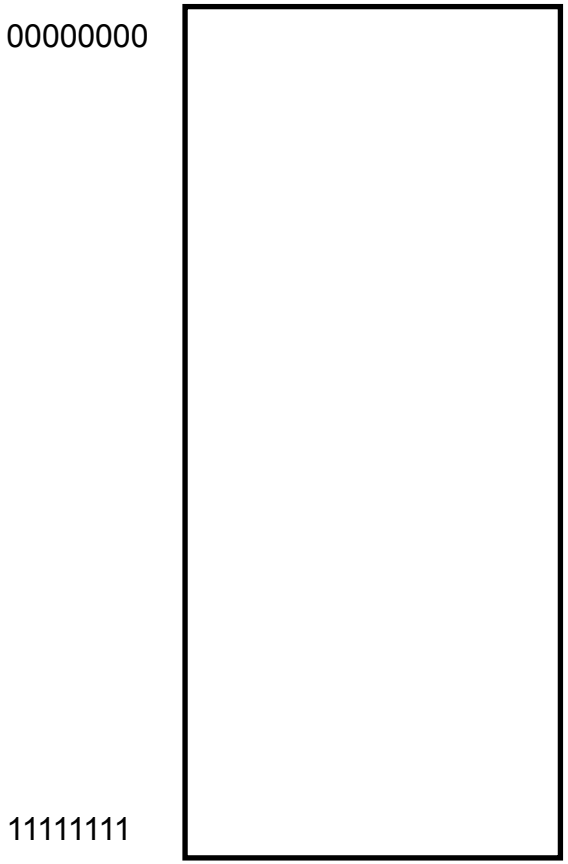
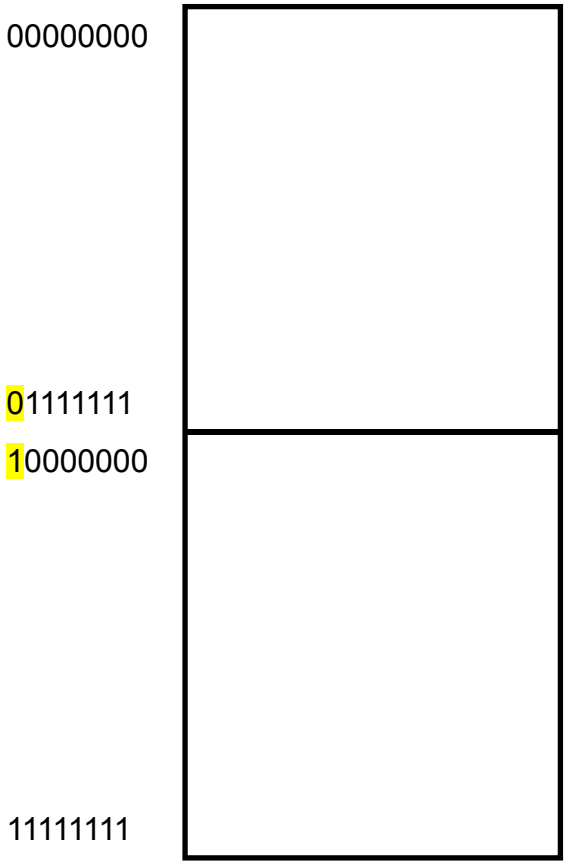
Physical Memory
256 bytes – requires 8 bits to address



Physical Memory
256 bytes – requires 8 bits to address
Break into 2 parts- note 1st block 0 in 1st bit, 2nd has a 1



Physical Memory
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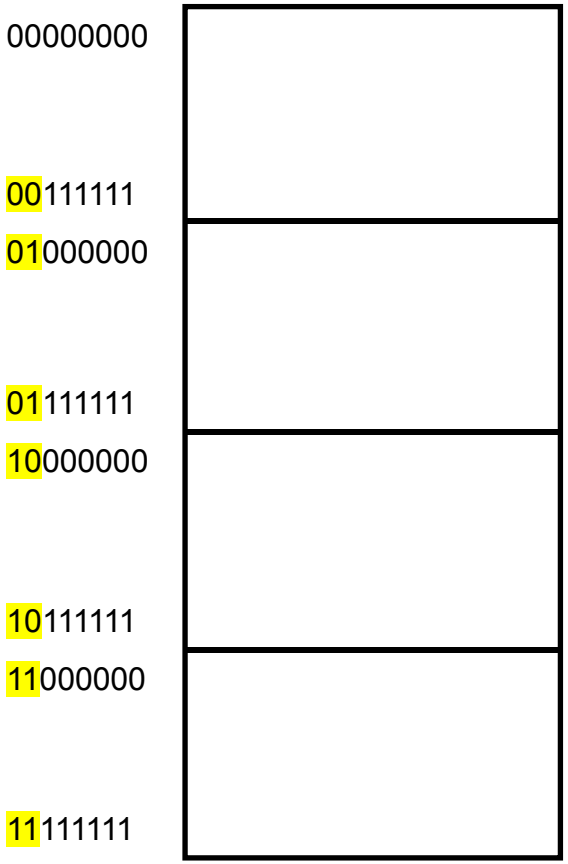
Break into 4 parts- note first 2 bits in each block



