Virtual Memory II

Jin-Soo Kim (jinsookim@skku.edu)
Computer Systems Laboratory
Sungkyunkwan University
http://csl.skku.edu
Today’s Topics

- How to reduce the size of page tables?
- How to reduce the time for address translation?
Page Tables

- Managing page tables
  - Space overhead of page tables
    - The size of the page table for a 32-bit address space with 4KB pages = 4MB (per process)
  - How can we reduce this overhead?
    - Observation: Only need to map the portion of the address space actually being used (tiny fraction of entire address space)
  - How do we only map what is being used?
    - Make the page table structure dynamically extensible
      - Use another level of indirection:
        » Two-level, hierarchical, hashed, etc.
Two-level Page Tables (1)
Two-level Page Tables (2)

- **Two-level page tables**
  - Virtual addresses have 3 parts:
    - Master page table: master page number $\rightarrow$ secondary page table.
    - Secondary page table: secondary page number $\rightarrow$ page frame number.

<table>
<thead>
<tr>
<th>Master page #</th>
<th>Secondary page #</th>
<th>Offset</th>
</tr>
</thead>
</table>

- Diagram of two-level page tables:
  - Logical address $p_1 \mid p_2 \mid d$.
  - $p_1$ points to the outer page table.
  - $p_2$ points to the page of page table.
  - $d$ is the offset within the page frame.
Two-level Page Tables (3)

- **Example**
  - 32-bit address space, 4KB pages, 4bytes/PTE
  - Want master page table in one page

![Diagram showing two-level page tables with master page table and secondary page table.]
Multi-level Page Tables

- Address translation in Alpha AXP Architecture
  - Three-level page tables
  - 64-bit address divided into 3 segments (coded in bits 63/62)
    - seg0 (0x): user code
    - seg1 (11): user stack
    - kseg (10): kernel
  - Alpha 21064
    - Page size: 8KB
    - Virtual address: 43 bits
    - Each page table is one page long.
Hashed Page Tables (1)

- Hashed page tables
  - When the address space is larger than 32 bits.
  - Virtual page number is hashed into the hash table.
  - Each hash table entry contains a linked list of elements that hash to the same location.
  - Each elements contains:
    - The virtual page number
    - The value of the mapped page frame
    - A pointer to the next element in the linked list
Hashed Page Tables (2)

- Example

```
logical address

| p | d |

hash function

hash table

| q | s |

| p | r |

physical address

| r | d |

physical memory
```

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Hashed Page Tables (3)

- **Clustered page tables**
  - A variant of hash page tables with the difference that each entry stores mapping information for a block of consecutive page tables
### Inverted Page Tables (1)

**Inverted page tables**

- One entry for each real page of memory.
- Entry consists of the virtual address of the page stored in that real memory location, with information about the process that owns that page.
- Decreases memory needed to store each page table, but increases time needed to search the table when a page reference occurs.
- Use hash table to limit the search to one, or at most a few, page-table entries.
Inverted Page Tables (2)

- Example
Paging Page Tables

- **Addressing page tables**
  - Where are page tables stored? (and which address space?)
  - Physical memory
    - Easy to address, no translation required.
    - But, allocated page tables consume memory for lifetime of VAS.
  - Virtual memory (OS virtual address space)
    - Cold (unused) page table pages can be paged out to disk.
    - But, addressing page tables requires translation.
    - Do not page the outer page table (called wiring).
  - Now we’ve paged the page tables, might as well page the entire OS address space, too.
    - Need to wire special code and data (e.g., interrupt and exception handlers)
Making address translation efficient

- Original page table scheme doubled the cost of memory lookups
  - One lookup into the page table, another to fetch the data
- Two-level page tables triple the cost!
  - Two lookups into the page tables, a third to fetch the data
  - And this assumes the page table is in memory
- How can we make this more efficient?
  - Goal: make fetching from a virtual address about as efficient as fetching from a physical address
  - Solutions:
    - Cache the virtual-to-physical translation in hardware
    - Translation Lookaside Buffer (TLB)
    - TLB managed by the Memory Management Unit (MMU)
### Translation Lookaside Buffers

- Translate virtual page #s into PTEs (not physical address)
- Can be done in a single machine cycle

