CMSC216: x86-64 Assembly Extras and Wrap

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Logistics

Announcements

Reminders of Techniques for Puzzlebin

GDB Tricks from Quick Guide to GDB

Command	Effect
`break *0x1248f2`	Break at specific instruction address
`break *func+24`	Break at instruction with decimal offset from a label
`break *func+0x18`	Break at instruction with hex offset from a label
`p $rax`	*print*: Print value in register `rax`
`x $rax`	*examine*: Print memory pointed at by register `rax`
`x /gx $rax`	Print as "giant" 64-bit numbers in hexadecimal format
`x /5gd $rax`	Print 5 64-bit numbers starting where `rax` points in decimal format

Disassembling Binaries: `objdump -d prog > code.txt`

```
>> objdump -d a.out                 # DISASSEMBLE BINARY
0000000000001119 <main>:
    1119:       48 c7 c0 00 00 00 00    mov    $0x0,%rax
    1120:       48 c7 c1 01 00 00 00    mov    $0x1,%rcx
    1127:       48 c7 c2 64 00 00 00    mov    $0x64,%rdx
000000000000112e <LOOP>:
    112e:       48 39 d1                cmp    %rdx,%rcx
    1131:       7f 08                   jg     113b <END>
    1133:       48 01 c8                add    %rcx,%rax
...
>> objdump -d a.out > code.txt  # STORE RESULTS IN FILE
```

Accessing Global Variables in Assembly

Global data can be set up in assembly in `.data` sections with labels and assembler directives like `.int` and `.short`

```
.data
an_int:                 # single int
        .int 17
some_shorts:            # array of shorts
        .short 10       # some_shorts[0]
        .short 12       # some_shorts[1]
        .short 14       # some_shorts[2]
```

Modern Access to Globals

```
movl an_int(%rip),  %eax
leaq some_shorts(%rip), %rdi
```

- Uses `%rip` relative addressing
- Default in gcc as it plays nice with OS security features like *Address Space Randomization*
- May discuss again later during Linking/ELF coverage (Bryan/O'Hallaron Chapter 7)

Traditional Access to Globals

```
movl an_int,  %eax          # ERROR
leaq (some_shorts), %rdi    # ERROR
```

- Not accepted by gcc by default
- Yields compile/link errors

```
/usr/bin/ld: /tmp/ccocSiw5.o:
  relocation R_X86_64_32S against `.data'
  can not be used when making a PIE object;
  recompile with -fPIE
```

Aggregate Data In Assembly (Arrays + Structs)

Arrays

Usually: base + index × size

```
arr[i] = 12;
movl $12,(%rdi,%rsi,4)

int x = arr[j];
movl (%rdi,%rcx,4),%r8d
```

- Array starting address often held in a register
- Index often in a register
- Compiler inserts appropriate size (1,2,4,8)

Structs

Usually base+offset

```
typedef struct {
  int i; short s;
  char c[2];
} foo_t;
foo_t *f = ...;

short sh = f->s;
movw 4(%rdi),%si

f->c[i] = 'X';
movb $88, 6(%rdi,%rax)
```

Packed Structures as Procedure Arguments

- Passing pointers to structs is 'normal': registers contain addresses to main memory
- Passing actual structs may result in *packed structs* where several fields are in a single register
- Assembly must *unpack* these through **shifts and masking**

```c
// packed_struct_main.c
typedef struct {
  short first;
  short second;
} twoshort_t;

short sub_struct(twoshort_t ti);

int main(){
  twoshort_t ts = {.first=10,
                   .second=-2};
  int sum = sub_struct(ts);
  printf("%d - %d = %d\n",
         ts.first, ts.second, sum);
  return 0;
}
```

```
### packed_struct.s
.text
.globl  sub_struct
sub_struct:
  ## first arg is twoshort_t ts
  ## %rdi has 2 packed shorts in it
  ## bits  0-15 are ts.first
  ## bits 16-31 are ts.second
  ## upper bits could be anything

  movl %edi,%eax       # eax = ts;
  andl $0xFFFF,%eax    # eax = ts.first;
  sarl $16,%edi        # edi = edi >> 16;
  andl $0xFFFF,%edi    # edi = ts.second;
  subw %di,%ax         # ax = ax - di
  ret                  # answer in ax
```

