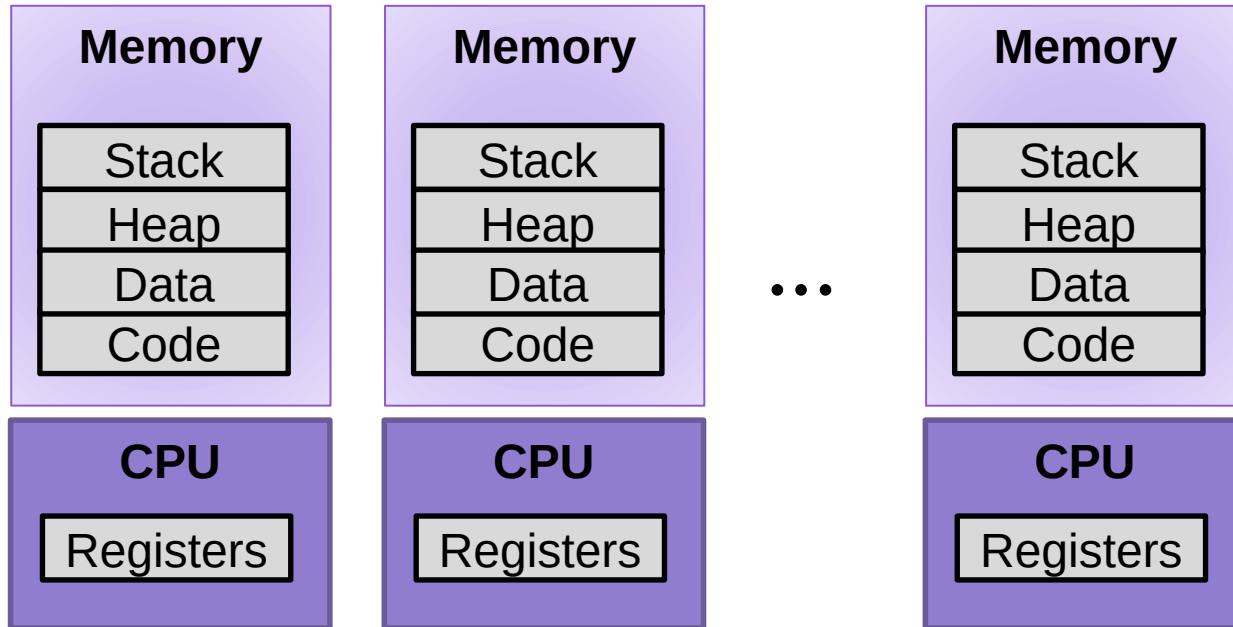


Lecture 16: Virtual Memory

CS 105

Spring 2025

Multiprocessing: The Illusion



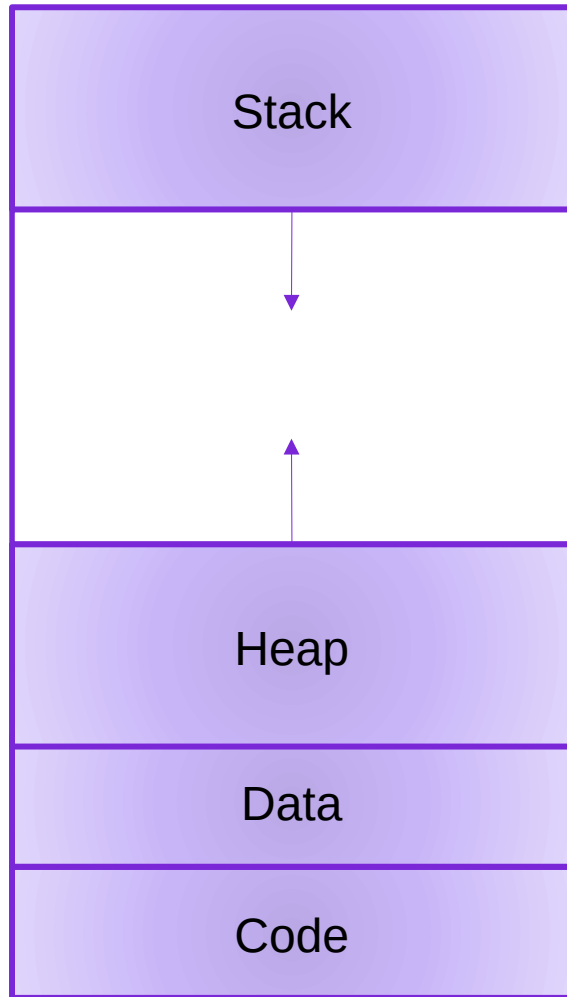
- Process provides each program with two key abstractions:
 - **Logical control flow**
 - Each program seems to have exclusive use of the CPU
 - Provided by kernel mechanism called **context switching**
 - **Private address space**
 - Each program seems to have exclusive use of main memory.
 - Provided by kernel mechanism called **virtual memory**

Multiprocessing: The Reality

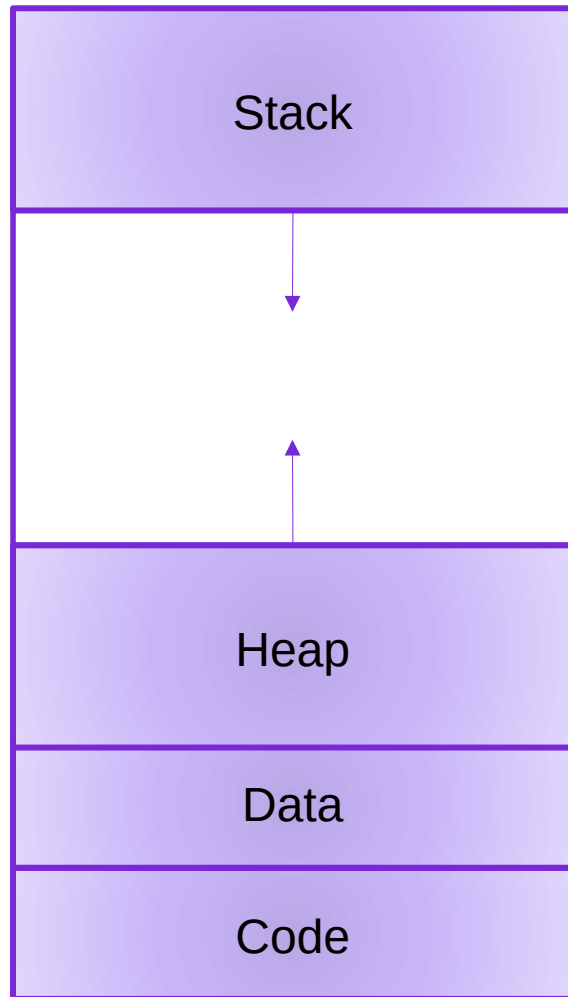
- Computer runs many processes simultaneously
- Running program “top” on Linux/Mac
 - E.g., system has 558 processes, 2 of which are active
 - Identified by Process ID (PID)

```
top - 11:35:22 up 3:38, 1 user, load average: 1.11, 0.68, 1.10
Tasks: 560 total, 2 running, 558 sleeping, 0 stopped, 0 zombie
%Cpu(s): 0.4 us, 1.5 sy, 0.8 ni, 97.3 id, 0.0 wa, 0.0 hi, 0.0 si, 0.0 st
```

Virtual Memory Goals

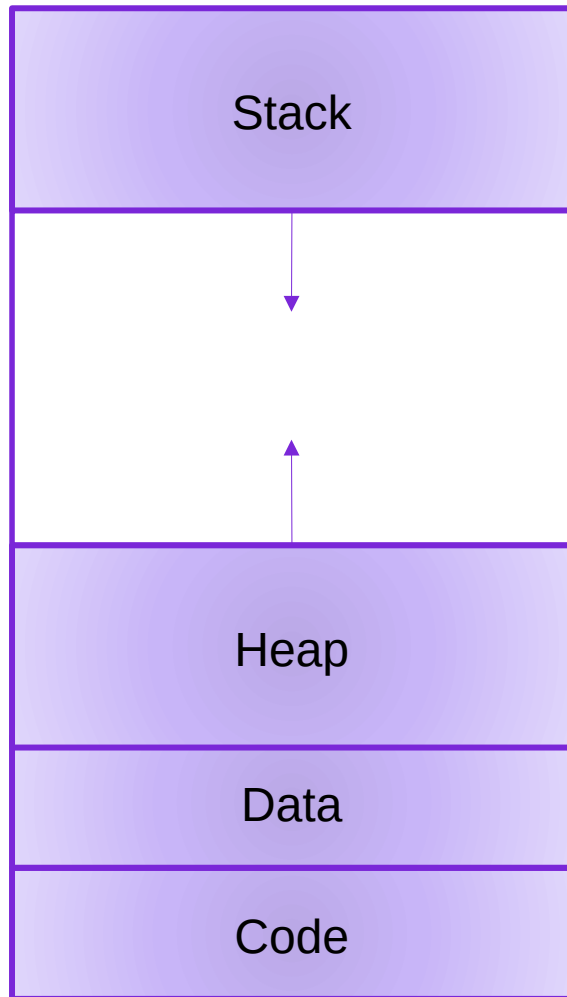


Virtual Memory Goals



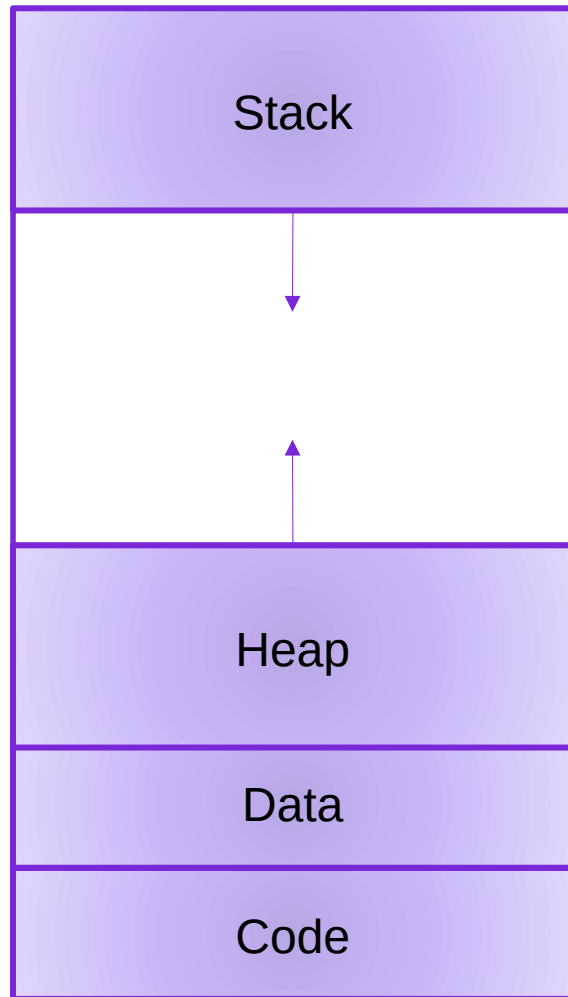
- **Isolation:** don't want different process states collided in physical memory

Virtual Memory Goals



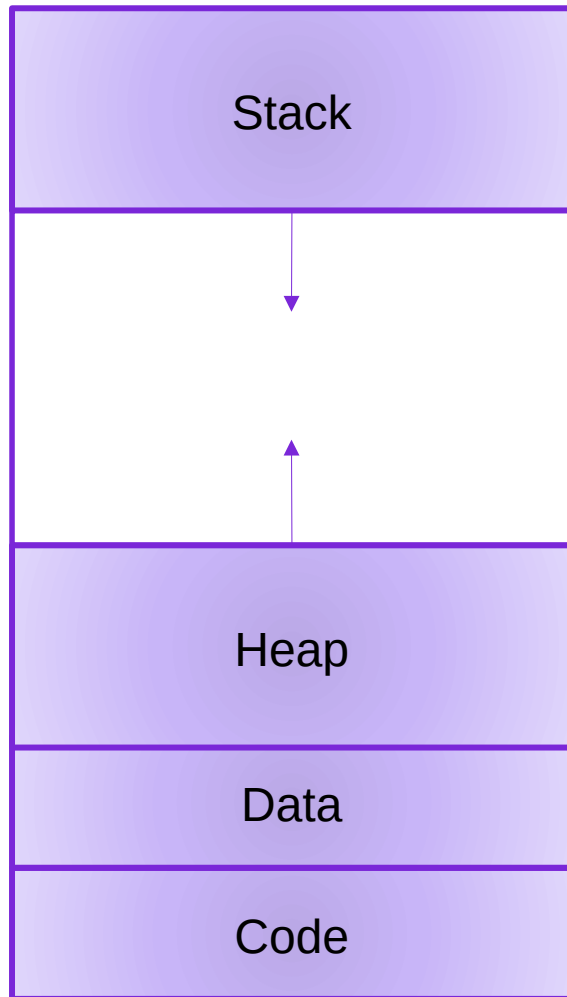
- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory

Virtual Memory Goals



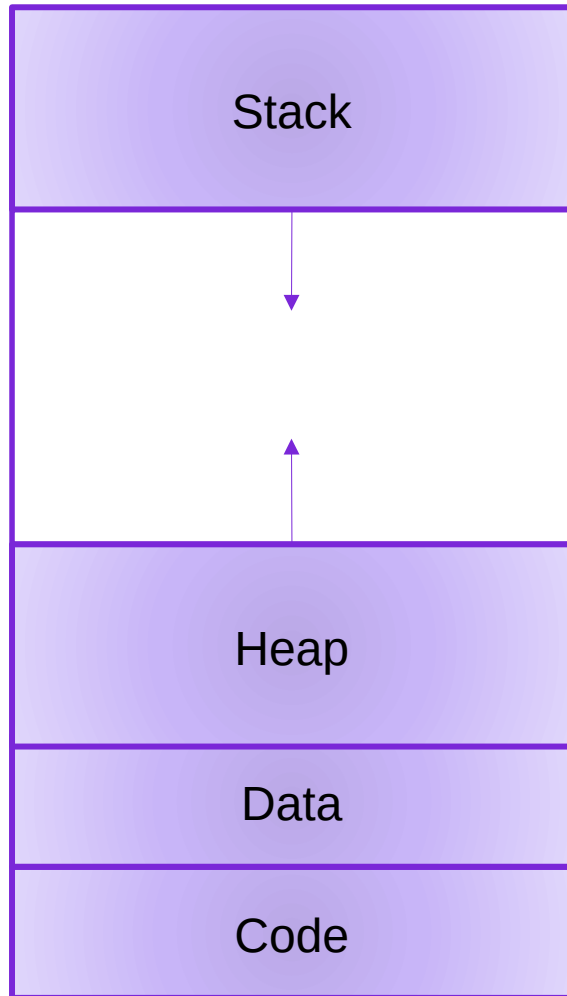
- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication

Virtual Memory Goals



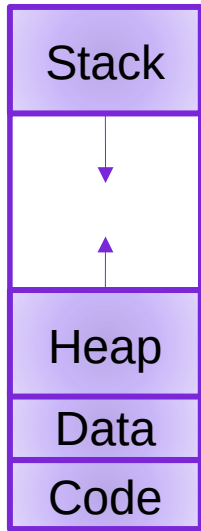
- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource

