31 30 29 28 27 26 25	24 23 22 21 20	19 18 17 16 15	14 13 12	11 10 9 8 7	6 5 4 3 2 1 0	
funct7	rs2	rs1	funct3	rd	opcode	R-type
imm[11:0]		rs1	funct3	rd	opcode	I-type
imm[11:5]	rs2	rs1	funct3	imm[4:0]	opcode	S-type
imm[12|10:5]	rs2	rs1	funct3	rd	opcode	B-type
imm[31:12]				rd	opcode	U-type
imm[20|10:1|11|19:12]				rd	opcode	J-type

Zbb: “Basic bit-manipulation” Extension

31 25	24 20	19 15	14 12	11 7	6 0	
0 1 0 0 0 0 0	rs2	rs1	1 1 1	rd	0 1 1 0 0 1 1	ANDN
0 1 0 0 0 0 0	rs2	rs1	1 1 0	rd	0 1 1 0 0 1 1	ORN
0 1 0 0 0 0 0	rs2	rs1	1 0 0	rd	0 1 1 0 0 1 1	XNOR
0 1 1 0 0 0 0	0 0 0 0 0	rs1	0 0 1	rd	0 0 1 0 0 1 1	CLZ
0 1 1 0 0 0 0	0 0 0 0 1	rs1	0 0 1	rd	0 0 1 0 0 1 1	CTZ
0 1 1 0 0 0 0	0 0 0 1 0	rs1	0 0 1	rd	0 0 1 0 0 1 1	CPOP
0 0 0 0 1 0 1	rs2	rs1	1 1 0	rd	0 1 1 0 0 1 1	MAX
0 0 0 0 1 0 1	rs2	rs1	1 1 1	rd	0 1 1 0 0 1 1	MAXU
0 0 0 0 1 0 1	rs2	rs1	1 0 0	rd	0 1 1 0 0 1 1	MIN
0 0 0 0 1 0 1	rs2	rs1	1 0 1	rd	0 1 1 0 0 1 1	MINU
0 1 1 0 0 0 0	0 0 1 0 0	rs1	0 0 1	rd	0 0 1 0 0 1 1	SEXT.B
0 1 1 0 0 0 0	0 0 1 0 1	rs1	0 0 1	rd	0 0 1 0 0 1 1	SEXT.H
0 0 0 0 1 0 0	0 0 0 0 0	rs1	1 0 0	rd	0 1 1 0 0 1 1	ZEXT.H
0 1 1 0 0 0 0	rs2	rs1	0 0 1	rd	0 1 1 0 0 1 1	ROL
0 1 1 0 0 0 0	rs2	rs1	1 0 1	rd	0 1 1 0 0 1 1	ROR
0 1 1 0 0 0 0	shamt	rs1	1 0 1	rd	0 0 1 0 0 1 1	RORI
0 0 1 0 1 0 0	0 0 1 1 1	rs1	1 0 1	rd	0 0 1 0 0 1 1	ORC.B
0 1 1 0 1 0 0	1 1 0 0 0	rs1	1 0 1	rd	0 0 1 0 0 1 1	REV8

31 30 29 28 27 26 25	24 23 22 21 20	19 18 17 16 15	14 13 12	11 10 9 8 7	6 5 4 3 2 1 0	
funct7	rs2	rs1	funct3	rd	opcode	R-type
imm[11:0]		rs1	funct3	rd	opcode	I-type
imm[11:5]	rs2	rs1	funct3	imm[4:0]	opcode	S-type
imm[12|10:5]	rs2	rs1	funct3	rd	opcode	B-type
imm[31:12]				rd	opcode	U-type
imm[20|10:1|11|19:12]				rd	opcode	J-type

