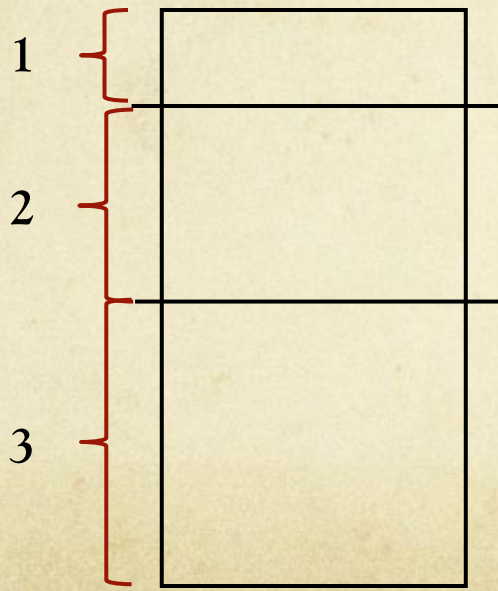


Static, unequal-sized partitions

- ◆ Statically create partitions of *different* sizes
- ◆ Map each process to a partition that's *large enough* for it
 - ◆ For now, assume mapping does not change



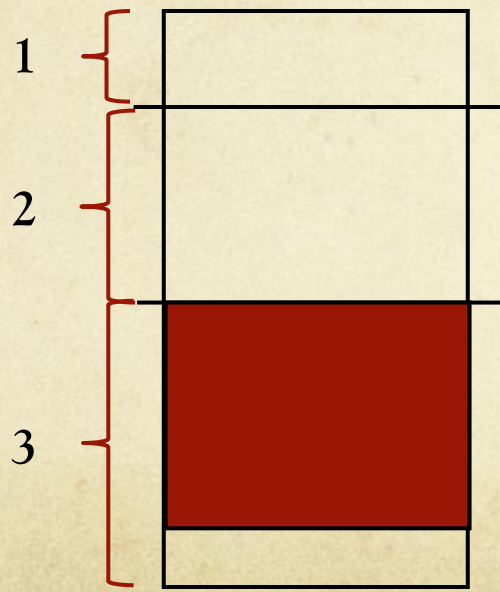
Partitioned memory



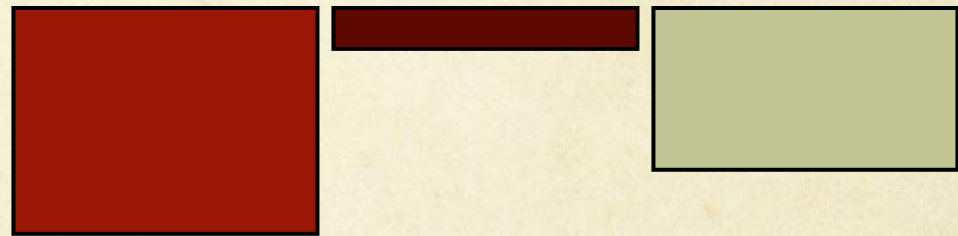
Process memory footprints

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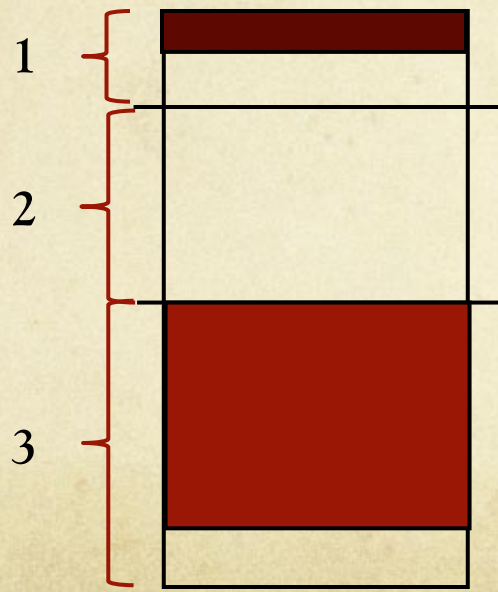
Partitioned memory



