



université
PARIS-SACLAY



COMPUTER ARCHITECTURE AND SOFTWARE EXECUTION PROCESS

MEMORY MANAGEMENT

🎓 Bachelor in Artificial Intelligence, Data and Management Sciences

🏛️ CentraleSupélec and ESSEC Business School - 2024/2025



Idir AIT SADOUNE 🌐

idir.aitsadoune@centralesupelec.fr ✉️

OUTLINE

- The main memory
- Memory allocation strategies
- The Virtual memory

[Back to the begin](#) - [Back to the outline](#)

OUTLINE

- The main memory
- Memory allocation strategies
- The Virtual memory

[Back to the begin](#) - [Back to the outline](#)

MEMORY FOR WHOM AND WHY?

MEMORY FOR WHOM AND WHY?

For the operating system

MEMORY FOR WHOM AND WHY?

For the operating system

- When a machine is started, the **OS** is the **first program** loaded into memory.

MEMORY FOR WHOM AND WHY?

For the operating system

- When a machine is started, the **OS** is the **first program** loaded into memory.
- The **OS** needs a **memory space** for :
 - ➡ the **code** of its **Core**
 - ➡ the **interruptions** table
 - ➡ the **processes** table
 - ➡ data structures (**PCBs** and others)
 - ➡ ...

MEMORY FOR WHOM AND WHY?

For processes (running programs)

MEMORY FOR WHOM AND WHY?

For processes (running programs)

- When a process is created, the OS creates a PCB and allocates memory for the process.

MEMORY FOR WHOM AND WHY?

For processes (running programs)

- When a process is created, the OS creates a PCB and allocates memory for the process.
- For security reasons, each process must use a separate memory area (an address space).

MEMORY FOR WHOM AND WHY?

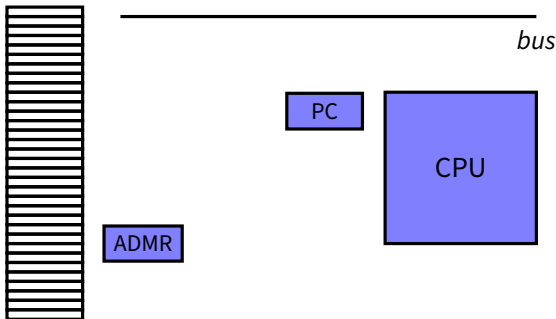
For processes (running programs)

- When a process is created, the **OS creates a PCB** and **allocates memory** for the process.
- For **security** reasons, each **process** must use **a separate memory area (an address space)**.
 - ➡ which mechanism for **allocating** this space?
 - ➡ how to ensure the **protection** of this area?
 - ➡ how to ensure the **transparency** of this space?

STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

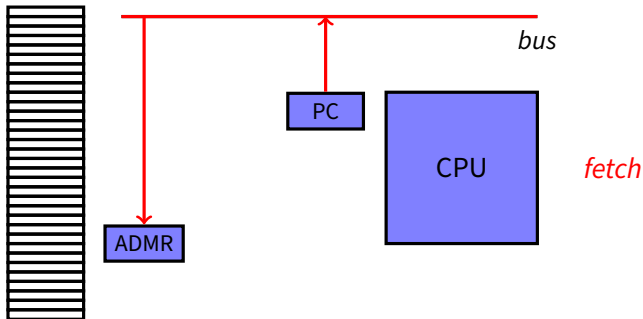
- instructions → **PC** register on the processor
- data → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

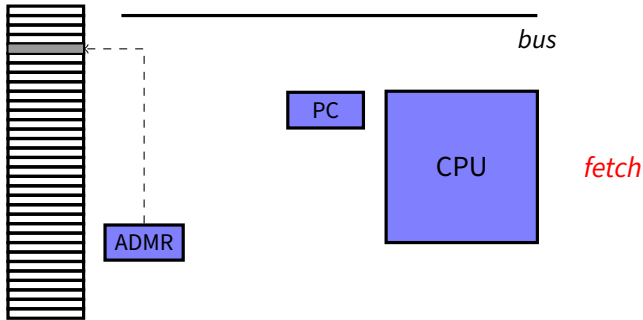
- **instructions** → **PC** register on the processor
- data → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

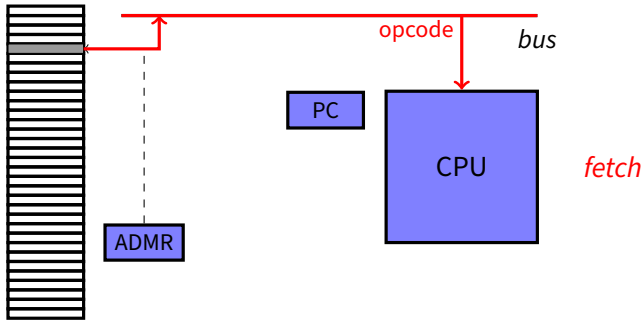
- **instructions** → **PC** register on the processor
- data → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

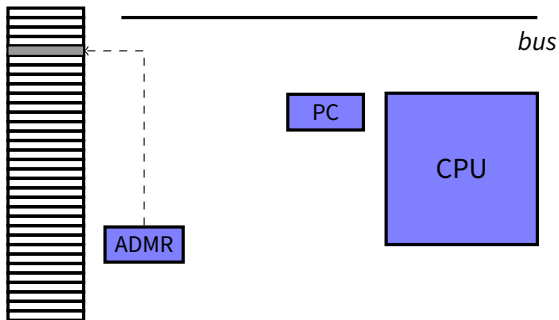
- **instructions** → **PC** register on the processor
- data → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

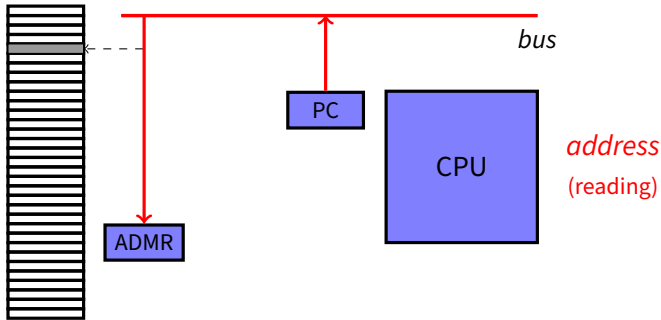
- instructions → **PC** register on the processor
- data → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

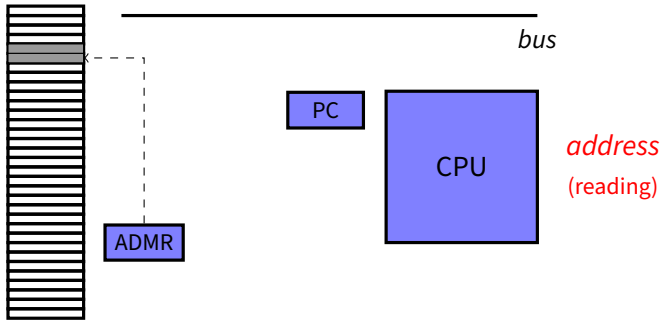
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

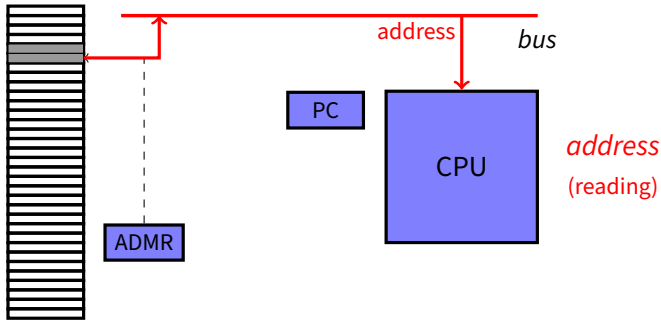
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

