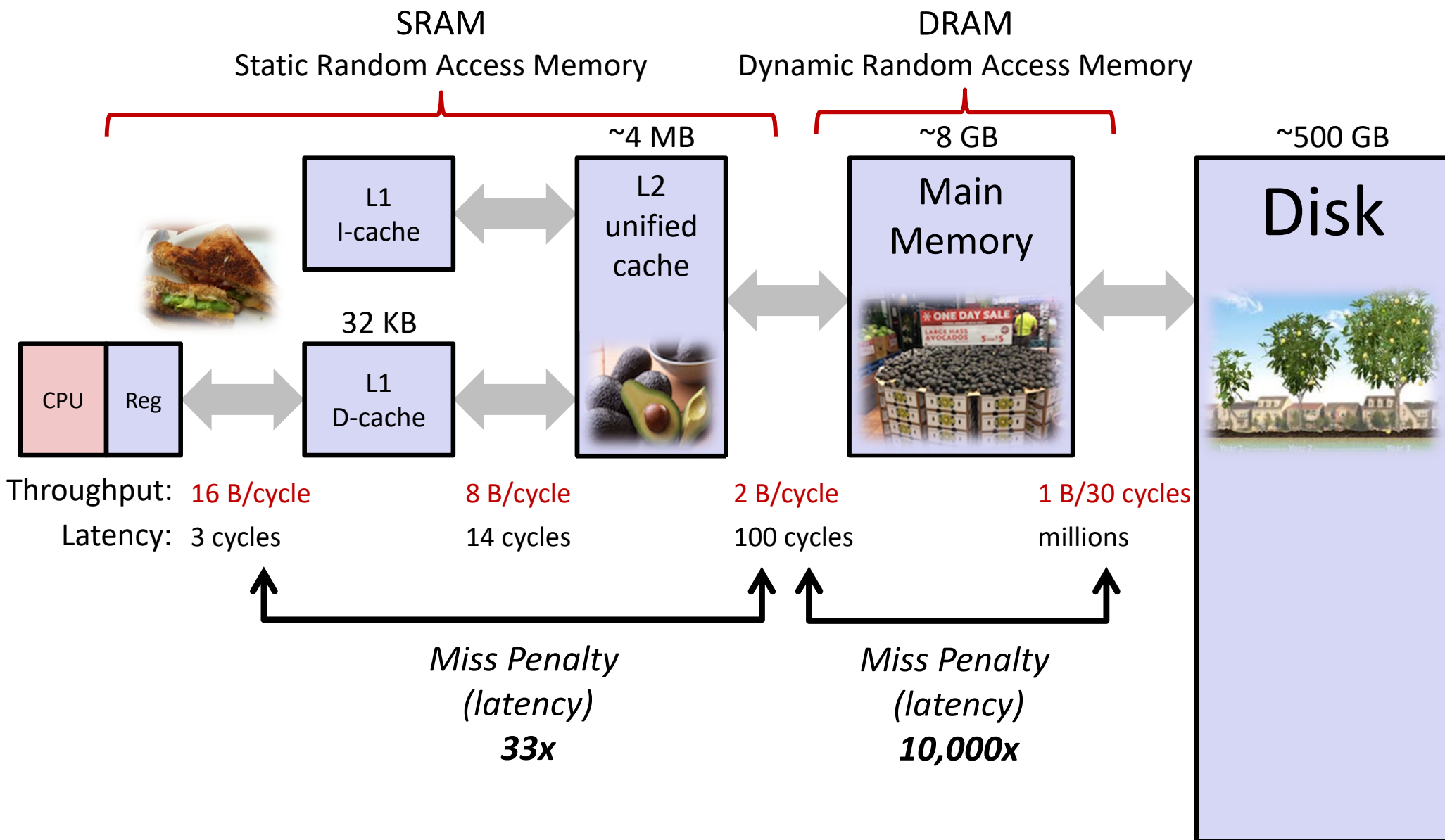
# VM and the Memory Hierarchy

- ❖ Think of virtual memory as array of  $N = 2^n$  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  $P = 2^p$  bytes)
  - Each virtual page can be stored in *any* physical page (no fragmentation!)



# 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?

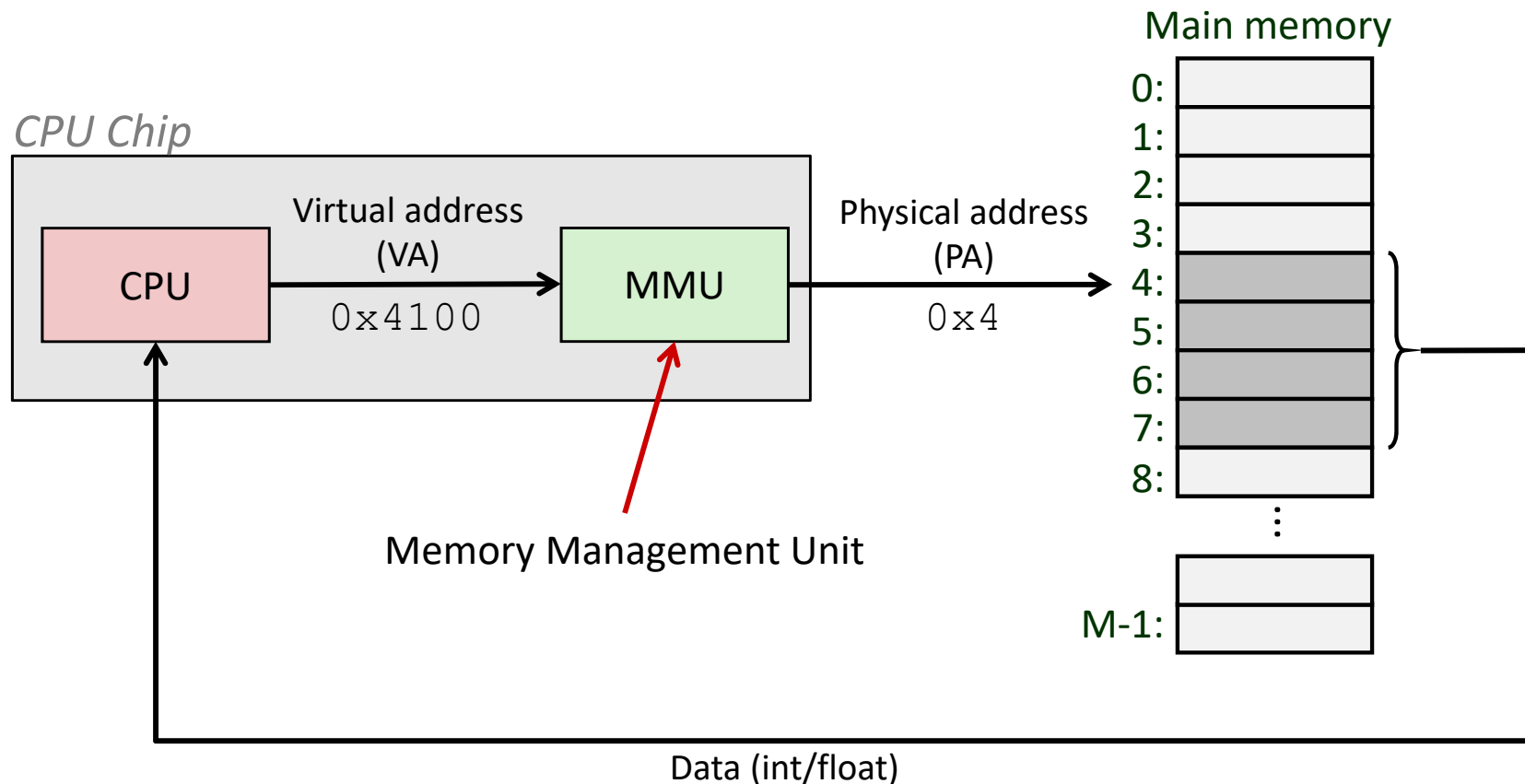
- ❖ Avoids disk accesses because of *locality*
  - Same reason that L1 / L2 / L3 caches work
  