Virtual Memory Goals



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources

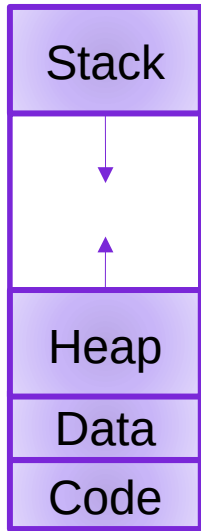
Address Translation



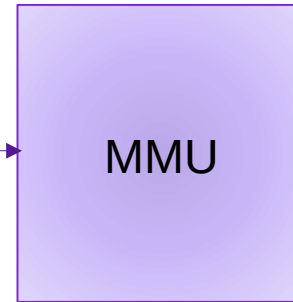
Address Translation



Address Translation



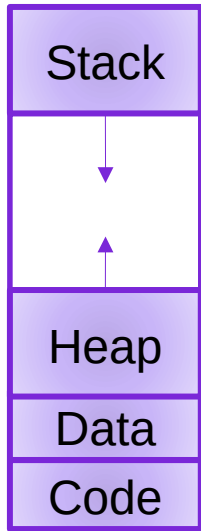
Virtual Address



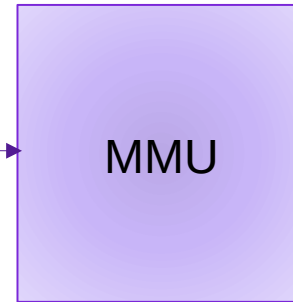
invalid

Exception

Address Translation



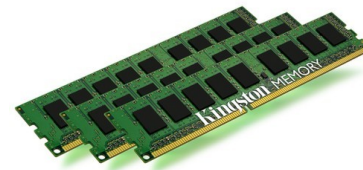
Virtual Address



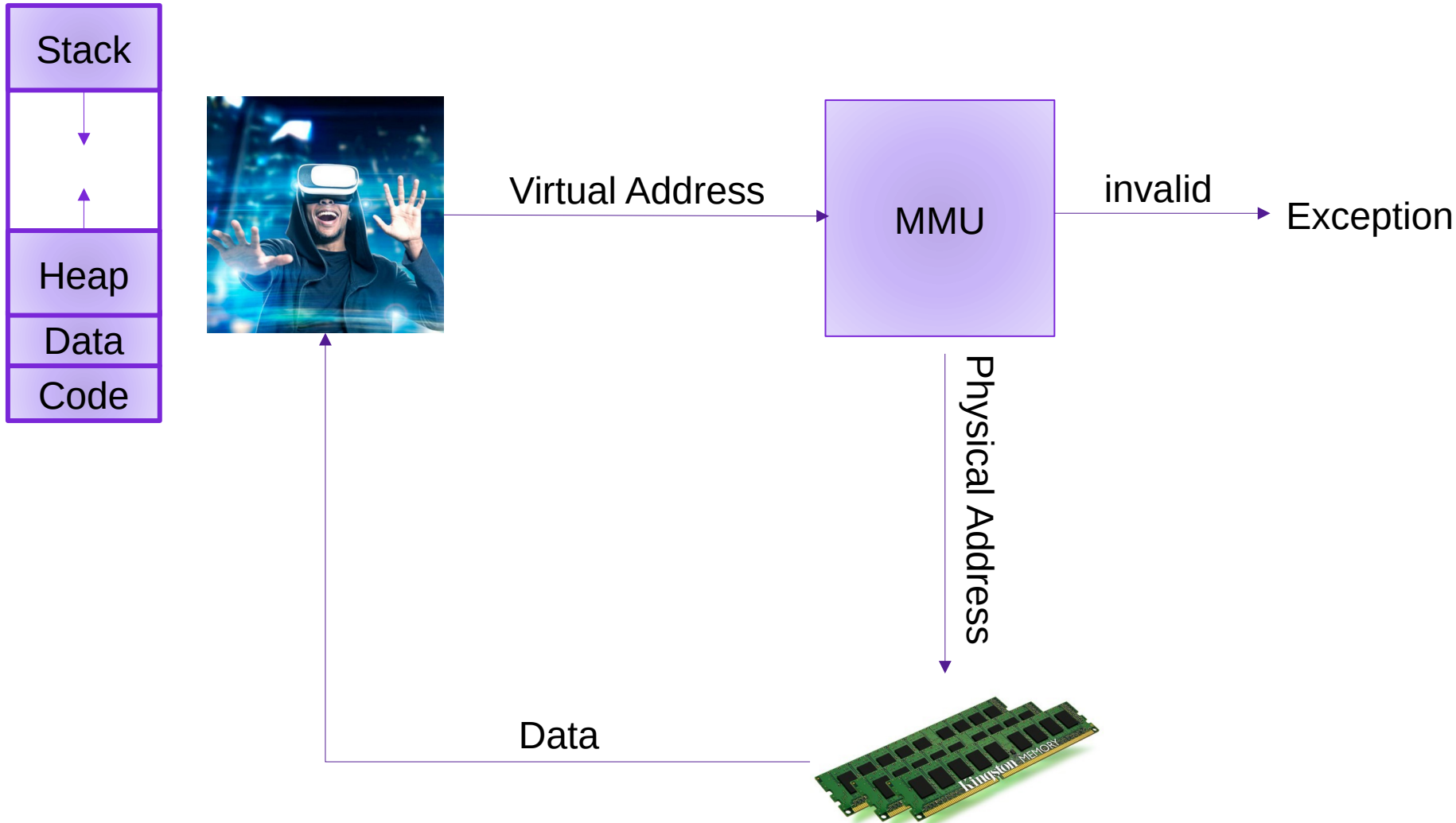
invalid

Exception

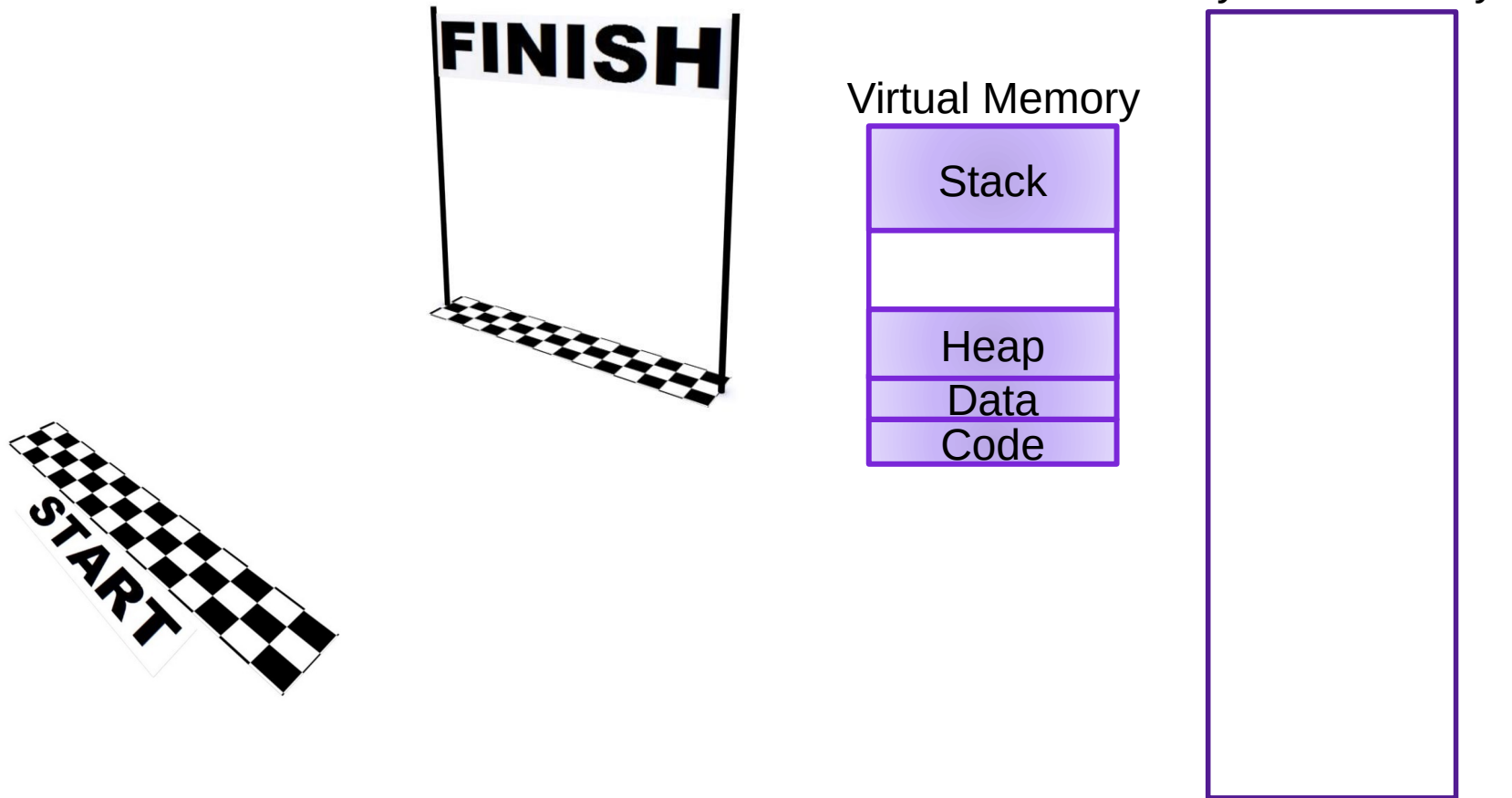
Physical Address



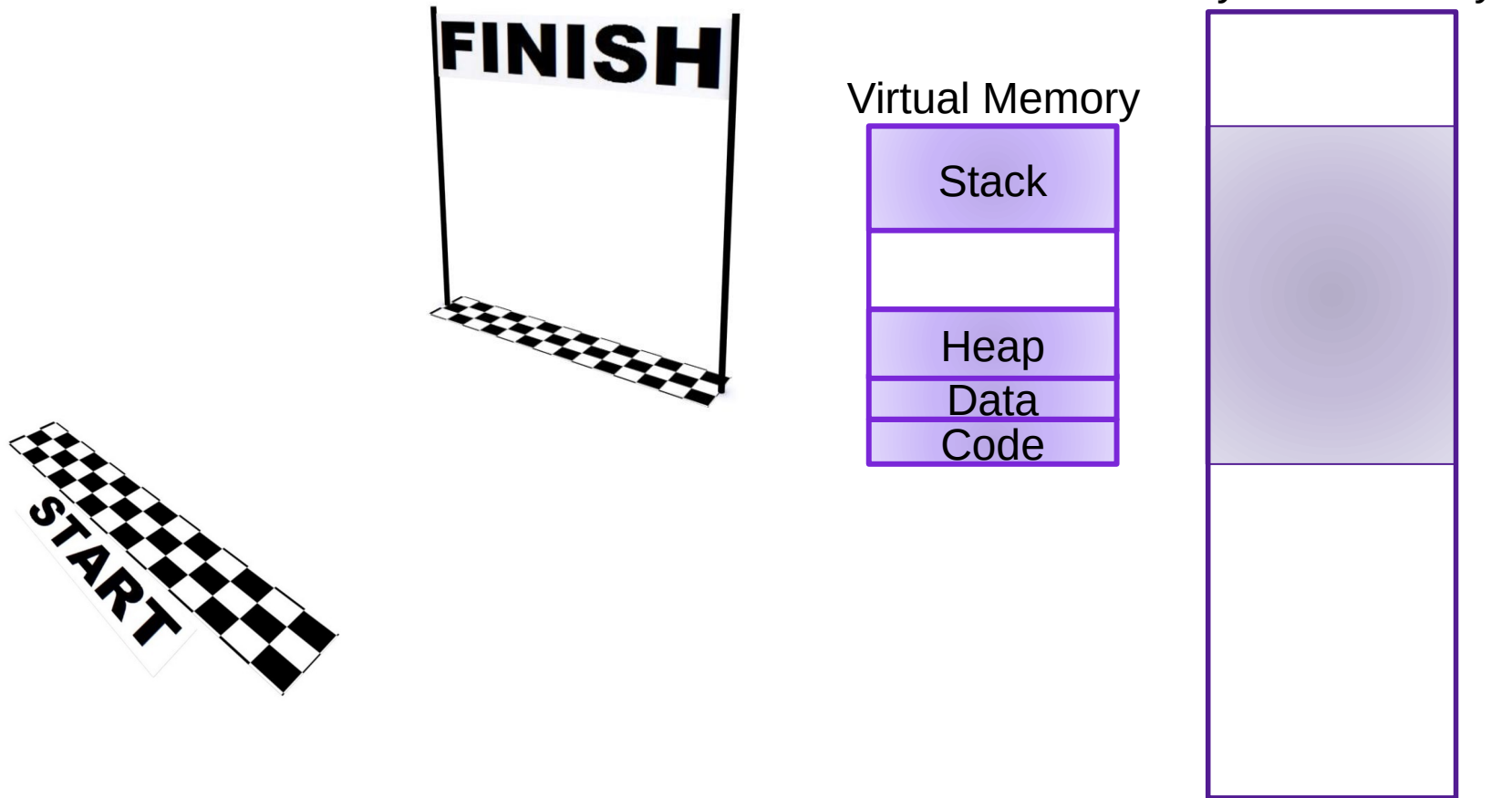
Address Translation



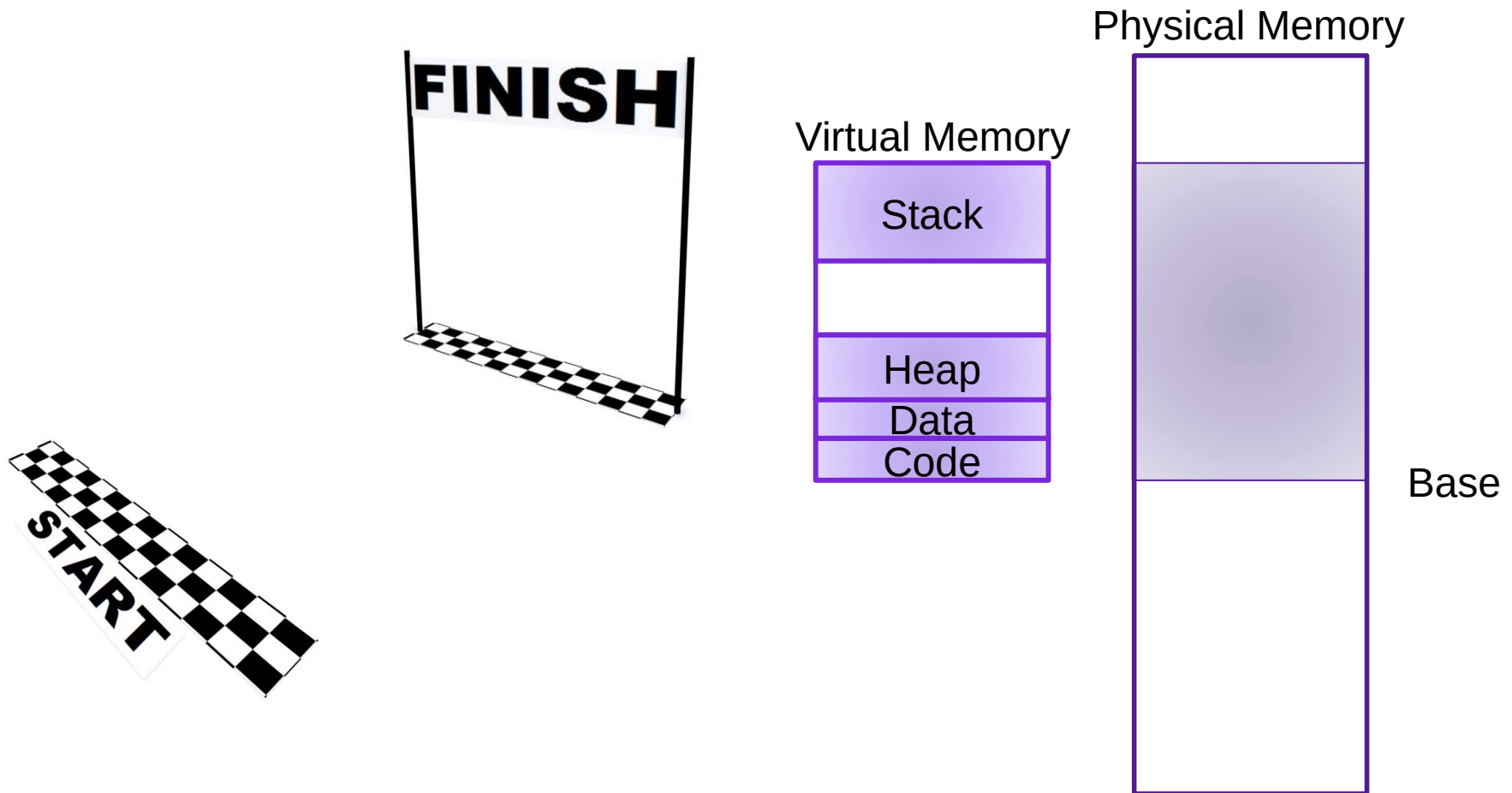
Base-and-Bound



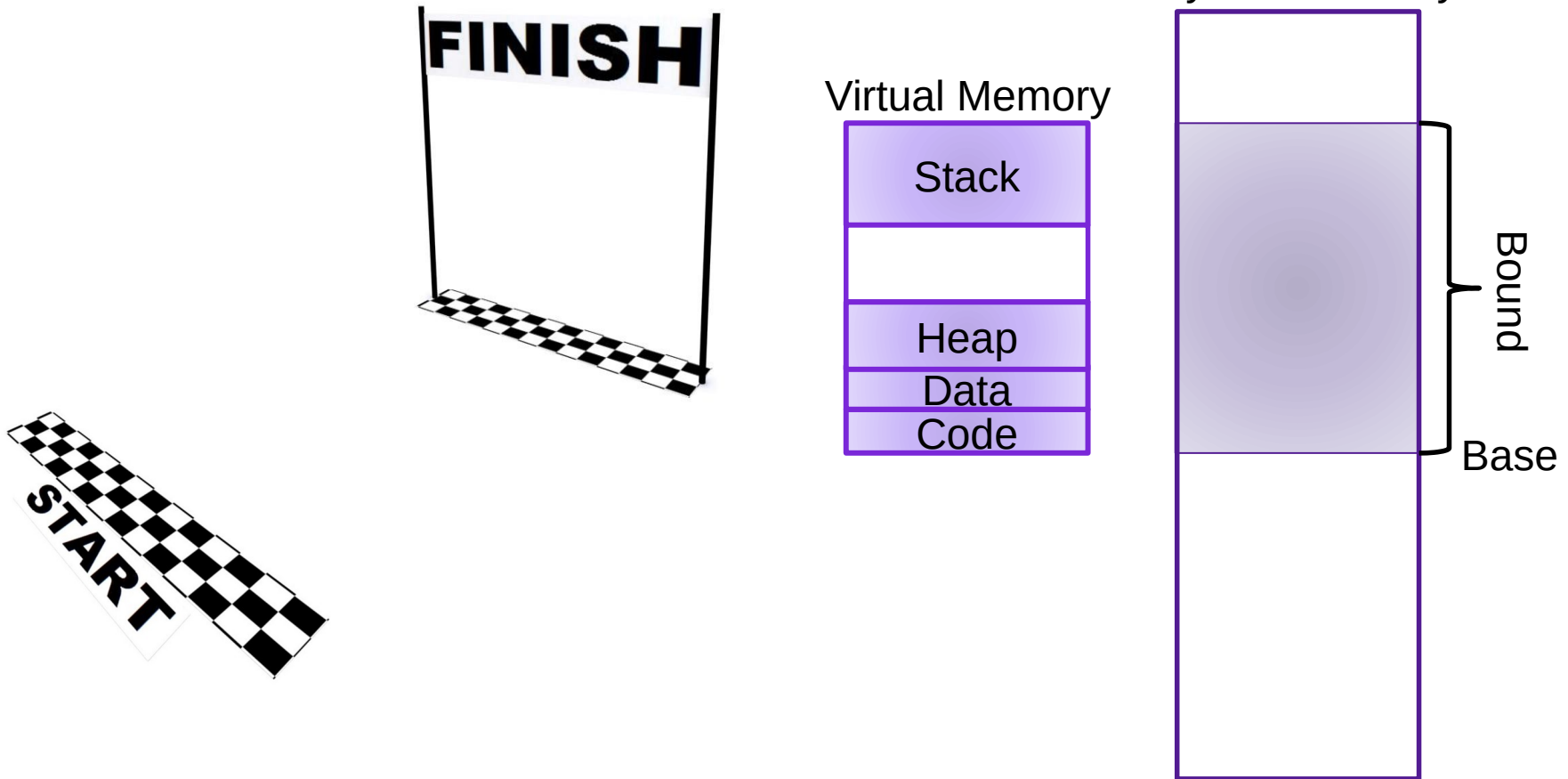
Base-and-Bound



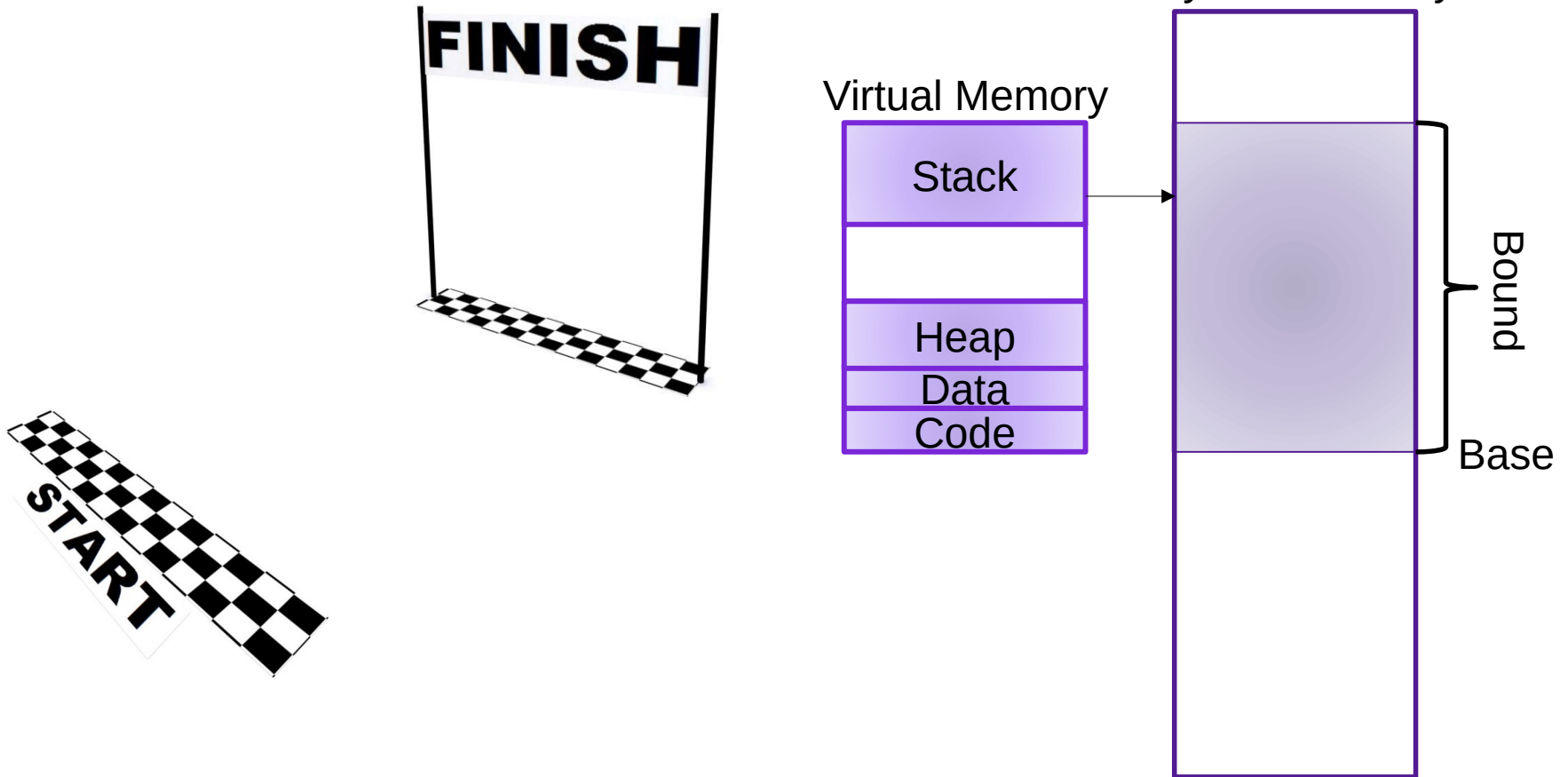
Base-and-Bound



