

Virtual Memory: Systems

15-213 / 18-213: Introduction to Computer Systems
17th Lecture, Oct. 25, 2012

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Today

- **Virtual memory questions and answers**
- Simple memory system example
- Bonus: Case study: Core i7/Linux memory system
- Bonus: Memory mapping

Virtual memory reminder/review

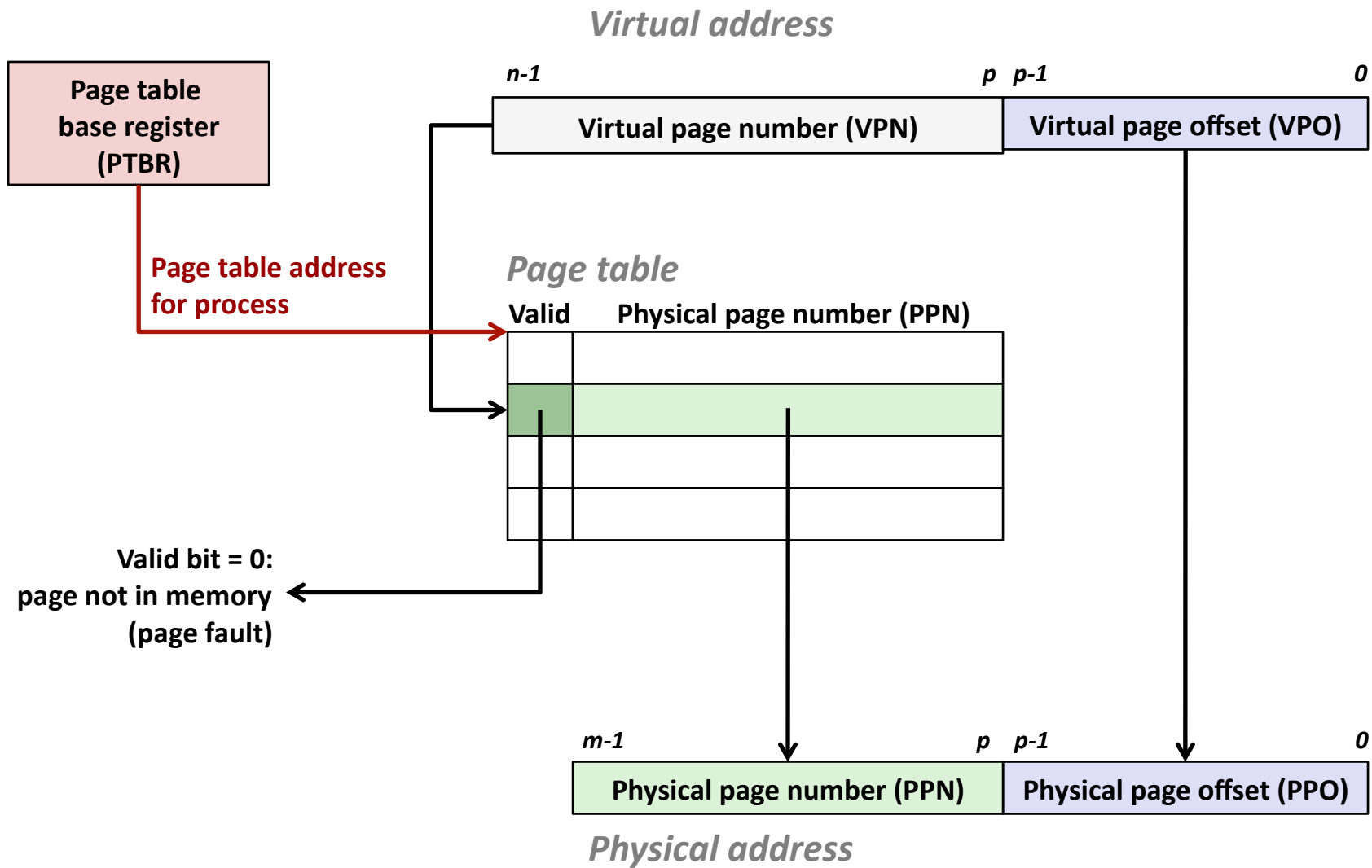
■ Programmer's view of virtual memory

- Each process has its own private linear address space
- Cannot be corrupted by other processes

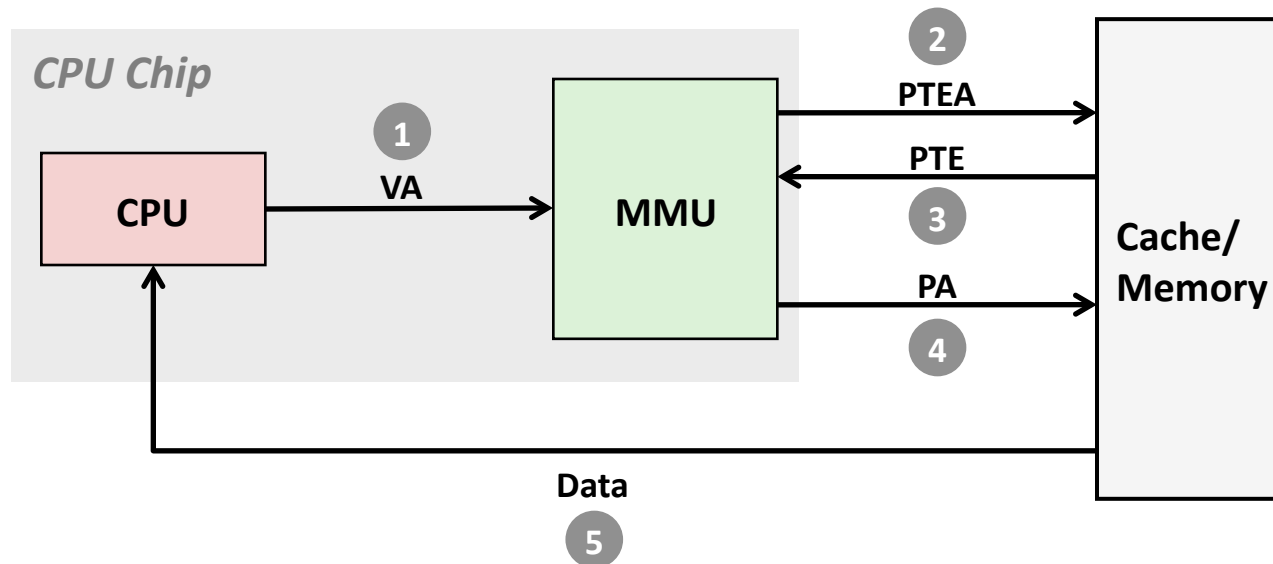
■ System view of virtual memory

- Uses memory efficiently by caching virtual memory pages
 - Efficient only because of locality
- Simplifies memory management and programming
- Simplifies protection by providing a convenient interpositioning point to check permissions

Recall: Address Translation With a Page Table



Recall: Address Translation: Page Hit



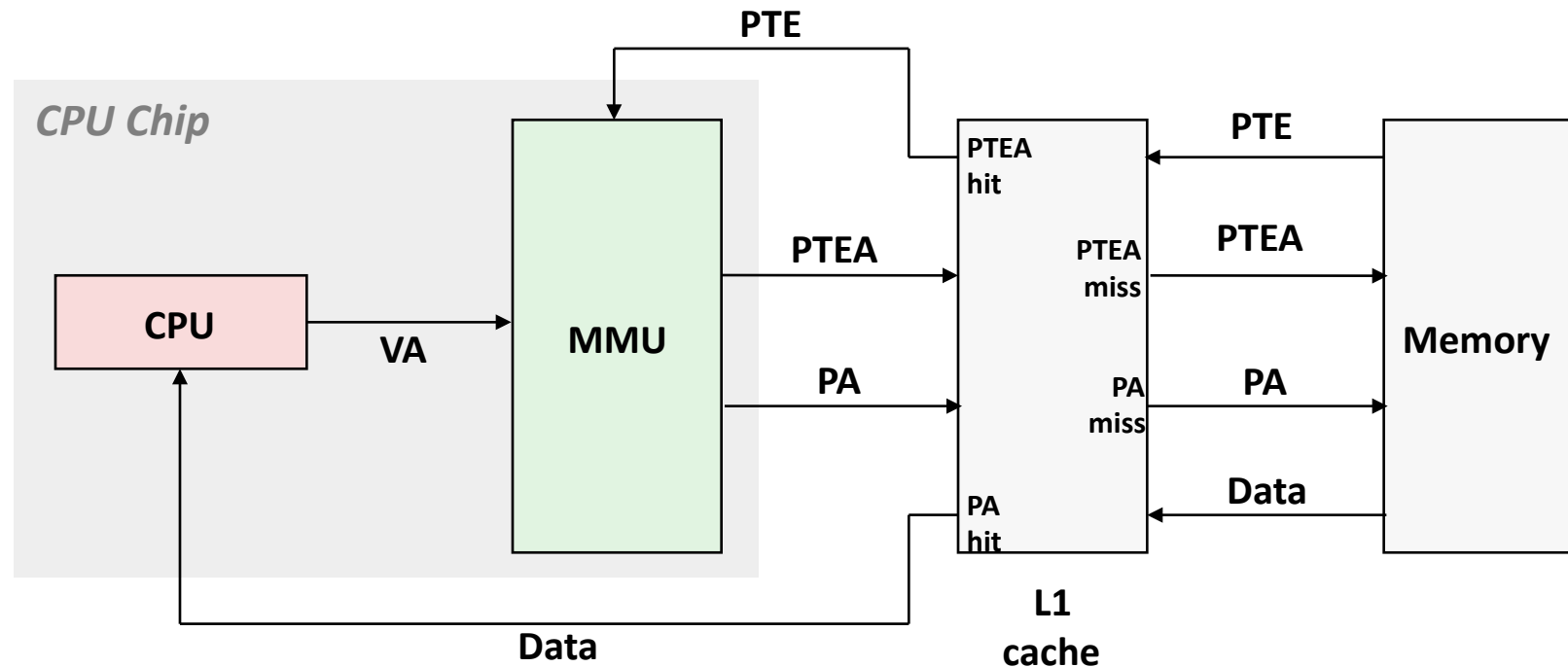
- 1) Processor sends virtual address to MMU
- 2-3) MMU fetches PTE from page table in memory
- 4) MMU sends physical address to cache/memory
- 5) Cache/memory sends data word to processor

Question #1

- Are the PTEs cached like other memory accesses?

