```
Receive a virtual memory request from processor;
Let V be the address in the request;
if ( V < 0x40000000 ) {
     Pass the unmodified request (address V) to memory 1;
} else {    /* map the address for memory 2 */
     V2 = V − 0x40000000;
     Pass the modified request (address V2) to memory 2;
}
```

Figure 13.3 The sequence of steps used by a Memory Management Unit to create the virtual memory depicted in Figure 13.2. The MMU maps the virtual address space onto two physical memories.