The Memory/Storage Hierarchy and Virtual Memory

Goals of this Lecture

Help you learn about:

- The memory / storage hierarchy
- Locality and caching
- **Virtual memory**
  - How the hardware and OS give application programs the illusion of a large, contiguous, private address space

Virtual memory is one of the most important concepts in system programming

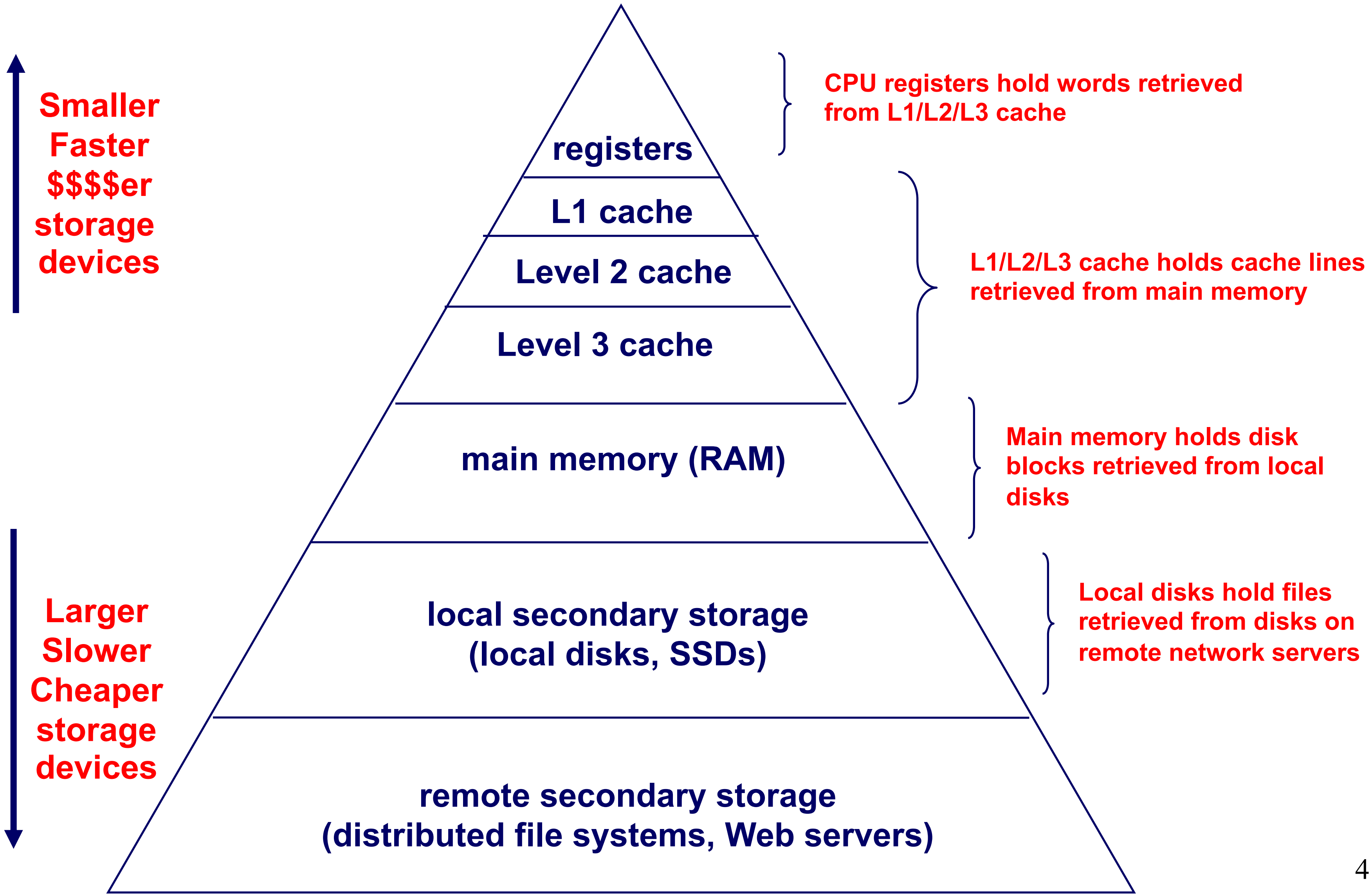
Agenda

Typical storage hierarchy

Locality and caching

Virtual memory

Typical Storage Hierarchy



Typical Storage Hierarchy

Factors to consider:

- Capacity
- Latency (how long to do a read)
- Bandwidth (how many bytes/sec can be read)
  - Weakly correlated to latency: reading 1 MB from a hard disk isn't much slower than reading 1 byte
- Volatility
  - Do data persist in the absence of power?

Typical Storage Hierarchy

Registers

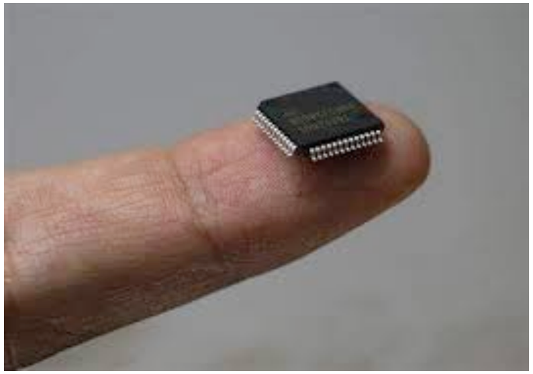
- **Latency**: 0 cycles
- **Capacity**: 8-256 registers (31 general purpose registers in AArch64)

L1/L2/L3 Cache

- **Latency**: 1 to 40 cycles
- **Capacity**: 32KB to 32MB

Main memory (RAM)

- **Latency**: ~ 50-100 cycles
  - 100 times slower than registers
- **Capacity**: GB

