receive memory request from processor;
let A be the address in the request;
if (A > 1000) {
   A = A - 1000;
   pass the modified request to memory 2;
} else {
   pass the unmodified request to memory 1;
}

Figure 11.3 The sequence of steps used by a Memory Management Unit to create the virtual memory depicted in Figure 11.2. The MMU maps the virtual address space onto two physical memories.