

[作業系統概論 hw10]

409410025 邱 x 恩

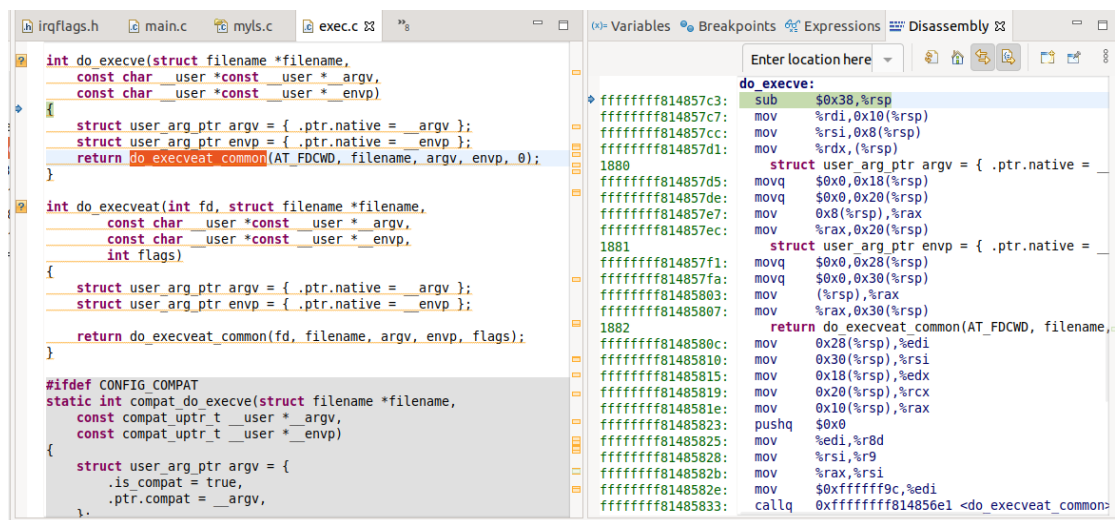
[1]

```
#include <unistd.h>
int main()
{
    char *argv[] = { "ls", NULL }; // pass the execute file need argument
    char *envp[] = { "PATH=/bin", NULL }; // pass array for new executable file
    execve( "bin/ls", argv, envp );

    return 0 ;
}
```

[2]

(a) 首先將中斷點設在 do_execve()，發現他呼叫了 do_execveat_common。



[2]

