.1

overlay

MAX

stack

Free
Memory

heap

static data

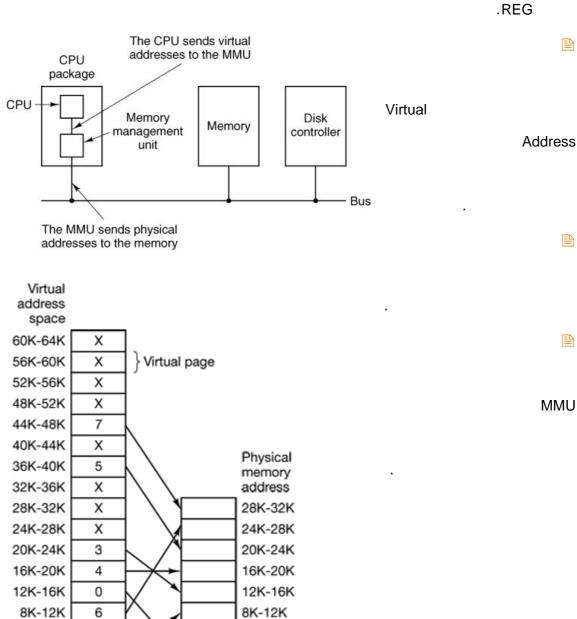
0 Text

+ +

.2

## **Paging**

MOV REG, 1000 1000



4K-8K

0K-4K

Page frame

2

4K-8K

0K-4K

. 64K 16 64K 32KB

•

frames

. page frames
16 64 512

. 4 2 8 1

.2 0

. 8192

4095 0 .8192

.12287 8192 .12308 20500

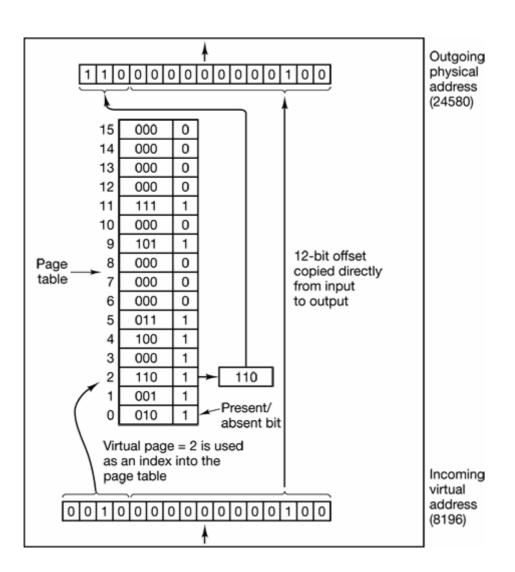
present

. 8

.page fault

(Virtual page ) 1
(Page frame ) 2

.3 .( 0 0 0 0 0 0 0 0 0 1 0 0 outgoing - physical 16 address Page > 15 000 0 (24580)4: 4 100 1 3 000 1 2 110 1 110 1 001 1 12 0101 Present/ absent bit 0010 Virtual page = 2 is used as an index into the page table incoming virtual address 0 0 1 0 0 0 0 0 0 0 0 0 1 0 0 (8196) 4 3



```
.( 32 )
.( )(
```

| :     |     |       |                                 | +   |     |
|-------|-----|-------|---------------------------------|-----|-----|
|       |     |       |                                 | •   | 1.4 |
| ( SJF | SJF |       | 3-2                             | )   |     |
| ·     |     | :FIFC |                                 | 2   | 2.4 |
|       |     | ,1,   | , 2, 3, 4, 1, 2, 5, 1, 2, 3, 4, | 5 : |     |
|       |     | LRU   | .Belady's anomaly               |     | 3.4 |
| 8     | :   |       | .FIFO<br>:                      |     |     |
|       |     |       |                                 |     |     |

•

LRU 4.4

:

. 1 .use bit

. FIFO

FIFO

.5

.