- Yes (and no: see next question)

Page tables in memory, like other data



VA: virtual address, PA: physical address, PTE: page table entry, PTEA = PTE address

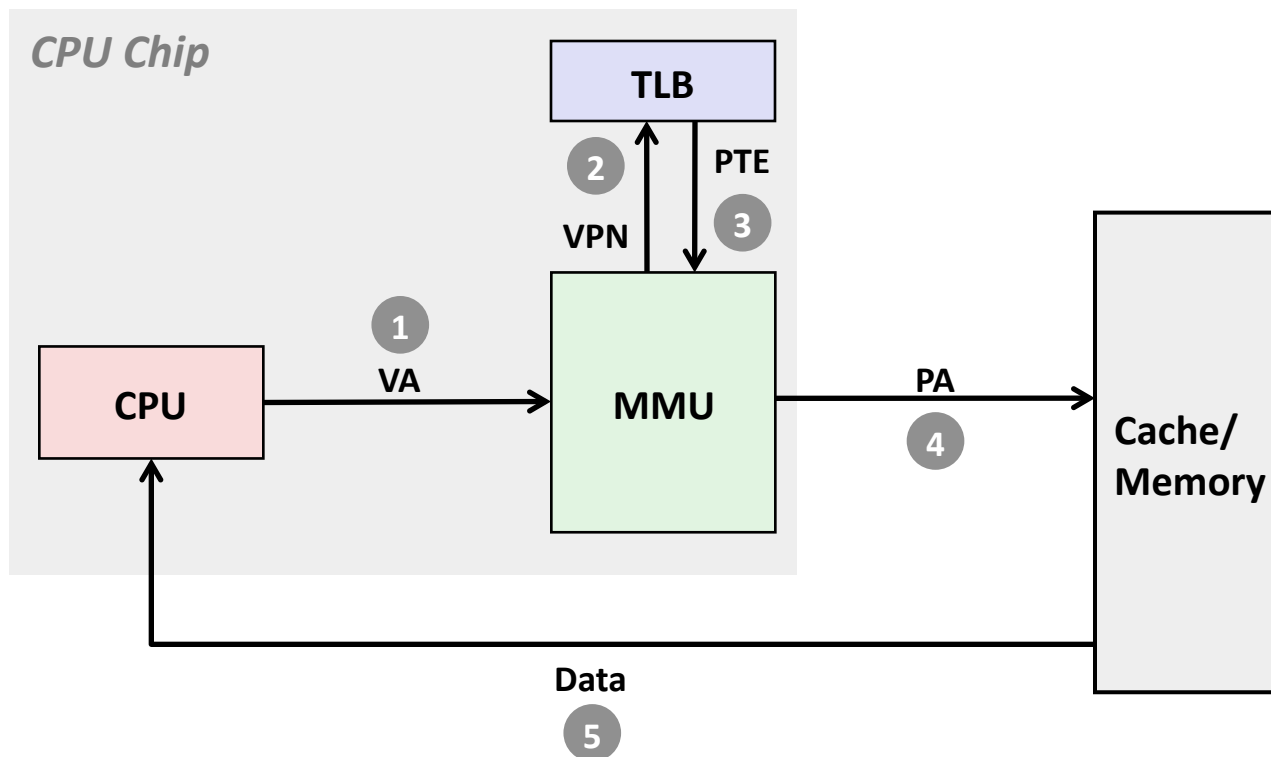
Question #2

- Isn't it slow to have to go to memory twice every time?
- Yes, it would be... so, real MMUs don't

Speeding up Translation with a TLB

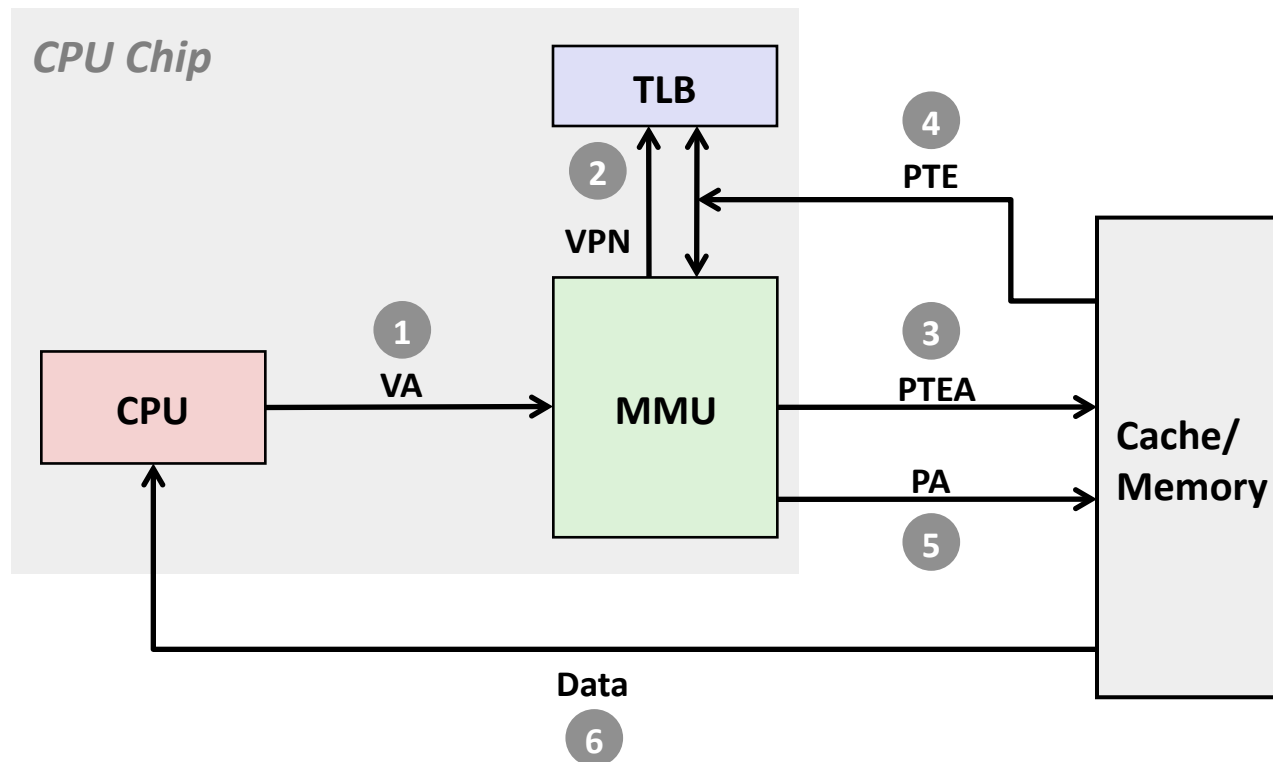
- **Page table entries (PTEs) are cached in L1 like any other memory word**
 - PTEs may be evicted by other data references
 - PTE hit still requires a small L1 delay
- **Solution: *Translation Lookaside Buffer* (TLB)**
 - Small, dedicated, super-fast hardware cache of PTEs in MMU
 - Contains complete page table entries for small number of pages

TLB Hit



A TLB hit eliminates a memory access

TLB Miss



A TLB miss incurs an additional memory access (the PTE)

Fortunately, TLB misses are rare. Why?

Question #3

- Isn't the page table huge? How can it be stored in RAM?
- Yes, it would be... so, real page tables aren't simple arrays

Multi-Level Page Tables

■ Suppose:

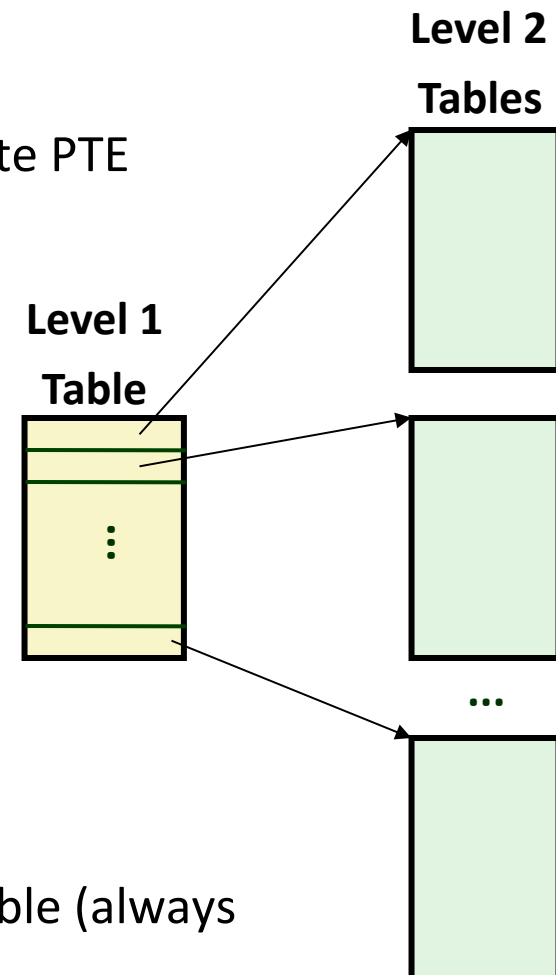
- 4KB (2^{12}) page size, 64-bit address space, 8-byte PTE

■ Problem:

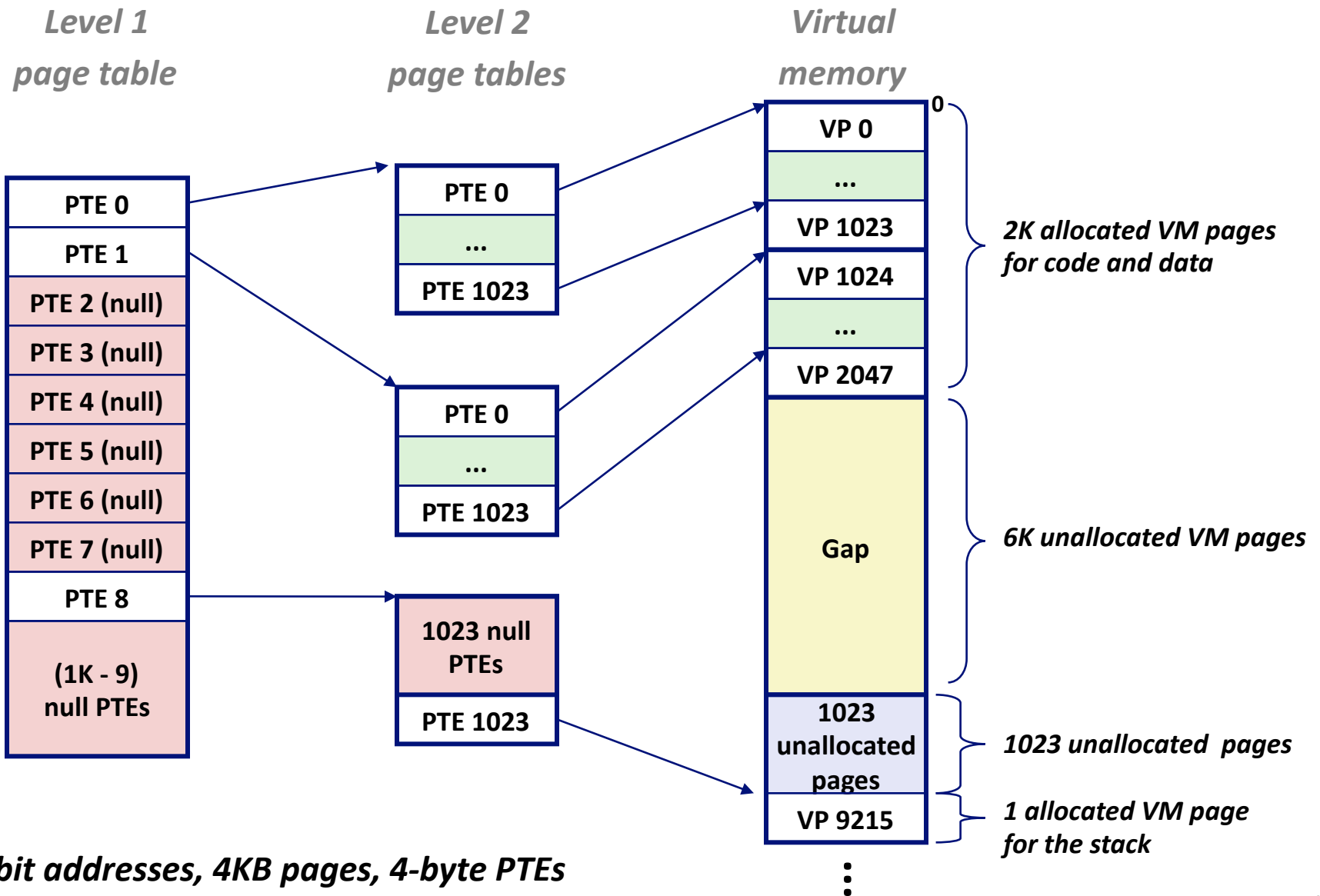
- Would need a 32,000 TB page table!
 - $2^{64} * 2^{-12} * 2^3 = 2^{55}$ bytes

■ Common solution:

