Virtual Memory 2

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Computer Science
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P & H Chapter 5.7
Goals for Today

Virtual Memory

• Address Translation
  • Pages, page tables, and memory mgmt unit
• Paging
• Role of Operating System
  • Context switches, working set, shared memory
• Performance
  • How slow is it
  • Making virtual memory fast
  • Translation lookaside buffer (TLB)
• Virtual Memory Meets Caching
Role of the Operating System
Context switches, working set, shared memory
Next Goal

How many programs do you run at once?

How does the Operating System (OS) help?
Role of the Operating System

The operating systems (OS) manages and multiplexes memory between process. It...

- Enables processes to (explicitly) increase memory:
  - sbrk and (implicitly) decrease memory
- Enables sharing of physical memory:
  - multiplexing memory via context switching, sharing memory, and paging
- Enables and limits the number of processes that can run simultaneously
sbrk (more memory)

Suppose Firefox needs a new page of memory
(1) Invoke the Operating System
    void *sbrk(int nbytes);
(2) OS finds a free page of physical memory
    • clear the page (fill with zeros)
    • add a new entry to Firefox’s PageTable
Context Switch (sharing CPU)

Suppose Firefox is idle, but Skype wants to run
(1) Firefox invokes the Operating System
    int sleep(int nseconds);
(2) OS saves Firefox’s registers, load skype’s
    • (more on this later)
(3) OS changes the CPU’s Page Table Base Register
    • Cop0:ContextRegister / CR3:PDBR
(4) OS returns to Skype
Shared Memory

Suppose Firefox and Skype want to share data
(1) OS finds a free page of physical memory
   • clear the page (fill with zeros)
   • add a new entry to Firefox’s PageTable
   • add a new entry to Skype’s PageTable
     – can be same or different vaddr
     – can be same or different page permissions
Suppose Skype needs a new page of memory, but Firefox is hogging it all

1. Invoke the Operating System
   ```c
   void *sbrk(int nbytes);
   ```

2. OS can’t find a free page of physical memory
   - Pick a page from Firefox instead (or other process)

3. If page table entry has dirty bit set...
   - Copy the page contents to disk

4. Mark Firefox’s page table entry as “on disk”
   - Firefox will fault if it tries to access the page

5. Give the newly freed physical page to Skype
   - clear the page (fill with zeros)
   - add a new entry to Skype’s PageTable
Takeaway

The OS assists with the Virtual Memory abstraction

- sbrk
- Context switches
- Shared memory
- Multiplexing memory
How can the OS optimize the use of physical memory?

What does the OS need to beware of?
Paging Assumption 1
OS multiplexes physical memory among processes

• assumption #1: processes use only a few pages at a time
• working set = set of process’s recently actively pages

![Diagram showing memory and disk usage with recent accesses for code, data, and stack segments.](image-url)
Thrashing (excessive paging)

Case 1: Single process using too many pages

Case 2: Too many processes

Q: What if working set is too large?
Thrashing

Thrashing b/c working set of process (or processes) greater than physical memory available

- Firefox steals page from Skype
- Skype steals page from Firefox

• I/O (disk activity) at 100% utilization
  - But no useful work is getting done

Ideal: Size of disk, speed of memory (or cache)
Non-ideal: Speed of disk
Paging Assumption 2
OS multiplexes physical memory among processes

• assumption # 2:
  recent accesses predict future accesses

• working set usually changes slowly over time
More Thrashing

Q: What if working set changes rapidly or unpredictably?

A: Thrashing b/c recent accesses don’t predict future accesses
Preventing Thrashing

How to prevent thrashing?

• User: Don’t run too many apps
• Process: efficient and predictable mem usage
• OS: Don’t over-commit memory, memory-aware scheduling policies, etc.
Takeaway

The OS assists with the Virtual Memory abstraction

• sbrk
• Context switches
• Shared memory
• Multiplexing memory
• Working set
• Thrashing

Next: Virtual memory performance
Performance

Virtual Memory Summary

PageTable for each process:

- Page table tradeoffs
  - Single-level (e.g. 4MB contiguous in physical memory)
  - or multi-level (e.g. less mem overhead due to page table), ...

