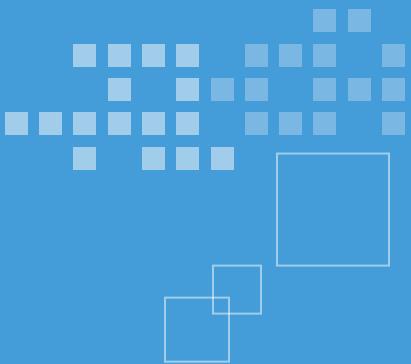
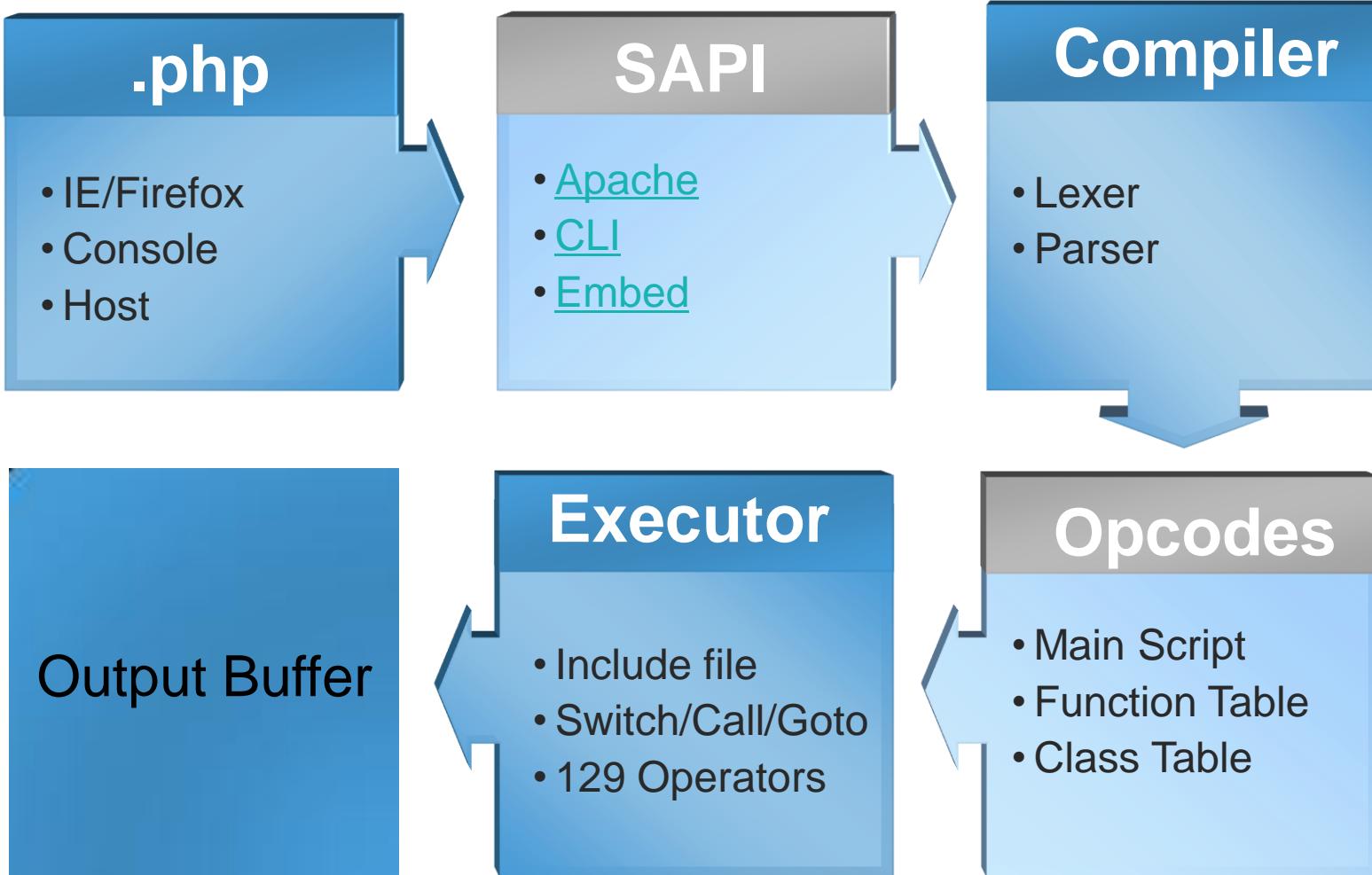


