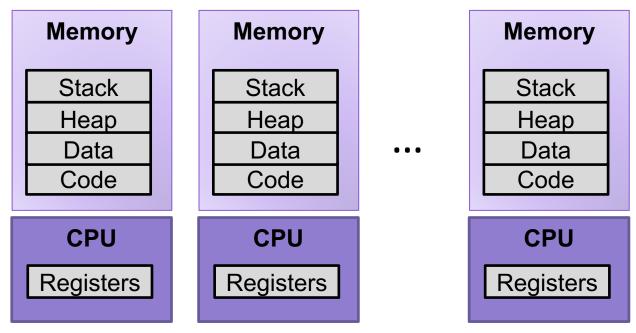
#### Lecture 17: Virtual Memory

CS 105 Spring 2023

# Multiprocessing: The Illusion



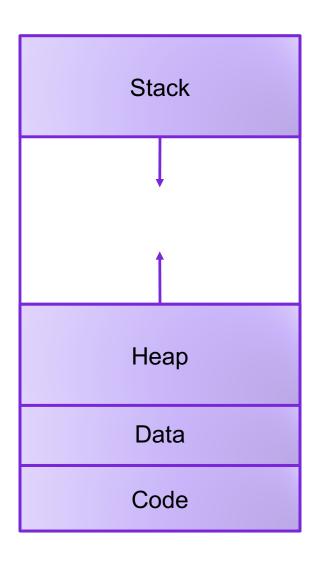
- Process provides each program with two key abstractions:
  - Logical control flow
    - Each program seems to have exclusive use of the CPU
    - Provided by kernel mechanism called context switching
  - Private address space
    - Each program seems to have exclusive use of main memory.
    - Provided by kernel mechanism called virtual memory

# Multiprocessing: The Reality

- Computer runs many processes simultaneously
- Running program "top" on Mac
  - System has 123 processes, 5 of which are active
  - Identified by Process ID (PID)

