Assignment 3 Intro

Pointer Recap

Memory
- 4-bit addresses, i.e. address range 0 – 15

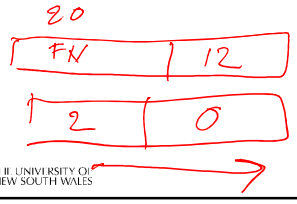

```
char *c;
int *i;
```

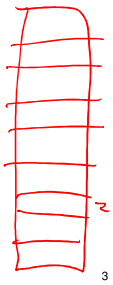
Examples
```
c = 5; *c = 'x';
i = 4; *i = 42
```


Converting Page/Frame numbers of addresses

Examples
```
frame_num = paddr >> 12;
paddr = frame_num << 12;
```

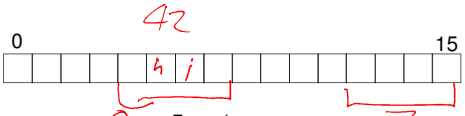
Frame table





Indexing off Pointers

Memory
- 4-bit addresses, i.e. address range 0 – 15

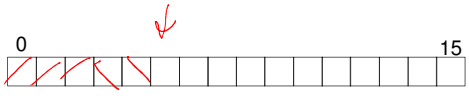



```
char *c;
int *i;
```

Examples
```
c = 5; c[0] = 'h'; c[1] = 'i';
i = 4; i[0] = 42;i[2] = 7;
```


Bump pointer allocator

Memory
- 4-bit addresses, i.e. address range 0 – 15



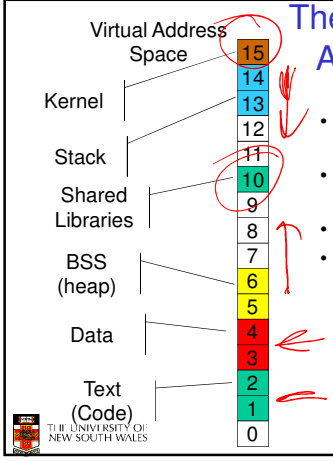

```
char *c1, *c2, *c3;
unsigned int next_free;
```

Note: Bump pointers only allocate, not free.

Assignment 3

- Two parts (taking a data-structure view)
  - Frame table
    - An allocator for physical memory
  - Page table and 'region' support
    - Virtual memory for applications

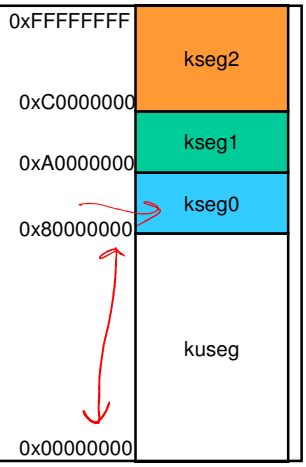
Theoretical Typical Address Space Layout



- Stack region is at top, and can grow down
- Heap has free space to grow up
- Text is typically read-only
- Kernel is in a reserved, protected, shared region

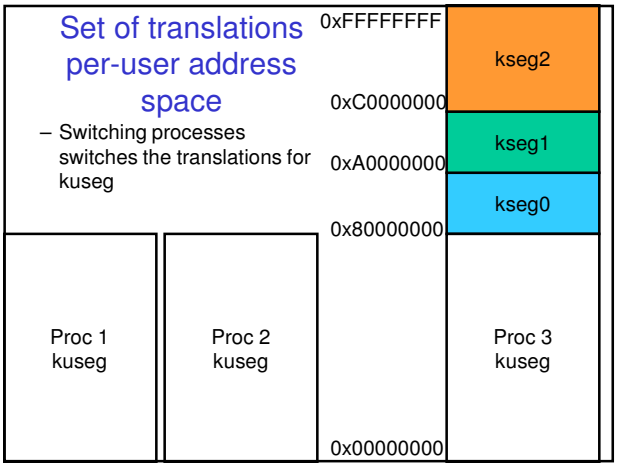
Real R3000 Address Space Layout

- kuseg:
  - 2 gigabytes
  - TLB translated (mapping loaded from page table)
  - Cacheable (depending on 'N' bit)
  - user-mode and kernel mode accessible
  - Page size is 4K



