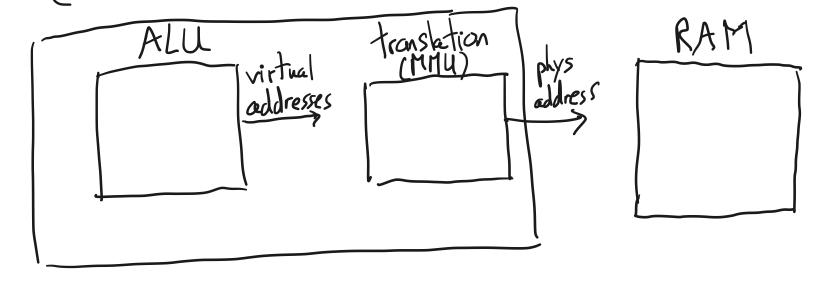
B1. Last time
12. Intro to virtual memory
13. Paging
15 Intro
15 Key data structure: page table
15 Multilevel page table
16 Alternatives/trade offs

2. Intro to virtual memory process sees program excerpt: y=x+1 instruction code address morg 0,200000, frax 0/500 incq 1, 1/rax 0 x150 8 movg /-rax, 0x 300 000 0/5/10/

CPU



Benefits of virtual memory:

- programmability

  (a) program thinks it has lots of memory

  (b) programs can use easy addresses: compiler and linker dent have to worry about where program lives in physical memory
  - (c) multiple instances of a program can be loaded and not collide

- Protections - Processes Cannot read/write each others memory
- enables isolation (which is essential)
- effective use of resources
- sharing
How is translation implemented?
- hardware does it in MMU
OS sets up data structures that the hardware 'sees.
Sees.
These data structures are per-process.

## 3. Raging

A. Intro

· Divide memory (virtual + physical) into fixed-size chunks

- These chinks are called PAGES

- PAGE SIZE

- x86-64: 4096 B=4KB=22 bytes

8 bits= ( byte Aside:

210: kilo, ~1000

20: mege, al million

230: giga, al billion

240: fera, a trillion

250 : note a gradillion

2 Pera, 1900animon

How many pages are there in a 32-bit (byte-addressed) architecture?

232 bytes/212 bytes/pge = 2 Pages

What if 48 bits are used to address memory?

16 lit 48 bit 64

248 / 212 = 236

2925

Page 0: [0, 4095] Page 1: [4096, 8191]

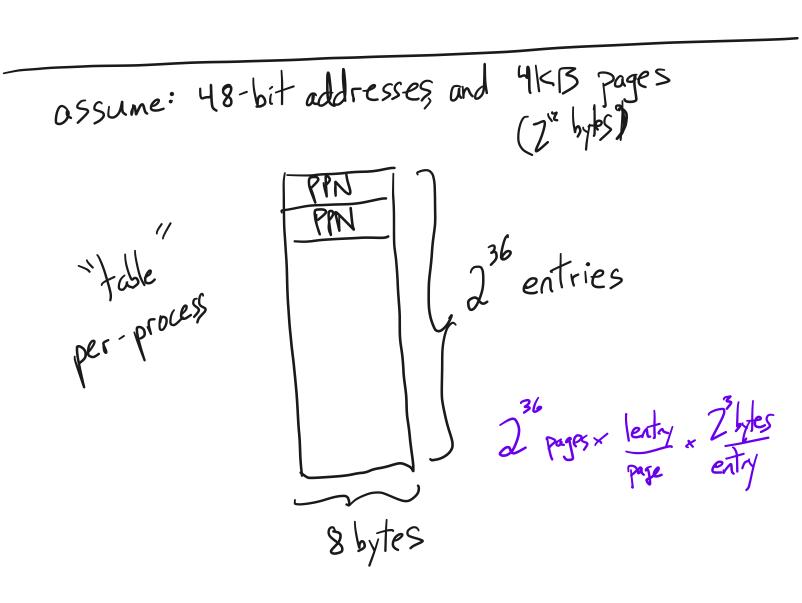
B. Key data structure: page table (per-process)

