Paging

CS 241

Page Tables So Far

- **Virtual Addresses** are made up of two identifiable parts:
  - **Page Number**
  - **Page Offset**

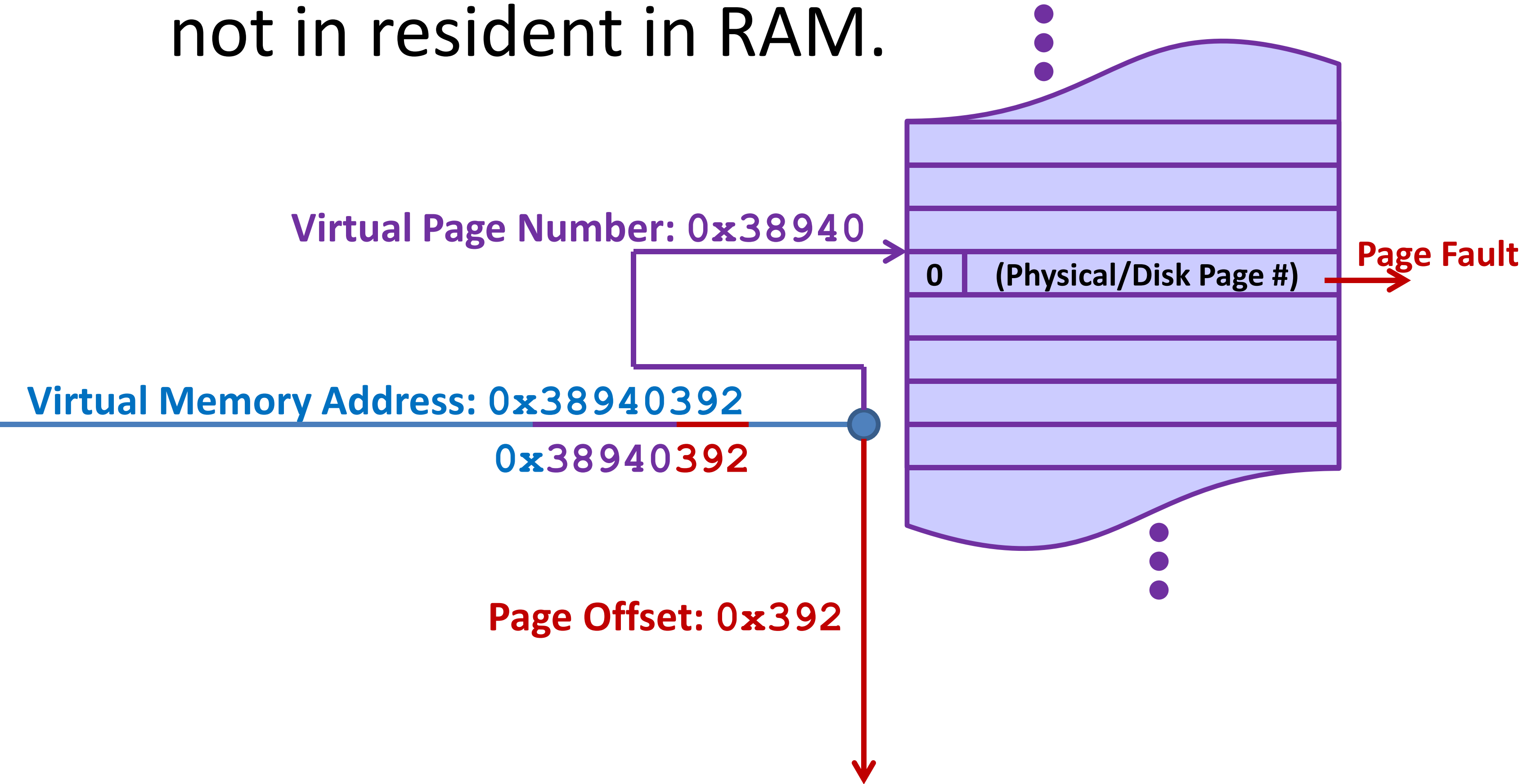
- **Page Tables** provide translation from a **Virtual Address** to a **Physical Address**.
  - Made up of a table of **Page Table Entries** (PTEs).

