

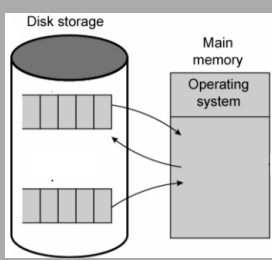
HELSINGIN YLIOPISTO  
HELSINGFORS UNIVERSITET  
UNIVERSITY OF HELSINKI


Lecture 4

## Memory Management (*Muistinhallinta*)

**Ch 8.3-8.6 [Sta10]**  
 (Virtual) Memory management  
 Hardware and software support  
 Example: Pentium & ARM

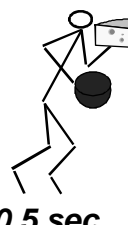




## Teemu's Cheesecake


Register, on-chip cache, memory, disk, and tape speeds relative to times locating cheese for the cheese cake you are baking...

*hand*



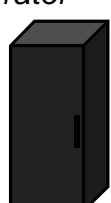
**0.5 sec**  
(register)

*table*




**1 sec**  
(cache)

*refridge-rator*



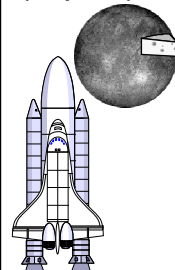
**10 sec**  
(memory)

*moon*



**12 days**  
(disk)

*Europa  
(Jupiter)*



**4 years**  
(tape)

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## Virtual Memory (*virtuaalimuisti*)

- Problem: How can I make my (main) memory as big as my disk drive?
- Answer: Virtual memory
  - keep only most probably referenced data in memory, and rest of it in disk
    - disk is much bigger and slower than memory
    - address in machine instruction may be different than memory address
    - need to have efficient address mapping
    - most of references are for data in memory
  - joint solution with HW & SW



## Other Problems Often Solved with VM

- If you want to have many processes in memory at the same time, how do you keep track of memory usage?
- How do you prevent one process from touching another process' memory areas?
- What if a process needs more memory than physically available?



## Memory Management Problem

- How much memory for each process?
  - Is it fixed amount during the process run time or can it vary during the run time?
- Where should that memory be?
  - In a continuous or discontinuous area?
  - Is the location the same during the run time or can it vary dynamically during the run time?
- How is that memory managed?
- How is that memory referenced?

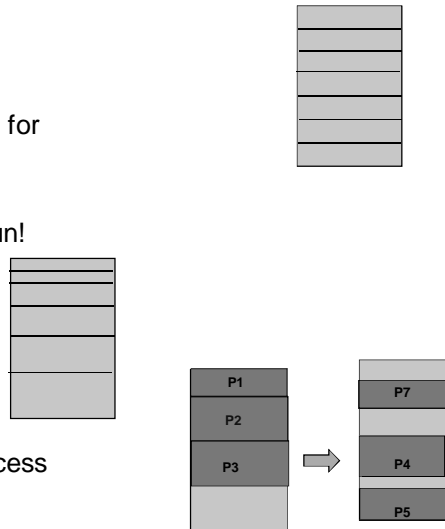


## Partitioning

- How much physical memory for each process?
- Static (fixed) partitioning (*kiinteät partitiot, kiinteä ositus*)
  - Amount of physical memory determined at process creation time
  - Continuous memory allocation for partition
- Dynamic partitioning (*dynaamiset partitiot*)
  - Amount of physical memory given to a process varies in time
    - Due to process requirements (of this process)
    - Due to system (i.e., other processes) requirements

## Static Partitioning

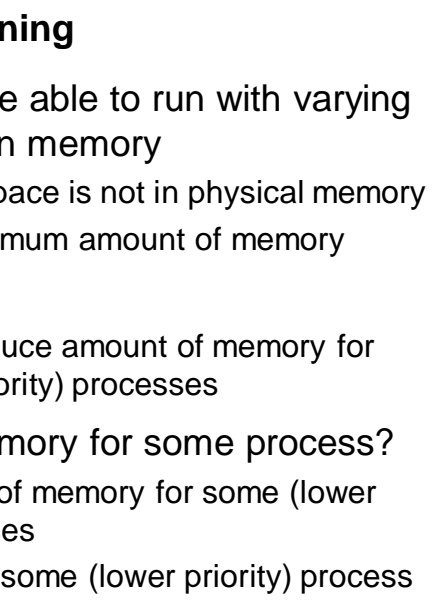
- Equal size - give everybody the same amount
  - Fixed size - big enough for everybody
    - too much for most
  - Need more? Can not run!
- Unequal size
  - sizes predetermined
  - Can not combine
- Variable size
  - Size determined at process creation time



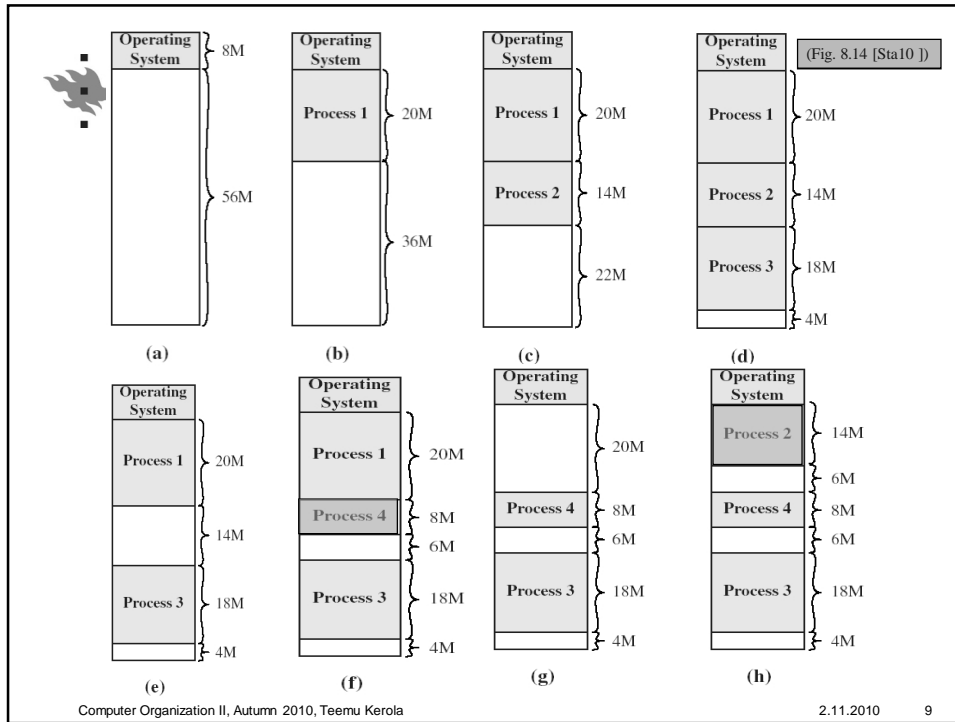
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## Dynamic Partitioning

