COS 217: Introduction to Programming Systems

Machine Language

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1

Machine Language

The first part of this lecture (Thursday) covers
- Machine language (in general)
- A motivating example from Assignment 6: Buffer Overrun
- AARCH64 machine language (in particular)

The second part (Tuesday) covers
- The assembly and linking processes

2

@zwimsteralex (previous slide); @alejandrunde

2

Instruction Set Architecture (ISA)

There are many kinds of computer chips out there:

ARM
Intel x86 series
IBM PowerPC
RISC-V
MIPS

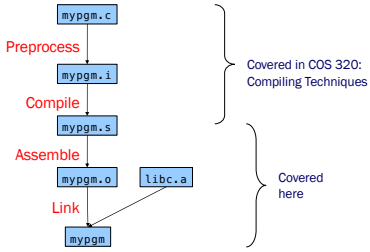
Each of these different "machine architectures" understands a different *machine language*

(and, in the old days, dozens more)

3

3

The Build Process



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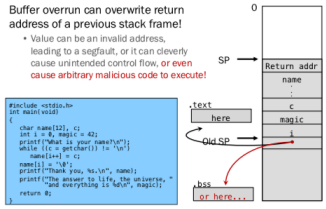
4

Flashback to last lecture ...

It Gets Much, Much Worse...

Buffer overrun can overwrite return address of a previous stack frame!
- Value can be an invalid address, leading to a segfault, or it can cleverly cause unintended control flow, or even cause arbitrary malicious code to execute!



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5

Assignment 6 : Attack the "Grader" Program

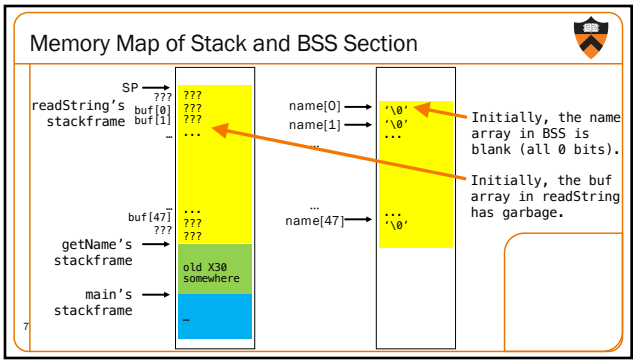
```
/* Prompt for name and read it */
void getName() {
  printf("What is your name?\n");
  readString();
}
```

```
/* Read a string into name */
void readString() {
  char buf[BUFSIZE];
  int i = 0;
  int c;

  /* Read string into buf[] */
  for (;;) {
    c = fgetc(stdin);
    if (c == EOF || c == '\n')
      break;
    buf[i] = c;
    i++;
  }
  buf[i] = '\0';

  /* Copy buf[] to name[] */
  for (i = 0; i < BUFSIZE; i++)
    name[i] = buf[i];
}
```

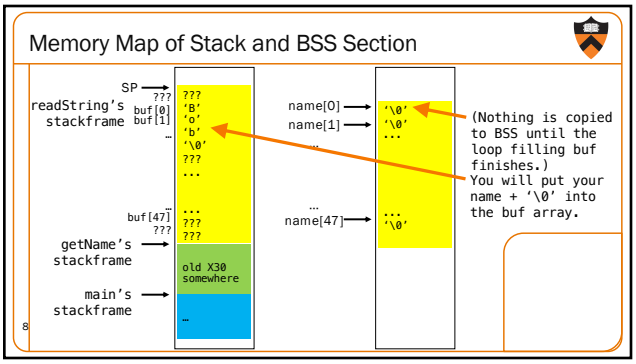
Unchecked write to buffer!

6

6


Memory Map of Stack and BSS Section
SP
readString's stackframe
buf[0]
buf[1]
buf[47]
getName's stackframe
main's stackframe
old X30 somewhere
name[0]
name[1]
name[47]
Initially, the name array in BSS is blank (all 0 bits).
Initially, the buf array in readString has garbage.
7

