

Virtual address space

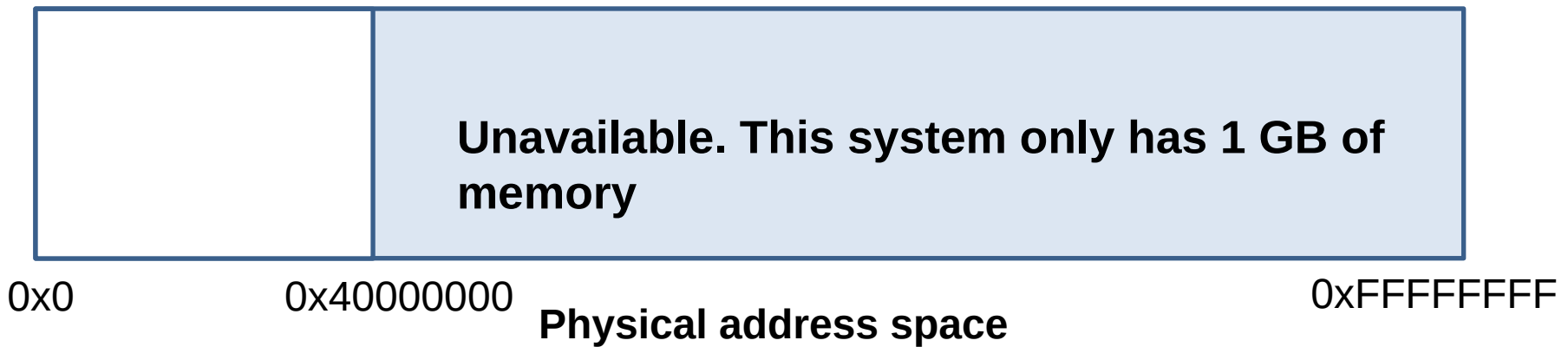
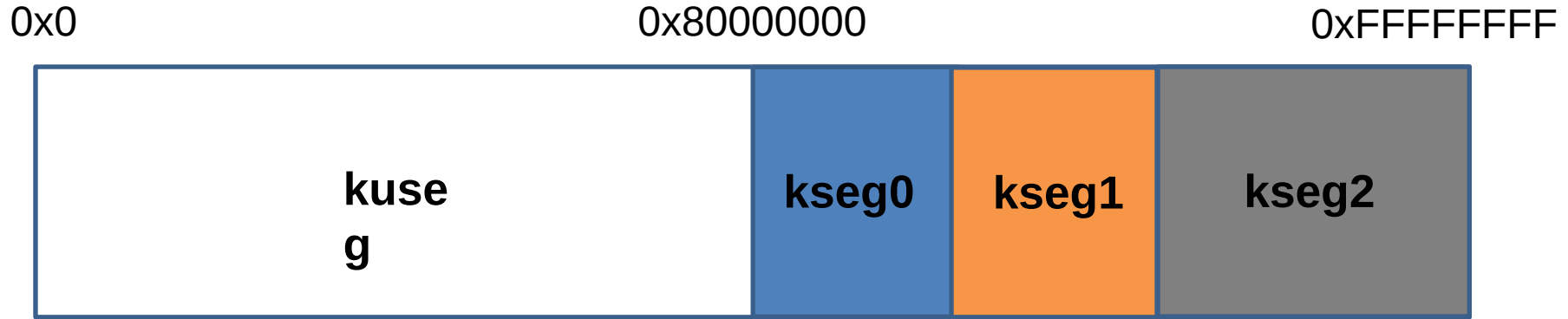
0x0