- Process must be able to run with varying amounts of main memory
  - all of memory space is not in physical memory
  - need some minimum amount of memory
- New process?
  - If necessary reduce amount of memory for some (lower priority) processes
- Not enough memory for some process?
  - reduce amount of memory for some (lower priority) processes
  - kick (**swap**) out some (lower priority) process



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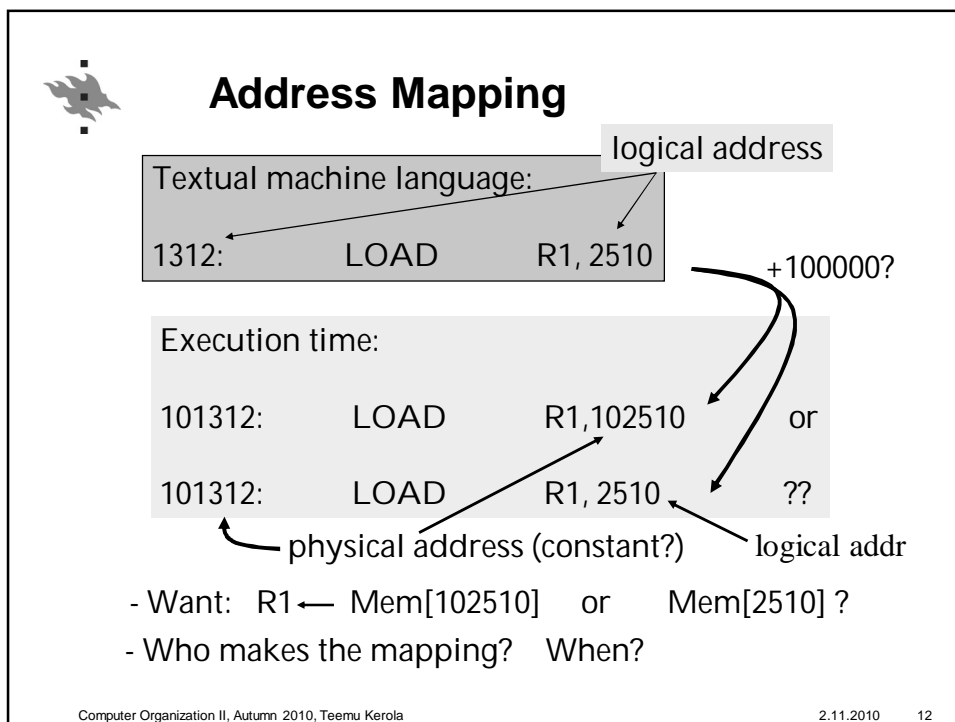
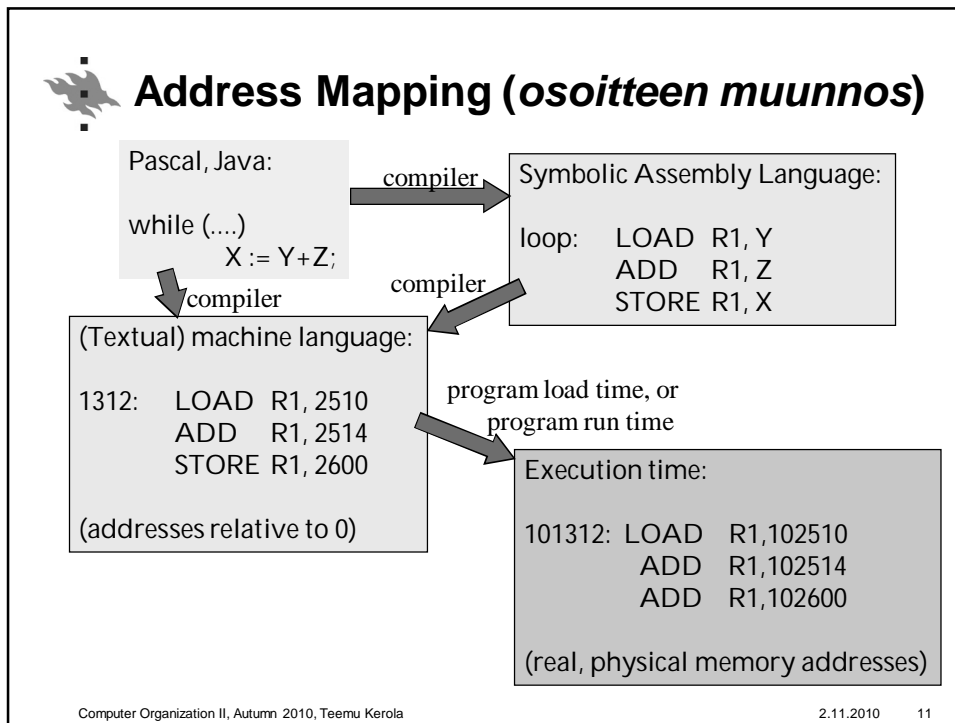


## Fragmentation (*pirstoutuminen*)

- Internal fragmentation (*sisäinen pirstoutuminen*)
  - unused memory inside allocated block
  - e.g., equal size fixed memory partitions

- External fragmentation (*ulkoinen pirstoutuminen*)
  - enough free memory, but it is splintered as many un-allocatable blocks
  - e.g., unequal size partitions or dynamic fixed size (variable size) memory partitions

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## Address Mapping, address translation

- At program load time
  - Loader (*lataaja*)
  - Static address binding (*staattinen osoitteiden sidonta*)
- At program execution time
  - CPU
  - With every instruction
  - Dynamic address binding (*dynaaminen osoitteiden sidonta*)
  - Swapping (*heittovaihto*)
  - Virtual memory



