Virtual Memory II

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Address Space

- Virtual memory size: $N = 2^n$ bytes
- Physical memory size: $M = 2^m$ bytes
- Page (block of memory): $P = 2^p$ bytes
- A virtual address can be encoded in n bits

Address Translation

- Task: mapping virtual address to physical address
  - virtual address (VA): used by machine code instructions
  - physical address (PA): location in RAM
- Formally

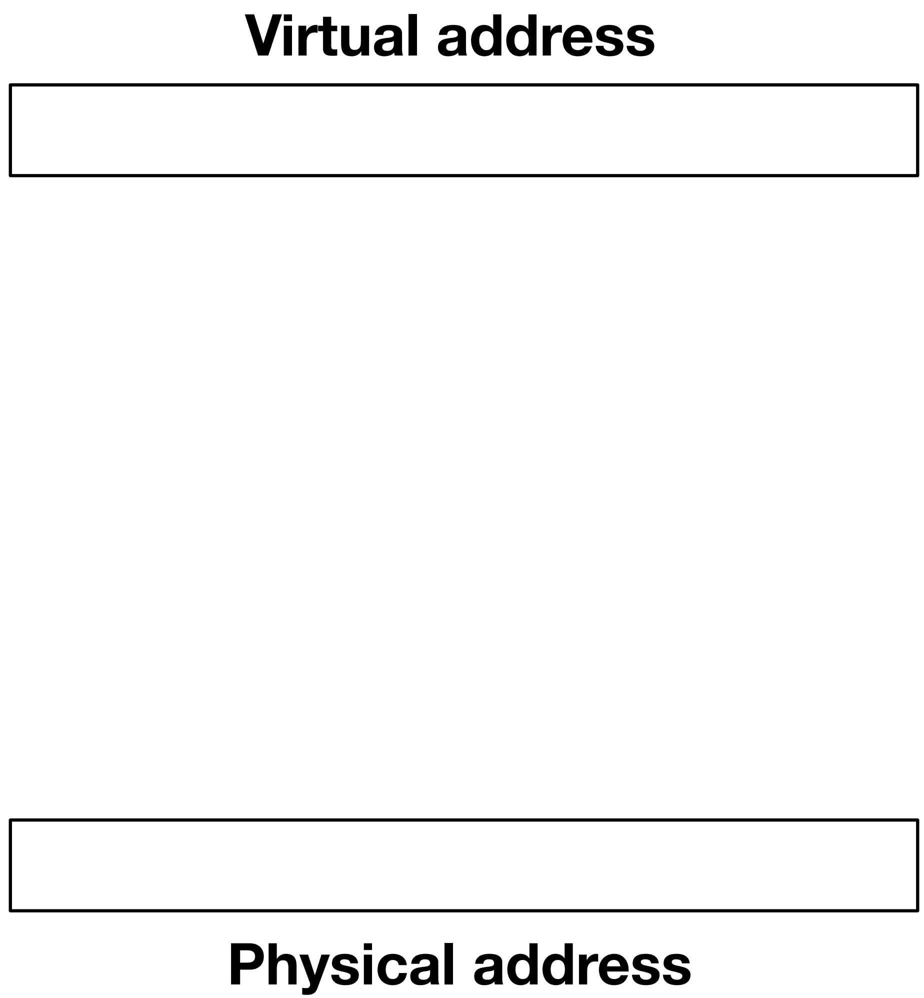
$$\text{MAP: VA} \rightarrow \text{PA} \cup \emptyset$$

  where:

$$\begin{aligned} \text{MAP(A)} &= \text{PA if in RAM} \\ &= \emptyset \text{ otherwise} \end{aligned}$$

- Note: this happens very frequently in machine code
- We will do this in hardware: Memory Management Unit (MMU)

Basic Architecture



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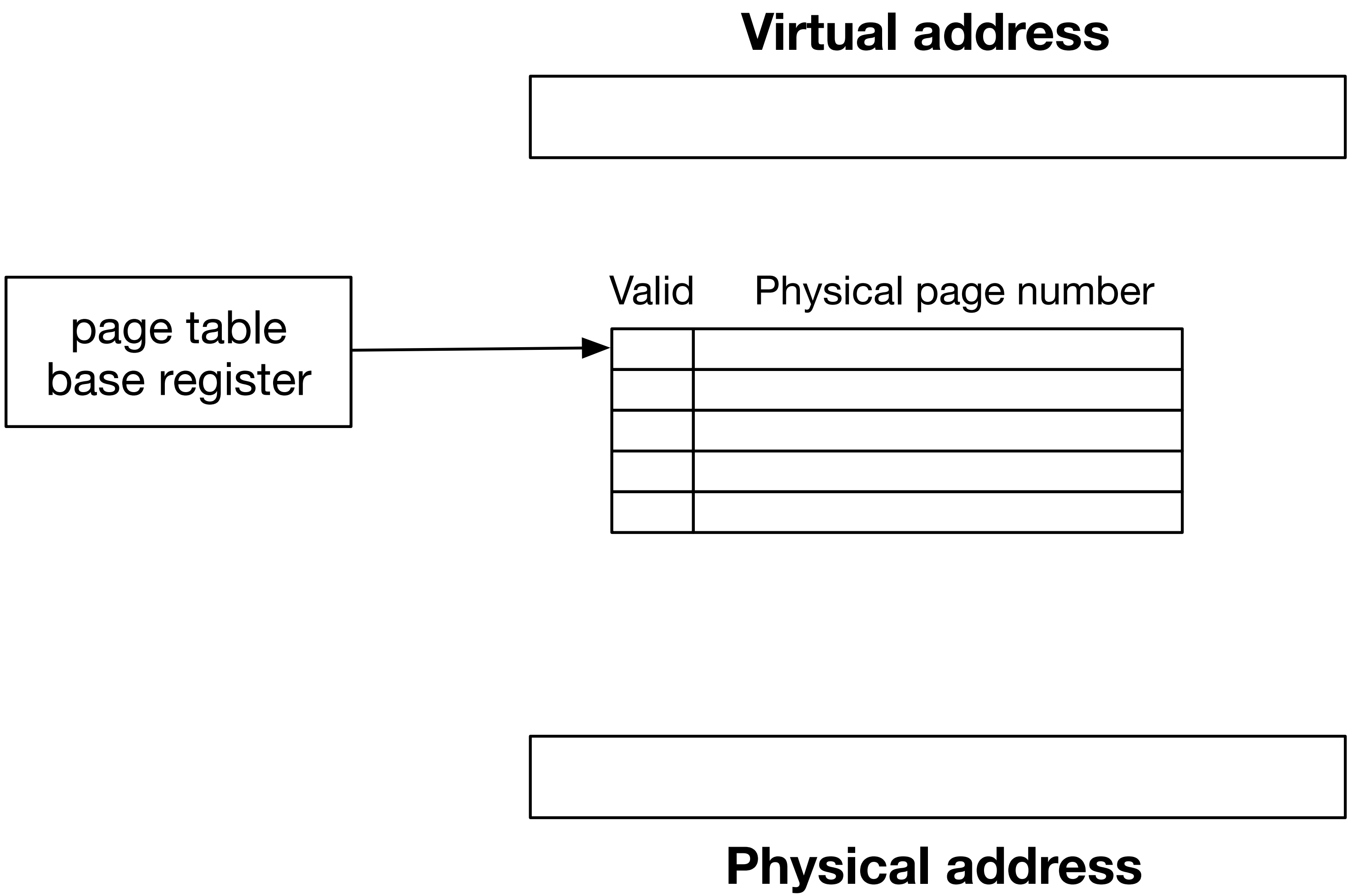

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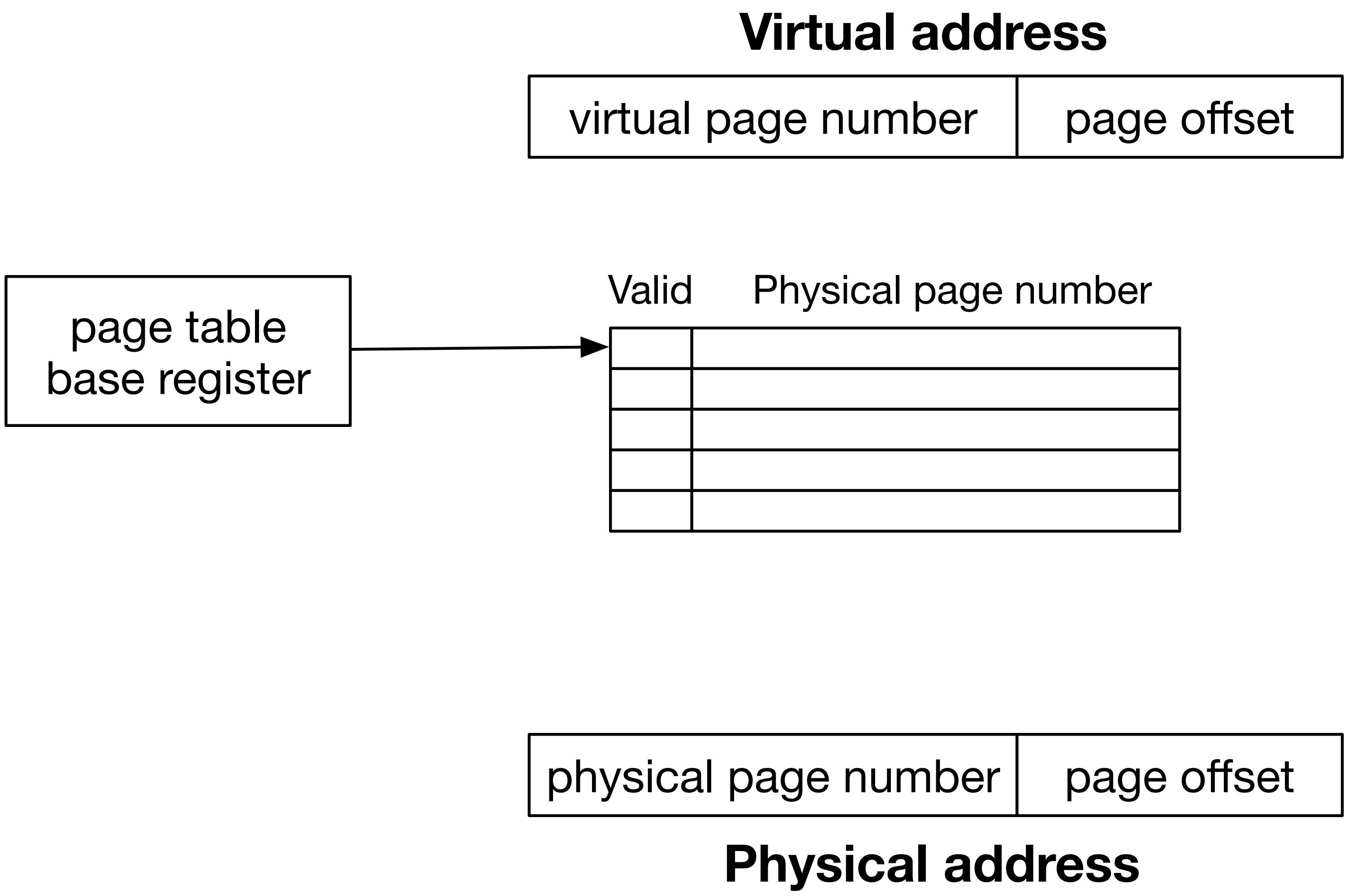