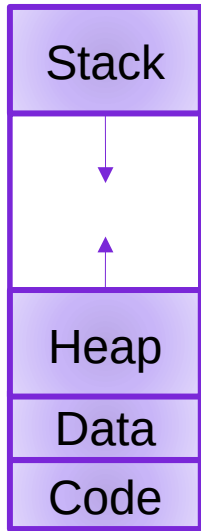
Base-and-Bound



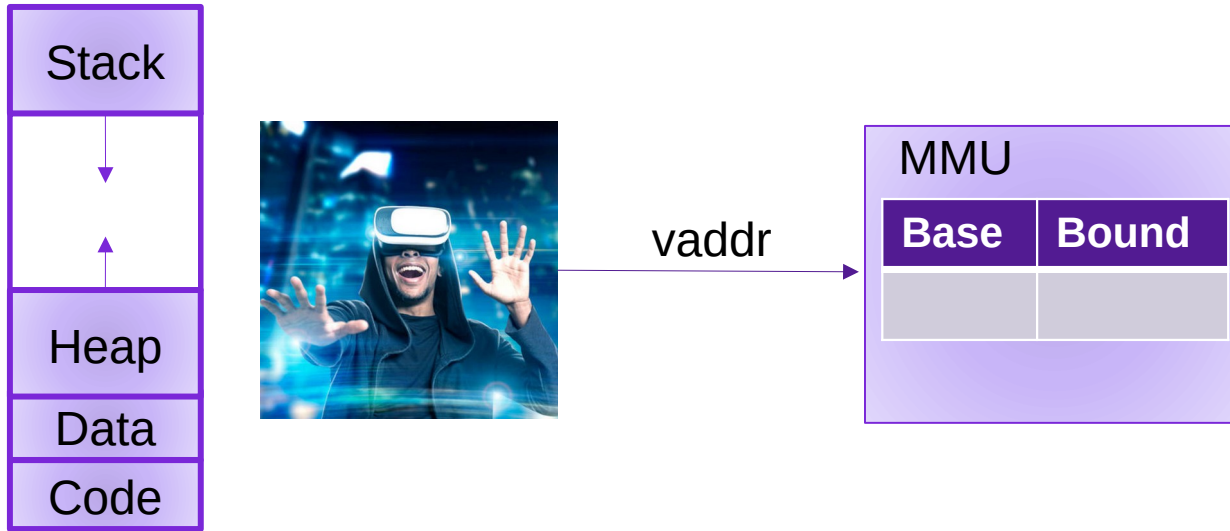
Base-and-Bound



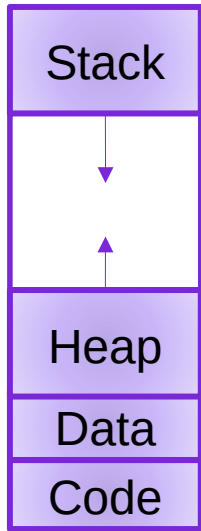
Base-and-Bound



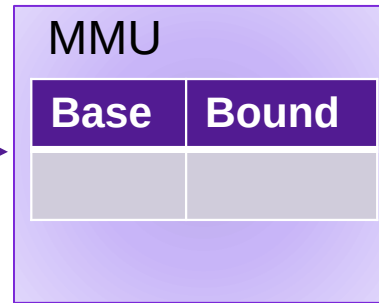
Base-and-Bound



Base-and-Bound



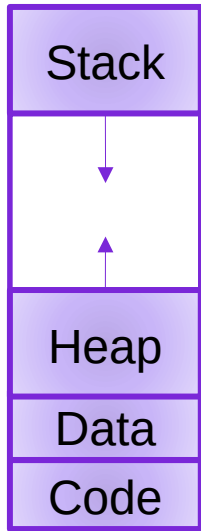
vaddr



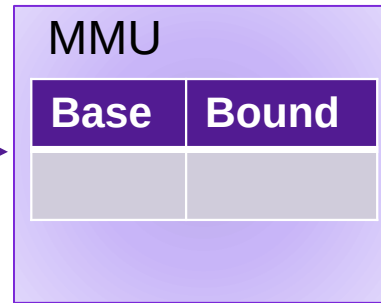
$vaddr > Bound$

Exception

Base-and-Bound



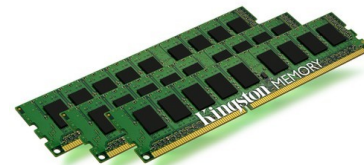
vaddr



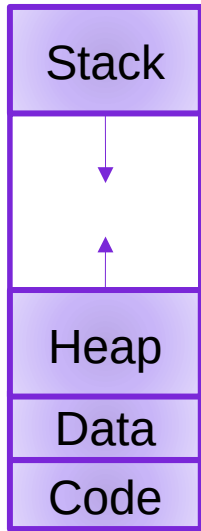
vaddr > Bound

Exception

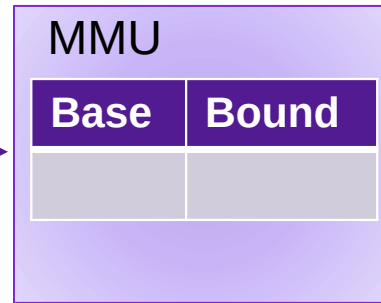
$paddr = vaddr + Base$



Base-and-Bound



vaddr

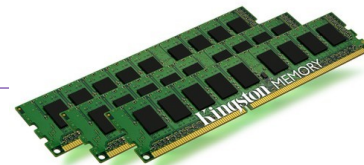


vaddr > Bound

Exception

$paddr = vaddr + \text{Base}$

Data



Exercise 1: Base-and-Bound

Assume that you are currently executing a process P with Base 0x1234 and Bound 0x100.

