

Virtual Memory (VM)

Ch 8.3

Memory Management
Address Translation
Paging
Hardware Support
VM and Cache

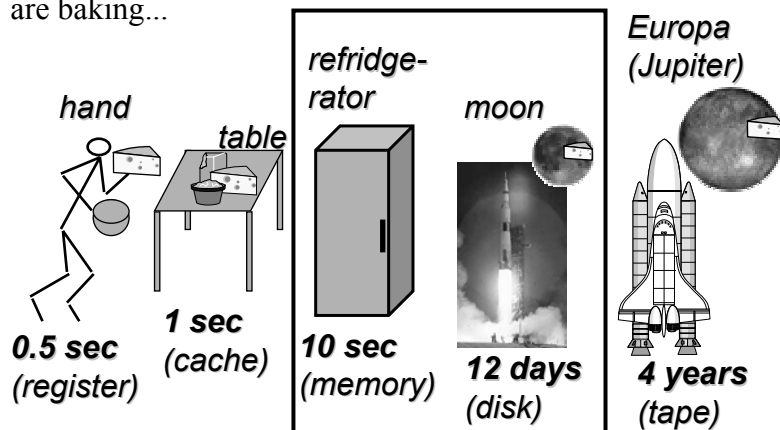
18.9.2003

Copyright Teemu Kerola 2003

1

Teemu's Cheesecake

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



18.9.2003

Copyright Teemu Kerola 2003

2

Virtual Memory

- 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 Fig. 8.13 (a)
(Fig. 7.14 (a) [Stal99])
 - fixed size - big enough for everybody
 - too much for most
 - need more? Can not run!
- Unequal size Fig. 8.13 (b)
(Fig. 7.14 (b) [Stal99])
 - sizes predetermined
- Variable size Fig. 8.14 (Fig. 7.15 [Stal99])
 - Size determined at process creation time

18.9.2003

Copyright Teemu Kerola 2003

7

Fragmentation

- Internal fragmentation (sisäinen pirstoutuminen)
 - unused memory inside allocated block
 - e.g., equal size fixed memory partitions Fig. 8.13 (a)
(Fig. 7.14 (a) [Stal99])
- External fragmentation (ulkoinen pirstoutuminen)
 - enough free memory, but it is splintered as many un-allocatable blocks Fig. 8.13 (b)
(Fig. 7.14 (b) [Stal99])
 - e.g., unequal size partitions or dynamic fixed size (variable size) memory partitions Fig. 8.14
(Fig. 7.15 [Stal99])

18.9.2003

Copyright Teemu Kerola 2003

8

Dynamic Partitioning ⁽³⁾

- Process must be able to run with varying amounts of main memory
 - all of memory space is **not** in physical memory
 - need some minimum amount of 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

