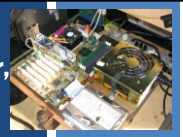
TCSS 422: OPERATING SYSTEMS



Translation Lookaside Buffer, Smaller Tables, Multi-level Page Tables

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1

OBJECTIVES – 5/23

- **Questions from 5/18**
- Assignment 2 - June 2
- Quiz 3 – Synchronized Array - June 2
- Tutorial 2 – Pthread, locks, conditions tutorial -May 26
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- Quiz 4 - Page Tables – To be posted
- Chapter 18: Introduction to Paging
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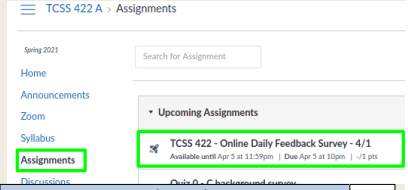
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables

2

ONLINE DAILY FEEDBACK SURVEY

- Daily Feedback Quiz in Canvas – Available After Each Class
- Extra credit available for completing surveys ***ON TIME***
- Tuesday surveys: due by ~ Wed @ 11:59p
- Thursday surveys: due ~ Mon @ 11:59p



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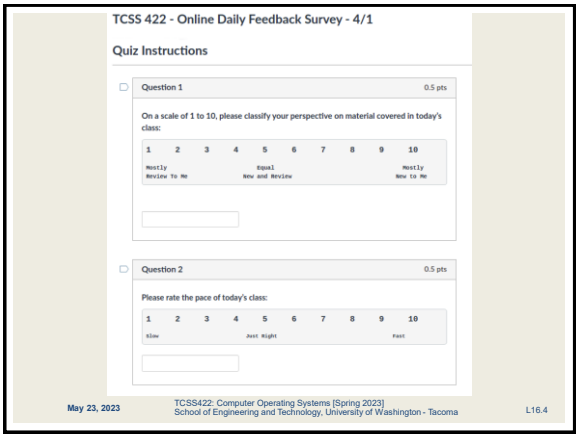

4

MATERIAL / PACE

- Please classify your perspective on material covered in today's class (44 respondents):
- 1-mostly review, 5-equal new/review, 10-mostly new
- **Average – 6.89 (↓ - previous 6.78)**

- Please rate the pace of today's class:
- 1-slow, 5-just right, 10-fast
- **Average – 6.01 (↓ - previous 5.98)**

5

FEEDBACK FROM 5/18

- ***It was noted that fragmentation can affect RAM and disk storage. Since paging can avoid fragmentation issues for RAM, is/can paging also be used for disk storage?***
- Traditional Hard Disk Drives (HDDs) stored data on tracks, where each track was divided into sectors
- Sectors are typically 512 bytes
- Filesytems (e.g. ext4) determine the smallest blocksize for reading/writing file data
- Filesystems must settle on a minimize size of the block
- Having a small blocksize greatly increases the size of the file system as it must be able to track smaller units consuming **much more disk space**!
- `#check filesystem health & stats:`
  `sudo e2fsck -n -v -f {device-file}`
- `sudo blockdev --getbsz {device-file} #check blocksize`
- {device-file) will be like `/dev/sda3` (Virtualbox)

6

FEEDBACK - 2

- ***After buying and installing RAM it may not work as well 10 years later. What is it exactly that causes the actual hardware to degrade over time, and is it related to how our OS decides to allocate memory?***
- Memory failure may be due to small manufacturing imperfections, cumulative power spikes, etc.
- Typically, when DRAM fails it is critical and the system will crash.

7

FEEDBACK - 3

- ***MS Windows has a "Defragment and Optimize Drives" application. I was wondering how this app moves data around on the Hard Disk and why the process of creating more contiguous free space for future file storage causes damage over time, and if there is a trade-off between permanent damage caused and the relative speed increase, and where it is worth it given that the application now runs in the background automatically and frequently, where we used to have to do it manually prior to Windows Vista.***
- There hopefully is no "damage" per se.
- Fragmentation may seem like damage due to its impact on disk performance
- Sectors on physical disks can and do fail.
- The OS marks them as bad in the filesystem and avoids future use

8

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9

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10

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11

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12

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13

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14

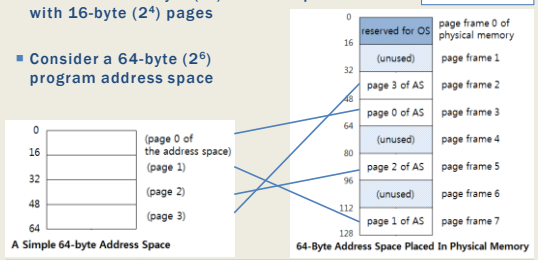
CHAPTER 18: INTRODUCTION TO PAGING

15

PAGING: EXAMPLE

Page Table:
VP0 → PF3
VP1 → PF7
VP2 → PF5
VP3 → PF2

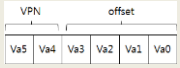
- Consider a 128 byte (2^7) address space with 16-byte (2^4) pages
- Consider a 64-byte (2^6) program address space