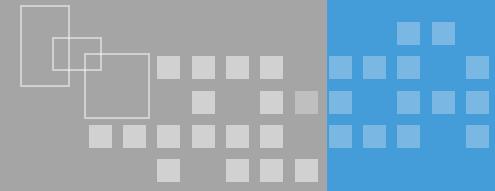
# PHP 运行机制初探

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# Introduction





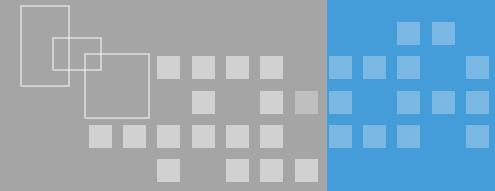
## ❖ **Mime type handler**

- AddType application/x-httpd-php .php
- AddType application/x-httpd-php-source .phps

## ❖ **Server context**

- Override php.ini (php\_value, php\_flag, etc)
- Environment variables(PHP\_SELF, etc)

## ❖ **Create Child Process/Thread**



## ❖ **Mime type handler**

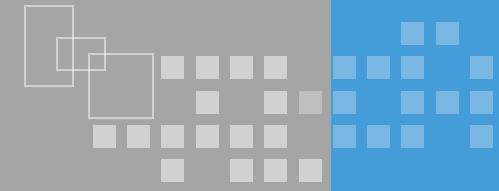
- AddType application/x-httpd-php .php
- AddType application/x-httpd-php-source .phps

## ❖ **Server context**

- Override php.ini (php\_value, php\_flag, etc)
- Environment variables(PHP\_SELF, etc)

## ❖ **Create Child Process/Thread**

# CLI (command line interface)

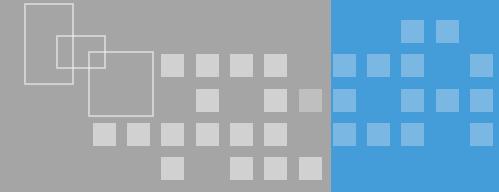


## ❖ CLI ≈ CGI SAPI

## ❖ differences

- start up in quiet mode by default
- plain text error message(no http header)
- implicit\_flush always on
- max\_execution\_time is set to unlimited
- others

# Embed



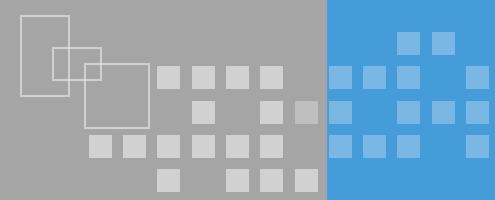
- ❖ **Embed = Mini CLI**

- ❖ **php5embed .lib**

- ❖ **example.c**

```
#include <php_embed.h>
int main (int argc, char *argv[]){
    PHP_EMBED_START_BLOCK(argc, argv)
        zend_eval_string("echo 'Hello World';", NULL, "Embedded Code" TSRMLS_CC);
    PHP_EMBED_END_BLOCK()
    return 0;
}
```

# Lexer(flex)



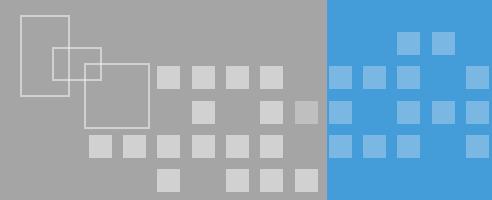
source: Zend/zend\_language\_scanner.l

```
<?php  
$sum = 1 + 2;  
echo '1+2='.$sum;  
?>
```



```
T_OPEN_TAG: '<?php '  
=  
T_LNUMBER: '1'  
+  
T_LNUMBER: '2'  
T_ECHO: 'echo"  
T_CONSTANT_ENCAPSED_STRING:  
"1+2=".  
T_CLOSE_TAG: '?>'
```

# Parser(bison)



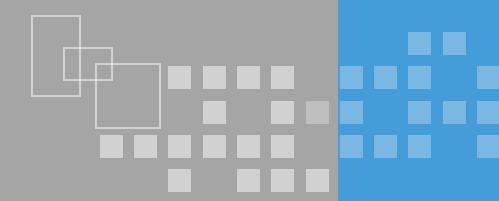
source: Zend/zend\_language\_parser.y

```
T_OPEN_TAG: '<?php '
=
T_LNUMBER: '1'
+
T_LNUMBER: '2'
T_ECHO: "echo"
T_CONSTANT_ENCAPSED_STRING:
  "1+2=".
T_CLOSE_TAG: '?>'
```