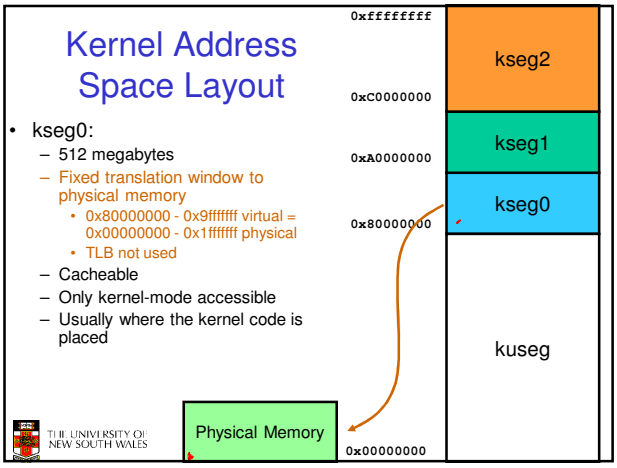
Set of translations per-user address space

- Switching processes switches the translations for kuseg



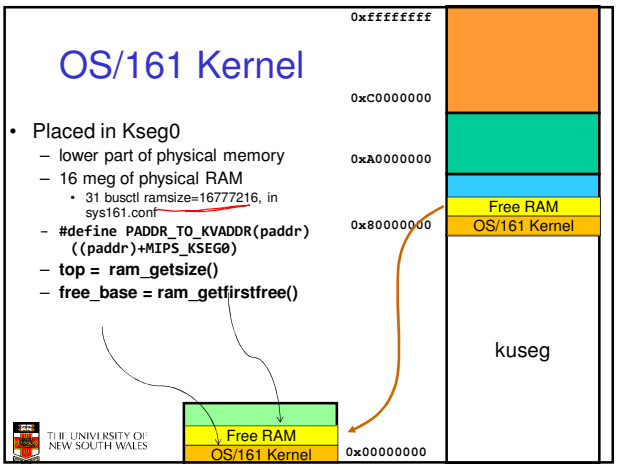
Kernel Address Space Layout

- kseg0:
  - 512 megabytes
  - Fixed translation window to physical memory
    - 0x80000000 - 0x9fffffff virtual = 0x00000000 - 0x1fffffff physical
    - TLB not used
  - Cacheable
  - Only kernel-mode accessible
  - Usually where the kernel code is placed



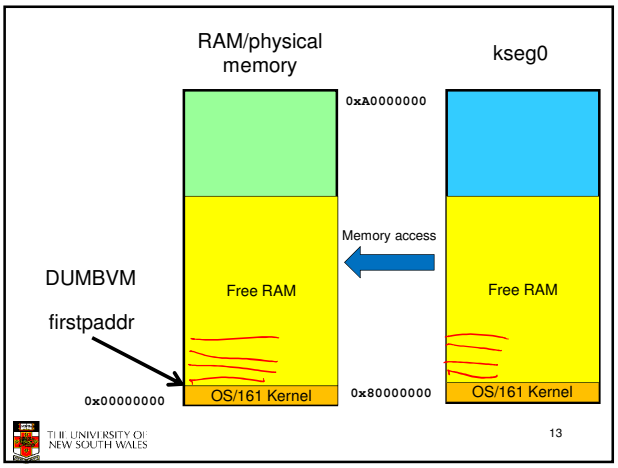
OS/161 Kernel

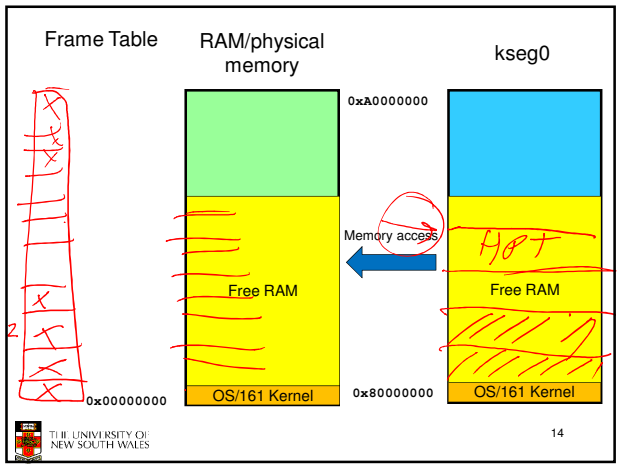
- Placed in Kseg0
  - lower part of physical memory
  - 16 meg of physical RAM
    - 31 busctl ramsize=16777216, in sys161.conf
  - `#define PADDR_TO_KVADDR(paddr) ((paddr)+MIPS_KSEG0)`
  - **top = ram_getsize()**
  - **free_base = ram_getfirstfree()**



