



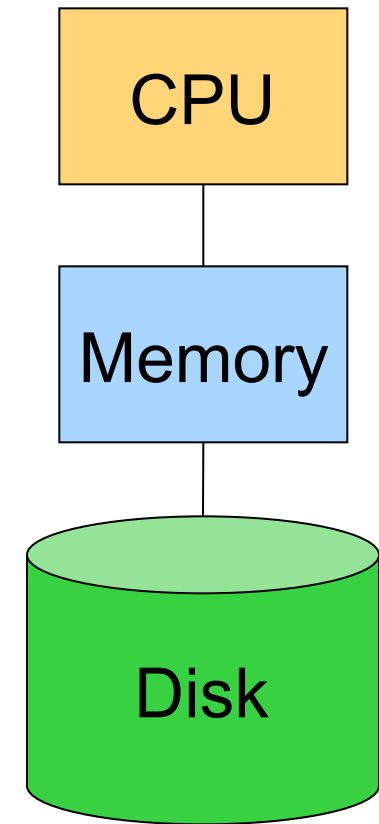
COS 318: Operating Systems

Virtual Memory and Address Translation



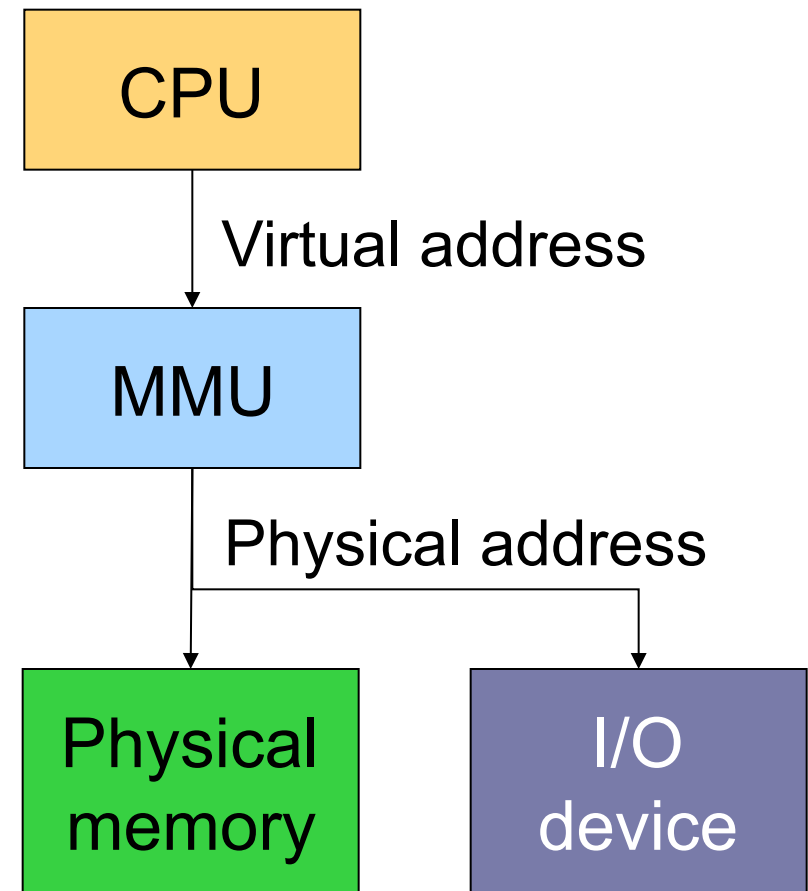
The Big Picture

- ◆ DRAM is fast, but relatively expensive
 - \$25/GB
 - 20-30ns latency
 - 10-80GB's/sec
- ◆ Disk is inexpensive, but slow
 - \$0.2-1/GB (100 less expensive)
 - 5-10ms latency (200K-400K times slower)
 - 40-80MB/sec per disk (1,000 times less)
- ◆ Our goals
 - Run programs as efficiently as possible
 - Make the system as safe as possible



