15-213

P6/Linux Memory System
October 31, 2000

Topics
• P6 address translation
• Linux memory management
• Linux page fault handling
• memory mapping
P6 memory system

- 32 bit address space
- 4 KB pagesize
- L1, L2, and TLBs
  - 4-way set associative
- inst TLB
  - 32 entries
  - 8 sets
- data TLB
  - 64 entries
  - 16 sets
- L1 i-cache and d-cache
  - 16 KB
  - 32 B linesize
  - 128 sets
- L2 cache
  - unified
  - 128 KB -- 2 MB

Processor package:
- 32 bit address space
- 4 KB pagesize
- L1, L2, and TLBs
  - 4-way set associative
- inst TLB
  - 32 entries
  - 8 sets
- data TLB
  - 64 entries
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Review of abbreviations

Symbols:

• Components of the virtual address (VA)
  – TLBI: TLB index
  – TLBT: TLB tag
  – VPO: virtual page offset
  – VPN: virtual page number

• Components of the physical address (PA)
  – PPO: physical page offset (same as VPO)
  – PPN: physical page number
  – CO: byte offset within cache line
  – CI: cache index
  – CT: cache tag
Overview of P6 address translation

CPU

virtual address (VA)

VPN1

VPN2

TLBT

TLBI

TLB (16 sets, 4 entries/set)

TLB (16 sets, 4 entries/set)

L1 (128 sets, 4 lines/set)

L1 hit

L1 miss

PDBR

Page tables

PDE

PTE

PPO

PPN

physical address (PA)

CT

Cl

CO

32

result

L2 and DRAM
P6 2-level page table structure

Page directory
- 1024 4-byte page directory entries (PDEs) that point to page tables
- one page directory per process.
- page directory must be in memory when its process is running
- always pointed to by PDBR

Page tables:
- 1024 4-byte page table entries (PTEs) that point to pages.
- page tables can be paged in and out.
# P6 page directory entry (PDE)

<table>
<thead>
<tr>
<th>31</th>
<th>12 11</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Page table physical base addr</td>
<td>Avail</td>
<td>G</td>
<td>PS</td>
<td>A</td>
<td>CD</td>
<td>WT</td>
<td>U/S</td>
<td>R/W</td>
<td>P=1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **Page table physical base address**: 20 most significant bits of physical page table address (forces page tables to be 4KB aligned)
- **Avail**: available for system programmers
- **G**: global page (don’t evict from TLB on task switch)
- **PS**: page size 4K (0) or 4M (1)
- **A**: accessed (set by MMU on reads and writes, cleared by software)
- **CD**: cache disabled (1) or enabled (0)
- **WT**: write-through or write-back cache policy for this page table
- **U/S**: user or supervisor mode access
- **R/W**: read-only or read-write access
- **P**: page table is present in memory (1) or not (0)

<table>
<thead>
<tr>
<th>31</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Available for OS (page table location in secondary storage)</td>
<td>P=0</td>
<td></td>
</tr>
</tbody>
</table>
# P6 page table entry (PTE)

<table>
<thead>
<tr>
<th>31</th>
<th>12 11</th>
<th>9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Page physical base address</td>
<td>Avail</td>
</tr>
</tbody>
</table>

**Page base address**: 20 most significant bits of physical page address (forces pages to be 4 KB aligned)

- **Avail**: available for system programmers
- **G**: global page (don’t evict from TLB on task switch)
- **D**: dirty (set by MMU on writes)
- **A**: accessed (set by MMU on reads and writes)
- **CD**: cache disabled or enabled
- **WT**: write-through or write-back cache policy for this page
- **U/S**: user/supervisor
- **R/W**: read/write
- **P**: page is present in physical memory (1) or not (0)

<table>
<thead>
<tr>
<th>31</th>
<th>1 0</th>
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</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Available for OS (page location in secondary storage)</td>
</tr>
</tbody>
</table>

*class19.ppt*
How P6 page tables map virtual addresses to physical ones

- VPN1
  - PDE
  - word offset into page directory
  - page directory

- VPN2
  - PTE
  - Physical address of page table base (if $P=1$)
  - page table

- VPO
  - Physical address of page table base (if $P=1$)

- Physical address
  - PPN
  - PPO
P6 TLB translation

CPU

virtual address (VA)

TLB (16 sets, 4 entries/set)

VPN1 VPN2

TLB (16 sets, 4 lines/set)

VPN1 VPN2

TLB (16 sets, 4 entries/set)

TLBT TLBI

TLB (16 sets, 4 entries/set)

PDE PTE

Page tables

PDBR

result

L2 and DRAM

L1 hit

L1 miss

PPN PPO

physical address (PA)

20 12

VPN

VPO

20 12

TLB translation
P6 TLB

TLB entry (not all documented, so this is speculative):

• $V$: indicates a valid (1) or invalid (0) TLB entry
• $PD$: is this entry a PDE (1) or a PTE (0)?
• $tag$: disambiguates entries cached in the same set
• $PDE/PTE$: page directory or page table entry

• Structure of the data TLB:
  • 16 sets, 4 entries/set

```
<table>
<thead>
<tr>
<th>entry</th>
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</tr>
</thead>
<tbody>
<tr>
<td>set 0</td>
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<tr>
<td>set 1</td>
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<td>set 2</td>
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<tr>
<td>set 15</td>
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<td></td>
</tr>
</tbody>
</table>
```
Translating with the P6 TLB

1. Partition VPN into TLBT and TLBI.
2. Is the PTE for VPN cached in set TLBI?
3. Yes: then build physical address.
4. No: then read PTE (and PDE if not cached) from memory and build physical address.
P6 page table translation

CPU

virtual address (VA)

VPN
VPO

16
4

TLBT TLBI

TLB (16 sets, 4 entries/set)

TLB hit

L1 hit

L1 miss

L1 (128 sets, 4 lines/set)

Page tables

PDE
PTE

PDBR

VPN1 VPN2

10
10

TLB (16 sets, 4 entries/set)

PPN
PPO

CT
CI
CO

physical address (PA)

32
result

L2 and DRAM

20 12

416

virtual address (VA)
Translating with the P6 page tables (case 1/1)

Case 1/1: page table and page present.