## Virtual Memory Implementation

- Methods
  - Base and limit registers (*kanta- ja rajarekisterit*)
  - Segmentation (*segmentointi*)
  - **Paging** (*sivutus*)
  - **Segmented paging, multilevel paging**
- Hardware support
  - MMU - Memory Management Unit
    - Part of processor
    - Varies with different methods
  - Sets limits on what types of virtual memory (methods) can be implemented using this HW




## Base and Limit Registers

- Continuous memory partitions
  - One or more (4?) per process
  - May have separate base and limit registers
    - Code, data, shared data, etc
    - By default, or given explicitly in each mem. ref.
- BASE and LIMIT registers in MMU
  - All addresses logical in machine instructions
  - Exec. time address mapping for address (x):
    - Check:  $0 \leq x < \text{LIMIT}$
    - Physical address:  $\text{BASE} + x$

see Comp. Org I

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## Virtual memory

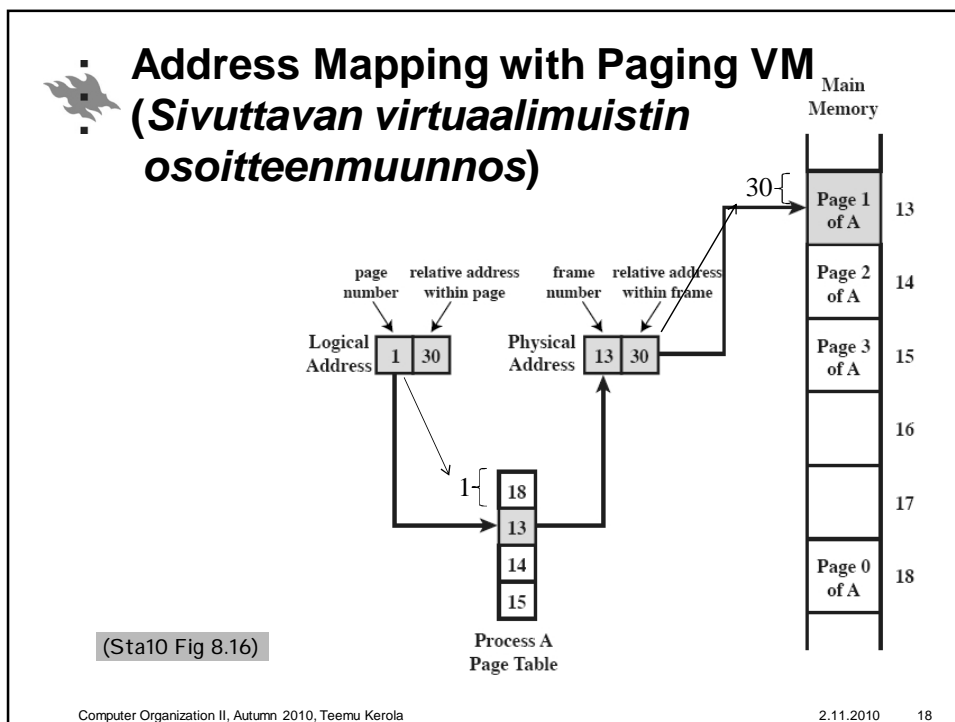
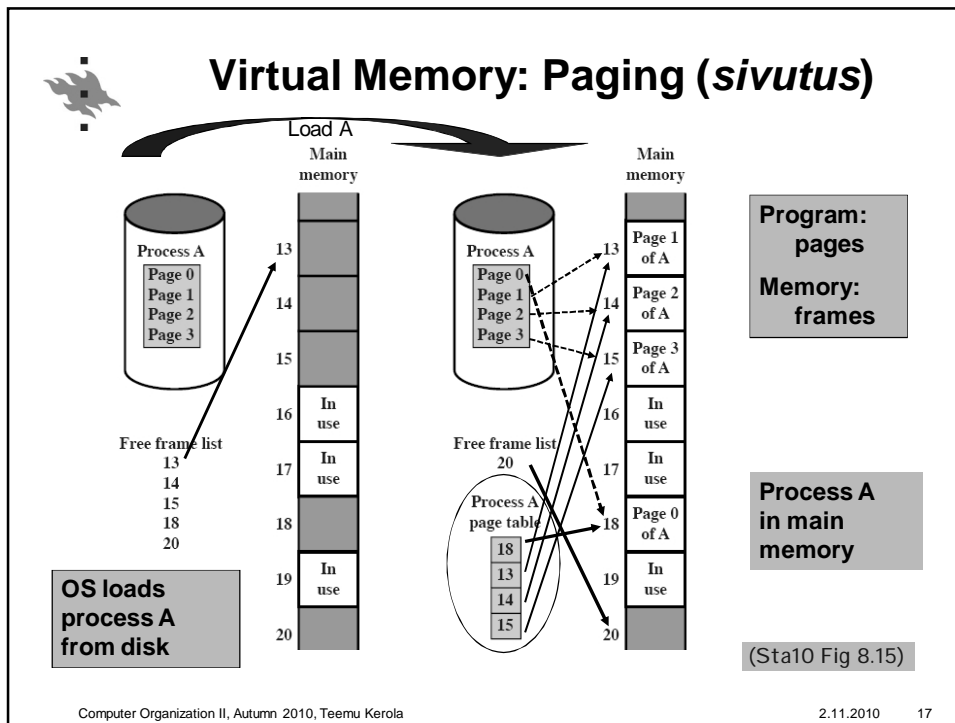
OS course content