- every load/store translated to physical addresses

- page table miss = *page fault*
  - load the swapped-out page and retry instruction,
    or kill program if the page really doesn’t exist,
    or tell the program it made a mistake
Page Table Review

x86 Example: 2 level page tables, assume...
32 bit vaddr, 32 bit paddr
4k PDir, 4k PTables, 4k Pages

Q: How many bits for a physical page number?
A: 20

Q: What is stored in each PageTableEntry?
A: ppn, valid/dirty/r/w/x/...

Q: What is stored in each PageDirEntry?
A: ppn, valid/?/...

Q: How many entries in a PageDirectory?
A: 1024 four-byte PDEs

Q: How many entries in each PageTable?
A: 1024 four-byte PTEs
Page Table Example

x86 Example: 2 level page tables, assume...
32 bit vaddr, 32 bit paddr
4k PDir, 4k PTables, 4k Pages
PTBR = 0x10005000 (physical)

Write to virtual address 0x7192a44c...

Q: Byte offset in page? PT Index? PD Index?

(1) PageDir is at 0x10005000, so...
Fetch PDE from physical address 0x1005000+(4*PDI)
  • suppose we get {0x12345, v=1, ...}

(2) PageTable is at 0x12345000, so...
Fetch PTE from physical address 0x12345000+(4*PTI)
  • suppose we get {0x14817, v=1, d=0, r=1, w=1, x=0, ...}

(3) Page is at 0x14817000, so...
Write data to physical address? 0x1481744c
Also: update PTE with d=1
Performance

Virtual Memory Summary

Page Table for each process:
  • Page
    – Single-level (e.g. 4MB contiguous in physical memory)
    – or multi-level (e.g. less mem overhead due to page table),
    – ...
  • every load/store translated to physical addresses
  • page table miss: load a swapped-out page and retry instruction, or kill program

Performance?
  • terrible: memory is already slow translation makes it slower

Solution?
  • A cache, of course
Next Goal

How do we speed up address translation?
Making Virtual Memory Fast
The Translation Lookaside Buffer (TLB)
Translation Lookaside Buffer (TLB)

Hardware Translation Lookaside Buffer (TLB)
A small, very fast cache of recent address mappings

- TLB hit: avoids PageTable lookup
- TLB miss: do PageTable lookup, cache result for later
A TLB in the Memory Hierarchy

(1) Check TLB for vaddr (~ 1 cycle)

(2) TLB Hit
   • compute paddr, send to cache

(2) TLB Miss: traverse PageTables for vaddr

(3a) PageTable has valid entry for in-memory page
   • Load PageTable entry into TLB; try again (tens of cycles)

(3b) PageTable has entry for swapped-out (on-disk) page
   • Page Fault: load from disk, fix PageTable, try again (millions of cycles)

(3c) PageTable has invalid entry
   • Page Fault: kill process
The TLB is a fast cache for address translations. A TLB hit is fast, miss is slow.
Next Goal

How do we keep TLB, PageTable, and Cache consistent?
TLB Coherency

TLB Coherency: What can go wrong?

A: PageTable or PageDir contents change
  - swapping/paging activity, new shared pages, ...

A: Page Table Base Register changes
  - context switch between processes
Translation Lookaside Buffers (TLBs)

When PTE changes, PDE changes, PTBR changes....

Full Transparency: TLB coherency in hardware

- Flush TLB whenever PTBR register changes
  [easy – why?]
- Invalidate entries whenever PTE or PDE changes
  [hard – why?]

TLB coherency in software

If TLB has a no-write policy...

- OS invalidates entry after OS modifies page tables
- OS flushes TLB whenever OS does context switch
TLB Parameters

TLB parameters (typical)

- very small (64 – 256 entries), so very fast
- fully associative, or at least set associative
- tiny block size: why?

Intel Nehalem TLB (example)

- 128-entry L1 Instruction TLB, 4-way LRU
- 64-entry L1 Data TLB, 4-way LRU
- 512-entry L2 Unified TLB, 4-way LRU
Takeaway

The TLB is a fast cache for address translations. A TLB hit is fast, miss is slow.

