

CIS 371

Computer Organization and Design

Unit 10: Virtual Memory & I/O

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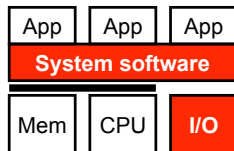
Rest of the Semester

- Topics yet to cover
 - Virtual memory
 - Disks & I/O
 - Power & energy
 - Reliability
 - Data-level parallelism (SIMD, Vectors, and GPUs)
 - Xbox 360 case study
- Perennial problem:
 - Only three lectures remaining...
 - By design (we're actually "on schedule")
 - Will try to hit the highlights, give some context
 - Try not to be overwhelmed

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This Unit: Virtualization & I/O



- The operating system (OS)
 - A super-application
 - Hardware support for an OS
- Virtual memory
 - Page tables and address translation
 - TLBs and memory hierarchy issues
- I/O
 - Magnetic storage (disks)
 - Solid-state storage (flash memory)

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Readings

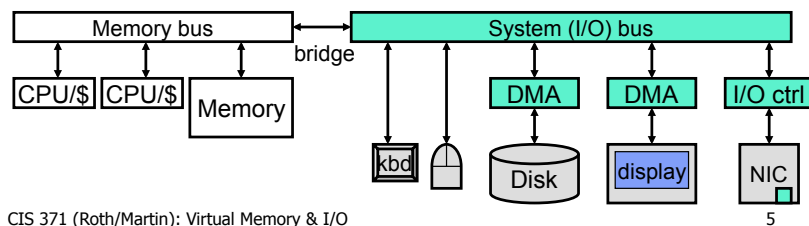
- P&H
 - Virtual Memory: 5.4
 - I/O & Disks: 6.1-6.5, 6.8

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A Computer System: Hardware

- CPUs and memories
 - Connected by memory bus
- **I/O peripherals**: storage, input, display, network, ...
 - With separate or built-in DMA
 - Connected by **system bus** (which is connected to memory bus)

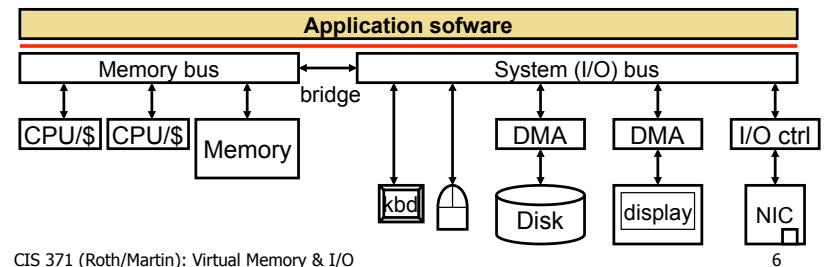


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A Computer System: + App Software

- **Application software**: computer must do something

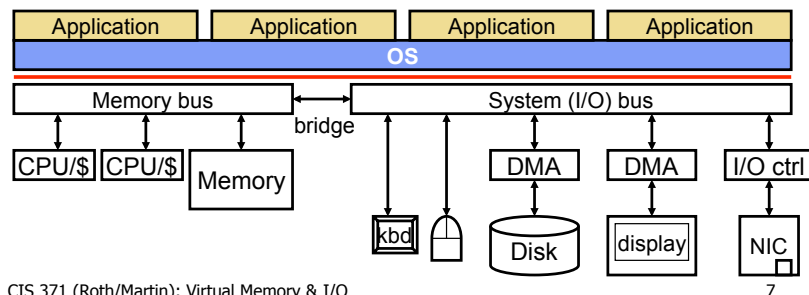


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A Computer System: + OS

- **Operating System (OS)**: virtualizes hardware for apps
 - **Abstraction**: provides **services** (e.g., threads, files, etc.)
 - + Simplifies app programming model, raw hardware is nasty
 - **Isolation**: gives each app illusion of private CPU, memory, I/O
 - + Simplifies app programming model
 - + Increases hardware resource utilization



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Operating System (OS) and User Apps

- Sane system development requires a split
 - Hardware itself facilitates/enforces this split
- **Operating System (OS)**: a super-privileged process
 - Manages hardware resource allocation/revocation for all processes
 - Has direct access to resource allocation features
 - Aware of many nasty hardware details
 - Aware of other processes
 - Talks directly to input/output devices (device driver software)
- **User-level apps**: ignorance is bliss
 - Unaware of most nasty hardware details
 - Unaware of other apps (and OS)
 - Explicitly denied access to resource allocation features

