18-447 Lecture 19:
Survey of Modern VMs + a Decomposition of Meltdown

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• Your goal today
  – see the many realizations of “VM”, focusing on deviation from textbook-conceptual norms
  – put everything you learned together in Meltdown

• Notices
  – Midterm 4/9 in class; covers Lectures 10~19
  – HW 4, due on Friday
  – Lab 4, status check next week
  – Prof. Ghose will give “ILP” lecture on Thursday

• Readings
  – start on P&H Ch 6
**EA, VA and PA (IBM Power view)**

- 64-bit $EA_0$ divided into $X$ fixed-size segments
- 64-bit $EA_1$ divided into $X$ fixed-size segments
- 80~90-bit $VA$ divided into $Y$ segments ($Y >> X$); also divided as $Z$ pages ($Z > Y$)
- Demand paged $VA$: size of swap, speed of DRAM

- 40~50-bit $PA$ divided into $W$ pages ($Z >> W$)
- Swap disk divided into $V$ pages ($Z >> V, V > W$)

'Recall' segmented $EA$: private, contiguous + sharing
EA, VA and PA (almost everyone else)

- EA\(_0\) with unique ASID=0
- EA\(_i\) with unique ASID=i
- VA divided into N “address spaces” indexed by ASID; also divided as Z pages (Z>>N)
- PA divided into W pages (Z>>W)
- Swap disk divided into V pages (Z>>V, V>>W)

how do processes share pages?
SPARC V9 PTE/TLB Entry

- **64-bit VA + context ID**
  - implementation can choose not to map high-order bits (require sign extension in unmapped bits)
  - e.g., UltraSPARC 1 maps only lower 44 bits
- **PA** space size set by implementation
- **64 entry fully associative I-TLB and D-TLB**
SPARC TLB Miss Handling

- 32-bit V8 used a 3-level hierarchical page table for HW MMU page-table walk

  - L1 Table: 256 descriptors (1024-byte)
  - L2 Table: 64 descriptors (256-byte)
  - L3 Table: 64 PTEs (256-byte)

- 64-bit V9 switched to Translation Storage Buffer
  - a software managed, direct-mapped “cache” of PTEs (think hashed page table)
  - HW assisted address generation on a TLB miss
  - TLB miss handler (SW) searches TSB. If TSB misses, a slower TSB-miss handler takes over
  - OS can use any page table structure after TSB
IBM PowerPC (32-bit)

64-bit PowerPC = 64-bit $EA \rightarrow 80$-bit $VA \rightarrow 64$-bit $PA$

How many segments in 64-bit $EA$?
IBM PowerPC Hashed Page Table

- HW table walk
  - **VPN** hashes into a PTE group (**PTEG**) of 8
  - 8 **PTEs** searched sequentially for tag match
  - if not found in first **PTEG** search a second **PTEG**
  - if not found in 2\(^{nd}\) **PTEG**, trap to software handler
- Hashed table structure also used for 64-bit **EA**→**VA**
MIPS R10K

- **64-bit VA**
  - top 2 bits set kernel/supervisor/user mode
  - additional bits set cache and translation behavior
  - bit 61-40 not translate at all
    (holes and repeats in the VA??)

- **8-bit ASID** (address space ID) distinguishes between processes

- **40-bit PA**

- Translation -
  “64”-bit **VA** and 8-bit **ASID** $\rightarrow$ 40-bit **PA**
MIPS TLB

- 64-entry fully associative unified TLB
- Each entry maps 2 consecutive VPNs to independent respective PPNs
- Software TLB-miss handling (*exotic at the time*)
  - 7-instruction page table walk in the best case
  - TLB Write Random: chooses a random entry for TLB replacement
  - OS can exclude low TLB entries from replacement (some translations must not miss)

- TLB entry
  - **N**: noncacheable
  - **V**: valid
  - **D**: dirty *(write-enable!!)*
  - **G**: ignore **ASID**

<table>
<thead>
<tr>
<th>VPN_{20}</th>
<th>ASID_{6}</th>
<th>0_{6}</th>
</tr>
</thead>
<tbody>
<tr>
<td>PPN_{20}</td>
<td>ndvg</td>
<td>0_{8}</td>
</tr>
</tbody>
</table>
MIPS Bottom-Up Hierarchical Table

