CSCE 313-201
Introduction to Computer Systems
Fall 2019

Memory II
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Homework #3

- Tested Rabin-Karp performance on enwiki-all.txt
  - FILE_FLAG_NO_BUFFERING, B = 2 MB, 50-500 slots
  - 8-core Skylake-X server w/RAID @ 4 GB/s

<table>
<thead>
<tr>
<th>Time</th>
<th>Speed</th>
<th>Found</th>
<th>Speed</th>
<th>Found</th>
</tr>
</thead>
<tbody>
<tr>
<td>X</td>
<td>8.84</td>
<td>3.4 GB/s</td>
<td>103 MB/s</td>
<td>3,374,677,735</td>
</tr>
<tr>
<td>A</td>
<td>9.28</td>
<td>3.3 GB/s</td>
<td>105 MB/s</td>
<td>3,374,677,735</td>
</tr>
<tr>
<td>B</td>
<td>10.0</td>
<td>3.0 GB/s</td>
<td>34 MB/s</td>
<td>3,374,677,735</td>
</tr>
<tr>
<td>C</td>
<td>13.2</td>
<td>2.3 GB/s</td>
<td>48 MB/s</td>
<td>3,374,677,730</td>
</tr>
<tr>
<td>D</td>
<td>23.2</td>
<td>1.3 GB/s</td>
<td>174 MB/s</td>
<td>3,374,677,742</td>
</tr>
<tr>
<td>E</td>
<td>25.2</td>
<td>1.2 GB/s</td>
<td>&lt; 10 MB/s</td>
<td>3,374,677,735</td>
</tr>
<tr>
<td>Ref</td>
<td>8.58</td>
<td>3.5 GB/s</td>
<td>105 MB/s</td>
<td>3,374,677,735</td>
</tr>
</tbody>
</table>
Chapter 7: Roadmap

7.1 Requirements
7.2 Partitioning
7.3 Paging
7.4 Segmentation
7.5 Security
Paging

- Paging allows the OS to allocate non-contiguous chunks of space to application requests
  - Hardware finds the page in RAM by transparently mapping from logical to physical addresses
- Logical address consists of two parts
  - Page number
  - Offset within that page
- **Example**: 32 bit address, 4 KB pages

```
char *ptr = 0x33567
0x33567 = 0x33 0x567
```

![Diagram of paging with page numbers and offset within a page]
Paging

• Conversion of page numbers is done using the TLB (Translation Lookaside Buffer):

char *ptr =

\[
\begin{array}{c}
0x33 \\
0x567
\end{array}
\]

offset in physical page

logical page number

offset

physical page number

• Each process owns a page table controlled by OS
• **Example:** write 5000 bytes to array `ptr[]`

```c
char *ptr = 0x33567;
for (int i = 0; i < 5000; i++)
  ptr [i] = i;
```

• `Ptr + i = 0x33567-0x33FFF`
  - `i = 0-2712` (2713 iterations)
  - Physical address range 0x453567-0x453FFF

• `Ptr + i = 0x34000-0x348EE`
  - `i = 2713-4999` (2287 iterations)
  - Physical address range 0x621000-0x6218EE
Paging

- To avoid doubling RAM latency on random access, TLB is kept in dedicated cache memory
  - CPU performs a lookup before sending address to RAM
- Within a given page, no control of address validity
  - However, if a process goes far enough to hit next page, the TLB must have an entry for that page with correct permissions
  - If not, a page fault is thrown and the process is killed
- Virtual memory is based on the concept of paging, but allows allocation of pages beyond physical RAM
- Example: assume a computer with 8 GB of RAM
  - Process requests 7 GB, but all other resident software and kernel occupy 2.5 GB
Paging

• Whatever pages aren’t being used are swapped to disk
  – Special pagefile mirrors virtual RAM and stores each page
  – Usually, pagefile.sys is twice the size of RAM

• Memory classification
  – Non-pageable memory: special types of pages that cannot be swapped to disk (e.g., parts of OS, locked pages, AWE segments, large-page allocations)
  – Commit set: all pageable memory of the process allocated in the page file
  – Working set: touched (accessed) pages in RAM
  – Private working set: a subset of the working set (e.g., heap-allocated) that is not shared with other processes

