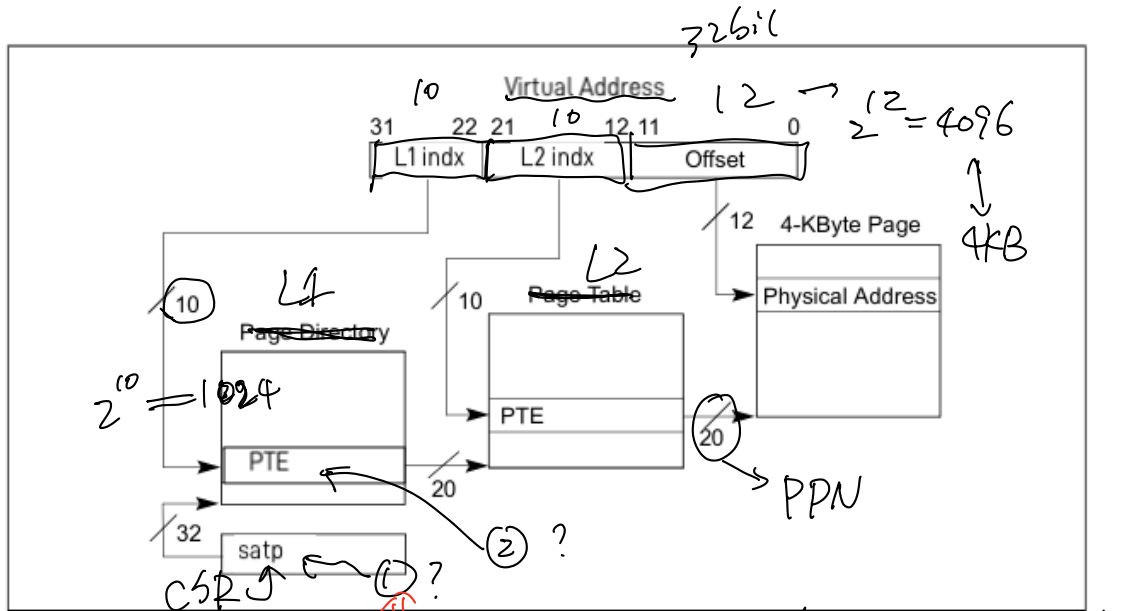
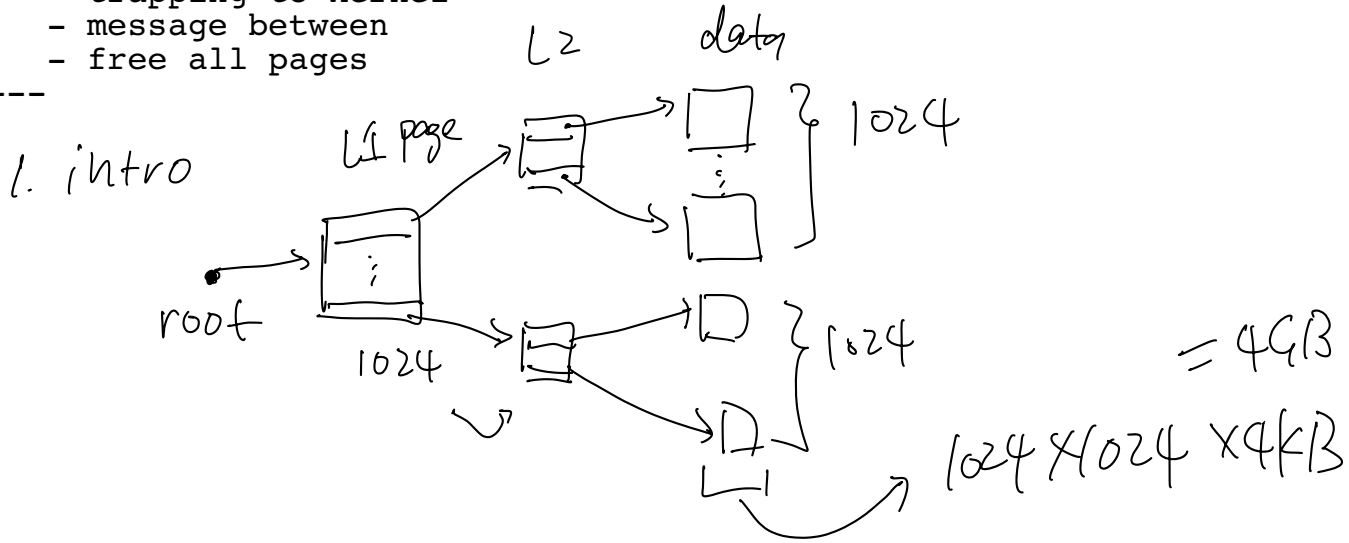


1. RV32 page table intro
2. (manually) walking page table
3. OS implementation
  - trapping to kernel
  - message between
  - free all pages



VA:  $0x80001fec$

Q: L1 index, L2 index, offset

$10 \dots 0_6$        $0x1$        $0xfec$

$= 0x260$

CS6640 Week10.a

1. CSR satp (page table root)

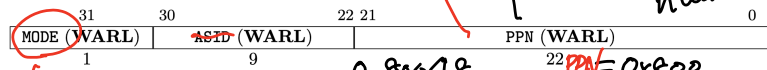


Figure 4.14: Supervisor address translation and protection register satp when SXLEN=32.

(1-bit MODE)

SXLEN=32		
Value	Name	Description
0	Bare	No translation or protection.
1	Sv32	Page-based 32-bit virtual addressing (see Section 4.3).

