15-410

"The only way to win is not to play."

Virtual Memory #3
Oct. 13, 2004

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Synchronization

Mid-term exam

- Most-likely date: Thursday, October 21st
  - Time and conflict resolution are in progress

First Project 3 checkpoint

- Monday during class time
- Meet in Wean 5207
- Show us gettid()
  - Explain which parts are "real", which are "demo quality"

Last Time

Partial memory residence (demand paging) in action

Process address space

- Logical: list of regions
- Hardware: list of pages

Fault handler is *complicated*

- Page-in, speed hacks (copy-on-write, zero-fill), ...
- Shared memory via mmap()

Definition & use of

- Dirty bit
- Reference bit

Outline

Page-replacement policies

- The eviction problem
- Sample policies (theory and practice)
- Page buffering
- Frame Allocation (process page quotas)

Virtual-memory usage optimizations

The mysterious TLB

Page Replacement/Page Eviction

Process always want *more* memory frames

- Explicit deallocation is rare
- Page faults are implicit allocations

System inevitably runs out of frames

Solution

- Pick a frame, store contents to disk
- Transfer ownership to new process
- Service fault using this frame

Pick a Frame

Two-level approach

- Determine # frames each process “deserves”
- “Process” chooses which frame is least-valuable
  - Most OS's: kernel actually does the choosing

System-wide approach

- Determine globally-least-useful frame

Store Contents to Disk

Where does it belong?

- Allocate backing store for each page
  - What if we run out?

Must we *really* store it?

- Read-only code/data: no!
  - Can re-fetch from executable
  - Saves paging space & disk-write delay
  - But file-system read() may be slower than paging-disk read
- Not modified since last page-in: no!
  - Hardware typically provides “page-dirty” bit in PTE
  - Cheap to “store” a page with dirty==0

Page Eviction Policies

Don't try these at home

- FIFO
- Optimal
- LRU

Practical

- LRU approximation

FIFO Page Replacement

Concept

- Page queue
- Page added to tail of queue when first given a frame
- Always evict oldest page (head of queue)

Evaluation

- Fast to “pick a page”
- Stupid
  - Will indeed evict old unused startup-code page
  - But *guaranteed* to eventually evict process's favorite page too!

Optimal Page Replacement

Concept

- Evict whichever page will be referenced *latest*
  - "Buy the most time" until next page fault

Evaluation

- Requires perfect prediction of program execution
- Impossible to implement

So?

- Used as upper bound in simulation studies

LRU Page Replacement

Concept

- Evict Least-Recently-Used page
- "Past performance *may* not predict future results"
  - ...but it's an important hint!

Evaluation

- Would probably be reasonably accurate
- LRU is computable without a fortune teller
- Bookkeeping *very* expensive
  - (right?)

LRU Page Replacement

Concept

- Evict Least-Recently-Used page
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- Would probably be reasonably accurate
- LRU is computable without a fortune teller
- Bookkeeping *very* expensive
  - Hardware must sequence-number every page reference
  - Evictor must scan every page's sequence number

Approximating LRU

Hybrid hardware/software approach

- 1 reference bit per page table entry
- OS sets reference = 0 for all pages
- Hardware sets reference=1 when PTE is used
- OS periodically scans
  - (reference == 1) $\Rightarrow$ “recently used”
- Result:
  - Hardware sloppily partitions memory into “recent” vs. “old”
  - Software periodically samples, makes decisions

Approximating LRU

"Second-chance" algorithm

- Use stupid FIFO queue to choose victim page
- reference == 0?
  - not "recently" used, evict page, steal its frame
- reference == 1?
  - "somewhat-recently used" - don't evict page this time
  - append page to rear of queue
  - set reference = 0
    - » Process must use page again "soon" for it to be skipped

Approximation

- Observe that queue is randomly sorted
  - We are evicting not-recently-used, not *least*-recently-used

Approximating LRU

“Clock” algorithm

- Page queue requires linked list
  - Extra memory traffic to update pointers
- Page queue's order is essentially random
  - Doesn't add anything to accuracy
- Revision
  - Don't have a queue of pages
  - Just treat memory as a circular array

Clock Algorithm

```
static int nextpage = 0;
boolean reference[NPAGES];

int choose_victim() {
  while (reference[nextpage]) {
    reference[nextpage] = false;
    nextpage = (nextpage+1) % NPAGES;
  }
return(nextpage);
}
```

Page Buffering

Problem

- Don't want to evict pages only after fault happens
- Must wait for disk write before launching disk read...slow...