Page Tables So Far

- Each PTE consists of, in part:
  - **Resident Bit**: Is it in RAM or on disk?
  - **Physical Page Number**: Where is it located in RAM or on disk?
- When a page needs to be evicted from RAM (to disk) for another page to be loaded, there are five algorithms:
  - Optimal, FIFO, LRU, LFU, and MRU

Page Fault

- The term **Page Fault** describes the event when a virtual memory address is accessed and is not in resident in RAM.



Page Fault

- When a Page Fault occurs:
  - Check if there is a free page of memory in RAM.
    - If so, load the data to the empty page in RAM.
    - If not, invoke a page replacement algorithm.
      - FIFO, LRU, LFU, MRU, …
      - What does x86 processers use?

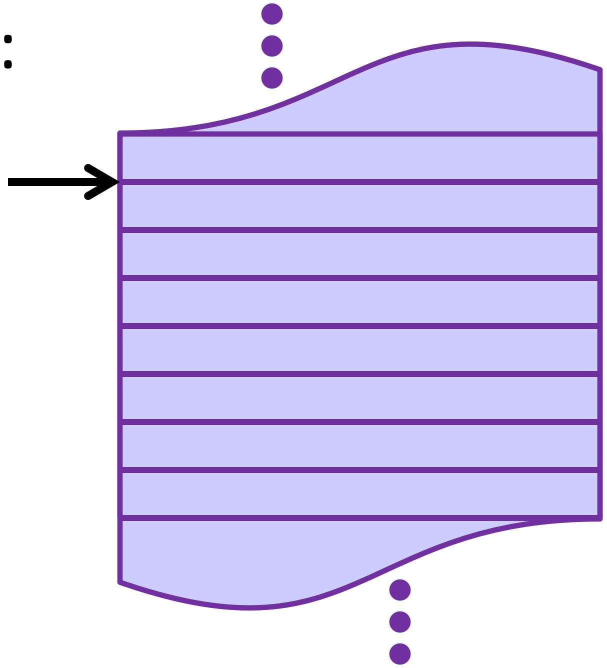
Reference Bit

- A second bit present in modern page tables is a **Reference Bit**.
  - **1**: The page was recently referenced.
  - **0**: The page has not been recently referenced.

- Every time the page is accessed (read/write), the reference bit is set to **1**.

Using the Reference Bit

- When a page needs to be evicted, the page table is scanned.
  - If the page is in RAM (resident):
    - If Ref=1, set it Ref=0.
    - If Ref=0, evict page.
  - Store the pointer to continue the scan at the same position next eviction cycle.



Reference Bit

- The Reference Bit implements a **LRU-like** algorithm with **only 1 bit** of storage /PTE.
  - Used in x86 processors.

- Other algorithms exist for determining page evictions.
  - More bits allow for increasingly complex functionality. (FIFO, LRU, MRU, LRU, etc.)

Evicting Pages: Slow?

- When a page is evicted, the data has to be written to the hard disk.
  - Much slower than RAM
  - Can this be optimized?

Dirty Bit

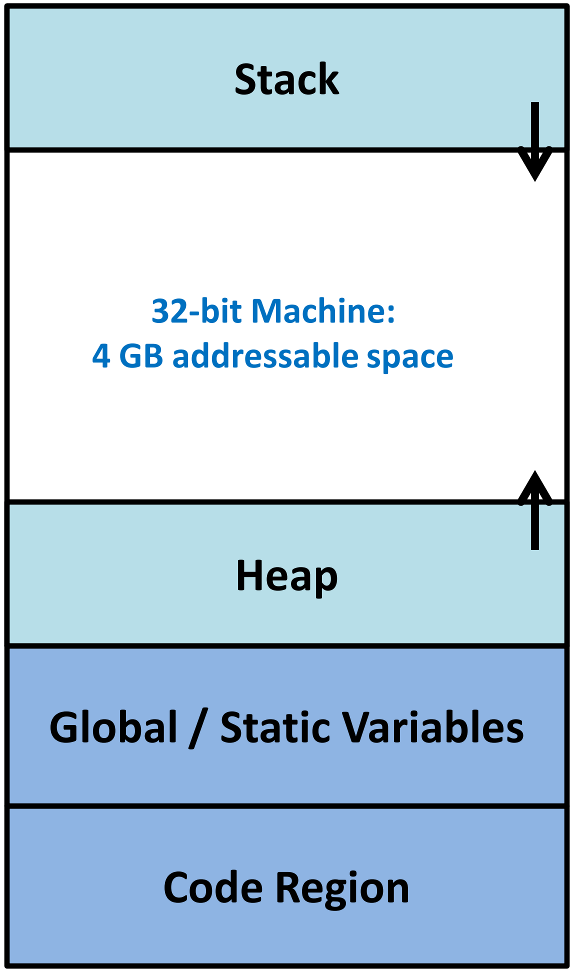
- Each PTE contains a bit to denote if the page has been written to since it was loaded.
  - **1**: Data is “dirty”, has been written.
  - **0**: Data is “clean”, same as when it was loaded.