• TLB miss vectors to a SW handler
  – page table organization is not hardcoded in ISA
  – ISA favors a chosen reference page table scheme by providing “optional” hardware assistance

• Bottom-Up Table
  – start with 2-level hierarchical table (32-bit case)
  – allocate all L2 tables for all VA pages (empty or not) linearly in the mapped kseg space
  – VPN is index into this linear table in VA

This table scales with VA size!! Is this okay?
Bottom-Up Table Walk

- **VPN**
- **PO**
- **VA** on TLB Miss, trap
  - whose address space?
  - (generated automatically by HW after TLB miss)
- **VA** of PTE
- **PPN**
- **status**

Can this load miss in the TLB? What happens if it misses?

*notice translation also eats up TLB entries!*
User TLB Miss Handling

mfc0 k0,tlbcxt  # move the contents of TLB context register into k0
mfc0 k1,epc    # move PC of faulting memory instruction into k1
lw k0,0(k0)    # load thru address that was in TLB context register
mtc0 k0,entry_lo # move the loaded value (a PTE) into the EntryLo register
tlbwr          # write PTE into the TLB at a random slot number
j k1           # jump to PC of faulting load instruction to retry
rfe            # restore privilege (in delay slot)
HP PA-RISC: PID and AID

• 2-level: 64b EA → 96b VA (global) → 64b PA
• Variable sized segmented EA → VA translation
• Rights-based access control
  – user controls segment registers (user can generate any VA it wants!!)
    in contrast, everyone else controls translation to control what VA can be reached from a process
  – each virtual page has an access ID (AID) assigned by OS
  – each process has 8 active protection IDs (PID) in privileged HW registers controlled by OS
  – a process can access a page only if one of the 8 PID matches the page’s AID
Intel 80386

- Two-level address translation:
  segmented $\text{EA} \rightarrow \text{global VA} \rightarrow \text{PA}$

- User-private 48-bit $\text{EA}$
  - 16-bit $\text{SN}$ (implicit) + 32-bit $\text{SO}$
  - 6 user-controlled registers hold active $\text{SNs}$; selected according to usage: code, data, stack, etc

- Global 32-bit $\text{VA}$
  - 20-bit $\text{VPN} + 12$-bit $\text{PO}$

- An implementation defined paged $\text{PA}$ space

What is very odd about this?
Living with the mistake

- 32-bit global **VA** too small to share by processes
  - per-process **EA** space oddly bigger than **VA** space
  - until 1990, no one cared  
    *DOS and Windows*
- Later multitasking OS ignore segment protection
  - time-multiplex **global** **VA** space for use by 1 process at a time
  - code, data, stack segments always map to entire **VA** space, 0~(2^{32}-1)
  - set MMU to use a different table on context switch
  - BUT! TLB for **VA** translation doesn’t have **ASID**;
    must flush TLB on context switch

*Later IA32e added **PCID** to TLB as fix*
Meltdown in 18-447 Terms

*How to “know” the value at a memory location without permission?*
VA to PA Translation Flow Chart

EA

TLB lookup

hit

no yes

TLB lookup

PT walk

10~100 pclk

page in DRAM

found
don’t exist

page on disk

update TLB

“page fault” demand paging

10 msec

“seg fault” now what?

“protection violation”

 Isa says can't "read" without permission

protection check

okay

no yes

PA to cache

"seg fault"

now what?

ISA says can't "read" without permission
How should VM and Cache Interact?

- CPU
- TLB
- cache
- lower hier.

Actually you can “read” without permission; ISA (as an abstraction) only care you can’t “see” the read-value

Hybrid??

