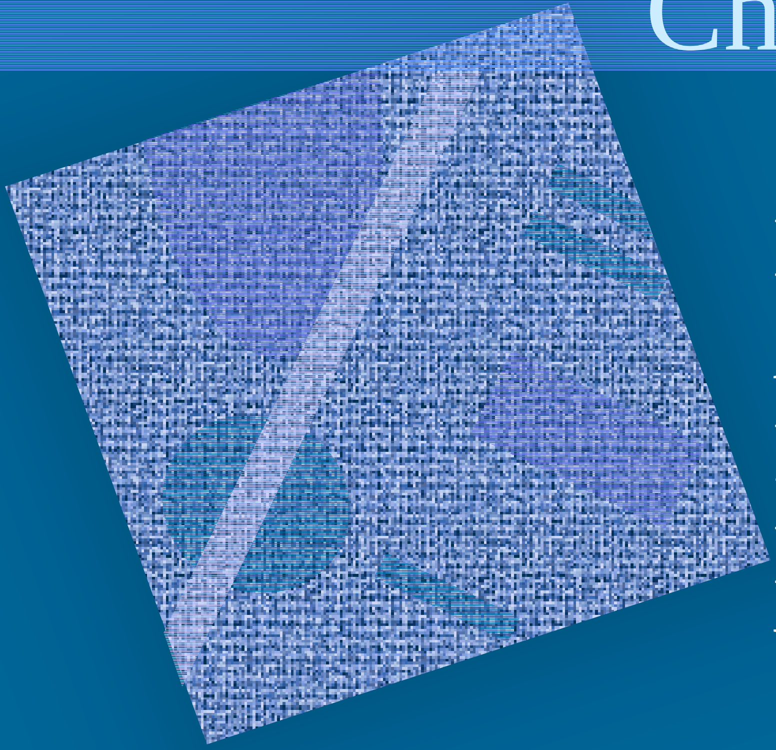
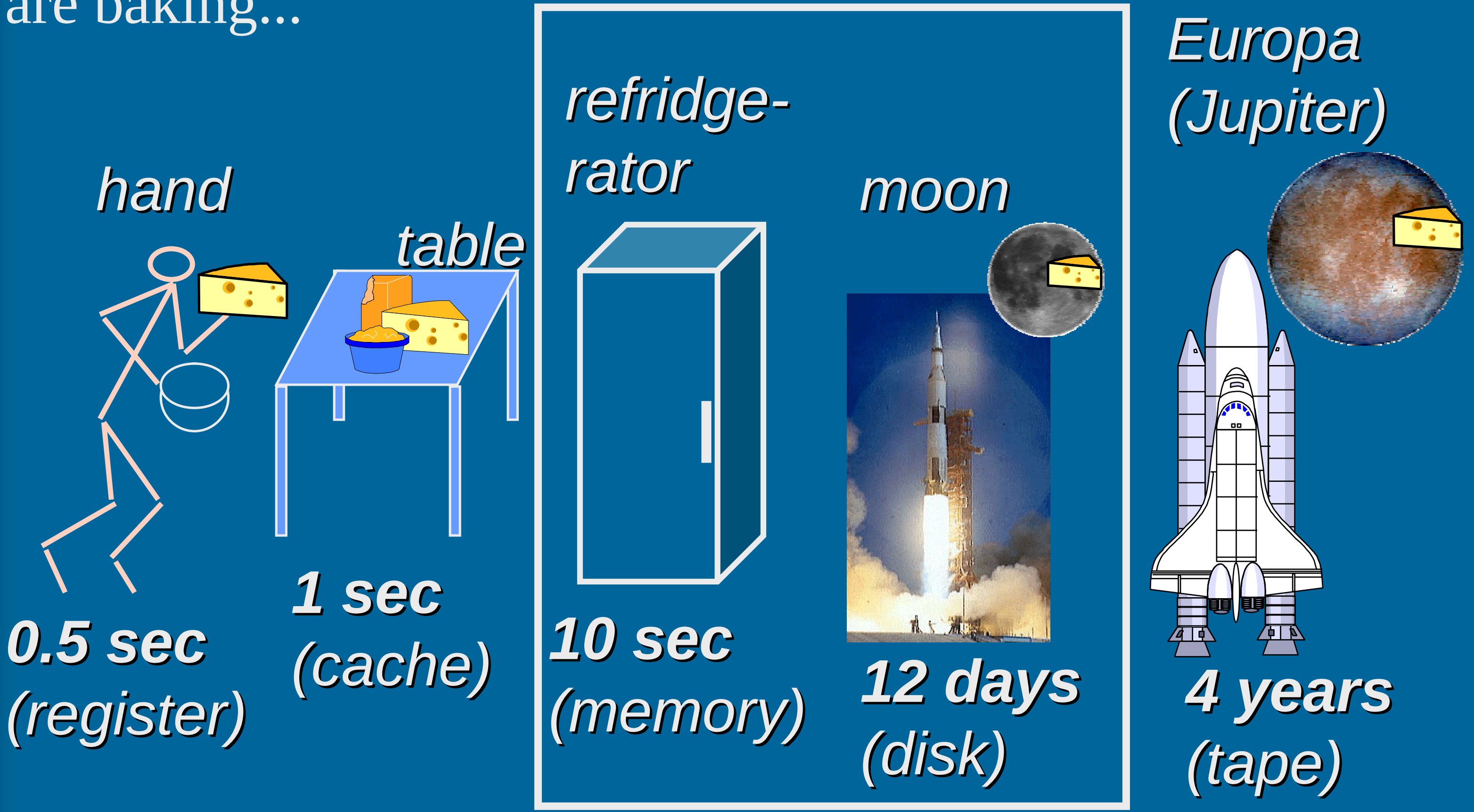
Virtual Memory (VM)
Ch 7.3



