

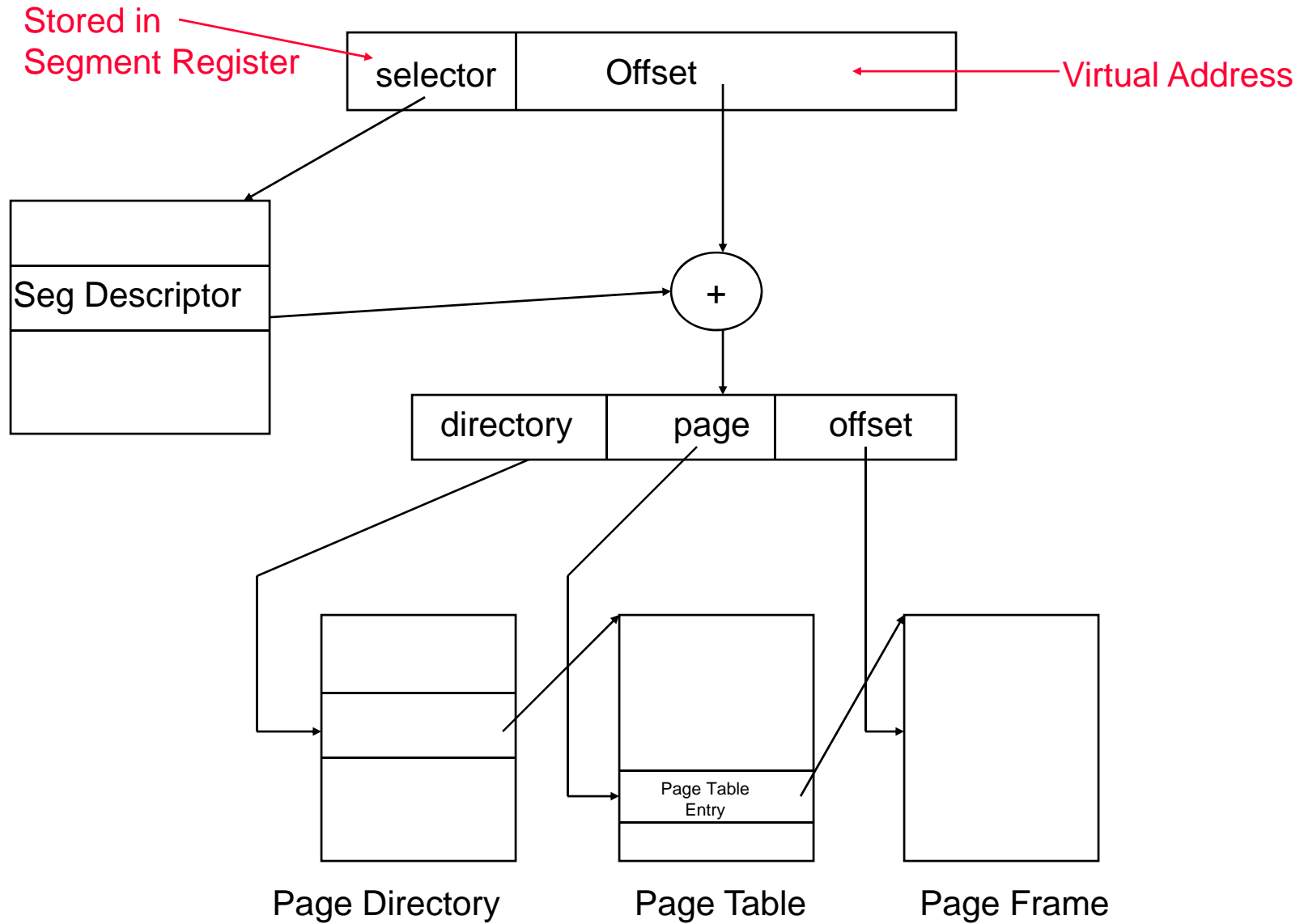
Announcements

- Midterm #1 was returned
- project #3 is due Friday!

Midterm #1 Results

Mean	70
Min	29
Max	95
Std. Dev.	15

X86 Segmentation + Paging



64 bit processors

- Problem: 2 level page tables are too small
- Solution 1:
 - Use more levels & larger page size
 - Alpha:
 - 3 level
 - variable size pages
 - w8KB pages
 - 43 bits of virtual address
 - 13 bits page offset
 - $3 \times 10 = 30$ bits in page tables
 - w64KB pages
 - 55 bits of virtual address
 - 16 bits page offset
 - $3 \times 13 = 39$ bits in page tables

Sparc & IBM Power 64 bit processors

- Ultra Sparc 64 bit MMU
 - 8KB, 16KB, 512KB, 4MB pages supported
 - Software TLB miss handler
 - 44 bit virtual address
- Power 4
 - Variable sized pages up to 16MB
 - Inverted page tables
 - TLB
 - 1024 entry 4-way set associate
 - TLB cache
 - Called ERAT
 - 128 entry 2-way set associative

Other 64-bit Designs

- **AMD-64**
 - 54 bit physical memory
 - With 4KB pages
 - 48 bits of virtual address are used
 - 4KB pages
 - 12 bits page
 - $4 \times 9 = 36$ bits via 4-level page tables
 - 2MB pages
 - 21 bits page
 - $3 \times 9 = 27$ bits via 3-level page tables

Inverted Page Tables

- Solution to the page table size problem
- One entry per page frame of physical memory
 - <process-id, page-number>
 - each entry lists process associated with the page and the page number
 - when a memory reference:
 - <**process-id,page-number,offset**> occurs, the inverted page table is searched (usually with the help of a hashing mechanism)
 - if a match is found in entry *i* in the inverted page table, the physical address <**i,offset**> is generated
 - The inverted page table does not store information about pages that are not in memory
 - page tables are used to maintain this information
 - page table need only be consulted when a page is brought in from disk

Inverted Page Table Example (PPC)

