



Assembly

MP2

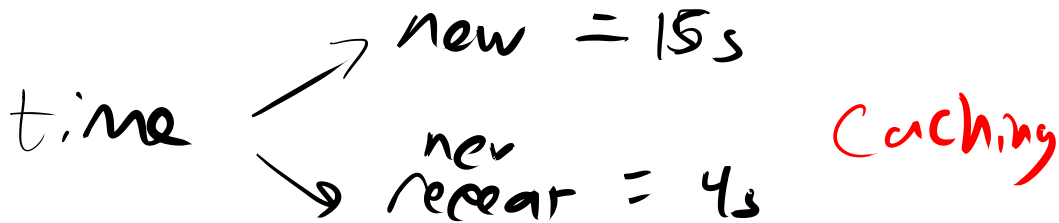
race

memory

Memory



via context of course



Virtual
address

in code

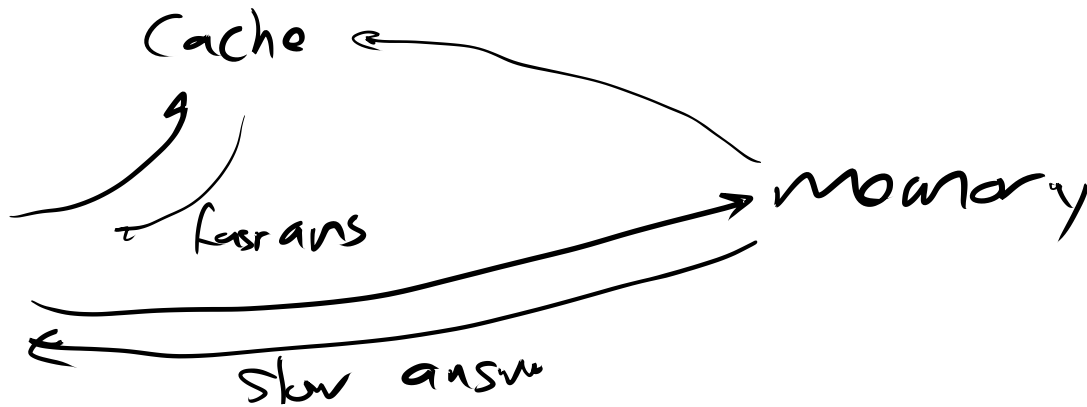


Physical
address

in hardware

Virtual memory

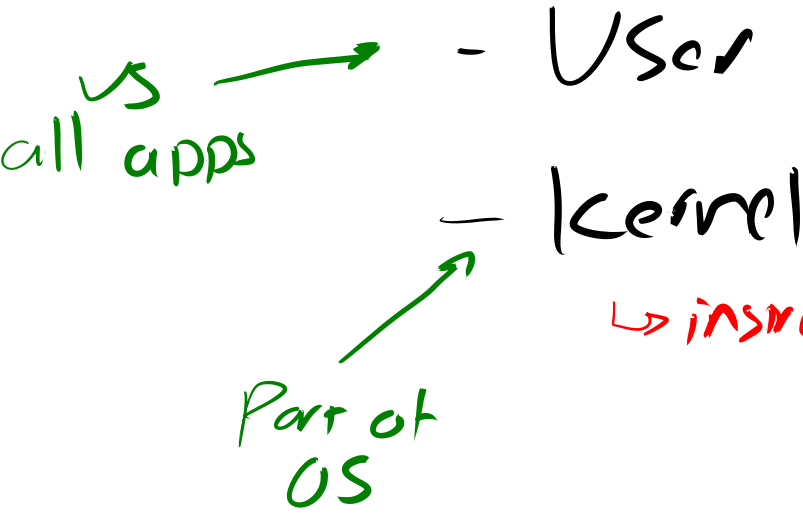
Physical