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System Calls

- Controlled transfers to/from OS
- **System Call**: a user-level app “function call” to OS
 - Leave description of what you want done in registers
 - SYSCALL instruction (also called TRAP or INT)
 - Can’t allow user-level apps to invoke arbitrary OS code
 - Restricted set of legal OS addresses to jump to (**trap vector**)
 - Processor jumps to OS using trap vector
 - Sets privileged mode
 - OS performs operation
 - OS does a “return from system call”
 - Unsets privileged mode

Interrupts

- **Exceptions**: synchronous, generated by running app
 - E.g., illegal insn, divide by zero, etc.
- **Interrupts**: asynchronous events generated externally
 - E.g., timer, I/O request/reply, etc.
- **“Interrupt” handling**: same mechanism for both
 - “Interrupts” are on-chip signals/bits
 - Either internal (e.g., timer, exceptions) or connected to pins
 - Processor continuously monitors interrupt status, when one is high...
 - Hardware jumps to some preset address in OS code (interrupt vector)
 - Like an asynchronous, non-programmatic SYSCALL
- **Timer**: programmable on-chip interrupt
 - Initialize with some number of micro-seconds
 - Timer counts down and interrupts when reaches 0

Typical I/O Device Interface

- Operating system talks to the I/O device
 - Send commands, query status, etc.
 - Software uses special uncached load/store operations
 - Hardware sends these reads/writes across I/O bus to device
- Direct Memory Access (DMA)
 - For big transfers, the I/O device accesses the memory directly
 - Example: DMA used to transfer an entire block to/from disk
- Interrupt-driven I/O
 - The I/O device tells the software its transfer is complete
 - Tells the hardware to raise an “interrupt” (door bell)
 - Processor jumps into the OS
 - Inefficient alternative: polling

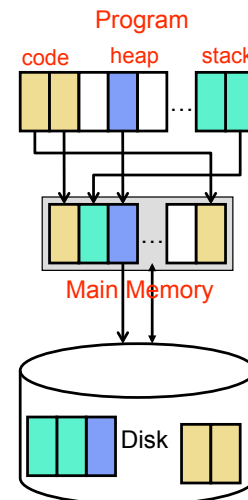
Virtualizing Processors

- How do multiple apps (and OS) share the processors?
 - **Goal: applications think there are an infinite # of processors**
- Solution: time-share the resource
 - Trigger a **context switch** at a regular interval (~1ms)
 - **Pre-emptive**: app doesn't yield CPU, OS forcibly takes it
 - + Stops greedy apps from starving others
 - **Architected state**: PC, registers
 - Save and restore them on context switches
 - Memory state?
 - **Non-architected state**: caches, branch predictor tables, etc.
 - Ignore or flush
- Operating responsible to handle context switching
 - Hardware support is just a timer interrupt

Virtualizing Main Memory

- How do multiple apps (and the OS) share main memory?
 - **Goal: each application thinks it has infinite memory**
- One app may want more memory than is in the system
 - App's insn/data footprint may be larger than main memory
 - **Requires main memory to act like a cache**
 - With disk as next level in memory hierarchy (slow)
 - Write-back, write-allocate, large blocks or "pages"
 - No notion of "program not fitting" in registers or caches (why?)
- Solution:
 - Part #1: treat memory as a "cache"
 - Store the overflowed blocks in "swap" space on disk
 - Part #2: add a level of indirection (address translation)

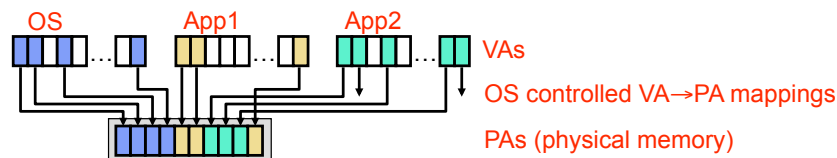
Virtual Memory (VM)



- Programs use **virtual addresses (VA)**
 - $0 \dots 2^N - 1$
 - VA size also referred to as machine size
 - E.g., 32-bit (embedded) or 64-bit (server)
- Memory uses **physical addresses (PA)**
 - $0 \dots 2^M - 1$ (typically $M < N$, especially if $N=64$)
 - 2^M is most physical memory machine supports
- VA \rightarrow PA at **page** granularity (VP \rightarrow PP)
 - By "system"
 - Mapping need not preserve contiguity
 - VP need not be mapped to any PP
 - Unmapped VPs live on disk (swap)

Virtual Memory (VM)

