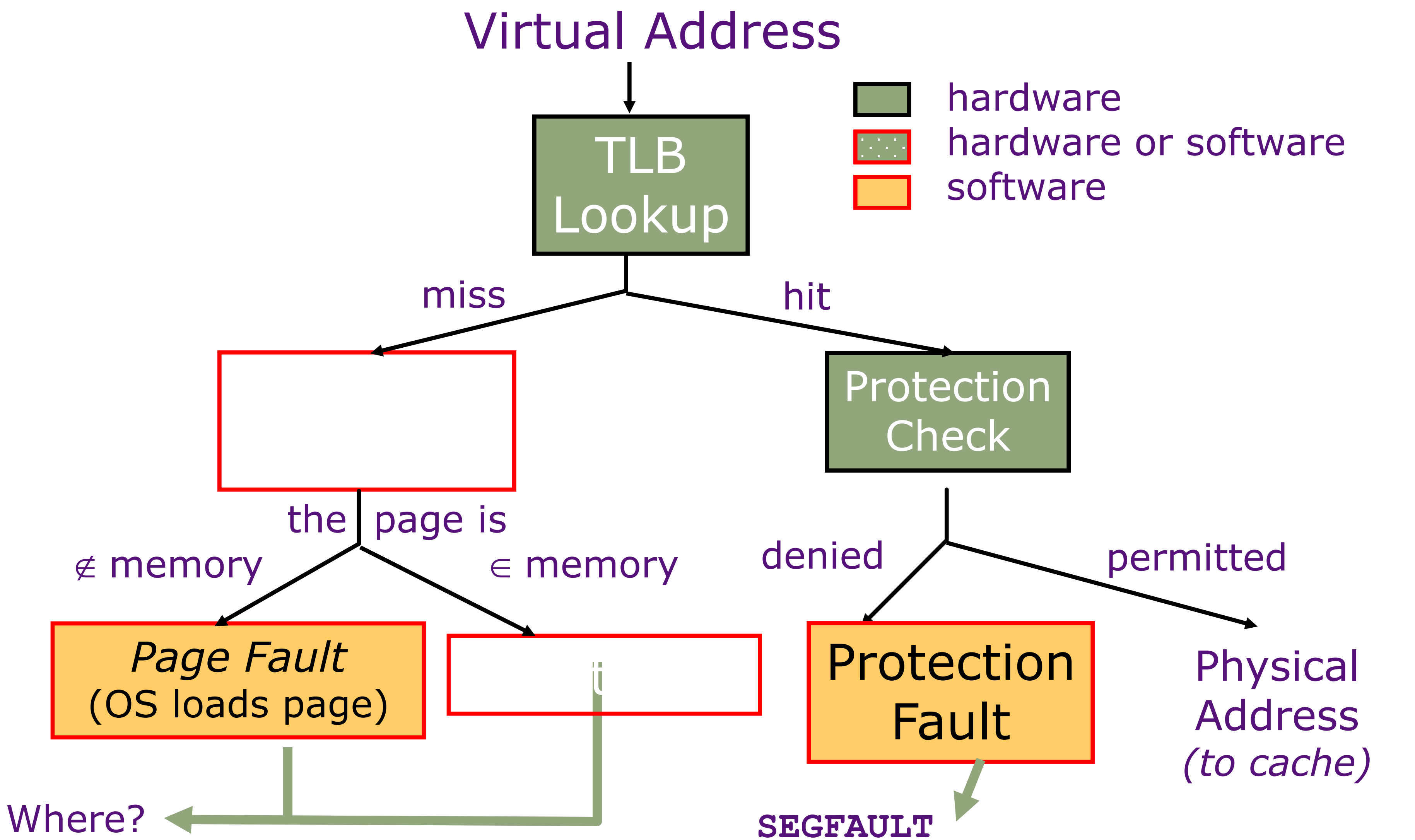
Modern Virtual Memory Systems

Daniel Sanchez
Computer Science and Artificial Intelligence Laboratory
M.I.T.

http://www.csg.csail.mit.edu/6.823

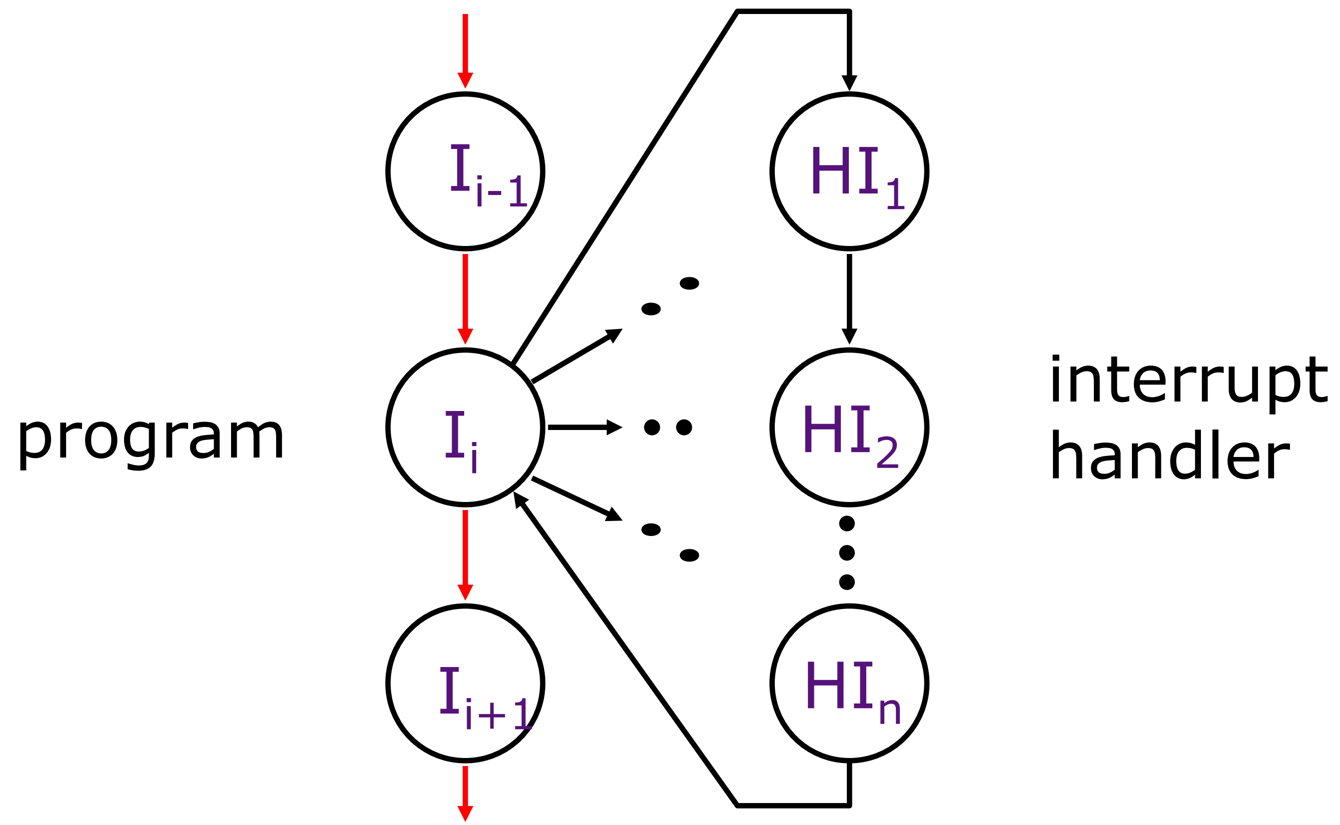
Address Translation:
putting it all together



Topics

- Interrupts
- Speeding up the common case:
  - TLB & Cache organization
- Speeding up page table walks
- Modern Usage

Interrupts: altering the normal flow of control



An *external or internal event* that needs to be processed by another (system) program. The event is usually unexpected or rare from program's point of view.