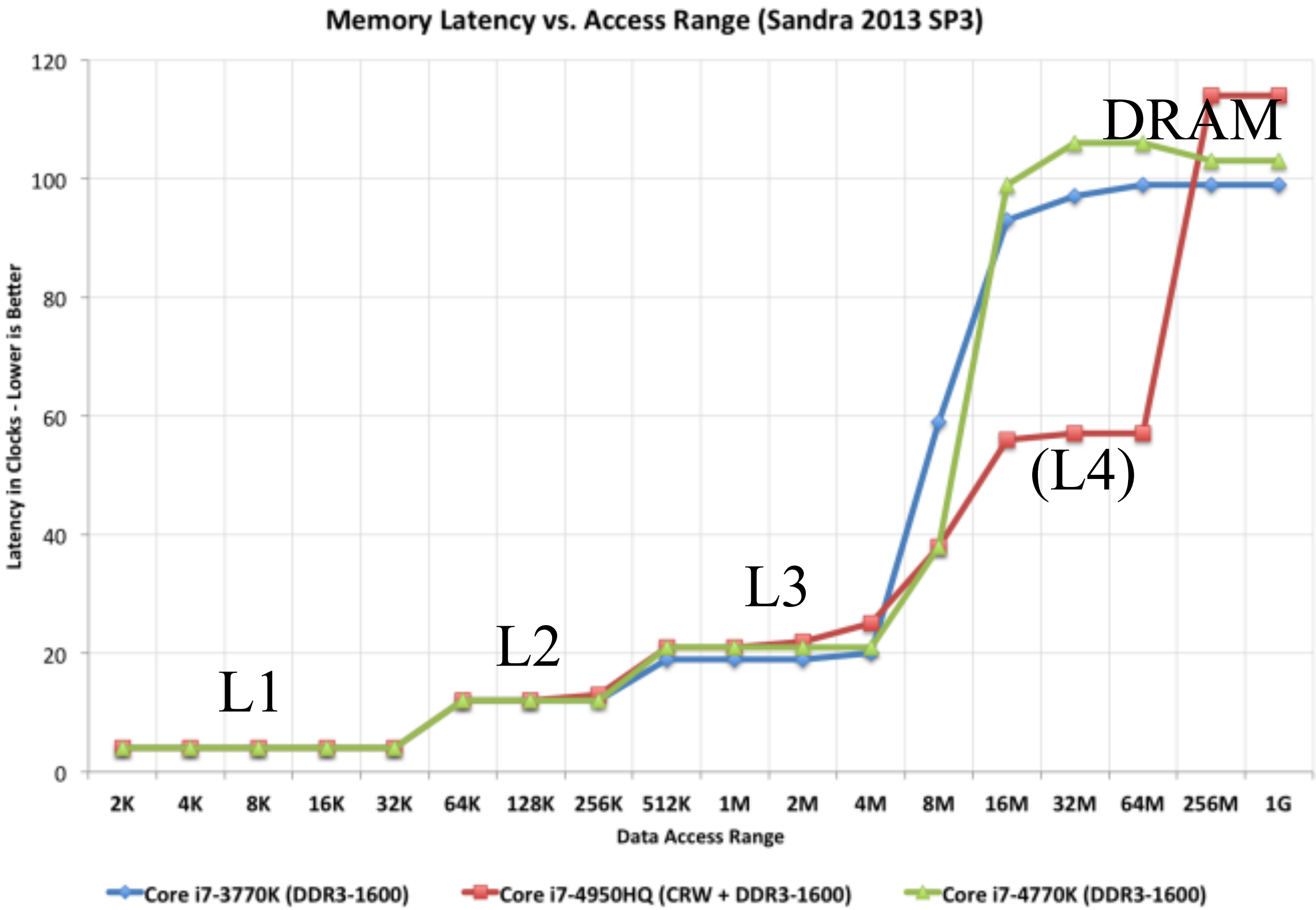


Typical Storage Hierarchy

Local secondary storage: disk drives

- Solid-State Disk (SSD):
  - Flash memory (nonvolatile)
  - **Latency**: 0.1 ms (~ 300k cycles)
  - **Capacity**: 128 GB – 2 TB
- Hard Disk:
  - Spinning magnetic platters, moving heads
  - **Latency**: 10 ms (~ 30M cycles)
  - **Capacity**: 1 – 10 TB

Cache / RAM Latency



1 clock = $3 \cdot 10^{-10}$ sec

https://www.anandtech.com/show/6993/intel-iris-pro-5200-graphics-review-core-i74950hq-tested/3

Disks

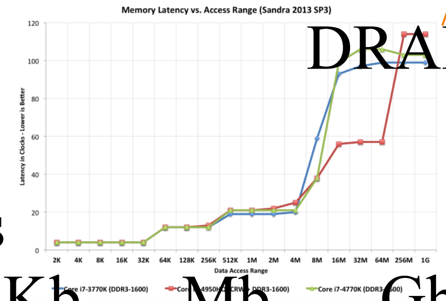
HDD

1 ms

SSD

1 µs

DRAM



1 ns

Kb Mb Gb Tb

Typical Storage Hierarchy

Remote secondary storage (a.k.a. “the cloud”)

- **Latency**: tens of milliseconds
  - Limited by network bandwidth
- **Capacity**: essentially unlimited

Storage Device Speed vs. Size

Facts:

- **CPU** needs sub-nanosecond access to data to run instructions at full speed
- **Fast** storage (sub-nanosecond) is small (100-1000 bytes)
- **Big** storage (gigabytes) is slow (15 nanoseconds)
- **Huge** storage (terabytes) is *glacially* slow (milliseconds)

Goal:

- Need many gigabytes of memory,
- but with fast (sub-nanosecond) average access time

Solution: **locality** allows **caching**

- Most programs exhibit good **locality**
- A program that exhibits good locality will benefit from proper **caching,** which enables good **average** performance

Agenda

Typical storage hierarchy

Locality and caching

Virtual memory

Locality

Two kinds of **locality**

- **Temporal** locality
  - If a program references item X now, it probably will reference X again soon
- **Spatial** locality
  - If a program references item X now, it probably will reference item at address X±1 soon

Most programs exhibit good temporal and spatial locality

Locality Example

Locality example

```
sum = 0;
for (i = 0; i < n; i++)
   sum += a[i];
```

Typical code (good locality)

- **Temporal locality**
  - *Data:* Whenever the CPU accesses **`sum`**, it accesses **`sum`** again shortly thereafter
  - *Instructions:* Whenever the CPU executes **`sum += a[i]`**, it executes **`sum += a[i]`** again shortly thereafter
- **Spatial locality**
  - *Data:* Whenever the CPU accesses **`a[i]`**, it accesses **`a[i+1]`** shortly thereafter
  - *Instructions:* Whenever the CPU executes **`sum += a[i]`**, it executes **`i++`** shortly thereafter

Caching

Cache

- Fast access, small capacity storage device
- Acts as a staging area for a subset of the items in a slow access, large capacity storage device

Good locality + proper caching

⇒ Most storage accesses can be satisfied by cache

⇒ Overall storage performance improved

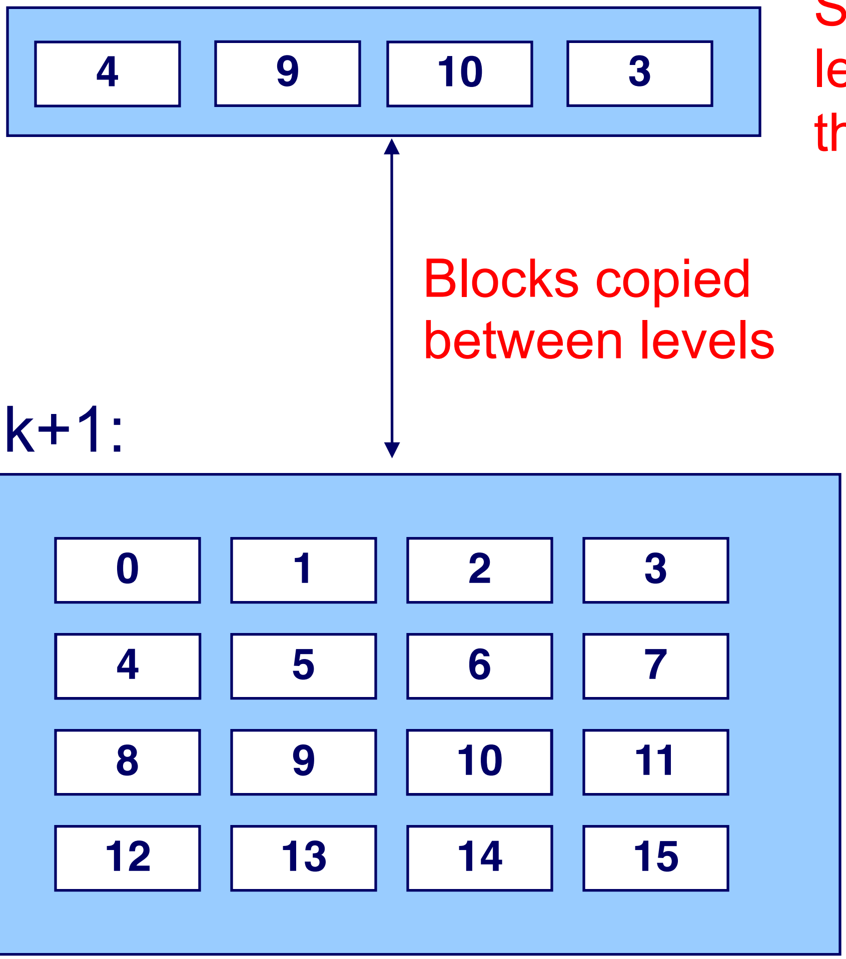
Caching in a Storage Hierarchy

Level k:

Smaller, faster device at level k caches a subset of the blocks from level k+1

Blocks copied between levels

Level k+1:



Larger, slower device at level k+1 is partitioned into blocks

Cache Hits and Misses

Cache hit

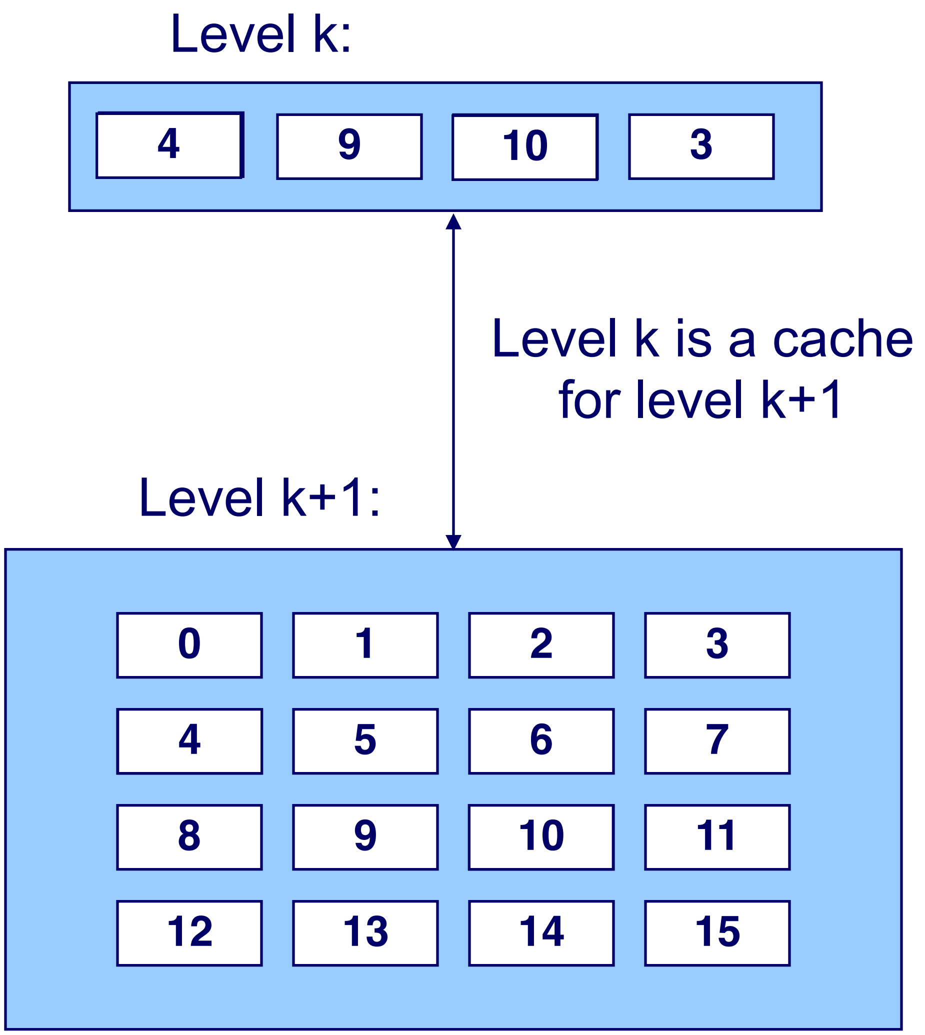
- E.g., request for block 10
- Access block 10 at level k
- Fast!

Cache miss

- E.g., request for block 8
- **Evict** some block from level k
- Load block 8 from level k+1 to level k
- Access block 8 at level k
- Slow!

Caching goal:

- Maximize cache hits
- Minimize cache misses



Cache Eviction Policies

Best eviction policy: **"oracle"**

- Always evict a block that is *never* accessed again, or…
- Always evict the block accessed the *furthest in the future*
- Impossible in the general case

Worst eviction policy

- Always evict the block that will be accessed next!
- Causes **thrashing**
- Impossible in the general case!

Cache Eviction Policies

Reasonable eviction policy: **LRU policy**

- Evict the "Least Recently Used" (LRU) block
  - With the assumption that it will not be used again (soon)
- Good for straight-line code
- (can be) bad for (large) loops
- Expensive to implement
  - Often simpler approximations are used
  - See Wikipedia "Page replacement algorithm" topic

Locality/Caching Example: Matrix Mult

Matrix multiplication

- Matrix = two-dimensional array
- Multiply n-by-n matrices A and B
- Store product in matrix C

Performance depends upon

- Effective use of caching (as implemented by **system**)
- Good locality (as implemented by **you)**

Locality/Caching Example: Matrix Mult

Two-dimensional arrays are stored in either **row-major** or **column-major** order

a	0	1	2
0	18	19	20
1	21	22	23
2	24	25	26

row-major		col-major	
a[0][0]	18	a[0][0]	18
a[0][1]	19	a[1][0]	21
a[0][2]	20	a[2][0]	24
a[1][0]	21	a[0][1]	19
a[1][1]	22	a[1][1]	22
a[1][2]	23	a[2][1]	25
a[2][0]	24	a[0][2]	20
a[2][1]	25	a[1][2]	23
a[2][2]	26	a[2][2]	26

C uses **row-major** order

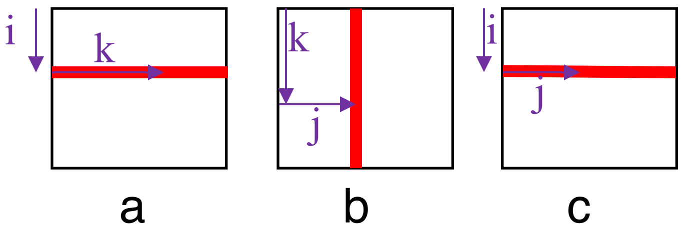
- Access in row-major order ⇒ good spatial locality
- Access in column-major order ⇒ poor spatial locality

Locality/Caching Example: Matrix Mult

```
for (i=0; i<n; i++)
    for (j=0; j<n; j++)
        for (k=0; k<n; k++)
            c[i][j] += a[i][k] * b[k][j];
```

Reasonable cache effects

- Good locality for A
- Bad locality for B
- Good locality for C

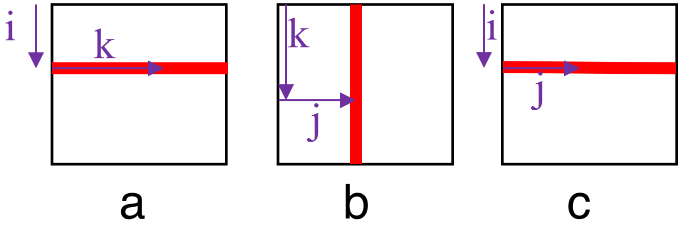


Locality/Caching Example: Matrix Mult

```
for (j=0; j<n; j++)
    for (k=0; k<n; k++)
        for (i=0; i<n; i++)
            c[i][j] += a[i][k] * b[k][j];
```

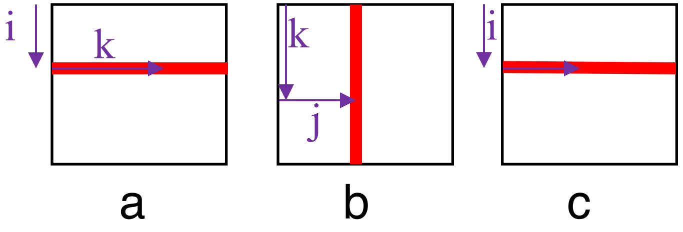
Poor cache effects

- Bad locality for A
- Bad locality for B
- Bad locality for C



Locality/Caching Example: Matrix Mult

```
for (i=0; i<n; i++)
    for (k=0; k<n; k++)
        for (j=0; j<n; j++)
            c[i][j] += a[i][k] * b[k][j];
```



Good cache effects

- Good locality for A
- Good locality for B
- Good locality for C

Storage Hierarchy & Caching Issues

Issue: Block size?

Large block size:

+ do data transfer less often

+ take advantage of spatial locality

- longer time to complete data transfer

- less advantage of temporal locality

Small block size: the opposite

Typical: Lower in pyramid ⇒ slower data transfer ⇒ larger block sizes

Device	Block Size
Register	8 bytes
L1/L2/L3 cache line	128 bytes
Main memory page	4KB or 64KB
Disk block	512 bytes to 4KB
Disk transfer block	4KB (4096 bytes) to 64MB (67108864 bytes)

Storage Hierarchy & Caching Issues

Issue: Who manages the cache?