Memory Management
Address Translation
Paging
Hardware Support
VM and Cache

Teemu’s Cheesecake

Register, on-chip cache, memory, disk, and tape speeds relative to times locating cheese for the cheese cake you are baking...



Virtual Memory Ch 7.3

(virtuaalimuisti)

- Problem: How can I make my (main) memory as big as my disk drive?
- Answer: Virtual memory
  - keep only most probably referenced data in memory, and rest of it in disk
    - disk is much bigger and slower than memory
    - address in machine instruction may be different than memory address
    - need to have efficient address mapping
    - most of references are for data in memory
  - joint solution with HW & SW

Other Problems Often Solved with VM (3)

- If you must want to have many processes in memory at the same time, how do you keep track of memory usage?
- How do you prevent one process from touching another process’ memory areas?
- What if a process needs more memory than we have?

Memory Management Problem (4)

- How much memory for each process?
  - is it fixed amount during the process run time or can it vary during the run time?
- Where should that memory be?
  - in a continuous or discontinuous area?
  - is the location the same during the run time or can it vary dynamically during the run time?
- How is that memory managed?
- How is that memory referenced?

Partitioning (3)

- How much physical memory for each process?
- Static (fixed) partitioning (staattiset tai kiinteät partitiot)
  - – amount of physical memory determined at process creation time
  - – continuous memory allocation for partition
- Dynamic partitioning (dynaamiset partitiot)
  - – amount of physical memory given to a process varies in time
    - due to process requirements (of this process)
    - due to system (I.e., other processes) requirements

Static Partitioning

- Equal size - give everybody the same amount
  - fixed size - big enough for everybody
    - too much for most
  - need more? Can not run!
  - internal fragmentation
- Unequal size
  - external fragmentation
- Variable size
  - external fragmentation

Fig. 7.14

(sisäinen pirstoutuminen)

(ulkoinen pirstoutuminen)

Fig. 7.15

Dynamic Partitioning (3)

- Process must be able to run with different amounts of main memory
  - all of memory space is <u>**not**</u> in physical memory
- New process?
  - reduce amount of memory for some (lower priority) processes
- Not enough memory for some process?
  - reduce amount of memory for some (lower priority) processes
  - kick (swap) out some (lower priority) process

Address Mapping (4) (osoitteen muunnos)

Pascal, Java:

```
while (....)
        X := Y+Z;
```

Symbolic Assembler:

```
loop:  LOAD      R1, Y
       ADD       R1, Z
       STORE     R1, X
```

Textual machine language:

```
1312:  LOAD      R1, 2510
       ADD       R1, 2514
       STORE     R1, 2600
```

(addresses relative to 0)

Execution time:

```
101312: LOAD   R1,102510
        ADD    R1,102514
        ADD    R1,102600
```

(real, actual!)

Address Mapping

logical address

Textual machine language:

1312: LOAD R1, 2510

+100000?

Execution time:

101312: LOAD R1,102510 or

101312: LOAD R1, 2510 ??

physical address (constant?)

- Want: R1 ← Mem[102510] or Mem[2510] ?
- Who makes the mapping? When?

Address Mapping (2)

- At program load time
  - loader
  - static address binding
- At program execution time
  - cpu
  - with every instruction
  - dynamic address binding
  - swapping
  - virtual memory

(lataaja)

(staattinen osoitteiden sidonta)

(dynaaminen osoitteiden sidonta)

Swapping (4)

(heittovaihto)

- Keep all memory areas for all running and ready-to-run processes in memory
- New process
  - find continuous memory partition and swap the process in
- Not enough memory?
  - Swap some (lower priority) process out
- Some times can swap in only (runnable) portions of one process
- Address map: add base address

VM Implementation (2)

- Methods
  - base and limit registers
  - segmentation
  - paging
  - segmented paging
- Hardware support
  - MMU - Memory Management Unit
    - part of processor
    - varies with different methods
  - Sets limits on what types of virtual memory (methods) can be implemented using this HW

Base and Limit Registers (2)