Causes of Interrupts

Interrupt: an *event* that requests the attention of the processor

- Asynchronous: an *external event*
  - input/output device service-request
  - timer expiration
  - power disruptions, hardware failure
- Synchronous: an *internal event (a.k.a exception)*
  - undefined opcode, privileged instruction
  - arithmetic overflow, FPU exception
  - misaligned memory access
  - *virtual memory exceptions:* page faults, TLB misses, protection violations
  - *traps:* system calls, e.g., jumps into kernel

Asynchronous Interrupts:
invoking the interrupt handler

- An I/O device requests attention by asserting one of the *prioritized interrupt request lines*
- When the processor decides to process the interrupt
  - It stops the current program at instruction I_i, completing all the instructions up to I_{i-1} (*precise interrupt)*
  - It saves the PC of instruction I_i in a special register (EPC)
  - It disables interrupts and transfers control to a designated interrupt handler running in the kernel mode

Interrupt Handler

- Saves EPC before enabling interrupts to allow nested interrupts ⇒
  - need an instruction to move EPC into GPRs
  - need a way to mask further interrupts at least until EPC can be saved
- Needs to read a *status register* that indicates the cause of the interrupt
- Uses a special indirect jump instruction RFE (*return-from-exception*) that
  - enables interrupts
  - restores the processor to the user mode
  - restores hardware status and control state

Synchronous Interrupts

- A synchronous interrupt (exception) is caused by a *particular instruction*
- In general, the instruction cannot be completed and needs to be *restarted* after the exception has been handled
  - With pipelining, requires undoing the effect of one or more partially executed instructions
- In case of a trap (system call), the instruction is considered to have been completed
  - A special jump instruction involving a change to privileged kernel mode

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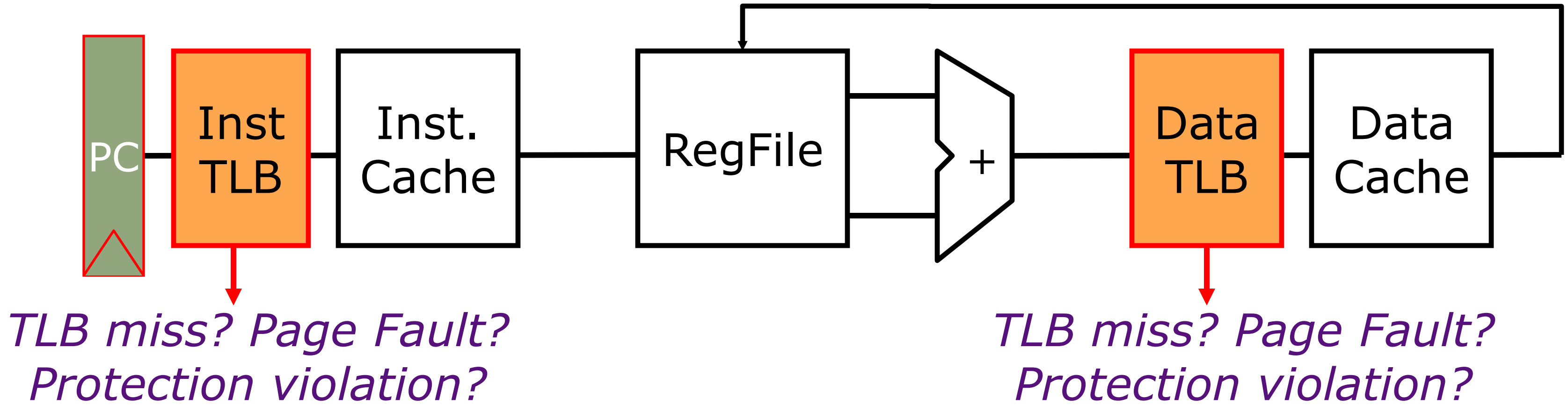
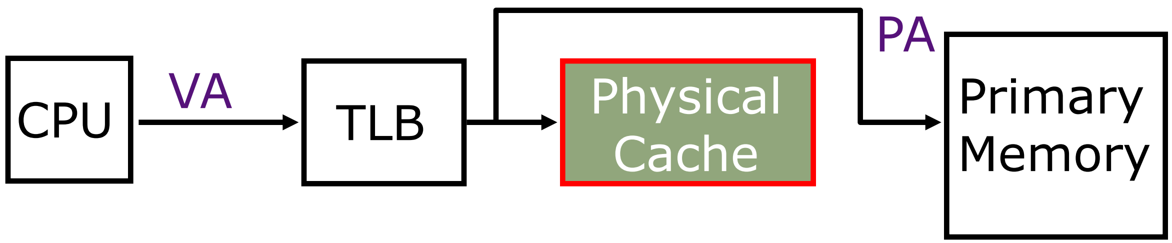
Address Translation in CPU

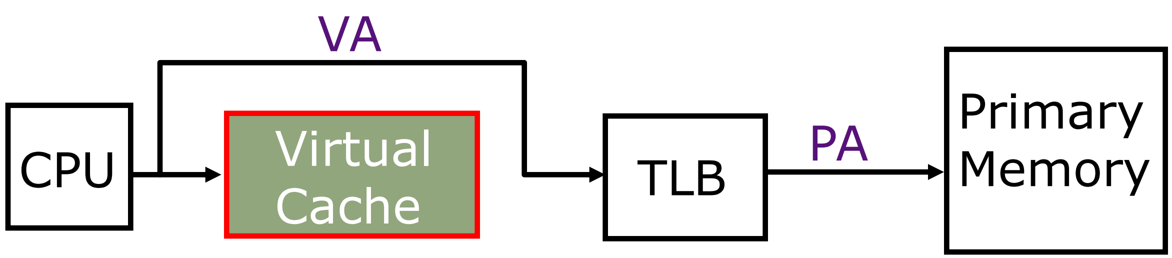


- Software handlers need a *restartable* exception on page fault or protection violation
- Handling a TLB miss needs a *hardware* or *software* mechanism to refill TLB
- Need mechanisms to cope with the additional latency of a TLB:
  - slow down the clock
  - pipeline the TLB and cache access
  - virtual address caches
  - parallel TLB/cache access

Virtual Address Caches



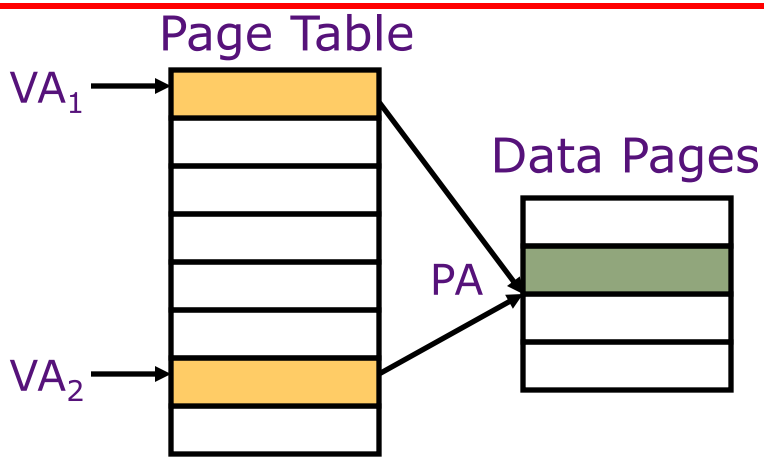
Alternative: place the cache before the TLB