- What is the physical address that corresponds to the virtual address 0x47?
- What is the physical address that corresponds to the virtual address 0x123?

Exercise 1: Base-and-Bound

Assume that you are currently executing a process P with Base 0x1234 and Bound 0x100.

- What is the physical address that corresponds to the virtual address 0x47? **0x127b**
- What is the physical address that corresponds to the virtual address 0x123?

Exercise 1: Base-and-Bound

Assume that you are currently executing a process P with Base 0x1234 and Bound 0x100.

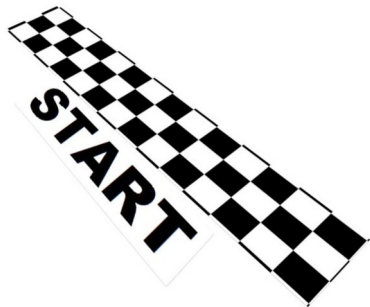
- What is the physical address that corresponds to the virtual address 0x47? **0x127b**
- What is the physical address that corresponds to the virtual address 0x123? **invalid**

Evaluating Base-and-Bound



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources

Evaluating Base-and-Bound



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



Evaluating Base-and-Bound



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



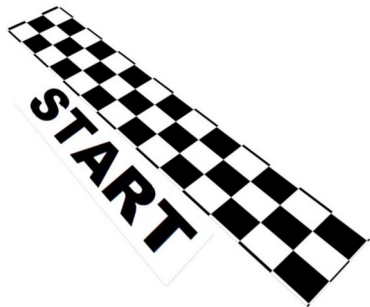
Evaluating Base-and-Bound



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



Evaluating Base-and-Bound



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



Evaluating Base-and-Bound



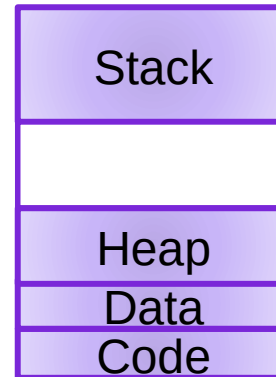
- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



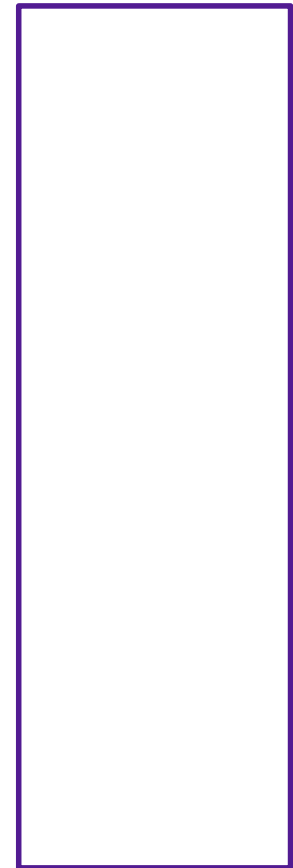
Segmentation



Virtual Memory



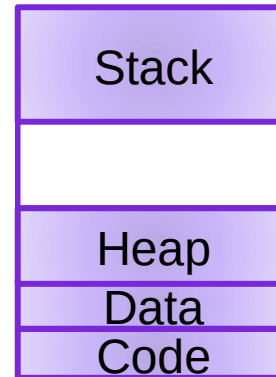
Physical Memory



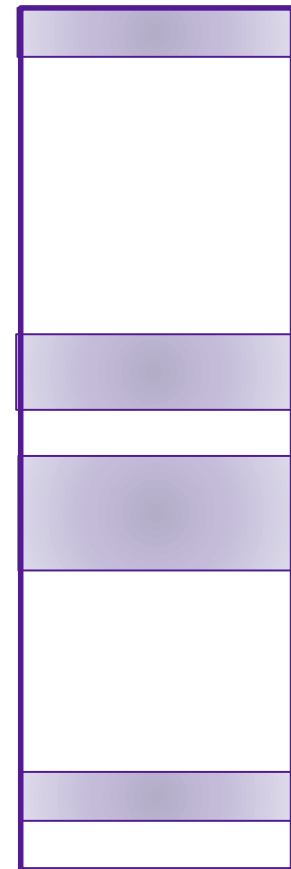
Segmentation



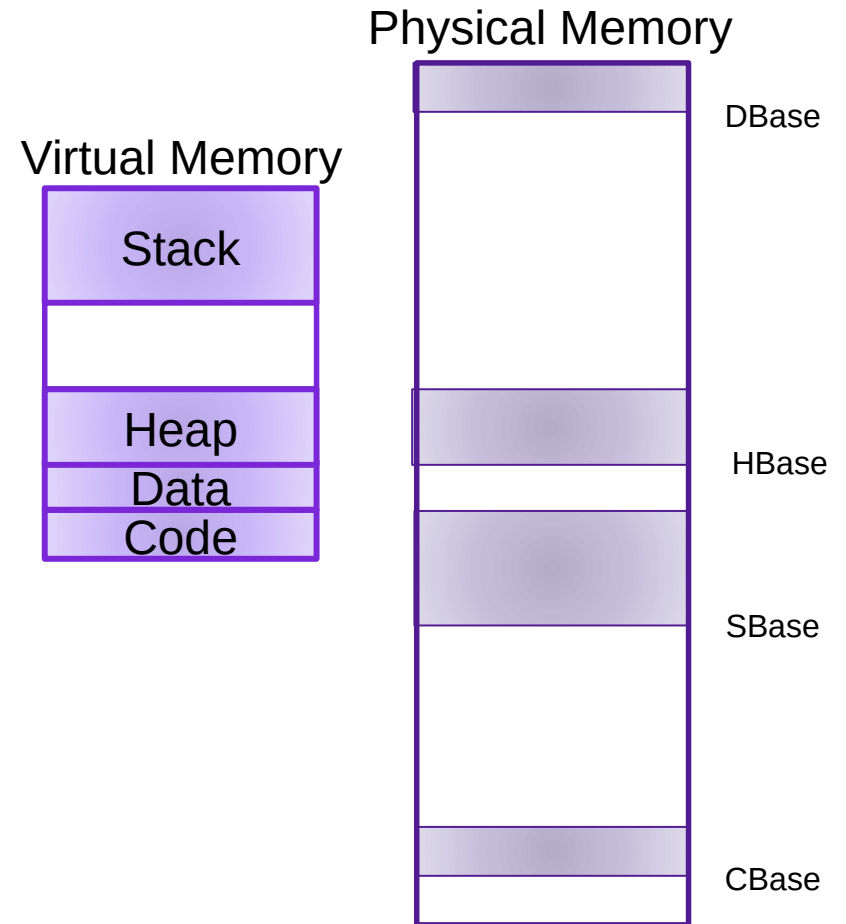
Virtual Memory

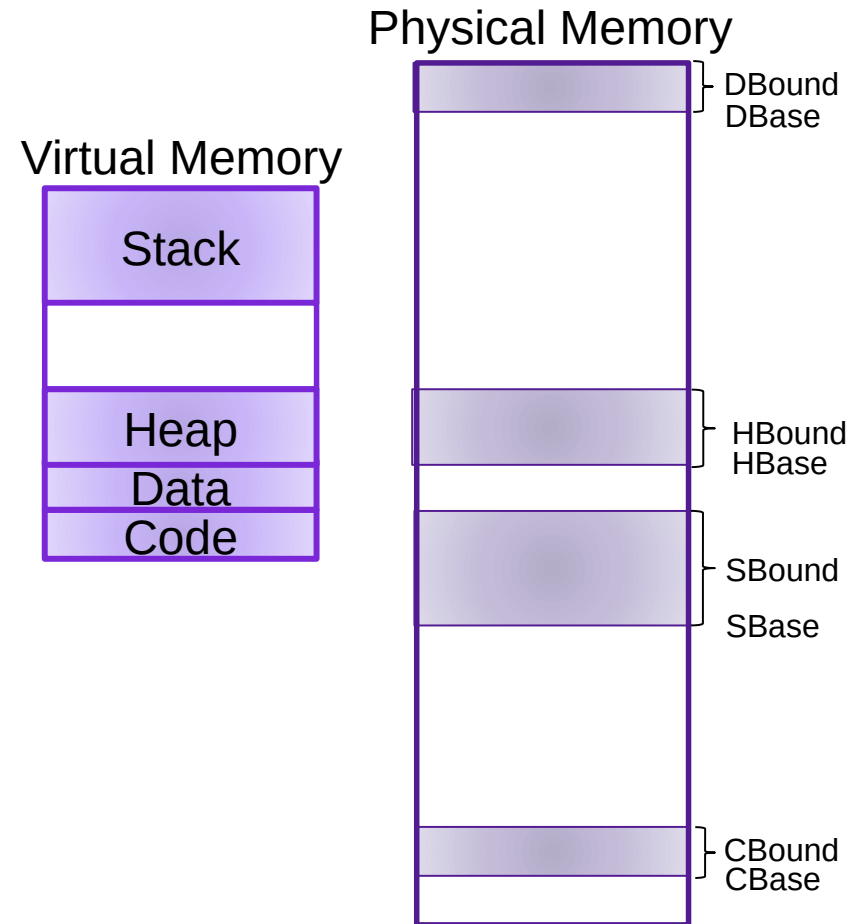


Physical Memory

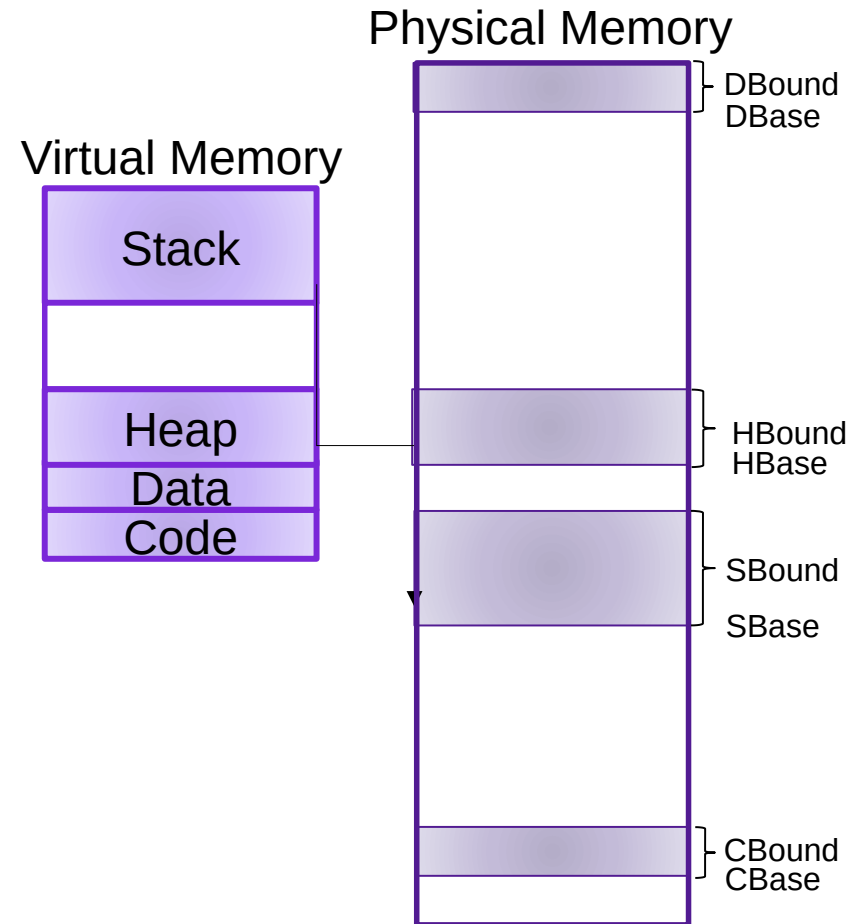


A vibrant red apple with a dark brown stem is the central focus. It is partially wrapped in a spiral of thin, translucent slices of fruit, likely citrus, showing alternating bands of orange and light green. The entire composition is set against a plain white background.

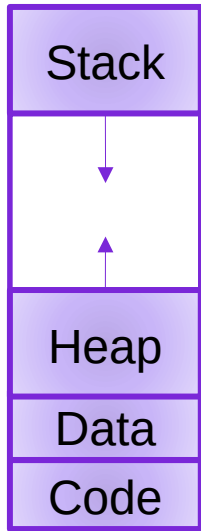




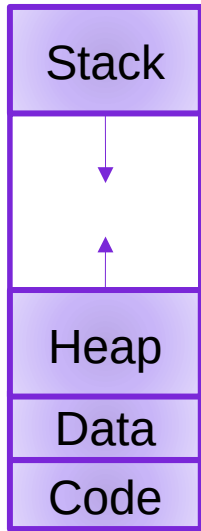
Segmentation



Segmentation



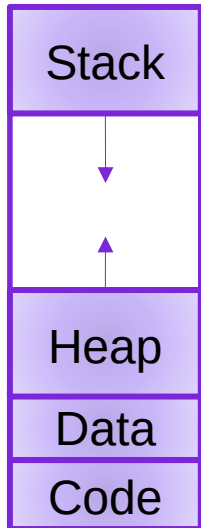
Segmentation



vaddr

MMU		
Base	Bound	Access
		R,W
		R,W
		R,W
		R,X

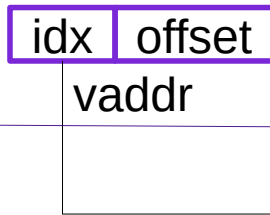
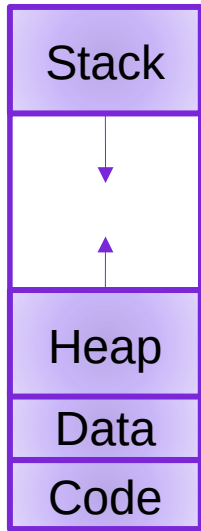
Segmentation



idx offset
vaddr

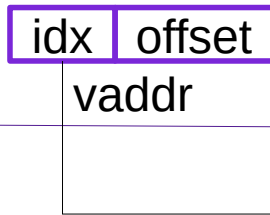
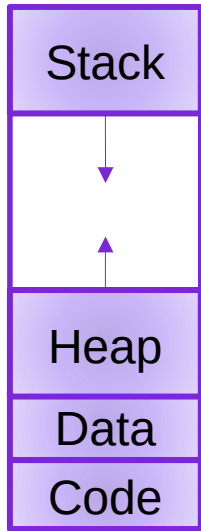
MMU		
Base	Bound	Access
		R,W
		R,W
		R,W
		R,X

Segmentation



MMU		
Base	Bound	Access
		R,W
		R,W
		R,W
		R,X

Segmentation

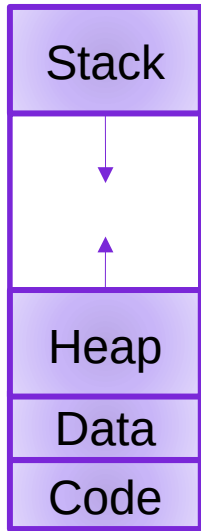


MMU		
Base	Bound	Access
		R,W
		R,W
		R,W
		R,X

offset > Bound[idx]
or access not allowed

Exception

Segmentation



idx offset

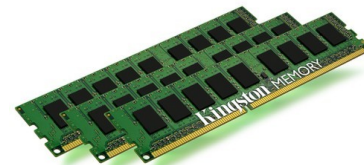
vaddr

MMU		
Base	Bound	Access
		R,W
		R,W
		R,W
		R,X

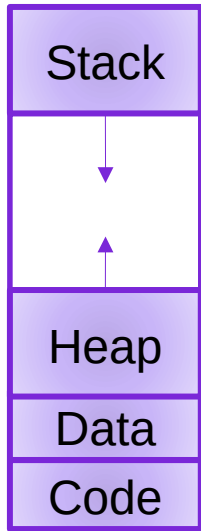
offset > Bound[idx]
or access not allowed

Exception

$$\text{paddr} = \text{Base}[\text{idx}] + \text{offset}$$



Segmentation



idx offset
vaddr

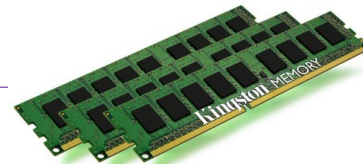
MMU		
Base	Bound	Access
		R,W
		R,W
		R,W
		R,X

offset > Bound[idx]
or access not allowed

Exception

$$\text{paddr} = \text{Base}[\text{idx}] + \text{offset}$$

Data



Exercise 2: Segmentation

Assume that you are currently executing a process P with the following segment table:

Base	Bound	Access
0x4747	0x80	R,W
0x2424	0x40	R,W
0x0023	0x80	R,W
0x1000	0x200	R,X

- What is the physical address that corresponds to the virtual address 0x001?
- What is the physical address that corresponds to the virtual address 0xD47?