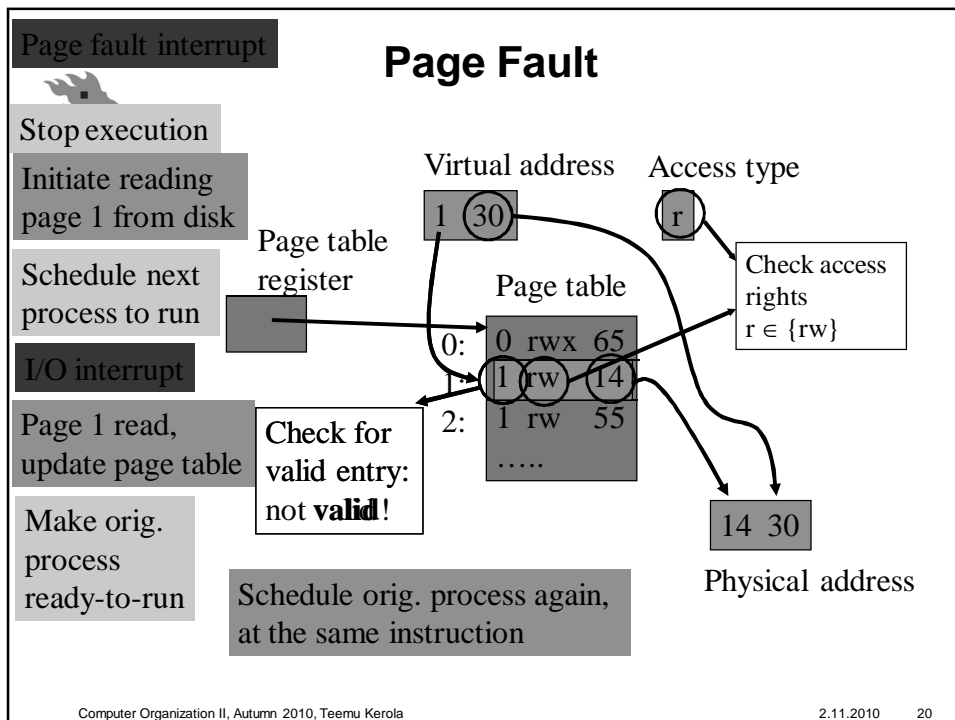
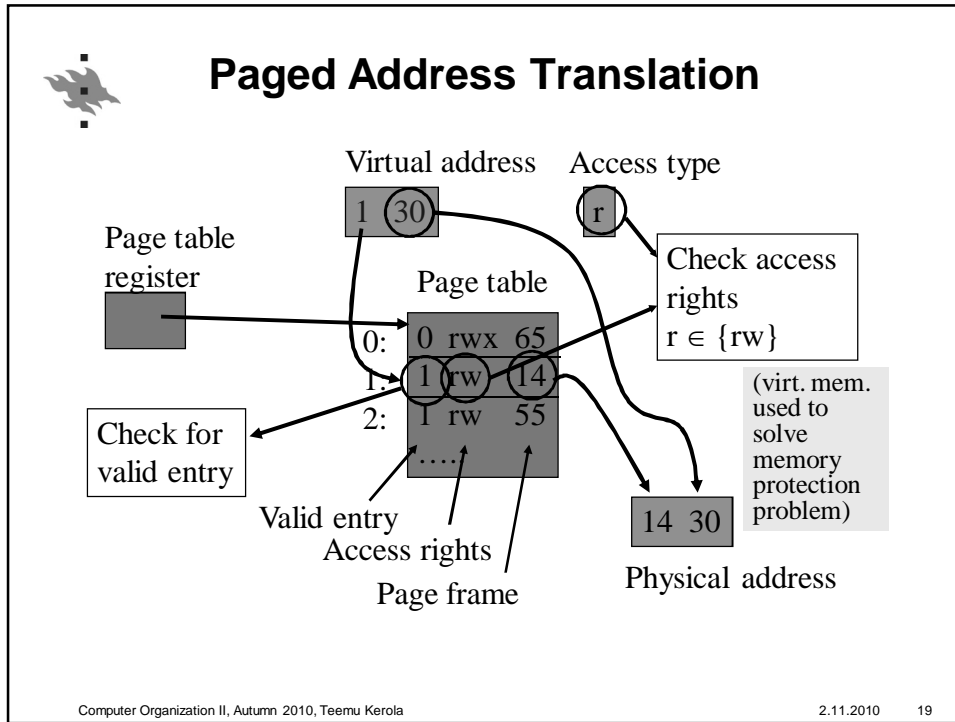
- Only needed reserved areas (chunks) in the memory, no need to be contiguous
  - Demand paging (*tarvenouto*)
- Chunk size?
  - Fixed size = Paging
  - Variable size = Segmentation
  - Combined = Paged segments, multilevel paging

Paging "most common"  
⇒ here only paging
- OS bookkeeping (*KJ kirjanpito*)
  - Page frame table (*sivutilataulu, sivukehystaulu*)
    - Which page frames are free, which are occupied
  - Each process has its own page table (*sivutaulu*)
    - Is this page in memory or on disk? -- "presence-bit"
    - In memory, which page frame contains this page?
    - Other control? Bits: Modified, Referenced

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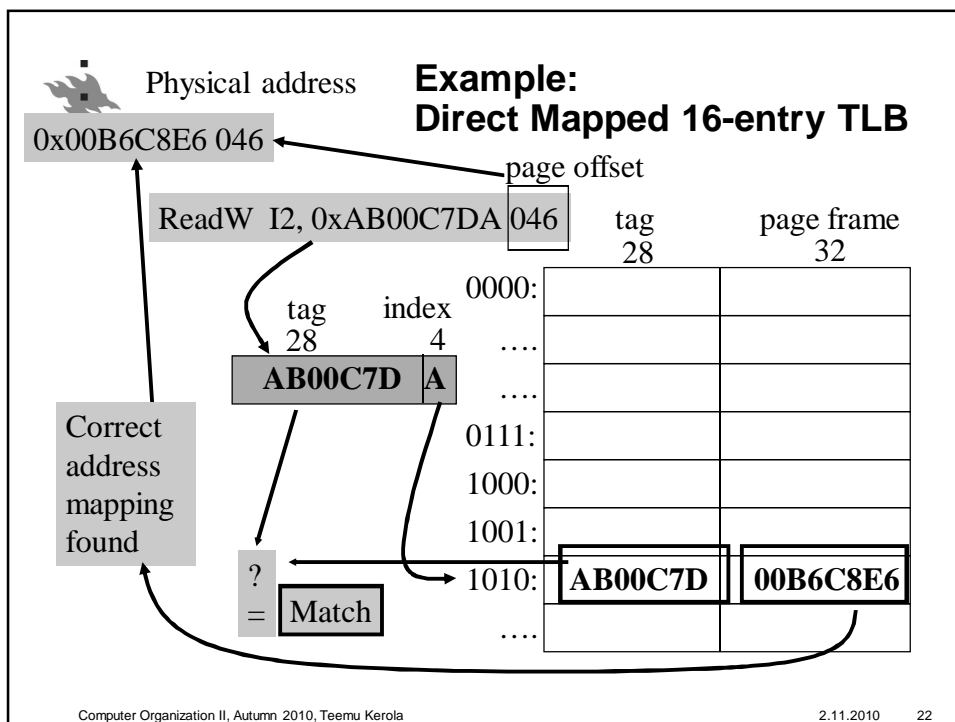