- Continuous memory partitions
  - one or more (4?) per process
  - may have separate base and limit registers
    - code, data, shared data, etc
    - by default, or given explicitly in each mem. ref.
- *BASE* and *LIMIT* registers in MMU
  - all addresses logical in machine instructions
  - address mapping for address (x):
    - check: x < *LIMIT*
    - physical address: *BASE*+x

Segmentation (5)

- Process address space divided into (relatively large) logical segments
  - code, data, shared data, large table, etc
- Each logical segment is allocated its own continuous physical memory segment
- External fragmentation
- Memory address have two fields

011001 1010110000

segment byte offset

(lisäys)

Segmentation Address Mapping

- Segment table
  - maps segment id to physical segment base address and to segment size
- Physical address:
  - find entry in segment table
  - check: byte offset < segment size
  - physical address: base + byte offset

Paging

- Process address space divided into (relatively small) equal size <u>pages</u>
  - address space division is not based on logical entities, only on fixed size chunks
- Each page is allocated its own physical <u>page frame</u> in memory
  - any page frame will do!
- Internal fragmentation
- Memory addresses have two fields

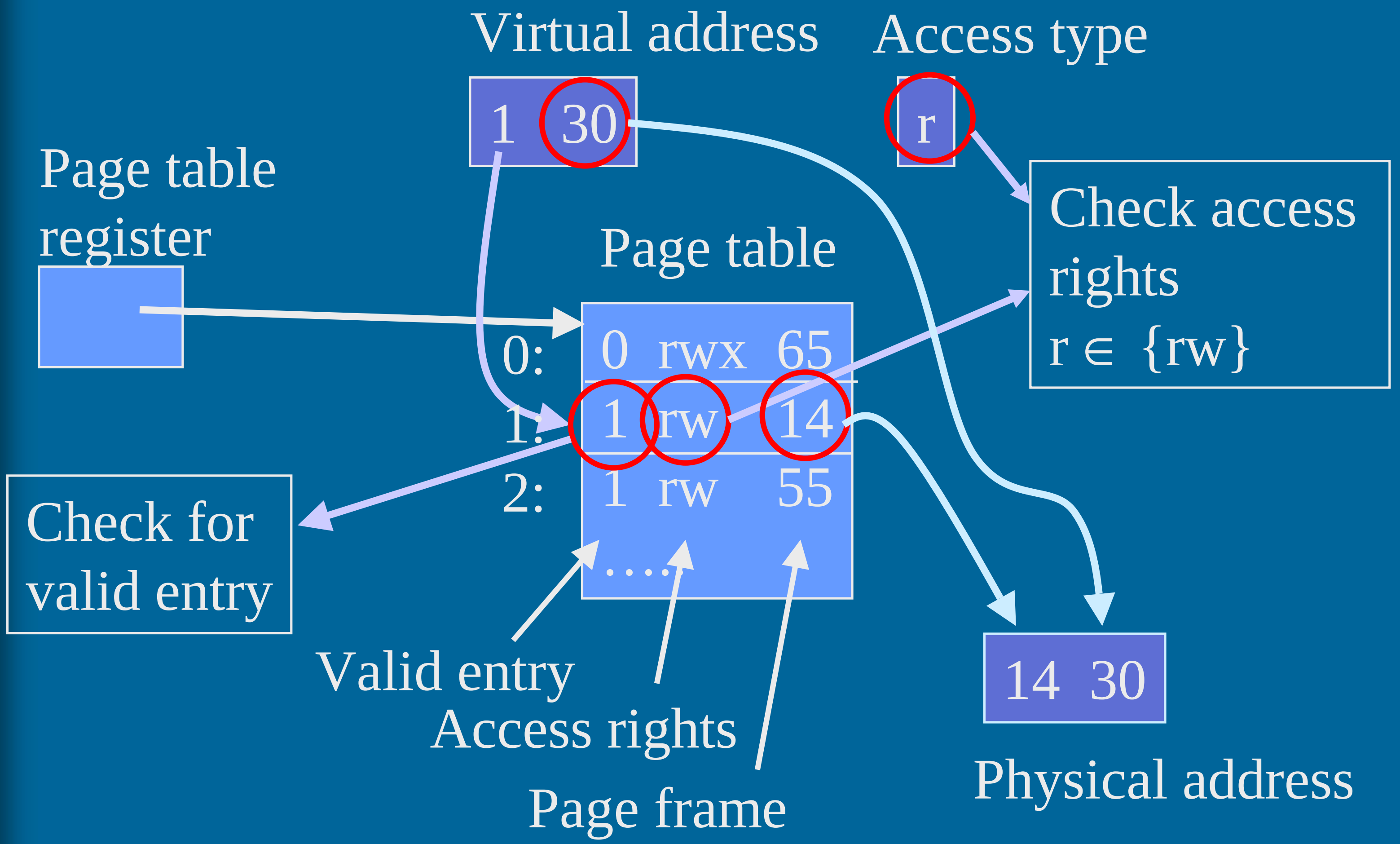
01100110 10110000

page byte offset (lisäys)