Zri: “Load/Store indirect with Index” Extension

31 25	24 20	19 15	14 12	11 7	6 0	
0 0 0 0 0 0 0	rs2	rs1	1 1 1	rd	0 0 0 0 0 1 1	LB.R
0 0 0 0 0 0 1	rs2	rs1	1 1 1	rd	0 0 0 0 0 1 1	LH.R
0 0 0 0 0 1 0	rs2	rs1	1 1 1	rd	0 0 0 0 0 1 1	LW.R
1 0 0 0 0 0 0	rs2	rs1	1 1 1	rd	0 0 0 0 0 1 1	LBU.R
1 0 0 0 0 0 1	rs2	rs1	1 1 1	rd	0 0 0 0 0 1 1	LHU.R
0 0 0 0 0 0 0	rs3	rs1	1 1 1	rs2	0 1 0 0 0 1 1	SB.R
0 0 0 0 0 0 1	rs3	rs1	1 1 1	rs2	0 1 0 0 0 1 1	SH.R
0 0 0 0 0 1 0	rs3	rs1	1 1 1	rs2	0 1 0 0 0 1 1	SW.R

```
lb    rd, rs2(rs1)
lh    rd, rs2(rs1)
lw    rd, rs2(rs1)
lbu   rd, rs2(rs1)
lhu   rd, rs2(rs1)
sb    rs2, rs3(rs1)
sh    rs2, rs3(rs1)
sw    rs2, rs3(rs1)
```

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

funct7	rs2	rs1	funct3	rd	opcode	R-type
imm[11:0]		rs1	funct3	rd	opcode	I-type
imm[11:5]	rs2	rs1	funct3	imm[4:0]	opcode	S-type
imm[12|10:5]	rs2	rs1	funct3	rd	opcode	B-type
imm[31:12]				rd	opcode	U-type
imm[20|10:1|11|19:12]				rd	opcode	J-type

Zor: “Objective RISC” Extension

Unprivileged:

31 25	24 20	19 15	14 12	11 7	6 0		
0 0 0 0 0 0 0	rs2	rs1	0 0 0	rs3	0 0 0 1 0 1 1	SP.R	R
0 0 0 0 0 0 1	rs2	rs1	0 0 0	rd	0 0 0 1 0 1 1	LP.R	R
0 0 0 0 0 1 0	index[4:0]	frame	0 0 0	rs1	0 0 0 1 0 1 1	SV	R
0 0 0 0 0 1 1	index[4:0]	frame	0 0 0	rd	0 0 0 1 0 1 1	RST	R
0 0 0 0 1 0 0	zero	rs1	0 0 0	rd	0 0 0 1 0 1 1	QDTB	R
0 0 0 0 1 0 1	zero	rs1	0 0 0	rd	0 0 0 1 0 1 1	QDTH	R
0 0 0 0 1 1 0	zero	rs1	0 0 0	rd	0 0 0 1 0 1 1	QDTW	R
0 0 0 0 1 1 1	zero	rs1	0 0 0	rd	0 0 0 1 0 1 1	QDTD	R
0 0 0 1 0 0 0	zero	rs1	0 0 0	rd	0 0 0 1 0 1 1	QPI	R
0 0 0 1 0 0 1	zero	zero	0 0 0	rd	0 0 0 1 0 1 1	GCP	R
0 0 0 1 1 0 0	zero	frame	0 0 0	frame	0 0 0 1 0 1 1	POP	R
0 0 1 0 0 0 1	zero	zero	0 0 0	zero	0 0 0 1 0 1 1	RTLIB	R
0 0 1 0 0 1 0	zero	zero	0 0 0	zero	0 0 0 1 0 1 1	CPFC	R
0 0 1 0 0 1 1	zero	zero	0 0 0	zero	0 0 0 1 0 1 1	CHECK	R
imm[11:5]	rs2	rs1	0 0 1	imm[4:0]	0 0 0 1 0 1 1	SP	S
imm[11:0]		rs1	0 1 0	rd	0 0 0 1 0 1 1	LP	I
imm[11:0]		rs1	0 1 1	ra	0 0 0 1 0 1 1	JLIB	I
0 0 0 0 0 0 0	rs2	rs1	1 0 0	rd	0 0 0 1 0 1 1	ALC	R
pi[11:0]		rs1	1 0 1	rd	0 0 0 1 0 1 1	ALCI.P	I
dt[11:0]		rs1	1 1 0	rd	0 0 0 1 0 1 1	ALCI.D	I
dt[6:0]	0 0 0 0 0	rd	1 1 1	pi[4:0]	0 0 0 1 0 1 1	ALCI	S
dt[6:0]	0 0 0 1 0	frame	1 1 1	pi[4:0]	0 0 0 1 0 1 1	PUSHG	S
dt[6:0]	0 0 0 1 1	frame	1 1 1	pi[4:0]	0 0 0 1 0 1 1	PUSH	S

Machine Mode:

31 26	25	24 20	19 15	14 12	11 7	6 0		
1 1 1 1 1 1	0	0 0 0 0 0	0 0 0 0 0	0 0 0	rd	1 1 1 0 0 1 1	ALCB	R
1 1 1 1 1 1	1	rs2	rs1	0 0 0	rd	1 1 1 0 0 1 1	CIOP	R
1 1 1 1 1 1	0	1 0 0 0 0	rs1	0 0 0	rd	1 1 1 0 0 1 1	CCP	R
1 1 1 1 1 1	0	1 0 0 0 1	rs1	0 0 0	rd	1 1 1 0 0 1 1	RPR	R
1 1 1 1 1 1	0	1 0 1 0 0	rs1	0 0 0	rd	1 1 1 0 0 1 1	QPIR	R
1 1 1 1 1 1	0	1 0 1 0 1	rs1	0 0 0	rd	1 1 1 0 0 1 1	QDTR	R
1 1 1 1 1 1	0	1 0 1 1 0	rs1	0 0 0	rd	1 1 1 0 0 1 1	QPTR	R
1 1 1 1 1 1	0	0 0 0 0 0	0 0 0 1 0	0 0 0	rd	1 1 1 0 0 1 1	SEAL	R
1 1 1 1 1 1	0	0 0 0 0 0	0 0 0 1 1	0 0 0	rd	1 1 1 0 0 1 1	UNSL	R

Misc:

reg	alias	reg	alias
x0	zero	x16	a6
x1	ra ~~rix~~	x17	a7
x2	frame	x18	s2
x3	~~rcd/~~root/core	x19	s3
x4	ctxt	x20	s4
x5	t0	x21	s5
x6	t1	x22	s6
x7	t2	x23	s7
x8	s0	x24	s8
x9	s1	x25	s9
x10	a0	x26	s10/bm
x11	a1	x27	cnst
x12	a2	x28	t3
x13	a3	x29	t4
x14	a4	x30	t5
x15	a5	x31	t6

pseudo-instruction	implemented as
lcp rd, imm(rs1)	lp rd, imm(rs1) sp x0, imm(rs1)
lcp.r rd, imm(rs1)	lp.r rd, rs2(rs1) sp.r x0, rs2(rs1)
scp rs2, imm(rs1)	sp rs2, imm(rs1) addi rs2, x0,0
scp.r rs2, rs3(rs1)	sp.r rs2, rs3(rs1) addi rs2, x0,0
pusht pi,dt	alci frame, pi,dt

Implementation:

Instruction	**rdst**	**rdat**	**rptr**	**raux**	**imm**
sb/h/w	zero	ra.rix	rs1	rs2	imm
lb/bu/h/hu/w	rd	---	rs1	ra	imm
sp	zero	ra.rix	rs1	rs2	imm
lp	rd	---	rs1	ra	imm
sb/h/w.r	zero	rs3	rs1 (≠ frame)	rs2	---
lb/bu/h/hu/w.r	rd	rs2	rs1 (≠ frame)	---	---
sp.r	zero	rs3	rs1 (≠ frame)	rs2	---
lp.r	rd	rs2	rs1 (≠ frame)	---	---
sv	zero	ra.rix	frame	rs1	index
rst	rd	ra.rix	frame	bm	index
qdtx					
qpi					
gcp					
pop	frame	ra.rix	frame	---	---
jlib	ra	frame	rs1	ra	imm
jal	rd	frame	---	ra	imm
jr	rd	frame	rs1	ra	imm
rtlib	ra	ra.rix	ra	frame	---
alc	rd (≠ frame)	rs1	alc_params	rs2	---
alci.p	rd (≠ frame)	rs1	alc_params	---	pi
alci.d	rd (≠ frame)	rs1	alc_params	---	dt
alci	rd	ra.rix	alc_params	frame	pi & dt
pushg	rd	ra.rix	alc_params	frame	pi & dt
push	rd	ra.rix	alc_params	frame	pi & dt
alcb					
ciop	rd	rs1	---	rs2	---
rpr					
qpir					
qdtr					
qptr					
seal					
unsl					

