Lab session 0x02

In this lab session, we will see some assembly programming and disassembly.

1 Lab files

The files for this lab session are available at https://pwnthybytes.ro/unibuc_re/02-lab-files.zip and the password for the zip file is *infected*.

2 Tools we use (Linux)

Today, all the work will be done in the Linux environment. Make sure you have *python3* and *pwntools* installed on your VM:

2.1 Tasks: assembly analysis

The tasks today will make use of the compiler explorer Godbolt¹. Using the gcc compiler write short sequences of code and check the resulting assembly code for:

- 1. Write a C function that subtracts two integers. Observe the calling convention (RDI/RSI) and the return value (RAX).
- 2. Write a C function that adds two integers. What assembly instruction did the compiler use?
- 3. Write a C function that adds three integers. What assembly instructions do we have now?
- 4. Write a C function that adds the first n positive integers. Observe the loops. Also try:
 - Try also the *clang* compiler. Try using optimization flags O1 and O3. What happens now?
 - \bullet At the beginning of the function fix the number n to a constant value.
- 5. Write a C function that adds the elements in a vector of integers. Try using flags O1 and O3.
- 6. Define a struct like

```
typedef struct {
     uint64_t v1;
     uint64_t v2;
} mystruct_t;
```

and access v1 and v2 by writing these values in the console (use *printf*). Observe the pointer arithmetic (change the data types of v1 and v2) and the first string reference given to *printf*.

7. Consider and analyze the following code that traverses a linked list:

¹https://godbolt.org/

- 8. Write a C function that divides an integer by constants 4, 5, 32. Do the same for multiplication by the same constants. Division is the bane of computer performance and the compiler will go to extreme lengths to avoid it.
- 9. Check out the following simple password checking code:

Understand how this code works and what the corresponding assembly code is doing.

3 Lab tasks: assembly to C code conversion

3.1 Assembly source code 1

```
cmp BYTE PTR [rdi+rax], 0
jne .L3
ret
.L4:
mov eax, 0
ret
```

3.2 Assembly source code 2

```
myst4:
         push
                 rbp
        push
                 rbx
        sub
                 rsp, 8
        mov
                 rbx, rdi
                 rdi, 1
         cmp
                 .L4
         ja
.L2:
                 rax, rbx
        mov
                 rsp, 8
        add
                 rbx
        pop
        pop
                 rbp
        ret
.L4:
                 rdi, [rdi-1]
        lea
         call
                 {\tt myst4}
                 rbp, rax
        mov
                 rdi, [rbx-2]
        lea
         call
                 myst4
        lea
                 rbx, [rbp+0+rax]
                 .L2
         jmp
```

3.3 Assembly source code 3

```
myst5:
```

```
eax, eax
         xor
                  rdi, 1
         cmp
                  .L1
         jbe
                  rdi, 3
         cmp
                  .L6
         jbe
         test
                  dil, 1
         jе
                  .L1
                  ecx, 2
        {\tt mov}
                  .L3
         jmp
.L4:
        mov
                  rax, rdi
                  edx, edx
         xor
         div
                  rcx
                  rdx, rdx
         test
                  .L8
         jе
.L3:
         {\tt add}
                  rcx, 1
```

```
mov
                 rax, rcx
                 rax, rcx
        imul
        cmp
                 rax, rdi
        jbe
                 .L4
.L6:
        mov
                 eax, 1
        ret
.L8:
        xor
                 eax, eax
.L1:
        ret
```

4 Bonus task 1

Find out and explain what the following code is doing:

```
my_function:
    movabs    rdx, -1085102592571150095
    mov    rax, rdi
    mul    rdx
    mov    rax, rdx
    shr    rax, 4
    ret
```

5 Bonus task 2

Take the last piece of code presented in Section 2, write the C program on your computer and compile it with *gcc*. Edit the binary file (not the source code!) to make it print *Correct!* when the wrong secret value is given and vice-versa.