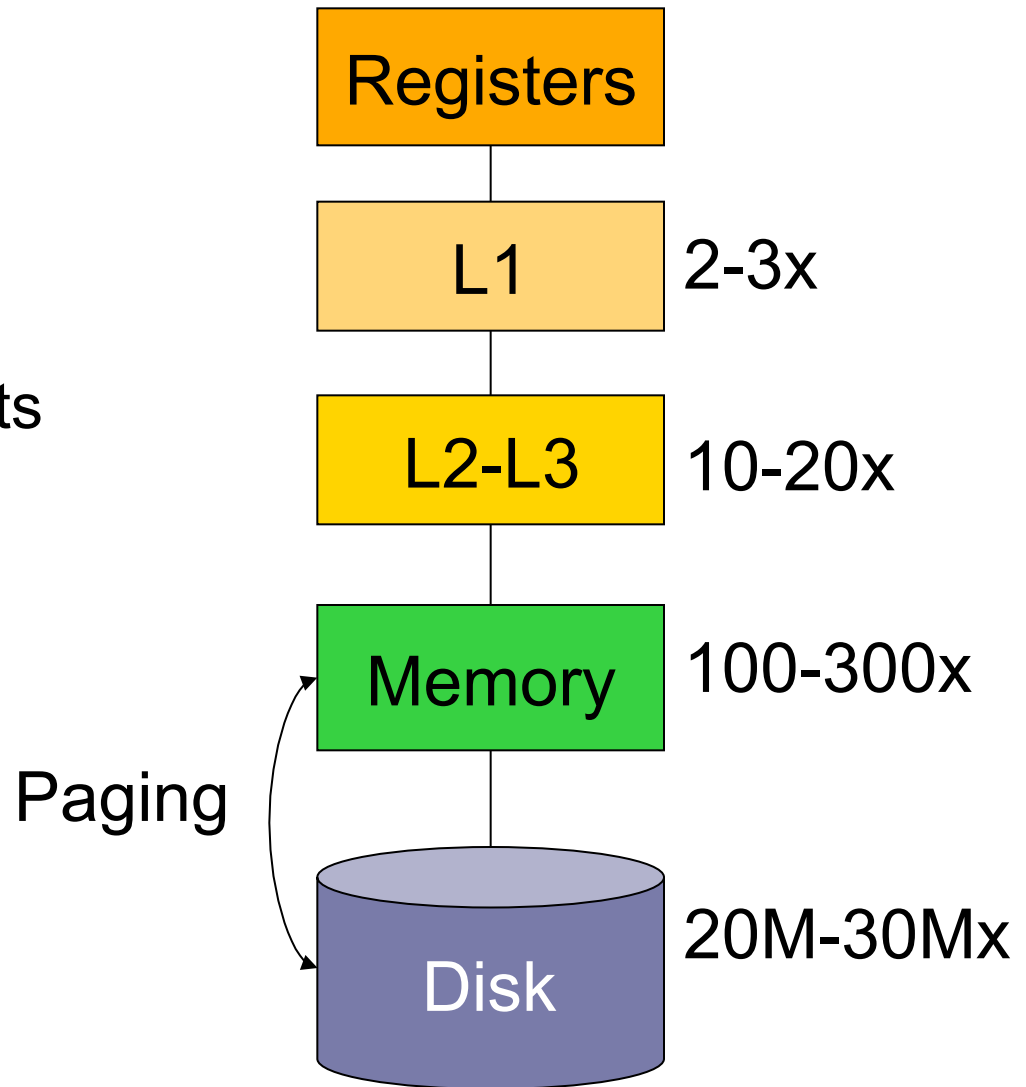
Generic Address Translation

- ◆ Memory Management Unit (MMU) translates virtual address into physical address for each load and store
- ◆ Software (privileged) controls the translation
- ◆ CPU view
 - Virtual addresses
- ◆ Each process has its own memory space [0, high]
 - Address space
- ◆ Memory or I/O device view
 - Physical addresses



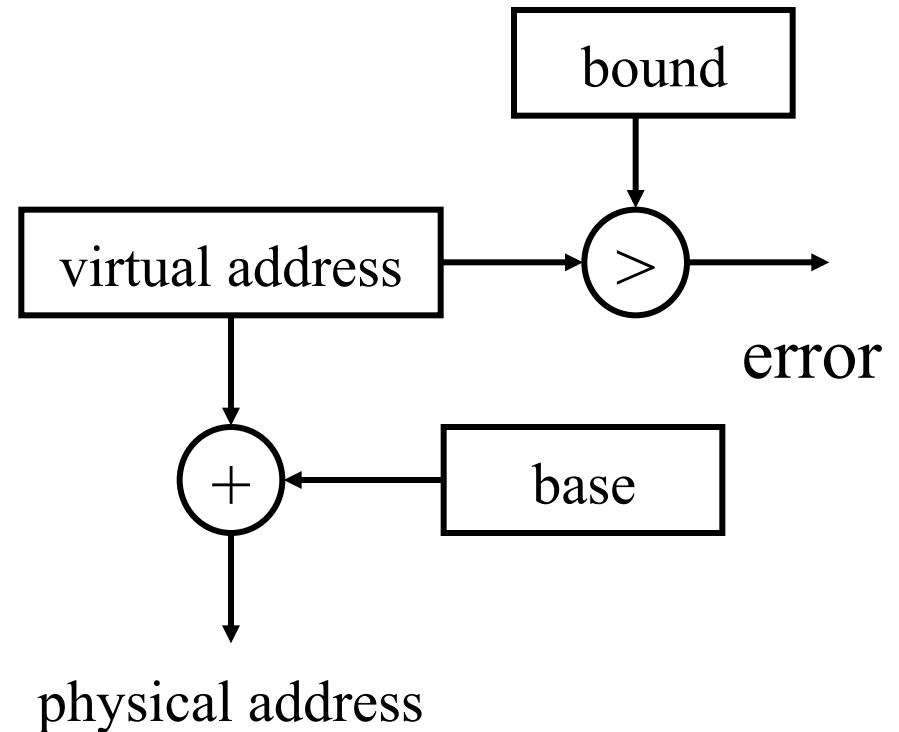
Goals of Translation

- ◆ Implicit translation for each memory reference
- ◆ A hit should be very fast
- ◆ Trigger an exception on a miss
- ◆ Protected from user's faults