<table>
<tr><th></th><th>31</th><th>30</th><th>29 … 3</th><th>2</th><th>1</th><th>0</th></tr>
<tr><td>ra.rix</td><td>lib entry</td><td colspan="4">rix(30:1)</td><td>color</td></tr>
<tr><td>frame</td><td colspan="3">frame(31:3)</td><td>1</td><td>0</td><td>color</td></tr>
<tr><td>pi</td><td>uini</td><td colspan="3">pi(30:2)</td><td>bumper/gc</td><td>gc</td></tr>
<tr><td>dt</td><td>rc</td><td>ri</td><td colspan="4">dt(29:0)</td></tr>
</table>

instruction	condition	action
jlib	ra.rix(color) != frame(color) target ptr != ra.rcd	set ra.rix(lib entry), toggle rix(color)
jal ra, ... or jr ra, ...	ra.rix(color) != frame(color)	clear ra.rix(lib entry), toggle rix(color)
pushx	ra.rix(color) = frame(color)	toggle frame(color)
pop	ra.rix(color) != frame(color)	toggle frame(color)
jr ..., 0(ra)	ra.rix(color) = frame(color)	toggle ra.rix(color) if ra.rix(lib entry) = 1 do cross code-object return else stay in this code-object

OBJECTS

Ordinary

31 30	29	28 … 2	1 0
gc[1]	w[2]	size(28:2)	0 0
...			

Frame

31 30	29 … 6	5	4 3 2 1 0
gc	key(23:0)	r[3]	1 1 1 1 1
00	old_key	0	1 1 1 1 1
ra-ptr?			
fp-eop!			
ra-ix!			
fp-ptr!			
...			

Data only

31 30	29	28 … 2	1 0
gc	w	size(28:2)	0 1
...			

Code

31 … 2	1 0
eoc(30:1)	1 1
eop(30:1)	1 1
...	

Immediate (Primitive)

31 … 0
integer

Immediate (Pointer)

31 … 0
ptr
ix
attr

POINTERS & DATA

(in memory)

immediate (prim) pointer:

31 … 2	1 0
ptr(31:2)	0 1

ord./code/d.o.-ptr:

31 … 4	3 2 1 0
ptr(31:4)	0 0 1 1

immediate (ptr) pointer:
pc pointer:

31 … 4	3 2 1 0
ptr(31:4)	0 1 1 1

(*immediate (ptr) pointers* shall never be present in the register-file. pc pointers shall never be stored to memory, except in the hidden ra-ptr spot of stack-frames)

io pointer:

31 …	…	5	4	3 2 1 0
dev	size	g	0	1 1 1 1

	32	31 … 25	24 … 17	16 … 9	8 … 1	0
Small Data (w):	31	int(30:0)				0
Small Data (h):	15	h1(14:0)		h0(15:0)		0
Small Data (b):	7	b3	b2	b1	b0	0

Allocate immediate primitive if:

- sw and rs(30) ≠ rs(31)
- sh at h1 and rs(14) ≠ rs(15)
- sb at b3 and (rs(7) = 1 or rs < 0)

[1] reserved for garbage collector.
[2] if bit is 0, object cannot be written to.

[3] set to 1 if the ra-ptr field contains a valid pointer.

REGISTER FILE & PIPELINE

	T	31 … 0					
data	0	value(31:0)		alc_addr		alc_lim	
	T	31 … 4	3 2 1 0	31 … 0	31 30	29 … 2	1 0
ordinary pointer	1	ptr(31:4)	0 0 0 0	index(31:0)	0 0	size(29:2)	0 0
	T	31 … 4	3 2 1 0	31 … 0	31	30 … 1	0
code pointer	1	ptr(31:4)	0 1 0 0	eop(31:0)	0	eoc(30:1)	0
	T	31 … 4	3 2 1 0	31 … 0	31	30 … 1	0
pc pointer	1	ptr(31:4)	1 0 0 0	index(31:0)	c	eoc(30:1)	0
	T	31 … 4	3 2 1 0	31 … 0	31	30 … 0	
sp/fp	1	base-ptr(31:4)	0 0 0 1	index(31:0)	c	eop(30:0)	

contents of sp (x2) and fp (x8) may be moved to another register, but stack-frames may only be allocated using sp and the public area may only be increased by operations on sp. Contents of the public area of past frames may only be accessed using fp.
highest valid address for memory access using fp-types: fp(eop)
lowest valid address for memory access using fp-types: sp