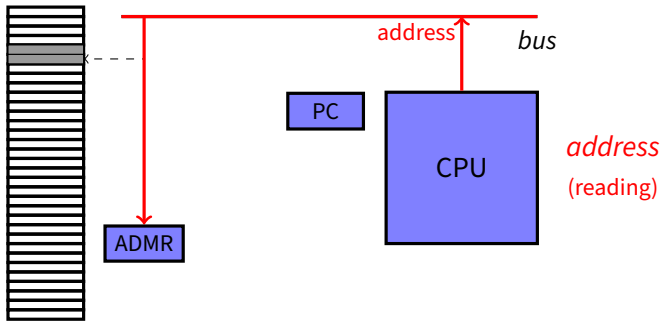
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

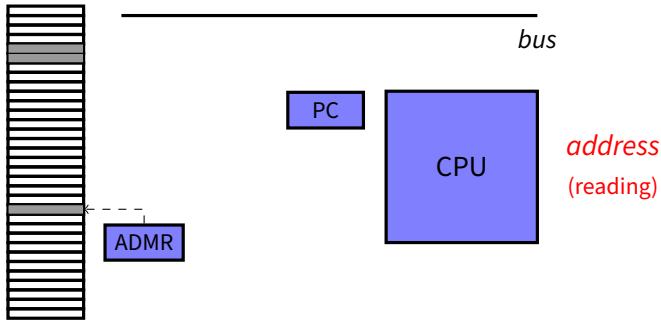
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

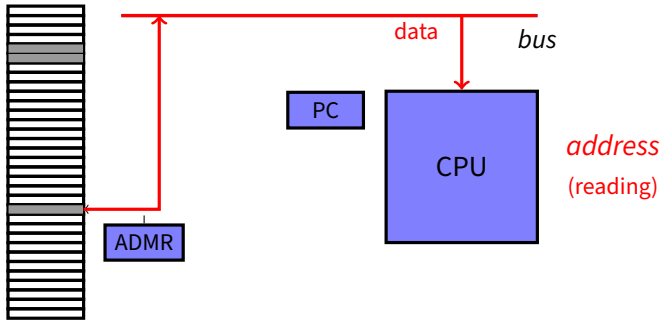
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

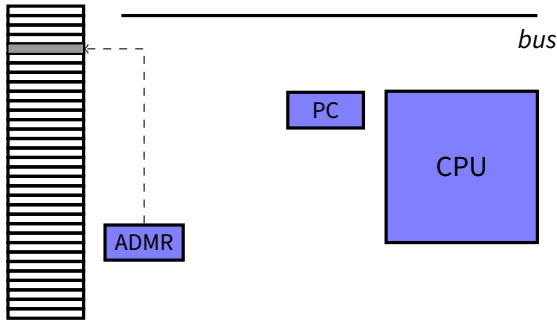
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

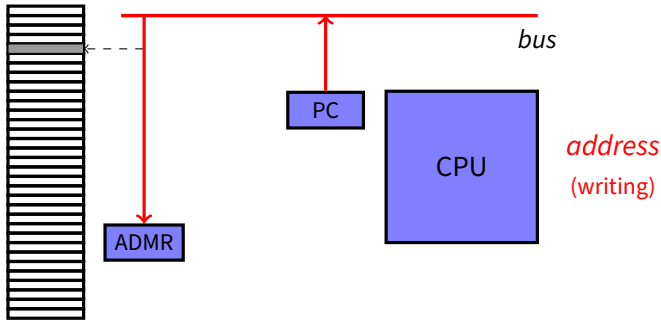
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

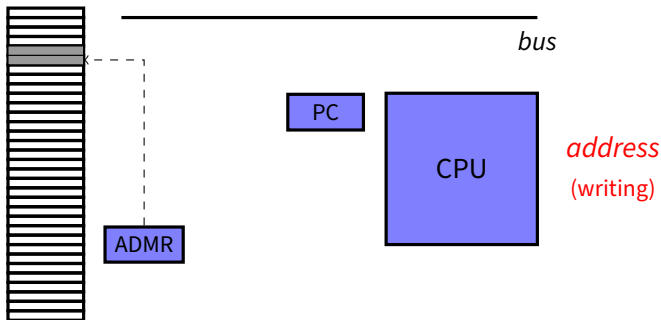
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

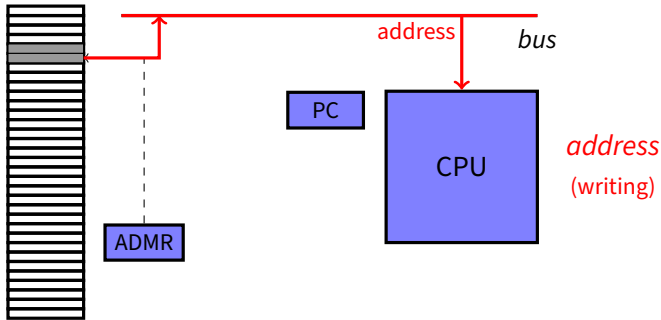
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

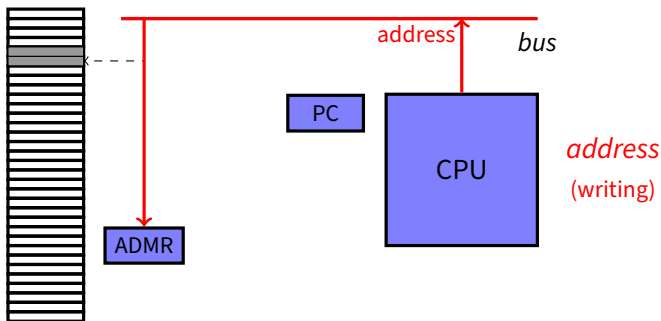
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

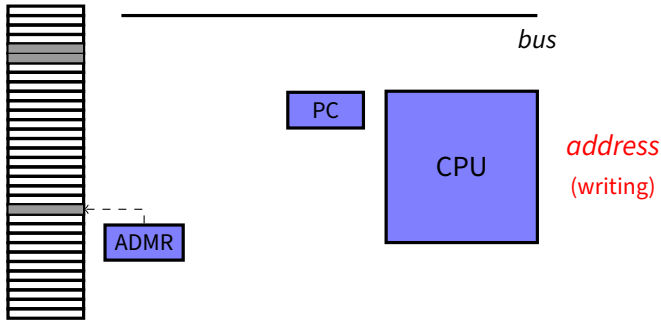
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

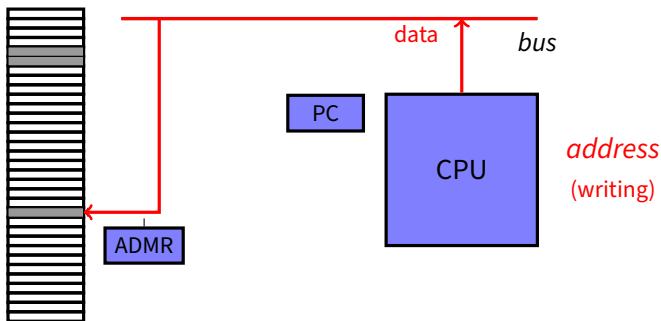
- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



STORAGE SPACE

Ordered set of **memory words** indexed by their **address** (**box number**) and containing :

- instructions → **PC** register on the processor
- **data** → **ADMR** register on the processor



MEMORY STRUCTURE

MEMORY STRUCTURE

- Each **memory word** is associated with an **address**
 - ➡ the box number

MEMORY STRUCTURE

- Each **memory word** is associated with an **address**
 - ➡ the box number
- This **address** is obtained from **an instruction**
 - ➡ the address is in **binary** with n bits

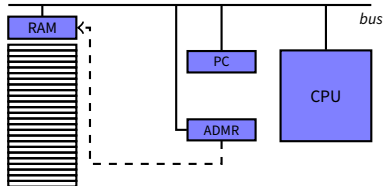
MEMORY STRUCTURE

- Each **memory word** is associated with an **address**
 - ➡ the box number
- This **address** is obtained from **an instruction**
 - ➡ the address is in **binary** with n bits
- So there are 2^n **different addresses**
 - ➡ 2^n boxes from 0000 ... 0 to 1111 ... 1

