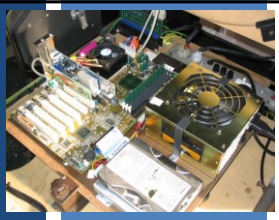
TCSS 422: OPERATING SYSTEMS



Multi-Level Page Tables, Beyond Physical Memory

Wes J. Lloyd
School of Engineering and Technology
University of Washington - Tacoma

1

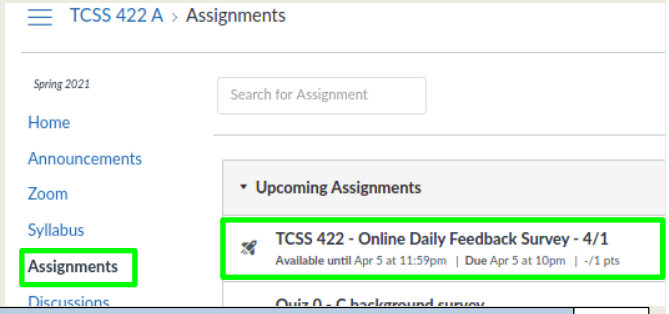
OBJECTIVES – 12/7

- **Questions from 12/2**
- Memory Segmentation Activity + answers (available in Canvas)
- Assignment 2 – Dec 6 *(Closing Dec 10)*
- Assignment 3 - (Tutorial) Introduction to Linux Kernel Modules
- Final exam – December 14
- Quiz 4 – Page Tables - Due Dec 13
- Chapter 20: Paging: Smaller Tables
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables
- Chapter 21/22: Beyond Physical Memory
  - Swapping Mechanisms, Swapping Policies

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



3

TCSS 422 - Online Daily Feedback Survey - 4/1

Quiz Instructions

Question 1 0.5 pts

On a scale of 1 to 10, please classify your perspective on material covered in today's class:

1	2	3	4	5	6	7	8	9	10
Mostly Review To Me				Equal New and Review					Mostly New to Me

Question 2 0.5 pts

Please rate the pace of today's class:

1	2	3	4	5	6	7	8	9	10
Slow				Just Right					Fast

4

MATERIAL / PACE

- Please classify your perspective on material covered in today's class (27 respondents):
- 1-mostly review, 5-equal new/review, 10-mostly new
- **Average – 6.27 (↑ - previous 6.02)**

- Please rate the pace of today's class:
- 1-slow, 5-just right, 10-fast
- **Average – 5.58 (↑ - previous 5.46)**

5

FEEDBACK

- ***I have trouble understanding the math with byte sizes.***
- >>> It is good to review charts and patterns:
- 8 bits = 1 byte
- 16 bits = 2 bytes
- 32 bits = 4 bytes
- 64 bits = 8 bytes
- 1,024 bytes = 1 kilobyte (2^10)
- 1,024 kilobytes = 1 megabyte (2^20)
- 1,024 megabytes = 1 gigabyte (2^30)
- 1,024 gigabytes = 1 terabyte (2^40)
- 1,024 terrabytes = 1 petabyte (2^50)

6

FEEDBACK - 2

- ***For simplicity rounding is often acceptable:***
- 1 kilobyte (2^10) = 1,024 bytes → ***1,000 bytes***
- 1,024 kilobytes (2^20) = 1 megabyte → ***1,000,000 bytes***
- 1,024 megabytes = 1 gigabyte (2^30)→1,000,000,000 bytes
- 1,024 gigabytes = 1 terabyte (2^40)→1,000,000,000,000 bytes
- 1,024 terrabytes = 1 petabyte (2^50)→1,000,000,000,000,000 bytes

7

2^1	2	2^{17}	131,072	2^{33}	8,589,934,592	2^{49}	562,949,953,421,312
2^2	4	2^{18}	262,144	2^{34}	17,179,869,184	2^{50}	1,125,899,906,842,624
2^3	8	2^{19}	524,288	2^{35}	34,359,738,368	2^{51}	2,251,799,813,685,248
2^4	16	2^{20} megabyte	1,048,576	2^{36}	68,719,476,736	2^{52}	4,503,599,627,370,496
2^5	32	2^{21}	2,097,152	2^{37}	137,438,953,472	2^{53}	9,007,199,254,740,992
2^6	64	2^{22}	4,194,304	238	274,877,906,944	2^{54}	18,014,398,509,481,984
2^7	128	2^{23}	8,388,608	2^{39}	549,755,813,888	2^{55}	36,028,797,018,963,968
2^8	256	2^{24}	16,777,216	2^{40} terabyte	1,099,511,627,776	2^{56}	72,057,594,037,927,936
2^9	512	2^{25}	33,554,432	2^{41}	2,199,023,255,552	2^{57}	144,115,188,075,855,872
2^{10} kilobyte	1,024	2^{26}	67,108,864	2^{42}	4,398,046,511,104	2^{58}	288,230,376,151,711,744
2^{11}	2,048	2^{27}	134,217,728	2^{43}	8,796,093,022,208	2^{59}	576,460,752,303,423,488
2^{12}	4,096	2^{28}	268,435,456	2^{44}	17,592,186,044,416	2^{60}	1,152,921,504,606,846,976
2^{13}	8,192	2^{29}	536,870,912	2^{45}	35,184,372,088,832	2^{61}	2,305,843,009,213,693,952
2^{14}	16,384	2^{30} gigabyte	1,073,741,824	2^{46}	70,368,744,177,664	2^{62}	4,611,686,018,427,387,904
2^{15}	32,768	2^{31}	2,147,483,648	2^{47}	140,737,488,355,328	2^{63}	9,223,372,036,854,775,808
2^{16}	65,536	2^{32}	4,294,967,296	2^{48}	281,474,976,710,656	2^{64} bubbabyte	18,446,744,073,709,551,616