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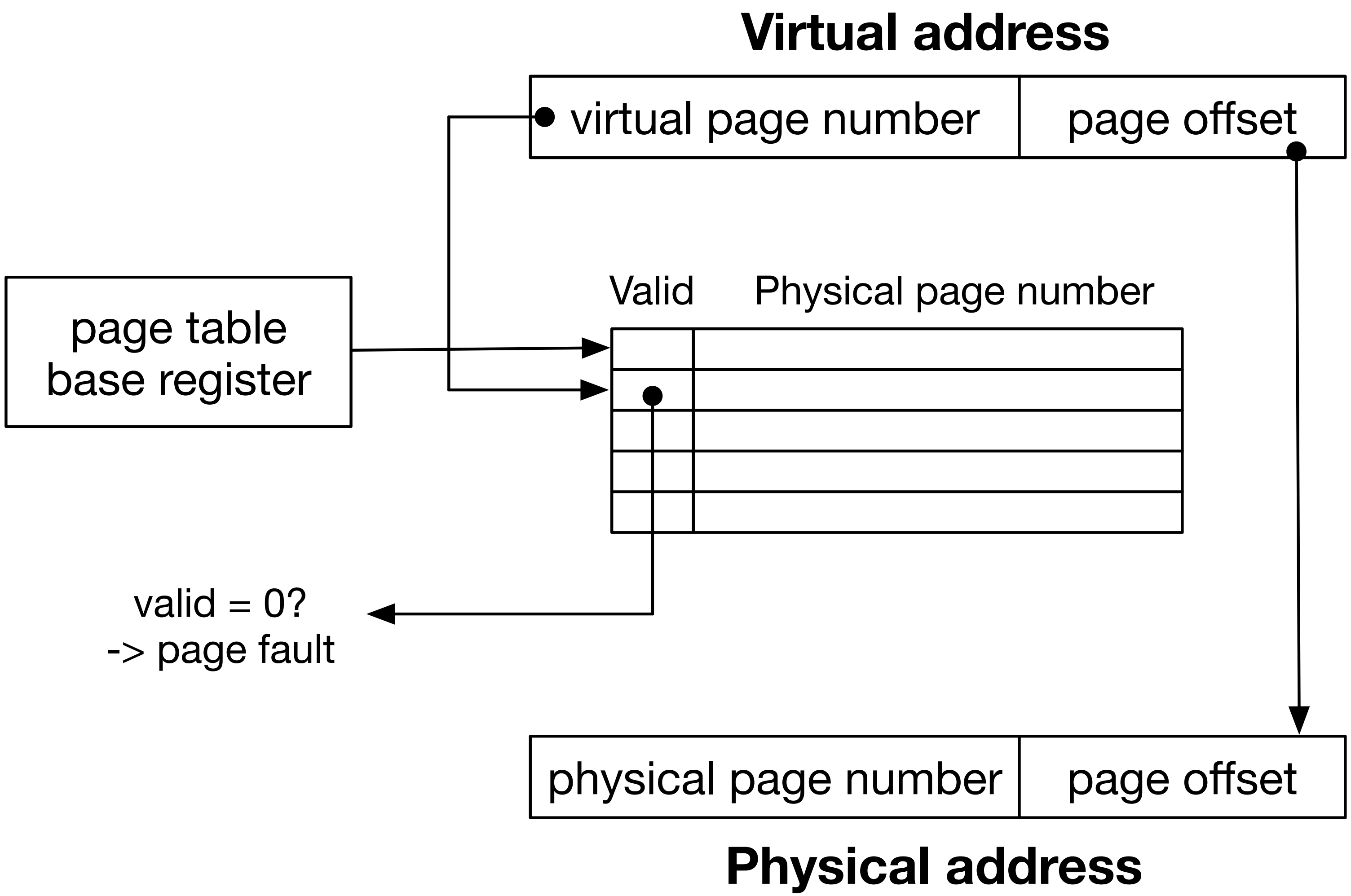
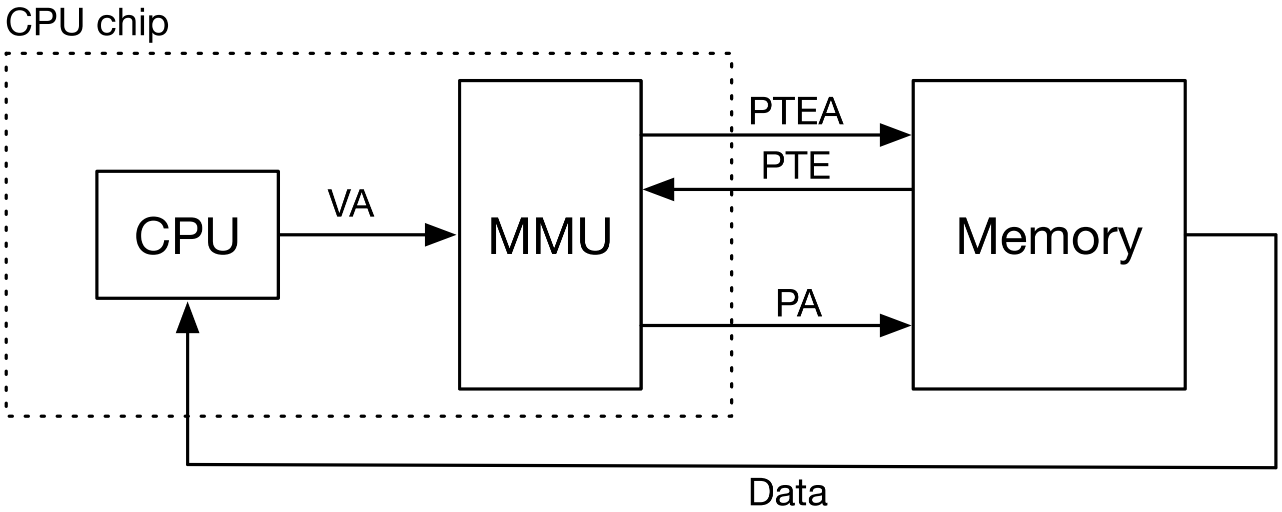
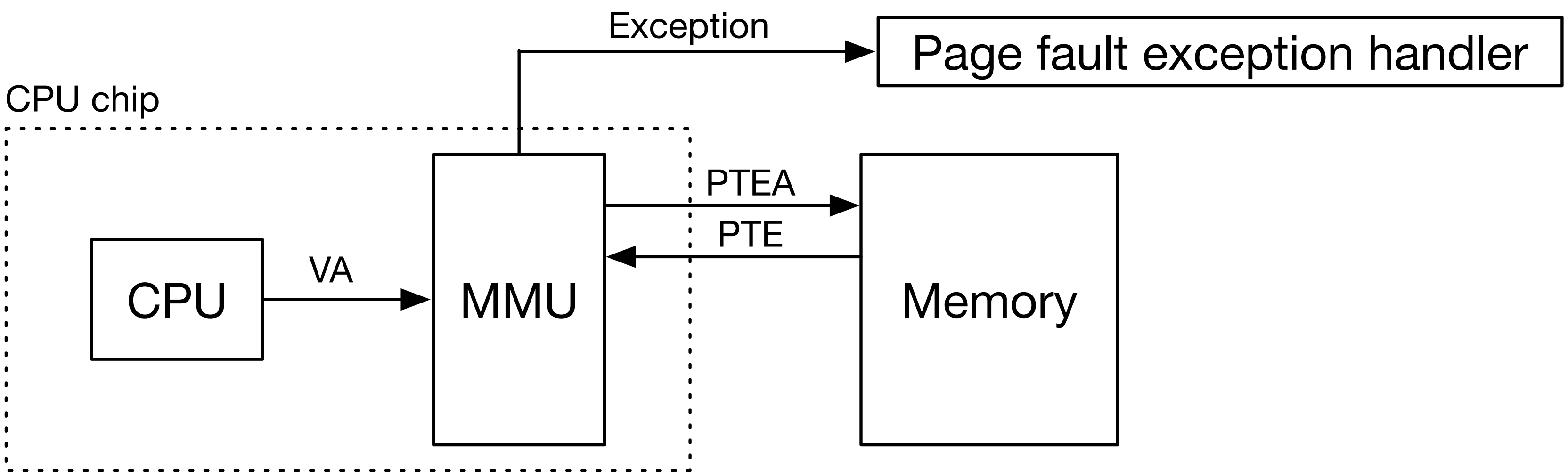


Page Hit



- VA: CPU requests data at virtual address
- PTEA: look up page table entry in page table
- PTE: returns page table entry
- PA: get physical address from entry, look up in memory
- Data: returns data from memory to CPU

Page Fault



- VA: CPU requests data at virtual address
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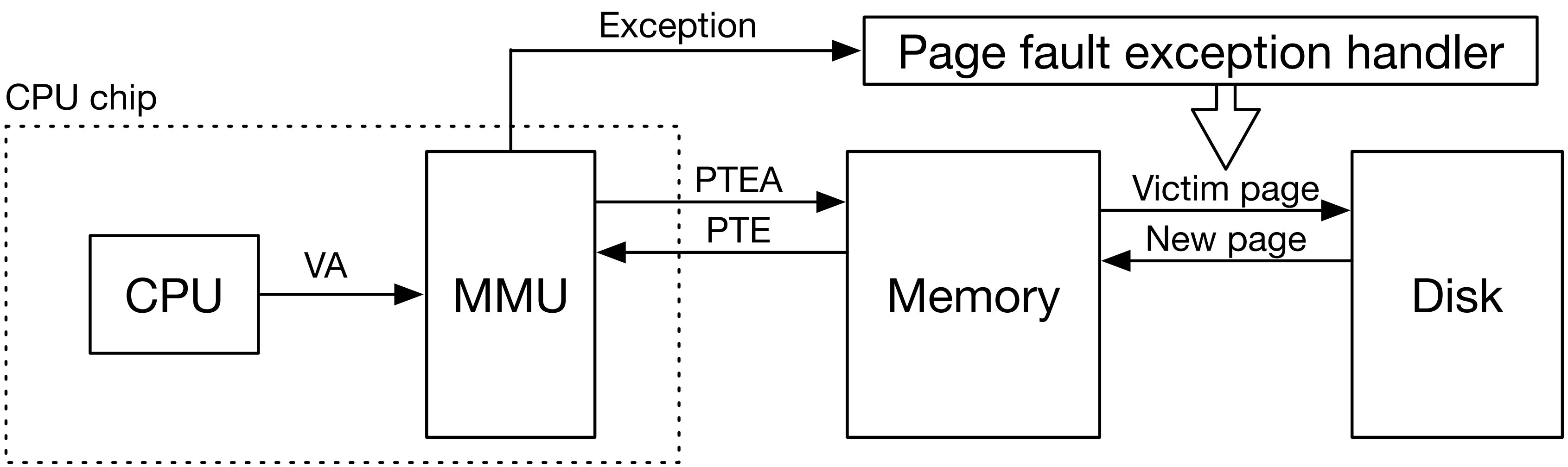
- Exception: page not in physical memory

Page Fault



- VA: CPU requests data at virtual address
- PTEA: look up page table entry in page table
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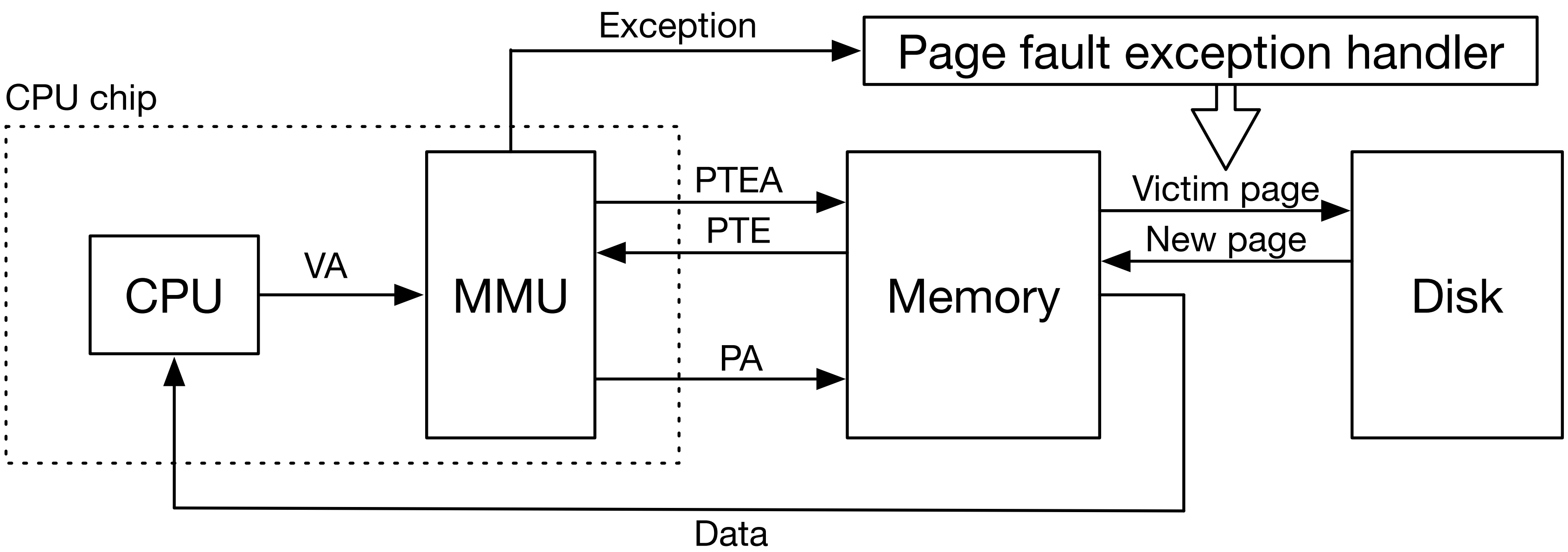
- Exception: page not in physical memory
- Page fault exception handler
  - victim page to disk
  - new page to memory
  - update page table entries