**MMU Action:**
- MMU build physical address and fetch data word.
- OS action
  - none

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Disk
Translating with the P6 page tables (case 1/0)

Case 1/0: page table present but page missing.

MMU Action:
- page fault exception
- handler receives the following args:
  - VA that caused fault
  - fault caused by non-present page or page-level protection violation
  - read/write
  - user/supervisor
Translating with the P6 page tables (case 1/0, cont)

OS Action:
- Check for a legal virtual address.
- Read PTE through PDE.
- Find free physical page (swapping out current page if necessary)
- Read virtual page from disk and copy to virtual page
- Restart faulting instruction by returning from exception handler.
Translating with the P6 page tables (case 0/1)

Case 0/1: page table missing but page present.

Introduces consistency issue.

- potentially every page out requires update of disk page table.

Does Linux disallow this?

- if a page table is swapped out, then swap out its data pages too.
Translating with the P6 page tables (case 0/0)

Case 0/0: page table and page missing.

MMU Action:
- page fault exception
Translating with the P6 page tables (case 0/0, cont)

OS action:
• swap in page table.
• restart faulting instruction by returning from handler.

Like case 0/1 from here on.
P6 L1 cache access

CPU → virtual address (VA) → TLBT, TLBI → TLB (16 sets, 4 entries/set) → TLB hit/miss → TLB (128 sets, 4 lines/set) → L1 hit/miss → L2 and DRAM

VPN1, VPN2 → PDBR → PDE → PTE → physical address (PA)
L1 cache access

Partition physical address into CO, CI, and CT.

Use CT to determine if line containing word at address PA is cached in set CI.

If no: check L2.

If yes: extract word at byte offset CO and return to processor.
Linux organizes VM as a collection of “areas”

- pgd:
  - page directory address
- vm_prot:
  - read/write permissions for this area
- vm_flags
  - shared with other processes or private to this process
Linux page fault handling

Is the VA legal?
- i.e. is it in an area defined by a vm_area_struct?
- if not then signal segmentation violation (e.g. (1))

Is the operation legal?
- i.e., can the process read/write this area?
- if not then signal protection violation (e.g., (2))

If OK, handle fault
- e.g., (3)
Memory mapping

Creating a new VM area is done via “memory mapping”

• create new vm_area_struct and page tables for area
• area can be backed by (i.e., get its initial values from):
  – regular file on disk (e.g., an executable object file)
    » initial page bytes come from a section of a file
  – nothing (e.g., bss)
    » initial page bytes are zeros
• dirty pages are swapped back and forth between a special swap file.

**Key point:** no virtual pages are copied into physical memory until they are referenced!

• known as “demand paging”
• crucial for time and space efficiency
User-level memory mapping

void *mmap(void *start, int len, int prot, int flags, int fd, int offset)

• map len bytes starting at offset offset of the file specified by file description fd, preferably at address start (usually 0 for don’t care).
  – prot: MAP_READ, MAP_WRITE
  – flags: MAP_PRIVATE, MAP_SHARED
• return a pointer to the mapped area.
• Example: fast file copy
  – useful for applications like Web servers that need to quickly copy files.
  – mmap allows file transfers without copying into user space.
mmap() example: fast file copy

```c
#include <unistd.h>
#include <sys/mman.h>
#include <sys/types.h>
#include <sys/stat.h>
#include <fcntl.h>

/* mmap.c - a program that uses mmap
 * to copy itself to stdout
 */
int main() {
    struct stat stat;
    int i, fd, size;
    char *bufp;

    /* open the file and get its size*/
    fd = open("./mmap.c", O_RDONLY);
    fstat(fd, &stat);
    size = stat.st_size;

    /* map the file to a new VM area */
    bufp = mmap(0, size, PROT_READ,
                MAP_PRIVATE, fd, 0);

    /* write the VM area to stdout */
    write(1, bufp, size);
}
```
To run a new program $p$ in the current process using `exec()`:

- free `vm_area_structs` and page tables for old areas.
- create new `vm_area_structs` and page tables for new areas.
  - stack, bss, data, text, shared libs.
  - text and data backed by ELF executable object file.
  - bss and stack initialized to zero.
- set PC to entry point in `.text`
  - Linux will swap in code and data pages as needed.
Fork() revisited

To create a new process using fork:

- make copies of the old process’s mm_struct, vm_area_structs, and page tables.
  - at this point the two processes are sharing all of their pages.
  - How to get separate spaces without copying all the virtual pages from one space to another?
    » “copy on write” technique.

- copy-on-write
  - make pages of writeable areas read-only
  - flag vm_area_structs for these areas as private “copy-on-write”.
  - writes by either process to these pages will cause page faults.
    » fault handler recognizes copy-on-write, makes a copy of the page, and restores write permissions.

- Net result:
  - copies are deferred until absolutely necessary (i.e., when one of the processes tries to modify a shared page).