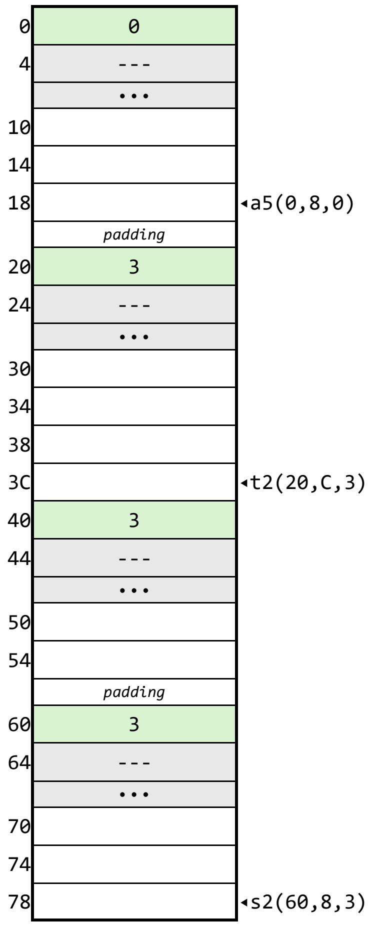
	T	31 … 4	3 2 1 0	31 … 0	31 … 0		
copies of sp/fp	1	base-ptr(31:4)	0 0 1 0	index(31:0)	key		
	T	31 … 4	3 2 1 0	31 … 0	31 30	29 … 2	1 0
io pointer	1	dev(27:0)	1 1 0 0	index(31:0)	g	size(29:2)	0 0

FRAME OPERATIONS

Dangling references are tracked by a key associated with registers containing pointers on stack frames. When such a register is supposed to be stored to memory, it will always be emitted into an immediate pointer, so the key-attribute of such pointers is not lost.
Contents on a stack frame may only be accessed (apart from sp and fp) via a special stack pointers. These stack pointers are composed of a (unmodifiable) base pointer of the stack frame and a (also unmodifiable) index to where the local data is stored. The header field of a stack frame contains a key, which identifies the stack frames age. Only if the base pointer and the key of the register match the base pointer and the key it tries to load/store to, the access is granted. Otherwise, a dangling reference exception is thrown.
The key is realized by a simple "pop counter". With every deallocation operation of a stack frame (header), the pop counter is increased. It can only be decreased by the garbage collector, after a successful rearranging sweep over all stack frames. If the pop counter overflows, a stack overflow exception is thrown.

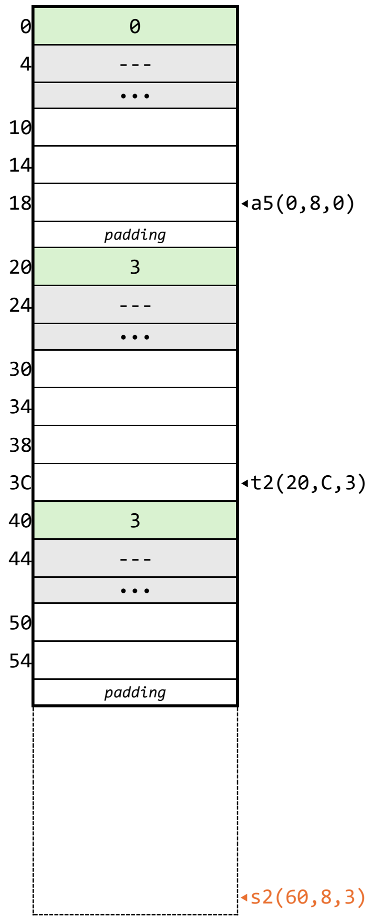
Example: trying to load from a dangling reference

❶ 3 Stack frames with keys and pointers on their content



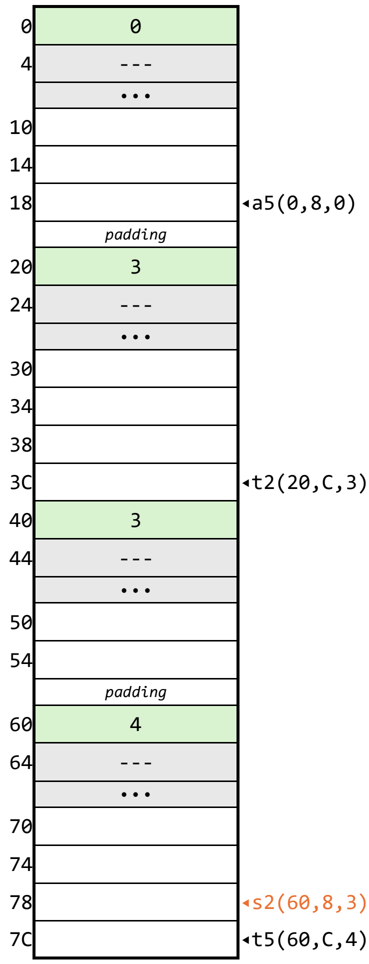
`lw t0, 0(s2)` and `sw t0, 0(s2)` would first load address 24 and compare its key with the key stored at that address. In this case, the keys would match and the load/store operation at memory address 2C can be operated.

