

ECE445M/ECE380L.12

Embedded and Real-Time Systems/ Real-Time Operating Systems

Lecture 11: Memory Protection, Virtual Memory, Paging

References: T. Anderson, M. Dahlin, "Operating Systems: Principles and Practice"
R. & A. Arpaci-Dusseau, "Operating Systems: Three Easy Pieces", <http://ostep.org>

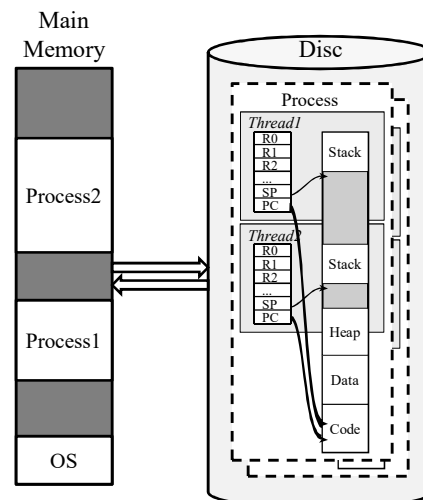
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Recap: Memory Management

- Sharing
 - Per-thread: stack
 - Per-program/-process: code, data
- Allocation
 - Static, permanent
 - OS code & data
 - Dynamic, temporary
 - Stacks & heaps, process code & data
- Protection
 - Access control



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Memory Protection

- Divide memory into regions
 - Allocated heap blocks
 - Thread/process data & code segments
- Define access control per region
 - Read-only/read-write
 - Execute/no-execute
- Enforce access control in hardware
 - On every memory access (load/store)
 - Permission fault exception

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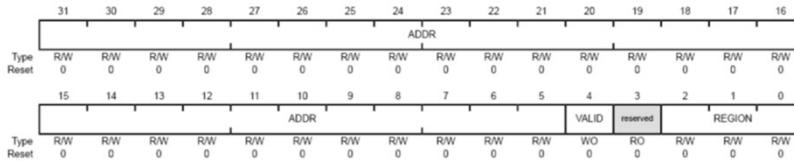
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TM4C123 Memory Protection

- Memory Protection Unit (MPU)
 - 8 separate memory regions

MPU Region Base Address (MPUBASE)

Base 0xE000.E000
Offset 0xD9C
Type R/W, reset 0x0000.0000



Bit/Field	Name	Type	Reset	Description
31:5	ADDR	R/W	0x0000.0000	Base Address Mask Bits 31:N in this field contain the region base address. The value of N depends on the region size, as shown above. The remaining bits (N-1):5 are reserved. Software should not rely on the value of a reserved bit. To provide compatibility with future products, the value of a reserved bit should be preserved across a read-modify-write operation.

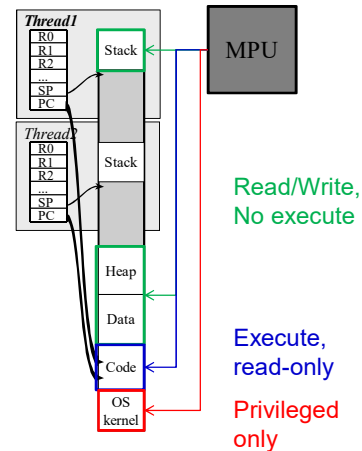
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Thread-Protected Mode

- Only current thread has memory access
 - Code
 - Data/heap, stack
 - OS kernel traps
- On context switch
 - Re-assign MPU permissions
 - Extra overhead



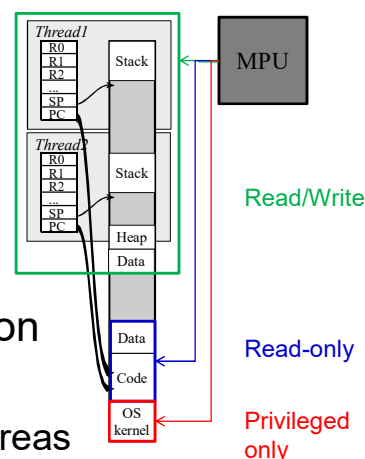
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μCOS Thread Groups

- Group of threads protected jointly
 - Called “process” in μCOS-II
 - Group-local shared memory region
- Inter-group communication
 - Through OS kernel
 - Special shared memory areas



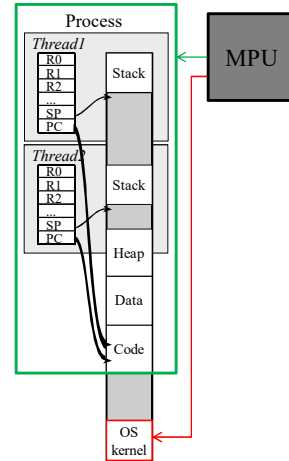
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Multi-Processing

- Process
 - Whole program in execution
 - Code, data, heap
 - One or more threads
- Multi-processing
 - Multiple processes/programs in main memory
 - OS schedules processes & threads
 - Process-level protection



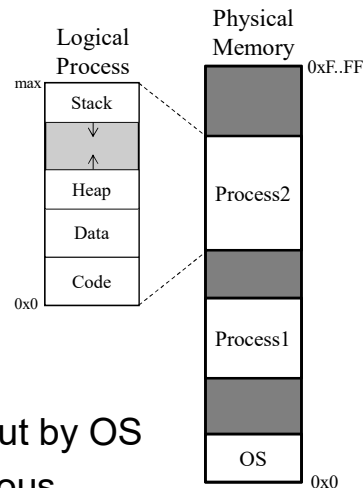
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Recap: Processes