18.9.2003

Copyright Teemu Kerola 2003

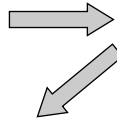
9

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
```

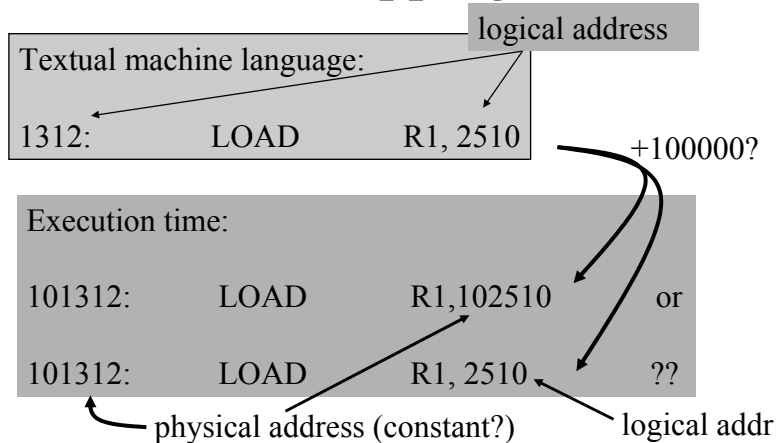
(real, actual!)

18.9.2003

Copyright Teemu Kerola 2003

10

Address Mapping (2)



- Want: $R1 \leftarrow \text{Mem}[102510]$ or $\text{Mem}[2510]$?
- Who makes the mapping? When?

18.9.2003

Copyright Teemu Kerola 2003

11

Address Mapping (2)

- At program load time
 - loader (lataaja)
 - static address binding (staattinen osoitteiden sidonta)
- At program execution time
 - cpu
 - with every instruction
 - dynamic address binding (dynaaminen osoitteiden sidonta)
 - swapping
 - virtual memory

18.9.2003

Copyright Teemu Kerola 2003

12

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, multilevel 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 (4)

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

011001 1010110000
segment byte offset (lisäys)

Segment. Address Mapping ⁽³⁾

- 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
- Problem: variable size segments
 - External fragmentation, lots of memory management

Paging ⁽⁴⁾

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

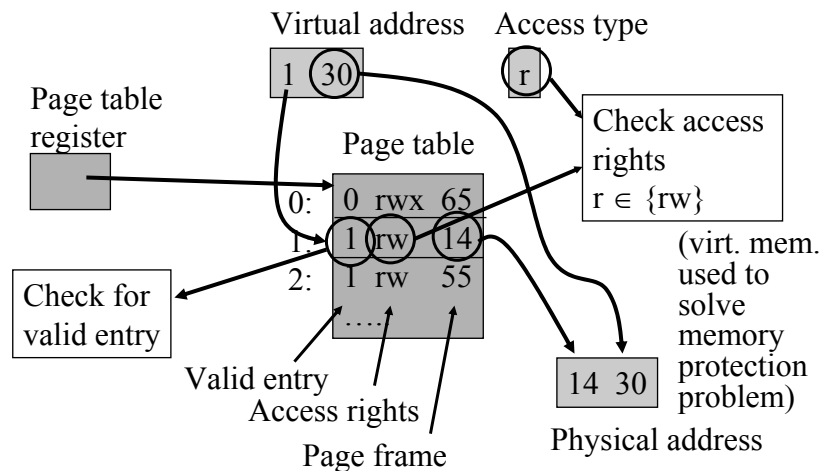
01100110 10110000
page byte offset

(lisäys)

Paged Address Mapping

- Page table
 - maps page nr to physical page frame
- Physical address
 - find entry in page table (large array in memory)
 - get page frame, I.e., page address
 - physical address: page address + byte offset

Paged Address Translation (4)



Page fault interrupt