Page Fault



- VA: CPU requests data at virtual address
- PTEA: look up page table entry in page table
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- Exception: page not in physical memory
- Page fault exception handler
  - victim page to disk
  - new page to memory
  - update page table entries
- Re-do memory request

Page Miss Exception

- Complex task
  - identify which page to remove from RAM (victim page)
  - load page from disk to RAM
  - update page table entry
  - trigger do-over of instruction that caused exception
- Note
  - loading into RAM very slow
  - added complexity of handling in software no big deal

Refinements

- On-CPU cache

- Slow look-up time

- Huge address space

- Putting it all together

Refinements

- **On-CPU cache**

  → **integrate cache and virtual memory**

- Slow look-up time

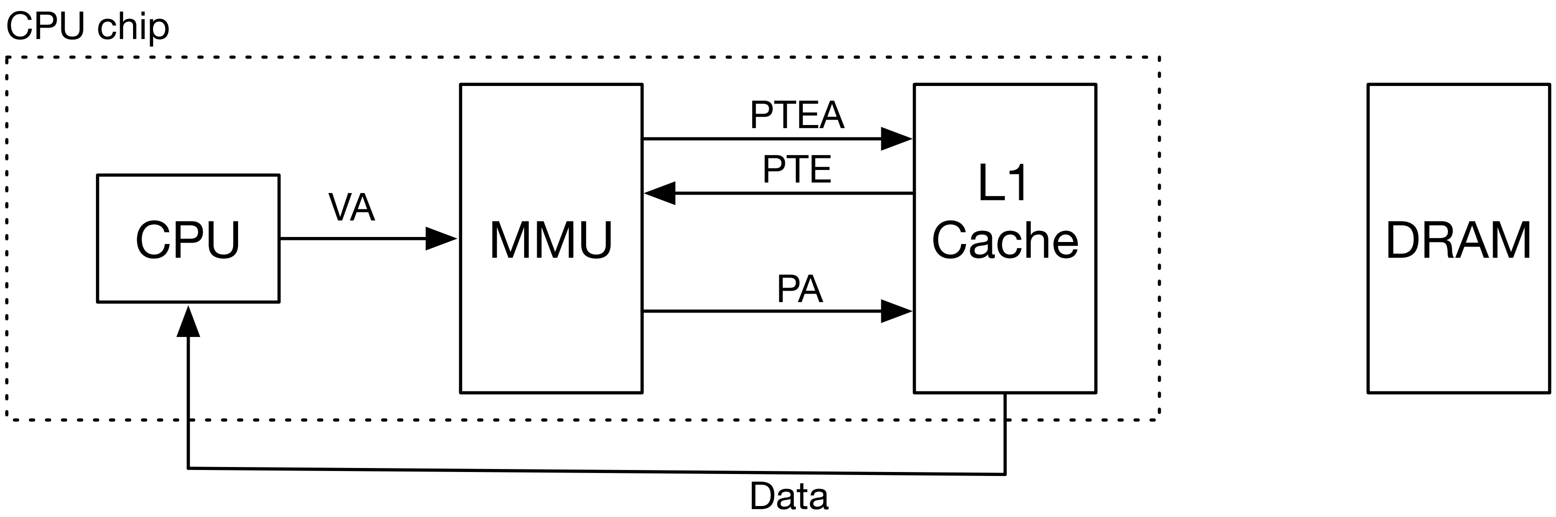
- Huge address space

- Putting it all together

Integrating Caches and Virtual Memory

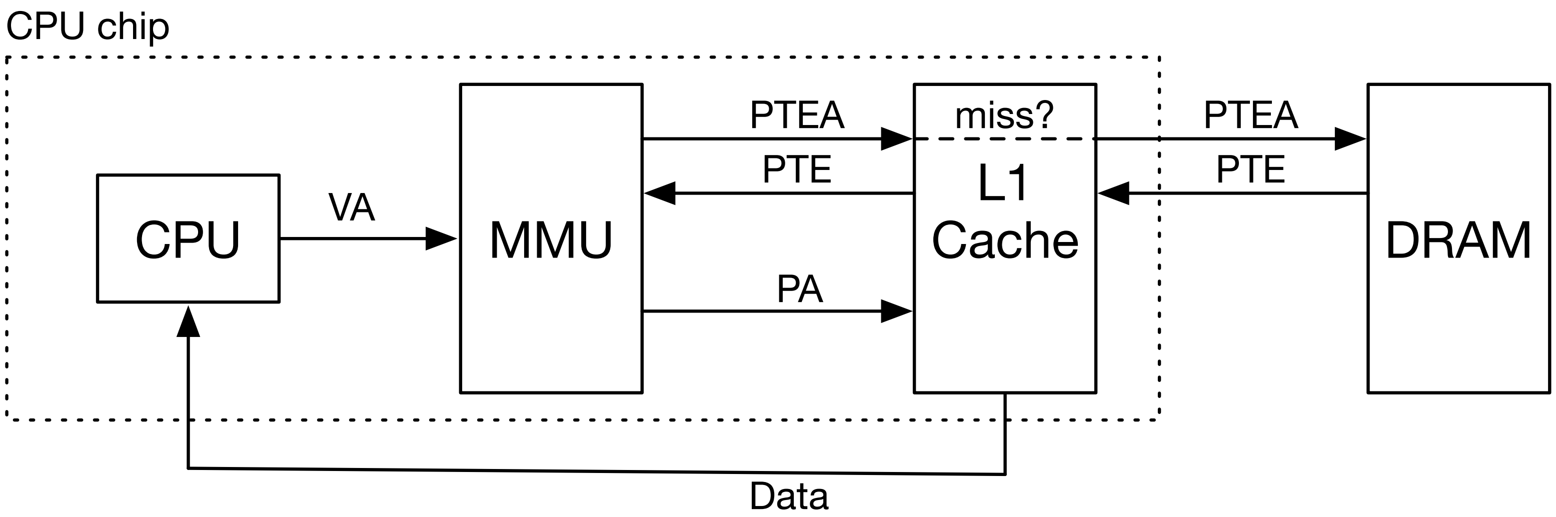
- Note
  - we claim that using on-disk memory is too slow
  - having data in RAM only practical solution
- Recall
  - we previously claimed that using RAM is too slow
  - having data in cache only practical solution
- Both true, so we need to combine

Integrating Caches and Virtual Memory



- MMU resolves virtual address to physical address
- Physical address is checked against cache

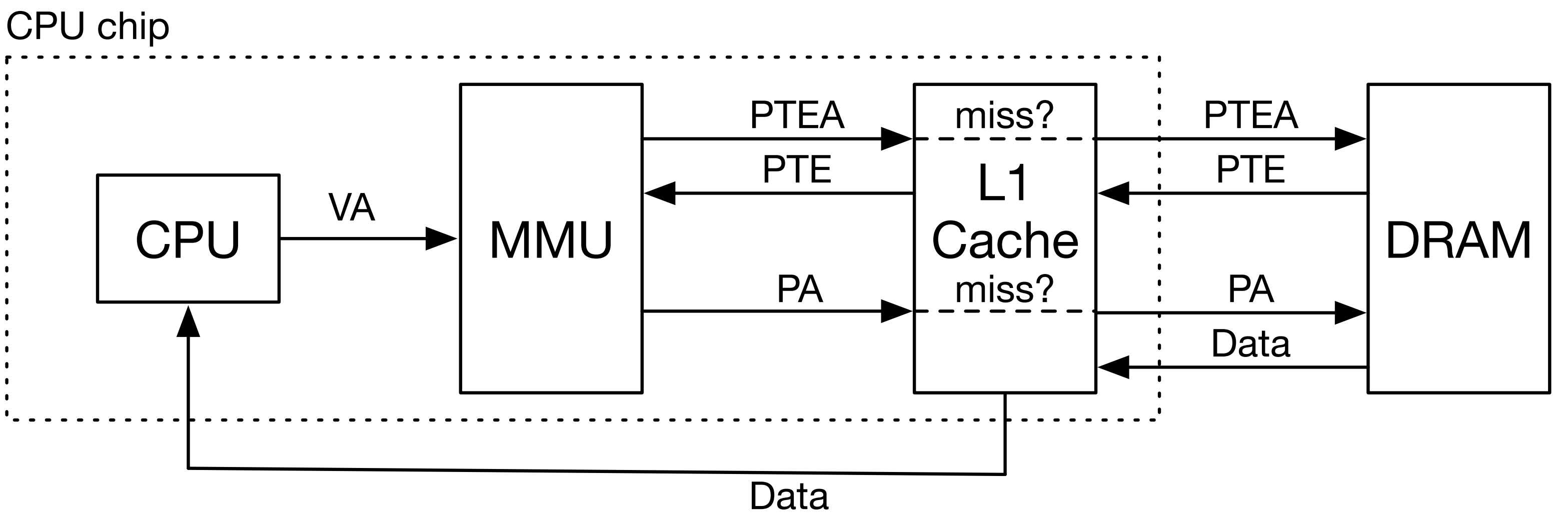
Integrating Caches and Virtual Memory



- Cache miss in page table retrieval?

⇒ Get page table from memory

Integrating Caches and Virtual Memory



- Cache miss in data retrieval?

⇒ Get data from memory

Refinements

- On-CPU cache

  → integrate cache and virtual memory

- **Slow look-up time**

  → **use translation lookahead buffer (TLB)**

- Huge address space

- Putting it all together

Look-Ups

- Every memory-related instruction must pass through MMU
  (virtual memory look-up)

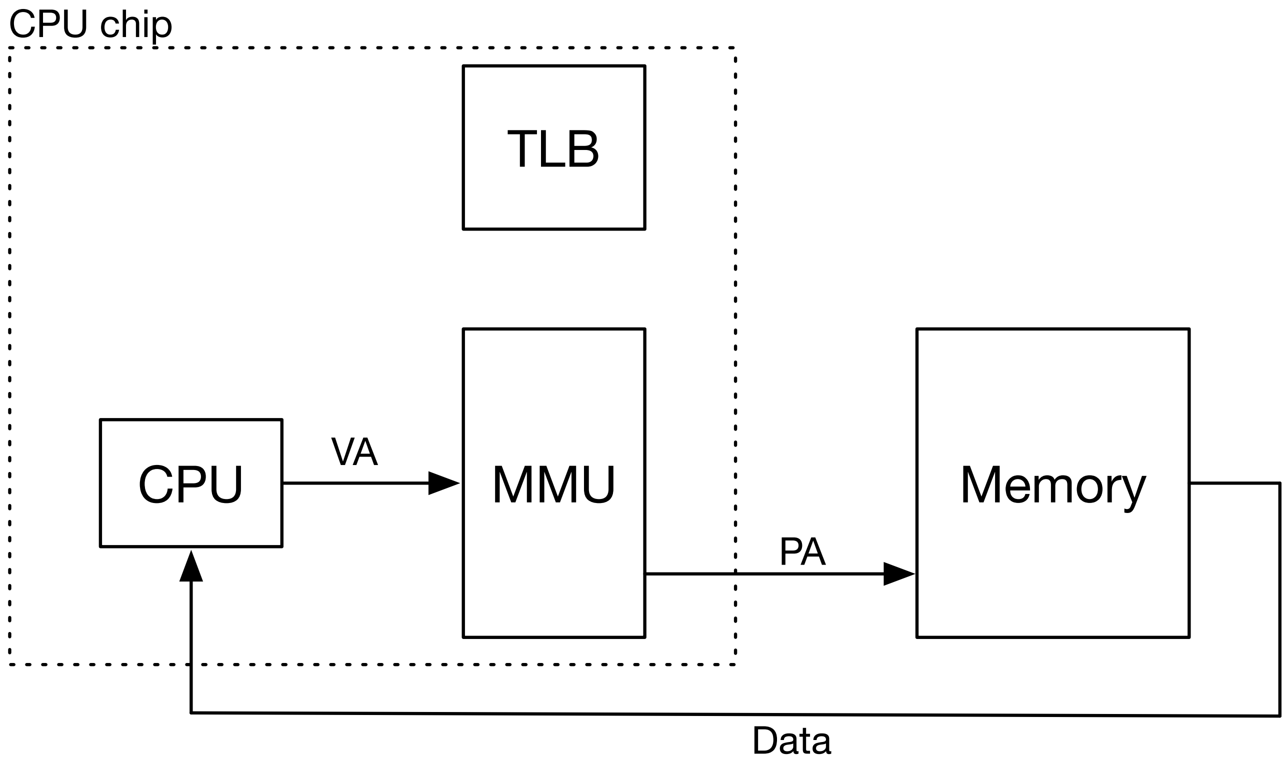
- Very frequent, this has to be very fast

- Locality to the rescue
  - subsequent look-ups in same area of memory
  - look-up for a page can be cached

