238P: Operating Systems

Lecture 5: Address translation (Segmentation and Paging)

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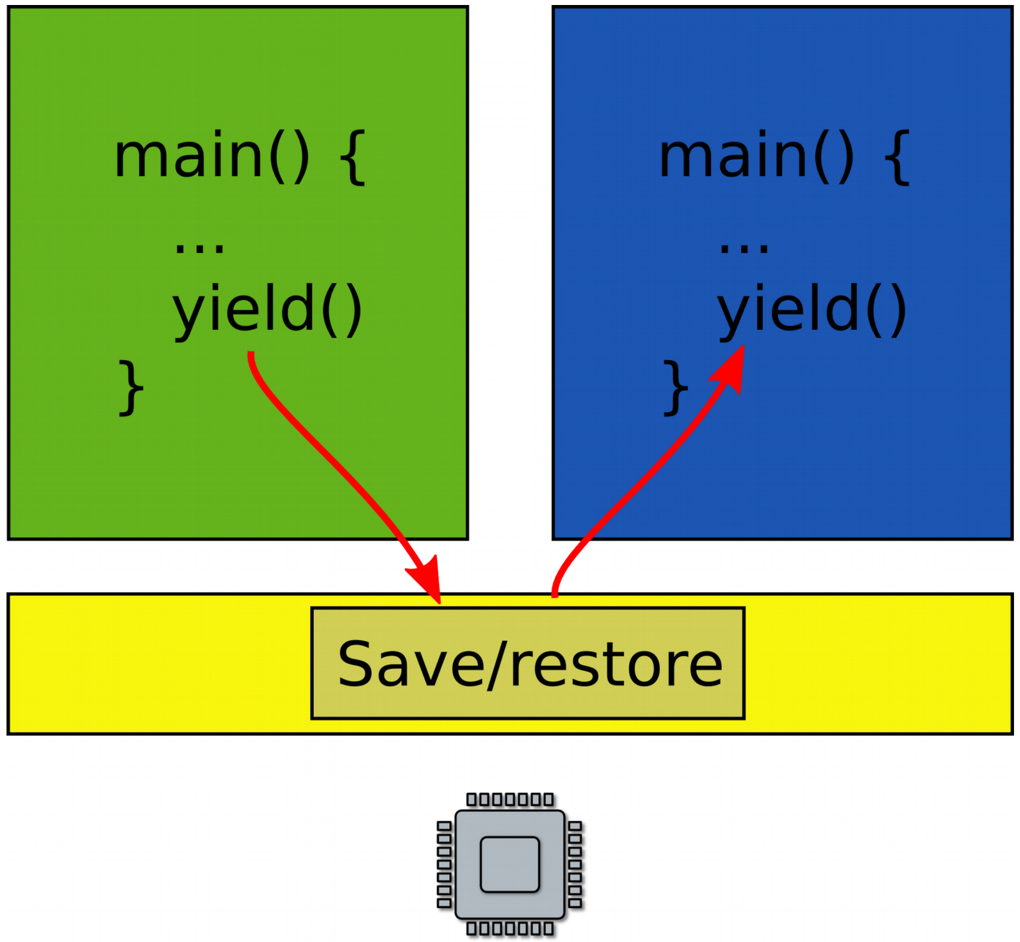
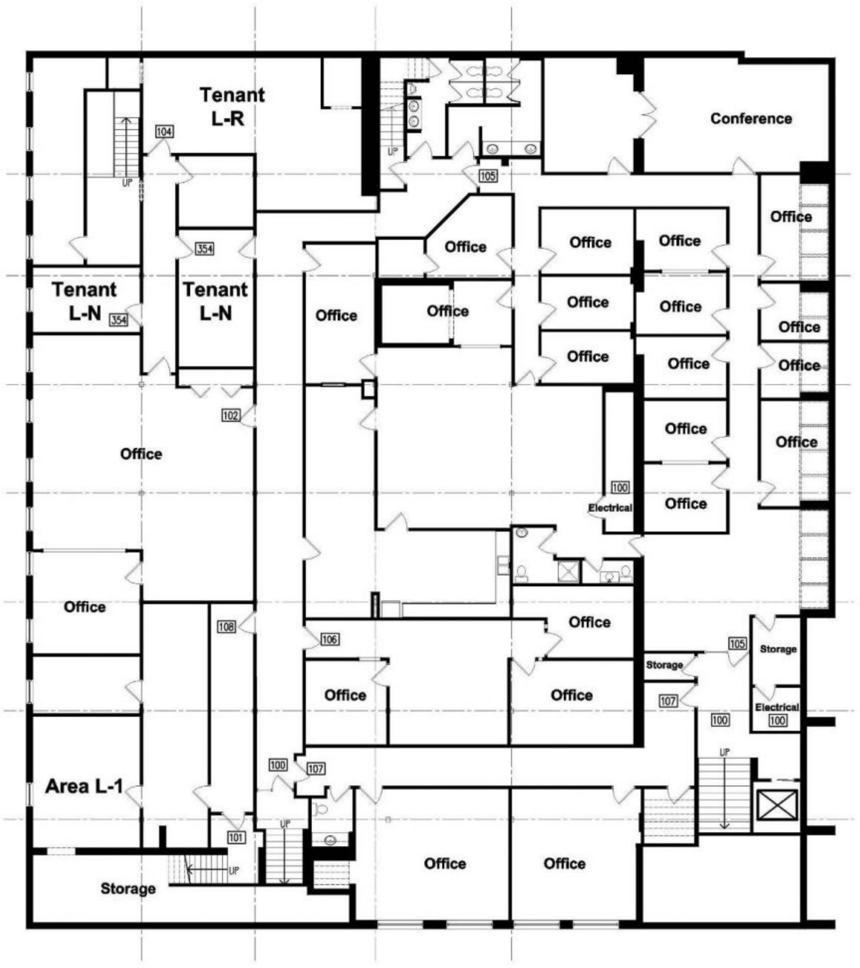
April, 2019

Two programs one memory



Or more like renting a set of rooms in an office building



13852 Sq.Ft.
Lower Level
1/16" = 1'-0"

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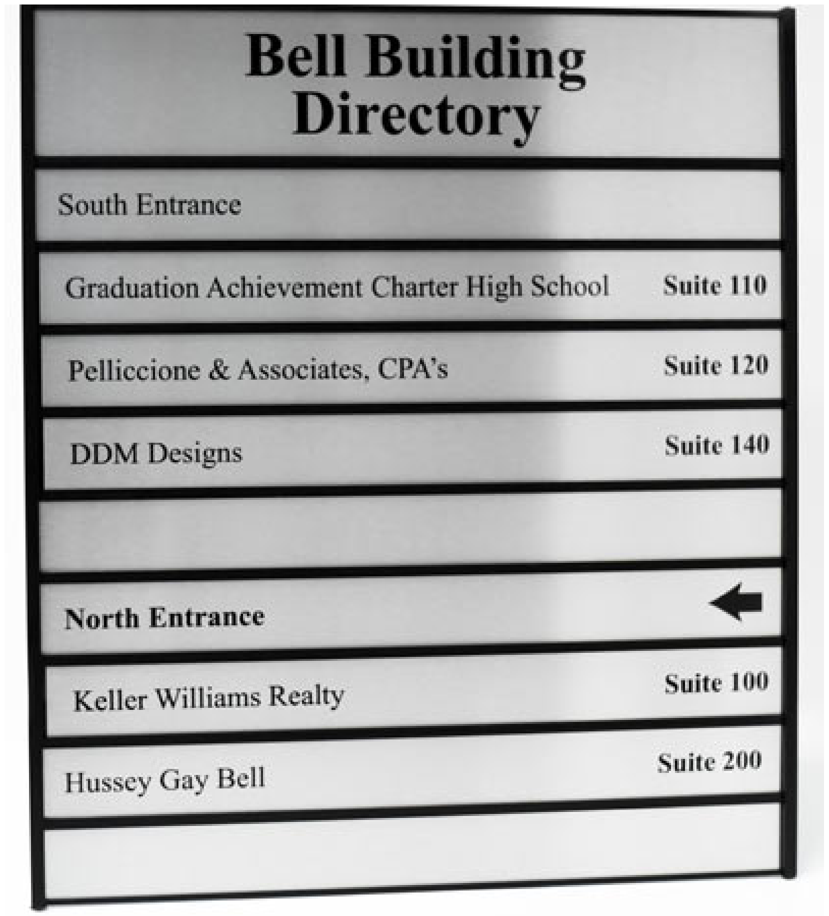
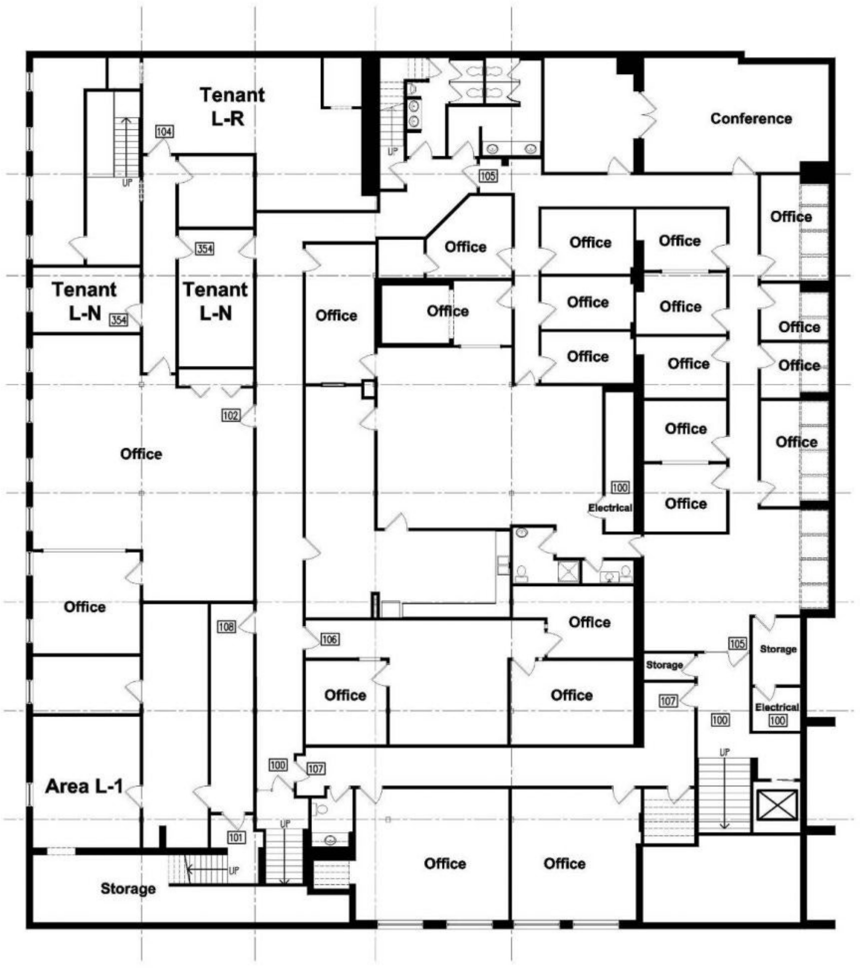


Bell Building Directory

South Entrance	
Graduation Achievement Charter High School	Suite 110
Pelliccione & Associates, CPA's	Suite 120
DDM Designs	Suite 140
North Entrance	←
Keller Williams Realty	Suite 100
Hussey Gay Bell	Suite 200



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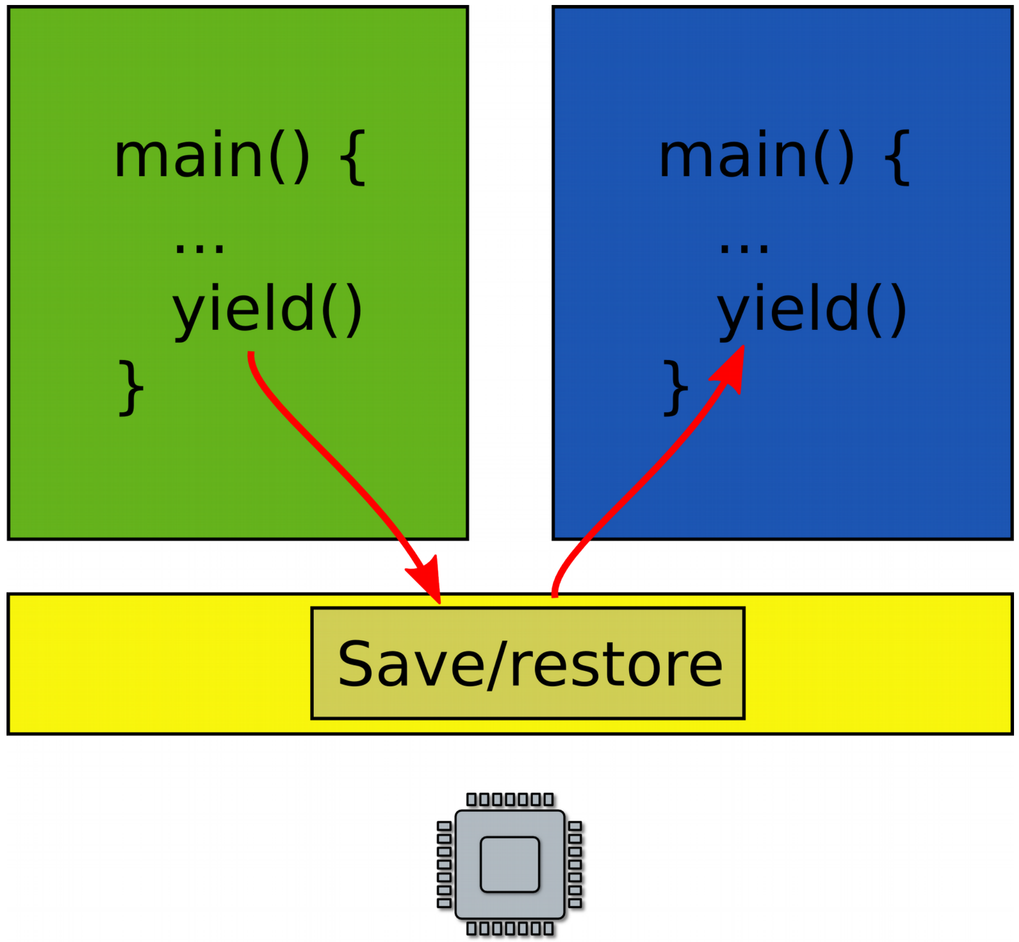
Two programs one memory

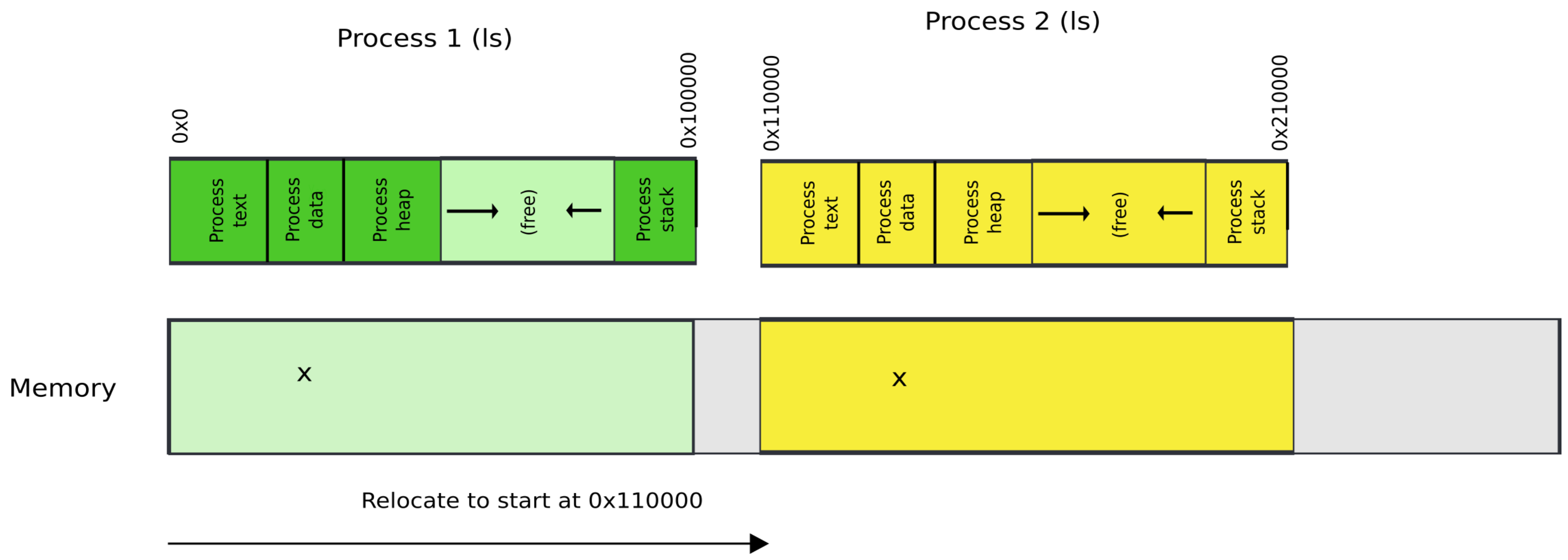


- How can we do this?

Relocation

- One way to achieve this is to relocate program at different addresses
  - Remember relocation (from linking and loading)

Relocate binaries to work at different addresses



- One way to achieve this is to relocate program at different addresses
- What is the problem?

- One way to achieve this is to relocate program at different addresses
- What is the problem?
  - No isolation

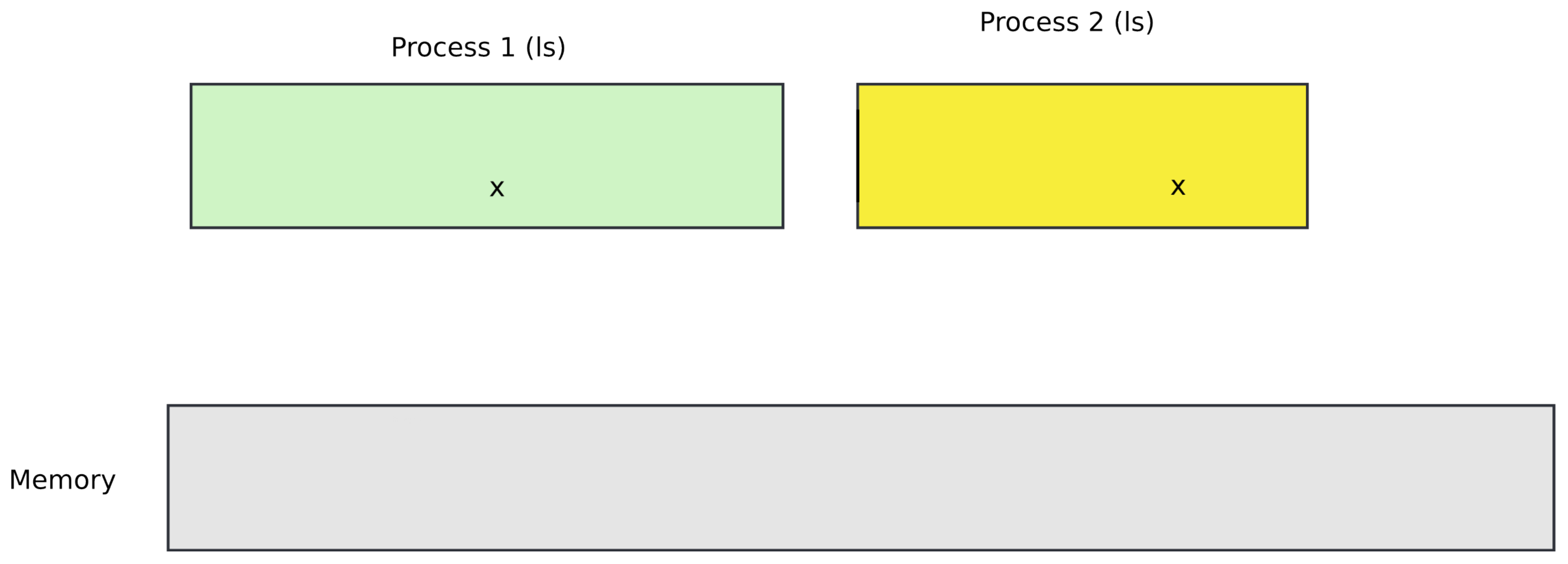
- Another way is to ask for hardware support

Segmentation

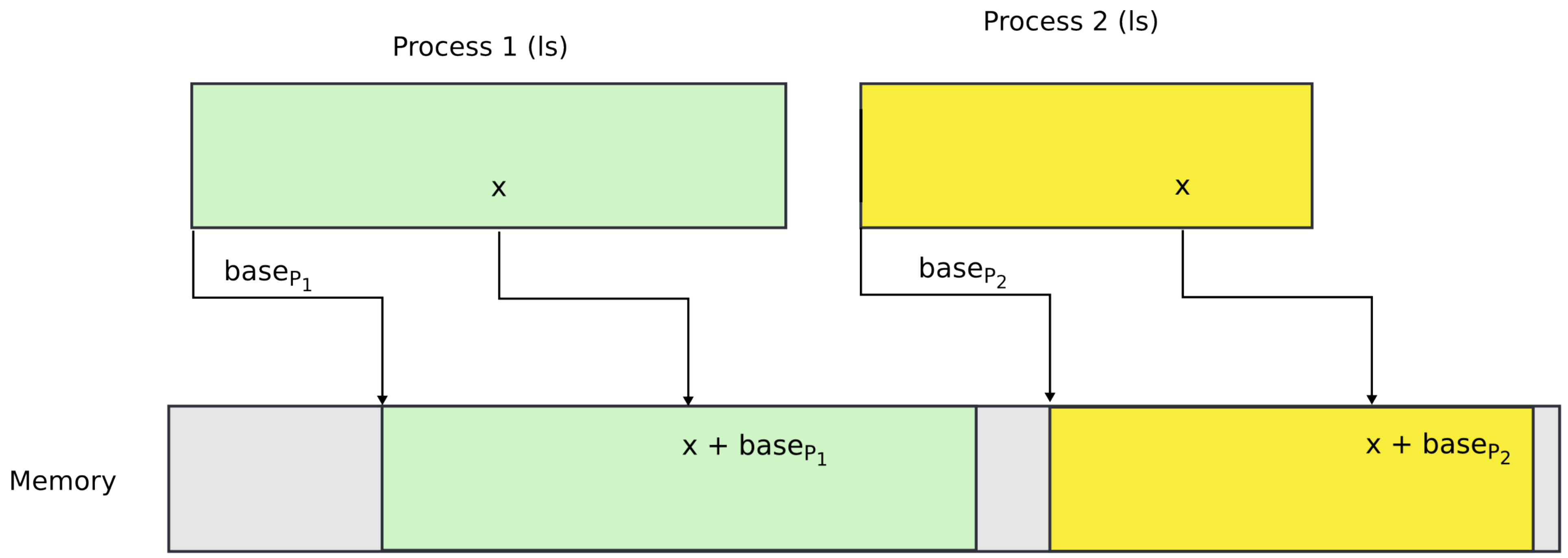
What are we aiming for?

- Illusion of a private address space
  - Identical copy of an address space in multiple programs
    - Remember `fork()`?
  - Simplifies software architecture
    - One program is not restricted by the memory layout of the others

Two processes, one memory?



Two processes, one memory?



- We want hardware to add base value to every address used in the program

Seems easy

- One problem
  - Where does this base address come from?

Seems easy

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  - Hardware can maintain a table of base addresses
    - One base for each process
  - Dedicate a special register to keep an index into that table

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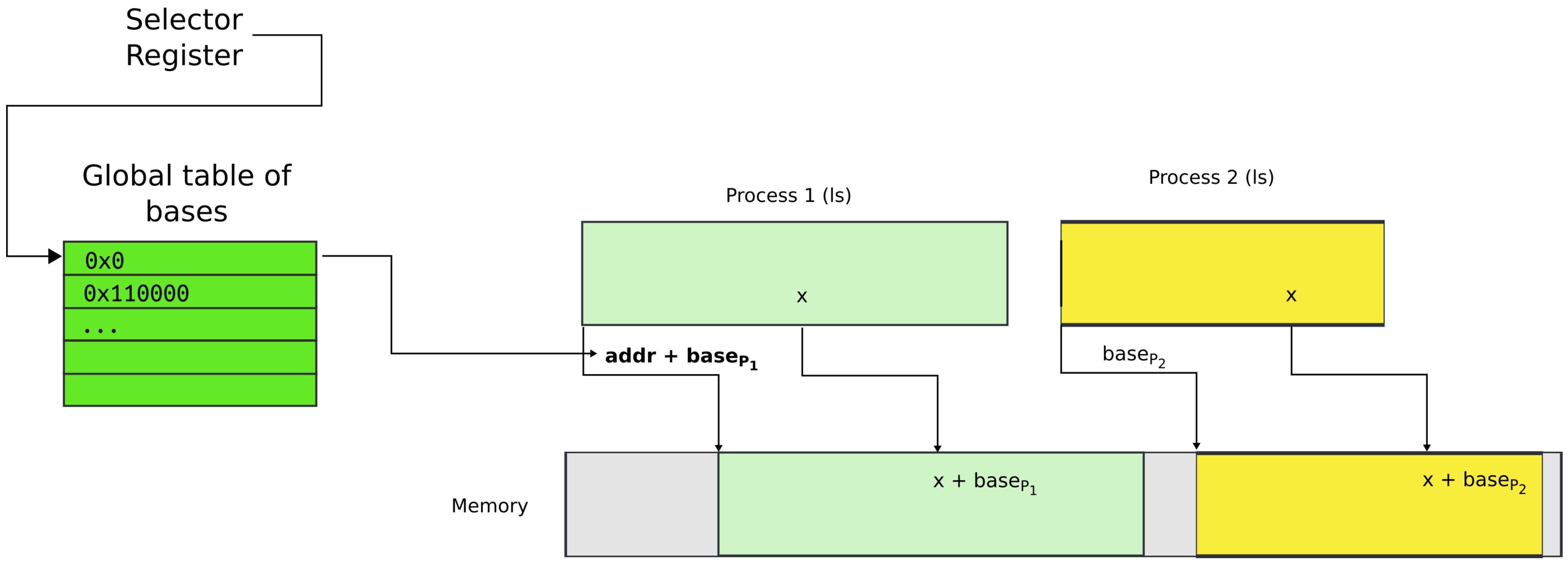
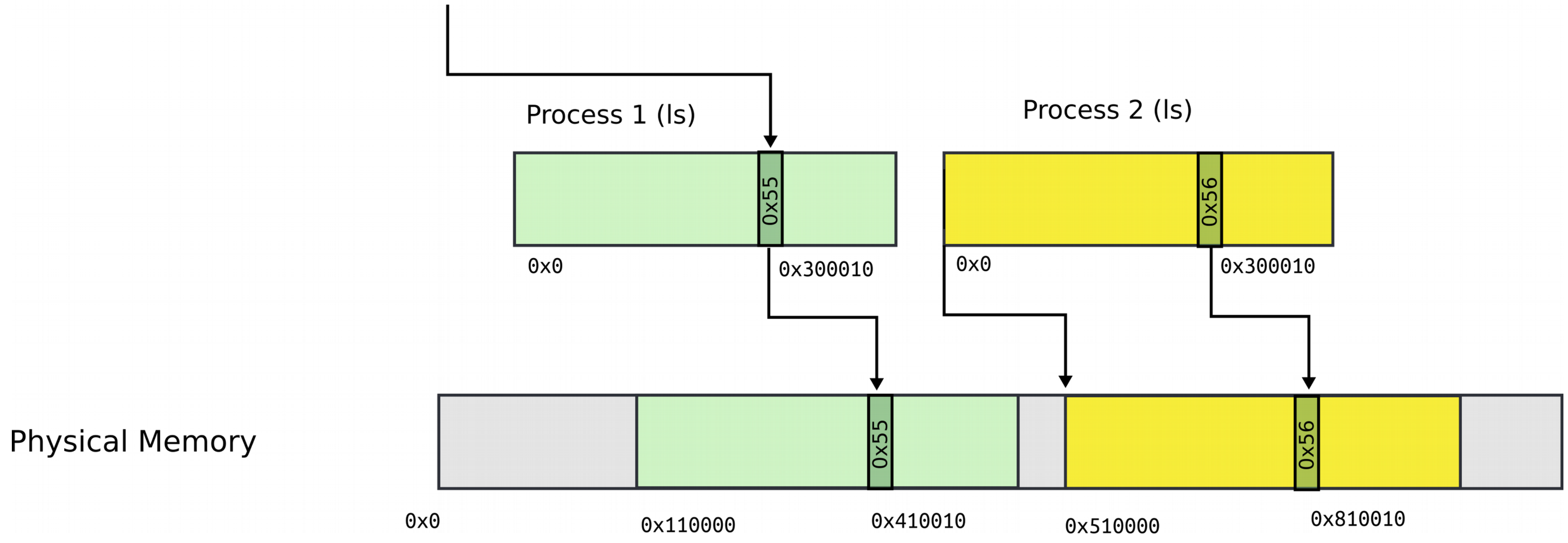
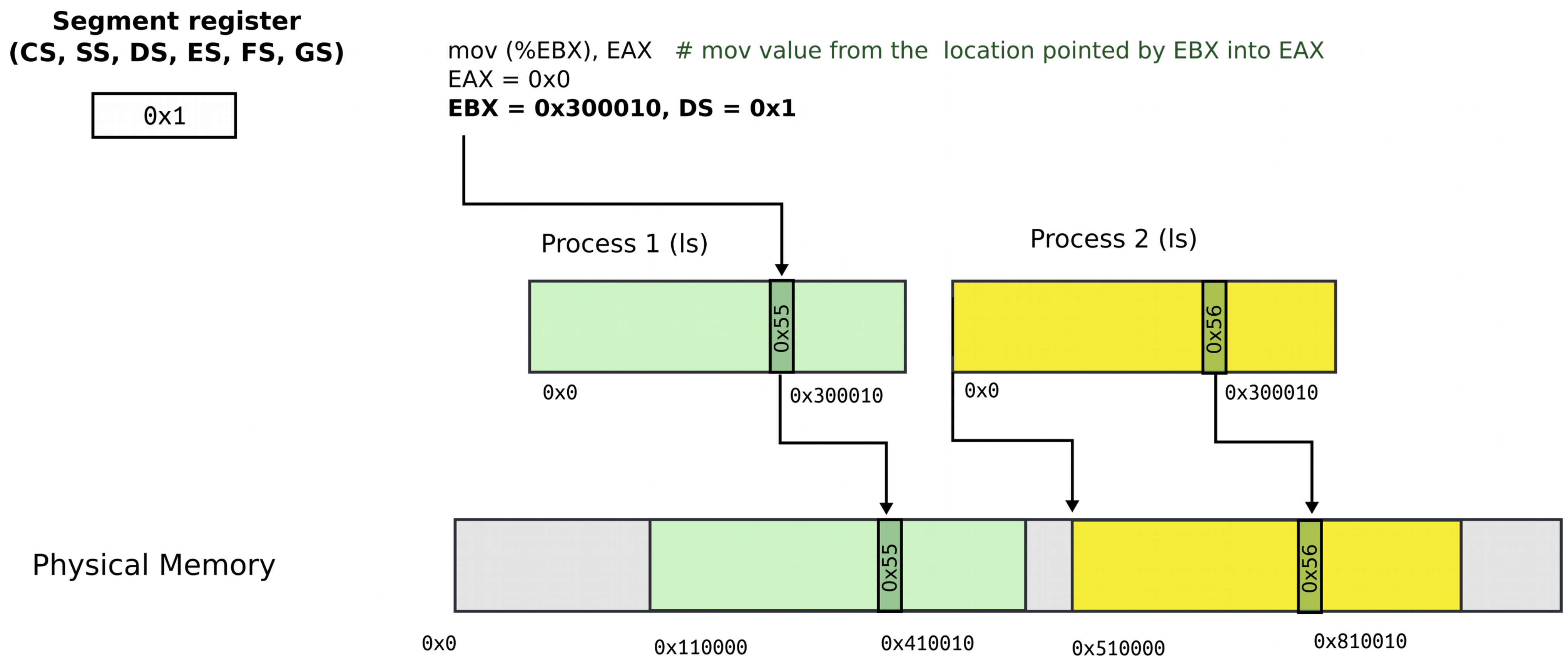


Segmentation: example

```
mov (%EBX), EAX   # mov value from the  location pointed by EBX into EAX
EAX = 0x0
EBX = 0x300010
```

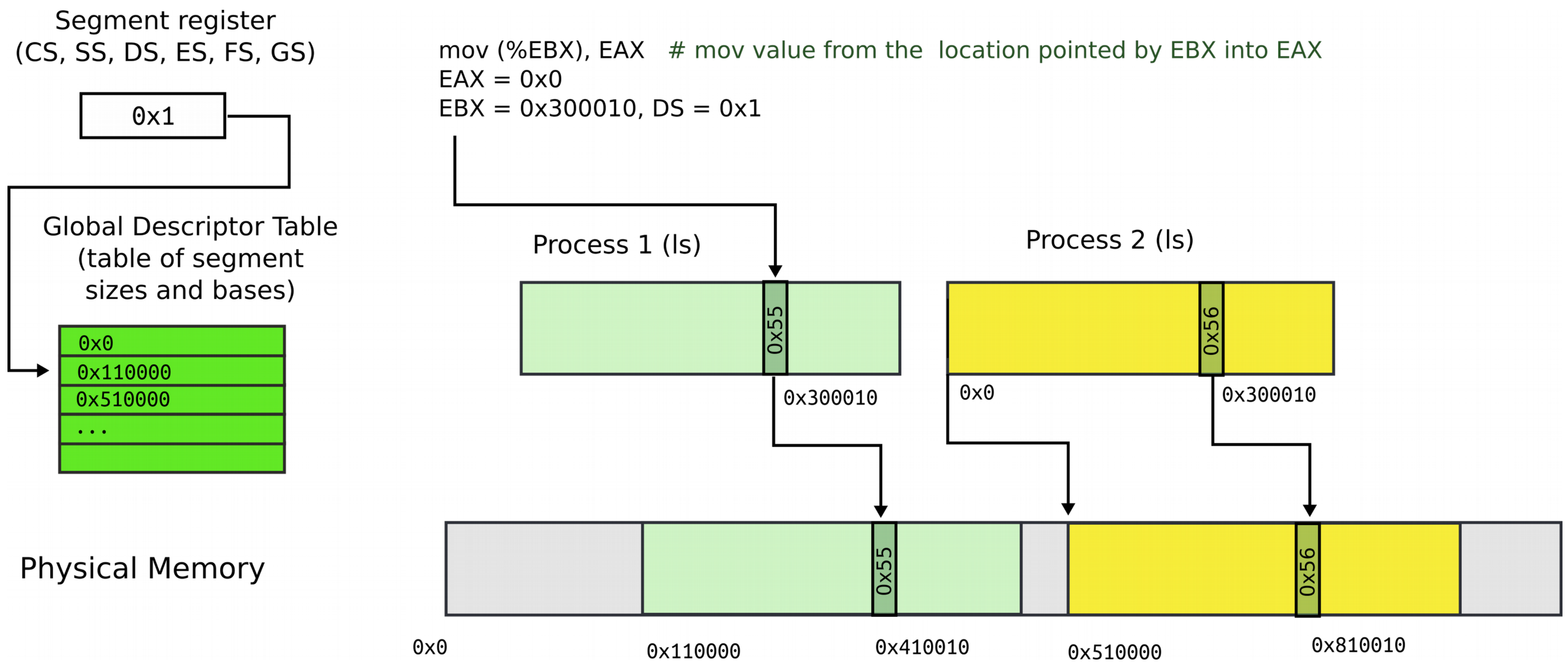


Segmentation: address consists of two parts



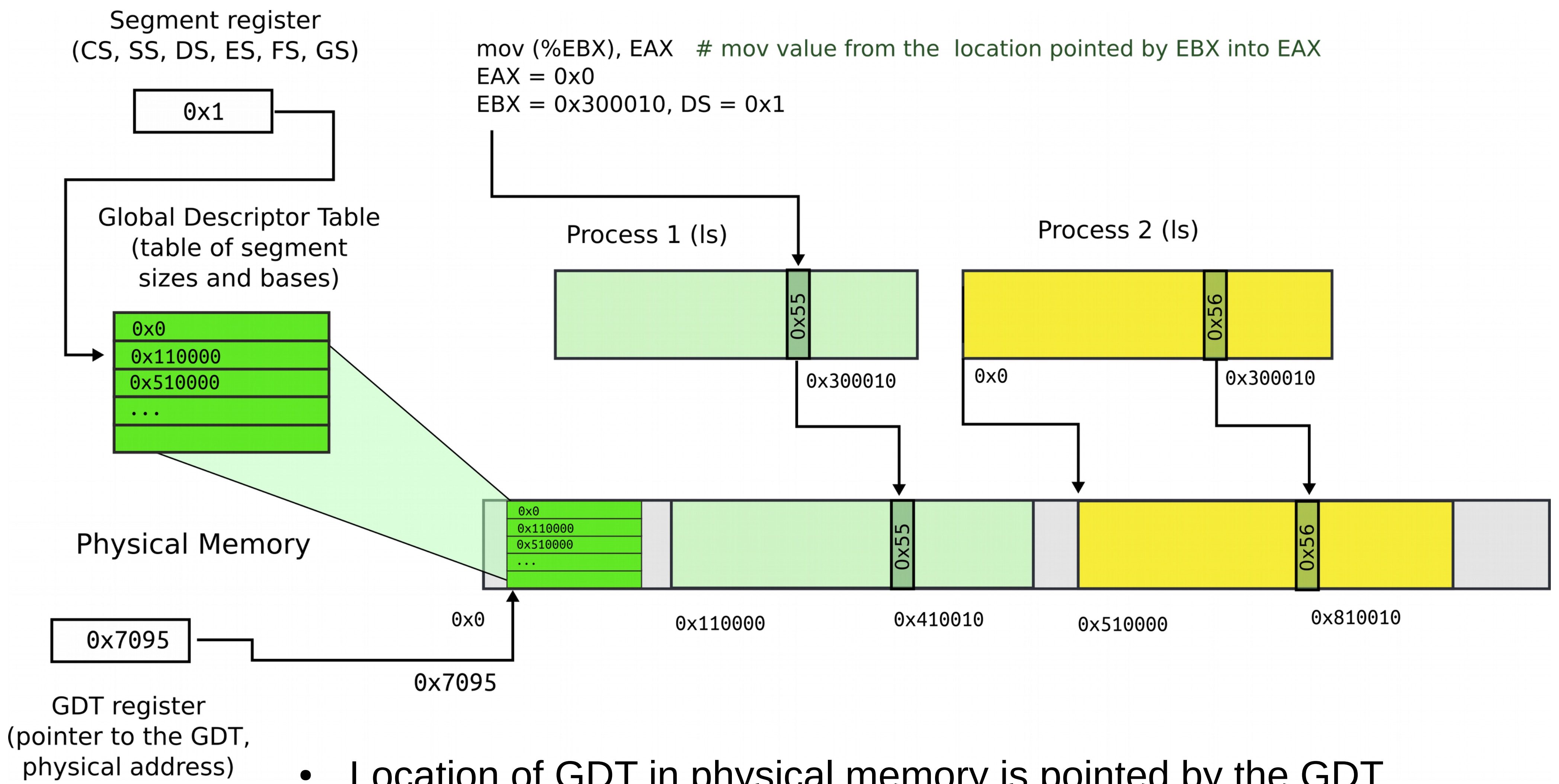
- Segment register contains segment selector
- General registers contain offsets
- Intel calls this address: “logical address”

