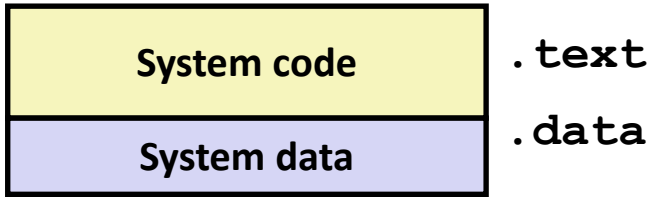
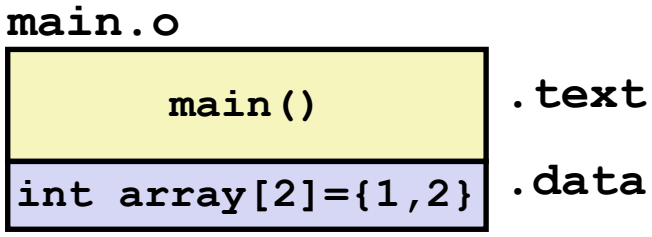
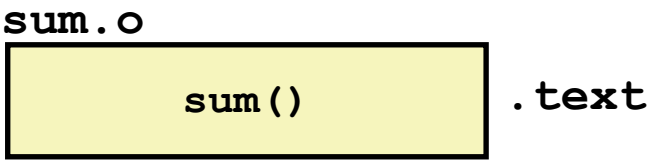
Step 2: Relocation

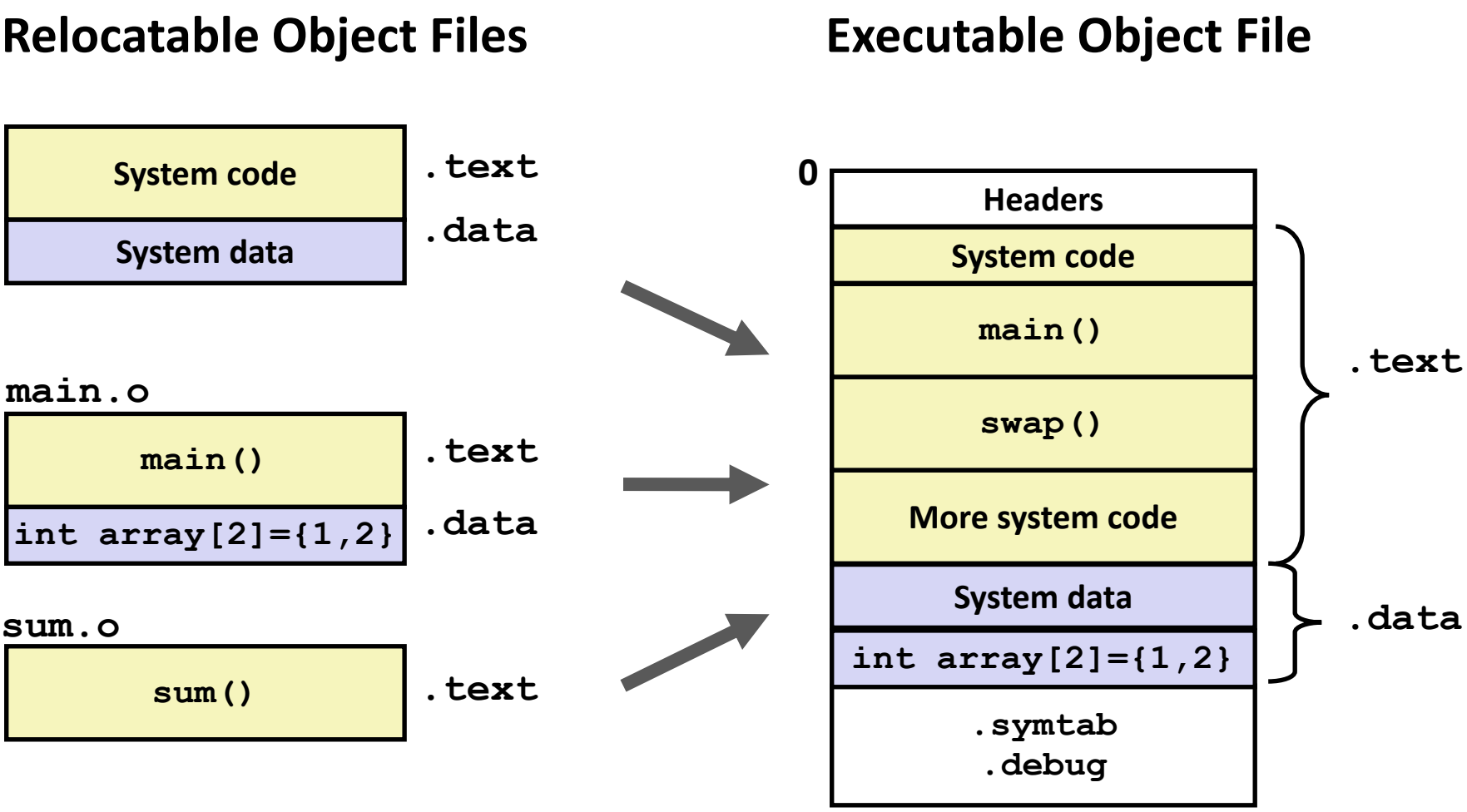
Relocatable Object Files







Step 2: Relocation



Relocation Entries

```c
int array[2] = {1, 2};

int main()
{
    int val = sum(array, 2);
    return val;
}
```

main.c

```
0000000000000000 <main>:
   0:   48 83 ec 08             sub    $0x8,%rsp
   4:   be 02 00 00 00          mov    $0x2,%esi
   9:   bf 00 00 00 00          mov    $0x0,%edi       # %edi = &array
                        a: R_X86_64_32 array          # Relocation entry

   e:   e8 00 00 00 00          callq  13 <main+0x13> # sum()
                        f: R_X86_64_PC32 sum-0x4      # Relocation entry
  13:   48 83 c4 08             add    $0x8,%rsp
  17:   c3                      retq
```

main.o

Source: `objdump -r -d main.o`

Relocated .text section

```
0000000004004d0 <main>:
  4004d0:       48 83 ec 08        sub    $0x8,%rsp
  4004d4:       be 02 00 00 00     mov    $0x2,%esi
  4004d9:       bf 18 10 60 00     mov    $0x601018,%edi  # %edi = &array
  4004de:       e8 05 00 00 00     callq  4004e8 <sum>    # sum()
  4004e3:       48 83 c4 08        add    $0x8,%rsp
  4004e7:       c3                 retq

0000000004004e8 <sum>:
  4004e8:       b8 00 00 00 00          mov    $0x0,%eax
  4004ed:       ba 00 00 00 00          mov    $0x0,%edx
  4004f2:       eb 09                   jmp    4004fd <sum+0x15>
  4004f4:       48 63 ca                movslq %edx,%rcx
  4004f7:       03 04 8f                add    (%rdi,%rcx,4),%eax
  4004fa:       83 c2 01                add    $0x1,%edx
  4004fd:       39 f2                   cmp    %esi,%edx
  4004ff:       7c f3                   jl     4004f4 <sum+0xc>
  400501:       f3 c3                   repz retq
```

Using PC-relative addressing for sum(): 0x4004e8 = 0x4004e3 + 0x5

Source: objdump -dx prog