Translation Lookup Buffer

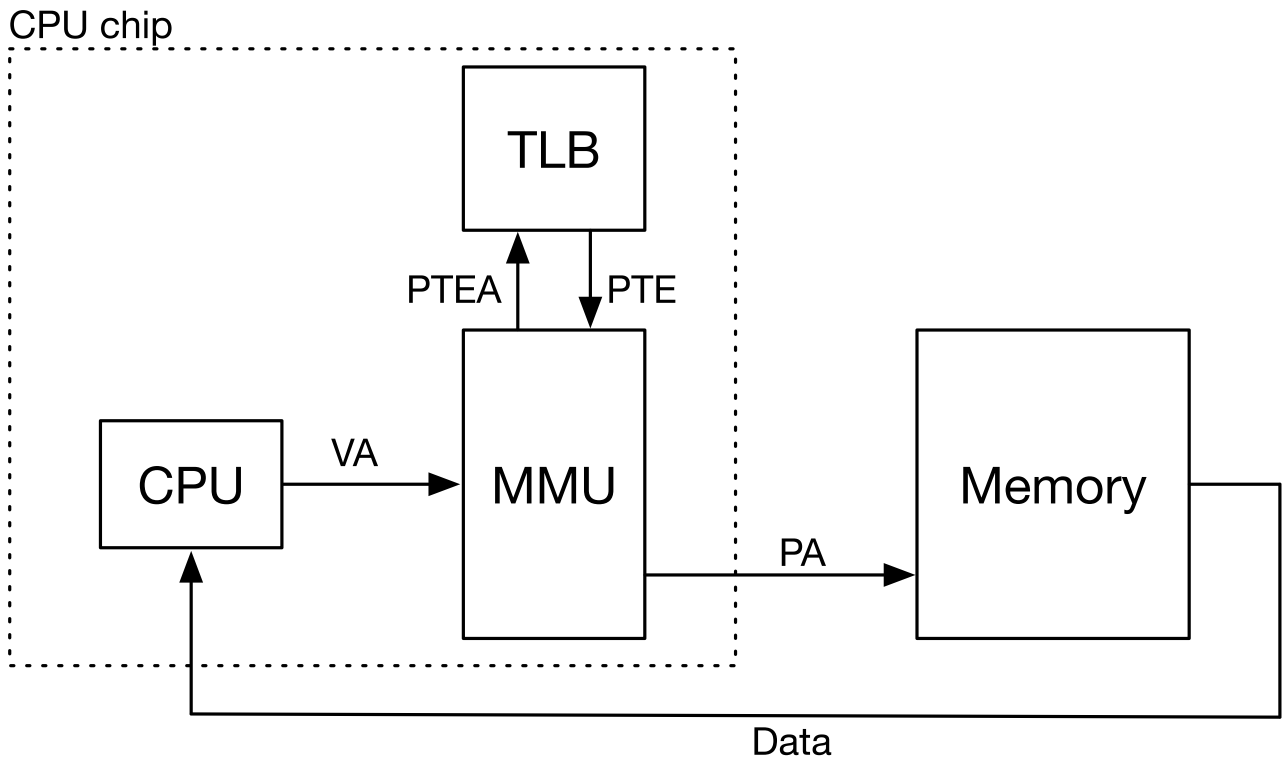
- Same structure as cache
- Break up address into 3 parts
  - lowest bits: offset in page
  - middle bits: index (location) in cache
  - highest bits: tag in cache
- Associative cache: more than one entry per index

Architecture



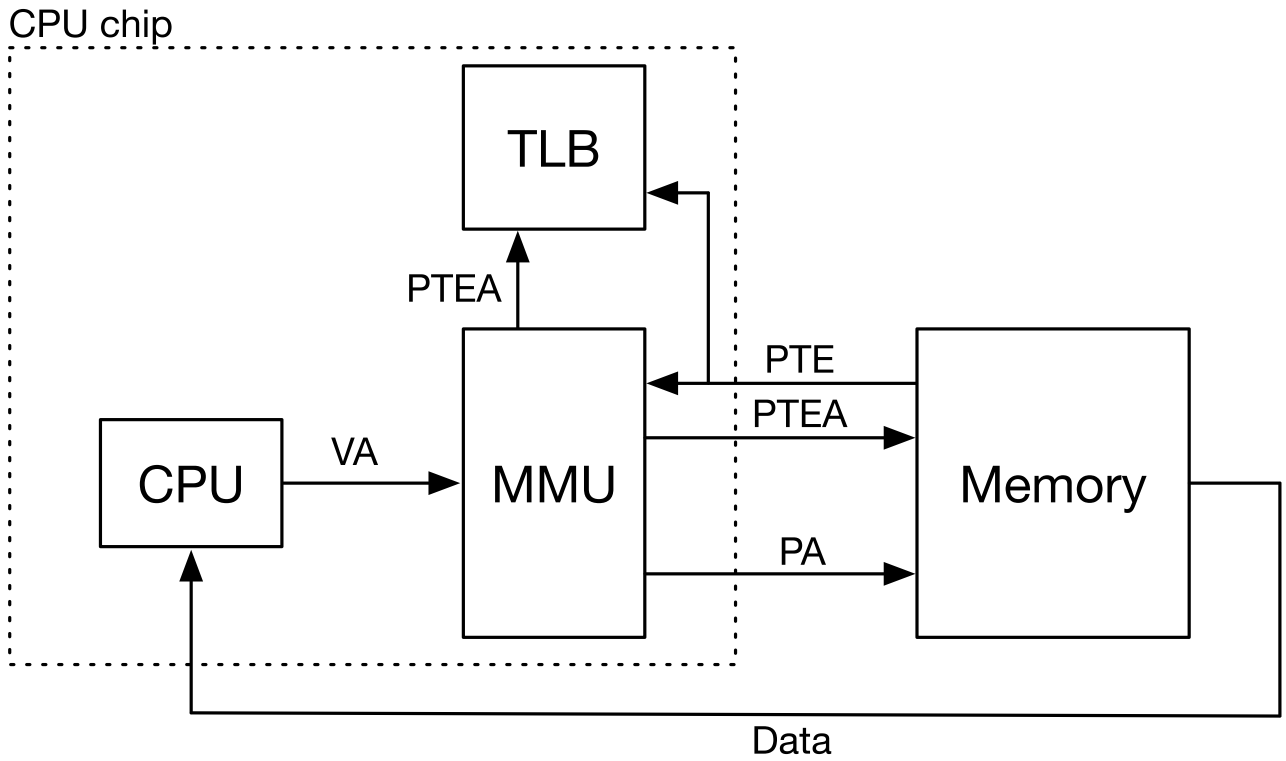
- Translation lookup buffer (TLB) on CPU chip

Translation Lookup Buffer (TLB) Hit



- Look up page table entry in TLB

Translation Lookup Buffer (TLB) Miss



- Page table entry not in TLB
- Retrieve page table entry from RAM

Refinements

- On-CPU cache

  → integrate cache and virtual memory

- Slow look-up time

  → use translation lookahead buffer (TLB)

- **Huge address space**

  → **multi-level page table**

- Putting it all together

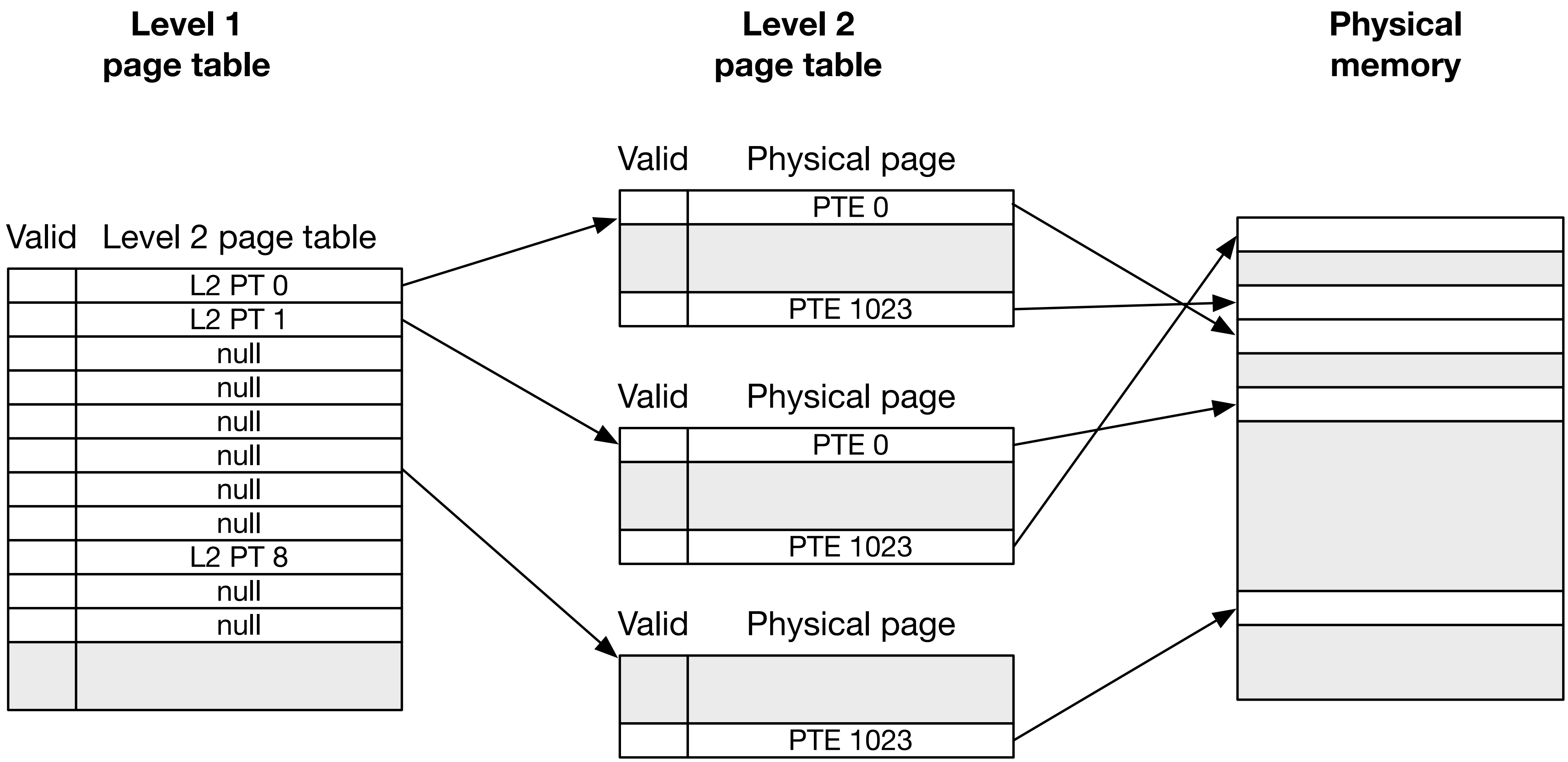
Page Table Size

- Example
  - 32 bit address space: 4GB
  - Page size: 4KB
  - Size of page table entry: 4 bytes
  - → Number of pages: 1M
  - → Size of page table: 4MB

- Recall: one page table per process

- Very wasteful: most of the address space is not used

2-Level Page Table



Multi-Level Page Table

- Our example: 1M entries

- 2-level page table

  → each level 1K entry ($1K^2$=1M)

- 4-level page table

  → each level 32 entry (32^4=1M)

