

ASSEMBLY

NOVEMBER 9, 2023

- Setup
 - Dockerfile: github.com/Kernware/Presentations
- Einleitung per Beispiel
- Verschiedene Architekturen
- x86_64 Architektur
- Instruktionen
- Programmier Beispiele

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Denuvo by Irdeto (irdeto.com/denuvo)

Kernware (kernware.at)

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C - BEISPIEL

```
1  #include <stdio.h>
2
3  int main() {
4      printf("Hello World\n");
5      return 0;
6  }
```

C - BEISPIEL

```
1  #include <stdio.h>
2
3  int main() {
4      printf("Hello World\n");
5      return 0;
6  }
```

Kompilieren mit:

```
clang++ 1_sample.c -> ./a.out
```

C - BEISPIEL

```
1 ; godbolt.org
2 .data:
3     .string "Hello World"
4 main:
5     push    rbp
6     mov     rbp, rsp
7     mov     edi, OFFSET FLAT:.data
8     call    puts
9     mov     eax, 0
10    pop     rbp
11    ret
```

C - BEISPIEL

```
1 ; godbolt.org
2 .data:
3     .string "Hello World"
4 main:
5     push    rbp
6     mov     rbp, rsp
7     mov     edi, OFFSET FLAT:.data
8     call    puts
9     mov     eax, 0
10    pop     rbp
11    ret
```

Und nun?

C - BEISPIEL

```
1 .text:01140 ; int __cdecl main(int argc, const char **argv, const char **envp)
2 .text:01140
3 .text:01140 55                push    rbp
4 .text:01141 48 89 E5          mov     rbp, rsp
5 .text:01144 48 83 EC 10        sub     rsp, 10h
6 .text:01148 C7 45 FC 00 00 00 00 mov     [rbp+var_4], 0
7 .text:0114F 48 8D 3D AE 0E 00 00 lea     rdi, format      ; "Hello World\n"
8 .text:01156 B0 00             mov     al, 0
9 .text:01158 E8 D3 FE FF FF    call   _printf
10 .text:0115D 31 C0             xor     eax, eax
11 .text:0115F 48 83 C4 10        add     rsp, 10h
12 .text:01163 5D               pop     rbp
13 .text:01164 C3               ret
```

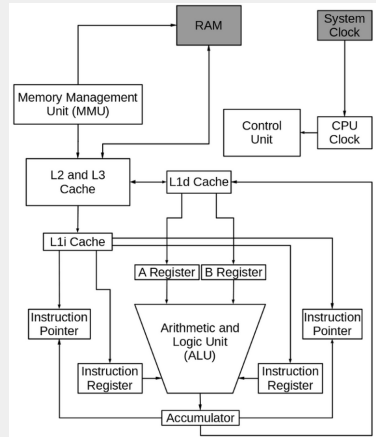

C - BEISPIEL

```
1 .text:01140 ; int __cdecl main(int argc, const char **argv, const char **envp)
2 .text:01140
3 .text:01140 55                push    rbp
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8 .text:01156 B0 00            mov     al, 0
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12 .text:01163 5D              pop     rbp
13 .text:01164 C3              ret
```

CPU macht: Fetch -> Decode -> Execute

CPU ARCHITEKTUR

```
1 55                push    rbp
2 48 89 E5          mov     rbp, rsp
3 48 83 EC 10        sub     rsp, 10h
4 C7 45 FC 00 00 00 00 mov     [rbp+var_4], 0
5 48 8D 3D AE 0E 00 00 lea     rdi, format_str
6 B0 00             mov     al, 0
7 E8 D3 FE FF FF    call    _printf
8 31 C0             xor     eax, eax
9 48 83 C4 10        add     rsp, 10h
10 5D               pop     rbp
11 C3               ret
```



¹<https://www.redhat.com/sysadmin/cpu-components-functionality>

CPU ARCHITEKTUR(EN)

```
1  addi    sp,sp,-16                ; RISC-V
2  sd      ra,8(sp)
3  sd      so,0(sp)
4  addi    so,sp,16
5  lui     a5,%hi(.LCo)
6  addi    ao,a5,%lo(.LCo)
7  call    puts
8  li      a5,0
9  mv      ao,a5
10 ld      ra,8(sp)
11 ld      so,0(sp)
12 addi    sp,sp,16
13 jr      ra
```