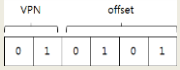
16

PAGING: ADDRESS TRANSLATION

- PAGE: Has two address components
  - VPN: Virtual Page Number (*serves as the page ID*)
  - Offset: Offset within a Page (*indexes any byte in the page*)



- Example:
  Page Size: 16-bytes (2^4),
  Program Address Space: 64-bytes (2^6)



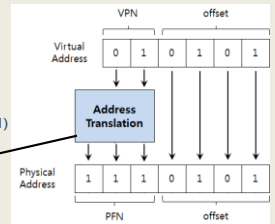
Here program can have just four pages…

17

EXAMPLE: PAGING ADDRESS TRANSLATION

- Consider a 64-byte (2^6) program address space (4 pages→2^2)
- Stored in 128-byte (2^7) physical memory (8 frames→2^3)
- Offset is preserved
  - 4 bits indexes any byte
  - Page size is 16 bytes (2^4)
- **Page table** translates a Virtual Page Number (VPN) to a Physical Frame Number (PFN)

Page Table:
VP0 → PF3
VP1 → PF7
VP2 → PF5
VP3 → PF2



18

PAGING DESIGN QUESTIONS

- (1) Where are page tables stored?
- (2) What are the typical contents of the page table?
- (3) How big are page tables?
- (4) Does paging make the system too slow?

19

(1) WHERE ARE PAGE TABLES STORED?

- Example:
  - Consider a 32-bit process address space (4GB=2^{32} bytes)
  - With 4 KB pages (4KB=2^{12} bytes)
  - 20 bits for VPN (2^{20} pages)
  - 12 bits for the page offset (2^{12} unique bytes in a page)
- Page tables for each process are stored in RAM
  - Support potential storage of 2^{20} translations = 1,048,576 pages per process
  - Each page has a page table entry size of 4 bytes

20

PAGE TABLE EXAMPLE

- With 2^{20} slots in our page table for a single process
- Each slot (i.e. entry) dereferences a VPN
- Each entry provides a physical frame number
- Each entry requires 4 bytes (32 bits)
  - 20 for the PFN on a 4GB system with 4KB pages
  - 12 for the offset which is preserved
  - (note we have no status bits, so this is unrealistically small)

VPN_0
VPN_1
VPN_2
...
...
$VPN_{1048576}$

- How much memory is required to store the page table for 1 process?
  - Hint: # of entries x space per entry
  - 4,194,304 bytes (or 4MB) to index one process

21

NOW FOR AN ENTIRE OS

- If 4 MB is required to store one process
- Consider how much memory is required for an entire OS?
  - With for example 100 processes…
- Page table memory requirement is now 4MB x 100 = 400MB
- If computer has 4GB memory (maximum for 32-bits), the page table consumes 10% of memory

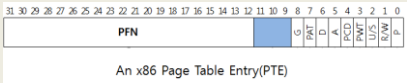
400 MB / 4000 GB

- **Is this efficient?**

22

(2) WHAT'S ACTUALLY IN THE PAGE TABLE

- Page table is data structure used to map virtual page numbers (VPN) to the physical address (Physical Frame Number PFN)
  - Linear page table → simple array
- Page-table entry
  - 32 bits for capturing state

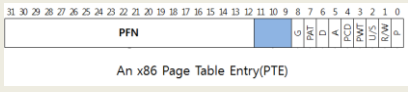


An x86 Page Table Entry(PTE)

23

PAGE TABLE ENTRY

- P: present
- R/W: read/write bit
- U/S: supervisor
- A: accessed bit
- D: dirty bit
- PFN: the page frame number



An x86 Page Table Entry(PTE)

24

PAGE TABLE ENTRY - 2

- Common flags:
- **Valid Bit:** Indicating whether the particular translation is valid.
- **Protection Bit:** Indicating whether the page could be read from, written to, or executed from
- **Present Bit:** Indicating whether this page is in physical memory or on disk(swapped out)
- **Dirty Bit:** Indicating whether the page has been modified since it was brought into memory
- **Reference Bit(Accessed Bit):** Indicating that a page has been accessed

25

(3) HOW BIG ARE PAGE TABLES?

