

# Lecture 11: Virtual Memory & Performance

**Name:** \_\_\_\_\_

**ID:** \_\_\_\_\_

# TLB Event Combinations

- ▶ TLB / Cache miss: page / block not in “cache”
- ▶ Page Table miss: page NOT in memory

TLB	Page Table	Cache	Possible? Under what circumstances?
Hit	Hit	Hit	
Hit	Hit	Miss	
Miss	Hit	Hit	
Miss	Hit	Miss	
Miss	Miss	Miss	
Hit	Miss	Miss / Hit	
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Hit	Hit	Miss	Yes – although page table is not checked if TLB hits
Miss	Hit	Hit	Yes – TLB miss, PA in page table
Miss	Hit	Miss	Yes – TLB miss, PA in page table but data not in cache
Miss	Miss	Miss	Yes – page fault
Hit	Miss	Miss / Hit	
Miss	Miss	Hit	

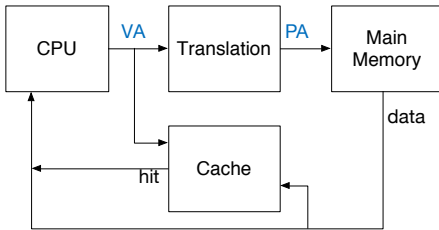
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Miss	Miss	Miss	Yes – page fault
Hit	Miss	Miss / Hit	Impossible – TLB translation not possible if page is not in memory
Miss	Miss	Hit	Impossible – data not allowed in cache if page is not in memory

## QUESTION: Why Not a Virtually Addressed Cache?

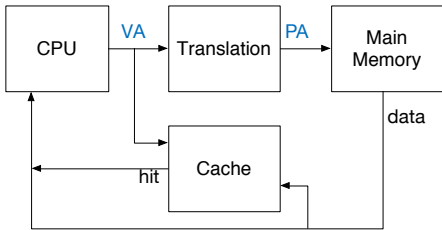
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**Answer:**

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### Answer:

- ▶ **aliasing**: 2 programs may share data w. different VAs for the same PA
- ▶ Coherence issues: must update all cache entries with same PAs

## Question: Memory Access Time Example

- ▶ Assume 8 cycles to read a single memory word;
- ▶ 15 cycles to load a 8-word block from main memory (previous example);
- ▶ cache access time = 1 cycle
- ▶ For every 100 instructions, statistically 30 instructions are data read/write
- ▶ Instruction fetch: 100 memory access: assume hit rate = 0.95
- ▶ Data read/ write: 30 memory access: assume hit rate = 0.90

Calculate: (1) Execution cycles without cache; (2) Execution cycles with cache.

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- ▶ Cycle# w/o. cache:  $(100 + 30) \times 8$
- ▶ Cycle# w. cache:  
 $100 \cdot [0.95 \times 1 + 0.05 \times (1 + 15 + 1)] + 30 \cdot [0.9 \times 1 + 0.1 \times (1 + 15 + 1)]$