7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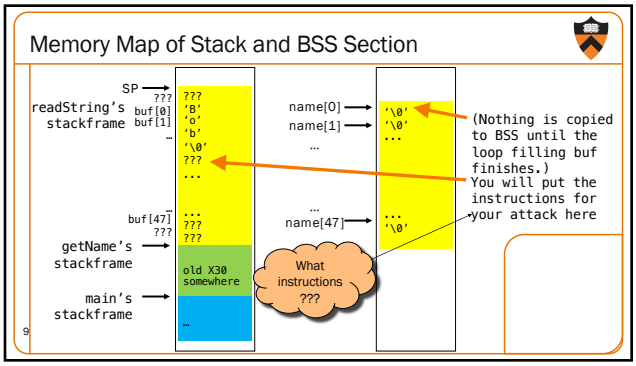
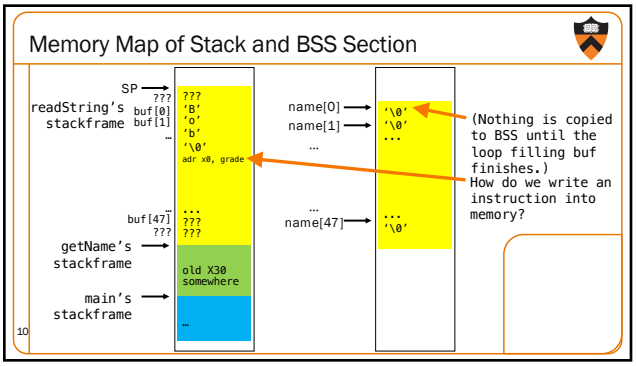
SP
readString's stackframe
buf[0]
buf[1]
buf[47]
getName's stackframe
main's stackframe
old X30 somewhere
name[0]
name[1]
name[47]
(Nothing is copied to BSS until the loop filling buf finishes.)
You will put your name + '\0' into the buf array.
8

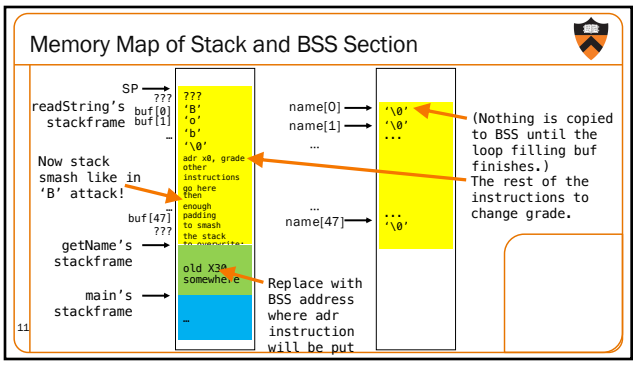
8


Memory Map of Stack and BSS Section
SP
readString's stackframe
buf[0]
buf[1]
buf[47]
getName's stackframe
main's stackframe
old X30 somewhere
What instructions ???
name[0]
name[1]
name[47]
(Nothing is copied to BSS until the loop filling buf finishes.)
You will put the instructions for your attack here
9

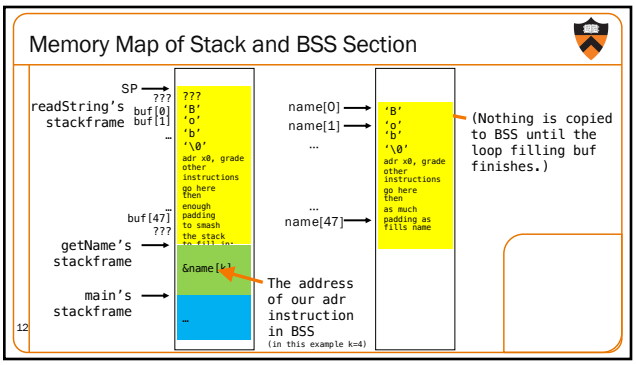
9


Memory Map of Stack and BSS Section
SP
readString's stackframe
buf[0]
buf[1]
buf[47]
getName's stackframe
main's stackframe
old X30 somewhere
adr x0, grade
name[0]
name[1]
name[47]
(Nothing is copied to BSS until the loop filling buf finishes.)
How do we write an instruction into memory?
10

10


Memory Map of Stack and BSS Section
SP
readString's stackframe
buf[0]
buf[1]
buf[47]
getName's stackframe
main's stackframe
old X30 somewhere
Now stack smash like in 'B' attack!
Replace with BSS address where adr instruction will be put
name[0]
name[1]
name[47]
(Nothing is copied to BSS until the loop filling buf finishes.)
The rest of the instructions to change grade.
11