"Assume a blank page..."

- Page fault handler can be much faster

"page-out daemon"

- Scan system for dirty pages
  - Write to disk
  - Clear dirty bit
  - Page can be instantly evicted later
- When, how many? Indeed...

Frame Allocation

How many frames should a process have?

Minimum allocation

- Examine worst-case instruction
  - Can multi-byte instruction cross page boundary?
  - Can memory parameter cross page boundary?
  - How many memory parameters?
  - Indirect pointers?

“Fair” Frame Allocation

Equal allocation

- Every process gets same *number of frames*
  - “Fair” - in a sense
  - Probably wasteful

Proportional allocation

- Every process gets same *percentage of residence*
  - (Larger processes get more frames)
  - “Fair” - in a different sense
  - Probably the right approach
    - » Theoretically, encourages greediness

Thrashing

Problem

- Process *needs* N frames...
  - Repeatedly rendering image to video memory
  - Must be able to have all “world data” resident 20x/second
- ...but OS provides N-1, N/2, etc.

Result

- Every page OS evicts generates “immediate” fault
- More time spent paging than executing
- Paging disk constantly busy
  - Denial of “paging service” to other processes

“Working-Set” Allocation Model

Approach

- Determine necessary # frames for each process
  - “Working set” - size of frame set you need to get work done
- If unavailable, swap entire process out
  - (later, swap some *other* process out)

How to measure?

- Periodically scan process reference bits
- Combine multiple scans (see text)

Evaluation

- Expensive
- Can we approximate it?

Page-Fault Frequency Approach

Approach

- Thrashing == “excessive” paging
- Adjust per-process frame quotas to balance fault rates
  - System-wide “average page-fault rate” (faults/second)
  - Process A fault rate “too low”: reduce frame quota
  - Process A fault rate “too high”: increase frame quota

What if quota increase doesn't help?

- If giving you *some* more frames doesn't help, maybe you need *a lot* more frames than you have...
- Swap you out entirely for a while

Program Optimizations

Is paging an "OS problem"?

- Can a programmer reduce working-set size?

Locality depends on data structures

- Arrays encourage sequential accesses
  - Many references to same page
  - Predictable access to next page
- Random pointer data structures scatter references

Compiler & linker can help too

- Don't split a routine across two pages
- Place helper functions on same page as main routine

Effects can be *dramatic*

Double Trouble? *Triple* Trouble?

Program requests memory access

Processor makes *two* memory accesses!

- Split address into page number, intra-page offset
- Add to page table base register
- *Fetch page table entry (PTE) from memory*
- Add frame address, intra-page offset
- *Fetch data from memory*

Can be worse than that...

- x86 Page-Directory/Page-Table
  - *Three* physical accesses per virtual access!

Translation Lookaside Buffer (TLB)

Problem

- Cannot afford double/triple memory latency

Observation - “locality of reference”

- Program often accesses “nearby” memory
- Next instruction often on same page as current instruction
- Next byte of string often on same page as current byte
- (“Array good, linked list bad”)