- **Virtual Memory (VM):**
 - Level of indirection (like register renaming)
 - Application generated addresses are **virtual addresses (VAs)**
 - Each process **thinks** it has its own 2^N bytes of address space
 - Memory accessed using **physical addresses (PAs)**
 - VAs translated to PAs at some coarse granularity
 - OS controls VA to PA mapping for itself and all other processes
 - Logically: translation performed before every insn fetch, load, store
 - Physically: hardware acceleration removes translation overhead



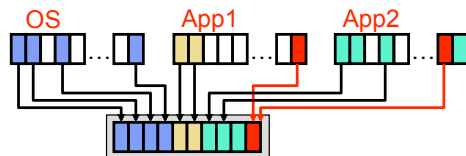
VM is an Old Idea: Older than Caches

- Original motivation: **single-program compatibility**
 - IBM System 370: a family of computers with one software suite
 - + Same program could run on machines with different memory sizes
 - Prior, programmers explicitly accounted for memory size
- But also: **full-associativity + software replacement**
 - Memory t_{miss} is high: extremely important to reduce $\%_{miss}$

Parameter	I\$/D\$	L2	Main Memory
t_{hit}	2ns	10ns	30ns
t_{miss}	10ns	30ns	10ms (10M ns)
Capacity	8-64KB	128KB-2MB	64MB-64GB
Block size	16-32B	32-256B	4+KB
Assoc./Repl.	1-4, NMRU	4-16, NMRU	Full, "working set"

Uses of Virtual Memory

- More recently: **isolation** and **multi-programming**
 - Each app thinks it has 2^N B of memory, its stack starts 0xFFFFFFFF,...
 - Apps prevented from reading/writing each other's memory
 - Can't even address the other program's memory!
- **Protection**
 - Each page with a read/write/execute permission set by OS
 - Enforced by hardware
- **Inter-process communication.**
 - Map same physical pages into multiple virtual address spaces
 - Or share files via the UNIX `mmap()` call

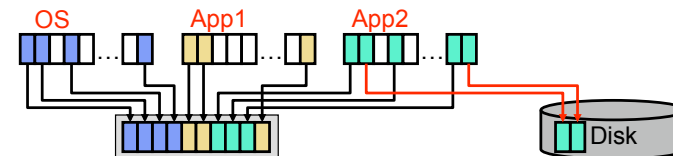


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Virtual Memory: The Basics

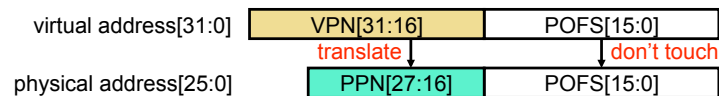
- Programs use **virtual addresses (VA)**
 - VA size (N) aka machine size (e.g., Core 2 Duo: 48-bit)
- Memory uses **physical addresses (PA)**
 - PA size (M) typically $M < N$, especially if $N=64$
 - 2^M is most physical memory machine supports
- VA→PA at **page granularity (VP→PP)**
 - Mapping need not preserve contiguity
 - VP need not be mapped to any PP
 - Unmapped VPs live on disk (swap) or nowhere (if not yet touched)



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Address Translation



- VA→PA mapping called **address translation**
 - Split VA into **virtual page number (VPN)** & **page offset (POFS)**
 - Translate VPN into **physical page number (PPN)**
 - POFS is not translated
 - $VA \rightarrow PA = [VPN, POFS] \rightarrow [PPN, POFS]$
- Example above
 - 64KB pages → 16-bit POFS
 - 32-bit machine → 32-bit VA → 16-bit VPN
 - Maximum 256MB memory → 28-bit PA → 12-bit PPN

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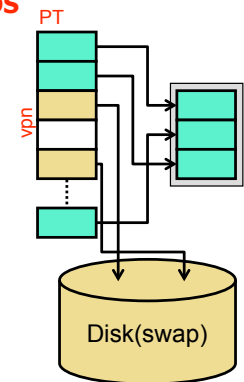
Address Translation Mechanics I

- How are addresses translated?
 - In software (for now) but with hardware acceleration (a little later)
- Each process allocated a **page table (PT)**
 - **Software data structure constructed by OS**
 - Maps VPs to PPs or to disk (swap) addresses
 - VP entries empty if page never referenced
 - Translation is table lookup

```

struct {
    int ppn;
    int is_valid, is_dirty, is_swapped;
} PTE;
struct PTE page_table[NUM_VIRTUAL_PAGES];

int translate(int vpn) {
    if (page_table[vpn].is_valid)
        return page_table[vpn].ppn;
}
  
