

# Assembly for Reverse Engineering

Bit Operations & Arithmetic  
Instructions

```

0000  05001F  call  2084
0001  00701F  jmp   15CA
0002  C08014  call  17B4
0003  00A216  mov   si,7160
0004  00C071  xor   di,di
0005  317F     mov   es,[7600]
0006  00B6B676  mov   bx,800F
0007  000FB0    xor   cx,cx
0008  31C9     mov   bp,0001
0009  000100    mov   dx,dx
000A  000000
000B  000000
000C  000000
000D  000000
000E  000000
000F  000000

```

Barak Gonen

# Bit Operation

- ▶ AND
- ▶ OR
- ▶ NOT
- ▶ XOR
- ▶ NEG
- ▶ SHR
- ▶ SHL

# AND

```
mov    eax, 0xFFFFFFFF07  
mov    ebx, 0x00000005  
and    eax, ebx  
call   print_eax
```

# Riddle

How can we tell if a number is even / odd?

... Can be divided by 4 without reminder?

# OR

```
mov    eax, 0xFFFFFFFF07  
mov    ebx, 0x000000FF  
or     eax, ebx  
call   print_eax
```

# Riddle

How can we set the leftmost bit in EAX to 1?

# NOT

```
mov     eax, 0xFFFFFFFF07
not     eax
call    print_eax
```

# XOR

```
mov    eax, 0xFFFFFFFF07  
mov    ebx, 0x000000FF  
xor    eax, ebx  
call   print_eax
```



Find out on your own 😊

# SHL

```
call    read_hex  
shl     eax, 4  
call    print_eax
```

# SHR

```
call    read_hex  
shr     eax, 1  
call    print_eax
```

# Arithmetic Instructions

- ▶ INC
- ▶ DEC
- ▶ ADD
- ▶ SUB
- ▶ MUL / IMUL
- ▶ DIV / IDIV
- ▶ LEA (not exactly arithmetic instruction, but useful)

# MUL

Takes only 1 operand – the other is always EAX\*

Result is stored in EAX

```
call    read_hex  
mov     ebx, eax  
call    read_hex  
mul     ebx  
call    print_eax
```

\* When 32 bit reg. is used

# MUL – cont.

Isn't the output unexpected?

```
call    read_hex
mov     ebx, eax
call    read_hex
mov     edx, 0xFFFFFFFF
mul     ebx
call    print_eax
mov     eax, edx
call    print_eax
```

# MUL – cont.

<code>mul</code>	<code>bl</code>	<code>; 8 bit reg * al. Result -&gt; ax</code>
<code>mul</code>	<code>bx</code>	<code>; 16 bit reg * ax. Result -&gt; eax</code>
<code>mul</code>	<code>ebx</code>	<code>; 32 bit reg * eax. Result -&gt; edx:eax</code>

# Think

How much is 00000011b times 11100001b?

- 00000011b is 3
- 10000001b is either 225 or -31
- So what is the result?



# MUL - IMUL

```
xor    eax, eax
mov    al, 00000011b
mov    bl, 11100001b
mul    bl
call   print_eax
```

```
xor    eax, eax
mov    al, 00000011b
mov    bl, 11100001b
imul   bl
call   print_eax
```

# DIV

```
call    read_hex
mov     ebx, eax
call    read_hex
xor     eax, ebx
xor     ebx, eax
xor     eax, ebx
div     bl
call    print_eax
```

# DIV - IDIV

```
xor    eax, eax
mov    ax, 0x08CA
mov    bl, 11100001b
div    bl
call   print_eax
```

```
xor    eax, eax
mov    ax, 0x00C8
mov    bl, 11111110b
idiv   bl
call   print_eax
```

# LEA

Load Effective Address

Actually enables several calculations in one instruction

Calculates equations of the form “ register\*a + register + b “, where a = 1, 2, 4, or 8

```
mov     ebx, 5
mov     ecx, 1
lea     eax, [ebx*8+ecx+5]
call    print_eax
```