(b) 進入 do_execveat_common，看到她回傳__do_execve_file()。

The screenshot shows a debugger window with three panes. The left pane displays the C source code for `do_execveat_common` and `do_execve_file`. The middle pane shows the assembly code for the `do_execve_file` function, with the return statement highlighted. The right pane shows the GDB console output, which includes the current state of the program and the return value of the `do_execveat_common` function.

```
putname(filename);
return retval;
}

static int do_execveat_common(int fd, struct filename *filename,
                             struct user_arg_ptr argv,
                             struct user_arg_ptr envp,
                             int flags)
{
    return do_execve_file(fd, filename, argv, envp, flags, NULL);
}

int do_execve_file(struct file *file, void * __argv, void * __envp)
{
    struct user_arg_ptr argv = { .ptr.native = __argv };
    struct user_arg_ptr envp = { .ptr.native = __envp };
    return __do_execve_file(AT_FDCWD, NULL, argv, envp, 0, file);
}

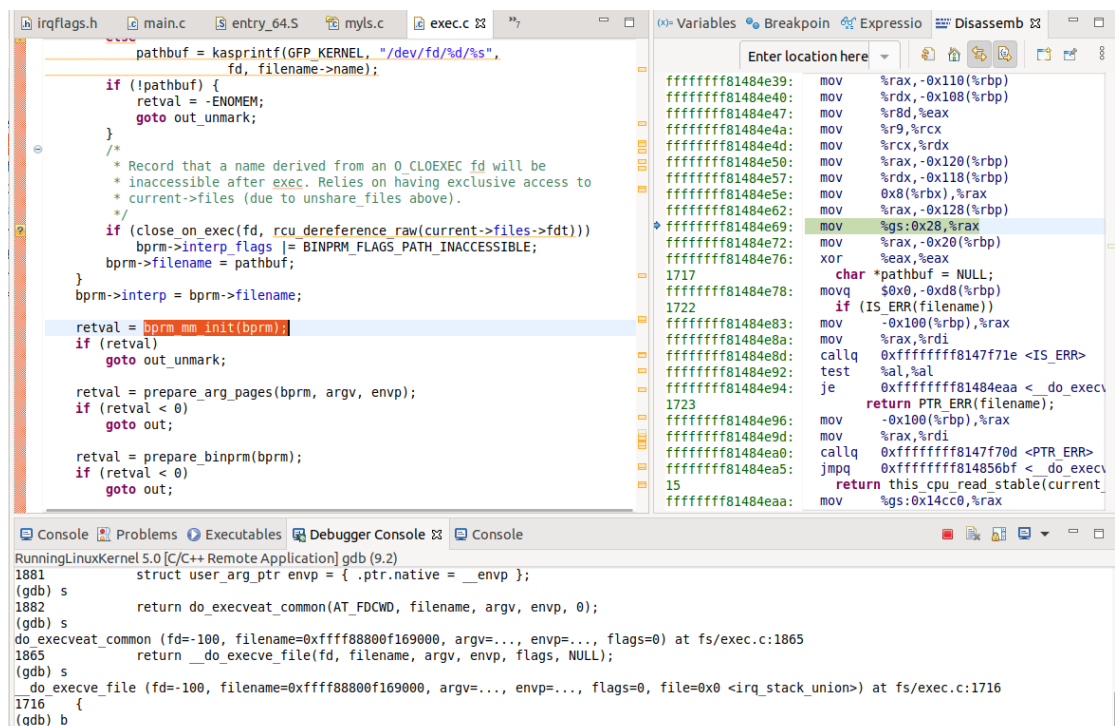
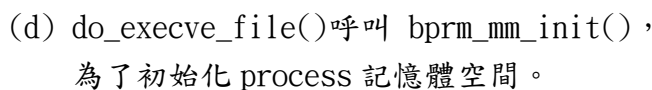
int do_execve(struct filename *filename,
              const char * __user * __argv,
              const char * __user * __envp)
{
    struct user_arg_ptr argv = { .ptr.native = __argv };
    struct user_arg_ptr envp = { .ptr.native = __envp };
    return do_execveat_common(AT_FDCWD, filename, argv, envp, 0);
}

do_execveat_common(fd=-100, filename=0xffff88800f169000, argv=..., envp=..., flags=0) at fs/exec.c:1865
1865 return __do_execve_file(fd, filename, argv, envp, flags, NULL);
(gdb)
```

```
Enter location here
fffffffb14856f8: mov    %rcx,%rdx
fffffffb14856fb: mov    %rax,-0x28(%rbp)
fffffffb14856ff: mov    %rdx,-0x20(%rbp)
fffffffb1485703: mov    %r8d,%eax
fffffffb1485706: mov    %r9,%rcx
fffffffb1485709: mov    %rcx,%rdx
fffffffb148570c: mov    %rax,-0x38(%rbp)
fffffffb1485710: mov    %rdx,-0x30(%rbp)
1865      return do_execve_file(fd, filename
1865      mov    -0x38(%rbp),%r8d
fffffffb1485718: mov    -0x30(%rbp),%r9
fffffffb148571c: mov    -0x28(%rbp),%edx
fffffffb148571f: mov    -0x20(%rbp),%rcx
fffffffb1485723: mov    -0x18(%rbp),%rsi
fffffffb1485727: mov    -0xc(%rbp),%eax
fffffffb148572a: pushq   $0x0
fffffffb148572c: mov     (%r10),%edi
fffffffb148572f: push    %rdi
fffffffb1485730: mov     %eax,%edi
fffffffb1485732: callq   0xffffffff81484e10 <__do_execv
fffffffb1485737: add     $0x10,%rsp
1866    }
fffffffb148573b: mov     -0x8(%rbp),%r10
fffffffb148573f: leaveq  %r10
fffffffb1485740: retq
1869    do_execve_file:
```