Refinements

- On-CPU cache

  $\rightarrow$ integrate cache and virtual memory

- Slow look-up time

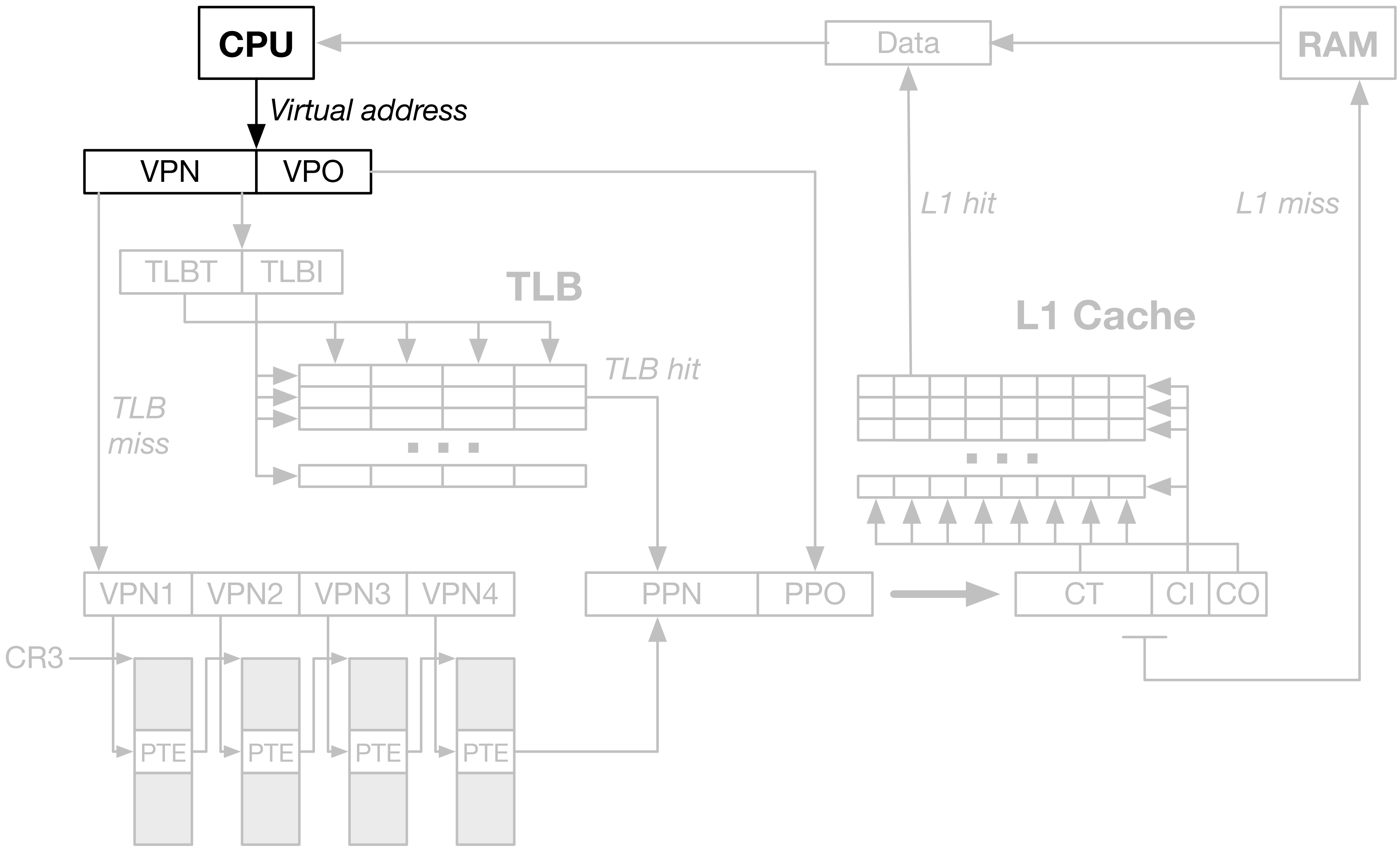
  $\rightarrow$ use translation lookahead buffer (TLB)