```



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Page Table Size

- How big is a page table on the following machine?
 - 32-bit machine
 - 4B page table entries (PTEs)
 - 4KB pages
- 32-bit machine → 32-bit VA → 4GB virtual memory
- 4GB virtual memory / 4KB page size → 1M VPs
- 1M VPs * 4B PTE → 4MB
- How big would the page table be with 64KB pages?
- How big would it be for a 64-bit machine?
- Page tables can get big
 - There are ways of making them smaller

Multi-Level Page Table (PT)

- One way: **multi-level page tables**
 - Tree of page tables
 - Lowest-level tables hold PTEs
 - Upper-level tables hold pointers to lower-level tables
 - Different parts of VPN used to index different levels
- Example: two-level page table for machine on last slide
 - Compute number of pages needed for lowest-level (PTEs)
 - 4KB pages / 4B PTEs → 1K PTEs/page
 - 1M PTEs / (1K PTEs/page) → 1K pages
 - Compute number of pages needed for upper-level (pointers)
 - 1K lowest-level pages → 1K pointers
 - 1K pointers * 32-bit VA → 4KB → 1 upper level page

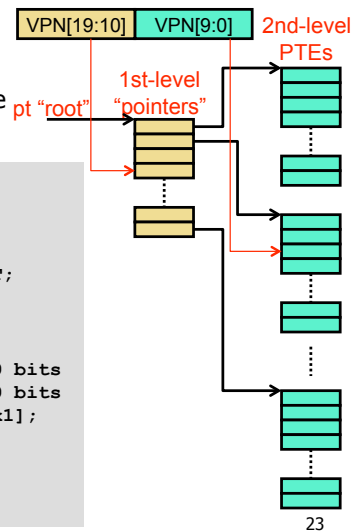
Multi-Level Page Table (PT)

- 20-bit VPN
 - Upper 10 bits index 1st-level table
 - Lower 10 bits index 2nd-level table

```

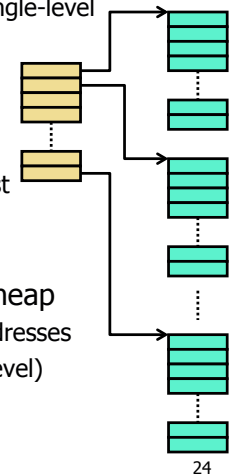
struct {
    int ppn;
    int is_valid, is_dirty, is_swapped;
} PTE;
struct { struct PTE ptes[1024]; } L2PT;
struct L2PT *page_table[1024];

int translate(int vpn) {
    index1 = (vpn >> 10); // upper 10 bits
    index2 = (vpn & 0x3ff); // lower 10 bits
    struct L2PT *l2pt = page_table[index1];
    if (l2pt != NULL &&
        l2pt->ptes[index2].is_valid)
        return l2pt->ptes[index2].ppn;
}
    
```



Multi-Level Page Table (PT)

- Have we saved any space?
 - Isn't total size of 2nd level tables same as single-level table (i.e., 4MB)?
 - Yes, but...
- Large virtual address regions unused
 - Corresponding 2nd-level tables need not exist
 - Corresponding 1st-level pointers are null
- Example: 2MB code, 64KB stack, 16MB heap
 - Each 2nd-level table maps 4MB of virtual addresses
 - 1 for code, 1 for stack, 4 for heap, (+1 1st-level)
 - 7 total pages = 28KB (much less than 4MB)



Page-Level Protection

- **Page-level protection**
 - Piggy-back page-table mechanism
 - Map VPN to PPN + Read/Write/Execute permission bits
 - Attempt to execute data, to write read-only data?
 - Exception → OS terminates program
 - Useful (for OS itself actually)

```

struct {
    int ppn;
    int is_valid, is_dirty, is_swapped, permissions;
} PTE;
struct PTE page_table[NUM_VIRTUAL_PAGES];

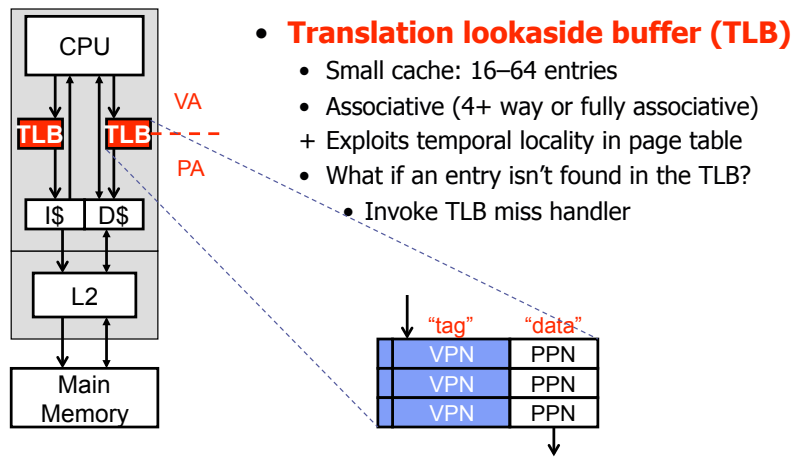
int translate(int vpn, int action) {
    if (page_table[vpn].is_valid &&
        !(page_table[vpn].permissions & action)) kill;
    ...
}

