



中国科学技术大学软件学院  
SCHOOL OF SOFTWARE ENGINEERING OF USTC

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# How the Computer Works

based on X86/Linux

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# Agenda

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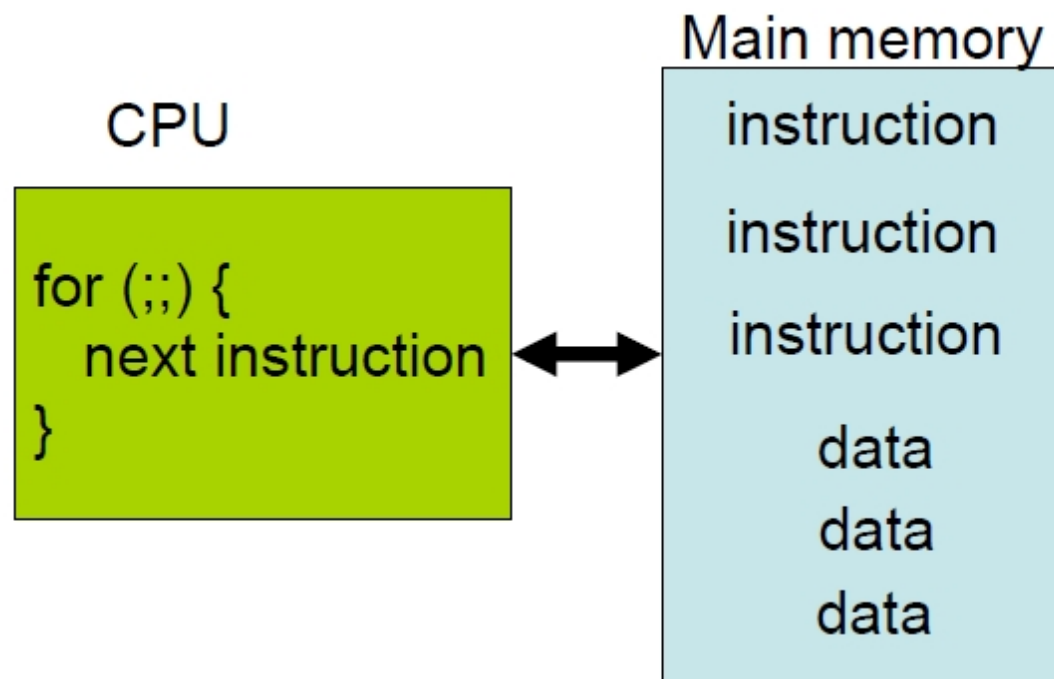
- ◆ The stored program computer
- ◆ X86 implementation
- ◆ Registers and Memory
- ◆ Stack memory + operations
- ◆ Example Program
- ◆ From C to running program
- ◆ Homework





# The stored program computer

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- ◆ Memory holds instructions and data
- ◆ CPU interpreter of instructions