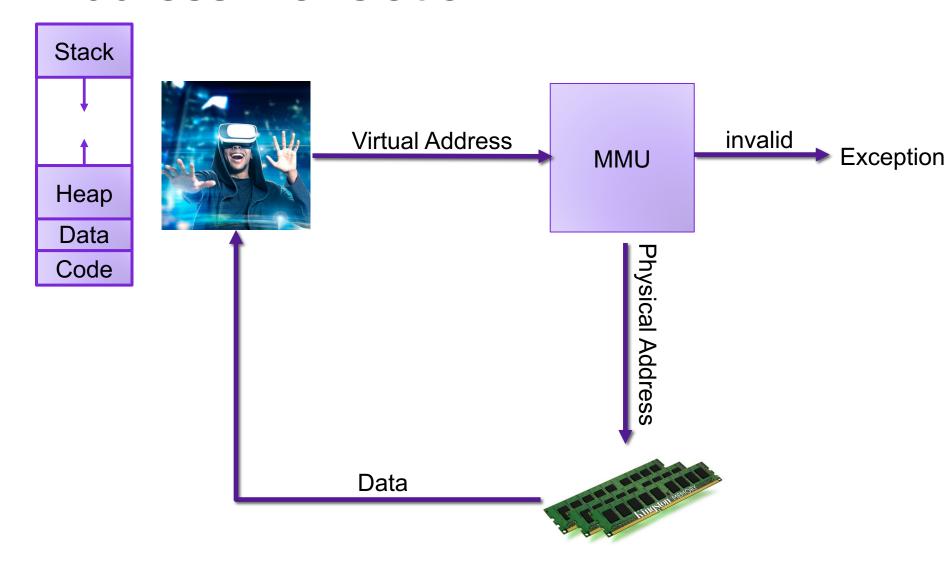


### Virtual Memory Goals

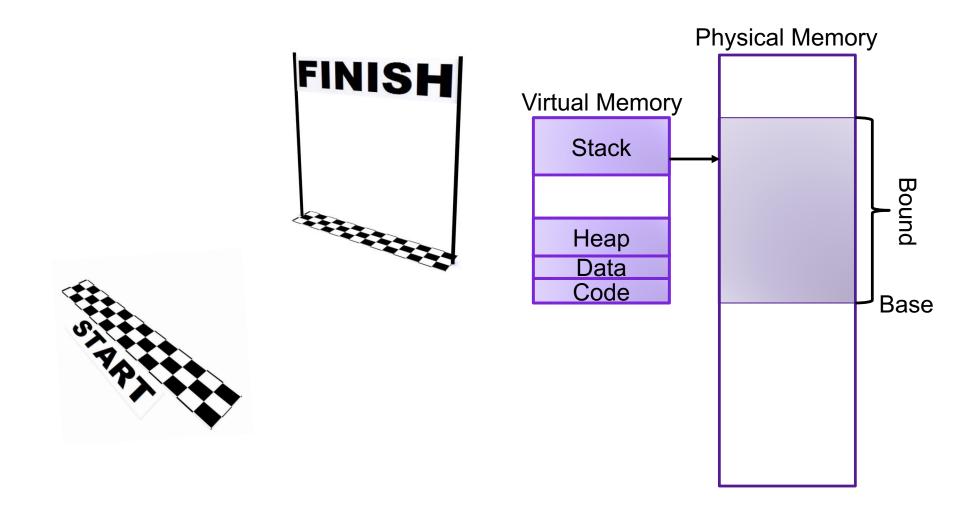


- Isolation: don't want different process states collided in physical memory
- Efficiency: want fast reads/writes to memory
- Sharing: want option to overlap for communication
- Utilization: want best use of limited resource
- Virtualization: want to create illusion of more resources

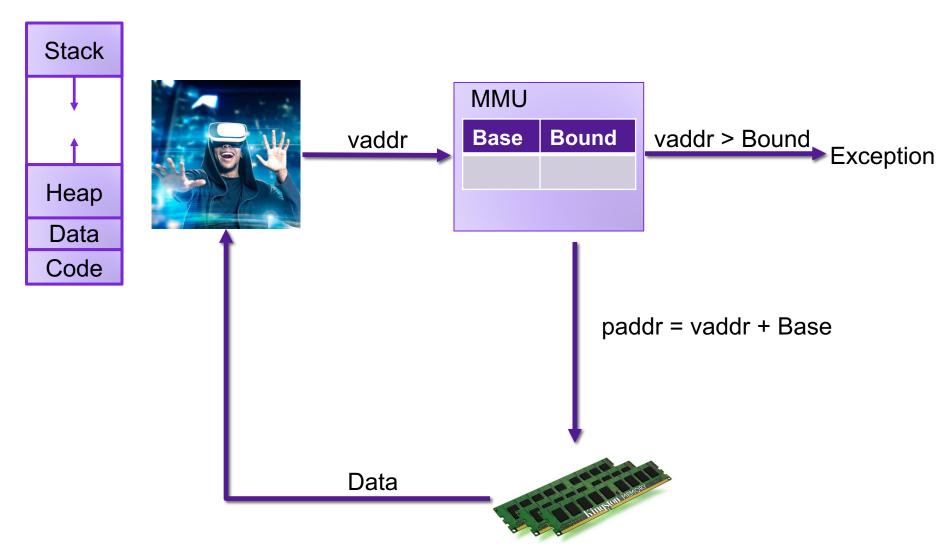
#### Address Translation



#### Base-and-Bound



#### Base-and-Bound



#### Exercise 1: Base-and-Bound

Assume that you are currently executing a process P with Base 0x1234 and Bound 0x100.

- What is the physical address that corresponds to the virtual address 0x47?
- What is the physical address that corresponds to the virtual address 0x123?

#### Exercise 1: Base-and-Bound

Assume that you are currently executing a process P with Base 0x1234 and Bound 0x100.

- What is the physical address that corresponds to the virtual address 0x47? 0x127b
- What is the physical address that corresponds to the virtual address 0x123? invalid