  - Implementation is done in the OS, not hardware.

Protection Bits

- Each PTE also contains bits to protect regions of memory.
  - Read/Write Bit
    - **1**: Enable both reading and writing to the memory.
    - **0**: Enable only reading to the memory.
  - No Execute (NX) Bit
    - **1**: Prevent the memory page’s data from being executed.
    - **0**: Allow execution of the memory page’s data.

Permission Bits



	Read/Write?	Execute?
Stack	☐	☐
32-bit Machine: 4 GB addressable space	☐	☐
Heap	☐	☐
Global / Static Variables	☐	☐
Code Region	☐	☐

Other Bits

- The bits discussed so-far are common across every modern page table implementation:
  - Resident Bit
  - Eviction Bit(s)
    - In x86: Reference Bit
  - Dirty Bit
  - Read/Write Bit
  - NX Bit

Other Bits

- Other bits are present on PTEs for various purposes:
  - Optimizations
  - Caching
  - Variable-sized Pages
  - Additional Permissions/Protections
  - …

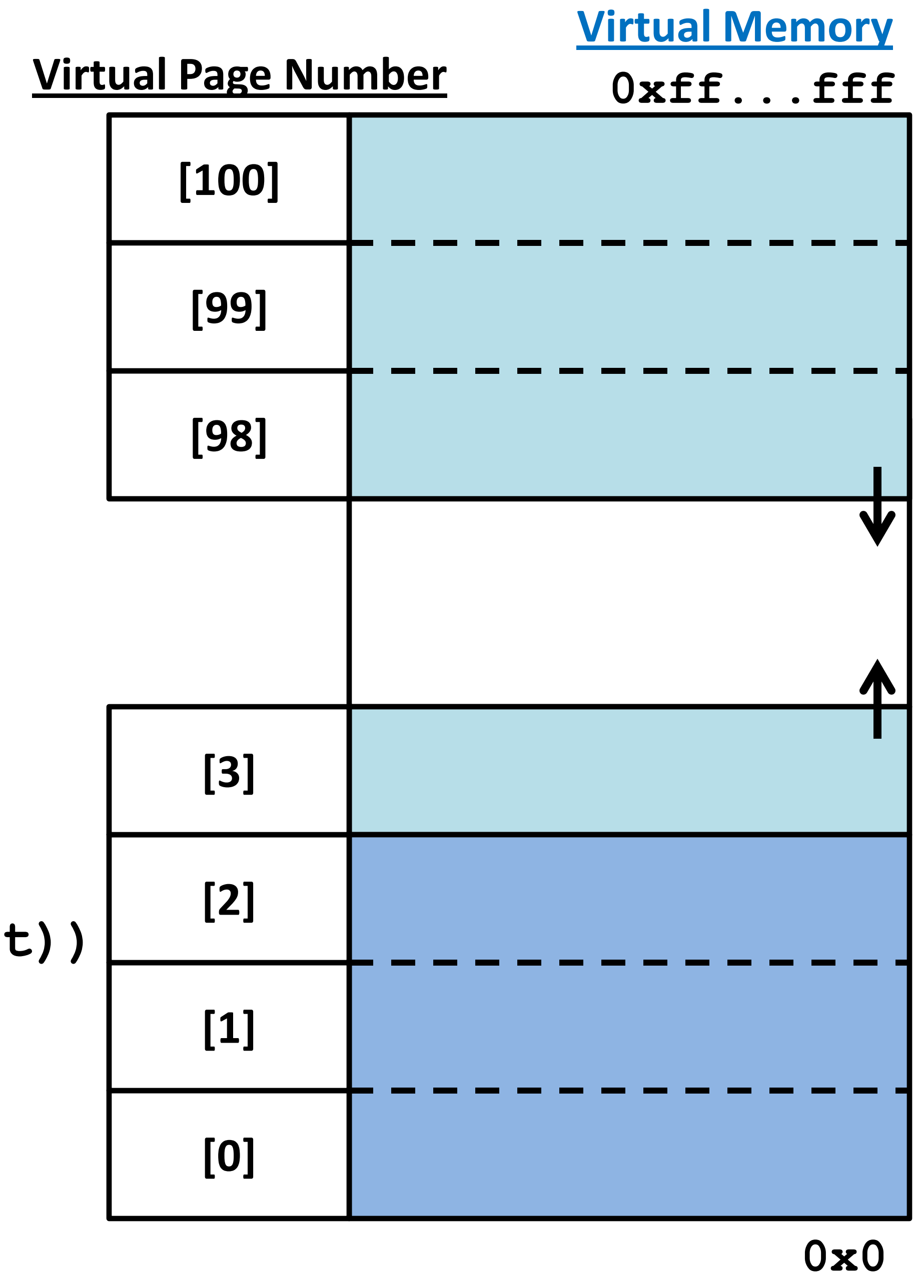
Putting it All Together…