- Huge address space

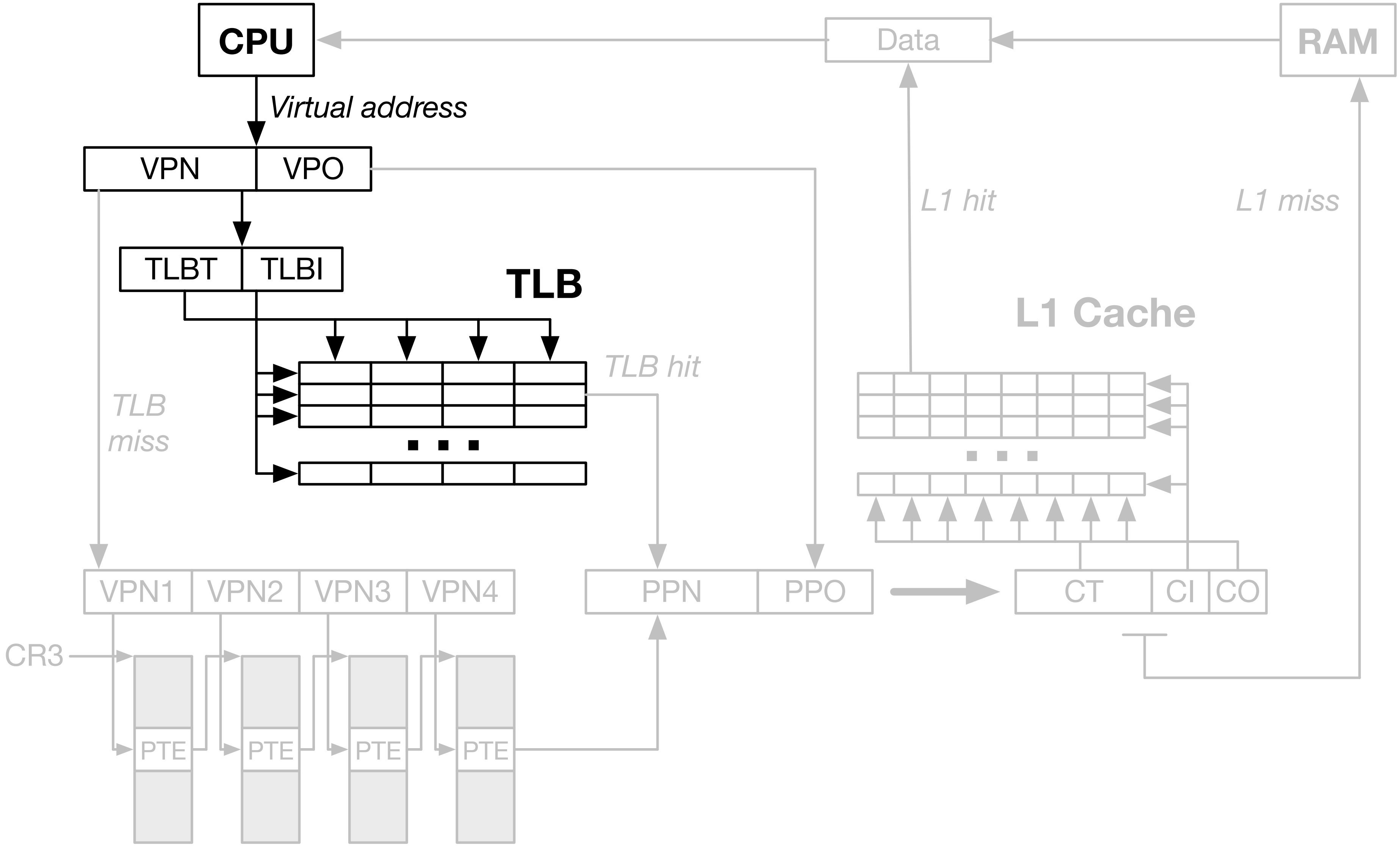
  $\rightarrow$ multi-level page table

- **Putting it all together**

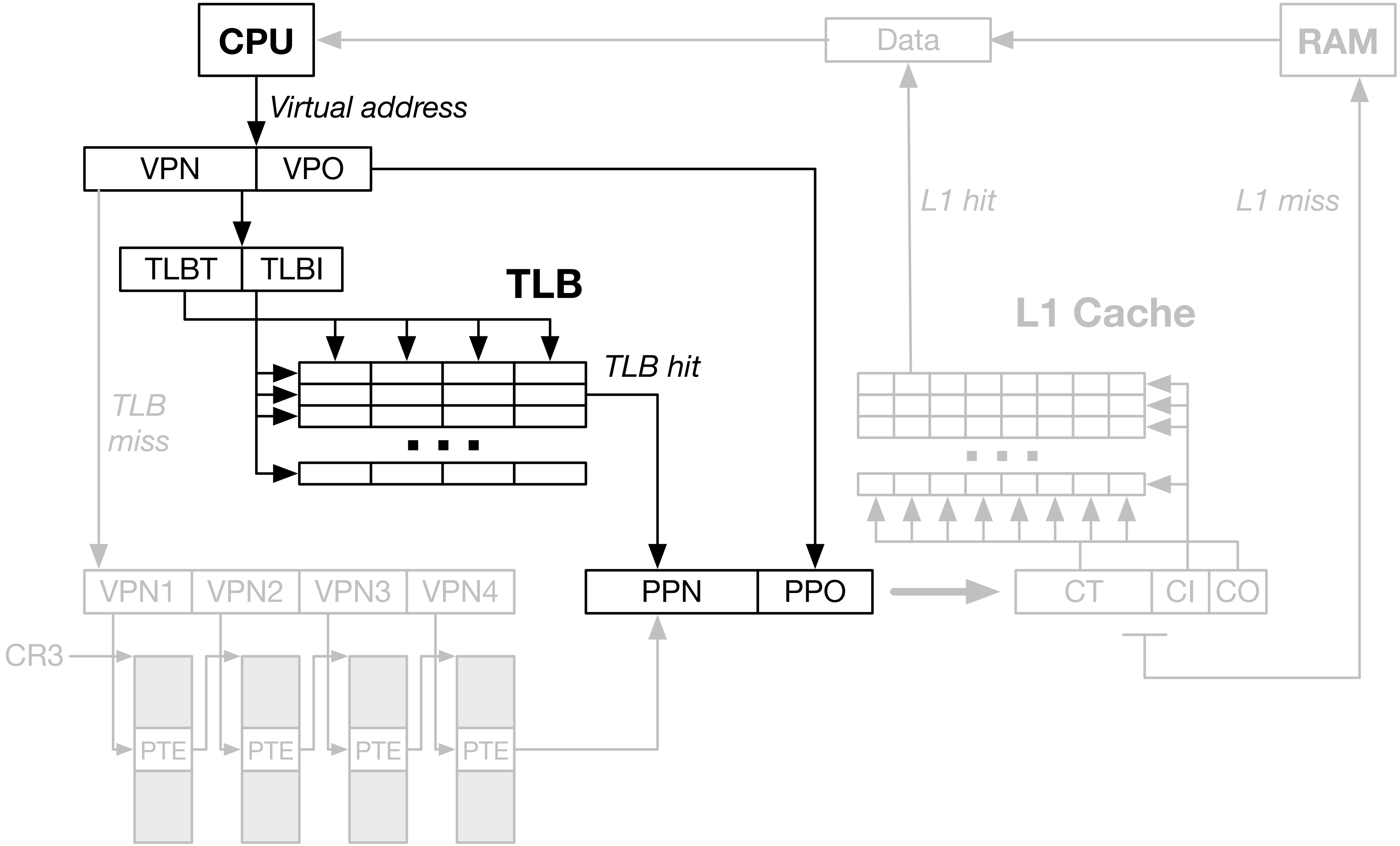
Virtual Address



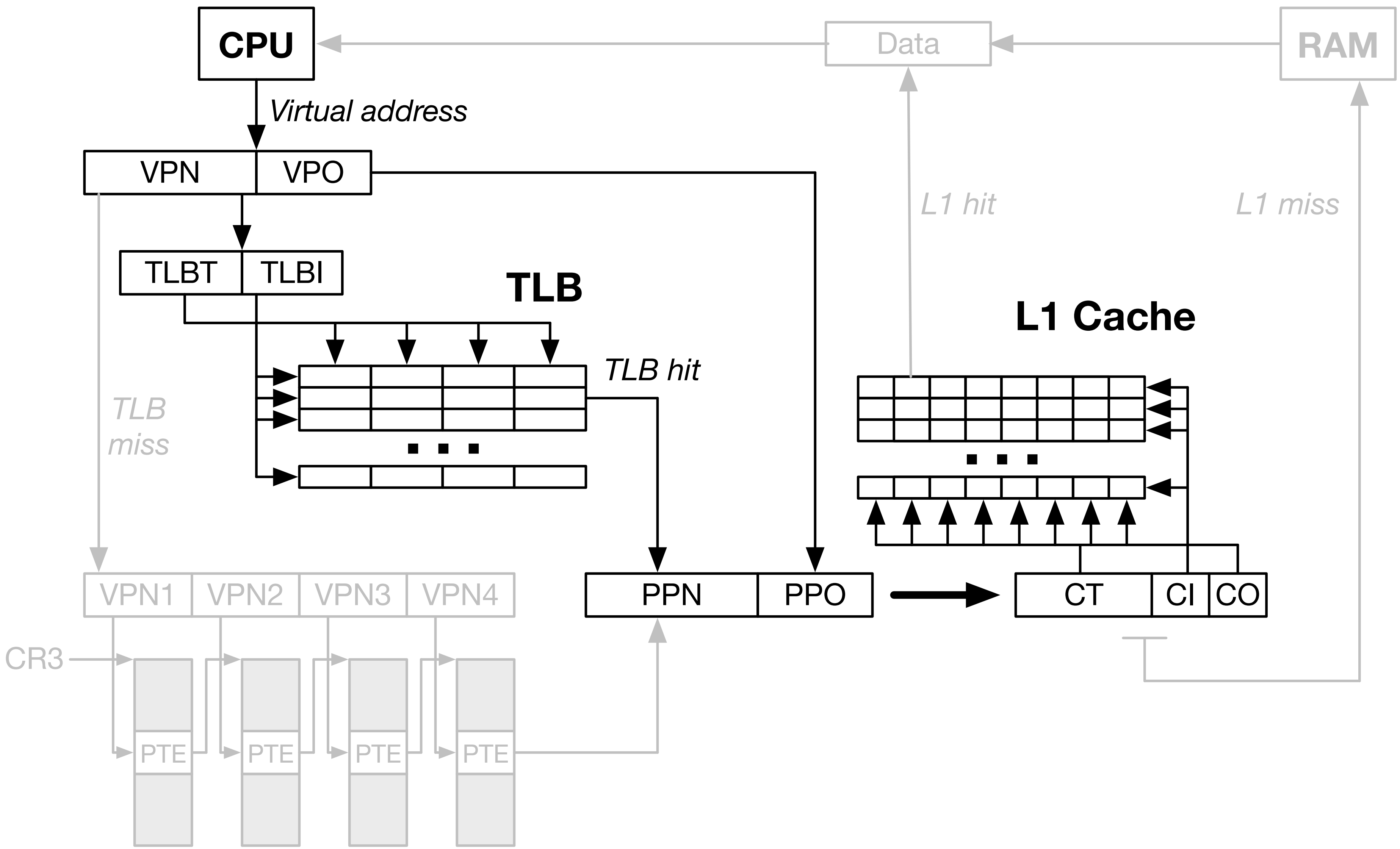
Translation Lookup Buffer



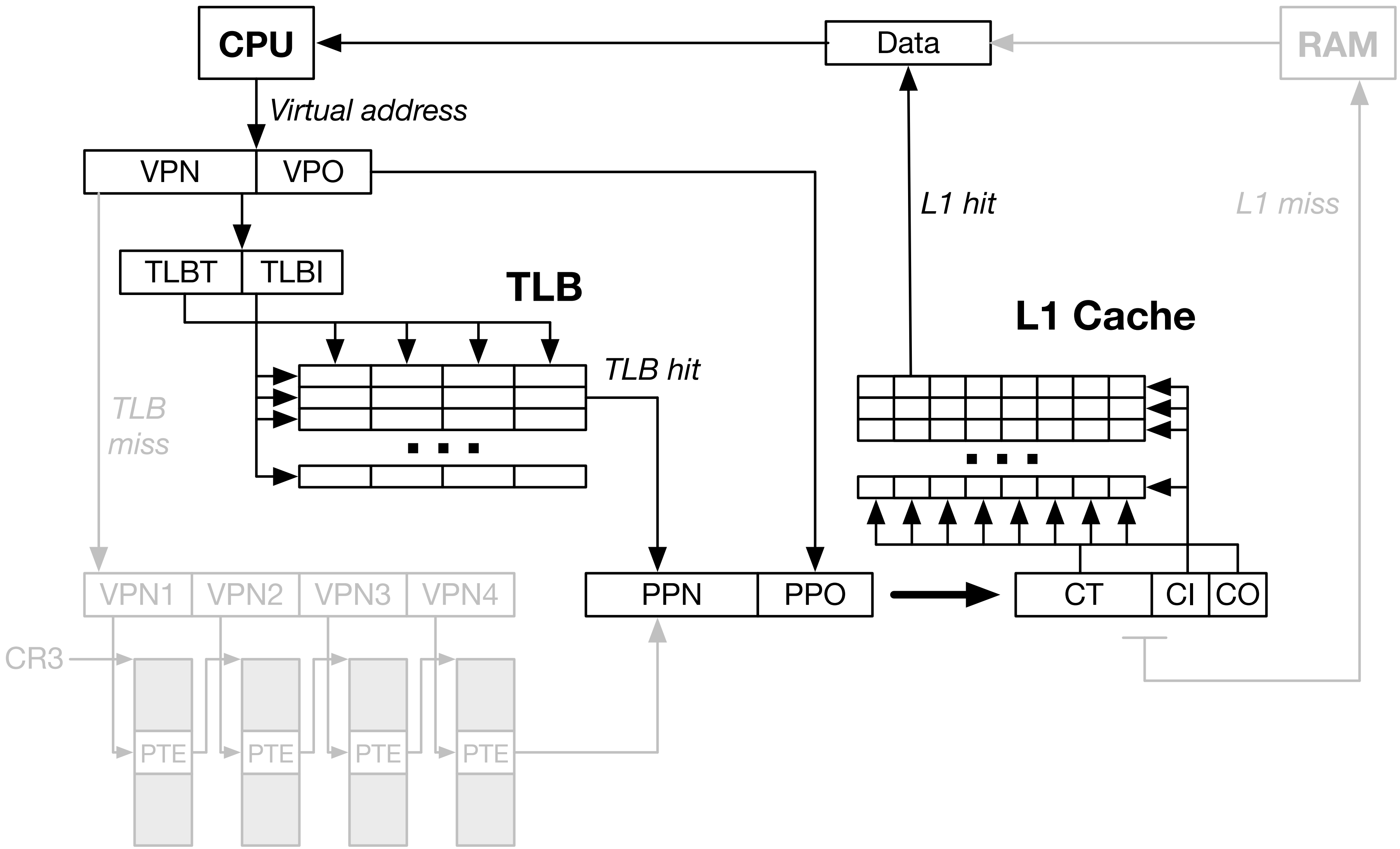
Compose Address



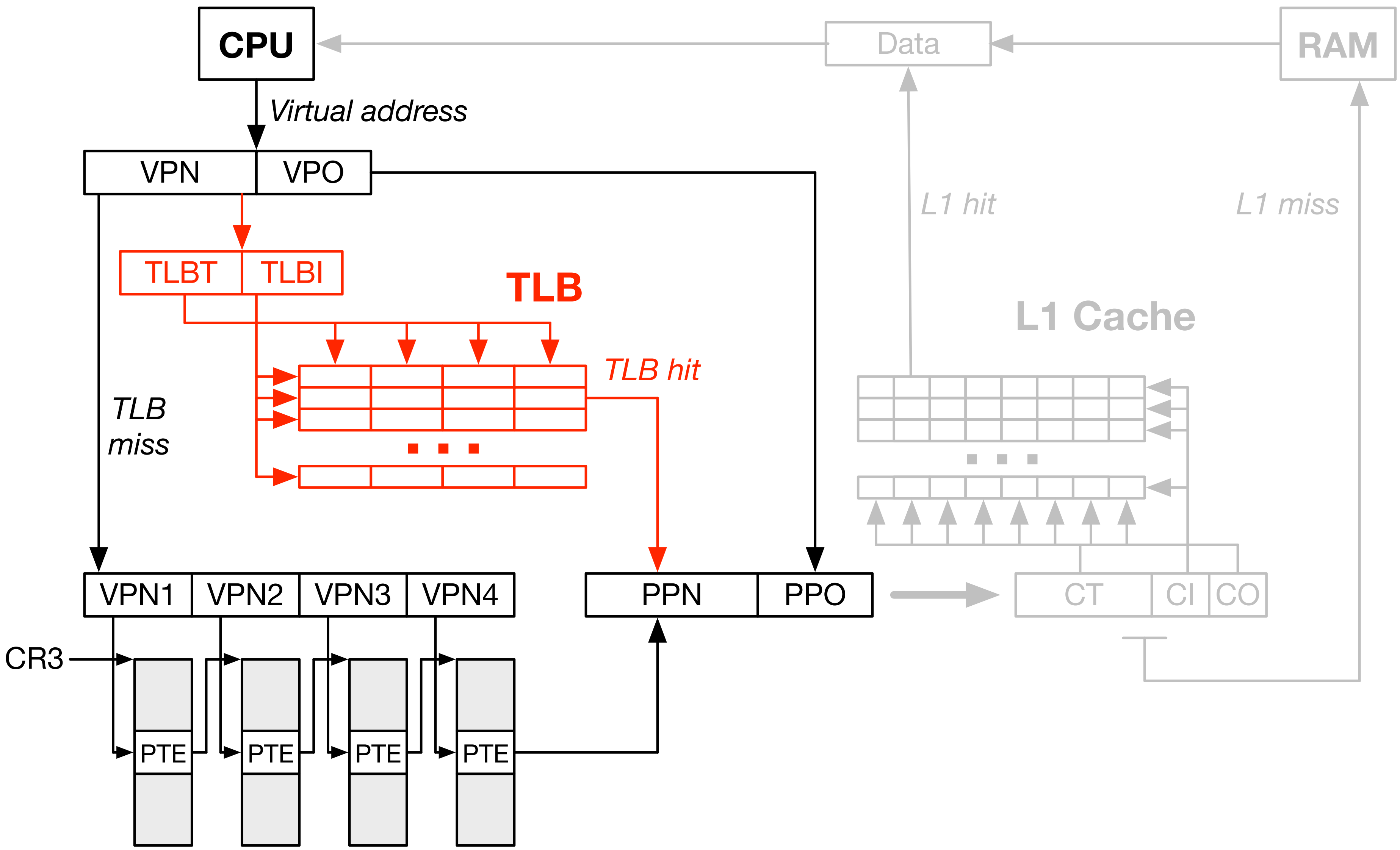
L1 Cache Lookup



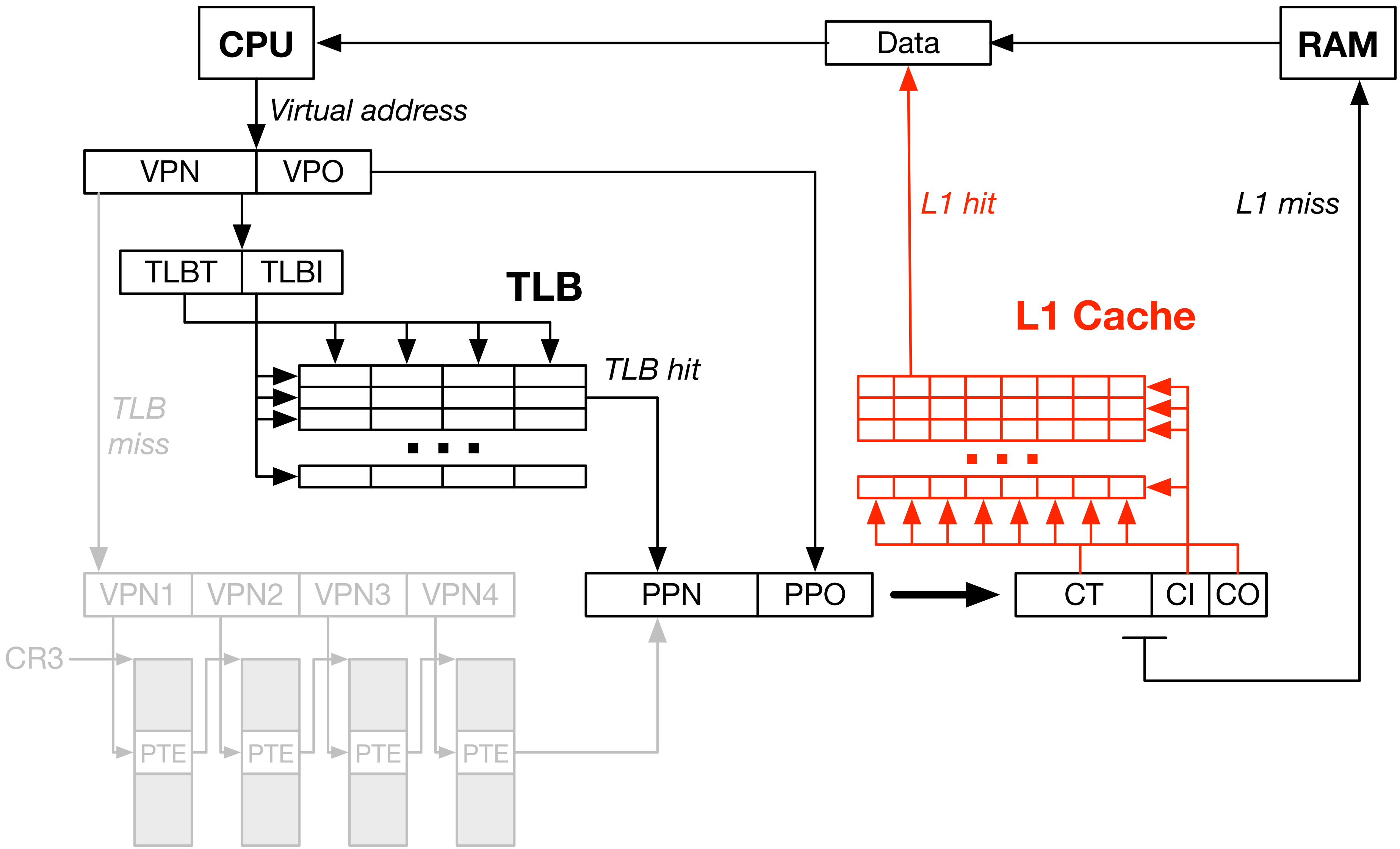
Return Data From L1 Cache



Translation Lookup Buffer Miss

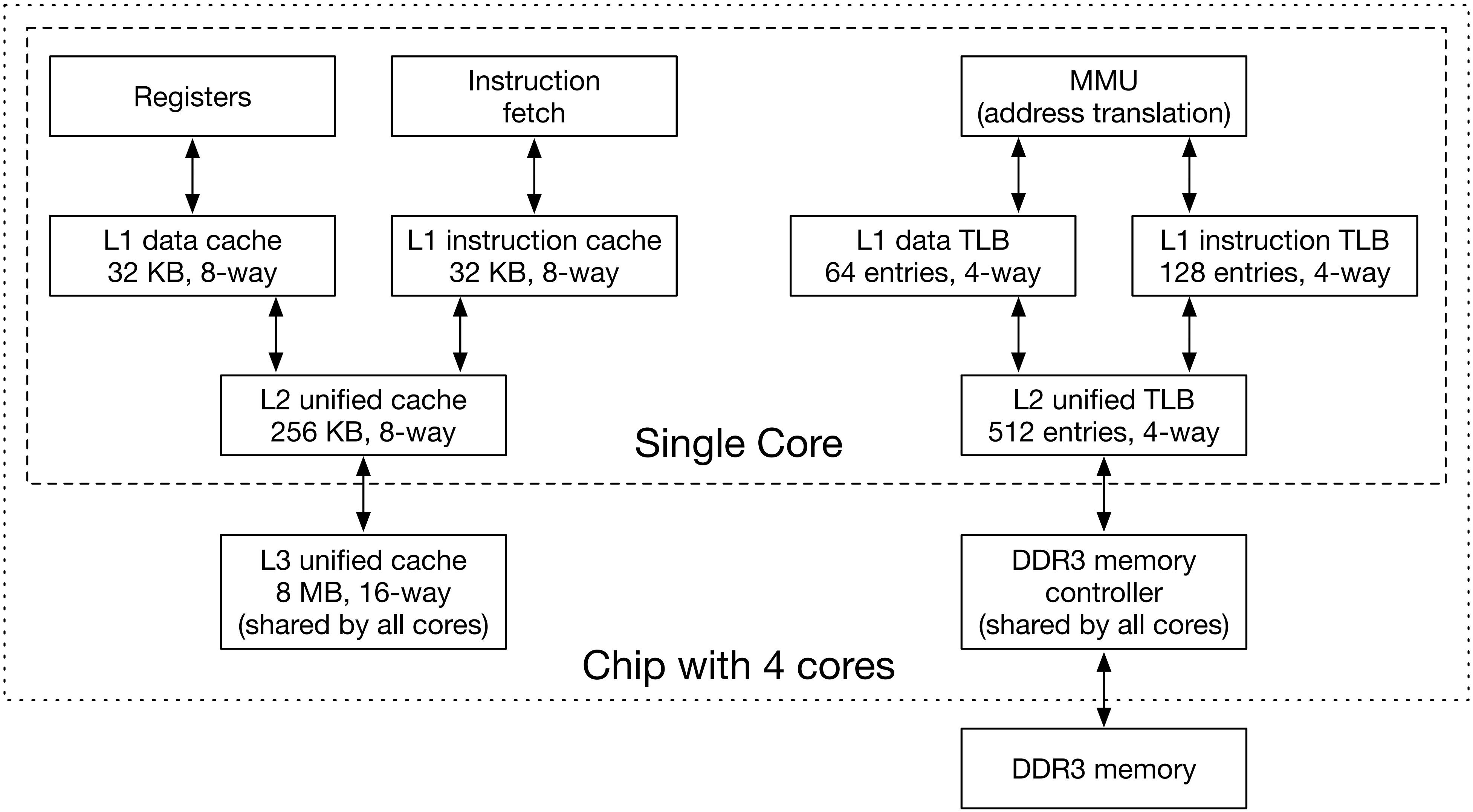


L1 Cache Miss



core i7

Chip Layout


Registers
Instruction fetch
MMU (address translation)
L1 data cache 32 KB, 8-way
L1 instruction cache 32 KB, 8-way
L1 data TLB 64 entries, 4-way
L1 instruction TLB 128 entries, 4-way
L2 unified cache 256 KB, 8-way
Single Core
L2 unified TLB 512 entries, 4-way
L3 unified cache 8 MB, 16-way (shared by all cores)
DDR3 memory controller (shared by all cores)
Chip with 4 cores
DDR3 memory

Sizes

- Virtual memory: 48 bit ($\rightarrow 2^{48}$ = 256TB address space)
