Roadmap

C:

```
car *c = malloc(sizeof(car));
c->miles = 100;
c->qals = 17;
float mpg = get mpg(c);
free(c);
```

Java:

```
Car c = new Car();
c.setMiles(100);
c.setGals(17);
float mpg =
    c.getMPG();
```

Assembly language:

```
get mpg:
    pushq
            %rbp
            %rsp, %rbp
    movq
             %rbp
    popq
    ret
```

OS:

Memory & data **Integers & floats** Machine code & C x86 assembly Procedures & stacks **Arrays & structs** Memory & caches **Processes** Virtual memory **Memory allocation**

Machine code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```



Computer system:







Java vs. C

Section 9: Virtual Memory (VM)

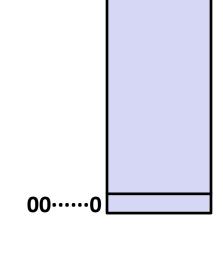
- Overview and motivation
- Indirection
- VM as a tool for caching
- Memory management/protection and address translation
- Virtual memory example

Processes

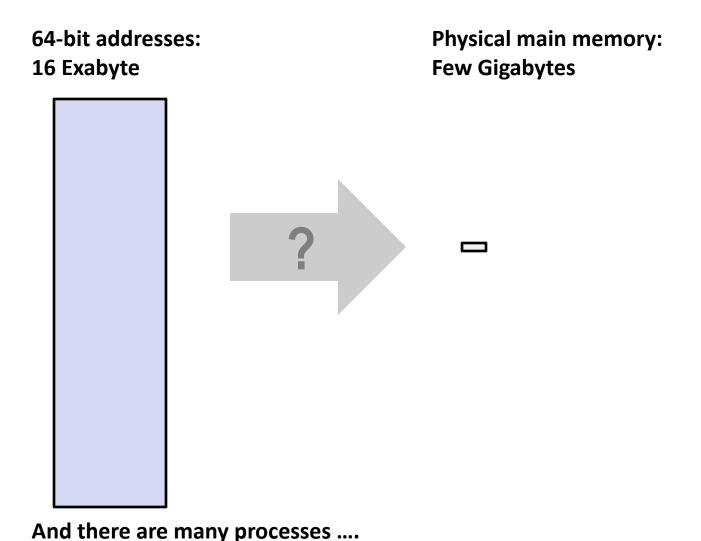
- Definition: A *process* is an instance of a running program
 - One of the most important ideas in computer science
 - Not the same as "program" or "processor"
- Process provides each program with two key abstractions:
 - Logical control flow
 - Each process seems to have exclusive use of the CPU
 - Private virtual address space
 - Each process seems to have exclusive use of main memory
- How are these illusions maintained?
 - Process executions interleaved (multi-tasking) last section
 - Address spaces managed by virtual memory system this section!

Virtual Memory (Previous Lectures)

- Programs refer to virtual memory addresses
 - movl (%ecx),%eax
 - Conceptually memory is just a very large array of bytes
 - Each byte has its own address
 - System provides address space private to particular "process"
- Allocation: Compiler and run-time system
 - Where different program objects should be stored
 - All allocation within single virtual address space
- What problems does virtual memory solve?

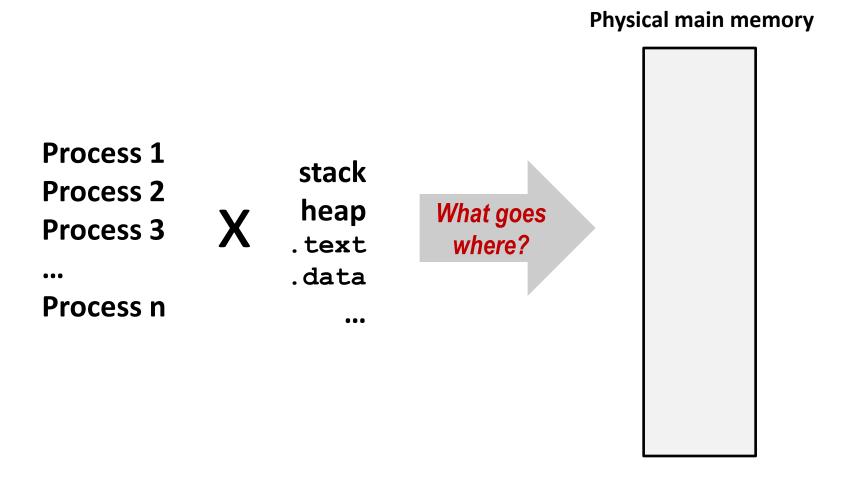


Problem 1: How Does Everything Fit?



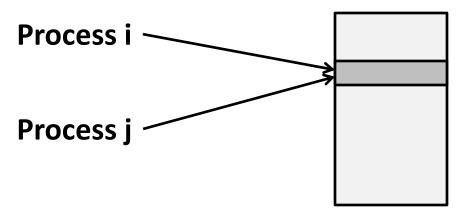
Virtual Memory Overview

Problem 2: Memory Management



Problem 3: How To Protect





Problem 4: How To Share?

Physical main memory

