Q1. Last time

- 2. Intro to virtual memory

53. Paging
is Intro
(a) Key data structure: page table
T) Multilevel page table

- Alternatives/Frade offs

2. Intro to virtual memory process sees
program excerpt: " $y=x+1$; code address
instruction



Benefits of virtual memory:

- programmability
(a) program thinks it has lots of memory
(b) programs can use "easy" addresses: compiler and linker dent have to worry about where program lives in physical memory
(c) multiple instances of a program can be loaded and not collide
- protection
- processes cannot read/write each other's memory
- enables isolation (which is essential)
- effective use of resources
- sharing

How is translation implemented?

- hardware does it. in MMU

OS sets up data structures that the hardware "sees".
These data structwes are per- process.
3. Paging
A. Intro

- Divide memory (virtual + physical) into fixed size chunks
- These chinks are called PAGES
- page size
$-x 86-64: 4096 B=4 \mathrm{~KB}=2^{2}$ bytes
Aside:
8 bits $=$
(byte
$2^{10}$ : kilo, ${ }^{\sim} 000$
$2^{20}$ : mega, $\sim 1$ million
$2^{30}$ : giga, $\sim 1$ billion
$2^{40}$ : hera, 1 trillion

How many pages are there in a 32-bit (byte-addressed) architecture?


What if 48 bits are used to address memory?


$$
\begin{gathered}
P_{\text {age } 0:}[0,4095] \\
\text { Page 1: } \\
{[4096,8191]}
\end{gathered}
$$

$$
\begin{aligned}
& \text { Page } 2^{20}-1: \\
& \quad\left[\ldots, 2^{32}-1\right]
\end{aligned}
$$

B. Key data structure: page table (per process) conceptually: a map from

$$
V P N \rightarrow P P N
$$

address


assume: 48 -bit addresses, and 4 KB pages (2 $2^{12}$ bits)


Ex: OS wants: a process to use address vA: Ox 00402000 to refer to PA: Ox 00003000

$$
\text { table }[0 \times 00402]=0 \times 00003
$$

What's the issue?
C. Multilevel page tables
alt



Ex: we wat the physical address range $[4 M B, 6 M B-1]$ to appear at virtual address
range $[2-2 M B, \alpha=1]$