- Page tables are too big to store on the CPU
- Page tables are stored using physical memory
- Paging supports efficiently storing a sparsely populated address space
  - Reduced memory requirement
    Compared to base and bounds, and segments

26

(4) DOES PAGING MAKE THE SYSTEM TOO SLOW?

- Translation
- **Issue #1:** Starting location of the page table is needed
  - HW Support: Page-table base register
    - stores active process
    - Facilitates translation

Stored in RAM →

Page Table:
VP0 → PF3
VP1 → PF7
VP2 → PF5
VP3 → PF2

- **Issue #2:** Each memory address translation for paging requires an extra memory reference
  - HW Support: TLBs (Chapter 19)

27

PAGING MEMORY ACCESS

```
1.    // Extract the VPN from the virtual address
2.    VPN = (VirtualAddress & VPN_MASK) >> SHIFT
3.
4.    // Form the address of the page-table entry (PTE)
5.    PTEAddr = PTBR + (VPN * sizeof(PTE))
6.
7.    // Fetch the PTE
8.    PTE = AccessMemory(PTEAddr)
9.
10.   // Check if process can access the page
11.   if (PTE.Valid == False)
12.           RaiseException(SEGMENTATION_FAULT)
13.   else if (CanAccess(PTE.ProtectBits) == False)
14.           RaiseException(PROTECTION_FAULT)
15.   else
16.           // Access is OK: form physical address and fetch it
17.           offset = VirtualAddress & OFFSET_MASK
18.           PhysAddr = (PTE.PFN << PFN_SHIFT) | offset
19.           Register = AccessMemory(PhysAddr)
```


28

COUNTING MEMORY ACCESSES

- Example: Use this Array initialization Code

```
int array[1000];
...
for (i = 0; i < 1000; i++)
        array[i] = 0;
```

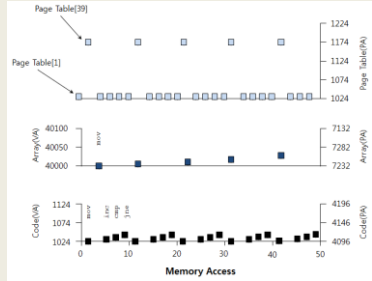
- Assembly equivalent:

```
0x1024 movl $0x0,(%edi,%eax,4)
0x1028 incl %eax
0x102c cmpl $0x03e8,%eax
0x1030 jne 0x1024
```


29

VISUALIZING MEMORY ACCESSES: FOR THE FIRST 5 LOOP ITERATIONS

- Locations:
  - Page table
  - Array
  - Code
- 50 accesses for 5 loop iterations



30

Consider a 4GB Computer with 4KB (4096 byte) pages. How many pages would fit into physical memory?

- 2^32 / 2^20 = 2^12 pages
- 2^32 / 2^12 = 2^20 pages
- 2^32 / 2^16 = 2^16 pages
- 2^32 / 2^8 = 2^24 pages
- None of the above

Start the presentation to see live content. For screen share software, share the entire screen. Get help at pollev.com/app

31

For the 4GB computer example, how many bits are required for the VPN?

- 24 VPN bits (indexes 2^24 locations)
- 16 VPN bits (indexes 2^16 locations)
- 20 VPN bits (indexes 2^20 locations)
- 12 VPN bits (indexes 2^12 locations)
- None of the above

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32

For the 4GB computer example, how many bits are available for page status bits?

- 32 - 12 VPN bits = 20 status bits
- 32 - 24 VPN bits = 8 status bits
- 32 - 16 VPN bits = 16 status bits
- 32 - 20 VPN bits = 12 status bits
- None of the above

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33

For the 4GB computer, how much space does this page table require? (number of page table entries x size of page table entry)

- 2^20 entries x 4b = 4 MB
- 2^12 entries x 4b = 16 KB
- 2^16 entries x 4b = 256 KB
- 2^24 entries x 4b = 64 MB
- None of the above

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34

For the 4GB computer, how many page tables (for user processes) would fill the entire 4GB of memory?

- 4 GB / 16 KB = 65,536
- 4 GB / 64 MB = 256
- 4GB / 256 KB = 16,384
- 4GB / 4MB = 1,024
- None of the above

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35

PAGING SYSTEM EXAMPLE

- Consider a 4GB Computer:
- With a 4096-byte page size (4KB)
- How many pages would fit in physical memory?

- Now consider a page table:
- For the page table entry, how many bits are required for the VPN?
- If we assume the use of 4-byte (32 bit) page table entries, how many bits are available for status bits?
- How much space does this page table require? # of page table entries x size of page table entry
- How many page tables (for user processes) would fill the entire 4GB of memory?