MEMORY STRUCTURE

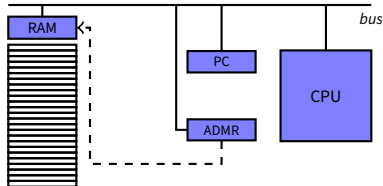
- Each **memory word** is associated with an **address**
 - ➡ the box number
- This **address** is obtained from **an instruction**
 - ➡ the address is in **binary** with n bits
- So there are 2^n **different addresses**
 - ➡ 2^n boxes from 0000 ... 0 to 1111 ... 1
- **Example** : 32 bits $\rightarrow 2^{32} \approx 4$ GB

HOW MEMORY WORKS



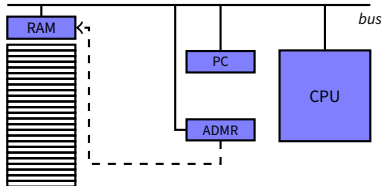
HOW MEMORY WORKS

- The **CPU** will fetch **instructions** from memory **by using their address** (*fetch*);



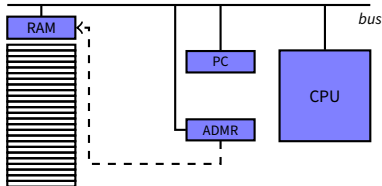
HOW MEMORY WORKS

- The **CPU** will fetch **instructions** from memory **by using their address** (*fetch*);
- The **CPU** will retrieve **data** from variables in memory **by using their address**;



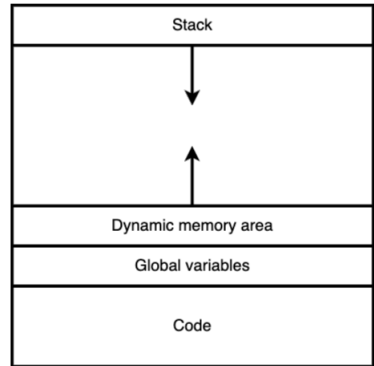
HOW MEMORY WORKS

- The **CPU** will fetch **instructions** from memory **by using their address** (*fetch*);
- The **CPU** will retrieve **data** from variables in memory **by using their address**;
- TThe **CPU** writes on **variables at a given address** in memory.



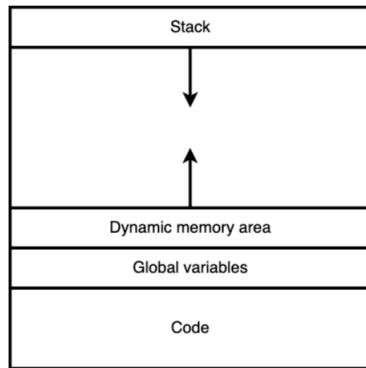
ADDRESS SPACE USAGE

- What does a process's memory space contain?



ADDRESS SPACE USAGE

- What does a process's memory space contain?
 - Code (known size)
 - Global variables (known size)
 - Stack (unknown size)
 - Dynamic memory area (unknown size)
 - ...



WHERE DO THE PROGRAMS COME FROM?

WHERE DO THE PROGRAMS COME FROM ?

The program (code + data) is loaded from the disk to the memory

...



WHERE DO THE PROGRAMS COME FROM ?

The **program** (code + data) is **loaded** from the **disk** to the **memory**
... it is placed at a given location in the memory

WHERE DO THE PROGRAMS COME FROM ?

The **program** (code + data) is **loaded** from the **disk** to the **memory**
... it is placed at a given location in the memory

Question

what are the addresses of the variables in memory?

PROGRAM VS PROCESS

symbolic addresses vs **memory** addresses



PROGRAM VS PROCESS

symbolic addresses vs **memory** addresses

```
1 int a = 3;  
2 a = a + 2;
```



PROGRAM VS PROCESS

symbolic addresses vs **memory** addresses

```
1 int a = 3;  
2 a = a + 2;
```

```
1 @a: memval 3  
2     mov eax, a  
3     mov ebx, 2  
4     add ecx, eax, ebx  
5     mov a, ecx
```



PROGRAM VS PROCESS

symbolic addresses vs **memory** addresses

```
1 int a = 3;  
2 a = a + 2;
```

```
1 @a: memval 3  
2     mov eax, a  
3     mov ebx, 2  
4     add ecx, eax, ebx  
5     mov a, ecx
```

```
1 2B50: mov eax, 2B1E  
2 2B52: mov ebx, #0002  
3 2B54: add ecx, eax, ebx  
4 2B55: mov 2B1E, ecx  
5 ...  
6 2B1E: 0003
```



PROGRAM VS PROCESS

symbolic addresses vs **memory** addresses

```
1 int a = 3;  
2 a = a + 2;
```

```
1 @a: memval 3  
2     mov eax, a  
3     mov ebx, 2  
4     add ecx, eax, ebx  
5     mov a, ecx
```

```
1 2B50: mov eax, 2B1E  
2 2B52: mov ebx, #0002  
3 2B54: add ecx, eax, ebx  
4 2B55: mov 2B1E, ecx  
5 ...  
6 2B1E: 0003
```

Link editing

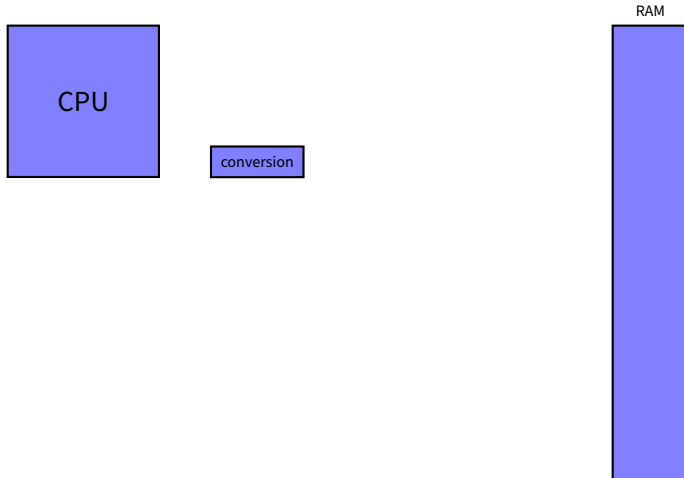
When creating processes, the **OS instantiates** the program.

➡ transform **names** of variables into **addresses**.



