

# 에디로봇이카데미 임베디드 마스터 Lv2 과정

제 1기 2021. 10. 8 김태훈



```
int mult(int num1, int num2);
int main(void)
    int num = 3, num2 = 2;
    int res;
    res = mult(num, num2);
    printf("res = %d\n", res);
    return 0;
int mult(int num1, int num2)
    return num1 * num2;
```



```
Dump of assembler code for function main:
=> 0x0000055555555555149 <+0>: endbr64
  0x0000555555555514d <+4>: push %rbp
  0x0000555555555514e <+5>: mov
                                  %rsp,%rbp
  0x000055555555555151 <+8>: sub
                                  $0x10,%rsp
  mov1
                                      $0x3,-0xc(%rbp)
  0x00005555555555555 <+19>:
                               mov1
                                      $0x2,-0x8(%rbp)
  0x00005555555555163 <+26>:
                                      -0x8(%rbp),%edx
                               mov
  0x00005555555555166 <+29>:
                                      -0xc(%rbp),%eax
                               mov
  0x00005555555555169 <+32>:
                                      %edx,%esi
                               mov
  0x0000555555555516b <+34>:
                                      %eax,%edi
                               mov
  0x0000555555555516d <+36>:
                                      0x555555555192 <mult>
                               calla
  0x00005555555555172 <+41>:
                                      %eax,-0x4(%rbp)
                               mov
  0x00005555555555175 <+44>:
                                      -0x4(%rbp), %eax
                               mov
  0x00005555555555178 <+47>:
                                      %eax,%esi
                               mov
  0x0000555555555517a <+49>:
                                      0xe83(%rip),%rdi
                                                              # 0x55555556004
                               lea
  0x00005555555555181 <+56>:
                                      $0x0,%eax
                               mov
                               callq 0x5555555555050 <printf@plt>
  0x00005555555555186 <+61>:
  0x0000555555555518b <+66>:
                                      $0x0, %eax
                               mov
  0x00005555555555190 <+71>:
                               leaveg
  0x00005555555555191 <+72>:
                               retq
End of assembler dump.
```



### STEP 1

=> 0x000055555555555149 <+0>: endbr64

#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	<- rsp
0x0	cannot access	<- rbp

name	data
rsp	0x7ffffffdda8
rbp	0x0
rip	0x5555555514d



### STEP2



#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rsp
0x0	cannot access	<- rbp

name	data
rsp	0x7ffffffdda0
rbp	0x0
rip	0x5555555514e



### STEP3



#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rsp, rbp
0x0	cannot access	

name	data
rsp	0x7ffffffdda0
rbp	0x7ffffffdda0
rip	0x555555555151



### STEP4



#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd90	?	<- rsp
0x0	cannot access	

name	data
rsp	0x7ffffffdd90
rbp	0x7ffffffdda0
rip	0x5555555555555



### STEP5

```
=> 0x000055555555155 <+12>: movl $0x3,-0xc(%rbp)
=> 0x000055555555555 <+19>: movl $0x2,-0x8(%rbp)

*(rbp-0xc) = 3
*(rbp-0xc) = 2
```

movl은 32bit 연산이라 4개만 jump

movl = move double WORD (대문자 WORD는 2 byte, 소문자 WORD는 register의 크기, cpu가 한번에 연산할 수 있는 크기)

#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	<- rsp
0x0	cannot access	

name	data
rsp	0x7ffffffdd90
rbp	0x7ffffffdda0
rip	0x555555555163



### STEP5

```
=> 0x000055555555163 (+26): mov -0x8(%rbp),%edx
=> 0x0000555555555166 (+29): mov -0xc(%rbp),%eax

edx = *(rbp-0xc)
```

#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	<- rsp
0x0	cannot access	

name	data
rsp	0x7ffffffdd90
rbp	0x7ffffffdda0
rip	0x555555555
rax	3
rdx	2



### STEP6



#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	<- rsp
0x0	cannot access	

name	data
rsp	0x7ffffffdd90
rbp	0x7ffffffdda0
rip	0x55555555566
rax	3
rdx	2
rdi	3
rsi	2



```
=> 0x00005555555516d <+36>: callq 0x55555555192 <mult>

rsp = rsp-0x8

*rsp = (next address of instruction)(0x000055555555172)

rip = 0x555555555192
```

#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	
0x7ffffffdd88	0x555555555172	<- rsp
0x0	cannot access	

name	data
rsp	0x7ffffffdd90
rbp	0x7ffffffdda0
rip	0x555555555192
rax	3
rdx	2
rdi	3
rsi	2



=> 0x000005555555555192 <+0>: endbr64

dumm

#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	
0x7ffffffdd88	0x555555555172	<- rsp
0x0	cannot access	

name	data
rsp	0x7ffffffdd88
rbp	0x7ffffffdda0
rip	0x555555555196
rax	3
rdx	2
rdi	3
rsi	2





#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	
0x7ffffffdd88	0x555555555172	
0x7ffffffdd80	0x7ffffffdda0	<- rsp
0x0	cannot access	

name	data
rsp	0x7ffffffdd80
rbp	0x7ffffffdda0
rip	0x555555555
rax	3
rdx	2
rdi	3
rsi	2



=> 0x00005555555555197 <+5>: mov %rsp,%rbp

rbp = rsp

#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	
0x7ffffffdd88	0x555555555172	
0x7ffffffdd80	0x7ffffffdda0	<- rsp, rbp
0x0	cannot access	

name	data
rsp	0x7ffffffdd80
rbp	0x7ffffffdd80
rip	0x55555555519a
rax	3
rdx	2
rdi	3
rsi	2



```
*(rbp-4) = edi
*(rbp-8) = esi
```