```

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Translation Lookaside Buffer



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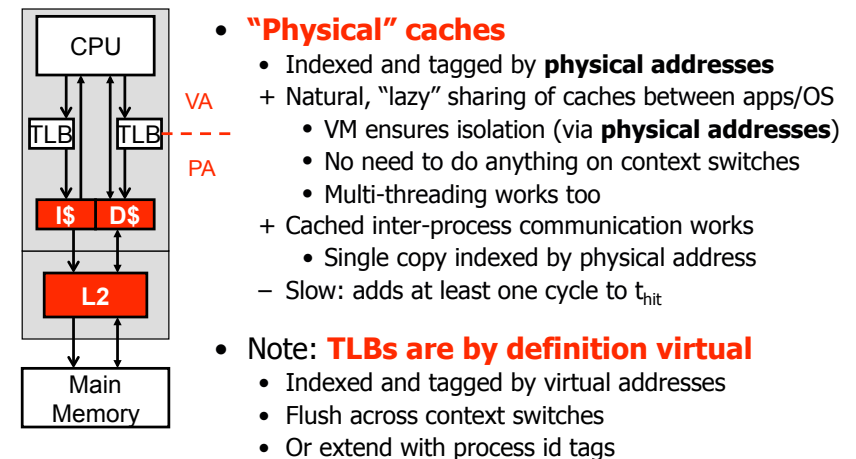
Address Translation Mechanics II

- Conceptually
 - Translate VA to PA before every cache access
 - Walk the page table before every load/store/insn-fetch
 - Would be terribly inefficient (even in hardware)
- In reality
 - **Translation Lookaside Buffer (TLB)**: cache translations
 - Only walk page table on TLB miss
- Hardware truisms
 - Functionality problem? Add indirection (e.g., VM)
 - Performance problem? Add cache (e.g., TLB)

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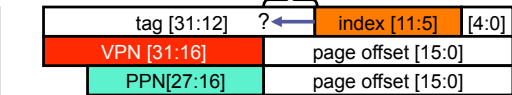
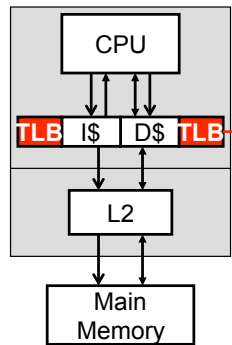
Serial TLB & Cache Access



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Parallel TLB & Cache Access



What about parallel access?

- What if
 - $(\text{cache size}) / (\text{associativity}) \leq \text{page size}$
 - Index bits same in virt. and physical addresses!
- Access TLB in parallel with cache
 - Cache access needs tag only at very end
 - + Fast: no additional t_{hit} cycles
 - + No context-switching/aliasing problems
 - Dominant organization used today
- Example: Core 2, 4KB pages, 32KB, 8-way SA L1 data cache
 - Implication: associativity allows bigger caches

TLB Organization

- **Like caches:** TLBs also have ABCs
 - Capacity
 - Associativity (At least 4-way associative, fully-associative common)
 - What does it mean for a TLB to have a block size of two?
 - Two consecutive VPs share a single tag
 - **Like caches:** there can be L2 TLBs
- Example: AMD Opteron
 - 32-entry fully-assoc. TLBs, 512-entry 4-way L2 TLB (insn & data)
 - 4KB pages, 48-bit virtual addresses, four-level page table
- **Rule of thumb:** TLB should "cover" L2 contents
 - In other words: $(\text{\#PTEs in TLB}) * \text{page size} \geq \text{L2 size}$
 - Why? Think about relative miss latency in each...