- ❖ The set of virtual pages that a program is “actively” accessing at any point in time is called its *working set*
  - If (*working set of one process*  $\leq$  *physical memory*):
    - Good performance 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

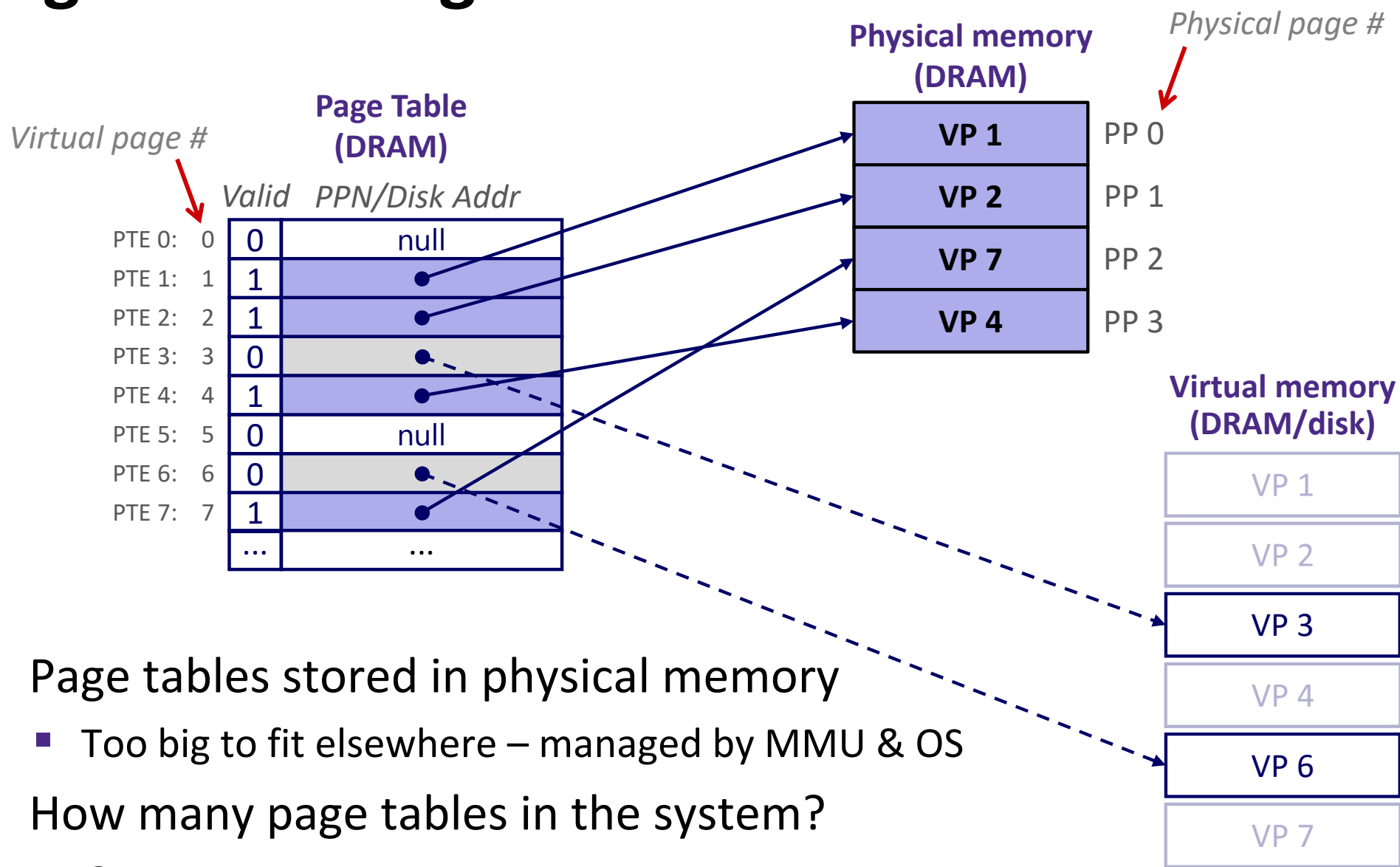
- ❖ CPU-generated address can be split into:

$n$ -bit address: 

Virtual Page Number	Page Offset
---------------------	-------------

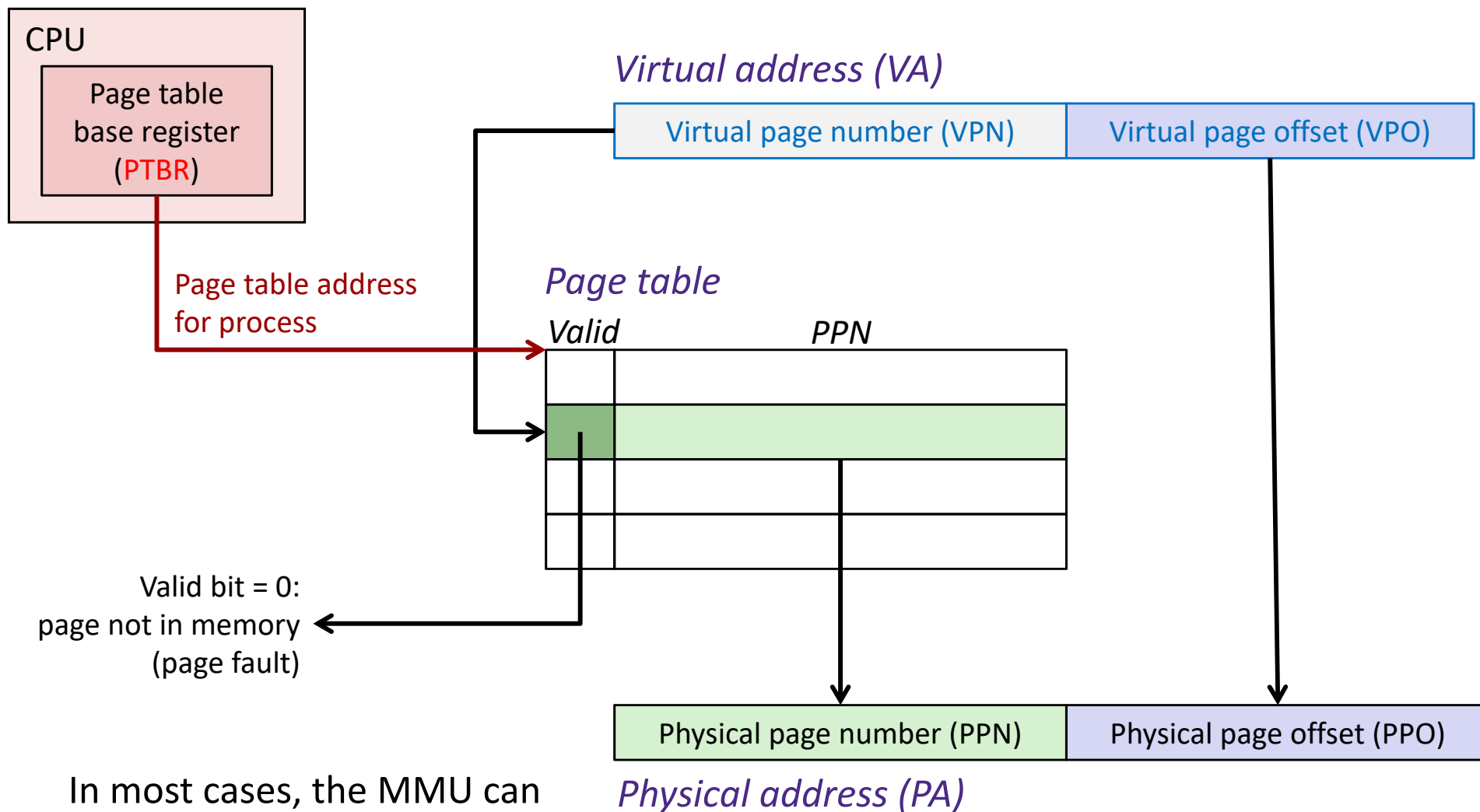
- Request is Virtual Address (**VA**), want Physical Address (**PA**)
- Note that Physical Offset = Virtual Offset (page-aligned)
- ❖ Use lookup table that we call the *page table* (**PT**)
  - Replace Virtual Page Number (**VPN**) for Physical Page Number (**PPN**) to generate Physical Address
  - Index 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

