

# Reverse Engineering Course

x64

```
00000000  05001F          call     2084
00000001  00701F          jmp      15CA +
00000002  C98014          call     17B4
00000003  F0A216          mov     si,7160
00000004  8C6071          xor     di,di
00000005  317F           mov     es,[7600]
00000006  8E868676        mov     bx,800F
00000007  880F80          xor     cx,cx
00000008  31C9           mov     bp,0001
00000009  8B0100          mov     dx,dx
```

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# Differences Between x32 – x64

- 64 bit registers
- 64 bit data & address busses
- New registers
- New calling convention
- Stack alignment
- RIP Relative Addressing Mode

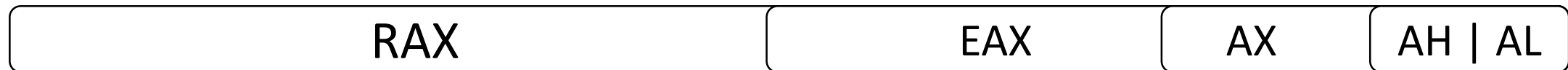
# 64 Bit Registers

All registers are extended to 64bit, notation “R”

RAX, RBX, RCX...

RBP, RSP...

RIP



# Effects of 64 Bit busses

1. More data is copied in memory access
2.  $2^{64}$  address space \*

\* Assume no limitations by OS or CPU

# 64 Bit Address Canonical Form

The “Unusable”  
address space  
saves chip  
complexity and  
cost

$2^{64}-1$ ... $2^{64} - 2^{47}$	0xFFFFFFFFFFFFFFFF ... 0xFFFF800000000000
Unusable	Unusable
$2^{47}-1$ ... 0	0x0000FFFFFFFFFFFF ... 0

# New Registers

R7, R8, ... R15

D - last double word bits (32). Example: R7D

W – last word bits (16). Example: R7W

B – last byte. Example: R7B

# X64 Calling Convention

Let's study hands on 😊

<https://godbolt.org/>

Try using char, short, int, long long

```
#include <iostream>
long long sum(long long a, long long b, long long c, long long d);

int main(){
    long long result = sum(1, 2, 3, 4);
    printf("%lld", result);
    return 0;
}

long long sum(long long a, long long b, long long c, long long d){
    return a+b+c+d;
}
```

# X64 Calling Convention – cont.

Linux \ GNU version:

RDI

RSI

RDX

RCX

R8

R9

Other params- pushed to stack

Microsoft version:

RCX

RDX

R8

R9

Other params – pushed to stack



# X64 Calling Convention – cont.

Stack must be aligned to 16 bytes before any call instruction

Aids performance of Intel's extended vector instruction set (SSE)

# x32 Address Relocation Issue

Problem: The address of a JMP changes

```
my_func:
    xor     eax, eax
my_label:
    ; do something
    jmp     my_label
    ret
```

Process	JMP to (example) Address
Original function	00000001
After linking with another function	00000205
Loader assigned different address	00402245

Relocation tables are required

In x64, MOV EAX, [RIP] is possible – Relative addressing mode

# Class Work

<https://data.cyber.org.il/reversing/reg64.exe>

- איך מועברים הפרמטרים לפונקציה?
- הגיעו אל מסר ההצלחה \*בלי לפצ'פץ'\*

# Home Work

<https://data.cyber.org.il/reversing/Crackme64.exe>