Virtual Memory II

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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 → secondary page table.
    - Secondary page table: secondary page number → 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

\[ p_1 \quad p_2 \quad d \]

outer page table

page of page table

\[ p_1 \quad p_2 \quad d \]
Two-level Page Tables (3)

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

![Diagram of two-level page tables]

- Master page #
- Secondary page #
- Offset
- Page frame
- Offset
- Physical address
- Physical memory

- Page frame N
- Page frame 6
- Page frame 5
- Page frame 4
- Page frame 3
- Page frame 2
- Page frame 1
- Page frame 0
Multi-level Page Tables

- Address translation in Alpha AXP Architecture
  - Three-level page tables
  - 64-bit address divided into 3 segments (coded in bits63/62)
    - seg0 (0x): user code
    - seg1 (11): user stack
    - kseg (10): kernel
  - Alpha 21064
    - Page size: 8KB
    - Virtual address: 43bits
    - 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

![Diagram showing the process of hashing page tables]

- Logical address
- Physical address
- Hash function
- Hash table
- Physical memory
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)
TLBs (1)

- 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)
TLBs (2)

- **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
TLBs (5)

- 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)
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.
Memory Reference (2)

- 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.
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.
Memory Reference (4)

- 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)
Memory Reference (5)

- 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.