(StrongARM)

- one-step process in case of a hit (+)
- cache needs to be flushed on a context switch unless address space identifiers (ASIDs) included in tags (-)
- *aliasing problems* due to the sharing of pages (-)

Aliasing in Virtual-Address Caches



Two virtual pages share one physical page

Tag	Data
VA_1	1st Copy of Data at PA
VA_2	2nd Copy of Data at PA

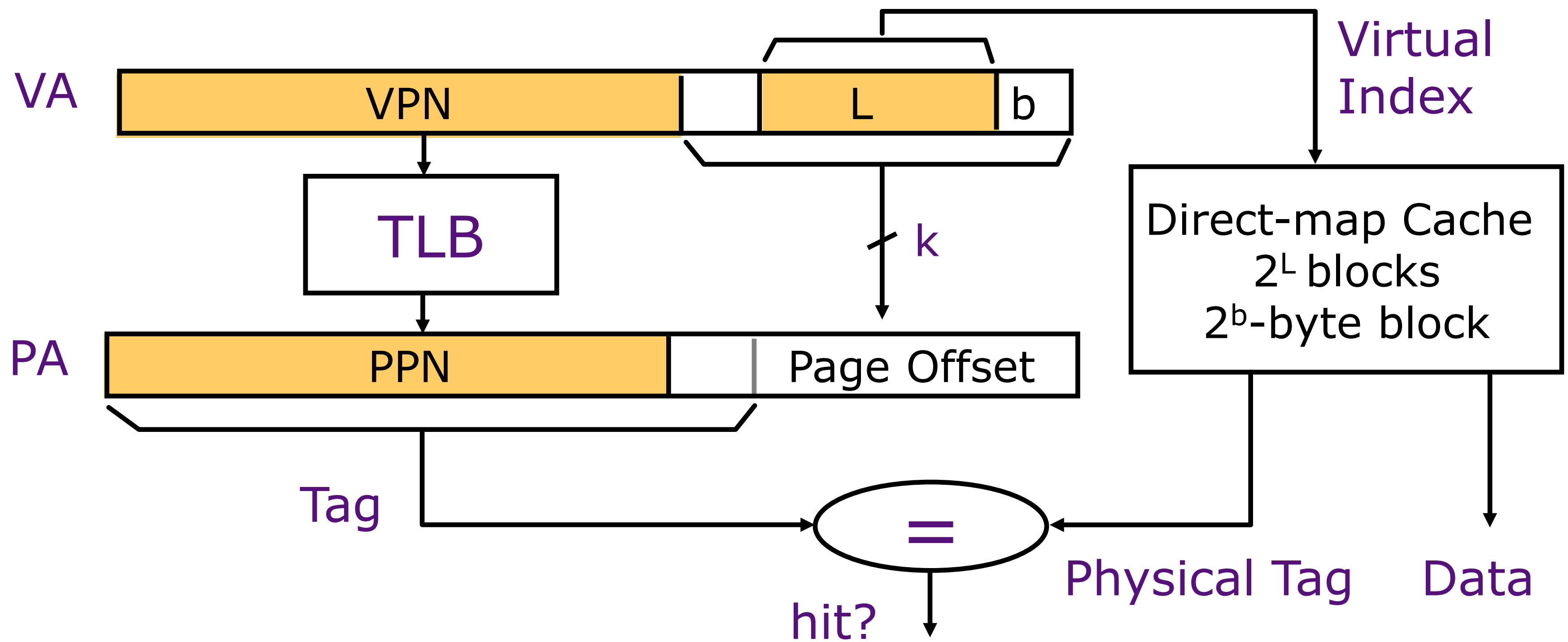
Virtual cache can have two copies of same physical data. Writes to one copy not visible to reads of other!

General Solution: *Disallow aliases to coexist in cache*

Software (i.e., OS) solution for direct-mapped cache

VAs of shared pages must agree in cache index bits; this ensures all VAs accessing same PA will conflict in direct-mapped cache (early SPARCs)

Concurrent Access to TLB & Cache



Index L is available without consulting the TLB

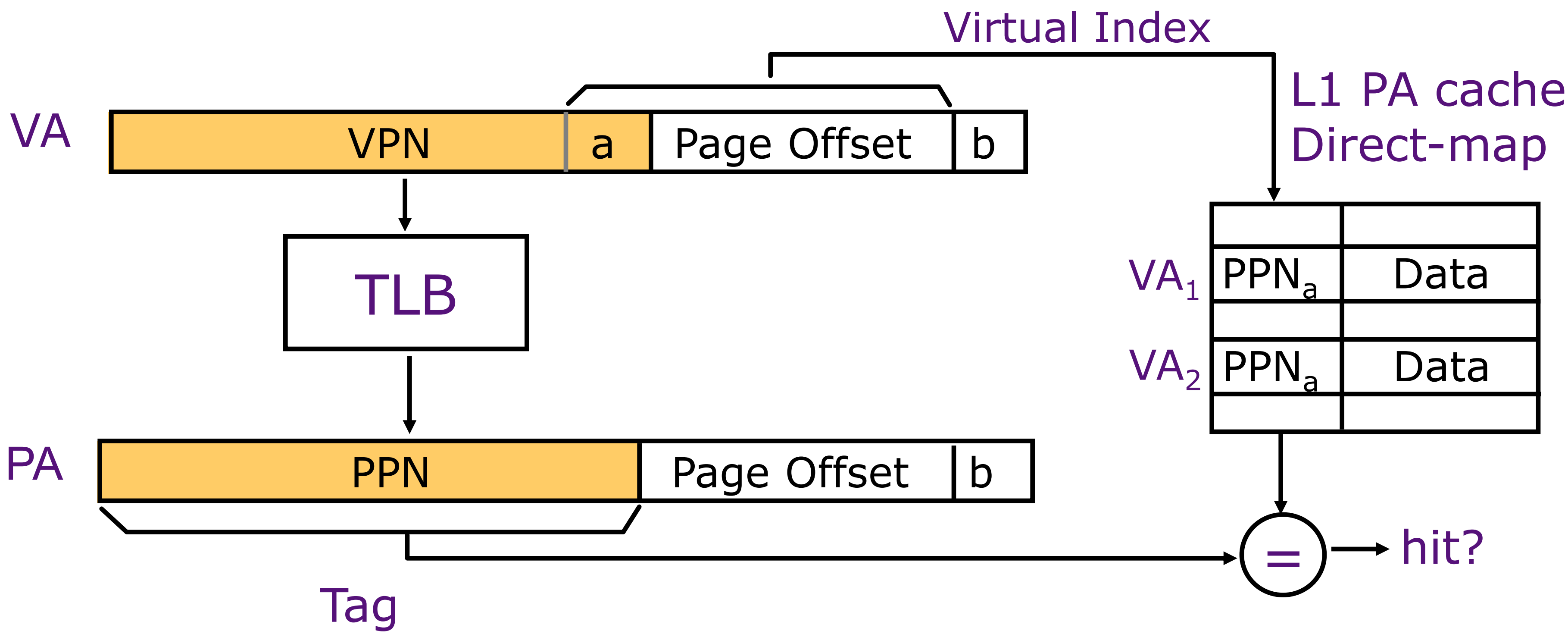
⇒ *cache and TLB accesses can begin simultaneously*