Device	Managed by:
Registers (cache of L1/L2/L3 cache and main memory)	**Compiler**, using complex code-analysis techniques **Assembly lang programmer**
L1/L2/L3 cache (cache of main memory)	**Hardware**, using simple algorithms
Main memory (cache of local sec storage)	**Hardware and OS**, using virtual memory with complex algorithms (since accessing disk is expensive)
Local secondary storage (cache of remote sec storage)	**End user**, by deciding which files to download

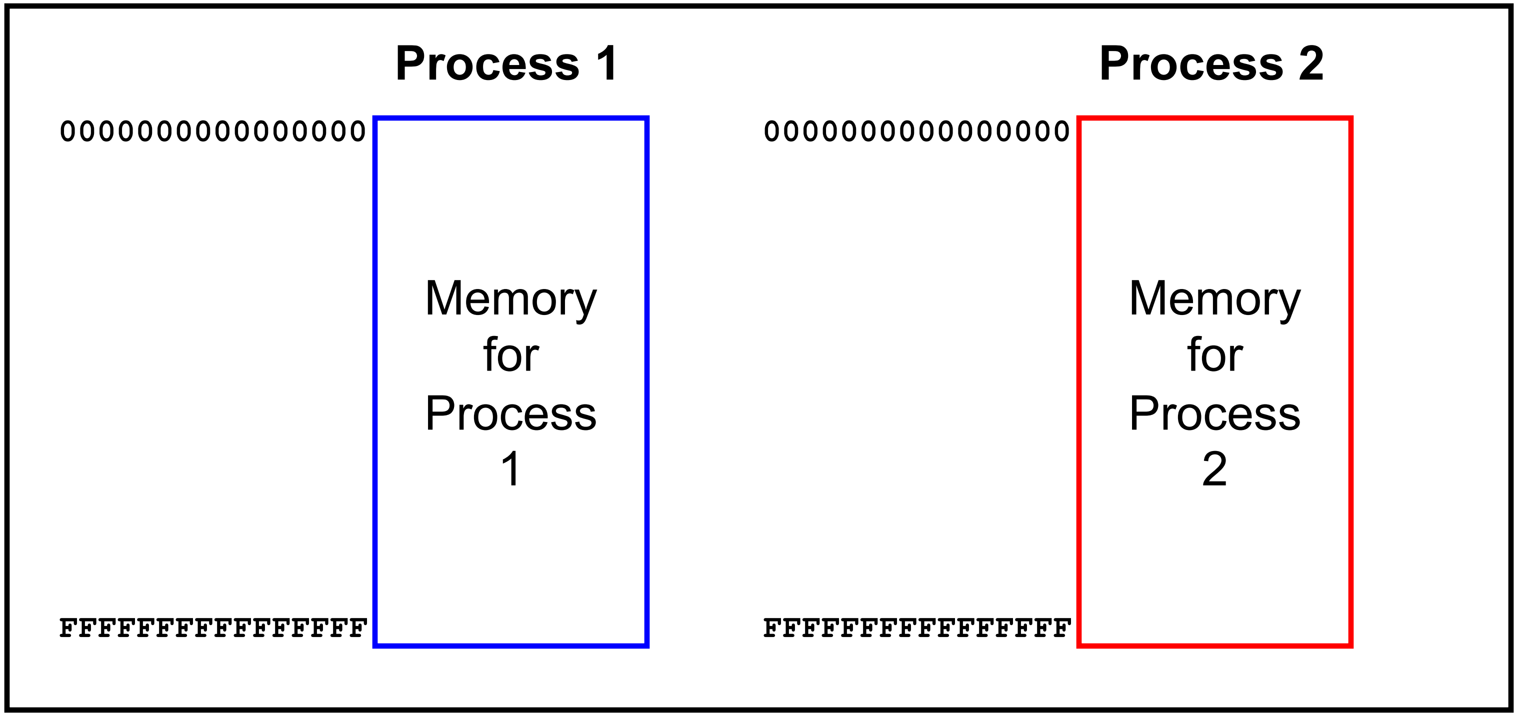
Agenda

Typical storage hierarchy

Locality and caching

Virtual memory

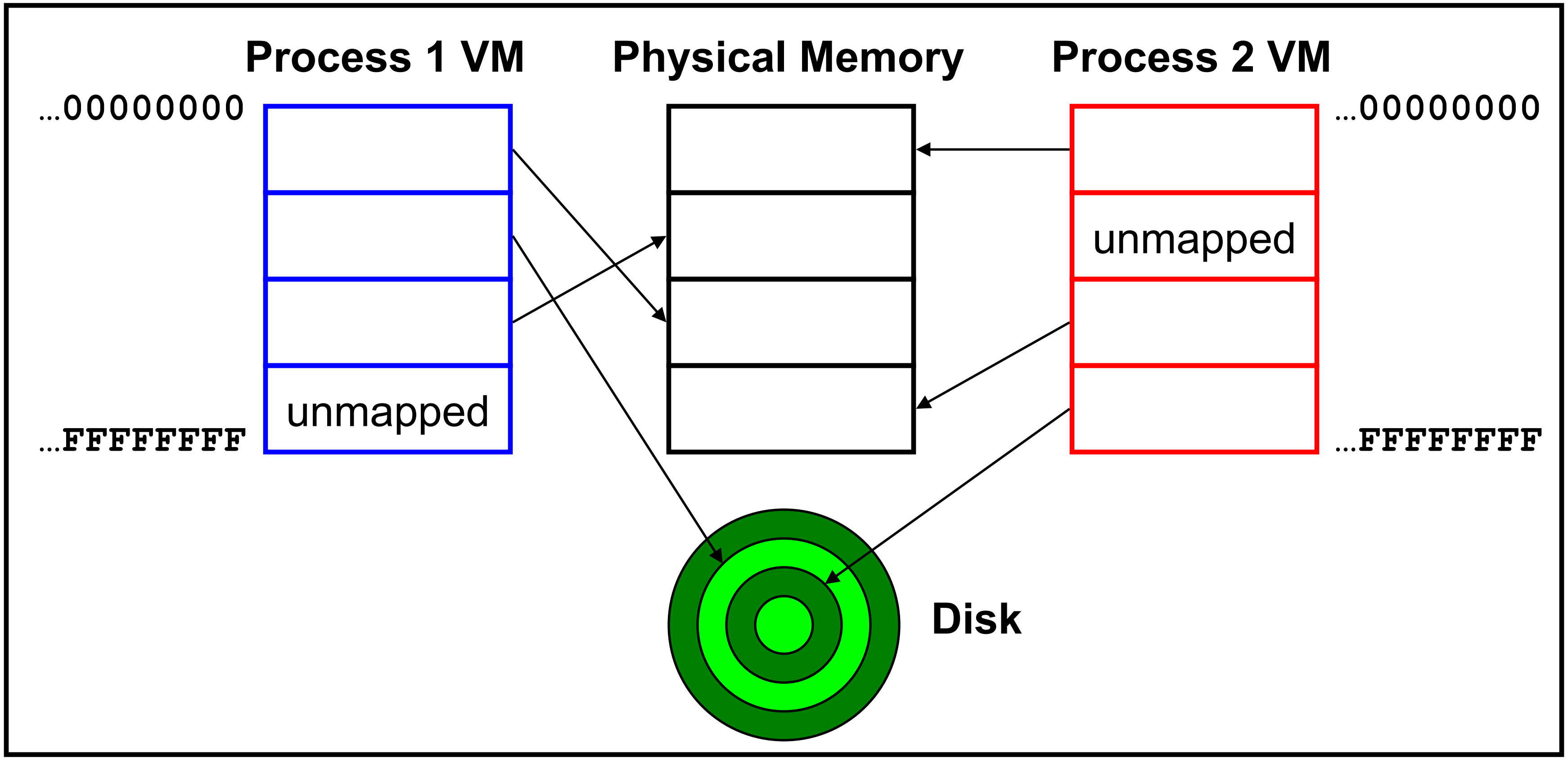
Main Memory: Illusion



Each process sees main memory as

- Huge: 2^{64} = 16 EB (16 exabytes) of memory $\approx 10^{19}$
- Uniform: contiguous memory locations from 0 to 2^{64}-1

Main Memory: Reality



Memory is divided into **pages**

- At any time some pages are in physical memory, some on disk
- OS and hardware swap pages between physical memory and disk

Multiple processes share physical memory

Virtual & Physical Addresses

Question

- How do OS and hardware implement virtual memory?