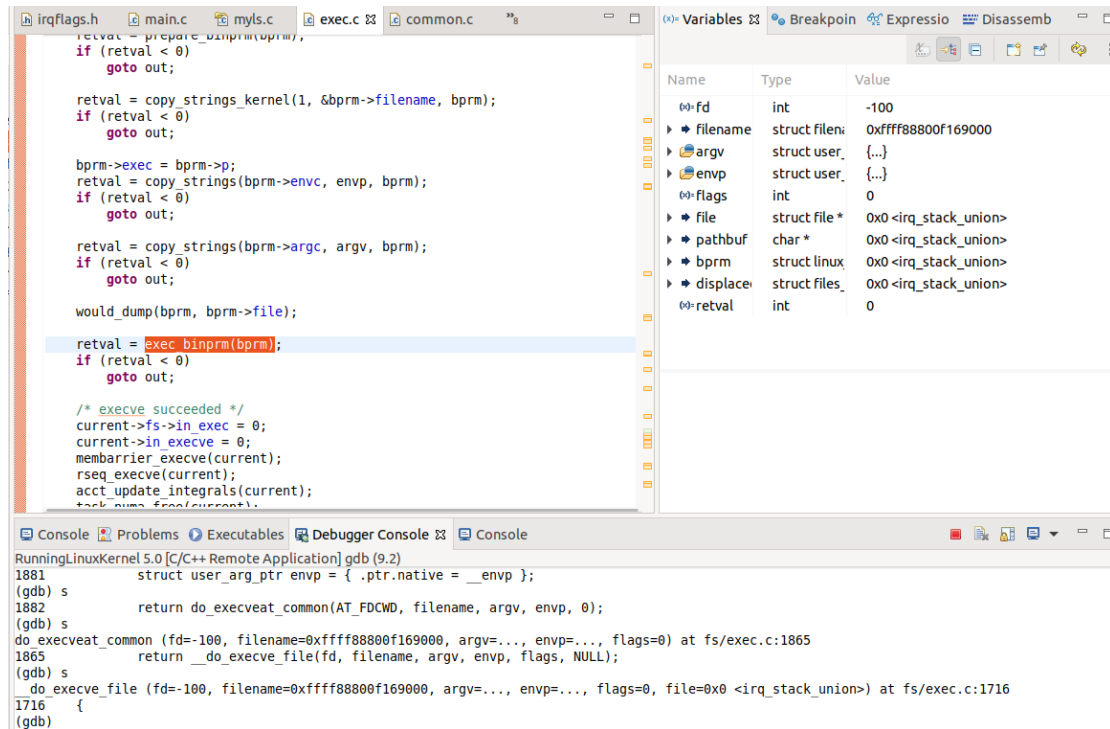
```
RunningLinuxKernel 5.0 [C/C++ Remote Application] gdb (9.2)
(gdb) n
1880      struct user_arg_ptr argv = { .ptr.native = __argv };
(gdb) n
1881      struct user_arg_ptr envp = { .ptr.native = __envp };
(gdb) s
1882      return do_execveat_common(AT_FDCWD, filename, argv, envp, 0);
(gdb) s
do_execveat_common(fd=-100, filename=0xffff88800f169000, argv=..., envp=..., flags=0) at fs/exec.c:1865
1865 return __do_execve_file(fd, filename, argv, envp, flags, NULL);
(gdb)
```