- OS manages processes
 - CPU scheduling
 - Code/data memory
- Independent programs
 - Separately compiled
 - Logical address space
- Brought in/out of memory
 - On load/exit, swapped in/out by OS
 - Contiguous or non-contiguous



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Recap: Address Translation

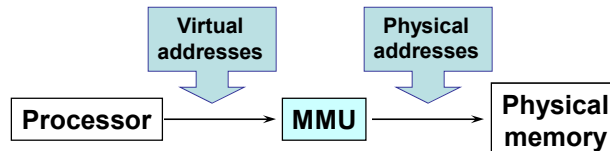
- Virtual addresses in process
 - Compiler generated programs on disk
 - Location of & references to code and data
- Physical addresses in main memory
 - Need to map virtual into physical addresses
 - Compile time: generate for known location
 - Load time: relocation by OS, dynamic linking
 - Run time: software or hardware, virtual memory

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Memory Management Unit (MMU)

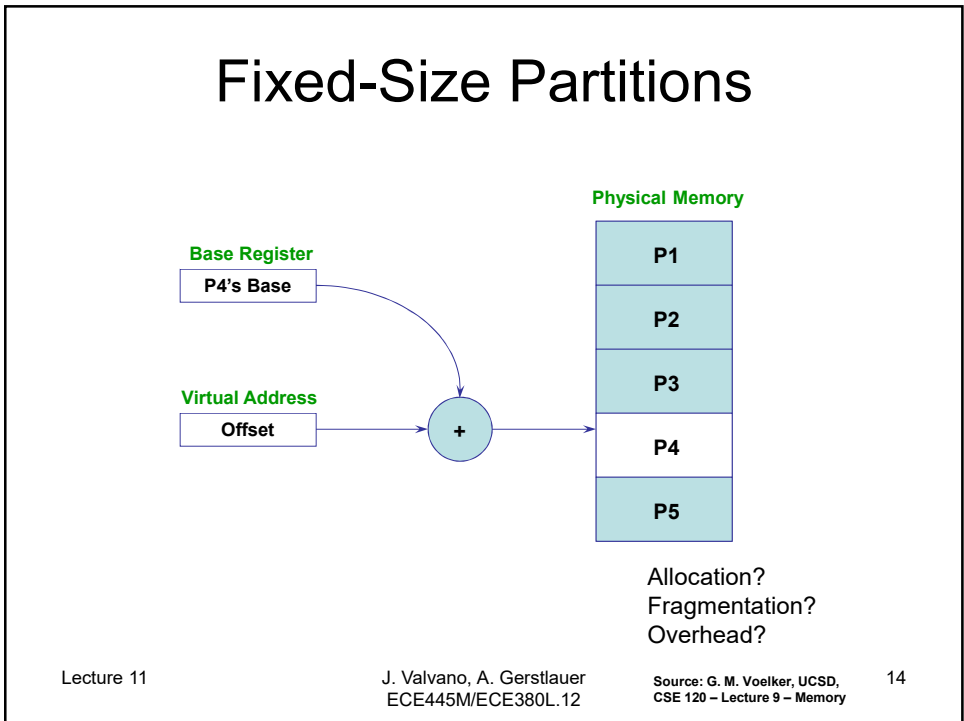
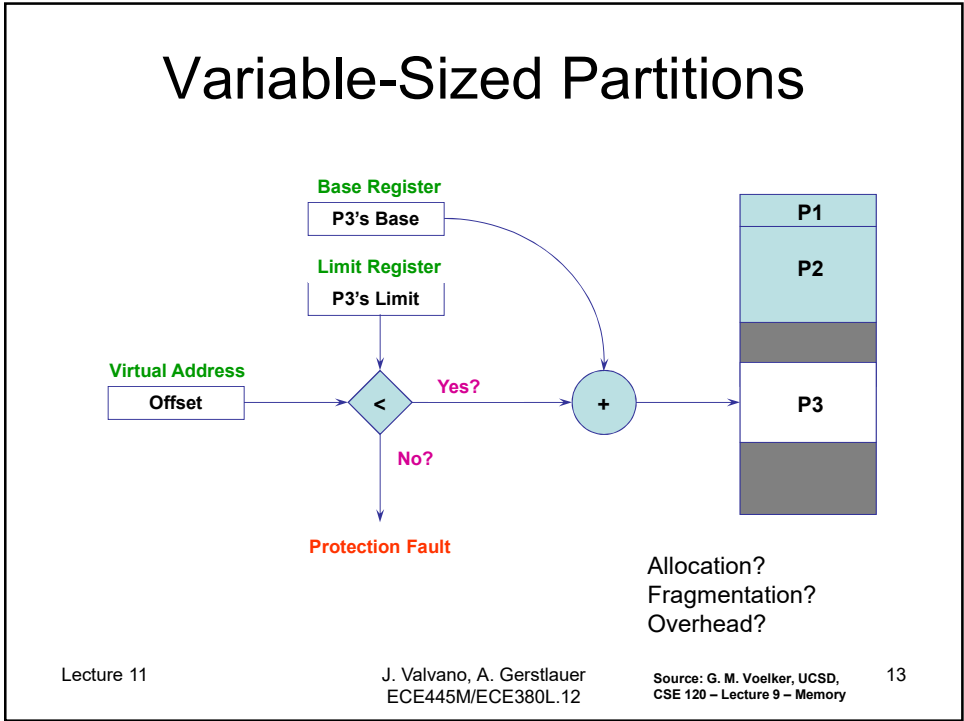


- Fast & efficient address translation
 - Hardware supported, at run-time
 - Start with old, simple ways
 - Progress to current techniques