Answer (part 1)

- Distinguish between **virtual addresses** and **physical addresses**

Virtual & Physical Addresses (cont.)

Virtual address

virtual page num	offset

- Identifies a location in a particular process's virtual memory
  - Independent of size of physical memory
  - Independent of other concurrent processes
- Consists of virtual page number & offset
- Used by **application programs**

Physical address

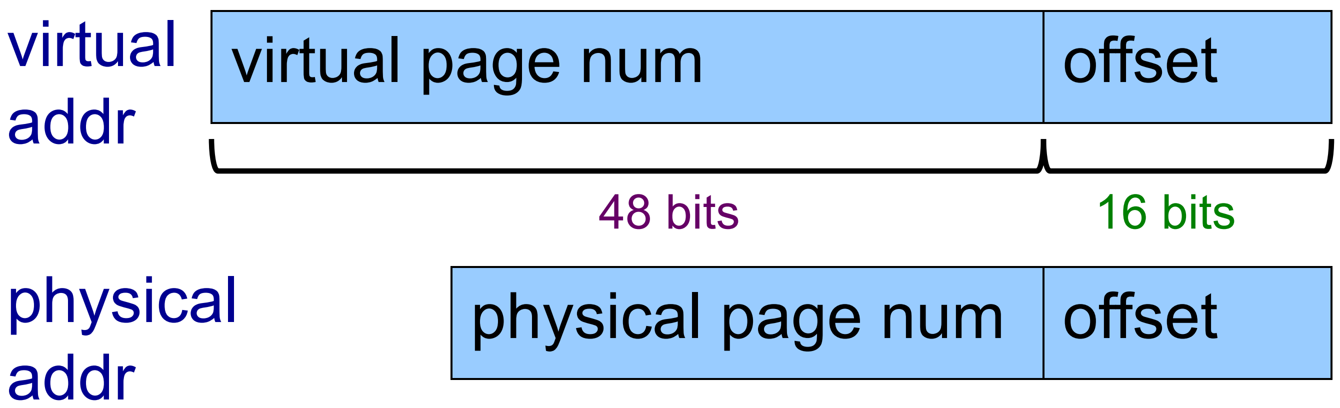
physical page num	offset

- Identifies a location in physical memory
- Consists of physical page number & offset
- Known only to **OS** and **hardware**

Note:

- Offset is same in virtual addr and corresponding physical addr

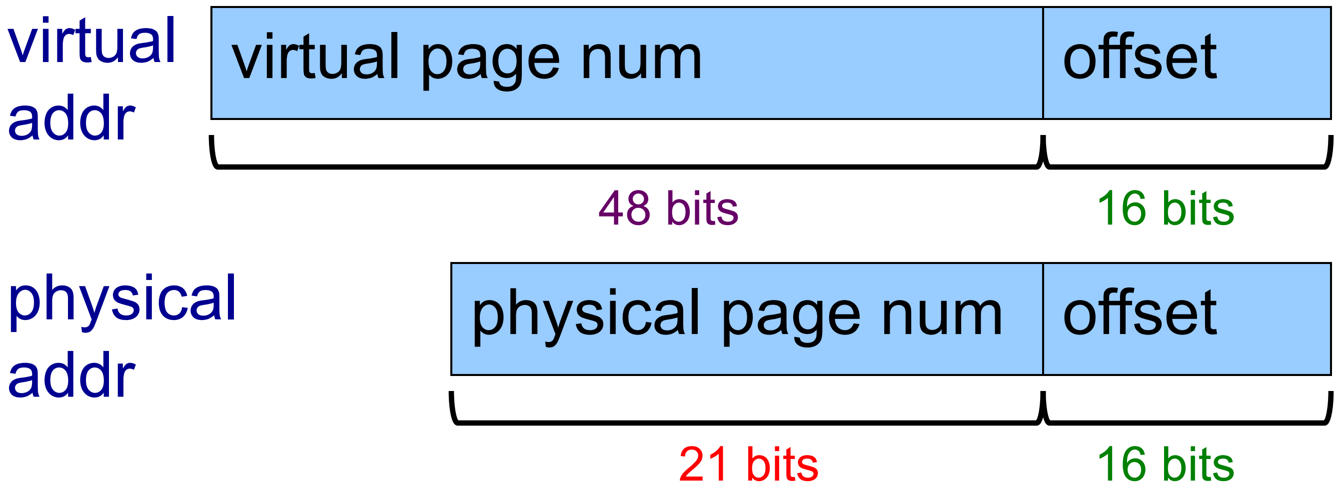
ArmLab Virtual & Physical Addresses



On AArch64:

- Each virtual address consists of 64 bits
  - There are 2^{64} bytes of virtual memory (per process)
- Each offset is either 12 or 16 bits (determined by OS) – 16 bits on armlab
  - Each page consists of 2^{16} bytes
- Each virtual page number consists of 64 – 16 = 48 bits
  - There are 2^{48} virtual pages

ArmLab Virtual & Physical Addresses



On ArmLab:

- Each physical address consists of 37 bits
    - There are 2^{37} (128G) bytes of physical memory (per computer)
- With 64K pages, each offset is 16 bits
    - Each page consists of 2^{16} bytes
- Each physical page number consists of 37 – 16 = 21 bits
    - There are 2^{21} physical pages

Page Tables

Question

- How do OS and hardware implement virtual memory?

Answer (part 2)

- Maintain a **page table** for each process

Page Tables (cont.)

Page Table for Process 1234

Virtual Page Num	Physical Page Num or Disk Addr
0	Physical page 5
1	(unmapped)
2	Spot X on disk
3	Physical page 8
…	…

Page table maps each in-use virtual page to:

- A physical page, or
- A spot (track & sector) on disk

Virtual Memory Example 1

Process 1234 Virtual Mem

0	
1	
2	
3	
4	
5	
6	

. . .

Process 1234 Page Table

VP	PP
0	2
1	
2	X
3	0
4	1
5	Y
6	3

. . .

Physical Mem

0	VP 3
1	VP 4
2	VP 0
3	VP 6

. . .

Disk

X	VP 2
Y	VP 5

Process 1234 accesses mem at virtual addr 262146 (= 0x40002)

iClicker Question coming up . . .

iClicker Question

Q: For virtual address 262146 (= 0x40002), what is the virtual page number and offset within that page?

A. Page = 4, offset = 2

B. Page = 0x40 = 64, offset = 2

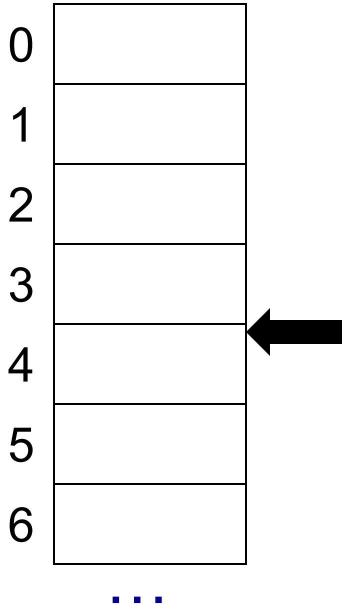
C. Page = 0x400 = 1024, offset = 2

D. Page = 2, offset = 4

E. Page = 2, offset = 0x400 = 1024

Virtual Memory Example 1 (cont.)