8

FEEDBACK - 3

- ***How many bits are required to index the following amounts of memory?***

1. 1,024 bytes = 1 kilobyte (2^10)
2. 1,024 kilobytes = 1 megabyte (2^20)
3. 1,024 megabytes = 1 gigabyte (2^30)
4. 1,024 gigabytes = 1 terabyte (2^40)
5. 1,024 terrabytes = 1 petabyte (2^50)

9

FEEDBACK - 4

- ***With paging, we divide an address space in fixed sized pieces (known as the page size)***
- ***Assuming a computer indexes memory using 1 kilobyte memory pages***
- ***How many unique pages are required to manage/index memory?***
- 1 kilobyte (2^10) of memory
  - 1 page
- 1 megabyte (2^20) of memory
  - 1024 pages (2^10)
- 1 gigabyte (2^30) of memory
  - 1,048,576 pages (2^20)
- 1 terabyte (2^40) of memory
  - 1,073,741,824 pages (2^30)
- 1 petabyte (2^50) of memory
  - 1,099,511,627,776 pages (2^40)

10

FEEDBACK - 5

- **Assignment 2 Questions:**
- ***In chapter 30, the book mentioned the two broken solutions about using a single condition variable. They recommended using two conditional variable locks in order to fix the problem.***
  - Yes with the book there is an empty and fill signal for the bounded buffer when working with multiple producers and multiple consumers
- ***But on Thursday, you mentioned that it is not necessary to add more locks (conditions??) but it's up to us to decide.***
- ***I wonder why it's not necessary and if there's any big difference.***
  - For each shared bounded buffer in assignment 2, there is only one producer thread and one consumer thread
  - Assignment 2 instead has many unique bounded buffer instances

11

FEEDBACK – 6

- ***Is there more information on "pagemon"? I'm still a little bit confused about what it does and why it is useful.***
  - Pagemon is an interactive tool for browsing memory of a process
- ***Are there different ways that we can test/identify for deadlock besides looking at the code?***
  - Try running the program with small bounded buffer sizes
  - Try running the program to generate a large number of primes
  - Try running the program with minimal to no output to the screen
  - Try running the program with no sleep or wait statements
  - Try running the program using as many CPU cores as possible on the virtual machine
    - The fewer the cores, the fewer the synchronization issues
    - 1 core hides deadlock altogether
    - 8 cores is better for testing than 4, than 2, etc.

12

OBJECTIVES – 12/7

- Questions from 12/2
- **Memory Segmentation Activity + answers (available in Canvas)**
- Assignment 2 – Dec 6 (Closing Dec 10)
- Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17
- Final exam – Dec 14
- Quiz 4 – Page Tables - Due Dec 13
- Chapter 20: Paging: Smaller Tables
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables
- Chapter 21/22: Beyond Physical Memory
  - Swapping Mechanisms, Swapping Policies

13

OBJECTIVES – 12/7

- Questions from 12/2
- Memory Segmentation Activity + answers (available in Canvas)
- **Assignment 2 – Dec 6 (Closing Dec 10)**
- Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17
- Final exam – Dec 14
- Quiz 4 – Page Tables - Due Dec 13
- Chapter 20: Paging: Smaller Tables
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables
- Chapter 21/22: Beyond Physical Memory
  - Swapping Mechanisms, Swapping Policies

14

OBJECTIVES – 12/7

- Questions from 12/2
- Memory Segmentation Activity + answers (available in Canvas)
- Assignment 2 – Dec 6 (Closing Dec 10)
- **Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17**
- Final exam – Dec 14
- Quiz 4 – Page Tables - Due Dec 13
- Chapter 20: Paging: Smaller Tables
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables
- Chapter 21/22: Beyond Physical Memory
  - Swapping Mechanisms, Swapping Policies

15

ASSIGNMENT 3: INTRODUCTION TO LINUX KERNEL MODULES

- Assignment 3 provides an introduction to kernel programming by demonstrating how to create a Linux Kernel Module
- Kernel modules are commonly used to write device drivers and can access protected operating system data structures
  - For example: Linux `task_struct` process data structure
- Assignment 3 is scored in the Quizzes / Activities / Tutorials category
  - Lowest two grades in this category are dropped

16

OBJECTIVES – 12/7

- Questions from 12/2
- Memory Segmentation Activity + answers (available in Canvas)
- Assignment 2 – Dec 6 (Closing Dec 10)
- Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17
- **Final exam – Dec 14**
- Quiz 4 – Page Tables - Due Dec 13
- Chapter 20: Paging: Smaller Tables
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables
- Chapter 21/22: Beyond Physical Memory
  - Swapping Mechanisms, Swapping Policies

17

FINAL EXAM – DEC 14TH

- Tuesday December 14 from 1:30 to 3:30 pm
  - Final (100 points)
  - SHORT: similar number of questions as the midterm
  - 2-hours
  - Focus on new content - since the midterm (~70% new, 30% before)
- Final Exam Review -
  - Complete Memory Segmentation Activity
  - Complete Quiz 4
  - Practice Final Exam Questions – 2nd hour of Dec 9th class session
  - Individual work
  - 2 pages of notes (any sized paper), double sided
  - Basic calculators allowed
  - NO smartphones, laptop, book, Internet, group wowkr