11


Memory Map of Stack and BSS Section
SP
readString's stackframe
buf[0]
buf[1]
buf[47]
getName's stackframe
main's stackframe
&name[k]
The address of our adr instruction in BSS
(in this example k=4)
name[0]
name[1]
name[47]
(Nothing is copied to BSS until the loop filling buf finishes.)
12

12

Agenda

AARCH64 Machine Language

AARCH64 Machine Language after Assembly

AARCH64 Machine Language after Linking

Buffer overrun vulnerabilities

Assembly Language: `add x1, x2, x3`

Machine Language: `1000 1011 0000 0011 0000 0000 0100 0001`

13

13

AARCH64 Machine Language

INSTRUCTION FORMATS

Remember TOY?
ARM is more complex, but the same ideas!

```
                | . . . . | . . . . | . . . . | . . . . |
Format RR:      | opcode  |    d    |    s    |    t    |  (0-6, A-B)
Format A:       | opcode  |    d    |       addr        |  (7-9, C-F)
```

AARCH64 machine language
- All instructions are 32 bits long, 4-byte aligned
- Some bits allocated to *opcode*: what kind of instruction is this?
- Other bits specify register(s)
- Depending on instruction, other bits may be used for an immediate value, a memory offset, an offset to jump to, etc.

Instruction formats
- Variety of ways different instructions are encoded
- We'll go over quickly in class, to give you a flavor
- Refer to slides as reference for Assignment 5!
  (Every instruction format you'll need is in the following slides… we think…)

14

14

AARCH64 Instruction Format

msb: bit 31 ↓ lsb: bit 0 ↓

`xxxx xxxx xxxx xxxx xxxx xxxx xxxx xxxx`

Operation group
- Encoded in bits 25-28
- `x101`: Data processing – 3-register
- `100x`: Data processing – immediate + register(s)
- `101x`: Branch
- `x1x0`: Load/store

15

15

AARCH64 Instruction Format

msb: bit 31 ↓ lsb: bit 0 ↓

`wxsx 101x xxxr rrrr xxxx xxrr rrrr rrrr`

Op. Group: Data processing – 3-register
- Instruction width in bit 31: 0 = 32-bit, 1 = 64-bit
- Whether to set condition flags (e.g. ADD vs ADDS) in bit 29
- Second source register in bits 16-20
- First source register in bits 5-9
- Destination register in bits 0-4
- Remaining bits encode additional information about instruction

16

16

AARCH64 Instruction Format

msb: bit 31 ↓ lsb: bit 0 ↓

`1000 1011 0000 0011 0000 0000 0100 0001`

Example: `add x1, x2, x3`
- opcode = add
- Instruction width in bit 31: 1 = 64-bit
- Whether to set condition flags in bit 29: no
- Second source register in bits 16-20: 3
- First source register in bits 5-9: 2
- Destination register in bits 0-4: 1
- Additional information about instruction: none

17

17

AARCH64 Instruction Format

msb: bit 31 ↓ lsb: bit 0 ↓

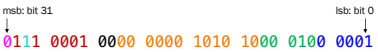
```
wxs1 00xx xxii iiii iiii iirr rrrr rrrr
wxx1 0010 1xxi iiii iiii iiii iiir rrrr
```

Op. Group: Data processing – immediate + register(s)
- Instruction width in bit 31: 0 = 32-bit, 1 = 64-bit
- Whether to set condition flags (e.g. ADD vs ADDS) in bit 29
- Immediate value in bits 10-21 for 2-register instructions, bits 5-20 for 1-register instructions
- Source register in bits 5-9
- Destination register in bits 0-4
- Remaining bits encode additional information about instruction

18

18

AARCH64 Instruction Format



Example: `subs w1, w2, 42`

- opcode: subtract immediate
- Instruction width in bit 31: 0 = 32-bit
- Whether to set condition flags in bit 29: yes
- Immediate value in bits 10-21: 101010_b = 42
- First source register in bits 5-9: 2
- Destination register in bits 0-4: 1
- Additional information about instruction: none

19

19

AARCH64 Instruction Format

Example: `mov x1, 42`

- opcode: move immediate
- Instruction width in bit 31: 1 = 64-bit
- Immediate value in bits 5-20: 101010_b = 42
- Destination register in bits 0-4: 1

20

20

AARCH64 Instruction Format

Op. Group: Branch

- *Relative* address of branch target in bits 0-25 for unconditional branch (`b`) and function call (`bl`)
- *Relative* address of branch target in bits 5-23 for conditional branch
- Because all instructions are 32 bits long and are 4-byte aligned, relative addresses end in 00. So, the values in the instruction must be shifted left by 2 bits. This provides more range with fewer bits!
- Type of conditional branch encoded in bits 0-3

21

21

AARCH64 Instruction Format

Example: `b someLabel`

- This depends on where `someLabel` is relative to this instruction! For this example, `someLabel` is 3 instructions (12 bytes) *earlier*
- opcode: unconditional branch
- *Relative* address in bits 0-25: two's complement of 11_b. Shift left by 2: 1100_b = 12. So, offset is -12.