Segmentation: Global Descriptor Table



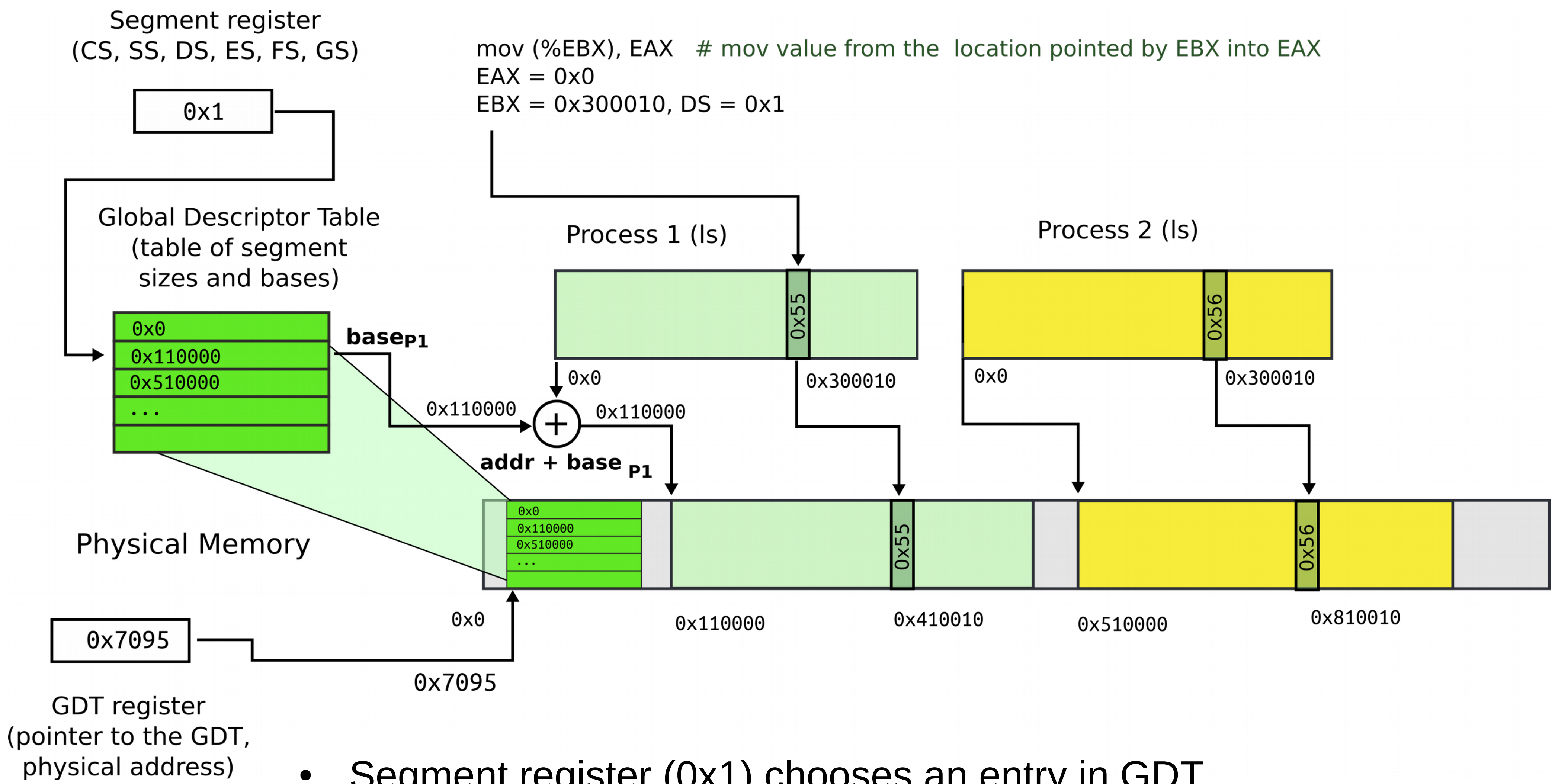
- GDT is an array of segment descriptors
  - Each descriptor contains base and limit for the segment
  - Plus access control flags

Segmentation: Global Descriptor Table



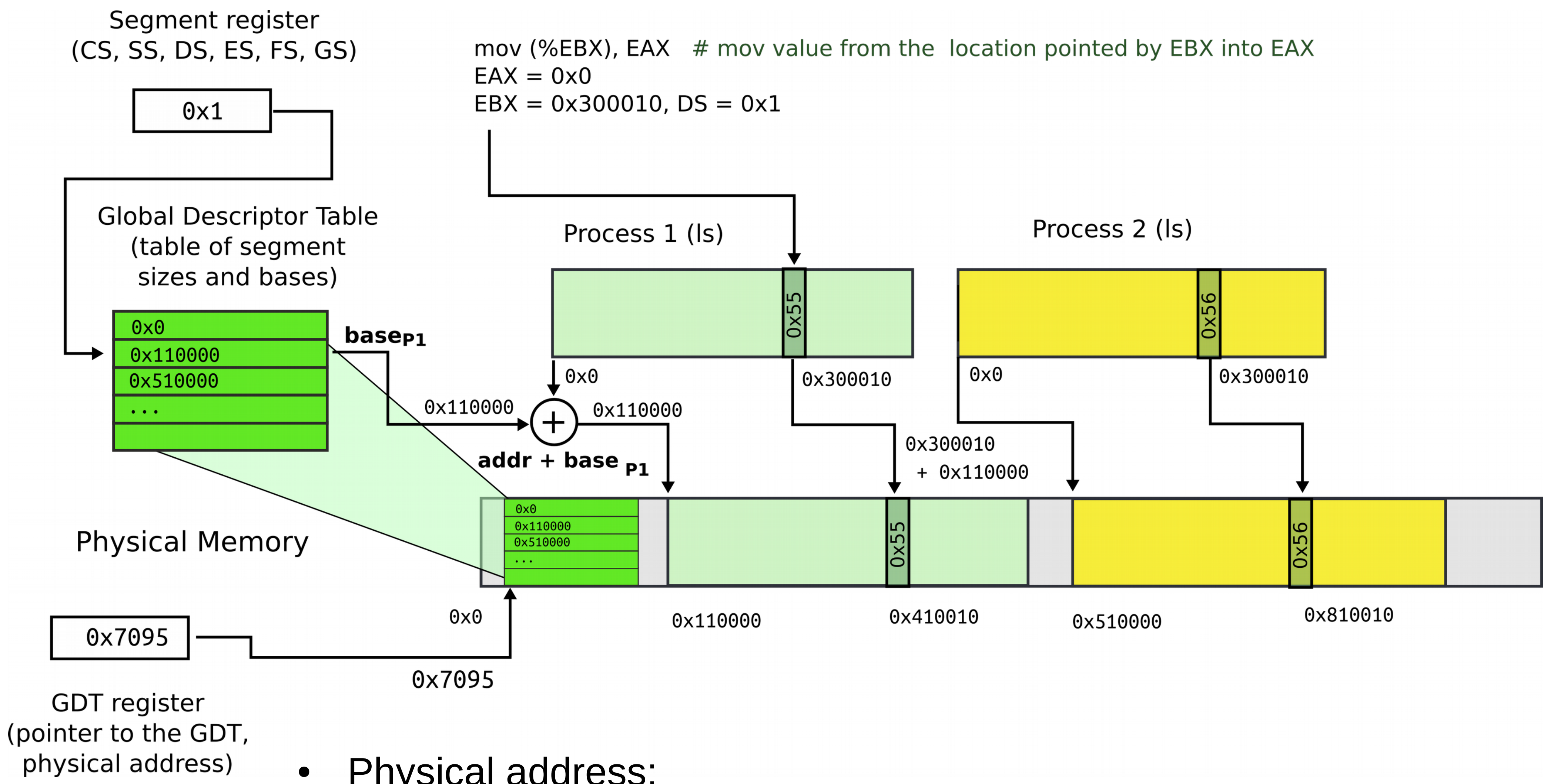
- Location of GDT in physical memory is pointed by the GDT register

Segmentation: base + offset



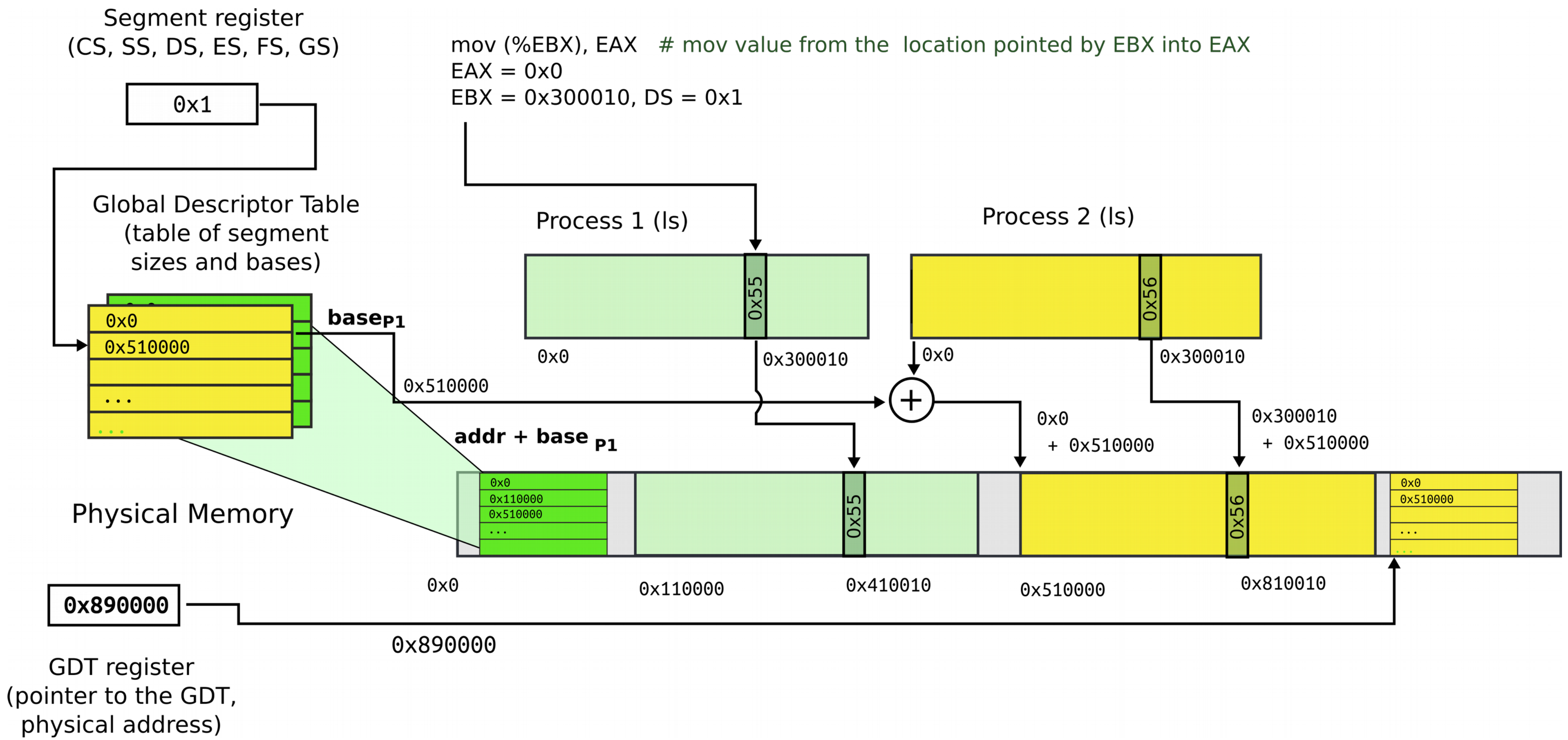
- Segment register (0x1) chooses an entry in GDT
- This entry contains base of the segment (0x110000) and limit (size) of the segment (not shown)

Segmentation: base + offset



- Physical address:
  - 0x410010 = 0x300010 (offset) + 0x110000 (base)
  - Intel calls this address “linear”

Segmentation: process 2

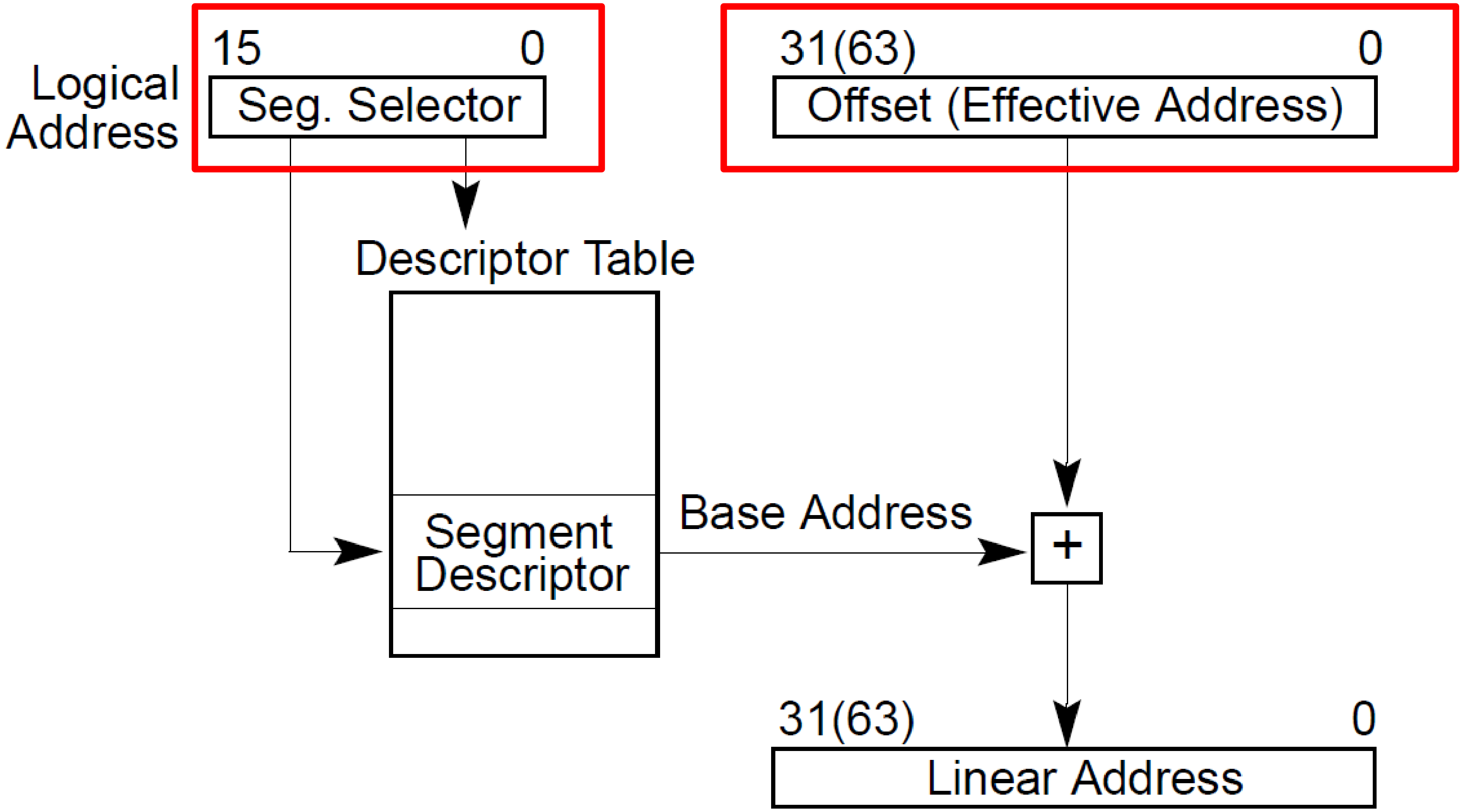


- Each process has a private GDT
    - OS will switch between GDTs

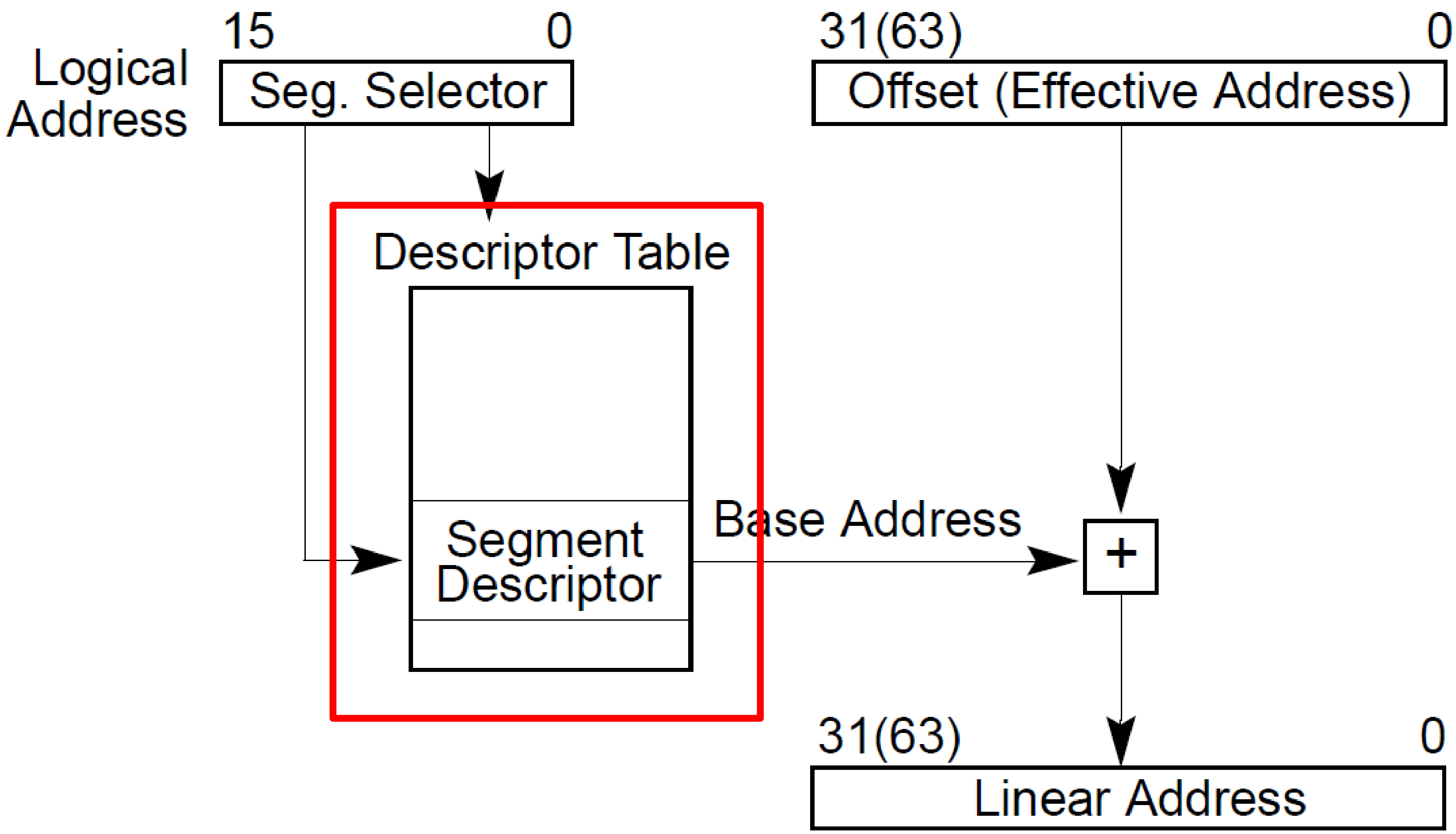
New addressing mode: “logical addresses”

All addresses are logical address

- They consist of two parts
  - Segment selector (16 bit) + offset (32 bit)

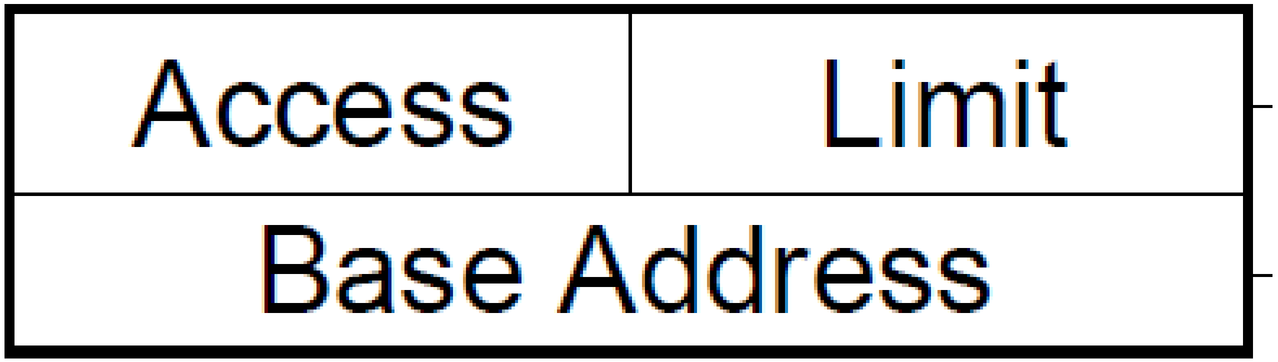


- Segment selector (16 bit)
  - Is simply an index into an array (Descriptor Table)
  - That holds segment descriptors
    - Base and limit (size) for each segment

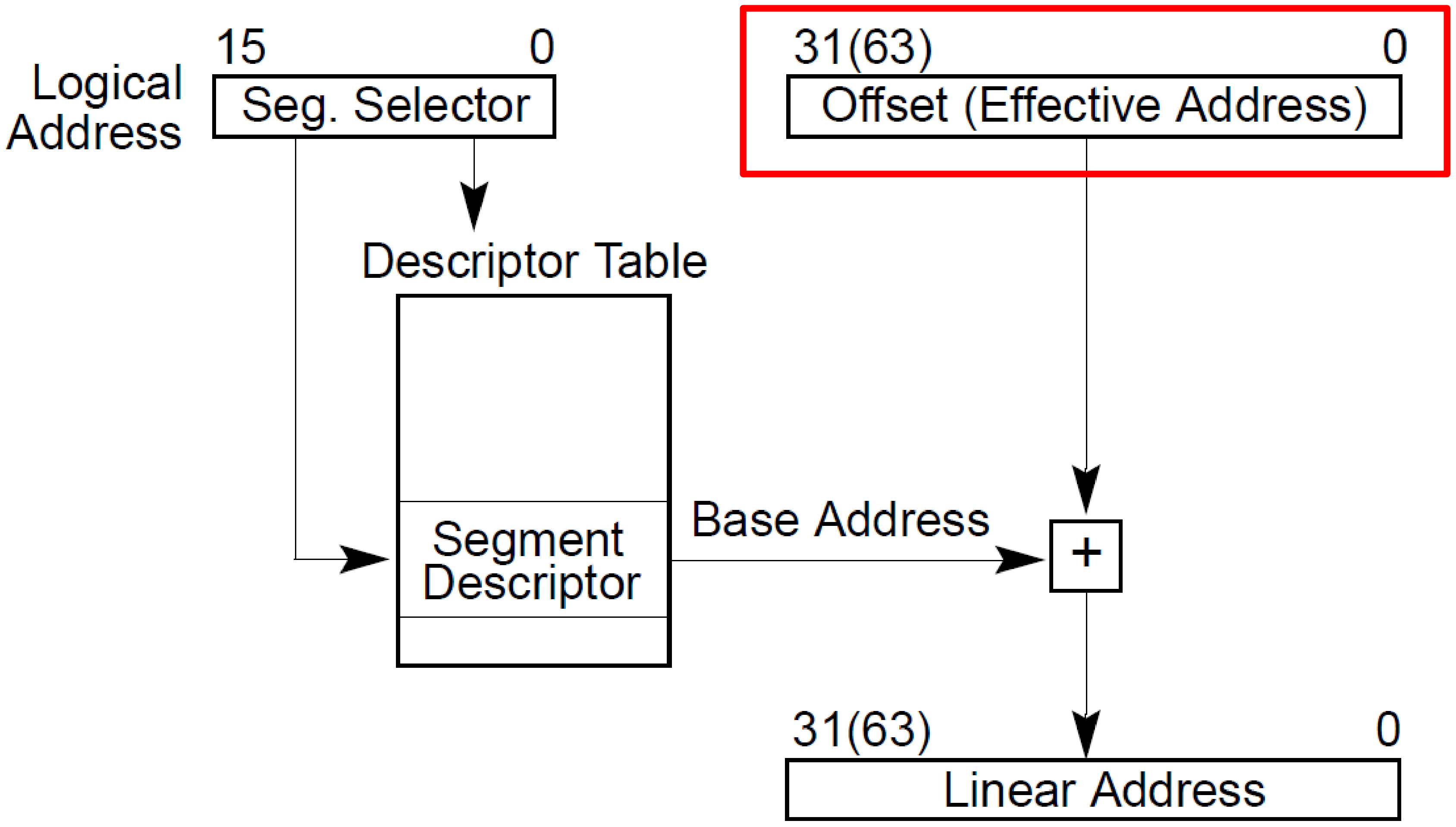


Elements of the descriptor table are **segment descriptors**

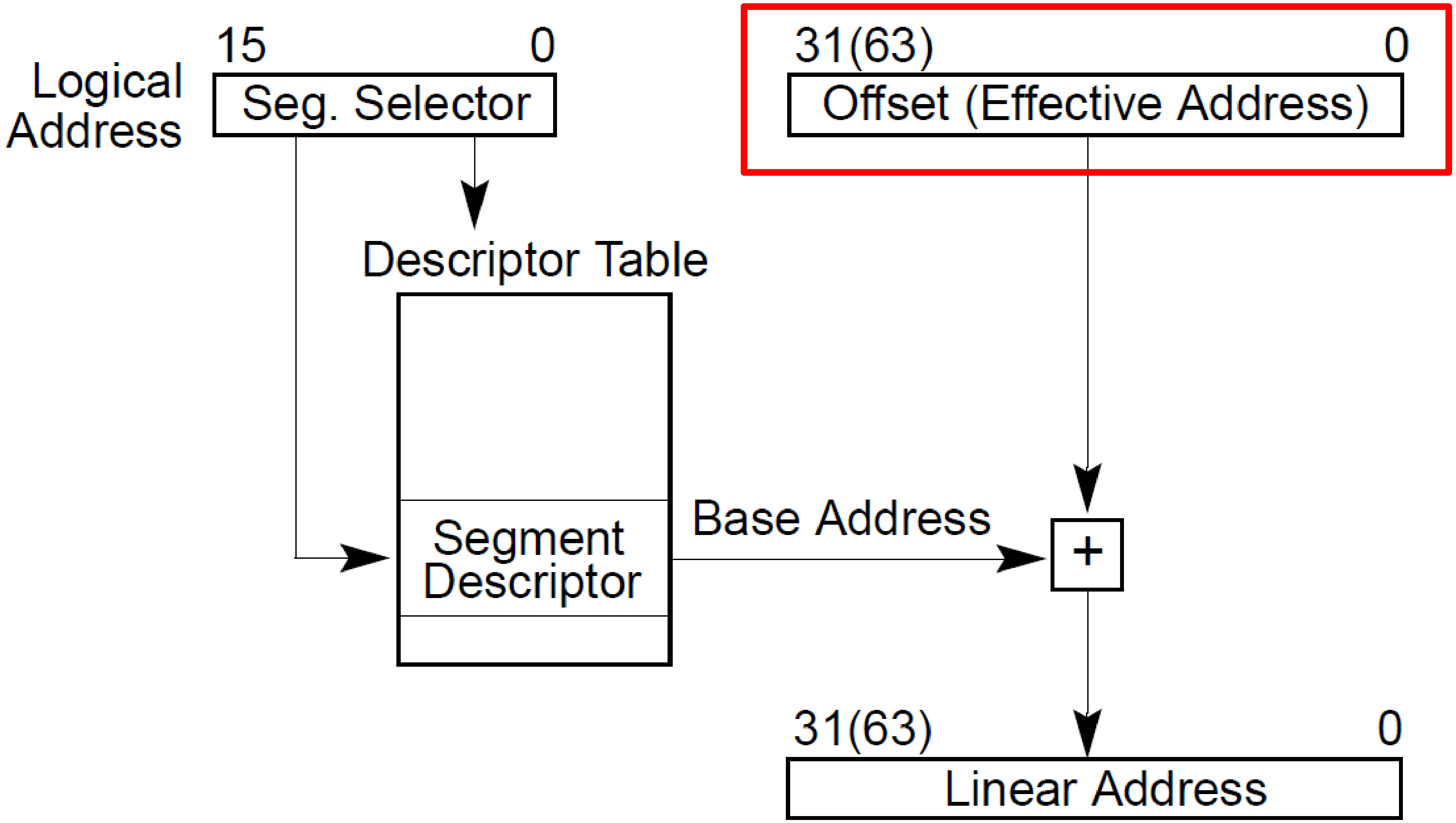
- Base address
  - 0 – 4 GB
- Limit (size)
  - 0 – 4 GB
- Access rights
  - Executable, readable, writable
  - Privilege level (0 - 3)



- Offsets into segments (x in our example) or “Effective addresses” are in registers



- Logical addresses are translated into physical
  - *Effective address + DescriptorTable[selector].Base*



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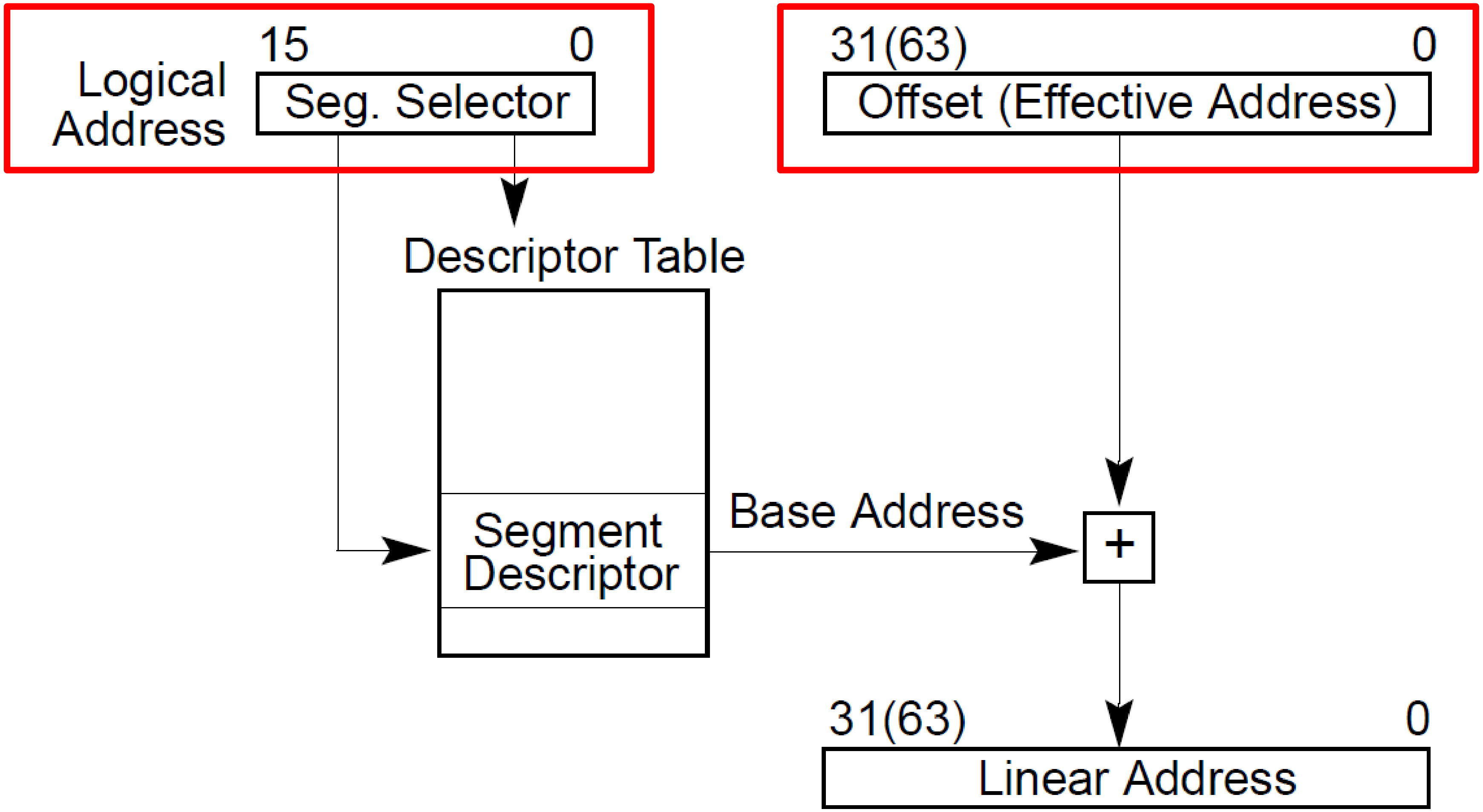

- Logical addresses are translated into physical
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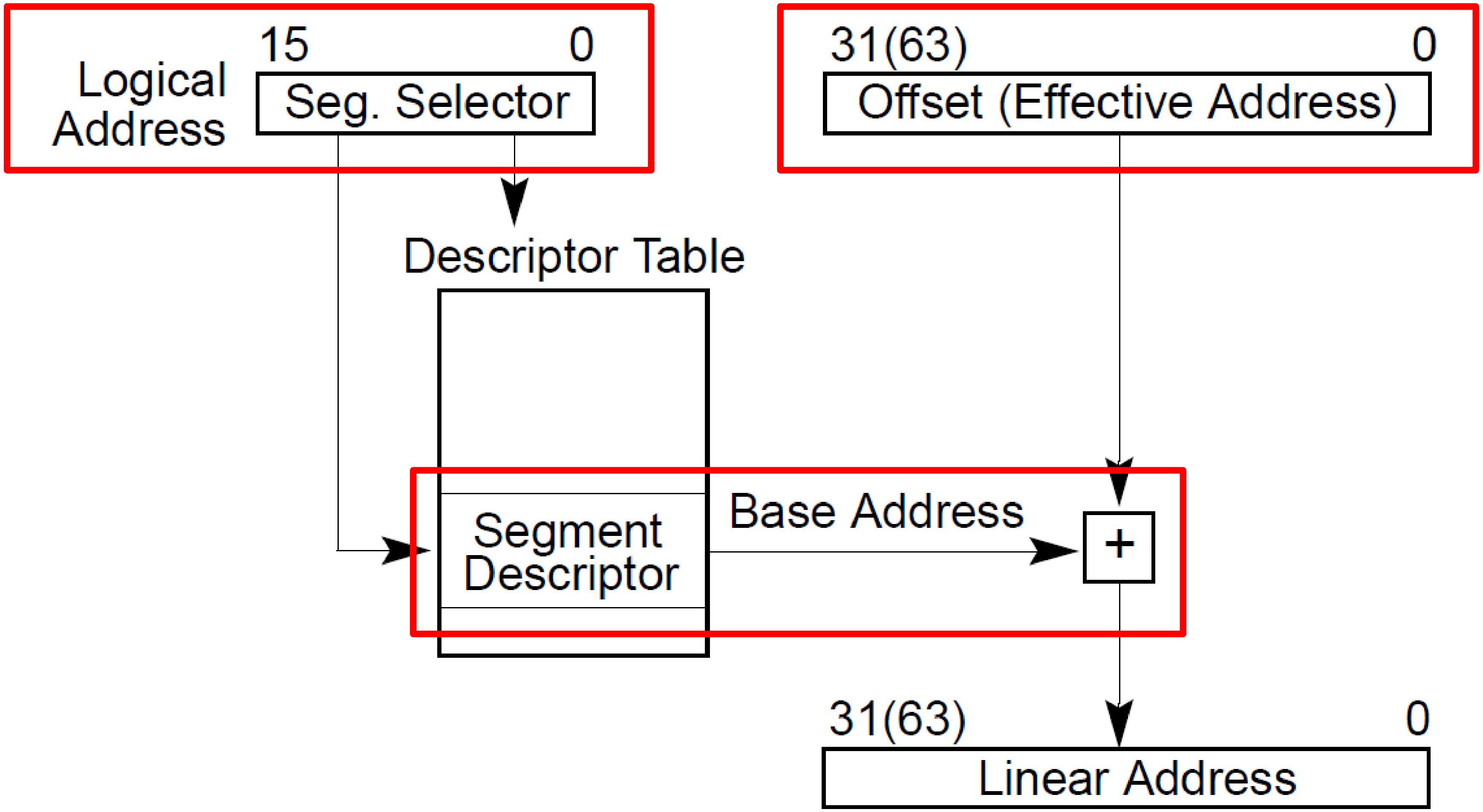

- Logical addresses are translated into physical
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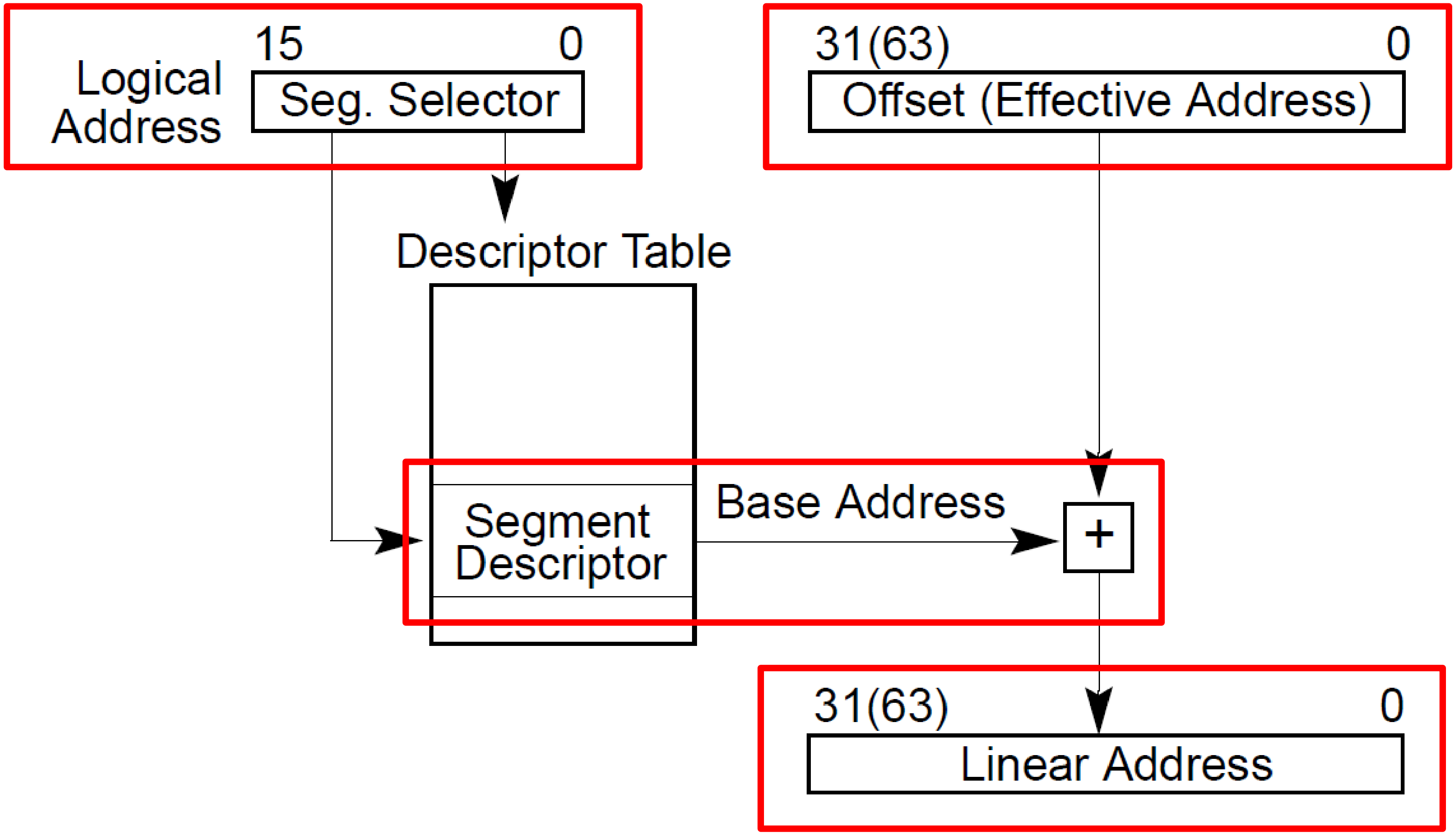
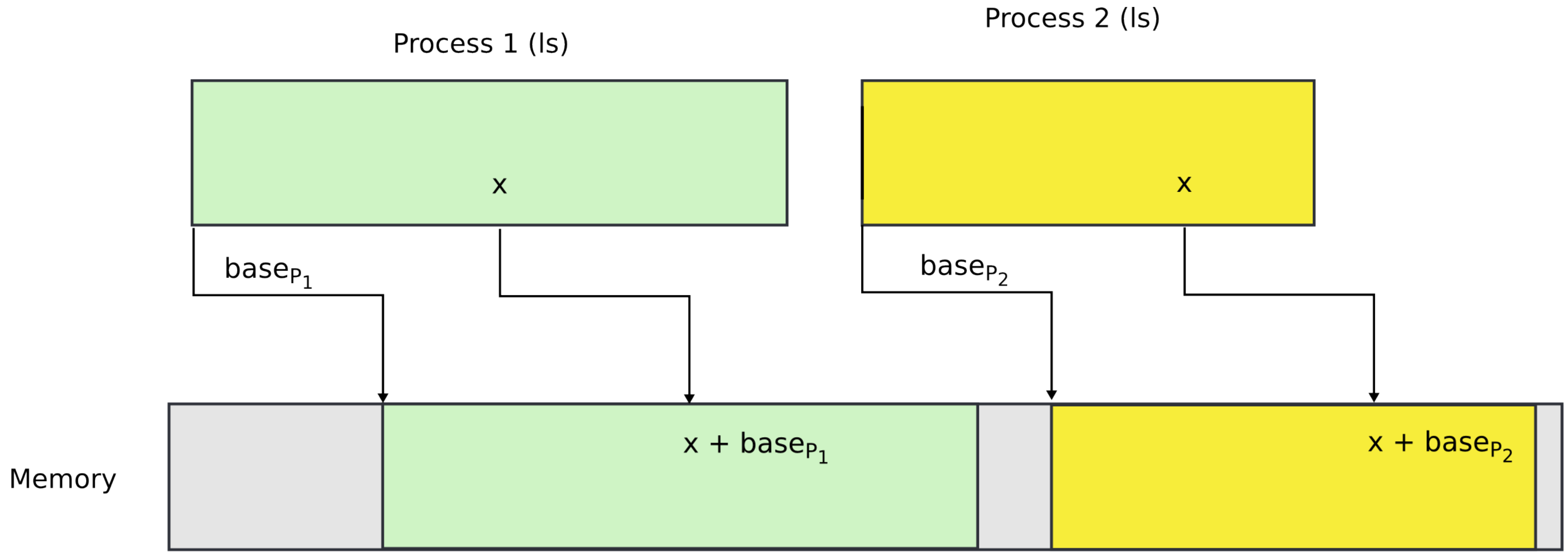


- *Physical address =*

  Effective address + DescriptorTable[selector].Base

  - Effective addresses (or offsets) are in registers
  - **Selector is in a special register**



Segment registers

- Hold 16 bit segment selectors
  - Indexes into GDT

- Segments are associated with one of three types of storage
  - Code
  - Data
  - Stack

Segmented programming (not real)

```
static int x = 1;
int y; // stack
if (x) {
    y = 1;
    printf (“Boo”);
} else
    y = 0;
```

```
ds:x = 1; // data
ss:y;     // stack
if (ds:x) {
   ss:y = 1;
   cs:printf(ds:“Boo”);
} else
   ss:y = 0;
```

Programming model

- Segments for: code, data, stack, “extra”
  - A program can have up to 6 total segments
  - Segments identified by registers: cs, ds, ss, es, fs, gs

- Prefix all memory accesses with desired segment:
  - `mov eax, ds:0x80` (load offset 0x80 from data into eax)
  - `jmp cs:0xab8` (jump execution to code offset 0xab8)
  - `mov ss:0x40, ecx` (move ecx to stack offset 0x40)

Programming model, cont.