18

OBJECTIVES – 12/7

- Questions from 12/2
- Memory Segmentation Activity + answers (available in Canvas)
- Assignment 2 – Dec 6 (Closing Dec 10)
- Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17
- Final exam – Dec 14
- **Quiz 4 – Page Tables - Due Dec 13**
- Chapter 20: Paging: Smaller Tables
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables
- Chapter 21/22: Beyond Physical Memory
  - Swapping Mechanisms, Swapping Policies

19

OBJECTIVES – 12/7

- Questions from 12/2
- Memory Segmentation Activity + answers (available in Canvas)
- Assignment 2 – Dec 6 (Closing Dec 10)
- Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17
- Final exam – Dec 14
- Quiz 4 – Page Tables - Due Dec 13
- **Chapter 20: Paging: Smaller Tables**
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables
- Chapter 21/22: Beyond Physical Memory
  - Swapping Mechanisms, Swapping Policies

20

CHAPTER 20: PAGING: SMALLER TABLES

21

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

22

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

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

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

23

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

24

OBJECTIVES – 12/7

- Questions from 12/2
- Memory Segmentation Activity + answers (available in Canvas)
- Assignment 2 – Dec 6 (Closing Dec 10)
- Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17
- Final exam – Dec 14
- Quiz 4 – Page Tables - Due Dec 13
- Chapter 20: Paging: Smaller Tables
  - **Smaller Tables**, Multi-level Page Tables, N-level Page Tables
- Chapter 21/22: Beyond Physical Memory
  - Swapping Mechanisms, Swapping Policies

25

PAGING: USE LARGER PAGES

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

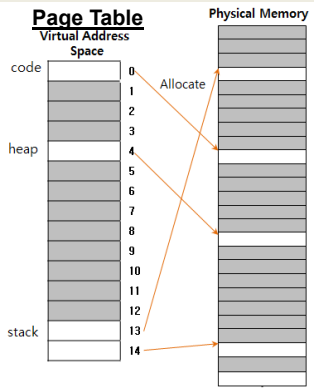
$$\frac{2^{32}}{2^{14}} * 4 = 1MB \quad \text{per page table}$$

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

26

PAGE TABLES: WASTED SPACE

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



A 16KB Address Space with 1KB Pages

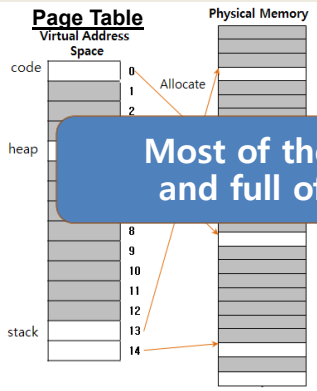
PFN	valid	prot	present	dirty
10	1	r-x	1	0
-	0	-	-	-
-	0	-	-	-
-	0	-	-	-
15	1	rw-	1	1
...	...	...	...	...
-	0	-	-	-
3	1	rw-	1	1
23	1	rw-	1	1

A Page Table For 16KB Address Space

27

PAGE TABLES: WASTED SPACE

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



A 16KB Address Space with 1KB Pages

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

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

A Page Table For 16KB Address Space

28

OBJECTIVES – 12/7

- Questions from 12/2
- Memory Segmentation Activity + answers (available in Canvas)
- Assignment 2 – Dec 6 (Closing Dec 10)
- Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17
- Final exam – Dec 14
- Quiz 4 – Page Tables - Due Dec 13
- Chapter 20: Paging: Smaller Tables
  - Smaller Tables, **Multi-level Page Tables**, N-level Page Tables
- Chapter 21/22: Beyond Physical Memory
  - Swapping Mechanisms, Swapping Policies

29

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:

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

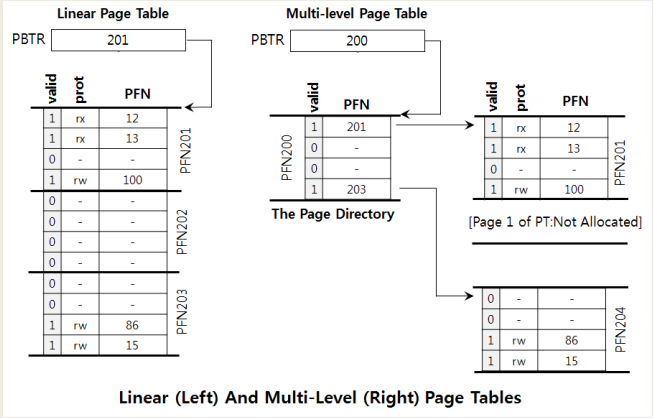
- Often most of the 4MB *per process* page table is empty
- Page table must be placed in 4MB contiguous block of RAM

- MUST SAVE MEMORY!

30

MULTI-LEVEL PAGE TABLES - 2

- Add level of indirection, the "page directory"

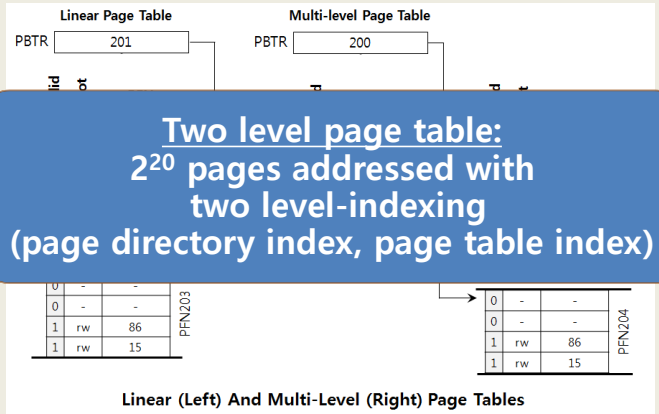


Linear (Left) And Multi-Level (Right) Page Tables

31

MULTI-LEVEL PAGE TABLES - 2

- Add level of indirection, the "page directory"