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Segmentation

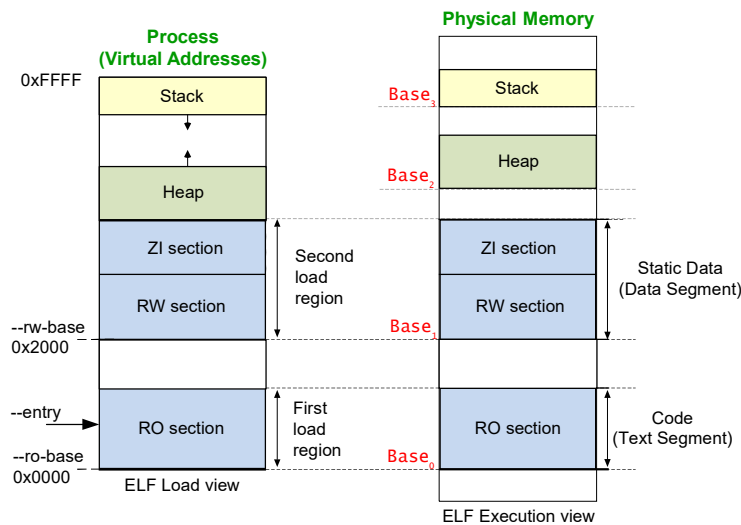
- Natural extension of partitions
 - Partitions = 1 segment/process
 - Segmentation = many segments/process
- Partition memory into logically related units
 - Code, data, stack, heap, etc.
 - Virtual addresses become <segment #, offset>
 - Units of memory from programmer's perspective
- Hardware support
 - Multiple base/limit pairs, one per segment (segment table)
 - Segments named by #, used to index into table

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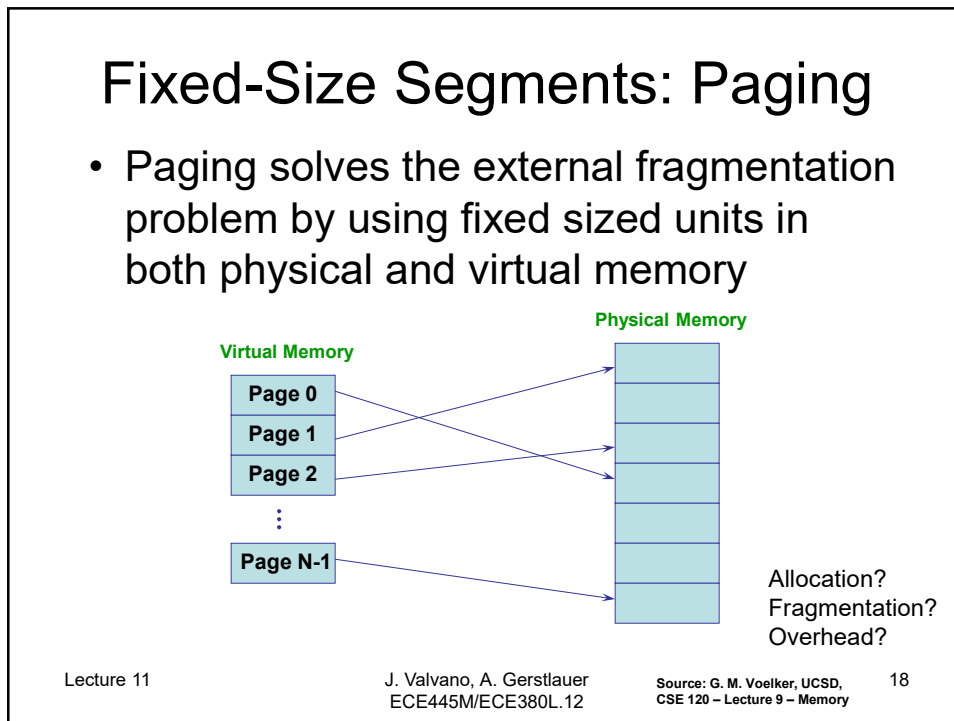
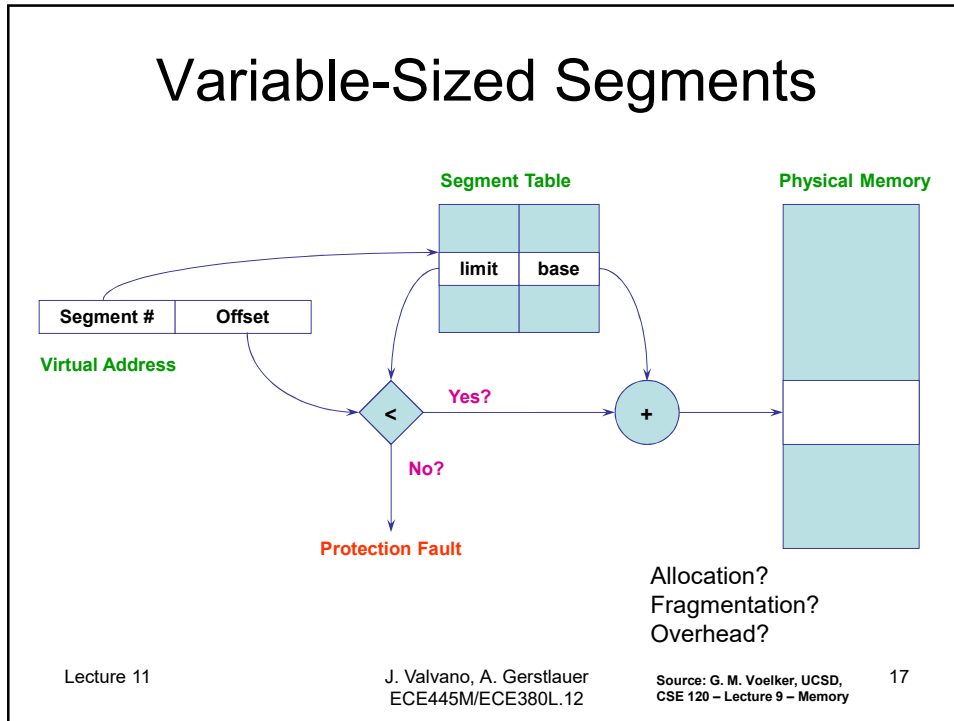
Segmented Address Space