(c) 進入 `__do_execve_file()`，一個資料結構 `struct linux_binprm` 用來檢查檔案名稱是否正確。

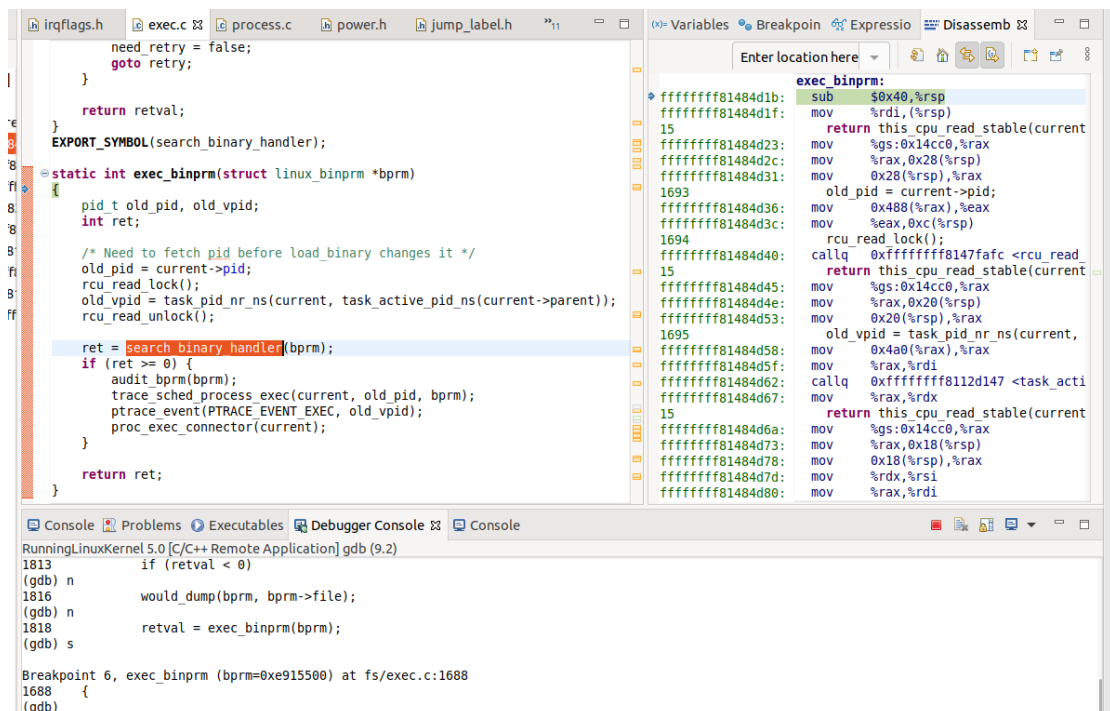


[2]

(e) 接著呼叫了 `exec_binprm`，執行新程式。



(f) 進入 `exec_binprm`，發現他又呼叫了 `search_binary_handler()`



[2]

(g) 進入 `search_binary_handler()` 觀察，
他會尋找可識別的可執行文件，也就是下圖的 `list_for_each_entry`
找到相對應的文件格式後，呼叫 `load_binary`。

The image consists of two screenshots of a debugger window, likely GDB, showing the execution of the `search_binary_handler` function. The left pane displays the C source code, and the right pane displays the disassembled assembly code.

Top Screenshot:

- Source Code:** The function `search_binary_handler` is shown. It takes a `struct linux_binprm *bprm` as an argument. It checks for a retry and then enters a loop `list_for_each_entry(fmt, &formats, lh)`. The current entry is `if (!try_module_get(fmt->module))`.
- Disassembly:** The assembly code for `search_binary_handler` is shown. It starts with `sub $0x30,%rsp` and `mov %rdi,%rsp`. It then checks `bool need_retry = IS_ENABLED(CONFIG_MODULES);` and enters a loop `if (bprm->recursion_depth > 5)`.