address



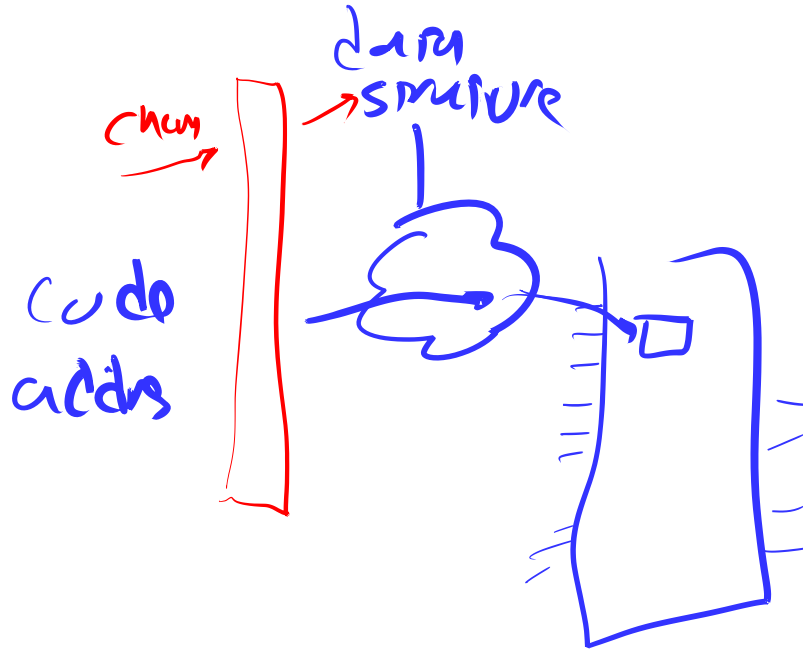
Caching

Virtual Memory

2 (or more) modes of execution



↳ instructions only kernel mode

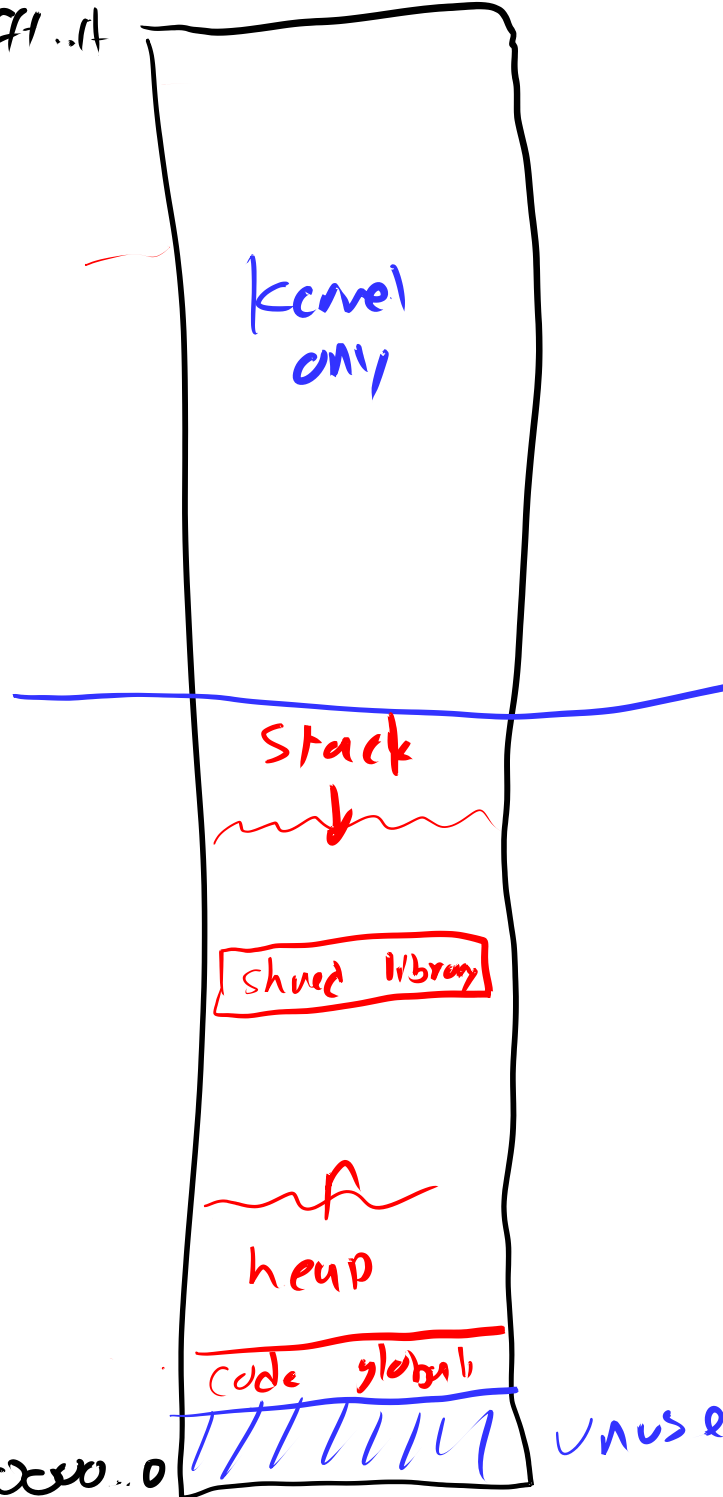


User-mode instruction

syscall

Virtual Memory (all addresses)

ffff..ff



0000..0