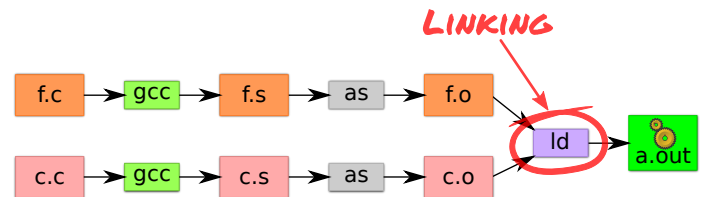


## Administrivia

- Lab 2 due Wednesday
- Midterm review section Friday
- Midterm exam in class next Monday May 5
  - Open note, but no textbook or electronic devices
  - Bring lecture note printouts
  - SCPD must register exam monitor or show up in person (no need to request permission to show up in person)
  - Please remind us if you need OAE arrangements
  - Please send us your exam monitor if you are a non-SCPD with permission to take the exam under SCPD rules. (SCPD won't send the exam to your monitor, so we have to do it directly.)

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## Today's Big Adventure

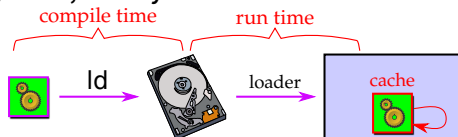


- How to name and refer to things that don't exist yet
- How to merge separate name spaces into a cohesive whole
- More information:
  - How to write shared libraries
  - Run "nm," "objdump," and "readelf" on a few .o and a.out files.
  - The ELF standard
  - Examine /usr/include/elf.h

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## How is a program executed?

- On Unix systems, read by "loader"



- Reads all code/data segments into buffer cache; Maps code (read only) and initialized data (r/w) into addr space
- Or... fakes process state to look like paged out
- Lots of optimizations happen in practice:
  - Zero-initialized data does not need to be read in.
  - Demand load: wait until code used before get from disk
  - Copies of same program running? Share code
  - Multiple programs use same routines: share code

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## x86 Assembly syntax

- Linux uses **AT&T assembler syntax** – places destination last
  - Be aware that *intel syntax* (used in manual) places destination first
- Types of operand available:
  - Registers start with "%" – `movl %edx,%eax`
  - Immediate values (constants) prefixed by "\$" – `movl $0xff,%edx`
  - `(%reg)` is value at address in register `reg` – `movl (%edi),%eax`
  - `n(%reg)` is value at address in `(register reg)+n` – `movl 8(%ebp),%eax`
  - `*%reg` in an indirection through `reg` – `call %eax`
  - Everything else is an address – `movl var,%eax; call printf`
- Some heavily used instructions
  - `movl` – moves (copies) value from source to destination
  - `pushl/popl` – pushes/pops value on stack
  - `call` – pushes next instruction address to stack and jumps to target
  - `ret` – pops address of stack and jumps to it
  - `leave` – equivalent to `movl %ebp,%esp; popl %ebp`

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## Perspectives on memory contents

- Programming language view: `x += 1; add $1, %eax`
  - Instructions: Specify operations to perform
  - Variables: Operands that can change over time
  - Constants: Operands that never change
- Hardware view:
  - executable: code, usually read-only
  - read only: constants (maybe one copy for all processes)
  - read/write: variables (each process needs own copy)
- Need addresses to use data:
  - Addresses locate things. Must update them when you move
  - Examples: linkers, garbage collectors, URL
- Binding time: When is a value determined/computed?
  - Early to late: Compile time, Link time, Load time, Runtime

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## Running example: hello program

- Hello program
  - Write friendly greeting to terminal
  - Exit cleanly
- Every programming language addresses this problem

[demo]

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## Running example: hello program

- **Hello program**
  - Write friendly greeting to terminal
  - Exit cleanly
- **Every programming language addresses this problem**
- **Concept should be familiar if you took 106B:**

```
int
main()
{
    cout << "Hello, world!" << endl;
}
```

- **Today's lecture: 80 minutes on hello world**

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## Hello world – CS212-style

```
#include <sys/syscall.h>
int my_errno;
const char greeting[] = "hello world\n";

int my_write(int fd, const void *buf, size_t len)
{
    int ret;
    asm volatile ("int $0x80" : "=a" (ret)
                  : "0" (SYS_write),
                    "b" (fd), "c" (buf), "d" (len)
                  : "memory");
    if (ret < 0) {
        my_errno = -ret;
        return -1;
    }
    return ret;
}

int main() { my_write (1, greeting, my_strlen(greeting)); }
```

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## Examining hello1.s

- **Grab the source and try it yourself**
  - tar xzf /afs/ir.stanford.edu/class/cs212/hello.tar.gz
- gcc -S hello1.c produces assembly output in hello1.s
- **Check the definitions of my\_errno, greeting, main, my\_write**
- **.globl symbol makes symbol global**
- **Sections of hello1.s are directed to various segments**
  - **.text** says put following contents into text segment
  - **.data, .rodata** says to put into data or read-only data
  - **.comm symbol,size,align** declares *symbol* and allows multiple definitions (like C but not C++, now requires -fcommon flag)

- **See how function calls push arguments to stack, then pop**

```
pushl $greeting # Argument to my_strlen is greeting
call my_strlen # Make the call (length now in %eax)
addl $4, %esp # Must pop greeting back off stack
```

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## Disassembling hello1

```
my_write (1, greeting, my_strlen(greeting));
8049208: 68 08 a0 04 08    push  $0x804a008
804920d: e8 93 ff ff ff   call  80491a5 <my_strlen>
8049212: 83 c4 04         add   $0x4,%esp
8049215: 50              push  %eax
8049216: 68 08 a0 04 08    push  $0x804a008
804921b: 6a 01           push  $0x1
804921d: e8 aa ff ff ff   call  80491cc <my_write>
8049222: 83 c4 0c         add   $0xc,%esp
```

