

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	0	0	rs2		rs1		1	1	1	rd		0	1	1	0	0	1	1	ANDN
0	1	0	0	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	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	0	0	0	1	rd		0	0	1	0	0	1	1	CLZ
0	1	1	0	0	0	0	0	0	0	0	0	0	1	rs1		rd		0	0	1	0	0	1	1	CTZ
0	1	1	0	0	0	0	0	0	0	0	0	1	0	rs1		rd		0	0	1	0	0	1	1	CPOP
0	0	0	0	1	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	0	1	rs2		rs1		1	1	1	rd		0	1	1	0	0	1	1	MAXU
0	0	0	0	1	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	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	0	0	1	0	0	rs1		rd		0	0	1	0	0	1	1	SEXT.B
0	1	1	0	0	0	0	0	0	0	0	1	0	1	rs1		rd		0	0	1	0	0	1	1	SEXT.H
0	0	0	0	1	0	0	0	0	0	0	0	0	0	rs1		rd		0	1	1	0	0	1	1	ZEXT.H
0	1	1	0	0	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	0	0	rs2		rs1		1	0	1	rd		0	1	1	0	0	1	1	ROR
0	1	1	0	0	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	0	0	1	1	1	rs1		rd		0	0	1	0	0	1	1	ORC.B
0	1	1	0	1	0	0	0	1	1	0	0	0	0	rs1		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]												imm[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	0	rs2		rs1	0	0	0	rs3	0	0	0	1	0	1	1	SP.R	R			
0	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	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	0	1	1	index[4:0]		frame	0	0	0	rd	0	0	0	1	0	1	1	RST	R			
0	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	0	1	0	1	zero		rs1	0	0	0	rd	0	0	0	1	0	1	1	QDTH	R			
0	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	0	1	1	1	zero		rs1	0	0	0	rd	0	0	0	1	0	1	1	QDTD	R			
0	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	0	1	0	0	1	zero		zero	0	0	0	rd	0	0	0	1	0	1	1	GCP	R			
0	0	0	0	1	1	0	0	zero		frame	0	0	0	frame	0	0	0	1	0	1	1	POP	R			
0	0	0	1	0	0	0	1	zero		zero	0	0	0	zero	0	0	0	1	0	1	1	RTLIB	R			
0	0	0	1	0	0	1	0	zero		zero	0	0	0	zero	0	0	0	1	0	1	1	CPFC	R			
0	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	S				
imm[11:0]									rs1	0	1	1	ra	0	0	0	1	0	1	1	JLIB	I				
0	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	ALCI	S	
dt[6:0]								0	0	0	0	1	0	frame	1	1	1	pi[4:0]	0	0	0	1	0	1	PUSHG	S
dt[6:0]								0	0	0	0	1	1	frame	1	1	1	pi[4:0]	0	0	0	1	0	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	P					
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	red /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

[illegible]

Implementation:

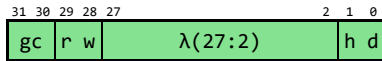
Instruction	rdst	rdat	rptr	raux	imm
sb/h/w	zero	ra.rix	rs1	rs2	imm
lb/bu/h/hu/w	rd	---	rs1	ra	imm
sp	zero	ra.rix	rs1	rs2	imm
lp	rd	---	rs1	ra	imm
sb/h/w.r	zero	rs3	rs1 (# frame)	rs2	---
lb/bu/h/hu/w.r	rd	rs2	rs1 (# frame)	---	---
sp.r	zero	rs3	rs1 (# frame)	rs2	---
lp.r	rd	rs2	rs1 (# frame)	---	---
sv	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					

31 30 29		3 2 1 0			
ra.rix	lib entry	rix(30:1)			
frame		frame(31:3)			color
pi	uini	pi(30:2)			color
dt	pc	ri	dt(29:0)		