Paged Address Mapping

- Page table
  - maps page nr to physical page frame
- Physical address:
  - find entry in page table
  - physical address: page address + byte offset

Paged Address Translation (4)



Page Fault (12)

Page fault interrupt

Stop execution

Initiate reading page 1 from disk

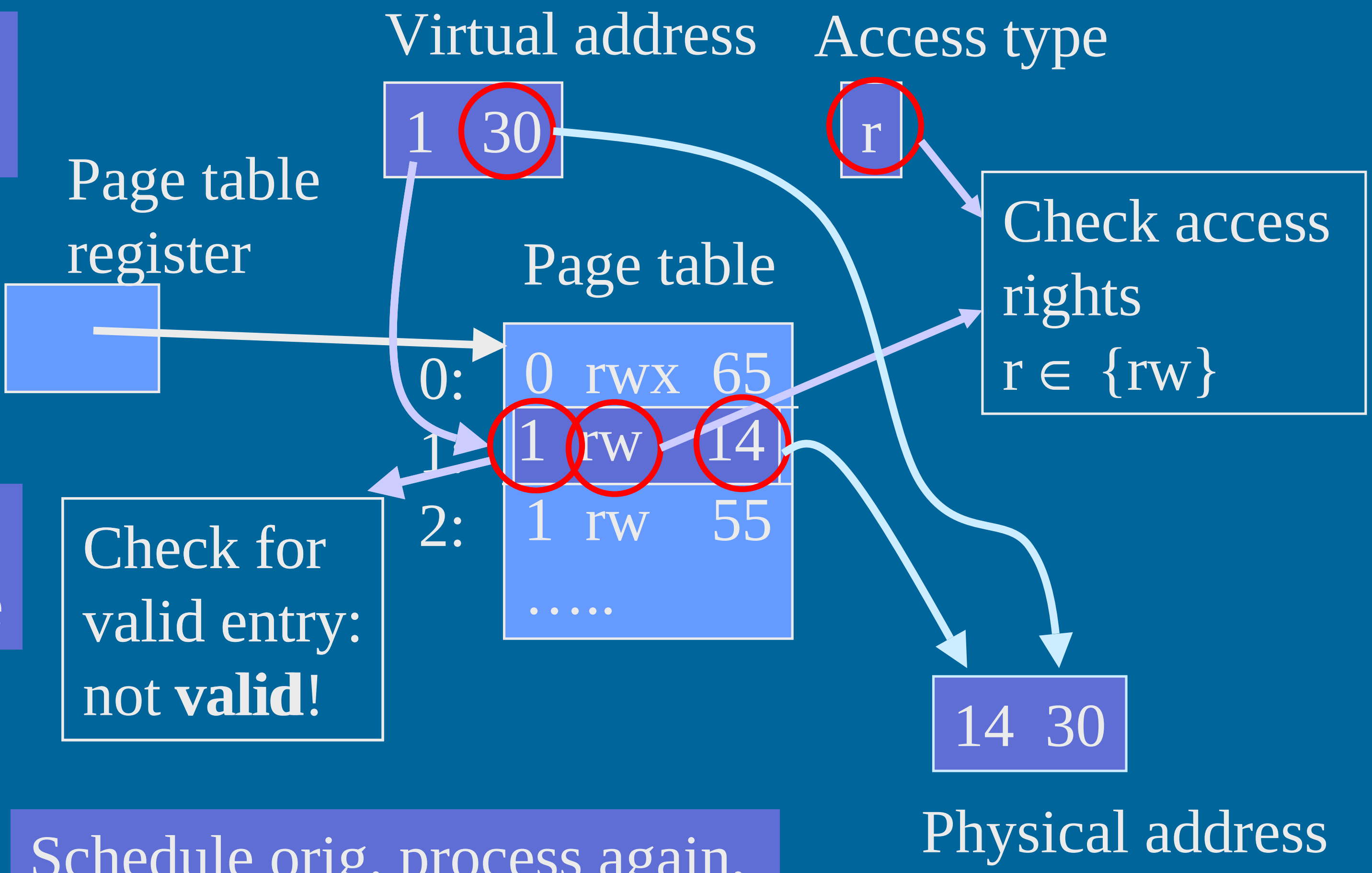
Schedule next process to run

I/O interrupt

Page 1 read, update page table

Make orig. process ready-to-run

Schedule orig. process again, at the same instruction



Paging

- Physical memory partitioning
  - discontinuos areas

Fig. 7.16

- Page tables
  - each process has its own
  - located in memory
  - can be very big
    - entry for each page in address space
- Inverted page table
  - entry for each page in memory
  - less space, more complex hashed lookup

Fig. 7.18

Address Translation (3)

- MMU does it for every memory access
  - code, data
  - more than once per machine instruction!
- Can not access page tables in memory every time - it would be too slow!
  - too high cost to pay for virtual memory?
- MMU has a “cache” of most recent address translations
  - TLB - Translation Lookaside Buffer
  - 99.9% hit ratio?