- Lets assume we have another simple system…
  - Size of a page:
    - Enough to store one stack frame **OR**
    - Enough to store one program’s function **OR**
    - Enough to store a small heap

```
int subtract(int a, int *b) {
     int c = a - *b;
     return c;
}

int add(int a, int *b)
{
     int c = a + *b;
     return c;
}

void main()
{
     int a = 4;
     int *b = malloc(sizeof(int))
     *b = 7;
     int c = add(a, b);
     int d = subtract(c, b);
}
```



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```

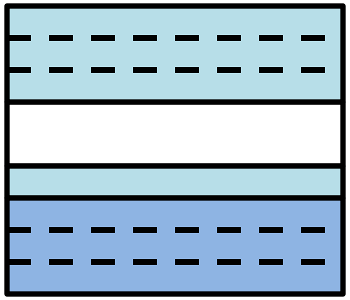
RAM

RAM Page 3	
RAM Page 2	
RAM Page 1	
RAM Page 0	

Page Tabe

	RES	DIRT	RW	NX	REF	PAGE
[100]						
[99]						
[98]						
[3]						
[2]						
[1]						
[0]						

Virtual Memory



Hard Drive

HD[5]	
HD[4]	
HD[3]	
HD[2]	
HD[1]	
HD[0]	

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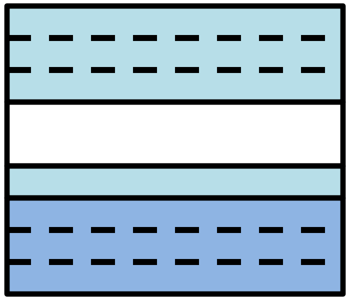

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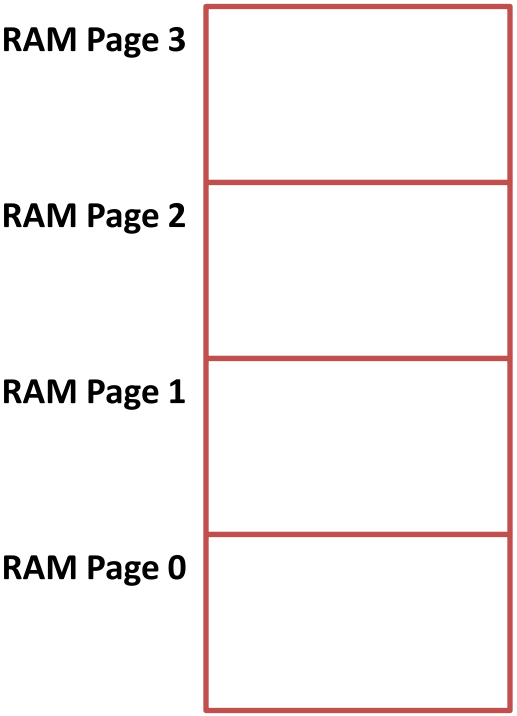
RAM



