Memory Size= 7 bits=> 2**7 = 126 bytes in my memory
Frame/page size=> number of bits per frame=> want 16 bytes/page
=> In base 2 of 16 = 4 bits
Can address up to 2**3 VP's

000000 VP # offset

Page Table P1

VP #	valic	l PP
0=000	1	2=010
1=001	1	5=101
2=010	1	3=011
3=011	0	
4	0	
5	:	
6		
7		

Page Table P2

VP #	valid	PP
0=000	1	100
1=001	1	110
2=010	0	
3=011	0	
4	0	
5	:	
6		
7		

What is the valid range of virtual addresses?

For P1 ->7 bit system, virtual addresses can go from 000 0000->010 1111 (see valid bits)

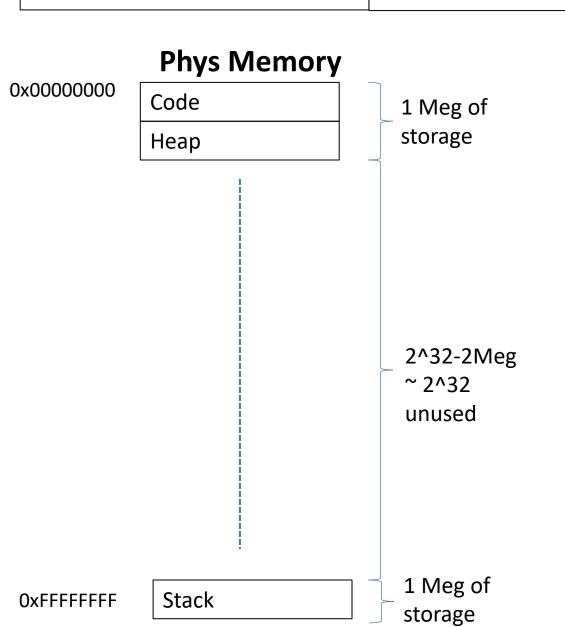
For P2

000 0000->001 1111

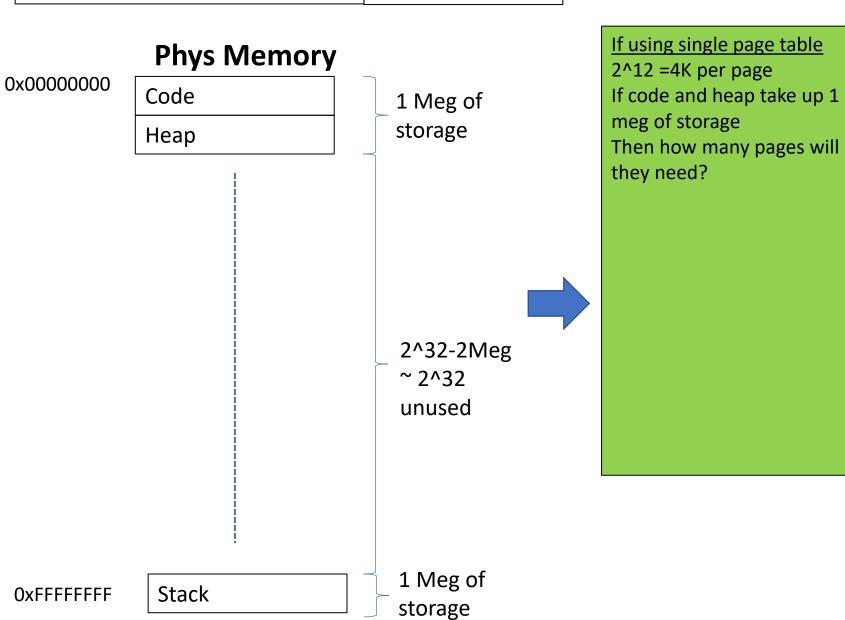
Physical memory

000 0000 000 1111	
001 0000 001 1111	
010 0000 010 1111	P1-0
011	P1-2
100	P2-0
101	P1 -1
110	P2-1

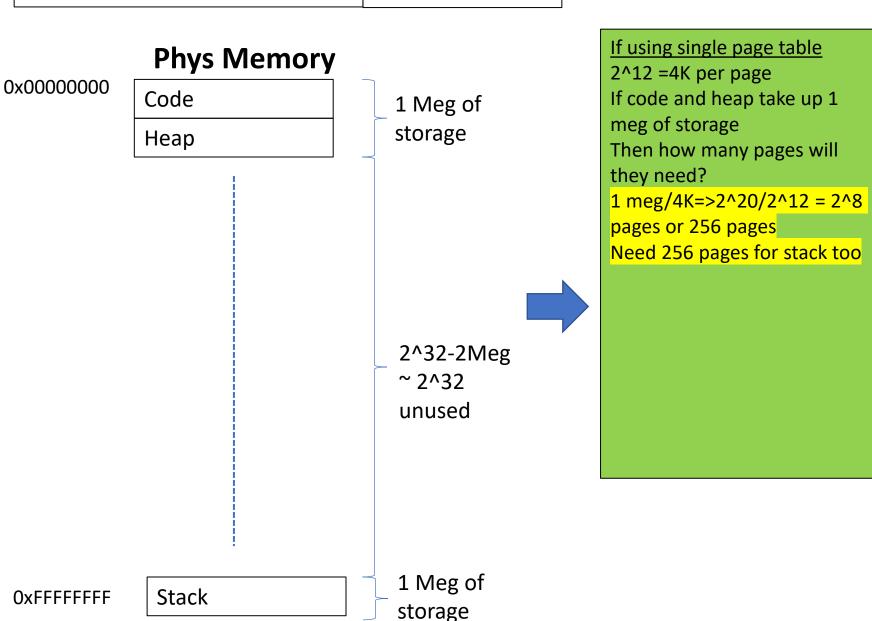
20 bits VPN	Offset=>12 bits
-------------	-----------------