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36

WE WILL RETURN AT 4:55PM

37

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38

CHAPTER 19: TRANSLATION LOOKASIDE BUFFER (TLB)

39

TRANSLATION LOOKASIDE BUFFER

- Legacy name…
- Better name, "Address Translation Cache"
- TLB is an on CPU cache of address translations
  - virtual → physical memory

40

COUNTING MEMORY ACCESSES

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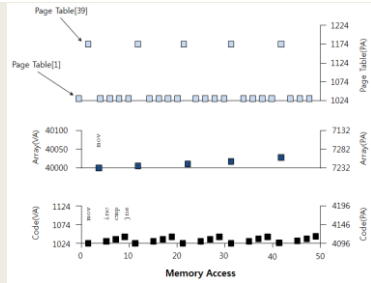
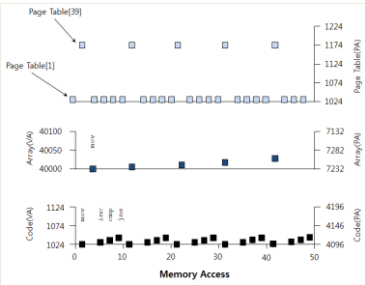


42

TRANSLATION LOOKASIDE BUFFER - 2

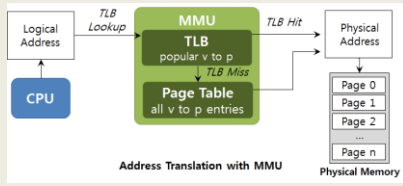
- Goal: Reduce access to the page tables
- Example: 50 RAM accesses for first 5 for-loop iterations
- Move lookups from RAM to TLB by caching page table entries



43

TRANSLATION LOOKASIDE BUFFER (TLB)

- Part of the CPU's Memory Management Unit (MMU)
- Address translation cache



44

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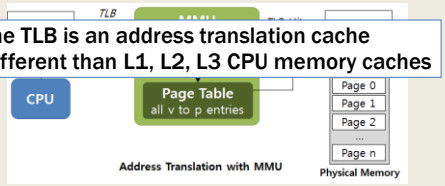

45

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46

TLB BASIC ALGORITHM

- For: array based page table
- Hardware managed TLB

```
1: VPN = (VirtualAddress & VPN_MASK ) >> SHIFT
2: (Success , TlbEntry) = TLB_Lookup(VPN)
3:    if(Success == True){ // TLB Hit
4:    if(CanAccess(TlbEntry.ProtectBits) == True ){
5:       Offset = VirtualAddress & OFFSET_MASK
6:       PhysAddr (TlbEntry.PFN << SHIFT) | Offset
7:       AccessMemory( PhysAddr )
8:    )else RaiseException(PROTECTION_ERROR)
```

Generate the physical address to access memory

47

TLB BASIC ALGORITHM - 2

```
11:    else{ //TLB Miss
12:       PTEAddr = PTBR + (VPN * sizeof(PTE))
13:       PTE = AccessMemory(PTEAddr)
14:       (…)  // Check for, and raise exceptions…
15:
16:       TLB_Insert( VPN , PTE.PFN , PTE.ProtectBits)
17:       RetryInstruction()
18:    }
19:}
```

Retry the instruction… (requery the TLB)

48

TLB – ADDRESS TRANSLATION CACHE

- Key detail:
- For a TLB miss, we first access the page table in RAM to populate the TLB… **we then requery the TLB**
- **All address translations go through the TLB**

49

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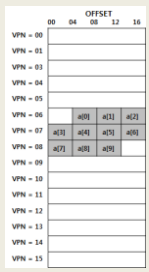
50

TLB EXAMPLE

```
0:    int sum = 0 ;
1:    for( i=0; i<10; i++){
2:          sum+=a[i];
3:    }
```

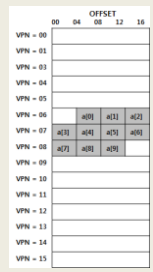


- Example:
- Program address space: 256-byte
  - Addressable using 8 total bits (2^8)
  - 4 bits for the VPN (16 total pages)
- Page size: 16 bytes
  - Offset is addressable using 4-bits
- Store an array: of (10) 4-byte integers

51

TLB EXAMPLE - 2

```
0:    int sum = 0 ;
1:    for( i=0; i<10; i++){
2:          sum+=a[i];
3:    }
```