#### **Evaluating Base-and-Bound**



 Isolation: don't want different process states collided in physical memory



 Efficiency: want fast reads/writes to memory



 Sharing: want option to overlap for communication



 Utilization: want best use of limited resource

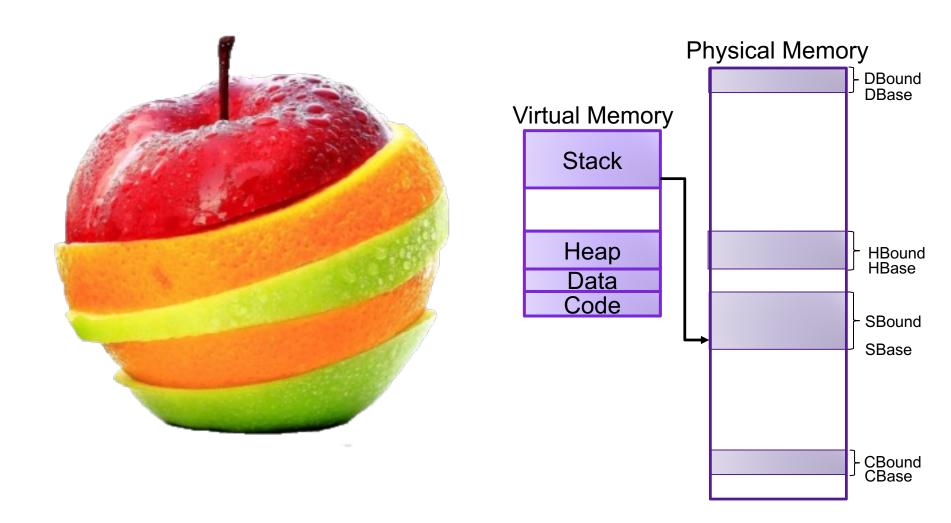


 Virtualization: want to create illusion of more resources

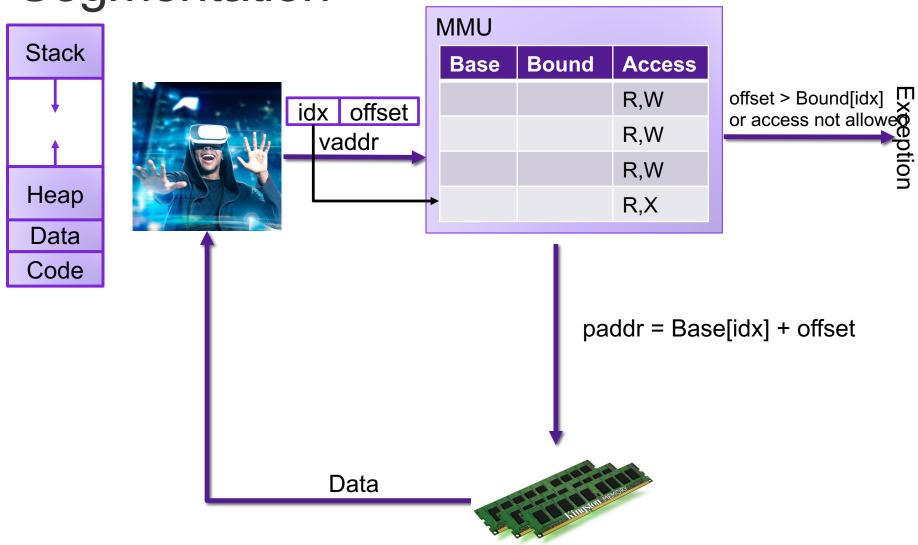




# Segmentation



Segmentation



### Exercise 2: Segmentation

Assume that you are currently executing a process P with the following segment table:

Base	Bound	Access
0x4747	0x80	R,W
0x2424	0x40	R,W
0x0023	0x80	R,W
0x1000	0x200	R,X

- What is the physical address that corresponds to the virtual address 0x001?
- What is the physical address that corresponds to the virtual address 0xD47?

### Exercise 2: Segmentation

Assume that you are currently executing a process P with the following segment table:

Base	Bound	Access
0x4747	0x80	R,W
0x2424	0x40	R,W
0x0023	0x80	R,W
0x1000	0x200	R,X

- What is the physical address that corresponds to the virtual address 0x001?
  00 0000000001
  0x4748
- What is the physical address that corresponds to the virtual address 0xD47?
  11 0101000111 0x1147

