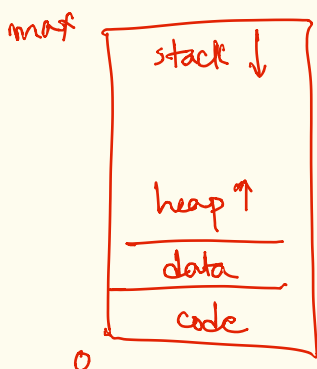
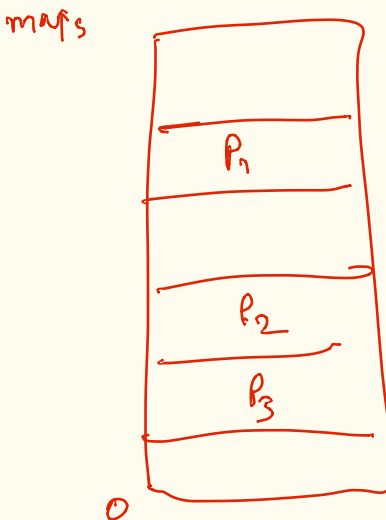


⊛ memory virtualization. (memory management).

process view



system / OS view



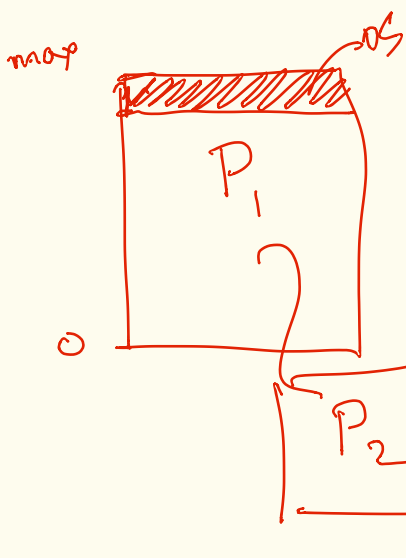
(logical view of memory region)

⊛ design -1 : similar to LDE model — intercept every access & map to physical/real address.

CPU >> mem. bus >> OS processing (slow)

design 0 : similar to the context ~~switch~~ switch mech.