# 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

# Polling Question

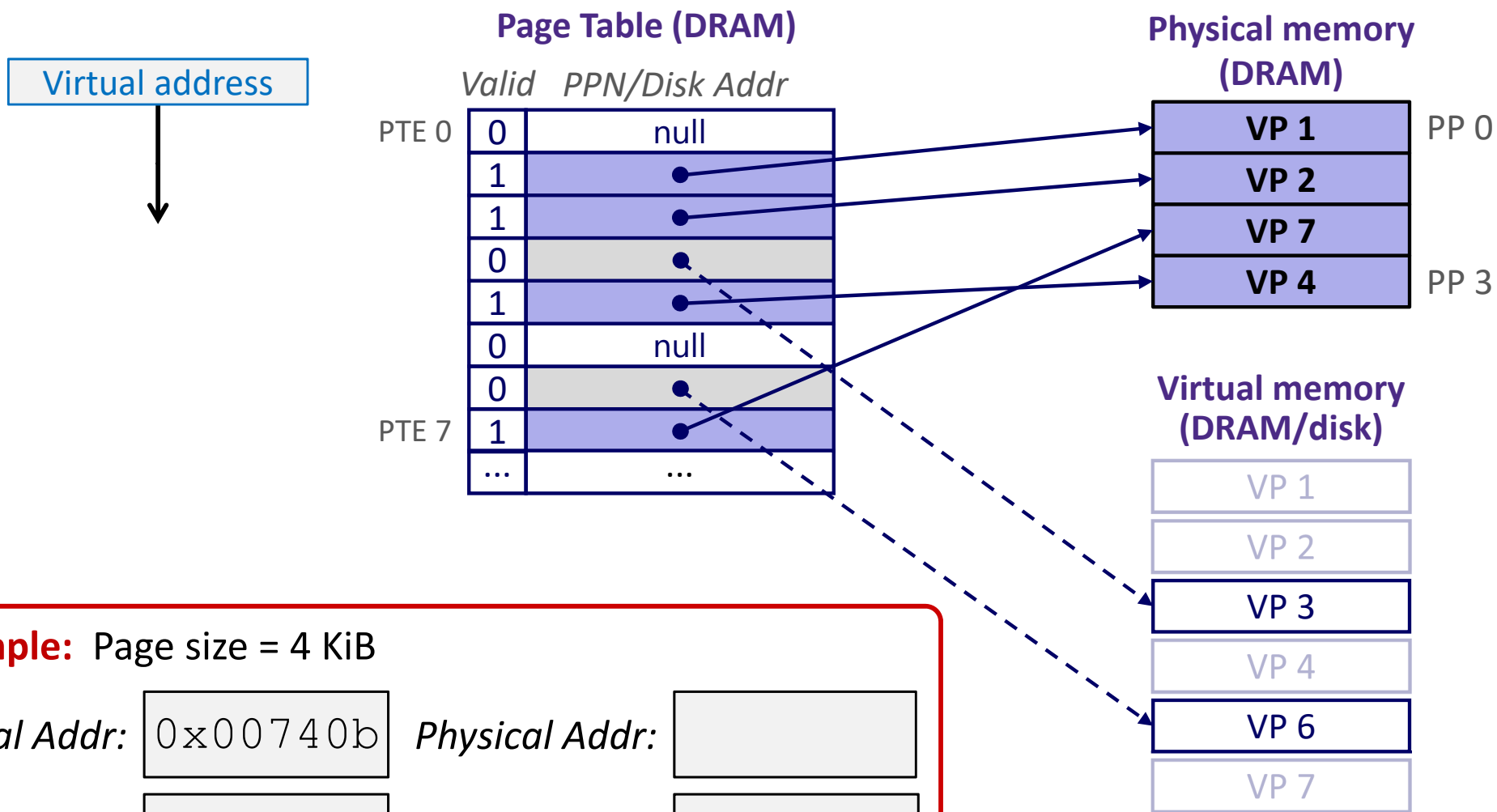
- ❖ How many bits wide are the following fields?
  - 16 KiB pages
  - 48-bit virtual addresses
  - 16 GiB physical memory
  - Vote at: <http://PollEv.com/justinh>