- This is cumbersome,
- Instead the idea is: infer code, data and stack segments from the instruction type:
  - Control-flow instructions use code segment (jump, call)
  - Stack management (push/pop) uses stack
  - Most loads/stores use data segment
- Extra segments (es, fs, gs) must be used explicitly

Code segment

- Code
  - CS register
  - EIP is an offset inside the segment stored in CS
- Can only be changed with
  - procedure calls,
  - interrupt handling, or
  - task switching

Data segment

- Data
  - DS, ES, FS, GS
  - 4 possible data segments can be used at the same time

Stack segment

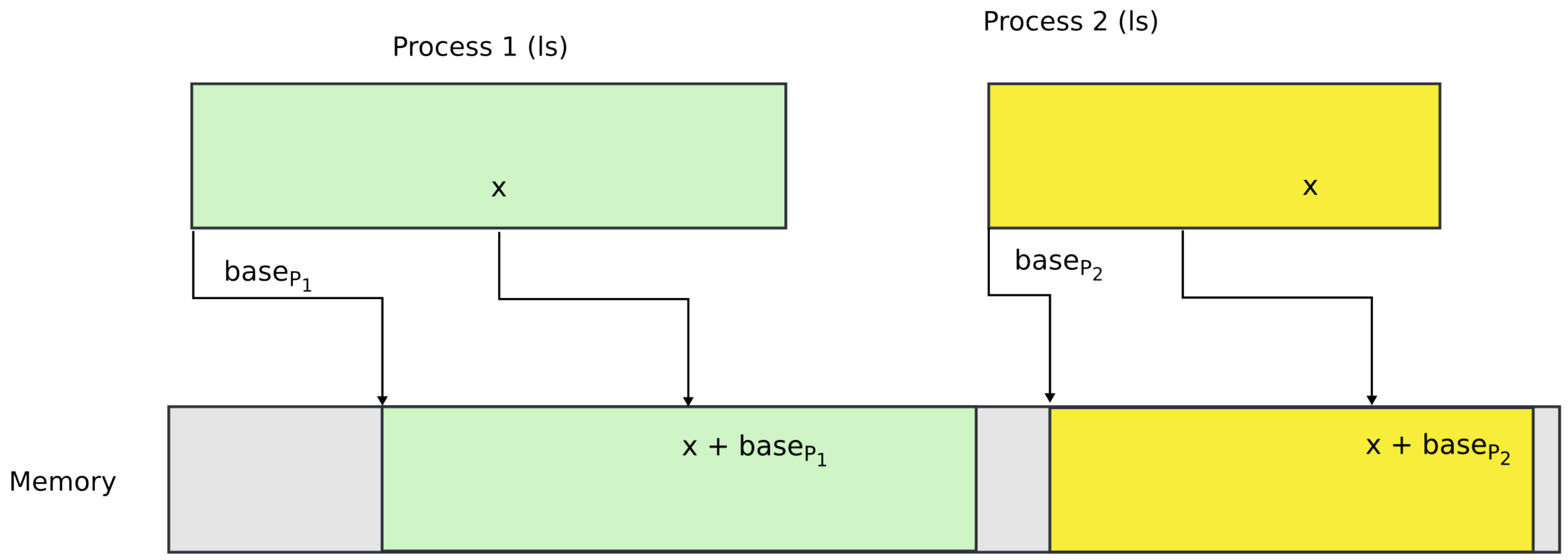
- Stack
  - SS
- Can be loaded explicitly
  - OS can set up multiple stacks
  - Of course, only one is accessible at a time

Segmentation: what did we achieve

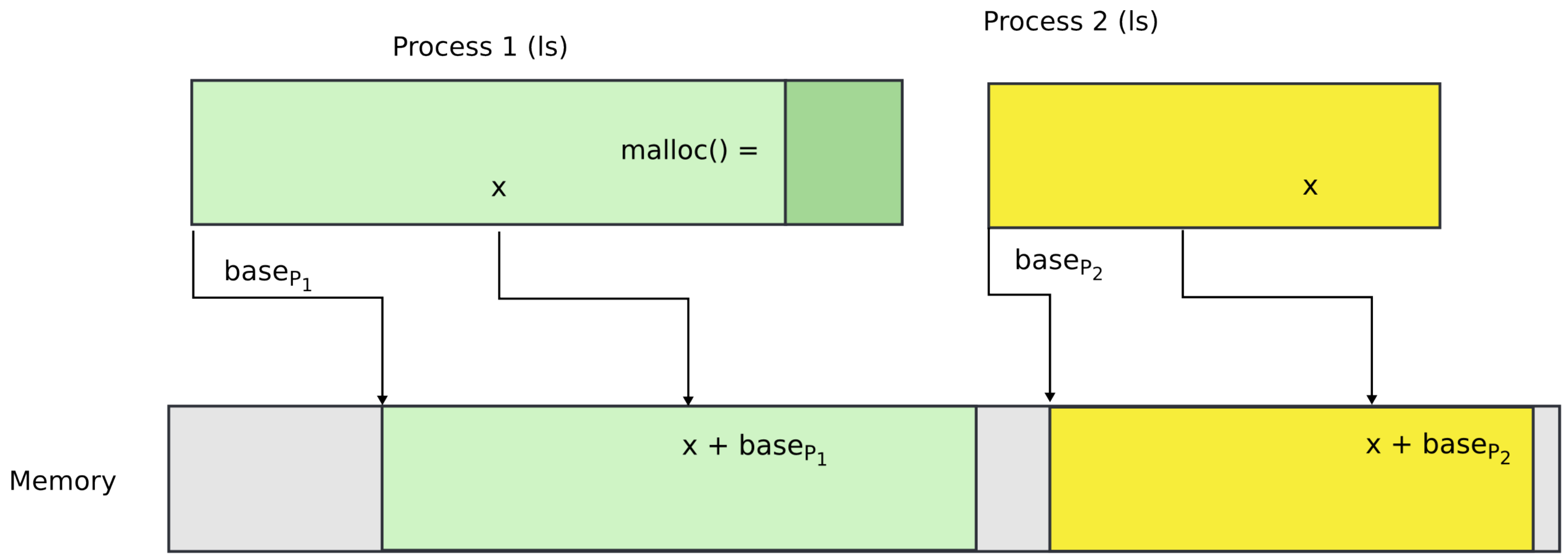
- Illusion of a private address space
  - Identical copy of an address space in multiple programs
    - We can implement `fork()`
- Isolation
  - Processes cannot access memory outside of their segments

Segmentation works for isolation, i.e., it does provide programs with illusion of private memory

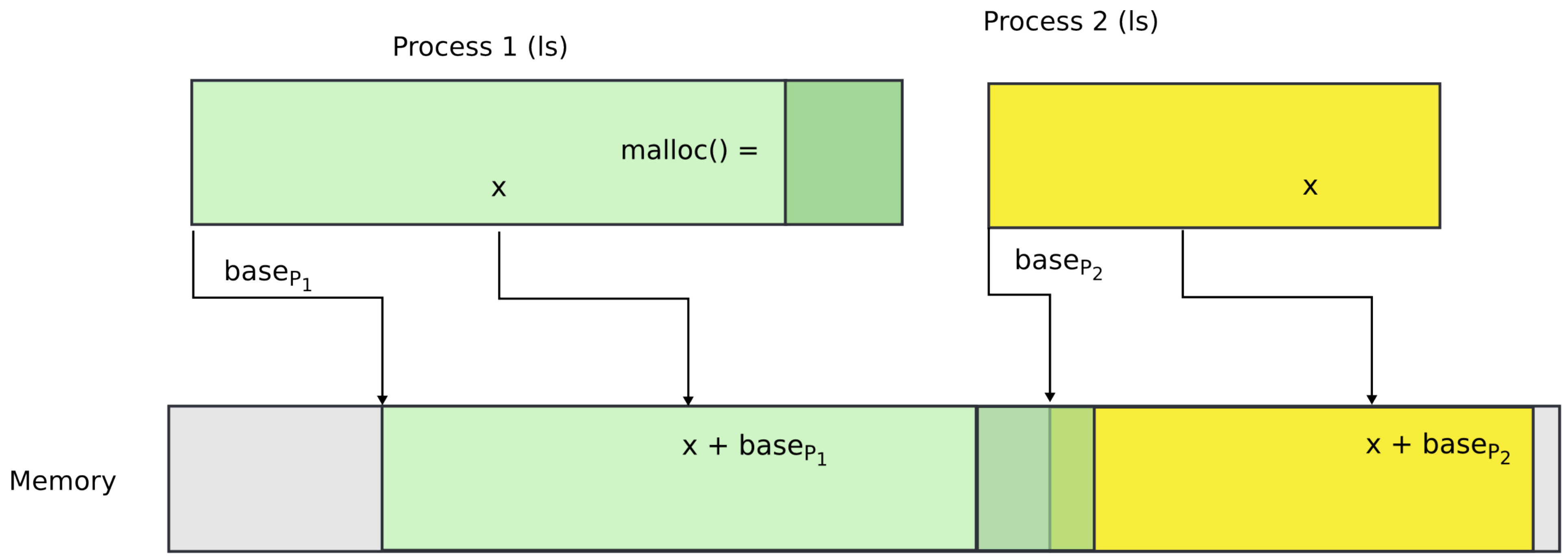
Segmentation is ok... but



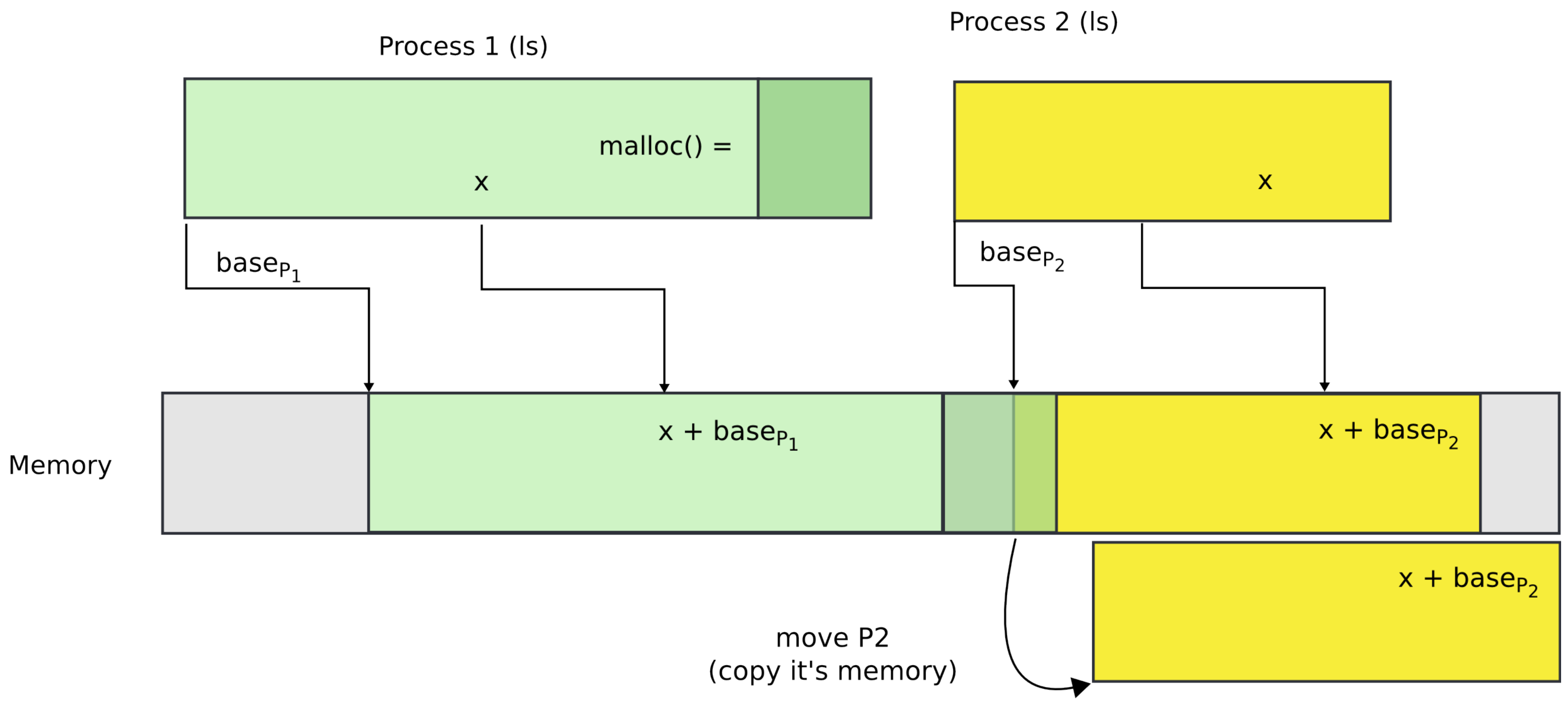
What if process needs more memory?



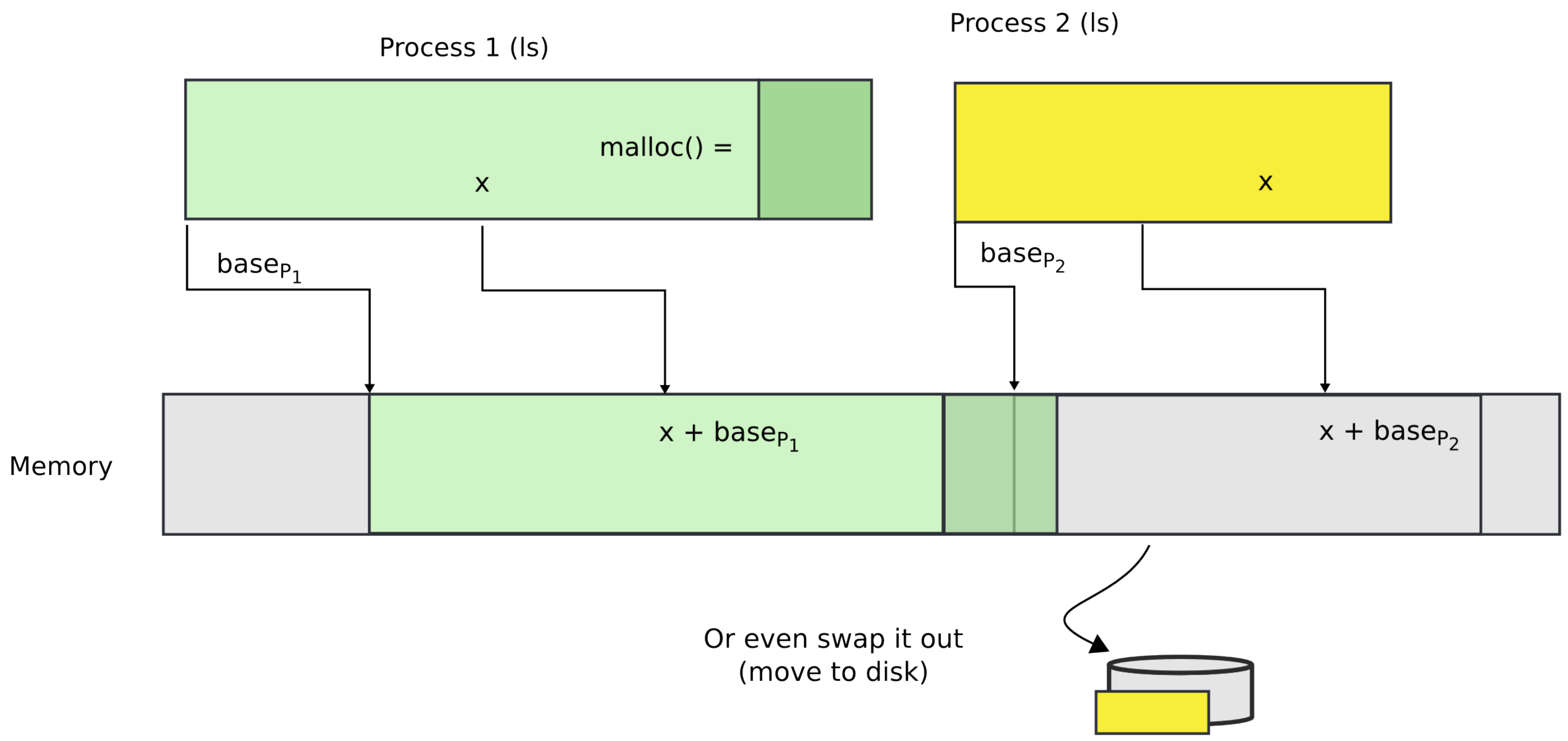
What if process needs more memory?



You can move P2 in memory



Or even swap it out to disk

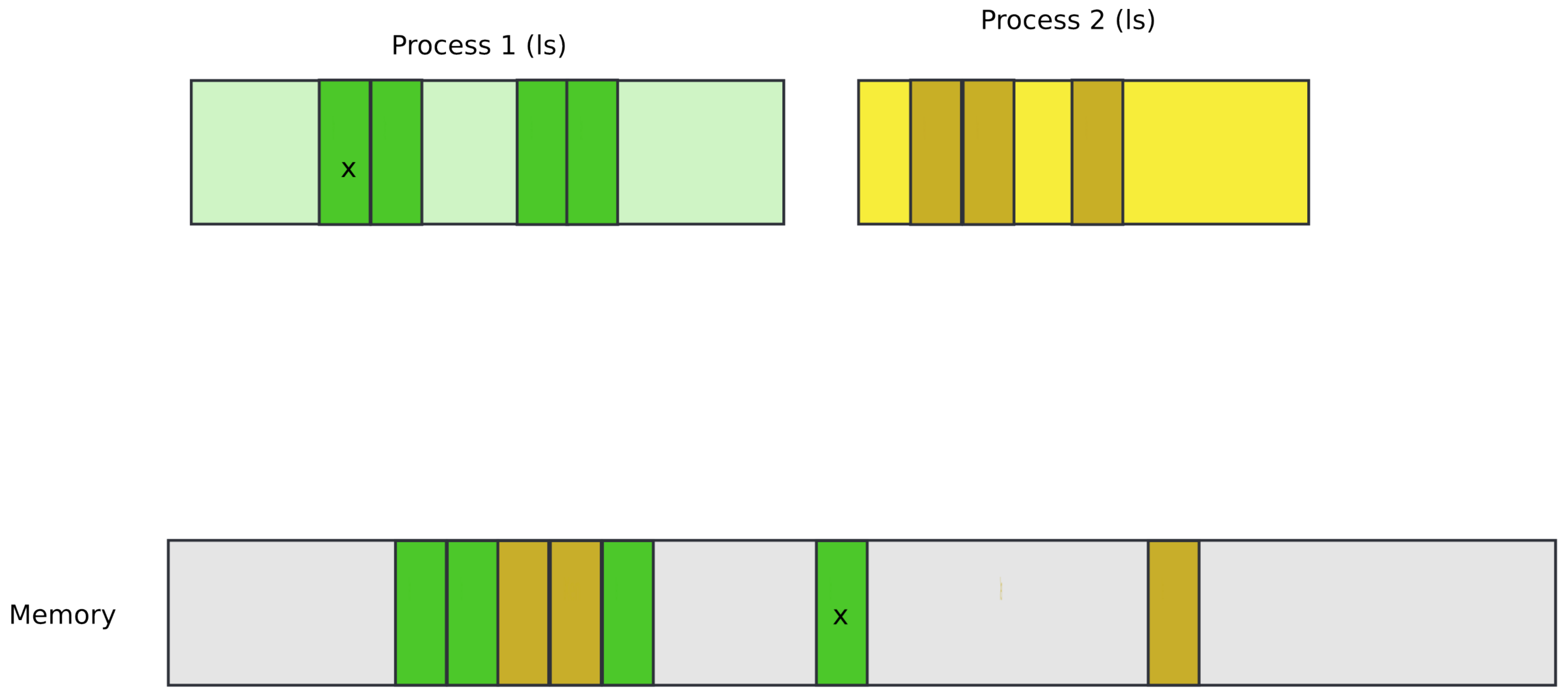


Problems with segments

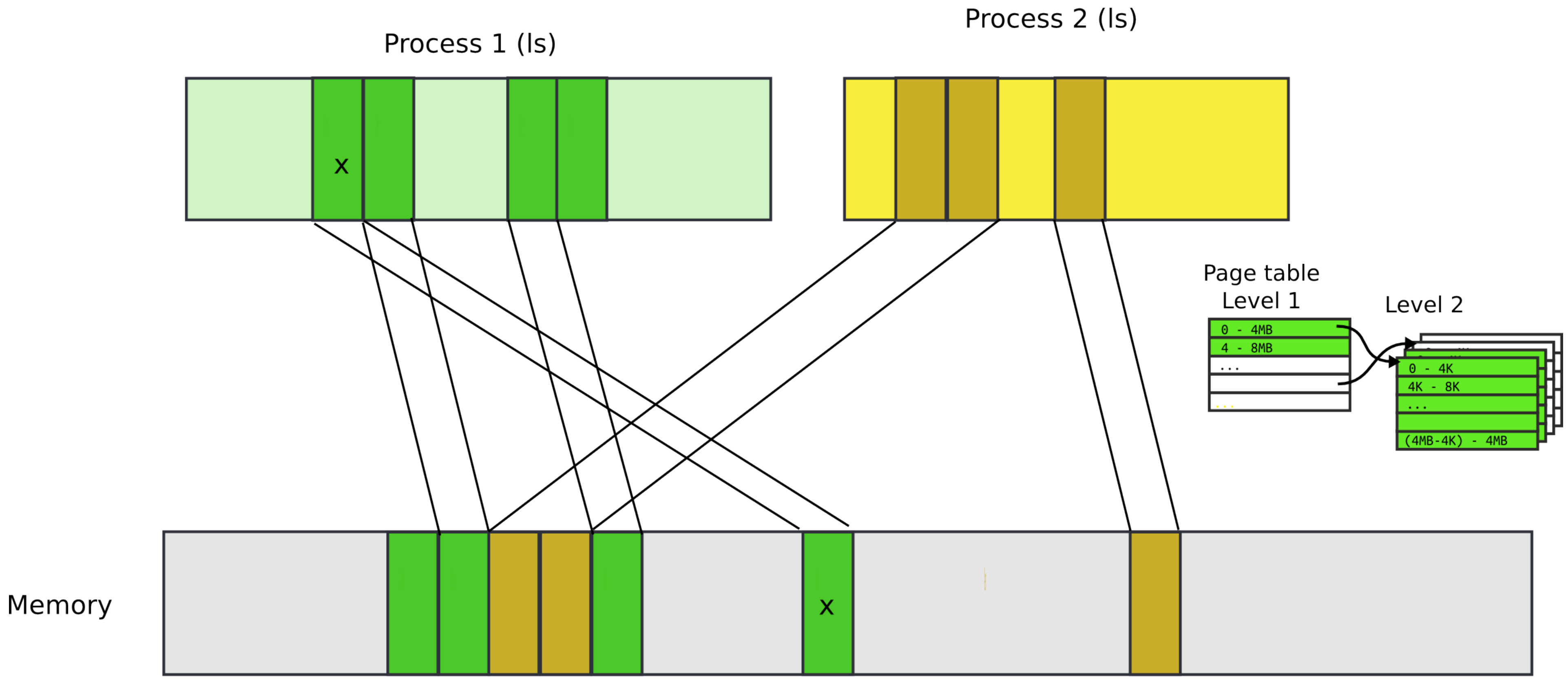
- Segments are somewhat inconvenient
  - Relocating or swapping the entire process takes time
- Memory gets fragmented
  - There might be no space (gap) for the swapped out process to come in
  - Will have to swap out other processes

Paging

Pages



Pages


Process 1 (ls)
Process 2 (ls)
x
Page table
Level 1
Level 2
0 - 4MB
4 - 8MB
...
0 - 4K
4K - 8K
...
(4MB-4K) - 4MB
Memory
x

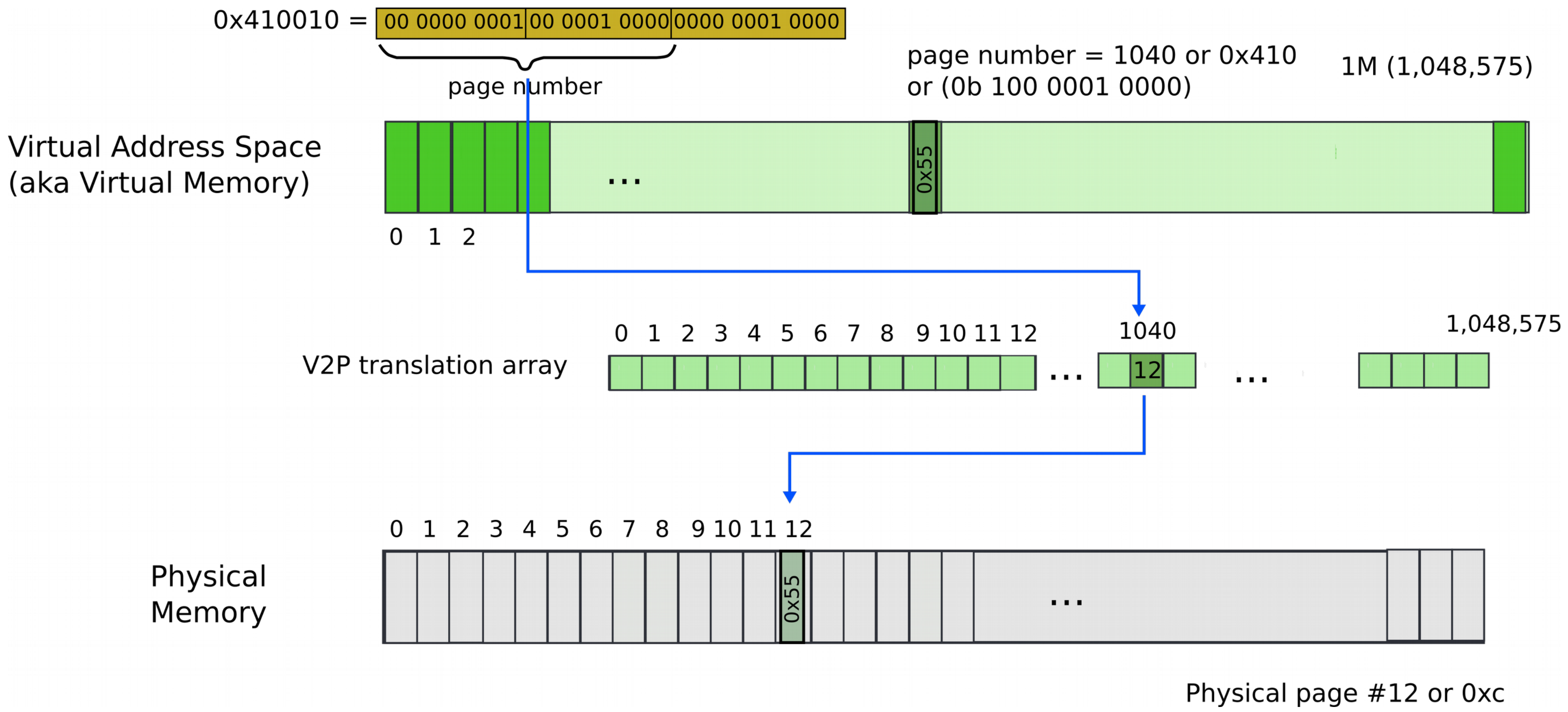
Paging idea

- Break up memory into 4096-byte chunks called pages
    - Modern hardware supports 2MB, 4MB, and 1GB pages
- Independently control mapping for each page of linear address space

- Compare with segmentation (single base + limit)
    - many more degrees of freedom

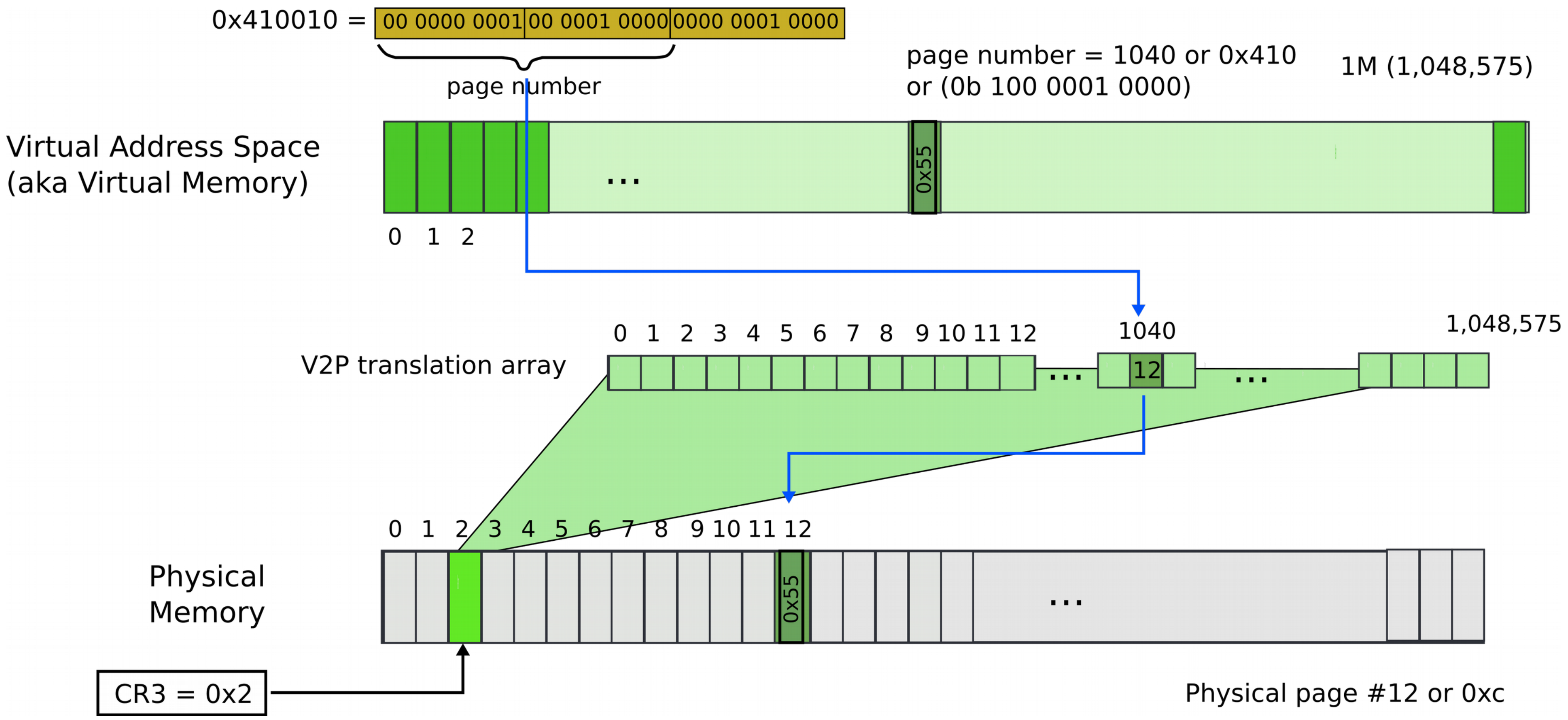
How can we build this translation mechanism?

Paging: naive approach: translation array



- Linear address 0x410010
  - Remember it's result of logical to linear translation (aka segmentation)
    - 0x410010 = 0x300010 (offset) + 0x110000 (base)

Paging: naive approach: translation array



- Linear address 0x410010
  - Remember it's result of logical to linear translation (aka segmentation)
    - 0x410010 = 0x300010 (offset) + 0x110000 (base)

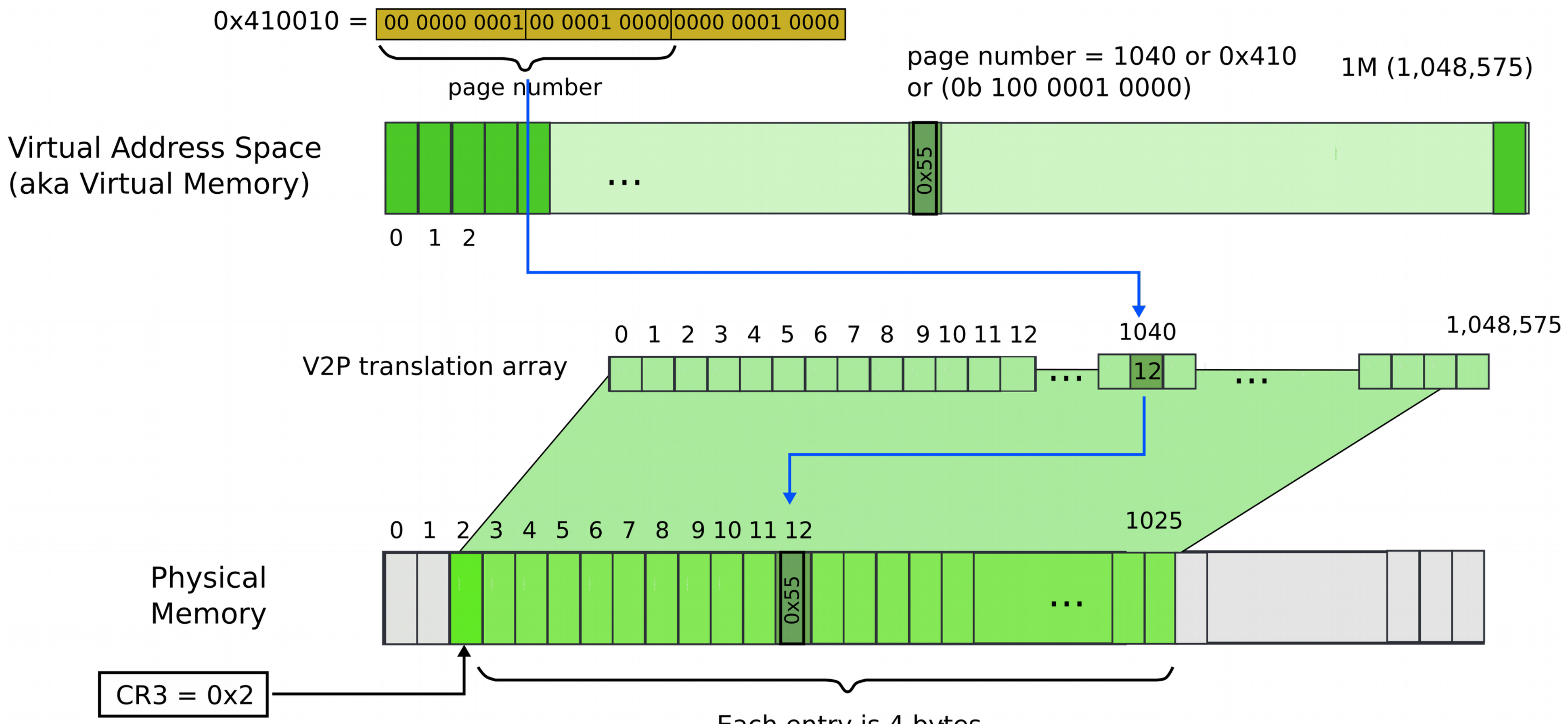
What is wrong?

What is wrong?