Implementing alloc_kpage()/free_kpage()

- The low-level functions that kmalloc()/kfree() use to allocate/free memory in its memory pool.
  - You can assume 1 page at a time
    - But should return NULL (no memory) if you get a call for more than a page.
      - Consider using an assert() for debugging in case you get such a request
- Addresses must be in the address range of kseg0





How to 'place' my frame table?

At top:

```
struct frame_table_entry *frame_table;

location = top_of_ram - (top_of_ram / PAGE_SIZE *
           sizeof(page_table_entry));

frame_table = (struct frame_table_entry *) location;
```

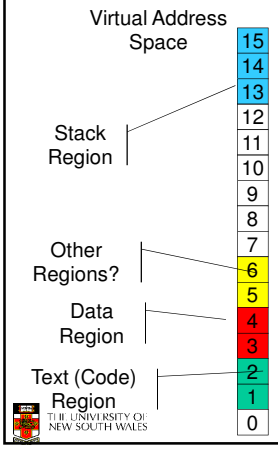

How to 'place' my frame table?

At bottom:
Use existing bump allocator to allocate table, prior to switching to your allocator.

Note: You can only call `ram_getfirstfree()` once!

How can my my allocator work before and after it is intialised?

```
struct frame_table_entry *frame_table = 0;

alloc_kpages()
 {
    if (ft == 0)  {
        /* use ram_stealmem */
    } else {
        /* use my allocator as frame table is now initialised */
    }
}
```

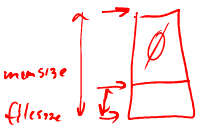
KUseg layout

- Stack region is at top, and can grow down
- Other regions determined by ELF file
  - see load_elf()
  - number can vary
  - permissions specified also
  - cs161-objdump -p testbin/huge

```
thresher% cs161-objdump -h ../bin/true

../bin/true:     file format elf32-tradbigmips

Sections:
Idx Name          Size      VMA       LMA       File off  Algn
  0 .reginfo      00000018  00400094  00400094  00000094  2**2
                  CONTENTS, ALLOC, LOAD, READONLY, DATA, LINK_ONCE_SAME_SIZE
  1 .text         000001d0  004000b0  004000b0  000000b0  2**4
                  CONTENTS, ALLOC, LOAD, READONLY, CODE
  2 .data         00000000  10000000  10000000  00001000  2**4
                  CONTENTS, ALLOC, LOAD, DATA
  3 .sbss         00000008  10000000  10000000  00001000  2**2
                  ALLOC
  4 .bss          00000000  10000010  10000010  00001008  2**4
                  ALLOC
  5 .comment      00000036  00000000  00000000  00001008  2**0
                  CONTENTS, READONLY
  6 .pdr          000004a0  00000000  00000000  00001040  2**2
                  CONTENTS, READONLY
  7 .mdebug.abi32 00000000  00000000  00000000  000014e0  2**0
                  CONTENTS, READONLY
thresher%
```



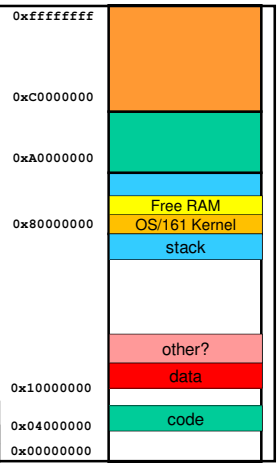
```
thresher% cs161-objdump -p ../bin/true

../bin/true:     file format elf32-tradbigmips

Program Header:
0x70000000 off    0x00000094 vaddr 0x00400094 paddr 0x00400094 align 2**2
         filesz 0x00000018 memsz 0x00000018 flags r--
    LOAD off    0x00000000 vaddr 0x00400000 paddr 0x00400000 align 2**12
         filesz 0x00000280 memsz 0x00000280 flags r-x
    LOAD off    0x00001000 vaddr 0x10000000 paddr 0x10000000 align 2**12
         filesz 0x00000000 memsz 0x00000010 flags rw-
private flags = 1001: [abi=O32] [mips1] [not 32bitmode]

thresher%
```