# ABI: Application Binary Interface

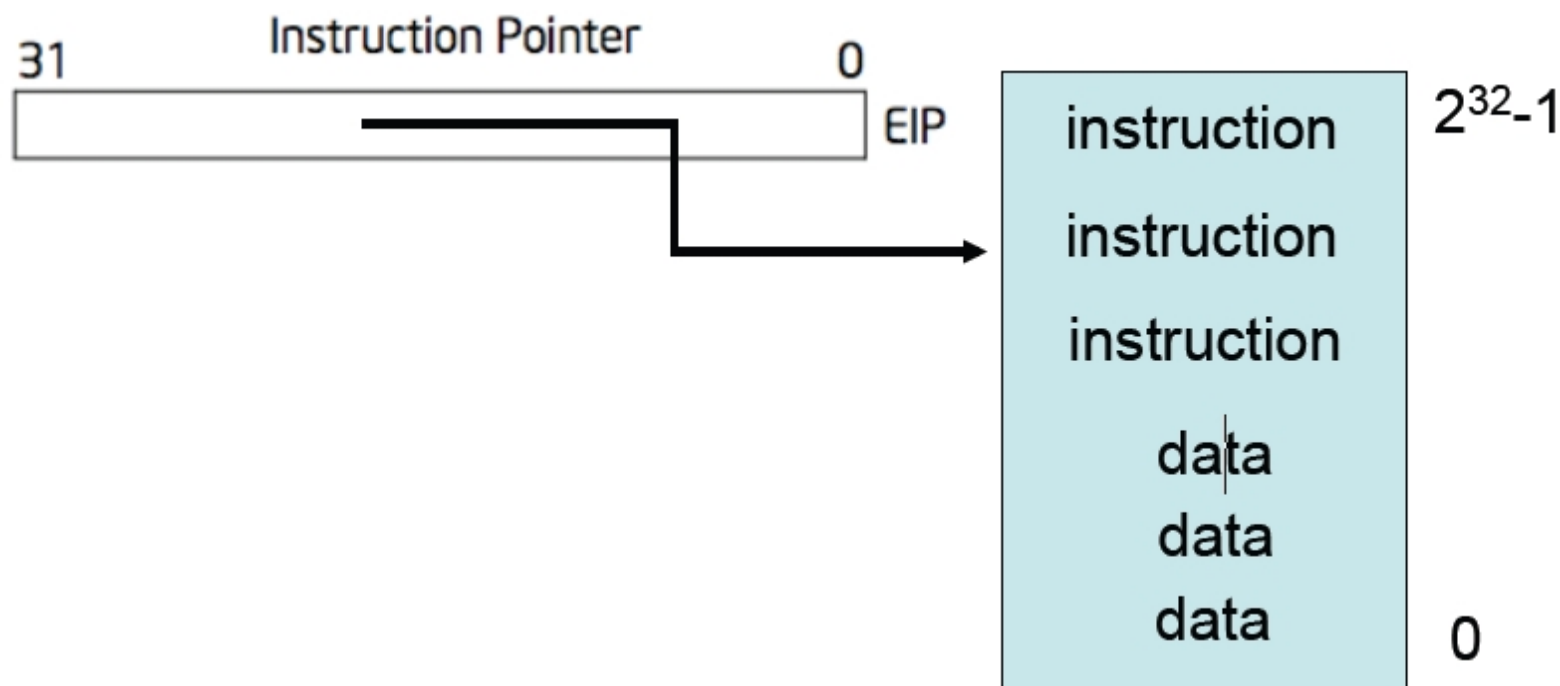
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- ◆ Instructions encoding
- ◆ Registers convention in Instructions
- ◆ Most instructions can take a Memory address





# X86 implementation



- ◆ EIP is incremented after each instruction
- ◆ Instructions are different length
- ◆ EIP modified by CALL, RET, JMP, and conditional JMP





# Registers for work space

General-Purpose Registers					
31	16	15	8	7	0
	AH		AL		
	BH		BL		
	CH		CL		
	DH		DL		
	BP				
	SI				
	DI				
	SP				

16-bit	32-bit
AX	EAX 累加器(Accumulator)
BX	EBX 基地址寄存器(Base Register)
CX	ECX 计数寄存器(Count Register)
DX	EDX 数据寄存器(Data Register)
	EBP 堆栈基指针(Base Pointer)
	ESI 变址寄存器(Index Register)
	EDI
	ESP 堆栈顶指针(Stack Pointer)

- 8, 16, and 32 bit versions
- By convention some registers for special purposes
- Example: ADD EAX, 10
- Other instructions: SUB, AND, etc.