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

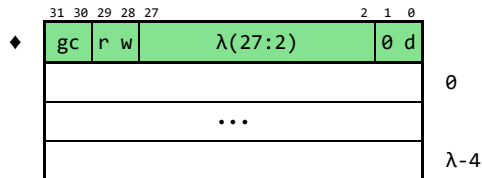
OBJECTS

Generic Header

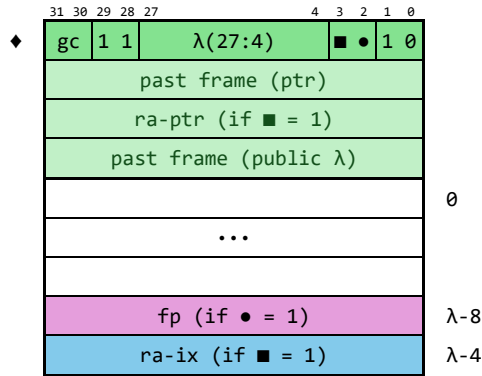


gc: reserved bits for garbage collection
r: readable
w: writable
 λ : length of this object
h: extended header (header + pointer + ix + attr)
d: data only (no pointers allowed)

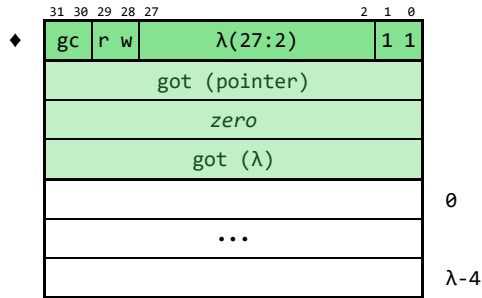
Ordinary



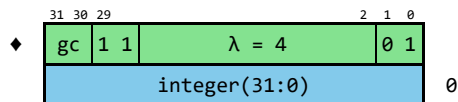
Frame



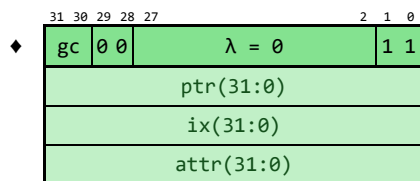
Executable



Immediate (Primitive)



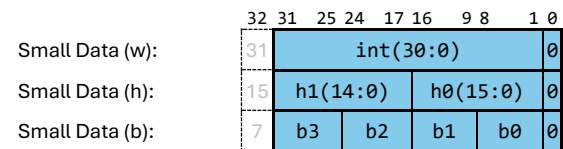
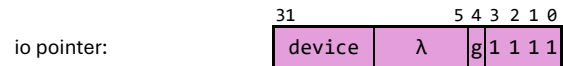
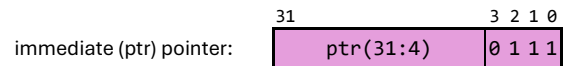
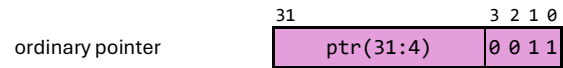
Immediate (Pointer)



Invariant 1: There can never be a data-only object with an extended header which is not executable!!
Invariant 2: All objects with extended headers which are not data-only are implicitly frame objects!!

POINTERS & DATA

(in memory)

