## seL4 Kernel Window Mapping

## Kernel window mapping

The kernel has 1:1 physical memory mapped in the virtual memory. And this mapping is at the base of the kernel window which is 2^64 - 2^39. (assume we are using the x86\_64 architecture)

Therefore, we can easily access any data on the physical memory by add an offset to the physical address.

2^64	
	Kernel Device
2^64 - 2^30	
	Kernel ELF
2^64 - 2^31	
	Physical Memory
2^64 - 2^39	