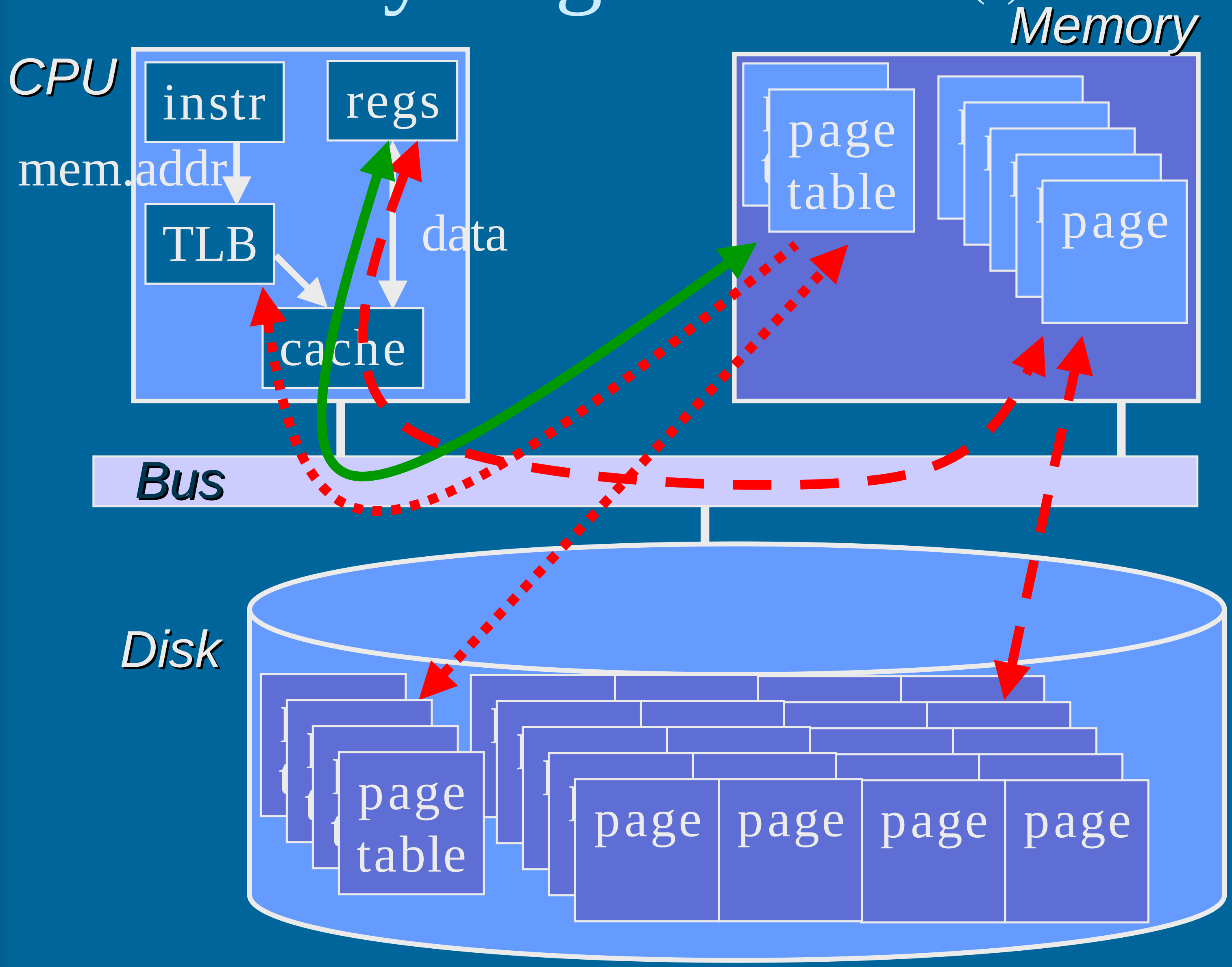
(osoitteen-muunnos-taulukko)

Translation Lookaside Buffer (3)