Opcode	Op1	Op2	Result
ADD	1	2	\$tmp0
ASSIGN	\$cv0(sum)	\$tmp0	\$var1
CONCAT	'1+2='	\$cv0(sum)	\$tmp2
ECHO	\$tmp2		
RETURN	1		

# Compiler



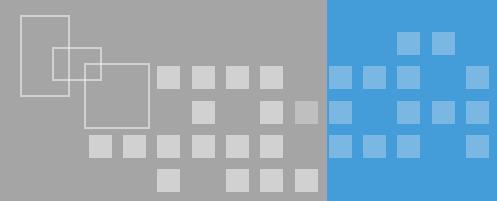
```
zend_op_array *(*zend_compile_file)(zend_file_handle *file_handle, int type TSRMLS_DC);
```

```
<?php  
$sum = 1 + 2;  
echo '1+2='.$sum;  
?>
```



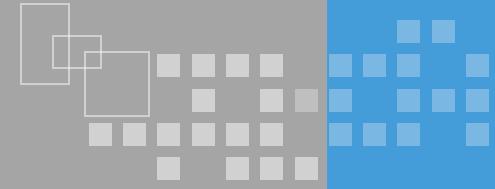
Opcode	Op1	Op2	Result
ADD	1	2	\$tmp0
ASSIGN	\$cv0(sum)	\$tmp0	\$var1
CONCAT	'1+2='	\$cv0(sum)	tmp2
ECHO		\$tmp2	
RETURN	1		

# Opcode



```
struct zend_op {  
    opcode_handler_t      handler;  
    znode result;  
    znode op1;  
    znode op2;  
    ulong extended_value;  
    uint lineno;  
    zend_uchar   opcode;  
};
```

# Executor



```
void (*zend_execute)(zend_op_array *op_array TSRMLS_DC);
```

**SWITCH**

**CALL**

**GOTO**

**PHP 4.x**

```
switch (opcode){  
    case ZEND_ADD:  
        break;  
    case ZEND_CALL:  
        break;  
    ....  
}
```

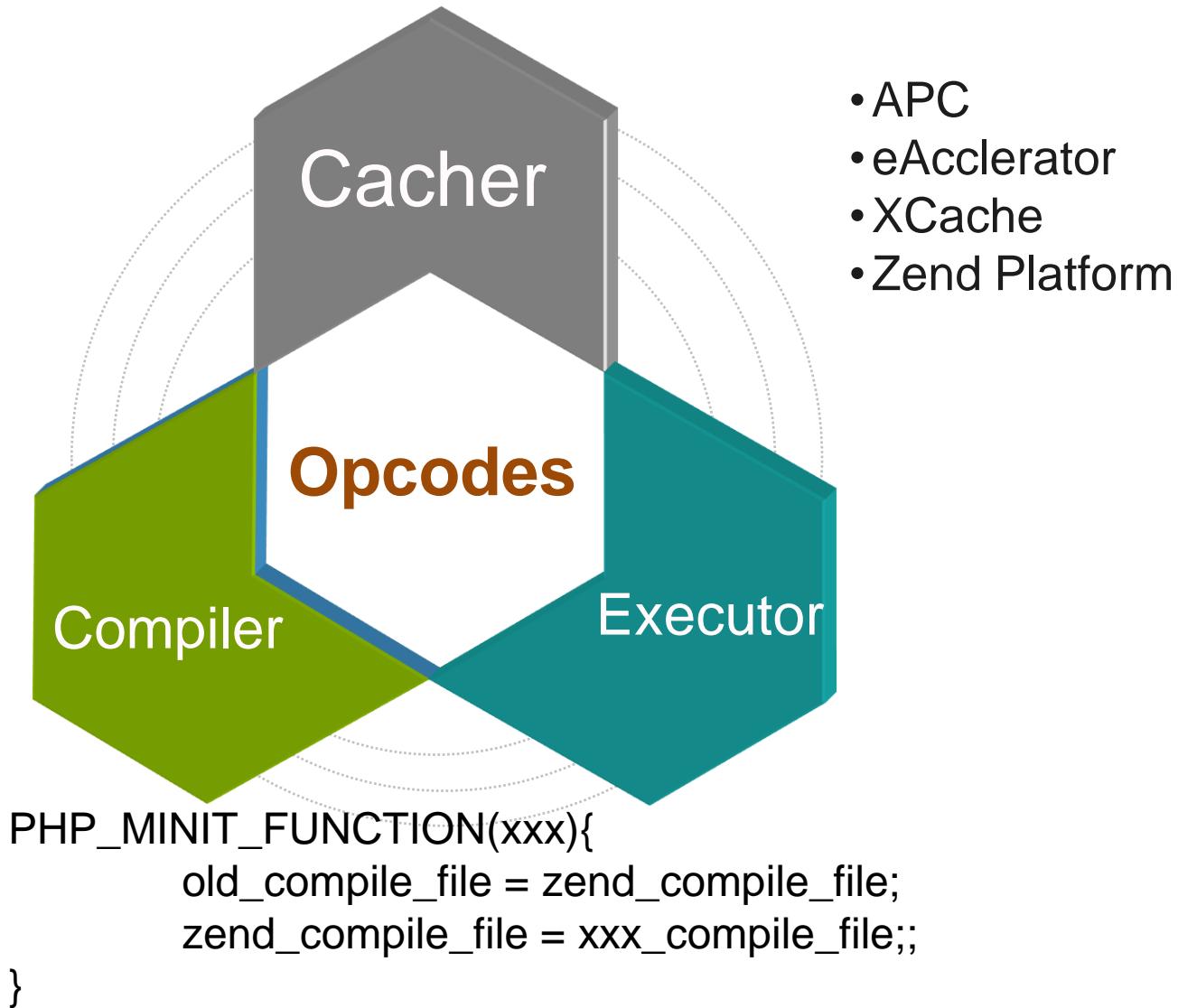
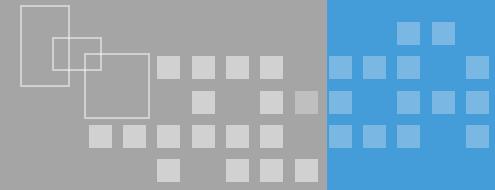
**PHP 5.2**

```
call ZEND_ADD_HANDLER()
```

