

Announcements

- Reading:
 - Today: Chapter 8.1-8.5 (8th Ed)
- Project #2 due tonight

Managing Memory

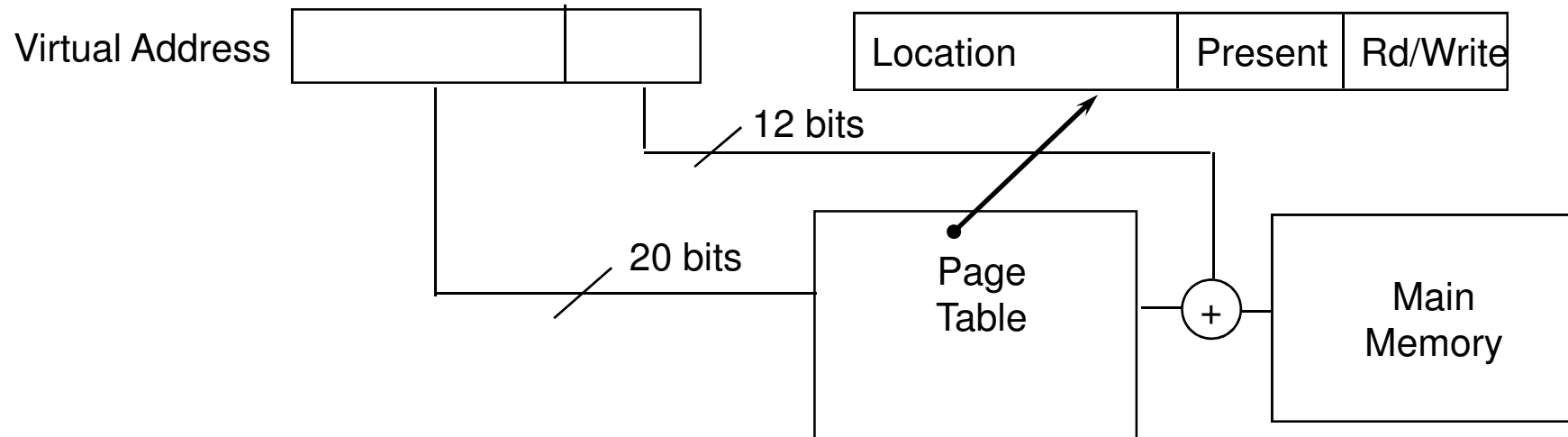
- Main memory is big, but what if we run out
 - use virtual memory
 - keep part of memory on disk
 - bigger than main memory
 - slower than main memory
- Want to have several program in memory at once
 - keeps processor busy while one process waits for I/O
 - need to protect processes from each other
 - have several tasks running at once
 - compiler, editor, debugger
 - word processing, spreadsheet, drawing program
- Use *virtual addresses*
 - look like normal addresses
 - hardware translates them to *physical addresses*

Advantages of Virtual Addressing

- Can assign non-contiguous regions of physical memory to programs
- A program can only gain access to its mapped pages
- Can have more virtual pages than the size of physical memory
 - pages that are not in memory can be stored on disk
- Every program can start at (virtual) address 0