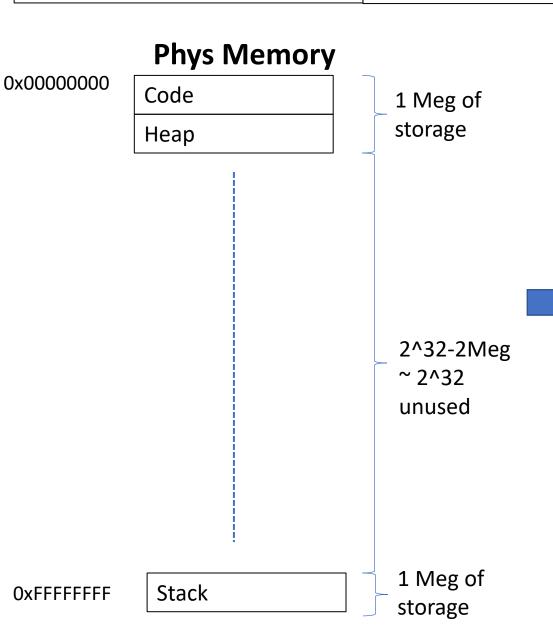






20 bits VPN Offset=>12 bits





If using single page table

2^12 = 4K per page

If code and heap take up 1

meg of storage

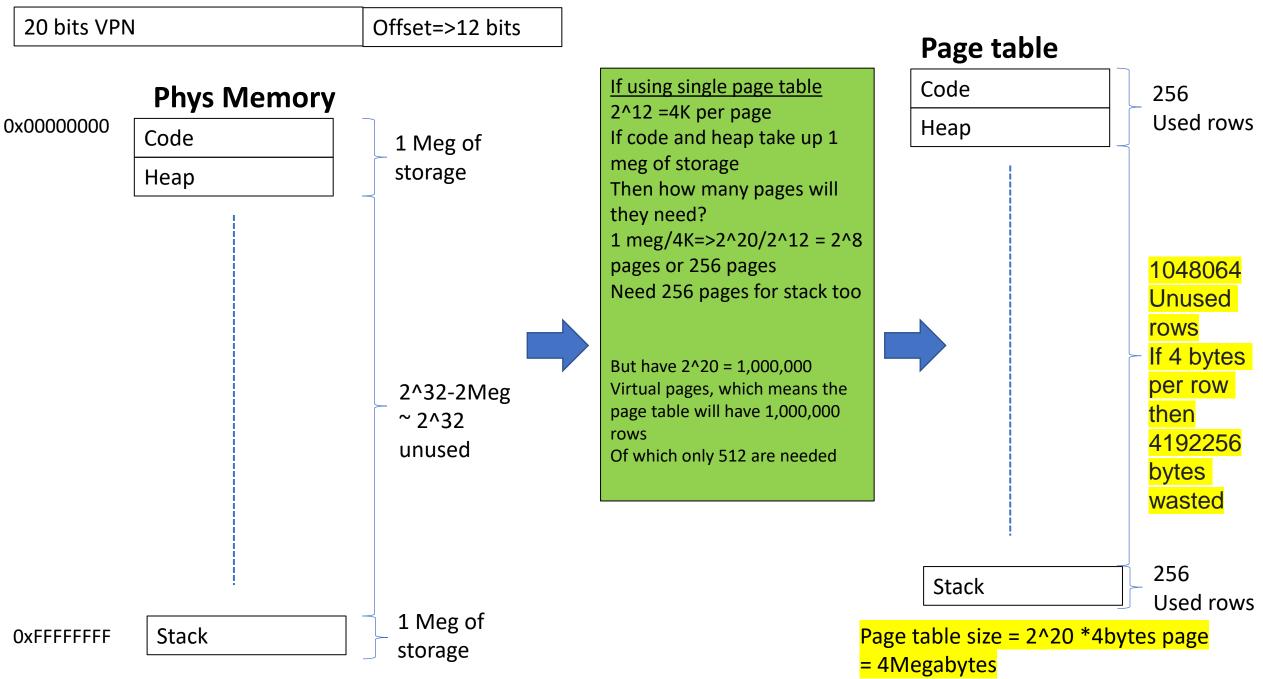
Then how many pages will
they need?

1 meg/4K=>2^20/2^12 = 2^8

pages or 256 pages

Need 256 pages for stack too

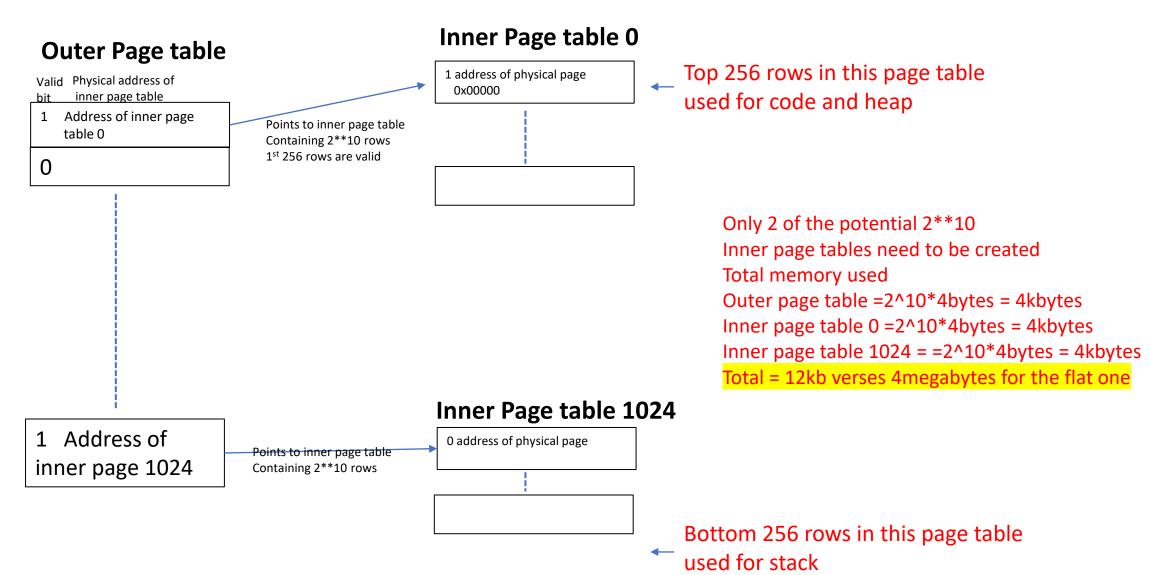
But have 2^20 = 1,000,000
Virtual pages, which means the page table will have 1,000,000
rows
Of which only 512 are needed



Multilevel page table version

Outer=10 bits	Inner=10 bits	Offset=>12 bits
---------------	---------------	-----------------

1 Outer page table has 2^10 or 1000 rows, each row holds the address of an inner page table 1000 *potential* inner page tables, each with 2^10 or 1000 rows (only allocate the ones needed, ie valid bit=1 in outer page table)



Multilevel page table example