Solution

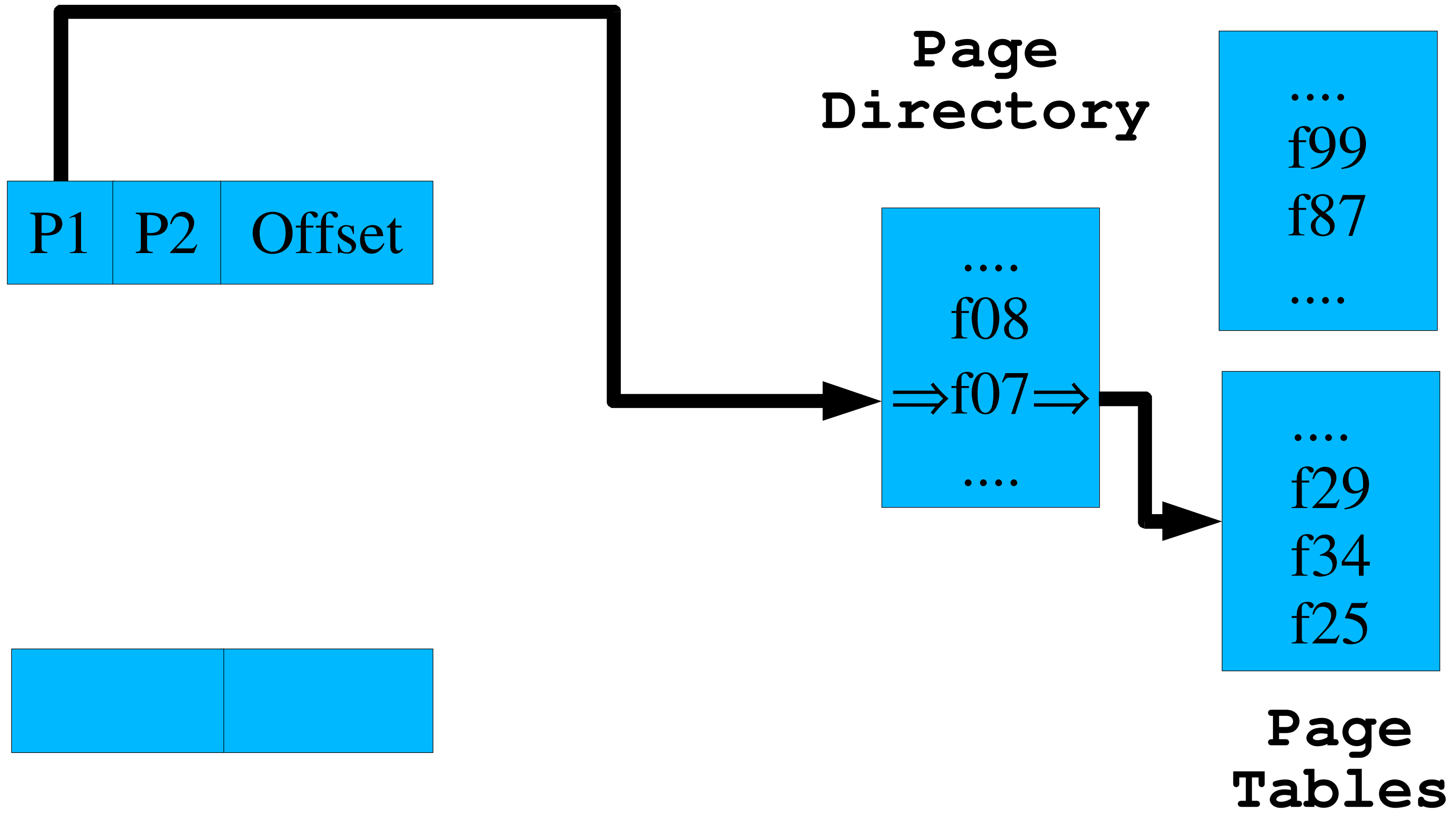
- Page-map hardware caches virtual-to-physical *mappings*
  - Small, fast on-chip memory