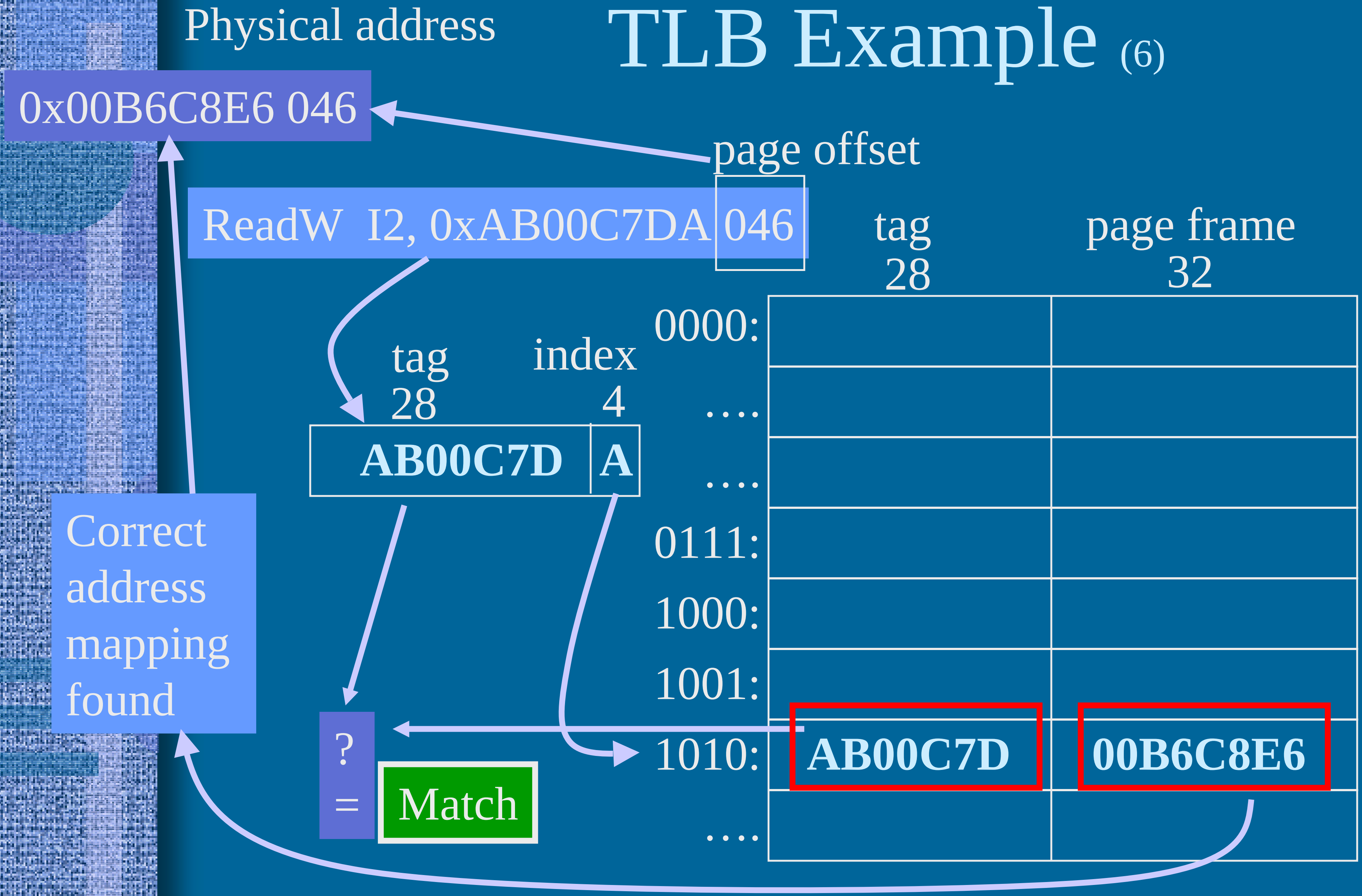
Fig. 7.19

- "Hit" on TLB?
  - address translation is in TLB - real fast
- "Miss" on TLB?
  - must read page table entry from memory
  - takes time
  - cpu waits idle until it is done
- Just like normal cache, but for address mapping
  - implemented just like cache
  - instead of cache line data have physical address

Memory Organisation (3)



TLB Example (6)



TLB and Cache (3)

Fig. 7.20

- Usually address translation first and then cache lookup
- Cache <u>can</u> be based on virtual addresses
  - can do TLB and cache lookup simultaneously
  - faster
- Implementations are very similar
  - TLB often fully associative
    - optimised for temporal locality (of course!)

TLB vs. Cache

TLB Miss

- CPU waits idling
- HW implementation
- Invisible to process
- Data is copied from memory to TLB
  - from page table data
- Delay 4 (or 2 or 8?) clock cycles

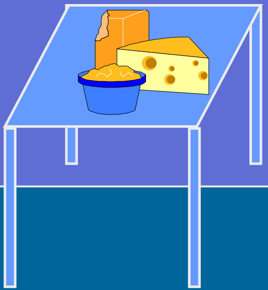
Cache Miss

- CPU waits idling
- HW implementation
- Invisible to process
- Data is copied from memory to cache
  - from page data
- Delay 4 (or 2 or 8?) clock cycles

TLB Misses vs. Page Faults

TLB Miss

- CPU waits idling
- HW implementation
- Data is copied from memory to TLB
- Delay 4 (?) clock cycles



Page Fault

- Process is suspended and cpu executes some other process
- SW implementation
- Data is copied from disk to memory
- Delay 30 ms (?)

Virtual Memory Policies (3)

- Fetch policy (noutopolitiikka)
  - demand paging: fetch page only when needed 1st time
  - working set: keep all needed pages in memory
  - prefetch: guess and start fetch early
- Placement policy (sijoituspolitiikka)
  - any frame for paged VM
- Replacement policy (poistopolitiikka)
  - local, consider pages just for this process for replacement
  - global, consider also pages for all other processes
  - dirty pages must be written to disk (likaiset, muutetut)

Page Replacement Policy (2)

- Implemented in SW
- HW support
  - extra bits in each page frame
  - M = Modified
  - R = Referenced
    - set (to 1) with each reference to frame
    - reset (to 0) every now and then
      - special (privileged) instruction from OS
      - automatically (E.g., every 10 ms)
  - Other counters?