CPU ARCHITEKTUR(EN)

```
1  addi    sp,sp,-16                ; RISC-V
2  sd      ra,8(sp)
3  sd      so,0(sp)
4  addi    so,sp,16
5  lui     a5,%hi(.LCo)
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7  call    puts
8  li      a5,0
9  mv      ao,a5
10 ld      ra,8(sp)
11 ld      so,0(sp)
12 addi    sp,sp,16
13 jr      ra
```

```
1  push    {r11, lr}                ; Arm-v7
2  mov     r11, sp
3  sub     sp, sp, #8
4  mov     ro, #0
5  str     ro, [sp]
6  str     ro, [sp, #4]
7  ldr     ro, .LCPI0_o
8  bl      printf
9  ldr     ro, [sp]
10 mov     sp, r11
11 pop     {r11, lr}
12 bx      lr
```

CPU ARCHITEKTUR(EN)

```
1  stp    x29, x30, [sp, -16]!    ; Arm64
2  mov    x29, sp
3  adrp   x0, .LCo
4  add    x0, x0, :lo12:.LCo
5  bl     puts
6  mov    w0, 0
7  ldp    x29, x30, [sp], 16
8  ret
```

CPU ARCHITEKTUR(EN)

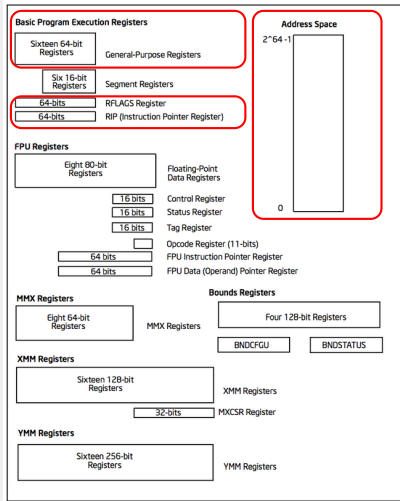
```
1  stp    x29, x30, [sp, -16]!      ; Arm64
2  mov    x29, sp
3  adrp   x0, .LCo
4  add    x0, x0, :lo12:.LCo
5  bl     puts
6  mov    w0, 0
7  ldp    x29, x30, [sp], 16
8  ret
```

```
1  push r28                        ; AVR
2  push r29
3  in     r28, __SP_L__
4  in     r29, __SP_H__
5  ldi    r24, lo8(.LCo)
6  ldi    r25, hi8(.LCo)
7  rcall  puts
8  ldi    r24, 0
9  ldi    r25, 0
10 pop    r29
11 pop    r28
12 ret
```

- weitesten verbreitet

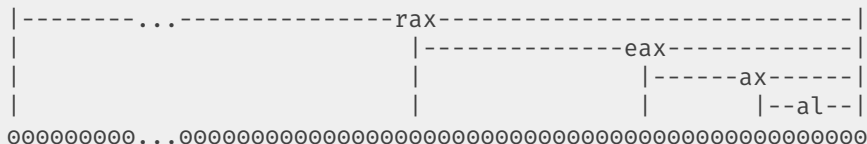
¹<https://www.intel.com/content/dam/www/public/us/en/documents/manuals/64-ia-32-architectures-software-developer-vol-1-manual.pdf>

■ weitesten verbreitet



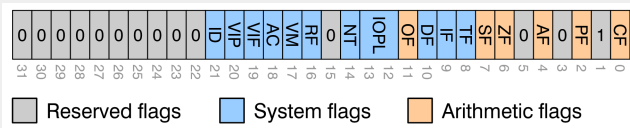
¹<https://www.intel.com/content/dam/www/public/us/en/documents/manuals/64-ia-32-architectures-software-developer-vol-1-manual.pdf>