• The last three can be seen in Task Manager
Paging

• Access to page outside working set causes a page fault
• Types of page faults
  – **Hard**: requires the page to be read from disk
  – **Soft**: can be resolved with remapping (e.g., pages exists in working set of another process or first-time access)
  – **Violation**: access outside virtual space of this process or using incompatible permissions (e.g., writing to read-only page)
• Hard/soft faults are handled transparently by OS
• **Example**: allocate 1 GB of committed memory

```c
char *buf = (char *) VirtualAlloc(NULL, 1 << 30, MEM_COMMIT|MEM_RESERVE, PAGE_READWRITE);
```

• Commit size, working set size, and private set size?
Paging

- Examine Task Manager:
  - Commit size is 1 GB as expected, but none of that memory has been allocated in physical RAM yet
    - OS doesn’t know which pages we’ll need and in what order
    - Conserves physical RAM as much as possible
  - Write something into each page:
    ```c
    memset (buf, 0x55, 1 << 30);
    ```
    - both working sets change
    - 260K soft page faults
Working with Buffers

- Suppose we intend to dynamically expand the region of allocated memory
  - But don’t want to copy data over to the new area each time
  - Similar to HeapReAlloc

- Would like to ask the kernel to map the continuation of the previous buffer to some additional physical pages:

```c
// allocation of initial 128 KB succeeds
int size = 1 << 17;
char *buf = (char *) VirtualAlloc(NULL, size, MEM_COMMIT|MEM_RESERVE, PAGE_READWRITE);
// attempt to add 16 MB to this buffer may fail
char *result = (char *) VirtualAlloc(buf + size, 1 << 24, MEM_COMMIT|MEM_RESERVE, PAGE_READWRITE);
```
Working with Buffers

• The problem is that the virtual space beyond buf + size might have already been assigned
  – Allocation in this case fails
• Idea: reserve a huge amount of virtual space so that the heap can’t use it
• Reserved memory is not mapped to pagefile until explicitly committed
  – Reservation simply makes sure this address space is not used in other allocation requests
  – In Server 2016, max reservation is 128 TB
Working with Buffers

- Can now commit memory in our reserved space

```c
// reserve 1 TB
char *bufMain = (char *) VirtualAlloc (NULL, (uint64) 1<<40,
    MEM_RESERVE, PAGE_READWRITE);
// allocate 128 KB
int size0 = 1 << 17;
char *buf0 = (char *) VirtualAlloc (bufMain, size0,
    MEM_COMMIT, PAGE_READWRITE);
// now add 16 MB to this buffer
int size1 = 1 << 24;
char *buf1 = (char *) VirtualAlloc (buf0 + size0, size1,
    MEM_COMMIT, PAGE_READWRITE);
// now add 1 GB
int size2 = 1 << 30;
char *buf2 = (char *) VirtualAlloc (buf1 + size1, size2,
    MEM_COMMIT, PAGE_READWRITE);
```

- Memory may be decommitted as needed

```c
// decommit 4KB from the middle of committed space
char *result = (char*) VirtualFree (buf1, 1 << 12, MEM_DECOMMIT);
```
Queue Example

- Design self-resizing Q that keeps data contiguous and never has to memcpy
  - Code below does not handle errors, nor does it compute how much to expand or shrink by

```c
Q::Q () {
    reserveSize = (uint64) 1<<40;
    char *bufMain = (char *) VirtualAlloc (NULL, reserveSize,
        MEM_RESERVE, PAGE_READWRITE);
    head = tail = (Item*) (next = last = bufMain);
}

void Q::push (Item x) {
    // overflow of current commit section?
    if (tail + 1 >= next) {
        // add some commit space in front of the tail
        VirtualAlloc (next, expandSize, MEM_COMMIT, PAGE_READWRITE);
        next += expandSize;
    }

    *tail++ = item;
}
```

```c
class Q {
    char *next, *last;
    char *bufMain;
    Item *head, *tail;
};
```
• **Shrink the committed region during pop**

```c
Item Q::pop (void) {
    if (head > last + shrinkSize) {
        // decommit old memory behind the head
        VirtualFree (last, shrinkSize, MEM_DECOMMIT);
        last += shrinkSize;
    }

    return *head++;
}
```

• **Problem #1**: cannot commit/decommit too fast  
  - Keep expandSize and shrinkSize around 1 MB

• **Problem #2**: queue eventually overflows when reserveSize is exceeded  
  - If 128 TB of virtual space is not enough, memcopy or linked lists of buffers cannot be avoided
Assume there exists some complex data processing library whose APIs only work with contiguous buffers
- Can the library be hacked to work with shadow buffers?

