physical - memory (phys-mem-size - 1) index 1 byte phys mem will be putting 45 into in here! GIZC bytes index Page_table: Frame number int 3 valid bit + frame# bytes V-MEM-SIZE > page index frame number int / PAGE_SIZE_ Walid Pages stored in physical mem!

Whole picture: Phys_mem page table 1 byte 2 frame number int valid int 1 frame number int Walid evict, then update with Page Z from disk! 3 frame num Valid green: page in memory red: page in storage (disk) Page 3 files