

# Basic Address Translation

# Base & Bound registers

Two special privileged registers : base and bound  
On each load/store/jump

- Physical address = virtual address + base
  - Check  $0 \leq \text{virtual address} < \text{bound}$ , else trap to kernel
- ✓ OS can change these registers to move the process in memory
- ✓ OS must re-load base these register on context switch