



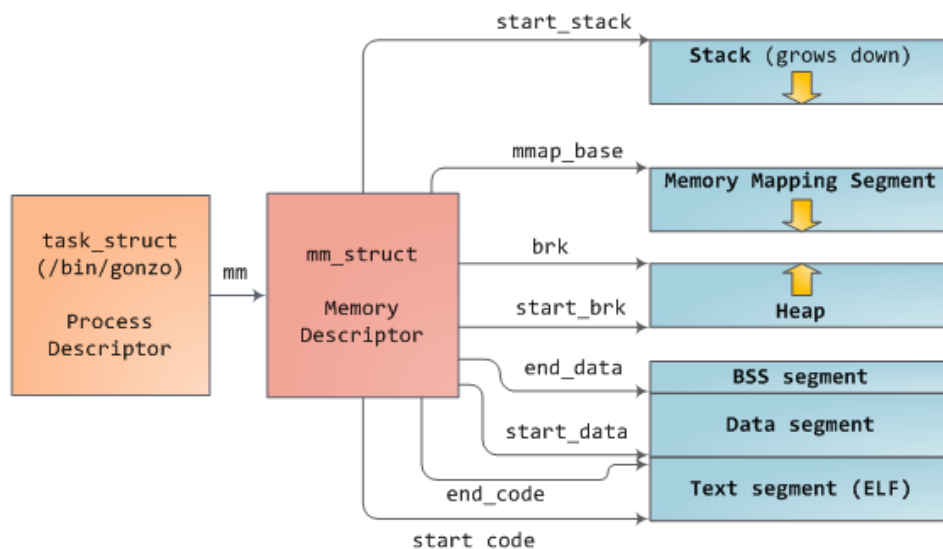
## Part 2

### Finding specified information and necessary functions to implement desired module

Goal:

- ✗ find start and end of code segment in memory for a process
- ✗ find start and end of data segment in memory for a process
- ✗ find BSS virtual address for process
- ✗ find entry point of a process

below there is a diagram that how mm\_struct in task\_struct manages memory segments of a process:



in task\_struct there are two mm\_struct's:

```
struct mm_struct  
struct mm_struct  
*mm;  
*active_mm;
```



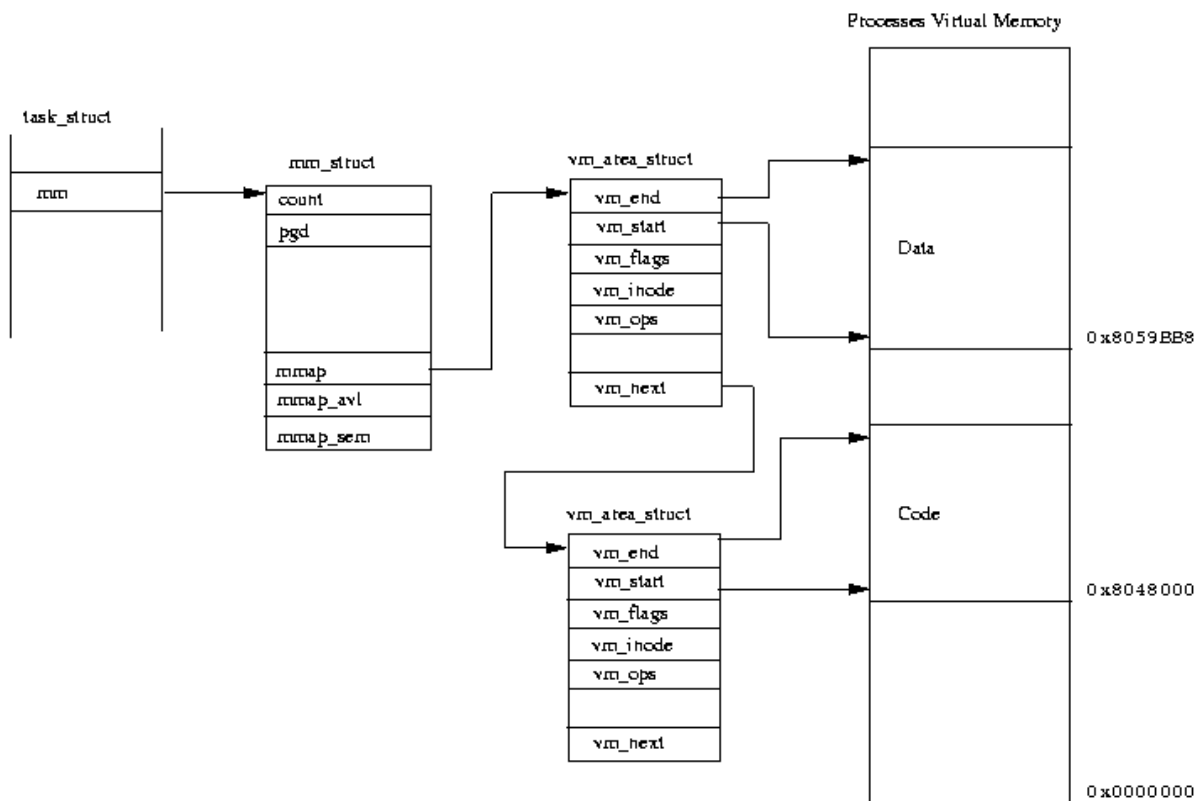
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we will use `*active_mm` instead of `*mm`.

