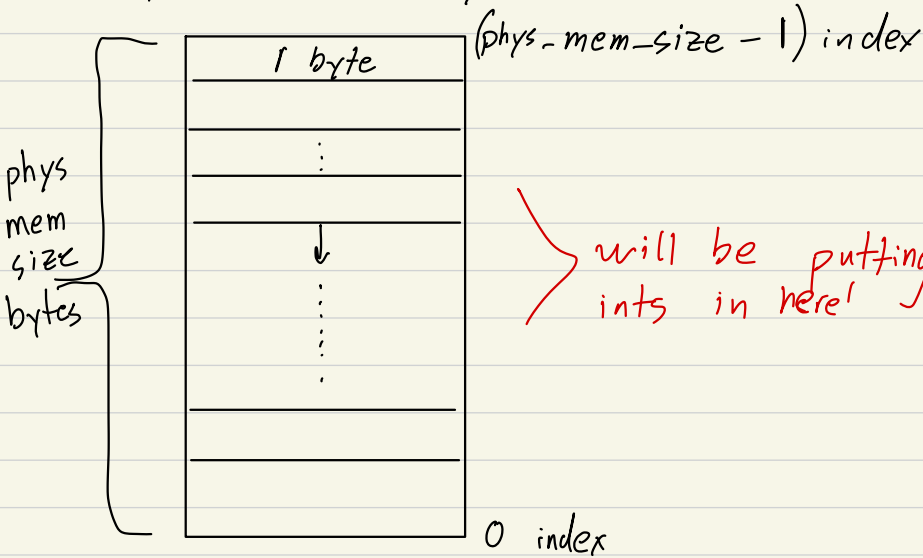
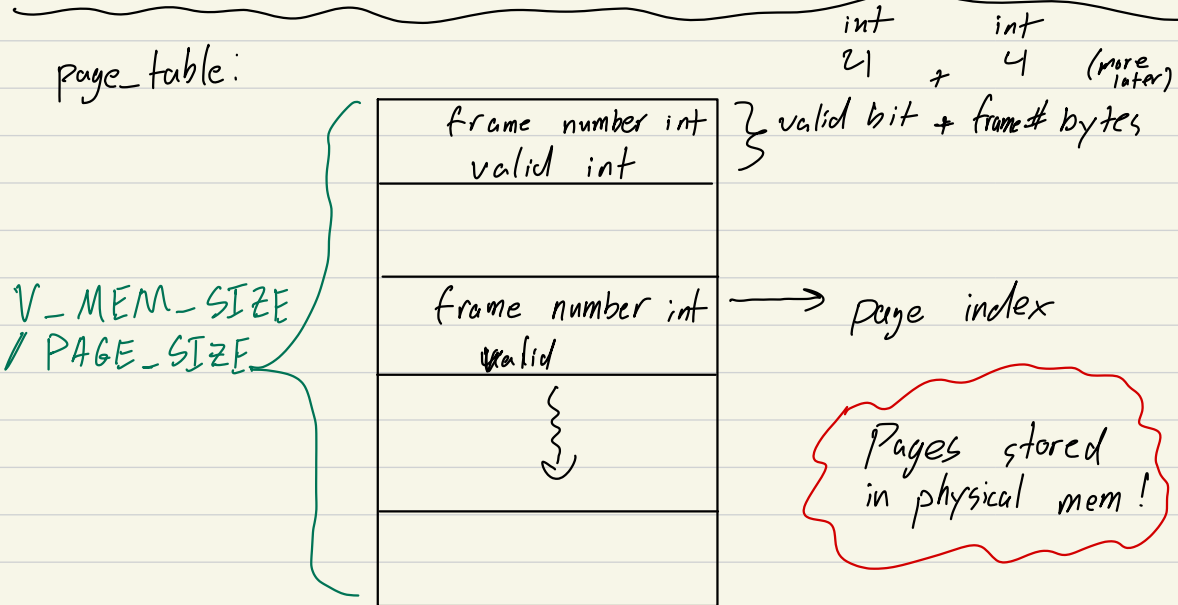


physical - memory



will be putting 4b ints in here!

page-table:



Whole picture:

page table

2	frame number int	valid int
1	frame number int	valid
⋮		
3	frame num	valid

phys_mem

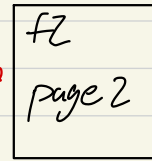
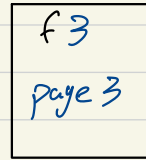


} page

not in mem!

evict, then
update with
page 2 from
disk!

green: page in memory
red: page in storage
(disk)



} disk

1 page of
data

files