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Virtual Memory

- Programmers (and processes) view memory as one contiguous address space
 - From 0 through N
 - Virtual address space (VAS)
- In reality, pages are scattered throughout physical storage
- The mapping is invisible to the program
- Protection is provided because a program cannot reference memory outside of its VAS
 - The address “0x1000” maps to different physical addresses in different processes

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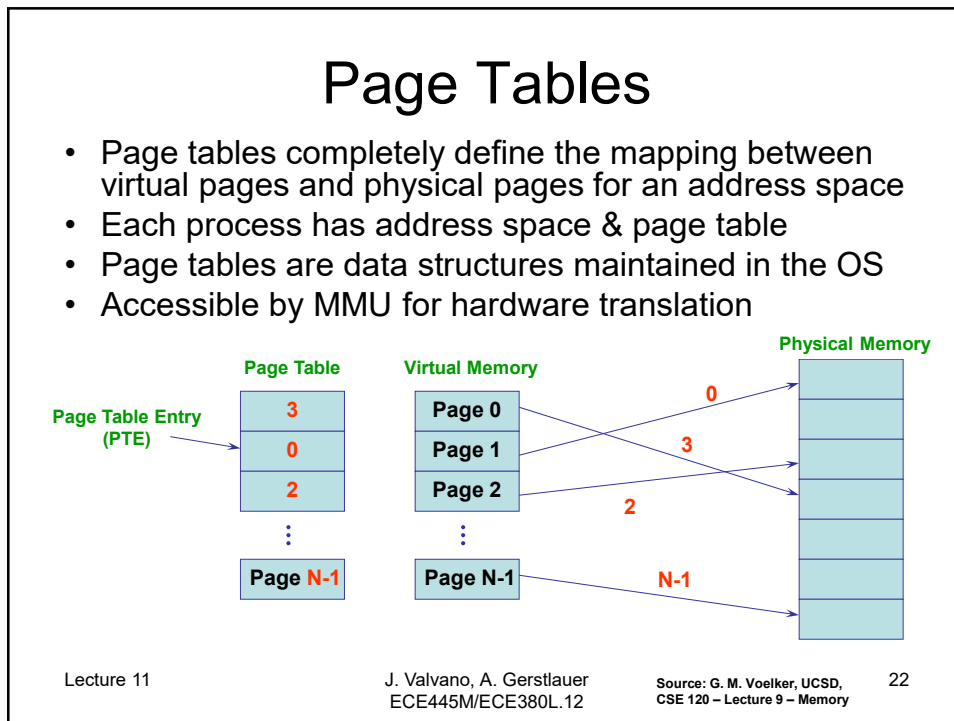
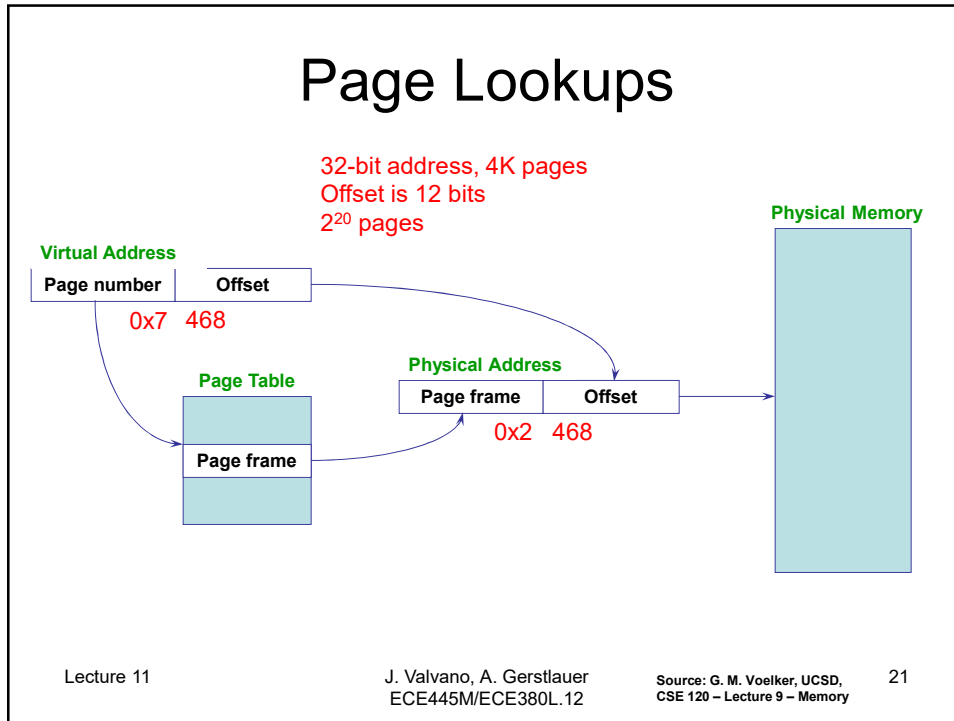
Demand Paging / Swapping

- Pages can be moved between memory and disk
 - Use disk to provide more virtual than physical memory
- OS uses main memory as a page cache of all the data allocated by processes in the system
 - Initially, pages are allocated from memory
 - When memory fills up, allocating a page in memory requires some other page to be evicted from memory
 - Why physical memory pages are called “frames”
 - Evicted pages go to disk
 - Where? The swap file/backing store
 - The movement of pages between memory and disk is done by the OS, and is transparent to the application
 - But: expensive!