Zero fill fresh pages prior to mapping

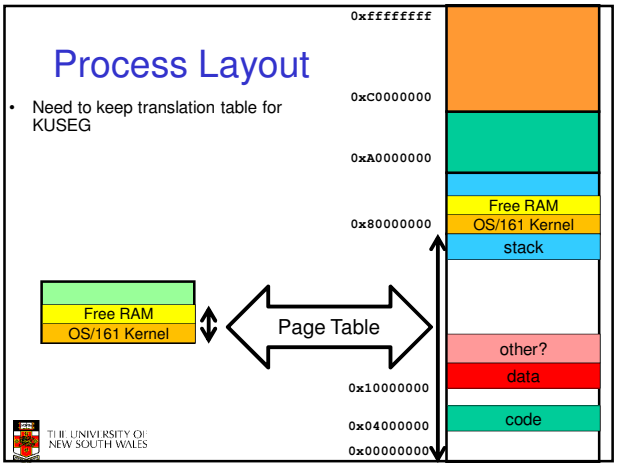
Process Layout

- Process layout in KUseg
  - regions specified by calls to
    - as_define_stack()
    - as_define_region()
      - usually implemented as a linked list of region specifications
    - as_prepare_load()
      - make READONLY regions READWRITE for loading purposes
    - as_complete_load()
      - enforce READONLY again



Process Layout

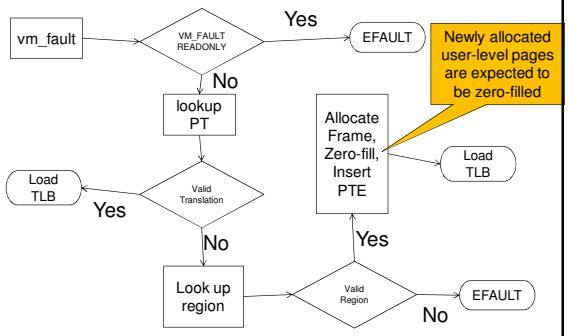
- Need to keep translation table for KUSEG



- as_create()
  - allocate a data structure used to keep track of an address space
    - i.e. regions
    - `proc_getas()` used to get access to current address space struct
    - You can use the current address space pointer as process it.
      - `struct addrspace *as;`
      - `pid = (uint32_t) as`
- as_destroy()
  - deallocate book keeping and page tables.
    - deallocate frames used

- as_copy()
  - allocates a new (destination) address space
  - adds all the same regions as source
  - roughly, for each mapped page in source
    - allocate a frame in dest
    - copy contents from source frame to dest frame
    - add PT entry for dest
- as_activate()
  - flush TLB
  - (or set the hardware asid)
- as_deactivate()
  - flush TLB
  - (or flush an asid)

VM Fault Approximate Flow Chart



kprintf()

- Do not use it in vm_fault()
- kprintf() blocks current process while printing
  - Switches to another process
  - Context switch flushes TLB
    - Flushes what you just inserted
    - Endless loop