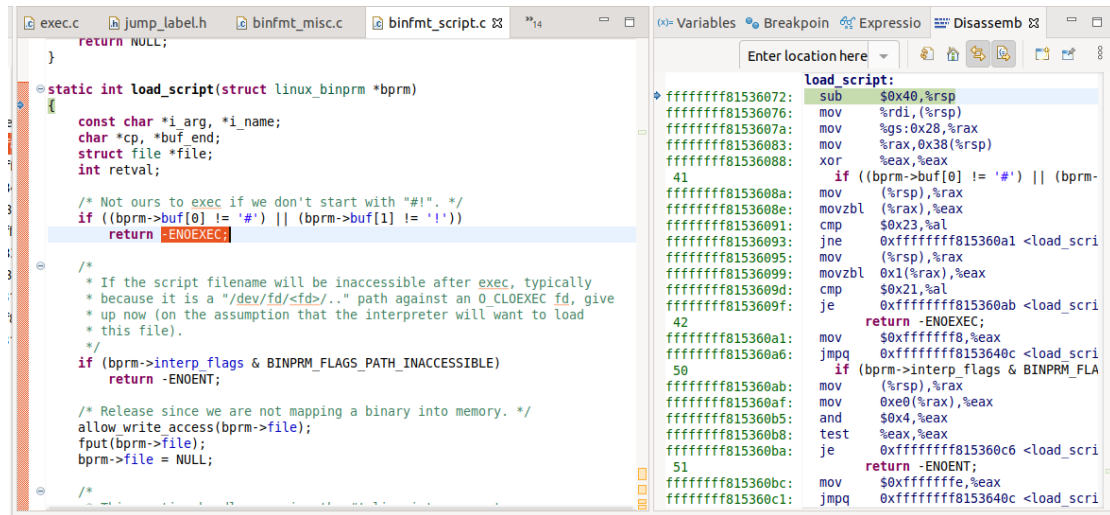
Bottom Screenshot:

- Source Code:** The function continues. It calls `read_lock(&binfmt_lock);` and then `list_for_each_entry(fmt, &formats, lh)`. The current entry is `if (!try_module_get(fmt->module))`. It then calls `retval = fmt->load_binary(bprm);`.
- Disassembly:** The assembly code continues. It shows `mov 0x10(%rax),%rax` and `mov %rax,%rdi`. It then calls `callq 0xffffffff8122bf77 <try_module_get@plt>` and `test %al,%al`.

[2]

(h) 進入 load_binary 後，發現會進入 load_script，他是在檢查檔案格式。

若是格式不同，他就會回報 enoexec 這個錯誤



```
static int load_script(struct linux_binprm *bprm)
{
    const char *i_arg, *i_name;
    char *cp, *buf_end;
    struct file *file;
    int retval;

    /* Not ours to exec if we don't start with "#!". */
    if ((bprm->buf[0] != '#') || (bprm->buf[1] != '!'))
        return -ENOEXEC;

    /*
     * If the script filename will be inaccessible after exec, typically
     * because it is a "/dev/fd/<fd>../" path against an O_CLOEXEC fd, give
     * up now (on the assumption that the interpreter will want to load
     * this file).
     */
    if (bprm->interp_flags & BINPRM_FLAGS_PATH_INACCESSIBLE)
        return -ENOENT;

    /* Release since we are not mapping a binary into memory. */