- **Disassemble from shell with objdump -Sr hello1**
- **Note push encodes address of greeting (0x804a008)**
- **Offsets in call instructions: 0xfffff93 = -109, 0xfffffaa = -86**
  - Binary encoding takes offset relative to next instruction

9/45

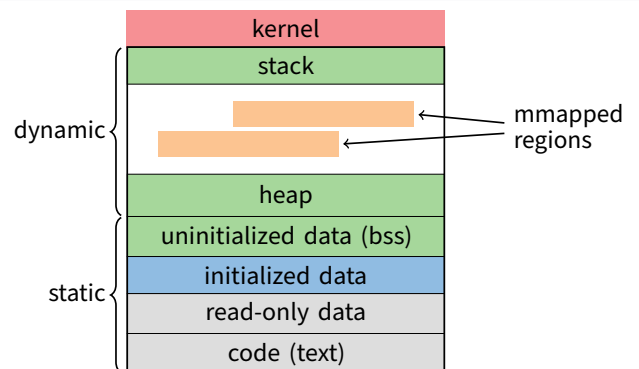
## How is a process specified?

```
$ readelf -h hello1
ELF Header:
...
Entry point address:      0x8049030
Start of program headers: 52 (bytes into file)
Start of section headers: 14968 (bytes into file)
Number of program headers: 8
Number of section headers: 23
Section header string table index: 22
```

- **Executable files are the linker/loader interface. Must tell OS:**
  - What is code? What is data? Where should they live?
  - This is part of the purpose of [the ELF standard](#)
- **Every ELF file starts with ELF an header**
  - Specifies *entry point* virtual address at which to start executing
  - But how should the loader set up memory?

10/45

## Recall what process memory looks like



- **Address space divided into “segments”**
  - Text, read-only data, data, bss, heap (dynamic data), and stack
  - Recall gcc told assembler in which segments to put what contents

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## Who builds what?

- **Heap: allocated and laid out at runtime by malloc**
  - Namespace constructed dynamically, managed by *programmer* (names stored in pointers, and organized using data structures)
  - Compiler, linker not involved other than saying where it can start
- **Stack: allocated at runtime (func. calls), layout by compiler**
  - Names are relative off of stack (or frame) pointer
  - Managed by compiler (alloc on procedure entry, free on exit)
  - Linker not involved because namespace entirely local: Compiler has enough information to build it.
- **Global data/code: allocated by compiler, layout by linker**
  - Compiler emits them and names with symbolic references
  - Linker lays them out and translates references
- **Mmapped regions: Managed by programmer or linker**
  - Some programs directly call `mmap`; dynamic linker uses it, too

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## ELF program header

```
$ readelf -l hello1
Program Headers:
Type   Offset  VirtAddr  PhysAddr  FileSiz MemSiz  Flg Align
LOAD   0x001000 0x08049000 0x08049000 0x00304 0x00304 R E 0x1000
LOAD   0x002000 0x0804a000 0x0804a000 0x00158 0x00158 R   0x1000
LOAD   0x002ff8 0x0804bff8 0x0804bff8 0x0001c 0x0003c RW 0x1000
...
Section to Segment mapping:
Segment Sections...
01     ... .text ...
02     ... .rodata ...
03     ... .data .bss
```

- **For executables, the ELF header points to *program headers***
  - Says what segments of file to map where, with what permissions
- **Segment 03 has shorter file size than memory size**
  - Only 0x1c bytes must be read into memory from file
  - Remaining 0x20 bytes constitute the `.bss`
- **Who creates the program header? The linker**

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## Linkers (Linkage editors)

- **Unix: ld**
  - Usually hidden behind compiler
  - Run `gcc -v hello.c` to see ld or invoked (may see `collect2`)
- **Three functions:**
  - Collect together all pieces of a program
  - Coalesce like segments
  - Fix addresses of code and data so the program can run
- **Result: runnable program stored in new object file**
- **Why can't compiler do this?**
- **Usually linkers don't rearrange segments, but can**
  - E.g., re-order instructions for fewer cache misses; remove routines that are never called from `a.out`

14 / 45

## Linkers (Linkage editors)

- **Unix: ld**
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  - Fix addresses of code and data so the program can run
- **Result: runnable program stored in new object file**
- **Why can't compiler do this?**
  - Limited world view: sees one file, rather than all files
- **Usually linkers don't rearrange segments, but can**
  - E.g., re-order instructions for fewer cache misses; remove routines that are never called from `a.out`

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## Simple linker: two passes needed

- **Pass 1:**
  - Coalesce like segments; arrange in non-overlapping memory
  - Read files' symbol tables, construct global symbol table with entry for every symbol used or defined
  - Compute virtual address of each segment (at `start+offset`)
- **Pass 2:**
  - Patch references using file and global symbol table
  - Emit result
- **Symbol table: information about program kept while linker running**
  - Segments: name, size, old location, new location
  - Symbols: name, input segment, offset within segment

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## Where to put emitted objects?