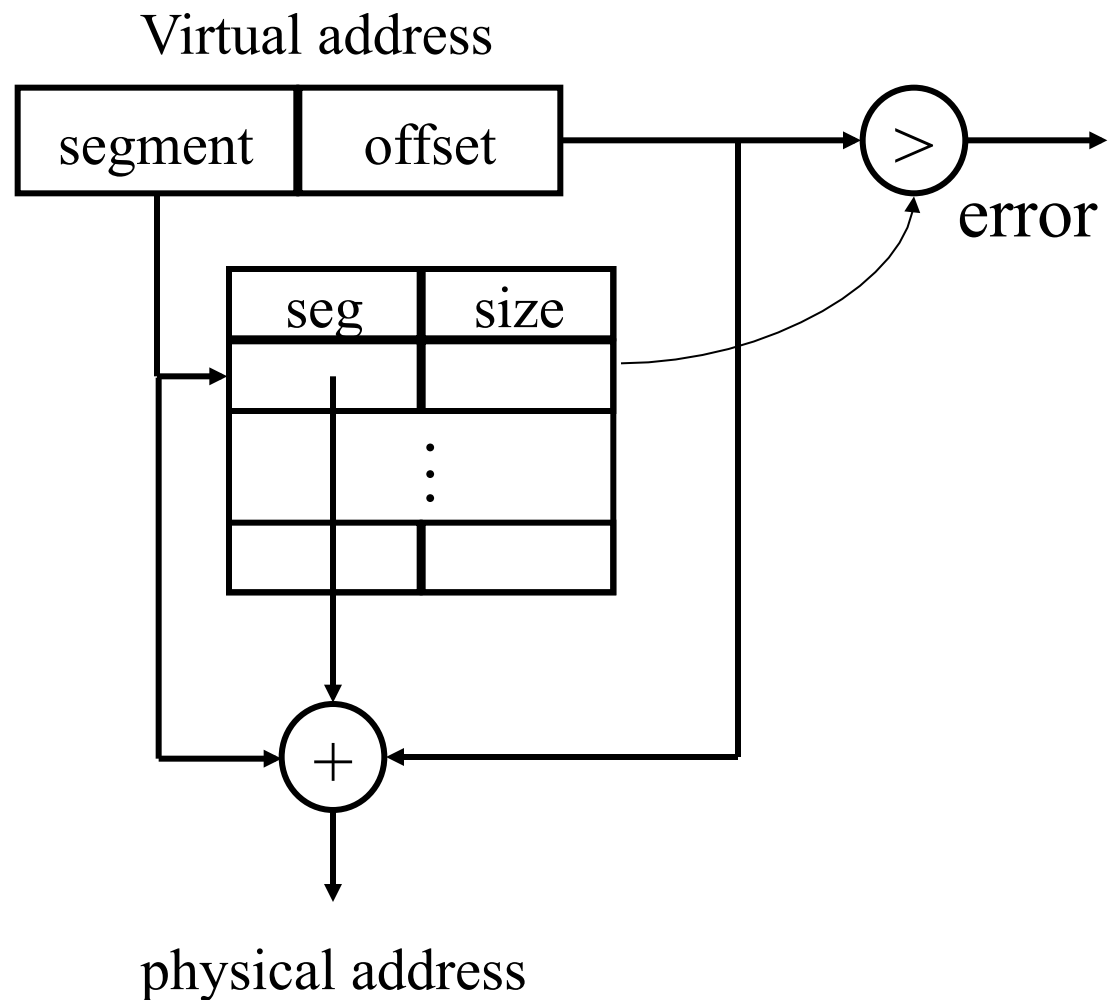
Base and Bound

- ◆ Built in Cray-1
- ◆ Each process has a pair (base, bound)
- ◆ Protection
 - A process can only access physical memory in [base, base+bound]
- ◆ On a context switch
 - Save/restore base, bound registers
- ◆ Pros
 - Simple
 - Flat and no paging
- ◆ Cons
 - Fragmentation
 - Hard to share
 - Difficult to use disks



Segmentation

- ◆ Each process has a table of (seg, size)
- ◆ Treats (seg, size) as a fine-grained (base, bound)
- ◆ Protection
 - Each entry has (nil, read, write, exec)
- ◆ On a context switch
 - Save/restore the table and a pointer to the table in kernel memory
- ◆ Pros
 - Efficient
 - Easy to share
- ◆ Cons
 - Complex management
 - Fragmentation within a segment



Paging

- ◆ Use a fixed size unit called page instead of segment
- ◆ Use a page table to translate
- ◆ Various bits in each entry
- ◆ Context switch
 - Similar to segmentation
- ◆ What should page size be?
- ◆ Pros
 - Simple allocation
 - Easy to share
- ◆ Cons
 - Big table
 - How to deal with holes?