If so, what if some records do not fit in shadow buffer?
- Recall that shadow buffers must be at least the size of the longest record (e.g., word) in the file

Some files may have extremely long records
- E.g., each record in a graph contains a node ID and a list of its neighbors; for 300M neighbors, 2.4 GB per record

Worse yet, what if individual records do not fit in RAM?
- E.g., search engine index contains a keyword hash and a list of pages where the keyword appears; for a popular keyword found in 5B pages, this requires 40 GB
Assume a streaming data processing algorithm
  - Operates on data only sequentially and going forward
  - Never returns by more than X bytes, where X is small

Goal: use virtual memory to create an illusion of a continuous file in RAM for this library
  - Cannot modify the API as it may be in some DLL or lib file

Idea: let the library run into page faults
  - Which we catch, commit the next chunk of virtual memory, read the next file block into it, and return control to the API
  - Blocks of memory that are 2 buffers behind are decommitted assuming buffer size is no smaller than X

Performance: max page-fault rate is 900K/sec
• What’s a good reserve size?
  - Length of file
• This is how memory-mapped files work
  - Slightly more general as they allow random access
  - Read small buffer surrounding the page fault
  - Decommit old pages using LRU or some other technique
  - See CreateFileMapping and MapViewOfFile
• Problem: this method can only do single-buffering
  - Stalls processing while the next buffer is being read
  - Only solution is to read ahead into other RAM locations, then memcpy into \( \text{buf}_{i+2} \) during page faults
Disk I/O Example

- Using **AWE (Address Windowing Extensions)**
  - Six physical buffers allocated by disk thread, into which it reads the file, wrapping back to $B_0$ after $B_5$
  - Two green buffers are mapped to virtual addresses currently being processed by the library; $B_2$ is used for read-ahead
  - On page fault, the oldest buffer $B_0$ is unmapped, the next buffer $B_2$ is mapped where the page fault occurred
Disk I/O Example

- Writing-to-buffer benchmark
  - 1) No remapping or page-fault processing

```c
char *buf = VirtualAlloc (NULL, 1e9, MEM_COMMIT|MEM_RESERVE, ...);

__try {
    writeToPtr (buf, 1e9);
}
__except ( ... ) {

}
```

- 2) Reserve virtual memory, catch page faults, commit new chunks of size 1 MB, decommit old chunks

```c
char *buf = VirtualAlloc (NULL, 1e9, MEM_RESERVE, ...);
__try {
    writeToPtr (buf, 1e9);
}
__except ( ... ) {

}
```

- 3) Reserve physical memory (AWE), catch page faults, remap chunks of size 1MB, unmap old chunks
Disk I/O Example

- Two versions of `writeToPtr()`:

  ```c
  writeToPtrA (char *buf, int size) {
    for (int i=0; i < size; i++)
      buf[i] = 55;
  }
  ```

  ```c
  writeToPtrB (char *buf, int size) {
    memset (buf, 55, size);
  }
  ```

- Benchmark results:

<table>
<thead>
<tr>
<th>Mapping</th>
<th>writeToPtr</th>
<th>Working set</th>
<th>Page faults</th>
<th>Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>1) None</td>
<td>loop</td>
<td>1 GB</td>
<td>245,493</td>
<td>3.4 sec</td>
</tr>
<tr>
<td></td>
<td>memset</td>
<td></td>
<td>same</td>
<td>343 ms</td>
</tr>
<tr>
<td>2) Commit</td>
<td>loop</td>
<td>5.3 MB</td>
<td>245,327</td>
<td>3.2 sec</td>
</tr>
<tr>
<td></td>
<td>memset</td>
<td></td>
<td>same</td>
<td>499 ms</td>
</tr>
<tr>
<td>3) Physical</td>
<td>loop</td>
<td>5.3 MB</td>
<td>1,361</td>
<td>3.1 sec</td>
</tr>
<tr>
<td></td>
<td>memset</td>
<td></td>
<td>same</td>
<td>156 ms</td>
</tr>
</tbody>
</table>