<table>
<thead>
<tr>
<th>Valid</th>
<th>Virtual page</th>
<th>Modified</th>
<th>Protection</th>
<th>Page frame</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>140</td>
<td>1</td>
<td>RW</td>
<td>31</td>
</tr>
<tr>
<td>1</td>
<td>20</td>
<td>0</td>
<td>R X</td>
<td>38</td>
</tr>
<tr>
<td>1</td>
<td>130</td>
<td>1</td>
<td>RW</td>
<td>29</td>
</tr>
<tr>
<td>1</td>
<td>129</td>
<td>1</td>
<td>RW</td>
<td>62</td>
</tr>
<tr>
<td>1</td>
<td>19</td>
<td>0</td>
<td>R X</td>
<td>50</td>
</tr>
<tr>
<td>1</td>
<td>21</td>
<td>0</td>
<td>R X</td>
<td>45</td>
</tr>
<tr>
<td>1</td>
<td>860</td>
<td>1</td>
<td>RW</td>
<td>14</td>
</tr>
<tr>
<td>1</td>
<td>861</td>
<td>1</td>
<td>RW</td>
<td>75</td>
</tr>
</tbody>
</table>
TLBs (3)

- **TLB is implemented in hardware**
  - Fully associative cache (all entries looked up in parallel).
  - Cache tags are virtual page numbers.
  - Cache values are PTEs (entries from page tables).
  - With PTE+offset, MMU can directly calculate the physical address.

- **TLBs exploit locality**
  - Processes only use a handful of pages at a time.
    - 16-48 entries in TLB is typical (64-192KB)
    - Can hold the “hot set” or “working set” of process
  - Hit rates are therefore really important.
TLBs (4)

- Address translation with TLB
Handling TLB misses

- Address translations are mostly handled by the TLB
  - > 99% of translations, but there are TLB misses occasionally
  - In case of a miss, who places translations into the TLB?

- Hardware (MMU): Intel x86
  - Knows where page tables are in memory
  - OS maintains tables, HW access them directly
  - Page tables have to be in hardware-defined format

- Software loaded TLB (OS)
  - TLB miss faults to OS, OS finds right PTE and loads TLB
  - Must be fast (but, 20-200 cycles typically)
  - CPU ISA has instructions for TLB manipulation
  - Page tables can be in any format convenient for OS (flexible)
TLBs (6)

- Managing TLBs
  - OS ensures that TLB and page tables are consistent.
    - When OS changes the protection bits of a PTE, it needs to invalidate the PTE if it is in the TLB.
  - Reload TLB on a process context switch.
    - Remember, each process typically has its own page tables.
    - Need to invalidate all the entries in TLB. (flush TLB)
    - In IA-32, TLB is flushed automatically when the contents of CR3 (page directory base register) is changed.
    - (cf.) Alternatively, we can store the PID as part of the TLB entry, but this is expensive.
  - When the TLB misses, and a new PTE is loaded, a cached PTE must be evicted.
    - Choosing a victim PTE called the “TLB replacement policy”.
    - Implemented in hardware, usually simple (e.g., LRU)
Memory Reference (1)

**Situation**

- Process is executing on the CPU, and it issues a read to a (virtual) address.
The common case

• The read goes to the TLB in the MMU.
• TLB does a lookup using the page number of the address.
• The page number matches, returning a PTE.
• TLB validates that the PTE protection allows reads.
• PTE specifies which physical frame holds the page.
• MMU combines the physical frame and offset into a physical address.
• MMU then reads from that physical address, returns value to CPU.
Memory Reference (3)

- **TLB misses: two possibilities**

  1. MMU loads PTE from page table in memory.
     - Hardware managed TLB, OS not involved in this step.
     - OS has already set up the page tables so that the hardware can access it directly.

  2. Trap to the OS.
     - Software managed TLB, OS intervenes at this point.
     - OS does lookup in page tables, loads PTE into TLB.
     - OS returns from exception, TLB continues.

- At this point, there is a valid PTE for the address in the TLB.
### TLB misses

- Page table lookup (by HW or OS) can cause a recursive fault if page table is paged out.
  - Assuming page tables are in OS virtual address space.
  - Not a problem if tables are in physical memory.

- When TLB has PTE, it restarts translation.
  - Common case is that the PTE refers to a valid page in memory.
  - Uncommon case is that TLB faults again on PTE because of PTE protection bits.
    (e.g., page is invalid)
Page faults

- PTE can indicate a protection fault
  - Read/Write/Execute – operation not permitted on page
  - Invalid – virtual page not allocated, or page not in physical memory.
- TLB traps to the OS (software takes over)
  - Read/Write/Execute – OS usually will send fault back to the process, or might be playing tricks (e.g., copy on write, mapped files).
  - Invalid (Not allocated) – OS sends fault to the process (e.g., segmentation fault).
  - Invalid (Not in physical memory) – OS allocates a frame, reads from disk, and maps PTE to physical frame.