Tag comparison is made after both accesses are completed

Cases: $L + b = k$ $L + b < k$ $L + b > k$

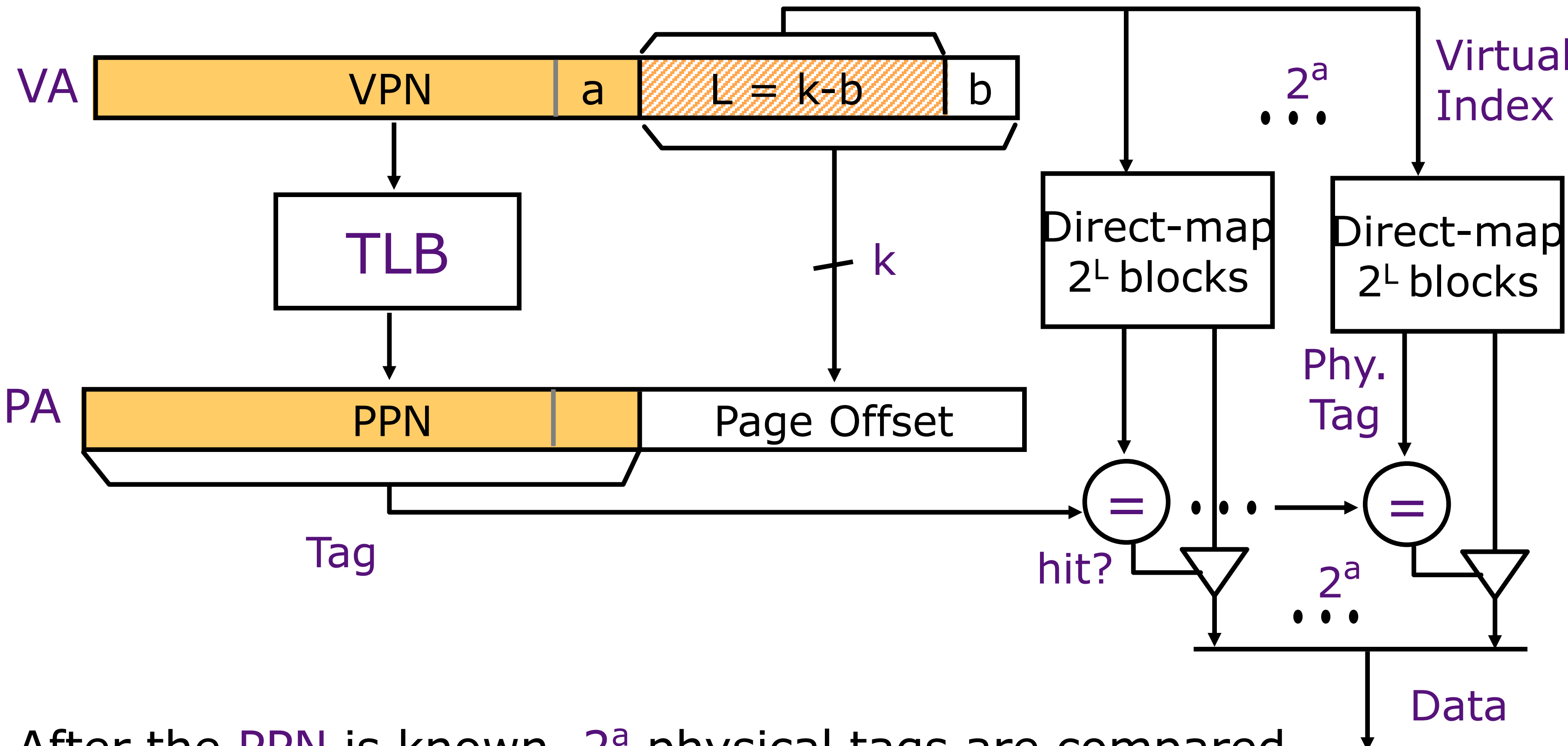
Concurrent Access to TLB & Large L1

The problem with L1 > Page size



Can VA_1 *and* VA_2 *both map to* PA?

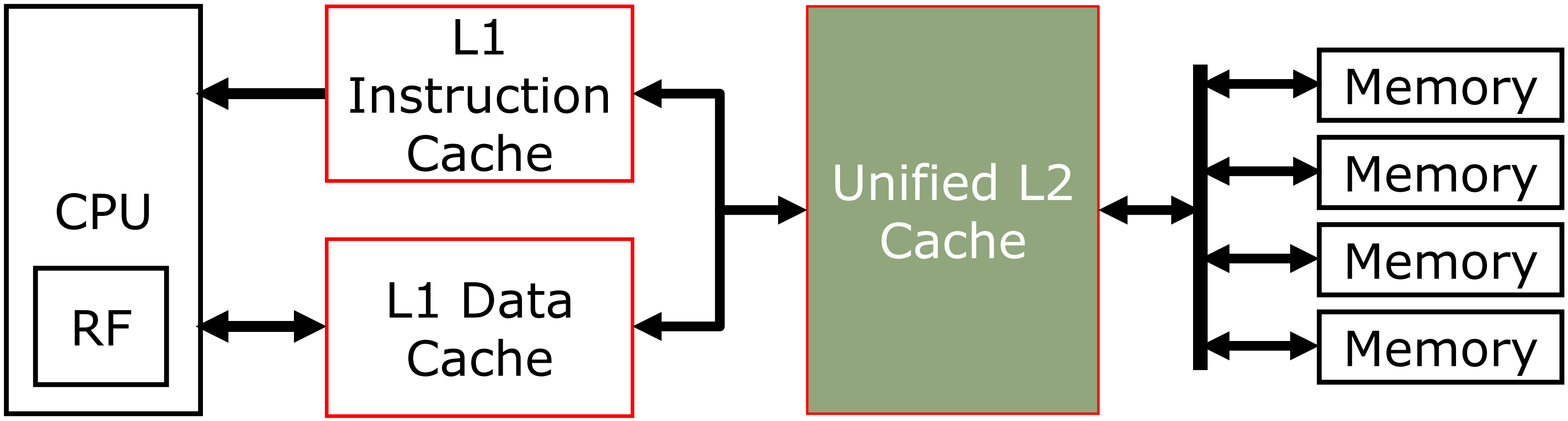
Virtual-Index Physical-Tag Caches:
Associative Organization



After the PPN is known, 2^a physical tags are compared

Is this scheme realistic?

