6.828: Using Virtual Memory

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Outline

Cool things you can do with virtual memory:
• Virtual memory recap
• Lazy page allocation
• Better performance/efficiency
  • E.g. One zero-filled page
  • E.g. Copy-on-write w/ fork()
• New features
  • E.g. Memory-mapped files
• This lecture may generate final project ideas
Recap: Virtual memory

• Primary goal: Isolation – each process has its own address space
• But... virtual memory provides a level of indirection that allows the kernel to do cool stuff
Page table entries (PTE)

Some important bits:

- **Physical page number (PPN):** Identifies 44-bit physical page location; MMU replaces virtual bits with these physical bits
- **U:** If set, userspace can access this virtual address
- **W:** writeable, **R:** readable, **X:** executable
- **V:** If set, an entry for this virtual address exists
- **RSW:** Ignored by MMU
RISC-V page faults

• RISC-V supports 16 exceptions
  • Three related to paging

• Exceptions are controlled transfers into the kernel
  • Seen in previous and future lectures

• Information we might need to handle a page fault:
  1. The VA that caused the fault
  2. The type of violation that caused the fault
  3. The instruction where the fault occurred
## SCAUSE register

<table>
<thead>
<tr>
<th>Intr</th>
<th>Exception Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>Instruction address misaligned</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>Instruction access fault</td>
</tr>
<tr>
<td>0</td>
<td>2</td>
<td>Illegal instruction</td>
</tr>
<tr>
<td>0</td>
<td>3</td>
<td>Breakpoint</td>
</tr>
<tr>
<td>0</td>
<td>4</td>
<td>Reserved</td>
</tr>
<tr>
<td>0</td>
<td>5</td>
<td>Load access fault</td>
</tr>
<tr>
<td>0</td>
<td>6</td>
<td>AMO address misaligned</td>
</tr>
<tr>
<td>0</td>
<td>7</td>
<td>Store/AMO access fault</td>
</tr>
<tr>
<td>0</td>
<td>8</td>
<td>Environment call</td>
</tr>
<tr>
<td>0</td>
<td>9-11</td>
<td>Reserved</td>
</tr>
<tr>
<td>0</td>
<td>12</td>
<td>Instruction page fault</td>
</tr>
<tr>
<td>0</td>
<td>13</td>
<td>Load page fault</td>
</tr>
<tr>
<td>0</td>
<td>14</td>
<td>Reserved</td>
</tr>
<tr>
<td>0</td>
<td>15</td>
<td>Store/AMO page fault</td>
</tr>
<tr>
<td>0</td>
<td>&gt;16</td>
<td>Reserved</td>
</tr>
</tbody>
</table>
STVAL register

- Contains exception-specific information
- Some exceptions don’t use it (set to zero)
- Page faults set it to the faulting address!
- Use r_stval() in xv6 to access
Gathering info to handle a pgfault

1. The VA that caused the fault?
   • STVAL, or r_stval() in xv6

2. The type of violation that caused the fault?
   • Encoded in SCAUSE, or r_scause() in xv6
   • 12: page fault caused by an instruction fetch
   • 13: page fault caused by a read
   • 15: page fault caused by a write

3. The IP and privilege mode where fault occurred?
   • User IP: tf->epc
   • U/K: SSTATUS, or r_sstatus() & SSTATUS_SPP in xv6
xv6 user memory layout

Figure 3.4: Memory layout of a user process with its initial stack.
Idea: On-demand page allocation

- Problem: `sbrk()` is old-fashioned
  - Allocates memory that may never be used
- Modern OSes allocate memory lazily
  - Insert physical pages when they’re accessed instead of in advance
On-demand page allocation demo
Optimization: Zero pages

• Observation: In practice, some memory is never written to
• All memory gets initialized to zero
• Idea: Use just one zeroed page for all zero mappings
• Copy the zero page on write
Zeroed page allocation demo
Caveats

• Page faults below user stack are invalid
• Page faults too high could overwrite the kernel
• Many more caveats... (in lab assignment)

• Real kernels are difficult to build, every detail matters
Optimization: Share page mappings

• Observation: Every page table has identical kernel mappings
• Idea: Could we share kernel level 2 tables across all page tables?
Feature: Stack guard pages

- Observation: Stack has a finite size
- Push too much data and it could overflow into adjacent memory
- Idea: Install an empty mapping (PTE_V cleared) at the bottom of the stack
- Could automatically increase stack size in page fault handler
Optimization: Copy-on-write fork()

• Observation: Fork() copies all pages in new process
• But often, exec() is called immediately after fork()
  • Wasted copies
• Idea: modify fork() to mark pages copy-on-write
  • All pages in both processes become read-only
  • On page fault, copy page and mark R/W
  • Extra PTE bits (RSV) useful for indicating COW mappings
Optimization: Demand paging

- Observation: `exec()` loads entire object file into memory
  - Expensive, requires slow disk block access
  - Maybe not all of the file will be used
- Idea: Mark mapping as demand paged
  - On page fault, read disk block and install PTE
- Challenge: What if file is larger than physical memory?
Feature: Support more virtual memory than physical RAM

• Observation: More disk capacity than RAM
• Idea: “Page in” and out data between disk and RAM
  • Use page table entries to detect when disk access is needed
  • Use page table to find least recently used disk blocks to write back
• Works well when working set fits in RAM
Feature: Memory-mapped files

• Normally files accessed through read(), write(), and lseek()

• Idea: Use load and store to access file instead
  • New system call mmap() can place file at location in memory
  • Use memory offset to select block rather than seeking

• Any holes in file mappings require zeroed pages!
Feature: Distributed shared memory

• Idea: Use virtual memory to pretend that physical memory is shared between several machines on the network
Optimization: TLB management

• CPUs cache paging translations for speed
• xv6 flushes entire TLB during user/kernel transitions
  • Why?
• RISC-V TLB is sophisticated in reality
  • PTE_G: global TLB bits
  • SATP: takes ASID number
  • sfence.vma: ASID number, addr
  • Large pages: 2MB and 1GB support
Virtual memory is still evolving

Recent Linux Kernel Changes:

• Support for 5-level page tables
  • 57 address bits!

• Support for ASIDs
  • TLB can cache multiple page tables at a time

And less recently:

• Support for large (2MB sized pages)
• NX (No eXecute) PTE_X flag
Conclusion

• There’s no one way to design an OS
  • Many OSes use virtual memory
  • Enables powerful features and optimizations

• xv6 presents one example of OS design
  • They lack many features of real OSes
  • But still quite complex!

• Our goal: Teach you ideas so you can extrapolate