Simplest Possible TLB

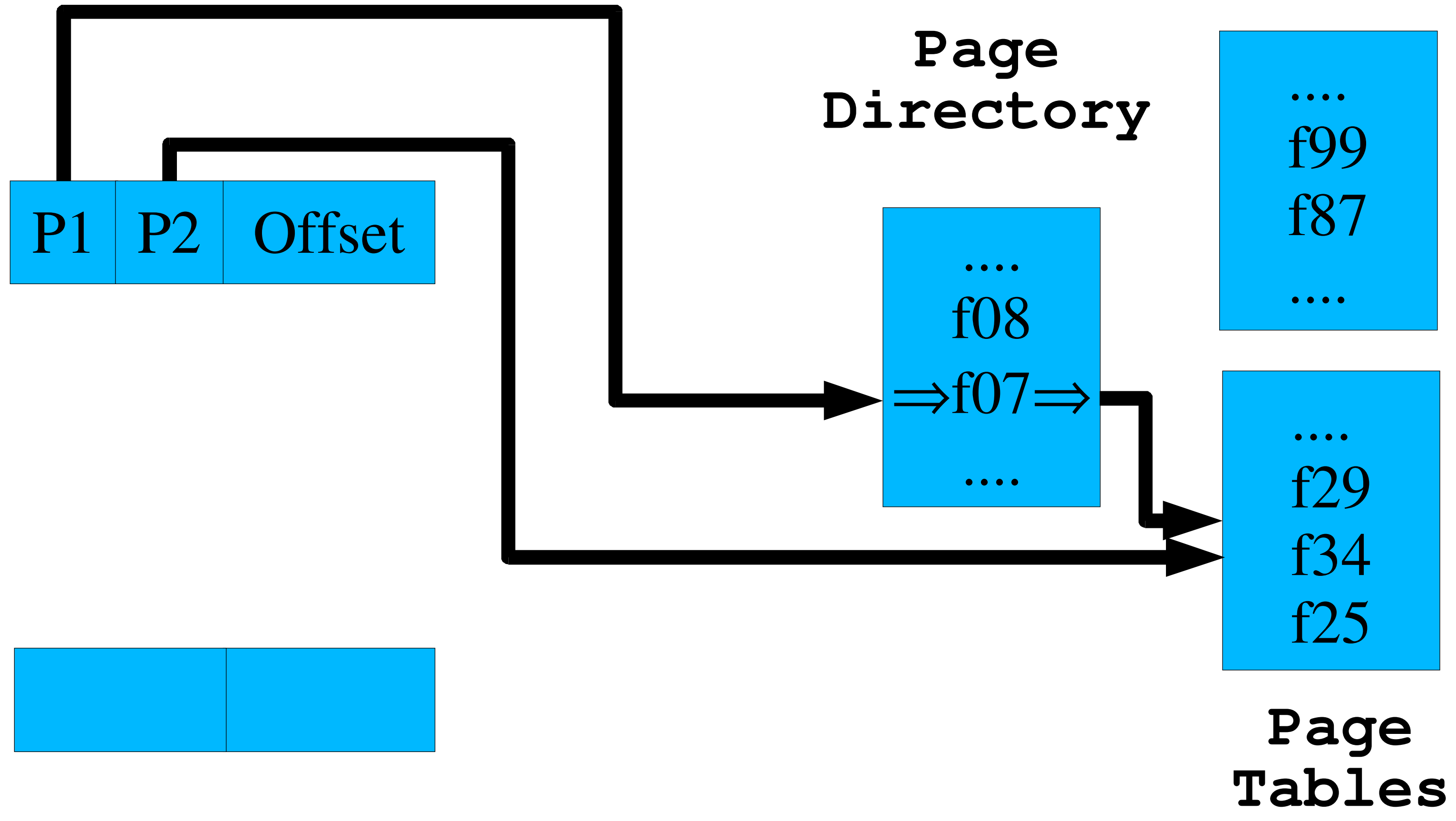
Approach

- Remember most-recent virtual-to-physical translation
  - (from, e.g., Page Directory + Page Table)
- See if next memory access is to same page
  - If so, skip PD/PT memory traffic; use same frame
  - 3X speedup, cost is two 20-bit registers