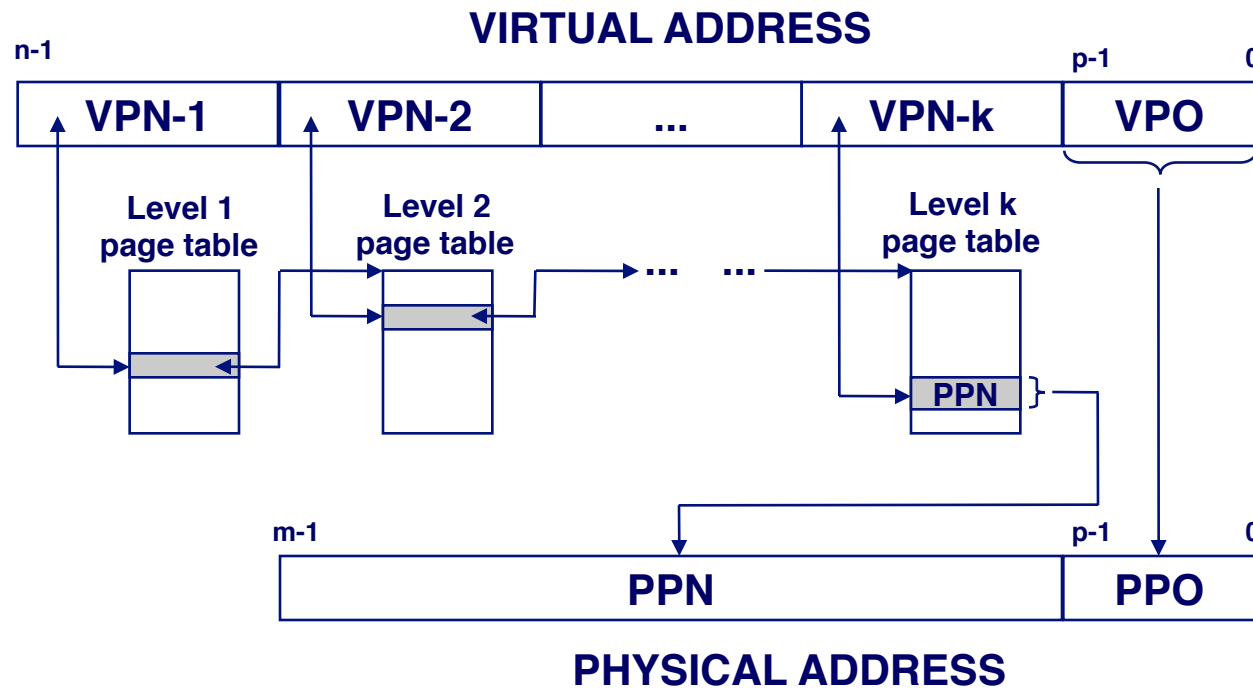
- Multi-level page tables
- Example: 2-level page table
 - Level 1 table: each PTE points to a page table (always memory resident)
 - Level 2 table: each PTE points to a page (paged in and out like any other data)



A Two-Level Page Table Hierarchy



Translating with a k-level Page Table



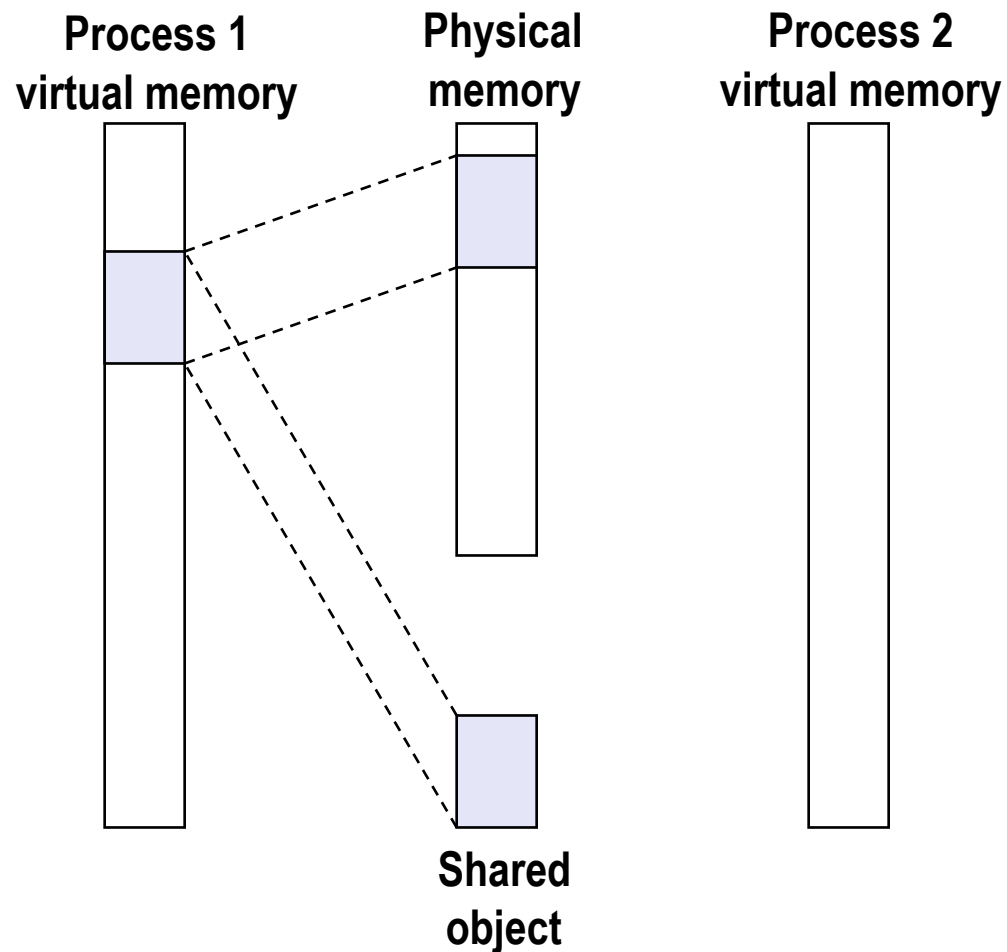
Question #4

- **Shouldn't fork() be really slow, since the child needs a copy of the parent's address space?**

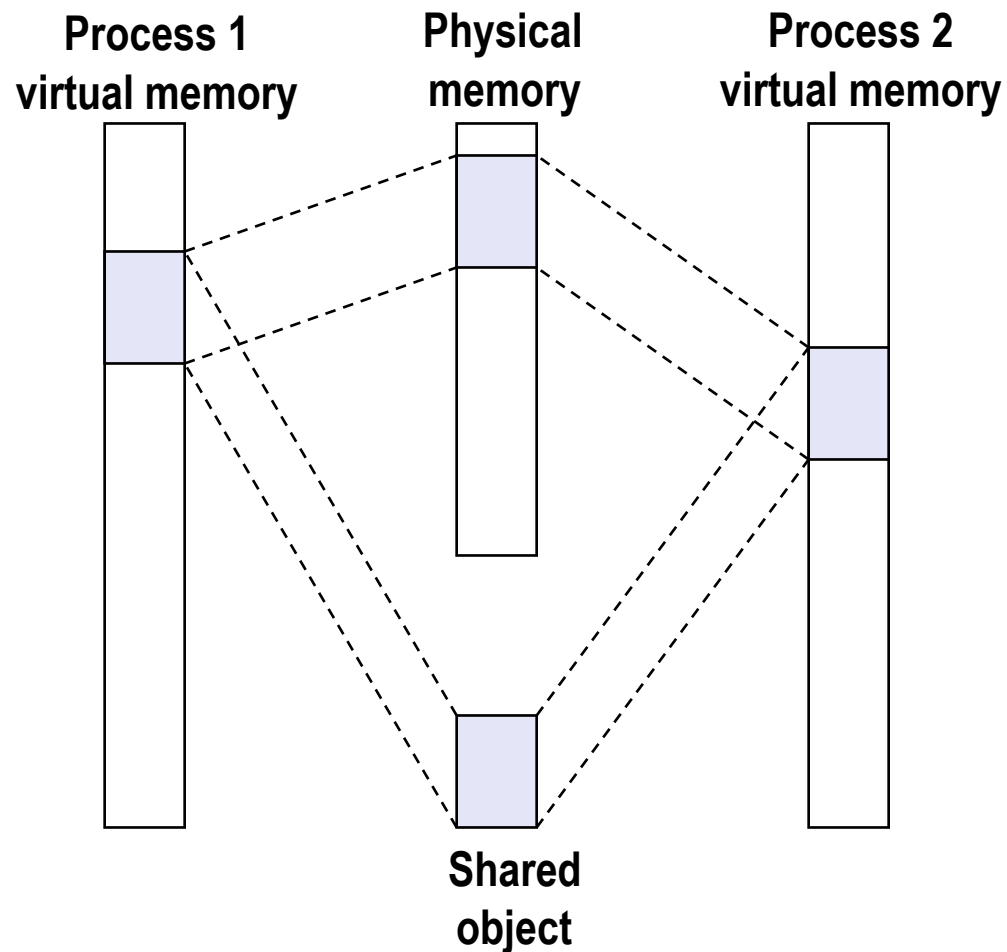
- **Yes, it would be... so, fork() doesn't really work that way**