process view ⇔ OS view



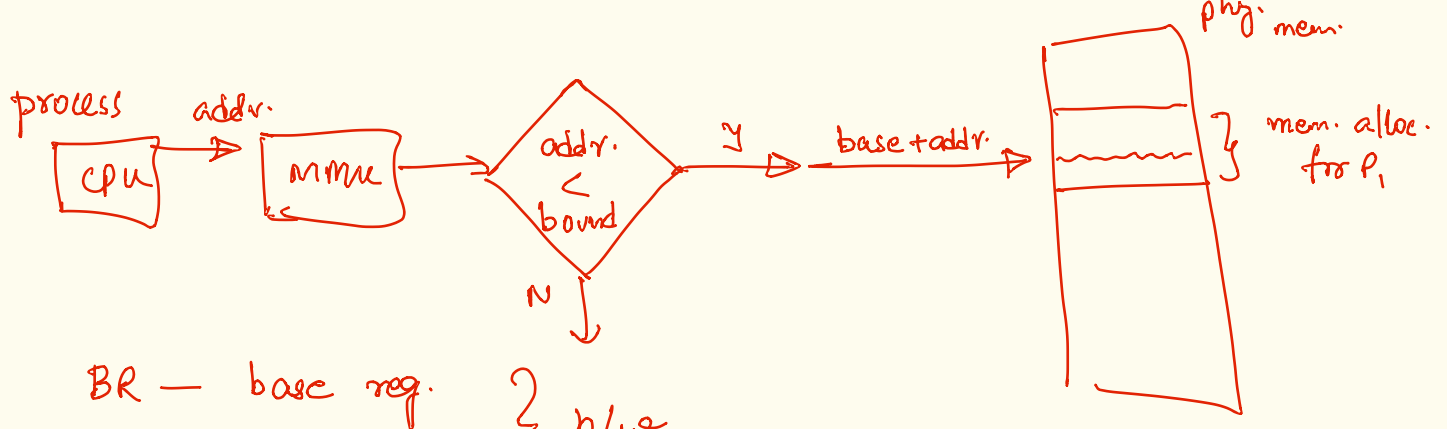
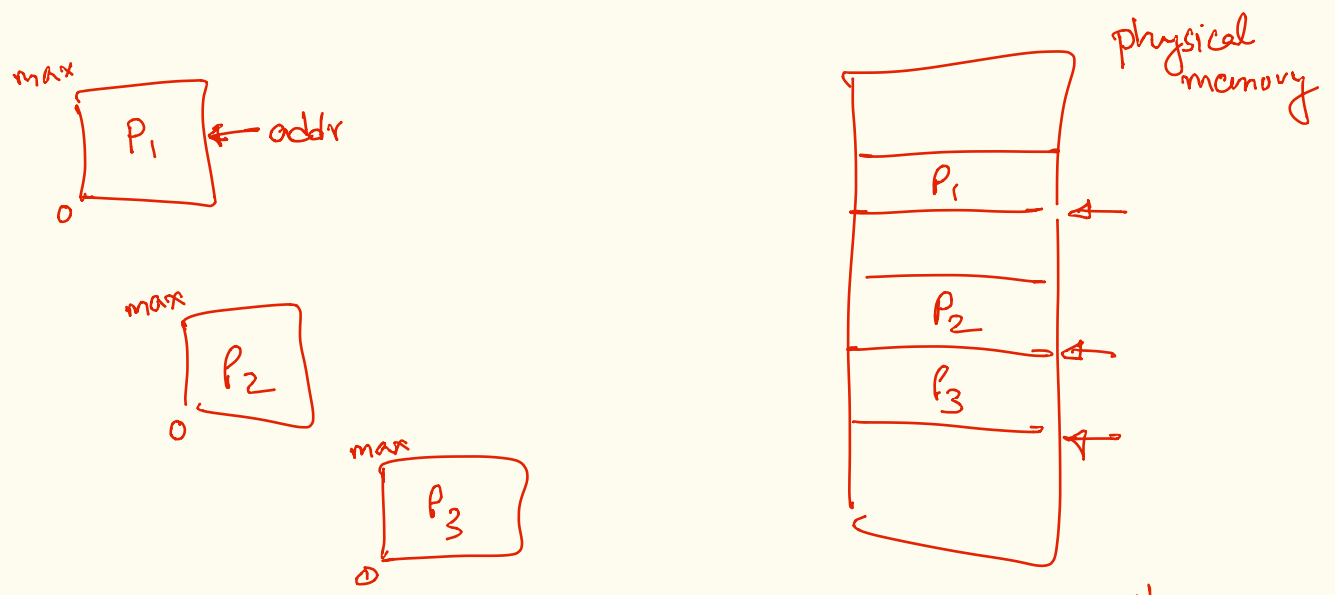
on context switch

- s/w out & s/w in memory region.
- copy all contents to disk in & out.

+ves : isolation, sharing

-ves : latency too high, needs non-trivial secondary memory utilization can be very low. resource

design 1: base & bound register based mem. virt.



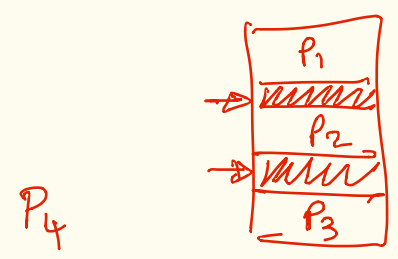
BR - base reg.
 LR - limit reg. } h/w

assumptions:

- ① all allocation are contiguous.
- ② size of process mem. is less than physical/system memory.
- * ③ size of processes can be/need not/cannot be same.