Process 1234 Virtual Mem



Process 1234 Page Table

VP	PP
0	2
1	
2	X
3	0
4	1
5	Y
6	3
. . .	

Physical Mem

0	VP 3
1	VP 4
2	VP 0
3	VP 6
. . .	

Disk

X	VP 2
Y	VP 5

Hardware consults page table
Hardware notes that virtual page 4 maps to phys page 1
Page hit!

iClicker Question

Q: For virtual address 262146 (= 0x40002), what is the corresponding physical address?

VP	PP
0	2
1	
2	X
3	0
4	1
5	Y
6	3

…

A. 0x140002

B. 0x41002

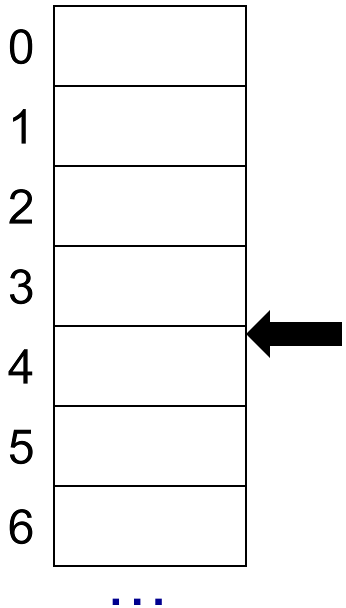
C. 0x10002

D. 0x10000

E. 0x2

Virtual Memory Example 1 (cont.)

Process 1234 Virtual Mem

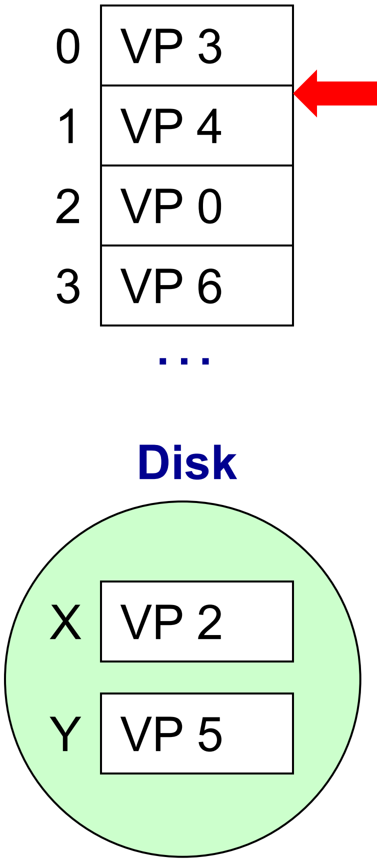


Process 1234 Page Table

VP	PP
0	2
1	
2	X
3	0
4	1
5	Y
6	3

...

Physical Mem



Hardware forms physical addr

Physical page num = 1; offset = 2

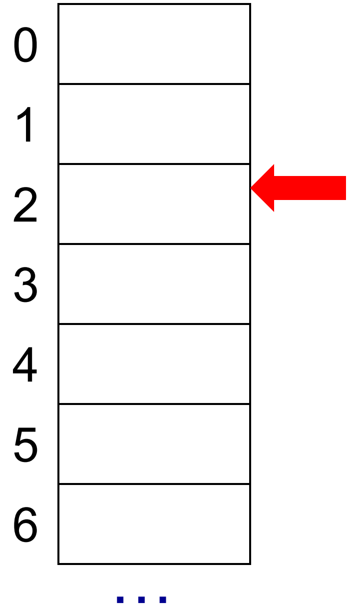
= 0x10002

= 65538

Hardware fetches/stores data from/to phys addr 65538

Virtual Memory Example 2

Process 1234 Virtual Mem



Process 1234 Page Table

VP	PP
0	2
1	
2	X
3	0
4	1
5	Y
6	3

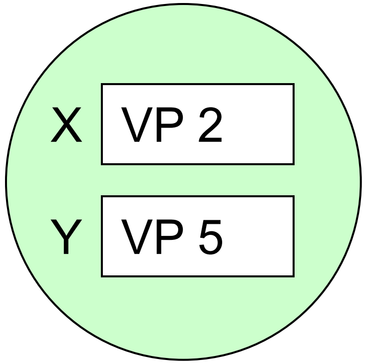
. . .

Physical Mem

0	VP 3
1	VP 4
2	VP 0
3	VP 6

. . .

Disk



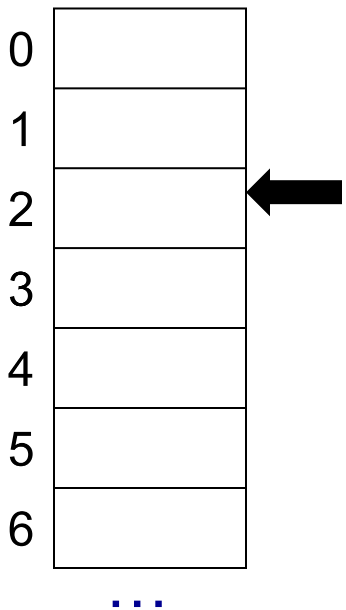
Process 1234 accesses mem at virtual addr 131080

131080 = 0x20008 =

Virtual page num = 2; offset = 8

Virtual Memory Example 2 (cont.)

Process 1234 Virtual Mem

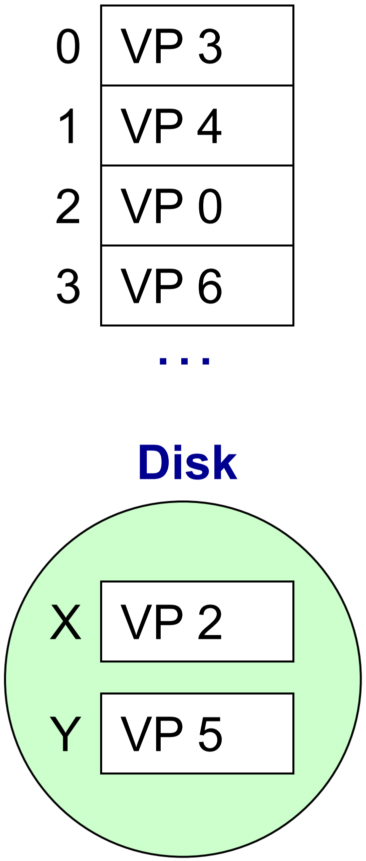


Process 1234 Page Table

VP	PP
0	2
1	
2	X
3	0
4	1
5	Y
6	3

. . .

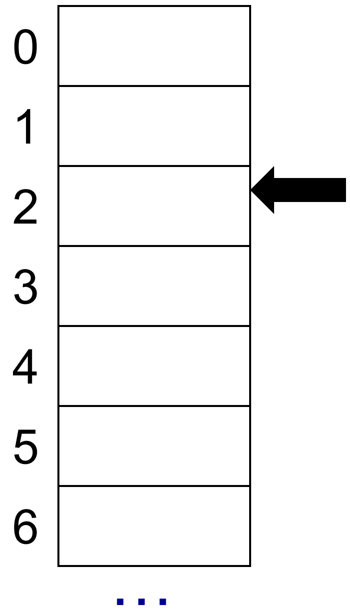
Physical Mem



Hardware consults page table
Hardware notes that virtual page 2 maps to spot X on disk
Page miss!
Hardware generates **page fault**

Virtual Memory Example 2 (cont.)

Process 1234 Virtual Mem



Process 1234 Page Table

VP	PP
0	2
1	
2	3
3	0
4	1
5	Y
6	X

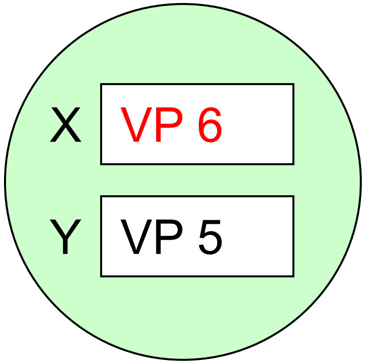
...