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Page Table Entries (PTEs)



- Page table entries control mapping
 - The **Modify** bit says whether or not the page has been written
 - It is set when a write to the page occurs
 - The **Reference** bit says whether the page has been accessed
 - It is set when a read or write to the page occurs
 - The **Valid** bit says whether or not the PTE can be used
 - It is checked each time the virtual address is used, set when page is in memory
 - The **Protection** bits say what operations are allowed on page
 - Read, write, execute
 - The **page frame number** (PFN) determines physical page

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Segmentation and Paging

- Can combine segmentation and paging
 - The x86 supports segments and paging
- Use segments to manage logically related units
 - Module, procedure, stack, file, data, etc.
 - Segments vary in size, but usually large (>1 page)
- Pages to partition segments into fixed size chunks
 - Segments easier to manage within physical memory
 - Segments become “pageable” – rather than moving segments into and out of memory, just move page portions of segment
 - Need to allocate page table entries only for those pieces of the segments that have themselves been allocated
- Tends to be complex...

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Paging Limitations

- Can still have internal fragmentation
 - Process may not use memory in multiples of a page
- Memory reference overhead
 - 2 references per address lookup (page table, then memory)
 - Solution – use a hardware cache of lookups (more later)
- Memory required to hold page table can be significant
 - Need one PTE per page
 - 32 bit address space w/ 4KB pages = 2^{20} PTEs
 - 4 bytes/PTE = 4MB/page table
 - 25 processes = 100MB just for page tables!
 - How to reduce page size?
- How do we only map what is being used?
 - Dynamically extending page table, but fragmentation

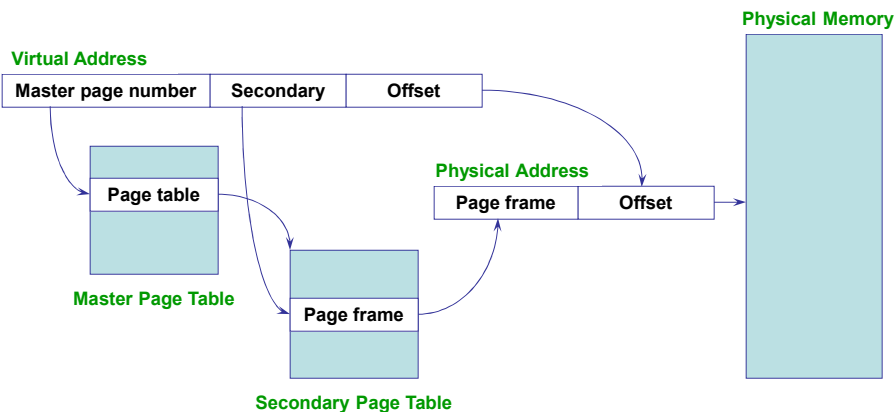
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Two-Level Page Tables