Example: coins_t in Lab06

```
// Type for collections of coins
typedef struct {  // coint_t has the following memory layout
  char quarters;  //
  char dimes;     // |           | Pointer | Packed | Packed |
  char nickels;   // |           |  Memory | Struct | Struct |
  char pennies;   // | Field     |  Offset | Arg#   | Bits   |
} coins_t;        // |-----------+---------+--------+--------|
                  // | quarters  |      +0 | #1     | 0-7    |
                  // | dimes     |      +1 | #1     | 8-15   |
                  // | nickels   |      +2 | #1     | 16-23  |
                  // | pennies   |      +3 | #1     | 24-31  |
```

```
# EXAMPLE: coins_t *c = <#2048>;
# | #2048 | c->quarters | 2 |
# | #2049 | c->dimes    | 1 |
# | #2050 | c->nickels  | - |
# | #2051 | c->pennies  | - |
# set_coins(c);

set_coins:
### int set_coins(int cents, coins_t *coins)
### %edi = int cents
### %rsi = coints_t *coins
  ...
  # rsi: #2048
  # al: 0  %dl: 3
  movb    %al,2(%rsi)      # coins->nickels = al;
  movb    %dl,3(%rsi)      # coins->pennies = dl;

## | #2048 | c->quarters | 2 |
## | #2049 | c->dimes    | 1 |
## | #2050 | c->nickels  | 0 |
## | #2051 | c->pennies  | 3 |
```

```
# EXAMPLE:
# coins_t c = { .quarters=2, dimes=1,
#               .nickels=0, .pennies=3 };
# int tot = total_coins(c);

total_coins:
### args are
### %rdi packed coin_t struct with struct fields
### { 0- 7: quarters, 8-15: dimes,
###  16-23: nickels, 24-31: pennies}

### rdi: 0x00 00 00 00 03 00 01 02
###                    p  n  d  q
 movq    %rdi,%rdx          # extract dimes
### rdx: 0x00 00 00 00 03 00 01 02
###                    p  n  d  q
 sarq    $8,%rdx            # shift dimes to low bits
### rdx: 0x00 00 00 00 00 03 00 01
###                       p  n  d
 andq    $0xFF,%rdx         # rdx = dimes
### rdx: 0x00 00 00 00 00 00 00 01
###                       p  n  d
```

Large Packed Structs

Structs that don't fit into single registers may be packed across several argument registers

```
typedef struct{
  int   day_secs;   // 4
  short time_secs;  // 2
  short time_mins;  // 2
  short time_hours;// 2
  char  ampm;       // 1+1 pad
} tod_t;            // 12 bytes
```

```
int set_display_from_tod(tod_t tod, ...)
//                          ^^^ Large packed struct
```

C Field Access	Register	Bits in reg	Shift Required	Size
tod.day_secs	%rdi	0-31	None	4 bytes
tod.time_secs	%rdi	32-47	Right by 32	2 bytes
tod.time_mins	%rdi	48-63	Right by 48	2 bytes
tod.time_hours	%rsi	0-15	None	2 bytes
tod.ampm	%rsi	16-23	Right by 16	1 bytes

At a certain size, compiler stores Very Large packed structs in the stack and passes pointers to it to functions

General Cautions on Structs

Struct Layout by Compilers

- Compiler honors order of source code fields in struct
- BUT compiler may add padding between/after fields for alignment
- Compiler determines total struct size

Struct Layout Algorimths

- Baked into compiler
- **May change from compiler to compiler**
- May change through history of compiler

Structs in Mem/Regs

- Local var structs spread across several registers
- Don't need a struct on the stack at all in some cases (just like don't need local variables on stack)
- Struct arguments packed into 1+ registers

Stay Insulated

- Programming in C insulates you from all of this
- Feel the **warmth** of gcc's abstraction blanket

Security Risks in C

Buffer Overflow Attacks

- No default bounds checking in C: Performance favored over safety
- Allows classic security flaws:

```
char buf[1024];
printf("Enter you name:");
fscanf(file,"%s",buf); // BAD
// or
gets(buf);             // BAD
// my name is 1500 chars
// long, what happens?
```

- For data larger than `buf`, begin overwriting other parts of the stack
  - Clobber return addresses
  - Insert executable code and run it

Counter-measures

- **Stack protection** is default in gcc in the modern era
- Inserts "canary" values on the stack near return address
- Prior to function return, checks that canaries are unchanged
- **Stack / Text Section Start randomized** by kernel, return address and function addresses difficult to predict ahead of time
- Kernel may also vary virtual memory address as well
- Disabling protections is risky