Physical Mem

0	VP 3
1	VP 4
2	VP 0
3	VP 2

...

Disk



OS gains control of CPU

OS swaps virtual pages 6 and 2

This takes a long while (disk latency); run another process for the time being, then eventually...

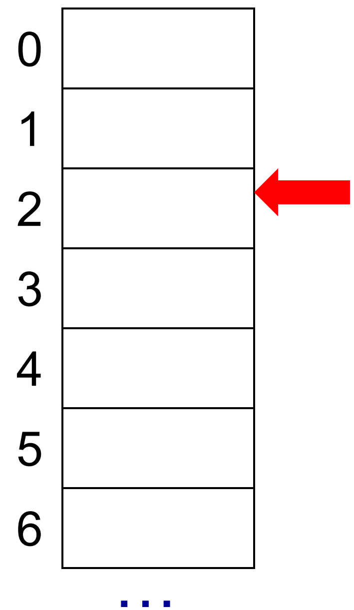
OS updates page table accordingly

Control returns to process 1234

Process 1234 re-executes **same instruction**

Virtual Memory Example 2 (cont.)

Process 1234 Virtual Mem



Process 1234 Page Table

VP	PP
0	2
1	
2	3
3	0
4	1
5	Y
6	X

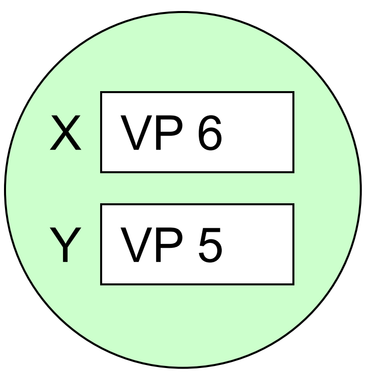
. . .

Physical Mem

0	VP 3
1	VP 4
2	VP 0
3	VP 2

. . .

Disk



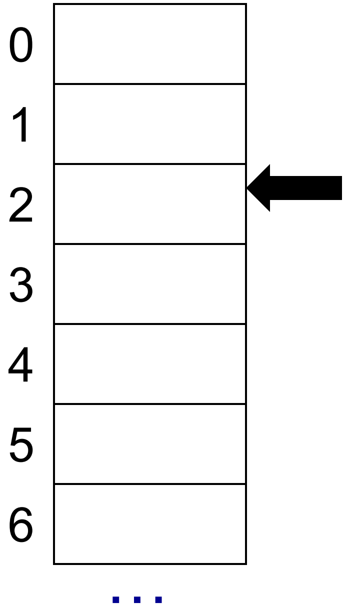
Process 1234 accesses mem at virtual addr 131080

131080 = 0x20008 =

Virtual page num = 2; offset = 8

Virtual Memory Example 2 (cont.)

Process 1234 Virtual Mem



Process 1234 Page Table

VP	PP
0	2
1	
2	3
3	0
4	1
5	Y
6	X

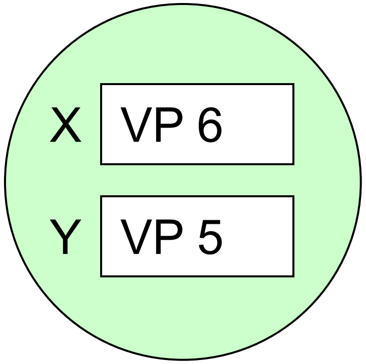
...

Physical Mem

0	VP 3
1	VP 4
2	VP 0
3	VP 2

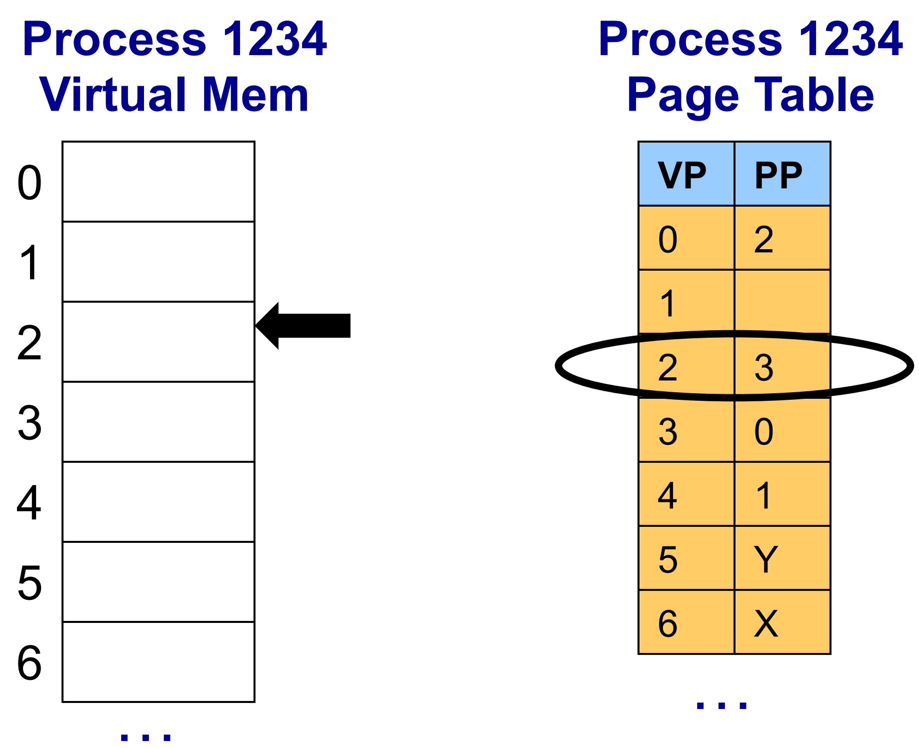
...

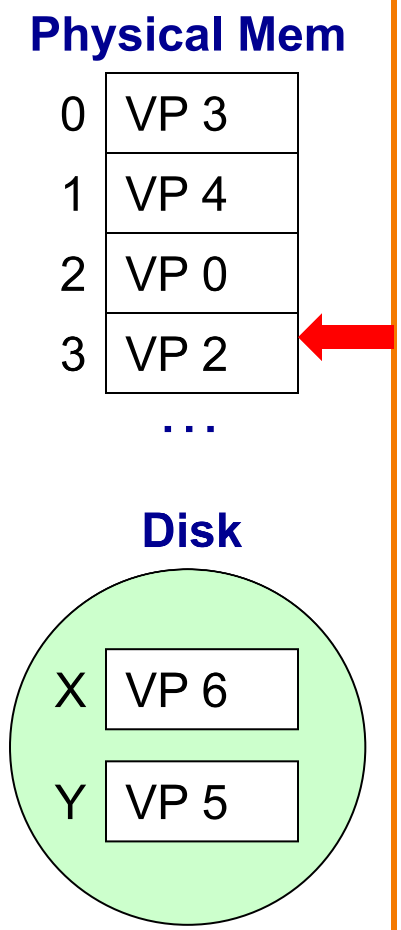
Disk



Hardware consults page table
Hardware notes that virtual page 2 maps to phys page 3
Page hit!

Virtual Memory Example 2 (cont.)





Hardware forms physical addr

Physical page num = 3; offset = 8

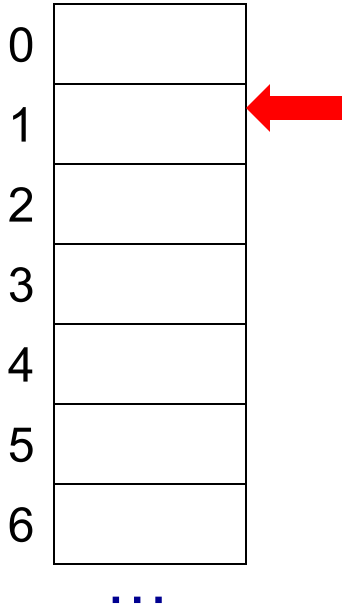
= 0x30008

= 196622

Hardware fetches/stores data from/to phys addr 196622

Virtual Memory Example 3

Process 1234 Virtual Mem



Process 1234 Page Table

VP	PP
0	2
1	
2	3
3	0
4	1
5	Y
6	X

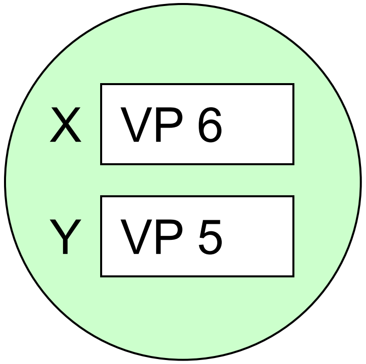
...