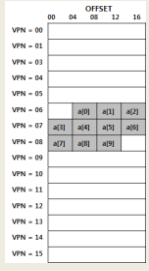


- Consider the code above:
- Initially the TLB does not know where a[] is
- Consider the accesses:
- a[0], a[1], a[2], a[3], a[4], a[5], a[6], a[7], a[8], a[9]
- **How many pages are accessed?**
- **What happens when accessing a page not in the TLB?**

52

TLB EXAMPLE - 3

```
0:    int sum = 0 ;
1:    for( i=0; i<10; i++){
2:          sum+=a[i];
3:    }
```

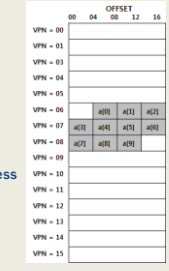


- For the accesses: a[0], a[1], a[2], a[3], a[4], a[5], a[6], a[7], a[8], a[9]
- How many are hits?
- How many are misses?
- What is the hit rate? (%)
  - 70% (3 misses one for each VP, 7 hits)

53

TLB EXAMPLE - 4

```
0:    int sum = 0 ;
1:    for( i=0; i<10; i++){
2:          sum+=a[i];
3:    }
```



- What factors affect the hit/miss rate?
  - Page size
  - Data/Access locality (how is data accessed?)
    - Sequential array access vs. random array access
  - Temporal locality
  - Size of the TLB cache (how much history can you store?)

54

OBJECTIVES – 5/23

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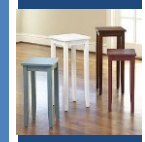
- **Chapter 20: Paging: Smaller Tables**
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables

55

CHAPTER 20: PAGING: SMALLER TABLES



56

LINEAR PAGE TABLES

- Consider array-based page tables:
  - Each process has its own page table
  - 32-bit process address space (up to 4GB)
  - With 4 KB pages
  - 20 bits for VPN
  - 12 bits for the page offset

57

LINEAR PAGE TABLES - 2

- Page tables stored in RAM
- Support potential storage of 2^{20} translations
  = 1,048,576 pages per process @ 4 bytes/page
- Page table size 4MB / process

Page table size = $\frac{2^{32}}{2^{12}} * 4Byte = 4MByte$

- Consider 100+ OS processes
  - Requires 400+ MB of RAM to store process information

58

LINEAR PAGE TABLES - 2

- Page tables stored in RAM
- Support potential storage of 2^{20} translations
  = 1,048,576 pages per process @ 4 bytes/page
- Page table size 4MB / process

Page tables are too big and consume too much memory.
Need Solutions …

- Consider 100+ OS processes
  - Requires 400+ MB of RAM to store process information

59

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  - **Smaller Tables**, Multi-level Page Tables, N-level Page Tables

60

PAGING: USE LARGER PAGES

- **Larger pages** = 16KB = 2^{14}
- 32-bit address space: 2^{32}
- 2^{18} = 262,144 pages

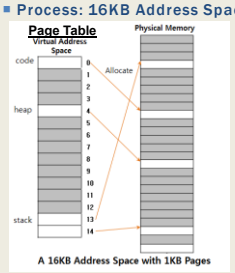
$$\frac{2^{32}}{2^{14}} * 4 = 1MB \text{ per page table}$$

- Memory requirement cut to ¼
- However pages are huge
- Internal fragmentation results
- 16KB page(s) allocated for small programs with only a few variables

61

PAGE TABLES: WASTED SPACE

- Process: 16KB Address Space w/ 1KB pages



A 16KB Address Space with 1KB Pages

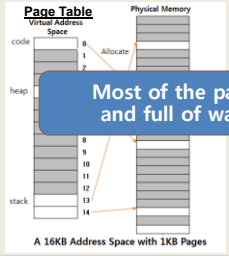
PFN	valid	prot	present	dirty
10	1	r-x	1	0
-	0	-	-	-
-	0	-	-	-
-	0	-	-	-
15	1	rw-	1	1
...	...	...	...	...
-	0	-	-	-
3	1	rw-	1	1
23	1	rw-	1	1

A Page Table For 16KB Address Space

62

PAGE TABLES: WASTED SPACE

- Process: 16KB Address Space w/ 1KB pages



Most of the page table is unused and full of wasted space. (73%)

PFN	valid	prot	present	dirty
10	1	r-x	1	0
-	0	-	-	-
-	0	-	-	-
-	0	-	-	-
15	1	rw-	1	1
...	...	...	...	...
-	0	-	-	-
3	1	rw-	1	1
23	1	rw-	1	1

A 16KB Address Space with 1KB Pages

A Page Table For 16KB Address Space

63

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  - Smaller Tables **Multi-level Page Tables** N-level Page Tables