TLB Misses

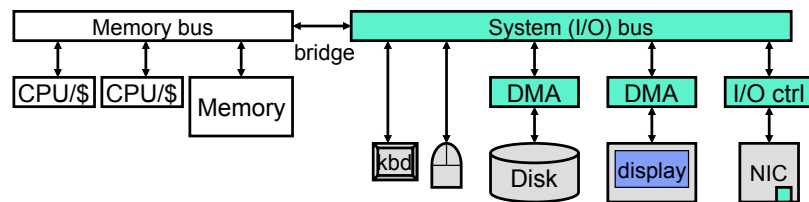
- **TLB miss:** translation not in TLB, but in page table
 - Two ways to "fill" it, both relatively fast
- **Software-managed TLB:** e.g., Alpha
 - Short (~10 insn) OS routine walks page table, updates TLB
 - + Keeps page table format flexible
 - Latency: one or two memory accesses + OS call (pipeline flush)
- **Hardware-managed TLB:** e.g., x86
 - Page table root in hardware register, hardware "walks" table
 - + Latency: saves cost of OS call (pipeline flush)
 - Page table format is hard-coded

Page Faults

- **Page fault:** PTE not in TLB or page table
 - → page not in memory
 - Starts out as a TLB miss, detected by OS/hardware handler
- **OS software routine:**
 - Choose a physical page to replace
 - **"Working set":** refined LRU, tracks active page usage
 - If dirty, write to disk
 - Read missing page from disk
 - Takes so long (~10ms), OS schedules another task
 - Requires yet another data structure: **frame map** (why?)
 - Treat like a normal TLB miss from here

A Computer System: I/O Subsystem

- I/O subsystem: kind of boring, kind of important
 - I/O devices:** storage, input, display, network, ...
 - I/O bus**
- Software:
 - Virtualized by OS
 - Device drivers
 - Presents synchronous interface for asynchronous devices



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I/O Devices

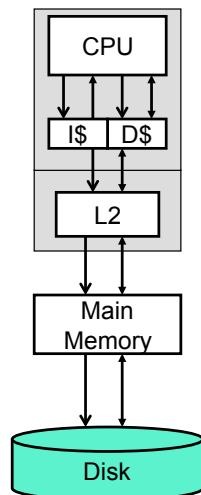
- Primary characteristic: **data rate (bandwidth)**
 - Latency really only an issue for disk (and network)
 - Contributing factors: **input-output-both? partner?**
 - “Interesting” devices have high data rates

Device	Partner	I/O	Data Rate (KB/s)
Keyboard	Human	I	$2 \text{ B/key} * 10 \text{ key/s} = 0.02$
Mouse	Human	I	$2 \text{ B/sample} * 10 \text{ sample/s} = 0.02$
0.5Mp DVD recorder	Human	I	$4 \text{ B/pixel} * 0.5\text{M pixel/disp} * 60 \text{ disp/s} = 120,000.00$
Speaker	Human	O	0.60
Printer	Human	O	200.00
SVGA display	Human	O	$4 \text{ B/pixel} * 1\text{M pixel/disp} * 60 \text{ disp/s} = 240,000.00$
Ethernet card	Machine	I/O	10,000.00
Disk	Machine	I/O	10,000.00–100,000.00

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One Instance of I/O: Swap Space

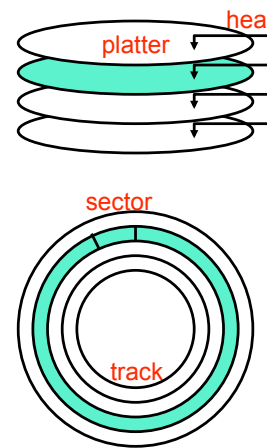


- Have briefly seen one instance of I/O
 - Disk:** bottom of memory hierarchy
 - Use as “swap space”
 - Exploits large capacity of disks
 - Cheaper per bit than DRAM
- Other use of disk
 - Non-volatile storage: Retains state when power is off

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Anatomy of a Disk Drive



- Disk:** rotates like a CD/DVD player
 - Except magnetic (not optical)
- Collection of **platters**
 - Each with read/write head
- Platters divided into concentric **tracks**
 - Head seeks to track
 - All heads move in unison
- Each track divided into **sectors**
 - More sectors on outer tracks
 - Sectors rotate under head
- Controller**
 - Seeks heads, waits for sectors
 - Turns heads on/off
 - May have its own cache (a few MBs)
 - Exploit spatial locality