conceptually: a map from

VPN -> PPN

1

O PPN



Ex: OS wants: a process to use address

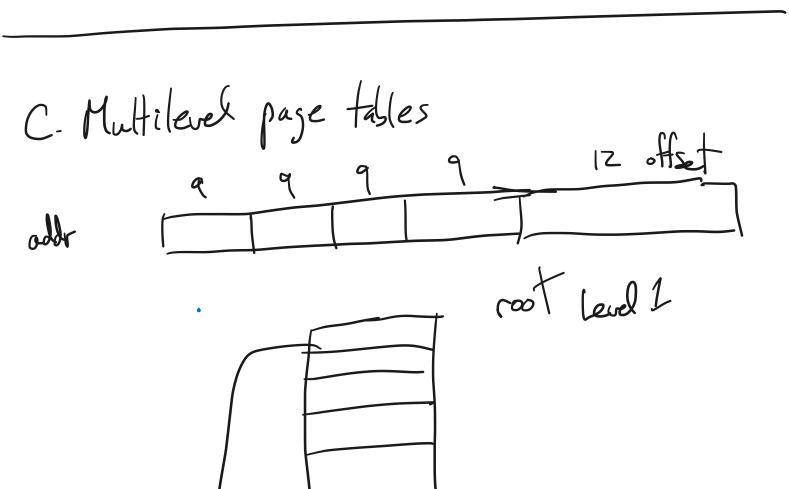
VA: Ox 00402000 to refer to

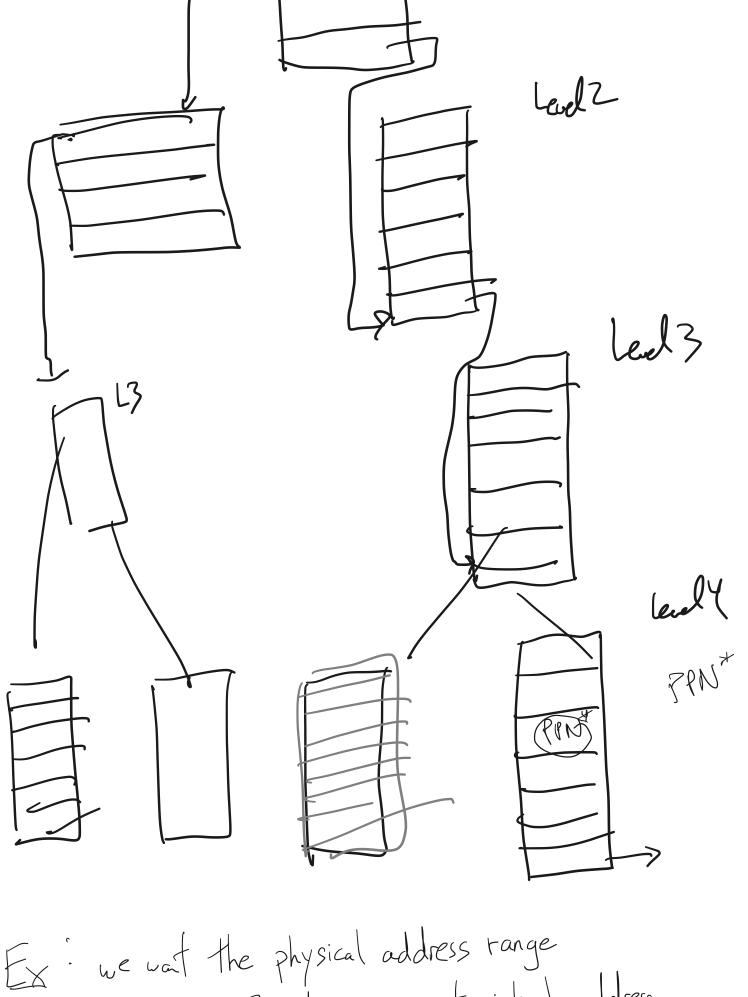
VPN: 0x00003

PA: Ox 00003000 SPIN: 0x00003

. 16

table [0x00402]= 0x00003 What's the issue?





[4MB, 6MB-1] to appear at virtual address

range [2'-2MB, 2=1