Physical memory can be shared

- Process 1 maps the shared pages

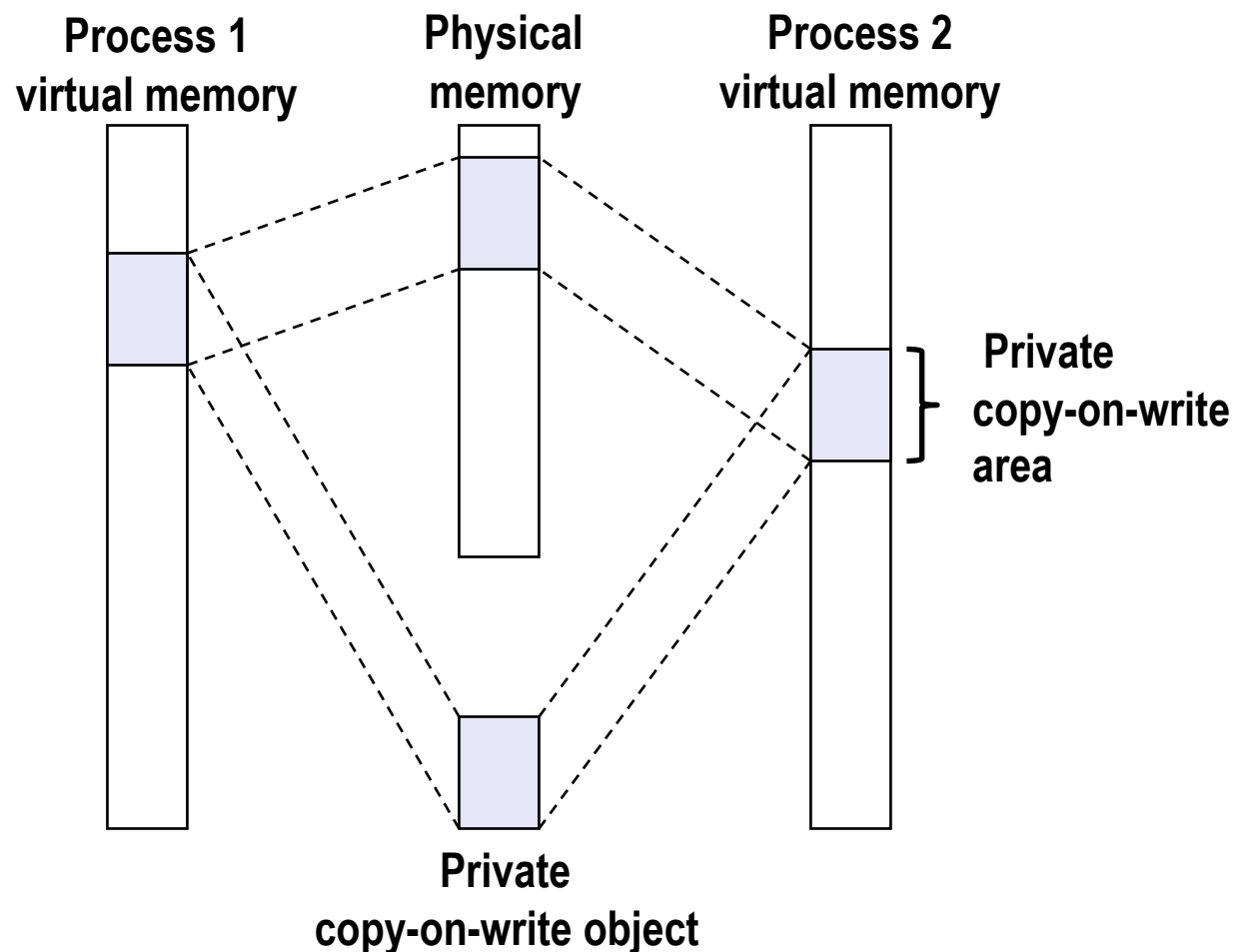


Physical memory can be shared



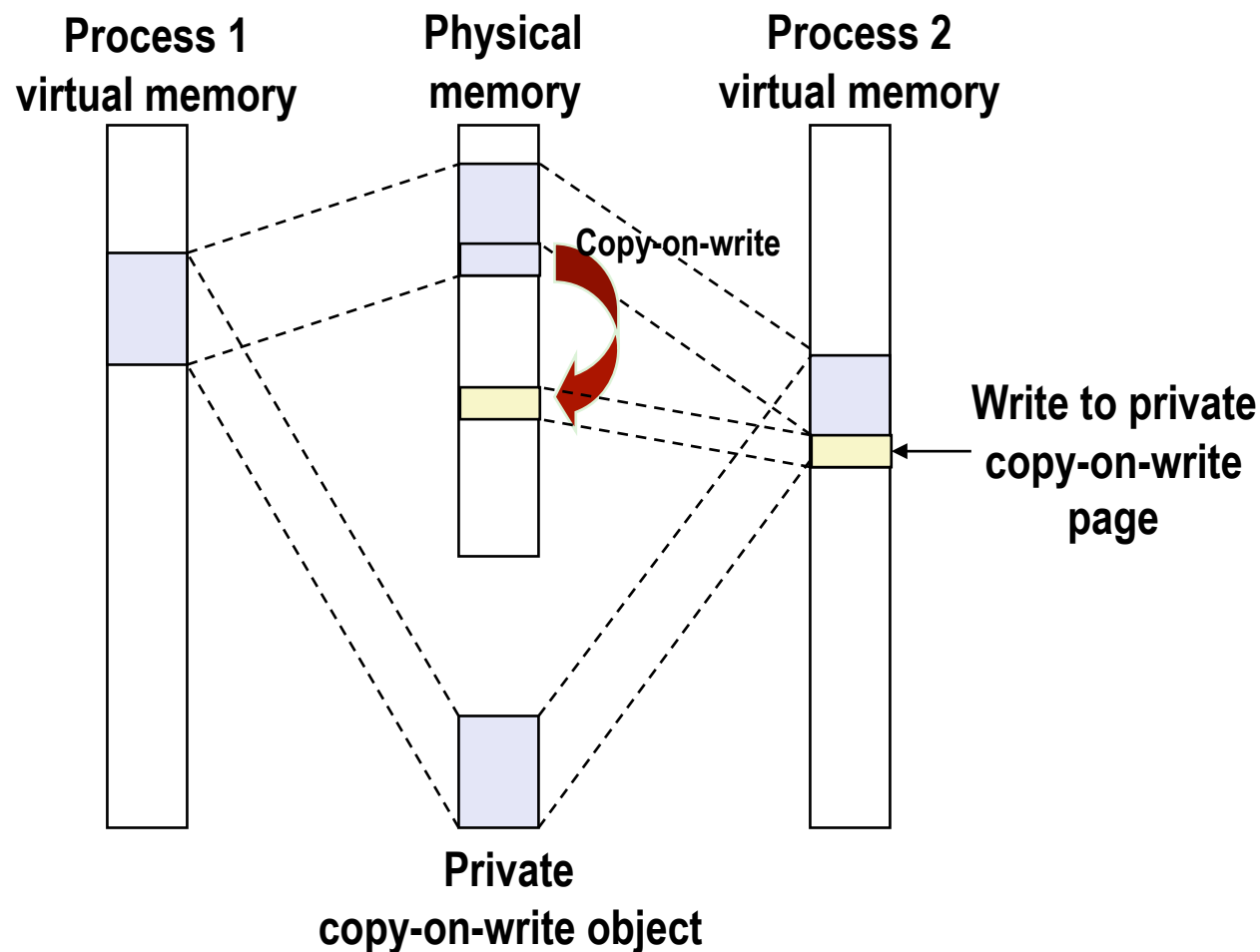
- **Process 2 maps the shared pages**
- **Notice how the virtual addresses can be different**

Private Copy-on-write (COW) sharing



- Two processes mapping *private copy-on-write (COW)* pages
- Area flagged as private copy-on-write
- PTEs in private areas are flagged as read-only

Private Copy-on-write (COW) sharing



- Instruction writing to private page triggers protection fault
- Handler creates new R/W page
- Instruction restarts upon handler return
- Copying deferred as long as possible!

The `fork` Function Revisited

- `fork` provides private address space for each process
- To create virtual address for new process
 - Create exact copies of parent page tables
 - Flag each page in both processes (parent and child) as read-only
 - Flag writeable areas in both processes as private COW
- On return, each process has exact copy of virtual memory
- Subsequent writes create new physical pages using COW mechanism
- Perfect approach for common case of `fork()` followed by `exec()`
 - Why?

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- Virtual memory questions and answers
- **Simple memory system example**
- Bonus: Case study: Core i7/Linux memory system
- Bonus: Memory mapping

Review of Symbols

■ Basic Parameters

- $N = 2^n$: Number of addresses in virtual address space
- $M = 2^m$: Number of addresses in physical address space
- $P = 2^p$: Page size (bytes)

■ Components of the virtual address (VA)

- VPO: Virtual page offset
- VPN: Virtual page number
- TLBI: TLB index
- TLBT: TLB tag

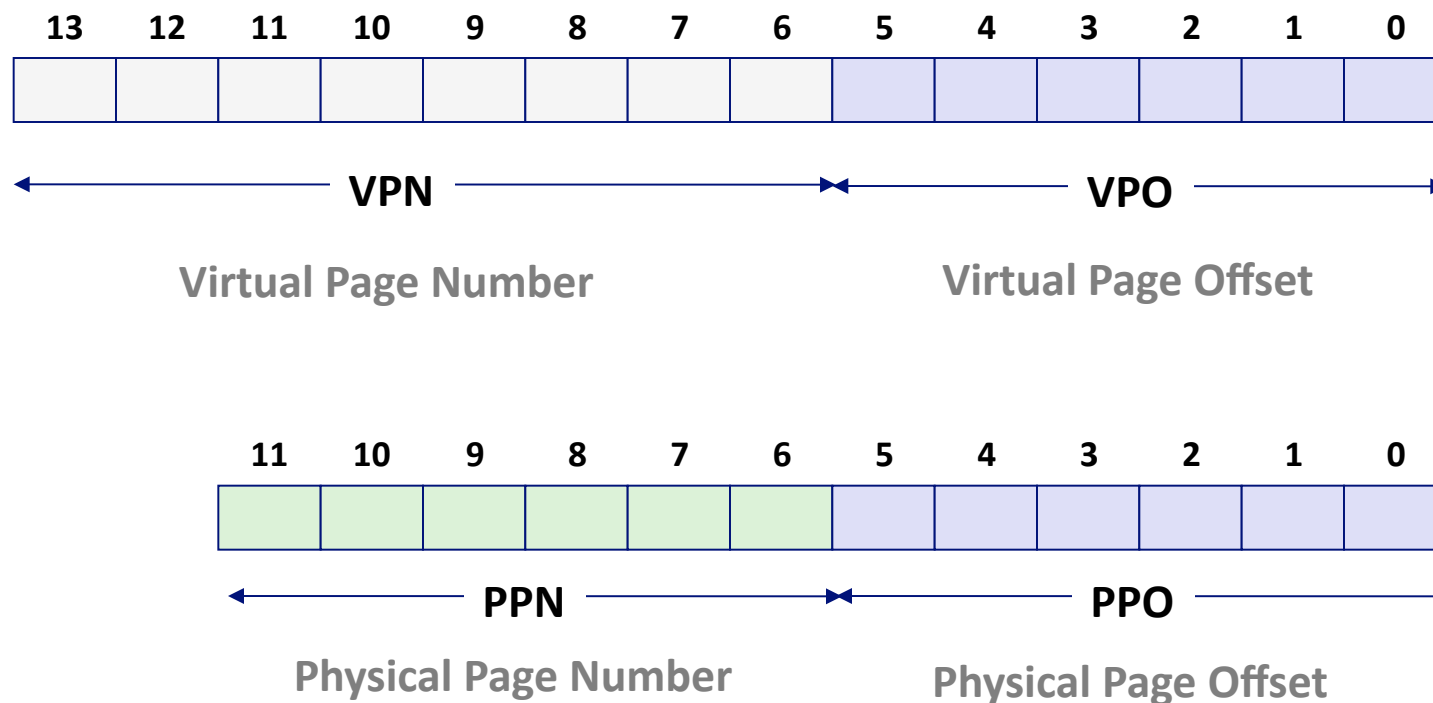
■ Components of the physical address (PA)

- PPO: Physical page offset (same as VPO)
- PPN: Physical page number
- CO: Byte offset within cache line
- CI: Cache index
- CT: Cache tag

Simple Memory System Example

■ Addressing

- 14-bit virtual addresses
- 12-bit physical address
- Page size = 64 bytes



Simple Memory System Page Table

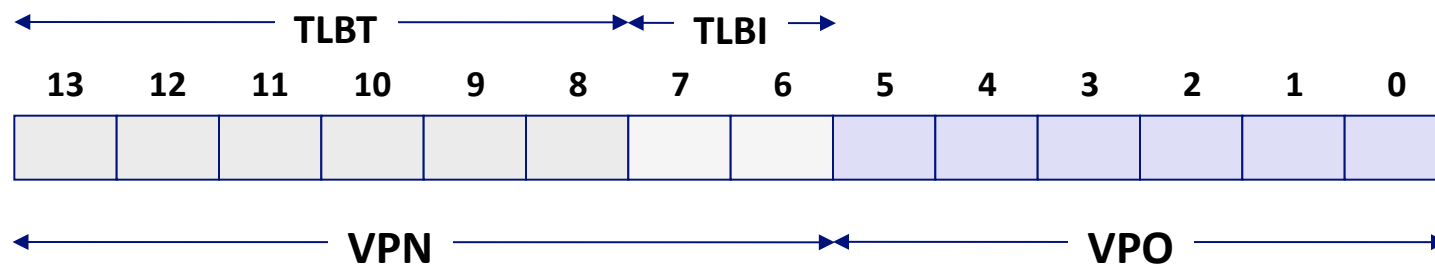
Only show first 16 entries (out of 256)

<i>VPN</i>	<i>PPN</i>	<i>Valid</i>
00	28	1
01	–	0
02	33	1
03	02	1
04	–	0
05	16	1
06	–	0
07	–	0

<i>VPN</i>	<i>PPN</i>	<i>Valid</i>
08	13	1
09	17	1
0A	09	1
0B	–	0
0C	–	0
0D	2D	1
0E	11	1
0F	0D	1

Simple Memory System TLB

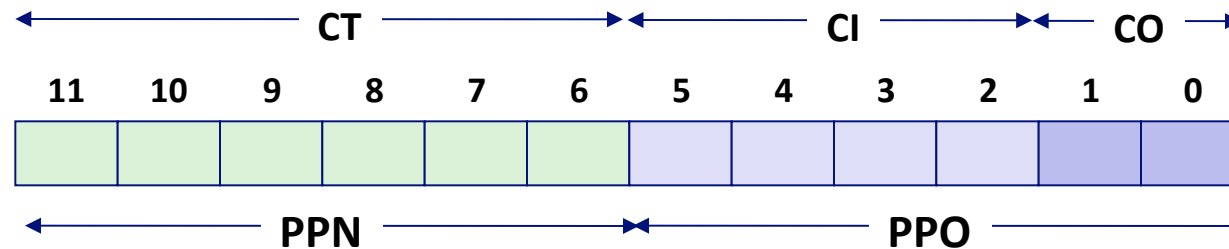
- 16 entries
- 4-way associative



<i>Set</i>	<i>Tag</i>	<i>PPN</i>	<i>Valid</i>	<i>Tag</i>	<i>PPN</i>	<i>Valid</i>	<i>Tag</i>	<i>PPN</i>	<i>Valid</i>	<i>Tag</i>	<i>PPN</i>	<i>Valid</i>
0	03	–	0	09	0D	1	00	–	0	07	02	1
1	03	2D	1	02	–	0	04	–	0	0A	–	0
2	02	–	0	08	–	0	06	–	0	03	–	0
3	07	–	0	03	0D	1	0A	34	1	02	–	0