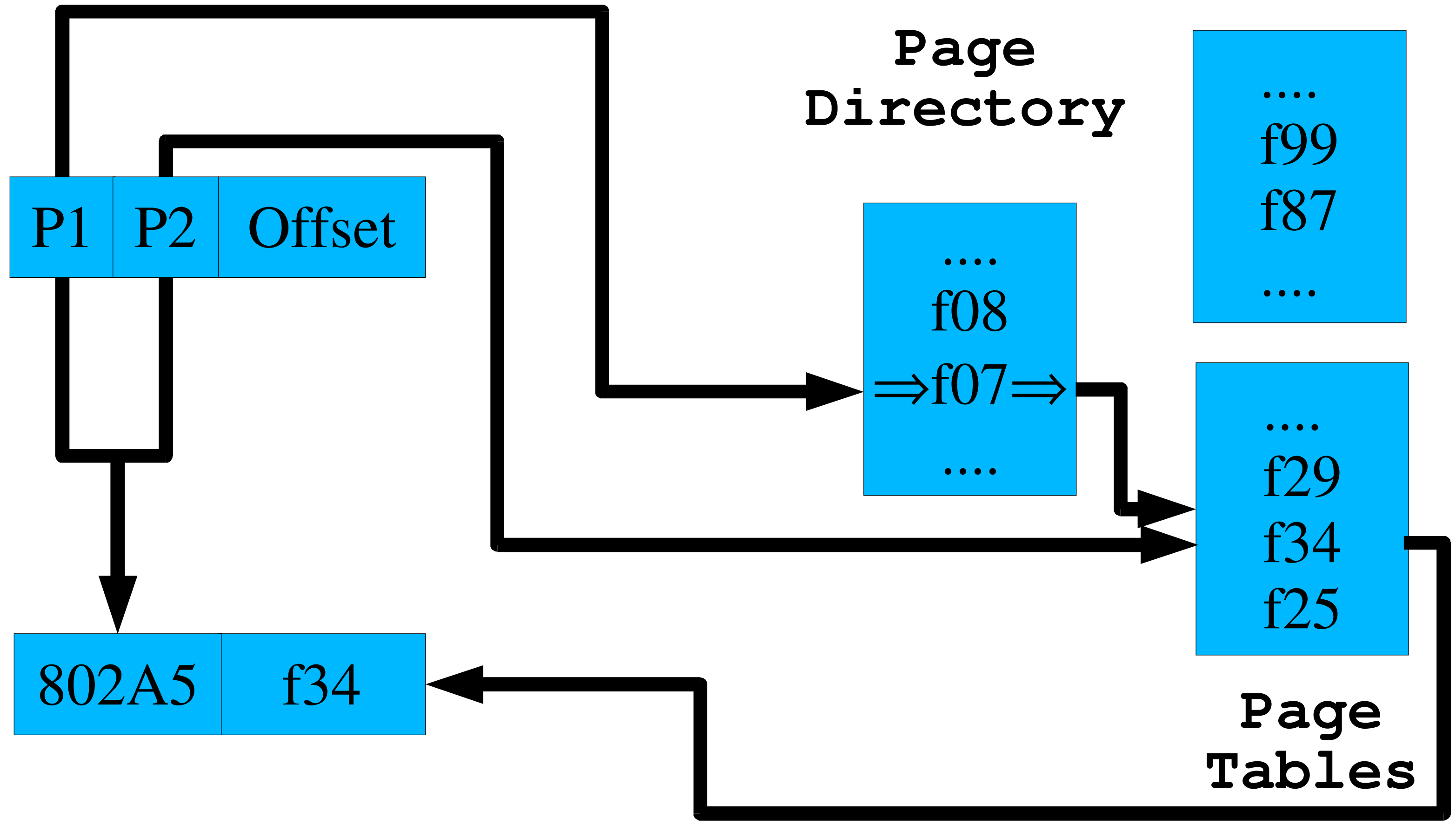
Simplest Possible TLB



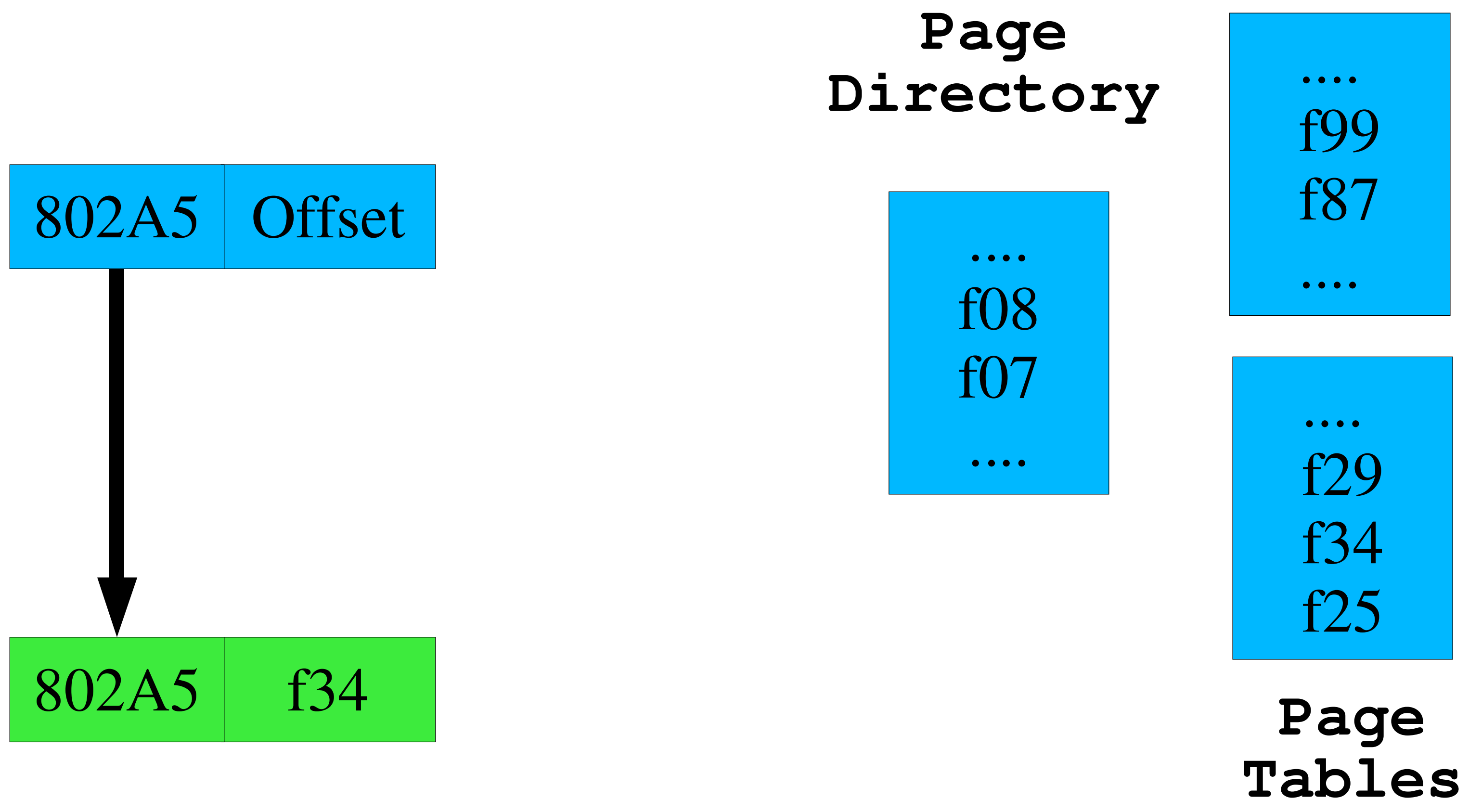