### Virtual memory: Translation Lookaside Buffer (TLB) (*osoitteenmuunnospuskuri*)

- Address translation for each memory reference, at least once for each instruction
- Page table elements in memory = extra memory access?
  - Too slow!
- Solution ←
  - Principle of locality! Page table element referenced soon again
  - Store recently used page table elements (of this process) in TLB on CPU's memory management unit
- TLB, translation lookaside buffer
  - Just like cache
  - Fast set of registers (Pentium: 32 registers)
  - Associative search
  - Hit ratio (*Osumatodennäköisyys*) 99.9% ? (Almost always!)

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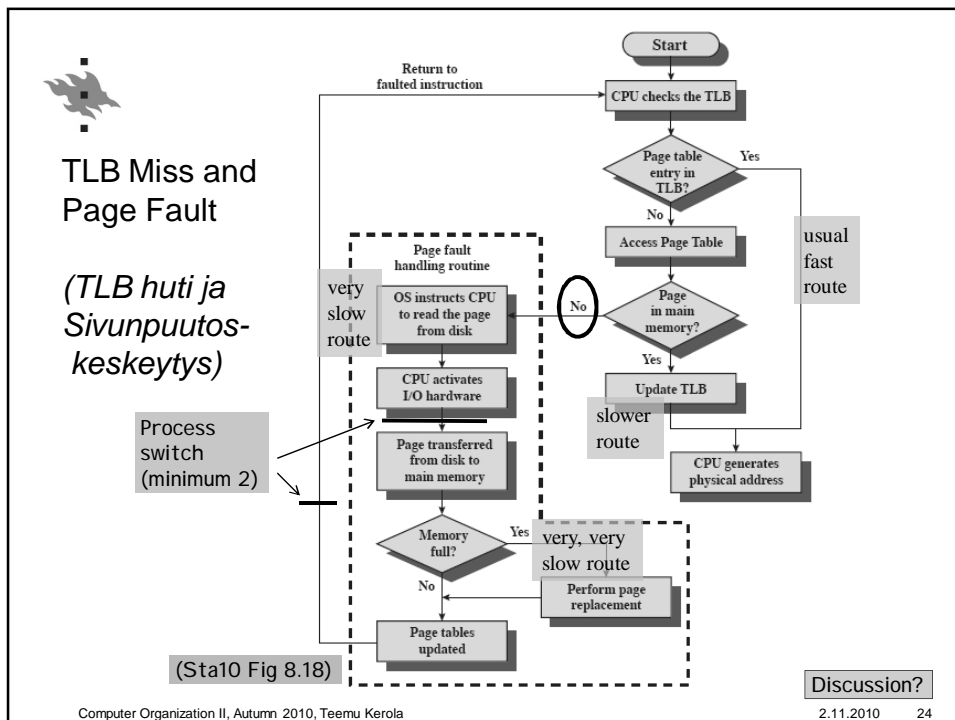


## Translation Lookaside Buffer (TLB)

- “Hit” on TLB?
  - address translation is in TLB - real fast
- “Miss” on TLB?
  - must read page table entry from memory
  - takes time – not much, just a memory reference
    - Entry might be in cache!
  - cpu waits idle until it is done
- Just like normal cache, but for address mapping
  - implemented just like cache
  - instead of cache line data have physical address
  - split TLB? 1 or 2 levels?

Discussion?

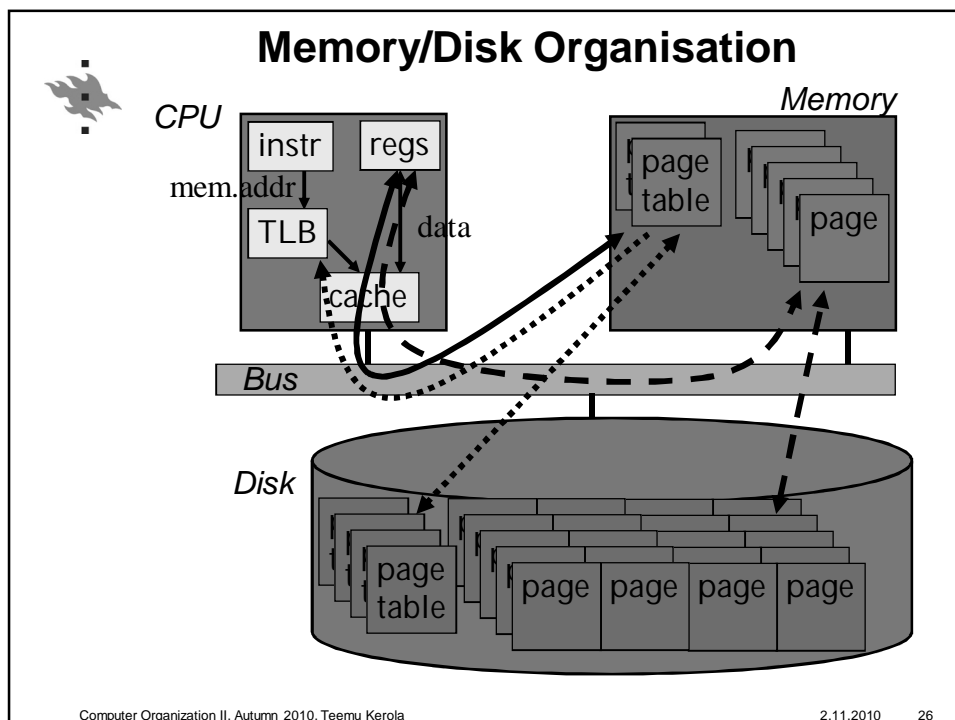
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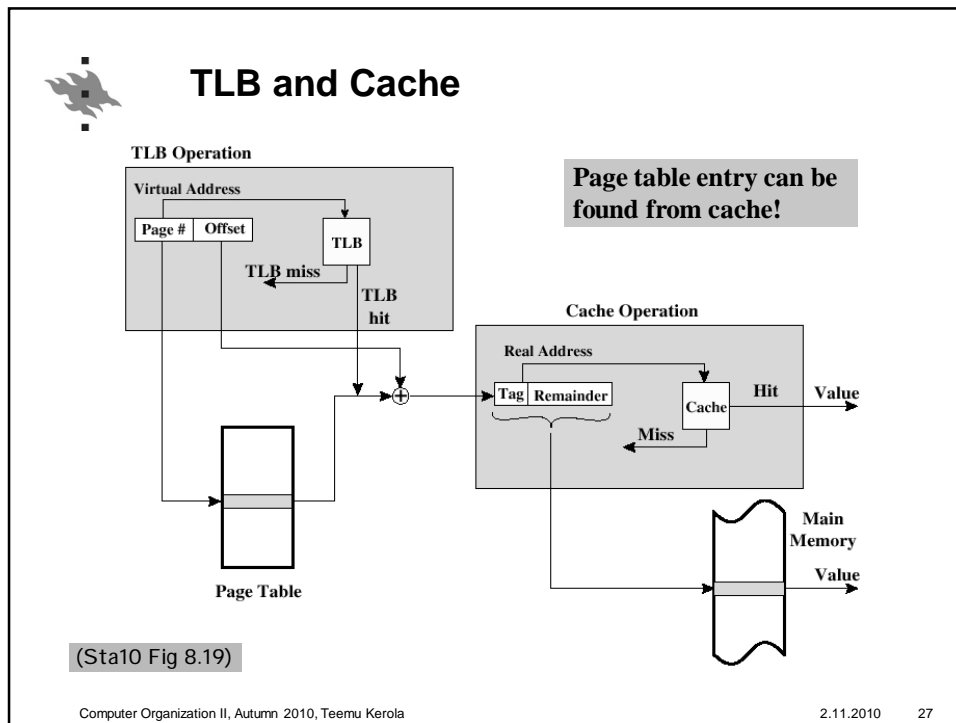


