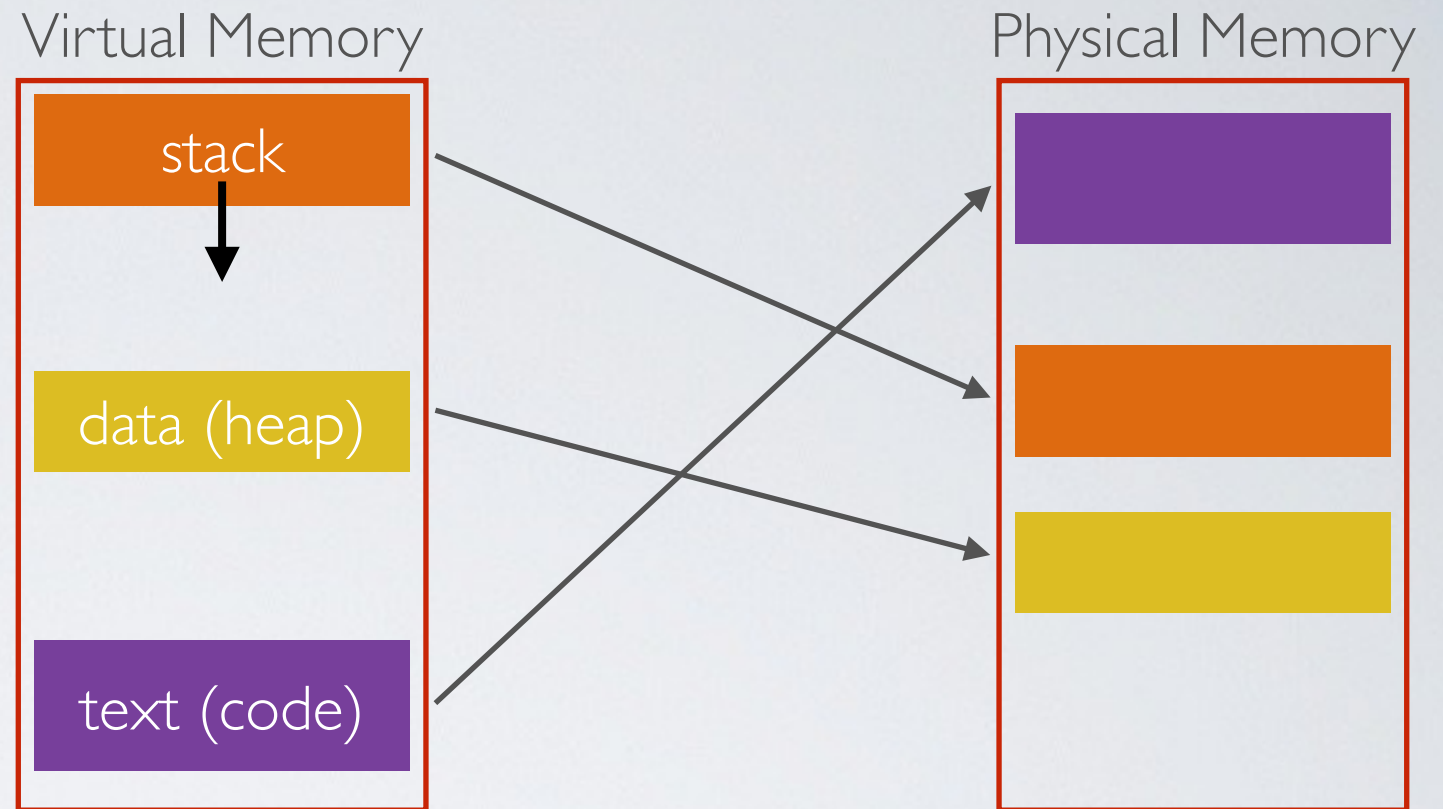


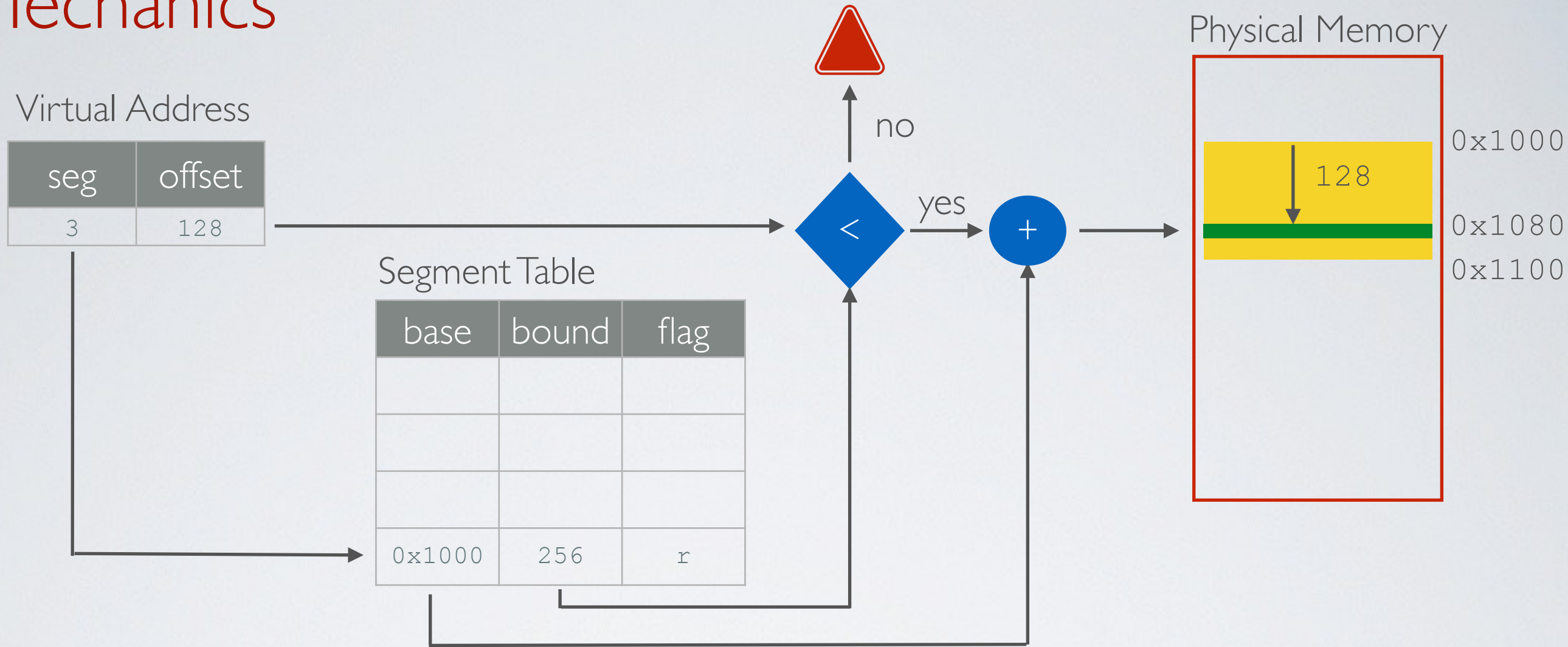
# Idea



Each process has a collection of multiple base/bound registers

- ➔ Address space is built from many segments (a.k.a segmentation table)
- ✓ Can share/protect memory at segment granularity

# Mechanics



Each virtual address indicates

- a segment index in the table (top bits)
- and an offset (low bits)

➔ x86 stores segment #s in registers (CS, DS, SS, ES, FS, GS)