Process memory footprints

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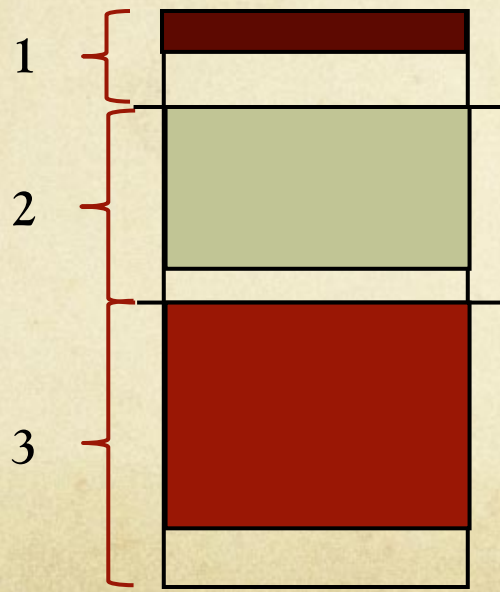
Partitioned memory



Process memory footprints

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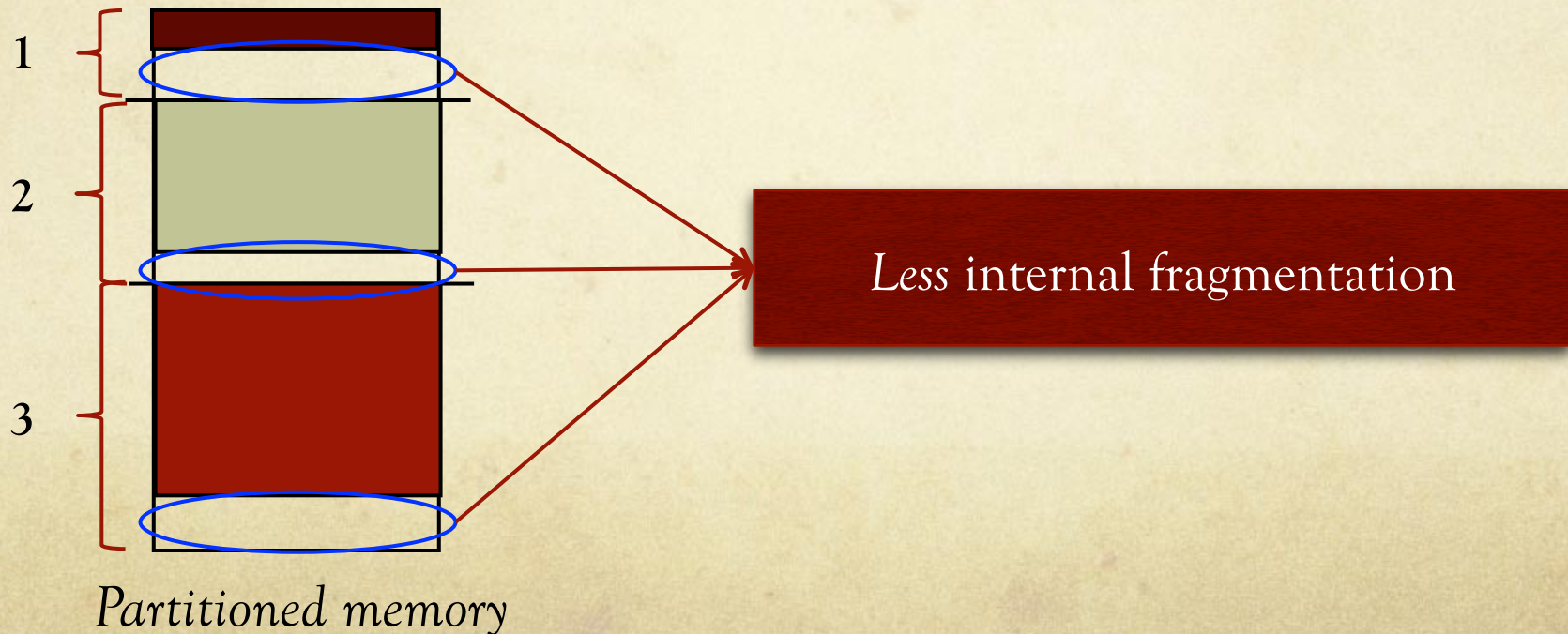
Partitioned memory



