



# RAMA UNIVERSITY

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## FACULTY OF ENGINEERING & TECHNOLOGY

BCS-501    Operating System

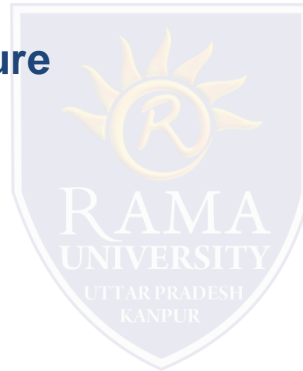
Lecturer-27

Manisha Verma

Assistant Professor

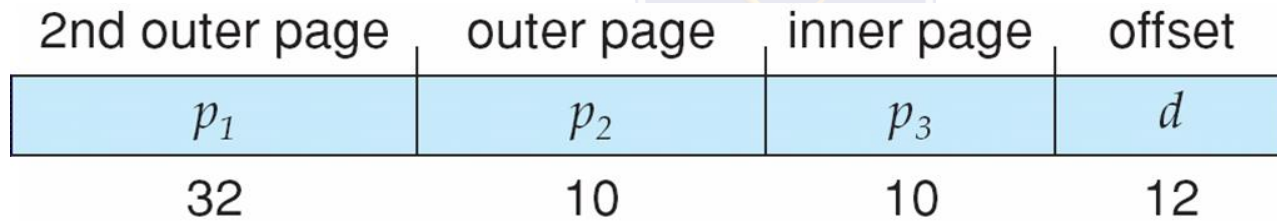
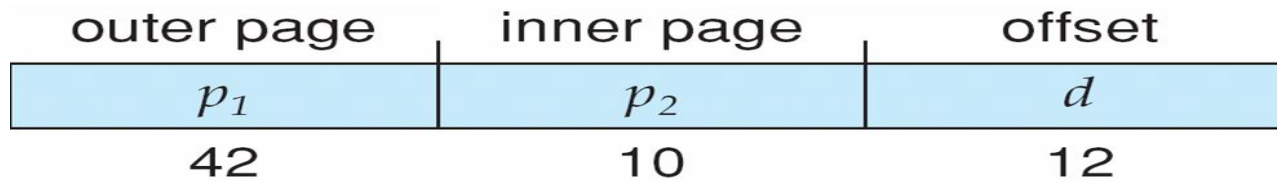
Computer Science & Engineering

- **Three-level Paging Scheme**
- **Hashed Page Tables**
- **Inverted Page Table**
- **Inverted Page Table Architecture**



