

CSCI 2021: x86-64 Assembly Extras and Wrap

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Logistics

Reading Bryant/O'Hallaron

Read in Full

- ▶ Ch 3.7 Procedure Calls

Skim the following

- ▶ Ch 3.8-3.9: Arrays, Structs
- ▶ Ch 3.10: Pointers/Security
- ▶ Ch 3.11: Floating Point

Goals

- ☐ Asm Procedure Calls
- ☐ Assembly vs C
- ☐ Data in Assembly
- ☐ Security Risks
- ☐ Floating Point Instr/Regs

Date	Event
Fri 3/12	Asm Extras Pie Kauffman Closes
Mon 3/15	Asm Wrap-up
Wed 3/17	P3 Due Practice Exam 2 Lab/HW 9: Review
Fri 3/19	Exam 2

Project 3

- ▶ Problem 1: Battery Assembly Functions (50%)
- ▶ Problem 2: Binary Bomb via debugger (50%)

Start NOW if you haven't already

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
- ▶ Will all variables have a position in the stack?
- ▶ What else is on the stack / control flow info?
- ▶ What registers are 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**

Data In Assembly

Arrays

Usually: $\text{base} + \text{index} \times \text{size}$

```
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 $\text{base} + \text{offset}$

```
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**

```
1 // packed_struct_main.c
2 typedef struct {
3     short first;
4     short second;
5 } twoshort_t;
6
7 short sub_struct(twoshort_t ti);
8
9 int main(){
10     twoshort_t ts = {.first=10,
11                      .second=-2};
12     int sum = sub_struct(ts);
13     printf("%d - %d = %d\n",
14           ts.first, ts.second, sum);
15     return 0;
16 }
```

```
1 ### packed_struct.s
2 .text
3 .globl sub_struct
4 sub_struct:
5     ## first arg is twoshort_t ts
6     ## %rdi has 2 packed shorts in it
7     ## bits 0-15 are ts.first
8     ## bits 16-32 are ts.second
9     ## upper bits could be anything
10
11     movl %edi,%eax    # eax = ts;
12     andl $0xFFFF,%eax # eax = ts.first;
13     sarl $16,%edi     # edi = edi >> 16;
14     andl $0xFFFF,%edi # edi = ts.second;
15     subw %di,%ax      # ax = ax - di
16     ret              # answer in ax
```

Example: coins_t in HW06 / Lab07

```
// 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  |
```

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

```
set_coins:
### int set_coins(int cents, coins_t *coins)
### %edi = int cents
### %rsi = coins_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 |
```

```
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
```

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 Algorithms

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

Structs in Mem/Regs

- ▶ Stack 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

Sample Buffer Overflow Code

```
#include <stdio.h>           // compiled with gcc will likely result
void never(){                // only in 'stack smashing'
    printf("This should never happen\n");
    return;
}
int main(){
    union {long addr; char str[9];} never_info;
    never_info.addr = (long) never;
    never_info.str[8] = '\\0';

    printf("Address of never: %0p\n",never_info.addr);
    printf("Address as string: %s\n",never_info.str);

    printf("Enter a string: ");
    char buf[4];
    fscanf(stdin,"%s",buf);
    // By entering the correct length of string followed by the ASCII
    // representation of the address of never(), one might be able to
    // get that function to run (on windows...)

    printf("You entered: %s\n",buf);
    return 0;
}
```

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
- ▶ May discuss again later during Linking/ELF coverage

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
```

Floating Point Operations

- ▶ The original Intel Chips 8086 **didn't have floating point ops**
- ▶ Had to buy a co-processor, Intel 8087, to add FP ops
- ▶ Modern CPUs ALL have FP ops but they feel separate from the integer ops: FP Unit versus AL Unit

FP “Media” Registers

256-bits	128-bits	Use
%ymm0	%xmm0	FP Arg 1/ Ret
%ymm1	%xmm1	FP Arg 2
...
%ymm7	%xmm7	FP Arg 8
%ymm8	%xmm8	Caller Save
...
%ymm15	%xmm15	Caller Save

- ▶ Can be used as “scalars” - single values but...
- ▶ `xmmI` is 128 bits big holding
 - ▶ 2 64-bit FP values OR
 - ▶ 4 32-bit FP values
- ▶ `ymmI` doubles this

Instructions

- ▶ Usually 3 operands:
 $C = B \text{ op } A$
- ▶ Ex: Subtraction `vsubsd`, with `d` for 64-bit double

`# xmm0 = xmm2 - xmm4`
`vsubsd %xmm2,%xmm4,%xmm0`
- ▶ 3-operands common in modern assembly
- ▶ Can operate on single values or “vectors” of packed values

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

```
# int eax = ...;  
# double xmm0 = (double) eax;  
vcvtsi2sd      %eax,%xmm0,%xmm0
```

```
# double xmm1 = ...  
# long rcx = (int) xmm1;  
vcvttsd2siq    %xmm1,%rcx
```

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