❷ The last stack frame gets deallocated – s2 is dangling



`lw t0, 0(s2)` and `sw t0, 0(s2)` would first load address 24 and compare its key with the key stored at that address. In this case, memory address 24 does not contain a key anymore, so the match is not successful, and an exception is thrown.

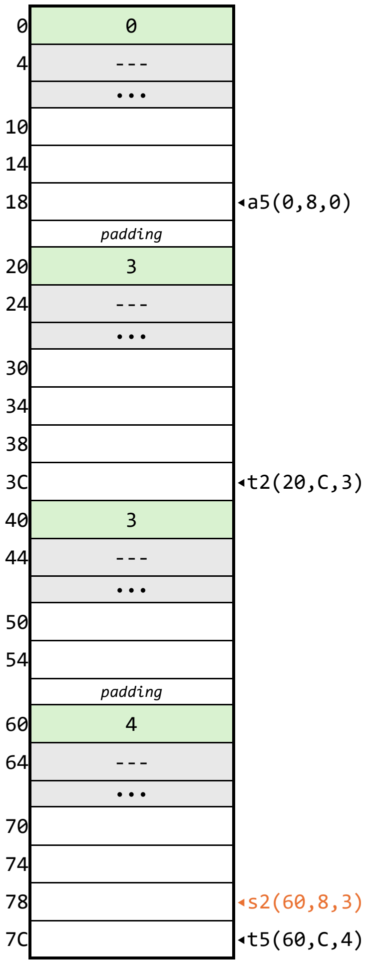
❸ A new stack frame is allocated



`lw t0, 0(s2)` and `sw t0, 0(s2)` would first load address 24 and compare its key with the key stored at that address. In this case, the key in memory does not match the key of the register, which also causes an exception.

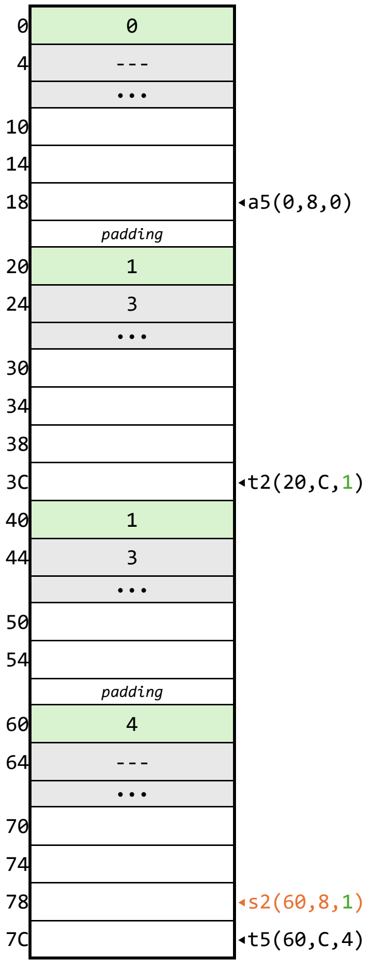
Example: garbage collector freeing stack frame keys (work in progress)

❶ 4 Stack frames with keys and pointers on their content



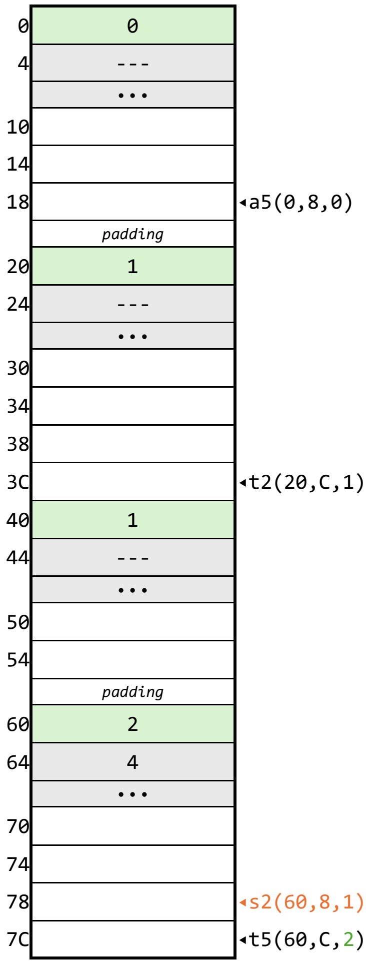
In this scenario, the stack frames with keys 3 and 4 can be bumped up to keys 1 and 2 respectively, to free up keys for future allocations.