Stop execution

Initiate reading
page 1 from disk

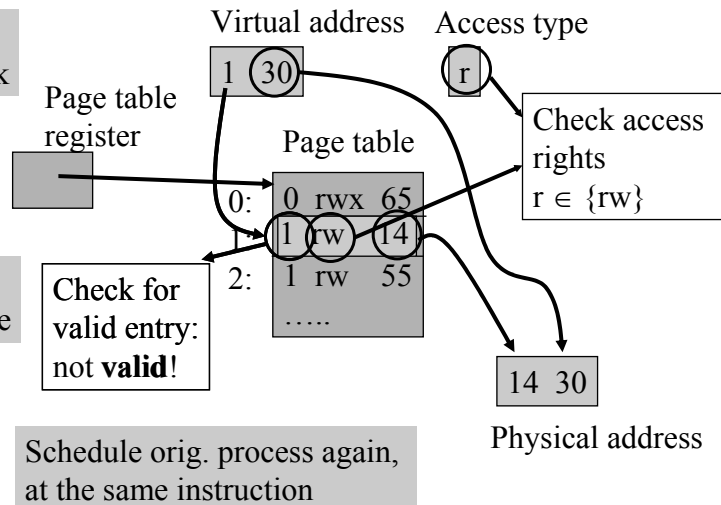
Schedule next
process to run

I/O interrupt

Page 1 read,
update page table

Make orig.
process
ready-to-run

Page Fault (12)



18.9.2003

Copyright Teemu Kerola 2003

21

Paging (3)

- Physical memory partitioning
 - discontinuous areas
- Page tables
 - located in memory
 - can be very big, and each process has its own
 - entry for each page in address space
- Inverted page table
 - entry for each page in memory
 - less space, more complex hashed loc

Fig. 8.15

(Fig. 7.16 [Stal99])

(Fig. 7.18 [Stal99])

Fig. 8.17

18.9.2003

Copyright Teemu Kerola 2003

22

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?

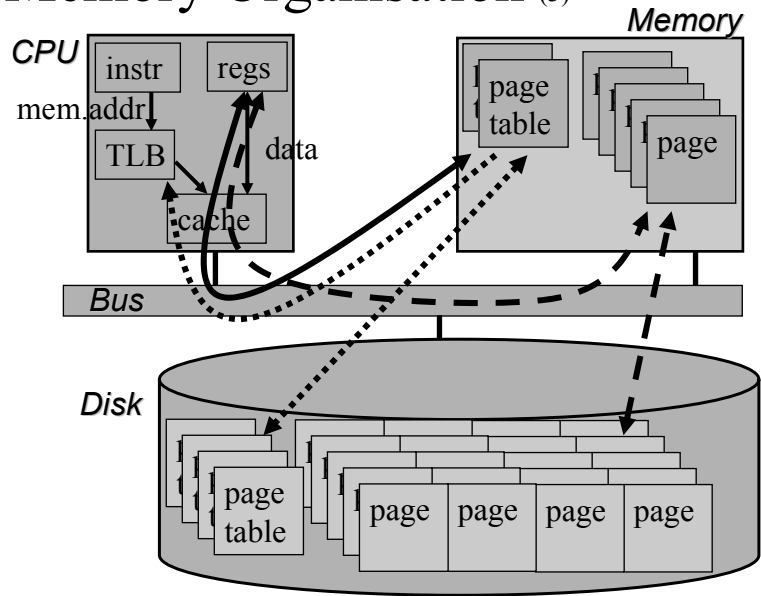
(osoiteen-
muunnos-
taulukko)

Translation Lookaside Buffer (3)

Fig. 8.18 (Fig. 7.19 [Stal99])

- “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
 - split TLB? 1 or 2 levels?

Memory Organisation (3)

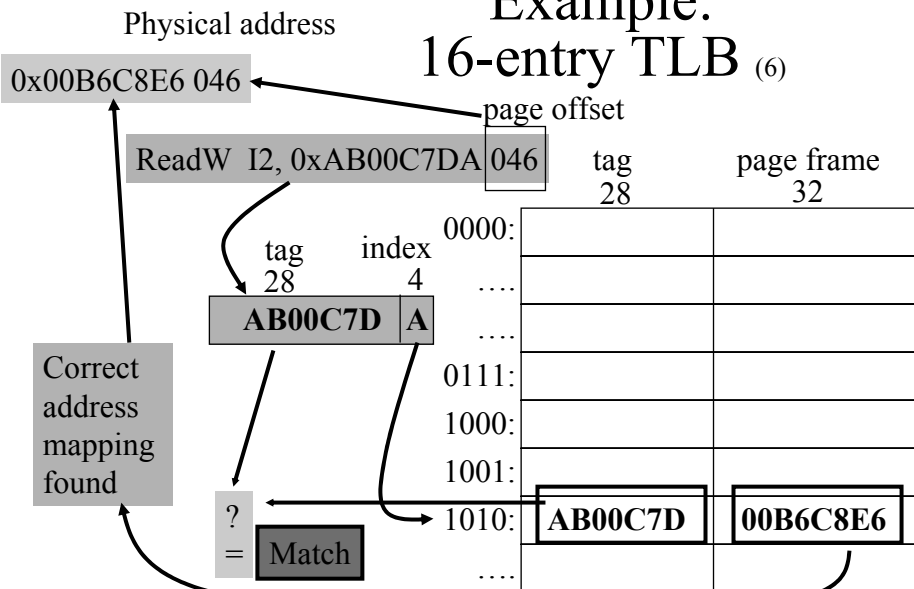


18.9.2003

Copyright Teemu Kerola 2003

25

Example: 16-entry TLB (6)



18.9.2003

Copyright Teemu Kerola 2003

26

TLB and Cache (3)

- Usually address translation first Fig. 8.19
and then cache lookup (Fig. 7.20 [Stal99])
- Cache can 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
 - from cache?
- 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 (or from cache)
- Delay 1-4 (?) 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 (?)



18.9.2003

Copyright Teemu Kerola 2003

29

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)

18.9.2003