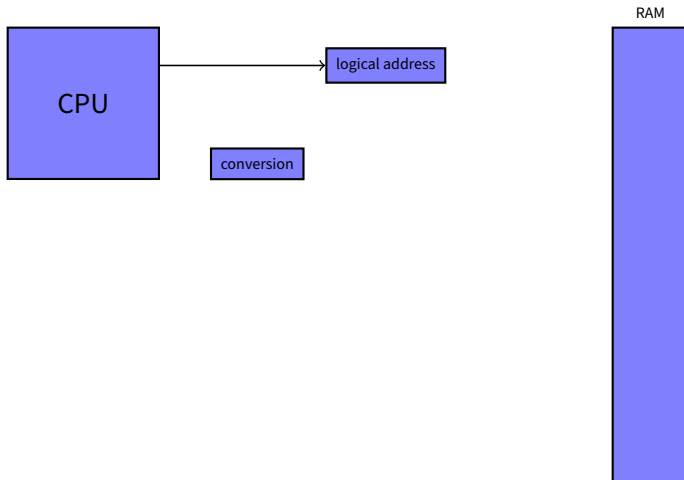
ADDRESS RESOLUTION

MEMORY MANAGEMENT UNIT - MMU



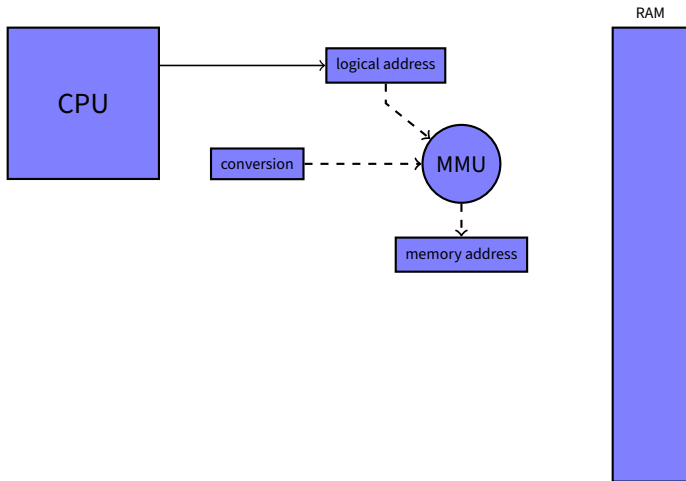
ADDRESS RESOLUTION

MEMORY MANAGEMENT UNIT - MMU



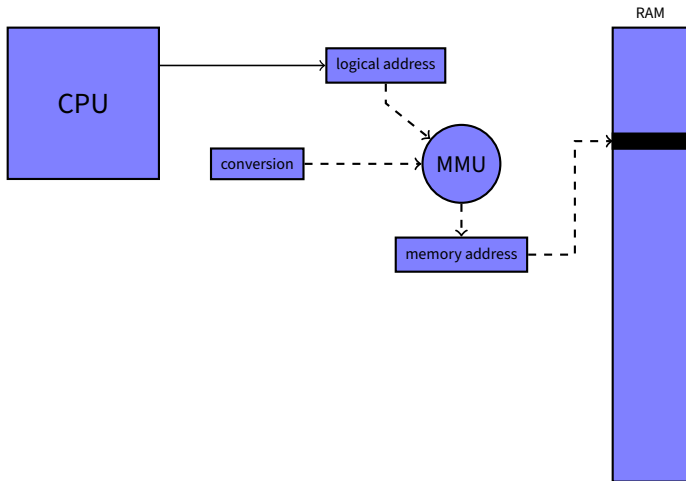
ADDRESS RESOLUTION

MEMORY MANAGEMENT UNIT - MMU



ADDRESS RESOLUTION

MEMORY MANAGEMENT UNIT - MMU



OUTLINE

➤ The main memory

➤ Memory allocation strategies

➤ The Virtual memory

[Back to the begin](#) - [Back to the outline](#)

MEMORY ALLOCATION STRATEGIES

MEMORY ALLOCATION STRATEGIES

- A strategy for **allocating and freeing memory** must be chosen based on the needs of the processes.

MEMORY ALLOCATION STRATEGIES

- A strategy for **allocating and freeing memory** must be chosen based on the needs of the processes.
- Two possible strategies :

MEMORY ALLOCATION STRATEGIES

- A strategy for **allocating and freeing memory** must be chosen based on the needs of the processes.
- Two possible strategies :
 1. **Contiguous allocation** of memory slots (**by partition**)

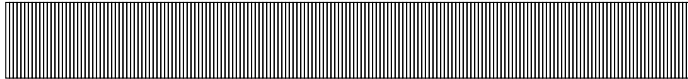
MEMORY ALLOCATION STRATEGIES

- A strategy for **allocating and freeing memory** must be chosen based on the needs of the processes.
- Two possible strategies :
 1. **Contiguous allocation** of memory slots (**by partition**)
 2. **Non-contiguous allocation** (**by pagination**)

MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

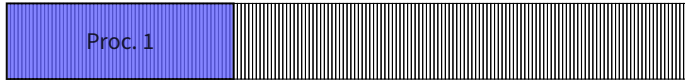
RAM



MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

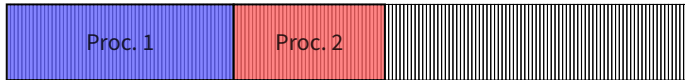
RAM



MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

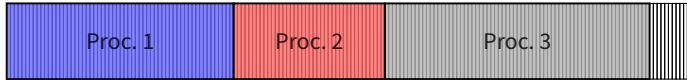
RAM



MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

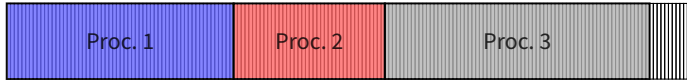
RAM



MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

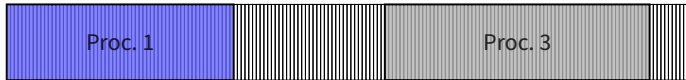
RAM



MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

RAM

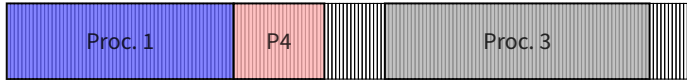


✗ holes appear → **fragmentation**

MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

RAM

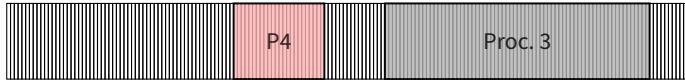


✗ holes appear → **fragmentation**

MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

RAM

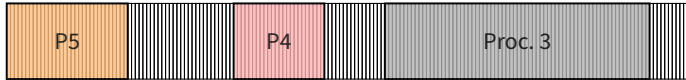


✗ holes appear → **fragmentation**

MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

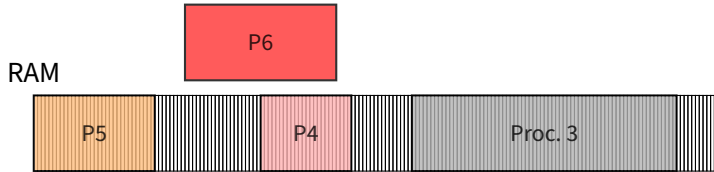
RAM



✗ holes appear → **fragmentation**

MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

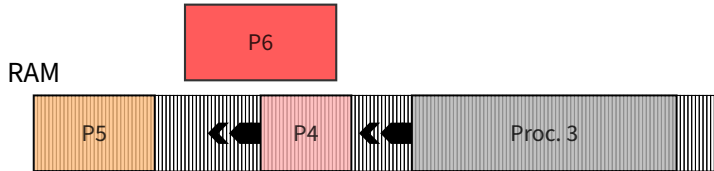


✗ holes appear → **fragmentation**

✗ bigs processes cannot fit in

MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.



✗ holes appear → **fragmentation**

✗ bigs processes cannot fit in → **defragment**

MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.



- ✗ holes appear → **fragmentation**
- ✗ big processes cannot fit in → **defragment**

MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

RAM



- ✗ holes appear → **fragmentation**
- ✗ big processes cannot fit in → **defragment**

MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

RAM



- ✗ holes appear → **fragmentation**
- ✗ big processes cannot fit in → **defragment**
- ➡ **reduce fragmentation**

MULTIPROGRAMMING WITH PARTITIONS

Processes constitute a **single, non-decomposable block**.

RAM



- ✗ holes appear → **fragmentation**
- ✗ big processes cannot fit in → **defragment**
- ➡ reduce **fragmentation**
- ➡ reduce **defragmentation** operations

MULTIPROGRAMMING WITH PARTITIONS



MULTIPROGRAMMING WITH PARTITIONS

- **Pros**
 - ✓ Material simplicity
 - ✓ Transparency for programs
 - ✓ Checking the validity of addresses

MULTIPROGRAMMING WITH PARTITIONS

- **Pros**

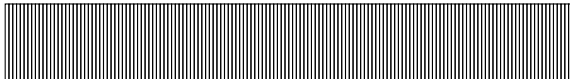
- ✓ Material simplicity
- ✓ Transparency for programs
- ✓ Checking the validity of addresses

- **Cons**

- ✗ Fragmentation
- ✗ Fixed size of memory spaces

MULTIPROGRAMMING WITH PAGING

RAM



Processus :

code, libraries
environment, heap, stack...



MULTIPROGRAMMING WITH PAGING

- Divide the **physical memory** (Main memory) into **blocks** (**frames**).

