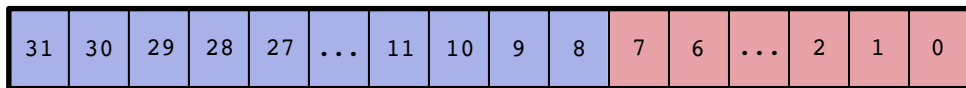
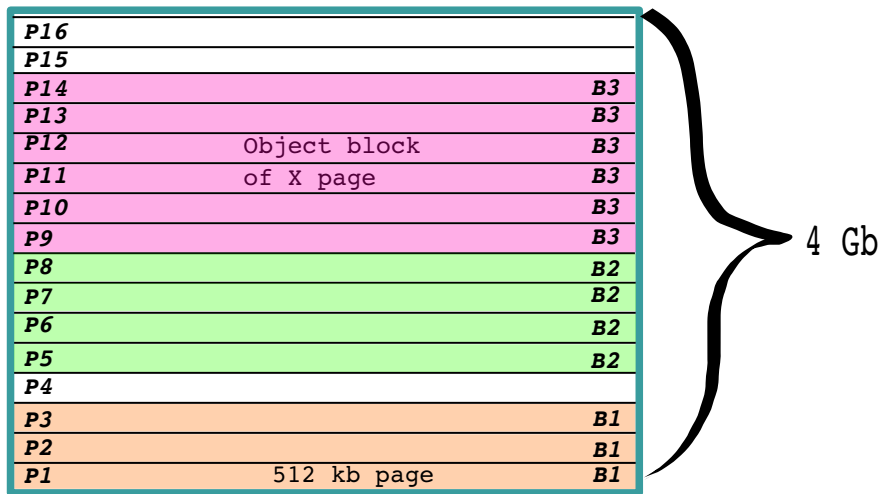


Memory layout

- Kernel -> KARL
to randomize Kernel image
- Kernel + KARL -> KASLR
to randomize kernel location
- APP -> ASLR
to randomize app location



bit 8 to 31 can be shuffle

bit 0 to 7 not changed

address shuffling can have 24 bit entropy