

Homework 4: Page Walk

Due: Monday, July 27, 2020 at 11:59 PM PDT

Full Name	
Student ID	

Your task is to complete the problem below. If you are having trouble, look at the solutions to Problem 8 on the CS 162 Final Exam from Fall 2019. This homework does not have a coding portion.

Submission: Submit your work to Gradescope as a PDF file that matches this template. The intention is that you print out the template, write on the pages, and scan or take pictures of the pages for your submission. You may also fill out this template digitally (e.g., using a tablet). Do not add or remove pages.

1. (15 points) Consider an x86 computer with the following memory architecture:

- 32-bit virtual address space
- 32-bit physical address space
- 4 KiB page size
- Two-level page table (equal size at each level)
- 4-entry, fully associative TLB, unified for both instructions and data
- 32-bit page table entry (PTE) size

(a) (1 point) Describe which bits of the 32-bit virtual address are used for each part of the virtual address translation.

bits [31 : ____] are _____

bits [____ : ____] are _____

bits [____ : 0] are _____

(b) (5 points) For the virtual address of the first instruction, 0x1084 0108, fill in the value of each line. For each page accessed when fetching that instruction, give the byte offset of the reference into that page.

Index of entry in Root Page Table: _____

Byte offset of PTE in Root PT page: _____

Index of entry in L2 Page Table: _____

Byte offset of PTE within L2 PT page: _____

Code page offset: _____

The state of the machine described on the previous page is shown below. The contents of several frames of physical memory are shown on the right with physical addresses. On the left are several machine registers, including the page table base register (`cr3`), which contains the physical frame number of the root page table. The TLB is initially empty (i.e., all TLB entries are initially invalid). Page table entries have the valid flag as the most significant bit and the physical frame number of valid entries in the low order bits. For this problem, you may ignore all other flags in each page table entry.

Registers

<code>cr3</code> (PTBR)	0x0001 0050
<code>eax</code>	0x1084 2104
<code>ebx</code>	0x1084 2100
<code>ecx</code>	0x1004 0108
<code>edx</code>	0x1004 0108

Instructions

0x1084 0108 `movl (%eax), %ecx`
 0x1084 010a `movl %edx, (%ebx)`

TLB Contents

Valid	Tag	Frame

Physical Memory

Phys. Addr.	Contents
0x1001 0000	
...	
0x1001 0100	0x1044 2104
0x1001 0104	0x8001 0030
0x1001 0108	0x1389 018b
0x1002 0000	
...	
0x1002 0100	0x1004 2100
0x1002 0104	0x1084 1100
0x1002 0108	0x8001 0020
0x1003 0000	
...	
0x1003 0100	0x8001 0040
0x1003 0104	0x1084 0104
0x1003 0108	0x8001 0010
0x1004 0000	
...	
0x1004 0100	0x8001 0010
0x1004 0104	0x1044 2108
0x1004 0108	0x8001 0030
0x1005 0000	
...	
0x1005 0100	0x1044 1108
0x1005 0104	0x8001 0030
0x1005 0108	0x8001 0040