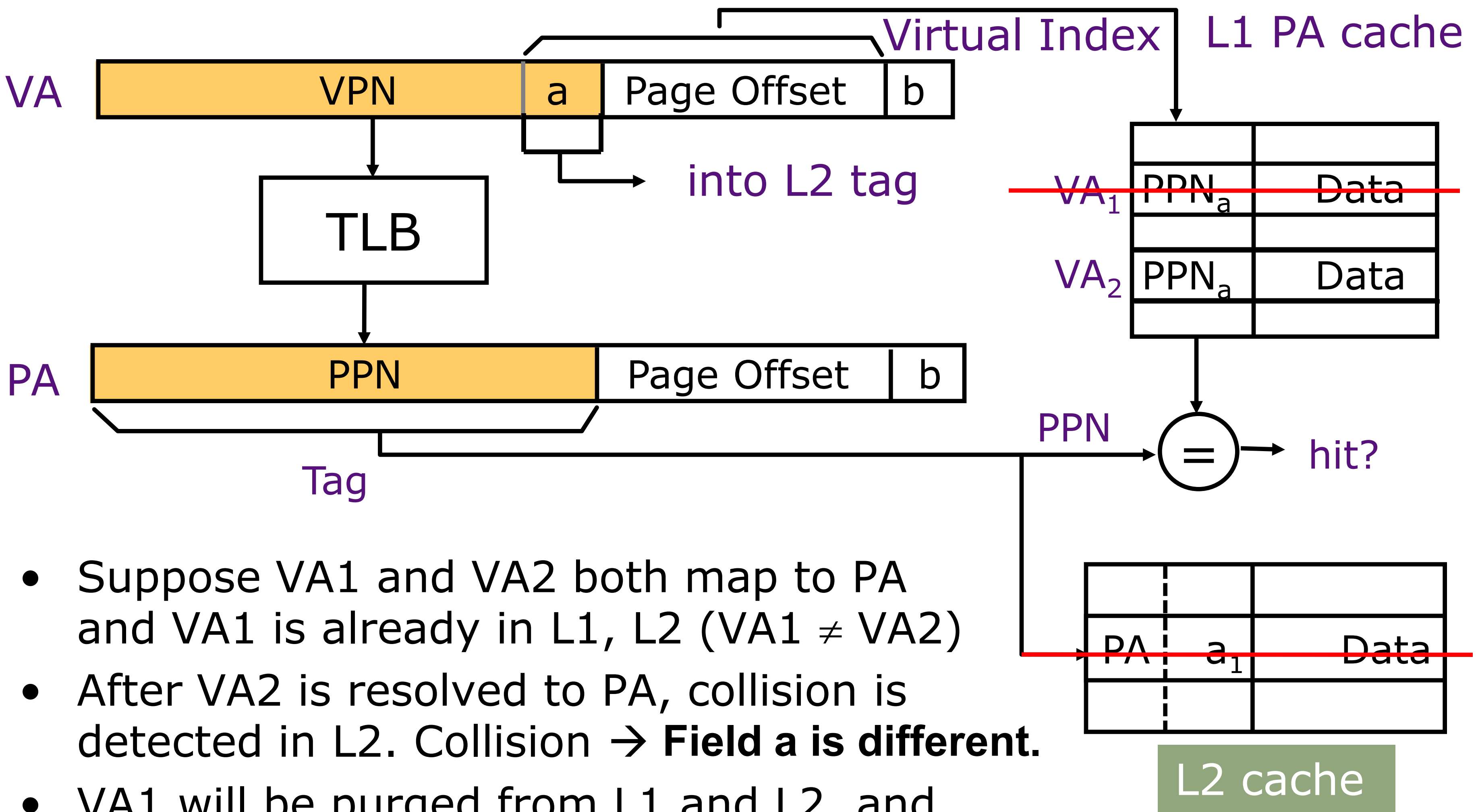
A solution via Second-Level Cache



Usually a common L2 cache backs up both Instruction and Data L1 caches

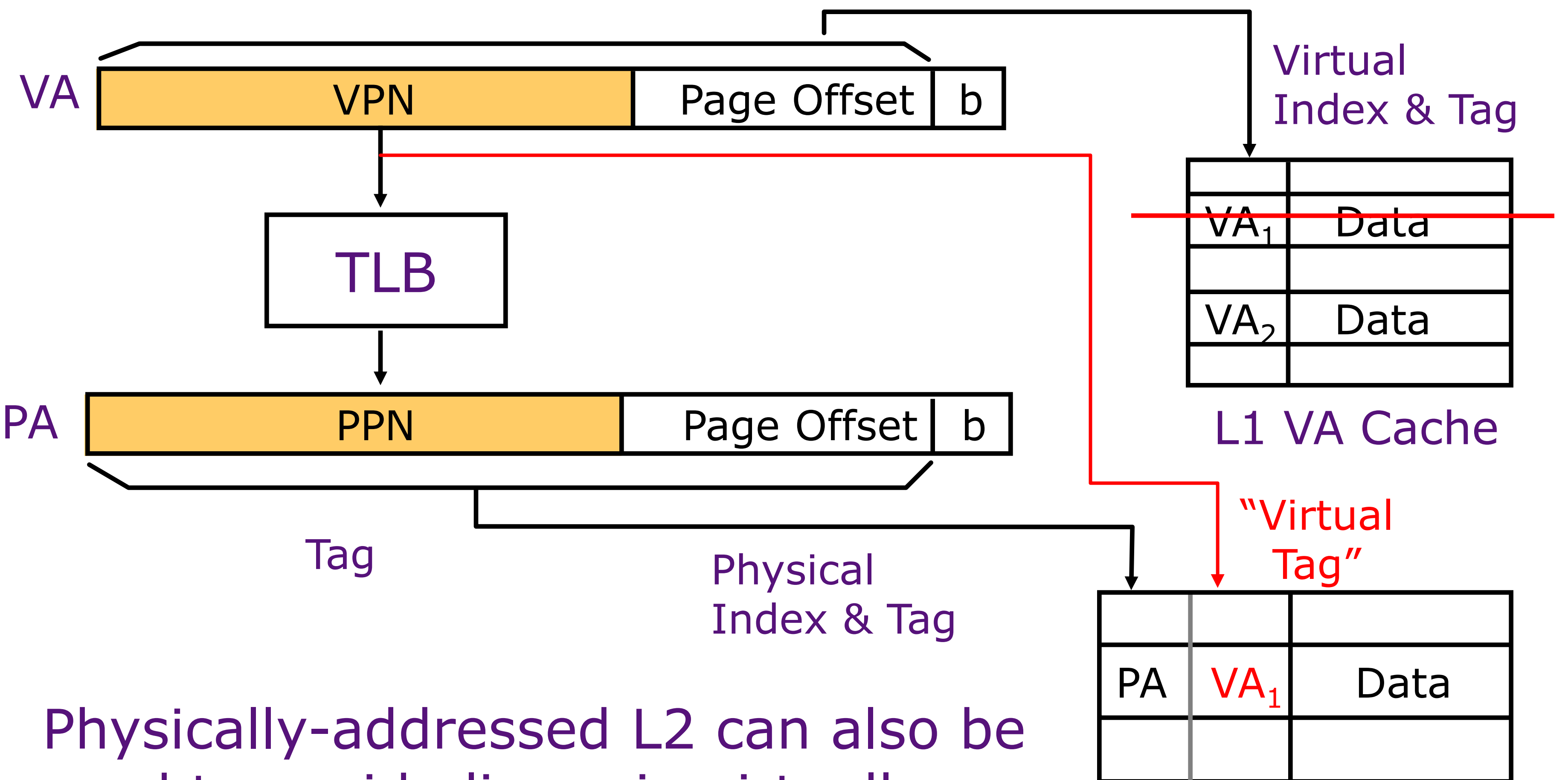
L2 is “inclusive” of both Instruction and Data caches

Anti-Aliasing Using L2: *MIPS R10000*



- Suppose VA1 and VA2 both map to PA and VA1 is already in L1, L2 (VA1 ≠ VA2)
- After VA2 is resolved to PA, collision is detected in L2. Collision → **Field a is different.**
- VA1 will be purged from L1 and L2, and VA2 will be loaded ⇒ *no aliasing!*

Virtually-Addressed L1:
Anti-Aliasing using L2



L2 PA Cache
L2 "contains" L1

Physically-addressed L2 can also be used to avoid aliases in virtually-addressed L1

