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Usage of GodBolt

Introduction:

Godbolt is an online compiler and code analysis tool that allows developers to generate and compare the assembly code generated by different compilers and optimization levels. It provides an easy-to-use interface that makes it simple to see the effects of compiler optimization settings on generated code. In this report, we will explore the features and benefits of Godbolt for generating assembly language, analyzing code, and optimizing performance.

Generating Assembly Language:

One of the primary features of Godbolt is the ability to generate assembly code from various programming languages, including C++, Rust, and Go. Users can input their code into the editor and select the target compiler, optimization level, and CPU architecture to generate the assembly code. The generated code can be easily copied and pasted into other tools for further analysis, such as performance profiling or debugging.

Optimization Level Features:

Godbolt provides various optimization level features to optimize the generated assembly code. These optimization levels range from -O0 to -O3, with each level providing a different level of optimization. At -O0, the compiler generates code without any optimization, while at -O3, the compiler generates highly optimized code. Users can easily switch between optimization levels and compare the generated assembly code to understand the impact of optimization on performance.

Other Useful Features for Analysis of Code:

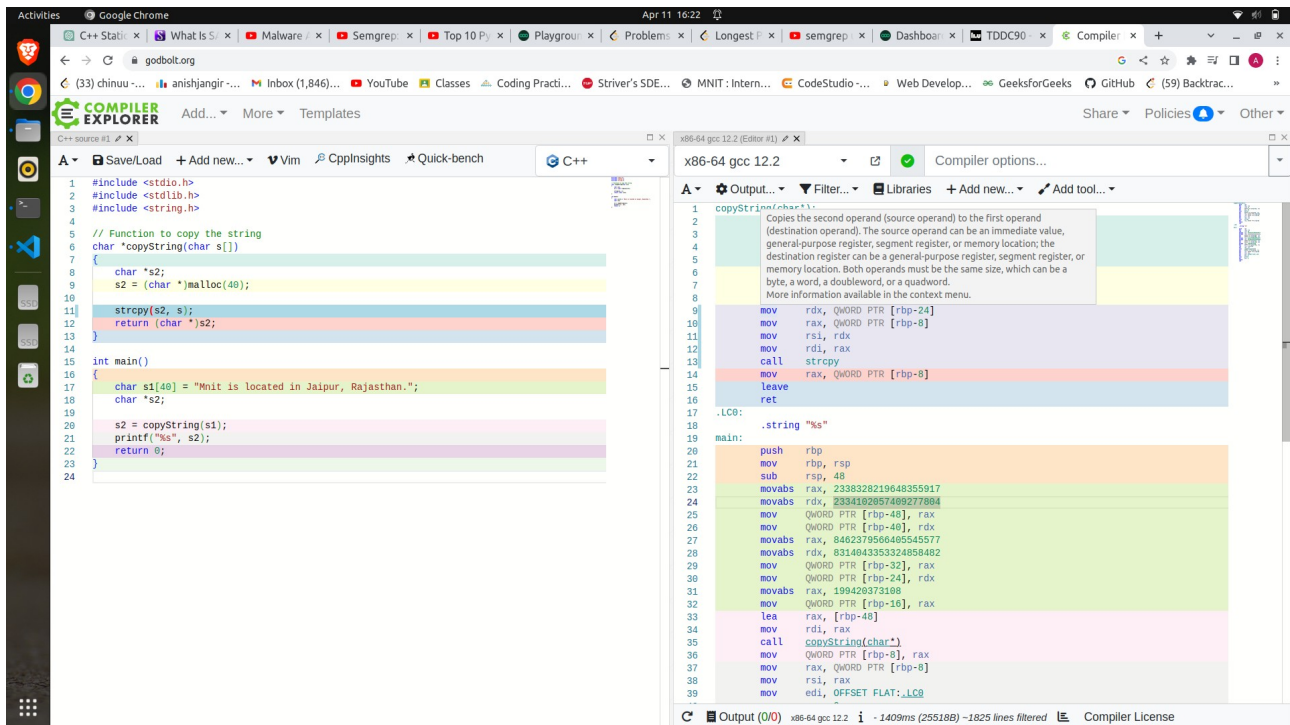
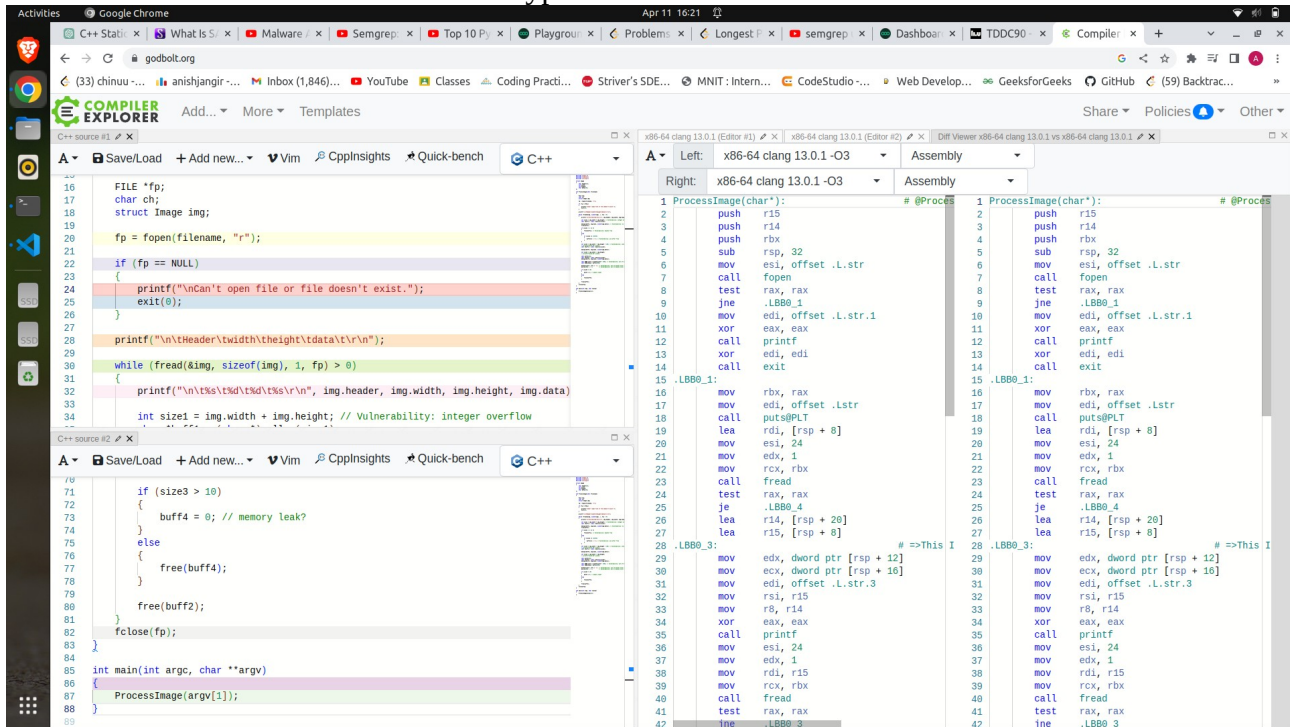
Godbolt provides many other useful features for code analysis, such as the ability to view the generated assembly code side by side with the original code. This makes it easy to understand how changes in the source code impact the generated assembly code. Additionally, Godbolt provides the ability to view the generated assembly code in different formats, including Intel and AT&T syntax, which can be useful for analyzing the generated code.