❷ First Cycle



In a first iteration, the garbage collector would notice the available space between frame 0 and frame 3. As a consequence, the garbage collector would re-assign the lowest possible key to stack frames 3 and subsequently update all pointers with key 3 to key 1.
While this collection cycle is in progress, keys 1 and 3 are both valid for this stack frame. This is marked by the gc-bit in the key field of the frame being set. After the cycle finished, the gc-bit will be cleared again and only key 1 will be valid from then on.

❸ Second Cycle



In the second iteration, the garbage collector would notice the available space between frame 1 and 4. Just as the first iteration, the collector would bump key 4 and all its pointers to key 2.
This process continues, until the end of stack is reached. If that happens, the current value of the counter csr is subtracted by the difference of the last frames original key and the last frames new key.

E.g. frame 4 was the last frame on stack and the csr had a value of 7, then the csr will be updated to 5.

DOKUMENTATION: ELF-FILES

“Executable and Linkable Format”-Files bestehen mindestens aus einem Header, einer “Program Header Table” und einer “Section Header Table”. Im Header werden Informationen über das ELF-File selbst gespeichert, wie z.B. die Prozessorarchitektur, für welche das Programm kompiliert wurde und die Positionen der PHT und der SHT in Relation zum File-Anfang. In einem Program Header werden Informationen gespeichert, die dem Betriebssystem angeben, wie viele und welche Arten von virtuellen Seiten für dieses Programm benötigt werden. In einem Section Header wird angegeben, in welche Einzelteile das Programm zerlegt wurde und ob noch mehr Informationen über das Programm im ELF-File zu finden sind (z.B. für relocatable Programme).

Daten

Statische Daten werden von einem Compiler über Assemblerdirektiven immer so in die `.data` bzw. `.rodata` Sektionen abgelegt, sodass sie in der Symboltabelle des ELF-Files immer als Objekt mit seiner Größe eindeutig erkennbar sind.

```
//C-Code                                                  //C-Code
static char stringA[] = "hello world!";                   static const char stringB[] = "hello world!";


#Resultierender Assembly-Code                             #Resultierender Assembly-Code
.data                                                     .rodata

.type    stringA, @object                                 .type    stringB, @object
stringA: .asciz "hello world!"                            stringB: .asciz "hello world!"
.size    stringA, .-stringA                               .size    stringB, .-stringB


//Section Header Table im erzeugten ELF-File
Section Headers:
  [Nr] Name      Type      Address   Offset    Size      EntSize   Flags Link Info Align
       ...
  [ 5] .data     PROGBITS  00002010  000003b4  0000000d  00000000   WA     0    0    4
  [ 6] .rodata   PROGBITS  00002020  000003c4  0000000d  00000000    A     0    0    4
       ...

//Symbol Table im erzeugten ELF-File
Symbol table '.symtab' contains 60 entries:
   Num:  Value     Size Type    Bind   Vis      Ndx Name
       ...
    49: 00000000    13 OBJECT  LOCAL  DEFAULT    5 stringA
    50: 00000000    13 OBJECT  LOCAL  DEFAULT    6 stringB
       ...
```

Ein Zugriff auf solche statischen Daten kann in executables und muss in relocatables über die Global Offset Table (GOT) stattfinden. Angenommen ein Programm läge an der physikalischen Adresse 0x0 und seine zugehörige GOT an der Adresse 0x1000 und am Offset 4 der GOT stünde die Adresse für das Symbol stringA, dann würde mit folgenden Assembly befehlen auf diesen Eintrag zugegriffen werden.

```
    auipc   t2, 0x1    # R_RISCV_GOT_HI20 (symbol), R_RISCV_RELAX
    lw      t2, 4(t2)  # R_RISCV_PCREL_LO12_I (auipc), R_RISCV_RELAX
```

