Paging Limitations

- Can still have internal fragmentation
- Requires 2 or more references, which could limit performance

➡ **Solution**: use a hardware cache of lookups (coming next)

- The amount of memory to store the page table is significant
  - Need one PTE per page, with 32 bit address space w/ 4KB pages = 2^20 PTEs
  - 4 bytes/PTE = 4MB/page table
  - 25 processes = 100MB just for page tables!

➡ **Solution** : page the page tables (coming next)

x86 Paging and Segmentation

x86 architecture supports both paging and segmentation

- Segment register base + pointer val = linear address
  - Page translation happens on linear addresses
- Two levels of protection and translation check
  - Segmentation model has four privilege levels (CPL 0–3)
  - Paging only two, so 0–2 = kernel, 3 = user