64

MULTI-LEVEL PAGE TABLES

- Consider a page table:
- 32-bit addressing, 4KB pages
- 2^{20} page table entries
- Even if memory is sparsely populated the *per process* page table requires:

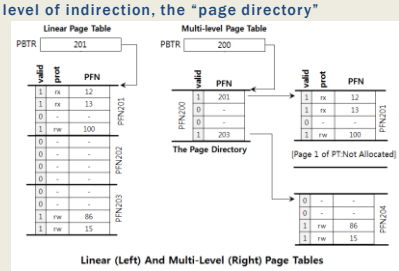
$$\text{Page table size} = \frac{2^{32}}{2^{12}} * 4Byte = 4MByte$$

- Often most of the 4MB *per process* page table is empty
- Page table must be placed in 4MB contiguous block of RAM
- MUST SAVE MEMORY!

65

MULTI-LEVEL PAGE TABLES - 2

- Add level of indirection, the "page directory"

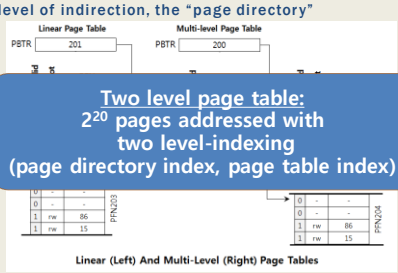


Linear (Left) And Multi-Level (Right) Page Tables

66

MULTI-LEVEL PAGE TABLES - 2

- Add level of indirection, the "page directory"



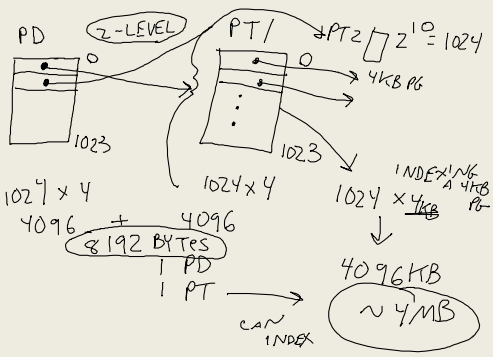
Linear (Left) And Multi-Level (Right) Page Tables

67

4 GB computer (2^32) and 4KB pages (2^12)

1. How much space is required for a 2-level page table with one page directory (PD) and one page table (PT)?
2. How much memory can a single PD pointing to a single PT address?

68



69

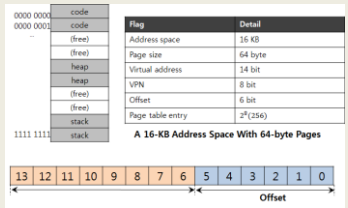
MULTI-LEVEL PAGE TABLES - 3

- Advantages
  - Only allocates page table space in proportion to the address space actually used
  - Can easily grab next free page to expand page table
- Disadvantages
  - Multi-level page tables are an example of a time-space tradeoff
  - Sacrifice address translation time (now 2-level) for space
  - Complexity: multi-level schemes are more complex

70

EXAMPLE

- 16KB address space, 64byte pages
- How large would a one-level page table need to be?
- 2^{14} (address space) / 2^6 (page size) = 2^8 = 256 (pages)



Flag	Detail
Address space	16 KB
Page size	64 byte
Virtual address	14 bit
VPN	8 bit
Offset	6 bit
Page table entry	2^8(256)

71

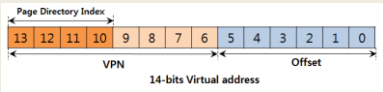
EXAMPLE - 2

- 256 total page table entries (64 bytes each)
- 1,024 bytes page table size, stored using 64-byte pages = (1024/64) = 16 page directory entries (PDEs)
- Each page directory entry (PDE) can hold 16 page table entries (PTEs) *e.g. lookups*
- 16 page directory entries (PDE) x 16 page table entries (PTE) = 256 total PTEs
- **Key Idea: the page table is stored using pages too!**

72

PAGE DIRECTORY INDEX

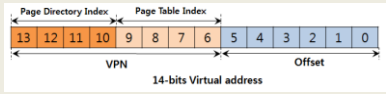
- Now, let's split the page table into two:
  - 8 bit VPN to map 256 pages
  - 4 bits for page directory index (PDI – 1st level page table)
  - 6 bits offset into 64-byte page



73

PAGE TABLE INDEX

- 4 bits page directory index (PDI – 1st level)
- 4 bits page table index (PTI – 2nd level)



- To dereference one 64-byte memory page,
  - We need one page directory entry (PDE)
  - One page table Index (PTI) – can address 16 pages

74

EXAMPLE - 3

- **For this example, how much space is required to store as a *single-level* page table with any number of PTEs?**
- 16KB address space, 64 byte pages
- 256 page frames, 4 byte page size
- 1,024 bytes required (*single level*)
- **How much space is required for a *two-level* page table with only 4 page table entries (PTEs) ?**
- Page directory = 16 entries x 4 bytes (1 x 64 byte page)
- Page table = 4 entries x 4 bytes (1 x 64 byte page)
- 128 bytes required (2 x 64 byte pages)
  - Savings = using just 12.5% the space !!!