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Disk Latency

- Disk read/write latency has four components
 - **Seek delay (t_{seek}):** head seeks to right track
 - Average of ~5ms - 15ms
 - Less in practice because of shorter seeks)
 - **Rotational delay (t_{rotation}):** right sector rotates under head
 - On average: time to go halfway around disk
 - Based on rotation speed (RPM)
 - 10,000 to 15,000 RPMs
 - ~3ms
 - **Transfer time (t_{transfer}):** data actually being transferred
 - Fast for small blocks
 - **Controller delay ($t_{\text{controller}}$):** controller overhead (on either side)
 - Fast (no moving parts)
- **$t_{\text{disk}} = t_{\text{seek}} + t_{\text{rotation}} + t_{\text{transfer}} + t_{\text{controller}}$**

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Disk Latency Example

- Example: time to read a 4KB chunk assuming...
 - 128 sectors/track, 512 B/sector, 6000 RPM, 10 ms t_{seek} , 1 ms $t_{\text{controller}}$
 - 6000 RPM \rightarrow 100 R/s \rightarrow 10 ms/R \rightarrow $t_{\text{rotation}} = 10 \text{ ms} / 2 = 5 \text{ ms}$
 - 4 KB page \rightarrow 8 sectors \rightarrow $t_{\text{transfer}} = 10 \text{ ms} * 8/128 = 0.6 \text{ ms}$
 - $t_{\text{disk}} = t_{\text{seek}} + t_{\text{rotation}} + t_{\text{transfer}} + t_{\text{controller}} = 16.6 \text{ ms}$
 - $t_{\text{disk}} = 10 + 5 + 0.6 + 1 = 16.6 \text{ ms}$

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Disk Bandwidth: Sequential vs Random

- Disk is bandwidth-inefficient for page-sized transfers
 - Sequential vs random accesses
- **Random accesses:**
 - One read each disk access latency (~10ms)
 - Randomly reading 4KB pages
 - 10ms is 0.01 seconds \rightarrow 100 access per second
 - 4KB * 100 access/sec \rightarrow 400KB/second bandwidth
- **Sequential accesses:**
 - Stream data from disk (no seeks)
 - 128 sectors/track, 512 B/sector, 6000 RPM
 - 64KB per rotation, 100 rotation/per sec
 - 6400KB/sec \rightarrow 6.4MB/sec
- Sequential access is ~10x or more bandwidth than random
 - Still no where near the 1GB/sec to 10GB/sec of memory

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Some (Old) Example Disks (Hitachi)

	Ultrastar	Travelstar	Microdrive
Diameter	3.5"	2.5"	1.0"
Capacity	300 GB	40 GB	4 GB
Cache	8 MB	2 MB	128KB
RPM	10,000 RPM	4200 RPM	3600 RPM
Seek	4.5 ms	12 ms	12 ms
Sustained Data Rate	100 MB/s	40 MB/s	10 MB/s
Cost	\$450	\$120	\$70
Use	Desktop	Notebook	some iPods

- **Flash:** non-volatile CMOS storage
 - The "new disk": replacing disk in many

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Increasing Disk Performance

- **Software can help**
 - More sequential seeks (layout files on disk intelligently)
- **Raw latency/bandwidth determined by technology**
 - Mechanical disks (~5ms seek time), rotation time
 - Higher RPMs help bandwidth (but not really latency)
- **Bandwidth is mostly determined by cost**
 - “You can always buy bandwidth”
 - **Disk arrays**: buy more disks, **stripe data across multiple disks**
 - Increases both sequential and random access bandwidth
 - Use the extra resources in parallel
 - Yet another example of parallelism

Designing an I/O System for Bandwidth

- Approach
 - Find bandwidths of individual components
 - Configure components you can change...
 - To match bandwidth of bottleneck component you can't
 - Caveat: real I/O systems modeled with simulation
- Example parameters
 - 300 MIPS CPU, 150K insns per I/O operation, random reads
 - I/O bus: 200 MB/s Disk controllers: 30 MB/s, up to 7 disks each
 - Workload has multiple tasks to keep CPUs busy during I/O
- Determine
 - What is the access time for the random access of a specific size?
 - 4KB, 64KB, 256KB
 - What is the maximum sustainable I/O rate for random accesses?
 - How many disk controllers and disks does it require?