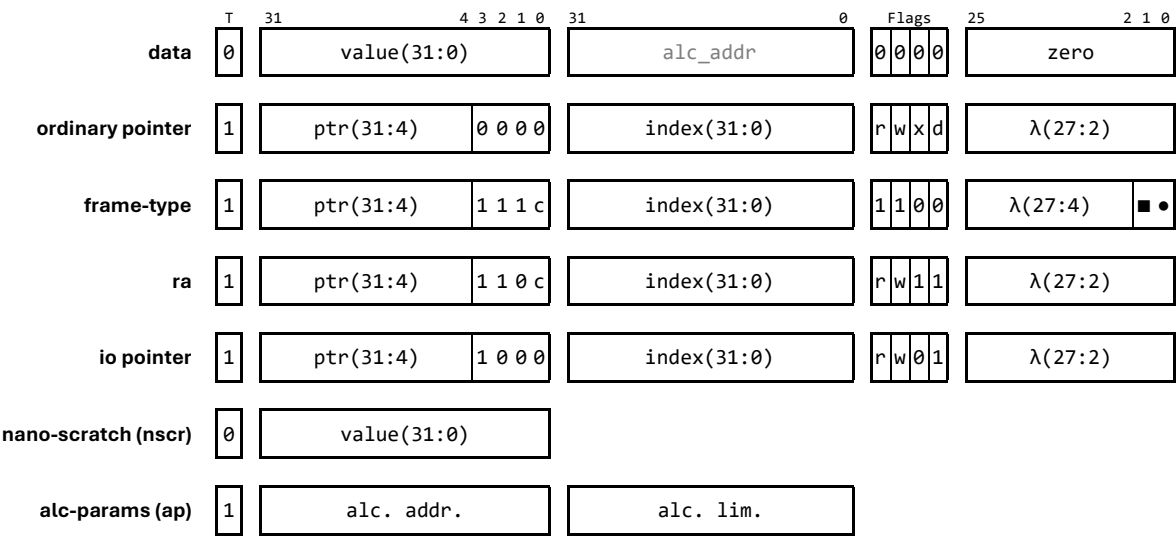


Allocate immediate primitive if:

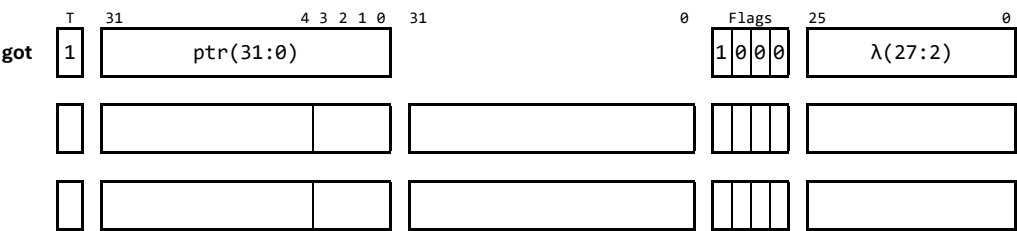
- sw and rs(30) \neq rs(31)
- sh at h1 and rs(14) \neq rs(15)
- sb at b3 and (rs(7) = 1 or rs < 0)

REGISTER FILE & PIPELINE

Architectural Registers (x0-x31, alc-params, nano-scratch):



Microarchitectural Registers:



FRAME OPERATIONS

```
void routine0(){
  int a = 8;
  int b[4];
  routine1(..., 3, b);
  ...
}
```

```
void routine1(..., int x, int* arr){
  routine2(arr[0], arr[x]);
  ...
}
```

```
int routine2(int q, int p){
  return q+p;
}
```

We support 4 different ways to use the stack:

Standard RISC-V ABI

access to the past stack frame
allowed via sp and fp

```
routine0:
  addi sp, sp, -48
  sw ra, 44(sp)
  sw s1, 40(sp)

  li t0, 8
  sw t0, 16(sp)

  li a7, 3
  sw a7, 4(sp)
  addi a7, sp, 24
  sw a7, 0(sp)
  jal ra, routine1

routine1:
  addi sp, sp, -16
  sw ra, 12(sp)

  lw a1, 16(sp)
  lw a0, 0(a1)
  lw t0, 20(sp)
  add a1, a1, t0
  lw a1, 0(a1)
  jal ra, routine2

routine2:
  add a0, a0, a1
  ret
```

Standard RISC-V ABI (-fno-omit-frame-pointer)

access to the past stack frame
allowed only via fp

```
routine0:
  addi sp, sp, -48
  sw ra, 44(sp)
  sw s0, 40(sp)
  addi s0, sp, 48
  sw s1, 36(sp)

  li t0, 8
  sw t0, -32(s0)

  li a7, 3
  sw a7, 4(sp)
  addi a7, s0, -28
  sw a7, 0(sp)
  jal ra, routine1

routine1:
  addi sp, sp, -16
  sw ra, 12(sp)
  sw s0, 8(sp)
  addi s0, sp, 16

  lw a1, 0(s0)
  lw a0, 0(a1)
  lw t0, 4(s0)
  add a1, a1, t0
  lw a1, 0(a1)
  jal ra, routine2

routine2:
  add a0, a0, a1
  ret
```