Page Tabe

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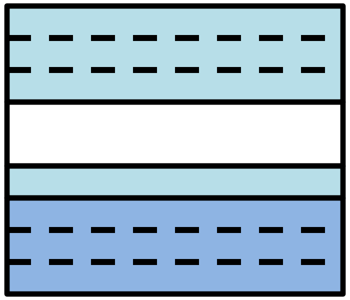
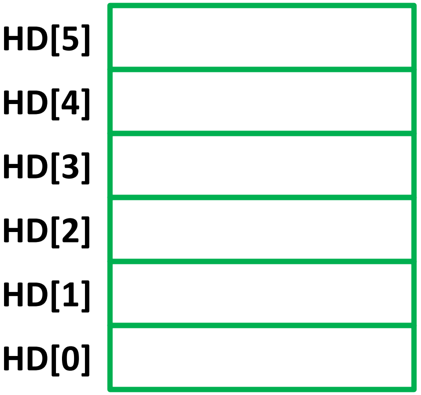
Virtual Memory



Hard Drive



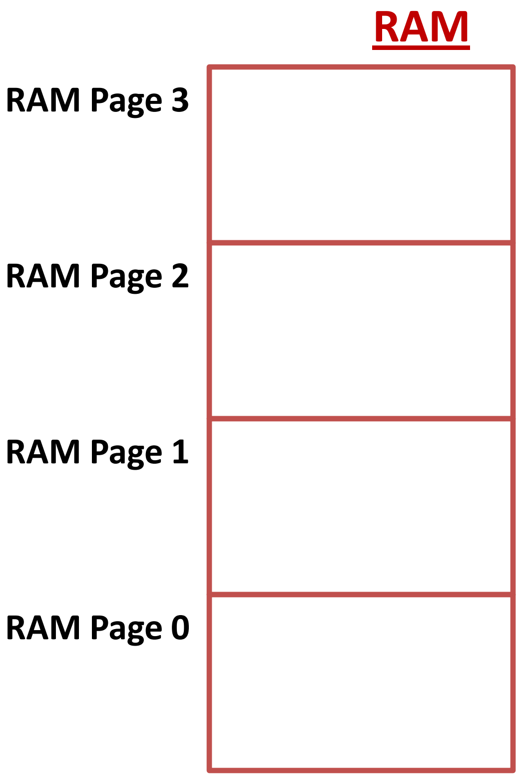
Multi-Level Page Tables!

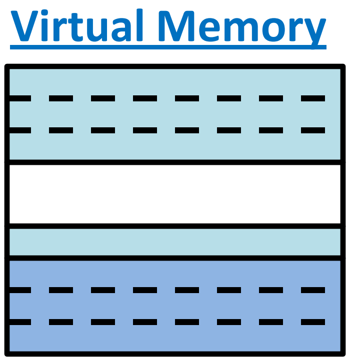
CS 241

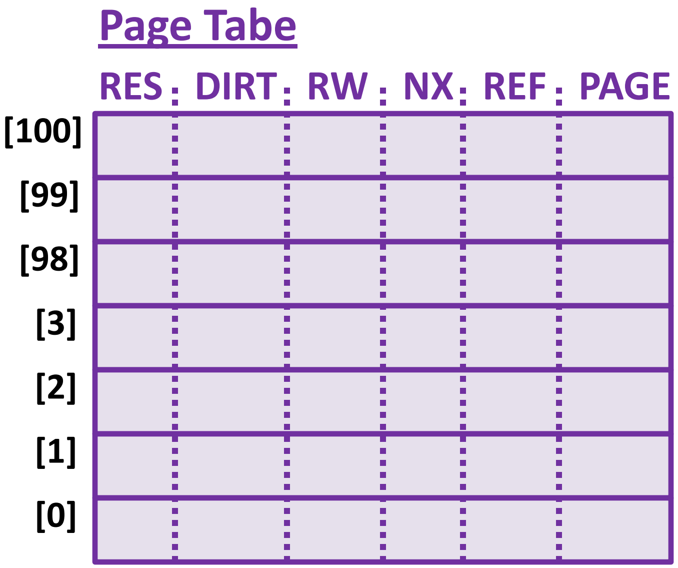
```
int subtract(int a, int *b) {
     int c = a - *b;
     return c;
}

int add(int a, int *b) {
     int c = a + *b;
     return c;
}

void main() {
     char *b = malloc(sizeof(int));
     *(b + 1000) = 9;
}
```