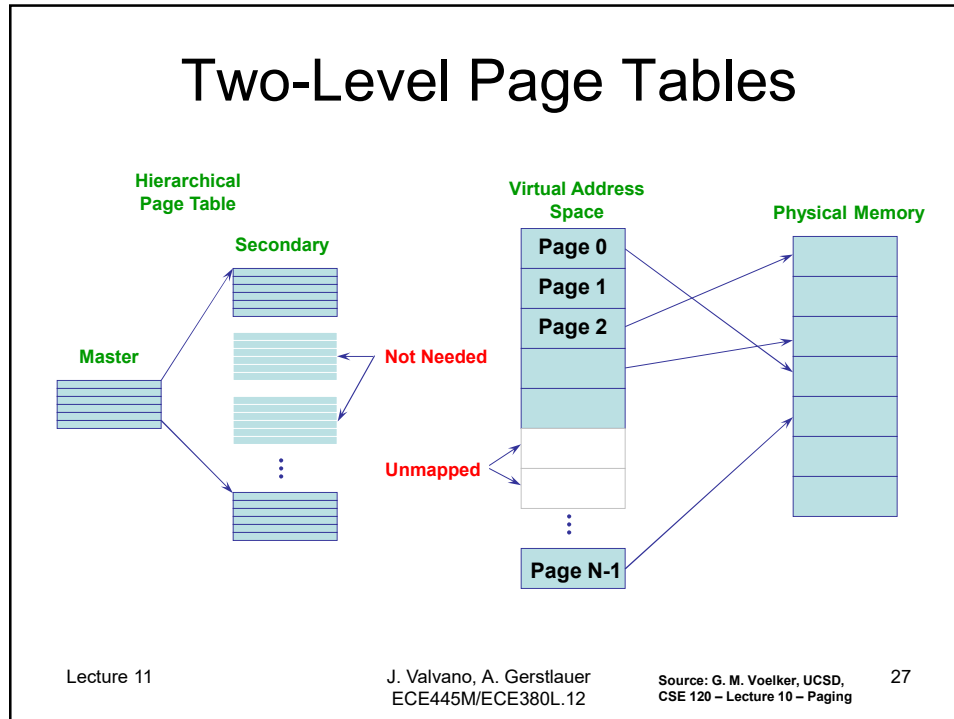


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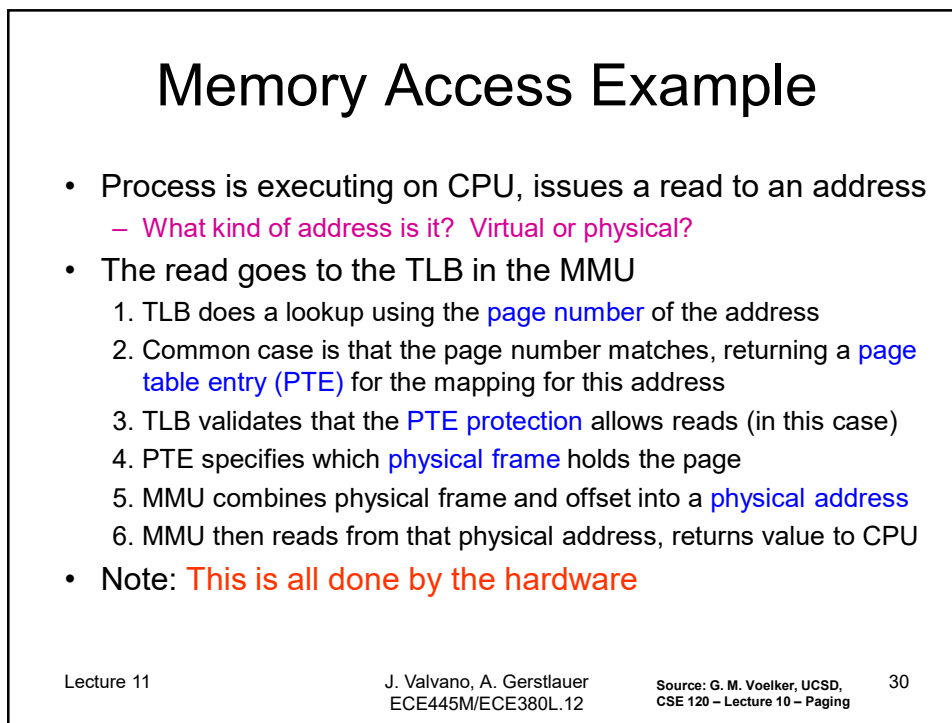
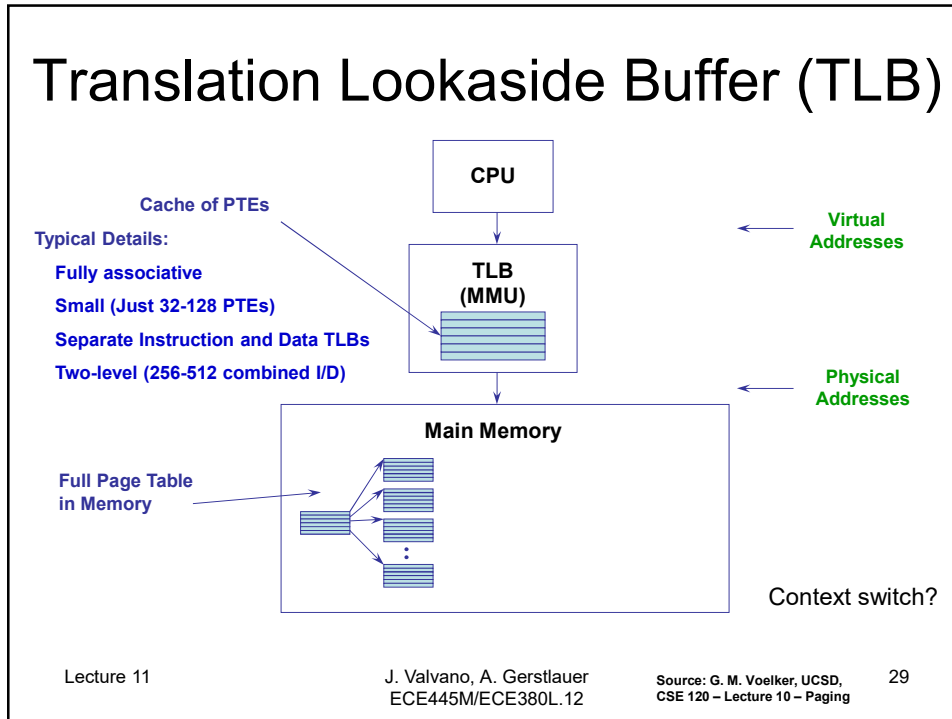
Efficient Translations

- Original page table scheme already doubled the cost of doing memory lookups
 - Lookup into page table + fetch the data
- Two-level page tables triple the cost!
 - 2x lookups into page tables, a third to fetch the data
 - And this assumes the page table is in memory
- How can we use paging but also have lookups cost about the same as fetching from memory?
 - Cache translations in hardware
 - Translation Lookaside Buffer (TLB)
 - TLB managed by Memory Management Unit (MMU)

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TLB Miss

- If the TLB does not have mapping:
 1. MMU loads PTE from page table in memory
 - Hardware managed TLB [x86]
 - OS has already set up the page tables so that the hardware can access it directly, otherwise not involved
 2. Trap to the OS
 - Software/OS managed TLB [MIPS, Alpha, Sparc, PowerPC]
 - OS does lookup in page table, loads PTE into TLB
 - OS returns from exception, TLB continues
- Replace existing PTE in TLB
 - Done in hardware, e.g. least recently used
 - At this point, PTE for the address in the TLB