    allow_write_access(bprm->file);
    fput(bprm->file);
    bprm->file = NULL;

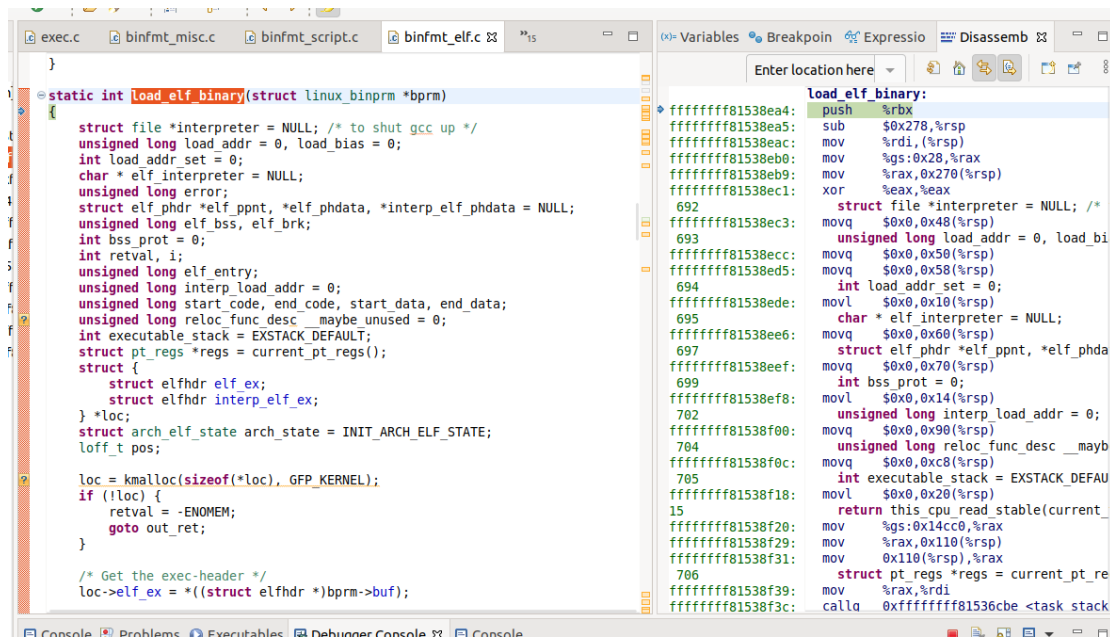
    /*
     * ...
     */
}

load_script:
ffffffffff81536072: sub    $0x40,%rsp
ffffffffff81536076: mov    %rdi,%rax
ffffffffff8153607a: mov    %gs:0x28,%rax
ffffffffff81536083: mov    %rax,0x38(%rsp)
ffffffffff81536088: xor    %eax,%eax
41:
ffffffffff8153608a: if     ((bprm->buf[0] != '#') || (bprm->
ffffffffff8153608e: mov    (%rsp),%rax
ffffffffff81536091: movzbl (%rax),%eax
ffffffffff81536093: cmp    $0x23,%al
ffffffffff81536095: jne    0xffffffff815360a1 <load_scri
ffffffffff81536099: mov    (%rsp),%rax
ffffffffff8153609d: movzbl 0x1(%rax),%eax
ffffffffff8153609f: cmp    $0x21,%al
ffffffffff815360a1: je     0xffffffff815360ab <load_scri
42:
ffffffffff815360a1: mov    $0xffffffff815360ab,%eax
ffffffffff815360a6: jmpq   0xffffffff815360ac <load_scri
50:
ffffffffff815360ab: if     (bprm->interp_flags & BINPRM_FLA
ffffffffff815360af: mov    0x0(%rax),%eax
ffffffffff815360b5: and    $0x4,%eax
ffffffffff815360b8: test   %eax,%eax
ffffffffff815360ba: je     0xffffffff815360c6 <load_scri
51:
ffffffffff815360bc: mov    $0xffffffff815360c6,%eax
ffffffffff815360c1: jmpq   0xffffffff815360c6 <load_scri
```