Page Tabe

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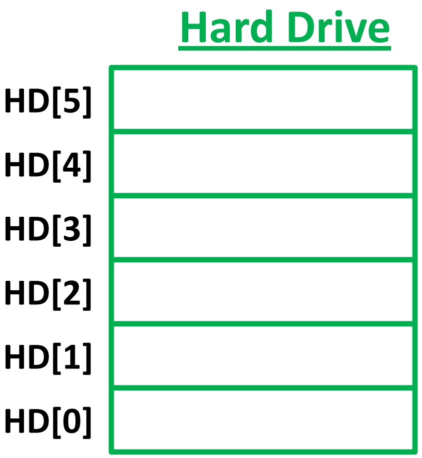


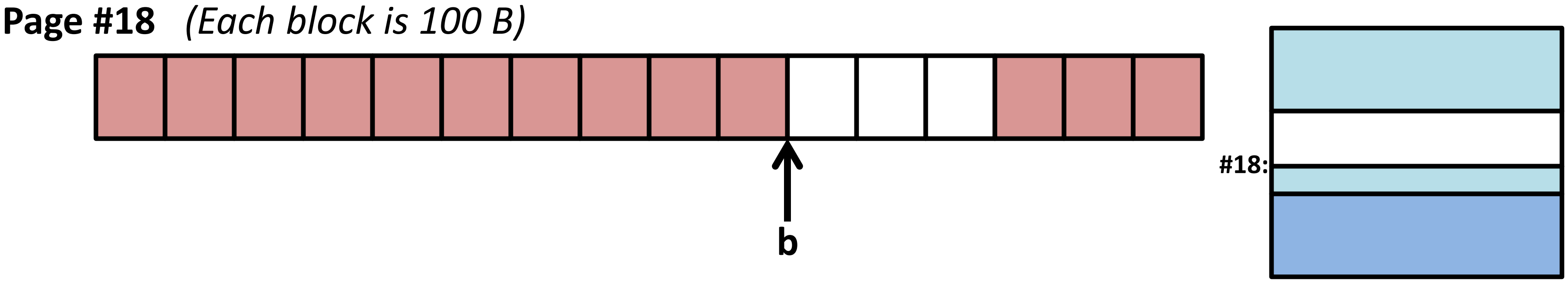
Segmentation Faults

- A “Seg Fault” occurs when an access is made to a virtual memory address that cannot be resolved.

Segmentation Faults

- Example:

  void *b = malloc(300);



Q1: What does ***(b + 400) = 9** do?