- **Assembler:**
  - Doesn't know where data/code should be placed in the process's address space
  - Assumes each segment starts at zero
  - Emits *symbol table* that holds the name and offset of each created object
  - Routines/variables exported by file are recorded as *global definitions*
- **Simpler perspective:**
  - Code is in a big byte array
  - Data is in another big byte array
  - Assembler creates (object name, index) tuple for each interesting thing
  - Linker then merges all of these arrays

```
0 main:
  :
  :   call my_write
  :
  :   ret
60 my_strlen:
  :
  :   ret
main: 0: T
my_strlen: 60: t
greeting: 0: R
```

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## Object files

```
$ objdump -Sr hello2.o
...
48: 50          push    %eax
49: 68 00 00 00 push    $0x0
      4a: R_386_32  greeting
4e: 6a 01      push    $0x1
50: e8 fc ff ff call    51 <main+0x2a>
      51: R_386_PC32 my_write
55: 83 c4 10   add    $0x10,%esp
```

- Let's create two-file program hello2 with my\_write in separate file
  - Compiler and assembler can't possibly know final addresses
- Notice push uses 0 as address of greeting
- And call uses -4 as address of my\_write—why?

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## Relative relocations

### Null call without relocations

```
00000000 <.text>:
0: e8 00 00 00 00 call 0x5
5: 58          pop    %eax
```

- Imagine a call to the very next instruction
  - Doesn't affect control flow, just pushes return address on stack
- Hardware expects offset 00 00 00 00 embedded in call
- Suppose we needed a relocation for the call (not shown)
  - Linker computes relative offset from relocation to target
  - Target is byte 5, relocation at byte 1, so relative difference is 4
  - Linker will add 4 to value found in object file
  - Hence, store -4 (0xfffffc) in file to get linker result 00 00 00 00
- Must compensate with -4 in binary regardless of the target
  - Linker is relative to offset, hardware is relative to next instruction

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## Where is everything?

- How to call procedures or reference variables?
  - E.g., call to my\_write needs a target addr
  - Assembler uses 0 or PC (%eip) for address
  - Emits an external reference telling the linker the instruction's offset and the symbol it needs to be patched with

0	main:
:	:
49	pushl \$0x0
4e	pushl \$0x1
50	call -4
:	:
symbols:	main: 0: T
	my_strlen: 40: t
relocations:	greeting: 4a
	my_write: 51

- At link time the linker patches every reference

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## Relocations

```
$ readelf -r hello2.o
```

Offset	Info	Type	Sym. Value	Sym. Name
00000039	00000801 R_386_32		00000000	greeting
0000004a	00000801 R_386_32		00000000	greeting
00000051	00000a02 R_386_PC32		00000000	my_write
:	:			

- Object file stores list of required relocations
  - R\_386\_32 says add symbol value to value already in file (often 0)
  - R\_386\_PC32 says add difference between symbol value and patch location to value already in file (often -4 for call)
  - Info encodes type (low byte) and symbol index (<<8) (Type and Sym. Name are human-readable translation of Info)

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## ELF sections

```
$ readelf -S hello2.o
[Nr] Name      Type          Addr      Off      Size    ES Flg Lk  Inf Al
[ 0]           NULL         00000000 000000 000000 00   0  0  0
[ 1] .text       PROGBITS     00000000 000034 0000a4 00  AX  0  0  1
[ 2] .rel.text   REL          00000000 0005f8 000018 08   I 20  1  4
[ 3] .data       PROGBITS     00000000 0000d8 000000 00  WA  0  0  1
[ 4] .bss        NOBITS       00000000 0000d8 000000 00  WA  0  0  1
[ 5] .rodata     PROGBITS     00000000 0000d8 00000d 00   A  0  0  4
:
:
[20] .symtab     SYMTAB       00000000 0004f0 0000d0 10   21  9  4
[21] .strtab     STRTAB       00000000 0005c0 000038 00   0  0  1
```

- Memory segments have corresponding PROGBITS file segments
- But relocations and symbol tables reside in segments, too
- Segments can be arrays of fixed-size data structures
  - So strings referenced as offsets into special string segments
- Remember ELF header had section header string table index
  - That's so you can interpret names in section header

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## Symbol table

```
$ readelf -s hello2.o
```

Num:	Value	Size	Type	Bind	Vis	Ndx	Name
:	:	:	:	:	:	:	:
3:	00000000	39	FUNC	LOCAL	DEFAULT	1	my_strlen
:	:	:	:	:	:	:	:
9:	00000000	13	OBJECT	GLOBAL	DEFAULT	5	greeting
10:	00000027	62	FUNC	GLOBAL	DEFAULT	1	main
11:	00000000	0	NOTYPE	GLOBAL	DEFAULT	UND	my_write
:	:	:	:	:	:	:	:

- Lists all global, exported symbols
  - Sometimes local ones, too, for debugging (e.g., my\_strlen)
- Each symbol has an offset in a particular section number
  - On previous slide, 1 = .text, 5 = .rodata
  - Special undefined section 0 means need symbol from other file

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## How to lay out emitted objects?

- **At link time, linker first:**
  - Coalesces all like segments (e.g., all `.text`, `.rodata`) from all files
  - Determines the size of each segment and the resulting address to place each object at
  - Stores all global definitions in a global symbol table that maps the definition to its final virtual address
- **Then in a second phase:**
  - Ensure each symbol has exactly 1 definition (except weak symbols, when compiling with `-fcommon`)
  - For each relocation:
    - ▶ Look up referenced symbol's virtual address in symbol table
    - ▶ Fix reference to reflect address of referenced symbol

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## What is a library?