Exercise 2: Segmentation

Assume that you are currently executing a process P with the following segment table:

Base	Bound	Access
0x4747	0x80	R,W
0x2424	0x40	R,W
0x0023	0x80	R,W
0x1000	0x200	R,X

- What is the physical address that corresponds to the virtual address 0x001?
- What is the physical address that corresponds to the virtual address 0xD47?

Exercise 2: Segmentation

Assume that you are currently executing a process P with the following segment table:

Base	Bound	Access
0x4747	0x80	R,W
0x2424	0x40	R,W
0x0023	0x80	R,W
0x1000	0x200	R,X

- What is the physical address that corresponds to the virtual address 0x001? 00 0000000001
- What is the physical address that corresponds to the virtual address 0xD47?

Exercise 2: Segmentation

Assume that you are currently executing a process P with the following segment table:

Base	Bound	Access
0x4747	0x80	R,W
0x2424	0x40	R,W
0x0023	0x80	R,W
0x1000	0x200	R,X

- What is the physical address that corresponds to the virtual address 0x001? 00 0000000001 **0x4748**
- What is the physical address that corresponds to the virtual address 0xD47?

Exercise 2: Segmentation

Assume that you are currently executing a process P with the following segment table:

Base	Bound	Access
0x4747	0x80	R,W
0x2424	0x40	R,W
0x0023	0x80	R,W
0x1000	0x200	R,X

- What is the physical address that corresponds to the virtual address 0x001? 00 0000000001 **0x4748**
- What is the physical address that corresponds to the virtual address 0xD47? 11 0101000111

Exercise 2: Segmentation

Assume that you are currently executing a process P with the following segment table:

Base	Bound	Access
0x4747	0x80	R,W
0x2424	0x40	R,W
0x0023	0x80	R,W
0x1000	0x200	R,X

- What is the physical address that corresponds to the virtual address 0x001? 00 0000000001 **0x4748**
- What is the physical address that corresponds to the virtual address 0xD47? 11 0101000111 **0x1147**

Evaluating Segmentation



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources

Evaluating Segmentation



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



Evaluating Segmentation



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



Evaluating Segmentation



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



Evaluating Segmentation



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



Evaluating Segmentation



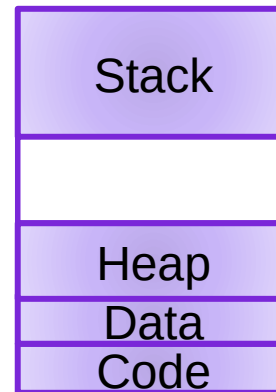
- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



