Want processes to co-exist

- Consider multiprogramming on physical memory
  - What happens if pintos needs to expand?
  - If emacs needs more memory than is on the machine??
  - If pintos has an error and writes to address 0x7100?
  - When does gcc have to know it will run at 0x4000?
  - What if emacs isn’t using its memory?

Issues in sharing physical memory

- Protection
  - A bug in one process can corrupt memory in another
  - Must somehow prevent process A from trashing B’s memory
  - Also prevent A from even observing B’s memory (ssh-agent)

- Transparency
  - A process shouldn’t require particular memory locations
  - Processes often require large amounts of contiguous memory
    (for stack, large data structures, etc.)

- Resource exhaustion
  - Programmers typically assume machine has “enough” memory
  - Sum of sizes of all processes often greater than physical memory

Virtual memory goals

- Give each program its own “virtual” address space
  - At run time, relocate each load and store to its actual memory
  - So app doesn’t care what physical memory it’s using

- Also enforce protection
  - Prevent one app from messing with another’s memory

- And allow programs to see more memory than exists
  - Somehow relocate some memory accesses to disk

Virtual memory advantages

- Can re-locate program while running
  - Run partially in memory, partially on disk
  - Most of a process’s memory will be idle (80/20 rule).
  - Write idle parts to disk until needed
  - Let other processes use memory for idle part
  - Like CPU virtualization: when process not using CPU, switch.
    When not using a page switch it to another process.

- Challenge: VM = extra layer, could be slow

Idea 1: load-time linking

- Link as usual, but keep the list of references
- Fix up process when actually executed
  - Determine where process will reside in memory
  - Adjust all references within program (using addition)
- Problems?
Idea 2: base + bounds register

• Two special privileged registers: base and bound
• On each load/store:
  - Physical address = virtual address + base
  - Check $0 \leq$ virtual address $< bound$, else trap to kernel
• How to move process in memory?
• What happens on context switch?

 Definitions

• Programs load/store to virtual (or logical) addresses
• Actual memory uses physical (or real) addresses
• Hardware has Memory Management Unit (MMU)
  - Usually part of CPU
  - Accessed w. privileged instructions (e.g., load bound reg)
  - Translates from virtual to physical addresses
  - Gives per-process view of memory called address space

Base+bound trade-offs

• Advantages
  - Cheap in terms of hardware: only two registers
  - Cheap in terms of cycles: do add and compare in parallel
  - Examples: Cray-1 used this scheme

• Disadvantages

Address space

Base+bound trade-offs

• Advantages
  - Cheap in terms of hardware: only two registers
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  - Examples: Cray-1 used this scheme

• Disadvantages
  - Growing a process is expensive or impossible
  - No way to share code or data (E.g., two copies of bochs, both running pintos)

• One solution: Multiple segments
  - E.g., separate code, stack, data segments
  - Possibly multiple data segments
Segmentation

- Let processes have many base/bounds regs
  - Address space build from many segments
  - Can share/protect memory on segment granularity
- Must specify segment as part of virtual address

Segmentation mechanics

- Each process has a segment table
- Each VA indicates a segment and offset:
  - Top bits of addr select seg, low bits select offset (PDP-10)
  - Seg select by instruction, or operand (pc selects text)

Segmentation example

- 2-bit segment number (1st digit), 12 bit offset (last 3)
  - Where is 0x0240? 0x1108? 0x265c? 0x3002? 0x1600?

Segmentation trade-offs

- Advantages
  - Multiple segments per process
  - Allows sharing! (how?)
  - Don’t need entire process in memory!!!
- Disadvantages
  - Requires translation hardware, which could limit performance
  - Segments not completely transparent to program (e.g., default segment faster or uses shorter instruction)
  - n byte seg. needs n contiguous bytes of physical mem.
  - Makes fragmentation a real problem.

Fragmentation

- **Fragmentation** \(\Rightarrow\) Inability to use free memory
- Over time:
  - variable-sized pieces = many small holes (external frag.)
  - fixed-sized pieces = no external holes, but force internal waste (internal fragmentation)

Alternatives to hardware MMU

- **Language-level protection (Java)**
  - Single address space for different modules
  - Language enforces isolation
  - Singularity OS does this
- **Software fault isolation**
  - Instrument compiler output
  - Checks before every store operation prevents modules from trashing each other
  - Google **Native Client** does this with only about 5% slowdown
Paging

- Divide memory up into small pages
- Map virtual pages to physical pages
  - Each process has separate mapping
- Allow OS to gain control on certain operations
  - Read-only pages trap to OS on write
  - Invalid pages trap to OS on read or write
  - OS can change mapping and resume application
- Other features sometimes found:
  - Hardware can set "accessed" and "dirty" bits
  - Control page execute permission separately from read/write
  - Control caching of page

Paging trade-offs

- Eliminates external fragmentation
- Simplifies allocation, free, and backing storage (swap)
- Internal fragmentation of .5 pages per “segment”

Simplified allocation

- Allocate any physical page to any process
- Can store idle virtual pages on disk

Example: Paging on PDP-11

- 64K virtual memory, 8K pages
  - Separate address space for instructions & data
  - I.e., can’t read your own instructions with a load
- Entire page table stored in registers
  - 8 Instruction page translation registers
  - 8 Data page translations
- Swap 16 machine registers on each context switch

x86 Paging

- Paging enabled by bits in a control register (%cr0)
  - Only privileged OS code can manipulate control registers
- Normally 4KB pages
- %cr3: points to 4KB page directory
- Page directory: 1024 PDEs (page directory entries)
  - Each contains physical address of a page table
- Page table: 1024 PTEs (page table entries)
  - Each contains physical address of virtual 4K page
  - Page table covers 4 MB of Virtual mem
x86 page translation

```
31 22 21 12 11 0
Directory Table Offset

Page Directory

10
Page Table

Directory Entry

CR3 (PDBR)

1024 PDE × 1024 PTE = 2^20 Pages
```

