User-Level Memory Management Library

Russell Dsani   Matthew Cho

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The goal of this project is to build a user-level page table that translates virtual addresses to physical addresses by building a multilevel page table..

1. Relevant details about the implementation of this project

   (a) A 2d Array was used for the multi level page directory in order to keep things easy and sorted.

   (b) We also used two virtual bitmaps to keep track of the used and unused part of the physical and virtual frames in order to make searching easy.

   (c) To make things easy on our path we used the indices of the array to create virtual address instead of using the size of the bytes themselves which created a lot of problems for for us

2. What parts were done by each group member :
   We mostly mostly worked together on this project but

   (a) Russell: was more responsible for the planning, coding and making sure everything was done in the right order.

   (b) Matthew: was responsible for the most part of multiplication of the matrices and in depth debugging.