- We need 4 bytes to relocate each page
  - 20 bits for physical page number
  - 12 bits of access flags

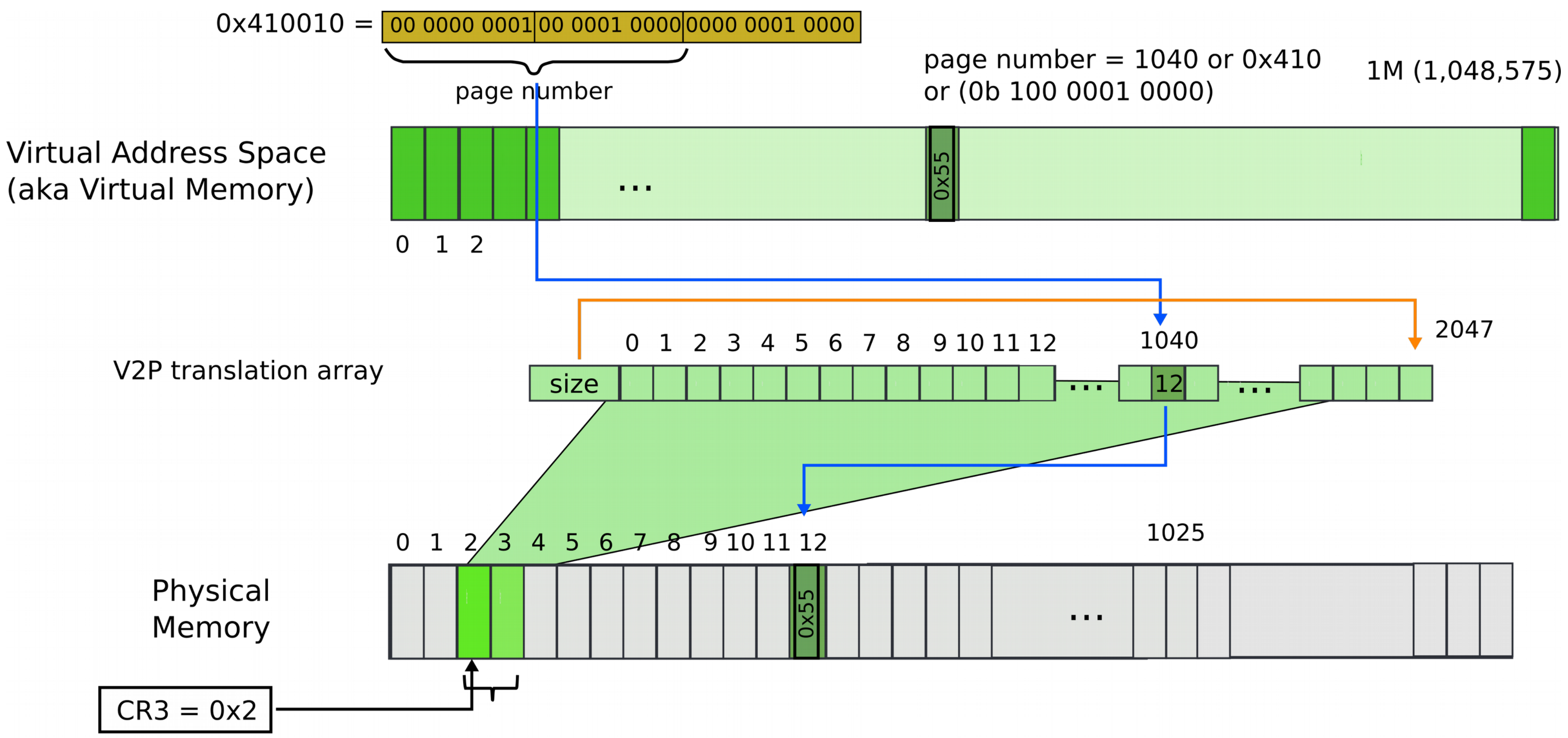
  - Therefore, we need array of 4 bytes x 1M entries
    - 4MBs

Paging: naive approach: translation array



- Each entry is 4 bytes
  -- 20 bits to represent page number + access control bits
- 1 page can contain 1024 entries
- We need 1024 pages to represent all possible 1M translations

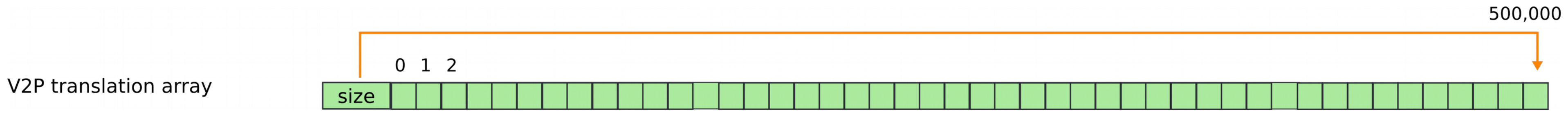
Paging: array with size



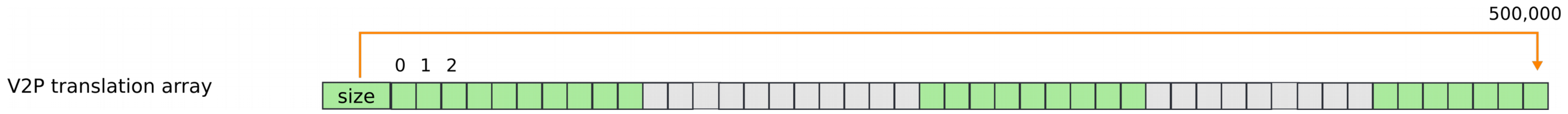
- The size controls how many entries are required

But still what may go wrong?

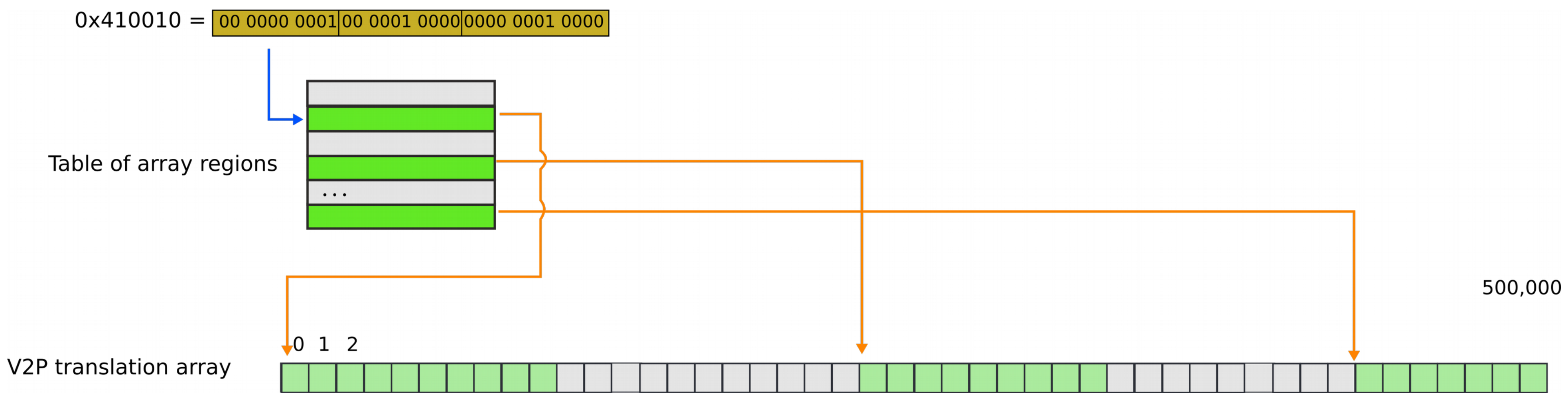
Paging: array with size



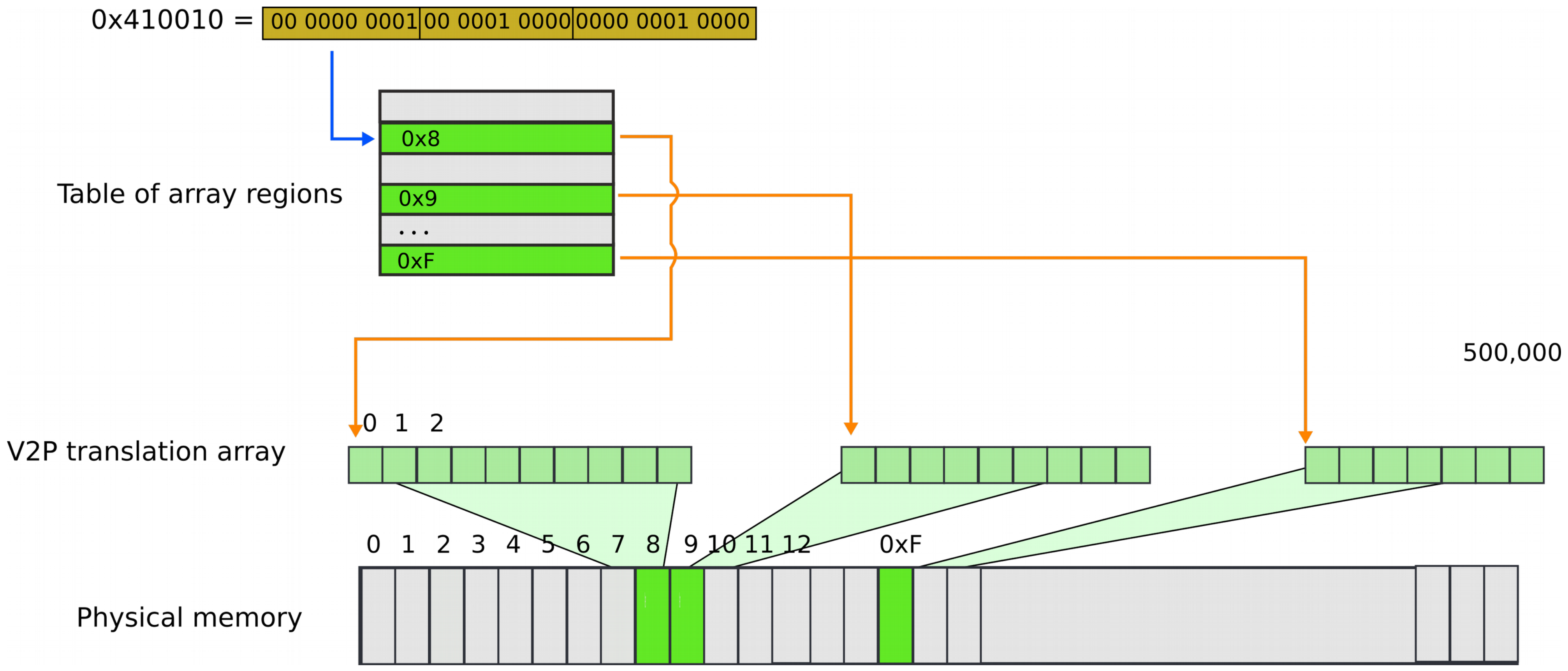
Paging: array with size



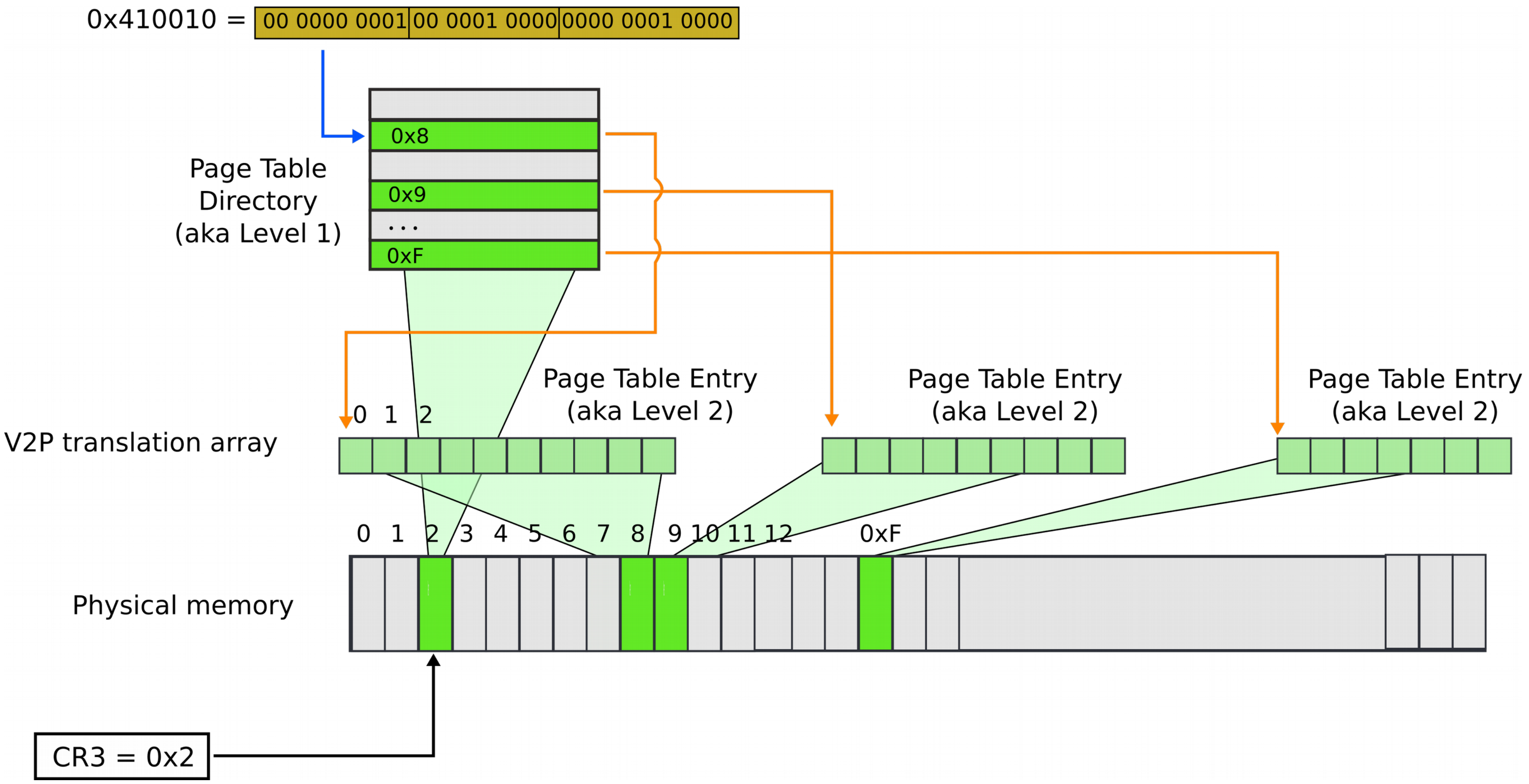
Paging: array with chunks



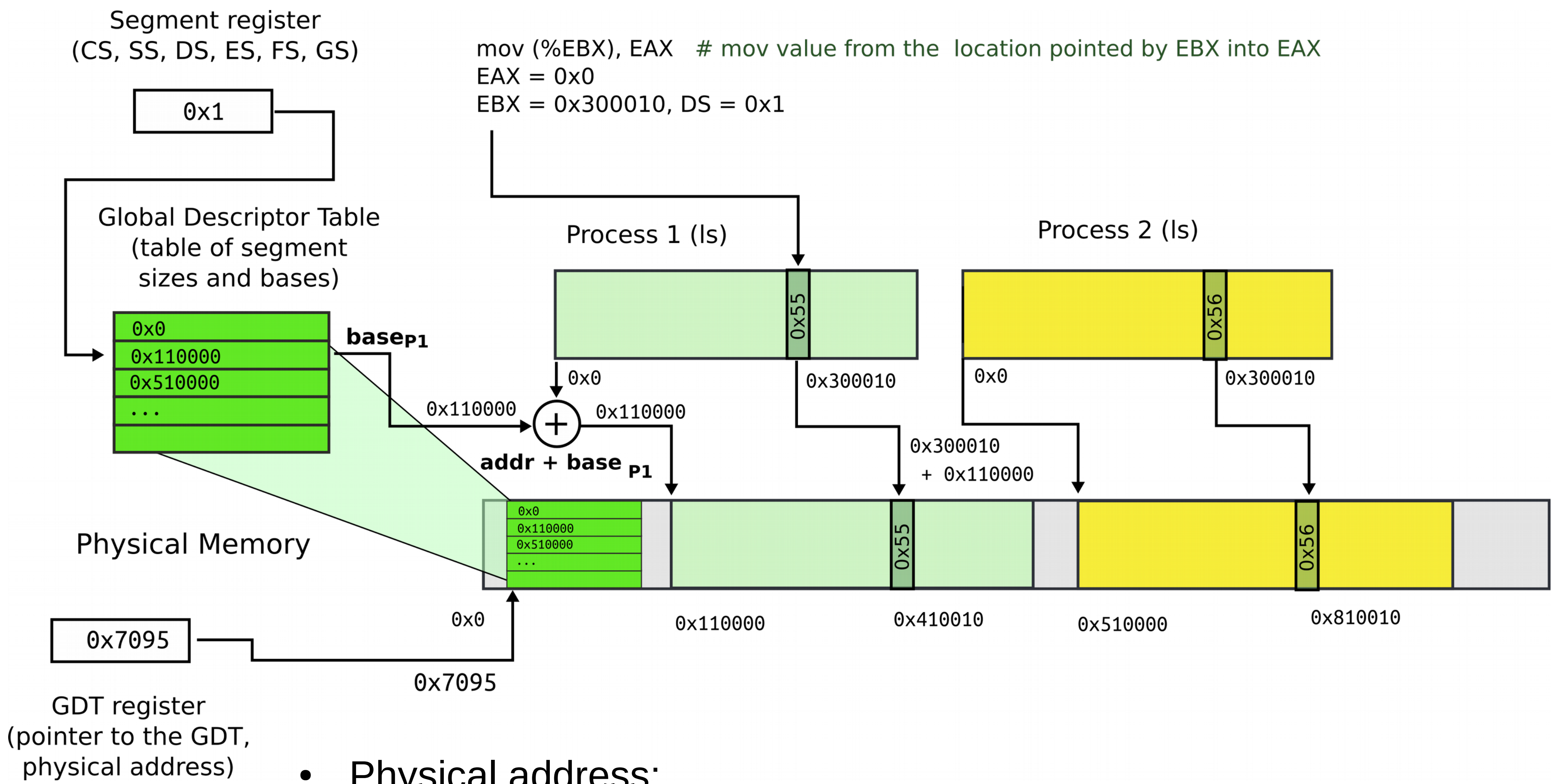
Paging: array with chunks



Paging: page table


0x410010 =
00 0000 0001
00 0001 0000
0000 0001 0000
Page Table Directory (aka Level 1)
0x8
0x9
. . .
0xF
Page Table Entry (aka Level 2)
Page Table Entry (aka Level 2)
Page Table Entry (aka Level 2)
V2P translation array
0 1 2
0 1 2 3 4 5 6 7 8 9 10 11 12 0xF
Physical memory
CR3 = 0x2

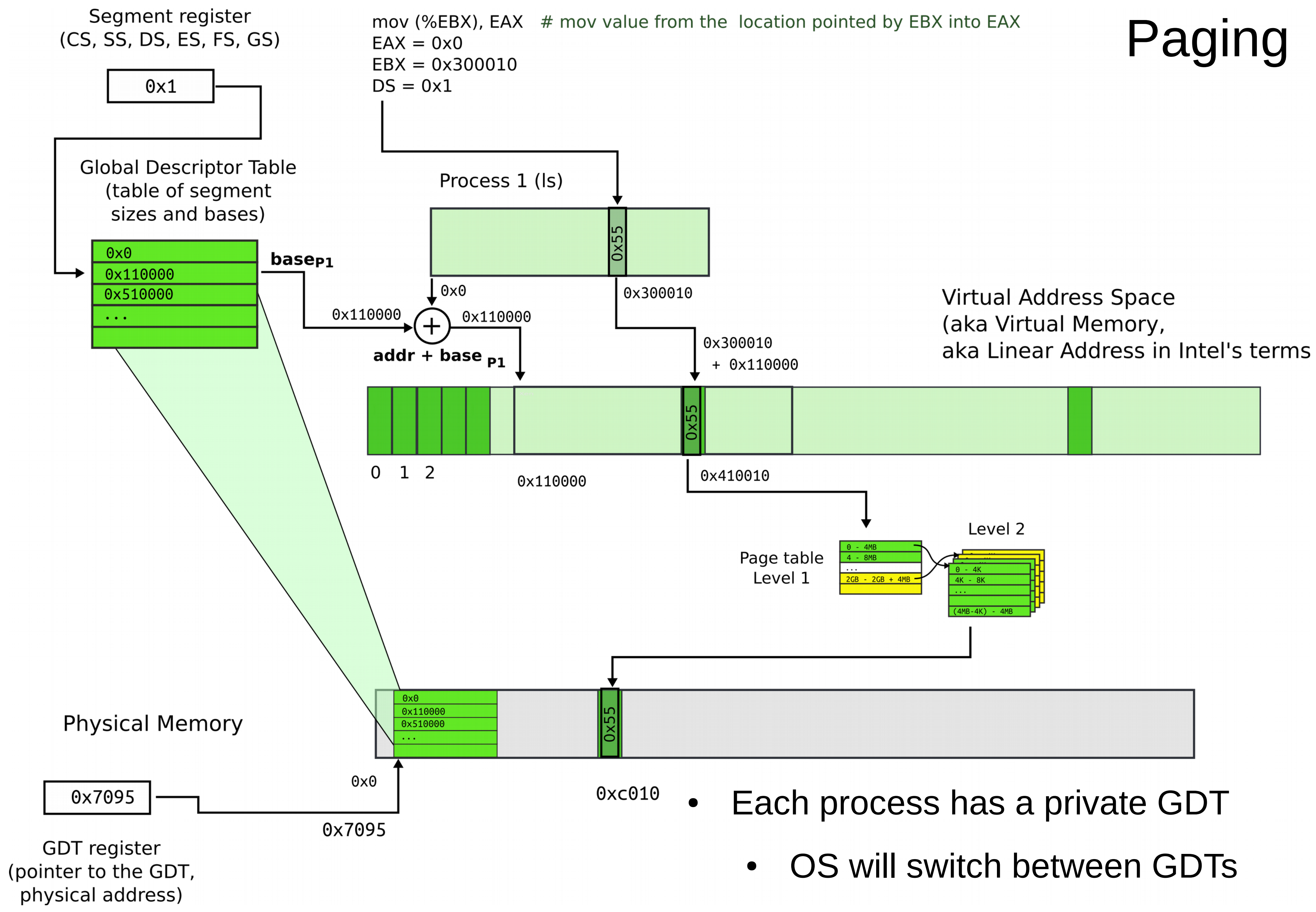
Back to real page tables



- Physical address:
  - 0x410010 = 0x300010 (offset) + 0x110000 (base)
  - Intel calls this address “linear”

Paging

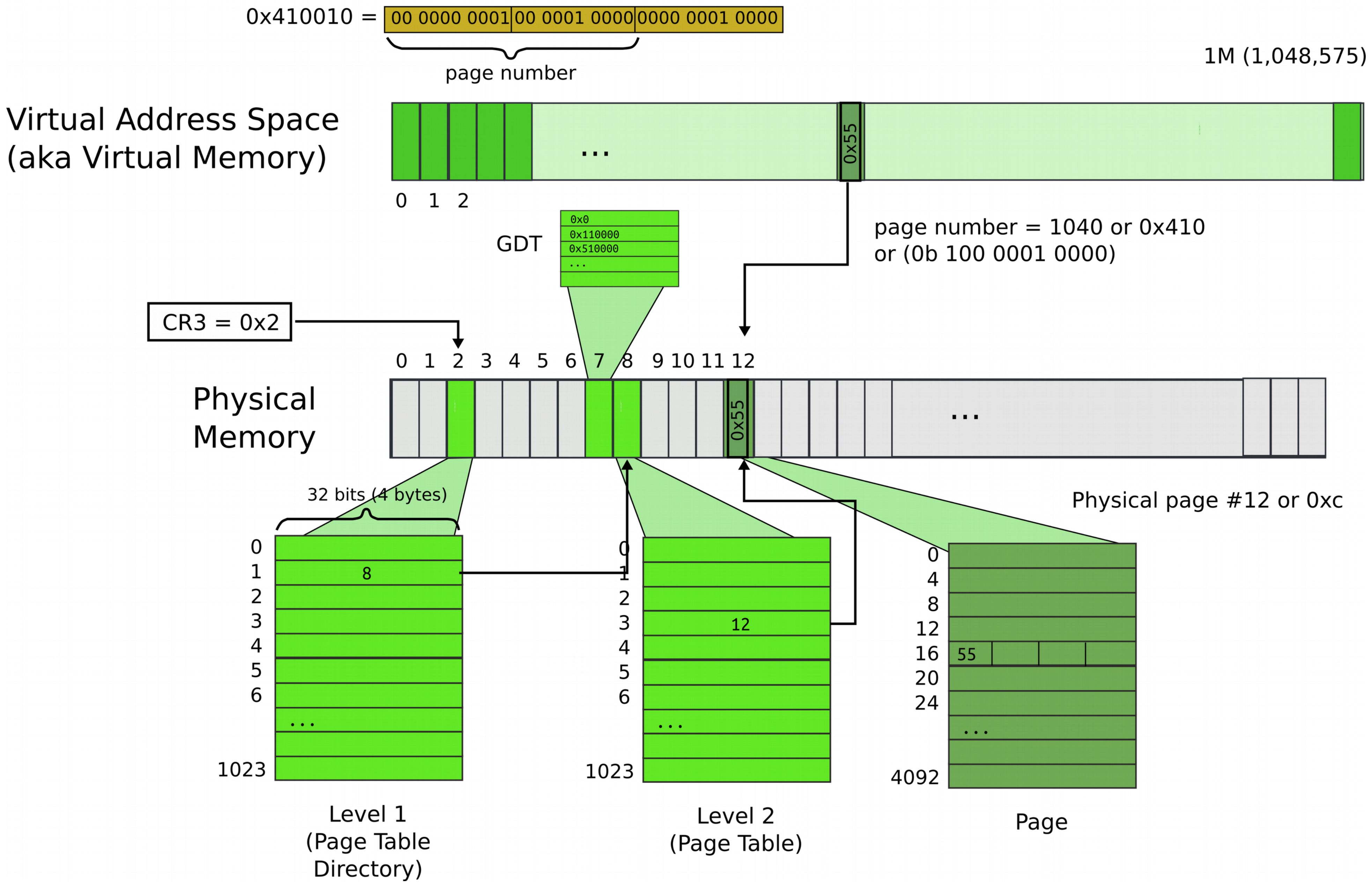
```
mov (%EBX), EAX   # mov value from the  location pointed by EBX into EAX
EAX = 0x0
EBX = 0x300010
DS = 0x1
```



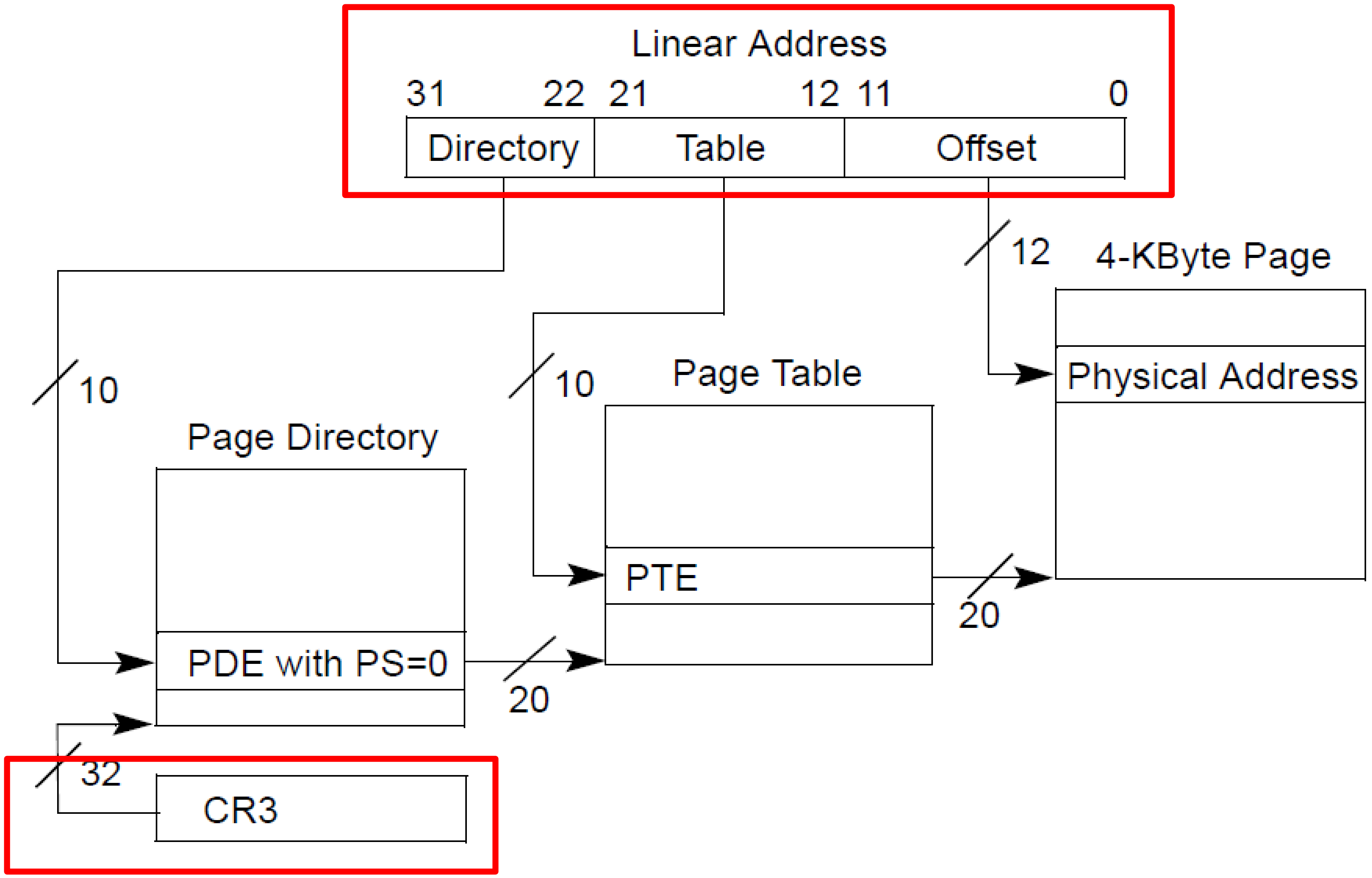
- Each process has a private GDT
  - OS will switch between GDTs

Paging

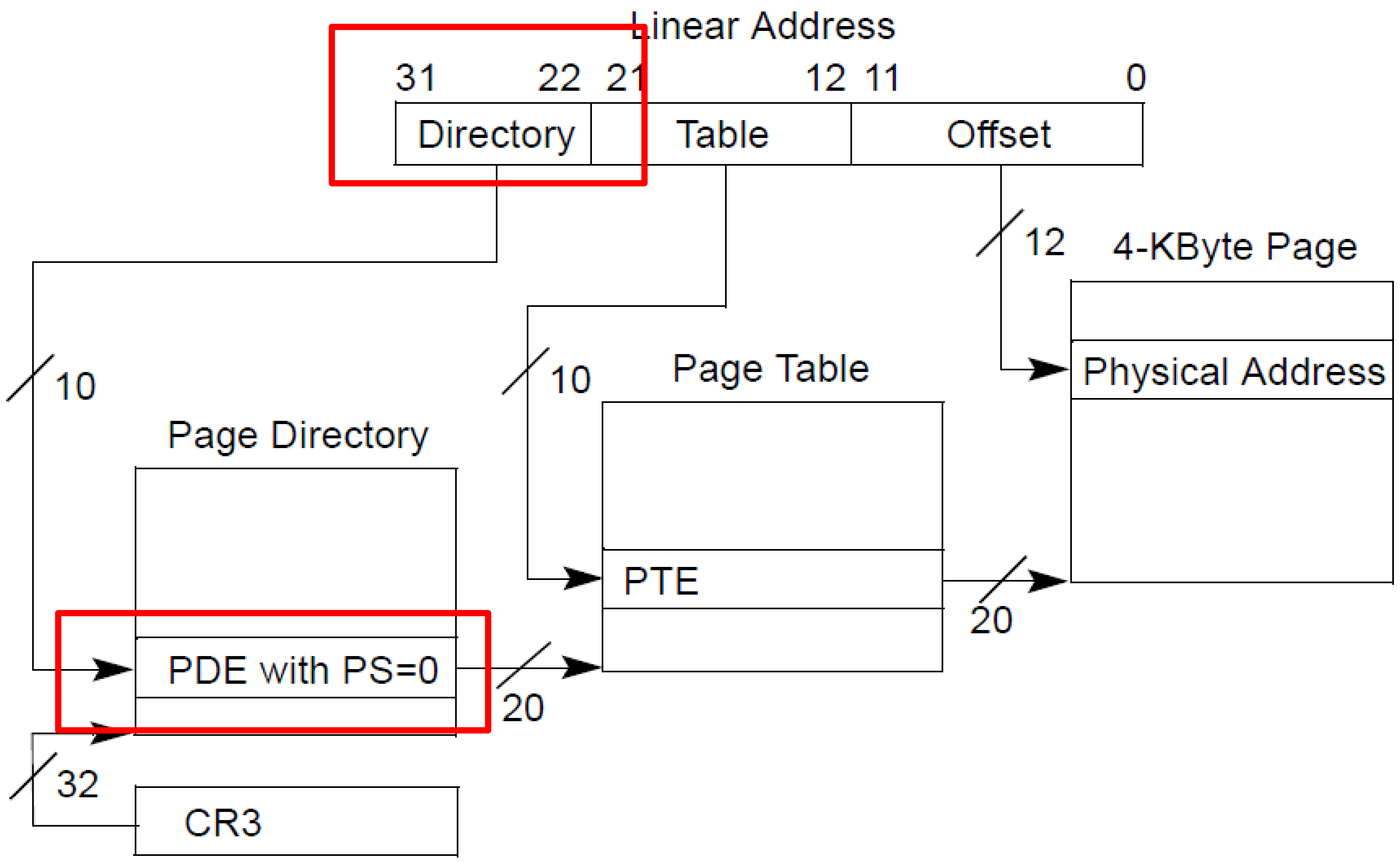
```
mov (%EBX), EAX   # mov value from the  location pointed by EBX into EAX
EAX = 0
EBX = 0x300010
DS = 0x1
LInear address for 0x300010 is 0x410010
```



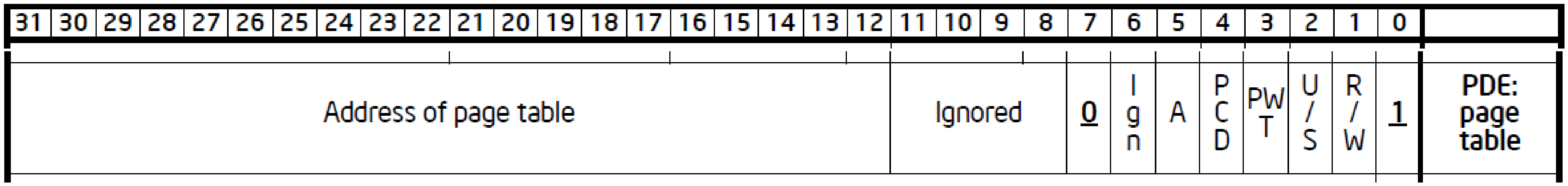
Page translation



Page translation



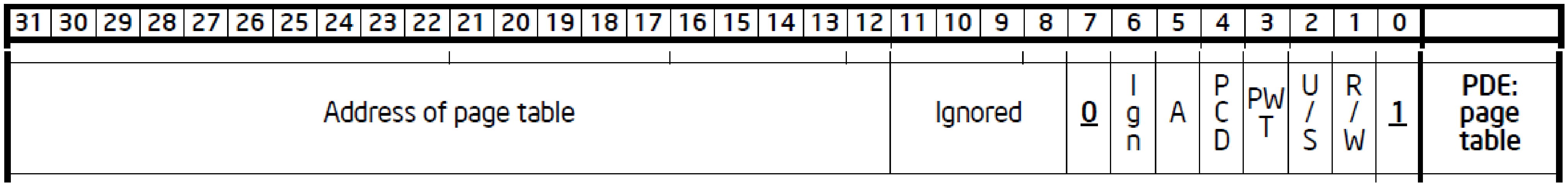
Page directory entry (PDE)



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	
Address of page table																				Ignored				**0**	Ign	A	PCD	PWT	U/S	R/W	**1**	**PDE: page table**

- 20 bit address of the page table

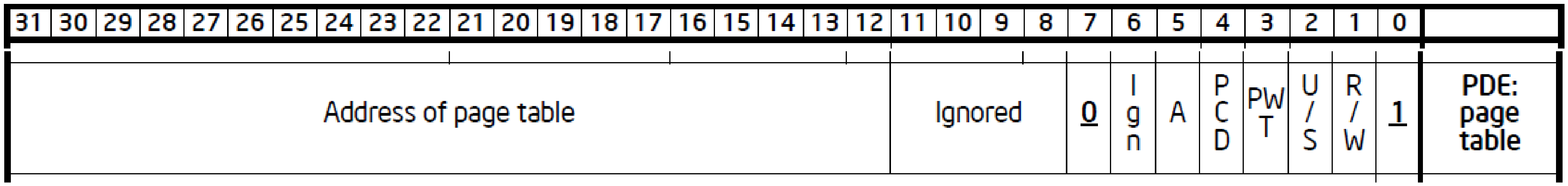
Page directory entry (PDE)



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	
Address of page table																				Ignored				<u>0</u>	Ign	A	PCD	PWT	U/S	R/W	<u>1</u>	**PDE: page table**

- 20 bit address of the page table
- Wait... 20 bit address, but we need 32 bits

Page directory entry (PDE)

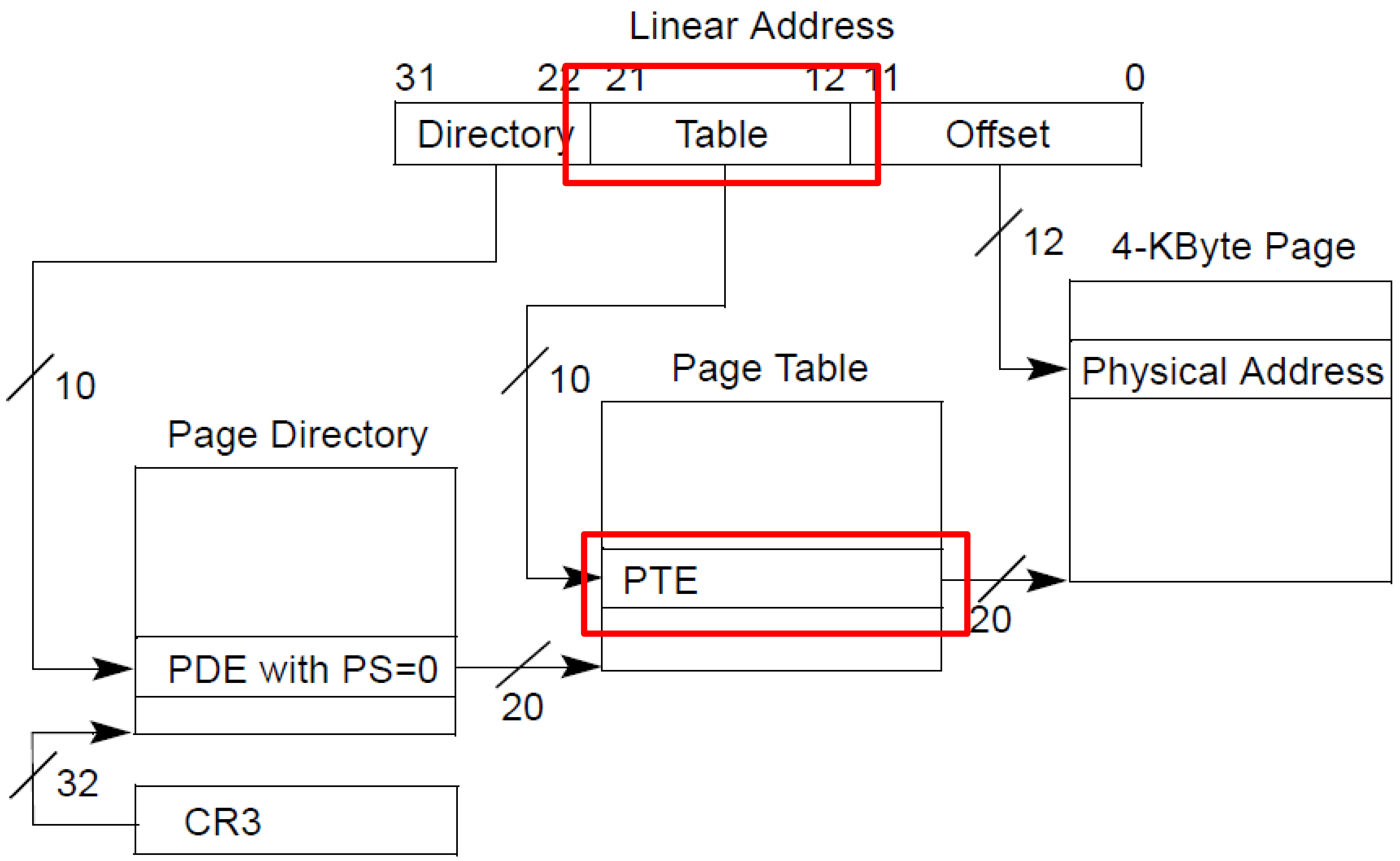


31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Address of page table																				Ignored				0	Ign	A	PCD	PWT	U/S	R/W	1	**PDE: page table**