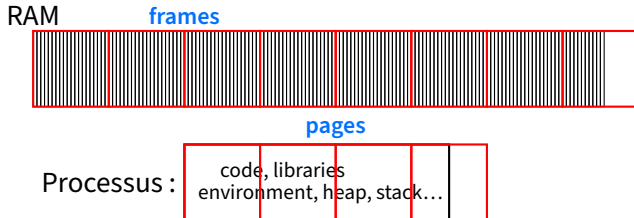


Processus :

code, libraries
environment, heap, stack...

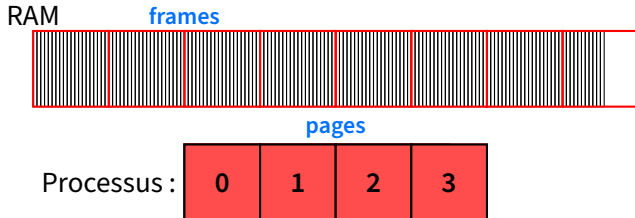
MULTIPROGRAMMING WITH PAGING

- Divide the **physical memory** (Main memory) into **blocks** (**frames**).
- Divide the **address space** used by a process (**logical space**) into **pages**.



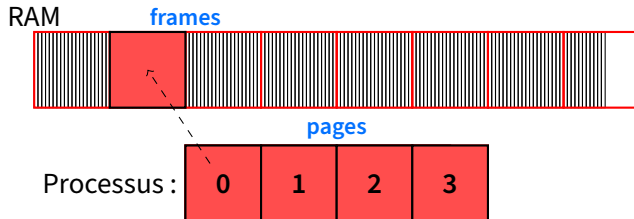
MULTIPROGRAMMING WITH PAGING

- Divide the **physical memory** (Main memory) into **blocks** (**frames**).
- Divide the **address space** used by a process (**logical space**) into **pages**.
 - each **page** has the **same size** as a **frame**



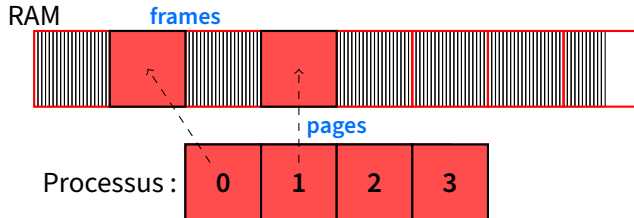
MULTIPROGRAMMING WITH PAGING

- Divide the **physical memory** (Main memory) into **blocks (frames)**.
- Divide the **address space** used by a process (**logical space**) into **pages**.
 - each **page** has the **same size** as a **frame**
- Place the pages in the frames



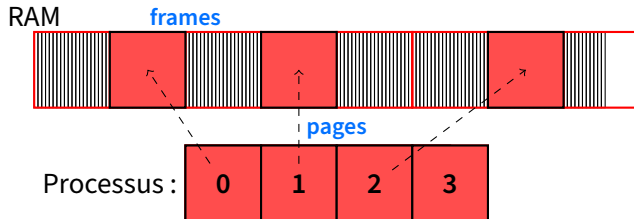
MULTIPROGRAMMING WITH PAGING

- Divide the **physical memory** (Main memory) into **blocks (frames)**.
- Divide the **address space** used by a process (**logical space**) into **pages**.
 - each **page** has the **same size** as a **frame**
- Place the pages in the frames



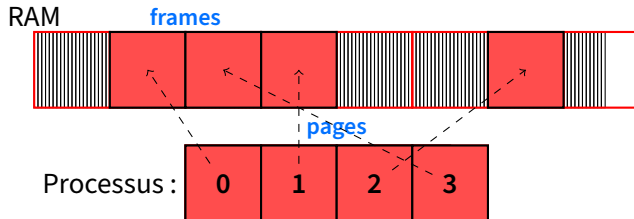
MULTIPROGRAMMING WITH PAGING

- Divide the **physical memory** (Main memory) into **blocks (frames)**.
- Divide the **address space** used by a process (**logical space**) into **pages**.
 - each **page** has the **same size** as a **frame**
- Place the pages in the frames



MULTIPROGRAMMING WITH PAGING

- Divide the **physical memory** (Main memory) into **blocks (frames)**.
- Divide the **address space** used by a process (**logical space**) into **pages**.
 - each **page** has the **same size** as a **frame**
- Place the pages in the frames



MULTIPROGRAMMING WITH PAGING



MULTIPROGRAMMING WITH PAGING

- Memory allocation :
 - ➡ a process is in *disjoint* areas
 - ➡ no need to defragment

MULTIPROGRAMMING WITH PAGING

- **Memory allocation :**
 - ➡ a process is in *disjoint* areas
 - ➡ no need to defragment
- **Adaptation :**
 - ➡ need more memory → *add* pages
 - ➡ no need to re-allocate it entirely

MULTIPROGRAMMING WITH PAGING

- **Memory allocation :**
 - ➡ a process is in *disjoint* areas
 - ➡ no need to defragment
- **Adaptation :**
 - ➡ need more memory → *add* pages
 - ➡ no need to re-allocate it entirely
- **Virtual memory :** load only the pages that the process needs.

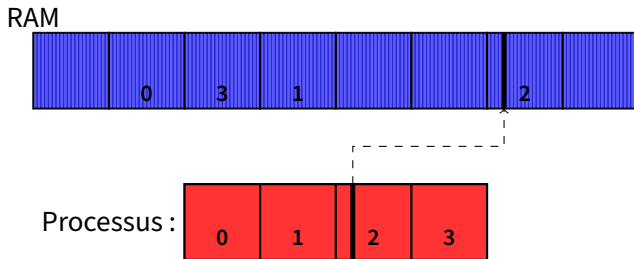
MULTIPROGRAMMING WITH PAGING ADDRESSING

MULTIPROGRAMMING WITH PAGING ADDRESSING

- Determine the **physical** address from the **logical** address

MULTIPROGRAMMING WITH PAGING ADDRESSING

- Determine the **physical** address from the **logical** address



MULTIPROGRAMMING WITH PAGING ADDRESSING

- Determine the **physical** address from the **logical** address
- **Logical address**
 - Page number (n bits) + offset (m bits)

MULTIPROGRAMMING WITH PAGING ADDRESSING

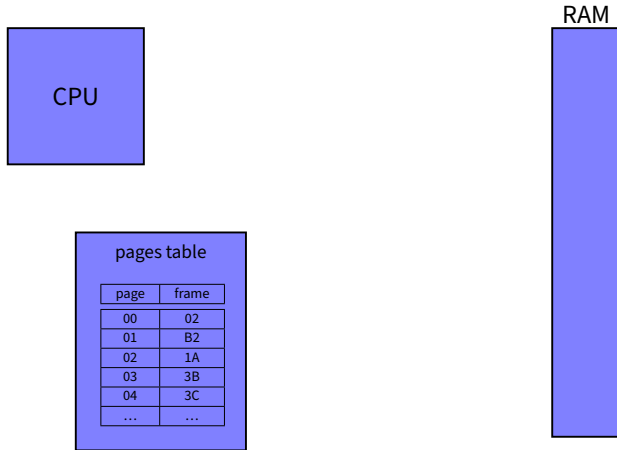
- Determine the **physical** address from the **logical** address
- **Logical address**
 - Page number (n bits) + offset (m bits)
- Each process maintains a list :
 - page number \rightarrow frame number