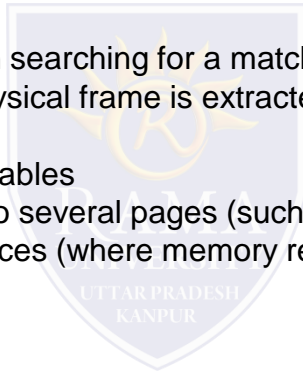
# Paging Scheme

Three-level Paging Scheme:---

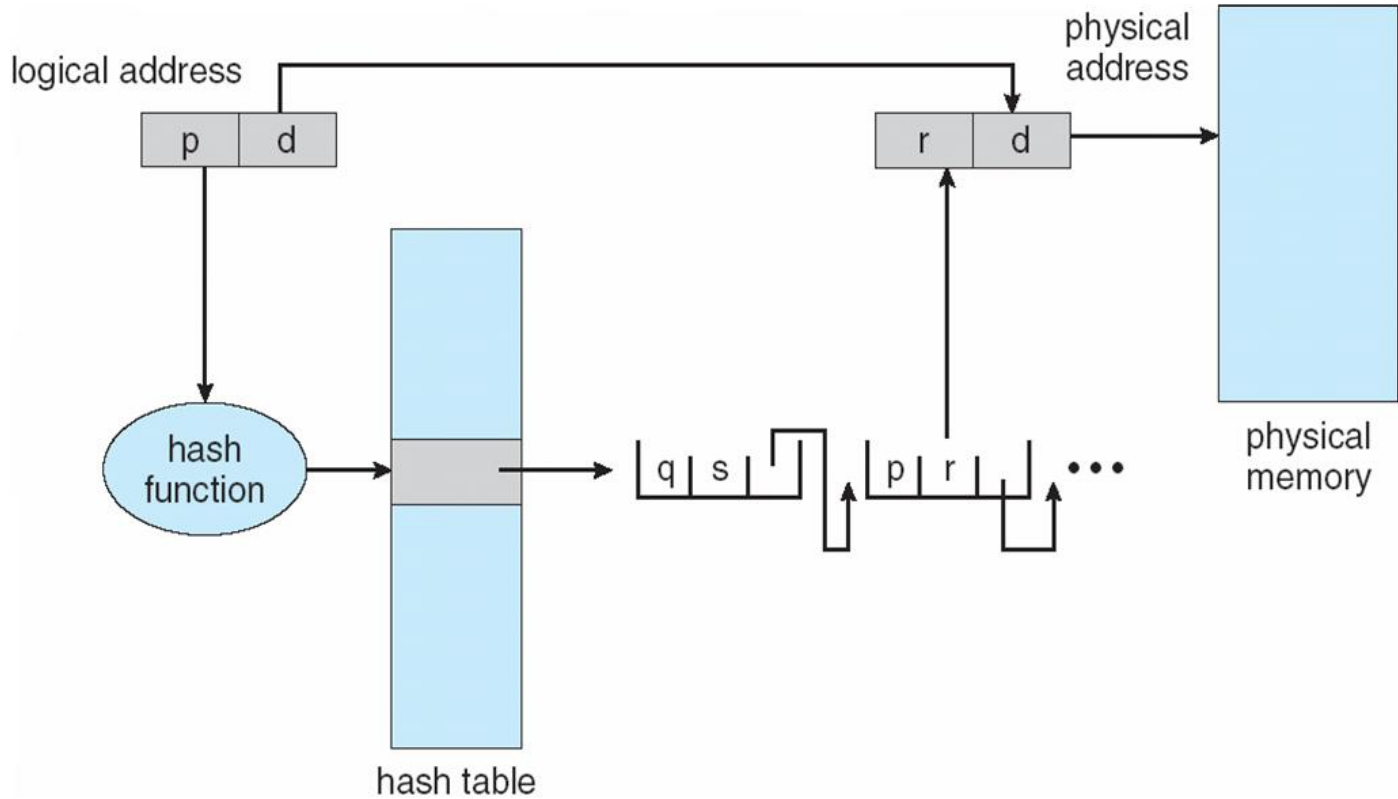


# Hashed Page Tables

- Common in address spaces  $> 32$  bits
- The virtual page number is hashed into a page table
  - This page table contains a chain of elements hashing to the same location
- Each element contains (1) the virtual page number (2) the value of the mapped page frame (3) a pointer to the next element
- Virtual page numbers are compared in this chain searching for a match
  - If a match is found, the corresponding physical frame is extracted
- Variation for 64-bit addresses is clustered page tables
  - Similar to hashed but each entry refers to several pages (such as 16) rather than 1
  - Especially useful for sparse address spaces (where memory references are non-contiguous and scattered)