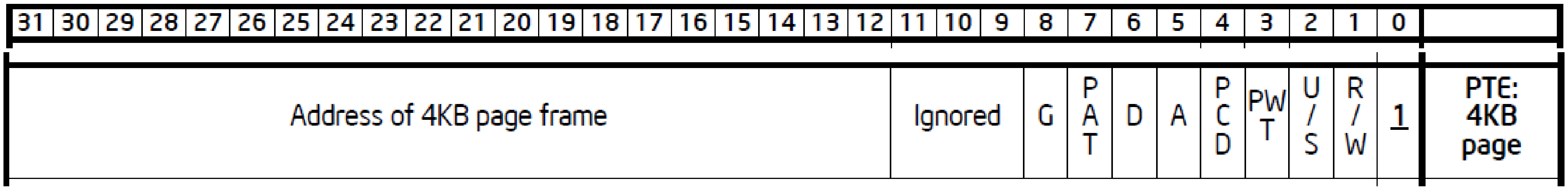
- 20 bit address of the page table
- Wait... 20 bit address, but we need 32 bits

  - Pages 4KB each, we need 1M to cover 4GB
  - Pages start at 4KB (page aligned boundary)

Page translation



Page table entry (PTE)



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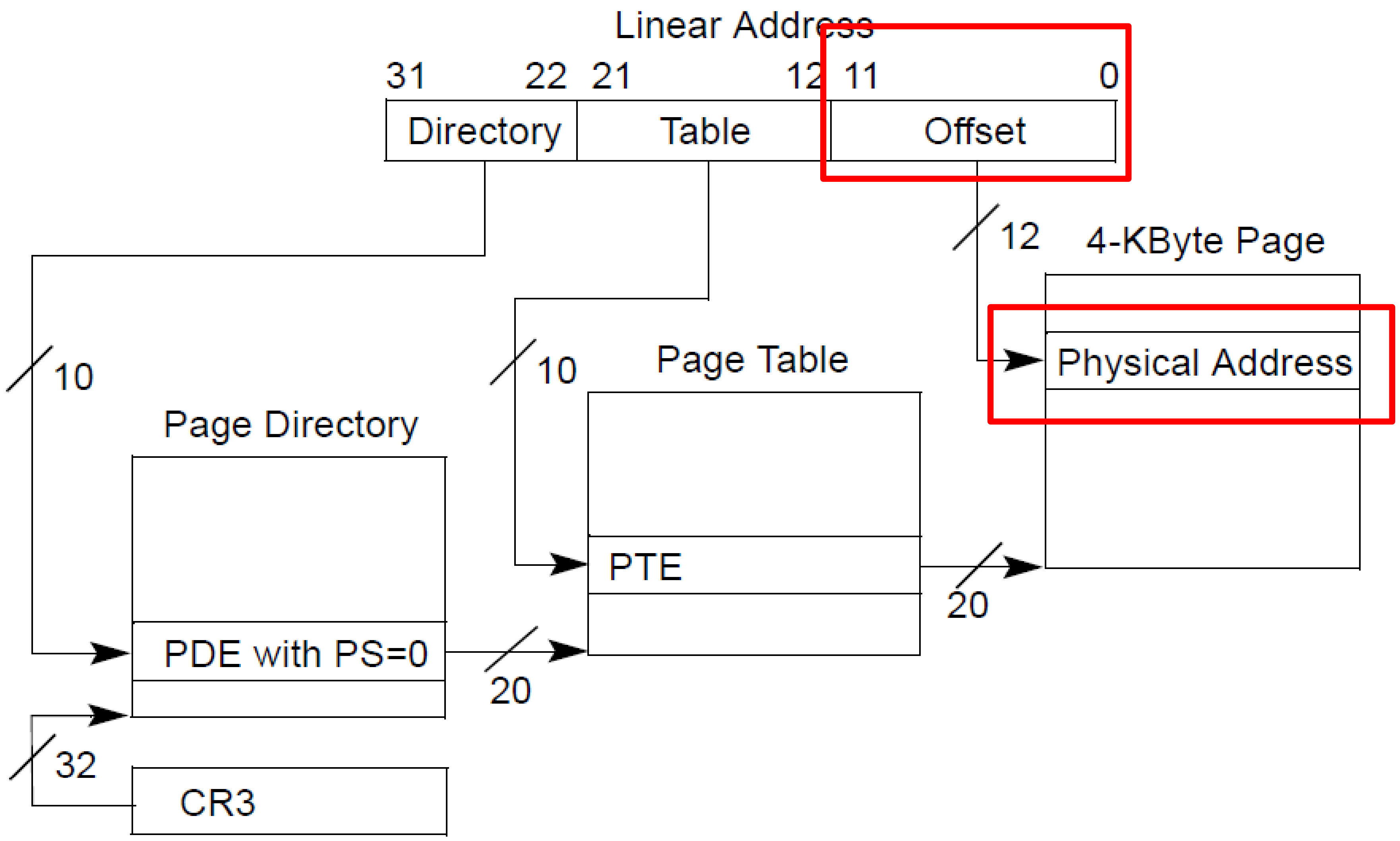
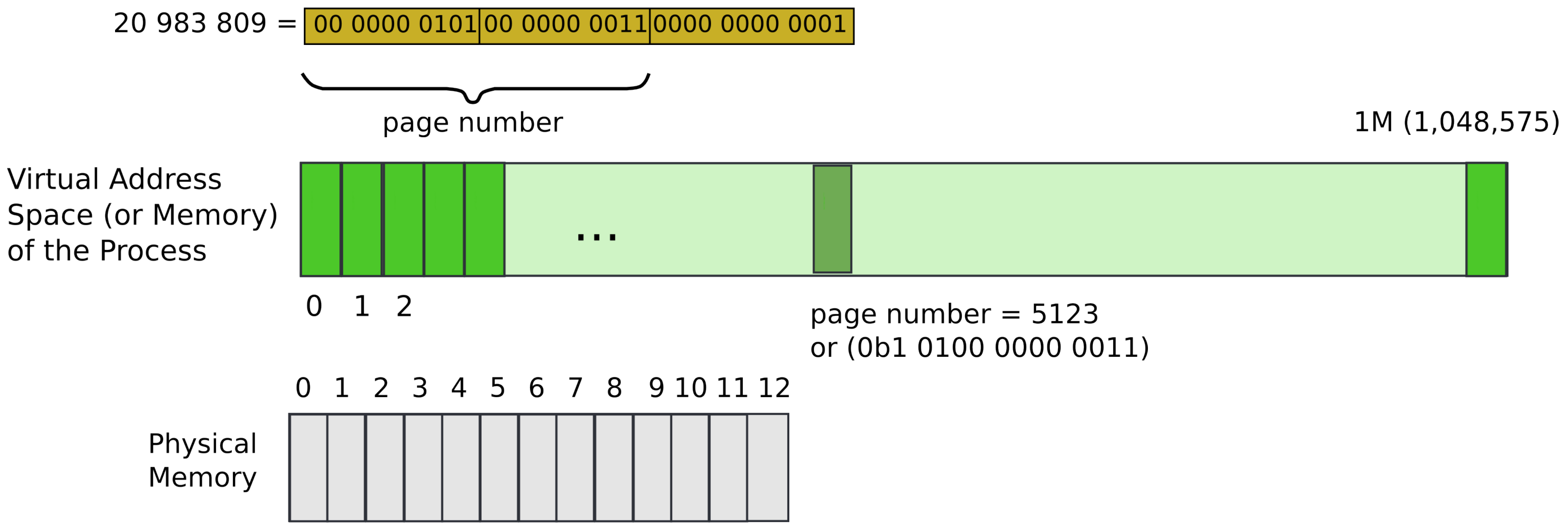
Address of 4KB page frame																				Ignored			G	PAT	D	A	PCD	PWT	U/S	R/W	1	**PTE: 4KB page**

- 20 bit address of the 4KB page
    - Pages 4KB each, we need 1M to cover 4GB

Page translation



```
mov (%EBX), EAX   # mov value from the  location pointed by EBX into EAX
EAX = 0
EBX = 20 983 809
```



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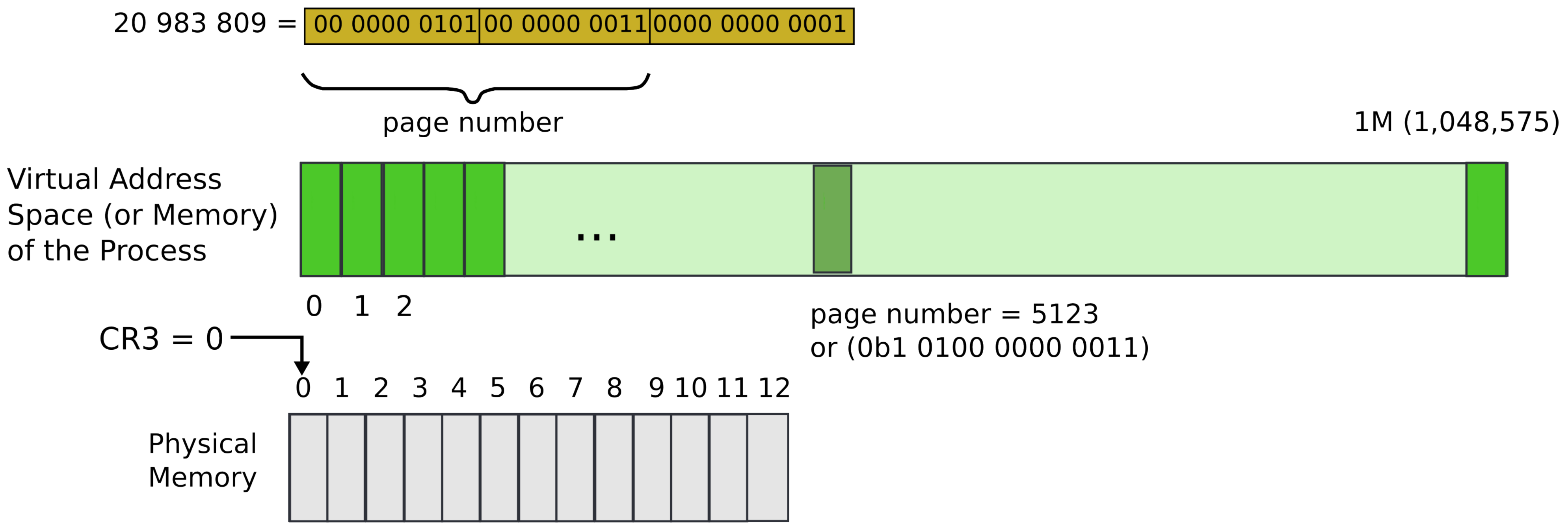

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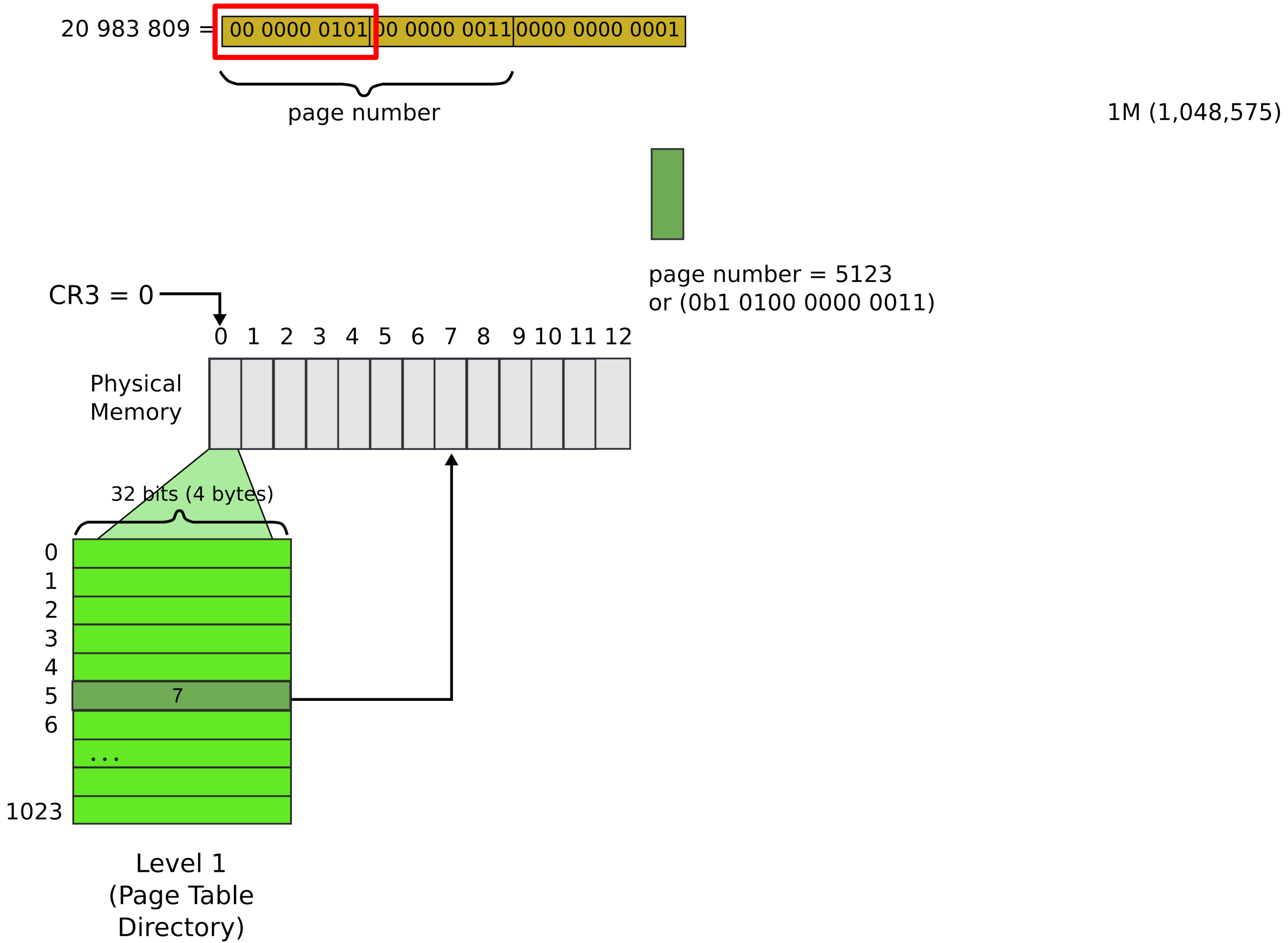

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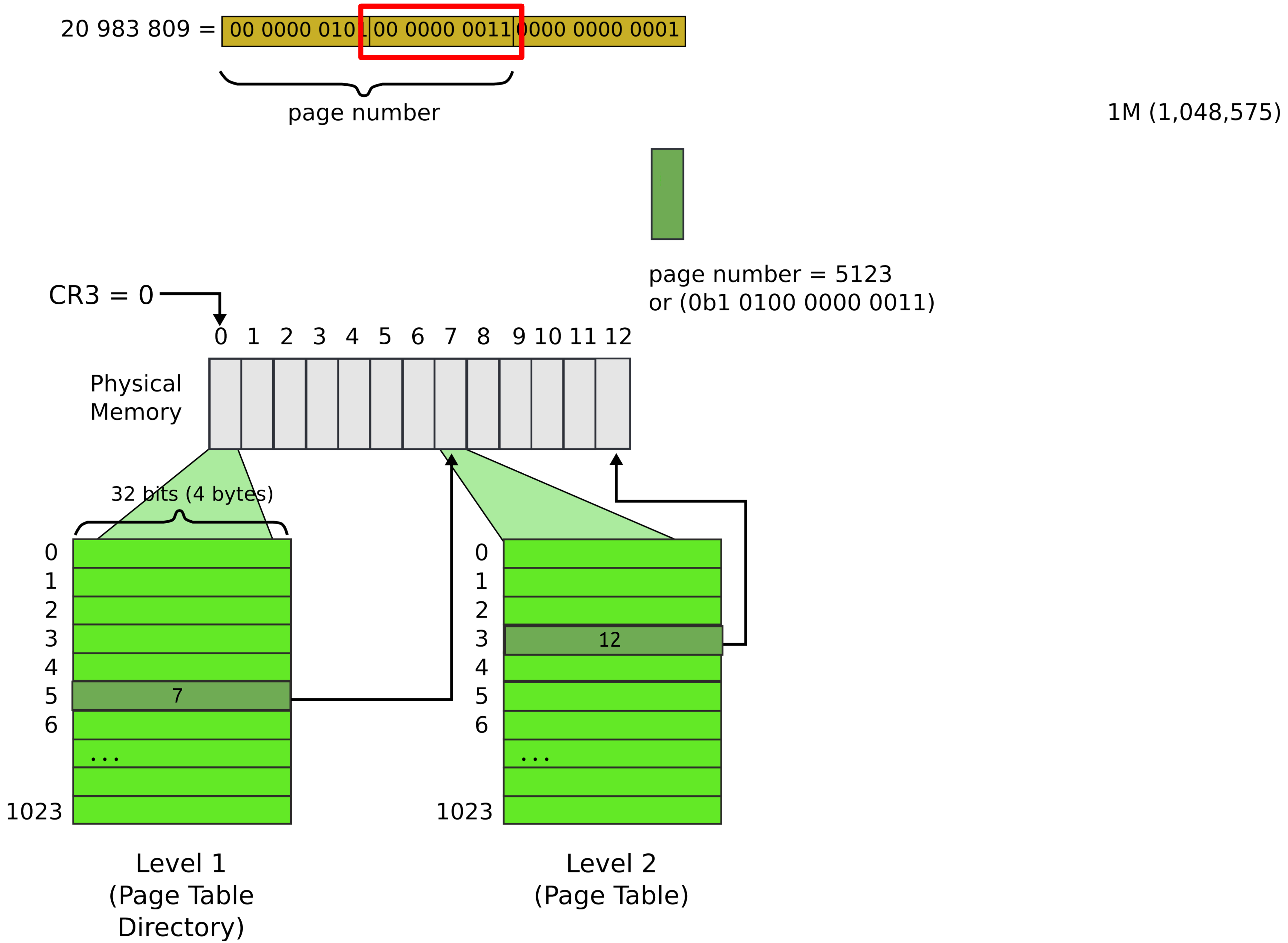

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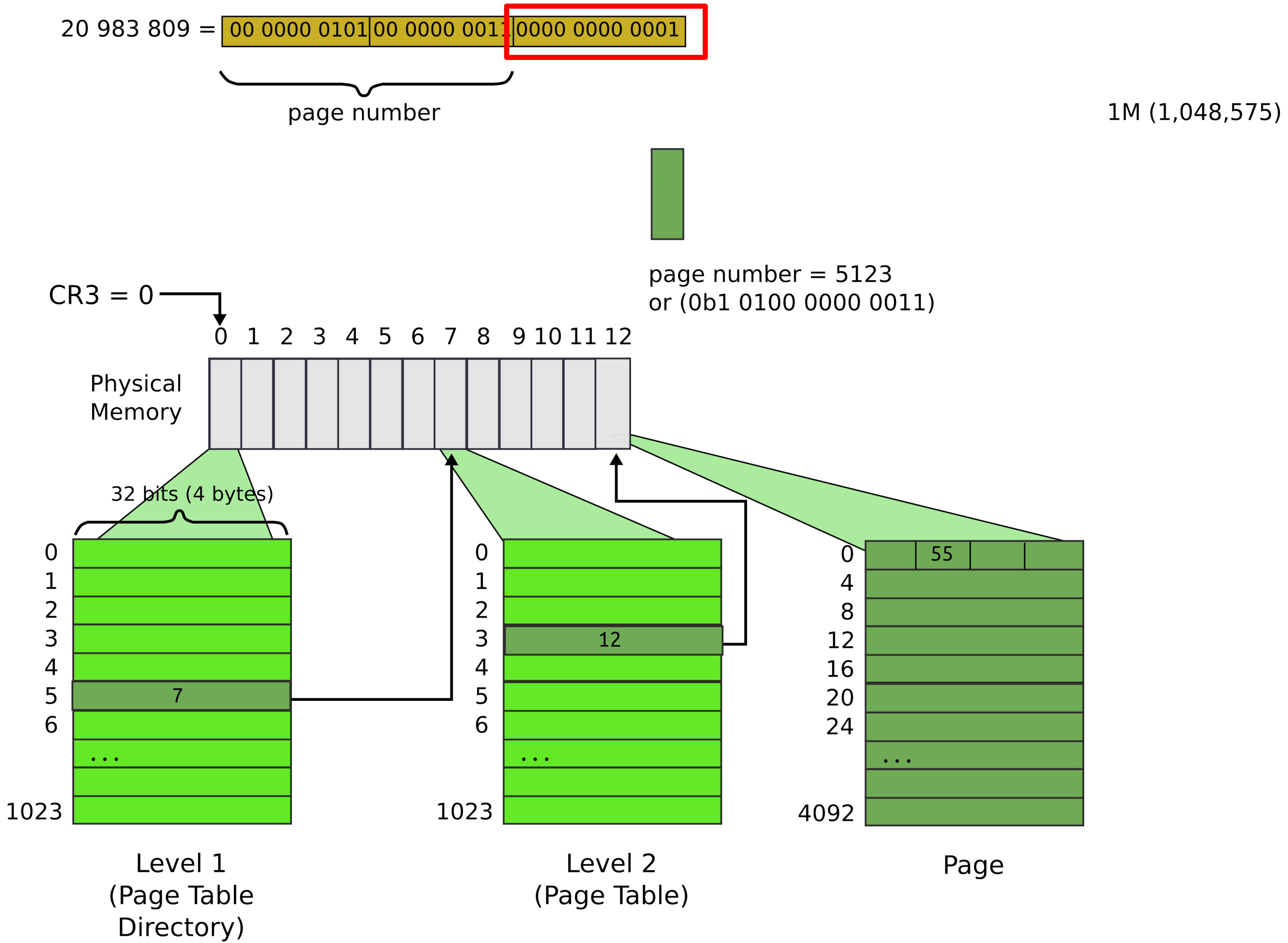


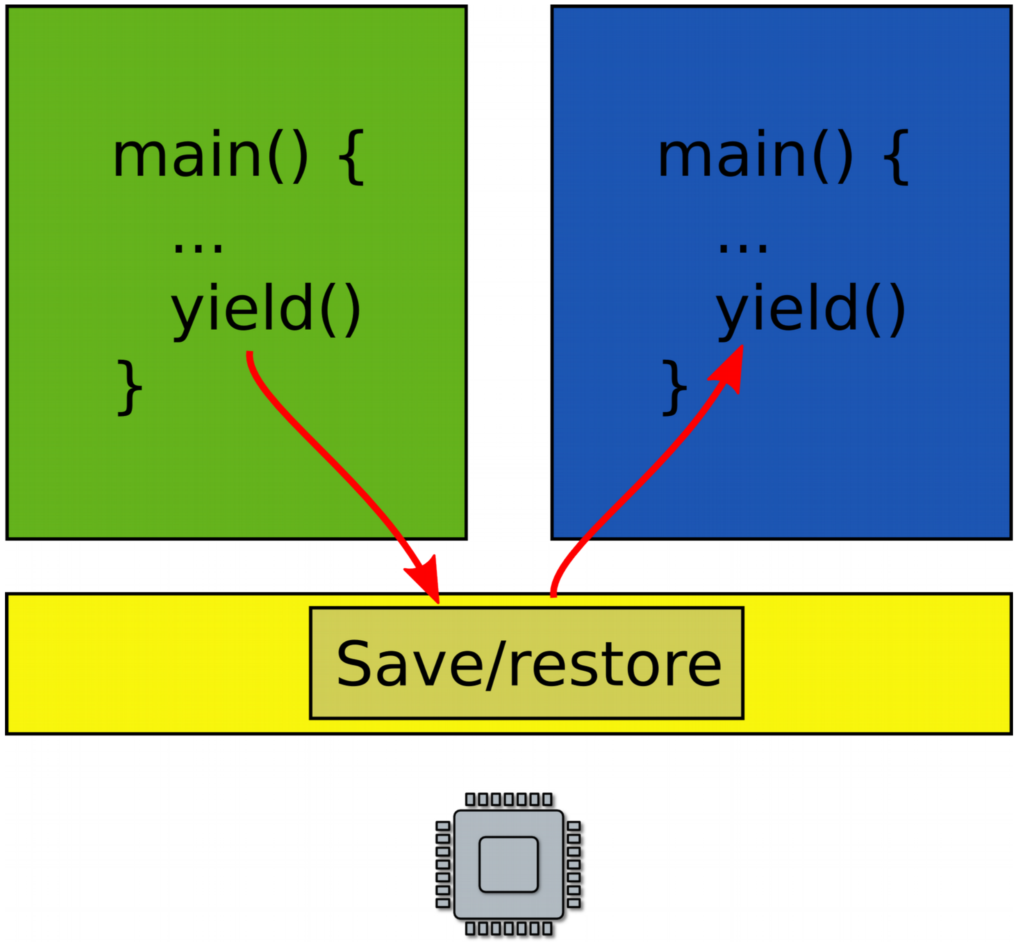
- Result:
  - EAX = 55

Benefit of page tables

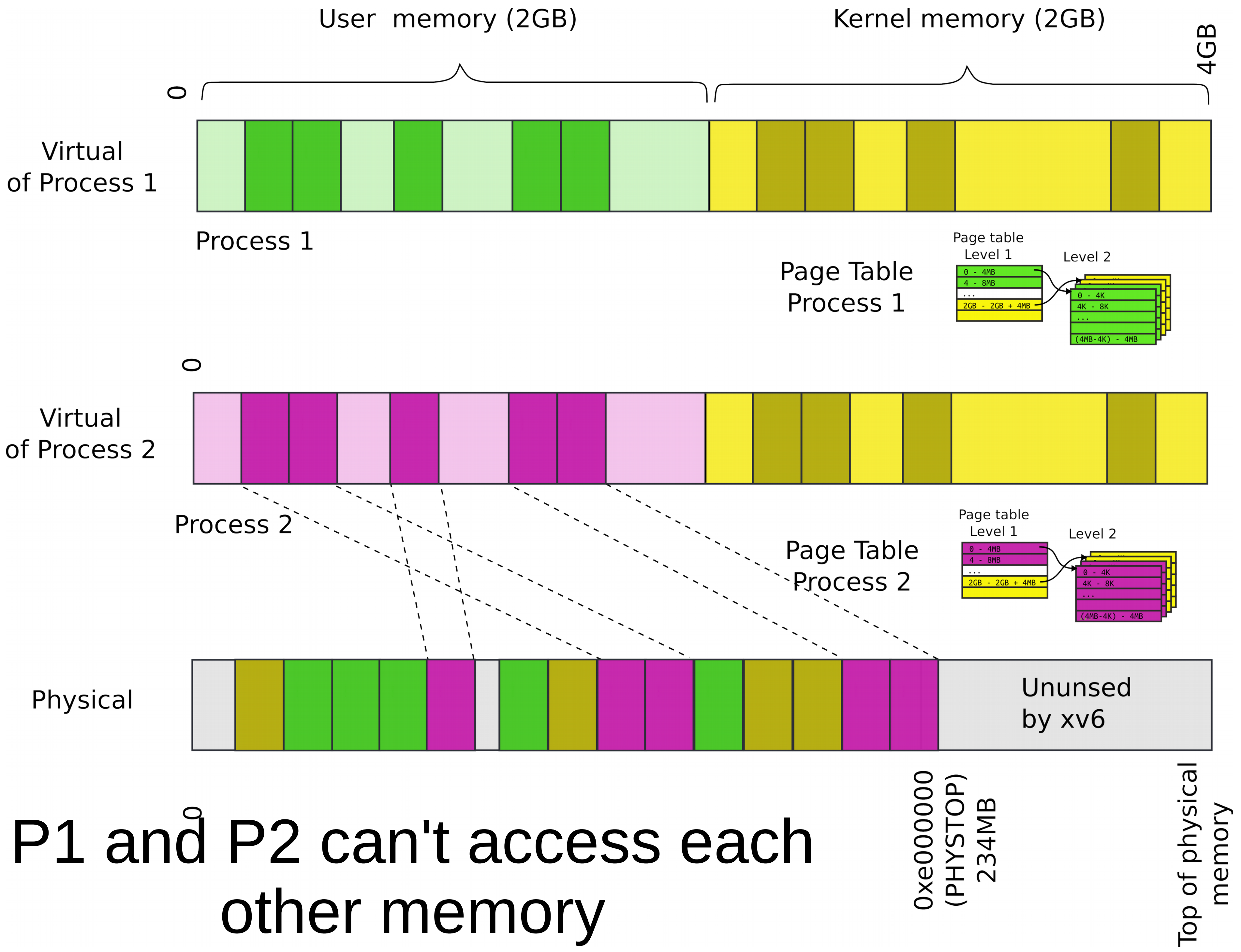
… Compared to arrays?

- Page tables represent sparse address space more efficiently
  - An entire array has to be allocated upfront
  - But if the address space uses a handful of pages
  - Only page tables (Level 1 and 2 need to be allocated to describe translation)
- On a dense address space this benefit goes away
  - I'll assign a homework!

What about isolation?



- Two programs, one memory?
- Each process has its own page table
    - OS switches between them



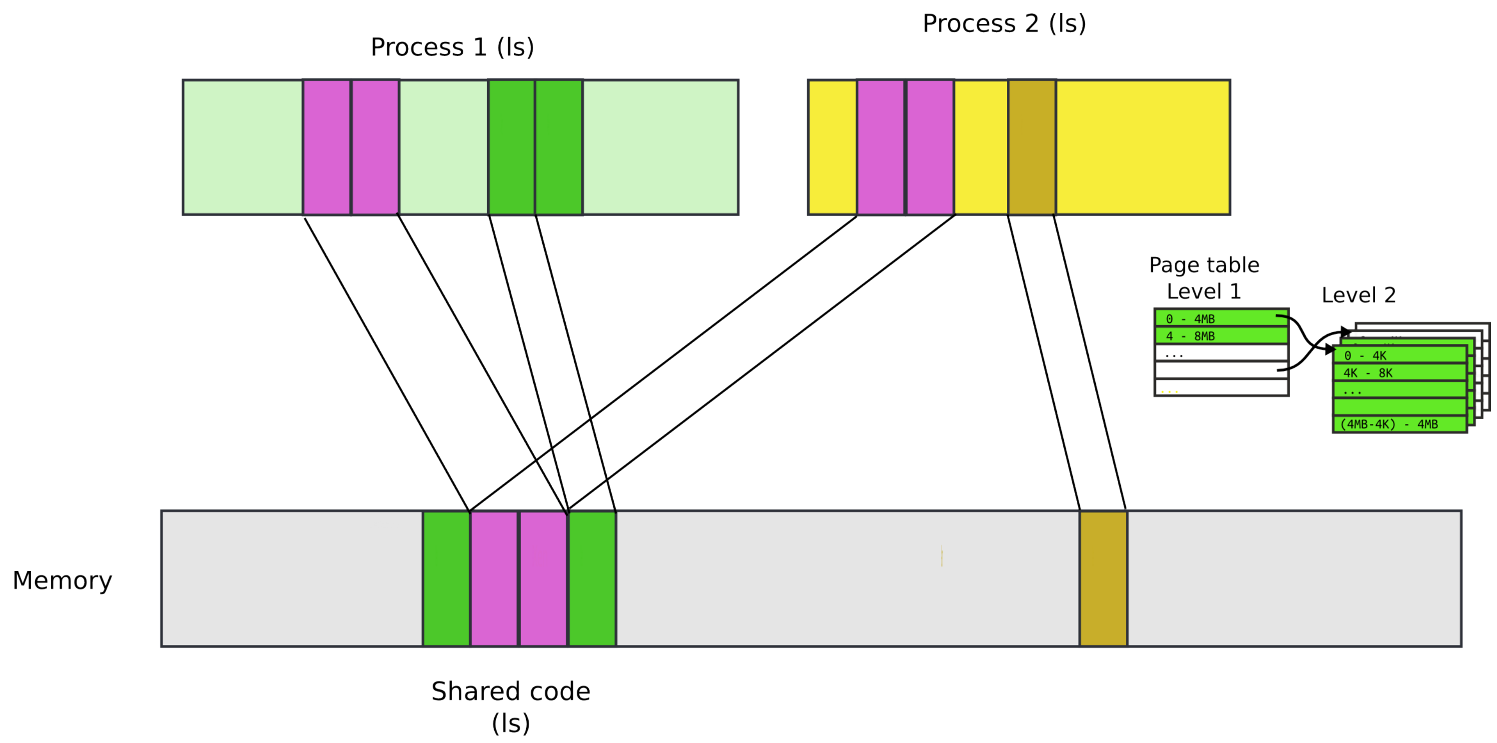
P1 and P2 can't access each other memory

Compared to segments pages allow ...

- Emulate large virtual address space on a smaller physical memory
  - In our example we had only 12 physical pages
  - But the program can access all 1M pages in its 4GB address space
  - The OS will move other pages to disk

Compared to segments pages allow ...

- Share a region of memory across multiple programs
  - Communication (shared buffer of messages)
  - Shared libraries



More paging tricks

- Protect parts of the program
  - E.g., map code as read-only
    - Disable code modification attacks
    - Remember R/W bit in PTD/PTE entries!
  - E.g., map stack as non-executable
    - Protects from stack smashing attacks
    - Non-executable bit

More paging tricks

- Determine a working set of a program?

More paging tricks

- Determine a working set of a program?
  - Use “accessed” bit

More paging tricks

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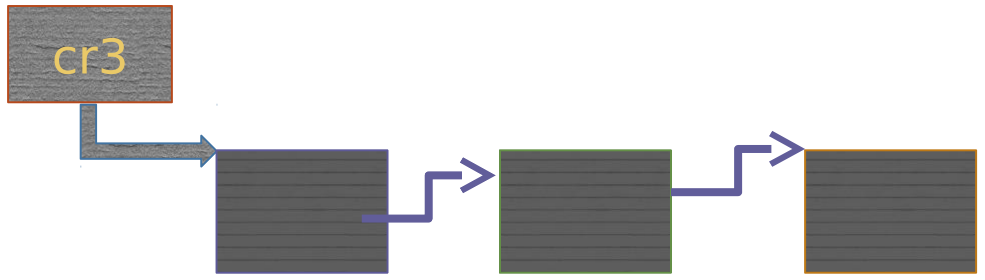
- Copy-on-write memory, e.g. lightweigh `fork()`?

More paging tricks

- Determine a working set of a program?
  - Use “accessed” bit
- Iterative copy of a working set?
  - Used for virtual machine migration
  - Use “dirty” bit
- Copy-on-write memory, e.g. lightweight `fork()`?
  - Map page as read/only

TLB

- Walking page table is slow
  - Each memory access is 240 (local) - 360 (one QPI hop away) cycles on modern hardware
  - L3 cache access is 50 cycles



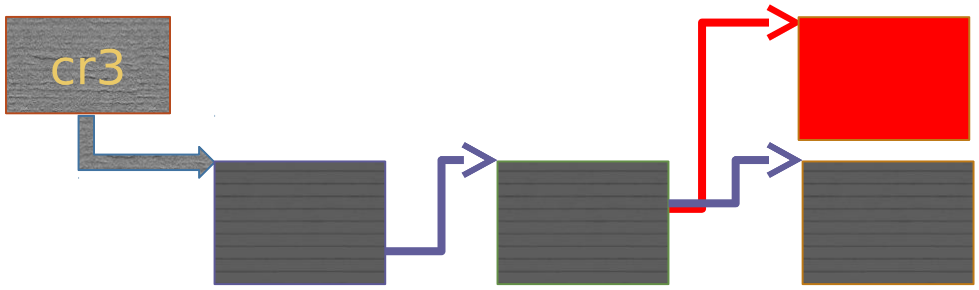
TLB

- CPU caches results of page table walks
  - In translation lookaside buffer (TLB)

Virt	Phys
0xf0231000	0x1000
0x00b31000	0x1f000
0xb0002000	0xc1000
-	-

TLB invalidation

- TLB is a cache (in CPU)
  - It is not coherent with memory
  - If page table entry is changes, TLB remains the same and is out of sync



Virt	Phys
0xf0231000	0x1000
0x00b31000	0x1f000
0xb0002000	0xc1000
-	-

Same
Virt Addr.

No
Change!!!

TLB invalidation

- After every page table update, OS needs to manually invalidate cached values
  - Flush TLB
    - Either one specific entry
    - Or entire TLB, e.g., when CR3 register is loaded
    - This happens when OS switches from one process to another
  - This is expensive
    - Refilling the TLB with new values takes time

Tagged TLBs

- Modern CPUs have “tagged TLBs”,
  - Each TLB entry has a “tag” – identifier of a process
  - No need to flush TLBs on context switch
- On Intel this mechanism is called
  - Process-Context Identifiers (PCIDs)

Virt	Phys	Tag
0xf0231000	0x1000	P1
0x00b31000	0x1f000	P2
0xb0002000	0xc1000	P1

When would you disable paging?

When would you disable paging?

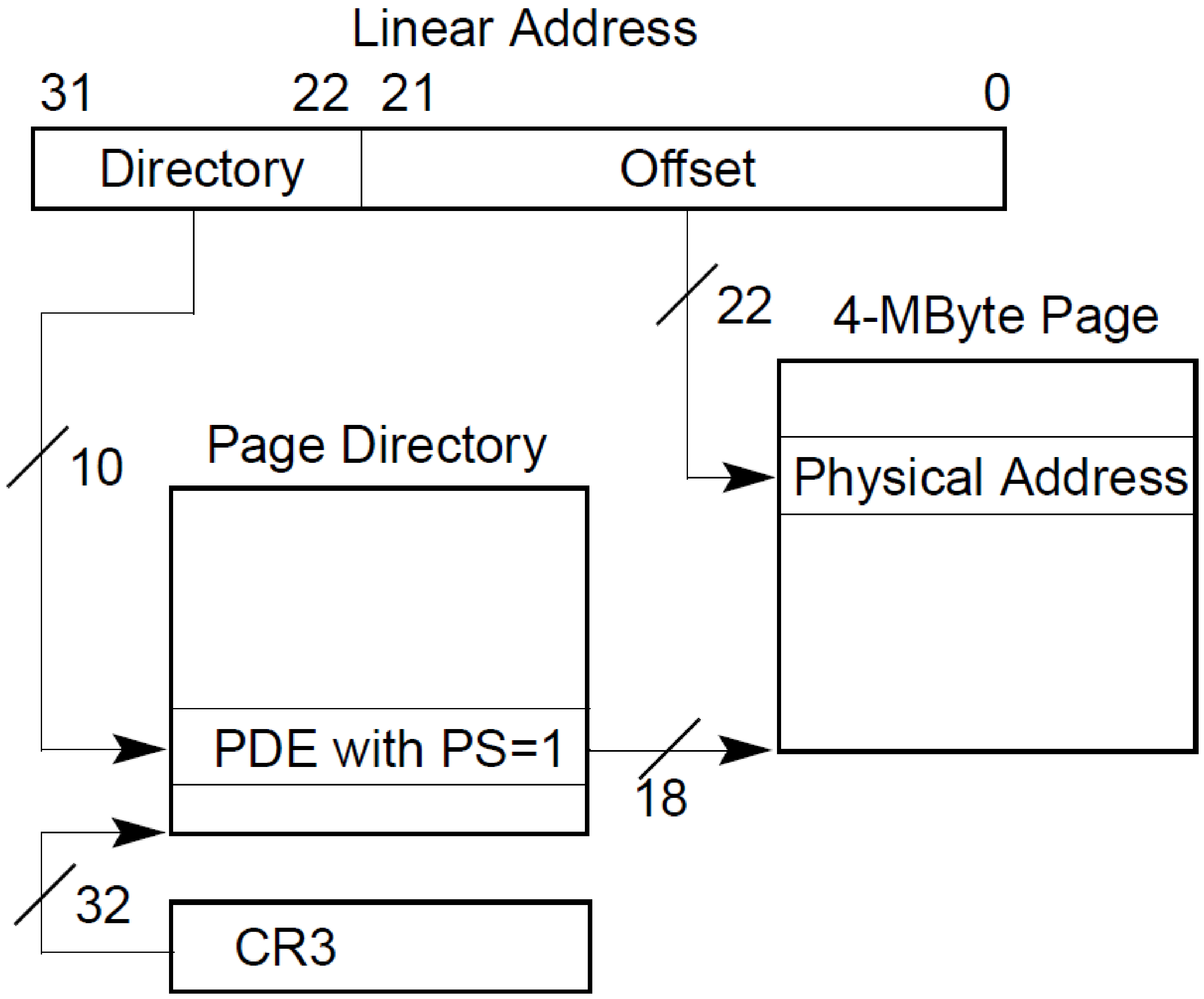
- Imagine you're running a memcached
  - Key/value cache
- You serve 1024 byte values (typical) on 10Gbps connection
  - 1024 byte packets can leave every 835ns, or 1670 cycles (2GHz machine)
  - This is your target budget per packet
-

When would you disable paging?