- **A static library is just a collection of `.o` files**
- **Bind them together with `ar` program, much like `tar`**
  - E.g., `ar cr libmylib.a obj1.o obj2.o obj3.o`
  - On many OSes, run `ranlib libmylib.a` (to build index)
- **You can also list (`t`) and extract (`x`) files**
  - E.g., try: `ar tv /usr/lib/libc.a`
- **When linking a `.a` (archive) file, linker only pulls in needed files**
  - Ensures resulting executable can be smaller than big library
- **`readelf` will operate on every archive member (unweildy)**
  - But often convenient to disassemble with `objdump -d /usr/lib/libc.a`

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## Examining programs with `nm`

```

int uninitialized;
int initialized = 1;
const int constant = 2;
int main ()
{
    return 0;
}
    
```

```

$ nm a.out
...
0400400 T _start
04005bc R constant
0601008 W data_start
0601020 D initialized
04004b8 T main
0601028 B uninitialized
    
```

VA → symbol type

- **If don't need full `readelf`, can use `nm` (`nm -D` on shared objects)**
  - Handy `-o` flag prints file, useful with `grep`
- **R means read-only data (`.rodata` in `elf`)**
  - Note constant VA on same page as `main`
  - Share pages of read-only data just like text
- **B means uninitialized data in "BSS"**
- **Lower-case letters correspond to local symbols (static in C)**

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## Examining sections with `objdump`

```

$ objdump -h a.out
a.out: file format elf64-x86-64
Sections:
Idx Name          Size      VMA           LMA           File off  Algn
...
12 .text          000001a8  00400400     00400400     00000400  2**4
   CONTENTS, ALLOC, LOAD, READONLY, CODE
...
14 .rodata        00000008  004005b8     004005b8     000005b8  2**2
   CONTENTS, ALLOC, LOAD, READONLY, DATA
...
17 .ctors         00000010  00600e18     00600e18     00000e18  2**3
   CONTENTS, ALLOC, LOAD, DATA
...
23 .data          0000001c  00601008     00601008     00001008  2**3
   CONTENTS, ALLOC, LOAD, DATA
...
24 .bss           0000000c  00601024     00601024     00001024  2**2
   ALLOC
    
```

Note Load mem addr. and File off have same page alignment for easy mmapping

No contents in file

- **Another portable alternative to `readelf`**

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## Name mangling

```

// C++
int foo (int a)
{
    return 0;
}

int foo (int a, int b)
{
    return 0;
}
    
```

```

% nm overload.o
00000000 T _Z3fooi
0000000e T _Z3fooi
                U __gxx_personality_v0

Demangle names
% nm overload.o | c++filt
00000000 T foo(int)
0000000e T foo(int, int)
                U __gxx_personality_v0
    
```

Mangling not compatible across compiler versions

- **C++ can have many functions with the same name**
- **Compiler therefore *mangles* symbols**
  - Makes a unique name for each function
  - Also used for methods/namespaces (`obj::fn`), template instantiations, & special functions such as operator `new`

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## Initialization and destruction

```

// C++
int a_foo_exists;
struct foo_t {
    foo_t () {
        a_foo_exists = 1;
    }
};
foo_t foo;
    
```

- **Initializers run before main**
  - Mechanism is platform-specific
- **Example implementation:**
  - Compiler emits static function in each file running initializers
  - Wrap linker with `collect2` program that generates `__main` function calling all such functions
  - Compiler inserts call to `__main` when compiling real main

```

% cc -S -o- ctor.C | c++filt
...
    .text
    .align 2
__static_initialization_and_destruction_0(int, int):
...
    call    foo_t::foo_t()
    
```

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## Other information in executables

```
// C++
struct foo_t {
    ~foo_t() { /*...*/ }
    except() { throw 0; }
};
void fn ()
{
    foo_t foo;
    foo.except();
    /* ... */
}
```

- **Throwing exceptions destroys automatic variables**
- **During exception, must find**
  - All such variables with non-trivial destructors
  - In all procedures' call frames until exception caught
- **Record info in special sections**

- **Executables can include debug info (compile w. -g)**
  - What source line does each binary instruction correspond to?

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## Dynamic (runtime) linking (hello3.c)

```
#include <dlfcn.h>
int main(int argc, char **argv, char **envp)
{
    size_t (*my_strlen)(const char *p);
    int (*my_write)(int, const void *, size_t);
    void *handle = dlopen("dest/libmy.so", RTLD_LAZY);
    if (!handle
        || !(my_strlen = dlsym(handle, "my_strlen"))
        || !(my_write = dlsym(handle, "my_write")))
        return 1;
    return my_write (1, greeting, my_strlen(greeting)) < 0;
}
```

- **Link time isn't special, can link at runtime too**
  - Get code (e.g., plugins) not available when program compiled
- **Issues:**
  - How can behavior differ compared to static linking?
  - Where to get unresolved symbols (e.g., my\_write) from?
  - How does my\_write know its own addresses (e.g., for my\_errno)?

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## Dynamic linking (continued)

- **How can behavior differ compared to static linking?**
  - Runtime failure (can't find file, doesn't contain symbols)
  - No type checking of functions, variables
- **Where to get unresolved symbols (e.g., my\_write) from?**
  - dlsym must parse ELF file to find symbols
- **How does my\_write know its own addresses?**

```
$ readelf -r dest/libmy.so
```

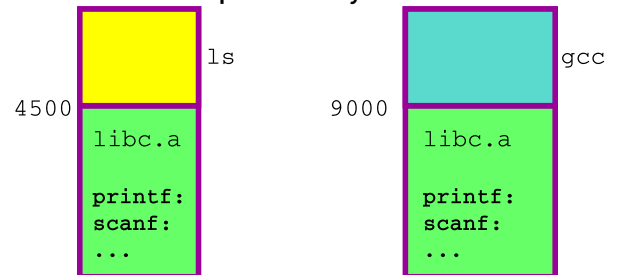
```
Relocation section '.rel.dyn' at offset 0x20c contains 1 entry:
Offset      Info      Type           Sym.Value  Sym. Name
00003ffc    00000106  R_386_GLOB_DAT 0000400c   my_errno
```