Page Replacement Policies (6)

(sivunpoisto-
algoritmit)

- OPT - optimal
- NRU - not recently used
- FIFO - first in first out
  - 2nd chance
  - clock
- Random
- LRU - least recently used
  - complex counter needed
- NFU - not frequently used

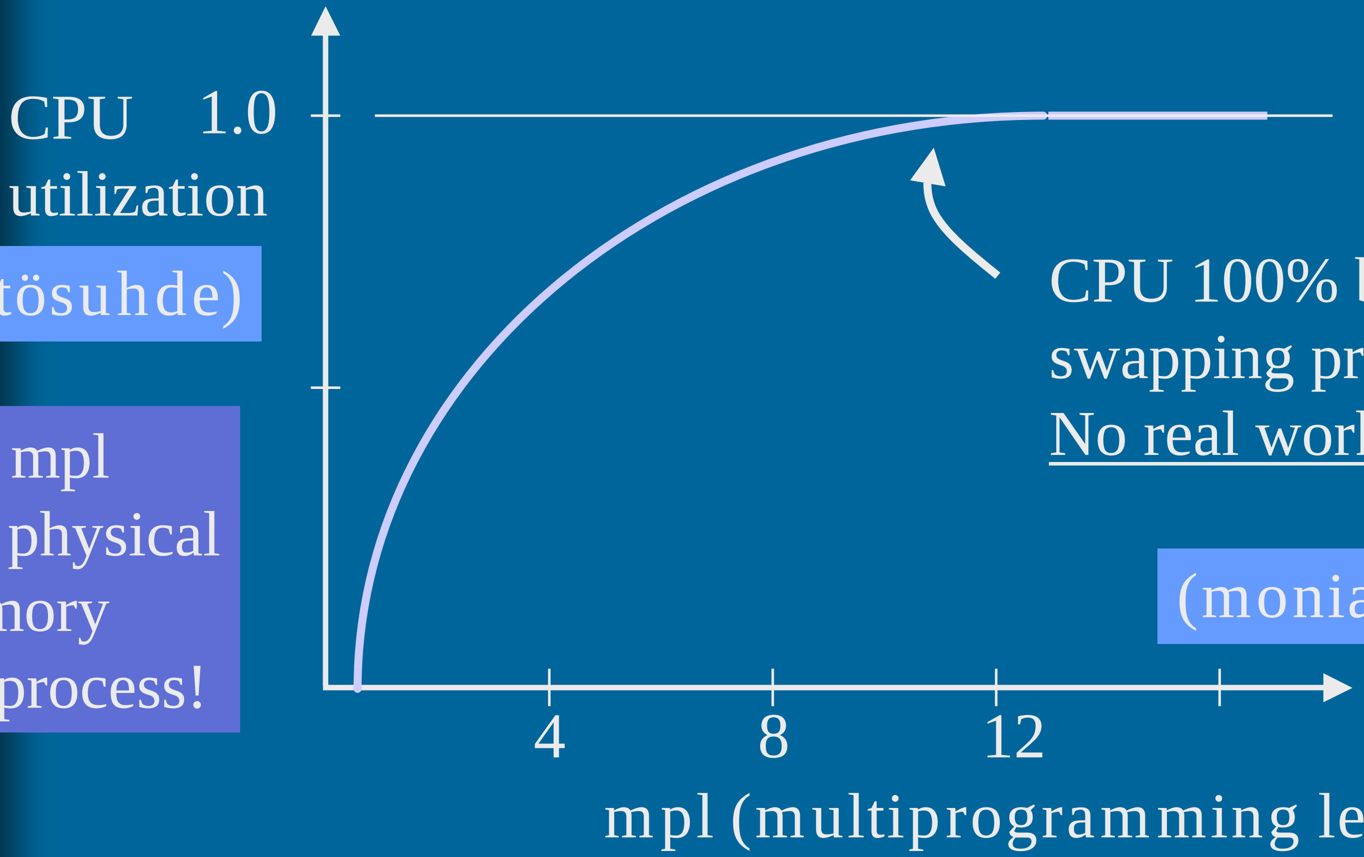
OS
Virtual Memory
Management

Thrashing

- Too high mpl
- Too few page frames per process
  - E.g., only 1000? 2000?
  - Less than its working set
- Once a process is scheduled, it will very soon reference a page not in memory
  - page fault
  - process switch

Trashing

(ruuhkautuminen)



(käyttösuhde)

Higher mpl
⇒ less physical memory per process!

- How much memory per process?
- How much memory is needed?