Conclusion:

Godbolt is a powerful online tool for generating assembly code, analyzing code, and optimizing performance. With its easy-to-use interface and powerful features, Godbolt is a valuable tool for developers who need to optimize their code for performance. Its ability to generate assembly code from various programming languages, provide different optimization levels, and other useful features makes it a must-have tool for any developer looking to improve the performance of their code.

Below are some of the screenshots :

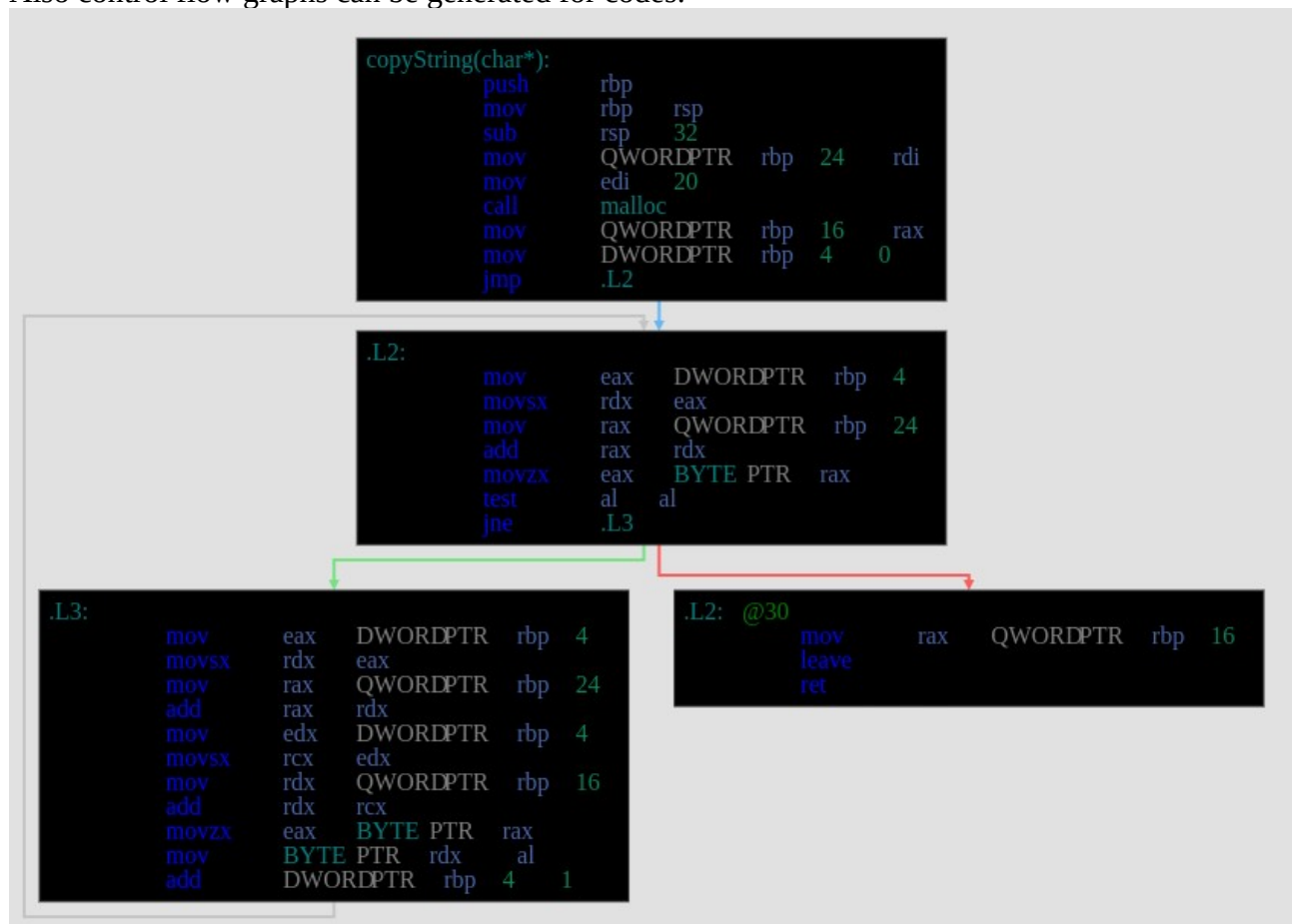
1. same code can be tested for different type of environments at the same time:



code can be optimised at diffent level:

The screenshot shows the Compiler Explorer interface. On the left, the C++ source code for a program named `ProcessImage` is displayed. The code includes headers `<stdio.h>`, `<stdlib.h>`, and `<string.h>`. It defines a `struct Image` with fields `header[4]`, `width`, `height`, and `data[10]`. The `ProcessImage` function takes a filename, opens it, and reads data into a buffer. It contains several comments indicating vulnerabilities: "Vulnerability: Integer overflow" and "Vulnerability: no data buffer size/ma". The right pane shows the assembly output for x86-64 gcc 12.2 with optimization level -O2. The assembly includes instructions for string literals, file opening, and data processing, with labels like `.LC0`, `.LC1`, `.LC2`, `.LC3`, `.L2`, and `.L3`.