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A and B that need 2 blocks and
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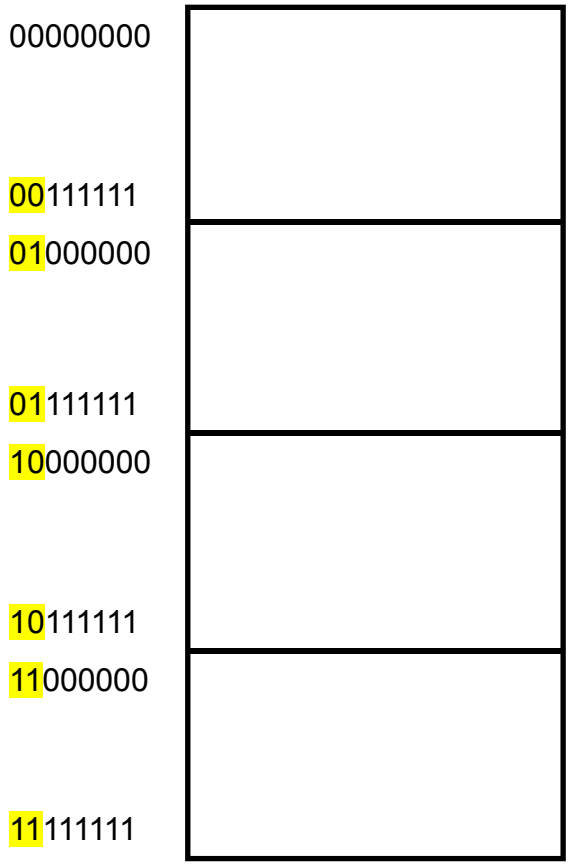

What if we have 2 processes A and B that need 2 blocks and 1 block of memory to run?

The OS does this nifty lookup trick (virtual to physical page)

Process A

00	01
01	11
10	-
11	-

Process B

00	10
01	-
10	-
11	-

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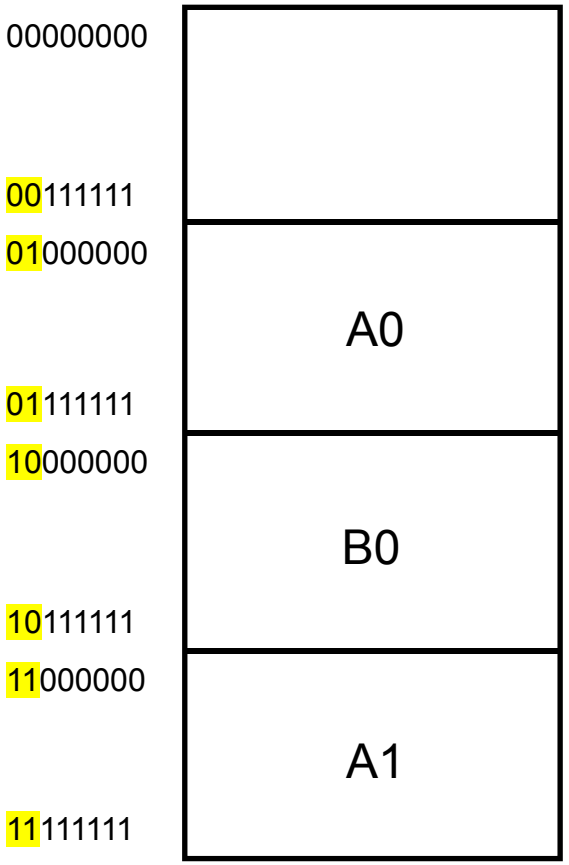

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So if want to get to 00101010 in B
Sub 10 for 00 to get 10101010

Neither process can access others memory

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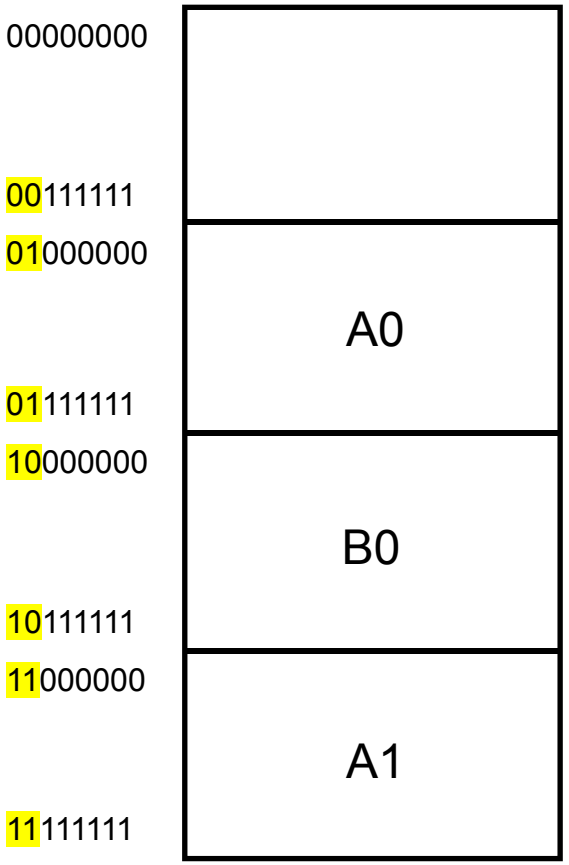

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