75

32-BIT EXAMPLE

- Consider: 32-bit address space, 4KB pages, 2^{20} pages
- Only 4 mapped pages
- **Single level**: 4 MB (we've done this before)
- **Two level**: (old VPN was 20 bits, split in half)
- Page directory = 2^{10} entries x 4 bytes = 1 x 4 KB page
- Page table = 4 entries x 4 bytes (mapped to 1 4KB page)
- 8KB (8,192 bytes) required
- Savings = using just .78 % the space !!!
- 100 sparse processes now require < 1MB for page tables

76

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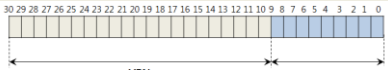
77

MORE THAN TWO LEVELS

- Consider: page size is 2^9 = 512 bytes
- Page size 512 bytes / Page entry size 4 bytes
- VPN is 21 bits

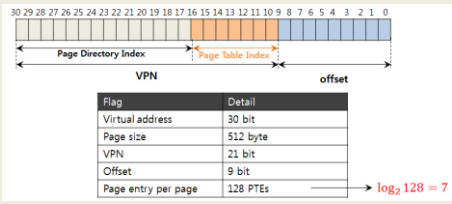


Flag	Detail
Virtual address	30 bit
Page size	512 byte
VPN	21 bit
Offset	9 bit

78

MORE THAN TWO LEVELS - 2

- Page table entries per page = 512 / 4 = 128
- 7 bytes – for page table index (PTI)



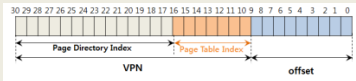
Flag	Detail
Virtual address	30 bit
Page size	512 byte
VPN	21 bit
Offset	9 bit
Page entry per page	128 PTEs

$\log_2 128 = 7$

79

MORE THAN TWO LEVELS - 3

- To map 1 GB address space (2^{30}=1GB RAM, 512-byte pages)
- 2^{14} = 16,384 page directory entries (PDEs) are required
- When using 2^7 (128 entry) page tables…
- Page size = 512 bytes / 4 bytes per addr



Flag	Detail
Virtual address	30 bit
Page size	512 byte
VPN	21 bit
Offset	9 bit
Page entry per page	128 PTEs

$\log_2 128 = 7$

80

MORE THAN TWO LEVELS - 3

- To map 1 GB address space (2^{30}=1GB RAM, 512-byte pages)
- 2^{14} = 16,384 page directory entries (PDEs) are required
- When using 2^7 (128 entry) page tables…
- Page size = 512 bytes / 4 bytes per addr

Can't Store Page Directory with 16K pages, using 512 bytes pages. Pages only dereference 128 addresses (512 bytes / 32 bytes)

Virtual address	30 bit
Page size	512 byte
VPN	21 bit
Offset	9 bit
Page entry per page	128 PTEs

$\log_2 128 = 7$

81

MORE THAN TWO LEVELS - 3

- To map 1 GB address space (2^{30}=1GB RAM, 512-byte pages)
- 2^{14} = 16,384 page directory entries (PDEs) are required
- When using 2^7 (128 entry) page tables…
- Page size = 512 bytes / 4 bytes per addr

Need three level page table:
Page directory 0 (PD Index 0)
Page directory 1 (PD Index 1)
Page Table Index

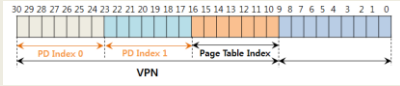
Virtual address	30 bit
Page size	512 byte
VPN	21 bit
Offset	9 bit
Page entry per page	128 PTEs

$\log_2 128 = 7$

82

MORE THAN TWO LEVELS - 4

- We can now address 1GB with"fine grained" 512 byte pages
- Using multiple levels of indirection



- Consider the implications for address translation!
- How much space is required for a virtual address space with 4 entries on a 512-byte page? (let's say 4 32-bit integers)
- PD0 1 page, PD1 1 page, PT 1 page = 1,536 bytes
- Memory Usage= 1,536 (*3-level*) / 8,388,608 (*1-level*) = .0183% !!!