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

32

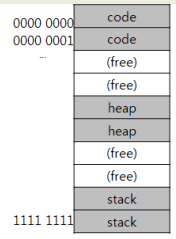
MULTI-LEVEL PAGE TABLES - 3

- 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

33

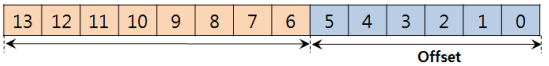
EXAMPLE

- 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)

A 16-KB Address Space With 64-byte Pages



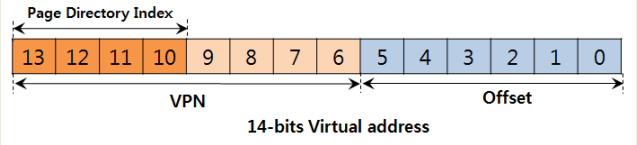
34

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!**

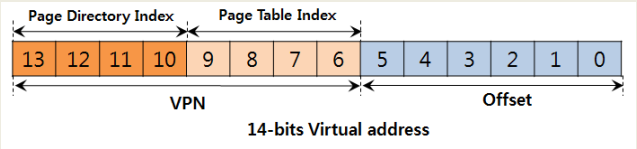
PAGE DIRECTORY INDEX

- 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



PAGE TABLE INDEX

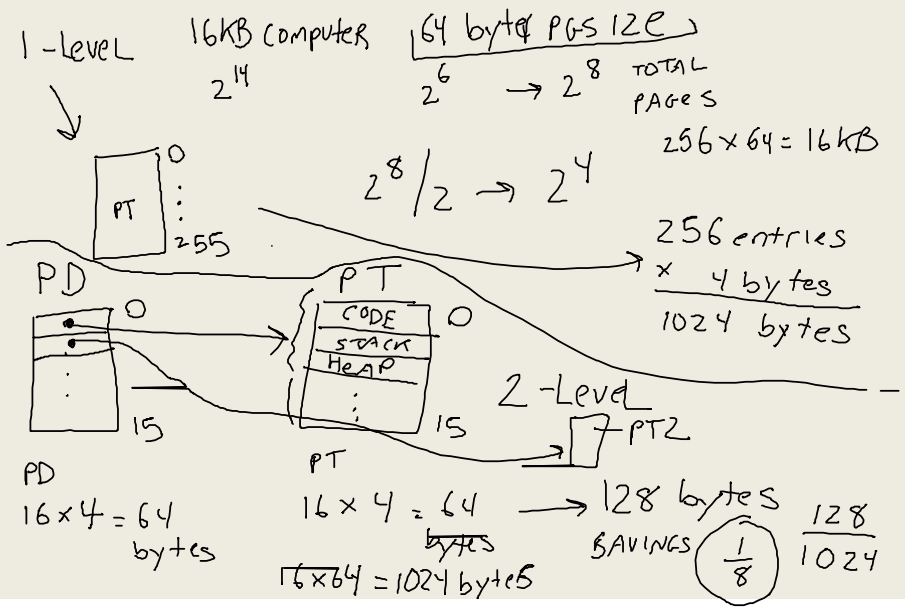
- 4 bits page directory index (PDI – 1st level)
- 4 bits page table index (PTI – 2nd level)



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

37

Multi-level page table sketch (16 KB computer, 64 byte pages)



38

WE WILL RETURN AT 2:48PM

39

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 table entry 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 = 16 entries (4 used) x 4 bytes (1 x 64 byte page)
- 128 bytes required (2 x 64 byte pages)
  - Savings = using just 12.5% the space !!!

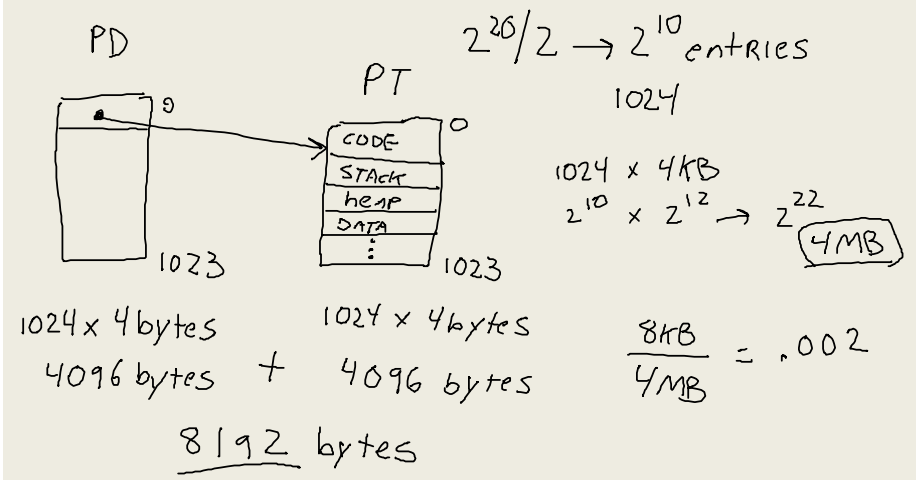
40

32-BIT EXAMPLE

- Consider: 32-bit address space, 4GB computer, 4KB pages, 2^{20} pages
- HelloWorld.c with only 4 mapped pages (code,stack,heap,data)
- **PAGE TABLE SIZE REQUIREMENTS:**
- **Single level**: 4 MB (we've done this before)
- **Two level**: (split VPN in half, original was 20 bits)
- How much space is required for the 2-level page table??