- dlopen, too, must parse ELF to patch relocations

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## Static shared libraries

- **Observation: everyone links in standard libraries (libc.a.), these libs consume space in every executable.**

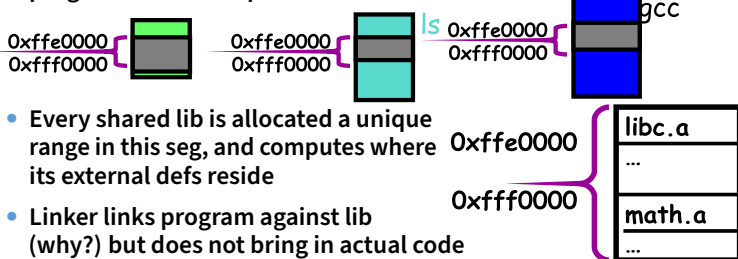


- **Insight: we can have a single copy on disk if we don't actually include libc code in executable**

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## Static shared libraries

- Define a "shared library segment" at same address in every program's address space



- Every shared lib is allocated a unique range in this seg, and computes where its external defs reside
- Linker links program against lib (why?) but does not bring in actual code
- Loader marks shared lib region as unreadable
- When process calls lib code, seg faults: embedded linker brings in lib code from known place & maps it in.
- Now different running programs can share code!

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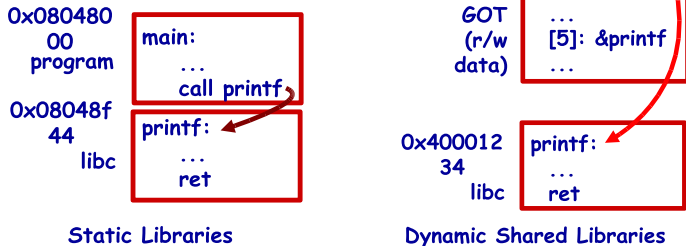
## Dynamic shared libraries

- **Static shared libraries require system-wide pre-allocation of address space**
  - Clumsy, inconvenient
  - What if a library gets too big for its space? (fragmentation)
  - Can't upgrade libraries w/o relinking applications
  - Can space ever be reused?
- **Solution: Dynamic shared libraries**
  - Combine shared library and dynamic linking ideas
  - Any library can be loaded at any VA, chosen at runtime
- **New problem: Linker won't know what names are valid**
  - Solution: stub library
- **New problem: How to call functions whose position varies?**
  - Solution: next page...

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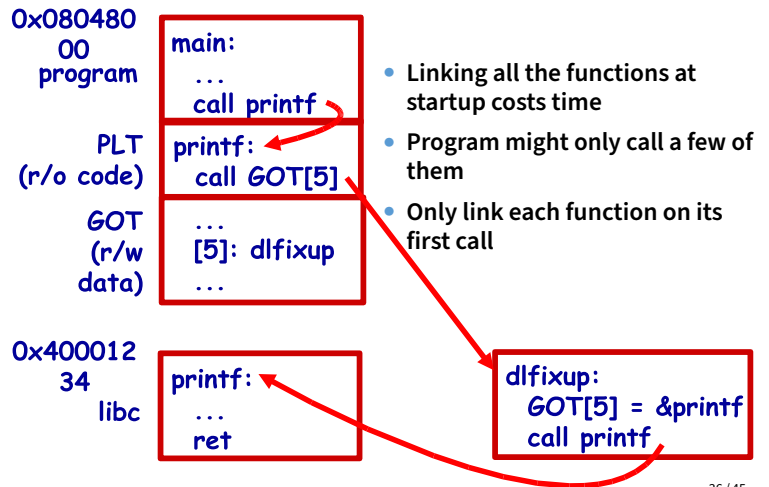
## Position-independent code

- Code must be able to run anywhere in virtual mem
- Runtime linking would prevent code sharing, so...
- Add a level of indirection!



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## Lazy dynamic linking



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## Dynamic linking with ELF

- Every dynamically linked executable needs an *interpreter*
  - Embedded as string in special `.interp` section
  - `readelf -p .interp /bin/ls → /lib64/ld-linux-x86-64.so.2`
  - So all the kernel has to do is run `ld-linux`
- `dlfixup` uses hash table to find symbols when needed
- Hash table lookups can be quite expensive [Drepper]
  - E.g., big programs like OpenOffice very slow to start
  - Solution 1: Use a better hash function
    - linux added `.gnu.hash` section, later removed `.hash` sections
  - Solution 2: Export fewer symbols. Now fashionable to use:
    - `gcc -fvisibility=hidden` (keep symbols local to DSO)
    - `#pragma GCC visibility push(hidden)/visibility pop`
    - `__attribute__((visibility("default")))`, (override for a symbol)

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## Dynamic shared library example: hello4

```
$ objdump -Sr hello4
:
:
08049030 <my_write@plt>:
8049030: ff 25 0c c0 04 08    jmp     *0x804c00c
8049036: 68 00 00 00 00     push   $0x0
804903b: e9 e0 ff ff ff     jmp     8049020 <.plt>

08049040 <my_strlen@plt>:
8049040: ff 25 10 c0 04 08    jmp     *0x804c010
8049046: 68 08 00 00 00     push   $0x8
804904b: e9 d0 ff ff ff     jmp     8049020 <.plt>
:
:
804917a: 68 08 a0 04 08     push   $0x804a008
804917f: e8 bc fe ff ff     call   8049040 <my_strlen@plt>
```