trace161 can help with debugging

http://cgi.cse.unsw.edu.au/~cs3231/06s1/os161/man/sys161/index.html

- The following additional options control trace161's tracing and are ignored by sys161:
- -f *tracefile*
  - Set the file trace information is logged to. By default, stderr is used. Specifying -f- sends output to stdout instead of stderr.
- -t *traceflags*
  - Tell System/161 what to trace. The following flags are available:
    - d Trace disk I/O
    - e Trace emufs I/O
    - j Trace jumps and branches
    - k Trace instructions in kernel mode
    - n Trace network I/O
    - t Trace TLB/MMU activity
    - u Trace instructions in user mode
    - x Trace exceptions
- Caution: tracing instructions generates huge amounts of output that may overwhelm smaller host systems.


```
wagner% trace161 -tt kernel
sys161: System/161 release 2.0.8, compiled Feb 19 2017 14:31:56
sys161: Tracing enabled: tlb
trace: 00 tlbp:      81000/000 -> 00000 ----: [0]
trace: 00 tlbp:      81001/000 -> 00000 ----: [1]
trace: 00 tlbp:      81002/000 -> 00000 ----: [2]
trace: 00 tlbp:      81003/000 -> 00000 ----: [3]
trace: 00 tlbp:      81004/000 -> 00000 ----: [4]
trace: 00 tlbp:      81005/000 -> 00000 ----: [5]
trace: 00 tlbp:      81006/000 -> 00000 ----: [6]
trace: 00 tlbp:      81007/000 -> 00000 ----: [7]
trace: 00 tlbp:      81008/000 -> 00000 ----: [8]
trace: 00 tlbp:      81009/000 -> 00000 ----: [9]
trace: 00 tlbp:      8100a/000 -> 00000 ----: [10]
trace: 00 tlbp:      8100b/000 -> 00000 ----: [11]
trace: 00 tlbp:      8100c/000 -> 00000 ----: [12]
trace: 00 tlbp:      8100d/000 -> 00000 ----: [13]
trace: 00 tlbp:      8100e/000 -> 00000 ----: [14]
trace: 00 tlbp:      8100f/000 -> 00000 ----: [15]
trace: 00 tlbp:      81010/000 -> 00000 ----: [16]
trace: 00 tlbp:      81011/000 -> 00000 ----: [17]
trace: 00 tlbp:      81012/000 -> 00000 ----: [18]
trace: 00 tlbp:      81013/000 -> 00000 ----: [19]
trace: 00 tlbp:      81014/000 -> 00000 ----: [20]
```



```
……….
trace: 00 tlbp:      8103f/000 -> 00000 ----: [63]
trace: 00 tlbp:      81040/000 -> NOT FOUND
trace: 00 tlbwi: [ 0] 81000/000 -> 00000 ---- ==> 81040/000 -> 00000 ----
trace: 00 tlbp:      81041/000 -> NOT FOUND
trace: 00 tlbwi: [ 1] 81001/000 -> 00000 ---- ==> 81041/000 -> 00000 ----
trace: 00 tlbp:      81042/000 -> NOT FOUND
trace: 00 tlbwi: [ 2] 81002/000 -> 00000 ---- ==> 81042/000 -> 00000 ----
trace: 00 tlbp:      81043/000 -> NOT FOUND
trace: 00 tlbwi: [ 3] 81003/000 -> 00000 ---- ==> 81043/000 -> 00000 ----
trace: 00 tlbp:      81044/000 -> NOT FOUND
trace: 00 tlbwi: [ 4] 81004/000 -> 00000 ---- ==> 81044/000 -> 00000 ----
trace: 00 tlbp:      81045/000 -> NOT FOUND
trace: 00 tlbwi: [ 5] 81005/000 -> 00000 ---- ==> 81045/000 -> 00000 ----
trace: 00 tlbp:      81046/000 -> NOT FOUND
trace: 00 tlbwi: [ 6] 81006/000 -> 00000 ---- ==> 81046/000 -> 00000 ----
trace: 00 tlbp:      81047/000 -> NOT FOUND
trace: 00 tlbwi: [ 7] 81007/000 -> 00000 ---- ==> 81047/000 -> 00000 ----
trace: 00 tlbp:      81048/000 -> NOT FOUND
trace: 00 tlbwi: [ 8] 81008/000 -> 00000 ---- ==> 81048/000 -> 00000 ----
```



```
……….

trace: 00 tlbwi: [60] 8103c/000 -> 00000 ---- ==> 8107c/000 -> 00000 ----
trace: 00 tlbp:      8107d/000 -> NOT FOUND
trace: 00 tlbwi: [61] 8103d/000 -> 00000 ---- ==> 8107d/000 -> 00000 ----
trace: 00 tlbp:      8107e/000 -> NOT FOUND
trace: 00 tlbwi: [62] 8103e/000 -> 00000 ---- ==> 8107e/000 -> 00000 ----
trace: 00 tlbp:      8107f/000 -> NOT FOUND
trace: 00 tlbwi: [63] 8103f/000 -> 00000 ---- ==> 8107f/000 -> 00000 ----

OS/161 base system version 2.0.3
(with locks/CVs, system calls solutions)
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   President and Fellows of Harvard College.  All rights reserved.

Put-your-group-name-here's system version 0 (ASST3 #29)

16208k physical memory available
Device probe...
lamebus0 (system main bus)
emu0 at lamebus0
```
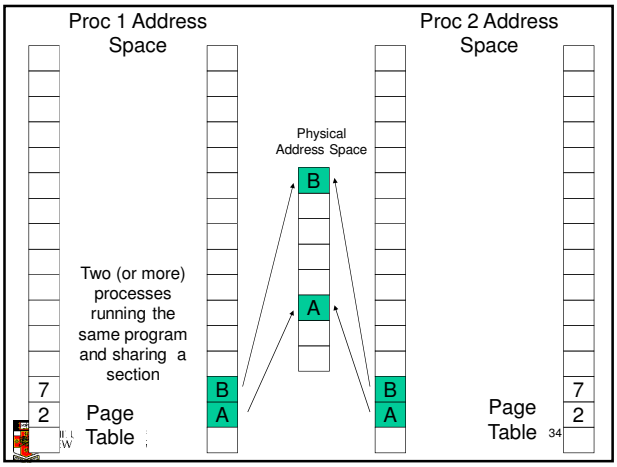