TLB Coherency –

• in HW – flush TLB when PTBR changes (context switch) and invalidate entry when PTE or PDE changes (may need processID).

• In SW–OS invalidates TLB entry after change page tables or OS flushes TLB whenever OS does context switch.
Next Goal

Virtual Memory meets Caching
Virtually vs. physically addressed caches
Virtually vs. physically tagged caches
Virtual Memory meets Caching
Virtually vs. physically addressed caches
Virtually vs. physically tagged caches
Recall TLB in the Memory Hierarchy

TLB is passing a physical address so we can load from memory.

What if the data is in the cache?
Virtually Addressed Caching

Q: Can we remove the TLB from the critical path?

A: Virtually-Addressed Caches
Q: What happens on context switch?
Q: What about virtual memory aliasing?
Q: So what’s wrong with physically addressed caches?
Indexing vs. Tagging

Physically-Addressed Cache
• slow: requires TLB (and maybe PageTable) lookup first

Virtually-Addressed Cache
• fast: start TLB lookup before cache lookup finishes
• PageTable changes (paging, context switch, etc.)
  → need to purge stale cache lines (how?)
• Synonyms (two virtual mappings for one physical page)
  → could end up in cache twice (very bad!)

Virtually-Indexed, Physically Tagged Cache
• ~fast: TLB lookup in parallel with cache lookup
• PageTable changes → no problem: phys. tag mismatch
• Synonyms → search and evict lines with same phys. tag
Typical L1: On-chip virtually addressed, physically tagged
Typical L2: On-chip physically addressed
Typical L3: On-chip …
Design Decisions of Caches/TLBs/VM

Caches, Virtual Memory, & TLBs
Where can block be placed?
  • Direct, n-way, fully associative

What block is replaced on miss?
  • LRU, Random, LFU, ...

How are writes handled?
  • No-write (w/ or w/o automatic invalidation)
  • Write-back (fast, block at time)
  • Write-through (simple, reason about consistency)
Summary of Caches/TLBs/VM

Caches, Virtual Memory, & TLBs
Where can block be placed?
  • Caches: direct/n-way/fully associative (fa)
  • VM: fa, but with a table of contents to eliminate searches
  • TLB: fa

What block is replaced on miss?
  • varied

How are writes handled?
  • Caches: usually write-back, or maybe write-through, or maybe no-write w/ invalidation
  • VM: write-back
  • TLB: usually no-write
# Summary of Cache Design Parameters

<table>
<thead>
<tr>
<th></th>
<th>L1</th>
<th>Paged Memory</th>
<th>TLB</th>
</tr>
</thead>
<tbody>
<tr>
<td>Size (blocks)</td>
<td>1/4k to 4k</td>
<td>16k to 1M</td>
<td>64 to 4k</td>
</tr>
<tr>
<td>Size (kB)</td>
<td>16 to 64</td>
<td>1M to 4G</td>
<td>2 to 16</td>
</tr>
<tr>
<td>Block size (B)</td>
<td>16-64</td>
<td>4k to 64k</td>
<td>4-32</td>
</tr>
<tr>
<td>Miss rates</td>
<td>2%-5%</td>
<td>10^{-4} to 10^{-5}%</td>
<td>0.01% to 2%</td>
</tr>
<tr>
<td>Miss penalty</td>
<td>10-25</td>
<td>10M-100M</td>
<td>100-1000</td>
</tr>
</tbody>
</table>
Administrivia
Lab3 available now

• Take Home Lab, finish within day or two of your Lab
• Work *alone*

HW2 Help Session on Tuesday, April 15\textsuperscript{th}, and Thursday, April 17\textsuperscript{th}.
**Administrivia**

Next five weeks

- Week 10 (Apr 8): Lab3 release
- Week 11 (Apr 15): Proj3 release, Lab3 due Wed, HW2 due Sat
- Week 12 (Apr 22): Lab4 release and Proj3 due Fri
- Week 13 (Apr 29): Proj4 release, Lab4 due Tue, Prelim2
- Week 14 (May 6): Proj3 tournament, Proj4 design doc due

**Final Project for class**

- Week 15 (May 13): Proj4 due Wed