Disk Access Time Calculation

- Time to read a random chunk assuming...
 - 1024 sectors/track, 512 B/sector, 12000 RPM
 - t_{seek} is 6.5 ms, $t_{\text{controller}}$ is 0.375 ms
- First, calculate t_{rotation}
 - 12000 RPM \rightarrow 200 R/s \rightarrow 5 ms/R \rightarrow $t_{\text{rotation}} = 5 \text{ ms} / 2 = 2.5 \text{ ms}$
- Next, calculate t_{transfer}
 - 4KB read \rightarrow 8 sectors \rightarrow $t_{\text{transfer}} = 5 \text{ ms} * 8/1024 = 0.039 \text{ ms}$
 - 64KB read \rightarrow 128 sectors \rightarrow $t_{\text{transfer}} = 5 \text{ ms} * 128/1024 = 0.625 \text{ ms}$
 - 256KB read \rightarrow 512 sectors \rightarrow $t_{\text{transfer}} = 5 \text{ ms} * 512/1024 = 2.5 \text{ ms}$
- Finally, $t_{\text{disk}} = t_{\text{seek}} + t_{\text{rotation}} + t_{\text{transfer}} + t_{\text{controller}}$
 - t_{disk} for 4KB = 6.5 + 2.5 + **0.039** + 0.375 = 9.4 ms
 - t_{disk} for 64KB = 6.5 + 2.5 + **0.625** + 0.375 = 10 ms
 - t_{disk} for 256KB = 6.5 + 2.5 + **2.5** + 0.375 = 11.9 ms

Calculation for 4KB Random Reads

- First: determine I/O rates of components we can't change
 - CPU: (300M insns/s) / (150K Insns/IO) = 2000 IO/s
 - I/O bus: (200MB/s) / (4K B/IO) = 51200 IO/s
 - Peak I/O rate determined by cpu: **2000 IO/s**
 - 2000 IO/s * 4KB per IO = **7.8MB/s**
- Second: configure remaining components to match rate
 - Disk: **9.4** ms is 0.0094 sec, so each disk is 106 IO/s & 0.41MB/sec
 - How many disks?
 - (2000 IO/s) / (106 IO/s) = **19 disks**
 - How many controllers?
 - At 0.4 MB/sec per disk, 75 disks max for each 30MB/s controller
 - But each controller can only support 7 disks...
 - Thus, for 19 disks, we need **3 controllers**

Calculation for 64KB Random Reads

- First: determine I/O rates of components we can't change
 - CPU: $(300\text{M insns/s}) / (150\text{K Insns/IO}) = 2000 \text{ IO/s}$
 - I/O bus: $(200\text{MB/s}) / (64\text{K B/IO}) = 3200 \text{ IO/s}$
 - Peak I/O rate determined by cpu: **2000 IO/s**
 - $2000 \text{ IO/s} * 64\text{KB per IO} = \mathbf{128\text{MB/s}}$
- Second: configure remaining components to match rate
 - Disk: **10** ms is 0.01 seconds, so each disk is 100 IO/s & 6.4MB/sec
 - How many disks?
 - $(2000 \text{ IO/s}) / (100 \text{ IO/s}) = \mathbf{20 \text{ disks}}$
 - How many controllers?
 - At 6.4 MB/sec per disk, 4 disks max for each 30MB/s controller
 - For 20 disks, we need **5 controllers**

Calculation for 256KB Random Reads

- First: determine I/O rates of components we can't change
 - CPU: $(300\text{M insns/s}) / (150\text{K Insns/IO}) = 2000 \text{ IO/s}$
 - I/O bus: $(200\text{MB/s}) / (256\text{K B/IO}) = 800 \text{ IO/s}$
 - Peak I/O rate determined by I/O bus: **800 IO/s**
 - $800 \text{ IO/s} * 256\text{KB per IO} = \mathbf{200\text{MB/s}}$
- Second: configure remaining components to match rate
 - Disk: **11.9** ms is 0.0119 sec, so each disk is 84 IO/s & 21MB/sec
 - How many disks?
 - $(800 \text{ IO/s}) / (84 \text{ IO/s}) = \mathbf{10 \text{ disks}}$
 - How many controllers?
 - At 21 MB/sec per disk, 1 disk max for each 30MB/s controller
 - For 10 disks, we need **10 controllers**

Designing an I/O System for Latency

- Previous system designed for bandwidth
- Some systems have latency requirements as well
 - E.g., database system may require maximum or average latency
- Latencies are actually harder to deal with than bandwidths
 - **Unloaded system**: few concurrent IO transactions
 - Latency is easy to calculate
 - **Loaded system**: many concurrent IO transactions
 - Contention can lead to queuing
 - Latencies can rise dramatically
 - Queuing theory can help if transactions obey fixed distribution
 - Otherwise simulation is needed

Summary

- OS virtualizes memory and I/O devices
- Virtual memory
 - "infinite" memory, isolation, protection, inter-process communication
 - Page tables
 - Translation buffers
 - Parallel vs serial access, interaction with caching
 - Page faults
- I/O
 - Disk latency and bandwidth
 - Disk arrays & RAID
 - Flash memory