Section 6: Lab 3 Details

CSE 451 18WI

vspace Visual Diagram



vregions vs Page Tables

- Both have virtual to physical address mappings.
- vspace.pgtbl
 - Used by hardware to translate virtual addresses to physical addresses
 - CR3 register holds the top level page table (i.e. vspace.pgtbl)
 - TLB caches virtual -> physical mappings

• vspace.regions

- Portable *architecture independent* software representation of the address space
- Used by kernel to track/update mappings without affecting hardware page table lookups
- May be incomplete at times (e.g. mappings in exec())
- How do we update the page table to reflect the vspace regions?

vspaceinvalidate(vs)

- "Transforms a vspace into the architecture dependent page table"
 - I.e. virtual mappings in vs.regions are reflected in vs.pgtbl
 - Git analogy: commit vspace changes to the page table
- Call when you've changed a mapping in vs.

Pop Quiz: When will you be calling vspaceinvalidate in Lab 3?

vspaceinstall(p)

- "Installs the page table into the page table register"
 - I.e. CR3 = vs.pgtbl
 - \circ In x86, this flushes the <u>TLB</u>!
 - Git analogy: pushes your committed changes to the TLB/CR3
- If there were changes in the vspace, call after invalidating.

Pop Quiz: When will you be calling vspaceinstall in Lab 3? Can you ever get away without calling vspaceinstall?

Handling Page Faults in x86_64

- CR2 register holds the faulting linear address (since virtual paging is turned on, this is the virtual address)
 - How do you <u>read or load a control register?</u>
- tf->err holds the exception error code
 - You can use to determine the type of fault

Great resource: https://wiki.osdev.org/Page_fault

Copy-on-write Fork FAQ

- How do we keep track of physical pages and refcounts?
 - Coremap!
- What vspace functions need to behave differently to support COW fork, and how?
 - vspacecopy()
- Synchronization in modifying the vspace in page fault in COW fork?
 - not needed -- current process has exclusive access to its vspace
 - The ref count however could be concurrently modified