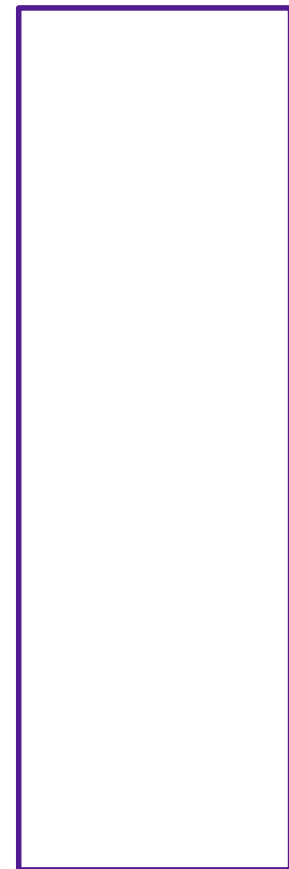
Paging



Virtual Memory



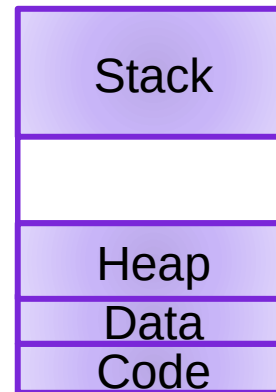
Physical Memory



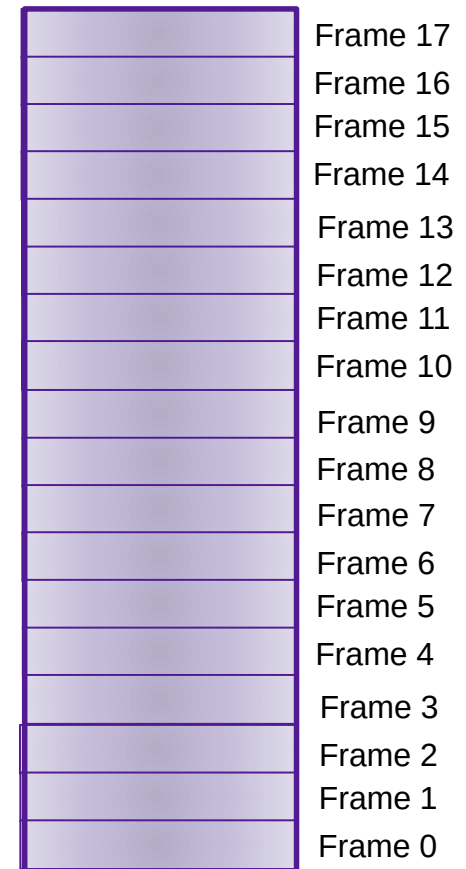
Paging



Virtual Memory



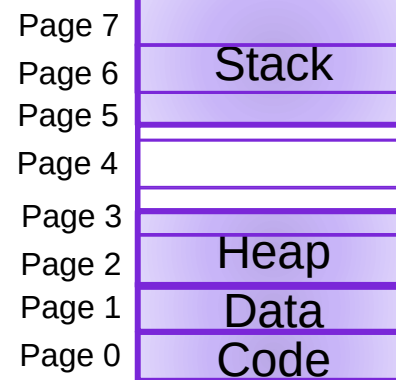
Physical Memory



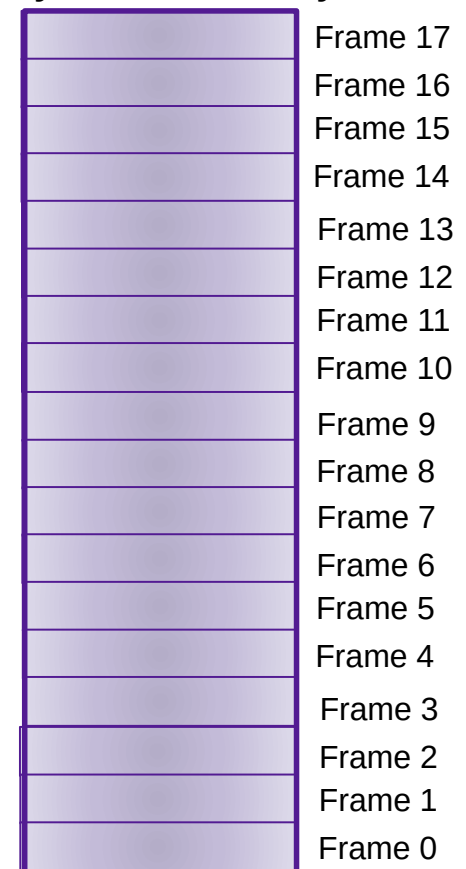
Paging



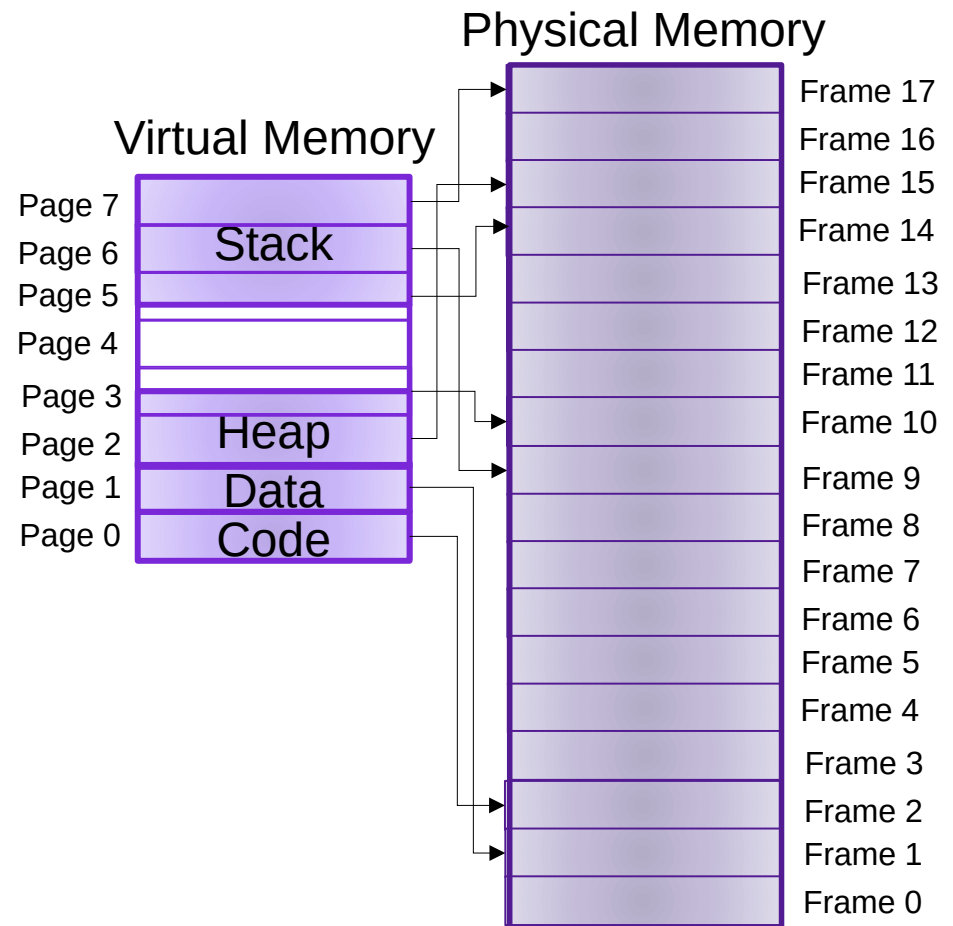
Virtual Memory



Physical Memory



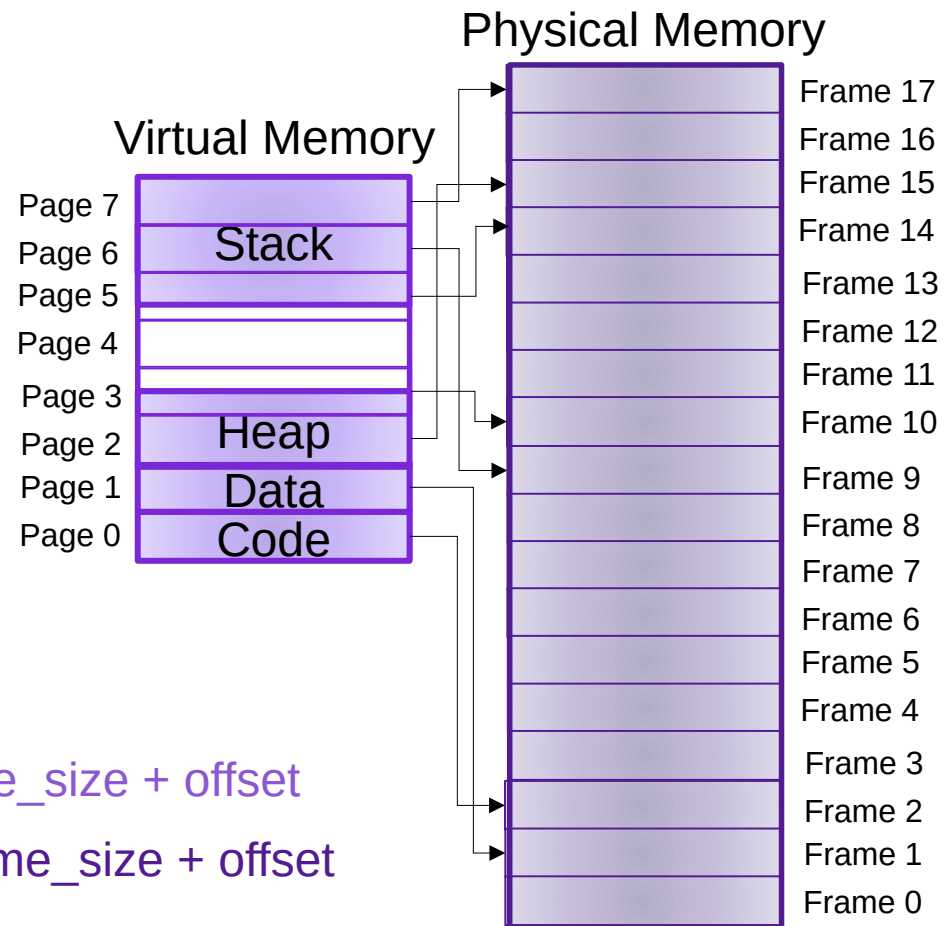
Paging



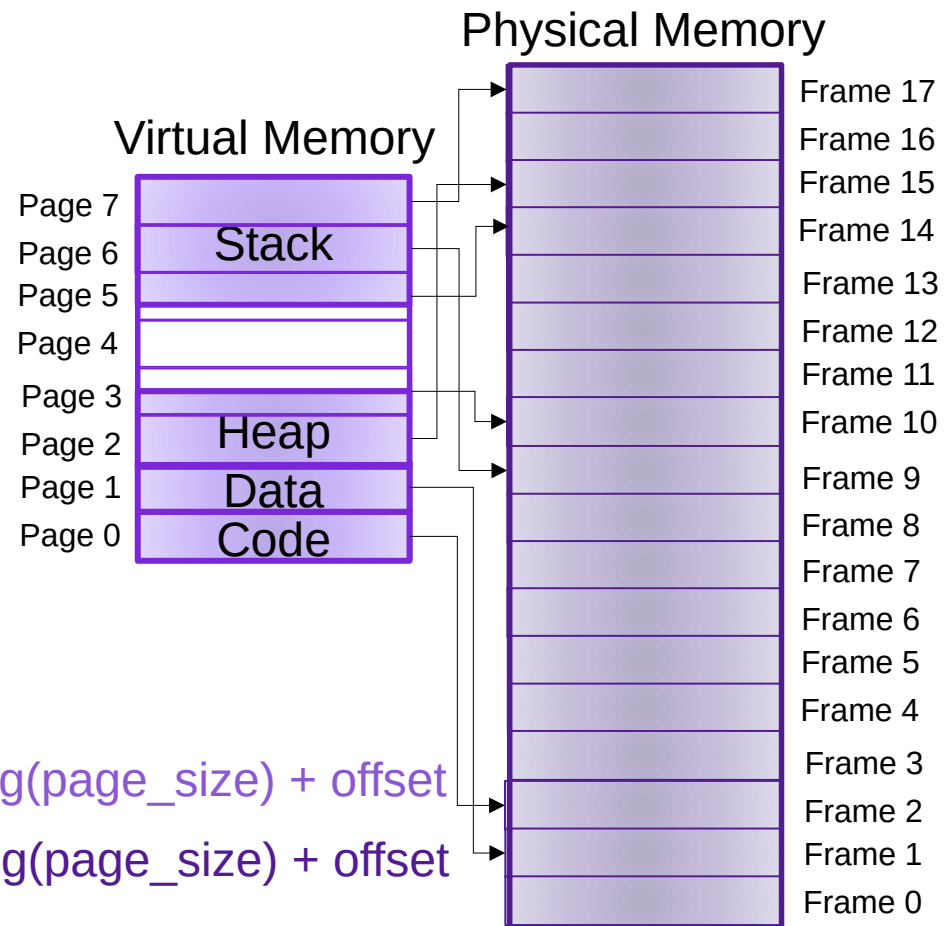
Paging



$vaddr = page_num * page_size + offset$
 $paddr = frame_num * frame_size + offset$



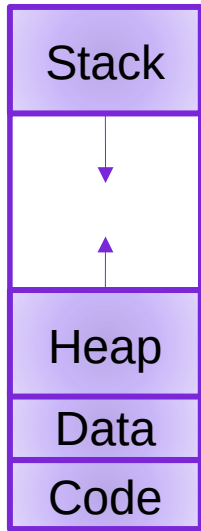
Paging



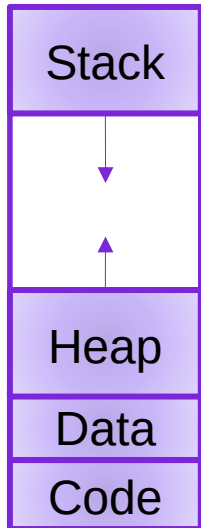
$$vaddr = page_num \ll \log(page_size) + offset$$

$$paddr = frame_num \ll \log(page_size) + offset$$

Paging



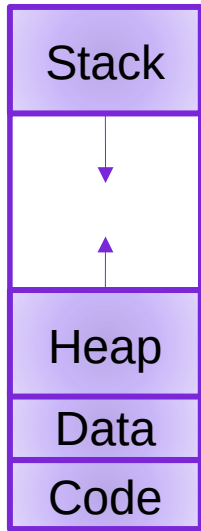
Paging



vaddr

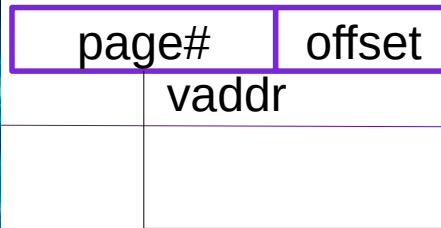
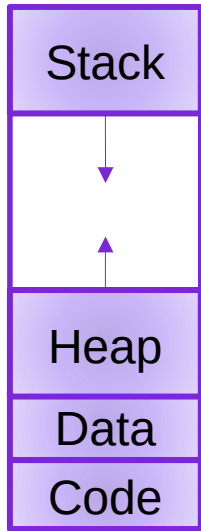
MMU	
Frame	Access
47	R,W
NULL	R,W
13	R,W
42	R,X
⋮	

Paging



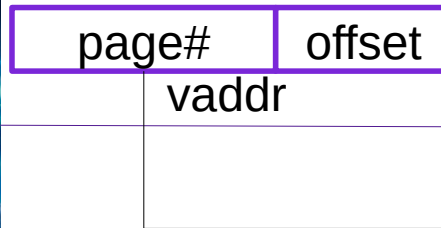
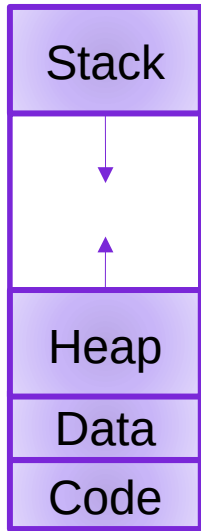
MMU	
Frame	Access
47	R,W
NULL	R,W
13	R,W
42	R,X
⋮	

Paging



MMU	
Frame	Access
47	R,W
NULL	R,W
13	R,W
42	R,X
⋮	

Paging

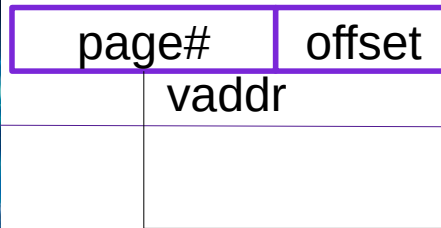
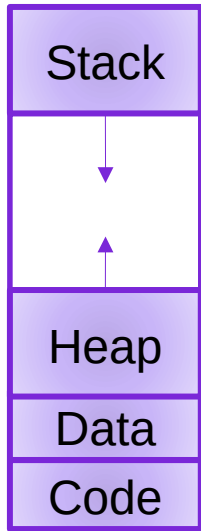


MMU	
Frame	Access
47	R,W
NULL	R,W
13	R,W
42	R,X
⋮	

access not allowed

Exception

Paging

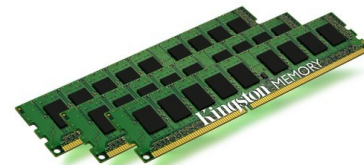


MMU	
Frame	Access
47	R,W
NULL	R,W
13	R,W
42	R,X
⋮	

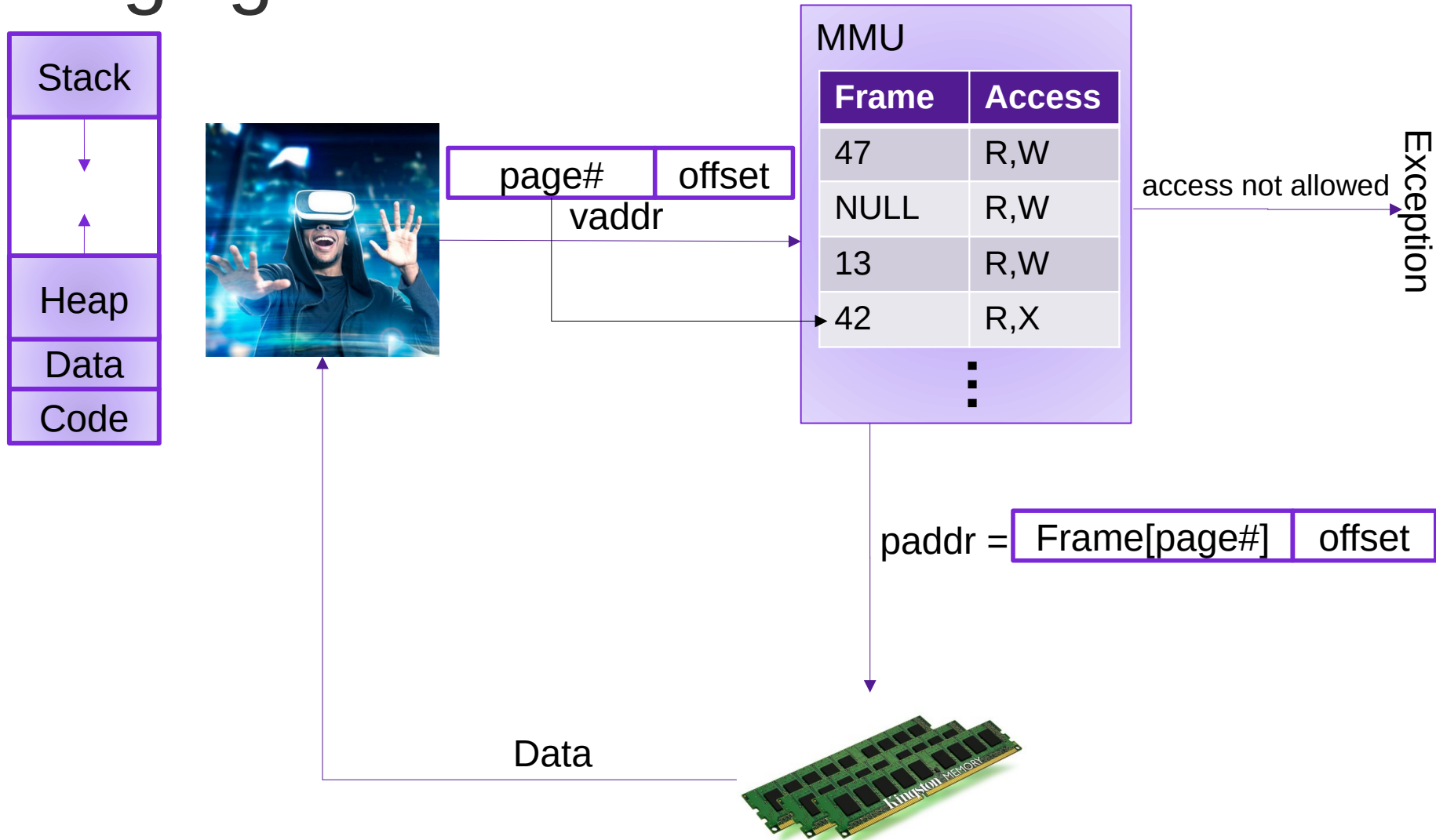
access not allowed

Exception

$\text{paddr} = \text{Frame}[\text{page\#}] \parallel \text{offset}$



Paging



Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

⋮	Frame	Access
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
⋮		

- What is the physical address that corresponds to the virtual address 0x147?
- What is the physical address that corresponds to the virtual address 0x16E?

Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

⋮	Frame	Access
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
⋮		

- What is the physical address that corresponds to the virtual address 0x147?
- What is the physical address that corresponds to the virtual address 0x16E?

Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

⋮	Frame	Access
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
⋮		

- What is the physical address that corresponds to the virtual address 0x147? 00010100 0111
- What is the physical address that corresponds to the virtual address 0x16E?

Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

⋮	Frame	Access
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
⋮		

- What is the physical address that corresponds to the virtual address 0x147? 00010100 0111 **0x237**
- What is the physical address that corresponds to the virtual address 0x16E?

Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

⋮	Frame	Access
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
⋮		

- What is the physical address that corresponds to the virtual address 0x147? 00010100 0111 **0x237**
- What is the physical address that corresponds to the virtual address 0x16E? 00010110 1110

Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

⋮	Frame	Access
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
⋮		

- What is the physical address that corresponds to the virtual address 0x147? 00010100 0111 **0x237**
- What is the physical address that corresponds to the virtual address 0x16E? 00010110 1110 **0xF4E**

Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

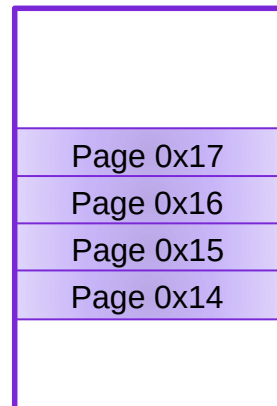
⋮	Frame	Access
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
⋮		

Exercise 3: Paging

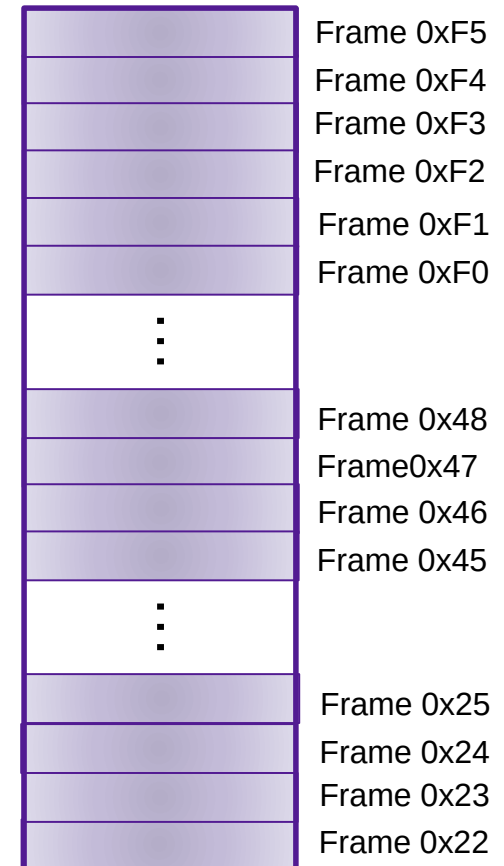
Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