41

Multi-level page table sketch (4GB computer, 4KB pages)



42

32-BIT EXAMPLE

- Consider: 32-bit address space, 4GB computer, 4KB pages, 2^{20} pages
- HelloWorld.c with only 4 mapped pages (code,stack,heap,data)
- **PAGE TABLE SIZE REQUIREMENTS**
- **Single level**: 4 MB (we've done this before)
- **Two level**: (split VPN in half, original was 20 bits)
- 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 !!! 8KB x 100 = 800 KB
- 100 sparse processes now require < 1MB for page tables

43

OBJECTIVES – 12/7

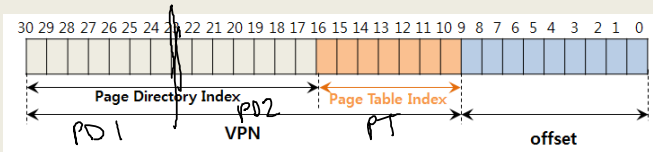
- Questions from 12/2
- Memory Segmentation Activity + answers (available in Canvas)
- Assignment 2 – Dec 6 (Closing Dec 10)
- Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17
- Final exam – Dec 14
- Quiz 4 – Page Tables - Due Dec 13
- Chapter 20: Paging: Smaller Tables
  - Smaller Tables, Multi-level Page Tables, **N-level Page Tables**
- Chapter 21/22: Beyond Physical Memory
  - Swapping Mechanisms, Swapping Policies

44

MORE THAN TWO LEVELS - 2

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

1 GB computer
512 byte PAGES



Flag	Detail
Virtual address	30 bit
Page size	512 byte
VPN	21 bit
Offset	9 bit
Page entry per page	128 PTEs → $\log_2 128 = 7$

$\frac{2^{30}}{2^9} = 2^{21}$ PAGES

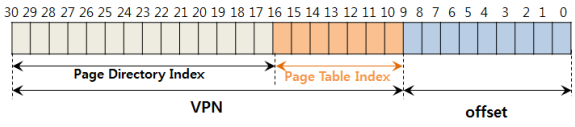
21 / 3 = 7

45

MORE THAN TWO LEVELS - 3

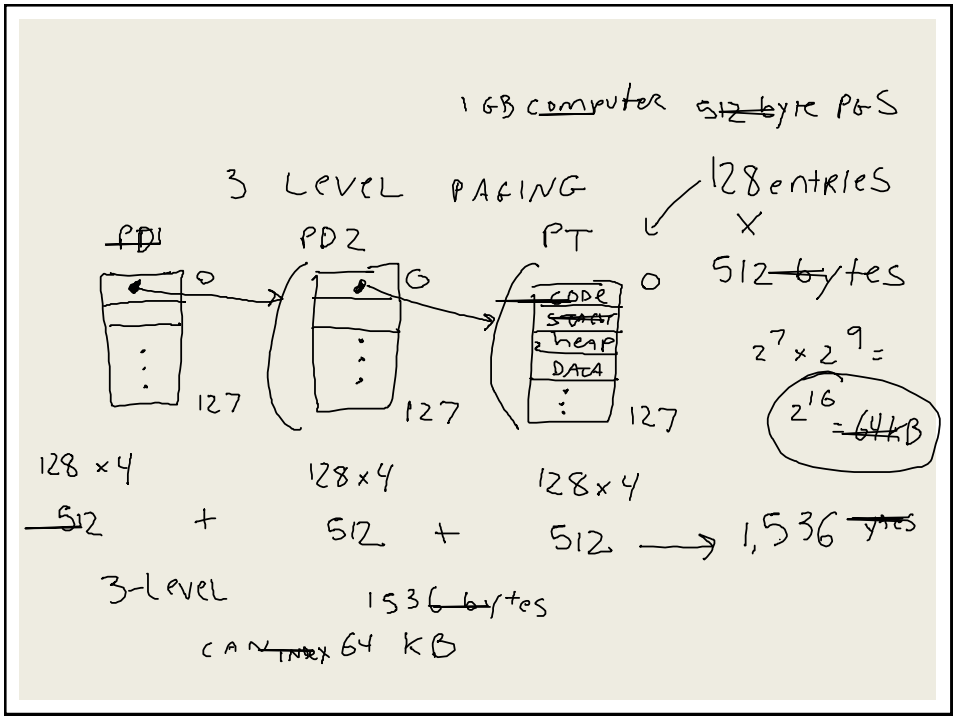
- To map 1 GB address space (2^{30}=1GB RAM, 512-byte pages)
- 2^{14} = 16,384 page directory entries (PDEs) are required
- When using 2^7 (128 entry) page tables…
- Page size = 512 bytes / 4 bytes per addr

2^{21}



Flag	Detail
Virtual address	30 bit
Page size	512 byte
VPN	21 bit
Offset	9 bit
Page entry per page	128 PTEs → $\log_2 128 = 7$

46



47

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 → $\log_2 128 = 7$

48

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

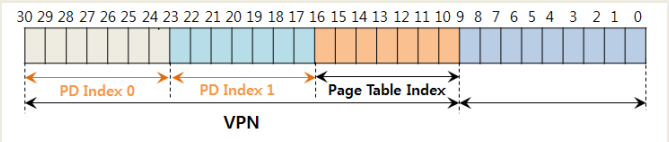
Need three level page table:
Page directory 0 (PD Index 0)
Page directory 1 (PD Index 1)
Page Table Index

Virtual address	30 bit
Page size	512 byte
VPN	21 bit
Offset	9 bit
Page entry per page	128 PTEs → $\log_2 128 = 7$

49

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% !!!

