

**Virtual Memory**

Use the example memory system provided at the end of the “Virtual Memory” lecture slides to find the data mapped to virtual addresses 0x027C, 0x03A9, and 0x0040.

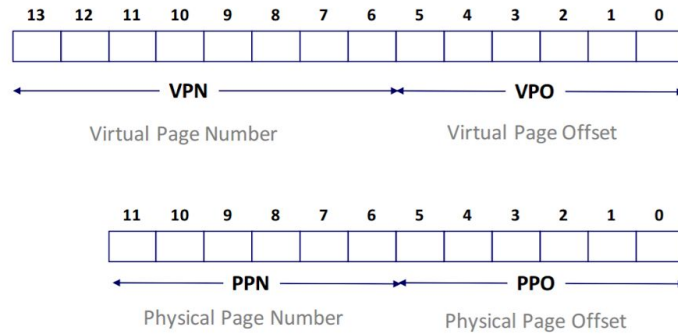
		0x027C	0x03A9	0x0040
Virtual Address (in bits)		<b>00 0010 0111 1100</b>	<b>00 0011 1010 1001</b>	<b>00 0000 0100 0000</b>
Address Translation	VPN	<b>0x9</b>	<b>0xE</b>	<b>0x1</b>
	TLB index	<b>0x1</b>	<b>0x2</b>	<b>0x1</b>
	TLB tag	<b>0x2</b>	<b>0x3</b>	<b>0x0</b>
	TLB hit?	<b>N</b>	<b>N</b>	<b>N</b>
	Page fault?	<b>N</b>	<b>N</b>	<b>Y</b>
	PPN	<b>0x17</b>	<b>0x11</b>	<b>n/a</b>
Physical Address		<b>0101 1111 1100</b>	<b>0100 0110 1001</b>	<b>n/a</b>
Physical Memory Reference	Byte offset	<b>0x0</b>	<b>0x1</b>	<b>n/a</b>
	Cache index	<b>0xF</b>	<b>0xA</b>	<b>n/a</b>
	Cache tag	<b>0x17</b>	<b>0x11</b>	<b>n/a</b>
	Cache hit?	<b>N</b>	<b>N</b>	<b>n/a</b>
	Cache byte returned	<b>n/a</b>	<b>n/a</b>	<b>n/a</b>

# Simple Memory System Example (small)

## Addressing

14-bit virtual addresses  
 12-bit physical address  
 Page size = 64 bytes

Simulate accessing these virtual addresses on the system: 0x03D4, 0x0B8F, 0x0020

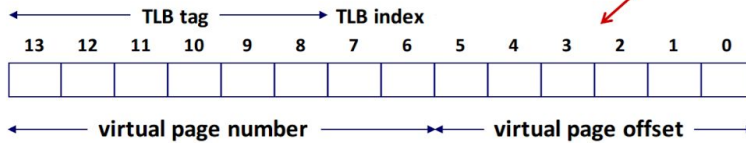


# Simple Memory System TLB

16 entries

4-way associative

TLB ignores page offset. Why?



virtual page # \_\_\_ TLB index \_\_\_ TLB tag \_\_\_ TLB Hit? \_\_\_ Page Fault? \_\_\_ physical page #: \_\_\_

Set	Tag	PPN	Valid	Tag	PPN	Valid	Tag	PPN	Valid	Tag	PPN	Valid
0	03	-	0	09	0D	1	00	-	0	07	02	1
1	03	2D	1	02	-	0	04	-	0	0A	-	0
2	02	-	0	08	-	0	06	-	0	03	-	0
3	07	-	0	03	0D	1	0A	34	1	02	-	0

# Simple Memory System Page Table

Only showing first 16 entries (out of 256 = 2<sup>8</sup>)

virtual page # \_\_\_ TLB index \_\_\_ TLB tag \_\_\_ TLB Hit? \_\_\_ Page Fault? \_\_\_ physical page #: \_\_\_

<i>VPN</i>	<i>PPN</i>	<i>Valid</i>
00	28	1
01	-	0
02	33	1
03	02	1
04	-	0
05	16	1
06	-	0
07	-	0

<i>VPN</i>	<i>PPN</i>	<i>Valid</i>
08	13	1
09	17	1
0A	09	1
0B	-	0
0C	-	0
0D	2D	1
0E	11	1
0F	0D	1

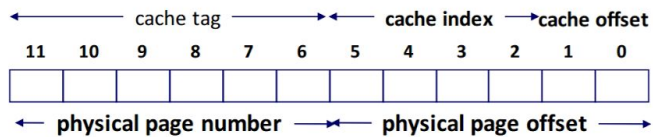
# Simple Memory System Cache

16 lines

4-byte block size

Physically addressed

Direct mapped



cache offset \_\_\_ cache index \_\_\_ cache tag \_\_\_ Hit? \_\_\_ Byte: \_\_\_

<i>Idx</i>	<i>Tag</i>	<i>Valid</i>	<i>B0</i>	<i>B1</i>	<i>B2</i>	<i>B3</i>
0	19	1	99	11	23	11
1	15	0	-	-	-	-
2	1B	1	00	02	04	08
3	36	0	-	-	-	-
4	32	1	43	6D	8F	09
5	0D	1	36	72	F0	1D
6	31	0	-	-	-	-
7	16	1	11	C2	DF	03
8	24	1	3A	00	51	89
9	2D	0	-	-	-	-
A	2D	1	93	15	DA	3B
B	0B	0	-	-	-	-
C	12	0	-	-	-	-
D	16	1	04	96	34	15
E	13	1	83	77	1B	D3
F	14	0	-	-	-	-