

## Problems

1. Collection of problems from review session, along with a few new ones
2. Problems I consider harder marked (\*)
3. Unit reference (using binary units to be precise, if you don't understand this ignore the 'i'):
  - (a) 1 KiB =  $2^{10}$  bytes     $10^3$  bytes
  - (b) 1 MiB =  $2^{20}$  bytes     $10^6$  bytes
  - (c) 1 GiB =  $2^{30}$  bytes     $10^9$  bytes
  - (d) 1 TiB =  $2^{40}$  bytes     $10^{12}$  bytes
  - (e) 1 PiB =  $2^{50}$  bytes     $10^{15}$  bytes
4. Warmup: Given the following number of bits in a virtual address, physical address, and pagesize, calculate the following values:
  - (a) VA: 56 bits, PA: 48 bits, pagesize: 16 KiB
  - (b) VPN bits
  - (c) PPN bits
  - (d) Offset bits
  - (e) How many virtual pages possible?
  - (f) How many physical pages possible?
5. X86-64 pagetable rapid-fire from 2.2 (Multi-indexed):
  - (a) How many entries are there in an L1 pagetable?
  - (b) How many possible pages are accessible from a given L2 pagetable?
  - (c) How many possible L3 pagetables are there if virtual address space fully used?
  - (d) How many memory accesses are needed to access a given memory address, assuming no faults or errors?
  - (e) (\*) If each pagetable entry uses 8 bytes, why is a 9-bit index extra nice?
6. Page allocation from 2.2 (Multi-indexed):
  - (a) How many pages in the x86-64 architecture needed to allocate just one byte of memory? [draw pagetable tree]
  - (b) How many pages needed to allocate 5 pages worth of memory? [extend tree by appending 4 more pages]
  - (c)  $2^9$ ? (both best and worst-case) [prompt for both optimal and pessimal cases, ask for what the pagetable tree looks like in each case]

- (d)  $2^9 + 1$ ? (in best case)
  - (e) What if I spawned 32 processes, each allocates 8 pages, in best case?  
[ $32 * (8+4) = 2^7 * 3 = 384$ ]
  - (f) (\*) Finally, 2 processes, one which allocates 1 GiB ( $2^{30}$ ), another which allocates 1 KiB ( $2^{10}$ ) (again, best case)
7. Memory reads from 2.2 (Multi-indexed):
- (a) Greater number of memory queries required per address if we solely translate using page tables
    - i. If no caching, how many memory accesses needed to execute a simple instruction?
    - ii. `0x500 movq 0x200000, %rax`
  - (b) TLB solves this by caching the page translations that are used the most
    - i. If both previous page translations cached, but not actual memory cached, how many memory accesses needed to then exec?
    - ii. `0x504 movq 0x200008, %rbx`
8. (\*) Huge Pages from 4. (Huge Pages):
- (a) If an entry on an L3 page table pointed straight to a huge page, what size would make the most sense for this huge page?
  - (b) How many such pages could we allocate at once?
  - (c) If we wanted to allocate 2 huge pages and 2000 regular pages, what is the minimum number of 4 KiB pages needed to allocate? (treat allocating 1 huge page as allocating the same amount of memory's worth in regular pages)
  - (d) We can go even further beyond, can define a 1 GiB ( $2^{30}$  byte) "gigantic" page
  - (e) What level pagetable makes the most sense for entries that point to these gigantic pages?
9. x86 Variants
- (a) In the context of x86-64 architecture, if each pagetable entry takes 8 bytes, how many bytes would be needed to store a complete linear pagetable? (binary and human form) How does this compare to modern-day computer capabilities?
  - (b) The x86 32-bit architecture, obviously, uses 32 bits for virtual addressing
    - i. Instead of 4 pagetable layers, it has 2, while pages remain at 4 KiB
    - ii. How many bits are given to each pagetable index?

- iii. How many entries would each pagetable have?
  - iv. How large is each pagetable, assuming each entry takes 4 bytes?
  - v. (\*) In each pagetable entry, how many bits are unused by the PPN?
- (c) (\*) Imagine we changed the x86-64 architecture a little
- i. Instead of 4 PTE layers, we set up 3
  - ii. Uneven, L1 index takes 18 bits, L2 and L3 each take 9 bits
  - iii. How large would the L1 pagetable be? (binary and human)
  - iv. If I wanted to allocate 1 page under this regime, how many physical pages needed?
  - v. 513? (best case)

## Answers

### 1. Warmup

(a)  $56 - \log_2(16 * 1024) = 56 - 14 = 42bits$

(a)  $48 - 14 = 34$  bits

(b)  $\log_2(16 * 1024) = 14bits$

(b)  $2^{42} = 4$  trillion

(c)  $2^{34} = 16$  billion

### 2. Rapid-fire

(a) 512,  $2^9$  indices for an L1 pagetable

(b)  $2^{27} = 128$  million, L2 can reach  $2^9$  L3, each of which can reach  $2^9$  L3, each of which can reach  $2^9$  L4 so  $2^{(9+9+9)}$

(c)  $2^{18} = 256$  thousand, L1 can reach  $2^9$  L2, each of which can reach  $2^9$  L3, so  $2^{(9+9)}$

(d) 5, walk L1-L4, then read actual page

(e) (\*) There are 512 entries per pagetable, so 8 bytes each means that a pagetable takes  $2^{12}$  bytes, which is a page

### 3. Page allocation

(a) 5 (L1 - L2 - L3 - L4 - actual page)

(b) 9 (L1 - L2 - L3 - L4 - actual pages)

(c)  $2^9 + 4$  in best case (ditto),  $4 * 2^9 + 1 = 2^{11} + 1 = 2049$  in worst case (each page requires own L2, L3, L4)

(d)  $2^9 + 6$  (second L4 page table needed)

(e)  $32 * (8+4) = 2^7 * 3 = 384$ , each process needs 12 pages to allocate 8 pages

(f) (\*)  $2^{18} + 2^9 + 8$  (L1 - L2 - L3 -  $2^9$  L4 -  $2^{18}$  pages + 5 pages for small)

### 4. Memory reads

(a)  $2 * 5$ , each memory access requires full walk of pagetables

(b) 6, TLB caches page translation for latter read, not for former

### 5. (\*) Huge Pages

(a)  $2^{21}$ , take L4 index bits transfer to offset

(b)  $2^{27}$  (all  $2^{27}$  PTEs in all possible L3 pagetables point to a huge page)

(c)  $3 + 2 * 512 + 4 + 2000 = 3037$  (L1 - L2 - L3 - 2 huge pages and 4 L4 which point to regular pages)

- (d) L2, by same logic as first question, a  $2^{30}$  byte page needs  $2^{30}$  offset bits, so take L3 and L4 indices, so L2 points directly to gigantic

6. x86 Mutations

(a) x86 32-bit

- i.  $2^{36}$  virtual pages \*  $2^3$  bytes per PTE =  $2^{39}$  bytes = 512 GB, which vastly outstrips personal computers
- ii. 10 bits (20 VPN bits / 2)
- iii.  $2^{10} = 1024$  PTEs
- iv. 4096 bytes (1024 PTEs \* 4 bytes / PTE)
- v. (\*) 12 bits (32 bits in PTE)
- vi. 20 bits for PPN)

(b) Collapsed indices

- i.  $2^{21}$  bytes = 2 million bytes ( $2^{18}$  PTEs \*  $2^3$  bytes per entry)
- ii. 515 (512 pages for L1 + 1 L2 + 1 L3 + 1 actual page)
- iii. 1028 (512 pages for L1 + 1 L2 + 2 L3 + 513 actual pages)