Reading notes for the Final:

* In a program with good local temporal locality, a memory location that is referenced once is likely to be referenced again multiple times in the near future
* In a program with good spatial locality, if a memory location is referenced one then the program is likely to reference a nearby memory location in the near future.
* At the hardware level the principle of locality allows computer designers to speed up main memory access by introducing small fast memories known as cache memories that hold blocks of the most recently referenced instruction and data items.
* Addl rA, rB = rB = rA + rB
* Subl rA, rB = rB = rA – rB
* 0x01 5
* 0x02 6
* 0x03 -2
* 0x04 3
* rB = 0x02
* rA = $5
* addl rA, rB = 5+6 and store it at 0x02 which is the value of rB
* Virtual memory only contains a cache of address spaces
* Unallocated pages have not been allocated by the mem system AKA do not hold any space on the dik