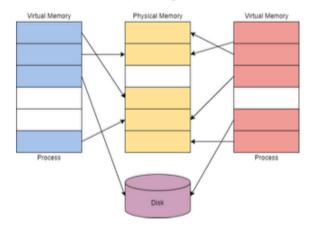
## 2 - Virtual Memory

## Task 4 Virtual Memory

Virtual memory is a critical component of how Windows internals work and interact with each other. Virtual memory allows other internal components to interact with memory as if it was physical memory without the risk of collisions between applications. The concept of modes and collisions is explained further in task 8.

Virtual memory provides each process with a private virtual address space. A memory manager is used to translate virtual addresses to physical addresses. By having a private virtual address space and not directly writing to physical memory, processes have less risk of causing damage.

The memory manager will also use pages or transfers to handle memory. Applications may use more virtual memory than physical memory allocated; the memory manager will transfer or page virtual memory to the disk to solve this problem. You can visualize this concept in the diagram below.



The theoretical maximum virtual address space is 4 GB on a 32-bit x86 system.

This address space is split in half, the lower half (0x00000000 - 0x7FFFFFFF) is allocated to processes as mentioned above. The upper half (0x80000000 - 0xFFFFFFFFF) is allocated to OS memory utilization. Administrators can alter this allocation layout for applications that require a larger address space through settings (increaseUserVA) or the AWE (Address Windowing Extensions).

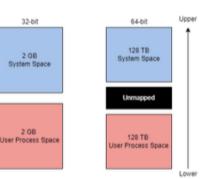
The theoretical maximum virtual address space is 256 TB on a 64-bit modern system.

The exact address layout ratio from the 32-bit system is allocated to the 64-bit system.

Most issues that require settings or AWE are resolved with the increased theoretical maximum.

You can visualize both of the address space allocation layouts to the right.

Although this concept does not directly translate to Windows internals or concepts, it is crucial to understand. If understood correctly, it can be leveraged to aid in abusing Windows internals.



## Answer the questions below

Read the above and answer the questions below.

What is the total theoretical maximum virtual address space of a 32-bit x86 system?

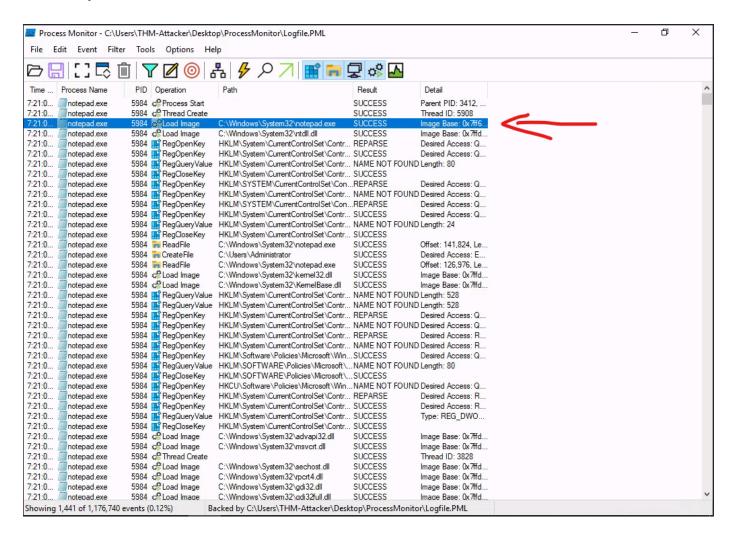
4 GB

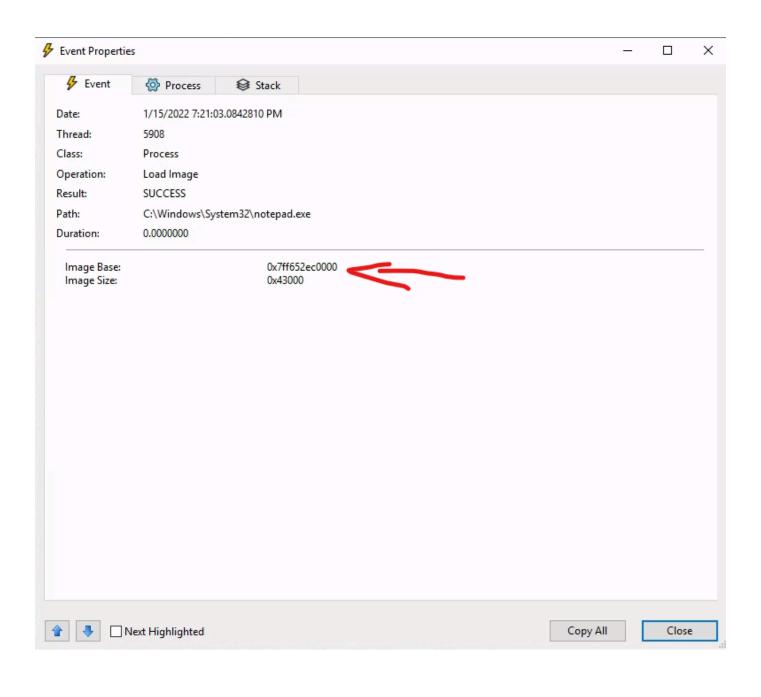
Correct Answer

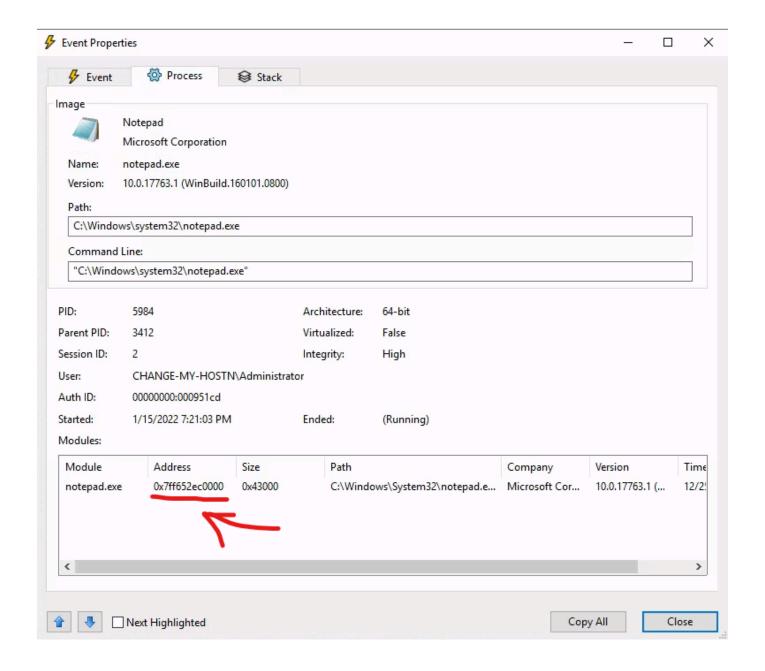
,



To answer the last questions, we need to go through the threads, and find the first one where the operations is "Load Image", and the address is going to be listed in there. We can find it in the Image Base entry in the Event tab, or in the Process tab under Modules.







I think we can only see the base address in the third thread is because the process was yet to be assigned a base address until so. Maybe that is normal behavior of this process in specific. Not sure.