

addresses of a
> All 64 GB memory cannot be
accessed by a 32 bit arch

Accessing The memory.

see
here
FIRST SHOW SLIDE 24, then switch to 25, &
Simplistic explanation of how the
compiler determines the memory
addresses.

```
main() {  
    int a, b, c, d[10];
```

These
addresses
are
in
virtual
memory

③ Computer
creates a
map
(var: virt.
addr)

starts at
base
(addr)

a	0
b	4
c	8
d	12
	16

④ each
int is 4 bytes

② each address
location refers to a
particular # bytes
of memory.

byte#
0 4 8 12
(base
addr)

virtual
memory
0 4 GB