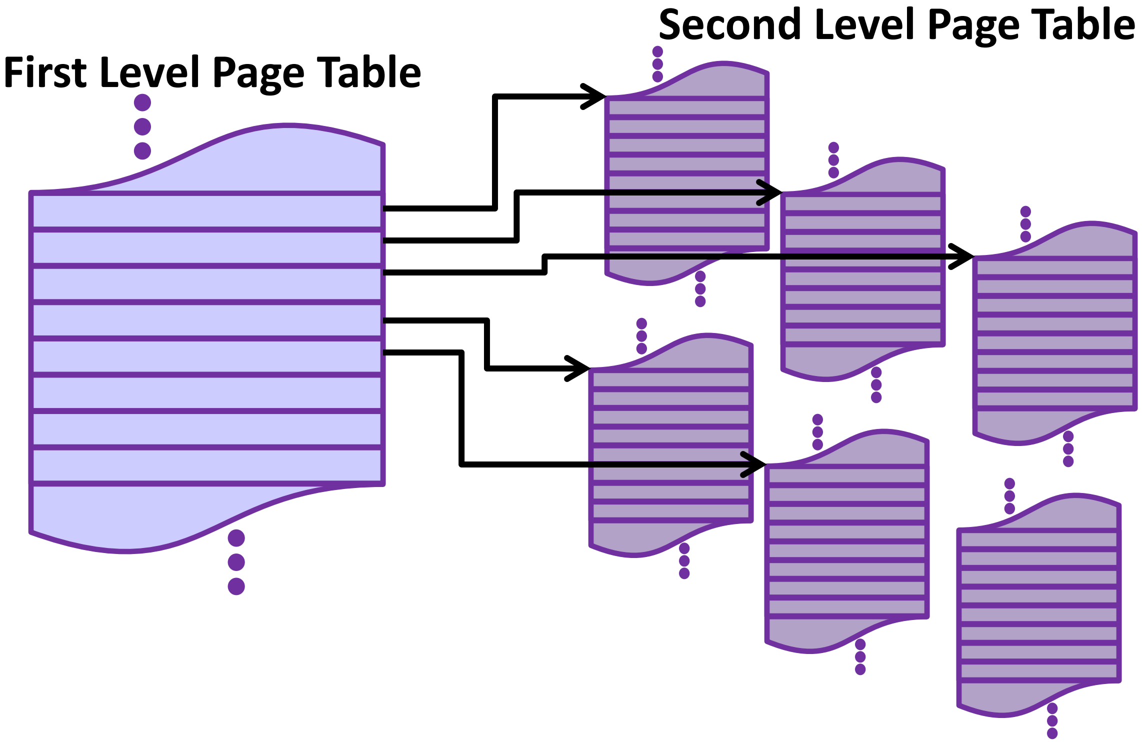
Q2: What does ***(b + 900) = 9** do?

x86 Page Table

- In x86:
  - Pages are 4 KB in size
  - Virtual Addresses are 32-bits
  - Each PTE is 4 B in size
- How large is the Page Table for each process?

Multi-Level Page Table

- **Solution**: Create multiple levels of tables to look up a physical memory address.



Multi-Level Page Table

- **Advantage**:

- **Disadvantage**:

Multi-Level Page Tables

- Each virtual address can now be divided into (n+1) different pieces for an (n) level page table.
  - **Example:** Two Level Page Table:
    - First Level Page Number
    - Second Level Page Number
    - Page Offset

- Given
  - 32-bit Virtual Addresses
  - 4 KB Pages
  - 12-bit First Level Page Table Number

- What are the components of the address:

`0x48503423`

- Given
  - 32-bit Virtual Addresses
  - 64 KB Pages
  - 8-bit First Level Page Table Number

- What are the components of the address:

`0x48503423`

- Given
  - 32-bit Virtual Addresses
  - 4 KB Pages
  - 4 B page table entries

- How many PTEs fit into one page?

Multi-Level Page Tables in x86

- In x86, a two-level page table is used.
  - 10-bit Address for the First Level Page Table
  - 10-bit Address for the Second Level Page Table
  - 12-bit Address for the Page Offset

- **Result**:
  - Every single page table fits into one page
  - When a new process is context switched in, only one page needs to initially be loaded for the page table

Review of Memory

- Every process has its own virtual memory address space (0x0 – 0xff…fff).

- Inside that virtual memory space, identify four key regions of memory:
  -
  -
  -
  -

Review of Memory

- To a process, a heap is one contiguous chunk of memory.
  - As memory is allocated and free’d, holes develop in the contiguous chunk of memory.
  - Three strategies to manage this memory space:
    -
    -
    -

Review of Memory

- At a system level, the virtual memory for each process must be mapped to physical storage.

- Two key methods:
  -
  -

Review of Memory

- To implement paging, we use a page table made up of page table entries. Key information contained in each PTE includes:
  -
  -
  -
  -
  -
  -

Review of Memory

- When the system runs out of available RAM to store data, pages that likely won’t be accessed in the near future are paged-out.
  - Five Strategies:
    -
    -
    -
    -
    -

Review of Memory

- The page table itself is a large data structure. Modern systems break up this page table into multiple levels.
  - **Key Idea**: Identify the number of bits required for every step in memory address translation.
  - Understand the address translation process.