Previously
- Modularity reduces complexity
- Naming is necessary for modularity

1. Operating Systems
   - Job: enforce modularity on a single machine
     - Also: multiplexing, isolation, cooperation, portability, performance, ...
   - To enforce modularity on a single machine, need to:
     - protect programs' memory from each other
     - allow programs to communicate
     - allow programs to share a single CPU
   - Virtualization is how we do that
   - Today: virtualize memory. Assume one CPU per program and that programs don't need to communicate.

2. Virtual memory
   - Two components: main memory, CPU
   - CPU holds instruction pointer (EIP)
   - Naive method: two programs can just point to each other's memory (bad)
   - Another method: force programs to only use particular blocks of memory by having them address only part of the space. Complicated.
   - Virtual memory addressing: let each program address the full 32-bit space. MMU translates virtual to physical addresses.

3. Page tables
   - Idea 1: Store physical addresses, use virtual addresses as an index into that table
   - Problem: table is too big
   - Solution: virtual address = page number + offset. MMU maps virtual page numbers to physical page numbers. Keeps offset the same.
   - Page table entries contain other stuff. Among that stuff:
     - Present bit
       - This bit lets us know if a page resides in RAM or storage. That's how the OS deals with not actually having $2^{32}$ physical addresses in RAM: pages can live on disk when necessary.
     - R/W bit
     - U/S bit
       - These bits let the OS know when to trigger page faults

4. Hierarchical Page Tables
   - "Normal" page tables (described above) still use a lot of space
- Page tables have to be allocated all at once or not at all
- Hierarchical page tables solve this by creating a hierarchy of page tables and allocating each table only when it's needed.
  - Virtual addresses get divided into multiple parts, one part per level in the hierarchy + an offset.

5. Kernel
- Virtualized memory doesn't protect the page table
- Kernel mode vs. user mode does this
- Switch between user and kernel modes via interrupts

6. Abstraction
- Some things can't be virtualized (disk, network, ..)
- OS abstractions (system calls) make these things portable
- System calls are implemented as interrupts

7. Virtual memory as naming
- Virtual memory is just a naming scheme
- Gives us hiding, controlled sharing, indirection

Next lectures: get rid of our initial assumptions (one CPU per program, etc.)