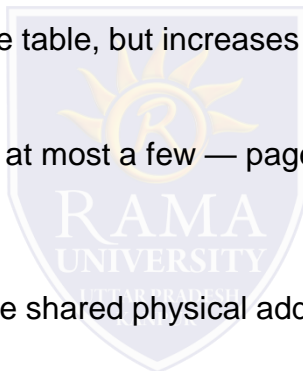


# Hashed Page Table

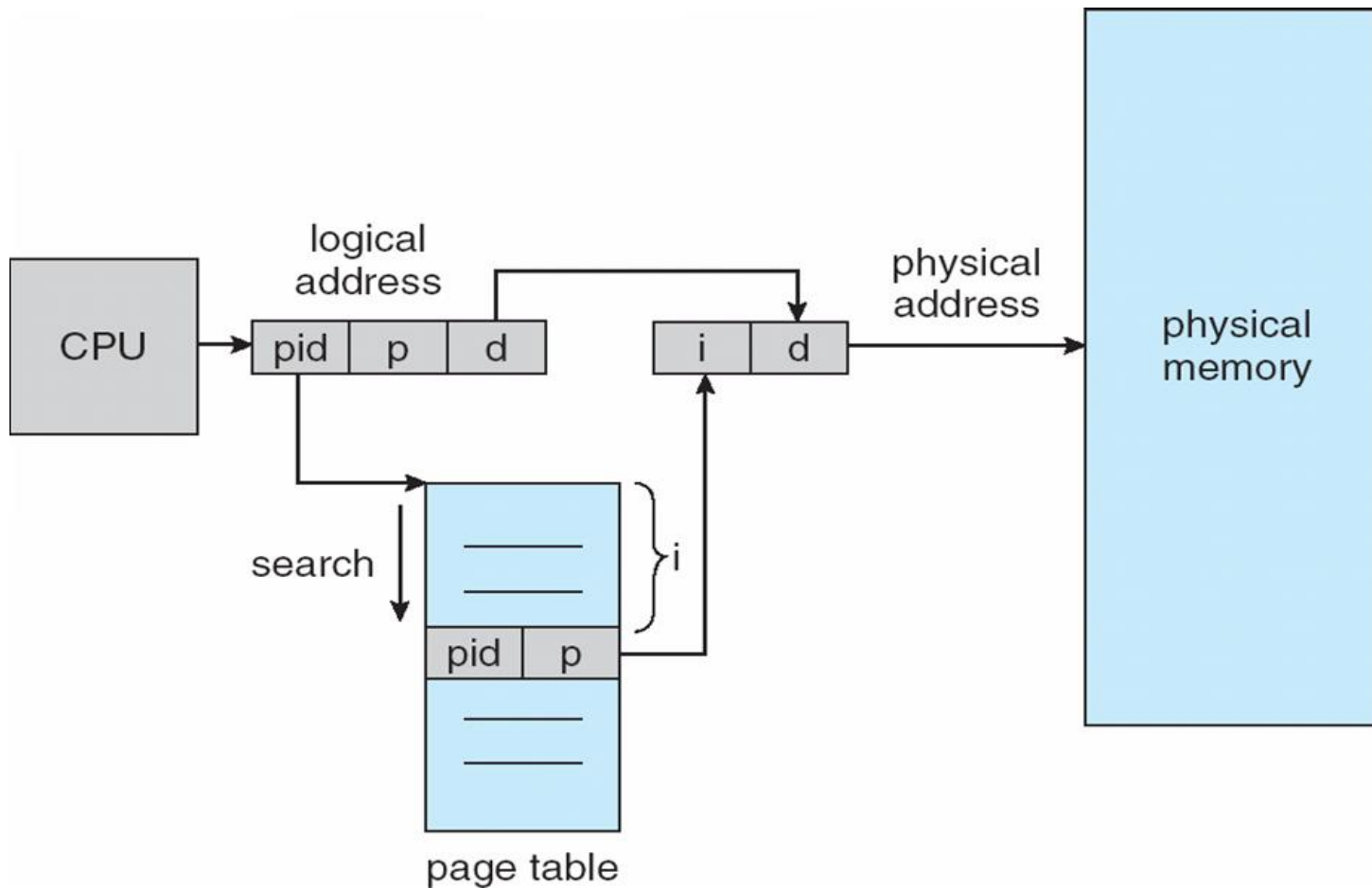


# Inverted Page Table

- Rather than each process having a page table and keeping track of all possible logical pages, track all physical pages
- One entry for each real page of memory
- Entry consists of the virtual address of the page stored in that real memory location, with information about the process that owns that page
- Decreases memory needed to store each page table, but increases time needed to search the table when a page reference occurs
- Use hash table to limit the search to one — or at most a few — page-table entries
  - TLB can accelerate access
- But how to implement shared memory?
  - One mapping of a virtual address to the shared physical address



# Inverted Page Table Architecture



A memory buffer used to accommodate a speed differential is called...

- A. stack pointer
- B. cache
- C. accumulator
- D. disk buffer

The address of a page table in memory is pointed by.....

- A. stack pointer
- B. page table base register
- C. page register
- D. program counter



Program always deals with....

- A. logical address
- B. absolute address
- C. physical address
- D. relative address



page table contains.....

- A. base address of each page in physical memory
- B. page offset
- C. page size
- D. none of the mentioned

Operating System maintains the page table for:

- A. each process
- B. each thread
- C. each instruction
- D. each address

