

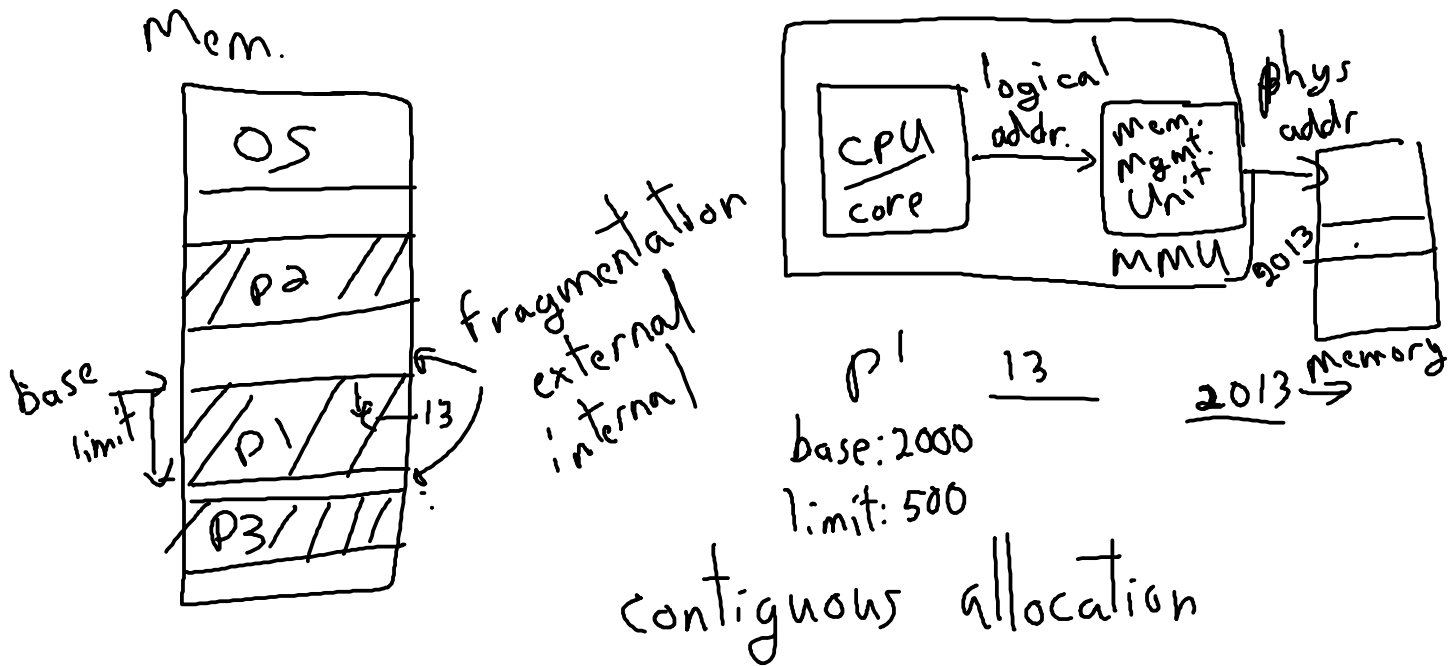
Memory

Address:

- variables / pointers
 - return address
 - ↳ next instruction
 - func. calls - location
 - loops
 - if
 - switch
- offset

Bind address

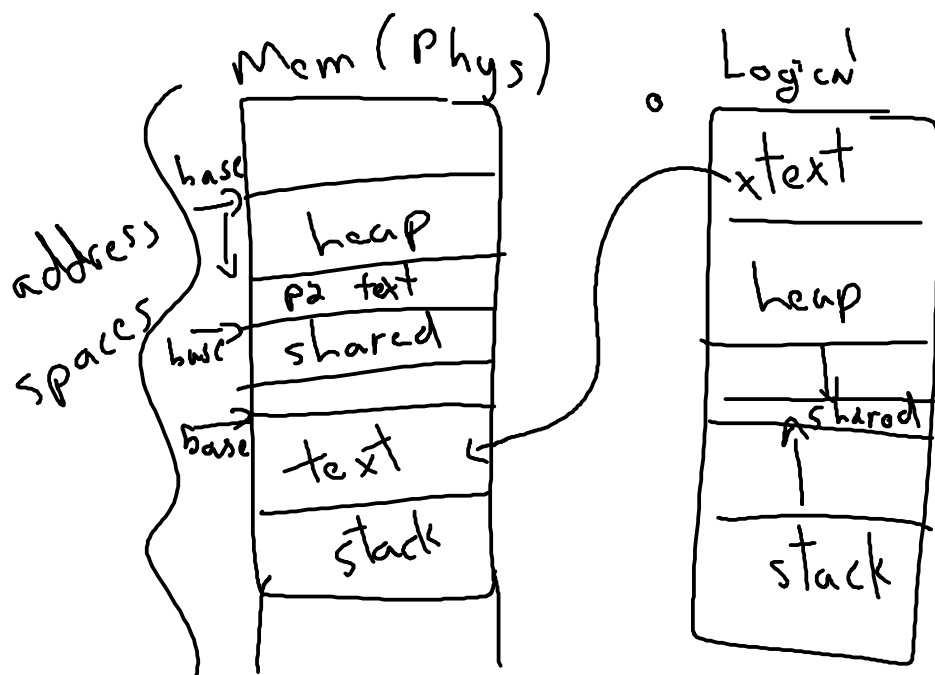
- compile/build time
- load time
- run time
 - .dll, .so, .dylib



Segmentation: break into logical pieces

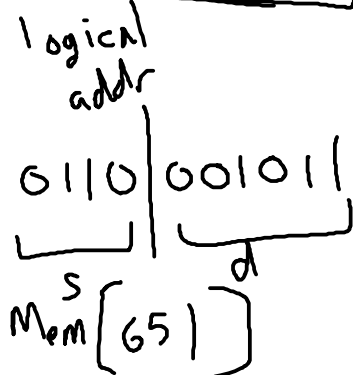
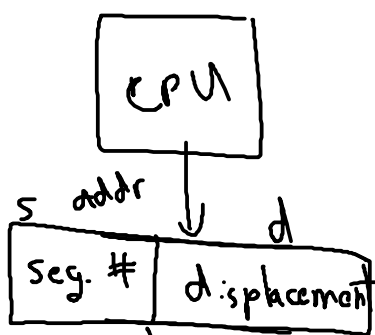
Segments

text
heap
stack
shared



segment table

	limit	base
0: 0000 0001		
5: 0110	010000	001010 000000
15: 1111		



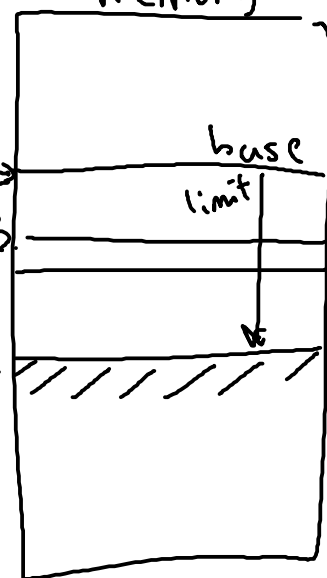
$d < l ? \checkmark$

phys. addr
 $d + \text{base}(s)$

$$\begin{array}{r} 001010000000 \\ + 001011 \\ \hline 001010001011 \end{array}$$

0110101010 x error

phys. memory



Paging - equal-sized pieces (pages)
mapped to mem. → frames

