

# 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

# Base + Bound Trade-offs

## Advantages

- ✓ Cheap in terms of hardware : only two registers
- ✓ Cheap in terms of cycles : do add and compare in parallel

## Disadvantages

- Growing a process is expensive
- No way to share code or data

➔ **Solution :** segmentation i.e separate code, stack and data segments