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Page Fault

- PTE can indicate a protection fault
 - Read/write/execute – operation not permitted
 - Invalid – virtual page not allocated/not in memory
- TLB traps to the OS (OS takes over)
 - R/W/E violation
 - OS sends fault back up to process, or intervenes
 - Invalid
 - Virtual page not allocated in address space
 - OS sends fault to process (e.g., segmentation fault)
 - Page not in physical memory
 - OS allocates frame, reads from disk (swap space)
 - Maps PTE to physical frame, update TLB

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Page Replacement

- Which page to evict on invalid page fault?
 - Page replacement policies
 - Avoid thrashing (if possible)
- Exploit locality
 - Temporal and spatial locality
 - Working set (pages most recently referenced)
 - FIFO, Least Recently Used (LRU), ...
- Dirty vs. clean pages (marked in PTE)
 - Only write back dirty pages to disk

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Addressing Page Tables

- Where do we store page tables?
 - Physical memory
 - Easy to address, no translation required
 - But, allocated tables consume memory for lifetime of VAS
 - Virtual memory (OS virtual address space)
 - Cold (unused) page table pages can be paged out to disk
 - But, addressing page tables requires translation
 - How do we stop recursion?
 - Do not page the outer page table (called **wiring**)
 - If we're going to page the page tables, might as well page the entire OS address space, too
 - Need to wire special code and data (fault, int handlers)

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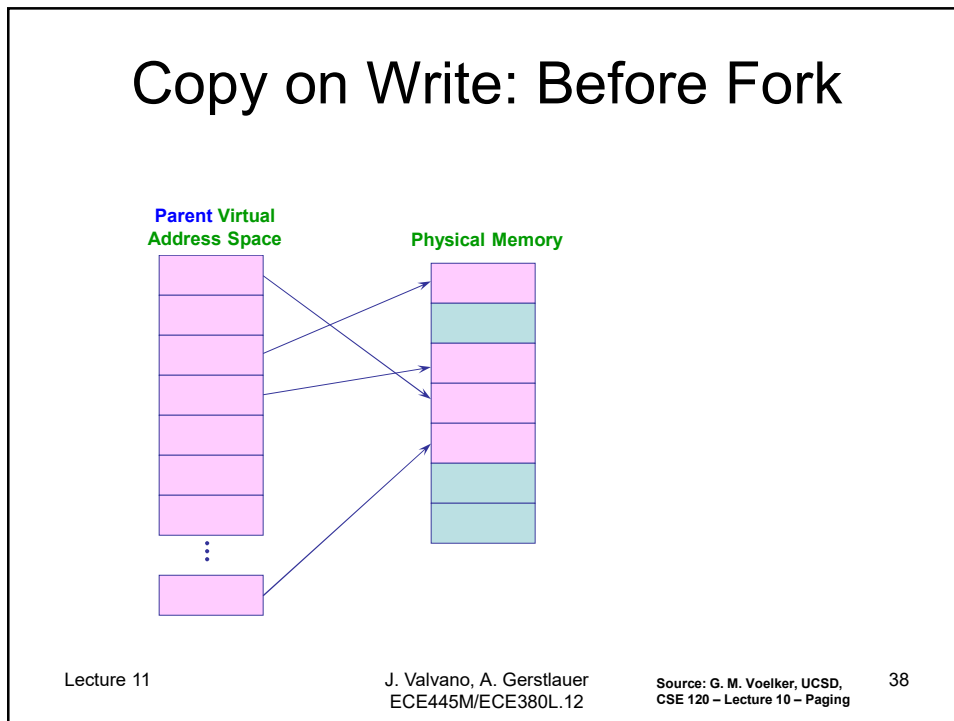
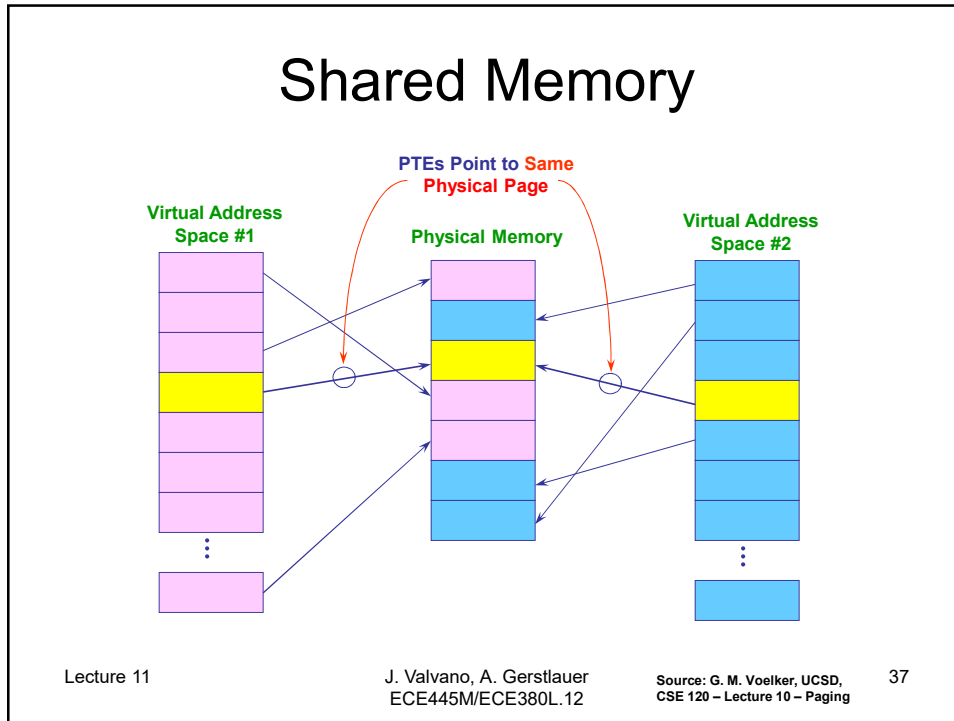
Advanced Functionality