In einer executable können die Immediates für diese Befehlssequenz direkt befüllt werden, da der Abstand des Programms zur GOT schon beim Kompilieren des Programms bekannt ist. Bei einem relocatable Programm belässt der Compiler diese Immediates mit 0 und markiert die Befehle in der „Relocation Section“ als unaufgelöst. Sowohl die GOT als auch die .data oder .rodata Sektionen können vom Betriebssystem beim Laden des Programms an beliebige Stellen im Speicher platziert werden. Sind alle Sektionen platziert, kann der Dynamische Linker anhand der Tags der Einträge in der Relocation Section herausfinden, wie er die Immediates für die aufzulösenden Symbole zu berechnen hat. `R_RISCV_GOT_HI20` z.B. bedeutet, dass für diese Instruktion die obersten 20 Bits der Differenz aus Position der Instruktion und Position der GOT benötigt. Die Relax Tags sollen anzeigen, dass es je nach Positionierung möglich sein könnte, eine der beiden Instruktionen zu sparen falls z.B. Instruktion und GOT nah genug beieinander liegen.

Code

Bla bla bla Procedure Linkage Table

```
#GLOBAL OFFSET TABLE#
.got.plt
0:  _dl_runtime_resolve(?)
4:  _link_map(?)
8:  offset0
12: offset1
13: offset2
    ...

#PROCEDURE LINKAGE TABLE#
.plt
.pltR:  auipc   t2, %pcrel_hi(.got.plt)
        sub     t1, t1, t3                  # t1 = difference between caller and .pltR + 12
        lw      t3, %pcrel_lo(.pltR)(t2)    # t3 = addr(_dl_runtime_resolve)
        addi    t1, t1, -44                 # subtract size of .pltR (32) and jalr offset in caller (12)
        addi    t0, t2, %pcrel_lo(.pltR)    # t0 = start of .got
        srli    t1, t1, 2                   # offset of .plt entry in .got
        lw      t0, 4(t0)                   # link map
        jr      t3

.plt0:  auipc   t3, %pcrel_hi(functionA@.got)
        lw      t3, %pcrel_lo(.plt0)(t3)
        jalr    t1, t3
        nop
.plt1:  auipc   t3, %pcrel_hi(functionA@.got)
        lw      t3, %pcrel_lo(.plt0)(t3)
        jalr    t1, t3
        nop
.plt2:  ...
```

CODE SEGMENTATION

Code is segmented into objects. We differentiate between two types of code:

Executable: Code that is self-contained and is not dependent on external libraries. The only way for program execution to leave an executable object (by itself) is via a system-call.
Relocatable: Code that is dynamically linked into a sort of operating system. These programs are able to call external functions. It is the responsibility of the supervisor to ensure that a reloc-object cannot call external functions it does not have access to and it only calls external functions at their designated entry points.

0	1	size	
4		*instr*	
8		*instr*	
C		*instr*	
		...	
XX		*instr*	
XX+4		*instr*	◂size

0	0	size	
4		eoc	
8		got	
C		*instr*	
10		*instr*	
14		*instr*	
		...	
YY-4		*instr*	◂eoc
YY		*plt*	
		...	
XX		*plt*	
XX+4		*plt*	◂size

Instruction	rd	rs1	rs2	cr	imm	Notes/Decoder Decision
lui	rd	---	---	-	imm	
auipc	rd	---	---	-	imm	
jal	rd	---	sp	●	imm	
jalr	rd	rs1	sp	●	imm	
bcc	---	rs1	rs2	-	imm	
lb/bu/h/hu/w	rd	rs1	---	●	---	
sb/h/w	*---*	*rs1*	*rs2*	*-*	*imm*	
A loadmux	rs2	rs1	rs2	●	imm	*if sb and imm(0) = 1*
A sb_m/h_m	rs2	rs1	rs2	●	imm	*or sh and imm(1) = 1*
B sb/h/w	---	rs1	rs2	●	imm	*otherwise*
addi	*rd*	*rs1*	*---*	*-*	*imm*	
A push	sp	sp	---	●	imm	*if rd = sp and rs1 = sp and imm > 0*
B pop	sp	sp	---	-	imm	*if rd = sp and rs1 = sp and imm < 0*
C addi	rd	rs1	---	-	imm	*otherwise*
arithi	rd	rs1	---	-	imm	
arith	rd	rs1	rs2	-	---	
alc	rd	rs1	alc_params	-	---	
alci	rd	---	alc_params	-	imm	
alc.d	rd	rs1	alc_params	-	---	
alci.d	rd	---	alc_params	-	imm	
qsz	rd	rs1	---	-	---	
lgt	rd	---	---	-	---	*load global offset table*