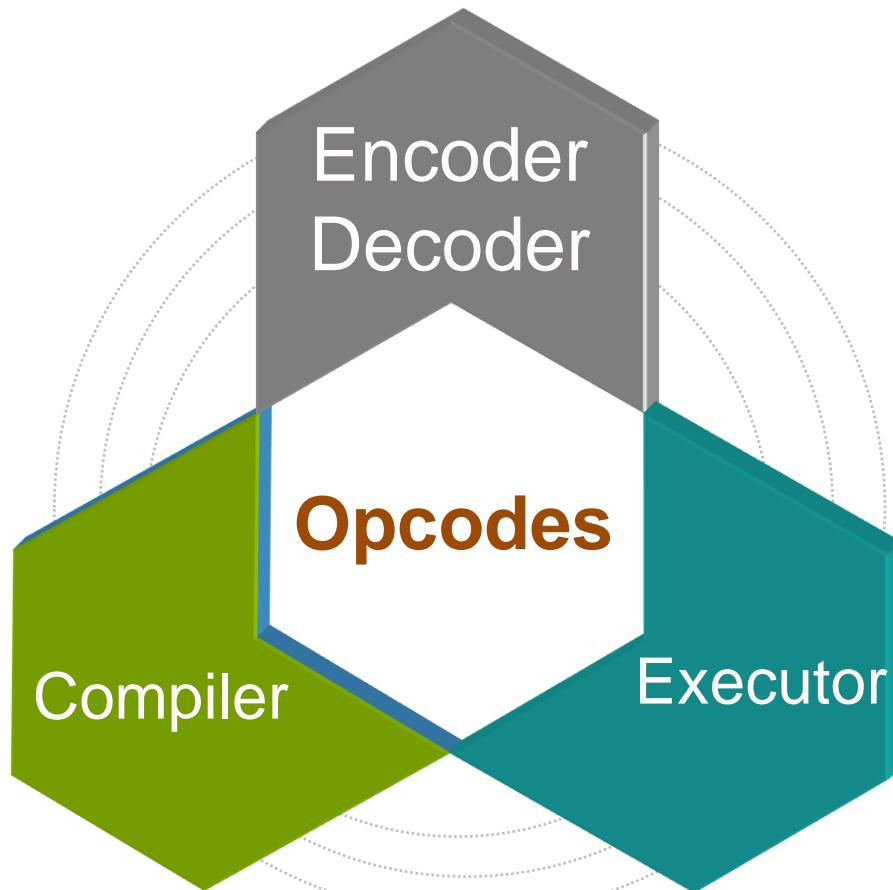
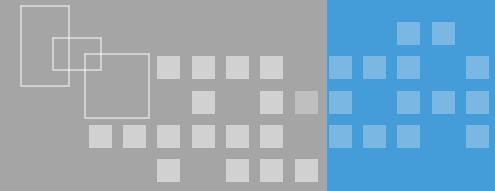
**PHP 5.2**

```
switch (  
    case ZEND_ADD:  
        goto: zend_add  
    )  
  
zend_add:  
//
```