use fp for parameters

access to the past stack frame
only with explicit ptr (not sp)

```
routine0:
  addi sp, sp, -32
  sw ra, 28(sp)
  sw s0, 24(sp)
  sw s1, 20(sp)

  li t0, 8
  sw t0, 0(sp)

  alci s0, 8
  li a7, 3
  sw a7, 4(s0)
  addi a7, sp, 4
  sw a7, 0(s0)
  jal ra, routine1

routine1:
  addi sp, sp, -16
  sw ra, 12(sp)
  sw s0, 8(sp)
  addi s0, sp, 16

  lw a1, 0(s0)
  lw a0, 0(a1)
  lw t0, 4(s0)
  add a1, a1, t0
  lw a1, 0(a1)
  jal ra, routine2

routine2:
  add a0, a0, a1
  ret
```

split frame in private and public μ -frames

access to the past stack frame
only with explicit ptr (not sp)

```
routine0:
  addi sp, sp, -16
  sw ra, 12(sp)
  sw s0, 8(sp)
  alci s0, 20
  sw s1, 4(sp)

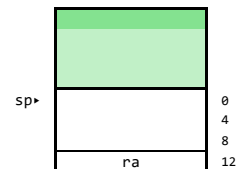
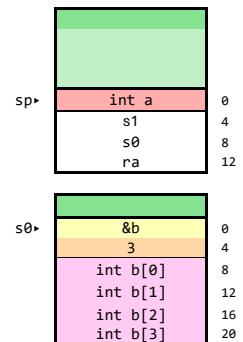
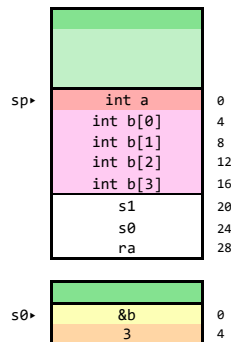
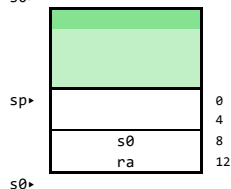
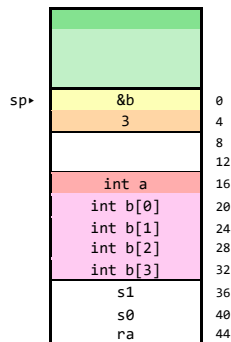
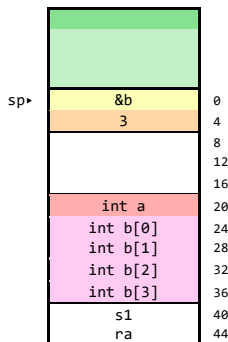
  li t0, 8
  sw t0, 0(sp)

  li a7, 3
  sw a7, 4(s0)
  addi a7, s0, 8
  sw a7, 0(s0)
  jal ra, routine1

routine1:
  addi sp, sp, -16
  sw ra, 12(sp)

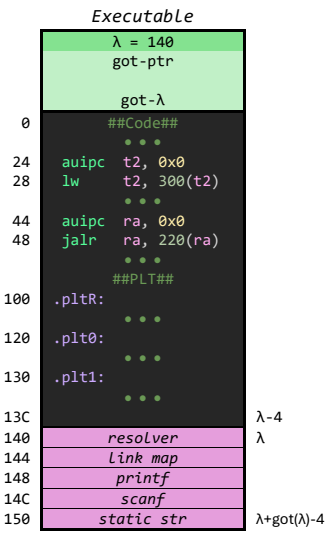
  lw a1, 0(s0)
  lw a0, 0(a1)
  lw t0, 4(s0)
  add a1, a1, t0
  lw a1, 0(a1)
  jal ra, routine2

routine2:
  add a0, a0, a1
  ret
```