- 0x804c00c and 0x804c010 initially point to next instruction
  - Calls `dlfixup` with relocation index
  - Note second `jmp` of each entry goes to 0th PLT entry, which jumps to `dlfixup`

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## hello4 relocations

```
$ readelf -r hello4
Relocation section '.rel.plt' at offset 0x314 contains 2 entries:
Offset      Info      Type           Sym.Value    Sym. Name
0804c00c    00000107  R_386_JUMP_SLOT 00000000    my_write
0804c010    00000507  R_386_JUMP_SLOT 00000000    my_strlen
```

- PLT = *procedure linkage table* on last slide
  - Small 16 byte snippets, read-only executable code
- `dlfixup` knows how to parse relocations, symbol table
  - Looks for symbols by name in hash tables of shared libraries
- `my_write` & `my_strlen` are pointers in *global offset table* (GOT)
  - GOT non-executable, read-write (so `dlfixup` can fix up)
- Note `hello4` knows address of greeting, PLT, and GOT
  - How does a shared object (`libmy.so`) find these?
  - PLT is okay because calls are relative
  - In PIC, compiler reserves one register `%ebx` for GOT address

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## hello4 shared object contents

```
mywrite.c
int my_errno;
int my_write(int fd, const void *buf, size_t len) {
    int ret;
    asm volatile (/* ... */);
    if (ret < 0) {
        my_errno = -ret;
        return -1;
    }
    return ret;
}
```

```
mywrite.s
negl %eax
movl %eax, my_errno
```

```
mywrite-pic.s
negl %eax
movl %eax, %edx
movl my_errno@GOT(%ebx), %eax
movl %edx, (%eax)
```

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## How does %ebx get set?

### mywrite-pic.s

```
my_write:
    pushl   %ebp
    movl   %esp, %ebp
    pushl   %ebx
    subl   $16, %esp
    call   __x86.get_pc_thunk.bx
    addl   $ _GLOBAL_OFFSET_TABLE_, %ebx
    :
__x86.get_pc_thunk.bx:
    movl   (%esp), %ebx
    ret
```

```
$ readelf -r .libs/mywrite.o
```

Offset	Info	Type	Sym. Value	Sym. Name
00000008	00000a02	R_386_PC32	00000000	__x86.get_pc_thunk.bx
0000000e	00000b0a	R_386_GOTPC	00000000	_GLOBAL_OFFSET_TABLE_
00000036	0000082b	R_386_GOT32X	00000000	my_errno

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## Linking and security

```
void fn ()
{
    char buf[80];
    gets (buf);
    /* ... */
}
```

### 1. Attacker puts code in buf

- Overwrites return address to jump to code

### 2. Attacker puts shell command above buf

- Overwrites return address so function “returns” to system function in libc

- People try to address problem with linker

- W^X: No memory both writable and executable

- Prevents 1 but not 2, must be disabled for jits

- Address space randomization

- Makes attack #2 a little harder, not impossible
- Leads to position-independent executable, compiled -fpie and linked -pie—like PIC for executables

- Also address with compiler (stack protector, CFI)

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## Linking Summary

- **Compiler/Assembler: 1 object file for each source file**

- Problem: incomplete world view
- Where to put variables and code? How to refer to them?
- Names definitions symbolically (“printf”), refers to routines/variable by symbolic name

- **Linker: combines all object files into 1 executable file**

- Big lever: global view of everything. Decides where everything lives, finds all references and updates them
- Important interface with OS: what is code, what is data, where is start point?

- **OS loader reads object files into memory:**

- Allows optimizations across trust boundaries (share code)
- Provides interface for process to allocate memory (sbrk)

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## Code = data, data = code

- **No inherent difference between code and data**

- Code is just something that can be run through a CPU without causing an “illegal instruction fault”
- Can be written/read at runtime just like data “dynamically generated code”

- **Why? Speed (usually)**

- Big use: eliminate interpretation overhead. Gives 10-100x performance improvement
- Example: Just-in-time Javascript compiler, or qemu vs. bochs
- In general: optimizations thrive on information. More information at runtime.

- **The big tradeoff:**

- Total runtime = code gen cost + cost of running code

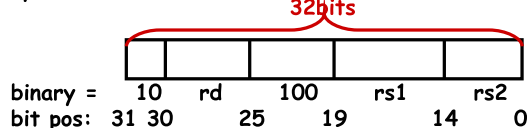
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## How?

- **Determine binary encoding of desired instructions**

SPARC: sub instruction

symbolic = “sub rdst, rsrc1, rsrc2”



- **Write these integer values into a memory buffer**

```
unsigned code[1024], *cp = &code[0];
/* sub %g5, %g4, %g3 */
*cp++ = (2<<30) | (5<<25) | (4<<19) | (4<<14) | 3;
...
```

- **Use mprotect to disable W^X**

- **Jump to the address of the buffer: ((int (\*)( ))code)();**

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```
/* (from glibc sysdeps/unix/sysv/linux/i386/sysdep.h)
   https://sourceware.org/git/?p=glibc.git;a=blob;f=sysdeps/unix/sysv/linux/i386/sysdep
   .h
```

Linux takes system call arguments in registers:

syscall number	%eax	call-clobbered
arg 1	%ebx	call-saved
arg 2	%ecx	call-clobbered
arg 3	%edx	call-clobbered
arg 4	%esi	call-saved
arg 5	%edi	call-saved
arg 6	%ebp	call-saved

```
*/
```

```
#include <sys/syscall.h>
```

```
typedef unsigned long size_t;
```

```
int my_write(int, const void *, size_t);
```

```
int my_errno;
```

```
size_t
```

```
my_strlen(const char *p)
```

```
{
    size_t ret;
    for (ret = 0; p[ret]; ++ret)
        ;
    return ret;
}
```

