

Logical Pages

First, see [Nand Geometry and Spare Mapping](#). We need 16B/Object, so we use logical pages to get enough spare size.

```
//logical_page_size = physical_page_size * page_ratio

if (spare_free >= needed_spare) { /* There is enough space */
    page_ratio = 1;
} else {
    /* We need to use more than one page for each logical page,
     * and we avoid problems using a power of 2
     */
    page_ratio = next_highest_power_of_2(need_spare / spare_free);
}
```

In the real life:

Physical Page Size	Logical Page Size
256	1024
512	1024
2048	2048