0x80000000

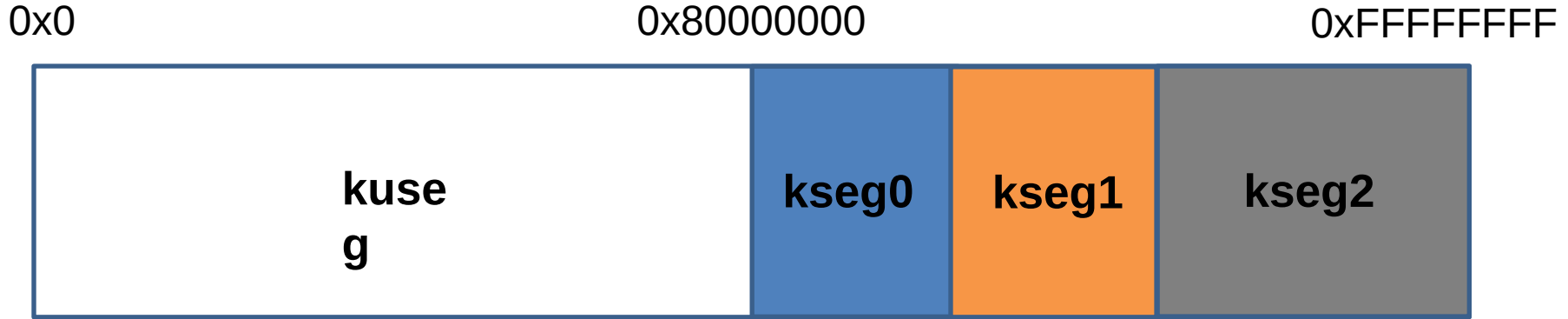
0xFFFFFFFF



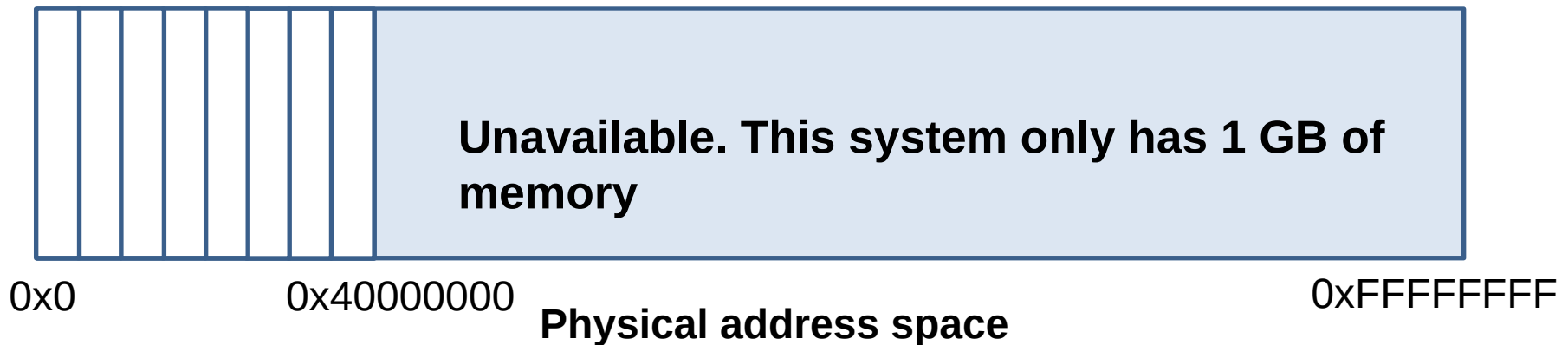
Virtual address space



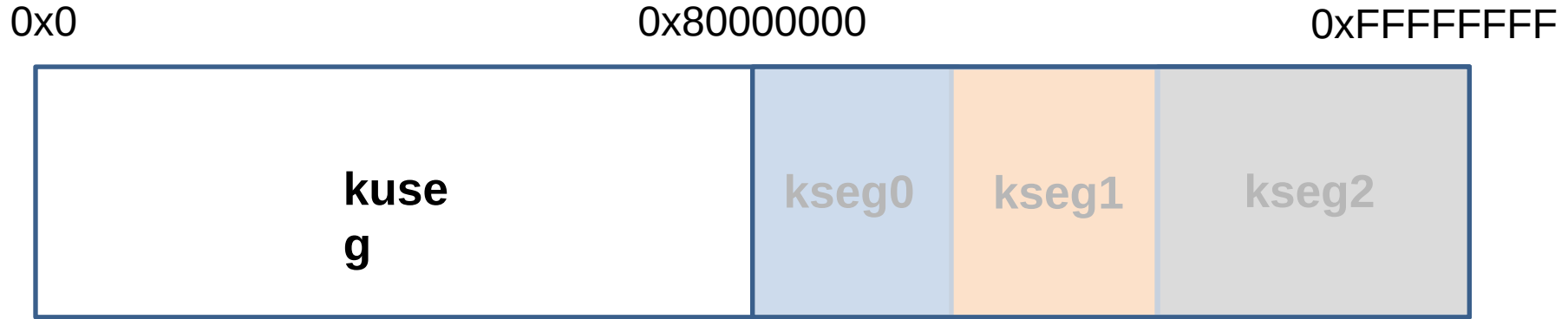
Virtual address space



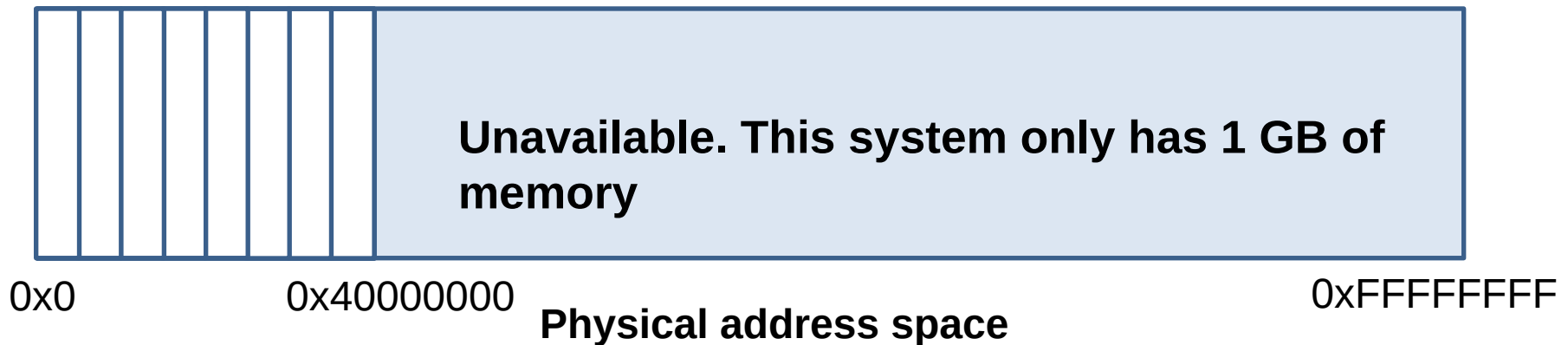
Physical memory is partitioned into frames and managed by the kernel using a coremap.



