

write()

Step A: Make a copy of the mapped memory



Step B: Change the page table, so the virtual memory now points to ②



Step C: Write to the memory

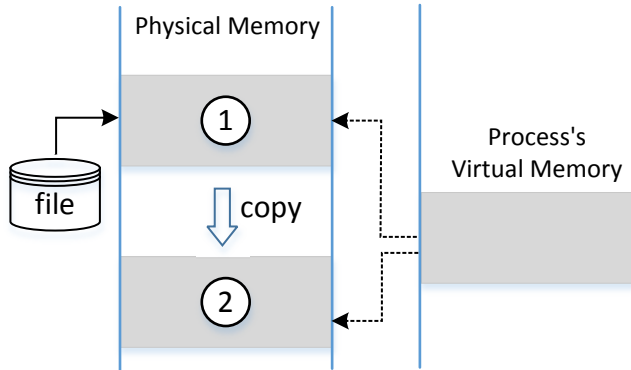


madvice()

using MADV_DONTNEED

Change the page table, so the virtual memory now points back to ①

(a) The sequence of actions



(b) Virtual and Physical Memory