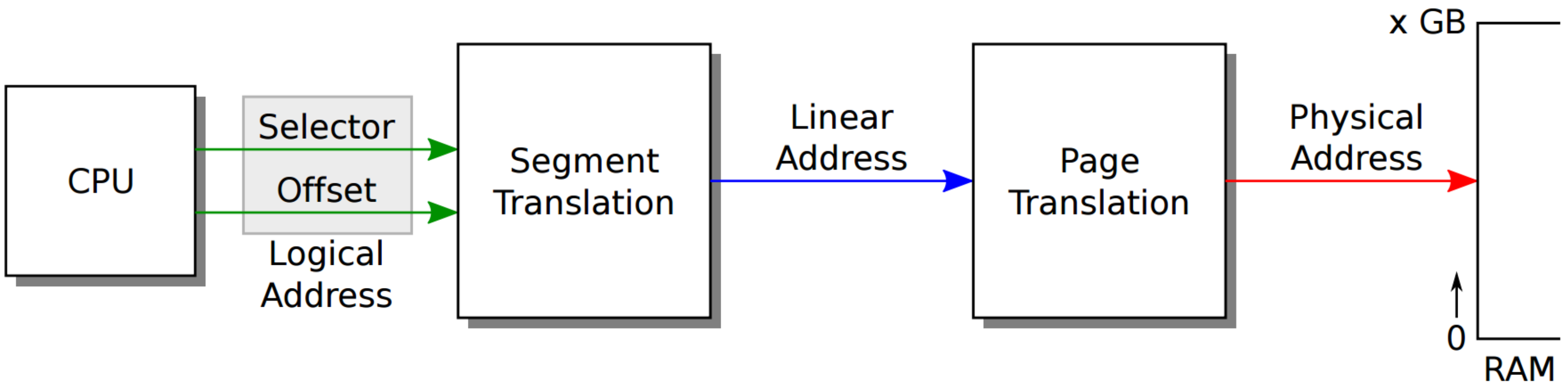
- Now, to cover 32GB RAM with 4K pages
  - You need 64MB space
  - 64bit architecture, 3-level page tables
- Page tables do not fit in L3 cache
  - Modern servers come with 32MB cache
- Every cache miss results in up to 3 cache misses due to page walk (remember 3-level page tables)
  - Each cache miss is 250 cycles

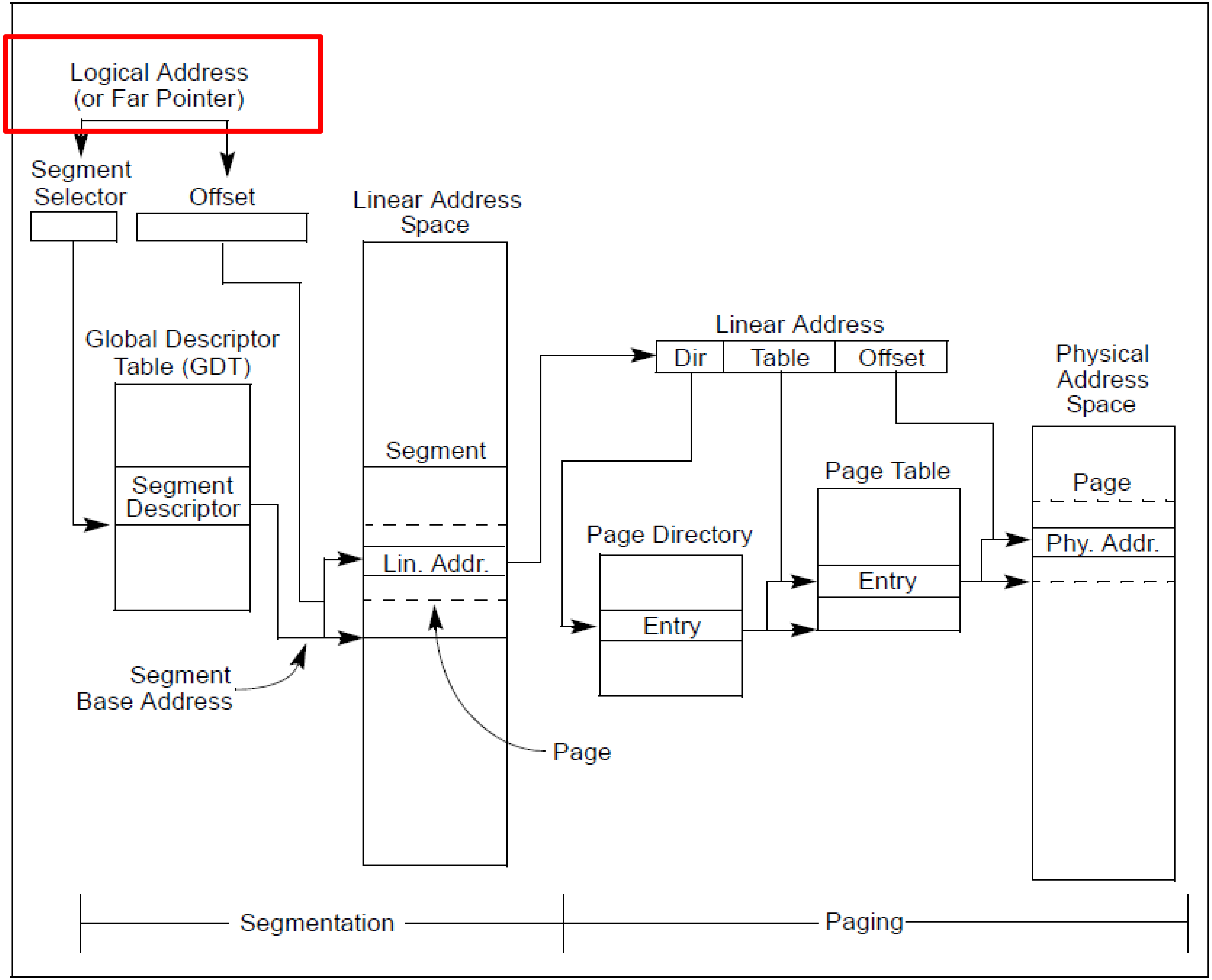
- Solution: 1GB pages

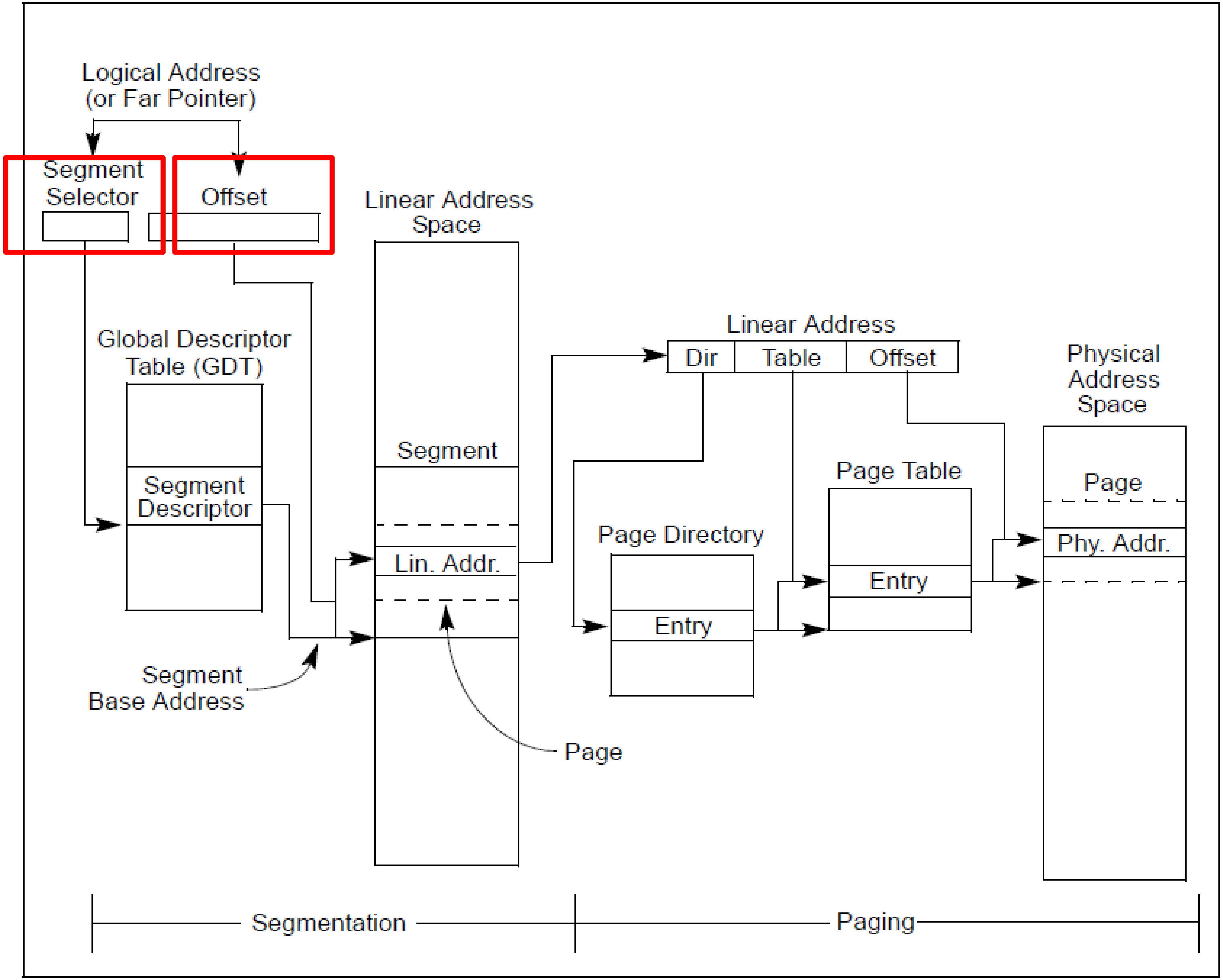
Page translation for 4MB pages



Recap: complete address translation




Logical Address
(or Far Pointer)
Segment Selector
Offset
Linear Address Space
Global Descriptor Table (GDT)
Segment Descriptor
Segment
Lin. Addr.
Segment Base Address
Page
Linear Address
Dir
Table
Offset
Page Directory
Entry
Page Table
Entry
Physical Address Space
Page
Phy. Addr.
Segmentation
Paging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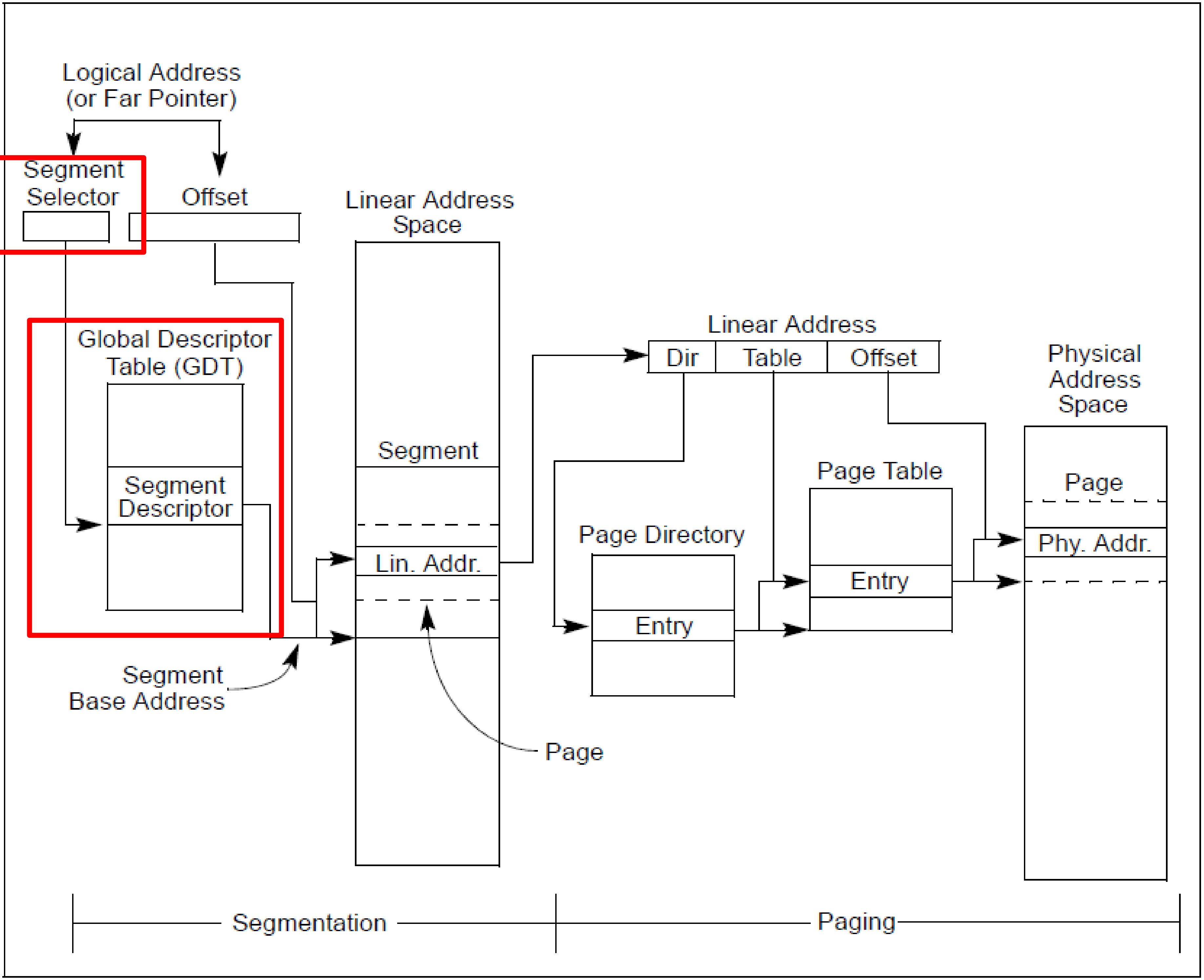

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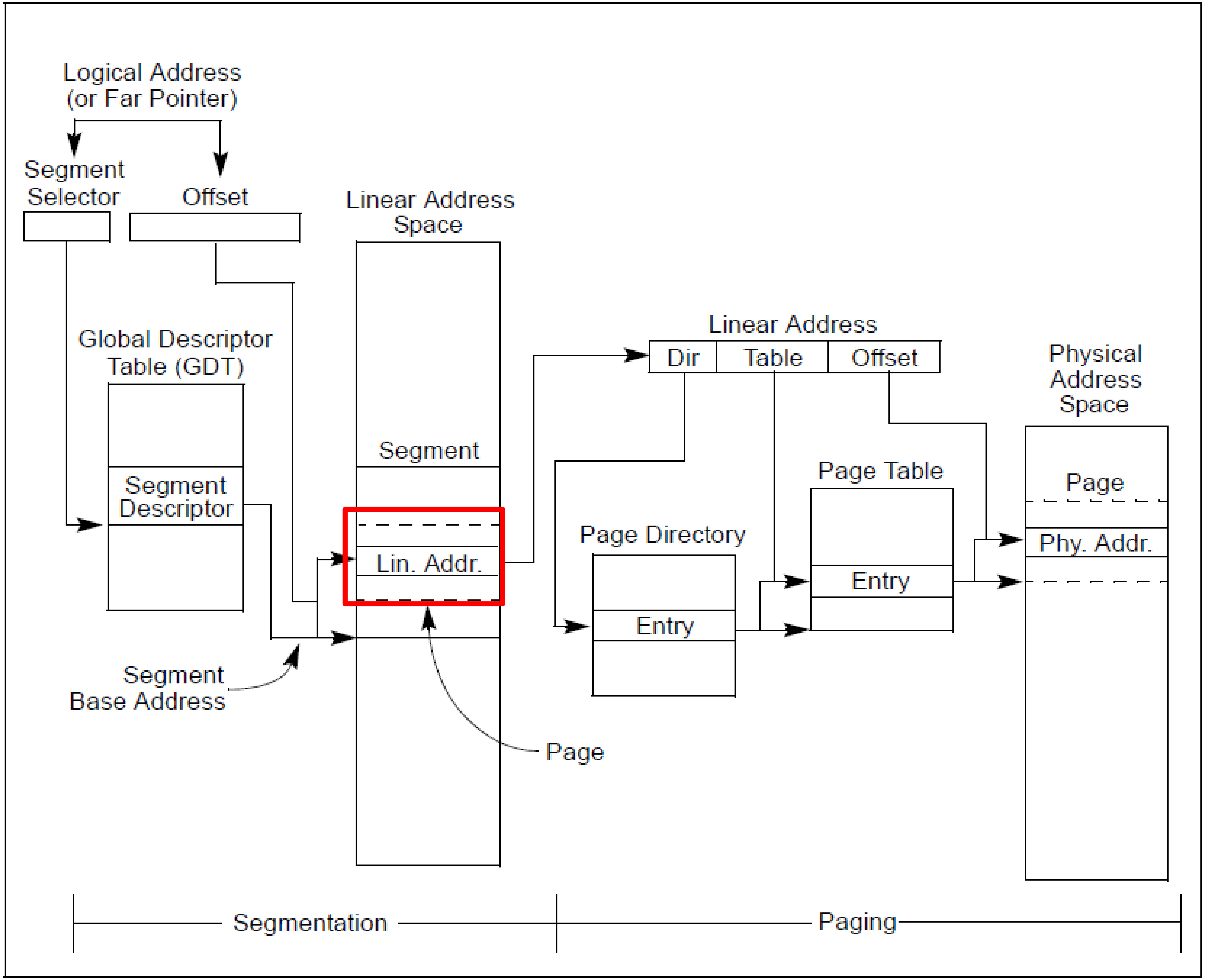

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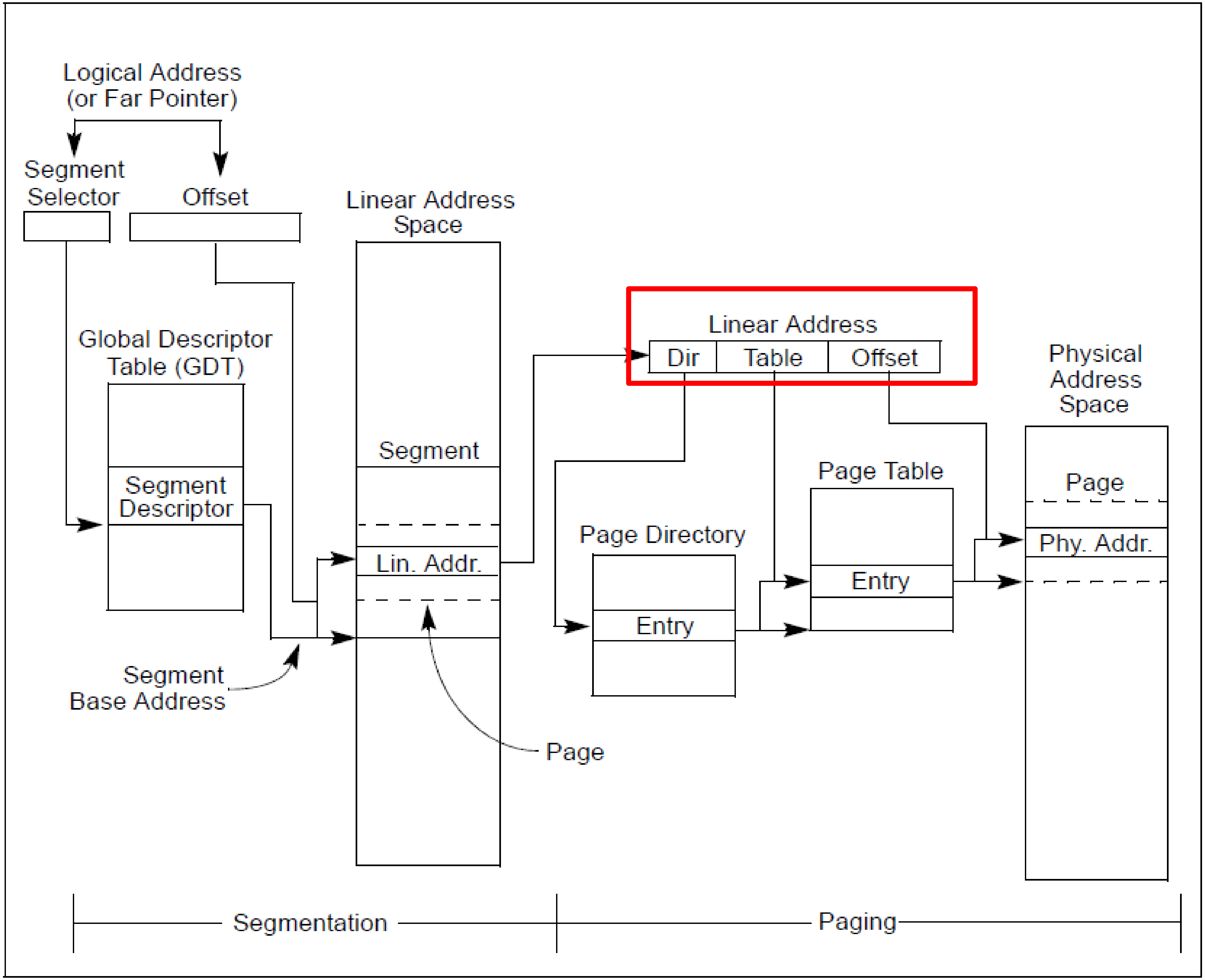
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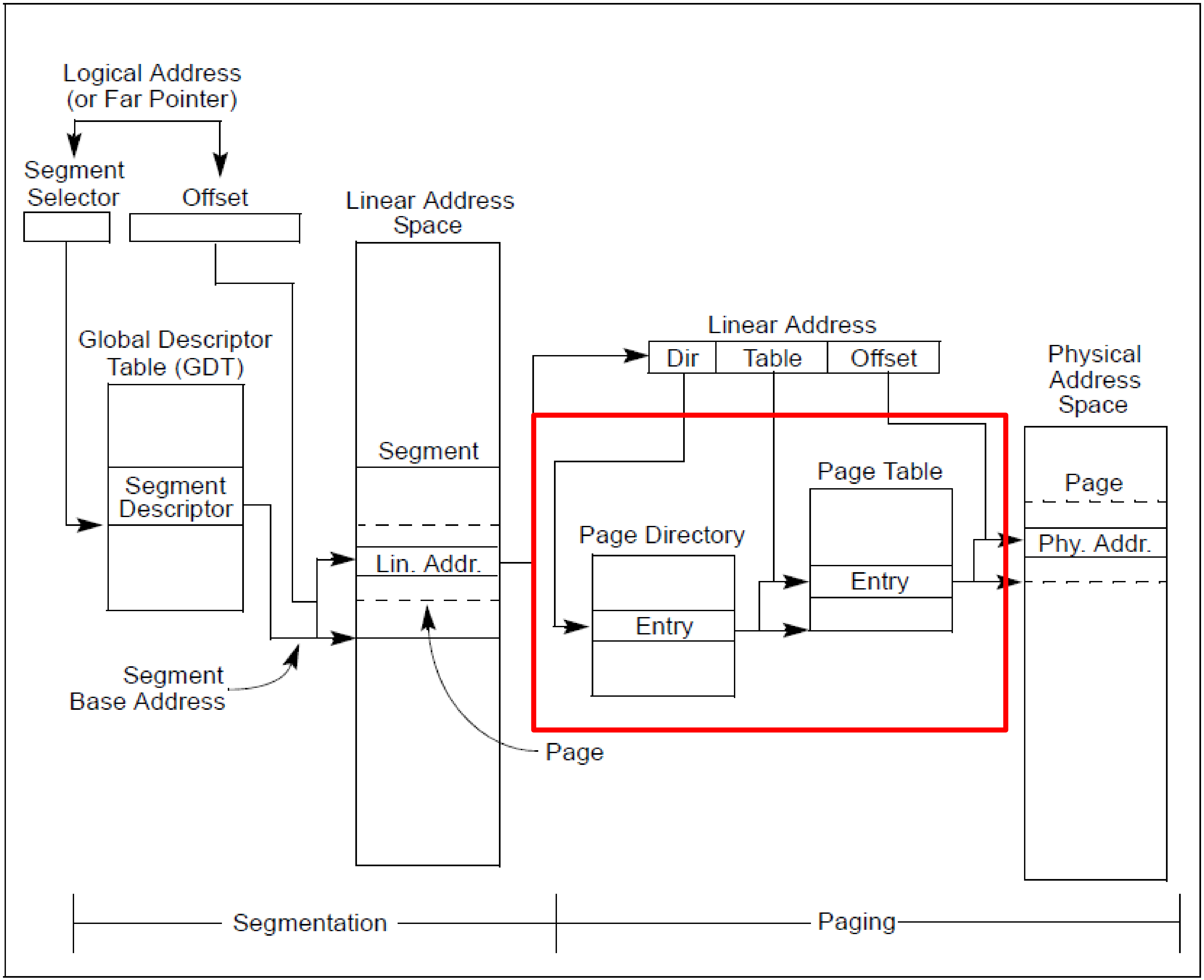
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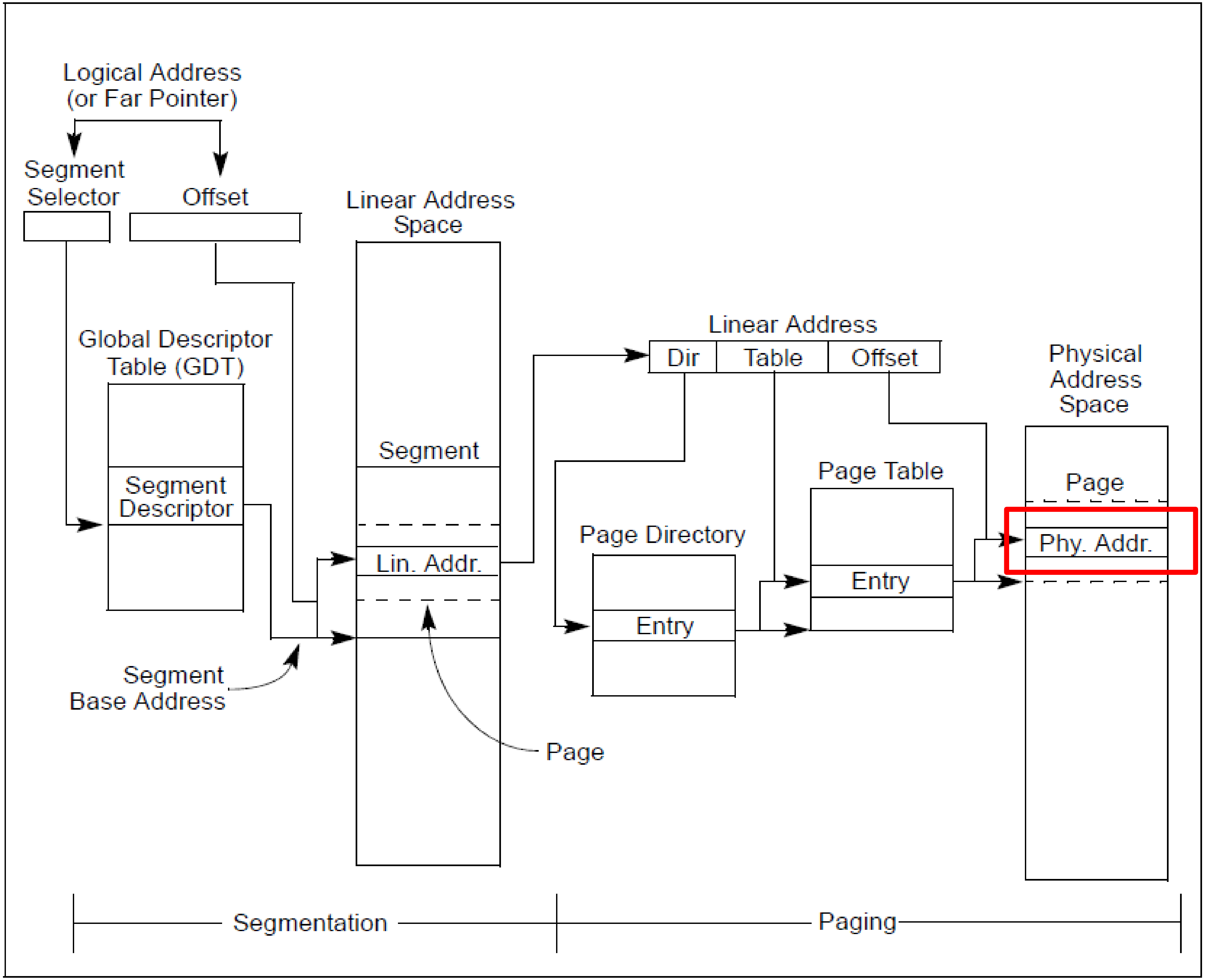
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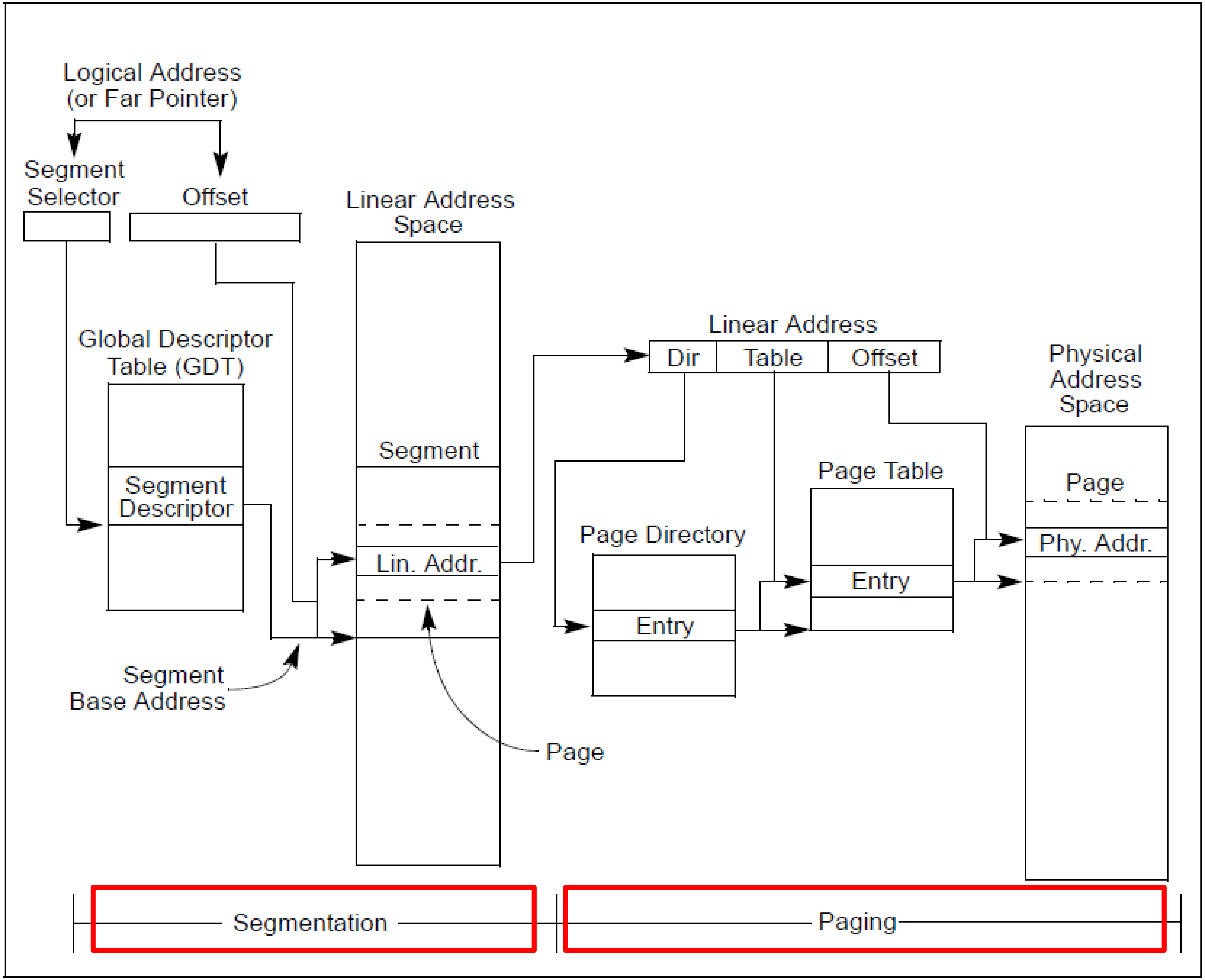
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Questions?

Back of the envelope

- If a page is 4K and an entry is 4 bytes, how many entries per page?

Back of the envelope

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    - 1k

Back of the envelope

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Back of the envelope

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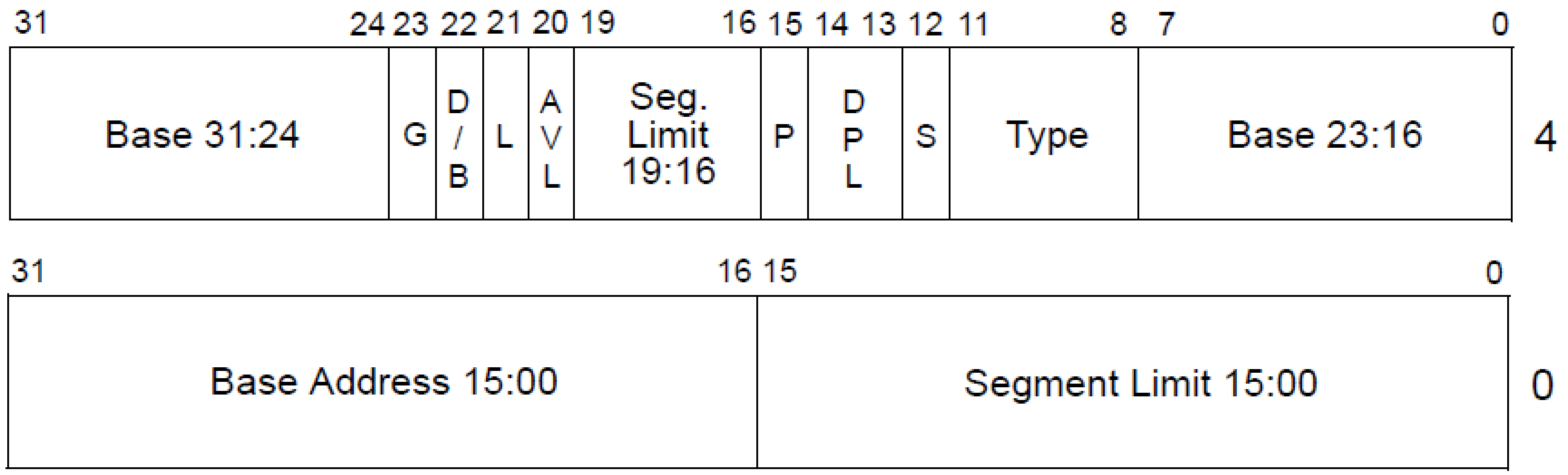
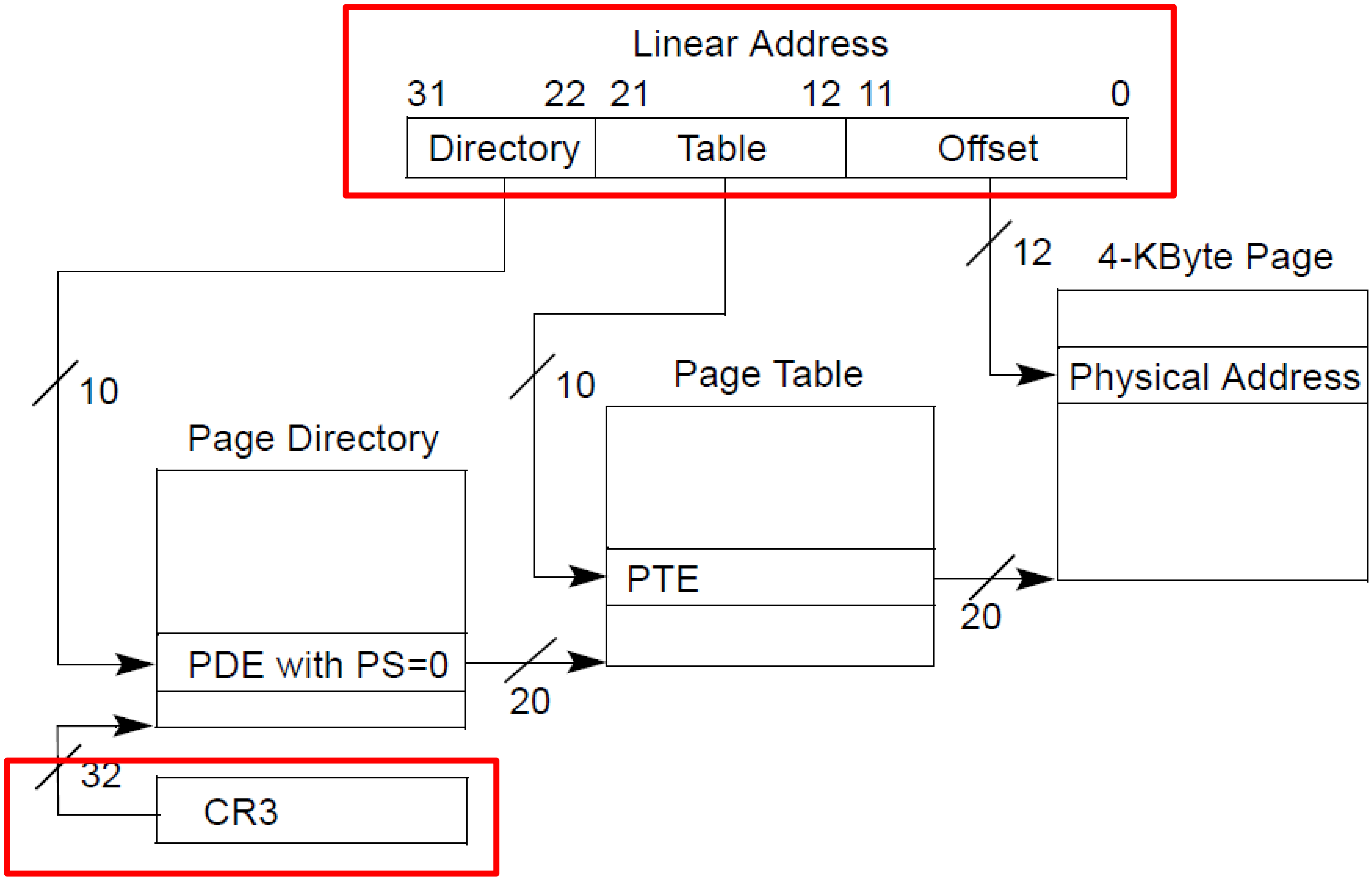
  - 1k
- How large of an address space can 1 page represent?
  - 1k entries * 1page/entry * 4K/page = 4MB
- How large can we get with a second level of translation?
  - 1k tables/dir * 1k entries/table * 4k/page = 4 GB
  - Nice that it works out that way!