50

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;
```


51

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

52

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

MULTI-LEVEL PAGE TABLE EXAMPLE

- Consider a 16 MB computer which indexes memory using 4KB pages $2^{24} / 2^{12}$
- **(#1)** For a single level page table, how many pages are required to index memory? 2^{12} 4096
- **(#2)** How many bits are required for the VPN? 12
- **(#3)** Assuming each page table entry (PTE) can index any byte on a 4KB page, how many offset bits are required? 12
- **(#4)** Assuming there are 8 status bits, how many bytes are required for each page table entry? 4 bytes
  12 VPN 8 STATUS BITS

MULTI LEVEL PAGE TABLE EXAMPLE - 2

- (#5) How many bytes (or KB) are required for a single level page table? 2^{12} PAGES x 4 bytes → 16KB
- 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)? 6
- (#7) How many bits are required for the Page Table Index (PTI)? 6

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

32

- (#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? 256 + 256 = 512 bytes
- HINT: we need to allocate one Page Directory and one Page Table... PD PT 2 2
- HINT: how many entries are in the PD and PT 64 64 4 bytes/entry

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? $2^6 = 64$ SLOTS 64×4 KB = 256 KB
- **(#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 $\frac{512}{16384}$

57

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%

58

OBJECTIVES – 12/7

- Questions from 12/2
- Memory Segmentation Activity + answers (available in Canvas)
- Assignment 2 – Dec 6 (Closing Dec 10)
- Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17
- Final exam – Dec 14
- Quiz 4 – Page Tables - Due Dec 13
- Chapter 20: Paging: Smaller Tables
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables
- **Chapter 21/22: Beyond Physical Memory**
  - Swapping Mechanisms, Swapping Policies

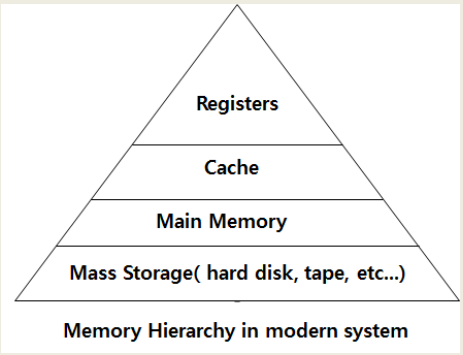
59

CHAPTER 21/22: BEYOND PHYSICAL MEMORY

60

MEMORY HIERARCHY

- Disks (HDD, SSD) provide another level of storage in the memory hierarchy



61

MOTIVATION FOR EXPANDING THE ADDRESS SPACE

- Provide the illusion of an address space larger than physical RAM
- For a single process
  - Convenience
  - Ease of use
- For multiple processes
  - Large virtual memory space supports running *many concurrent processes. . .*

62

LATENCY TIMES

- Design considerations:
  - SSDs 4x the time of DRAM
  - HDDs 80x the time of DRAM

Action	Latency (ns)	(µs)	
L1 cache reference	0.5ns		
L2 cache reference	7 ns		14x L1 cache
Mutex lock/unlock	25 ns		
Main memory reference	100 ns		20x L2 cache, 200x L1
Read 4K randomly from SSD*	150,000 ns	150 µs	~1GB/sec SSD
Read 1 MB sequentially from memory	250,000 ns	250 µs	
Read 1 MB sequentially from SSD*	1,000,000 ns	1,000 µs	1 ms ~1GB/sec SSD, 4X memory
Read 1 MB sequentially from disk	20,000,000 ns	20,000 µs	20 ms 80x memory, 20X SSD

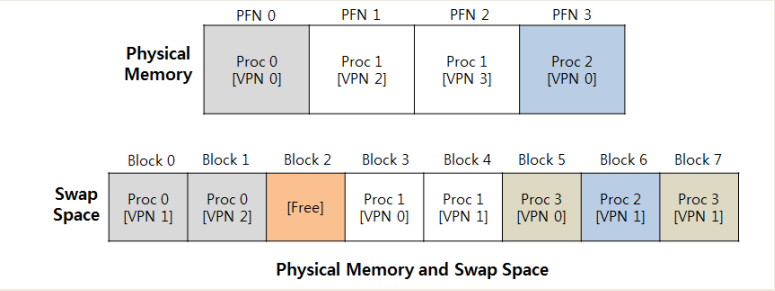
- *Latency numbers every programmer should know*
- From: https://gist.github.com/jboner/2841832#file-latency-txt

OBJECTIVES – 12/7

- Questions from 12/2
- Memory Segmentation Activity + answers (available in Canvas)
- Assignment 2 – Dec 6 (Closing Dec 10)
- Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17
- Final exam – Dec 14
- Quiz 4 – Page Tables - Due Dec 13
- Chapter 20: Paging: Smaller Tables
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables
- Chapter 21/22: Beyond Physical Memory
  - **Swapping Mechanisms** Swapping Policies

SWAP SPACE

- Disk space for storing memory pages
- "Swap" them in and out of memory to disk as needed



Physical Memory and Swap Space

65

SWAP SPACE - 2

- The size of the swap space can be seen using the Linux free command: "free –h"

```
wlloyd@dione:~$ free -h
              total        used        free      shared  buff/cache   available
Mem:            30G         11G         14G        1.3G        4.4G         17G
Swap:           31G          0B         31G
```

- With sufficient disk space, a common allocation is to create Swap space greater than or equal to physical RAM

66

SWAP SPACE - 3

- Swap space lives on a separate logical volume in Ubuntu Linux that is managed separately from the root file system
- Check logical volumes with "sudo lvdisplay" command:

```
--- Logical volume ---
LV Path                /dev/ubuntu-vg/swap_1
LV Name                swap_1
VG Name                ubuntu-vg
LV UUID                G1Ovj6-4M33-2YXY-YETH-wf7V-93vF-QRQytG
LV Write Access        read/write
LV Creation host, time ubuntu, 2018-09-30 15:44:16 -0700
LV Status              available
# open                 2
LV Size                976.00 MiB
Current LE             244
Segments               1
Allocation             inherit
Read ahead sectors     auto
- currently set to     256
Block device           253:1
```

- See also "lvm lvs" command

PAGE LOCATION

- Memory pages are:
  - Stored in memory
  - Swapped to disk
- Present bit
  - In the page table entry (PTE) indicates if page is present
- Page fault
  - Memory page is accessed, but has been swapped to disk

PAGE FAULT

- OS steps in to handle the page fault
- Loading page from disk requires a free memory page
- Page-Fault Algorithm

```
1:      PFN = FindFreePhysicalPage()
2:      if (PFN == -1)                  // no free page found
3:              PFN = EvictPage()       // run replacement algorithm
4:      DiskRead(PTE.DiskAddr, pfn)     // sleep (waiting for I/O)
5:      PTE.present = True              // set PTE bit to present
6:      PTE.PFN = PFN                   // reference new loaded page
7:      RetryInstruction()              // retry instruction
```


69

PAGE REPLACEMENTS

- Page daemon
  - Background threads which monitors swapped pages
- Low watermark (LW)
  - Threshold for when to swap pages to disk
  - Daemon checks: free pages < LW
  - Begin swapping to disk until reaching the highwater mark
- High watermark (HW)
  - Target threshold of free memory pages
  - Daemon free until: free pages >= HW

70

OBJECTIVES – 12/7

- Questions from 12/2
- Memory Segmentation Activity + answers (available in Canvas)
- Assignment 2 – Dec 6 (Closing Dec 10)
- Assignment 3: (Tutorial) Intro to Linux Kernel Modules - Dec 17
- Final exam – Dec 14
- Quiz 4 – Page Tables - Due Dec 13
- Chapter 20: Paging: Smaller Tables
  - Smaller Tables, Multi-level Page Tables, N-level Page Tables
- Chapter 21/22: Beyond Physical Memory
  - Swapping Mechanisms, **Swapping Policies**

71

REPLACEMENT POLICIES

72

CACHE MANAGEMENT

- Replacement policies apply to "any" cache
- Goal is to minimize the number of misses
- Average memory access time (AMAT) can be estimated:

$$AMAT = (P_{Hit} * T_M) + (P_{Miss} * T_D)$$

Argument	Meaning
T_M	The cost of accessing memory (time)
T_D	The cost of accessing disk (time)
P_{Hit}	The probability of finding the data item in the cache(a hit)
P_{Miss}	The probability of not finding the data in the cache(a miss)

- Consider T_M = 100 ns, T_D = 10ms
- Consider P_{hit} = .9 (90%), P_{miss} = .1
- Consider P_{hit} = .999 (99.9%), P_{miss} = .001

OPTIMAL REPLACEMENT POLICY

- What if:
  - We could predict the future (… with a magical oracle)
  - All future page accesses are known
  - Always replace the page in the cache used farthest in the future
- Used for a comparison
- Provides a "best case" replacement policy
- Consider a 3-element empty cache with the following page accesses:

0 1 2 0 1 3 0 3 1 2 1

What is the hit/miss ratio?

6 hits

FIFO REPLACEMENT

- Queue based
- **Always replace the oldest element** at the back of cache
- Simple to implement
- Doesn't consider importance… just arrival ordering
- Consider a 3-element empty cache with the following page accesses:

  0 1 2 0 1 3 0 3 1 2 1

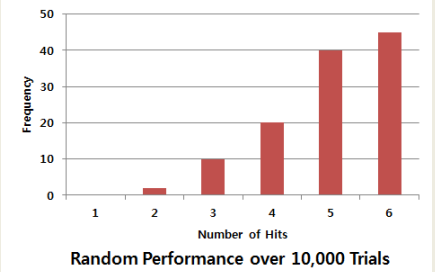
- What is the hit/miss ratio? **4 hits**
- How is FIFO different than LRU? **LRU incorporates history**

75

RANDOM REPLACEMENT

- Pick a page at random to replace
- Simple and fast implementation
- Performance depends on luck of random choices

  0 1 2 0 1 3 0 3 1 2 1



Random Performance over 10,000 Trials

76

HISTORY-BASED POLICIES

- LRU: Least recently used
- Always replace page with oldest access time (front)
- Always move end of cache when element is read again
- LRU requires constant reorganization of the cache
- Considers temporal locality (*when pg was last accessed*)

0 1 2 0 1 3 0 3 1 2 1

What is the hit/miss ratio?

6 hits

- LFU: Least frequently used
- Always replace page with the fewest # of accesses (front)