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Page Fault Handler

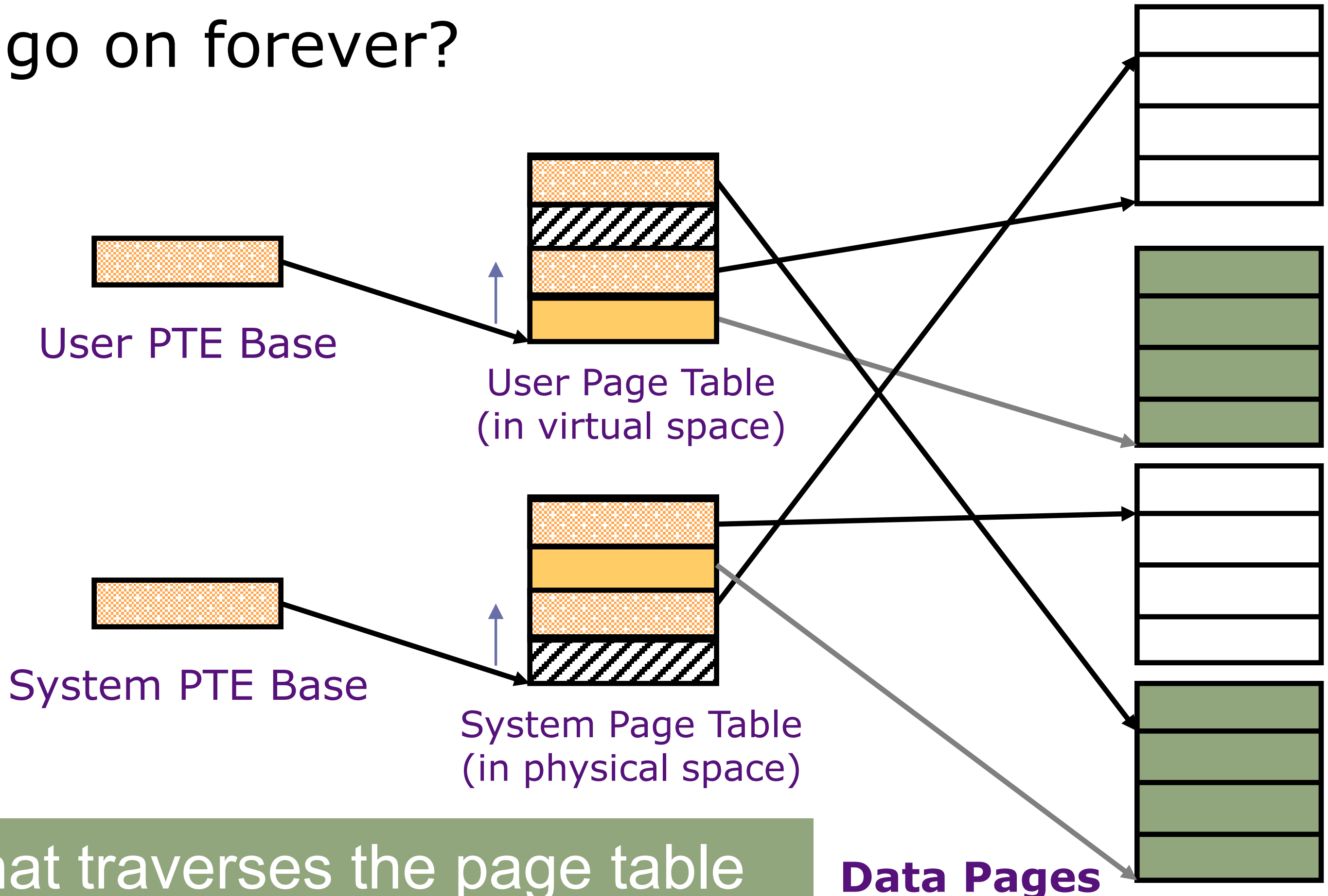
- When the referenced page is not in DRAM:
  - The missing page is located (or created)
  - It is brought in from disk, and page table is updated

    Another job may be run on the CPU while the first job waits for the requested page to be read from disk
  - If no free pages are left, a page is swapped out

    Pseudo-LRU replacement policy
- Since it takes a long time to transfer a page (msecs), page faults are handled completely in software by the OS
  - Untranslated addressing mode is essential to allow kernel to access page tables

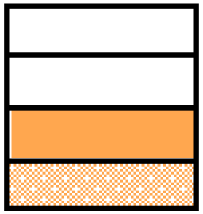
Translation for Page Tables

- Can references to page tables cause TLB misses?
- Can this go on forever?

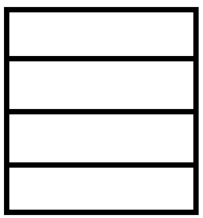


A program that traverses the page table needs a "no translation" addressing mode.

Swapping a Page of a Page Table



A PTE in primary memory contains
primary or secondary memory addresses



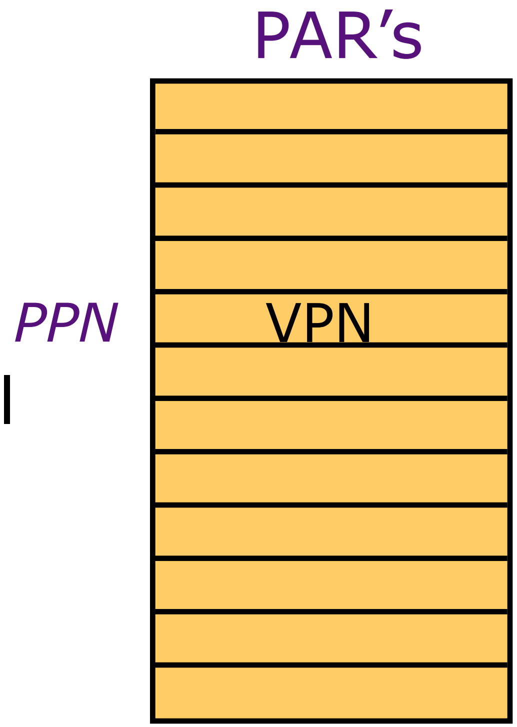
A PTE in secondary memory contains
only secondary memory addresses

⇒ a page of a PT can be swapped out only if none of its PTE's point to pages in the primary memory

