

## CSO Assignment 2

### Question 3

**All information can be obtained by running the hardinfo command on ubuntu systems.**

#### **Operating System:**

Kernel : Linux 5.13.0-51-generic (x86\_64)

Distribution : Ubuntu 20.04.2 LTS

#### **Kernel Modules:**

Name and description of the first 20 kernel modules (due to space constraints) is as follows:

binfmt_misc	
xt_state	: ip[6]_tables connection tracking state match module
ipt_REJECT	: Xtables: packet "rejection" target for IPv4
nf_reject_ipv4	
nf_nat_h323	: H.323 NAT helper
nf_conntrack_h323	: H.323 connection tracking helper
nf_nat_pptp	: Netfilter NAT helper module for PPTP
nf_conntrack_pptp	: Netfilter connection tracking helper module for PPTP
nf_nat_tftp	: TFTP NAT helper
nf_conntrack_tftp	: TFTP connection tracking helper
nf_nat_sip	: SIP NAT helper
nf_conntrack_sip	: SIP connection tracking helper
nf_nat irc	: IRC (DCC) NAT helper
nf_conntrack irc	: IRC (DCC) connection tracking helper
nf_nat_ftp	: ftp NAT helper
nf_conntrack_ftp	: ftp connection tracking helper
ccm	: Counter with CBC MAC
rfcomm	: Bluetooth RFCOMM ver 1.11
veth	: Virtual Ethernet Tunnel
xt_nat	: SNAT and DNAT targets support

There are 227 kernel modules

#### **File Systems:**

loop 0 to loop 39, developer kernel file systems and temporary file systems

48 file systems

#### **Processor:**

multi core (8 cores) processor, all of the cores are Intel(R) Core(TM) i5-1035G1 CPU @ 1.00GHz and frequency 3600.00 MHz

#### **Memory:**

Total Memory 7900700 KiB, Free Memory 192180 KiB, MemAvailable 2665616 KiB

#### **PCI Devices:**

Host bridge : Intel Corporation Device 8a12 (rev 03)

VGA compatible controller : Intel Corporation Device 8a56 (rev 07) (prog-if 00 [VGA controller])

Signal processing controller : Intel Corporation Device 8a03 (rev 03)

USB controller : Intel Corporation Ice Lake Thunderbolt 3 USB Controller (rev 03)  
(prog-if 30 [XHCI])

Serial controller : Intel Corporation Device 34fc (rev 30) (prog-if 00 [8250])

USB controller : Intel Corporation Ice Lake-LP USB 3.1 xHCI Host Controller (rev 30) (prog-if 30 [XHCI])  
RAM memory : Intel Corporation Device 34ef (rev 30)  
Network controller : Intel Corporation Killer Wi-Fi 6 AX1650i 160MHz Wireless Network Adapter (201NGW) (rev 30)

### **USB Devices:**

Realtek Semiconductor Corp. RTL8153 Gigabit Ethernet Adapter, Linux Foundation 3.0 root hub, Microdia Integrated\_Webcam\_HD, Shenzhen Goodix Technology Co.,Ltd. FingerPrint Intel Corp., Linux Foundation 2.0 root hub, Linux Foundation 3.0 root hub, Linux Foundation 2.0 root hub

### **Battery:**

Capacity: 100 / Full, Battery Technology: Li-polymer, Manufacturer: SMP

### **Sensors:**

multiple thermal/thermal\_zone sensors, multiple coretemp/temp sensors, one fan, battery sensor

### **Storage:**

160 GB total  
146 GB used  
5.4 GB left

### **DMI:**

Name: Inspiron 5400 2n1, -BIOS- Version: 1.3.1, -Board- Version: A00

### **CPU Blowfish Benchmarking:**

Results for Intel(R) Core(TM) i5-1035G1 CPU @ 1.00GHz:

Threads: 8

Machine:

Board: Dell Inc. 0032PT

CPU Name: Intel® Core (TM) i5-1035G1 CPU @ 1.00 GHz

CPU Descripton: 1 physical processor, 4 cores; 8 threads

CPU Config: 8x 3600.00 MHz

Threads Available: 8

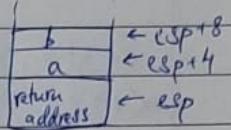
OpenGL Renderer: Mesa Intel® UHD Graphics (ICL GT1)