- Physical memory: 52 bit ($\rightarrow 2^{52}$ = 4PB address space)
- Page size: 12 bit ($\rightarrow 2^{12}$ = 4KB)
  $\Rightarrow 2^{36}$ = 64G entries, split in 4 levels (512 entries each)
- Translation lookup buffer (TLB): 4-way associative, 16 entries
- L1 cache: 8-way associative, 64 sets, 64 byte blocks (32 KB)
- L2 cache: 8-way associative, 512 sets, 64 byte blocks (256 KB)
- L3 cache: 16-way associative, 8K sets, 64 byte blocks (8 MB)

`linux`

Big Picture

- Close co-operation between hardware and software

- Each process has its own virtual address space, page table

- Translation look-up buffer

  when switching processes → flush

- Page table

  when switching processes → update pointer to top-level page table

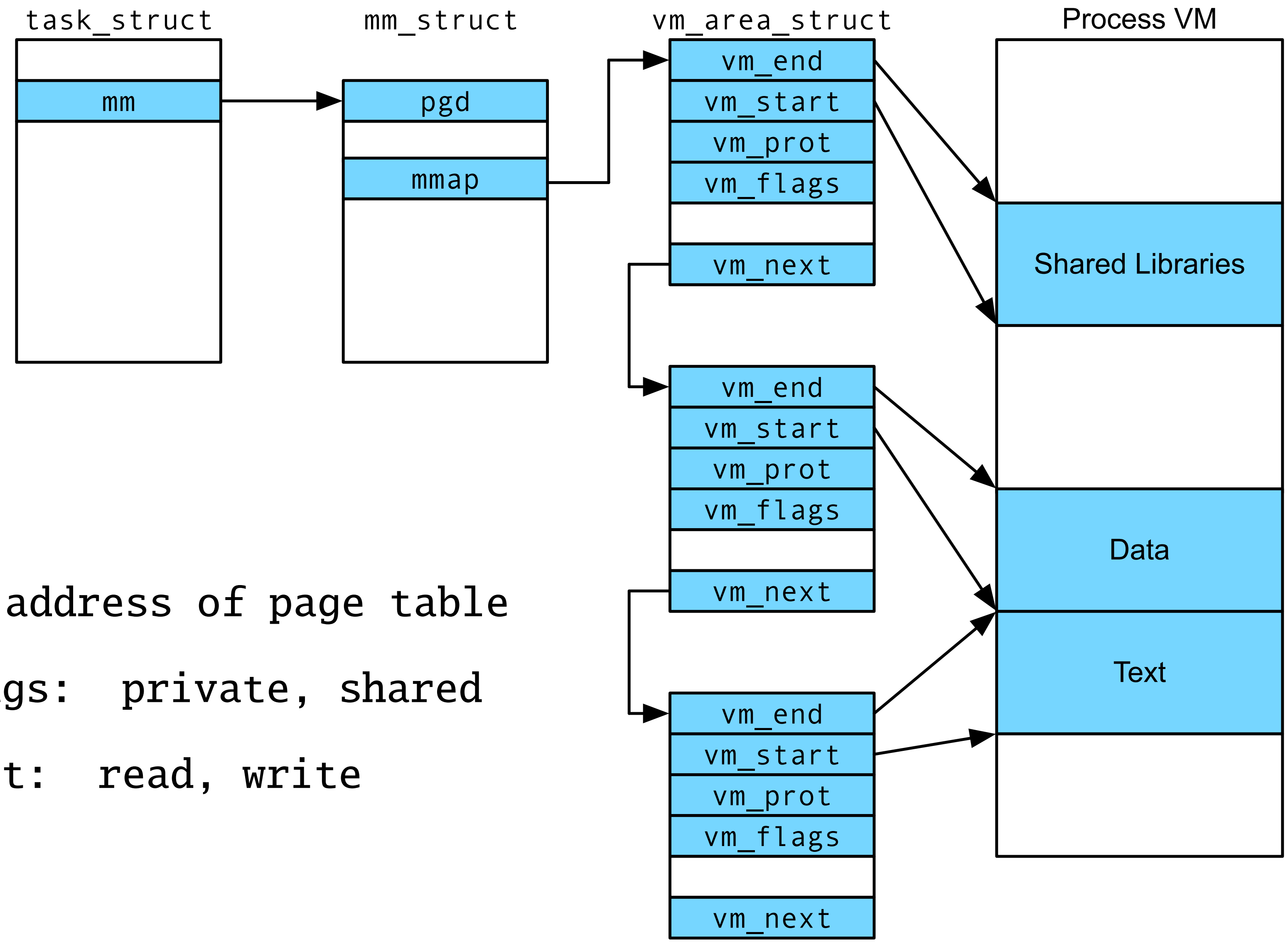
- Page tables are always in physical memory

  → pointers to page table do not require translation

Handling Page Faults

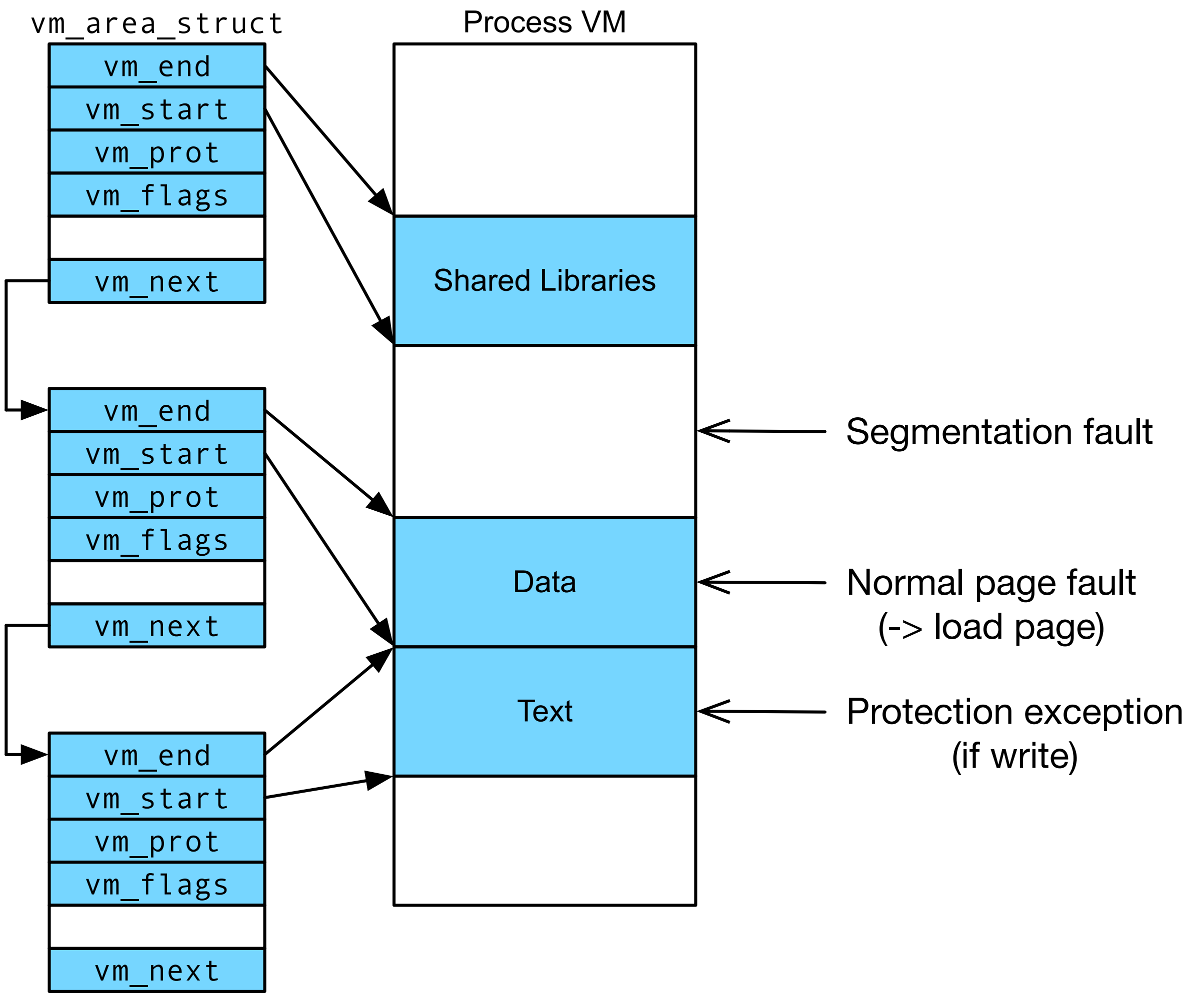
- Page faults trigger an exception (hardware)
- Exception is handled by software (Linux kernel)
- Kernel must determine what to do