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



# Page Hit

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



**Example:** Page size = 4 KiB

Virtual Addr: 0x00740b

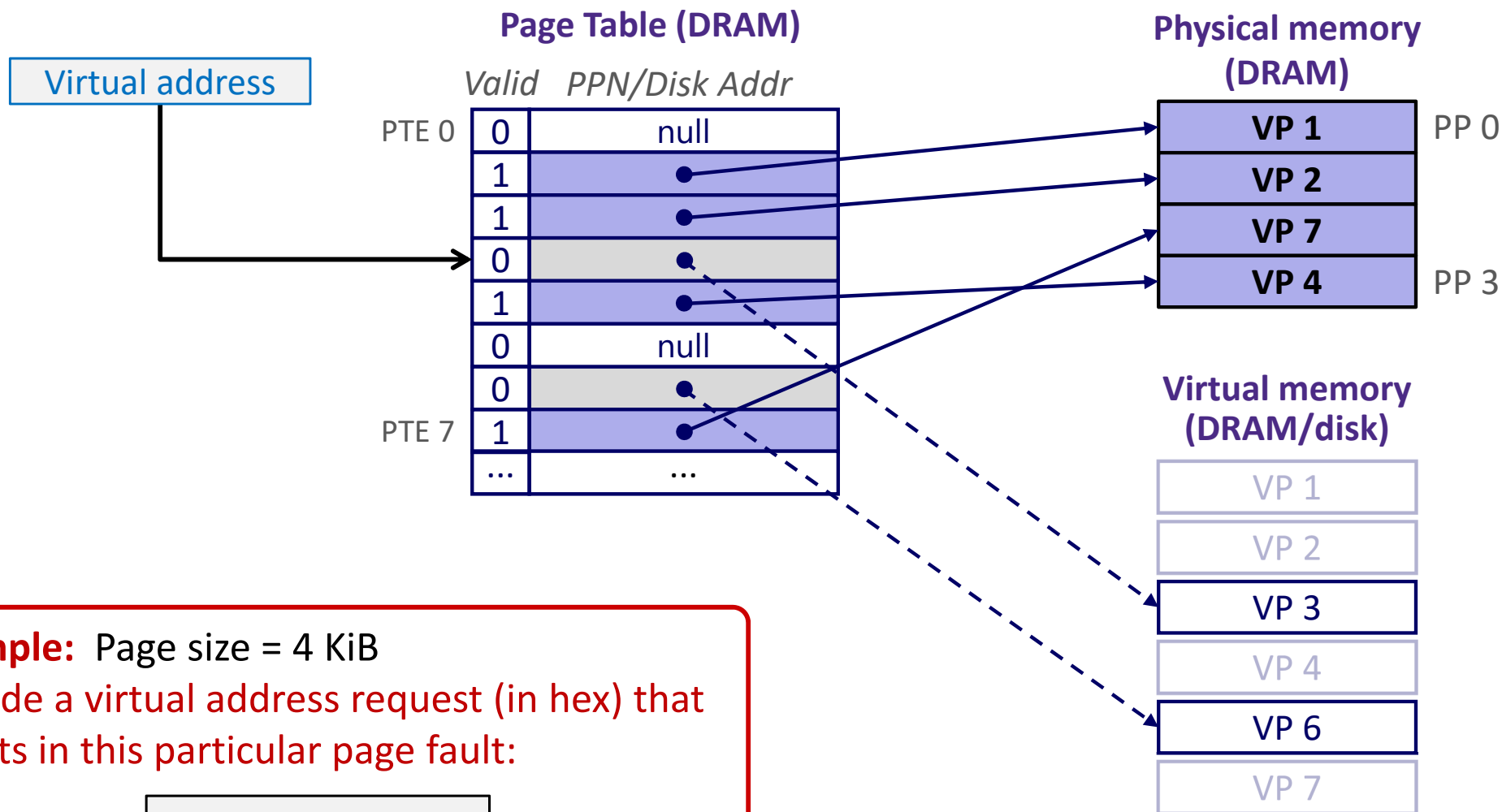
Physical Addr:

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:

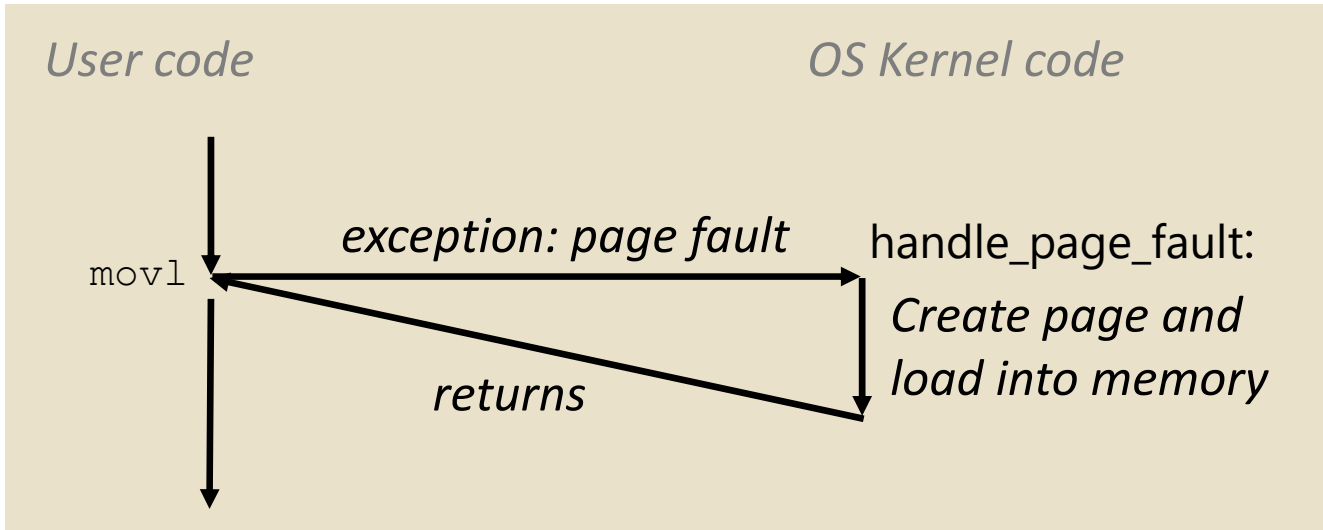
Virtual Addr:

# Reminder: 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;
}
```

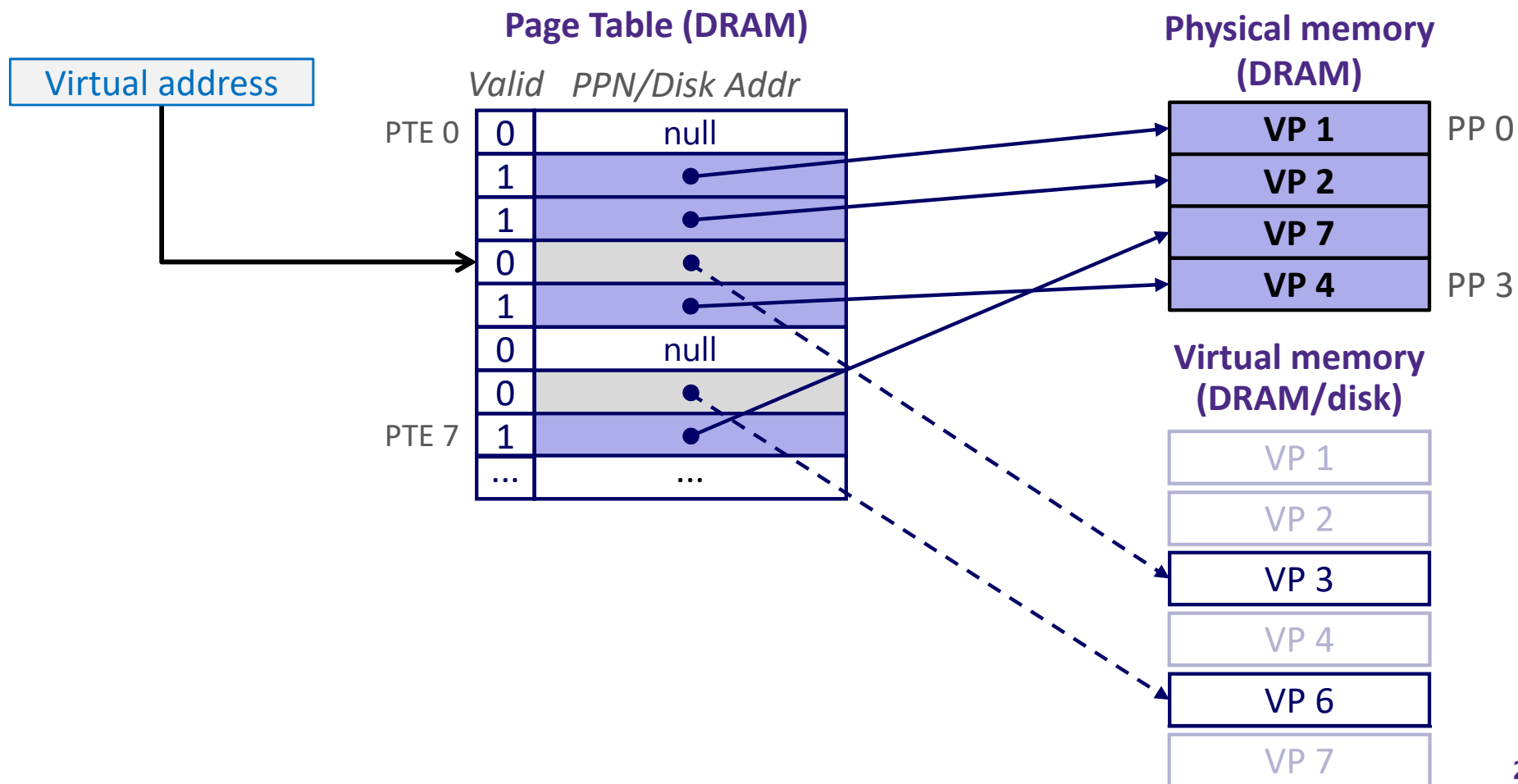
```
80483b7:      c7 05 10 9d 04 08 0d  movl   $0xd,0x8049d10
```



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

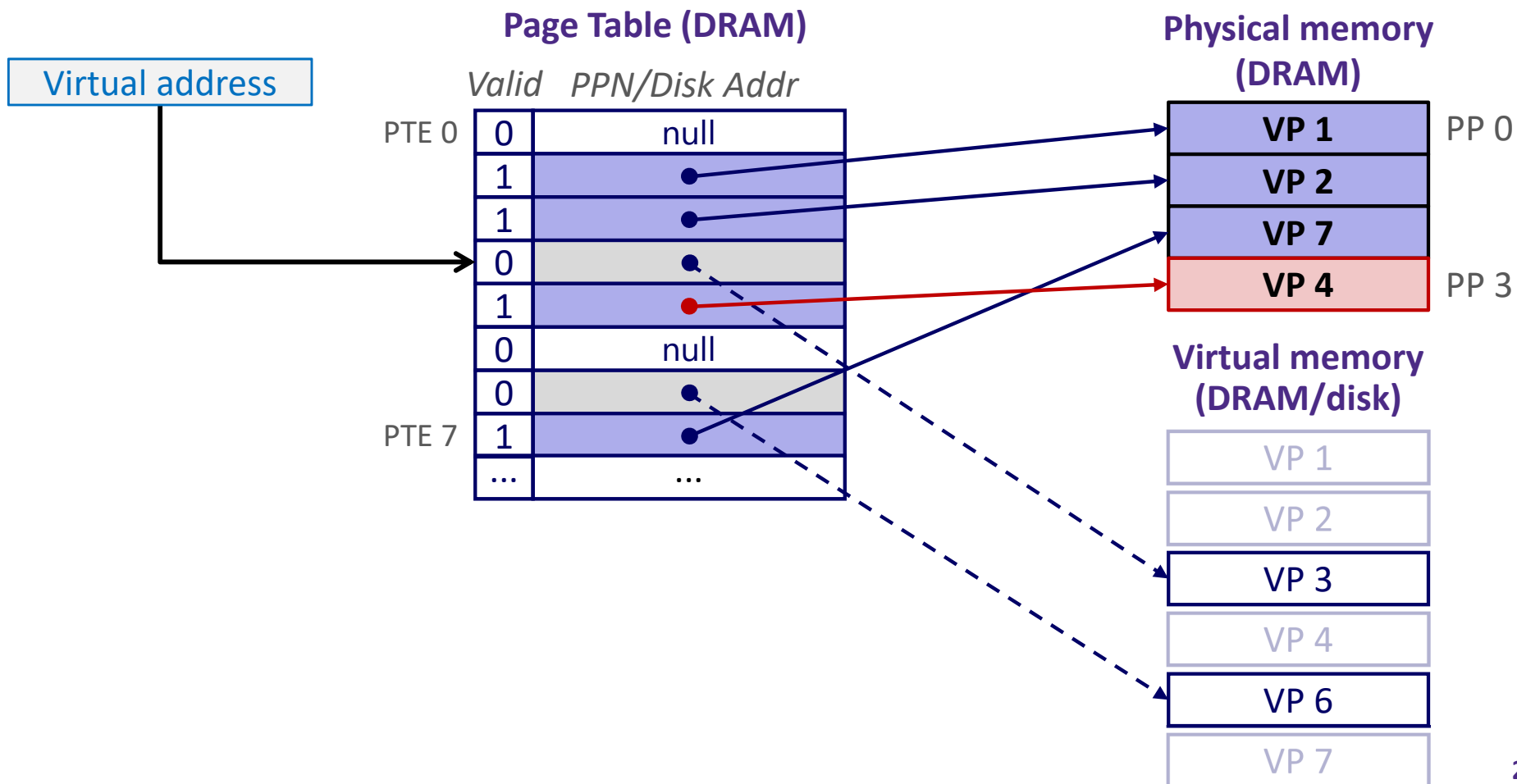
# Handling a Page Fault

- ❖ Page miss causes page fault (an exception)



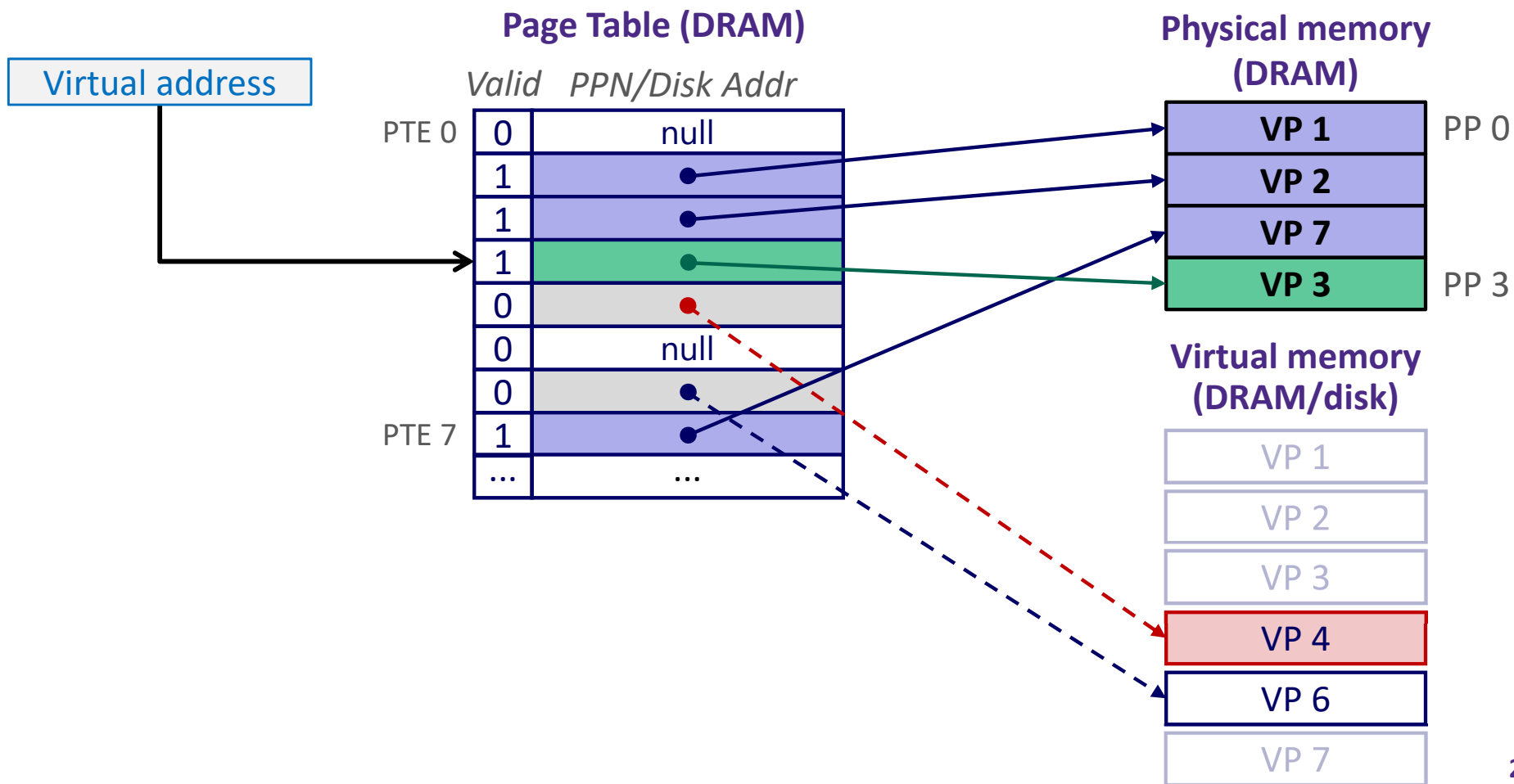
# Handling a Page Fault

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



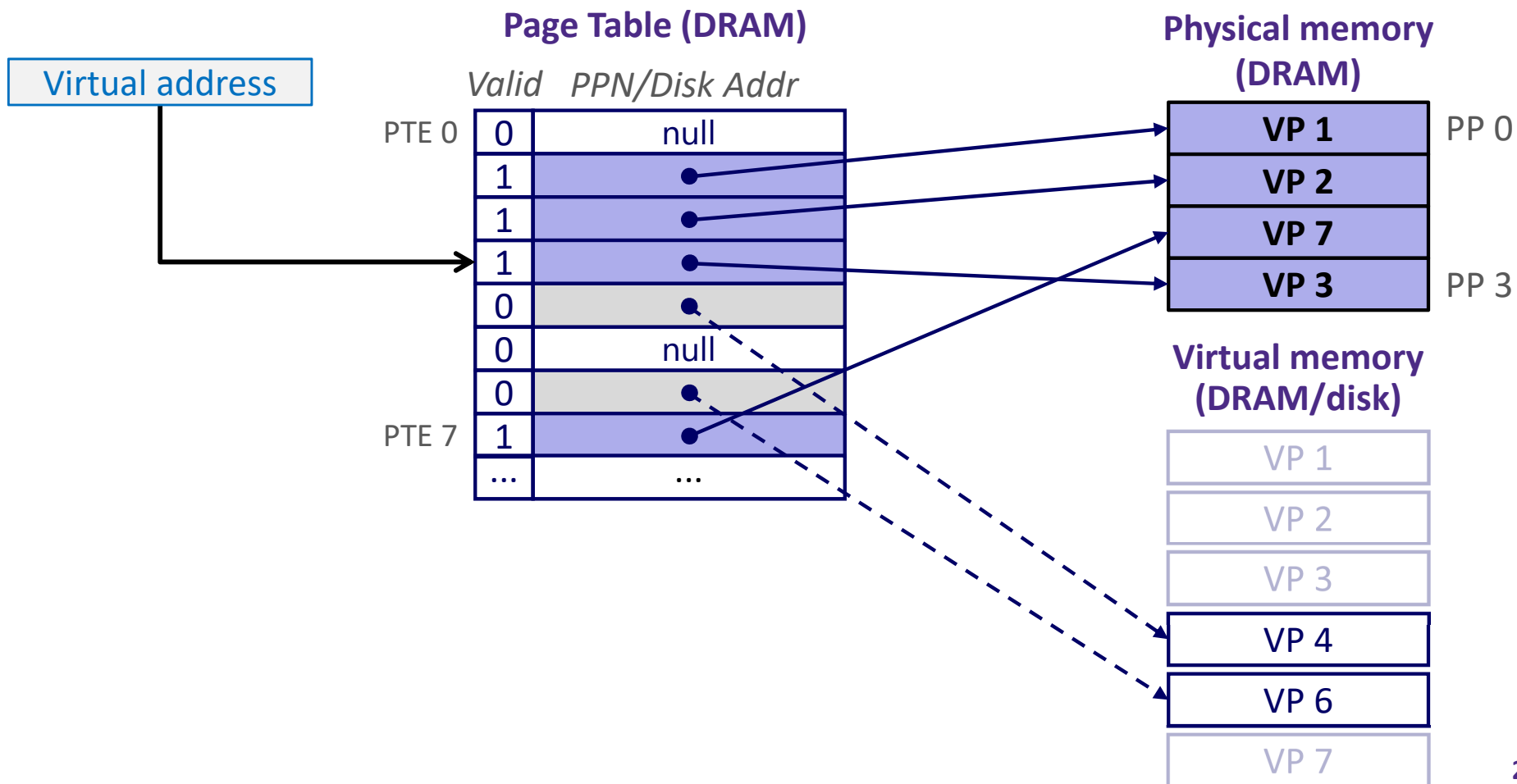
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# Handling a Page Fault

- ❖ 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!**