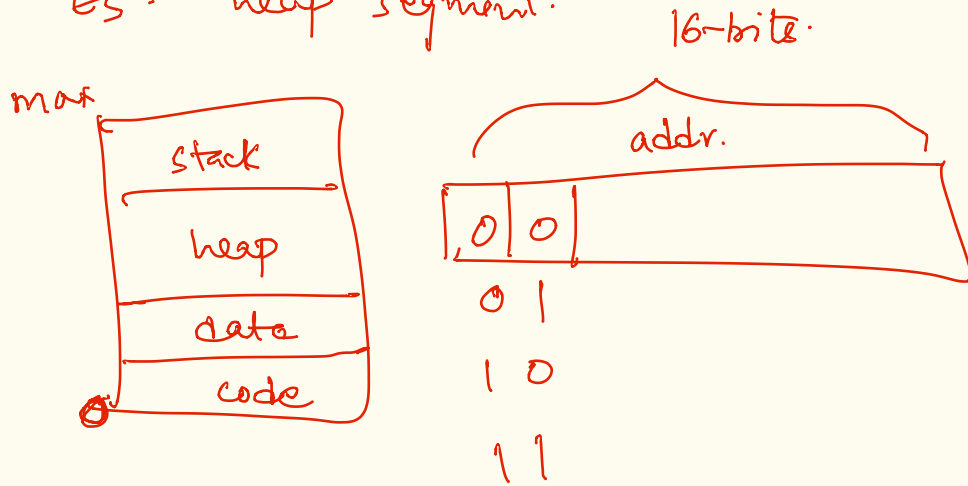
~ internal fragmentation — memory allocated but unused.

~ external fragmentation — cumulative memory enough for allocation but not contiguous.

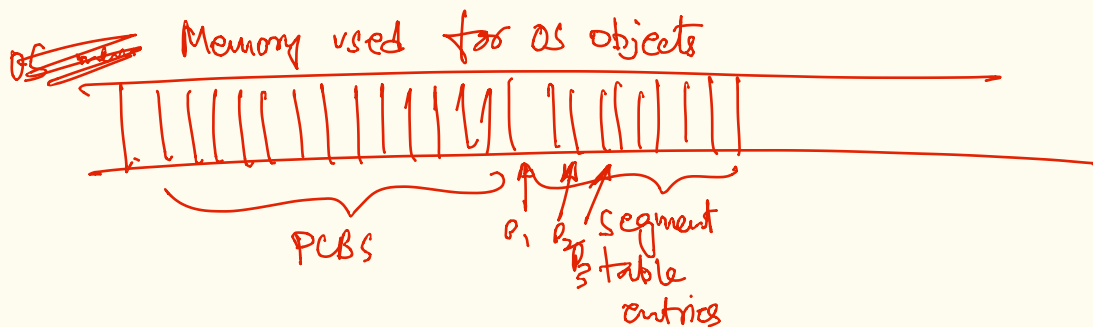
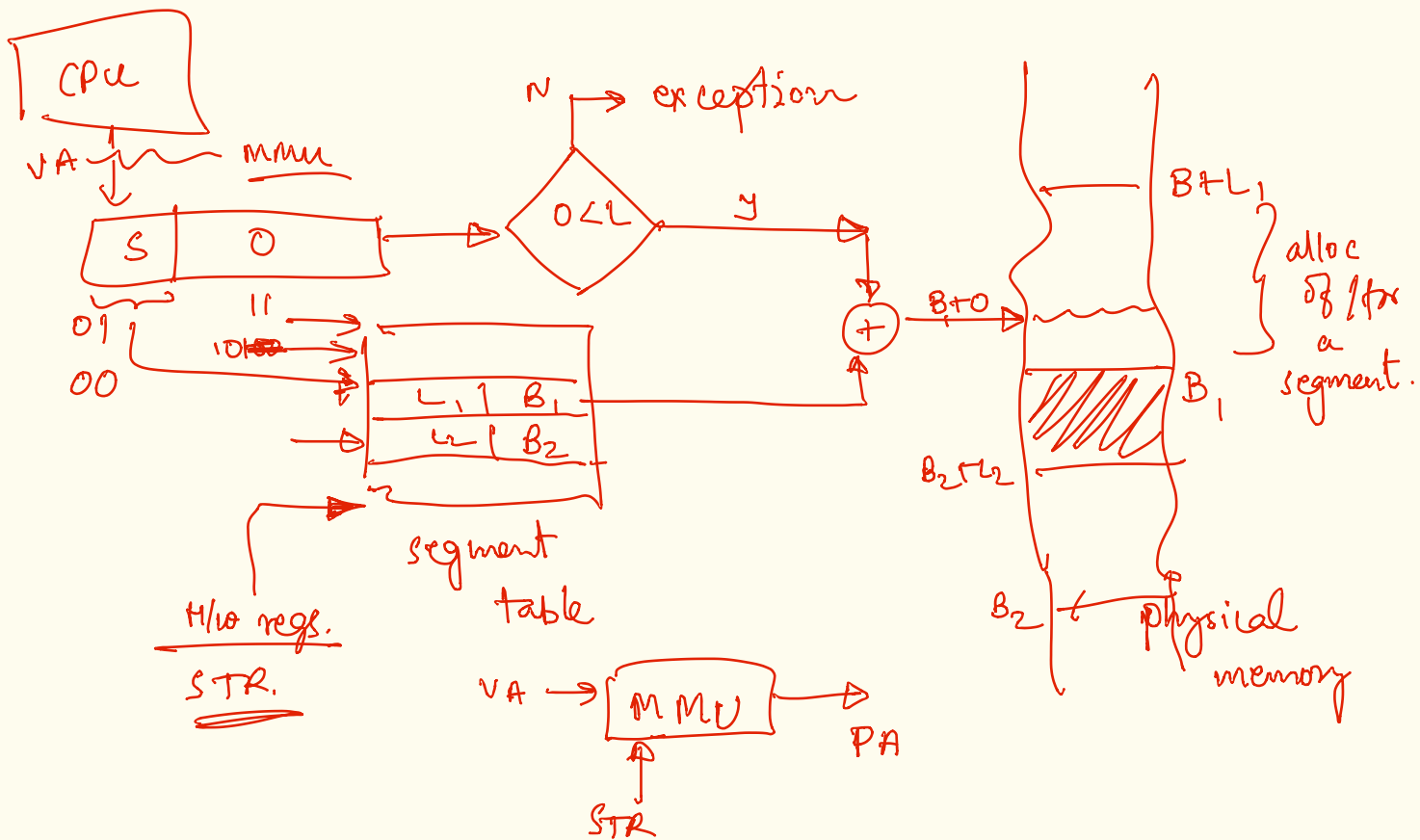


