

A system implements paging using a page size of 4096 (2^{12}) bytes.

The diagram below shows the current state of the TLB, CoreMap, Swap Space and page tables for only two of several executing programs (Program A and Program B).

Note that VPN refers to the virtual page number and PFN refers to the corresponding physical frame number. M, U, V, and D are the modified, use, valid and dirty bits, respectively.

The SW entry (right most column in each page table) is used to denote the sector on the swap disk used to store the page.

A value of -1 in the SW column indicates that the page is not stored on the swap disk.

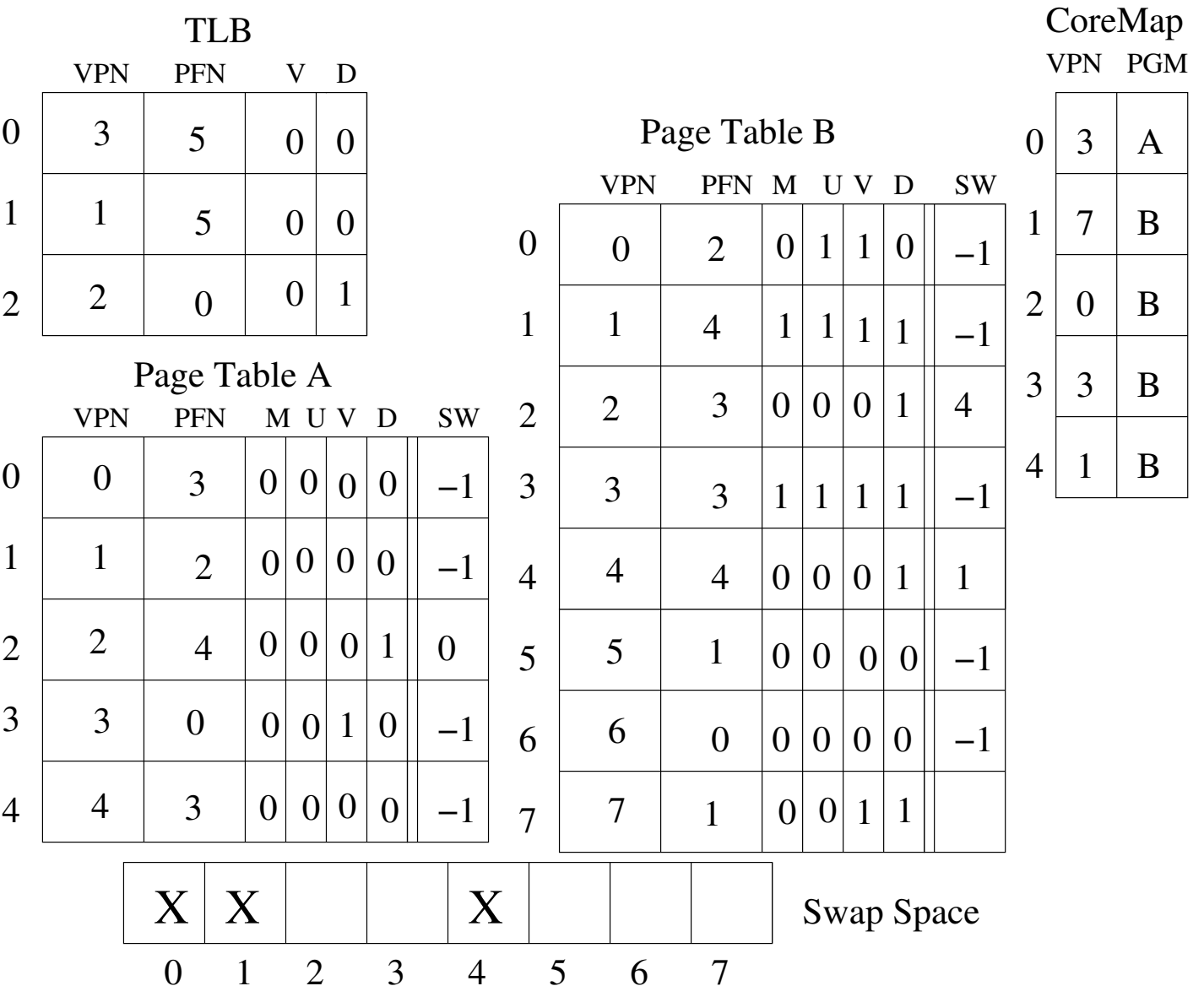
An X on the swap disk indicates that the sector is used.

Assume that:

- o the next three potential victims chosen by the page replacement algorithm are (4, 0, 3);
- o the next three potential victims chosen by the TLB replacement algorithm are (1, 2, 0);
- o the next three potential free sectors used on the swap disk are (2, 3, 5).

List all steps performed by the operating system and MMU when executing the following sequence of memory references. Present the steps as a list of entries and distinguish those performed by the operating system (denote these with ``OS'') from those performed by the hardware (denote these with ``HW''). Be sure to include the resulting physical address if a valid translation is made.