⋮	Frame	Access
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
⋮		

Virtual Memory



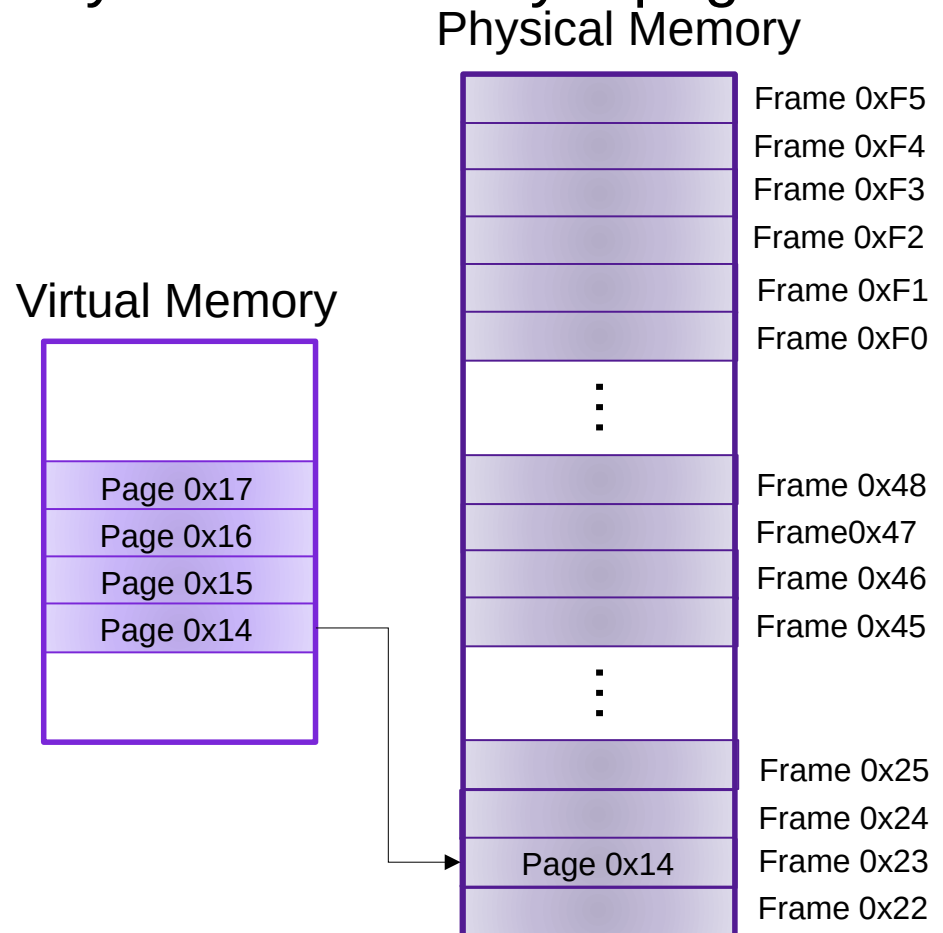
Physical Memory



Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

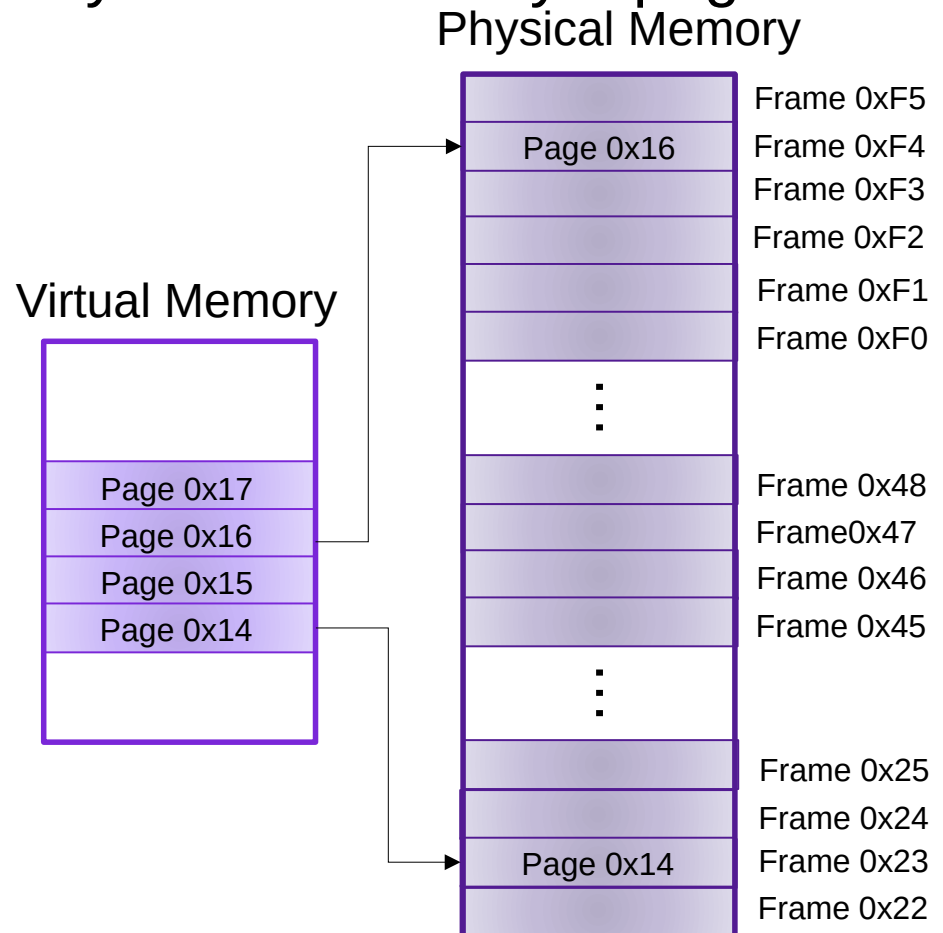
	Frame	Access
⋮		
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
⋮		



Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

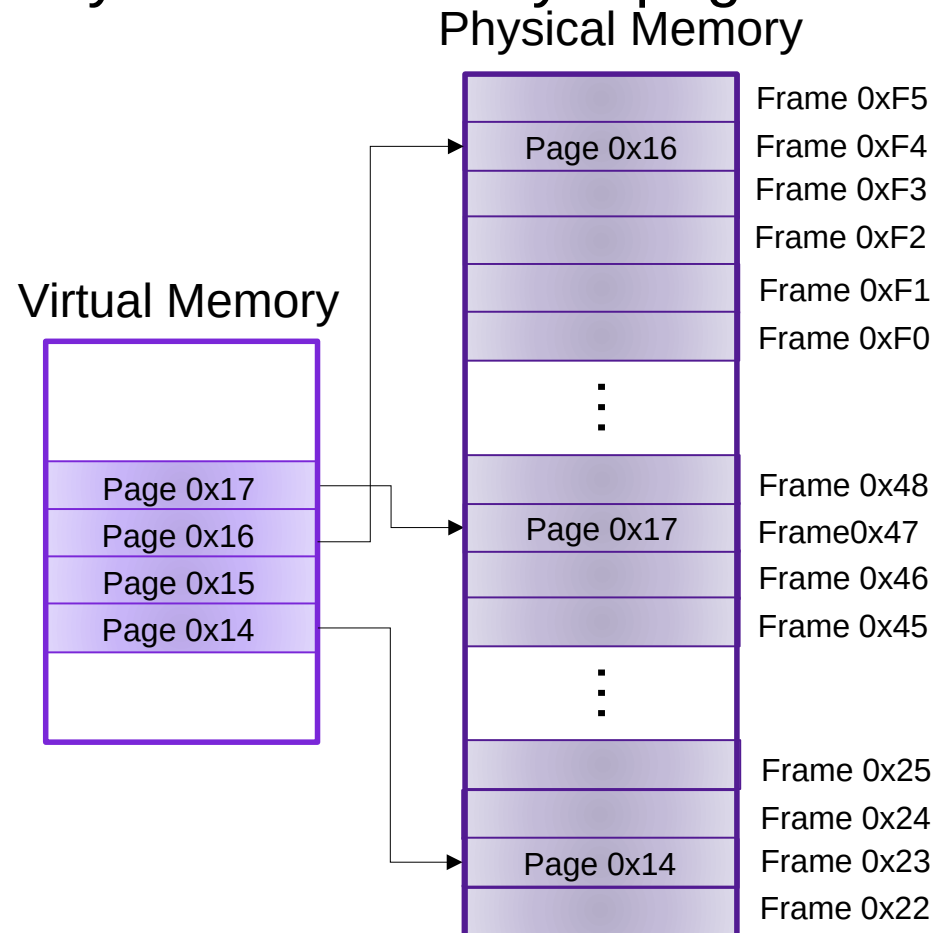
	Frame	Access
⋮		
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
⋮		



Exercise 3: Paging

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

	Frame	Access
⋮		
0x17	0x47	R,W
0x16	0xF4	R,W
0x15	NULL	R,W
0x14	0x23	R,X
⋮		



Memory as a Cache

- each page table entry has a valid bit
- for valid entries, frame indicates physical address of page in memory
- a **page fault** occurs when a program requests a page that is not currently in memory
 - handled much like a cache miss

MMU

v	Frame	Access
1	0x47	R,W
0	NULL	R,W
0	0x13	R,W
1	0xF1	R,X

⋮

Memory as a Cache

- each page table entry has a valid bit
- for valid entries, frame indicates physical address of page in memory
- a **page fault** occurs when a program requests a page that is not currently in memory
 - handled much like a cache miss
 - evict another page in memory to make space (which one?)

MMU

v	Frame	Access
1	0x47	R,W
0	NULL	R,W
0	0x13	R,W
1	0xF1	R,X

⋮

Memory as a Cache

- each page table entry has a valid bit
- for valid entries, frame indicates physical address of page in memory
- a **page fault** occurs when a program requests a page that is not currently in memory
 - handled much like a cache miss
 - evict another page in memory to make space (which one?)
 - takes time to handle, so context switch

MMU

v	Frame	Access
1	0x47	R,W
0	NULL	R,W
0	0x13	R,W
1	0xF1	R,X

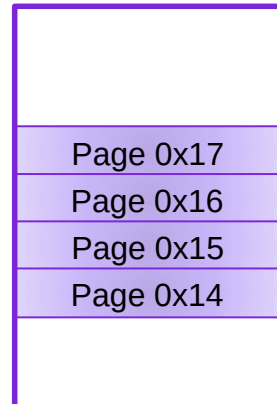
⋮

Memory as a Cache

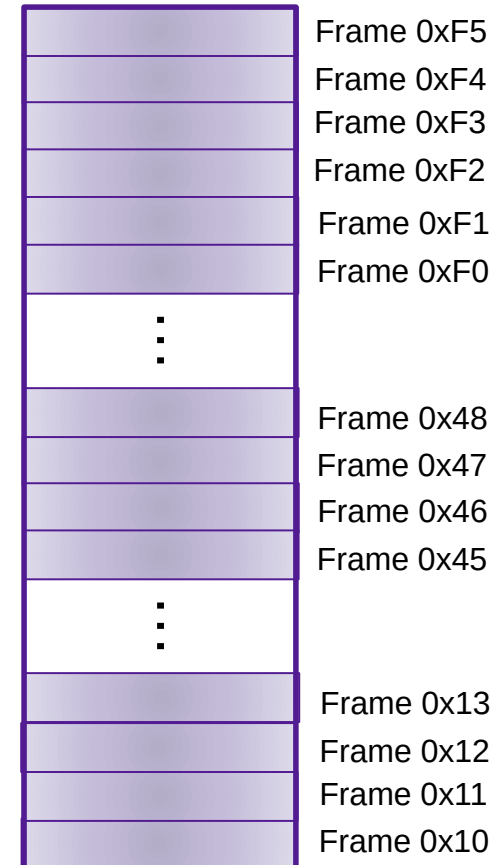
Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

⋮	v	Frame	Access
0x17	1	0x47	R,W
0x16	0	NULL	R,W
0x15	0	0x13	R,W
0x14	1	0xF1	R,X
⋮			

Virtual Memory



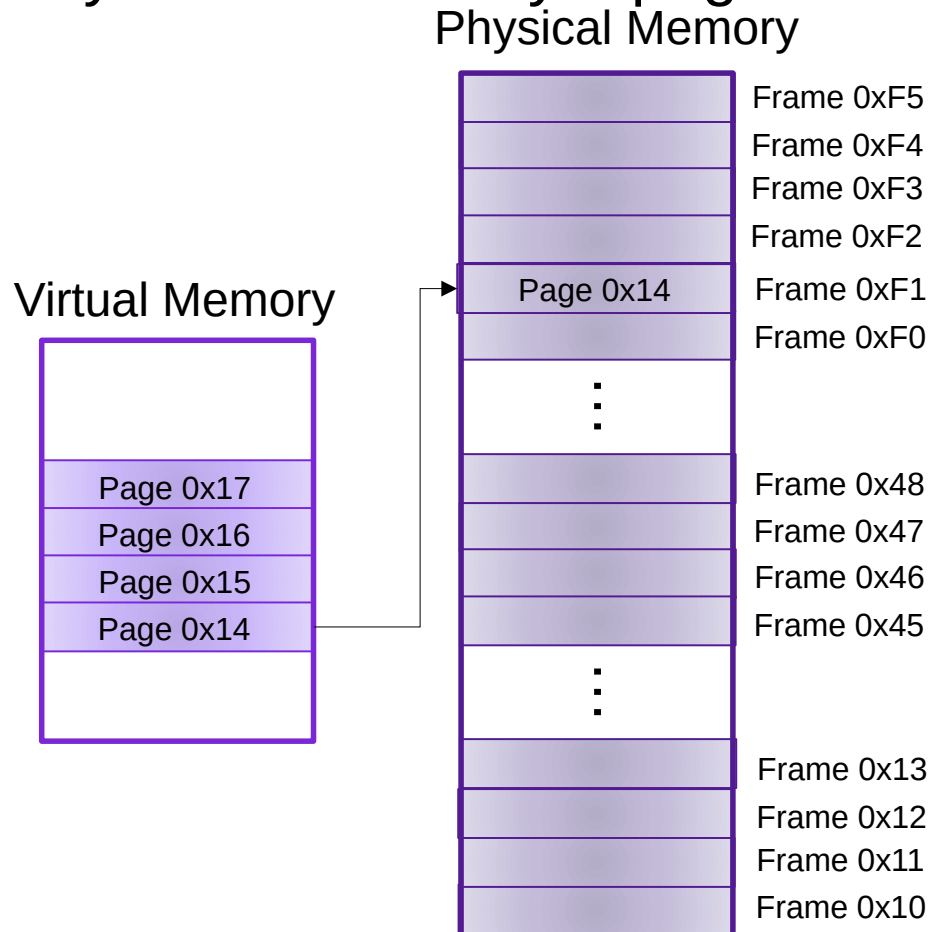
Physical Memory



Memory as a Cache

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

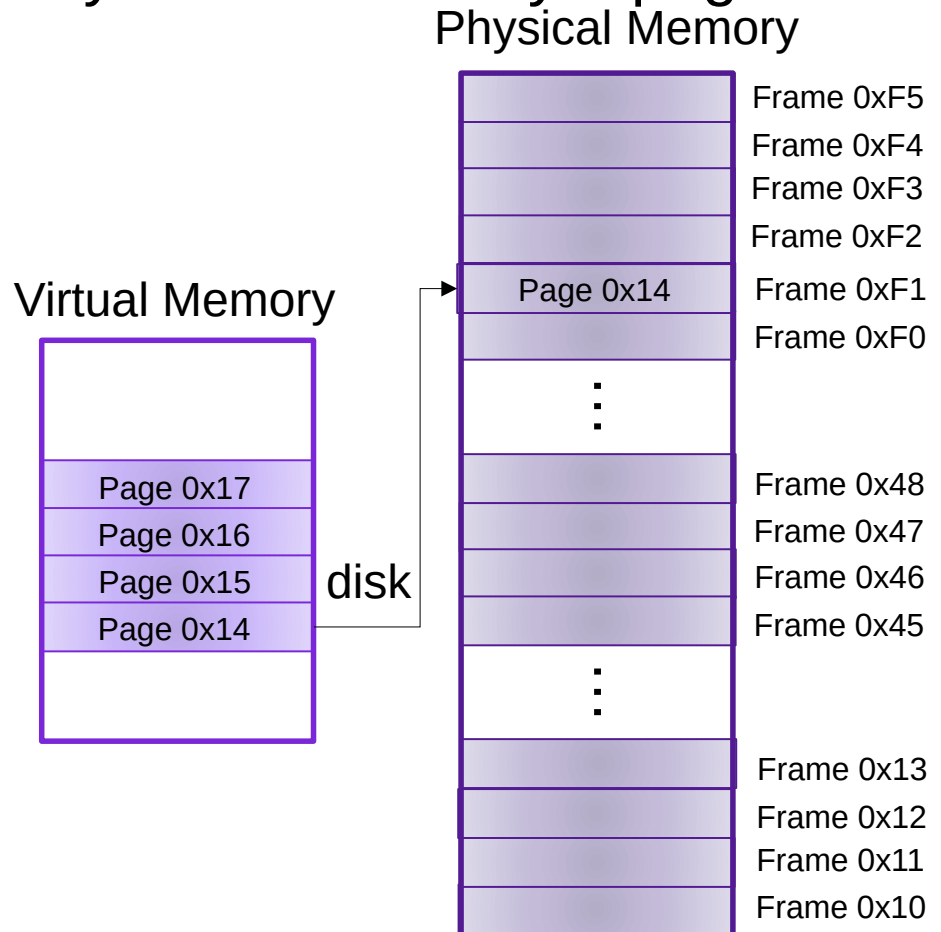
⋮	v	Frame	Access
0x17	1	0x47	R,W
0x16	0	NULL	R,W
0x15	0	0x13	R,W
0x14	1	0xF1	R,X
⋮			