design 2: segmentation

- CS: code segment
- DS: data segment
- SS: stack segment
- ES: heap segment.



2 bits: segment id
 14 bits: segment size
 $2^{14} \approx$ addresses per segment (max).



Design 3 : paging. (VA \rightarrow PA)

Disadvantages of segmentation.

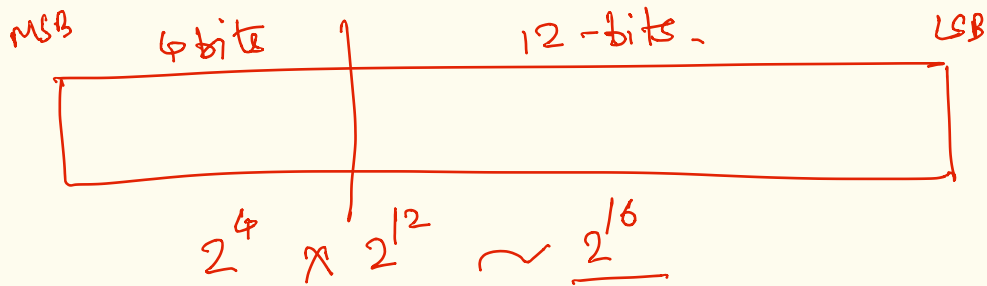
- segments can be large \Rightarrow internal fragmentation.
- segment table overhead \propto #segments & #processes.