83

ADDRESS TRANSLATION CODE

```
// 5-level Linux page table address lookup
//
// Inputs:
// mm_struct - process's memory map struct
// vpage - virtual page address

// Define page struct pointers
pgd_t *pgd;
p4d_t *p4d;
pud_t *pud;
pmd_t *pmt;
pte_t *pte;
struct page *page;
```


84

ADDRESS TRANSLATION - 2

```
pgd = pgd_offset(mm, vpage);
if (pgd_none(*pgd) || pgd_bad(*pgd))
    return 0;
p4d = p4d_offset(pgd, vpage);
if (p4d_none(*p4d) || p4d_bad(*p4d))
    return 0;
pud = pud_offset(p4d, vpage);
if (pud_none(*pud) || pud_bad(*pud))
    return 0;
pmd = pmd_offset(pud, vpage);
if (pmd_none(*pmd) || pmd_bad(*pmd))
    return 0;
if (!(pte = pte_offset_map(pmd, vpage)))
    return 0;
if (!(page = pte_page(*pte)))
    return 0;
physical_page_addr = page_to_phys(page);
pte_unmap(pte);
return physical_page_addr;  // param to send back
```

pgd_offset(): Takes a vpage address and the mm_struct for the process, returns the PGD entry that covers the requested address…

p4d/pud/pmd_offset(): Takes a vpage address and the pgd/p4d/pud entry and returns the relevant p4d/pud/pmd.

pte_unmap() release temporary kernel mapping for the page table entry

85

INVERTED PAGE TABLES

- Keep a single page table for each physical page of memory
- Consider 4GB physical memory
- Using 4KB pages, page table requires 4MB to map all of RAM
- Page table stores
  - Which process uses each page
  - Which process virtual page (from process virtual address space) maps to the physical page
- All processes share the same page table for memory mapping, kernel must isolate all use of the shared structure
- Finding process memory pages requires search of 2^{20} pages
- Hash table: can index memory and speed lookups

86

MULTI-LEVEL PAGE TABLE EXAMPLE

- Consider a 16 MB computer which indexes memory using 4KB pages
- **(#1)** For a single level page table, how many pages are required to index memory?
- **(#2)** How many bits are required for the VPN?
- **(#3)** Assuming each page table entry (PTE) can index any byte on a 4KB page, how many offset bits are required?
- **(#4)** Assuming there are 8 status bits, how many bytes are required for each page table entry?

87

MULTI LEVEL PAGE TABLE EXAMPLE - 2

- **(#5)** How many bytes (or KB) are required for a single level page table?
- Let's assume a simple HelloWorld.c program.
- HelloWorld.c requires virtual address translation for 4 pages:
  - 1 – code page
  - 1 – stack page
  - 1 – heap page
  - 1 – data segment page
- **(#6)** Assuming a two-level page table scheme, how many bits are required for the Page Directory Index (PDI)?
- **(#7)** How many bits are required for the Page Table Index (PTI)?

88

MULTI LEVEL PAGE TABLE EXAMPLE - 3

- Assume each page directory entry (PDE) and page table entry (PTE) requires 4 bytes:
  - 6 bits for the Page Directory Index (PDI)
  - 6 bits for the Page Table Index (PTI)
  - 12 offset bits
  - 8 status bits
- **(#8)** How much **total** memory is required to index the HelloWorld.c program using a two-level page table when we only need to translate 4 total pages?
- HINT: we need to allocate one Page Directory and one Page Table…
- HINT: how many entries are in the PD and PT

89

MULTI LEVEL PAGE TABLE EXAMPLE - 4

- **(#9)** Using a single page directory entry (PDE) pointing to a single page table (PT), if all of the slots of the page table (PT) are in use, what is the total amount of memory a two-level page table scheme can address?
- **(#10)** And finally, for this example, as a percentage (%), how much memory does the 2-level page table scheme consume compared to the 1-level scheme?
- HINT: two-level memory use / one-level memory use

90

ANSWERS

- #1 – 4096 pages
- #2 – 12 bits
- #3 – 12 bits
- #4 – 4 bytes
- #5 – 4096 x 4 = 16,384 bytes (16KB)
- #6 – 6 bits
- #7 – 6 bits
- #8 – 256 bytes for Page Directory (PD) (64 entries x 4 bytes)
  256 bytes for Page Table (PT) **TOTAL = 512 bytes**
- #9 – 64 entries, where each entry maps a 4,096 byte page
  With 12 offset bits, can address 262,144 bytes (256 KB)
- #10- 512/16384 = .03125 → 3.125%

91

QUESTIONS

92