*32 bits aligned onto a 4-KByte boundary

x86 page directory entry

```
31 12 11 9 8 7 6 5 4 3 2 1 0
Page-Directory Entry (4-KByte Page Table)

Page-Table Base Address

Available for system programmer’s use
Global page (ignored)
Page size (0 indicates 4 KBytes)
Reserved (set to 0)
Accessed
Cache disabled
Write-through
User/Supervisor
Read/Write
Present
```

x86 page table entry

```
31 12 11 9 8 7 6 5 4 3 2 1 0
Page Base Address

Available for system programmer’s use
Global Page
Page Table Attribute Index
Dirty
Accessed
Cache Disabled
Write-Through
User/Supervisor
Read/Write
Present
```

Making paging fast

- x86 PTs require 3 memory reference per load/store
  - Look up page table address in page directory
  - Look up PPN in page table
  - Actually access physical page corresponding to virtual address

- For speed, CPU caches recently used translations
  - Called a translation lookaside buffer or TLB
  - Typical: 64-2K entries, 4-way to fully associative, 95% hit rate
  - Each TLB entry maps a VPN → PPN + protection information

- On each memory reference
  - Check TLB. If there get physical address fast
  - If not, walk page tables, insert in TLB for next time
    (Must evict some entry)

TLB details

- TLB operates at CPU pipeline speed → small, fast
- Complication: what to do when switch address space?
  - Flush TLB on context switch (e.g., x86)
  - Tag each entry with associated process’s ID (e.g., MIPS)
- In general, OS must manually keep TLB valid
- E.g., x86INVLPG instruction
  - Invalidates a page translation in TLB
  - Must execute after changing a possibly used page table entry
  - Otherwise, hardware will miss page table change
- More Complex on a multiprocessor (TLB shootdown)

x86 Paging Extensions

- PSE: Page size extensions
  - Setting bit 7 in PDE makes a 4MB translation (no PT)
- PAE Page address extensions
  - New 64-bit PTE format allows 36 bits of physical address
  - Each page table, directory has only 512 entries
  - Use 4-entry Page-Directory-Pointer Table to regain 2 lost bits
  - PDE bit 7 allows 2MB translation
- Long mode PAE
  - In Long mode, pointers are 64-bits
  - Extends PAE to map 48 bits of virtual address (next slide)
Where does the OS live?

- In its own address space?
  - Can’t do this on most hardware (e.g., syscall instruction won’t switch address spaces)
  - Also would make it harder to parse syscall arguments passed as pointers
- So in the same address space as process
  - Use protection bits to prohibit user code from writing kernel
- Typically all kernel text, most data at same VA in every address space
  - On x86, must manually set up page tables for this
  - Usually just map kernel in contiguous physical memory when boot loader puts kernel into contiguous physical memory
  - Some hardware puts physical memory (kernel-only) somewhere in virtual address space

DEC Alpha MMU

- Software managed TLB (like MIPS)
  - 8KB, 64KB, 512KB, 4MB pages all available
  - TLB supports 128 instruction/128 data entries of any size
- But TLB miss handler not part of OS
  - Processor ships with special “PAL code” in ROM
  - Processor-specific, but provides uniform interface to OS
  - Basically firmware that runs from main memory like OS
- Various events vector directly to PAL code
  - CALL, PAL instruction, TLB miss/fault, FP disabled
- PAL code runs in special privileged processor mode
  - Interrupts always disabled
  - Have access to special instructions and registers

PAL code interface details

- Examples of Digital Unix PALcode entry functions
  - callsys/retsys - make, return from system call
  - swpcxz - change address spaces
  - wrvptptr - write virtual page table pointer
  - tbi - TBL invalidate
- Some fields in PALcode page table entries
  - GH - 2-bit granularity hint → 2^H pages have same translation
  - ASM - address space match → mapping applies in all processes

Example memory layout

- 4 Gig
- 0xf000000 kernel text & most data
- First 256MB physical memory
- USTACKTOP
- Invalid Memory
- break point
- [mapped regions]
- heap
- program text (read-only)
- Invalid Memory
- program data
- BSS

Very different MMU: MIPS

- Hardware has 64-entry TLB
  - References to addresses not in TLB trap to kernel
- Each TLB entry has the following fields:
  - Virtual page, Pid, Page frame, NC, D, V, Global
- Kernel itself unpaged
  - All of physical memory contiguously mapped in high VM
  - Kernel uses these pseudo-physical addresses
- User TLB fault handler very efficient
  - Two hardware registers reserved for it
  - utlb miss handler can itself fault—allow paged page tables
- OS is free to choose page table format!
Example: Paging to disk

- gcc needs a new page of memory
- OS re-claims an idle page from emacs
- If page is clean (i.e., also stored on disk):
  - E.g., page of text from emacs binary on disk
  - Can always re-read same page from binary
  - So okay to discard contents now & give page to gcc
- If page is dirty (meaning memory is only copy)
  - Must write page to disk first before giving to gcc
- Either way:
  - Mark page invalid in emacs
  - emacs will fault on next access to virtual page
  - On fault, OS reads page data back from disk into new page,
    maps new page into emacs, resumes executing

Paging in day-to-day use

- Demand paging
- Growing the stack
- BSS page allocation
- Shared text
- Shared libraries
- Shared memory
- Copy-on-write (fork, mmap, etc.)
- Q: Which pages should have global bit set on x86?