# **Operating Systems - Chapter 15 Summary**

#### **Mechanism: Address Translation**

- Extends limited direct execution to memory virtualization.
- Goals: Efficiency (fast translation), Control (protection), Flexibility (ease of programming).
- Hardware-based address translation: transforms each virtual address into a physical address.

#### **Assumptions**

- Simplified model: address space contiguous in physical memory, equal-sized, smaller than physical memory.
- Unrealistic, but helps introduce basic mechanisms.

### **Example**

- Process thinks memory starts at 0 and extends up to its maximum (e.g., 16KB).
- OS relocates process to another physical address (e.g., 32KB).
- Hardware must translate virtual addresses to physical addresses to maintain the illusion.

### **Dynamic Relocation (Base and Bounds)**

- Two hardware registers: base and bounds (limit).
- Base register: added to virtual address to form physical address.
- Bounds register: ensures address is valid; violations raise exceptions.
- OS sets base/bounds for each process; saved/restored on context switches.
- Provides protection: processes cannot access memory outside their space.

## **Hardware Support**

- CPU modes: kernel mode (can change base/bounds), user mode (cannot).
- Exceptions: raised for out-of-bounds memory access or privileged instruction attempts.
- Free list: OS tracks unused memory slots.

## **Operating System Responsibilities**

- Allocate memory for processes, reclaim it when they exit.
- · Manage base/bounds during context switches.
- Handle exceptions by terminating misbehaving processes.
- Can move processes by copying memory and updating base register.

#### **Downsides**

- Internal fragmentation: fixed slot allocations waste memory if stack/heap are small.
- Leads to more advanced mechanisms (segmentation, paging).

# **Summary**

Address translation enables virtual memory by mapping virtual addresses to physical addresses. Base and bounds registers ensure transparency, efficiency, and protection. The OS collaborates with hardware: setting registers, handling exceptions, and managing free memory. Though effective, this approach wastes space (internal fragmentation), motivating more advanced designs.