Simple Memory System Cache

- 16 lines, 4-byte block size
- Physically addressed
- Direct mapped

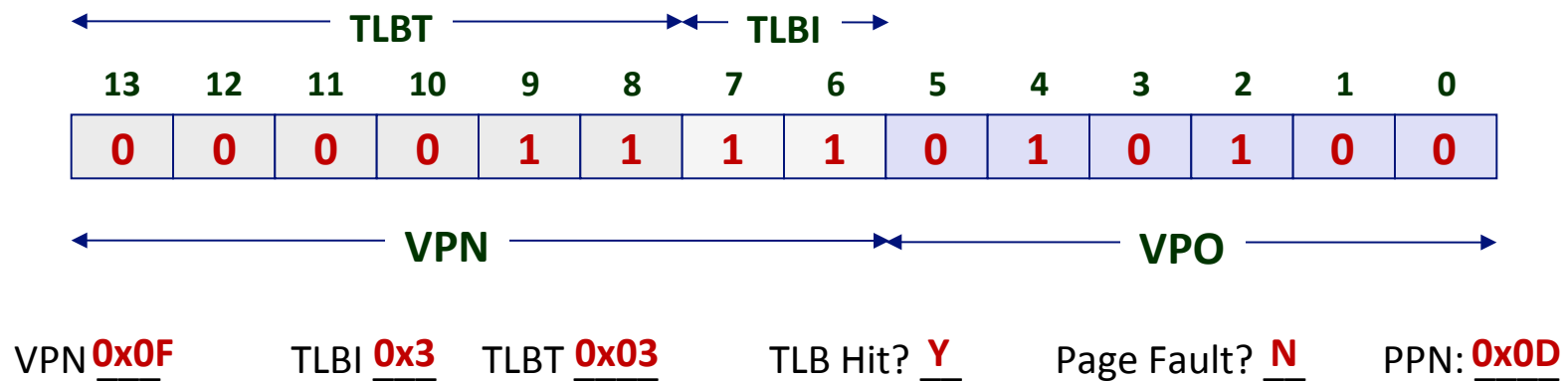


<i>Idx</i>	<i>Tag</i>	<i>Valid</i>	<i>B0</i>	<i>B1</i>	<i>B2</i>	<i>B3</i>
0	19	1	99	11	23	11
1	15	0	–	–	–	–
2	1B	1	00	02	04	08
3	36	0	–	–	–	–
4	32	1	43	6D	8F	09
5	0D	1	36	72	F0	1D
6	31	0	–	–	–	–
7	16	1	11	C2	DF	03

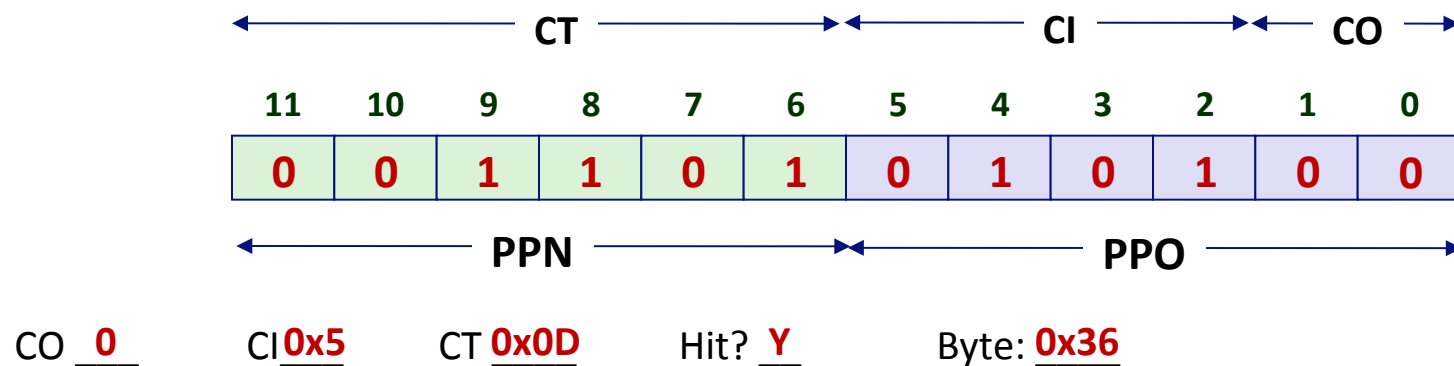
<i>Idx</i>	<i>Tag</i>	<i>Valid</i>	<i>B0</i>	<i>B1</i>	<i>B2</i>	<i>B3</i>
8	24	1	3A	00	51	89
9	2D	0	–	–	–	–
A	2D	1	93	15	DA	3B
B	0B	0	–	–	–	–
C	12	0	–	–	–	–
D	16	1	04	96	34	15
E	13	1	83	77	1B	D3
F	14	0	–	–	–	–

Address Translation Example #1

Virtual Address: 0x03D4

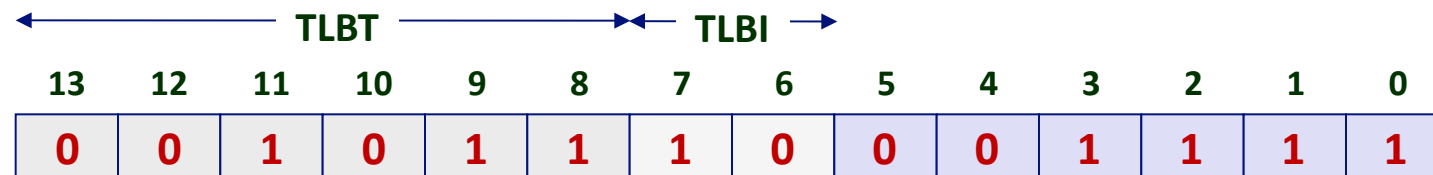


Physical Address



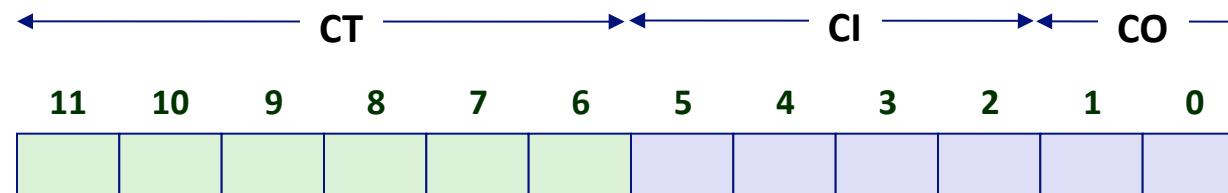
Address Translation Example #2

Virtual Address: 0x0B8F



VPN 0x2E TLBI 2 TLBT 0x0B TLB Hit? N Page Fault? Y PPN: TBD

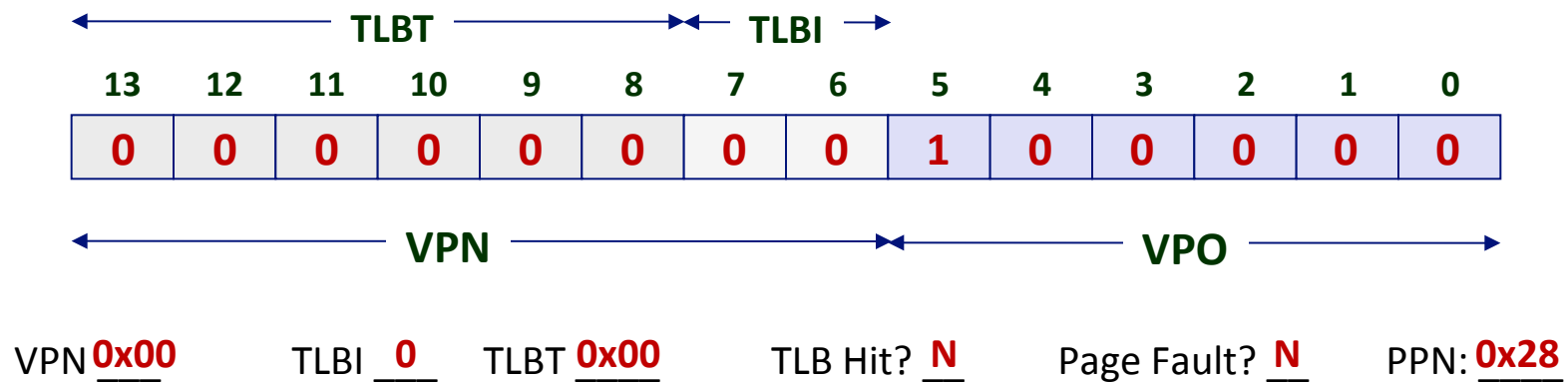
Physical Address



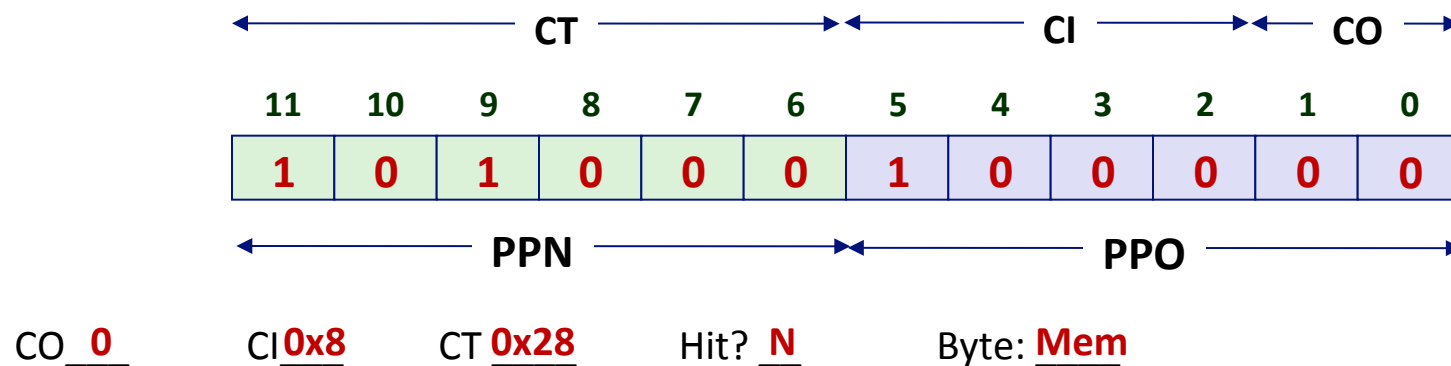
CO CI CT Hit? Byte:

Address Translation Example #3

Virtual Address: 0x0020



Physical Address

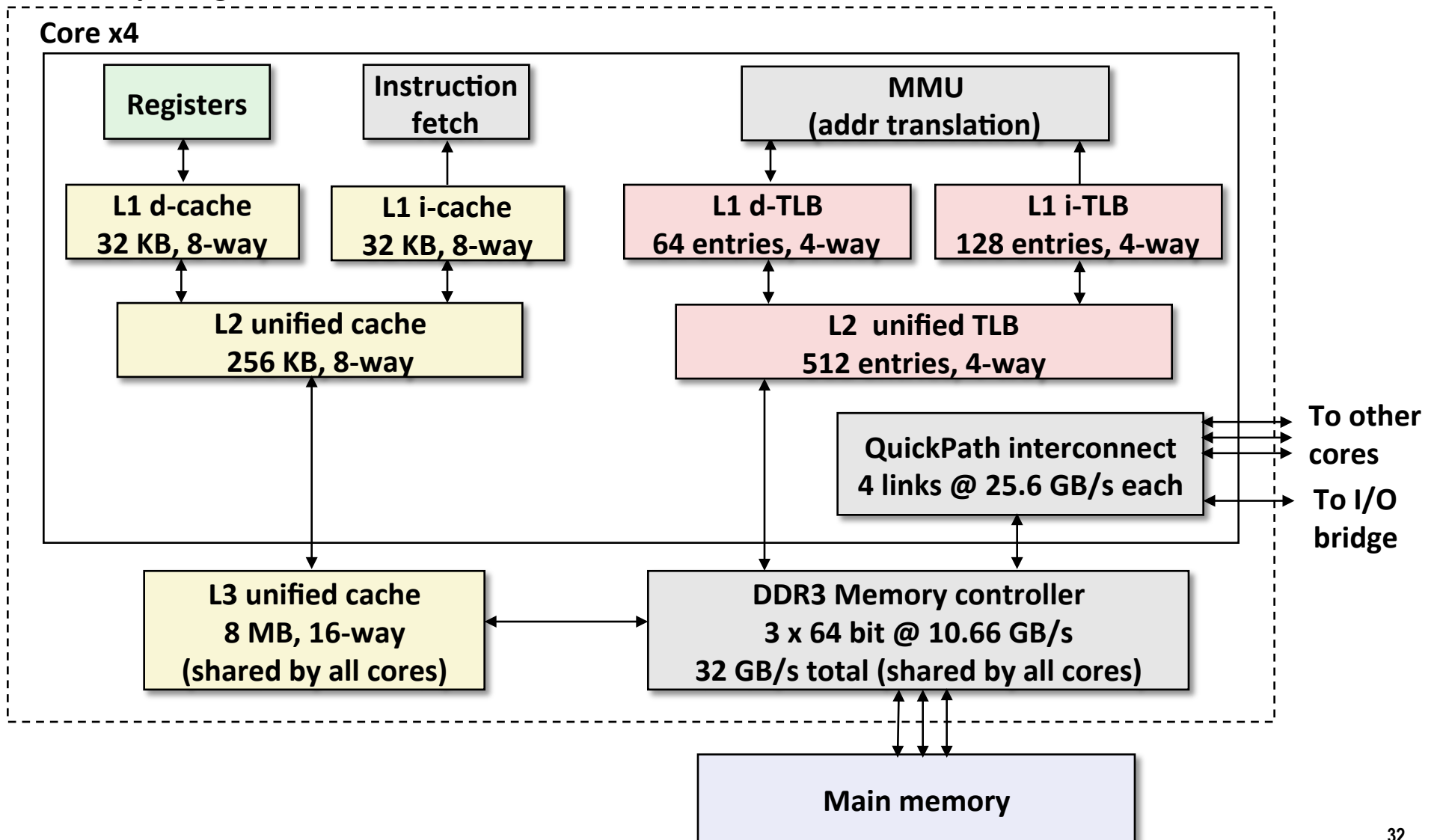


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- Bonus: Memory mapping

Intel Core i7 Memory System

Processor package



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- $P = 2^p$: Page size (bytes)

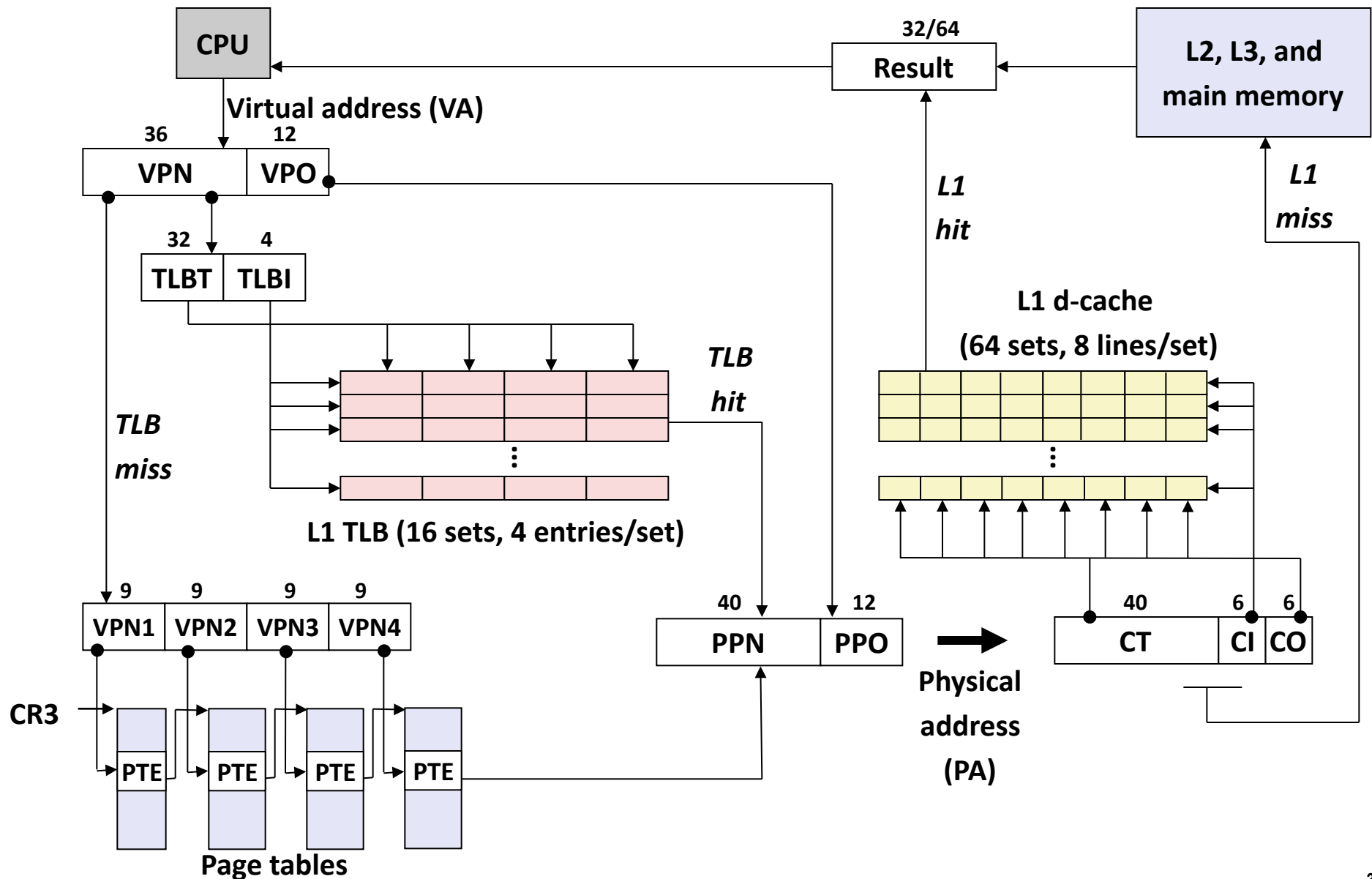
■ Components of the virtual address (VA)

- **TLBI**: TLB index
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- **VPO**: Virtual page offset
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■ 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

End-to-end Core i7 Address Translation



Core i7 Level 1-3 Page Table Entries

63	62	52	51	12	11	9	8	7	6	5	4	3	2	1	0
XD	Unused	Page table physical base address			Unused	G	PS		A	CD	WT	U/S	R/W	P=1	
Available for OS (page table location on disk)														P=0	

Each entry references a 4K child page table

P: Child page table present in physical memory (1) or not (0).

R/W: Read-only or read-write access access permission for all reachable pages.

U/S: user or supervisor (kernel) mode access permission for all reachable pages.

WT: Write-through or write-back cache policy for the child page table.

CD: Caching disabled or enabled for the child page table.

A: Reference bit (set by MMU on reads and writes, cleared by software).

PS: Page size either 4 KB or 4 MB (defined for Level 1 PTEs only).

G: Global page (don't evict from TLB on task switch)

Page table physical base address: 40 most significant bits of physical page table address (forces page tables to be 4KB aligned)

Core i7 Level 4 Page Table Entries

63	62	52	51	12	11	9	8	7	6	5	4	3	2	1	0
XD	Unused	Page physical base address				Unused	G		D	A	CD	WT	U/S	R/W	P=1
Available for OS (page location on disk)														P=0	

Each entry references a 4K child page

P: Child page is present in memory (1) or not (0)

R/W: Read-only or read-write access permission for child page

U/S: User or supervisor mode access

WT: Write-through or write-back cache policy for this page

CD: Cache disabled (1) or enabled (0)

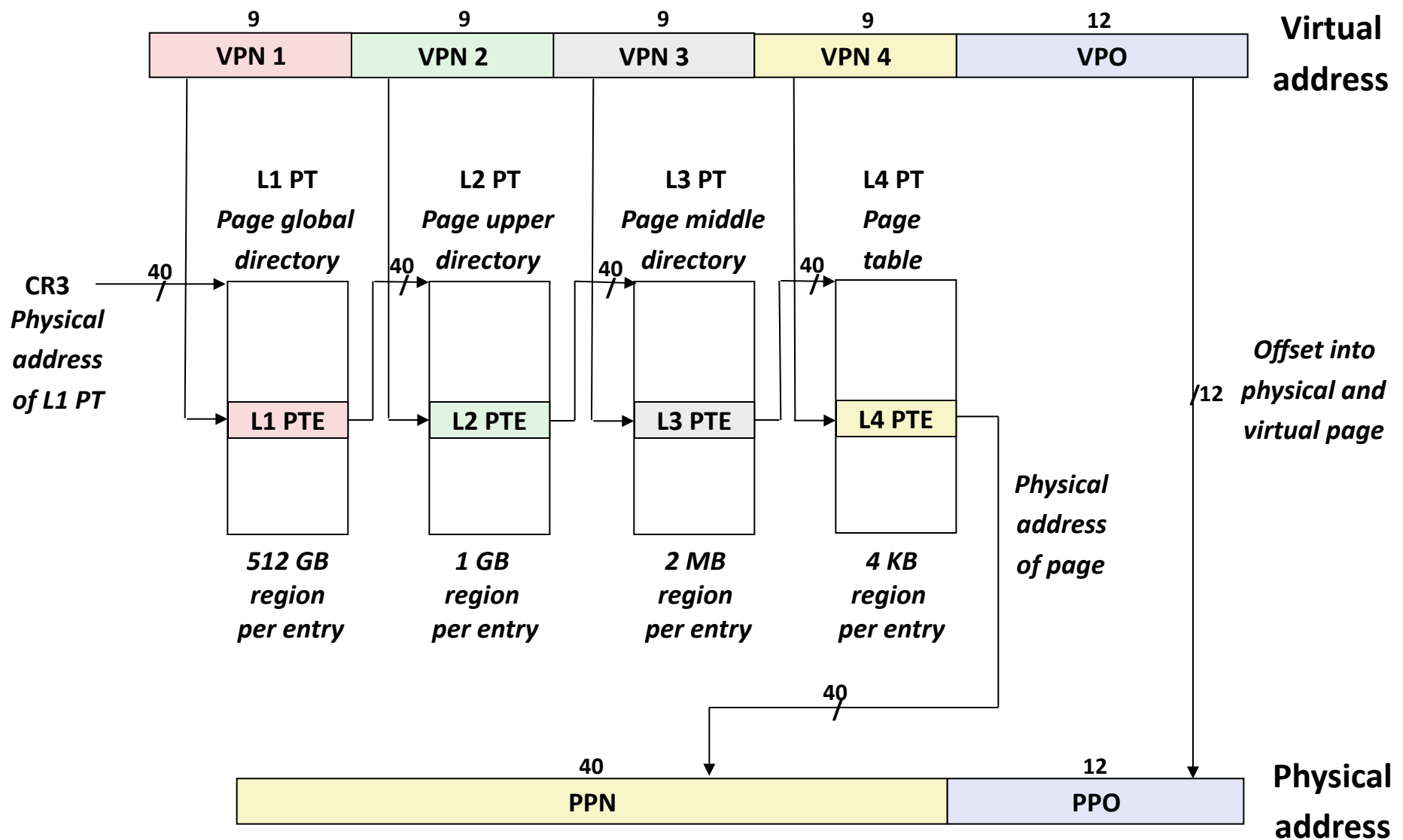
A: Reference bit (set by MMU on reads and writes, cleared by software)

D: Dirty bit (set by MMU on writes, cleared by software)