- Incorporates frequency of use - *must track pg accesses*
- Consider frequency of page accesses

0 1 2 0 1 3 0 3 1 2 1

Hit/miss ratio is=6 hits

77

Consider a 3-element cache. With a FIFO replacement policy, how many hits occur with the following page access sequence:

1 2 0 1 3 1 2 0 2 1 3

2 hits

3 hits

4 hits

5 hits

6 hits

78

Consider a 3-element cache. With an LRU replacement policy, how many hits occur with the following page access sequence:

1 2 0 1 3 1 2 0 2 1 3

2 hits

3 hits

4 hits

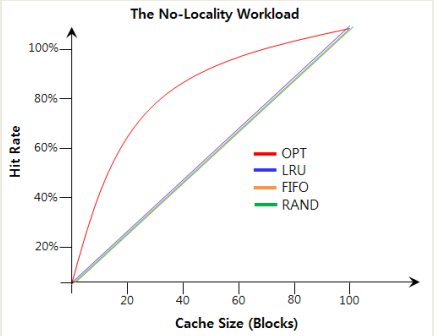
5 hits

6 hits

79

WORKLOAD EXAMPLES: NO-LOCALITY

- No-Locality (Random Access) Workload
  - Perform 10,000 random page accesses
  - Across set of 100 memory pages

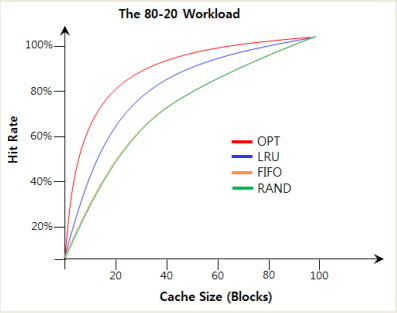


When the cache is large enough to fit the entire workload, it doesn't matter which policy you use.

80

WORKLOAD EXAMPLES: 80/20

- 80/20 Workload
  - Perform 10,000 page accesses, against set of 100 pages
  - 80% of accesses are to 20% of pages (hot pages)
  - 20% of accesses are to 80% of pages (cold pages)



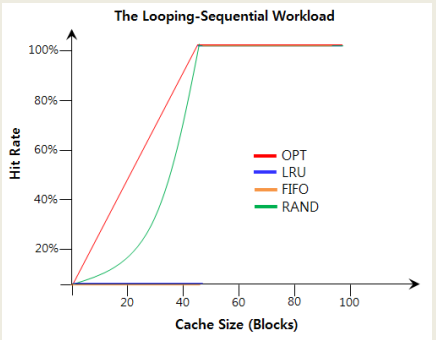
LRU is more likely to hold onto hot pages

(recalls history)

81

WORKLOAD EXAMPLES: SEQUENTIAL

- Looping sequential workload
  - Refer to 50 pages in sequence: 0, 1, …, 49
  - Repeat loop



Random performs better than FIFO and LRU for cache sizes < 50

Algorithms should provide "scan resistance"

82

With small cache sizes, for the looping sequential workload, why do FIFO and LRU fail to provide cache hits?

Cache hits in this scenario require consideration of how frequently accessed memory is for cache replacement

Memory accesses are unpredictable and too random. Unpredictable accesses require a random cache replacement policy for cache hits

Memory accesses to elements that are accessed repeatedly are too spread apart temporally to benefit from caching

Unlike Random cache replacement, both FIFO and LRU fail to speculate memory accesses in advance to improve caching

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**

83

IMPLEMENTING LRU

- Implementing last recently used (LRU) requires tracking access time for all system memory pages
- Times can be tracked with a list
- For cache eviction, we must scan an entire list
- Consider: 4GB memory system (2^{32}), with 4KB pages (2^{12})
- This requires 2^{20} comparisons !!!
- Simplification is needed
  - Consider how to approximate the oldest page access

84

IMPLEMENTING LRU - 2

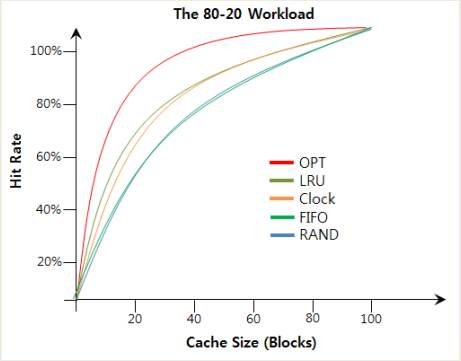
- Harness the Page Table Entry (PTE) Use Bit
- HW sets to 1 when page is used
- OS sets to 0

- Clock algorithm (*approximate LRU*)
  - Refer to pages in a circular list
  - Clock hand points to current page
  - Loops around
    - IF USE_BIT=1 set to USE_BIT = 0
    - IF USE_BIT=0 replace page

85

CLOCK ALGORITHM

- Not as efficient as LRU, but better than other replacement algorithms that do not consider history



86

CLOCK ALGORITHM - 2

- Consider dirty pages in cache
- If DIRTY (modified) bit is FALSE
  - No cost to evict page from cache
- If DIRTY (modified) bit is TRUE
  - Cache eviction requires updating memory
  - Contents have changed
- Clock algorithm should favor no cost eviction

87

WHEN TO LOAD PAGES

- On demand → demand paging
- Prefetching
  - Preload pages based on anticipated demand
  - Prediction based on locality
  - Access page P, suggest page P+1 may be used
- What other techniques might help anticipate required memory pages?
  - Prediction models, historical analysis
  - In general: accuracy vs. effort tradeoff
  - High analysis techniques struggle to respond in real time

88

OTHER SWAPPING POLICIES

- Page swaps / writes
  - Group/cluster pages together
  - Collect pending writes, perform as batch
  - Grouping disk writes helps amortize latency costs
- Thrashing
  - Occurs when system runs many memory intensive processes and is low in memory
  - Everything is constantly swapped to-and-from disk

89

OTHER SWAPPING POLICIES - 2

- Working sets
  - Groups of related processes
  - When thrashing: prevent one or more working set(s) from running
  - Temporarily reduces memory burden
  - Allows some processes to run, reduces thrashing

90

QUESTIONS

91

QUESTIONS

92