unit of allocation is of fixed size (page) e.g. 4KB or 1KB

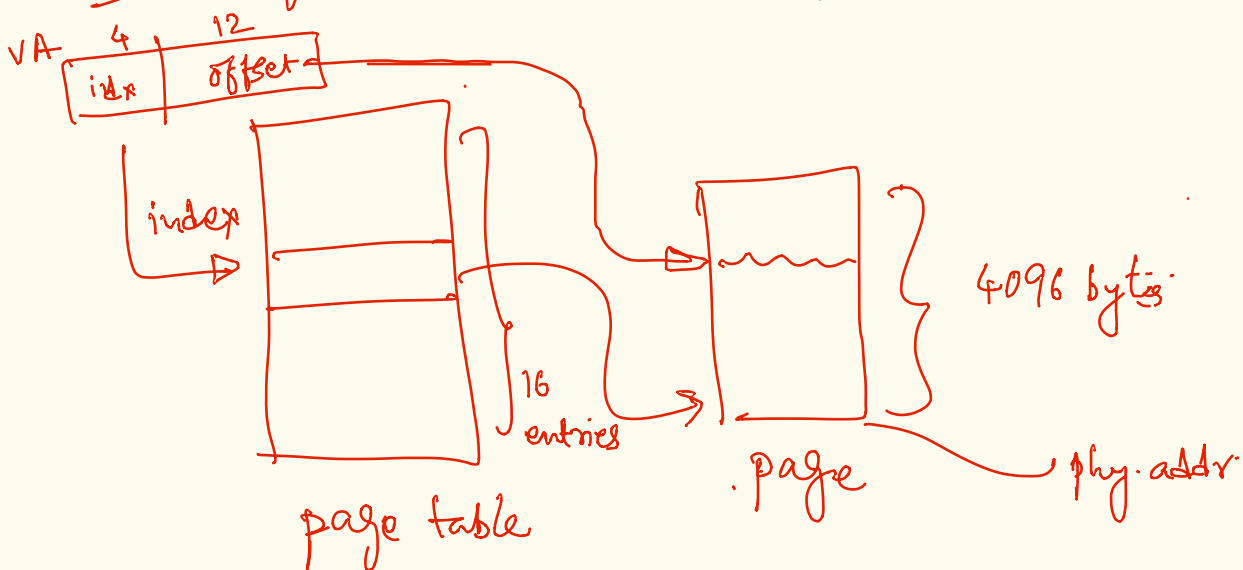
\Rightarrow deterministic / bounded internal fragmentation

\Rightarrow ~~minimal~~ external fragmentation.

e.g. 16-bit address & 4KB pages (4096 bytes)

