18. Paging: Introduction

Operating System: Three Easy Pieces

Concept of Paging

- **D** Paging **splits up** address space into **fixed-zed** unit called a **page**.
 - Segmentation: variable size of logical segments(code, stack, heap, etc.)
- With paging, physical memory is also split into some number of pages called a page frame.

 Page table per process is needed to translate the virtual address to physical address.

Advantages Of Paging

- **Flexibility:** Supporting the abstraction of address space effectively
 - Don't need assumption how heap and stack grow and are used.

- **Simplicity**: ease of free-space management
 - The page in address space and the page frame are the same size.
 - Easy to allocate and keep a free list

Example: A Simple Paging

- **128-byte physical memory with 16 bytes page frames**
- **•** 64-byte address space with 16 bytes pages



64-Byte Address Space Placed In Physical Memory

Address Translation

- **D** Two components in the virtual address
 - VPN: virtual page number
 - Offset: offset within the page



D Example: virtual address 21 in 64-byte address space



Example: Address Translation

D The virtual address 21 in 64-byte address space



Where Are Page Tables Stored?

- Page tables can get awfully large
 - 32-bit address space with 4-KB pages, 20 bits for VPN
 - $4MB = 2^{20}$ entries *4 Bytes per page table entry
- **D** Page tables for peach process are stored in memory.



- The page table is just a data structure that is used to map the virtual address to physical address.
 - Simplest form: a linear page table, an array

• The OS **indexes** the array by VPN, and looks up the page-table entry.

Common Flags Of Page Table Entry

- **Valid Bit**: Indicating whether the particular translation is valid.
- Protection Bit: Indicating whether the page could be read from, written to, or executed from
- Present Bit: Indicating whether this page is in physical memory or on disk(swapped out)
- Dirty Bit: Indicating whether the page has been modified since it was brought into memory
- Reference Bit(Accessed Bit): Indicating that a page has been accessed

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
									PF	N													Ð	PAT	Ω	A	PCD	PWT	U/S	R/W	Р

An x86 Page Table Entry(PTE)

- **P**: present
- **R/W:** read/write bit
- □ U/S: supervisor
- A: accessed bit
- D: dirty bit
- **D** PFN: the page frame number

Paging: Too Slow

To find a location of the desired PTE, the starting location of the page table is needed.

 For every memory reference, paging requires the OS to perform one extra memory reference.

```
// Extract the VPN from the virtual address
1
2
         VPN = (VirtualAddress & VPN MASK) >> SHIFT
3
         // Form the address of the page-table entry (PTE)
4
5
         PTEAddr = PTBR + (VPN * sizeof(PTE))
6
7
         // Fetch the PTE
8
         PTE = AccessMemory(PTEAddr)
9
         // Check if process can access the page
10
11
         if (PTE.Valid == False)
12
                  RaiseException (SEGMENTATION FAULT)
13
         else if (CanAccess(PTE.ProtectBits) == False)
14
                  RaiseException (PROTECTION FAULT)
15
         else
16
                  // Access is OK: form physical address and fetch it
17
                  offset = VirtualAddress & OFFSET MASK
18
                  PhysAddr = (PTE.PFN << PFN SHIFT) | offset
19
                  Register = AccessMemory(PhysAddr)
```

A Memory Trace

D Example: A Simple Memory Access

D Compile and execute

```
prompt> gcc -o array array.c -Wall -o
prompt>./array
```

n Resulting Assembly code

```
0x1024 movl $0x0,(%edi,%eax,4)
0x1028 incl %eax
0x102c cmpl $0x03e8,%eax
0x1030 jne 0x1024
```

A Virtual (And Physical) Memory Trace



 Disclaimer: This lecture slide set was initially developed for Operating System course in Computer Science Dept. at Hanyang University. This lecture slide set is for OSTEP book written by Remzi and Andrea at University of Wisconsin.