(i) 接著會跳回 load_binary，在進入一次 load_binary。

會發現進入了 load_elf_binary

elf 是一個 linux 環境下可執行文件格式。



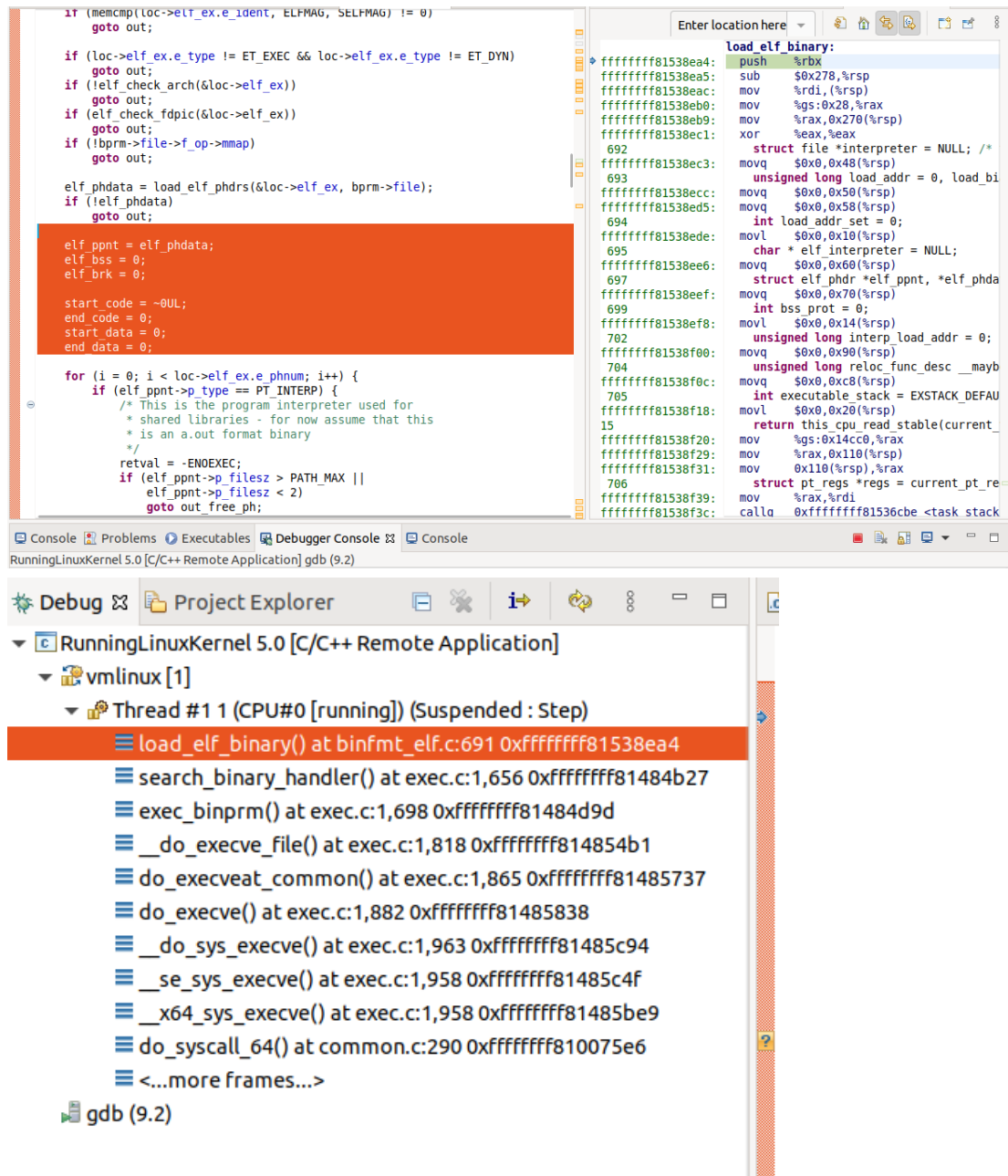
```
static int load_elf_binary(struct linux_binprm *bprm)
{
    struct file *interpreter = NULL; /* to shut gcc up */
    unsigned long load_addr = 0, load_bias = 0;
    int load_addr_set = 0;
    char *elf_interpreter = NULL;
    unsigned long error;
    struct elf_phdr *elf_ppnt, *elf_phdata, *interp_elf_phdata = NULL;
    unsigned long elf_bss, elf_brk;
    int bss_prot = 0;
    int retval, i;
    unsigned long elf_entry;
    unsigned long interp_load_addr = 0;
    unsigned long start_code, end_code, start_data, end_data;
    unsigned long reloc_func_desc_maybe_unused = 0;
    int executable_stack = EXSTACK_DEFAULT;
    struct pt_regs *regs = current_pt_regs();
    struct {
        struct elfhdr elf_ex;
        struct elfhdr interp_elf_ex;
    } *loc;
    struct arch_elf_state arch_state = INIT_ARCH_ELF_STATE;
    loff_t pos;

    loc = kmalloc(sizeof(*loc), GFP_KERNEL);
    if (!loc) {
        retval = -ENOMEM;
        goto out_ret;
    }

    /* Get the exec-header */
    loc->elf_ex = *((struct elfhdr *)bprm->buf);

    load_elf_binary:
    ffffffff81538ea4: push   %rbx
    ffffffff81538ea5: sub    $0x278,%rsp
    ffffffff81538ea8: mov    %rdi,%rax
    ffffffff81538eab: mov    %gs:0x28,%rax
    ffffffff81538eac: mov    %rax,0x270(%rsp)
    ffffffff81538ead: xor    %eax,%eax
692:
    ffffffff81538ec3: movq   $0x0,0x48(%rsp)
693:
    ffffffff81538ecc: movq   $0x0,0x50(%rsp)
    ffffffff81538ed5: movq   $0x0,0x58(%rsp)
694:
    ffffffff81538ede: movl   $0x0,0x10(%rsp)
695:
    ffffffff81538ee6: movq   $0x0,0x60(%rsp)
697:
    ffffffff81538eef: movq   $0x0,0x70(%rsp)
699:
    ffffffff81538ef8: movl   $0x0,0x14(%rsp)
702:
    ffffffff81538f00: movq   $0x0,0x90(%rsp)
704:
    ffffffff81538f0c: movq   $0x0,0xc8(%rsp)
705:
    ffffffff81538f18: movl   $0x0,0x20(%rsp)
15:
    ffffffff81538f20: mov    %gs:0x14cc0,%rax
    ffffffff81538f29: mov    %rax,0x110(%rsp)
    ffffffff81538f31: mov    0x110(%rsp),%rax
706:
    ffffffff81538f39: mov    %rax,%rdi
    ffffffff81538f3c: callq  0xffffffff81538cbe <task_stack
```


