

Memory Virtualization: Address Spaces

Prof. Patrick G. Bridges

Memory Virtualization

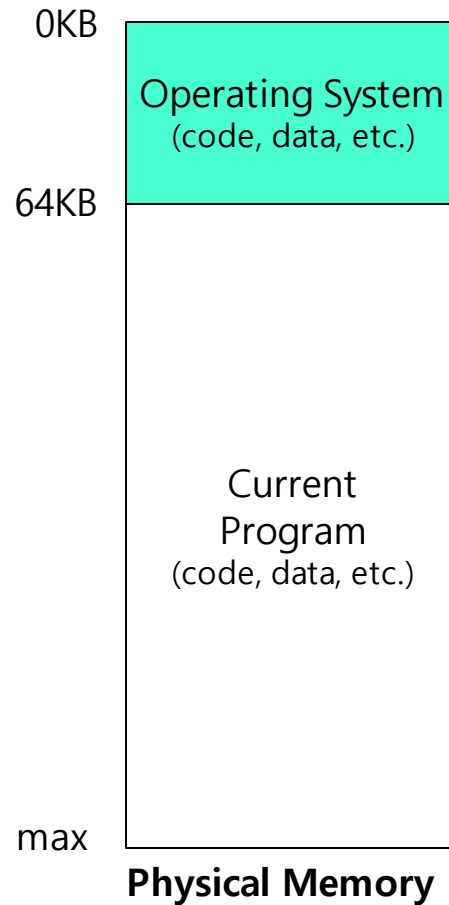
- **What is memory virtualization?**
 - OS virtualizes its physical memory.
 - OS provides an **illusion memory space** per each process.
 - It seems to be seen like **each process uses the whole memory**.

Benefit of Memory Virtualization

- Ease of use in programming
- Memory efficiency in terms of **times** and **space**
- The guarantee of isolation for processes as well as OS
 - Protection from **errant accesses** of other processes

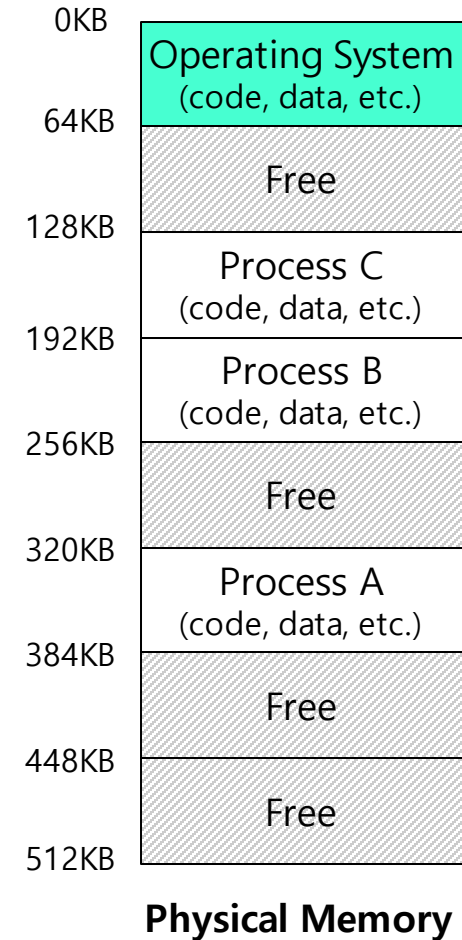
OS in early systems

- **Load only one process in memory.**
 - Poor utilization and efficiency



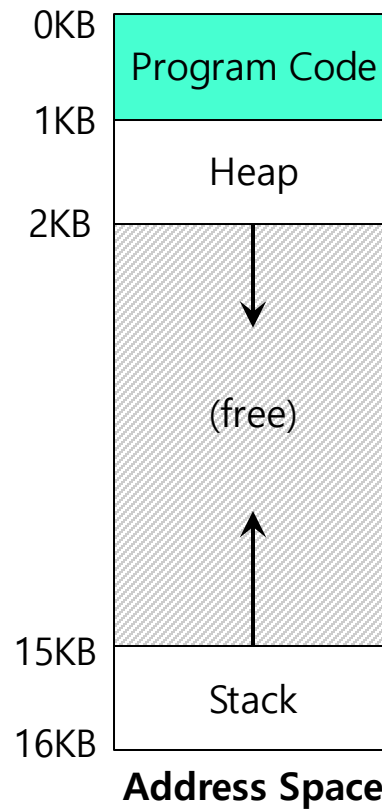
Multiprogramming and Time Sharing

- **Load multiple processes in memory.**
 - Execute one for a short while.
 - Switch processes between them in memory.
 - Increase utilization and efficiency.
- **Cause an important protection issue.**
 - Errant memory accesses from other processes



Address Space

- **OS creates an abstraction of physical memory.**
 - The address space contains all about a running process.
 - That is consist of program code, heap, stack and etc.



Address Space(Cont.)

■ Text/Data

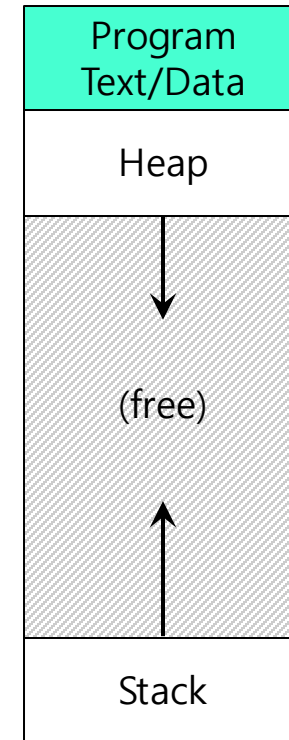
- Where instructions and global variables live

■ Heap

- Dynamically allocate memory.
 - `malloc` in C language
 - `new` in object-oriented language

■ Stack

- Store return addresses or values.
- Contain local variables arguments to routines.



Address Space

Virtual Address

- **Every address in a running program is virtual.**
 - OS translates the virtual address to physical address

```
#include <stdio.h>
#include <stdlib.h>

int main(int argc, char *argv[]){

    printf("location of code   : %p\n", (void *) main);
    printf("location of heap   : %p\n", (void *) malloc(1));
    int x = 3;
    printf("location of stack  : %p\n", (void *) &x);

    return x;
}
```

A simple program that prints out addresses

Virtual Address(Cont.)

■ The output in 64-bit Linux machine

```
location of code   : 0x40057d  
location of heap   : 0xcf2010  
location of stack  : 0x7fff9ca45fcc
```