Page Fault Frequency (PFF) Dynamic Memory Allocation

- Two bounds: L=Lower and U=Upper
- Physical memory split into fixed size pages
- At every page fault
  - T=Time since previous page fault
  - if T<L then give more memory
    - 1 page frame? 4 page frames?
  - if U<T then take some memory away
    - 1 page frame?
  - if L<T<U then keep current allocation

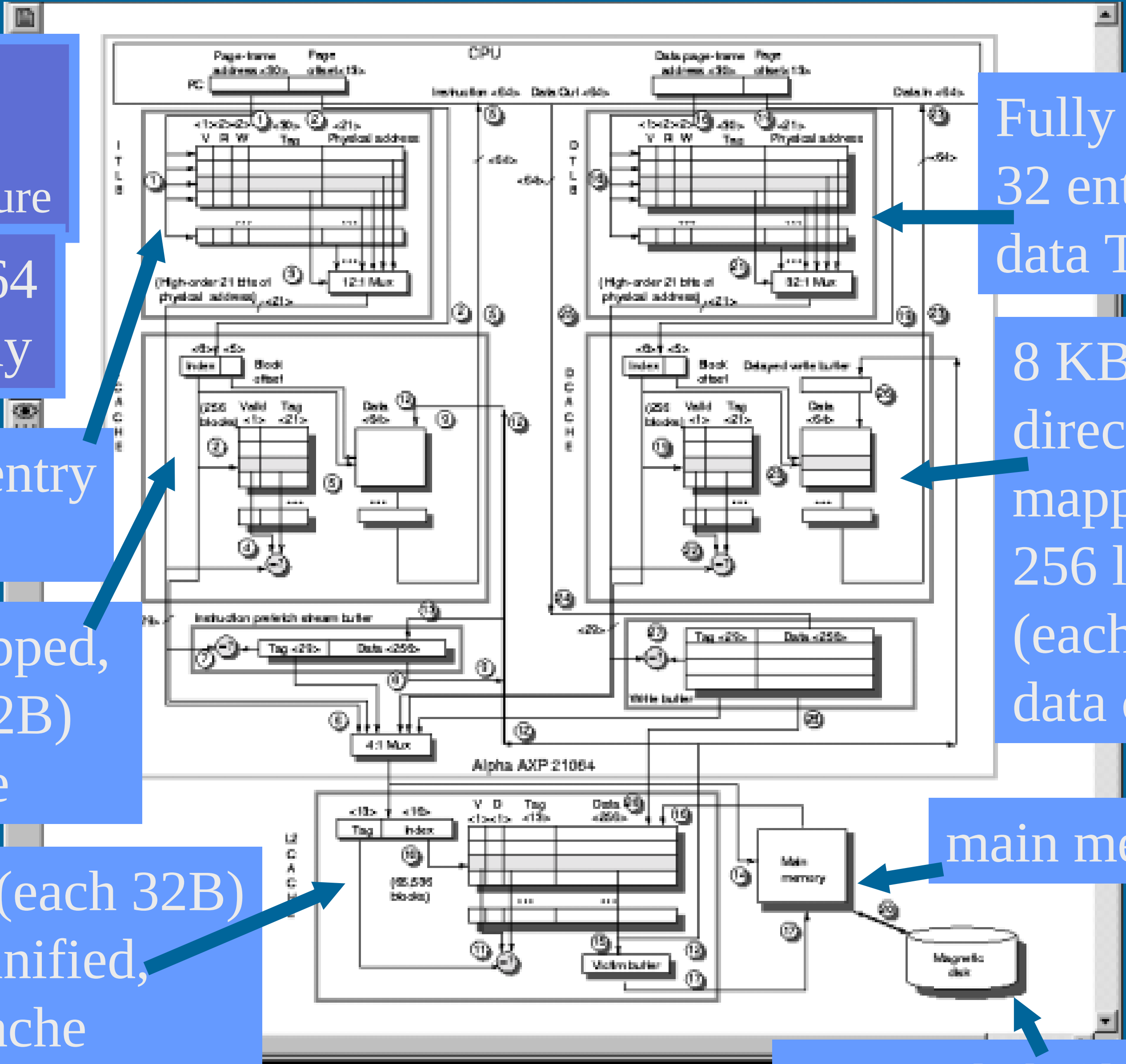
VM Summary (5)

- How to partition memory?
  - Static or dynamic size (amount)
- How to allocate memory
  - Static or dynamic location
- Address mapping
- HW help (TLB) for address translation
  - before or concurrently with cache access?
- VM policies
  - fetch, placement, replacement

-- End of Chapter 7.3:Virtual Memory --

Fig. 5.47 from Hennessy-Patterson, Computer Architecture

Alpha AXP 21064 memory hierarchy



Fully assoc, 12 entry instruction TLB

8 KB, direct mapped, 256 line (each 32B) instruction cache

2 MB, 64K line (each 32B) direct mapped, unified, write-back L2 cache

Fully assoc, 32 entry data TLB

8 KB, direct mapped, 256 line (each 32B) data cache

main memory

paging disk (dma)