Memory: 7900700 kiB

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Question 4

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When assembly code is called w/ a & b,  
it pushes b, then a & then the <sup>code</sup> is executed.  
upon calling assembly code, stack status is:



Now, let's look at the assembly code in detail w/ comments & stack status at each point.

assembly code:

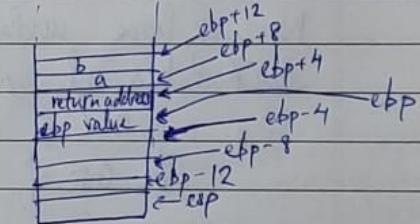
<+0>: push ebp

<+1>: mov ebp, esp

<+2>: sub esp, 0x10

<+3>: mov eax, DWORD PTR [ebp+0xc]

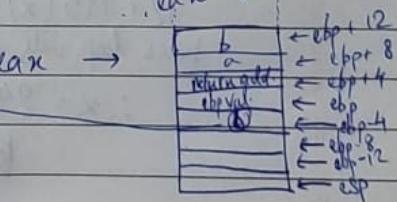
<+4>: mov DWORD PTR [ebp-0x4], eax



move esp to ebp. ∴ now, ebp = newesp

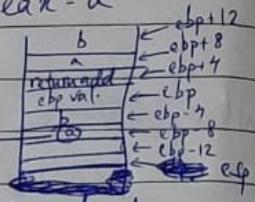
subtract 0x10 (16 in decimal) from esp → esp = esp - 16

∴ esp moves down 16 from prev. stack status



eax = b

eax = b

<+12>: mov eax, DWORD PTR [ebp + 0x8] → eax = a  
 <+15>: mov DWORD PTR [ebp - 0x8], eax →
 
  
 <+18>: jmp 0x50c <asm2+31> → jump to line <+31>  
 <+20>: add DWORD PTR [ebp - 0x4], 0x1 → \*(ebp - 4) + 1 ⇒ b = b + 1  
 <+24>: add DWORD PTR [ebp - 0x8], 0xf → \*(ebp - 8) + 175 ⇒ a = a + 175  
  
 <+31>: cmp DWORD PTR [ebp - 0x8], 0xa3d3, →
   
 <+38>: jle 0x501 <asm2+20> → if a ≤ 41939,  
 jump to line <+20>  
  
 <+40>: mov eax, DWORD PTR [ebp - 0x4] → mov b to eax  
 ∵ eax = b  
  
 <+43>: leave → deallocate dynamic stack that has been  
 allocated by doing the following:  
 esp = ebp & pop ebp  
 (empty the stack)

<+44>: ret

Now, we have understood how the code works along w/ the stack status at each stage of the code.

If a = 0xc & b = 0x15, a = 12 & b = 21 (in decimal).

The core of the code is: while ( $a \leq 41939$ ) {

b++;

a += 175; } }

When we exit this return b.

$\therefore 12 + 175(x) > 41939 \& 12 + 175(x-1) < 41939$  where x is no. of times loop will run.

$\therefore x = 240$ .

$\therefore b$  happens 240 times.

$\therefore b = 21 + 240 = 261$  → return value  
 in hexadecimal,  
 return value = 0x105.

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Question 5

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- a) To tackle this problem I copied the given q5.c file into an executable & ran the file a.out command & file q5.out →<sup>a.out</sup> command one after the other. One small difference I noticed was that the q5.out was made for GNU/Linux 4.4.0 while the ~~a.out~~ was made for GNU/Linux 3.2.0. But the main difference I noticed led me to the mistake in q5.out. The interpreter ~~of~~ corresponding to q5.out is "./libc6-armhf-cross-ld" which means that the .ld file reqd. by the interpreter is being searched for in the same directory "./" as the q5.out file & this doesn't exist. The interpreter for the a.out is "/lib64/ld-linux-x86-64-2.27" and this seems to work correctly as it gives the correct output.

To reconfirm the mistake I found to be true, I ran the file filename command on the other a.out files in my system & they also gave the output as "/lib64/ld-linux-x86-64-2".

- b) The q5.out has the following properties:

1) It is an ELF 64-bit LSB shared object.

↳ Executable & Linkable format      ↳ Least significant bit (Little Endian)      ↳ Indivisible unit which can be generated from one or more relocatable objects

2) It is dynamically linked.

↳ A pointer to the file being linked in the executable is included in the executable & not the contents of the file being linked

3) It is made for Linux Kernel 4.4.0.