Segment descriptors



L	— 64-bit code segment (IA-32e mode only)
AVL	— Available for use by system software
BASE	— Segment base address
D/B	— Default operation size (0 = 16-bit segment; 1 = 32-bit segment)
DPL	— Descriptor privilege level
G	— Granularity
LIMIT	— Segment Limit
P	— Segment present
S	— Descriptor type (0 = system; 1 = code or data)
TYPE	— Segment type

Page translation



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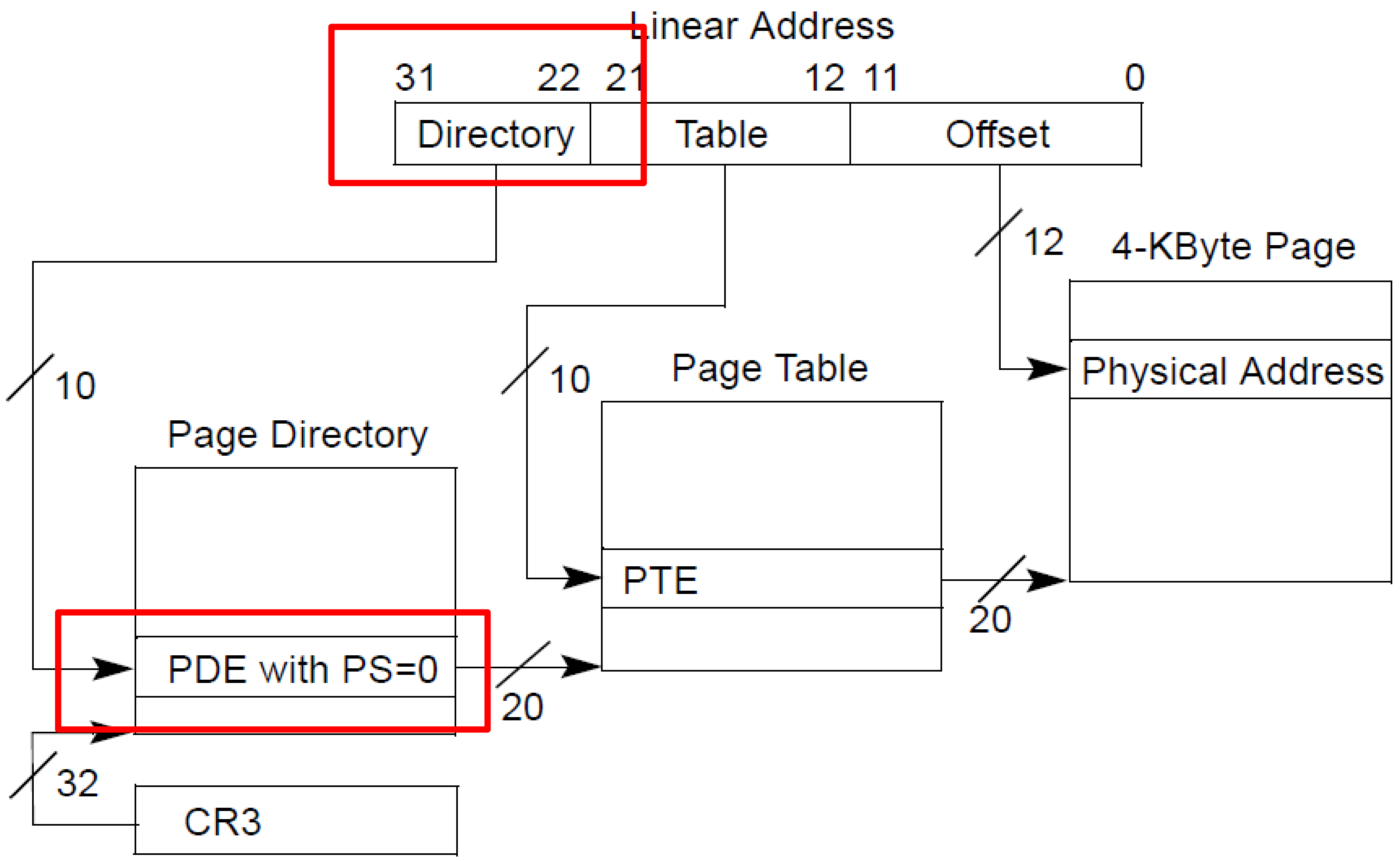
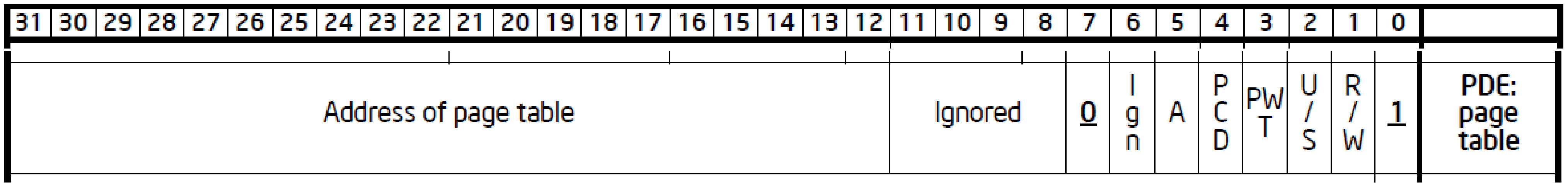


Page directory entry (PDE)



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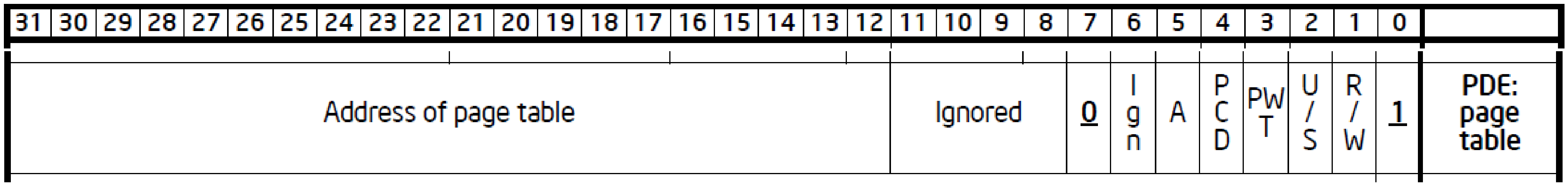

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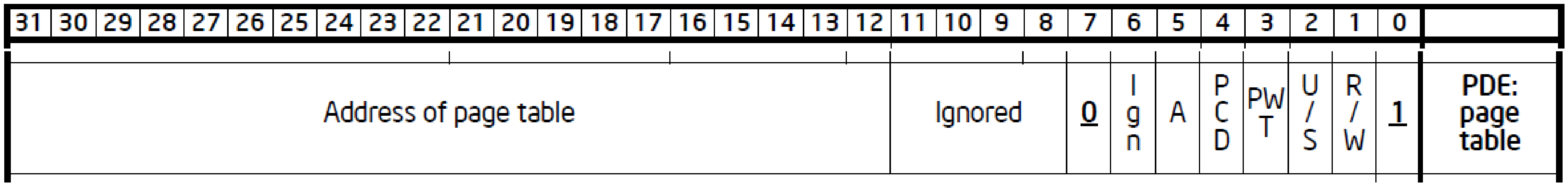

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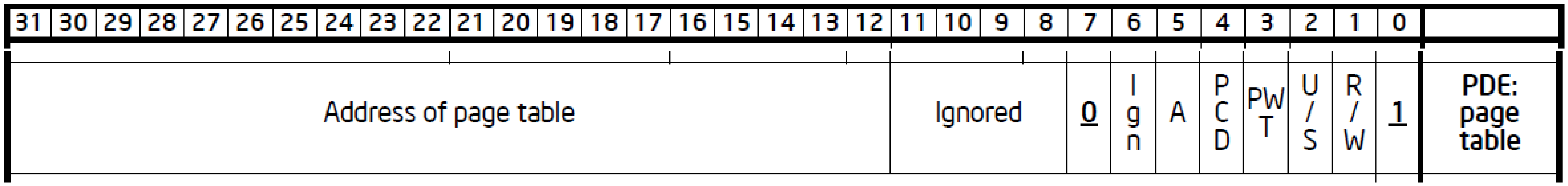

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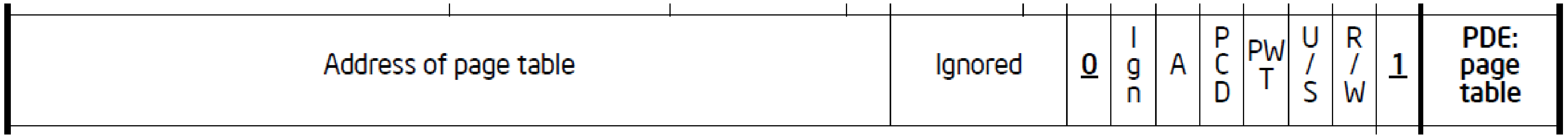
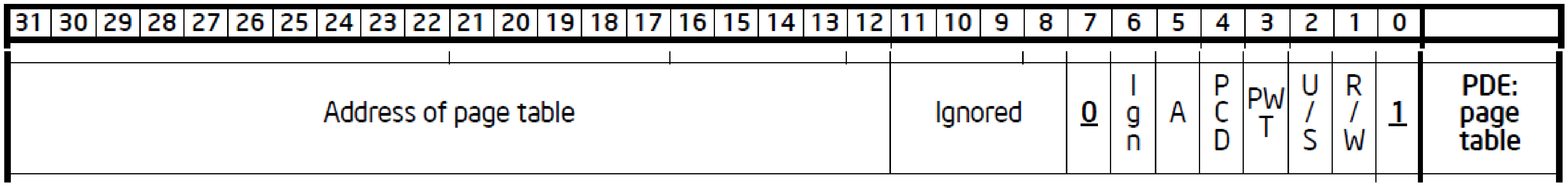
- Bit #1: R/W – writes allowed?
  - But allowed where?

Page directory entry (PDE)



- Bit #1: R/W – writes allowed?
  - But allowed where?
  - One page directory entry controls 1024 Level 2 page tables
    - Each Level 2 maps 4KB page
  - So it's a region of 4KB x 1024 = 4MB

Page directory entry (PDE)



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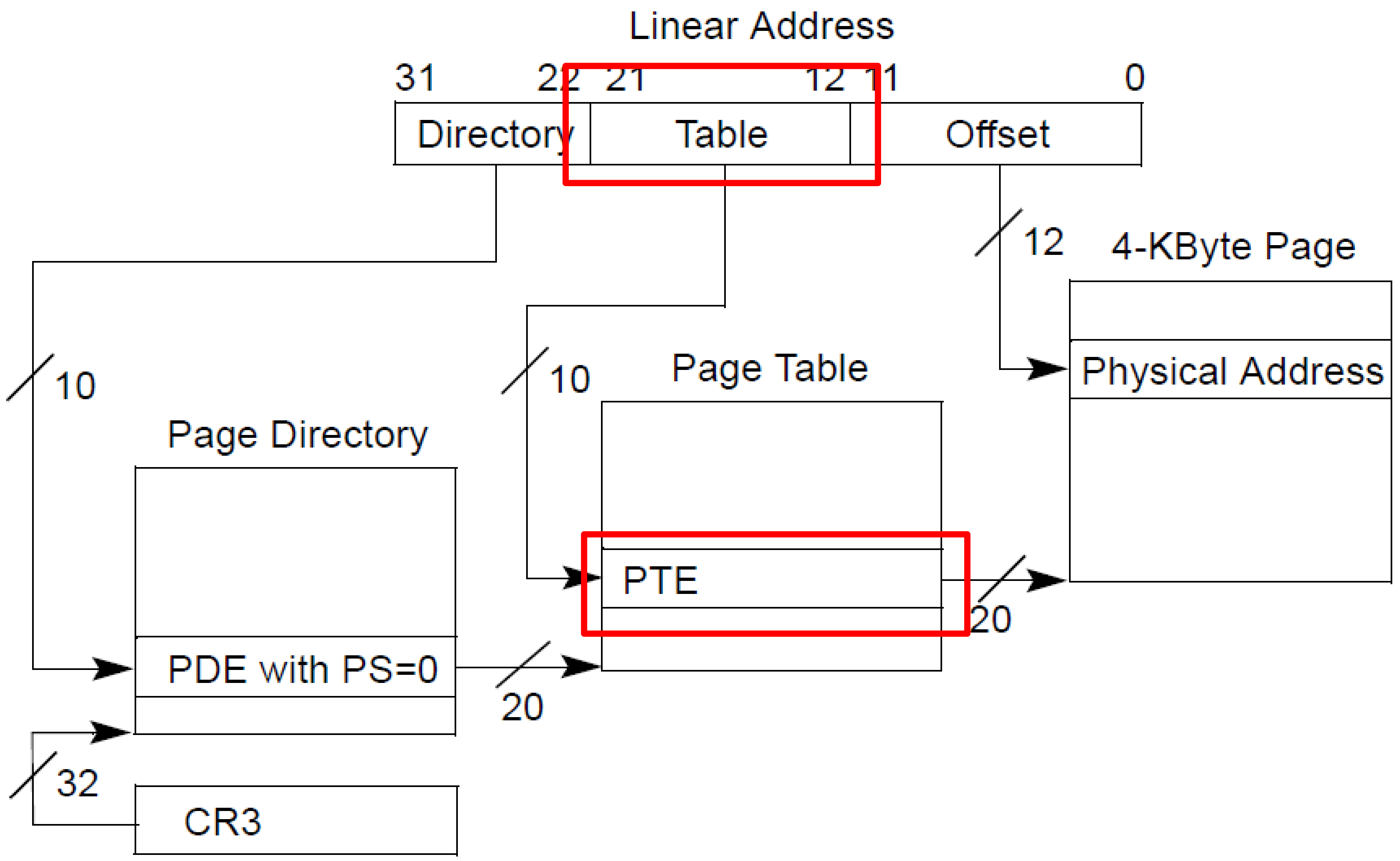
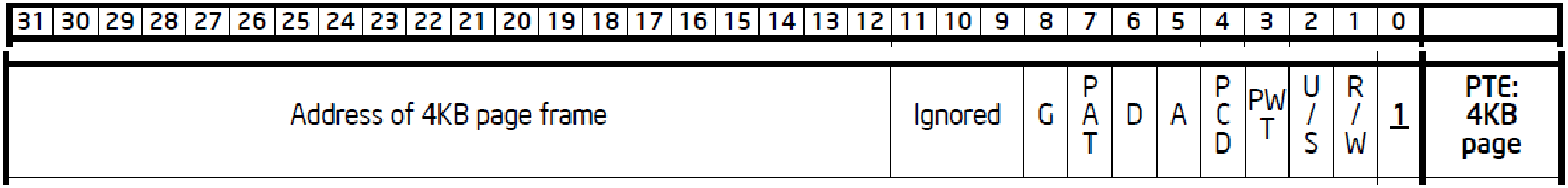
Address of page table																				Ignored				**0**	Ign	A	PCD	PWT	U/S	R/W	**1**	**PDE: page table**

- Bit #2: U/S – user/supervisor
  - If 0 – user-mode access is not allowed
  - Allows protecting kernel memory from user-level applications

Page translation



Page table entry (PTE)



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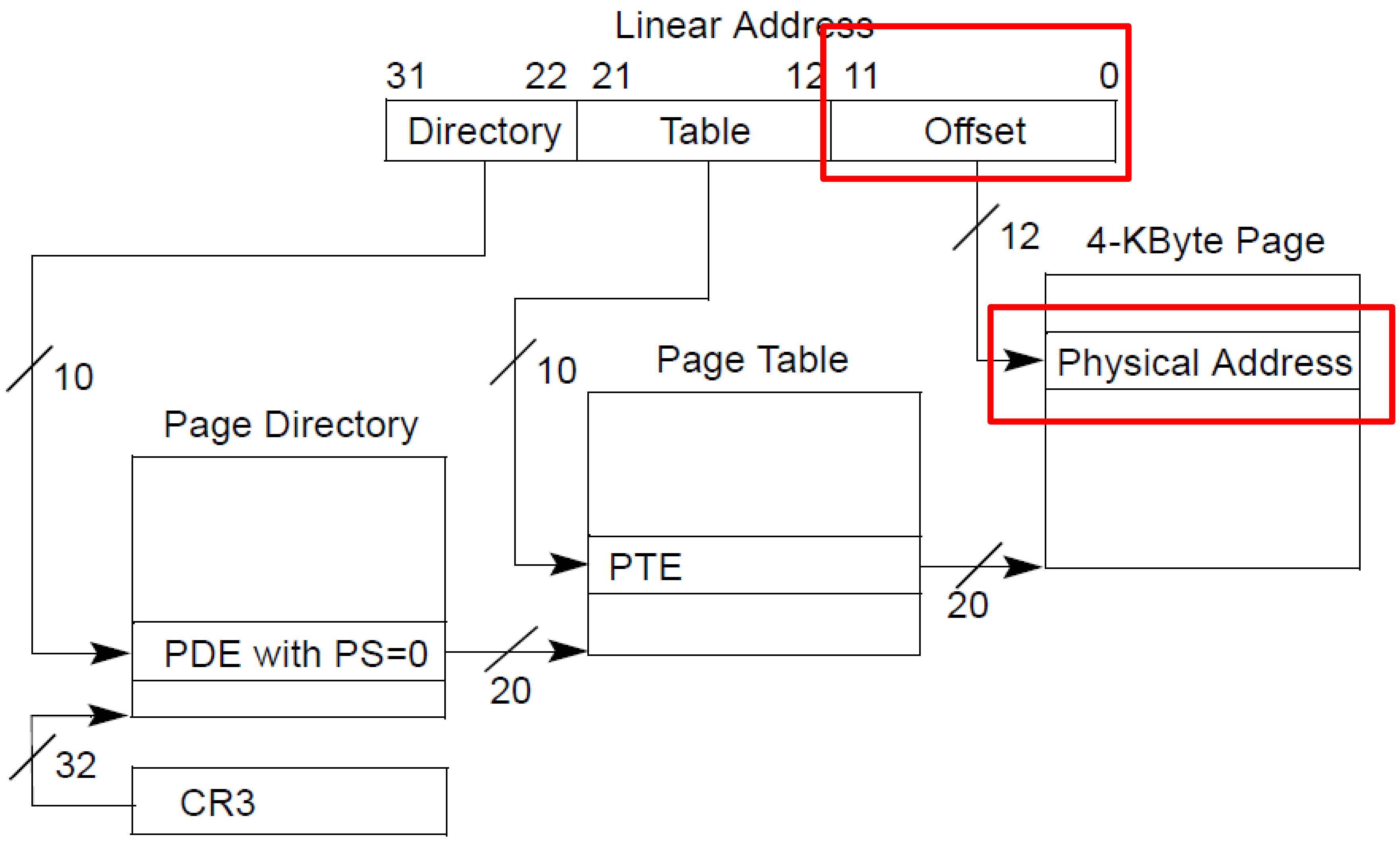
Address of 4KB page frame																				Ignored			G	PAT	D	A	PCD	PWT	U/S	R/W	1	PTE: 4KB page

- 20 bit address of the 4KB page
  - Pages 4KB each, we need 1M to cover 4GB
- Bit #1: R/W – writes allowed?
  - To a 4KB page
- Bit #2: U/S – user/supervisor
  - If 0 user-mode access is not allowed
- Bit #5: A – accessed
- Bit #6: D – dirty – software has written to this page

Page translation



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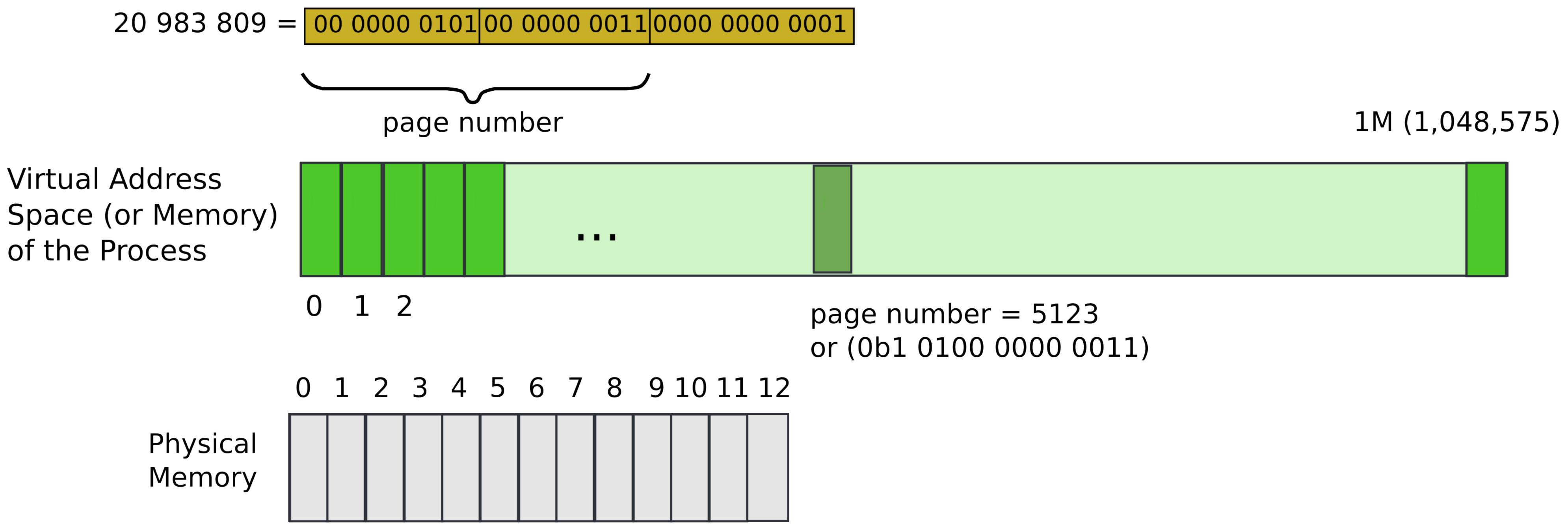
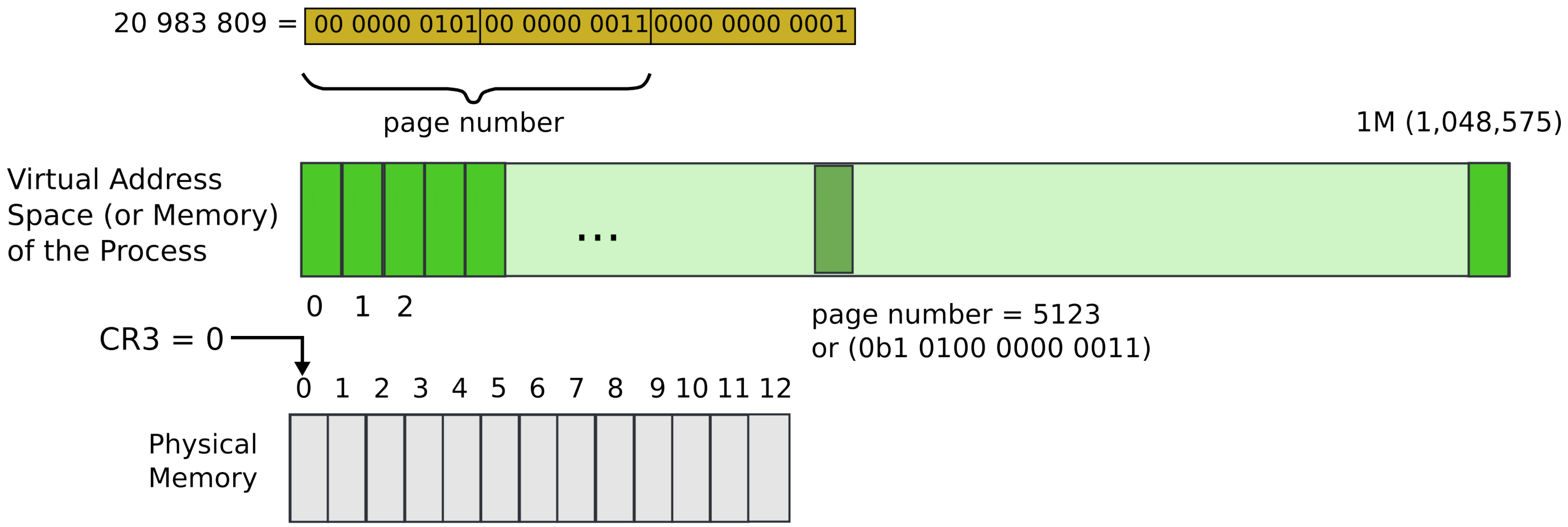
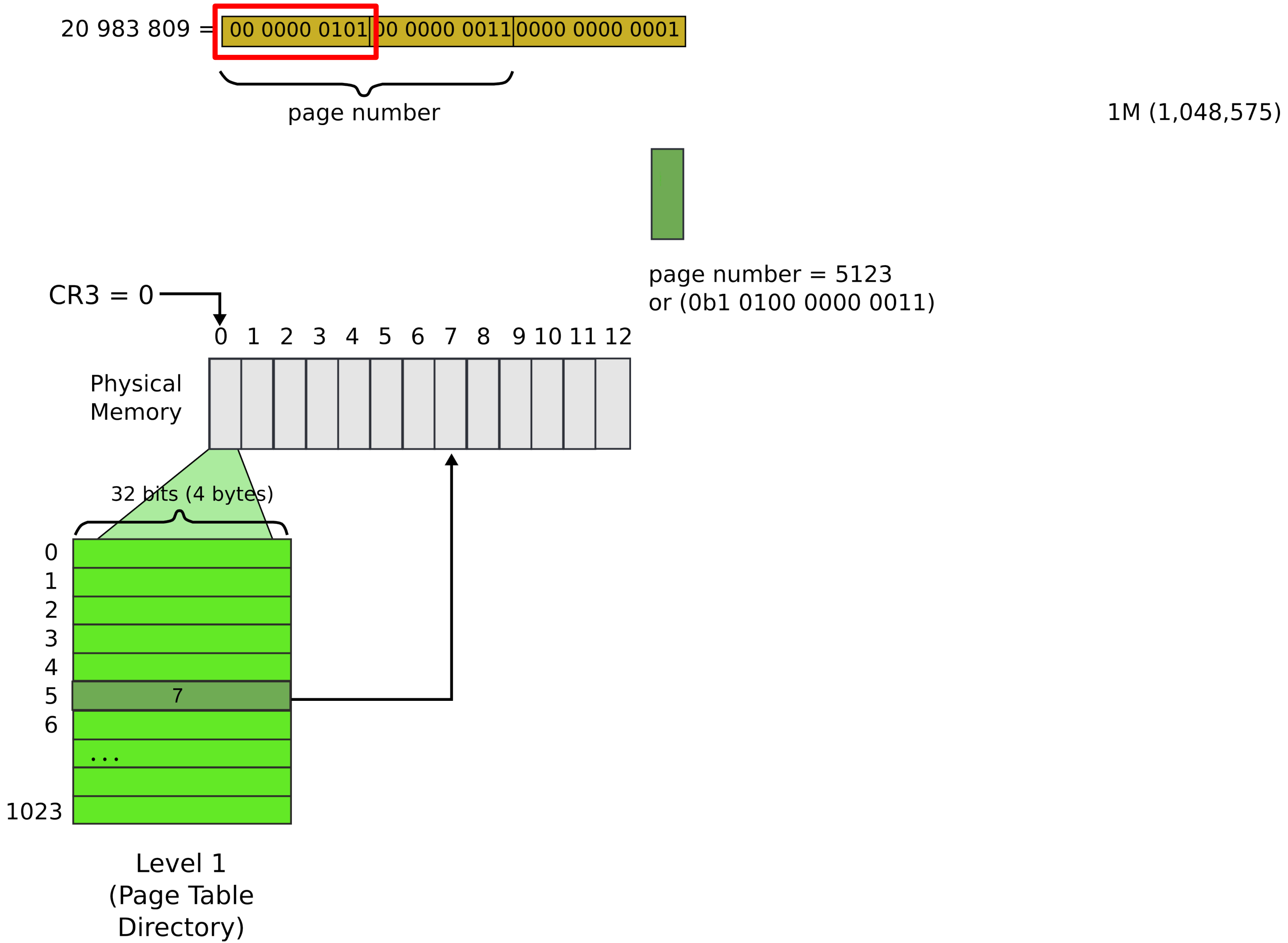
EBX = 20 983 809
```



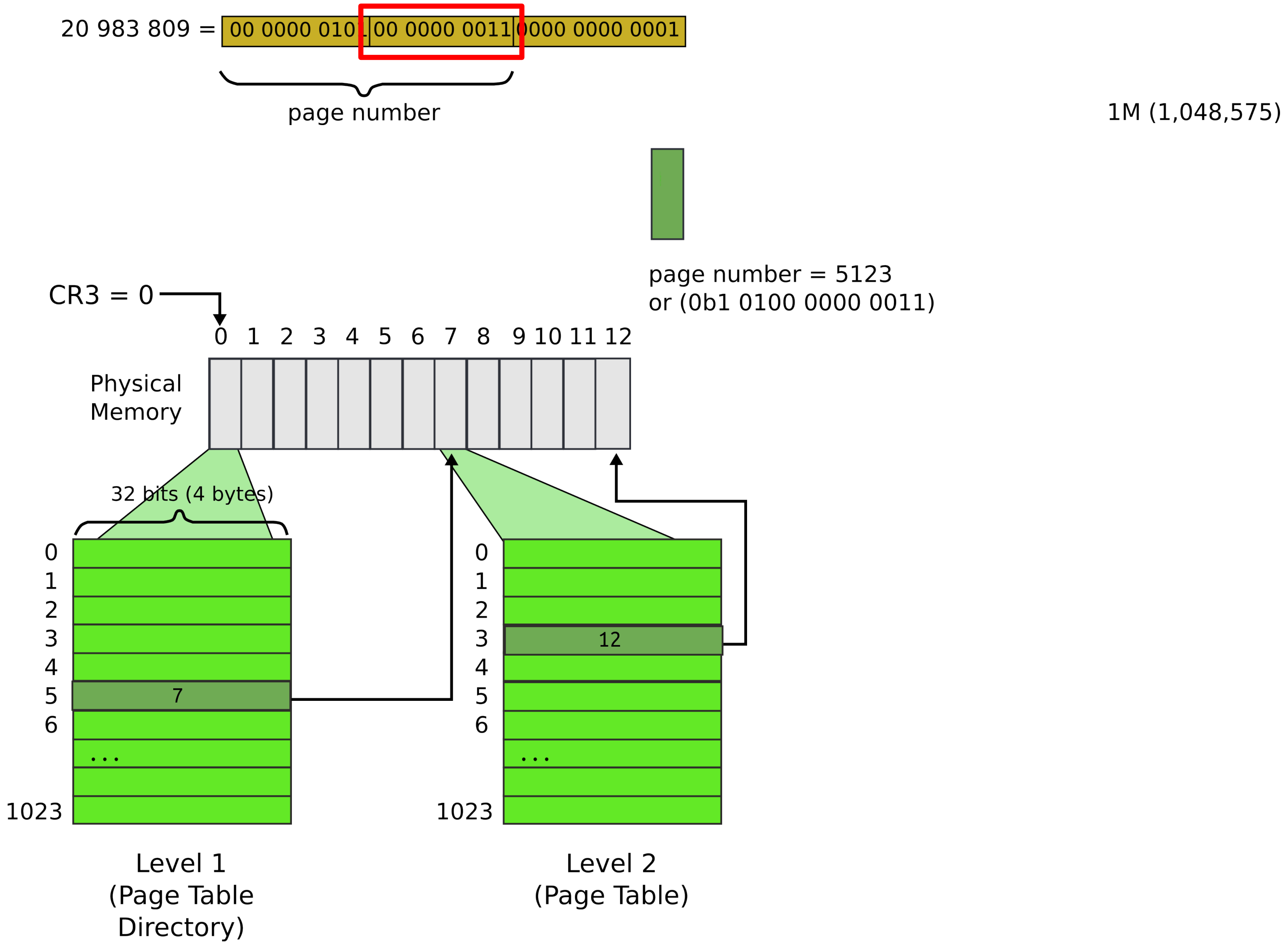
```
mov (%EBX), EAX   # mov value from the  location pointed by EBX into EAX
EAX = 0
EBX = 20 983 809
```

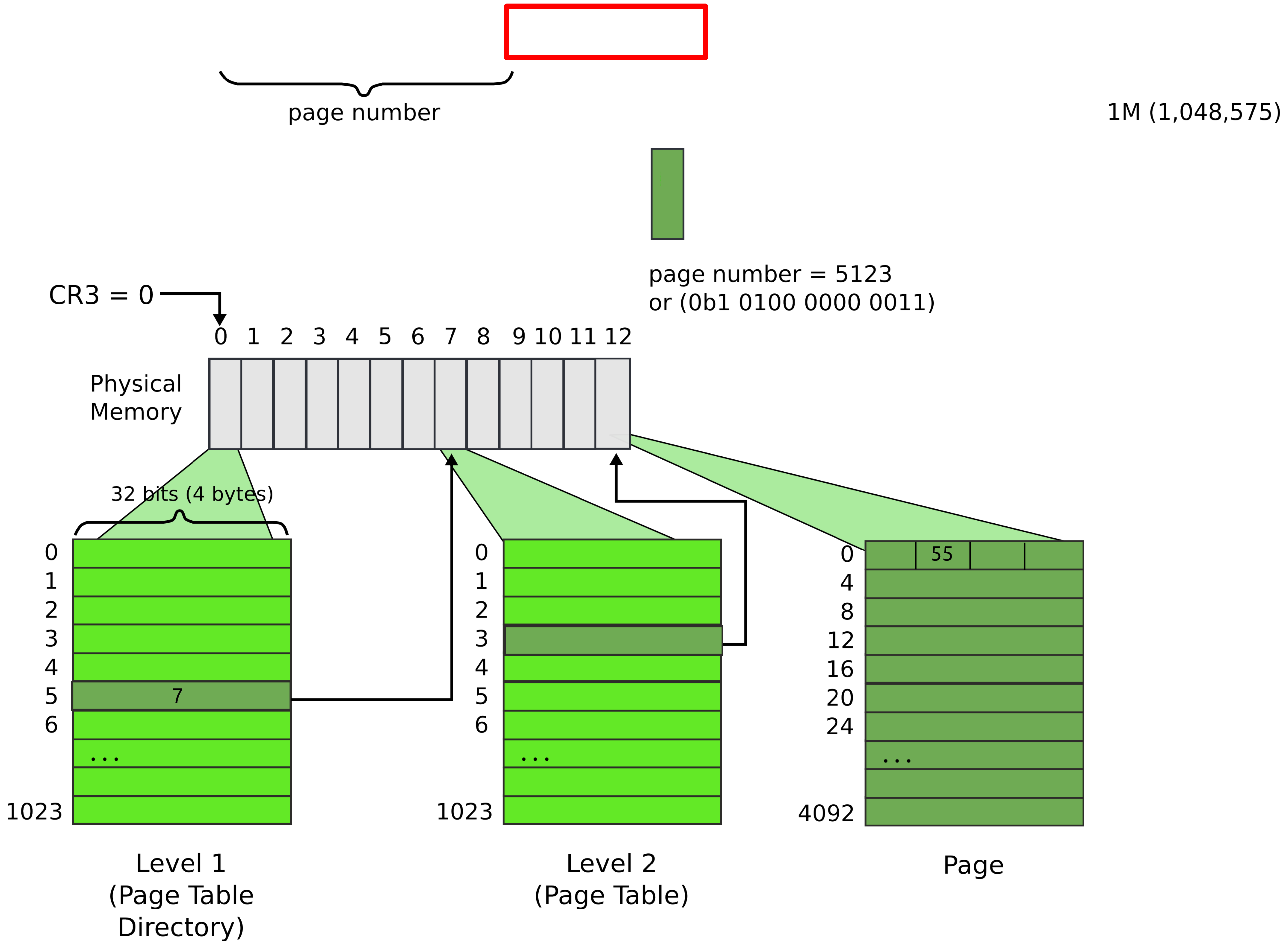


```
mov (%EBX), EAX   # mov value from the  location pointed by EBX into EAX
EAX = 0
EBX = 20 983 809
```