## Virtual Memory Support Ops

- Hardware support: MMU and its special registers
  - PTR (page table register)
    - Physical start address of process page table (copied from PCB – process control block)
  - TLB (translation lookaside buffer)
    - Caches page table entries from earlier address mappings
  - “Page fault” –interrupt
  - Updating reference and modified bits
- Process switch
  - PTR register ← Physical start address of process page table
  - Invalidate old TLB content (it is usually process specific)
    - Each location has valid bit
    - Changed elements back to memory (“cache block”)

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### TLB vs. Cache

#### TLB Miss

- CPU waits idling
- HW implementation
- Invisible to process
- Data is copied from memory to TLB
  - from page table data
  - from cache?
- Delay 4 (or 2 or 8?) clock cycles

#### Cache Miss


- CPU waits idling
- HW implementation
- Invisible to process
- Data is copied from memory to cache
  - from page data
- Delay 4 (or 2 or 8?) clock cycles

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### TLB Misses vs. Page Faults


#### TLB Miss

- CPU waits idling
- HW implementation
- Data is copied from memory to TLB (or from cache)
- Delay 1-8 (?) clock cycles

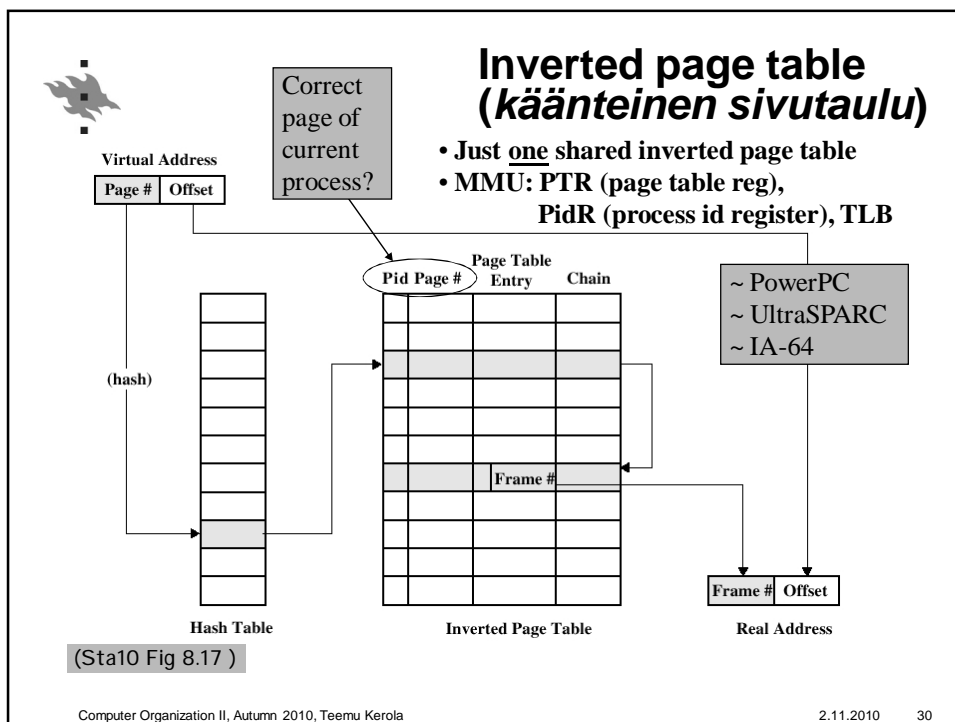


#### Page Fault

- Process is suspended and cpu executes some other processes
- SW implementation
- Data is copied from disk to memory
- Delay 10-30 ms(?)