Stack Smashing

- Explored in a recent homework
- See `stack_smash.c` for a similar example
- Demonstrates detection of changes to stack that could be harmful / security threat

```c
// stack_smash.c
void demo(){
  int arr[4];   // fill array off the end
  for(int i=0; i<8; i++){
    arr[i] = (i+1)*2;
  }

  for(int i=0; i<8; i++){
    printf("[%d]: %d\n",i,arr[i]);
  }
}

int main(){
  printf("About to do the demo\n");
  demo();
  printf("Demo Complete\n");
  return 0;
}
```

```
> cd 08-assembly-extras-code/
> gcc stack_smash1.c
> ./a.out
About to do the demo
[0]: 2
[1]: 4
[2]: 6
...
[7]: 16
*** stack smashing detected ***:
terminated
Aborted (core dumped)
```

Demonstration of Buffer Overflow Attack

- See the code `buffer_overflow.c`
- Presents an easier case to demo stack manipulations
- Prints addresses of functions `main()` and `never()`
- Reads `long` values which are 64-bits, easier to line up data in stack than with strings; still overflowing the buffer by reading too much data as in:

```
void always(){
  long buf[1] = {0xABCD};         // room for 1
  ...
  printf("Enter 4 hex values: ");
  fscanf(stdin,"%lx %lx %lx %lx", // reads 4
         &buf[0], &buf[1], &buf[2], &buf[3]);
```

- When compiled via

```
>> gcc -fno-stack-protector buffer_overflow.c
```

  can get `never()` to run by entering its address as input which will overwrite the return address

Sample Buffer Overflow Code

```c
#include <stdio.h>
void print_all_passwords(){
  ...
}
int main(){
  printf("file to open: ");
  char buf[128];
  fscanf(stdin,"%s",buf);
  printf("You entered: %s\n",buf);

  ...;
  return 0;
  // By entering the correct length of string followed by the ASCII
  // representation of the address of print_all_passwords(), one might
  // be able to get that function when "return" is reached if there
  // are no stack protection mechanisms at work ...
  // (which was the case in 1999 on Windows :-)
}
```

Details of GCC / Linux Stack Security

- Programs compiled with GCC + Glibc on Linux for x86-64 will default to having stack protection
- This is can be seen in compiled code as short blocks near the beginning and end of functions which
  1. At the beginning of the function uses an instruction like `movq %fs:40, %rax` and places a value in the stack beneath the return address
  2. At the end of the function again accesses `%fs:40` and the value earlier placed in the stack.
- The `%fs` register is a special segment register originally introduced in the 16-bit era to surmount memory addressing limitations; now used only for limited purposes
- The complete details are beyond the scope of our course BUT
- **A somewhat detailed explanation has been added to `08-assembly-extras-code/stack_protect.org`**

Floating Point Operations

- Original Intel 8086 Processor **didn't do floating point ops**
- Had to buy a co-processor (Intel 8087) to enable FP ops
- Most modern CPUs support FP ops but they feel separate from the integer ops: FPU versus ALU

x86-64 "Media" Registers

512	256	128-bits	Use
%zmm0	%ymm0	%xmm0	FP Arg1/Ret
%zmm1	%ymm1	%xmm1	FP Arg2
...	...	...	...
%zmm7	%ymm7	%xmm7	FP Arg 8
%zmm8	%ymm8	%xmm8	Caller Save
...	...	...	...
%zmm15	%ymm15	%xmm15	Caller Save

- Can be used as "scalars" - single values but...
- `xmmI` is 128 bits big holding
  - 2 x 64-bit `double`'s OR
  - 4 x 32-bit `float`'s
- `ymmI / zmmI` extend further

Instructions

```
vaddss %xmm2,%xmm4,%xmm0
# xmm0[0] = xmm2[0] + xmm4[0]
# Add Scalar Single-Precision

vaddps %xmm2,%xmm4,%xmm0
# xmm0[:] = xmm2[:] + xmm4[:]
# Add Packed Single-Precision
# "Vector" Instruction
```

- Operates on single values or "vectors" of packed values
- 3-operands common in more "modern" assembly languages