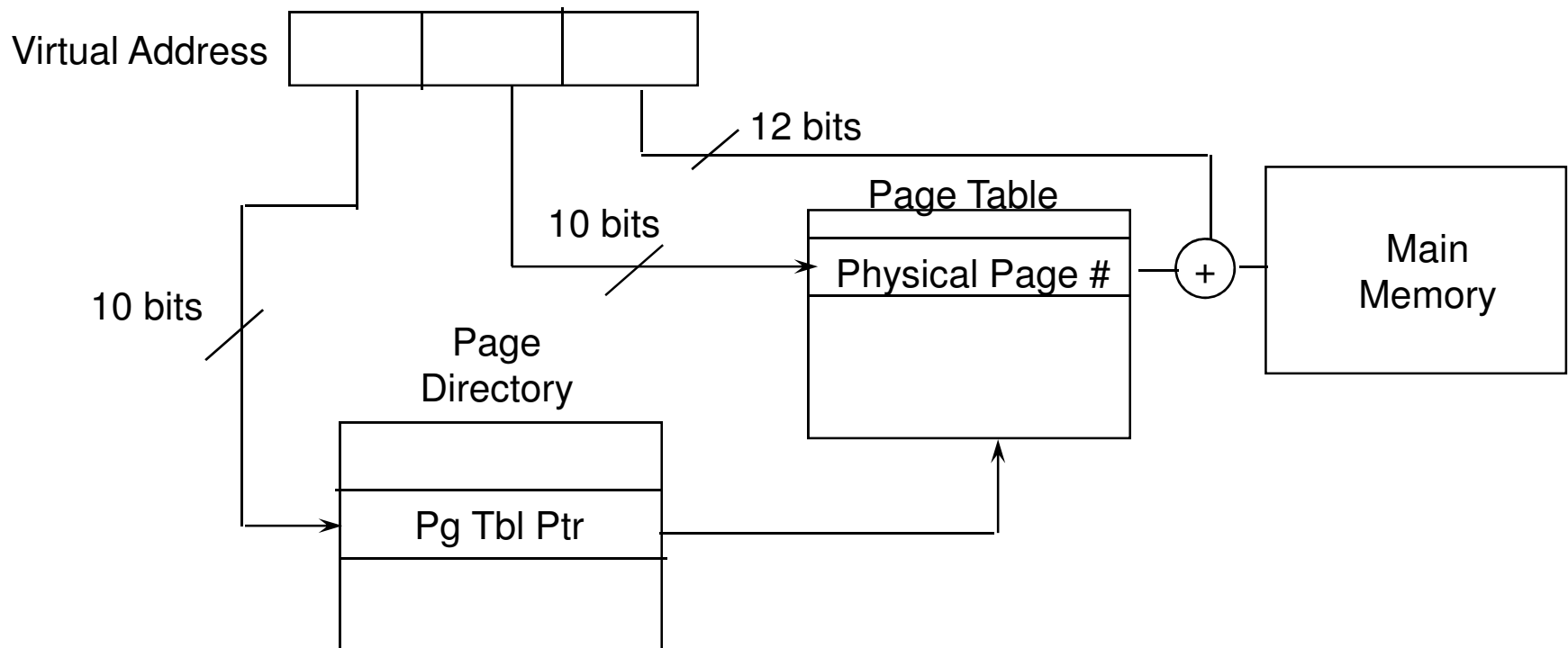
Paging

- Divide physical memory into fixed sized chunks called *pages*
 - typical pages are 512 bytes to 64KB bytes
 - When a process is to be executed, load the pages that *are actually used* into memory
- Have a table to map virtual pages to physical pages
- Consider a 32 bit addresses
 - 4096 byte pages (12 bits for the page)
 - 20 bits for the page number



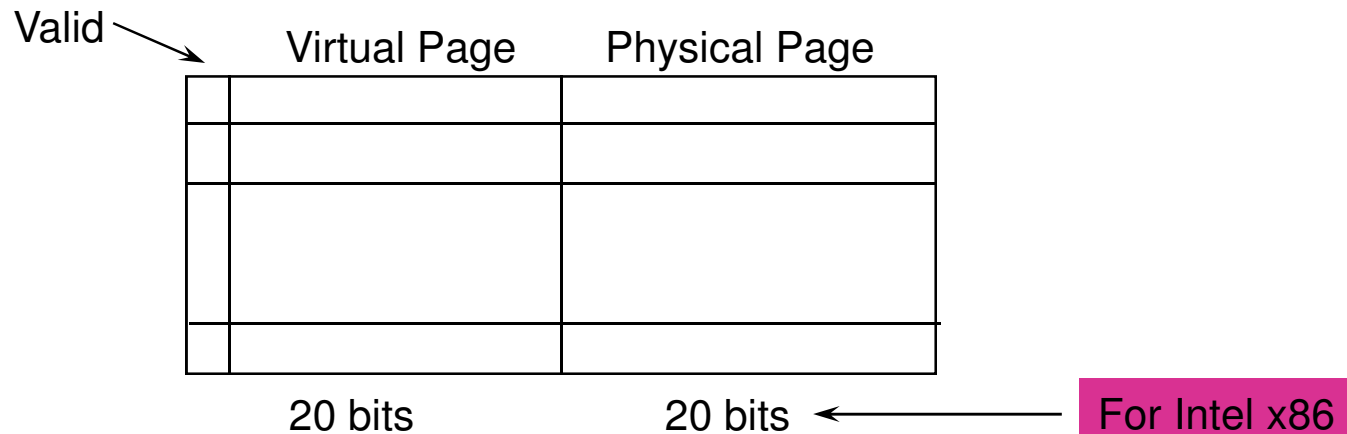
Problems with Page Tables

- One page table can get very big
 - 2^{20} entries (for most programs, most items are empty)
- solution1: use a hierarchy of page tables



Faster Mapping from Virtual to Physical Addresses

- need hardware to map between physical and virtual addresses
 - can require multiple memory references
 - this can be slow
- answer: build a cache of these mappings
 - called a translation look-aside buffer (TLB)
 - associative table of virtual to physical mappings
 - typically 16- 64 entries



Super Pages

- TLB Entries
 - Tend to be limited in number
 - Can only refer to one page
- Idea
 - Create bigger pages
 - 4MB instead of 4KB
 - One TLB entry covers more memory