# Cacher



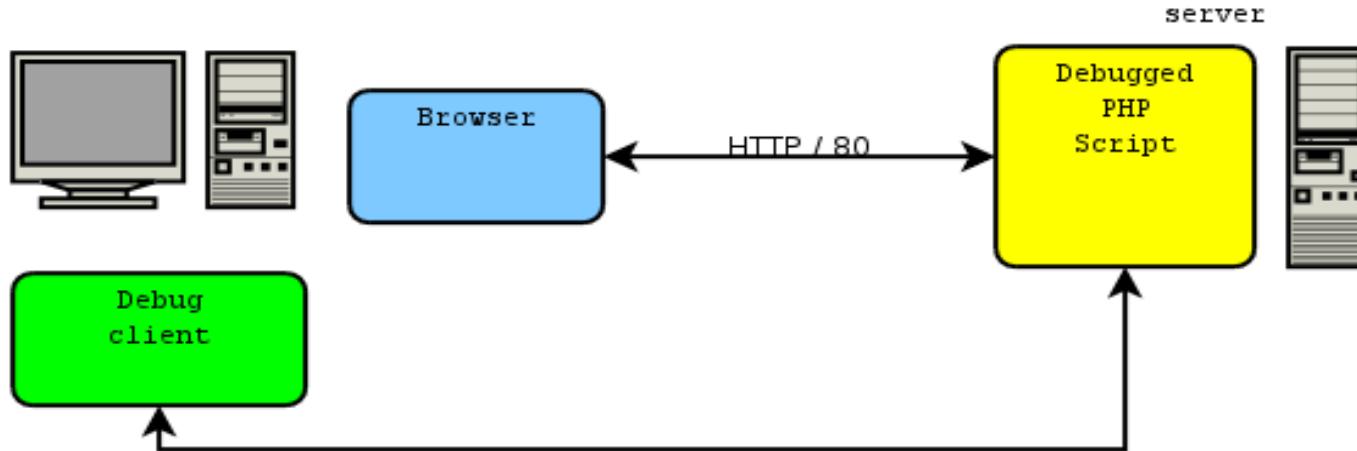
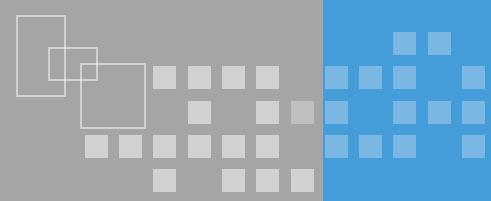
# Encoder / Decoder



- ZendGuard
- ionCube
- eAccelerator Encoder

NOT Encoder, BUT Obfuscator!

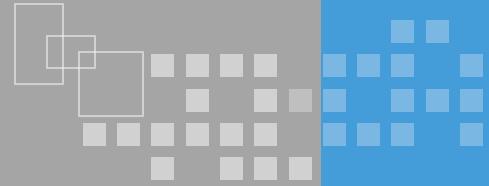
# Debugger



```
PHP_MINIT_FUNCTION(xxx){  
    old_execute = zend_execute;  
    zend_execute = xxx_execute;  
}
```

```
struct zend_extension {  
    message_handler_func_t message_handler;  
    op_array_handler_func_t op_array_handler;  
    statement_handler_func_t statement_handler;  
    fcall_begin_handler_func_t fcall_begin_handler;  
    fcall_end_handler_func_t fcall_end_handler;  
    op_array_ctor_func_t op_array_ctor;  
    op_array_dtor_func_t op_array_dtor;  
}
```

# Question



?

The background features a subtle, abstract design composed of small, semi-transparent gray squares arranged in a grid pattern, creating a sense of depth and texture.

# Thank You !