ARCHITEKTUR X86_64 GENERAL PURPOSE REGISTER



64bit	32bit	16bit	8bit
rax	eax	ax	al
rbx	ebx	bx	bl
rcx	ecx	cx	cl
rbp	ebp	bp	bpl
r11	r11d	r11w	r11b
r12	r12d	r12w	r12b

FLAG REGISTER



ZF - Zero Flag

■ Data Transfer (mov, ...)

```
1  mov rax, 0
2  mov rax, rbx
3  mov [rbp], 1
4  lea rax, [2]
```

INSTRUCTION SET

■ Data Transfer (mov, ...)

```
1  mov rax, 0
2  mov rax, rbx
3  mov [rbp], 1
4  lea rax, [2]
```

■ Binary Arithmetic (add, sub, inc, dec, mul, div, ...)

```
1  inc rax
2  add rax, rbx
3  sub rax, rbx
4  imul rax, rcx
5  idiv rbx ; (RDX:RAX)/RBX, quotient in RAX, remainder in RDX
```

INSTRUCTION SET

■ Data Transfer (mov, ...)

```
1  mov rax, 0
2  mov rax, rbx
3  mov [rbp], 1
4  lea rax, [2]
```

■ Binary Arithmetic (add, sub, inc, dec, mul, div, ...)

```
1  inc rax
2  add rax, rbx
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4  imul rax, rcx
5  idiv rbx ; (RDX:RAX)/RBX, quotient in RAX, remainder in RDX
```

■ Logical (and, or, xor, ...)

```
1  and rdx, rcx
2  or rax, rbx
3  xor rax, rax
4  not rcx
```

INSTRUCTION SET

■ Data Transfer (mov, ...)

```
1  mov rax, 0
2  mov rax, rbx
3  mov [rbp], 1
4  lea rax, [2]
```

■ Binary Arithmetic (add, sub, inc, dec, mul, div, ...)

```
1  inc rax
2  add rax, rbx
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4  imul rax, rcx
5  idiv rbx ; (RDX:RAX)/RBX, quotient in RAX, remainder in RDX
```

■ Logical (and, or, xor, ...)

```
1  and rdx, rcx
2  or rax, rbx
3  xor rax, rax
4  not rcx
```

■ Shift and rotate (sal, shl, sar, shr, ...)

```
1  shl rax, 3
2  shr rbx, 1
3  rol rdx, 4
```

■ Control transfer (jmp, jl, call, ret, ...)

```
1  cmp rax, rbx           ; sub rax, rbx
2
3  je equal_target
4  jne not_equal_target
5  jg greater_target      ; Jump if RAX is greater than RBX
6  jle less_target        ; Jump if RAX is less than or equal to RBX
7
8  jz zero_target          ; Jump if ZF (zero flag) is set
9  jnz not_zero_target     ; Jump if ZF (zero flag) is not set
10
11 jmp unconditional_target
```


■ Control transfer (jmp, jl, call, ret, ...)

```
1  cmp rax, rbx           ; sub rax, rbx
2
3  je equal_target
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5  jg greater_target      ; Jump if RAX is greater than RBX
6  jle less_target        ; Jump if RAX is less than or equal to RBX
7
8  jz zero_target          ; Jump if ZF (zero flag) is set
9  jnz not_zero_target     ; Jump if ZF (zero flag) is not set
10
11 jmp unconditional_target
```

■ Viele mehr (Bit and Byte, I/O, Decimal Arithmetic, ...)

PUSH UND POP

```
1  mov rax, 5  
2  push rax  
3  pop rax
```

PUSH UND POP

```
1  mov rax, 5
2  push rax
3  pop rax
```

```
1  mov rax, 5
2  sub rsp, 8 ; push rax
3  mov [rsp], rax
4  xor rax, rax
5  mov rax, [rsp] ; pop rax
6  add rsp, 8
```

PUSH UND POP, BEISPIEL

```
1 -> mov rax, 5
2     sub rsp, 8 ; push rax
3     mov [rsp], rax
4     xor rax, rax
5     mov rax, [rsp] ; pop rax
6     add rsp, 8
7     nop
```

Register File:

RSP	ox100108
RAX	ox123456

Memory:

ox100100	o
ox100108	o (RSP)