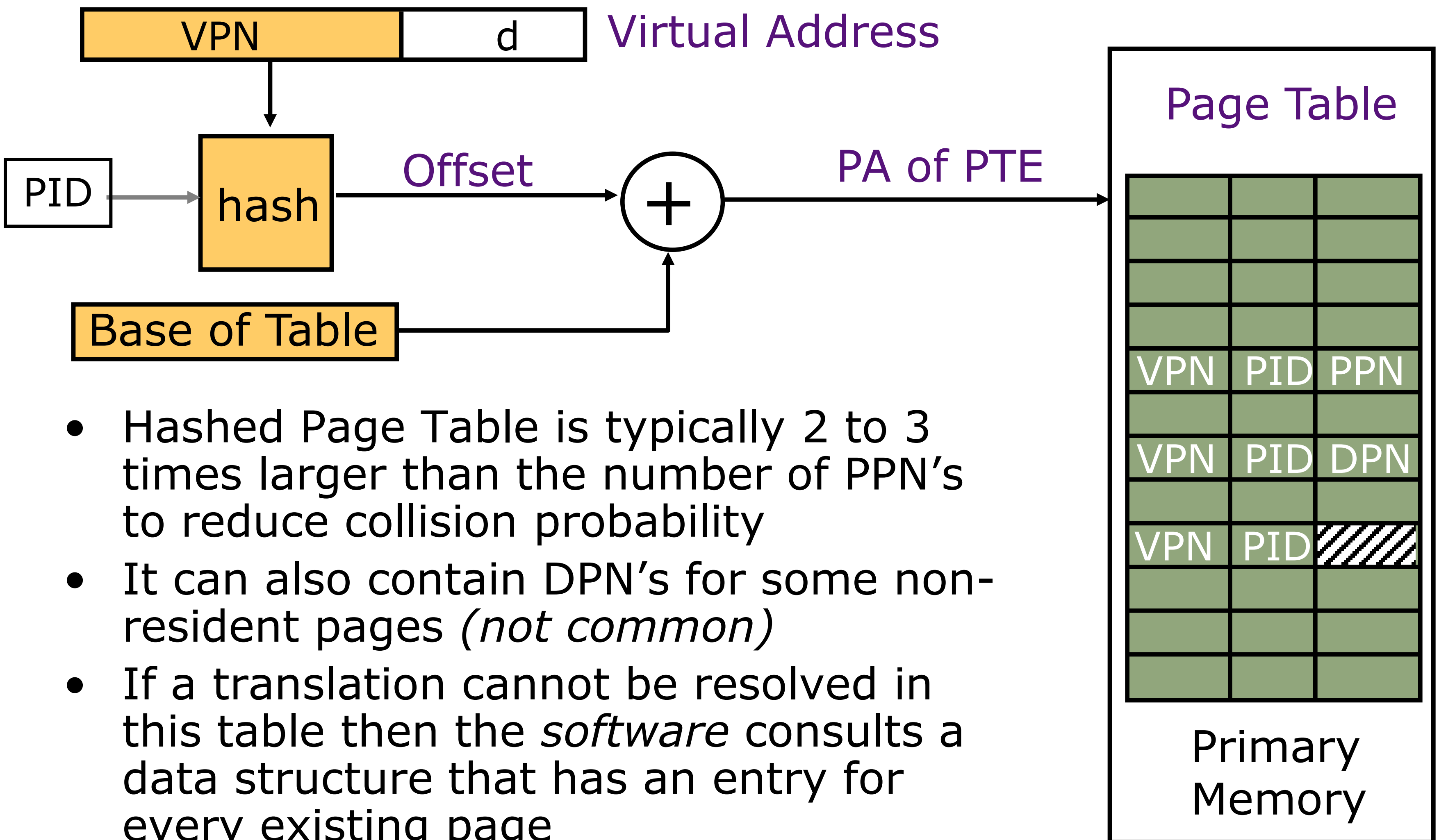
*Why?*__________________________________

Atlas Revisited

- One PAR for each physical page
- PAR's contain the VPN's of the pages *resident in primary memory*
- *Advantage:* The size is proportional to the size of the primary memory
- *What is the disadvantage?*



Hashed Page Table:
Approximating Associative Addressing



- Hashed Page Table is typically 2 to 3 times larger than the number of PPN's to reduce collision probability
- It can also contain DPN's for some non-resident pages *(not common)*
- If a translation cannot be resolved in this table then the *software* consults a data structure that has an entry for every existing page

Virtual Memory Use Today - 1

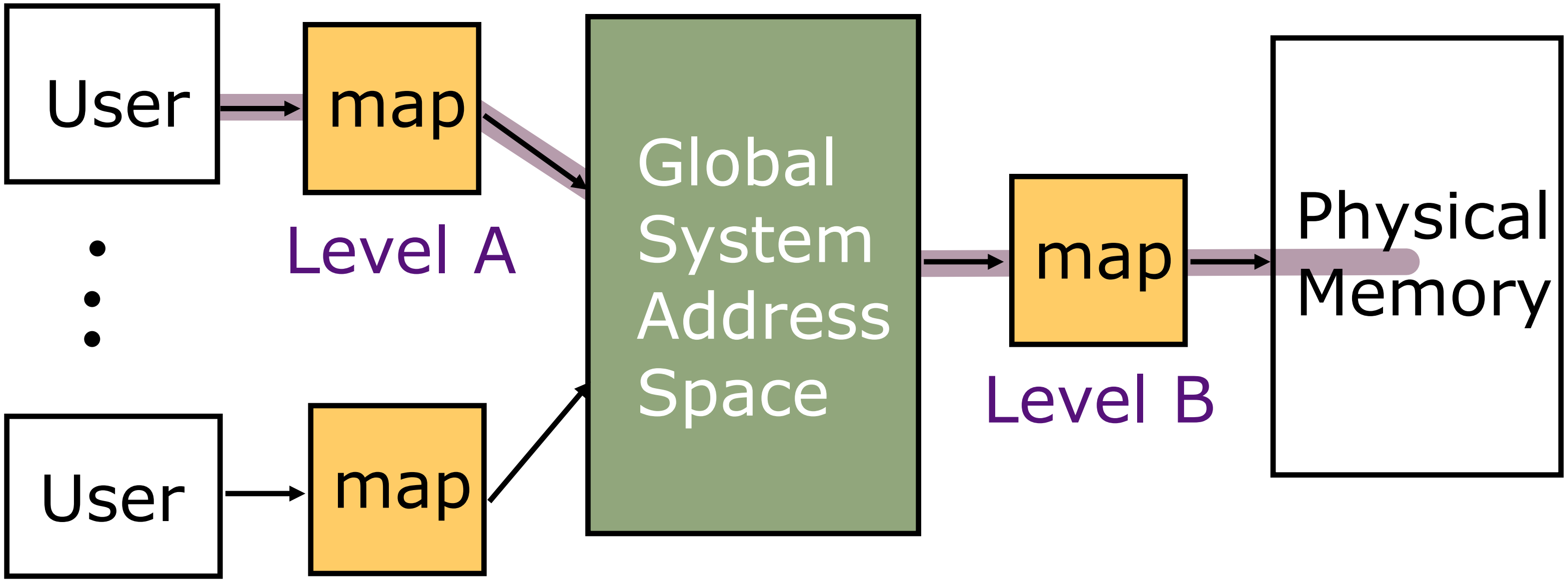
- Desktop/server/cellphone processors have full demand-paged virtual memory
  - Portability between machines with different memory sizes
  - Protection between multiple users or multiple tasks
  - Share small physical memory among active tasks
  - Simplifies implementation of some OS features
- Vector supercomputers and GPUs have translation and protection but not demand-paging
  (Older Crays: base&bound, Japanese & Cray X1: pages)
  - Don’t waste expensive processor time thrashing to disk (make jobs fit in memory)
  - Mostly run in batch mode (run set of jobs that fits in memory)
  - Difficult to implement restartable vector instructions

Virtual Memory Use Today - 2

- Most embedded processors and DSPs provide physical addressing only
  - Can’t afford area/speed/power budget for virtual memory support
  - Often there is no secondary storage to swap to!
  - Programs custom-written for particular memory configuration in product
  - Difficult to implement restartable instructions for exposed architectures