Only a question for L1 caches
"Flushing" a Pipeline

<table>
<thead>
<tr>
<th></th>
<th>t_0</th>
<th>t_1</th>
<th>t_2</th>
<th>t_3</th>
<th>t_4</th>
<th>t_5</th>
<th>t_6</th>
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<tbody>
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<td>I_3</td>
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<td>bub</td>
<td>I_h</td>
<td>I_{h+1}</td>
<td>I_{h+2}</td>
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<tr>
<td>ID</td>
<td>I_0</td>
<td>I_1</td>
<td>I_2</td>
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- can read without permission
- can even use read-value in dependent instructions
- as long as at the end can’t “see” any of it

100s of speculative instructions in flight in modern OOO CPUs

Recall

- better to be safe than to be fast
Key Idea 3: Inter-Model Compatibility

“a valid program whose logic will not depend implicitly upon time of execution and which runs upon configuration A, will also run on configuration B if the latter includes at least the required I/O devices ....”

- Invalid programs not constrained to yield same result
  - “invalid”==violating architecture manual
  - “exceptions” are architecturally defined

- The King of Binary Compatibility: Intel x86, IBM 360
  - stable software base and ecosystem
  - performance scalability

[Amdahl, Blaauw and Brooks, 1964]
What cache is in your computer?

• How to figure out what cache configuration is in your computer
  – capacity \((C)\), associativity \((a)\), and block-size \((B)\)
  – number of levels

• The presence or lack of a cache should not be detectable by functional behavior of software

• But you could tell if you measured execution time to infer the number of cache misses

Cache invisible architecturally, but performance “side-effect” easily detectable using timer

Infer read-value without “seeing” by running code to cause hit/miss based on unseen value
MIPS R10K

- 64-bit virtual address
  - top 2 bits set kernel/supervisor/user mode
  - additional bits set cache and translation behavior
  - bit 61-40 not translate at all (holes and repeats in the VA)

- 8-bit ASID (address space ID) distinguishes between processes

- 40-bit physical address

Translation:
- "64"-bit VA and 8-bit ASID ⇒ 40-bit PA

1 GB mapped (kseg)
0.5 GB unmapped uncached
0.5 GB unmapped cached
bottom 2 GB mapped (normal)

Recall: simplified example from 32-bit VA in R2000/3000

Read addr $Y+C$, $Y+2C$, $Y+3C$ . . . so addr $Y$ is not in cache; then attempt to execute:

$I_1$: lw t0, 0(r"X")
$I_2$: andi t0, t0, 0x1
$I_3$: sli t0, t0, "log2(blocksize)"
$I_4$: add t0, t0, r"Y"
$I_5$: lw x0, 0(t0)

$I_1$ is an exception so $I_1$~$I_5$ not observed architecturally; nevertheless addr $Y$ is cached if LSB of mem["X"] is 0
Control Speculation: PC+4

- \( t_0 \) \( \text{IF}_{PC} \) \( \text{ID} \) \( \text{ALU} \) \( \text{MEM} \) \( \text{IF}_{target} \) 
- \( t_1 \) \( \text{IF}_{PC+4} \) \( \text{ID} \) \( \text{ALU} \) 
- \( t_2 \) \( \text{IF}_{PC+8} \) \( \text{ID} \) 
- \( t_3 \) 
- \( t_4 \) 
- \( t_5 \) 

When \( \text{inst}_h \) branch resolves:
- branch target (\( \text{Inst}_k \)) is fetched
- flush instructions fetched since \( \text{inst}_h \) ("wrong-path")

Train BTB so the previous executes as "wrong path" —

**architecturally nothing illegal happened!!**
Idempotency and Side-effects

• Meltdown vulnerability not a bug but a purposeful performance optimization permitted by ISA
• Same issue doesn’t arise with MMIO—because ISA disallow spurious read if TLB says “uncacheable”

 Architects and μ–architects need to be more paranoid

This is why memory caching works!!

• LW/SW to mmap locations can have side-effects
  – reading/writing mmap location can imply commands and other state changes
  – consider a FIFO example
    • SW to 0xffff0000 pushes value
    • LW from 0xffff0000 returns popped value

What happens if 0xffff0000 is cached?
Midterm2

• Covers lectures (L10~L19), HW, projects, assigned readings (from textbooks and papers)
• Types of questions
  – freebies: remember the materials
  – >> probing: understand the materials <<
  – applied: apply the materials in original interpretation
• **55 minutes, 55 points**
  – point values calibrated to time needed
  – closed-book, one 8½x11-in² hand-written cribsheet
  – no electronics
  – use pencil or black/blue ink only