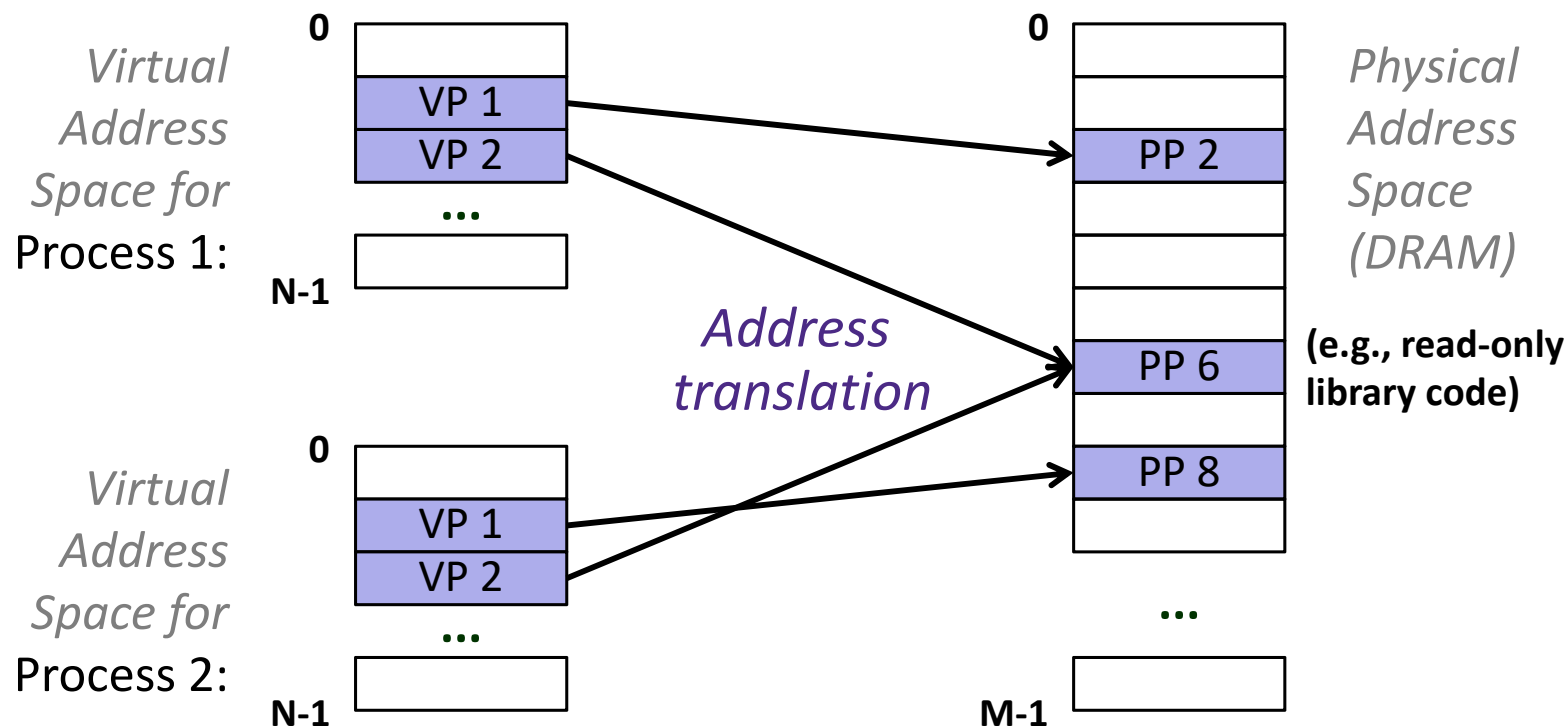
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- ❖ Address translation
- ❖ **VM as a tool for memory management**
- ❖ **VM as a tool for memory protection**



# VM for Managing Multiple Processes

- ❖ Key abstraction: each process has its own virtual address space
  - It can view memory as *a simple linear array*
- ❖ With virtual memory, this simple linear virtual address space **need not be contiguous in physical memory**
  - Process needs to store data in another VP? Just map it to *any* PP!



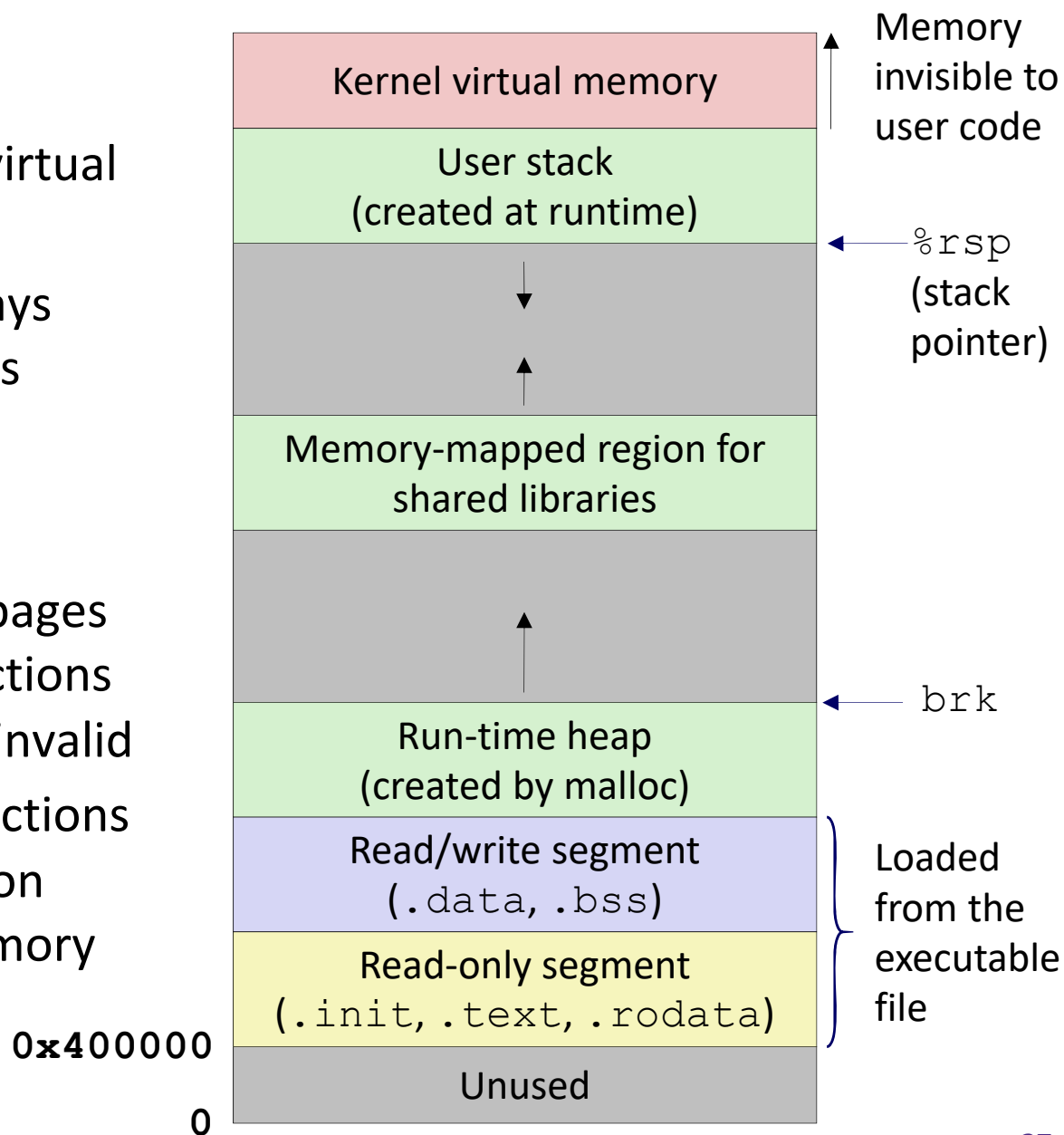