Virtual address space



TLB is used to translate virtual addresses in kuseg to physical address



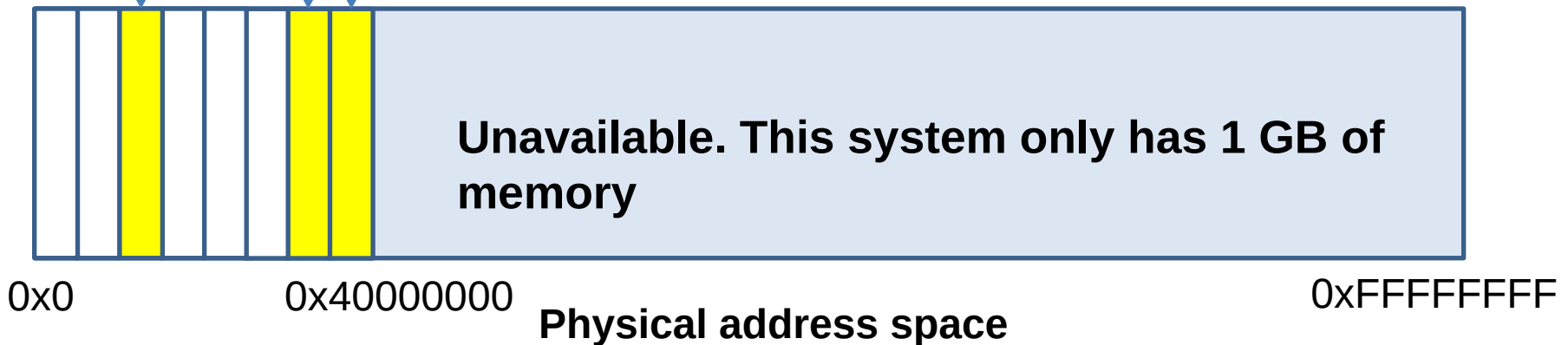
Virtual address space

0x0 0x80000000 0xFFFFFFFF



Process 1

Page to frame mapping will be different for each process.
Mapping controlled by the kernel.