```
int
```

```
my_write(int fd, const void *buf, size_t len)
```

```
{
    int ret;
    asm volatile ("int $0x80" : "=a" (ret)
                  : "0" (SYS_write), "b" (fd), "c" (buf), "d" (len) : "memory");
    if (ret < 0) {
        my_errno = -ret;
        return -1;
    }
    return ret;
}
```

```
const char greeting[] = "hello world\n";
```

```
int
```

```
main(int argc, char **argv, char **envp)
```

```
{
    my_write (1, greeting, my_strlen(greeting));
}
```

```
void
```

```
__libc_start_main(int (*mainp)(int, char **, char **),
                  int argc, char **argv)
```

```
{
    mainp(argc, argv, argv + argc + 1);
    asm volatile ("int $0x80" :: "a" (SYS_exit), "b" (0));
}
```

```
#include <sys/syscall.h>

typedef unsigned long size_t;

int my_write(int, const void *, size_t);

static size_t
my_strlen(const char *p)
{
    size_t ret;
    for (ret = 0; p[ret]; ++ret)
        ;
    return ret;
}

const char greeting[] = "hello world\n";
int
main(int argc, char **argv, char **envp)
{
    my_write (1, greeting, my_strlen(greeting));
}

void
__libc_start_main(int (*mainp)(int, char **, char **),
                  int argc, char **argv)
{
    mainp(argc, argv, argv + argc + 1);
    asm volatile ("int $0x80" ::: "a" (SYS_exit), "b" (0));
}
```

```
#include <dlfcn.h>
#include <sys/syscall.h>

const char greeting[] = "hello world\n";
int
main(int argc, char **argv, char **envp)
{
    size_t (*my_strlen)(const char *p);
    int (*my_write)(int, const void *, size_t);

    void *handle = dlopen("dest/libmy.so", RTLD_LAZY);
    if (!handle
        || !(my_strlen = dlsym(handle, "my_strlen"))
        || !(my_write = dlsym(handle, "my_write")))
        return 1;

    my_write (1, greeting, my_strlen(greeting));
    return 0;
}

void
__libc_start_main(int (*mainp)(int, char **, char **),
                  int argc, char **argv)
{
    mainp(argc, argv, argv + argc + 1);
    asm volatile ("int $0x80" ::: "a" (SYS_exit), "b" (0));
}
```

```
#include <sys/syscall.h>

typedef unsigned long size_t;

int my_write(int, const void *, size_t);
size_t my_strlen(const char *p);

const char greeting[] = "hello world\n";
int
main(int argc, char **argv, char **envp)
{
    my_write (1, greeting, my_strlen(greeting));
}

void
__libc_start_main(int (*mainp)(int, char **, char **),
                  int argc, char **argv)
{
    mainp(argc, argv, argv + argc + 1);
    asm volatile ("int $0x80" ::: "a" (SYS_exit), "b" (0));
}
```

```
typedef unsigned long size_t;
```

```
size_t
```

```
my_strlen(const char *p)
```

```
{
```

```
    size_t ret;
```

```
    for (ret = 0; p[ret]; ++ret)
```

```
        ;
```

```
    return ret;
```

```
}
```

```
#include <sys/syscall.h>

typedef unsigned long size_t;

int my_errno;

int
my_write(int fd, const void *buf, size_t len)
{
    int ret;
    asm volatile ("pushl %%ebx\n"          // older gcc before version 5
                  "\tmovl %2,%%ebx\n"    // won't allow direct use of
                  "\tint $0x80\n"        // %ebx in PIC code
                  "\tpopl %%ebx"
                  : "=a" (ret)
                  : "0" (SYS_write), "g" (fd), "c" (buf), "d" (len) : "memory");
    if (ret < 0) {
        my_errno = -ret;
        return -1;
    }
    return ret;
}
```

```
.file "hello1.c"
.text
.globl my_errno
.bss
.align 4
.type my_errno, @object
.size my_errno, 4
my_errno:
.zero 4
.text
.globl my_strlen
.type my_strlen, @function
my_strlen:
pushl %ebp
movl %esp, %ebp
subl $16, %esp
movl $0, -4(%ebp)
jmp .L2
.L3:
addl $1, -4(%ebp)
.L2:
movl 8(%ebp), %edx
movl -4(%ebp), %eax
addl %edx, %eax
movzbl (%eax), %eax
testb %al, %al
jne .L3
movl -4(%ebp), %eax
leave
ret
.size my_strlen, .-my_strlen
.globl my_write
.type my_write, @function
my_write:
pushl %ebp
movl %esp, %ebp
pushl %ebx
subl $16, %esp
movl $4, %eax
movl 8(%ebp), %ebx
movl 12(%ebp), %ecx
movl 16(%ebp), %edx
#APP
# 36 "hello1.c" 1
int $0x80
# 0 "" 2
#NO_APP
movl %eax, -8(%ebp)
cmpl $0, -8(%ebp)
jns .L6
movl -8(%ebp), %eax
negl %eax
movl %eax, my_errno
movl $-1, %eax
jmp .L7
.L6:
movl -8(%ebp), %eax
.L7:
movl -4(%ebp), %ebx
leave
ret
.size my_write, .-my_write
.globl greeting
.section .rodata
.align 4
```