#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	
0x7ffffffdd88	0x555555555172	
0x7ffffffdd80	0x7ffffffdda0	<- rsp, rbp
0x7ffffffdd7c	3	
0x7ffffffdd78	2	
0×0	cannot access	

name	data
rsp	0x7ffffffdd80
rbp	0x7ffffffdd80
rip	0x555555551a0
rax	3
rdx	2
rdi	3
rsi	2



=> 0x00005555555551a0 <+14>: mov	-0x4(%rbp),%eax
*eax = *(rbp-4)	

#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	
0x7ffffffdd88	0x555555555172	
0x7ffffffdd80	0x7ffffffdda0	<- rsp, rbp
0x7ffffffdd7c	3	
0x7ffffffdd78	2	
0x0	cannot access	

name	data
rsp	0x7ffffffdd80
rbp	0x7ffffffdd80
rip	0x555555551a3
rax	3
rdx	2
rdi	3
rsi	2



#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	
0x7ffffffdd88	0x555555555172	
0x7ffffffdd80	0x7ffffffdda0	<- rsp, rbp
0x7ffffffdd7c	3	
0x7ffffffdd78	2	
0x0	cannot access	

name	data
rsp	0x7ffffffdd80
rbp	0x7ffffffdd80
rip	0x555555551a
rax	6
rdx	2
rdi	3
rsi	2





#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	
0x7ffffffdd88	0x555555555172	<- rsp
0x7ffffffdd80	0x7ffffffdda0	
0x7ffffffdd7c	3	
0x7ffffffdd78	2	
0x0	cannot access	

name	data
rsp	0x7ffffffdd88
rbp	0x7ffffffdda0
rip	0x555555551a8
rax	6
rdx	2
rdi	3



```
=> 8x808055555551a8 <+22>: retq

rip = *rsp
rsp = rsp + 8
```

#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c		
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	<- rsp
0x7ffffffdd88	0x55555555172	
0x7ffffffdd80	0x7ffffffdda0	
0x7ffffffdd7c	3	
0x7ffffffdd78	2	
0x0	cannot access	

name	data
rsp	0x7ffffffdd90
rbp	0x7ffffffdda0
rip	0x555555555172
rax	6
rdx	2
rdi	3
rsi	2



#### In the MEMORY

	data	address
	0xf7de90b3(trash)	0x7ffffffdda8
<- rbp	0x0	0x7ffffffdda0
	0x6	0x7ffffffdd9c
	0x2	0x7ffffffdd98
	0x3	0x7ffffffdd94
<- rsp	?	0x7ffffffdd90
	0x55555555172	0x7ffffffdd88
	0x7ffffffdda0	0x7ffffffdd80
	3	0x7ffffffdd7c
	2	0x7ffffffdd78
	cannot access	0x0

name	data
rsp	0x7ffffffdd90
rbp	0x7ffffffdda0
rip	0x55555555517
rax	6
rdx	2
rdi	3
rsi	2



#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c	0x6	
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	<- rsp
0x7ffffffdd88	0x555555555172	
0x7ffffffdd80	0x7ffffffdda0	
0x7ffffffdd7c	3	
0x7ffffffdd78	2	
0x0	cannot access	

name	data
rsp	0x7ffffffdd90
rbp	0x7ffffffdda0
rip	0x5555555517a
rax	6
rdx	2
rdi	3



=> 0x0000555555555517a <+49>: lea	0xe83 <b>(%rip),%rdi</b>	# 0x5555556004
rdi = *(rip + e83)		

#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c	0x6	
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	<- rsp
0x7ffffffdd88	0x555555555172	
0x7ffffffdd80	0x7ffffffdda0	
0x7ffffffdd7c	3	
0x7ffffffdd78	2	
0x0	cannot access	

name	data
rsp	0x7ffffffdd90
rbp	0x7ffffffdda0
rip	0x55555555181
rax	6
rdx	2
rdi	0x55555556004
rci	6



#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c	0x6	
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	<- rsp
0x7ffffffdd88	0x555555555172	
0x7ffffffdd80	0x7ffffffdda0	
0x7ffffffdd7c	3	
0x7ffffffdd78	2	
0x0	cannot access	

name	data
rsp	0x7ffffffdd90
rbp	0x7ffffffdda0
rip	0x55555555186
rax	0
rdx	2
rdi	0x55555556004



```
*> 0x0000055555555186 <+61>: callq 0x55555555000 <printf@plt>

rsp = rsp - 8

*rsp = next address of instruction (0x5555555518b)

rip = 0x55555555050
```

#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	
0x7ffffffdda0	0x0	<- rbp
0x7ffffffdd9c	0x6	
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	
0x7ffffffdd88	0x5555555518b	<- rsp
0x7ffffffdd80	0x7ffffffdda0	
0x7ffffffdd7c	3	
0x7ffffffdd78	2	
0x0	cannot access	

name	data
rsp	0x7ffffffdd88
rbp	0x7ffffffdda0
rip	0x555555555050
rax	0
rdx	2
rdi	0x55555556004



#### In the MEMORY

address	data	
0x7ffffffdda8	0xf7de90b3(trash)	<- rsp
0x7ffffffdda0	0x0	
0x7ffffffdd9c	0x6	
0x7ffffffdd98	0x2	
0x7ffffffdd94	0x3	
0x7ffffffdd90	?	
0x7ffffffdd88	0x5555555518b	
0x7ffffffdd80	0x7ffffffdda0	
0x7ffffffdd7c	3	
0x7ffffffdd78	2	
0x0	cannot access	<- rbp

name	data
rsp	0x7ffffffdd88
rbp	0x7ffffffdda0
rin	0x55555555050