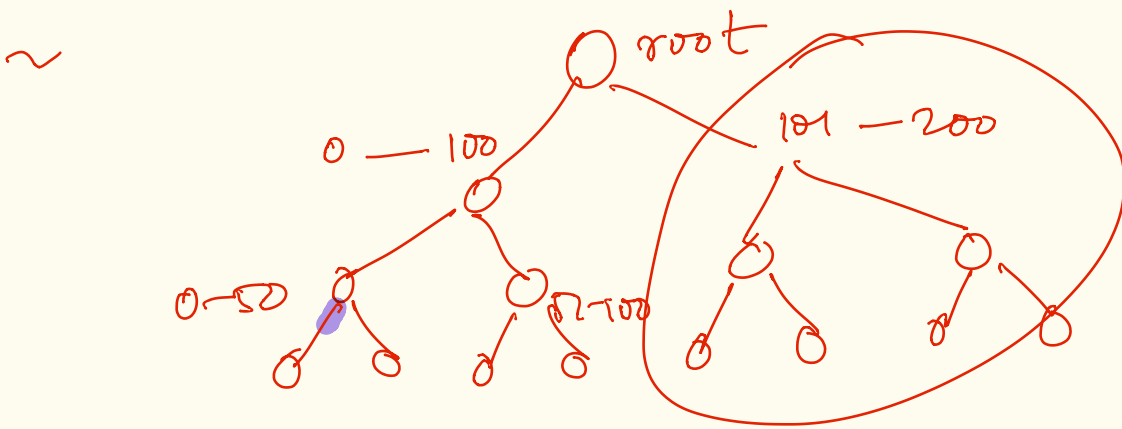


(i) single-level / linear page table

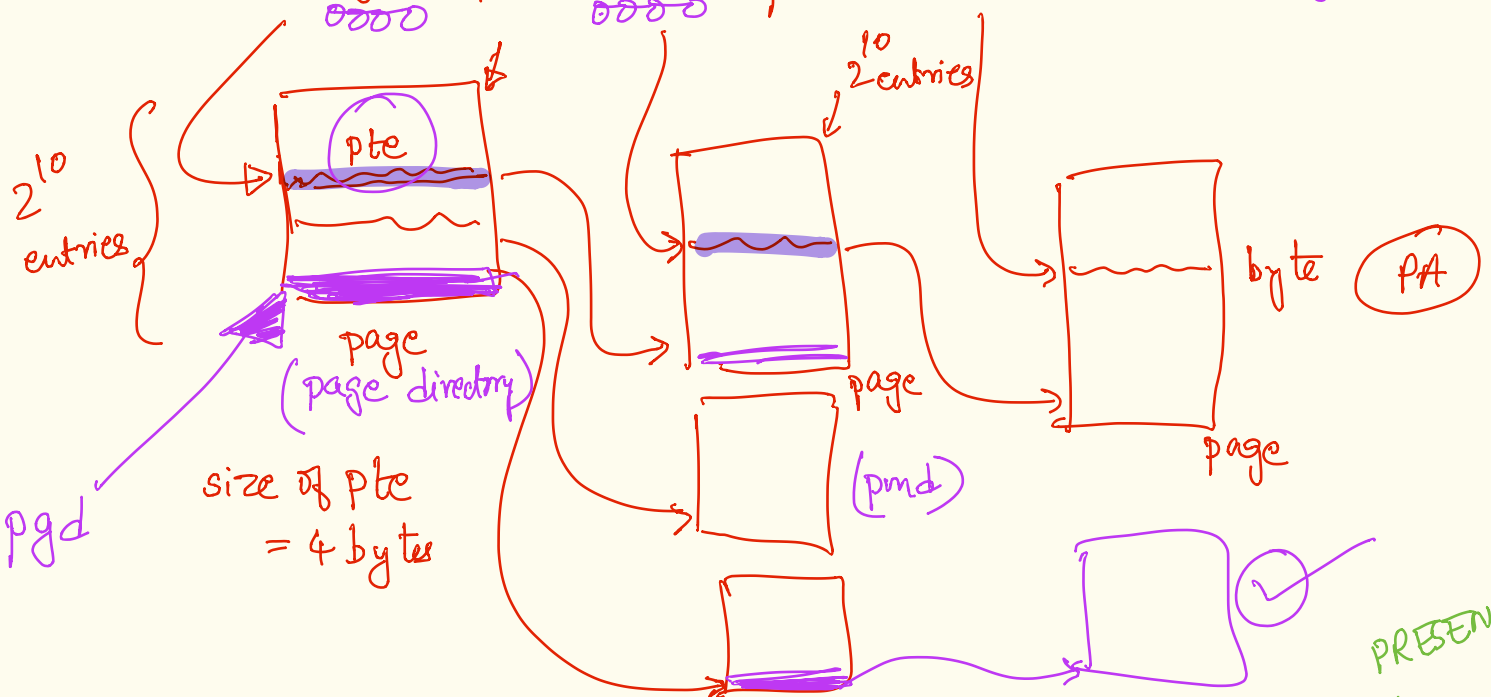
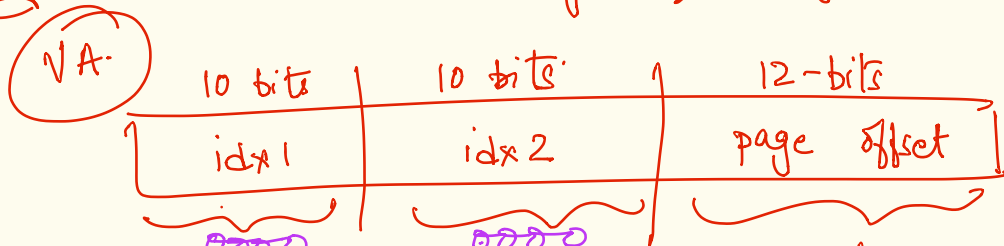


hierarchical / multi-level paging

~ do not use memory to store metadata (page table info) if virtual addr. to phy. addr. mapping not required/used..



e.g.: 32-bit address range / page size: 4096 bytes



$$2^{10} \times 2^{10} \times 2^{12} = 2^{32}$$