Example: `float_ops.c` to Assembly

```c
// float_ops.c: original C Code
void array_add(float *arr1, float *arr2, int len){
  for(int i=0; i<len; i++){
    arr1[i] += arr2[i];
  }
}
```

```
# >> gcc -S -Og float_ops.c
# Minimal optimizations
array_add:   ## 16 lines asm
.LFB0:
  .cfi_startproc
  movl  $0, %eax
  jmp  .L2
.L3:
  movslq  %eax, %r8
  leaq  (%rdi,%r8,4), %rcx
  movss  (%rsi,%r8,4), %xmm0
  addss  (%rcx), %xmm0  ## add single
  movss  %xmm0, (%rcx)  ## single prec
  addl  $1, %eax
.L2:
  cmpl  %edx, %eax
  jl  .L3
  ret
```

```
# >> gcc -S -O3 -mavx float_ops.c
# Max optimizations, Use AVX hardware
array_add:   ## 100 lines asm
...
.L5:          ## vector move/adds
  vmovups  (%rcx,%rdx), %ymm1
  vaddps  (%rsi,%rdx), %ymm1, %ymm0
  vmovups  %ymm0, (%rcx,%rdx)
  addq  $32, %rdx
  cmpq  %rdi, %rdx
  jne  .L5
...
.L9:          ## single move/adds
  vmovss  (%rcx,%rax), %xmm0
  vaddss  (%rsi,%rax), %xmm0, %xmm0
  vmovss  %xmm0, (%rcx,%rax)
  addq  $4, %rax
  cmpq  %rax, %rdx
  jne  .L9
  ret
```

Floating Point and ALU Conversions

- Recall that bit layout of Integers and Floating Point numbers are quite different (**how?**)
- Leads to a series of assembly instructions to interconvert between types

```
# file:float_convert.c

# int eax = ...;
# double xmm0 = (double) eax;
cvtsi2sdl     %eax, %xmm0

# double xmm1 = ...
# long rcx = (long) xmm1;
cvttsd2siq    %xmm0, %rax
```

- These are non-trivial conversions: 5-cycle latency (delay) before completion, can have a performance impact on code which does conversions

Optional Exercise: All Models are Wrong...

- Rule #1: The Doctor Lies
- Below is our original model for memory layout of C programs
- Describe what is **incorrect** based on x86-64 assembly
- What is **actually** in the stack? How are registers likely used?

```
    9: int main(...){
   10:   int x = 19;
   11:   int y = 31;
+-<12:   swap(&x, &y);
|  13:   printf("%d %d\n",x,y);
|  14:   return 0;
V  15: }
|
|  18: void swap(int *a,int *b){
+->19:   int tmp = *a;
   20:   *a = *b;
   21:   *b = tmp;
   22:   return;
   23: }
```

```
STACK: Caller main(), prior to swap()
| FRAME   | ADDR  | NAME | VALUE |
|---------+-------+------+-------|
| main()  | #2048 | x    |    19 |
| line:12 | #2044 | y    |    31 |
|---------+-------+------+-------|

STACK: Callee swap() takes control
| FRAME   | ADDR  | NAME | VALUE |
|---------+-------+------+-------|
| main()  | #2048 | x    |    19 |<-+
| line:12 | #2044 | y    |    31 |<-|+
|---------+-------+------+-------|  ||
| swap()  | #2036 | a    | #2048 |--+|
| line:19 | #2028 | b    | #2044 |---+
|         | #2024 | tmp  |     ? |
```

Answers: All Models are Wrong, Some are Useful

```
    9: int main(...){
   10:   int x = 19;
   11:   int y = 31;
+-<12:   swap(&x, &y);
|  13:   printf("%d %d\n",x,y);
|  14:   return 0;
V  15: }
|
|  18: void swap(int *a,int *b){
+->19:   int tmp = *a;
   20:   *a = *b;
   21:   *b = tmp;
   22:   return;
   23: }
```

```
STACK: Callee swap() takes control
| FRAME    | ADDR  | NAME | VALUE |
|----------+-------+------+-------|
| main()   | #2048 | x    |    19 |
|          | #2044 | y    |    31 |
|----------+-------+------+-------|
| swap()   | #2036 | rip  |Line 13|
|----------+-------+------+-------|
REGS as swap() starts
| REG | VALUE | NOTE         |
|-----+-------+--------------|
| rdi | #2048 | for *a       |
| rsi | #2044 | for *b       |
| rax |     ? | for tmp      |
| rip |   L19 | line in swap |
```

- `main()` must have stack space for locals passed by address
- `swap()` needs no stack space for arguments: in registers
- Return address is next value of `rip` register in `main()`
- Mostly don't need to think at this level of detail but **can be useful in some situations**