Copyright Teemu Kerola 2003

30

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)

- 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

(sivunpoisto-
algoritmit)

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

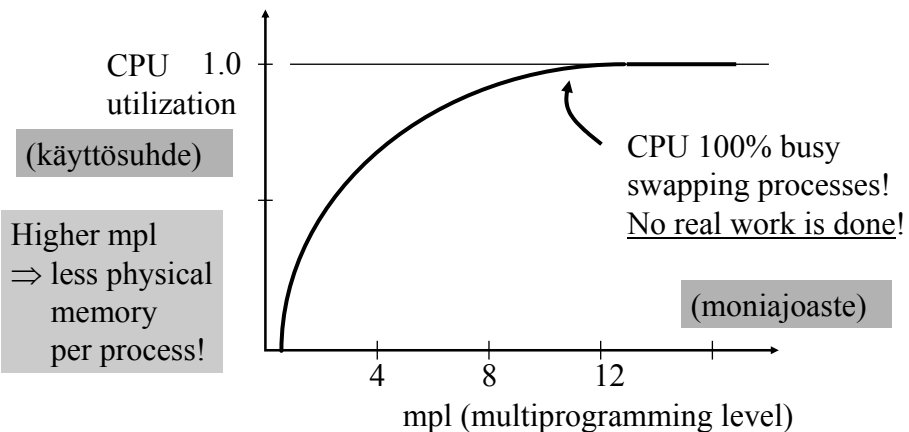
18.9.2003

Copyright Teemu Kerola 2003

33

Thrashing

(ruuhkautuminen)



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

18.9.2003

Copyright Teemu Kerola 2003

34

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 process 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

Multi-level paging/segmentation

- Segmented paging

01101	01100110	10110000
segm	page	byte offset

 - address logically split into segments and then physically into pages
 - protection may be at segment level
- Multiple level paging
 - large address space may result in very large page tables
 - solution: multiple levels of page tables

Fig. 5.43 [HePa96]

 - VM implementation may not utilize them all
 - VM implementation may seem to use more levels than there are (e.g., Linux 3 levels on 2-level Intel arch.)
 - nr of actual levels in mem. management macros

VM Summary

- 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

18.9.2003

Copyright Teemu Kerola 2003

37

-- End of Chapter 8.3: 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

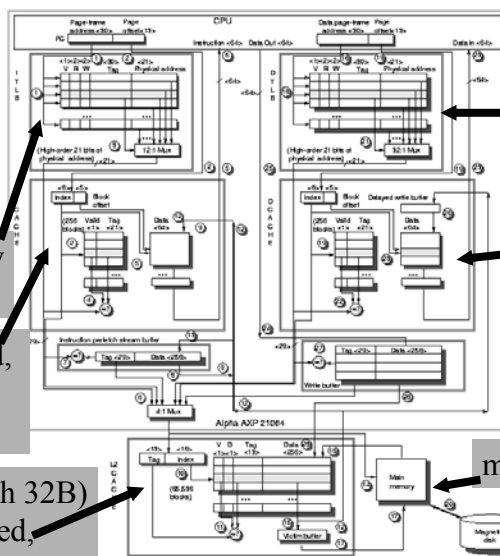
2 MB, 64K line (each 32B)
direct mapped, unified,
write-back L2 cache

Fully assoc,
32 entry
data TLB

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

main memory

paging disk (dma)



18.9.2003

Copyright Teemu Kerola 2003