

readelf -h addr\_space.o

ELF 头:

Magic: 7f 45 4c 46 02 01 01 00 00 00 00 00 00 00 00 00  
类别: ELF64  
数据: 2 补码, 小端序 (little endian)  
版本: 1 (current)  
OS/ABI: UNIX - System V  
ABI 版本: 0  
类型: REL (可重定位文件)  
系统架构: Advanced Micro Devices X86-64  
版本: 0x1  
入口点地址: 0x0  
程序头起点: 0 (bytes into file)  
Start of section headers: 1224 (bytes into file)  
标志: 0x0  
本头的大小: 64 (字节)  
程序头大小: 0 (字节)  
Number of program headers: 0  
节头大小: 64 (字节)  
节头数量: 14  
字符串表索引节头: 11

readelf -S -W addr\_space.o

共有 14 个节头, 从偏移量 0x4c8 开始:

节头:													
[Nr]	Name	Type	Address	Off	Size	ES	Flg	Lk	Inf	Al			
[ 0]		NULL	0000000000000000	000000	000000	00		0	0	0			
[ 1]	.text	PROGBITS	0000000000000000	000040	000082	00	AX	0	0	1			
[ 2]	.rela.text	RELA	0000000000000000	000388	0000a8	18	I 12		1	8			
[ 3]	.data	PROGBITS	0000000000000000	0000d0	000020	00	WA	0	0	16			
[ 4]	.rela.data	RELA	0000000000000000	000430	000018	18	I 12		3	8			
[ 5]	.bss	NOBITS	0000000000000000	0000f0	000000	00	WA	0	0	1			
[ 6]	.rodata	PROGBITS	0000000000000000	0000f0	00003e	00	A	0	0	8			
[ 7]	.comment	PROGBITS	0000000000000000	00012e	000035	01	MS	0	0	1			
[ 8]	.note.GNU-stack	PROGBITS	0000000000000000	000163	000000	00		0	0	1			
[ 9]	.eh_frame	PROGBITS	0000000000000000	000168	000038	00	A	0	0	8			
[10]	.rela.eh_frame	RELA	0000000000000000	000448	000018	18	I 12		9	8			
[11]	.shstrtab	STRTAB	0000000000000000	000460	000066	00		0	0	1			
[12]	.symtab	SYMTAB	0000000000000000	0001a0	000198	18		13	9	8			
[13]	.strtab	STRTAB	0000000000000000	000338	00004a	00		0	0	1			

Key to Flags:  
W (write), A (alloc), X (execute), M (merge), S (strings), l (large)  
I (info), L (link order), G (group), T (TLS), E (exclude), x (unknown)  
0 (extra OS processing required) o (OS specific), p (processor specific)

objdump -h addr\_space.o

addr\_space.o: 文件格式 elf64-x86-64

节:

Idx	Name	Size	VMA	LMA	File off	Algn
0	.text	00000082	0000000000000000	0000000000000000	00000040	2**0
	CONTENTS, ALLOC, LOAD, RELOC, READONLY, CODE					
1	.data	00000020	0000000000000000	0000000000000000	000000d0	2**4
	CONTENTS, ALLOC, LOAD, RELOC, DATA					
2	.bss	00000000	0000000000000000	0000000000000000	000000f0	2**0
	ALLOC					
3	.rodata	0000003e	0000000000000000	0000000000000000	000000f0	2**3
	CONTENTS, ALLOC, LOAD, READONLY, DATA					
4	.comment	00000035	0000000000000000	0000000000000000	0000012e	2**0
	CONTENTS, READONLY					
5	.note.GNU-stack	00000000	0000000000000000	0000000000000000	00000163	2**0
	CONTENTS, READONLY					
6	.eh_frame	00000038	0000000000000000	0000000000000000	00000168	2**3
	CONTENTS, ALLOC, LOAD, RELOC, READONLY, DATA					

几个变量分别为 char \*myname; char gdata[128]; char bdata[16]; char \*ldata[16]; char \*ddata;

我们比较的 Section 是.text (存放代码)、.data (存放全局静态变量和局部静态变量) 和.bss (存未初始化的全局变量和局部静态变量)

于是有

myname .data

gdata .data

bdata .data

但是实际测试中发现, gdata 被分在了.common 节内

```
SYMBOL TABLE:
0000000000000000 l df *ABS* 0000000000000000 addr_space.c
0000000000000000 l d .text 0000000000000000 .text
0000000000000000 l d .data 0000000000000000 .data
0000000000000000 l d .bss 0000000000000000 .bss
0000000000000000 l d .rodata 0000000000000000 .rodata
0000000000000000 l d .note.GNU-stack 0000000000000000 .note.GNU-stack
0000000000000000 l d .eh_frame 0000000000000000 .eh_frame
0000000000000000 l d .comment 0000000000000000 .comment
0000000000000000 g 0 .data 0000000000000008 myname
0000000000000000 0 *COM* 0000000000000020 gdata
0000000000000000 0 g 0 .data 0000000000000010 bdata
0000000000000000 g F .text 0000000000000082 main
0000000000000000 *UND* 0000000000000000 malloc
0000000000000000 *UND* 0000000000000000 printf
0000000000000000 *UND* 0000000000000000 free
0000000000000000 *UND* 0000000000000000 stack chk fail
```