

Region		(Starting) Address	Content						
A (bootloader)		0x000000	Frame_A0						
		0x001000	Frame_A1						
		...	...						
		0x100000	Frame_A256						
B (XINU .text, .data, .bss)		0x101000	Frame_B257						
		0x102000	Frame_B258						
		...	...						
		0x146000	Frame_B326						
C (shared heap)		0x147000	Frame_C327						
		0x148000	Frame_C328						
		...	...						
		0x3FF000	Frame_C1023						
D	Page Directory (null proc)		0x400000 (PDE_0)	0x401000 (PT_ABC)	A	B	C		
			0x400004 (PDE_1)	0x402000 (PT_DE1)		D	E1		
			0x400008 (PDE_2)	0x403000 (PT_E1E2)		E1	E2		
			0x40000C (PDE_3)	0x404000 (PT_E2)		E2			
			0x400010 (PDE_4)						
			...	...					
			0x400900 (PDE_576)	0x405000 (PT_G)		G			
			...	...					
			0x400FFC (PDE_1023)						
	PT_ABC		PT_A		0x401000			0x000000 -> 0x000000	
					0x401004			0x001000 -> 0x001000	
					...			...	
					0x401400			0x100000 -> 0x100000	
			PT_B		0x401404			0x101000 -> 0x101000	
					0x401408			0x102000 -> 0x102000	
					...			...	
					0x401518			0x146000 -> 0x146000	
			PT_C		0x40151C			0x147000 -> 0x147000	
					0x401520			0x148000 -> 0x148000	
					...			...	
					0x401FFC			0x3FF000 -> 0x3FF000	

	PT_DE1	PT_D	0x402000	0x400000 -> 0x400000				
			0x402004	0x401000 -> 0x401000				
			...	...				
			0x402F9C	0x7E7000 -> 0x7E7000				
	PT_E1E2	PT_E1	0x402FA0	0x7E8000 -> 0x7E8000				
			0x402FA4	0x7E9000 -> 0x7E9000				
			...	...				
			0x402FFC	0x7FF000 -> 0x7FF000				
		PT_E2	0x403000	0x800000 -> 0x800000				
			0x403004	0x801000 -> 0x801000				
			...	...				
			0x403F9C	0xBE7000 -> 0xBE7000				
			0x403FA0	0xBE8000 -> 0xBE8000				
			0x403FA4	0xBE9000 -> 0xBE9000				
			...	...				
			0x403FFC	0xBFF000 -> 0xBFF000				
	PT_E2	0x404000	0xC00000 -> 0xC00000					
		0x404004	0xC01000 -> 0xC01000					
		...	...					
		0x404FFC	0xFFF000 -> 0xFFF000					
	PT_G	PT_G	0x405000	0x90000000 -> 0x90000000				
			0x405004	0x90001000 -> 0x90001000				
			...	...				
			0x405FFC	0x903FF000 -> 0x903FF000				
	Page Directory (main)		0x406000 (PDE_0)	0x401000 (PT_ABC)		A	B	C
			0x406004 (PDE_1)	0x402000 (PT_DE1)			D	E1
			0x406008 (PDE_2)	0x403000 (PT_E1E2)			E1	E2
			0x40600C (PDE_3)	0x404000 (PT_E2)				E2
			0x406010 (PDE_4)	0x407000 (PT_P1)				P1
			0x406014 (PDE_5)	0x408000 (PT_P2)				P2
			...	...				
			0x406900 (PDE_576)	0x405000 (PT_G)				G
			...	...				
			0x406FFC (PDE_1023)					

	PT_P1	PT_P1	0x407000	0x1000000 - 0x8FFFF000 -> 0x7E8000 – 0xBE7000 (E1) 0xBE8000 – 0xFFFF000 (E2)
			0x407004	
			...	
			0x407FFC	
	PT_P2	PT_P2	0x408000	0x1000000 - 0x8FFFF000 -> 0x7E8000 – 0xBE7000 (E1) 0xBE8000 – 0xFFFF000 (E2)
			0x408004	
			...	
			0x408FFC	
...		...	...	
E1 (private heap)		0x7E8000	Frame_E2024	
		0x7E9000	Frame_E2025	
		...	...	
		0xBE7000	Frame_E3047	
E2 (swap space)		0xBE8000	Frame_E3038	
		0xBE9000	Frame_E3039	
		...	...	
		0xFFFF000	Frame_E4095	
F (unused)		0x1000000	Frame_F4096	
		0x1001000	Frame_F4097	
		...	...	
		0x8FFFF000	Frame_F589823	
G (device memory)		0x90000000	Frame_G589824	
		0x90001000	Frame_G589825	
		...	...	
		0x903FF000	Frame_G590847	