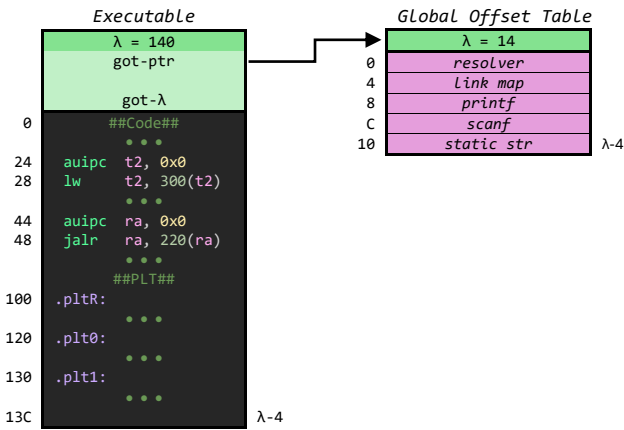


CODE SEGMENTATION

Virtual Structure



Actual Structure



User Mode Instructions

Instruction	rd	rs1	rs2	cr	imm	Decoder Decision
lui	rd	---	---	-	imm	
auipc	rd	---	---	-	imm	
jal	rd	---	sp	•	imm	
jalr	rd	rs1	---	-	imm	
A jalr	rd	rs1	sp	•	imm	always
A lgt	got	rs1	---	-	---	always (instead of nop)
bcc	---	rs1	rs2	-	imm	
lb/bu/h/hu/w	rd	rs1	---	-	---	
A lb/bu/h/hu/w	rd	rs1	---	•	---	if rs1 = fp or rs1 = sp
B lb/bu/h/hu/w	rd	rs1	got	•	---	otherwise
sb/h/w	---	rs1	rs2	-	imm	
A loadmux	scr	rs1	rs2	•	imm	if sb and imm(0) = 1
A sb_m/h_m	ap	rs1	scr	•	imm	or sh and imm(1) = 1
B sb/h/w	ap	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 setpublic	zero	sp	---	•	imm	if rd = zero and rs1 = sp and imm ≥ 0
D addi	rd	rs1	---	-	imm	otherwise
arithi	rd	rs1	---	-	imm	
arith	rd	rs1	rs2	-	---	
alc	rd	rs1	ap	-	---	
alci	rd	---	ap	-	imm	
alc.d	rd	rs1	ap	-	---	
alci.d	rd	---	ap	-	imm	
qsz	rd	rs1	---	-	---	

Supervisor Mode Instructions:

Instruction	rd	rs1	rs2	cr	imm	Notes
sb/h/w.r	---	rs1	rs2	-	imm	"store raw", allows stores at any point in memory. Uses rs1 as base-ptr
lb/bu/h/hu/w.r	rd	rs1	---	-	---	"Load raw", same as store raw
dtp	rd	rs1	---	-	---	"data to pointer", creates a pointer from data
ptd	rd	rs1	---	-	---	"pointer to data", extracts base address of pointer as data
itd	rd	rs1	---	-	---	"index to data", extracts index of pointer as data

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
static char stringA[] = "hello world!";

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

#Resultierender Assembly-Code
.data
.type    stringA, @object
stringA: .asciz "hello world!"
.size    stringA, .-stringA

#Resultierender Assembly-Code
.rodata
.type    stringB, @object
stringB: .asciz "hello world!"
.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 8 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, 8(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

```
#PROCEDURE LINKAGE TABLE#
00000080 <.plt>:
.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          # index of .plt entry in .got.plt
      lw      t0, 4(t0)          # link map
      jr      t3

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

.plt1: auipc    t3, %pcrel_hi(functionB@.got.plt)
      lw      t3, %pcrel_lo(.plt1)(t3)
      jalr    t1, t3
      nop

.plt2: ...

#GLOBAL OFFSET TABLE#
000010ac <.got.plt>:
.got.plt
      .word 0xffffffff #to be filled with address of the dynamic resolver
      .word 0x00000000 #to be filled with pointer to "link map"
      .word 0x00000080 #func entry 0
      .word 0x00000080 #func entry 1
      .word 0x00000080 #func entry 2
      ...
```