```
.type    greeting, @object
.size   greeting, 13
greeting:
.string  "hello world\n"
.text
.globl   main
.type   main, @function
main:
pushl   %ebp
movl    %esp, %ebp
pushl   $greeting
call    my_strlen
addl    $4, %esp
pushl   %eax
pushl   $greeting
pushl   $1
call    my_write
addl    $12, %esp
movl    $0, %eax
leave
ret
.size   main, .-main
.globl  __libc_start_main
.type   __libc_start_main, @function
__libc_start_main:
pushl   %ebp
movl    %esp, %ebp
pushl   %ebx
subl    $4, %esp
movl    12(%ebp), %eax
addl    $1, %eax
leal   0(,%eax,4), %edx
movl    16(%ebp), %eax
addl    %edx, %eax
subl    $4, %esp
pushl   %eax
pushl   16(%ebp)
pushl   12(%ebp)
movl    8(%ebp), %eax
call    *%eax
addl    $16, %esp
movl    $1, %eax
movl    $0, %edx
movl    %edx, %ebx
#APP
# 57 "hello1.c" 1
    int $0x80
# 0 "" 2
#NO_APP
nop
movl    -4(%ebp), %ebx
leave
ret
.size   __libc_start_main, .-__libc_start_main
.ident  "GCC: (GNU) 14.2.1 20250207"
.section .note.GNU-stack,"",@progbits
```

```
.file "hello4.c"
.text
.globl greeting
.section .rodata
.align 4
.type greeting, @object
.size greeting, 13
greeting:
.string "hello world\n"
.text
.globl main
.type main, @function
main:
    leal    4(%esp), %ecx
    andl   $-16, %esp
    pushl  -4(%ecx)
    pushl  %ebp
    movl   %esp, %ebp
    pushl  %ecx
    subl   $4, %esp
    subl   $12, %esp
    pushl  $greeting
    call   my_strlen
    addl   $16, %esp
    subl   $4, %esp
    pushl  %eax
    pushl  $greeting
    pushl  $1
    call   my_write
    addl   $16, %esp
    movl   $0, %eax
    movl   -4(%ebp), %ecx
    leave
    leal   -4(%ecx), %esp
    ret
.size    main, .-main
.globl   __libc_start_main
.type    __libc_start_main, @function
__libc_start_main:
    pushl  %ebp
    movl   %esp, %ebp
    pushl  %ebx
    subl   $4, %esp
    movl   12(%ebp), %eax
    addl   $1, %eax
    leal   0(,%eax,4), %edx
    movl   16(%ebp), %eax
    addl   %edx, %eax
    subl   $4, %esp
    pushl  %eax
    pushl  16(%ebp)
    pushl  12(%ebp)
    movl   8(%ebp), %eax
    call   *%eax
    addl   $16, %esp
    movl   $1, %eax
    movl   $0, %edx
    movl   %edx, %ebx
#APP
# 20 "hello4.c" 1
    int $0x80
# 0 "" 2
#NO_APP
    nop
    movl   -4(%ebp), %ebx
```

```
leave
ret
.size    __libc_start_main, .-__libc_start_main
.ident   "GCC: (GNU) 14.2.1 20250207"
.section .note.GNU-stack,"",@progbits
```

```
.file "mywrite.c"
.text
.globl my_errno
.bss
.align 4
.type my_errno, @object
.size my_errno, 4
my_errno:
.zero 4
.text
.globl my_write
.type my_write, @function
my_write:
pushl %ebp
movl %esp, %ebp
subl $16, %esp
movl $4, %eax
movl 12(%ebp), %ecx
movl 16(%ebp), %edx
#APP
# 11 "mywrite.c" 1
pushl %ebx
movl 8(%ebp), %ebx
int $0x80
popl %ebx
# 0 "" 2
#NO_APP
movl %eax, -4(%ebp)
cmpl $0, -4(%ebp)
jns .L2
movl -4(%ebp), %eax
negl %eax
movl %eax, my_errno
movl $-1, %eax
jmp .L3
.L2:
movl -4(%ebp), %eax
.L3:
leave
ret
.size my_write, .-my_write
.ident "GCC: (GNU) 14.2.1 20250207"
.section .note.GNU-stack,"",@progbits
```

```
.file "mywrite.c"
.text
.globl my_errno
.bss
.align 4
.type my_errno, @object
.size my_errno, 4
my_errno:
.zero 4
.text
.globl my_write
.type my_write, @function
my_write:
pushl %ebp
movl %esp, %ebp
pushl %ebx
subl $16, %esp
call __x86.get_pc_thunk.bx
addl $_GLOBAL_OFFSET_TABLE_, %ebx
movl $4, %eax
movl 12(%ebp), %ecx
movl 16(%ebp), %edx

#APP
# 11 "mywrite.c" 1
pushl %ebx
movl 8(%ebp), %ebx
int $0x80
popl %ebx
# 0 "" 2
#NO_APP
movl %eax, -8(%ebp)
cmpl $0, -8(%ebp)
jns .L2
movl -8(%ebp), %eax
negl %eax
movl %eax, %edx
movl my_errno@GOT(%ebx), %eax
movl %edx, (%eax)
movl $-1, %eax
jmp .L3
.L2:
movl -8(%ebp), %eax
.L3:
movl -4(%ebp), %ebx
leave
ret
.size my_write, .-my_write
.section .text.__x86.get_pc_thunk.bx,"axG",@progbits,__x86.get_pc_thunk.
bx,comdat
.globl __x86.get_pc_thunk.bx
.hidden __x86.get_pc_thunk.bx
.type __x86.get_pc_thunk.bx, @function
__x86.get_pc_thunk.bx:
movl (%esp), %ebx
ret
.ident "GCC: (GNU) 14.2.1 20250207"
.section .note.GNU-stack,"",@progbits
```