Simplest Possible TLB



Simplest Possible TLB

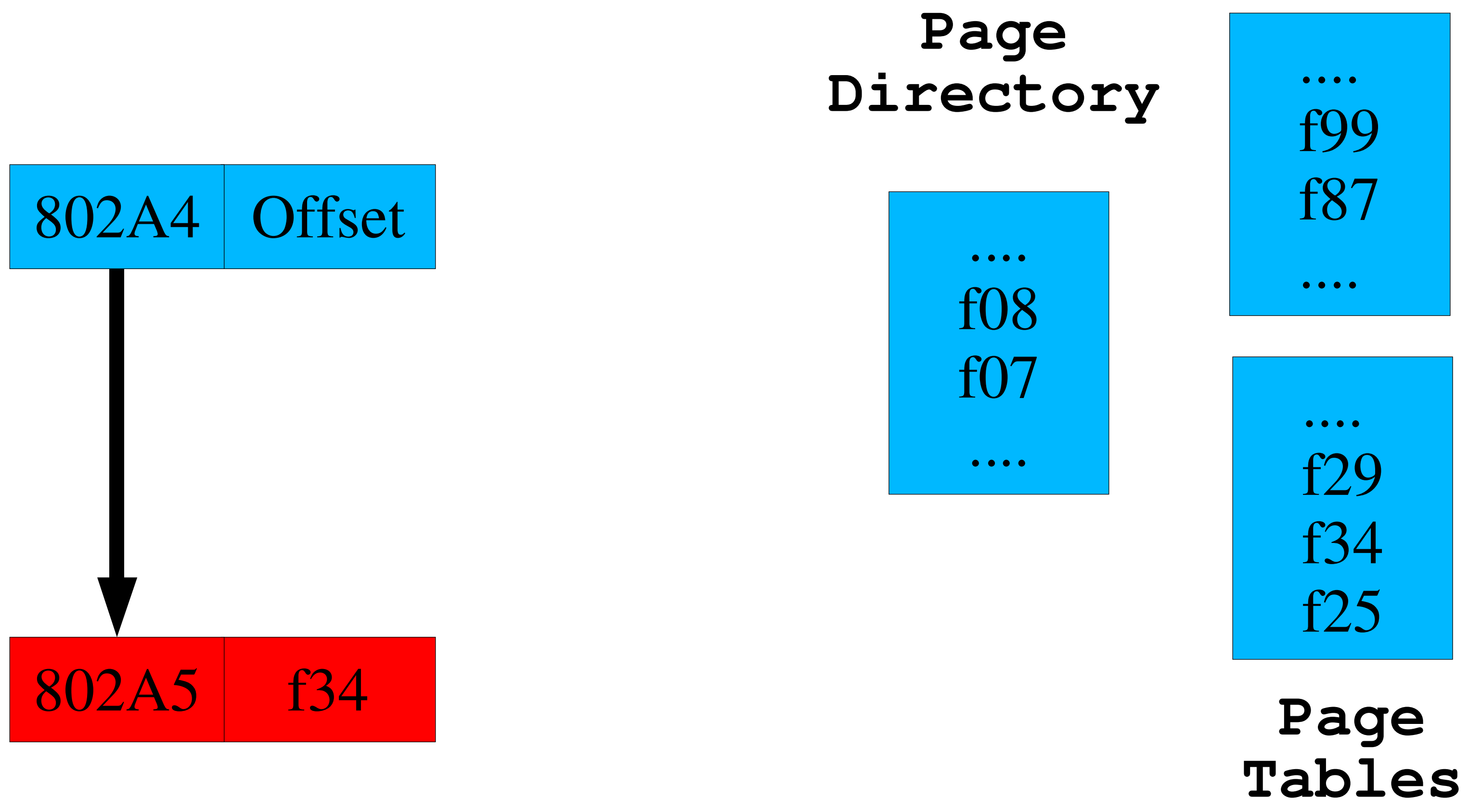


TLB "Hit"



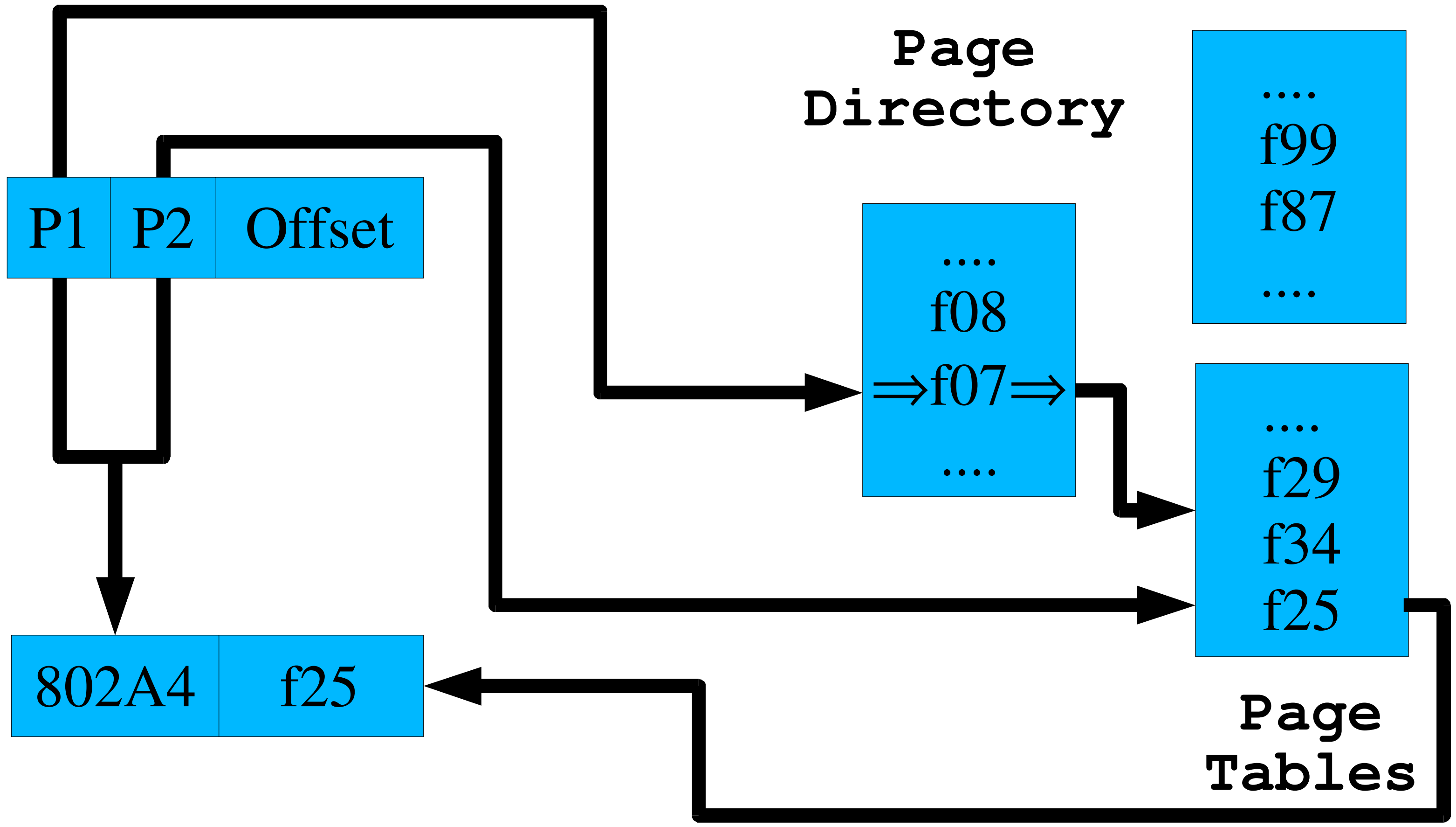
802A5
Offset
802A5
f34
Page Directory
....
f08
f07
....
....
f99
f87
....
....
f29
f34
f25
Page Tables