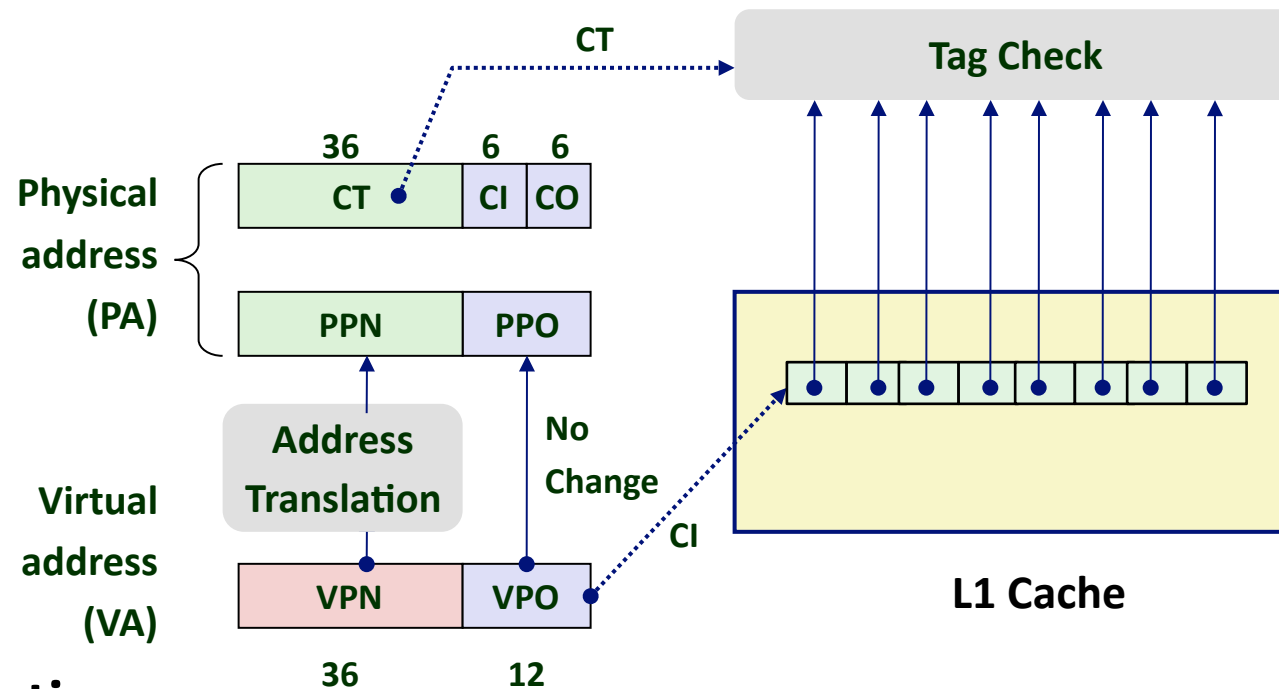
G: Global page (don't evict from TLB on task switch)

Page physical base address: 40 most significant bits of physical page address
(forces pages to be 4KB aligned)

Core i7 Page Table Translation



Cute Trick for Speeding Up L1 Access



■ Observation

- Bits that determine CI identical in virtual and physical address
- Can index into cache while address translation taking place
- Generally we hit in TLB, so PPN bits (CT bits) available next
- “Virtually indexed, physically tagged”
- Cache carefully sized to make this possible

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- **Bonus: Memory mapping**

Memory Mapping

- VM areas initialized by associating them with disk objects.
 - Process is known as *memory mapping*.

- 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
 - *Anonymous file* (e.g., nothing)
 - First fault will allocate a physical page full of 0's (*demand-zero page*)
 - Once the page is written to (*dirtied*), it is like any other page

- Dirty pages are copied back and forth between memory and a special *swap file*.

Demand paging

- ***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

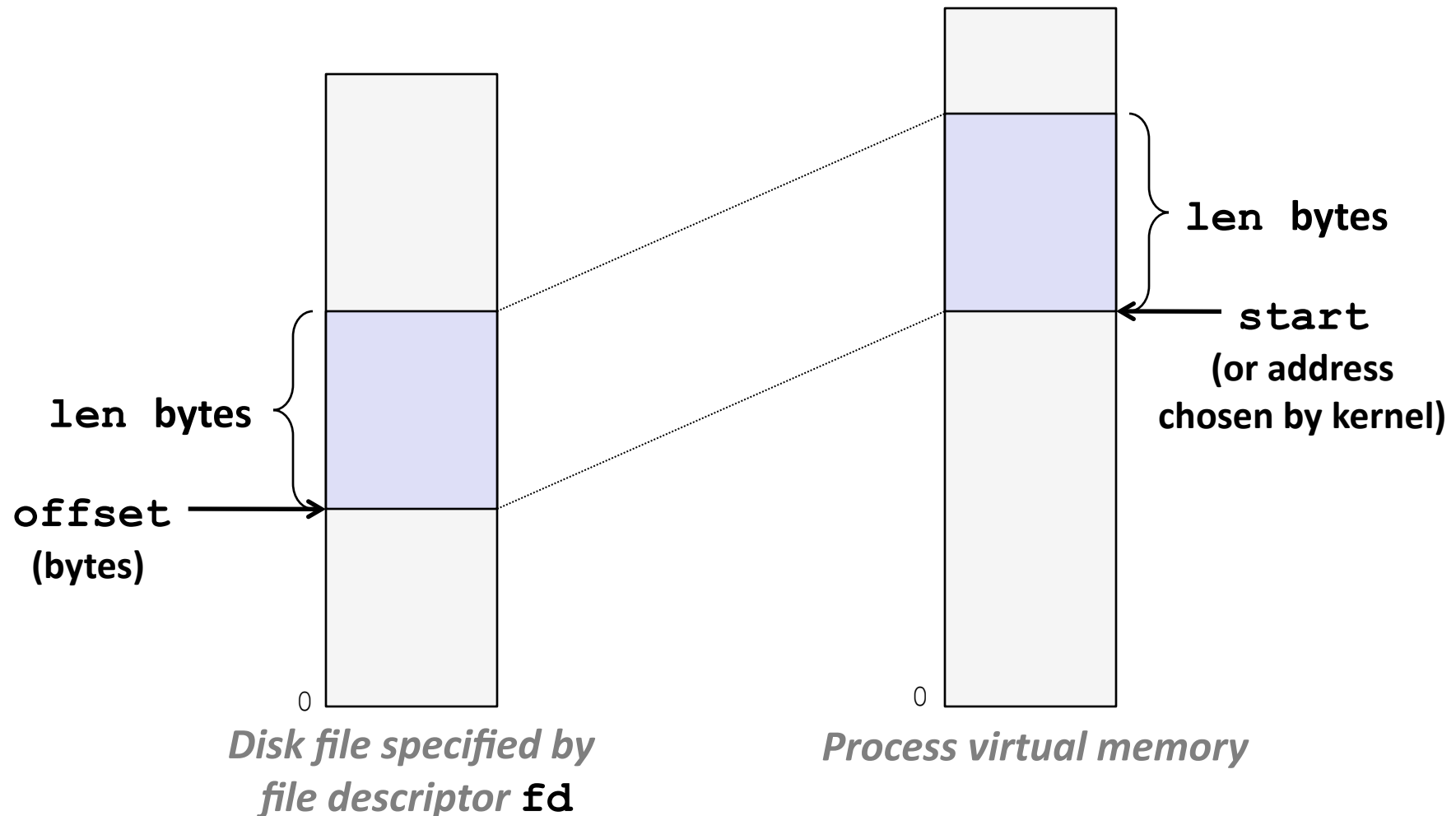
```
void *mmap(void *start, int len,  
           int prot, int flags, int fd, int offset)
```

- **Map `len` bytes starting at offset `offset` of the file specified by file description `fd`, preferably at address `start`**
 - `start`: may be 0 for “pick an address”
 - `prot`: `PROT_READ`, `PROT_WRITE`, ...
 - `flags`: `MAP_ANON`, `MAP_PRIVATE`, `MAP_SHARED`, ...

- **Return a pointer to start of mapped area (may not be `start`)**

User-Level Memory Mapping

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



Using mmap to Copy Files

- Copying without transferring data to user space .

```
#include "csapp.h"

/*
 * mmapcopy - uses mmap to copy
 *            file fd to stdout
 */
void mmapcopy(int fd, int size)
{
    /* Ptr to mem-mapped VM area */
    char *bufp;

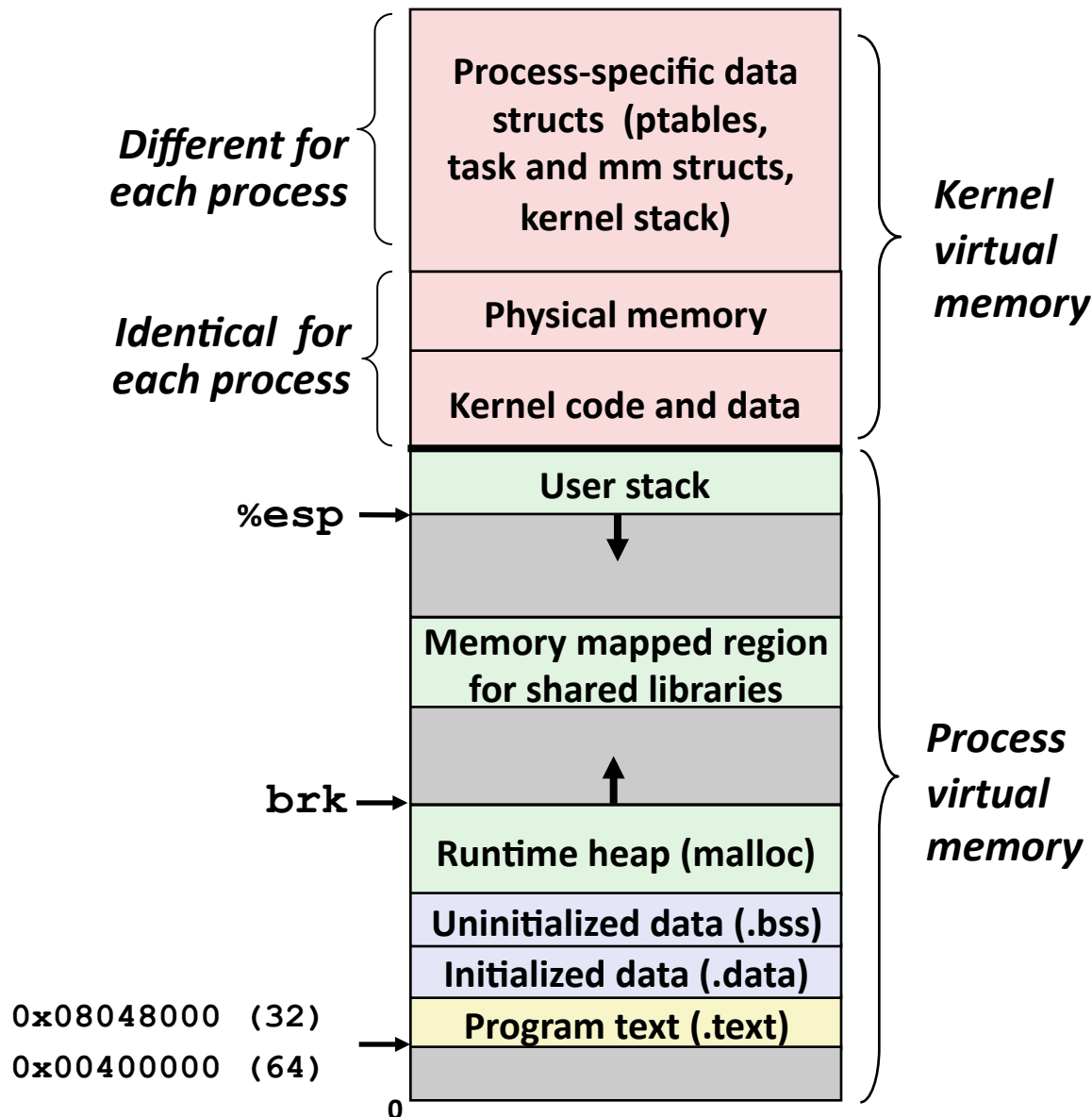
    bufp = Mmap(NULL, size,
                PROT_READ,
                MAP_PRIVATE, fd, 0);
    Write(1, bufp, size);
    return;
}
```

```
/* mmapcopy driver */
int main(int argc, char **argv)
{
    struct stat stat;
    int fd;

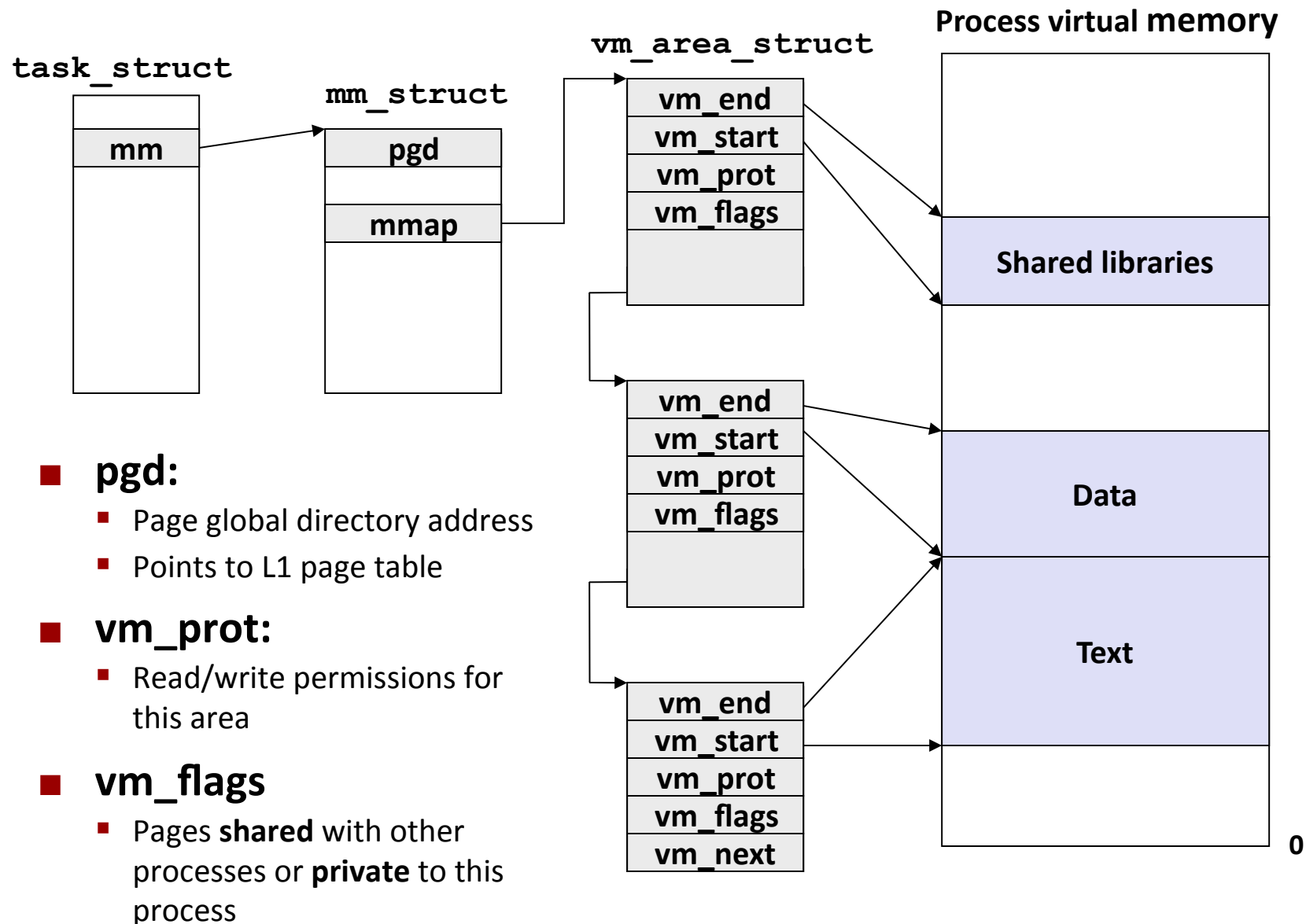
    /* Check for required cmdline arg */
    if (argc != 2) {
        printf("usage: %s <filename>\n",
              argv[0]);
        exit(0);
    }

    /* Copy the input arg to stdout */
    fd = Open(argv[1], O_RDONLY, 0);
    Fstat(fd, &stat);
    mmapcopy(fd, stat.st_size);
    exit(0);
}
```