# Simplifying Linking and Loading

## ❖ Linking

- Each program has similar virtual address space
- Code, Data, and Heap always start at the same addresses

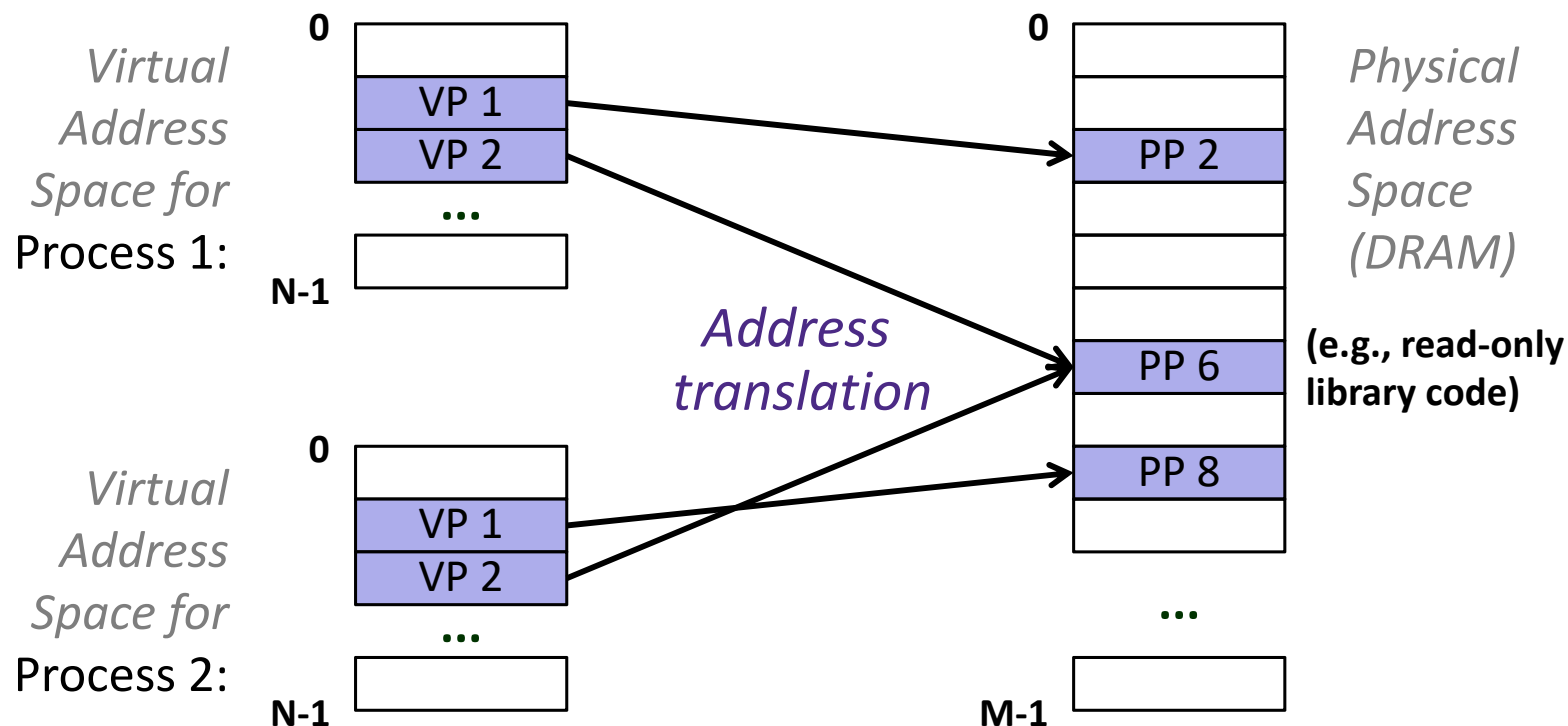
## ❖ Loading

- `execve` allocates virtual pages for `.text` and `.data` sections & creates PTEs marked as invalid
- The `.text` and `.data` sections are copied, page by page, on demand by the virtual memory system



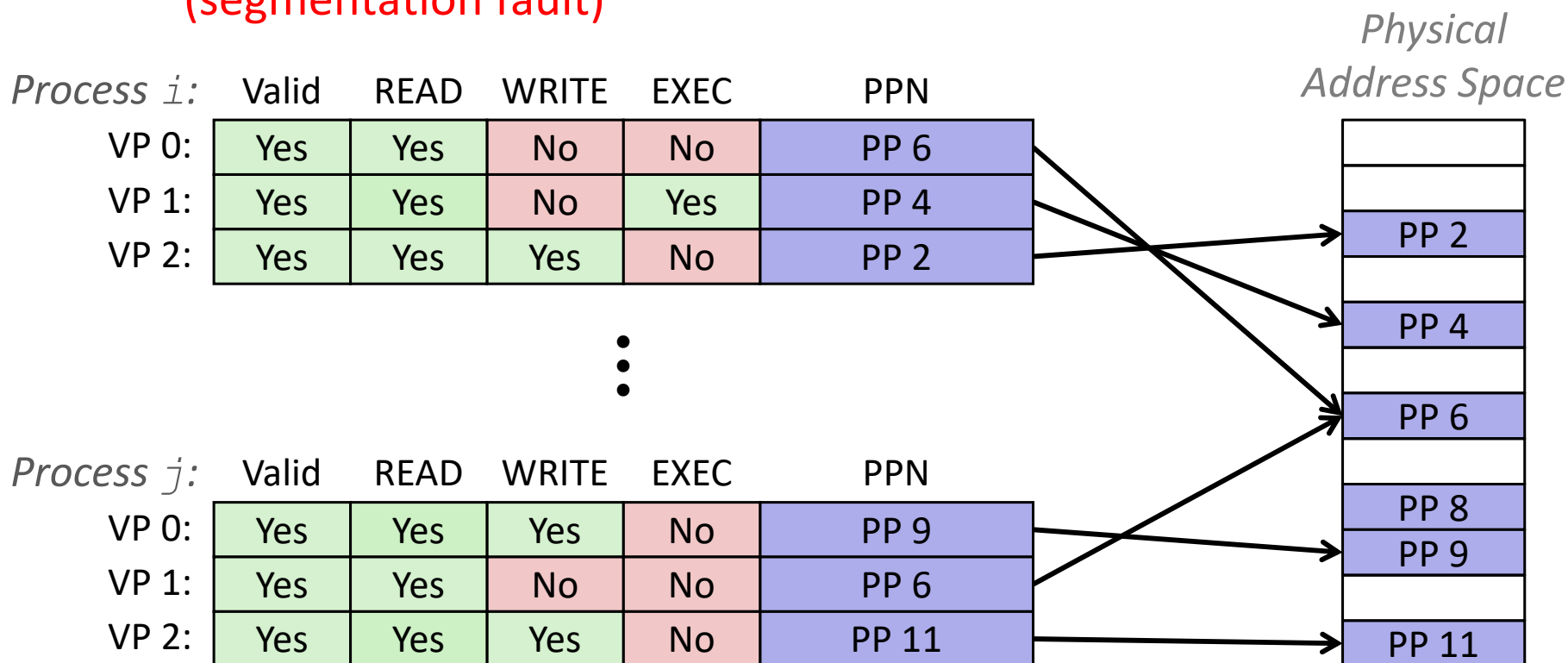
# VM for Protection and Sharing

- ❖ The mapping of VPs to PPs provides a simple mechanism to *protect* memory and to *share* memory between processes
  - **Sharing:** map virtual pages in separate address spaces to the same physical page (here: PP 6)
  - **Protection:** process can't access physical pages to which none of its virtual pages are mapped (here: Process 2 can't access PP 2)



# Memory Protection Within Process

- ❖ VM implements read/write/execute permissions
  - Extend page table entries with permission bits
  - MMU checks these permission bits on every memory access
    - If violated, raises exception and OS sends SIGSEGV signal to process (segmentation fault)



# Review Question

- ❖ What should the permission bits be for pages from the following sections of virtual memory?

Section	Read	Write	Execute
Stack			
Heap			
Static Data			
Literals			
Instructions			