```
mov (%EBX), EAX   # mov value from the  location pointed by EBX into EAX
EAX = 0
EBX = 20 983 809
```




page number
1M (1,048,575)
page number = 5123
or (0b1 0100 0000 0011)
CR3 = 0
0 1 2 3 4 5 6 7 8 9 10 11 12
Physical Memory
32 bits (4 bytes)
0
1
2
3
4
5
6
...
1023
7
Level 1 (Page Table Directory)
0
1
2
3
4
5
6
...
1023
Level 2 (Page Table)
0
4
8
12
16
20
24
...
4092
55
Page

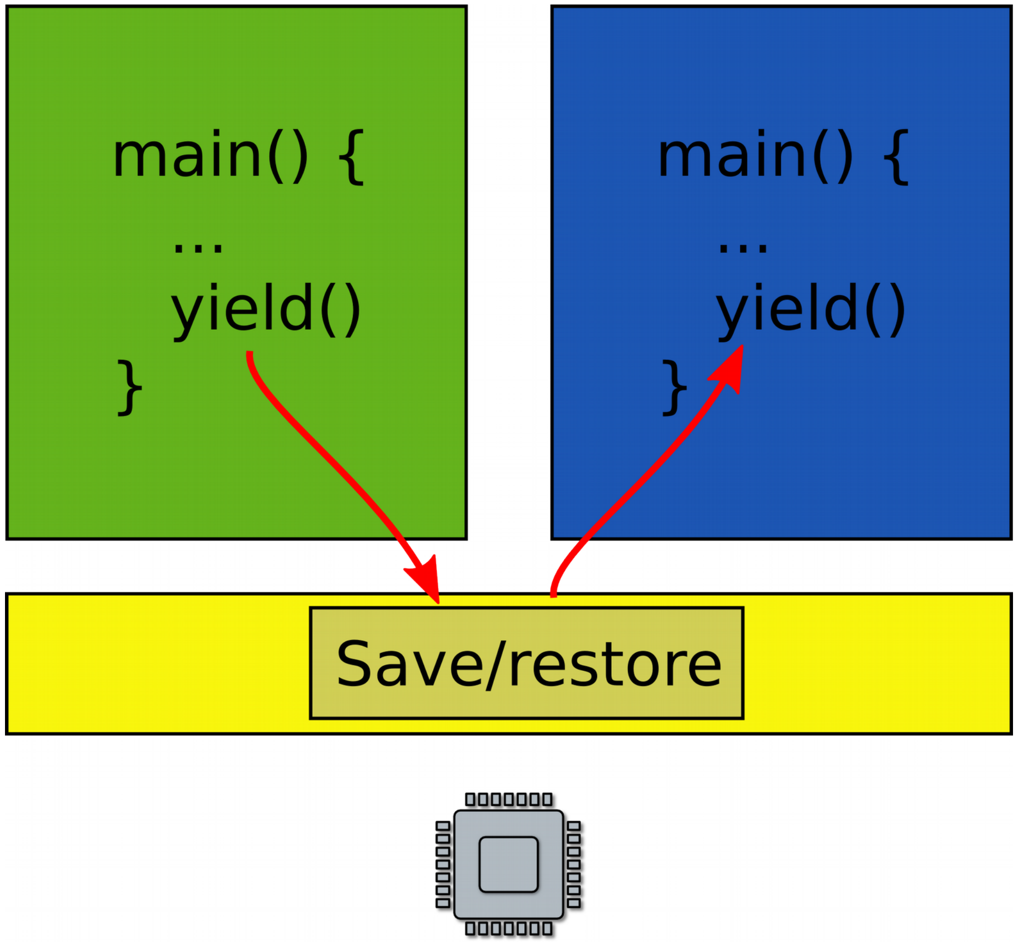
- Result:
    - EAX = 55

But why do we need page tables

… Instead of arrays?

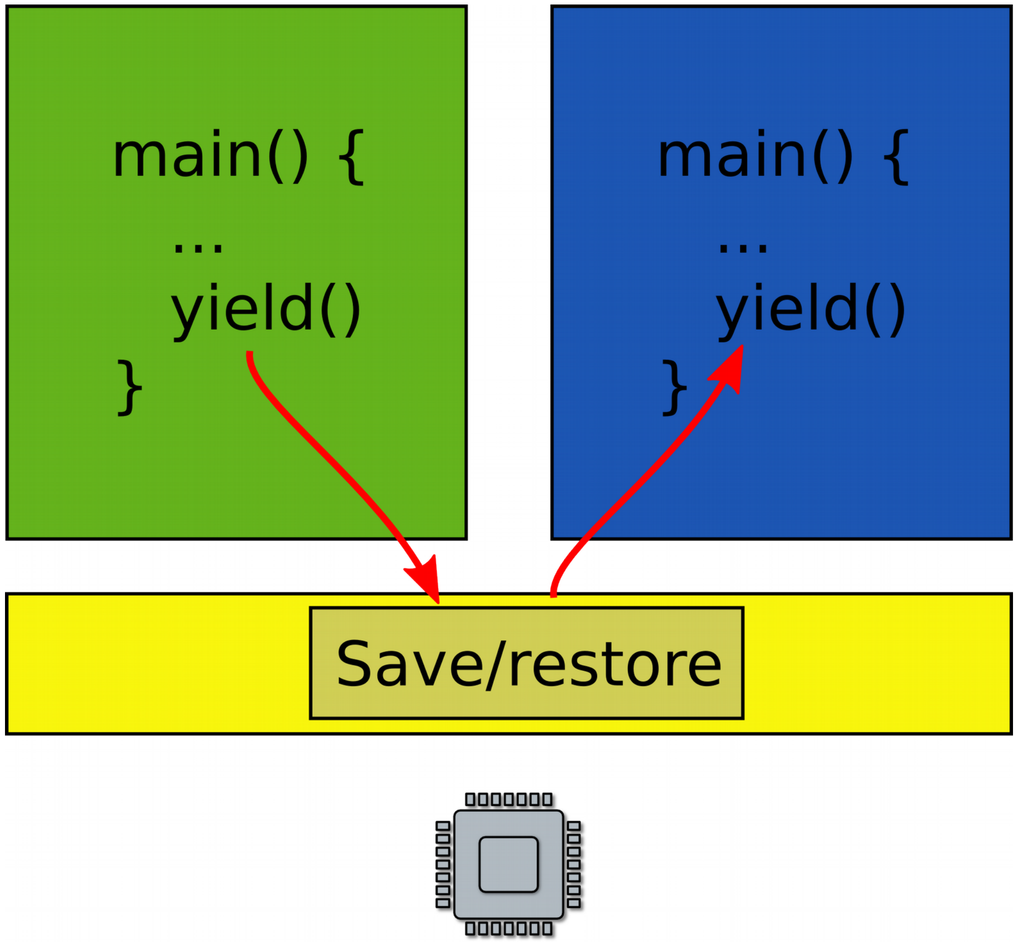
- Page tables represent sparse address space more efficiently
  - An entire array has to be allocated upfront
  - But if the address space uses a handful of pages
  - Only page tables (Level 1 and 2 need to be allocated to describe translation)
- On a dense address space this benefit goes away
  - I'll assign a homework!

What about isolation?

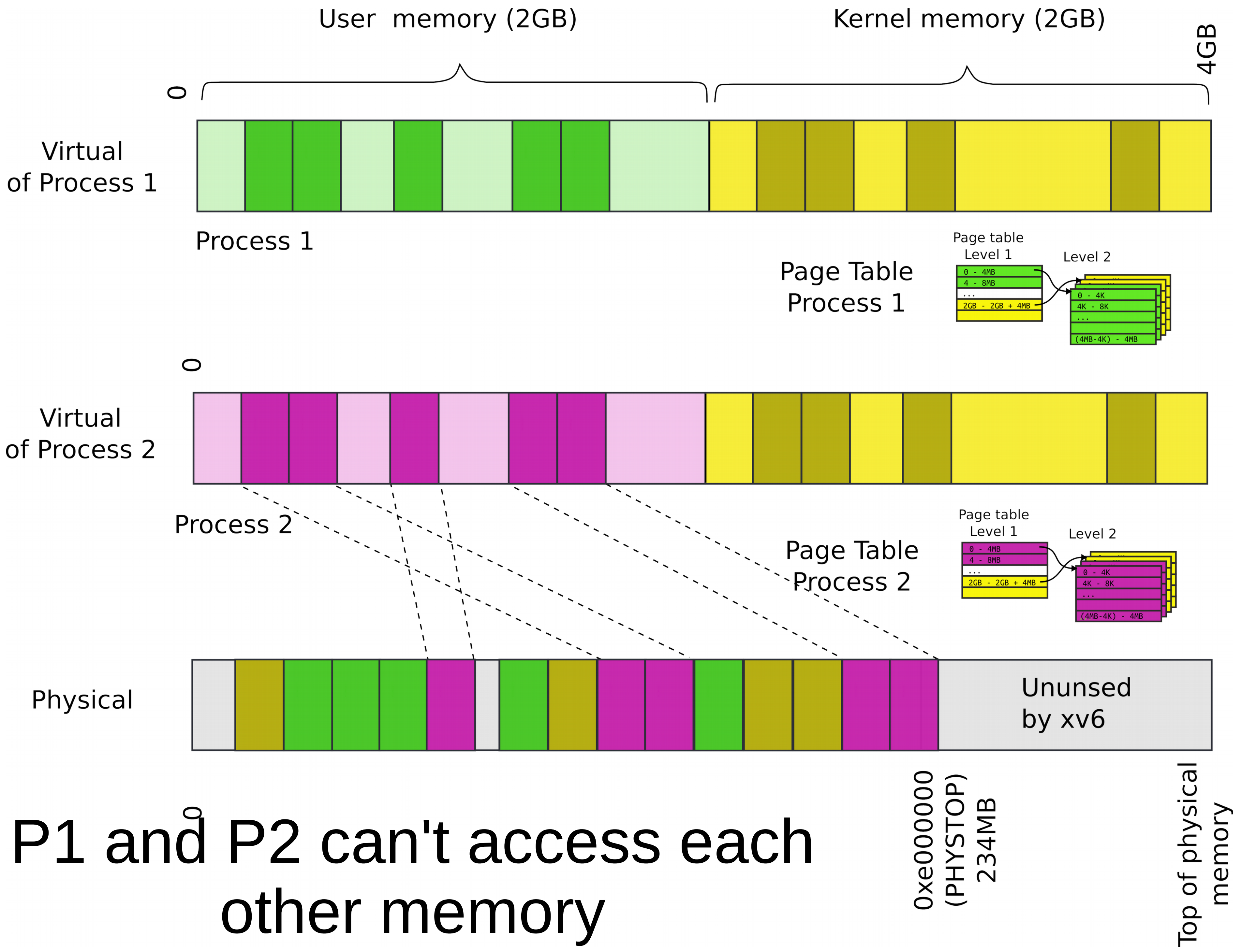


- Two programs, one memory?

What about isolation?



- Two programs, one memory?
- Each process has its own page table
    - OS switches between them



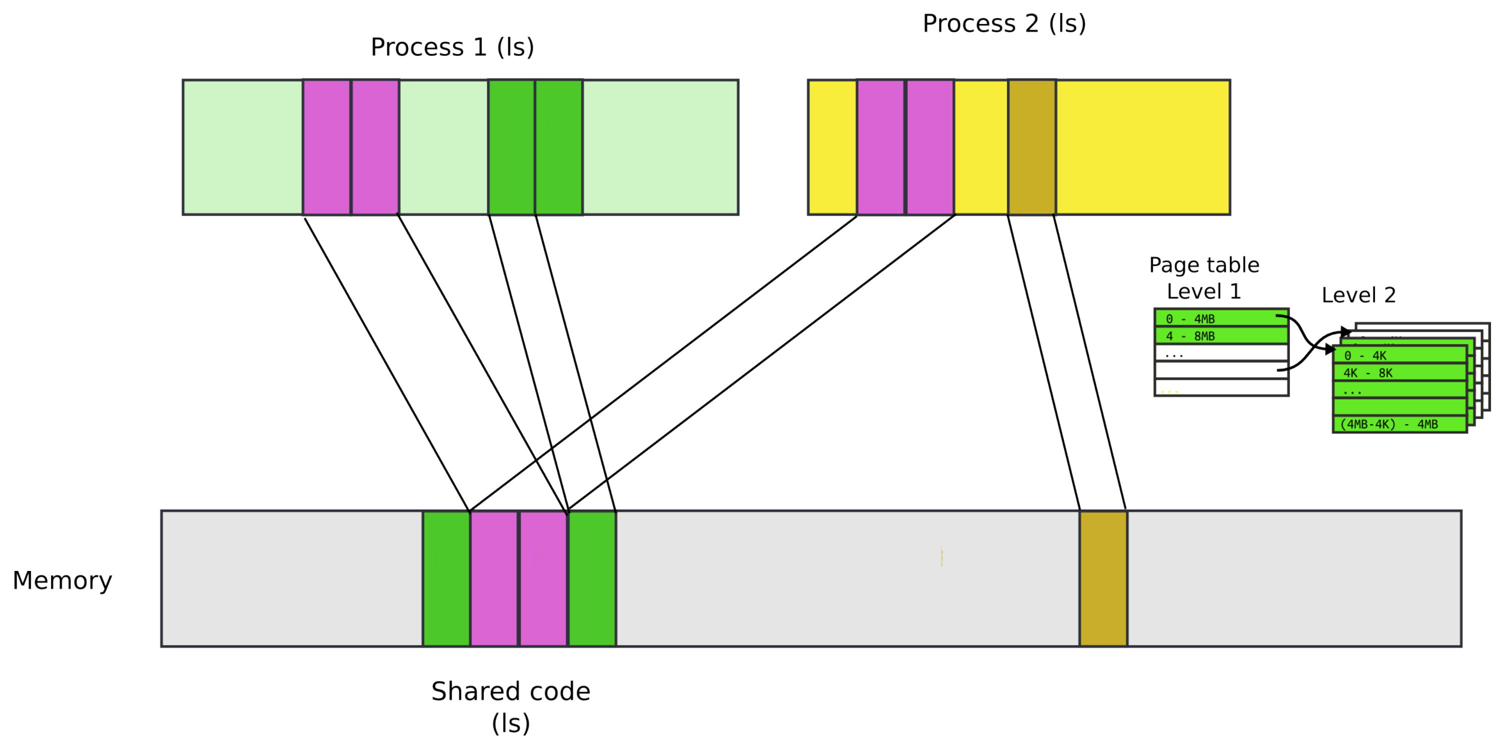
P1 and P2 can't access each other memory

Compared to segments pages allow ...

- Emulate large virtual address space on a smaller physical memory
  - In our example we had only 12 physical pages
  - But the program can access all 1M pages in its 4GB address space
  - The OS will move other pages to disk

Compared to segments pages allow ...

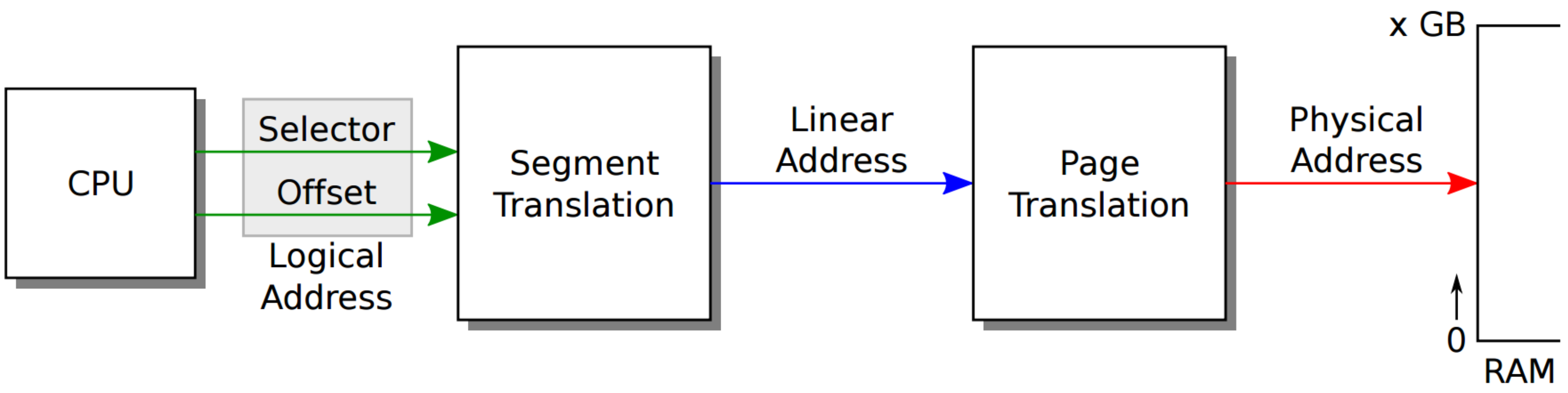
- Share a region of memory across multiple programs
  - Communication (shared buffer of messages)
  - Shared libraries

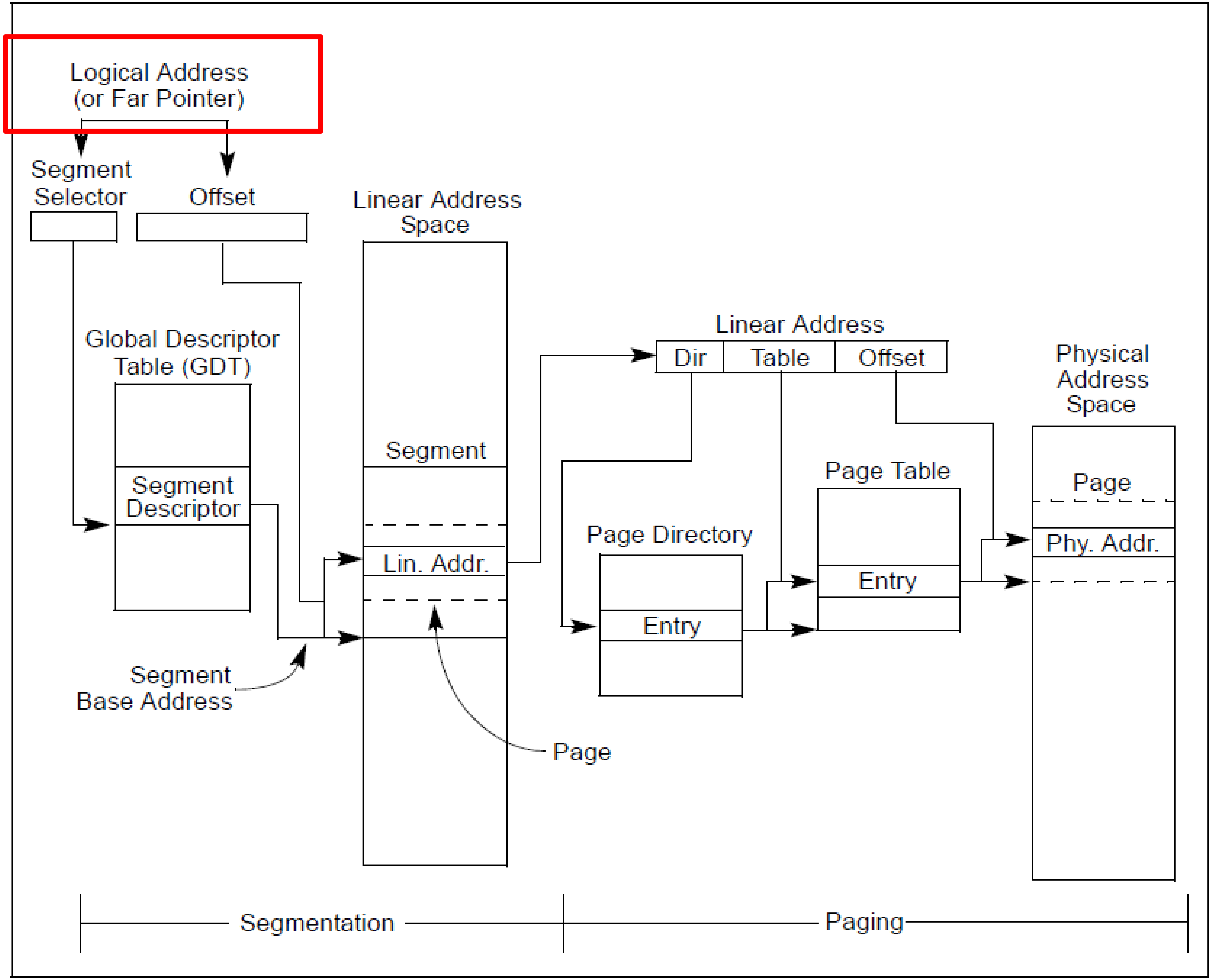


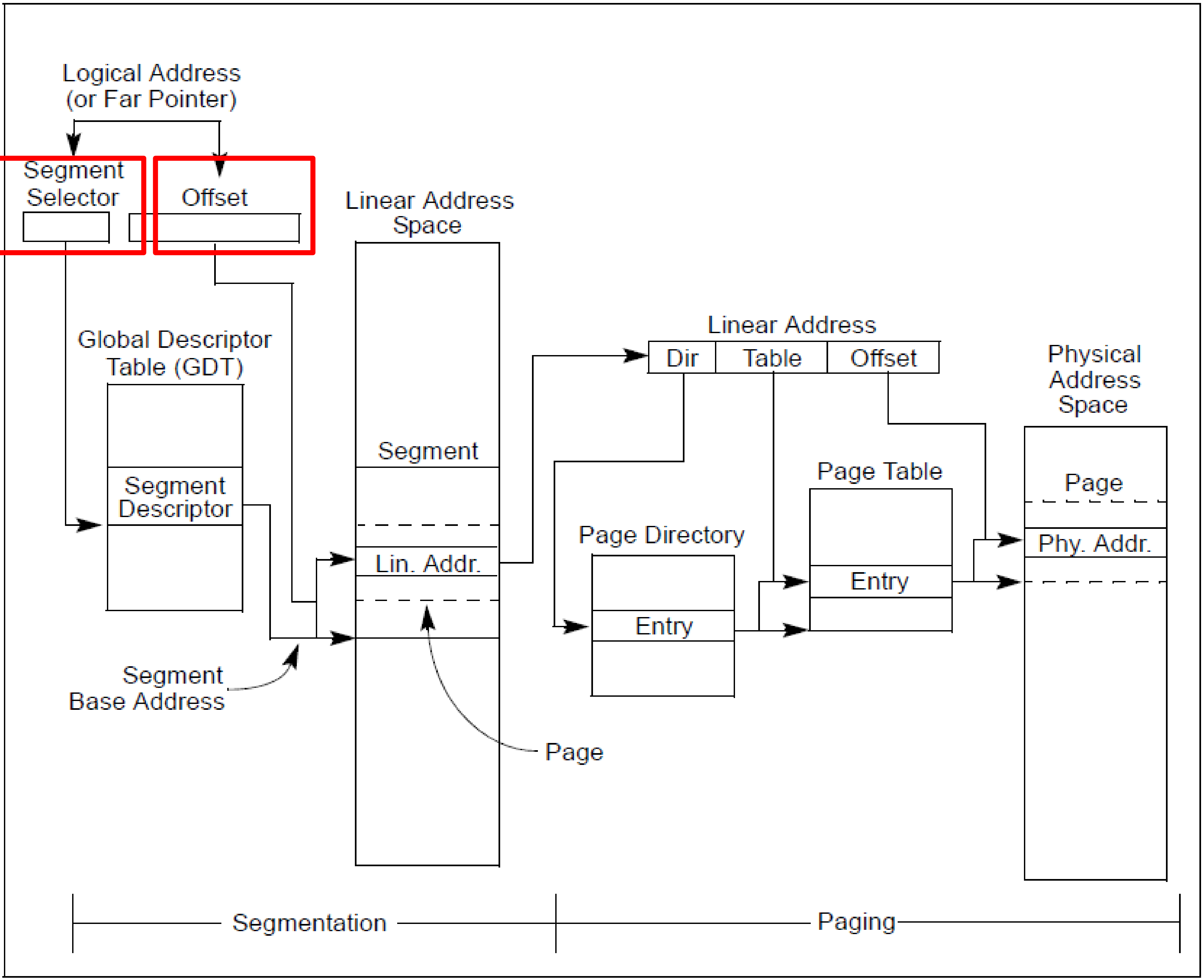
More paging tricks

- Protect parts of the program
  - E.g., map code as read-only
    - Disable code modification attacks
    - Remember R/W bit in PTD/PTE entries!
  - E.g., map stack as non-executable
    - Protects from stack smashing attacks
    - Non-executable bit

Recap: complete address translation




Logical Address
(or Far Pointer)
Segment Selector
Offset
Linear Address Space
Global Descriptor Table (GDT)
Segment Descriptor
Segment
Lin. Addr.
Segment Base Address
Page
Linear Address
Dir
Table
Offset
Page Directory
Entry
Page Table
Entry
Physical Address Space
Page
Phy. Addr.
Segmentation
Paging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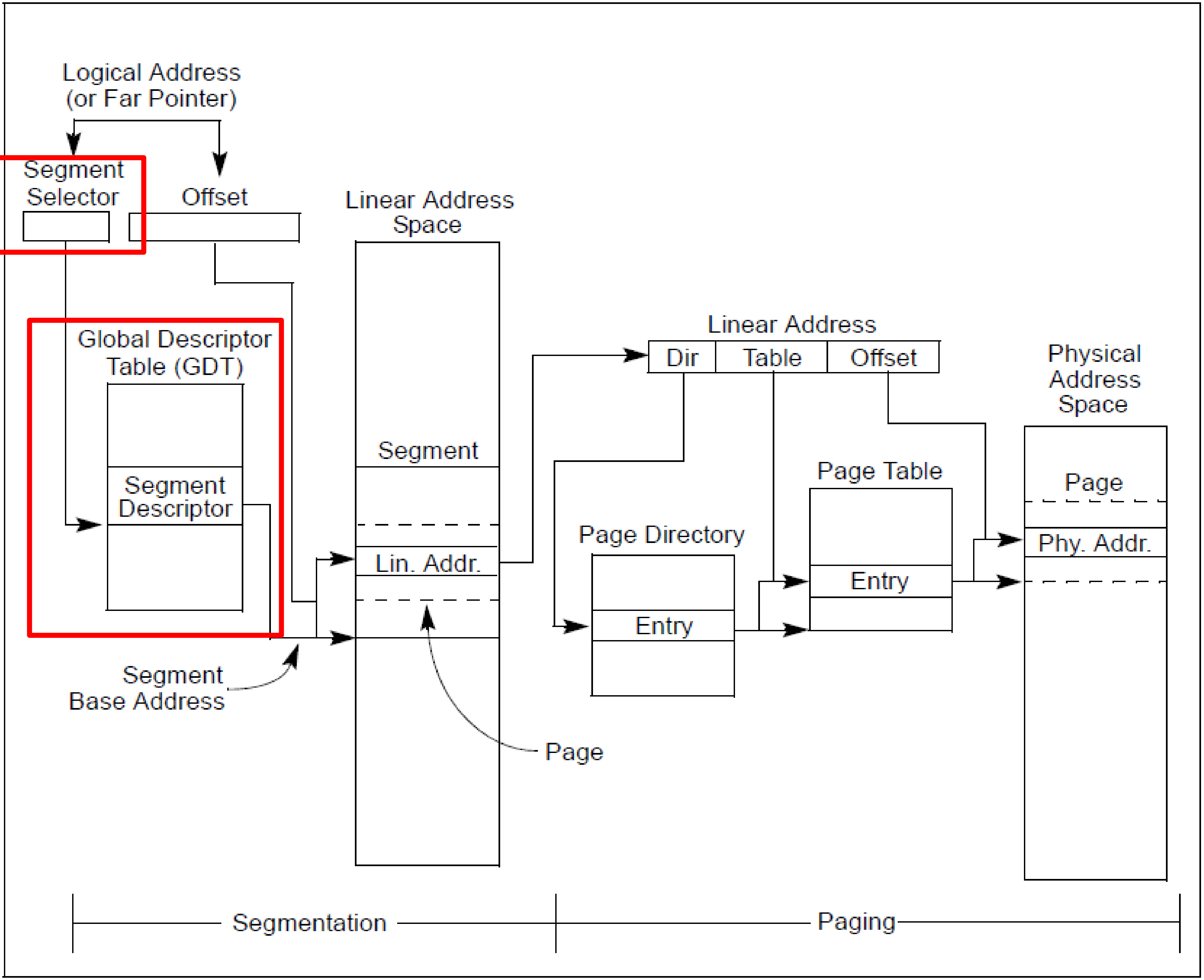
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Global Descriptor Table (GDT)
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Segment
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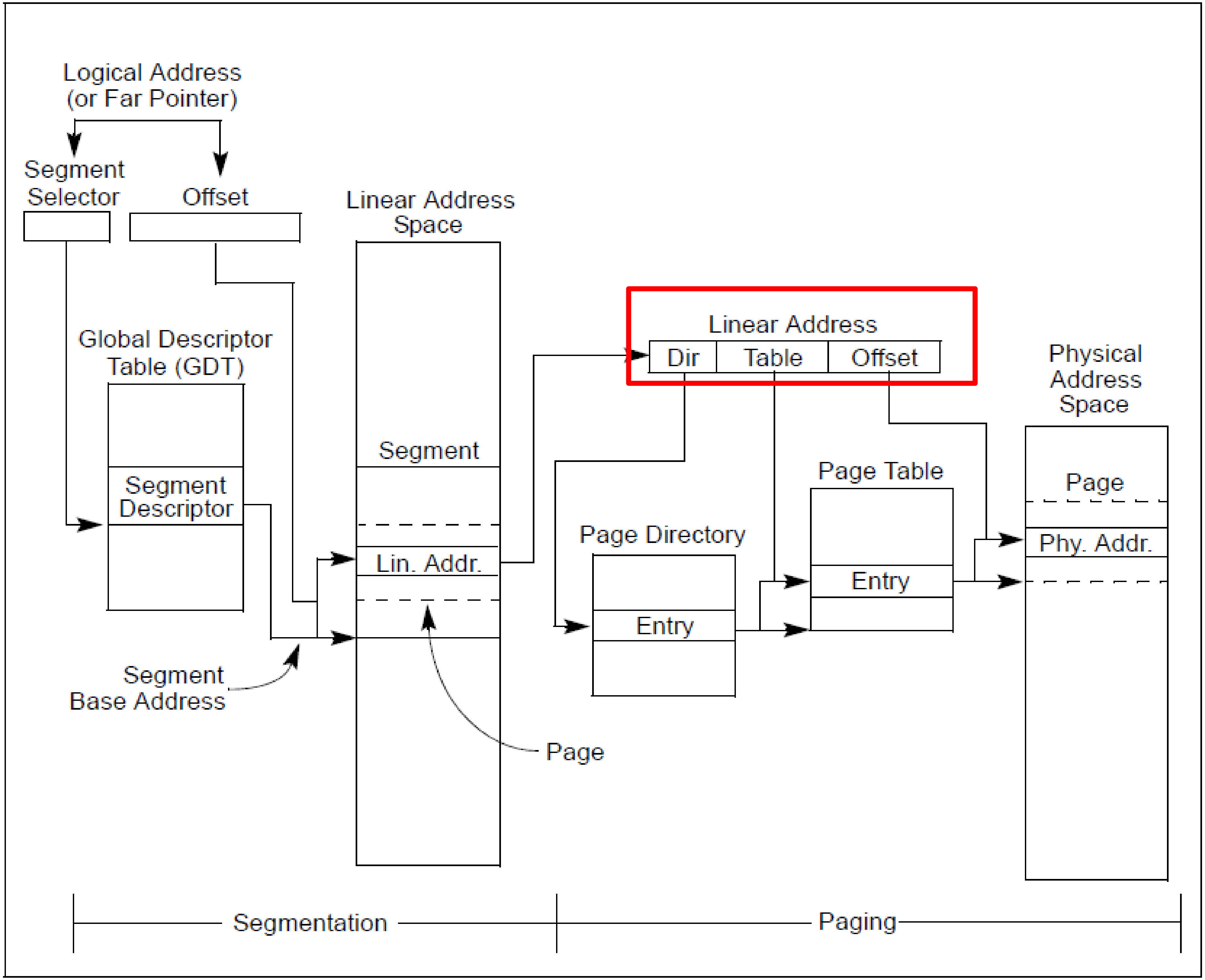
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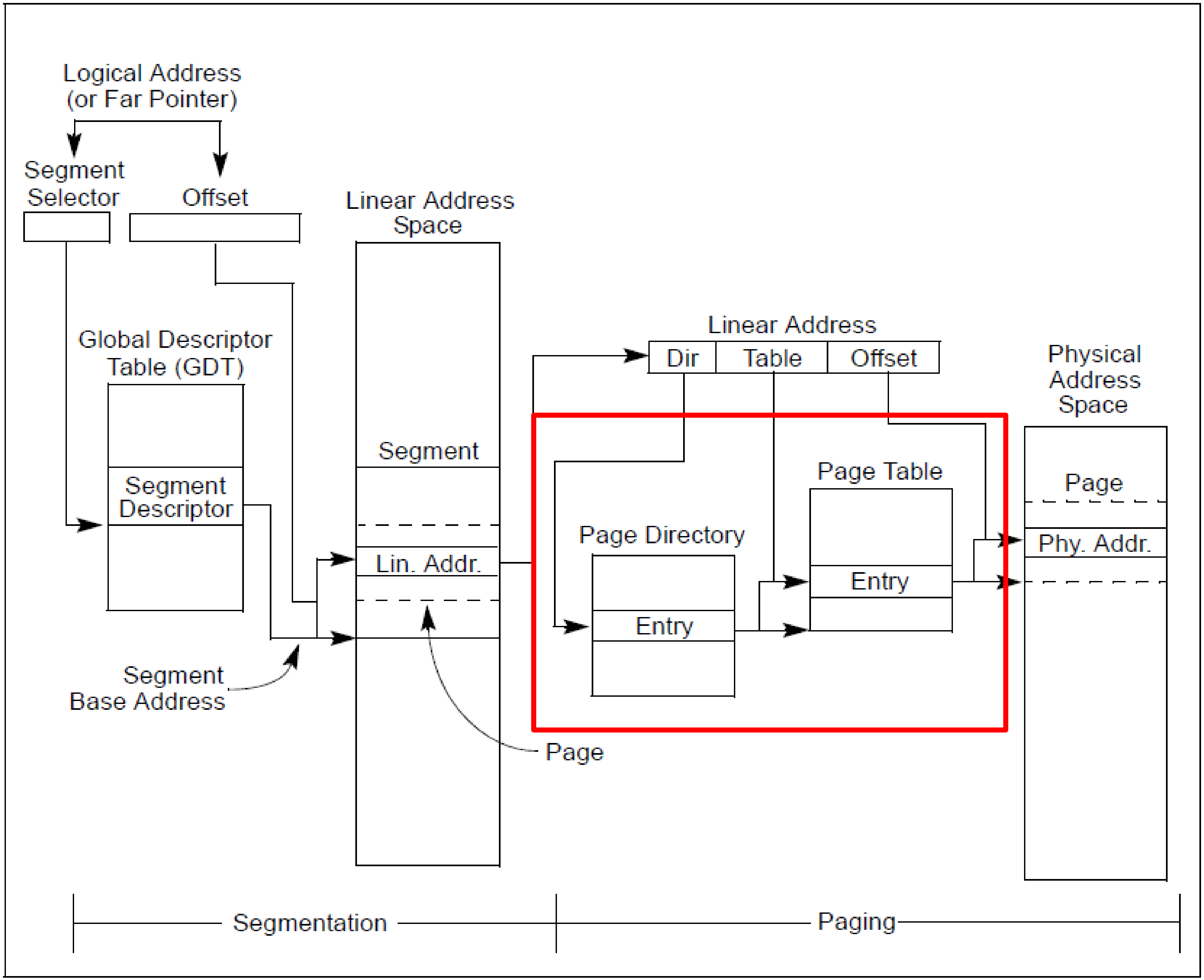

Logical Address
(or Far Pointer)
Segment
Selector
Offset
Linear Address
Space
Global Descriptor
Table (GDT)
Segment
Descriptor
Segment
Lin. Addr.
Segment
Base Address
Page
Linear Address
Dir
Table
Offset
Page Directory
Entry
Page Table
Entry
Physical
Address
Space
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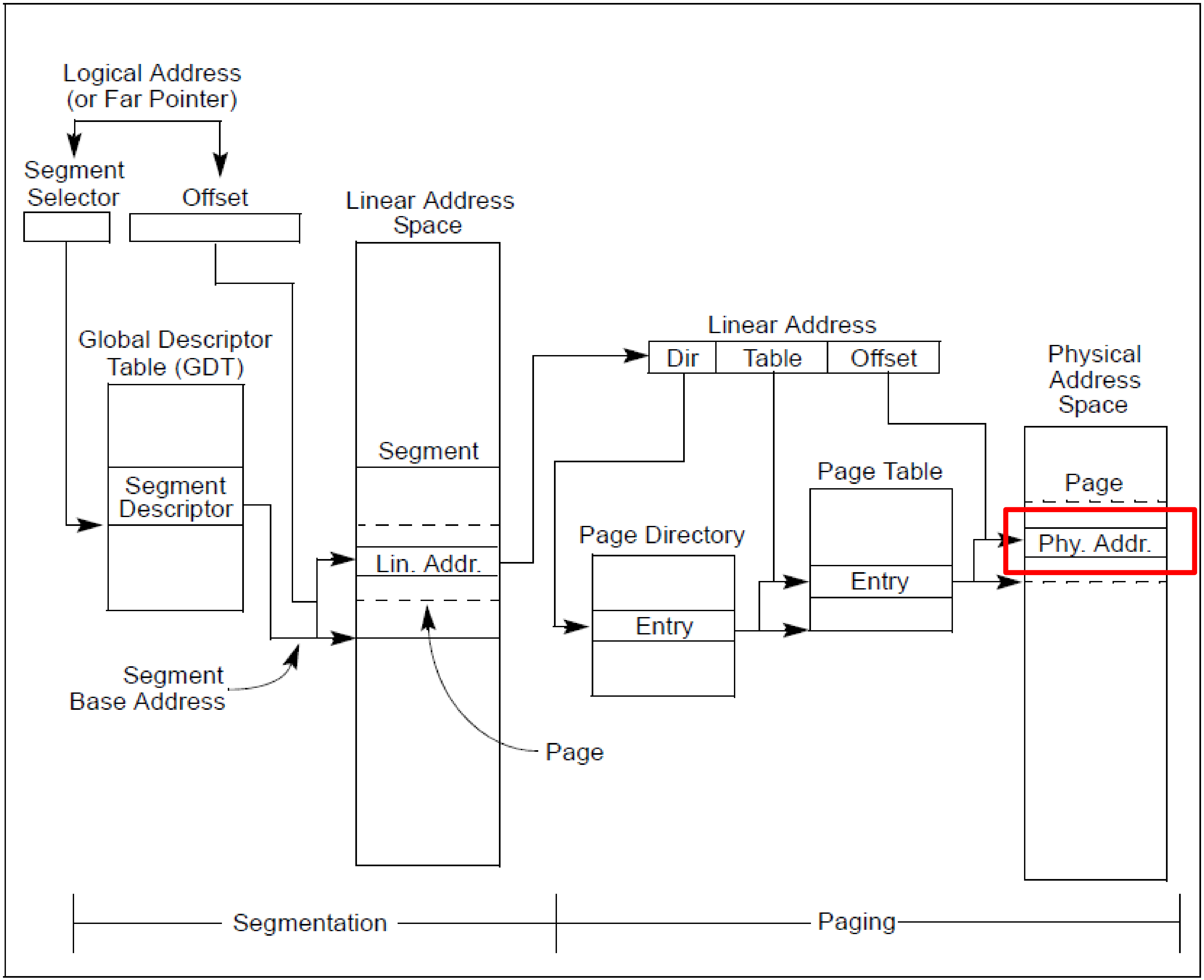
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Linear Address Space
Global Descriptor Table (GDT)
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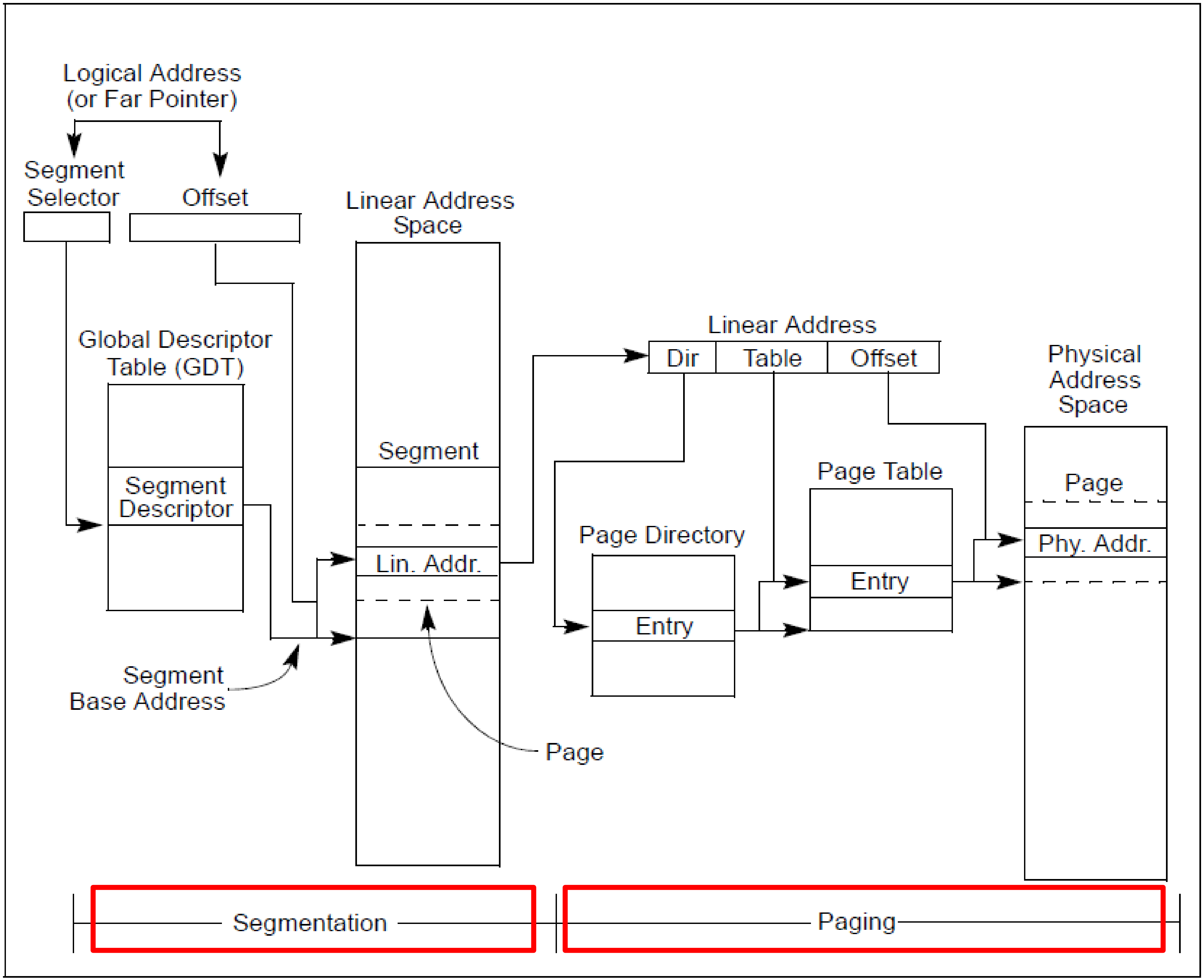
Logical Address
(or Far Pointer)
Segment Selector
Offset
Linear Address Space
Global Descriptor Table (GDT)
Segment Descriptor
Segment
Lin. Addr.
Segment Base Address
Page
Linear Address
Dir
Table
Offset
Page Directory
Entry
Page Table
Entry
Physical Address Space
Page
Phy. Addr.
Segmentation
Paging

Why do we need paging?

- Compared to segments pages provide fine-grained control over memory layout
  - No need to relocate/swap the entire segment
    - One page is enough
    -
- You're trading flexibility (granularity) for overhead of data structures required for translation

Questions?