MULTIPROGRAMMING WITH PAGING ADDRESSING

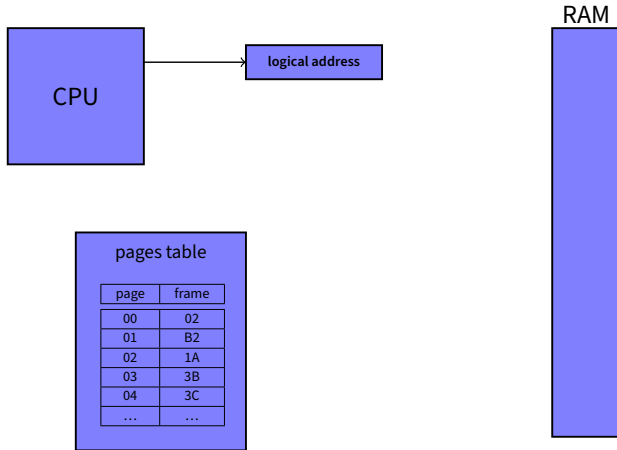
- Determine the **physical** address from the **logical** address
- **Logical address**
 - Page number (n bits) + offset (m bits)
- Each process maintains a list :
 - page number \rightarrow frame number
 - this is the **pages table**



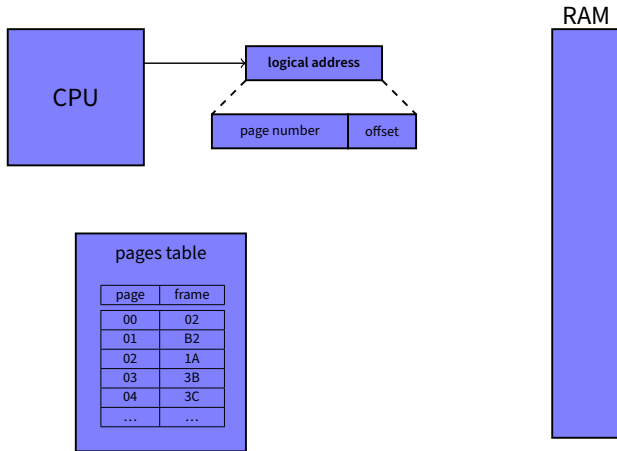
MULTIPROGRAMMING WITH PAGING



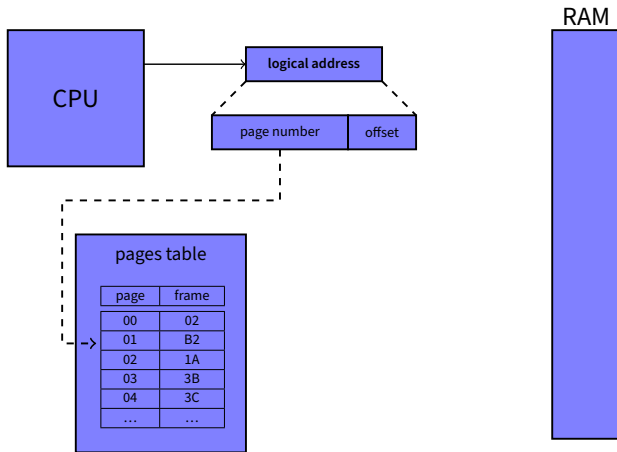
MULTIPROGRAMMING WITH PAGING



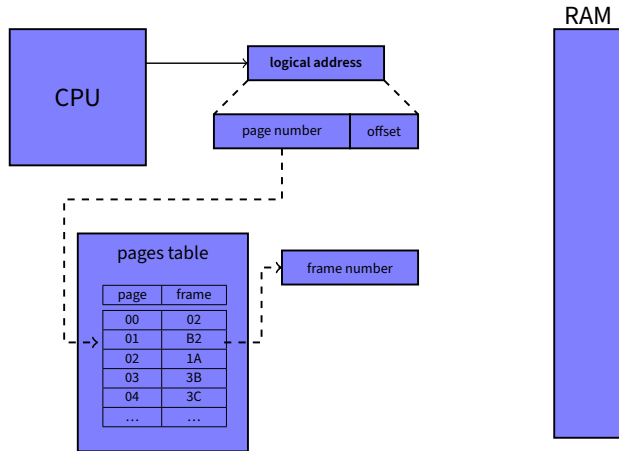
MULTIPROGRAMMING WITH PAGING



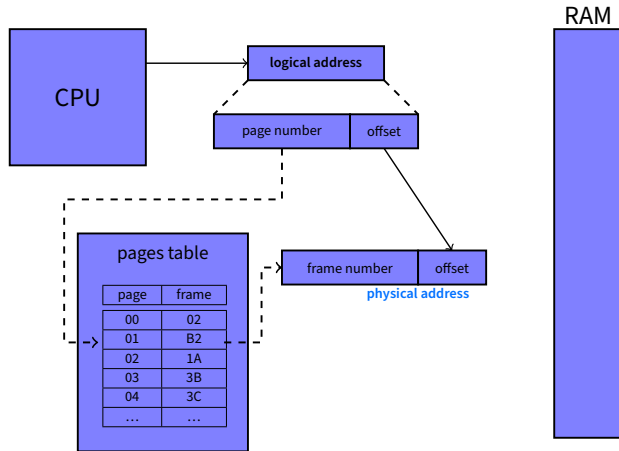
MULTIPROGRAMMING WITH PAGING



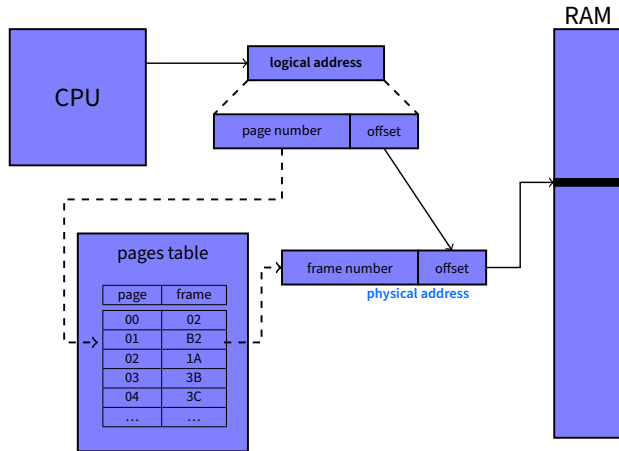
MULTIPROGRAMMING WITH PAGING



MULTIPROGRAMMING WITH PAGING



MULTIPROGRAMMING WITH PAGING



OUTLINE

- The main memory
- Memory allocation strategies
- The Virtual memory

[Back to the begin](#) - [Back to the outline](#)

MEMORY STATE

MEMORY STATE

- Number and size of processes :

MEMORY STATE

- Number and size of processes :
 - between 200 and 500 parallel processes on a CPU

MEMORY STATE

- Number and size of processes :
 - between 200 and 500 parallel processes on a CPU
 - big process : Eclipse = 250 MB, game data ≥ 1 GB

MEMORY STATE

- Number and size of processes :
 - between 200 and 500 parallel processes on a CPU
 - big process : Eclipse = 250 MB, game data ≥ 1 GB
 - ✗ sum of process sizes \geq RAM capacity

MEMORY STATE

- Number and size of processes :
 - between 200 and 500 parallel processes on a CPU
 - big process : Eclipse = 250 MB, game data ≥ 1 GB
 - ✗ sum of process sizes \geq RAM capacity
- Unused parts of code

MEMORY STATE

- Number and size of processes :
 - between 200 and 500 parallel processes on a CPU
 - big process : Eclipse = 250 MB, game data ≥ 1 GB
 - ✗ sum of process sizes \geq RAM capacity
- Unused parts of code
 - error handling \rightarrow rarely used

MEMORY STATE

- Number and size of processes :
 - between 200 and 500 parallel processes on a CPU
 - big process : Eclipse = 250 MB, game data ≥ 1 GB
 - ✗ sum of process sizes \geq RAM capacity
- Unused parts of code
 - error handling \rightarrow rarely used
 - data (table, game, ...) \rightarrow not all at once

MEMORY STATE

- Number and size of processes :
 - between 200 and 500 parallel processes on a CPU
 - big process : Eclipse = 250 MB, game data ≥ 1 GB
 - ✗ sum of process sizes \geq RAM capacity
- Unused parts of code
 - error handling \rightarrow rarely used
 - data (table, game, ...) \rightarrow not all at once
 - library \rightarrow not all at once

MEMORY STATE

- Number and size of processes :
 - between 200 and 500 parallel processes on a CPU
 - big process : Eclipse = 250 MB, game data ≥ 1 GB
 - ✗ sum of process sizes \geq RAM capacity
- Unused parts of code
 - error handling \rightarrow rarely used
 - data (table, game, ...) \rightarrow not all at once
 - library \rightarrow not all at once

▶ load only useful pages!