0x0 0x80000000 0xFFFFFFFF

0x80000000

0xFFFFFFFF



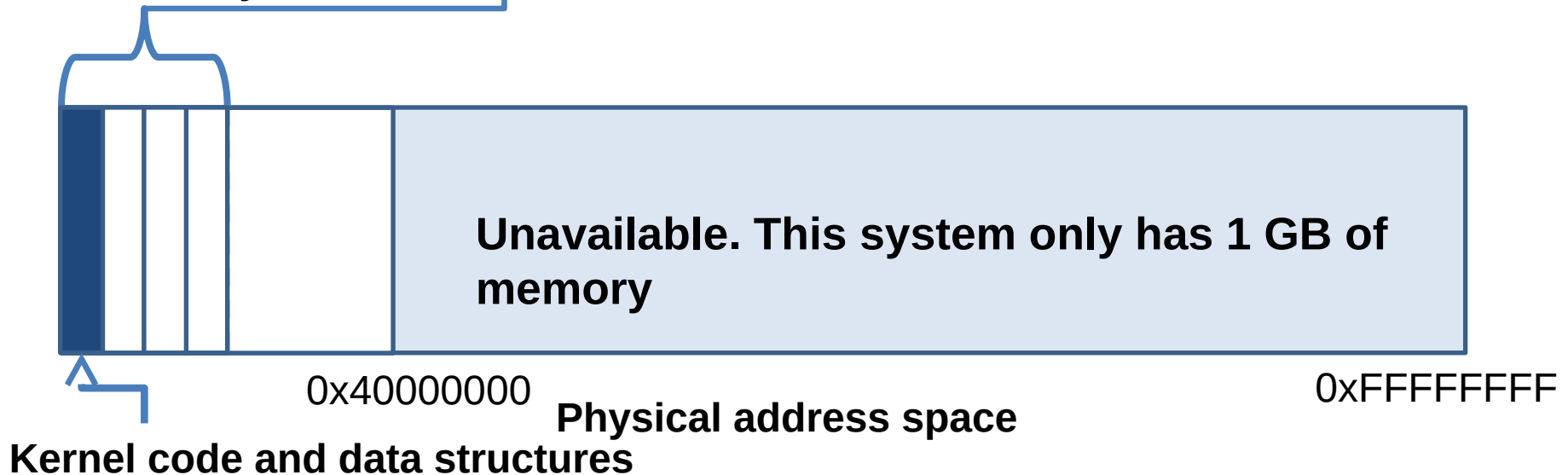
0x0 0x40000000 0x80000000 0xC0000000 0xE0000000 0xF0000000 0xFFFFFFFF

Physical address space

Virtual address space



kseg0 is mapped to the first 512 MB of physical memory.
 $\text{Physical address} = \text{Virtual address} - 0x80000000$



Virtual address space

0x0 0x80000000 0xFFFFFFFF

kuse

kseg0

kseg1

kseg2

The kernel can directly access the first 512 MB of physical memory by using virtual addresses in kseg0.

It can also access user data by using virtual addresses in kuse. The TLB is used to translate user virtual addresses.

Unavailable. This system only has 1 GB of memory

0x40000000

0xFFFFFFFF

Physical address space

Kernel code and data structures

Virtual address space

0x0 0x80000000 0xFFFFFFFF



kseg1 is also mapped to the first 512 MB of physical mem.

Segment is uncached. Used to communicate with devices.

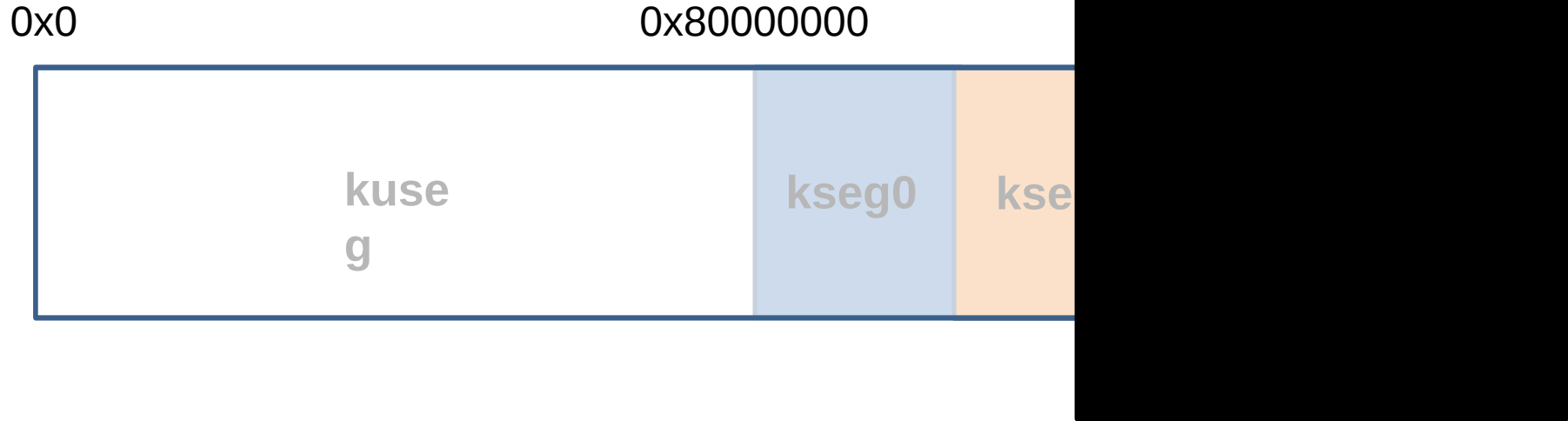
Physical address = Virtual address - 0xA0000000

Unavailable. This system only has 1 GB of memory

0x0 0x40000000 0xFFFFFFFF

Physical address space

Virtual address space



Don't worry about
kseg2