PUSH UND POP, BEISPIEL

```
1  mov rax, 5
2  -> sub rsp, 8 ; push rax
3  mov [rsp], rax
4  xor rax, rax
5  mov rax, [rsp] ; pop rax
6  add rsp, 8
7  nop
```

Register File:

RSP	ox100108
RAX	5

Memory:

ox100100	0
ox100108	0 (RSP)

PUSH UND POP, BEISPIEL

```
1  mov rax, 5
2  sub rsp, 8 ; push rax
3  -> mov [rsp], rax
4  xor rax, rax
5  mov rax, [rsp] ; pop rax
6  add rsp, 8
7  nop
```

Register File:

RSP	0x100100
RAX	5

Memory:

0x100100	0	(RSP)
0x100108	0	

PUSH UND POP, BEISPIEL

```
1  mov rax, 5
2  sub rsp, 8 ; push rax
3  mov [rsp], rax
4  -> xor rax, rax
5  mov rax, [rsp] ; pop rax
6  add rsp, 8
7  nop
```

Register File:

RSP	0x100100
RAX	5

Memory:

0x100100	5	(RSP)
0x100108	0	

PUSH UND POP, BEISPIEL

```
1  mov rax, 5
2  sub rsp, 8 ; push rax
3  mov [rsp], rax
4  xor rax, rax
5  -> mov rax, [rsp] ; pop rax
6  add rsp, 8
7  nop
```

Register File:

RSP	0x100100
RAX	0

Memory:

0x100100	5	(RSP)
0x100108	0	

PUSH UND POP, BEISPIEL

```
1  mov rax, 5
2  sub rsp, 8 ; push rax
3  mov [rsp], rax
4  xor rax, rax
5  mov rax, [rsp] ; pop rax
6 -> add rsp, 8
7  nop
```

Register File:

RSP	0x100100
RAX	5

Memory:

0x100100	5	(RSP)
0x100108	0	

PUSH UND POP, BEISPIEL

```
1  mov rax, 5
2  sub rsp, 8 ; push rax
3  mov [rsp], rax
4  xor rax, rax
5  mov rax, [rsp] ; pop rax
6  add rsp, 8
7  -> nop
```

Register File:

RSP	0x100108
RAX	5

Memory:

0x100100	5
0x100108	0 (RSP)

ERSTES BEISPIEL

Schreib ein Schleife die genau 5 mal ausgeführt wird.

(<http://asmdebugger.com/>)

C PseudoCode:

```
'''
```

```
int a = 5;  
while(a > 0) {  
    a--;  
}
```

```
'''
```

Achtung: Code muss mit 'start:' anfangen und 'nop' Instructions sind nicht unterstützt.

ERSTES BEISPIEL

```
1  start:
2  mov rax, 0
3  mov rbx, 5
4  loop_start:
5      inc rax                ; Increment RAX
6      cmp rax, rbx          ; Compare RAX with loop count
7      jl loop_start        ; Jump if RAX < loop_count
8  exit:
```

ERSTES BEISPIEL

```
1  start:
2  mov rax, 5
3  loop_start:
4      dec rax                ; Decrement RAX, sets ZF if 0
5      jnz loop_start
6  exit:
```

ERSTES BEISPIEL

```
1  start:
2  mov rcx, 5
3  loop_start:
4      loop loop_start ; Alias for "dec rcx; jnz"
5  exit:
```

WAS MACHT FOLGENDER CODE?

```
1  xor  eax,  eax
2  lea  rbx,  [o]
3  mov  rdx,  o
4  and  esi,  o
5  sub  edi,  edi
```

HOW TO DO IT LOCAL?

```
1  ; hello.asm
2  global _start
3
4  _start:
5  mov rax, 0
6  mov rbx, 5
7
8  loop_start:
9      inc rax
10     cmp rax, rbx
11     jl  loop_start
12  nop
```


HOW TO DO IT LOCAL?

```
1      ; hello.asm
2      global _start
3
4      _start:
5      mov rax, 0
6      mov rbx, 5
7
8      loop_start:
9          inc rax
10         cmp rax, rbx
11         jl loop_start
12      nop
```

```
nasm -felf64 hello.asm & ld hello.o & ./a.out
```