MEMORY STATE

- Number and size of processes :
 - between 200 and 500 parallel processes on a CPU
 - big process : Eclipse = 250 MB, game data ≥ 1 GB
 - ✗ sum of process sizes \geq RAM capacity
- Unused parts of code
 - error handling \rightarrow rarely used
 - data (table, game, ...) \rightarrow not all at once
 - library \rightarrow not all at once

➡ load only useful pages!

➡ leave the rest on disk

MULTIPROGRAMMING WITH VIRTUAL MEMORY

MULTIPROGRAMMING WITH VIRTUAL MEMORY

- *Extension* of **pagination** mechanisms

MULTIPROGRAMMING WITH VIRTUAL MEMORY

- *Extension* of **pagination** mechanisms
 - a process organized into pages can represent **spaces not present in RAM** (eg disk) → **virtual memory**

MULTIPROGRAMMING WITH VIRTUAL MEMORY

- *Extension* of **pagination** mechanisms
 - a process organized into pages can represent **spaces not present in RAM** (eg disk) → **virtual memory**
 - pages are either in **RAM** or in **auxiliary memory** (**swap**) → RAM is a cache

MULTIPROGRAMMING WITH VIRTUAL MEMORY

- *Extension* of **pagination** mechanisms
 - a process organized into pages can represent **spaces not present in RAM** (eg disk) → **virtual memory**
 - pages are either in **RAM** or in **auxiliary memory** (**swap**) → RAM is a cache
- Each row of **the page table** contains :

MULTIPROGRAMMING WITH VIRTUAL MEMORY

- *Extension* of **pagination** mechanisms
 - a process organized into pages can represent **spaces not present in RAM** (eg disk) → **virtual memory**
 - pages are either in **RAM** or in **auxiliary memory** (**swap**) → RAM is a cache
- Each row of **the page table** contains :
 - a **validity bit** that indicates whether the page is in RAM

MULTIPROGRAMMING WITH VIRTUAL MEMORY

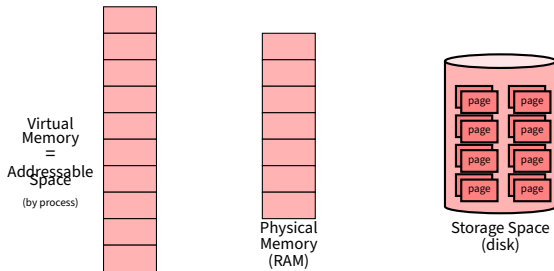
- *Extension* of **pagination** mechanisms
 - a process organized into pages can represent **spaces not present in RAM** (eg disk) → **virtual memory**
 - pages are either in **RAM** or in **auxiliary memory** (**swap**) → RAM is a cache
- Each row of **the page table** contains :
 - a **validity bit** that indicates whether the page is in RAM
 - the corresponding address in RAM (**frame number**)

MULTIPROGRAMMING WITH VIRTUAL MEMORY

- *Extension* of **pagination** mechanisms
 - a process organized into pages can represent **spaces not present in RAM** (eg disk) → **virtual memory**
 - pages are either in **RAM** or in **auxiliary memory** (**swap**) → RAM is a cache
- Each row of **the page table** contains :
 - a **validity bit** that indicates whether the page is in RAM
 - the corresponding address in RAM (**frame number**)
 - otherwise information to find it on **disk**

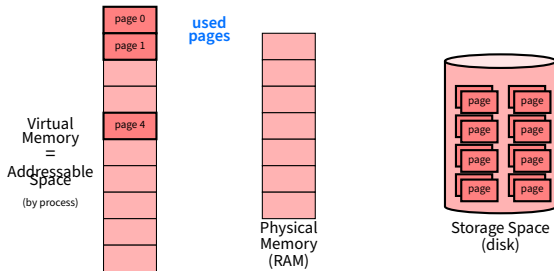
MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**



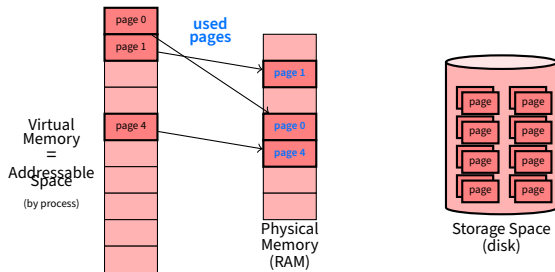
MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**



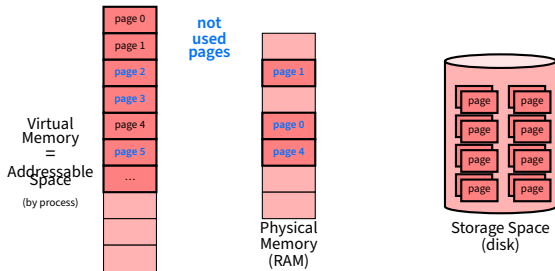
MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**



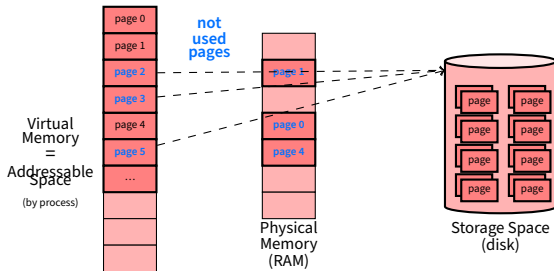
MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**



MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**



MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**

MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**

- Access to a page not present in RAM :

MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**

- Access to a page not present in RAM :
 - ➡ raising a CPU **exception** → **Page-Default**

MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**

- Access to a page not present in RAM :
 - ➡ raising a CPU **exception** → **Page-Default**
 - ➡ *current process blocked* and **loading** the page into RAM

MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**

- Access to a page not present in RAM :
 - ➡ raising a CPU **exception** → **Page-Default**
 - ➡ *current process blocked* and **loading** the page into RAM
- **Benefits**

MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**

- Access to a page not present in RAM :
 - ➡ raising a CPU **exception** → **Page-Default**
 - ➡ *current process blocked* and **loading** the page into RAM
- **Benefits**
 - ✓ hide RAM size

MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**

- Access to a page not present in RAM :
 - ➡ raising a CPU **exception** → **Page-Default**
 - ➡ *current process blocked* and **loading** the page into RAM
- **Benefits**
 - ✓ hide RAM size
 - ✓ possibility to put more processes in parallel

MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**

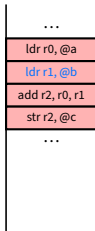
- Access to a page not present in RAM :
 - ➡ raising a CPU **exception** → **Page-Default**
 - ➡ *current process blocked* and **loading** the page into RAM
- **Benefits**
 - ✓ hide RAM size
 - ✓ possibility to put more processes in parallel
 - ✓ assign multiple virtual addresses to a physical address

MULTIPROGRAMMING WITH VIRTUAL MEMORY

Each process can **address** more space than it actually has in **physical memory**

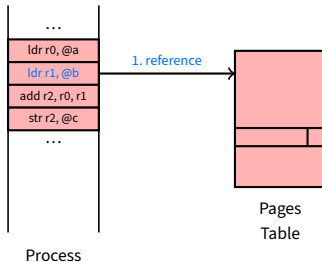
- Access to a page not present in RAM :
 - ➡ raising a CPU **exception** → **Page-Default**
 - ➡ *current process blocked* and **loading** the page into RAM
- **Benefits**
 - ✓ hide RAM size
 - ✓ possibility to put more processes in parallel
 - ✓ assign multiple virtual addresses to a physical address
 - ✓ pagination on demand