# Segment Register

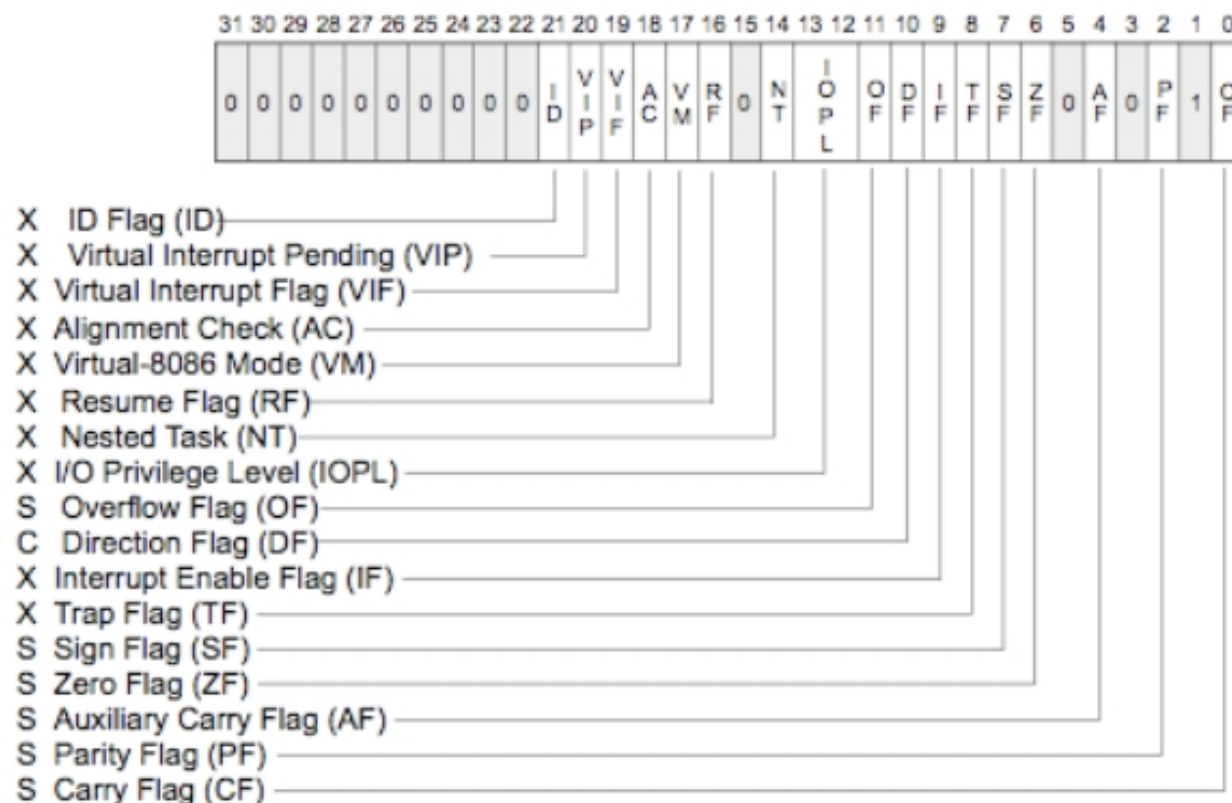
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- ◆ **CS**——代码段寄存器(Code Segment Register), 其值为代码段的段值;
  - ◆ **DS**——数据段寄存器(Data Segment Register), 其值为数据段的段值;
  - ◆ **ES**——附加段寄存器(Extra Segment Register), 其值为附加数据段的段值;
  - ◆ **SS**——堆栈段寄存器(Stack Segment Register), 其值为堆栈段的段值;
  - ◆ **FS**——附加段寄存器(Extra Segment Register), 其值为附加数据段的段值;
  - ◆ **GS**——附加段寄存器(Extra Segment Register), 其值为附加数据段的段值。
- 





# EFLAGS register



S Indicates a Status Flag  
C Indicates a Control Flag  
X Indicates a System Flag







# Memory: more work space

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<code>movl %eax, %edx</code>	<code>edx = eax;</code>	<i>register mode</i>
<code>movl \$0x123, %edx</code>	<code>edx = 0x123;</code>	<i>immediate</i>
<code>movl 0x123, %edx</code>	<code>edx = *(int32_t*)0x123;</code>	<i>direct</i>
<code>movl (%ebx), %edx</code>	<code>edx = *(int32_t*)ebx;</code>	<i>indirect</i>
<code>movl 4(%ebx), %edx</code>	<code>edx = *(int32_t*)(ebx+4);</code>	<i>displaced</i>

- Memory instructions: MOV, PUSH, POP, etc
- Most instructions can take a memory address
- b,w,l分别代表8位， 16位和32位





# Stack memory + operations

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Example instruction   What it does

pushl %eax	subl \$4, %esp movl %eax, (%esp)
popl %eax	movl (%esp), %eax addl \$4, %esp
call 0x12345	pushl %eip (*) movl \$0x12345, %eip (*)
ret	popl %eip (*)
	enter    pushl %ebp movl %esp, %ebp
	leave    movl %ebp, %esp popl %ebp

- Stack grows down
- Use to implement procedure calls





# More memory

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- ◆ 80386: 32 bit data and bus addresses
- ◆ Now: the transition to 64 bit addresses
- ◆ Backwards compatibility:
  - Boots in 16-bit mode, and switches to protected mode with 32-bit addresses
- ◆ 80386 also added virtual memory addresses
  - Segment registers are indices into a table
  - Page table hardware





# 练习

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```
...  
pushl    $8  
movl     %esp, %ebp  
subl     $4, %esp  
movl     $8, (%esp)  
...
```