End of trace from bin/true

```
trace: 00 tlblookup:  00400/000 -> no match
trace: 00 tlbwr: [58] 8003a/000 -> 00000 ---- ==> 00400/000 -> 00034 -V--
trace: 00 tlblookup:  00400/000 -> 00034 -V--: [58] - OK
trace: 00 tlblookup:  00400/000 -> 00034 -V--: [58] - OK
trace: 00 tlblookup:  00410/000 -> no match
trace: 00 tlbwr: [34] 80022/000 -> 00000 ---- ==> 00410/000 -> 00036 -VD-
trace: 00 tlblookup:  00400/000 -> 00034 -V--: [58] - OK
trace: 00 tlblookup:  00400/000 -> 00034 -V--: [58] - OK
trace: 00 tlblookup:  00410/000 -> 00036 -VD-: [34] - OK
trace: 00 tlblookup:  00410/000 -> 00036 -VD-: [34] - OK
trace: 00 tlblookup:  00400/000 -> 00034 -V--: [58] - OK
trace: 00 tlblookup:  7ffff/000 -> 00035 -VD-: [25] - OK
trace: 00 tlblookup:  00400/000 -> 00034 -V--: [58] - OK
trace: 00 tlblookup:  00400/000 -> 00034 -V--: [58] - OK
trace: 00 tlblookup:  00400/000 -> 00034 -V--: [58] - OK
```

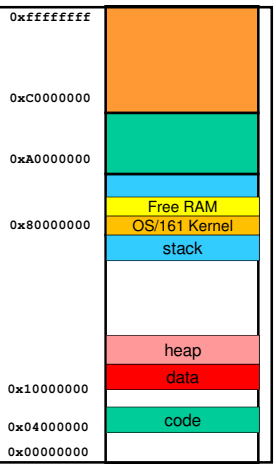

Advance Assignment

- Shared pages and copy-on-write
- Sbrk()
- Demand loading and mmap
- Paging

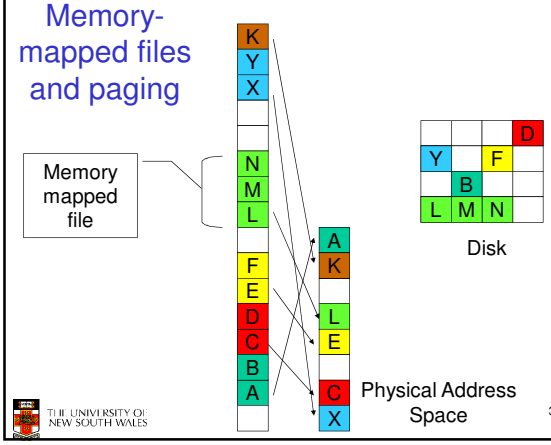


sbrk

- The "break" is the end address of a process's heap region.
- The sbrk call adjusts the "break" by the amount.
- It returns the old "break". Thus, to determine the current "break", call sbrk(0).
- The heap region is initially empty, so at process startup, the beginning of the heap region is the same as the end and may thus be retrieved using sbrk(0).



Memory-mapped files and paging



mmap semantics

```
void *mmap(size_t length, int prot, int fd, off_t offset);
 int munmap(void *addr);
```

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