Linux Virtual Memory Areas



- pgd: address of page table
- vm_flags: private, shared
- vm_prot: read, write

Handling Page Faults



Kernel walks through vm_area_struct list to resolve page fault

memory mapping

Objects on Disk

- Area of virtual memory = file on disk

- Regular file in file system
  - file divided up into pages
  - demand loading: just mapped to addresses, not actually loaded
  - could be code, shared library, data file

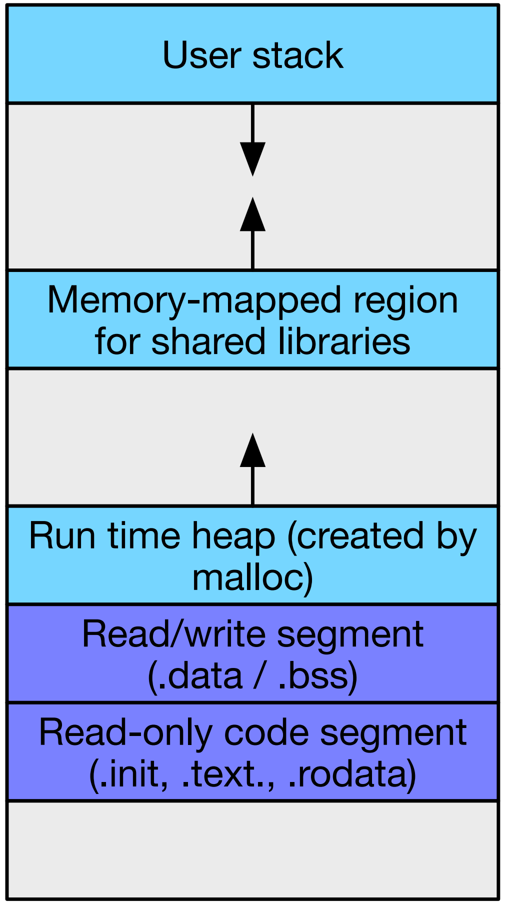
- Anonymous file
  - typically allocated memory
  - when used for the first time: set all values to zero
  - never really on disk, except when swapped out

Shared Object

- A shared object is a file on disk
- Private object
  - only its process can read/write
  - changes not visible to other processes
- Shared object
  - multiple processes can read/write
  - changes visible to other processes

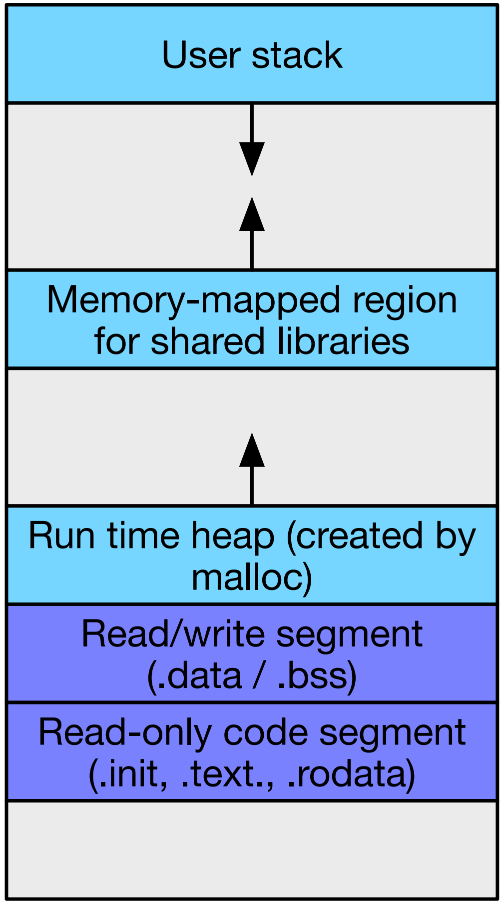
fork()

- Creates a new child process
- Copies all
  - virtual memory area structures
  - memory mapping structures
  - page tables
- New process has identical access to existing memory



execve()

- Creates a new process
- Deletes all user areas
- Map private areas (.data, .code, .bss)
- Map shared libraries
- Set program counter



User-Level Memory Mapping

- Process can create virtual memory areas with mmap
  (may be loaded from file)

- Protection options (handled by kernel / hardware)
  - executable code
  - read
  - write
  - inaccessible

- Mapping options
  - anonymous: data object initially zeroed out
  - private
  - shared

dynamic memory allocation

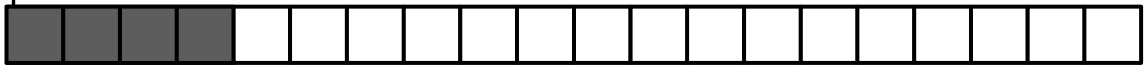
Memory Allocation in C

- malloc()
  - allocate specified amount of data
  - return pointer to (virtual) address
  - memory is allocated on heap

- free()
  - frees memory allocated at pointer location
  - may be between other allocated memory

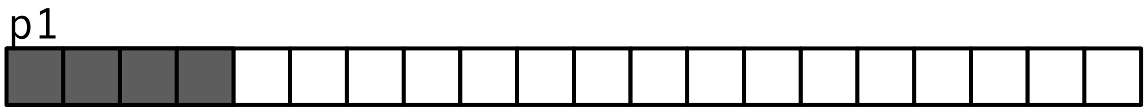
- Need to track of list of allocated memory

Example




```
p1 = malloc(4*sizeof(int))
```

Example

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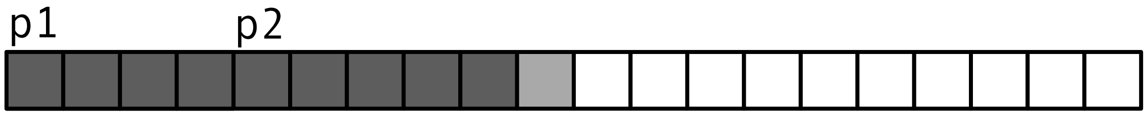


```
p2 = malloc(5*sizeof(int))
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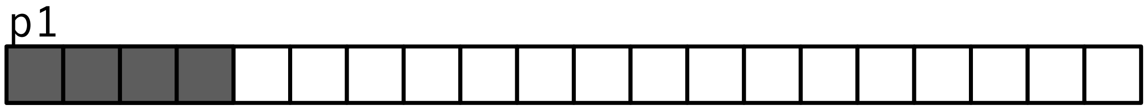


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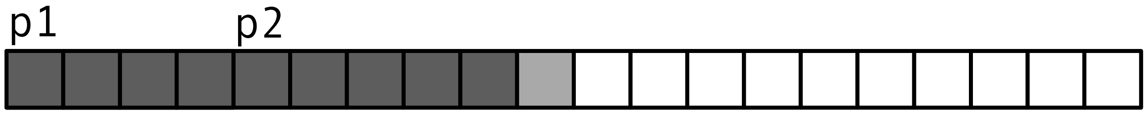


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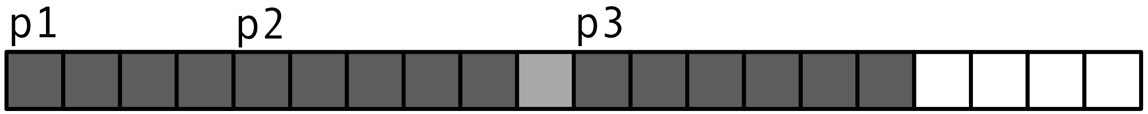


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p3 = malloc(6*sizeof(int))
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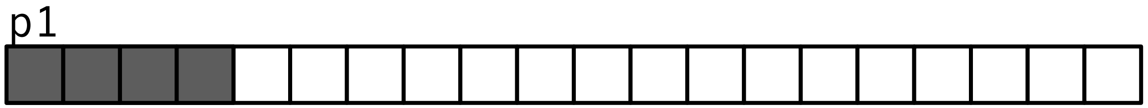


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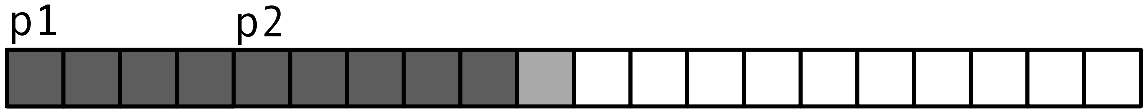


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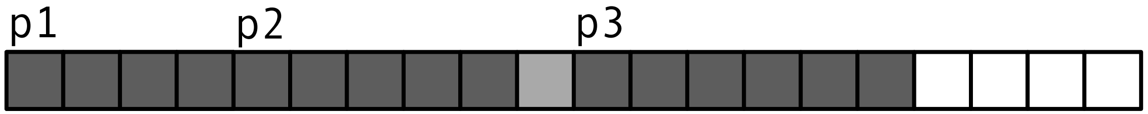


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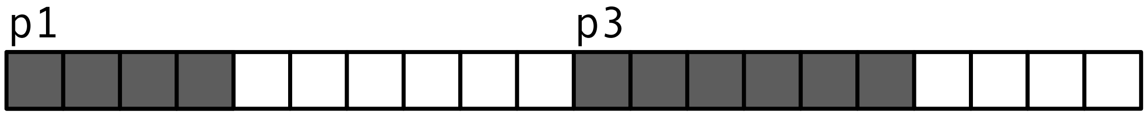


```
free(p2)
```

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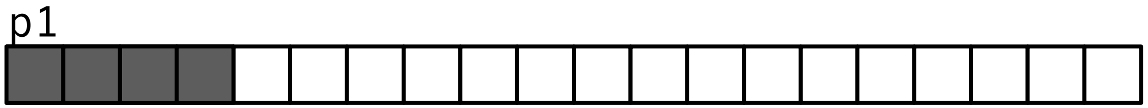


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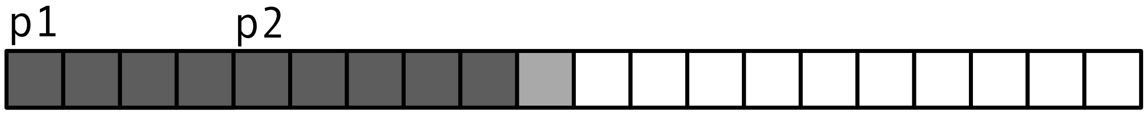


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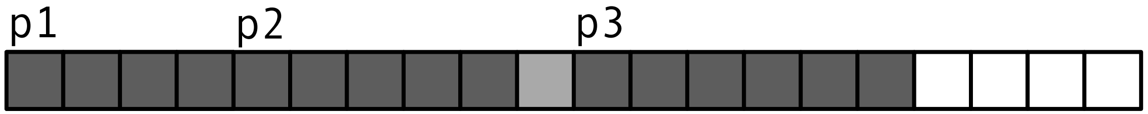


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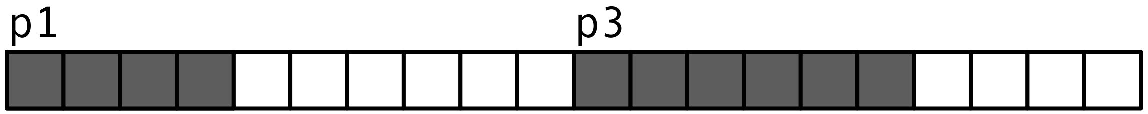


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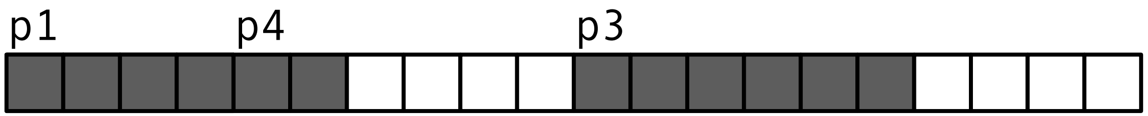


```
p4 = malloc(2*sizeof(int))
```

Issues

- Memory fragmentation
  - internal: frequent malloc() and free() creates fragmented memory use
  - external: new malloc() exceeds heap space → is split

- Free list
  - need to maintain a list of free memory areas
  - implicit: space between allocated memory
  - explicit: maintain a separate list