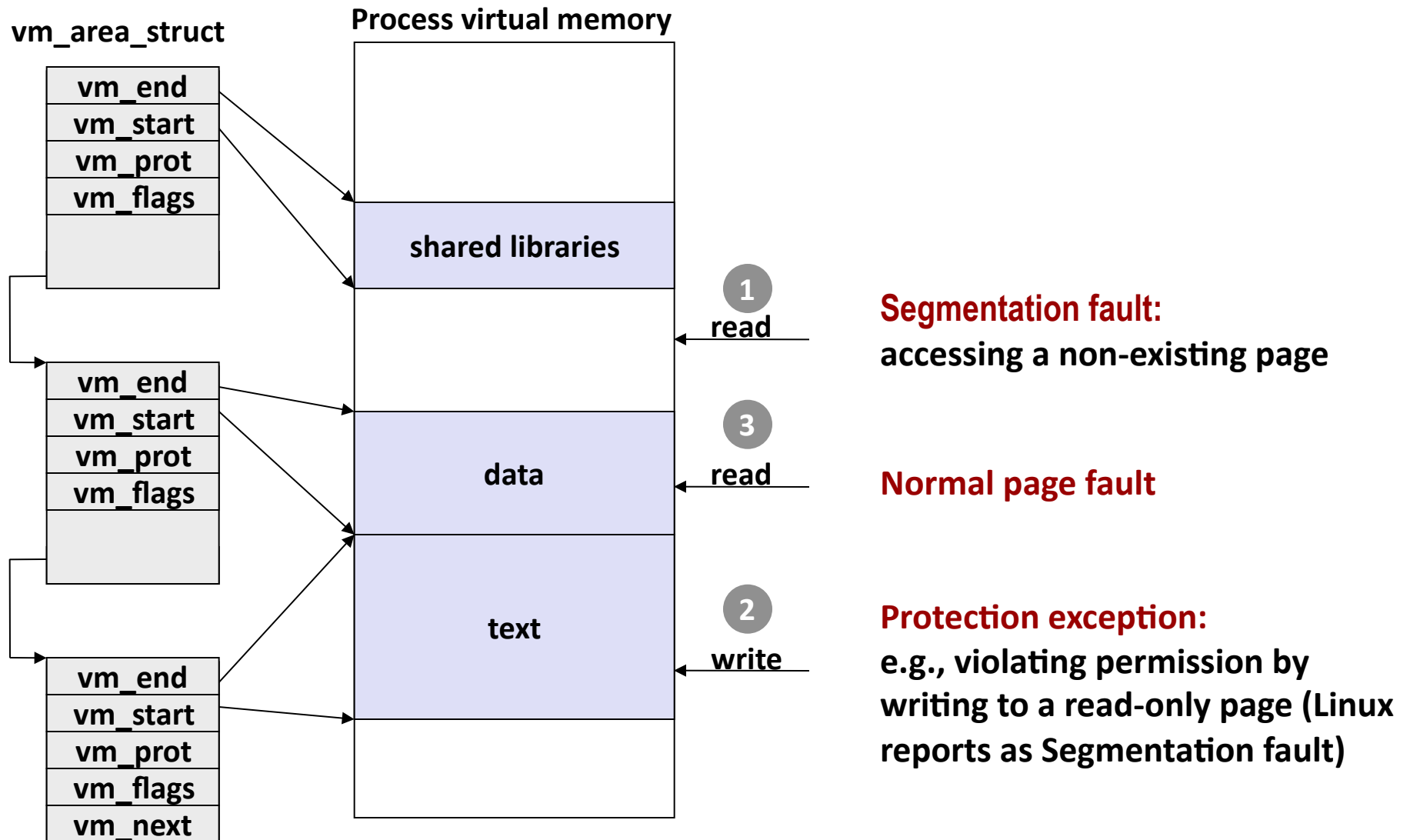
Virtual Memory of a Linux Process



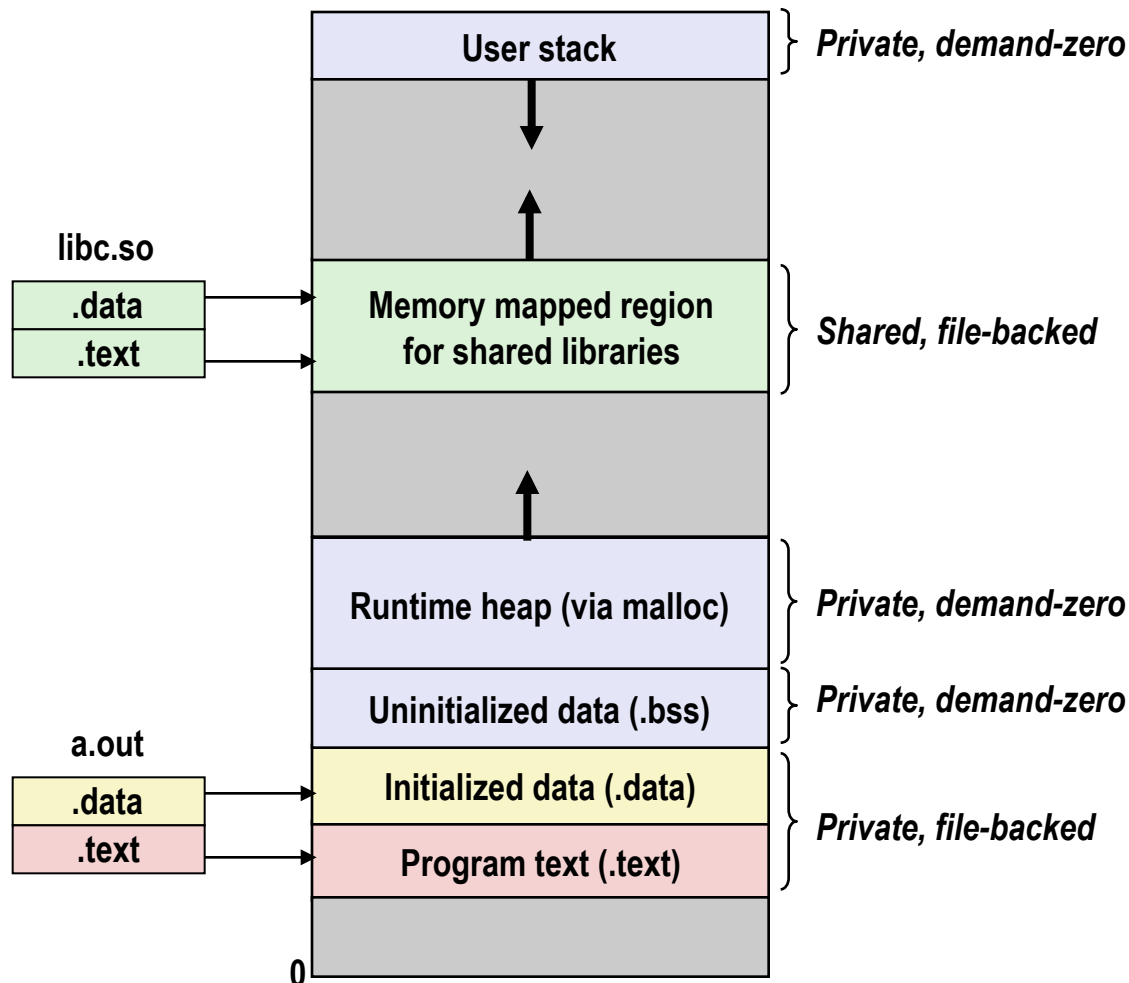
Linux Organizes VM as Collection of “Areas”



Linux Page Fault Handling



The `execve` Function Revisited



- To load and run a new program `a.out` in the current process using `execve`:
- Free `vm_area_struct`'s and page tables for old areas
- Create `vm_area_struct`'s and page tables for new areas
 - Programs and initialized data backed by object files.
 - `.bss` and stack backed by anonymous files.
- Set PC to entry point in `.text`
 - Linux will fault in code and data pages as needed.