(i) 這邊接著就會針對檔案做載入的動作，就完成了載入檔案主要的工作。



不會立即載入。

在下圖當中可以觀察到，
bprm_mm_init 傳入*bprm 後，
接著做初始化。

OS 只會先幫忙修改 task_struct 中的 mm_struct，不會立即載入。

The screenshot shows a debugger window with two panes. The left pane displays the C source code for the `bprm_mm_init` function in `process.c`. The right pane shows the disassembled assembly code for the same function.

C Source Code (process.c):

```

static int bprm_mm_init(struct linux_binprm *bprm)
{
    int err;
    struct mm_struct *mm = NULL;

    bprm->mm = mm = mm_alloc();
    err = -ENOMEM;
    if (!mm)
        goto err;

    /* Save current stack limit for all calculations made during exec. */
    task_lock(current->group_leader);
    bprm->rlim_stack = current->signal->rlim[RLIMIT_STACK];
    task_unlock(current->group_leader);

    err = __bprm_mm_init(bprm);
    if (err)
        goto err;

    return 0;
err:
    if (mm) {
        bprm->mm = NULL;
        mmdrop(mm);
    }
    return err;
}

```

Assembly Code (Disassembled):

```

361          struct mm_struct *mm = NULL;
ffffffffff81481bef:  movq    $0x0, -0x28(%rbp)
363          bprm->mm = mm = mm_alloc();
ffffffffff81481bf7:  callq   0xffffffff810e0898 <mm_alloc>
ffffffffff81481bfc:  mov     %rax, -0x28(%rbp)
ffffffffff81481c00:  mov     -0x38(%rbp), %rax
ffffffffff81481c04:  mov     -0x28(%rbp), %rdx
ffffffffff81481c08:  mov     %rdx, 0x90(%rax)
364          err = -ENOMEM;
ffffffffff81481c0f:  movl    $0xffffffff4, -0x2c(%rbp)
365          if (!mm)
ffffffffff81481c16:  cmpq    $0x0, -0x28(%rbp)
ffffffffff81481c1b:  je      0xffffffff81481cb5 <bprm_mm_init+0x15>
          return this_cpu_read_stable(current->signal->rlim_stack);
ffffffffff81481c21:  mov     %gs:0x14cc0, %rax
ffffffffff81481c2a:  mov     %rax, -0x10(%rbp)
ffffffffff81481c2e:  mov     -0x10(%rbp), %rax
369          task_lock(current->group_leader);
ffffffffff81481c32:  mov     0x4c8(%rax), %rax
ffffffffff81481c39:  mov     %rax, %rdi
ffffffffff81481c3c:  callq   0xffffffff814808b0 <task_lock>
          return this_cpu_read_stable(current->signal->rlim_stack);
ffffffffff81481c41:  mov     %gs:0x14cc0, %rax
ffffffffff81481c4a:  mov     %rax, -0x10(%rbp)
ffffffffff81481c4e:  mov     -0x10(%rbp), %rax
370          bprm->rlim_stack = current->signal->rlim_stack;
ffffffffff81481c52:  mov     0x678(%rax), %rax

```