```
...  
pushl    $8  
movl     %esp, %ebp  
pushl    $8  
...
```

```
...  
pushl    $8  
movl     %esp, %ebp  
pushl    %esp  
pushl    $8  
addl     $4, %esp  
popl     %esp  
...
```

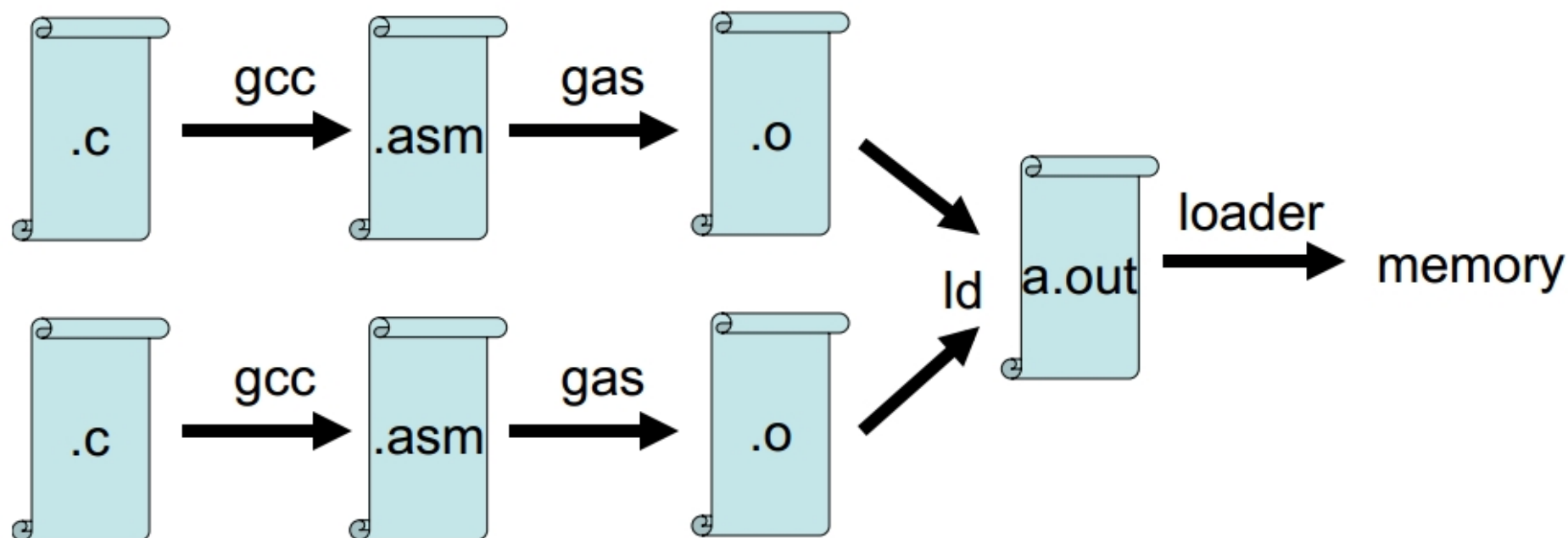
请画出当前堆栈状态，表明当前栈顶和栈基地址位置





# From C to running program

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# Example

```
int g(int x)
{
    return x+3;
}

int f(int x)
{
    return g(x);
}

int main(void)
{
    return f(8)+1;
}
```

```
...
g:
    pushl    %ebp
    movl     %esp, %ebp
    movl     8(%ebp), %eax
    addl     $3, %eax
    popl     %ebp
    ret

...
f:
    pushl    %ebp
    movl     %esp, %ebp
    subl     $4, %esp
    movl     8(%ebp), %eax
    movl     %eax, (%esp)
    call     g
    movl     %ebp, %esp
    popl     %ebp
    ret

...
main:
    pushl    %ebp
    movl     %esp, %ebp
    subl     $4, %esp
    movl     $8, (%esp)
    call     f
    addl     $1, %eax
    movl     %ebp, %esp
    popl     %ebp
    ret
...
```





# 练习

```
1      ...
2      g:
3          pushl    %ebp
4          movl     %esp, %ebp
5          movl     8(%ebp), %eax
6          addl     $8, %eax
7          popl     %ebp
8          ret
9      ...
10     main:
11         pushl    %ebp
12         movl     %esp, %ebp
13         pushl    $8
14         call     g
15         subl     $8, %eax
16         movl     %ebp, %esp
17         popl     %ebp
18         ret
19     ...
```

它对应的C代码？





## 思考

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- ◆ 计算机是怎样工作的？[单任务]
- ◆ 计算机是怎样工作的？[多任务]







## Homework: 计算机是怎样工作的？

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- ◆ 请使用**Example**的c代码分别生成.cpp,.s,.o和ELF可执行文件，并加载运行，分析.s汇编代码在CPU上的执行过程
- ◆ gcc用法参考（\*表示文件名）
  - gcc -E -o \*.cpp \*.c
  - gcc -x cpp-output -S -o \*.s \*.cpp
    - gcc -S -o \*.s \*.c
  - gcc -x assembler -c \*.s -o \*.o
    - gcc -c \*.c -o \*.o
    - as -o \*.o \*.s
  - gcc -o \* \*.o
    - gcc -o \* \*.c





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“世上无难事  
只要肯登攀”

--毛泽东

谢谢大家！

参考资料：

<http://pdos.csail.mit.edu/6.828/2011/lec/l-x86.pdf>

<http://www.tektalk.org/2011/12/11>