Also control flow graphs can be generated for codes:



```

ProcessImage(char*)
    push rbp
    mov rbp, rbp
    add esp, 120
    mov QWORD PTR rbp, 120
    mov rax, QWORD PTR rbp, 120
    mov esi, OFFSET FLAT .LC0
    mov rdi, rax
    call fopen
    mov QWORD PTR rbp, 8
    mov rax, QWORD PTR rbp, 8
    cmp rax, 0
    jne .L2

```

```

ProcessImage(char*)
    @12
    mov edi, OFFSET FLAT .LC1
    mov eax, 0
    call printf
    mov edi, 0
    call exit

```

```

.L2:
    mov edi, OFFSET FLAT .LC2
    call puts
    jmp .L3

```

```

.L3:
    mov rdx, QWORD PTR rbp, 8
    lea rax, rbp, 96
    mov rcx, rdx
    mov edx, 1
    mov esi, 24
    mov rdi, rax
    call fread
    mov rax, rax
    setbe al
    test al, al
    jne .L4

```

```

.L3: @132
    mov rax, QWORD PTR rbp, 8
    mov rdi, rax
    call fclose
    nop
    leave
    ret

```

```

.L4:
    mov ecx, DWORD PTR rbp, 88
    mov edx, DWORD PTR rbp, 92
    lea rax, rbp, 96
    mov rsi, rax, 12
    lea rax, rbp, 96
    mov rsi, rax
    mov edi, OFFSET FLAT .LC3
    mov eax, 0
    call printf
    mov edi, DWORD PTR rbp, 92
    mov eax, DWORD PTR rbp, 88
    add eax, edx
    mov QWORD PTR rbp, 12
    mov ecx, DWORD PTR rbp, 12
    cld
    mov rdi, rax
    call malloc
    mov QWORD PTR rbp, 24
    mov rax, QWORD PTR rbp, 24
    mov rdx, QWORD PTR rbp, 84
    mov QWORD PTR rax, rdx
    movzx edx, WORD PTR rbp, 76
    mov WORD PTR rax, 8
    mov rax, QWORD PTR rbp, 24
    mov rdi, rax
    call free
    mov ecx, DWORD PTR rbp, 12
    add ecx, 1
    cmp ecx, 2
    jle .L4

```

```

.L4:
    cmp DWORD PTR rbp, 12, 123456
    jne .L5

```

```

.L4: @134
    mov rax, QWORD PTR rbp, 24
    mov rdi, rax
    call free
    jmp .L5

```

```

.L4: @980
    mov rax, QWORD PTR rbp, 24
    mov BYTE PTR rax, 97

```

```

.L5:
    mov edx, DWORD PTR rbp, 92
    mov eax, DWORD PTR rbp, 88
    sub edx, eax
    lea rdx, rdx, 100
    mov DWORD PTR rbp, 28
    mov ecx, DWORD PTR rbp, 28
    cld
    mov rdi, rax
    call malloc
    mov QWORD PTR rbp, 40
    mov rax, QWORD PTR rbp, 40
    mov rdx, QWORD PTR rbp, 84
    mov QWORD PTR rax, rdx
    movzx edx, WORD PTR rbp, 76
    mov WORD PTR rax, 8
    mov ecx, DWORD PTR rbp, 82
    mov ecx, DWORD PTR rbp, 88
    cld
    idiv ecx
    mov DWORD PTR rbp, 44
    mov ecx, DWORD PTR rbp, 44
    cld
    mov rdi, rax
    call malloc
    mov QWORD PTR rbp, 56
    mov rax, QWORD PTR rbp, 56
    mov rdx, QWORD PTR rbp, 84
    mov QWORD PTR rax, rdx
    movzx edx, WORD PTR rbp, 76
    mov WORD PTR rax, 8
    mov ecx, DWORD PTR rbp, 44
    add ecx, 100
    cld
    movzx eax, BYTE PTR rbp, 106
    mov BYTE PTR rbp, 57
    mov rax, QWORD PTR rbp, 56
    movzx eax, BYTE PTR rax, 100
    mov BYTE PTR rbp, 58
    mov ecx, DWORD PTR rbp, 44
    add ecx, 100
    cld
    mov BYTE PTR rbp, 106
    mov rax, QWORD PTR rbp, 56
    add rax, 100
    mov BYTE PTR rax, 99
    cmp DWORD PTR rbp, 44, 10
    jle .L6

```

```

.L6:
    mov rax, QWORD PTR rbp, 56
    mov rdi, rax
    call free

```

```

.L5: @110
    mov QWORD PTR rbp, 56, 0
    jmp .L7

```

```

.L7:
    mov rax, QWORD PTR rbp, 40
    mov rdi, rax
    call free

```