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.