Memory

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And then the access can continue as for a hit

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But if the page has been swapped out (“paged out”), then its contents need to be read back from disk: thus a large cost in this case

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Again, temporal locality is a feature of many programs, but it is easy to write programs that confound the LRU strategy

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- which entry in the TLB to remove when the TLB table is full
- which page in physical memory to swap out when physical memory is full

They are related in that an infrequently used TLB entry implies an infrequently used page; but conversely an infrequently used page is probably not in the TLB table at all

Paging Strategies

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- And so on.

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The first page on the freelist of pages is always suitable. No need to search, no size fit issues, no fragmentation issues

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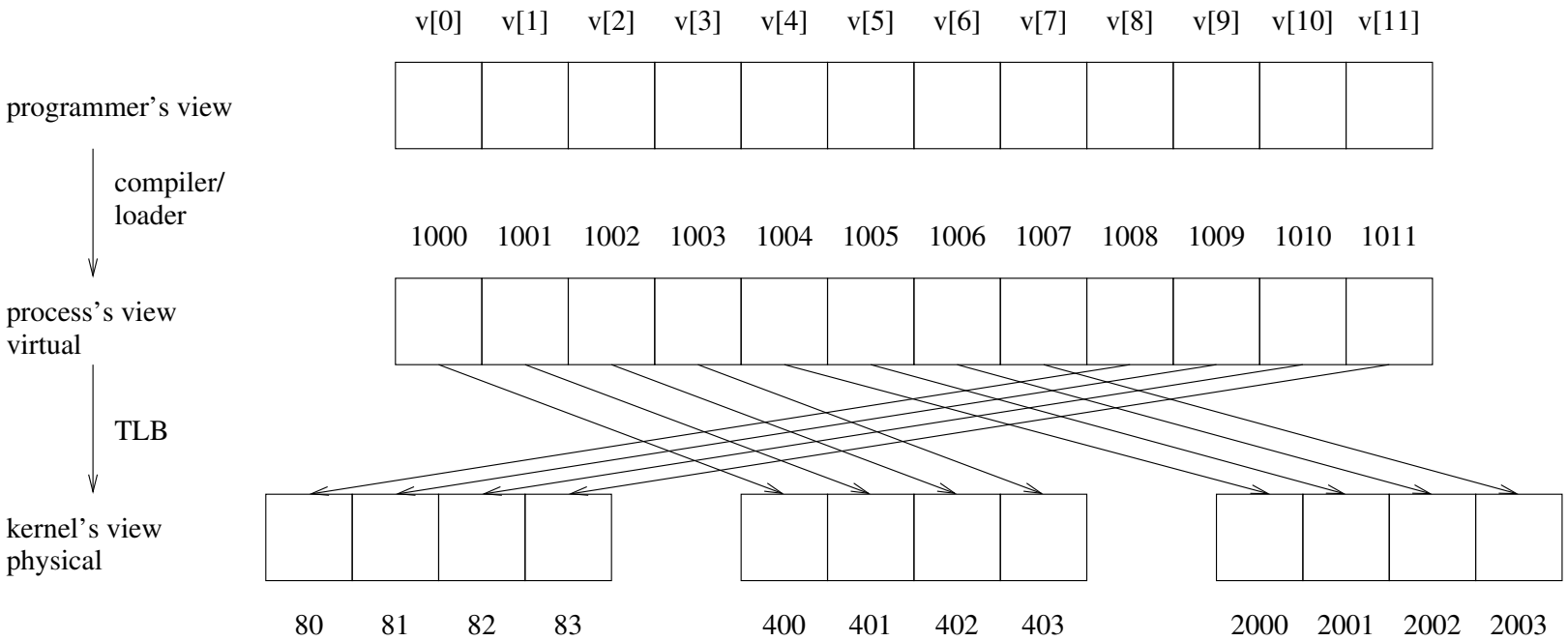
A single large datastructure (e.g., a vector, which you normally think of as a contiguous region of memory) in your process might actually be spread, in chunks, all over the place in physical memory



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Similarly for code: a chunk of code spanning multiple pages may well be distributed all over physical memory

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Code or data might be contiguous in the virtual address space, but definitely not contiguous in the physical address space