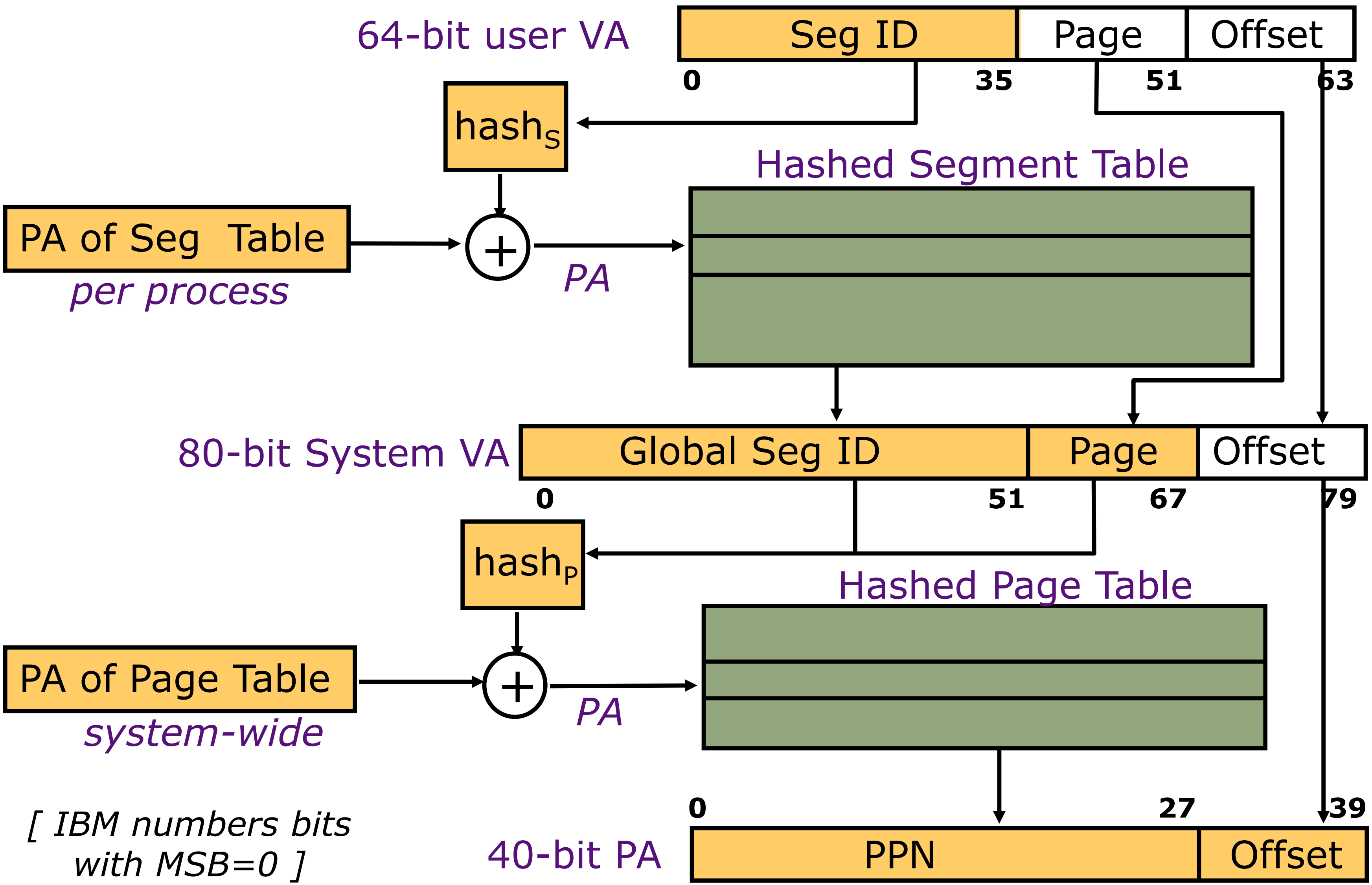
Next lecture: Pipelining!

Global System Address Space



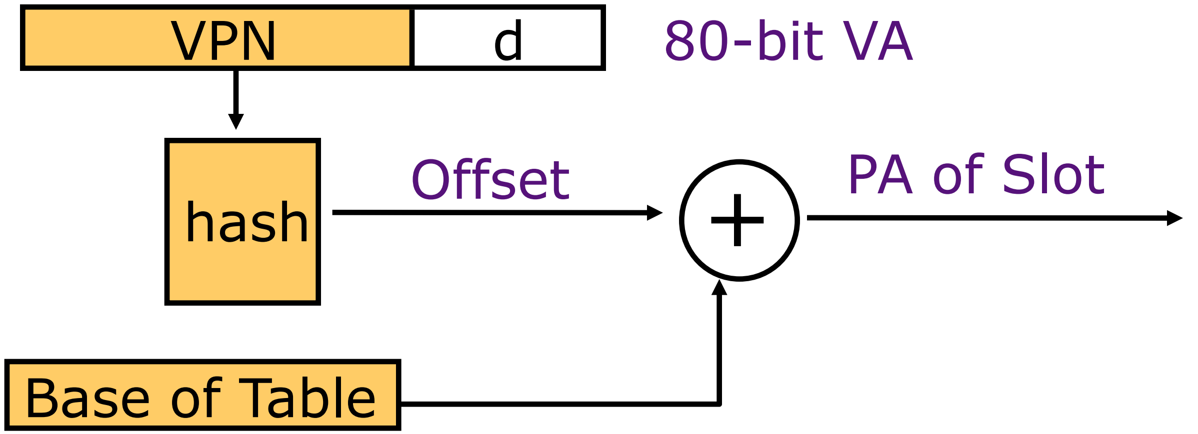
- Level A maps users' address spaces into the global space providing privacy, protection, sharing etc.
- Level B provides demand-paging for the large global system address space
- Level A and Level B translations may be kept in separate TLB's

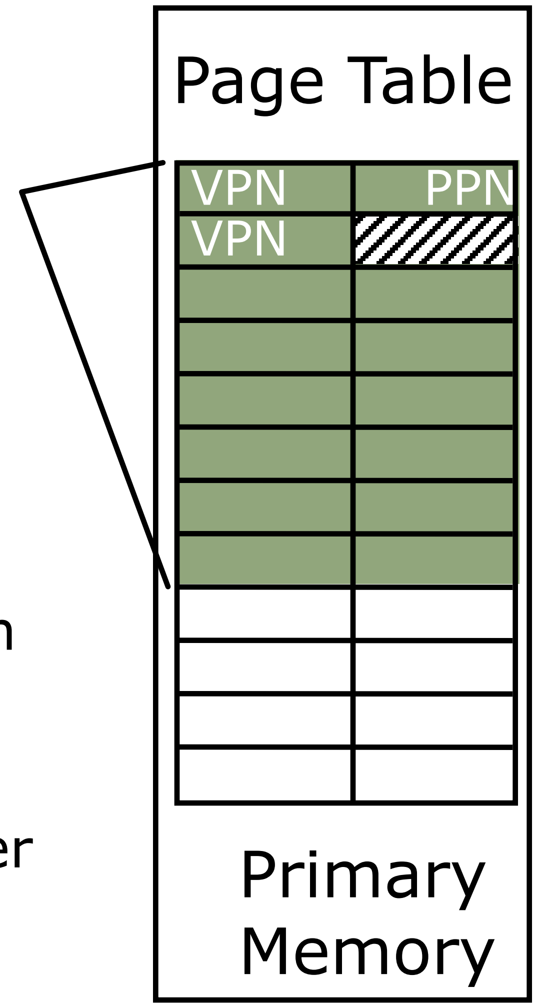
Hashed Page Table Walk:
PowerPC Two-level, Segmented Addressing



[IBM numbers bits with MSB=0]

Power PC: Hashed Page Table





- Each hash table slot has 8 PTE's <VPN,PPN> that are searched sequentially
- If the first hash slot fails, an alternate hash function is used to look in another slot

All these steps are done in hardware!

- Hashed Table is typically 2 to 3 times larger than the number of physical pages
- The full backup Page Table is a software data structure