Physical Mem

0	VP 3
1	VP 4
2	VP 0
3	VP 2

...

Disk



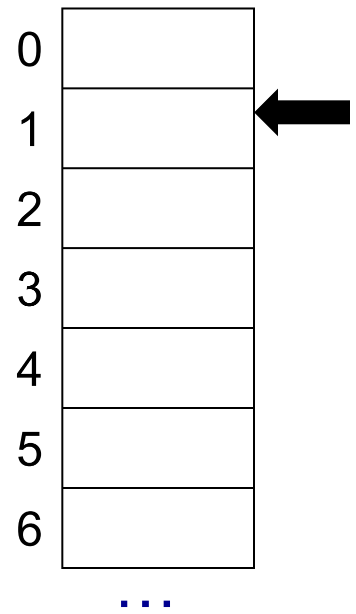
Process 1234 accesses mem at virtual addr 65545

65545 = 0x10009 =

Virtual page num = 1; offset = 9

Virtual Memory Example 3 (cont.)

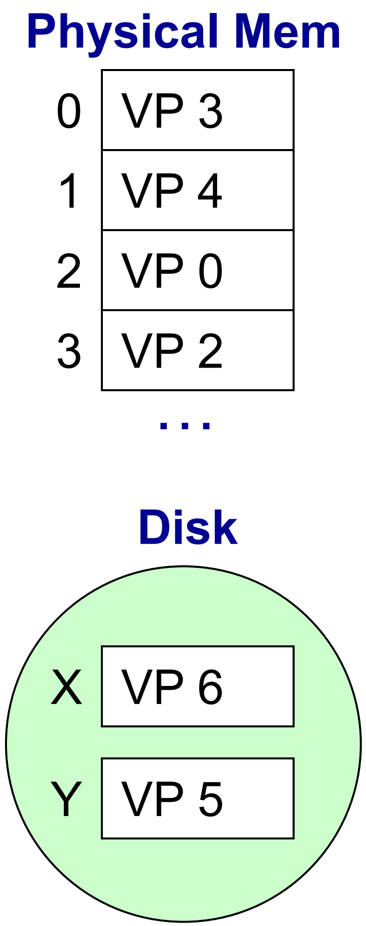
Process 1234 Virtual Mem



Process 1234 Page Table

VP	PP
0	2
1	
2	3
3	0
4	1
5	Y
6	X

. . .



Hardware consults page table

Hardware notes that virtual page 1 is unmapped

Page miss!

Hardware generates **segmentation fault** (***Signals*** lecture!)

OS gains control, (probably) kills process

Storing Page Tables

Question

- Where are the page tables themselves stored?

Answer

- In main memory

Question

- What happens if a page table is swapped out to disk???!!!

Answer

- It hurts! So don't do that, then!
- OS is responsible for swapping
- Special logic in OS "pins" page tables to physical memory
  - So they never are swapped out to disk

Storing Page Tables (cont.)

Question

- Doesn’t that mean that each logical memory access requires **two** physical memory accesses – one to access the page table, and one to access the desired datum?

Answer

- Conceptually, yes!

Question

- Isn’t that inefficient?

Answer

- Not really…

Storing Page Tables (cont.)

Note 1

- Page tables are accessed frequently
- Likely to be cached in L1/L2/L3 cache

Note 2

- Modern hardware (including ARM) provides special-purpose hardware support for virtual memory…

Translation Lookaside Buffer

Translation lookaside buffer (TLB)

- Small cache on CPU
- Each TLB entry consists of a page table entry
- Hardware first consults TLB
  - Hit ⇒ no need to consult page table in L1/L2/L3 cache or memory
  - Miss ⇒ swap relevant entry from page table in L1/L2/L3 cache or memory into TLB; try again
- See Bryant & O'Hallaron book for details

Caching again!!!

Recall this iClicker Question?

Q: What effect does virtual memory have on the speed and security of processes?

	Speed	Security
A.	↑	↑
B.	↓	↑
C.	↑	no change
D.	↑	↓
E.	↓	↓

That's why the real answer is:

Speed	Security
no change	↑

Additional Benefits of Virtual Memory

Virtual memory concept facilitates/enables many other OS features; examples…

Context switching (as described last lecture)

- **Illusion**: To context switch from process X to process Y, OS must save contents of registers **and memory** for process X, restore contents of registers **and memory** for process Y
- **Reality**: To context switch from process X to process Y, OS must save contents of registers **and virtual memory** for process X, restore contents of registers **and virtual memory** for process Y
- **Implementation**: To context switch from process X to process Y, OS must save contents of registers **and pointer to the page table** for process X, restore contents of registers **and pointer to the page table** for process Y

Additional Benefits of Virtual Memory

Memory protection among processes

- Process's page table references only physical memory pages that the process currently owns
- Impossible for one process to accidentally/maliciously affect physical memory used by another process

Memory protection within processes

- Permission bits in page-table entries indicate whether page is read-only, etc.
- Allows CPU to prohibit
  - Writing to RODATA & TEXT sections
  - Access to protected (OS owned) virtual memory

Additional Benefits of Virtual Memory

Linking

- Same memory layout for each process
  - E.g., TEXT section always starts at virtual addr **`0x400000`**
- Linker is independent of physical location of code

Code and data sharing

- User processes can share some code and data
  - E.g., single physical copy of stdio library code (e.g. printf)
- Mapped into the virtual address space of each process

Additional Benefits of Virtual Memory

Dynamic memory allocation

- User processes can request additional memory from the heap
  - E.g., using **`malloc()`** to allocate, and **`free()`** to deallocate
- OS allocates *contiguous* virtual memory pages…
  - … and scatters them *anywhere* in physical memory

Additional Benefits of Virtual Memory

Creating new processes

- Easy for "parent" process to "fork" a new "child" process
  - Initially: make new PCB containing copy of parent page table
  - Incrementally: change child page table entries as required
- See ***Process Management*** lecture for details
  - **`fork()`** system-level function

Overwriting one program with another

- Easy for a process to replace its program with another program
  - Initially: set page table entries to point to program pages that already exist on disk!
  - Incrementally: swap pages into memory as required
- See ***Process Management*** lecture for details
  - **`execvp()`** system-level function

Measuring Memory Usage

```
$ ps l
F   UID   PID  PPID PRI  NI    VSZ   RSS WCHAN  STAT TTY        TIME COMMAND
0 42579  9655  9696  30  10 167568 13840 signal TN   pts/1      0:00 emacs -nw
0 42579  9696  9695  30  10  24028  2072 wait   SNs  pts/1      0:00 -bash
0 42579  9725  9696  30  10  11268   956 -      RN+  pts/1      0:00 ps l
```

VSZ (virtual memory size): virtual memory usage
RSS (resident set size): physical memory usage
(both measured in kilobytes)

Summary

Locality and caching

- Spatial & temporal locality
- Good locality ⇒ caching is effective

Typical storage hierarchy

- Registers, L1/L2/L3 cache, main memory, local secondary storage (esp. disk), remote secondary storage

Virtual memory

- Illusion vs. reality
- Implementation
  - Virtual addresses, page tables, translation lookaside buffer (TLB)
- Additional benefits (many!)

Virtual memory concept permeates the design of operating systems and computer hardware