Virtual Memory

It’s just another level in the hierarchy

*Virtual memory* is the name of the technique that allows us to view main memory as a cache of a larger memory space (on disk).

Virtual Memory

- is just caching, but uses different terminology (and different storage/lookup techniques)
  - cache ______ VM
  - block
  - cache miss
  - address ______ virtual address
  - index ______ physical address (sort of)

Virtual Memory

- What happens if another program in the processor uses the same addresses that yours does?
- What happens if your program uses addresses that don’t exist in the machine?
- What happens to “holes” in the address space your program uses?

- So, virtual memory provides
  - (through the caching effect)
  - protection
  - ease of programming/compilation
  - use of memory
Virtual Memory

- is just a mapping function from virtual memory addresses to physical memory locations, which allows caching of virtual pages in physical memory.

What makes VM different than memory caches

- **MUCH** higher miss penalty (millions of cycles)!
- Therefore
  - large pages [equivalent of cache line] (4 KB to MBs)
  - associative mapping of pages (typically fully associative)
  - software handling of misses (but not hits!!)
  - write-through not an option, only write-back

Address translation via the page table

- all page mappings are in the page table, so hit/miss is determined solely by the valid bit (i.e., no tag)
- so why is this fully associative???
Making Address Translation Fast

- A cache for address translations: translation lookaside buffer (TLB)

TLBs and caches

Virtual Memory & Caches

- Cache lookup is now a serial process
  1. V->P translation through TLB
  2. Get index
  3. Read tag
  4. Compare
- How can we make this faster?
  1.
  2.

Virtual Caches

- Which addresses are used to lookup data in cache/store in tag?
  - Addresses?
  - Addresses?
- Pros/Cons?
  - Virtual
  - Physical
Fast Index Translation

- Can do
  1. V->P translation through TLB
  2. Get index

 in parallel, if the “virtual” index and the “physical” index are the same.

<table>
<thead>
<tr>
<th>virtual page number</th>
<th>page offset</th>
</tr>
</thead>
<tbody>
<tr>
<td>tag</td>
<td>index</td>
</tr>
<tr>
<td>index</td>
<td>block offset</td>
</tr>
</tbody>
</table>

Virtual Memory Key Points

- How does virtual memory provide:
  - protection?
  - sharing?
  - performance?
  - illusion of large main memory?

- Virtual Memory requires twice as many memory accesses, so we cache page table entries in the TLB.

- Three things can go wrong on a memory access: cache miss, TLB miss, page fault.