2. Page table entry (PTE)

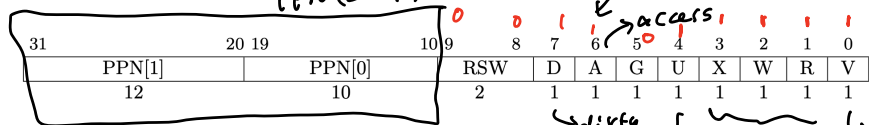


Figure 4.18: Sv32 page table entry.

$0x20014401 \gg 10$   
 $\hookrightarrow PPN = 0x80051$

M-mode

$\begin{cases} U=1 \Rightarrow U\text{-Mode} \\ U=0 \Rightarrow S\text{-Mode} \end{cases}$

3. Virtual address (VA)

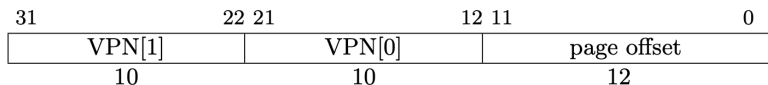


Figure 4.16: Sv32 virtual address.

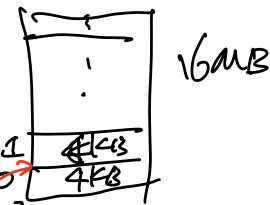
physical memory

PPN:

start PA of this page?

PPN  $\ll 12$   
 PPN \* 4096

addr = 0x0  
 addr = 0x1000  
 \* 2<sup>12</sup>



PA = 0x800000  
 0x800fff

helloworld;

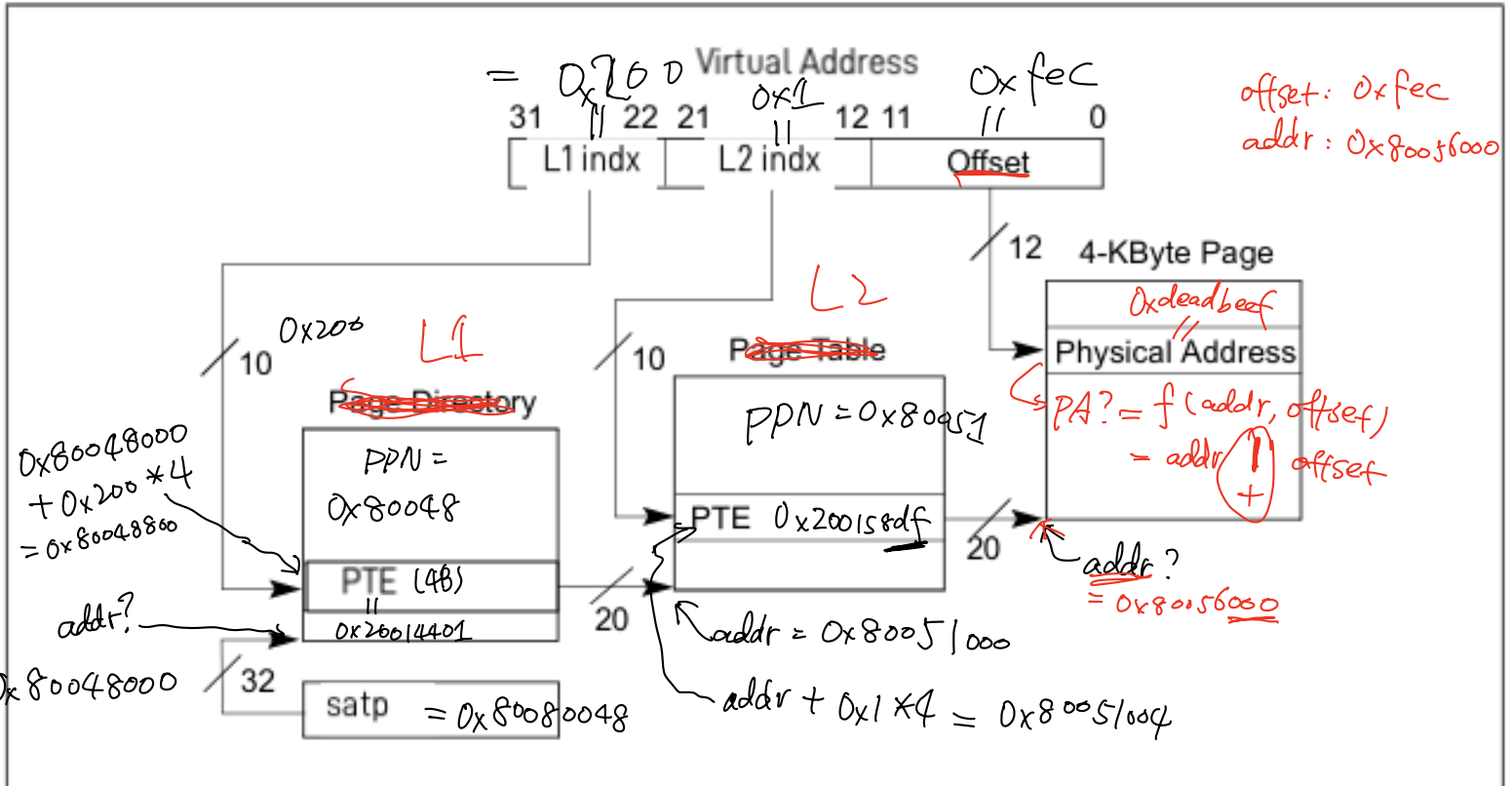
0x800000  
 $\hookrightarrow$  VA

\* simulate CPU: manual page walk

0xdead0000 PA

Steps:

- (1) split the VA =  $0x80001fec$  to 11/12 indexes and offset
- (2) get the root of page table (satp)
- (3) calc the L1 page
- (4) calc the L2 page
- (5) calc the physical address



### 3. OS implementation

- trapping to kernel
- message between  $\geq$  processes
- free all pages when exit

