

15-410

“...The only way to win is not to play...”

Virtual Memory #2

Mar. 1, 2004

Dave Eckhardt

Bruce Maggs

Synchronization

Checkpoint 1

- Wednesday 23:59

Final Exam list posted

- You must notify us of conflicts in a timely fashion

Last Time

Mapping problem: logical vs. physical addresses

Contiguous memory mapping (base, limit)

Swapping – taking turns in memory

Paging

- Array mapping page numbers to frame numbers
- Observation: typical table is *sparsely occupied*
- Response: some sparse data structure (e.g., 2-level array)

TLB – cache of virtual \Rightarrow physical mappings

Software-loaded TLB