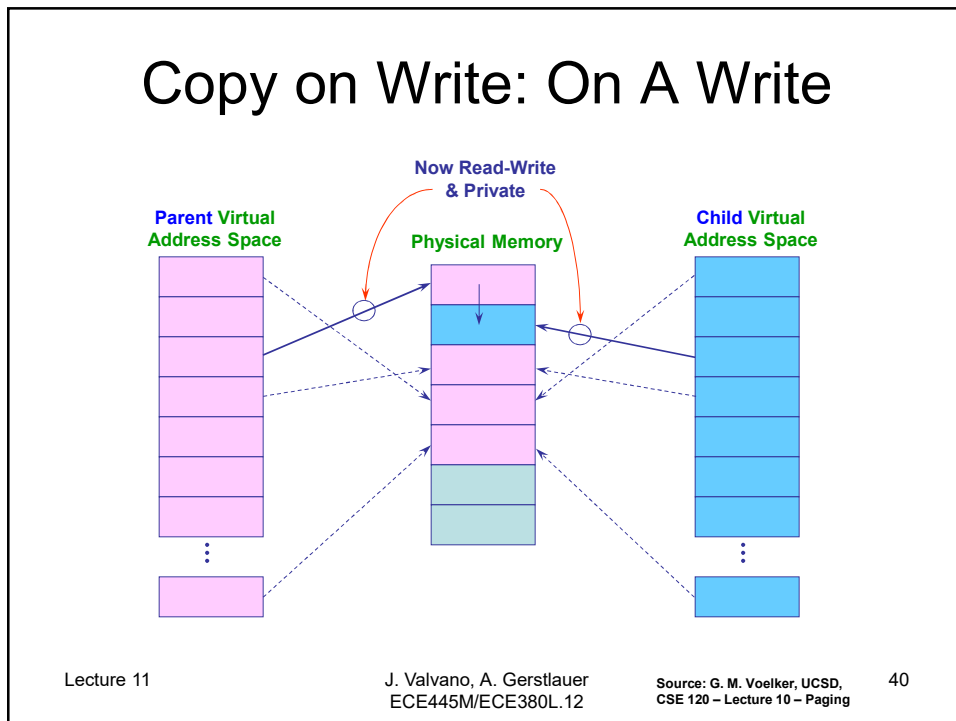
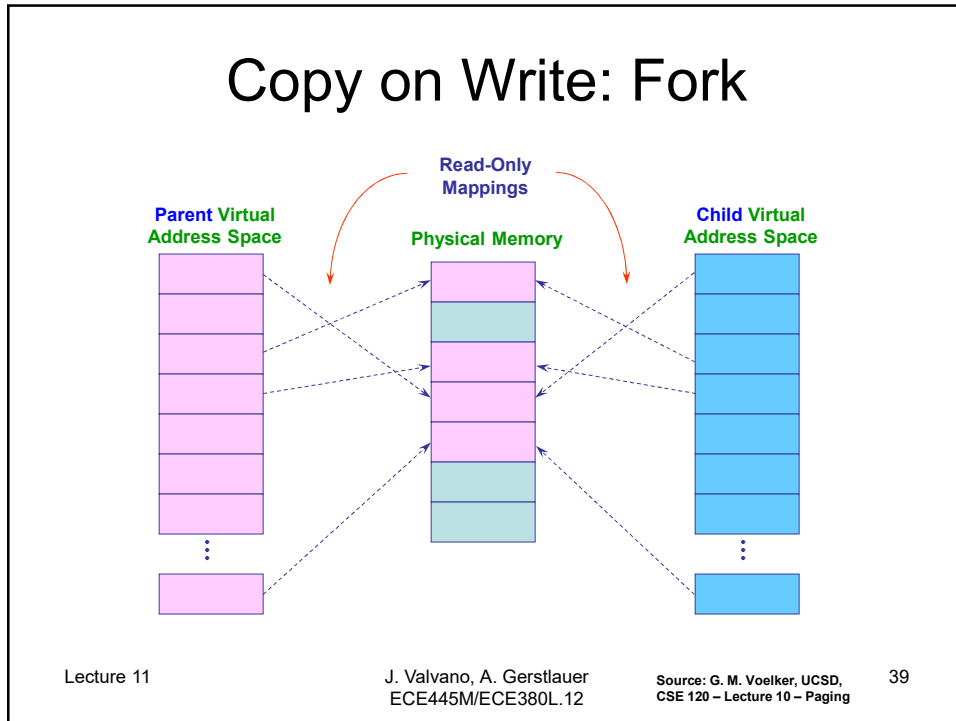
- Shared memory
 - PTEs of two processes point to same page
- Copy on Write (**fork()** a process)
 - Copy only page table to clone process
 - Copy memory frame only on first write
- Mapped files
 - Map pages from file on disk into memory

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Mapped Files

Virtual Address Space

Mapped File

PTEs initially invalid
Read into memory on page fault
Write back when dirty on eviction

Similar approach used by OS when loading process/program from disk (copy to swap space, then map)

- Bind file to memory region
 - Linux: `mmap ()`
- File acts as backup store
 - Instead of swap space

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Memory Management Summary

- Often not used in embedded devices
 - Overhead
 - Page table storage, Context switching
 - Unpredictable timing
 - TLB misses, Page faults
- Static memory management
 - Static data allocation, no heap
 - No MMU/paging
 - Compile/load time relocation (optionally segmented)
 - Hardware support for protection & translation
 - Swapping under program control (overlays)

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