### **Evaluating Segmentation**



 Isolation: don't want different process states collided in physical memory



 Efficiency: want fast reads/writes to memory



Sharing: want option to overlap for communication



 Utilization: want best use of limited resource

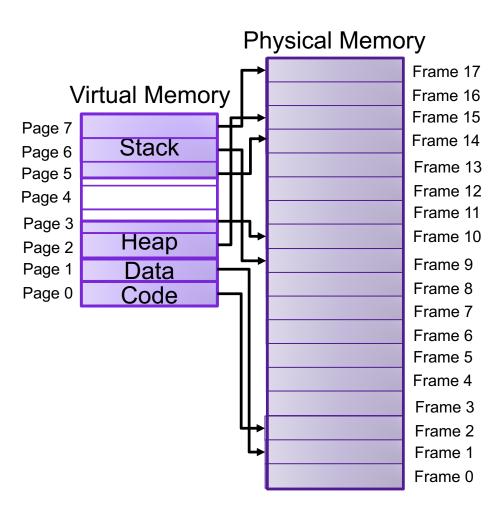


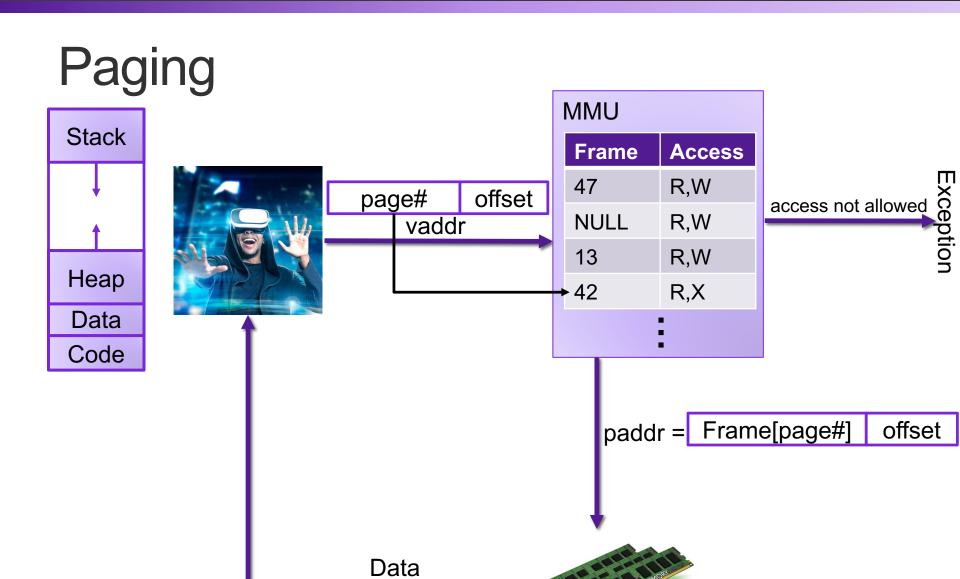
 Virtualization: want to create illusion of more resources



# **Paging**







# Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

_			
:	Frame	Access	
0x17	0x47	R,W	
0x16	0xF4	R,W	
0x15	NULL	R,W	
0x14	0x23	R,X	
•			

- What is the physical address that corresponds to the virtual address 0x147?
- What is the physical address that corresponds to the virtual address 0x16E?

### Exercise 3: Paging

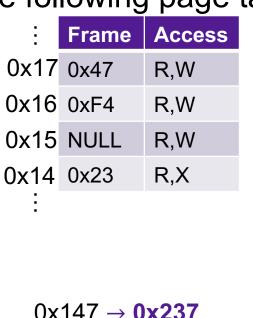
Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

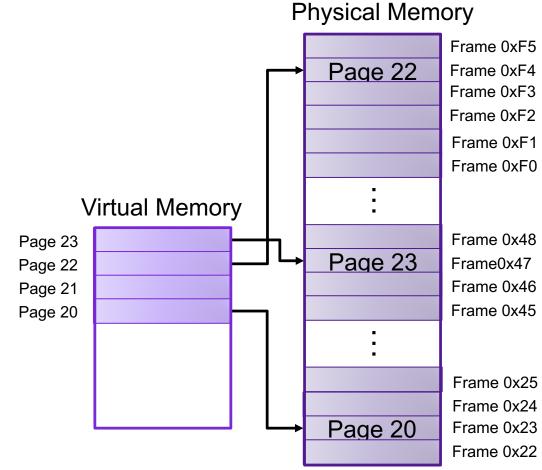
:	Frame	Access
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
•		

- What is the physical address that corresponds to the virtual address 0x16E? | 00010110 | 1110 | 0xF4E

### Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:





# Memory as a Cache

- each page table entry has a valid bit
- for valid entries, frame indicates physical address of page in memory
- a page fault occurs when a program requests a page that is not currently in memory
  - takes time to handle, so context switch
  - evict another page in memory to make space (which one?)

MMU			
	V	Frame	Access
	1	47	R,W
	0	NULL	R,W
	0	13	R,W
	1	42	R,X

### Thrashing

- working set is the collection of a pages a process requires in a given time interval
- if it doesn't fit in memory, program will thrash

# Exercise 4: Paging

Assume that you are currently executing a process P with the following page table on a system with 256 byte pages:

÷	V	Frame	Access
250	1	0x47	R,W
249	1	0x24	R,W
248	0	NULL	R,W
247	0	0x23	R,X

- What is the physical address that corresponds to the virtual address 0xF947?
- What is the physical address that corresponds to the virtual address 0xF700?

# Exercise 4: Paging

Assume that you are currently executing a process P with the following page table on a system with 256 byte pages:

:	V	Frame	Access
250	1	0x47	R,W
249	1	0x24	R,W
248	0	NULL	R,W
247	0	0x23	R,X
•			

- What is the physical address that corresponds to the virtual address 0xF947? OxF9 Ox47 Ox2447

# **Evaluating Paging**



 Isolation: don't want different process states collided in physical memory



 Efficiency: want fast reads/writes to memory



 Sharing: want option to overlap for communication



 Utilization: want best use of limited resource



 Virtualization: want to create illusion of more resources



#### Exercise 5: Feedback

- 1. Rate how well you think this recorded lecture worked
  - 1. Better than an in-person class
  - 2. About as well as an in-person class
  - 3. Less well than an in-person class, but you still learned something
  - 4. Total waste of time, you didn't learn anything
- 2. How much time did you spend on this video (including exercises)?
- 3. Do you have any particular questions you'd like me to address in this week's problem session?
- 4. Do you have any other comments or feedback?