so till now :

- ✓ find start and end of code segment
- ✓ find start and end of data segment

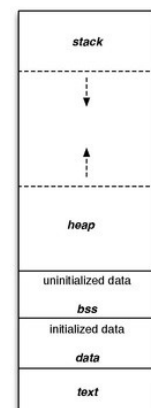
for the BSS vm address we have the `vm_area_struct` shown below:



according to <http://linuxgazette.net/112/krishnakumar.html> bss area is located in third VM struct:

- ✓ find BSS virtual address

BUT also `bss_start` address is after `data_segment` end address, here I will only use third VM struct mentioned above.

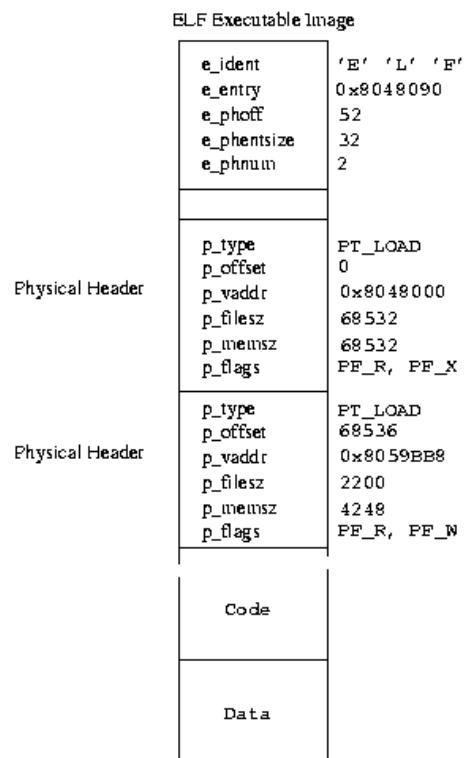




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below there is diagram of ELF executable format:



e\_entry is the entry point of the program(the value is address as shown in the diagram).

The entry point for the image, the first instruction for the program, is not at the start of the image but at virtual address 0x8048090 (e\_entry)

- ✓ find Entry Point address

Note! saved\_auxv[19] also points to entry point address

```
-----, -----, -----, -----,
unsigned long start_brk, brk, start_stack;
unsigned long arg_start, arg_end, env_start, env_end;

unsigned long saved_auxv[AT_VECTOR_SIZE]; /* for /proc/PID/auxv */
```