Memory as a Cache

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

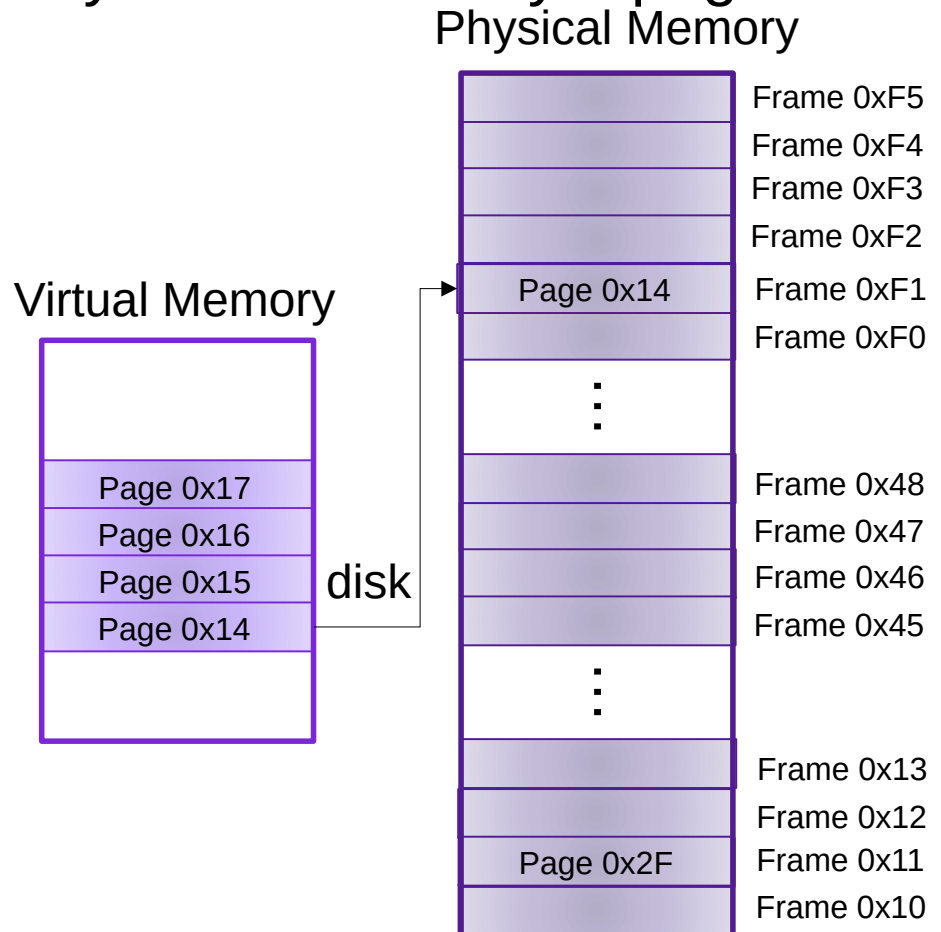
⋮	v	Frame	Access
0x17	1	0x47	R,W
0x16	0	NULL	R,W
0x15	0	0x13	R,W
0x14	1	0xF1	R,X
⋮			



Memory as a Cache

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

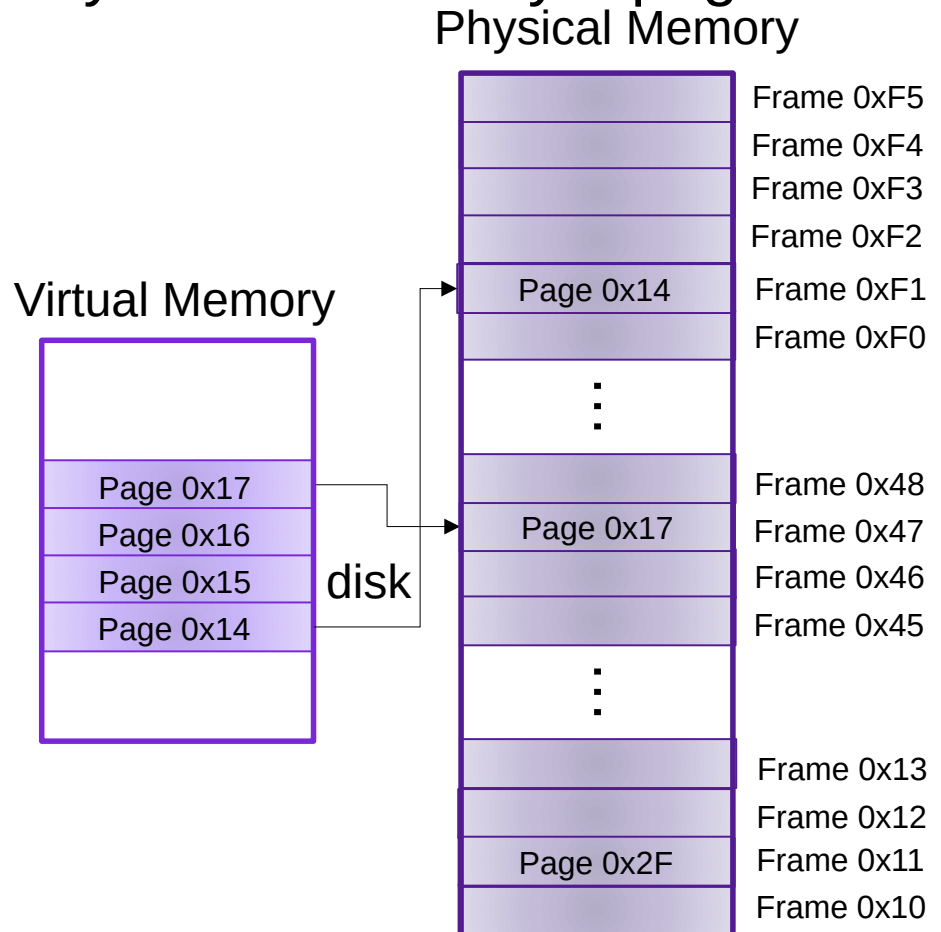
	v	Frame	Access
⋮			
0x17	1	0x47	R,W
0x16	0	NULL	R,W
0x15	0	0x13	R,W
0x14	1	0xF1	R,X
⋮			



Memory as a Cache

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

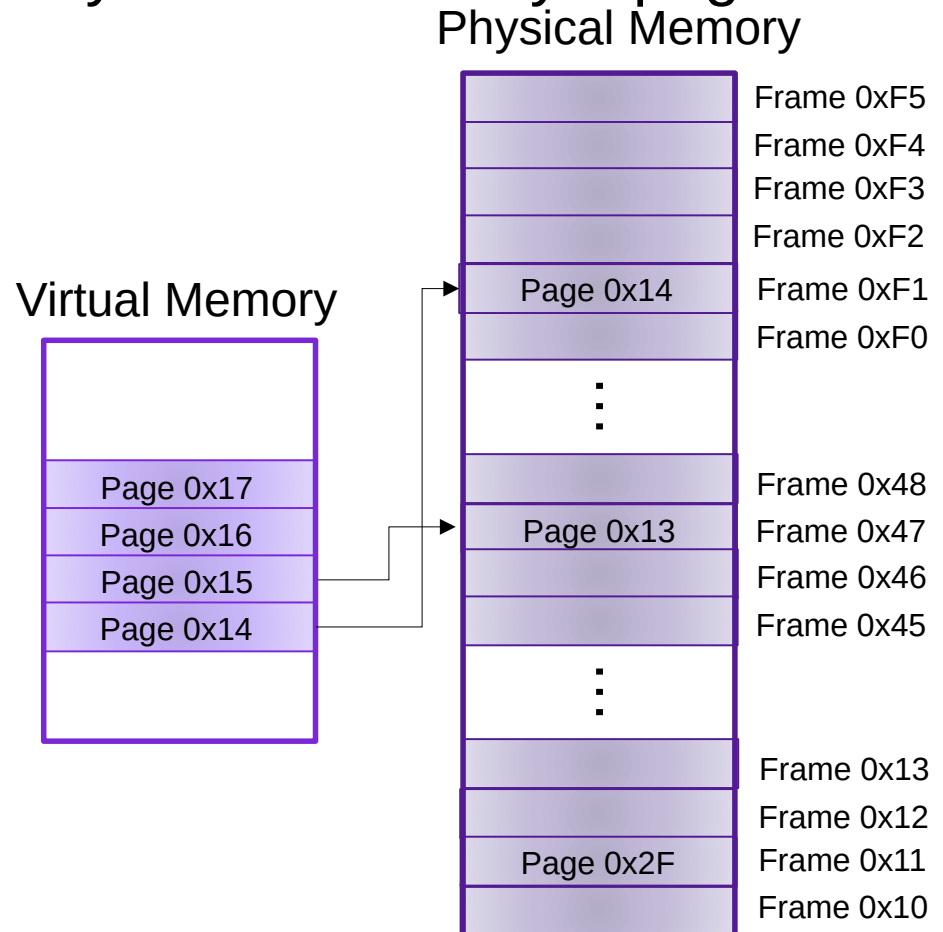
	v	Frame	Access
⋮			
0x17	1	0x47	R,W
0x16	0	NULL	R,W
0x15	0	0x13	R,W
0x14	1	0xF1	R,X
⋮			



Memory as a Cache

Assume that you are currently executing a process P with the following page table on a system with 16 byte pages:

⋮	v	Frame	Access
0x17	0	0x47	R,W
0x16	0	NULL	R,W
0x15	1	0x47	R,W
0x14	1	0xF1	R,X
⋮			



Exercise 4: Paging

Assume that you are currently executing a process P with the following page table on a system with 256 byte pages:

⋮	v	Frame	Access
0xFA	1	0x47	R,W
0xF9	1	0x24	R,W
0xF8	0	NULL	R,W
0xF7	0	0x23	R,X

- What is the physical address that corresponds to the virtual address 0xF947?
- What is the physical address that corresponds to the virtual address 0xF700?
- What is the physical address that corresponds to the virtual address 0xF813?

Exercise 4: Paging

Assume that you are currently executing a process P with the following page table on a system with 256 byte pages:

⋮	v	Frame	Access
0xFA	1	0x47	R,W
0xF9	1	0x24	R,W
0xF8	0	NULL	R,W
0xF7	0	0x23	R,X

- What is the physical address that corresponds to the virtual address 0xF947?
- What is the physical address that corresponds to the virtual address 0xF700?
- What is the physical address that corresponds to the virtual address 0xF813?

Exercise 4: Paging

Assume that you are currently executing a process P with the following page table on a system with 256 byte pages:

⋮	v	Frame	Access
0xFA	1	0x47	R,W
0xF9	1	0x24	R,W
0xF8	0	NULL	R,W
0xF7	0	0x23	R,X

- What is the physical address that corresponds to the virtual address 0xF947?

0xF9	0x47
------	------
- What is the physical address that corresponds to the virtual address 0xF700?
- What is the physical address that corresponds to the virtual address 0xF813?

Exercise 4: Paging

Assume that you are currently executing a process P with the following page table on a system with 256 byte pages:

⋮	v	Frame	Access
0xFA	1	0x47	R,W
0xF9	1	0x24	R,W
0xF8	0	NULL	R,W
0xF7	0	0x23	R,X

- What is the physical address that corresponds to the virtual address 0xF947? 0xF9 0x47 **0x2447**
- What is the physical address that corresponds to the virtual address 0xF700?
- What is the physical address that corresponds to the virtual address 0xF813?

Exercise 4: Paging

Assume that you are currently executing a process P with the following page table on a system with 256 byte pages:

⋮	v	Frame	Access
0xFA	1	0x47	R,W
0xF9	1	0x24	R,W
0xF8	0	NULL	R,W
0xF7	0	0x23	R,X
⋮			

- What is the physical address that corresponds to the virtual address 0xF947?

0xF9	0x47
------	------

0x2447
- What is the physical address that corresponds to the virtual address 0xF700?

0xF7	0x00
------	------
- What is the physical address that corresponds to the virtual address 0xF813?

Exercise 4: Paging

Assume that you are currently executing a process P with the following page table on a system with 256 byte pages:

⋮	v	Frame	Access
0xFA	1	0x47	R,W
0xF9	1	0x24	R,W
0xF8	0	NULL	R,W
0xF7	0	0x23	R,X

- What is the physical address that corresponds to the virtual address 0xF947?

0xF9	0x47
------	------

0x2447
- What is the physical address that corresponds to the virtual address 0xF700?

0xF7	0x00
------	------

page fault
- What is the physical address that corresponds to the virtual address 0xF813?

Exercise 4: Paging

Assume that you are currently executing a process P with the following page table on a system with 256 byte pages:

⋮	v	Frame	Access
0xFA	1	0x47	R,W
0xF9	1	0x24	R,W
0xF8	0	NULL	R,W
0xF7	0	0x23	R,X

- What is the physical address that corresponds to the virtual address 0xF947?

0xF9	0x47
------	------

0x2447
- What is the physical address that corresponds to the virtual address 0xF700?

0xF7	0x00
------	------

page fault
- What is the physical address that corresponds to the virtual address 0xF813?

0xF8	0x13
------	------

Exercise 4: Paging

Assume that you are currently executing a process P with the following page table on a system with 256 byte pages:

⋮	v	Frame	Access
0xFA	1	0x47	R,W
0xF9	1	0x24	R,W
0xF8	0	NULL	R,W
0xF7	0	0x23	R,X

- What is the physical address that corresponds to the virtual address 0xF947?

0xF9	0x47
------	------

0x2447
- What is the physical address that corresponds to the virtual address 0xF700?

0xF7	0x00
------	------

page fault
- What is the physical address that corresponds to the virtual address 0xF813?

0xF8	0x13
------	------

segfault

Evaluating Paging



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources

Evaluating Paging



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



Evaluating Paging



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



Evaluating Paging



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



Evaluating Paging



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources



Evaluating Paging



- **Isolation:** don't want different process states collided in physical memory
- **Efficiency:** want fast reads/writes to memory
- **Sharing:** want option to overlap for communication
- **Utilization:** want best use of limited resource
- **Virtualization:** want to create illusion of more resources