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## Hierarchical page table (*monitasoinen sivutaulu*)

- Several systems allow large virtual address space
  - Page table split to pages, some of it on the disk
  - Top level of page table fits to one page, always in memory

32b osoite

Dir	Page	Offset
10	10	12

(Sta09 - OS Fig 8.4)

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## Virtual Memory Policies

- Fetch policy (*noutopolitiikka*)
  - demand paging: fetch page only when needed 1st time
  - working set: keep all needed pages in memory
  - prefetch: guess and start fetch early
- Placement policy (*sijoituspolitiikka*)
  - any frame for paged VM
- Replacement policy (*poistopolitiikka*)
  - local, consider pages just for this process for replacement
  - global, consider also pages for all other processes
  - dirty pages must be written to disk (*likaiset, muutetut sivut*)

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## Virtual Memory Example Pentium (IA-32)



## Pentium support for memory management

- Unsegmented unpaged, max  $2^{32} = 4$  GB
  - Virtual address = physical address
  - Efficient  $\Rightarrow$  feasible in real-time systems
- Unsegmented paged (*Sivuttava*), max 4 GB
  - Linear address space (*lineaarinen osoiteavaruus*)
  - Page and frame size: 4KB or 4MB
  - Protection frame based
- Segmented unpaged (*Segmentoiva*), max  $2^{48} = 64$  TB
  - Several segments  $\Rightarrow$  several linear memory spaces
  - Protection segment based
- Segmented paged (*Sivuttava segmentointi*), max 64 TB
  - Memory management using pages and page frames
  - Protection segment based

## Pentium: Address Translation

(Sta10 Fig 8.21)

- If *Paging=Enabled*, use page tables  
else linear address = physical address (e.g., OS Device drivers?)
- Control registers (see further in the text book)

Discussion?


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## Pentium: Segment Descriptor (segmenttikuvaaja)

Segment Descriptor (Segment Table Entry)	
<b>Base</b>	Defines the <u>starting address</u> of the segment within the 4-GByte linear address space.
<b>D/B bit</b>	In a code segment, this is the D bit and indicates whether operands and addressing modes are 16 or 32 bits.
<b>Descriptor Privilege Level (DPL)</b>	Specifies the <u>privilege level</u> of the segment referred to by this segment descriptor.
<b>Granularity bit (G)</b>	Indicates whether the Limit field is to be interpreted in units by one byte or 4 KBytes.
<b>Limit</b>	Defines the size of the segment. The processor interprets the limit field in one of two ways, depending on the granularity bit: in units of one byte, up to a segment size limit of 1 MByte, or in units of 4 KBytes, up to a segment size limit of 4 GBytes.
<b>S bit</b>	Determines whether a given segment is a system segment or a <u>code or data</u> segment.
<b>Segment Present bit (P)</b>	Used for nonpaged systems. It indicates whether the segment is <u>present in main memory</u> . For paged systems, this bit is always set to 1.
<b>Type</b>	Distinguishes between various kinds of segments and indicates the access attributes.

(Sta10 Table 8.5)

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## Pentium: Page Table (sivutaulu)

**Page Directory Entry and Page Table Entry**

**Accessed bit (A)**  
This bit is set to 1 by the processor in both levels of page tables when a read or write operation to the corresponding page occurs.

**Dirty bit (D)**  
This bit is set to 1 by the processor when a write operation to the corresponding page occurs.

**Page Frame Address**  
Provides the physical address of the page in memory if the present bit is set. Since page frames are aligned on 4K boundaries, the bottom 12 bits are 0, and only the top 20 bits are included in the entry. In a page directory, the address is that of a page table.

**Page Cache Disable bit (PCD)**  
Indicates whether data from page may be cached.

**Page Size bit (PS)** (Sta10 Table 8.5)  
Indicates whether page size is 4 KByte or 4 MByte.


**Page Write Through bit (PWT)**  
Indicates whether write-through or write-back caching policy will be used for data in the corresponding page.

**Present bit (P)**  
Indicates whether the page table or page is in main memory.

**Read/Write bit (RW)**  
For user-level pages, indicates whether the page is read-only access or read/write access for user-level programs.

**User/Supervisor bit (US)**  
Indicates whether the page is available only to the operating system (supervisor level) or is available to both operating system and applications (user level).

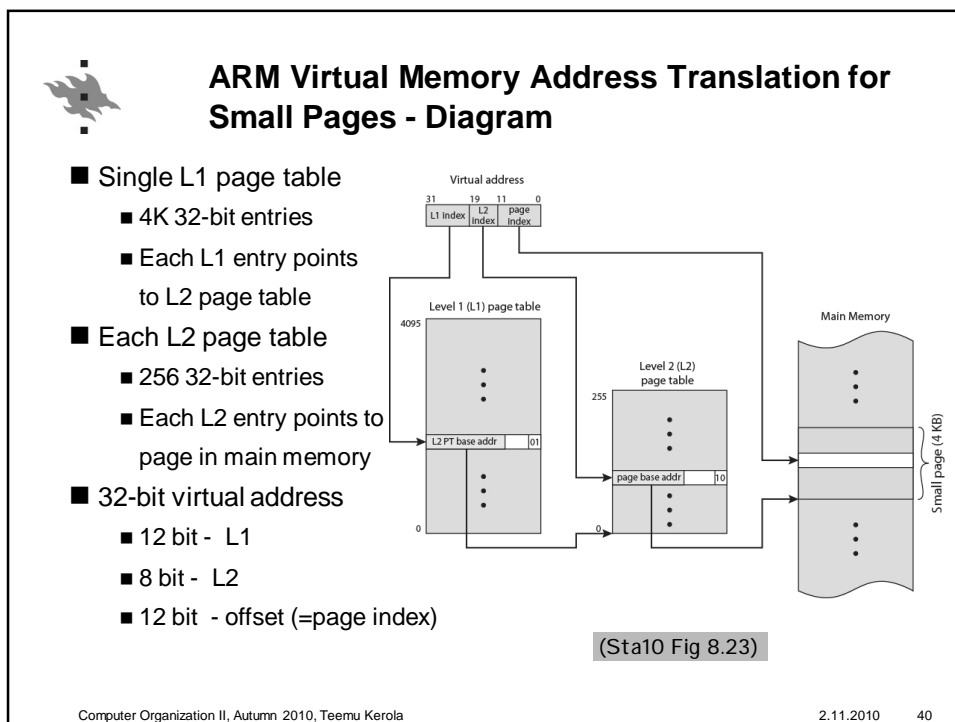
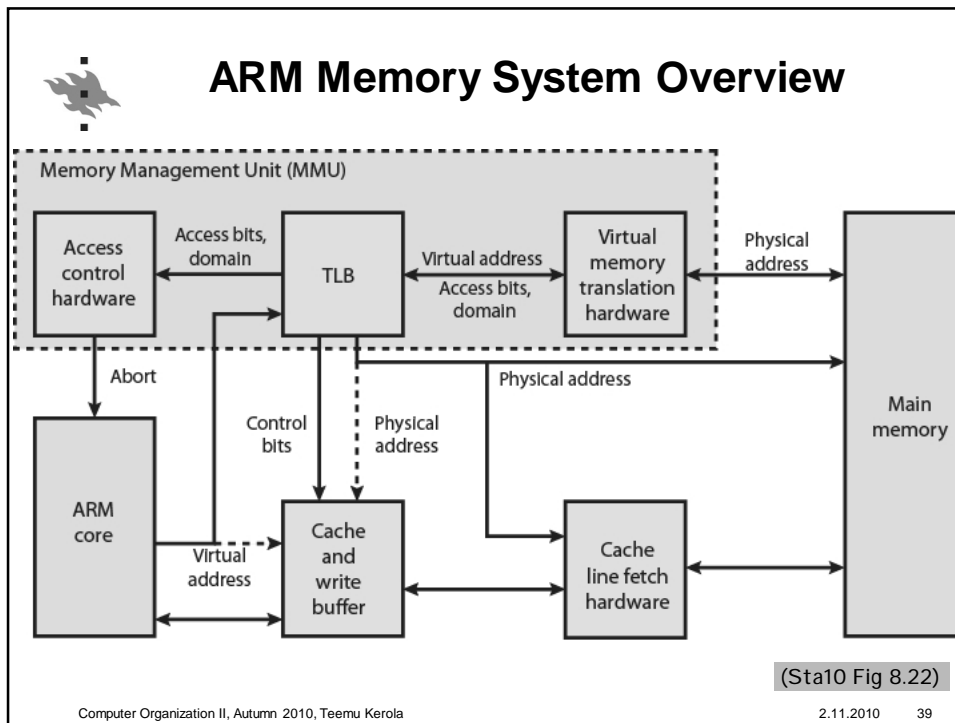
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## Virtual Memory Example