C PseudoCode:

```
'''  
int a = 5;  
int b = 3;  
if (a > b) {  
    b = a;  
}  
else {  
    a = 0;  
}  
while(1){};  
'''
```

BEISPIEL

```
1      ; if.asm
2      global _start
3
4      _start:
5      mov rax, 5
6      mov rbx, 3
7
8      cmp rax, rbx
9      jg if_target
10     ; else_target
11     mov rax, 0
12     jmp while_target
13
14     if_target:
15     mov rbx, rax
16
17     while_target:
18     jmp while_target
```

C PseudoCode:

```
'''  
int getOne(int arg) {  
    if (arg > 5) {  
        return 1;  
    }  
    return 0;  
};  
  
int main() {  
    int a = 42;  
    int b = getOne(a);  
    while(1){};  
};  
'''
```

BEISPIEL

```
1      ; call.asm
2      global _start
3
4      getOne: ; argument stored in rax
5      cmp rax, 5
6      jg if_target
7      mov rax, 0
8      ret
9
10     if_target:
11     mov rax, 1
12     ret
13
14     _start:
15     mov rax, 42
16     call getOne
17     mov rbx, rax
18
19     while_target:
20     jmp while_target
```

CALLING CONVENTION

```
void callMe(int a, int b, int c, int d,  
            int e, int f, int g, int h)  
{  
    // do something  
}
```

CALLING CONVENTION

```
// Microsoft x64
func(int a, int b, int c, int d, int e, int f);
// RCX, RDX, R8, R9, everything else pushed on stack

// Linux
func(int a, int b, int c, int d, int e, int f);
// RDI, RSI, RDX, RCX, R8, R9
```

BEISPIEL

```
1  global _start ; challenge.asm
2  verify:
3  push rbp
4  mov rbp, rsp
5  sub dword [rbp + 16], 0x18
6  xor dword [rbp + 16], 0x7a69
7  not dword [rbp + 16]
8  xor dword [rbp + 16], 0x11e61
9  xor dword [rbp + 16], 0x37
10 add dword [rbp + 16], 0x26
11 mov eax, dword [rbp + 16]
12 pop rbp
13 ret
14
15 _start:
16 ; ... TODO
17 call verify
18 mov rbx, 0xfffe8906
19 cmp rax, rbx
20 jne while_target
21 lea rsi, [msg]
22 mov rdi, 1
23 mov rdx, 2
24 mov rax, 1
25 syscall
26
27 while_target:
28 jmp while_target
29
30 msg db ': ', ')', 0
```


BEISPIEL

```
1  global _start ; challenge.asm
2  verify:
3  push rbp
4  mov rbp, rsp
5  sub dword [rbp + 16], 0x18
6  xor dword [rbp + 16], 0x7a69
7  not dword [rbp + 16]
8  xor dword [rbp + 16], 0x11e61
9  xor dword [rbp + 16], 0x37
10 add dword [rbp + 16], 0x26
11 mov eax, dword [rbp + 16]
12 pop rbp
13 ret
14
15 _start:
16 mov rax, 0x1338
17 push rax
18 call verify
19 mov rbx, 0xfffe8906
20 cmp rax, rbx
21 jne while_target
22 lea rsi, [msg]
23 mov rdi, 1
24 mov rdx, 2
25 mov rax, 1
26 syscall
27
28 while_target: jmp while_target
29
30 msg db ': ', ')', 0
```

BEISPIEL

```
1  int verify(int arg) {
2      int ret = arg;
3      ret -= 0x18;
4      ret ^= 0x7a69;
5      ret = ~ret;
6      ret ^= 0x11e61;
7      ret ^= 0x37;
8      ret += 0x26;
9      return ret;
10 }
11
12 int main() {
13     int a = 0x1338;
14     int b = verify(a);
15     if (b == 0xfffe8906) {
16         printf(":");
17     }
18     while(1){};
19 }
```

Vielen Dank!

<https://www.machquadrat.org>
mit r2wars Wettbewerb!

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