Process A does a load from address 0x00003C9A.
Process A does a store to address 0x00002F08.



We use pseudocode below in an attempt to keep the solution brief and hopefully clear.

SW = software	PTA = page table for process A
OS = operating system	PTB = page table for process A
HW = hardware	VPN = virtual page number
MMU = memory management unit	PFN = page frame number

V = Valid bit	M = Modified bit
D = Dirty bit (can the page be dirtied)	U = Use bit

Process A does a load from address 0x00003C9A.

The 12 last bits of the virtual address correspond to the offset C9A, while the 20 remaining bits indicate the page number 3.

- o [HW/MMU]
There is an entry with virtual page number (VPN) 3 in the TLB, but it is invalid, which results in a TLB exception (Read Fault).
BadVaddr = 0x00003C9A
- o [SW/OS]
There is an entry with VPN 3 in the page table of process A,
PTA[3].V == 1
Note that if this was a store the kernel would kill the process because
PTA[3].D == 0
Frame is 0.
PTA[3].PFN == 0

This information is copied in the TLB table in entry 1 following the order (1,2,0).
TLB[1].VPN = 3
TLB[1].PFN = 0
TLB[1].V = 1
TLB[1].D = 0

- o [SW/OS]
If tracking use for page replacement,
set the Use bit (U=1) in the page table for A.
PTA[3].U = 1.
- o [HW/MMU]
The instruction is executed again with the new content of the TLB. This time there is a valid TLB hit and the translation occurs.
TLB[1].VPN == 3 and TLB[1].V == 1.
If there were a Use bit (U) in the TLB it would get set by the MMU.
TLB[1].U = 1
VPN is translated to PFN TLB[1].PFN == 0.

The virtual address is directly translated to the physical address 0x0C9A

Process A does a store to address 0x00002F08.

The 12 last bits of the virtual address correspond to the offset F08, while the 20 remaining bits indicate the page number 2.

o [HW/MMU]

TLB search for valid entry with virtual page number (VPN) 2.

 Fails, so:

 TLB exception (Write Fault)

 BadVaddr = 0x00002F08

o [SW/OS]

There is a valid entry with VPN 2 in the page table of process A but it is invalid and indicates that the corresponding data is on sector 0 of the swap partition.

 PTA[2].V == 0

 PTA[2].SW == 0

This data needs to be loaded in memory (i.e., we have a page fault).

o [SW/OS]

The CoreMap indicates that there is no free frame in memory.

 As the page replacement algorithm replace pages (4,0,3), page 4 needs to be evicted.

 Victim = 4.

o [SW/OS]

The CoreMap indicates that page 4 belongs to process B, with VPN 1.

The page table of process B indicates that this page is modified (M=1),

so the corresponding data must be written to the

 swap partition, and that no sector of the swap partition has been allocated to this page yet.

 PTB[1].V == 1

 PTB[1].M == 1

 PTB[1].SW == -1

o [SW/OS]

As the next free sector are (2,3,5), the content of frame

 4 is written to sector 2 of the swap partition.

 The Swap Space map is updated to indicate that Sector 2 is used, the entry 1 of the page table of process B is updated to set the Modified (M), Used (U) and Valid (V) bits to zero, and the SW entry to 2.

 SWAPMAP[2] = X.

 PTB[1].V == 0 (not in memory anymore)

 PTB[1].M == 0 (we cleaned the page)

 PTB[1].U == 0 (clear for future)

 PTB[1].SW == 2 (where to get this page on the next fault)

o [SW/OS]

The content of sector 0 of the swap partition is loaded into frame number 4. The corresponding entry in the CoreMap is updated to indicate that PFN 4 corresponds to VPN 2 of process A.

Copy Sector 0 from disk to Frame 4 in memory.

Coremap[4].VPN = 2

Coremap[4].PGM = A

Might actually just keep a pointer to the PTE for PTA[2].

o [SW/OS]

The entry 2 of the page table of process A is updated by setting its valid (V) bit to 1 (and setting/changing the PFN to 4

, which it already was -- only coincidence).

PTA[2].V = 1

PTA[2].M = 1 (Write Fault so page will get modified)

PTA[2].U = 1 (Write Fault so page will get used)

PTA[2].SW (Could leave this alone in case it needs a spot again

)

Or free it for someone else to use.

o [SW/OS]

The entry 2 of the TLB is updated (since entry 1 was updated in the previous question and the next replacement/choice is 2)

to indicate that VPN 2 corresponds to PFN 4,

setting the corresponding valid bit (V) to 1 and dirty bit (D) to 1.

TLB[2].VPN = 2

TLB[2].PFN = 4

TLB[2].V = 1

TLB[2].D = 1

o [SW/OS]

The instruction is executed again, with the new contents of the TLB and the instruction succeeds.

TLB[2].VPN == 2 and TLB[2].V == 1

If the MMU contains Modified (M) and Use (U) bits they are set to one in entry 2.

TLB[2].M = 1 and TLB[2].U = 1

The virtual address is finally translated to the physical address 0x4F08.