Process memory footprints

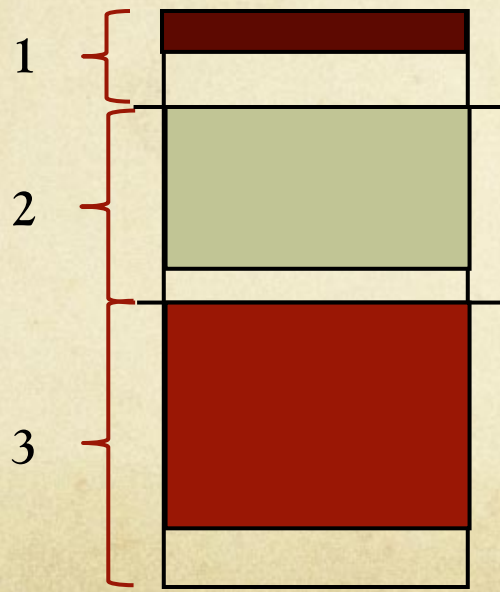
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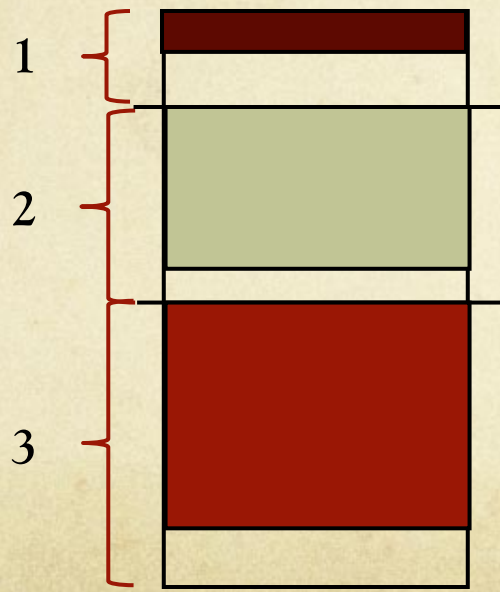
- ◆ As before, this can be combined with *swapping*



Partitioned memory

Static, unequal-sized partitions

- ◆ As before, this can be combined with *swapping*

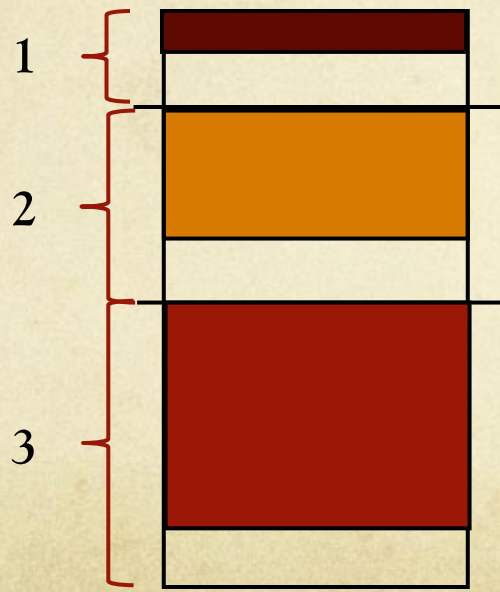


Partitioned memory



Static, unequal-sized partitions

- ◆ As before, this can be combined with *swapping*



Partitioned memory



Protection

- ◆ Store *base address* (BA) + *limit* for each process' partition
- ◆ Check every address issued by process
 - ◆ Must lie between BA & ($BA + limit$)

Discussion

◆ *Pros*

- ◆ Supports processes of *different* sizes better
- ◆ Less *internal* fragmentation

◆ *Cons*

- ◆ Slightly more *complex* than equal-sized partitions
 - ◆ Needs policy for mapping processes to partitions (*partition placement*)
 - ◆ Needs slightly enhanced protection mechanism
- ◆ Needs partition to be created *statically*
 - ◆ Chosen sizes *may not suit* processes that may need to be supported
- ◆ Still can't support processes *larger* than *largest* partition