# ARM

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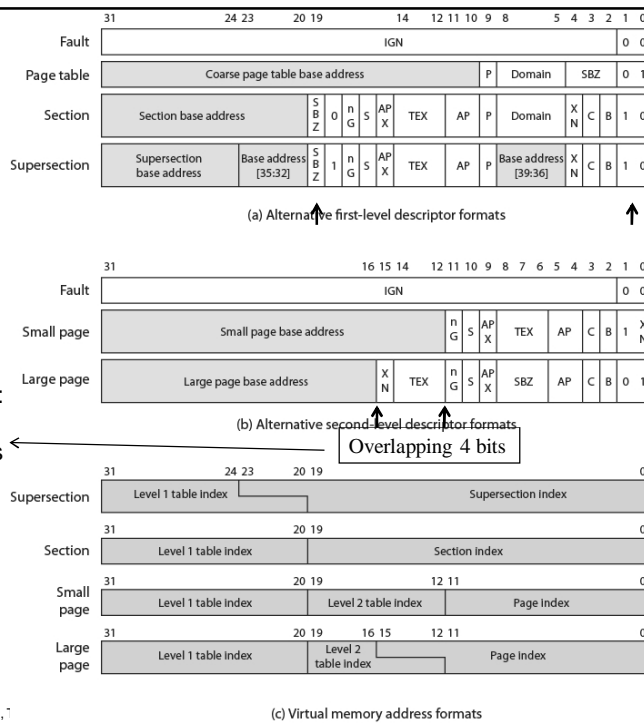




# ARMv6 Memory Management Formats

Second level page table:  
 - Large page entry replicated 16 times  
 - Mix of small and large pages allowed

(Sta10 Fig 8.24)



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## Hennessy-Patterson: Computer Architecture, Fig 5.47 Alpha AXP



**Instr. TLB**  
 fully assoc,  
 12 entries

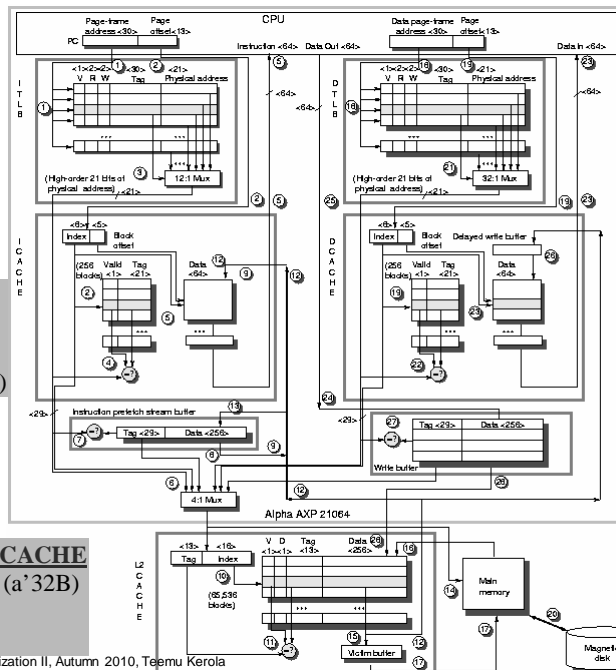
**Instr. CACHE**  
 direct mapped,  
 8 KB,  
 256 lines (a'32B)

**Unified Level 2 CACHE**  
 2 MB, 64K lines (a'32B)  
 direct mapped,  
 write-back

**Data TLB**  
 fully assoc,  
 32 entries

**Data CACHE**  
 direct mapped,  
 8 KB,  
 256 lines

**Main Memory**



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**Disk**



## Virtual Memory Summary

- How to partition physical memory for processes?
  - Fixed partitions (various methods)
  - Dynamic partitions: segments, pages
- Paged virtual memory
  - Multilevel page tables
- How to translate addresses?
  - TBL, multi-level TLB
- How does TBL work with cache?
- Examples: Intel & ARM



## Review Questions

- What hardware support is needed for virtual memory implementation?
- Differences of paging and segmentation?
- Why to combine paging and segmentation?
- Relationship of TLB and cache?
  - similarities, differences?