PAGINATION ON DEMAND

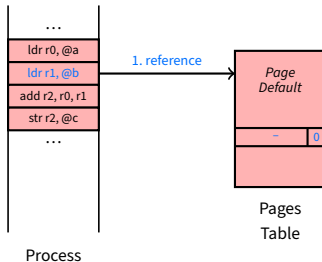


Process

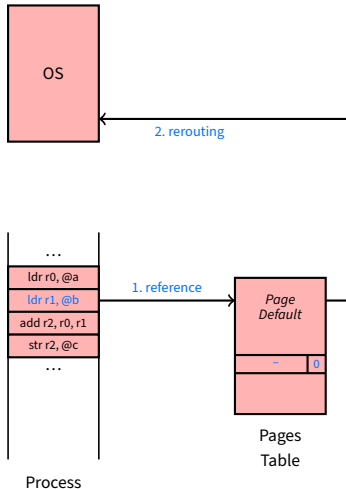
PAGINATION ON DEMAND



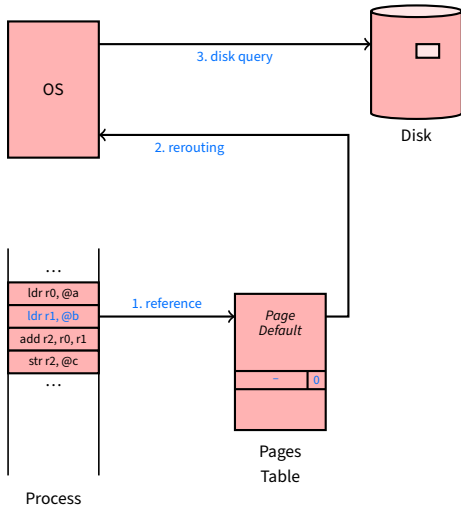
PAGINATION ON DEMAND



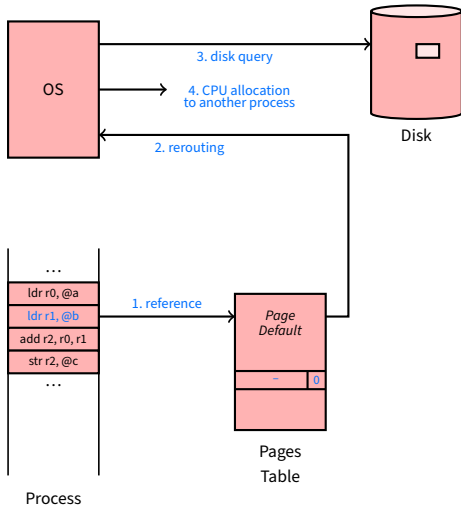
PAGINATION ON DEMAND



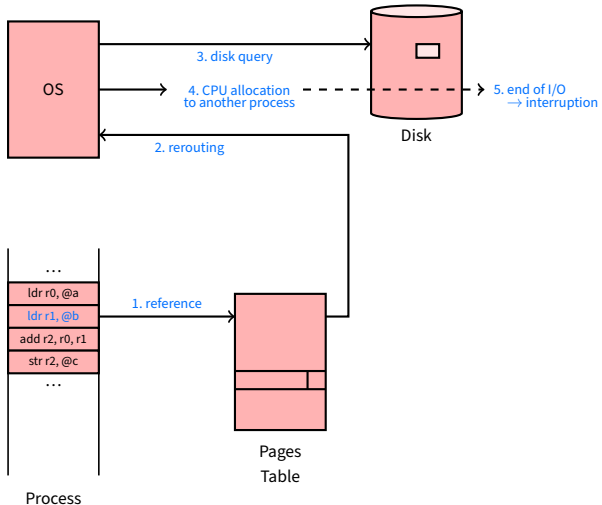
PAGINATION ON DEMAND



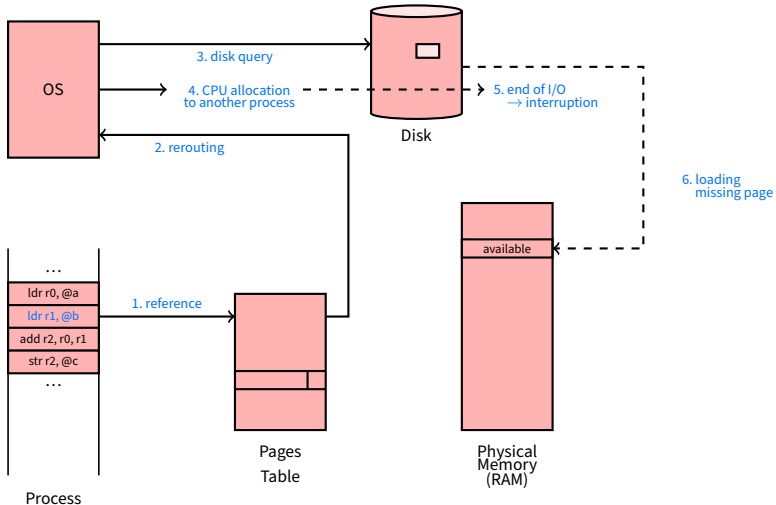
PAGINATION ON DEMAND



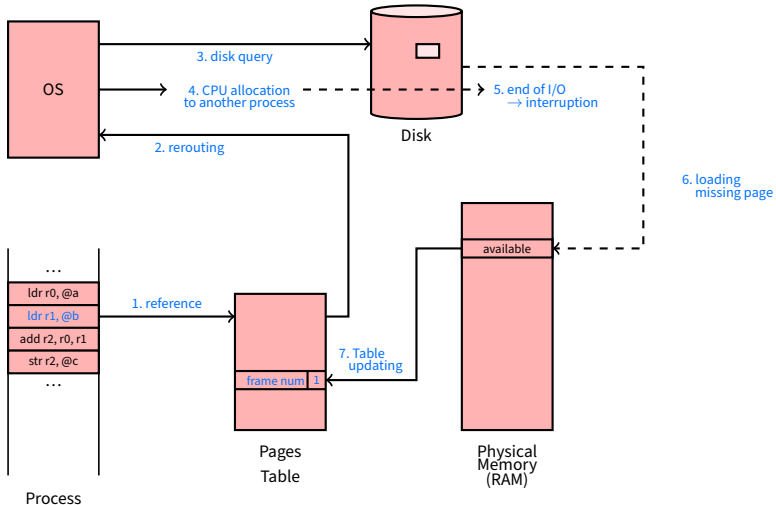
PAGINATION ON DEMAND



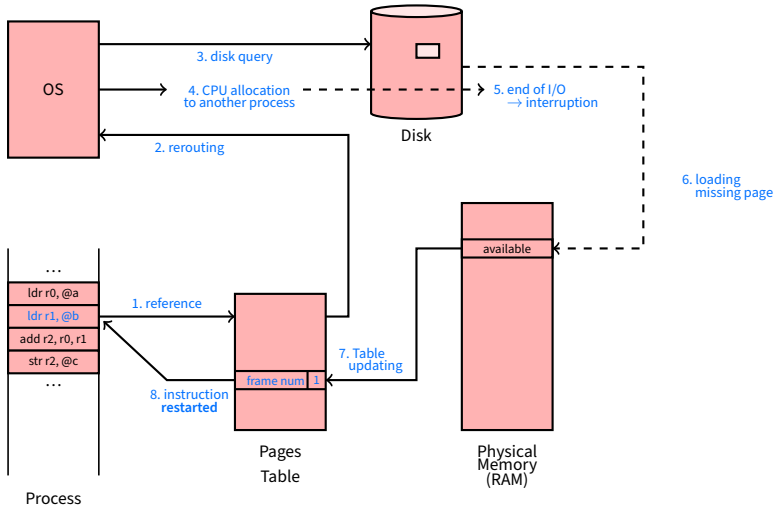
PAGINATION ON DEMAND



PAGINATION ON DEMAND



PAGINATION ON DEMAND



THANK YOU

[Back to the begin](#) - [Back to the outline](#)