TLB "Miss"



802A4
Offset
802A5
f34
Page Directory
....
f08
f07
....
....
f99
f87
....
....
f29
f34
f25
Page Tables

TLB "Refill"


P1
P2
Offset
Page Directory
....
f08
⇒f07⇒
....
....
f99
f87
....
....
f29
f34
f25
Page Tables
802A4
f25

Simplest Possible TLB

Can you think of a "pathological" instruction?

- What would it take to "break" a 1-entry TLB?

How many TLB entries do we need, anyway?

TLB vs. Context Switch

After we've been running a while...

- ...the TLB is “hot” - full of page⇒frame translations

Interrupt!

- Some device is done...
- ...should switch to some other task...
- ...what are the parts of context switch, again?
  - General-purpose registers
  - ...?

TLB vs. Context Switch

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- Some device is done...
- ...should switch to some other task...
- ...what are the parts of context switch, again?
  - General-purpose registers
  - Page Table Base Register (x86 calls it ...?)
  - *Entire contents of TLB!!*
    - » (why?)

x86 TLB Flush

1. Declare new page directory (set %cr3)

- Clears every entry in TLB (whoosh!)
  - Well, not “global” pages...how to use this?

2. INVLPG instruction

- Invalidates TLB entry of one specific page
- Is that more efficient or less?

x86 Type Theory – Final Version

Instruction ⇒ segment selector

- [PUSHL specifies selector in %SS]

Process ⇒ (selector ⇒ (base,limit))

- [Global,Local Descriptor Tables]

Segment, address ⇒ linear address

TLB: linear address ⇒ physical address or...

Process ⇒ (linear address high ⇒ page table)

- [Page Directory Base Register, page directory indexing]

Page Table: linear address middle ⇒ frame address

Memory: frame address, offset ⇒ ...

Is there another way?

That seems *really complicated*

- Is that hardware monster really optimal for every OS and program mix?
- "The only way to win is not to play?"

Is there another way?

- Could we have *no* page tables?
- How would the hardware map virtual to physical???

Software-loaded TLBs

Reasoning

- We need a TLB “for performance reasons”
- OS defines each process's memory structure
  - Which memory ranges, permissions
- Hardware page-mapping unit imposes its own ideas
- Why impose a semantic middle-man?

Approach

- TLB contains small number of mappings
- OS knows the rest
- TLB miss generates special trap
- OS *quickly* fills in correct v⇒p mapping

Software TLB features

Mapping entries can be computed many ways

- Imagine a system with one process memory size
  - TLB miss becomes a matter of arithmetic

Mapping entries can be “locked” in TLB

- Good idea to lock the TLB-miss handler's TLB entry...
- Great for real-time systems

Further reading

- http://yarchive.net/comp/software_tlb.html

TLB vs. Project 3

x86 has nice, automatic TLB

- Hardware page-mapper fills it for you
- Activating new page directory flushes TLB automatically
- What could be easier?

It's not *totally* automatic

- Something "natural" in your kernel may confuse it...

TLB debugging in Simics

- logical-to-physical (l2p) command
- tlb0.info, tlb0.status
  - More bits "trying to tell you something"
- [INVLPG issues with Simics 1. Simics 2?]

Summary

Page-replacement policies

- The eviction problem
- Sample policies
  - For real: LRU approximation with hardware support
- Page buffering
- Frame Allocation (process page quotas)

Virtual-memory usage optimizations

The no-longer-mysterious TLB