22

22

AARCH64 Instruction Format

Example: `bl someLabel`

- This depends on where `someLabel` is relative to this instruction! For this example, `someLabel` is 3 instructions (12 bytes) *earlier*
- opcode: branch and link (function call)
- *Relative* address in bits 0-25: two's complement of 11_b. Shift left by 2: 1100_b = 12. So, offset is -12.

23

23

AARCH64 Instruction Format

Example: `ble someLabel`

- This depends on where `someLabel` is relative to this instruction! For this example, `someLabel` is 3 instructions (12 bytes) *later*
- opcode: conditional branch
- *Relative* address in bits 5-23: 11_b. Shift left by 2: 1100_b = 12
- Conditional branch type in bits 0-4: LE

24

24

AARCH64 Instruction Format

msb: bit 31 ↓ lsb: bit 0 ↓

```
wwxx 1x0x xxxr rrrr xxxx xxrr rrrr rrrr
wwxx 1x0x xxii iiii iiii iirr rrrr rrrr
```

Op. Group: Load / store

- Instruction width in bits 30-31: 00 = 8-bit, 01 = 16-bit, 10 = 32-bit, 11 = 64-bit
- For [Xn,Xm] addressing mode: second source register in bits 16-20
- For [Xn,offset] addressing mode: offset in bits 10-21, shifted left by 3 bits for 64-bit, 2 bits for 32-bit, 1 bit for 16-bit
- First source register in bits 5-9
- Destination register in bits 0-4
- Remaining bits encode additional information about instruction

25

25

AARCH64 Instruction Format

msb: bit 31 ↓ lsb: bit 0 ↓

```
1111 1000 0110 0010 0110 1000 0010 0000
```

Example: `ldr x0, [x1, x2]`

- opcode: load, register+register
- Instruction width in bits 30-31: 11 = 64-bit
- Second source register in bits 16-20: 2
- First source register in bits 5-9: 1
- Destination register in bits 0-4: 0
- Additional information about instruction: no LSL

26

26

AARCH64 Instruction Format

msb: bit 31 ↓ lsb: bit 0 ↓

```
1111 1001 0000 0000 0000 1111 1110 0000
```

Example: `str x0, [sp,24]`

- opcode: store, register+offset
- Instruction width in bits 30-31: 11 = 64-bit
- Offset value in bits 12-20: 11_b, shifted left by 3 = 11000_b = 24
- "Source" (really destination!) register in bits 5-9: 31 = sp
- "Destination" (really source!) register in bits 0-4: 0
- Remember that store instructions use the opposite convention from others: "source" and "destination" are flipped!

27

27

AARCH64 Instruction Format

msb: bit 31 ↓ lsb: bit 0 ↓

```
0011 1001 0000 0000 0110 0011 1110 0000
```

Example: `strb x0, [sp,24]`

- opcode: store, register+offset
- Instruction width in bits 30-31: 00 = 8-bit
- Offset value in bits 12-20: 11000_b (don't shift left!) = 24
- "Source" (really destination!) register in bits 5-9: 31 = sp
- "Destination" (really source!) register in bits 0-4: 0
- Remember that store instructions use the opposite convention from others: "source" and "destination" are flipped!

28

28

AARCH64 Instruction Format

msb: bit 31 ↓ lsb: bit 0 ↓

```
0ii1 0000 iiii iiii iiii iiii iiir rrrr
```

ADR instruction
(Distinct from others w/ Op Group bits 100x)

- Specifies *relative* position of label (data location)
- 19 High-order bits of offset in bits 5-23
- 2 Low-order bits of offset in bits 29-30
- Destination register in bits 0-4

29

29

AARCH64 Instruction Format

msb: bit 31 ↓ lsb: bit 0 ↓

```
0101 0000 0000 0000 0000 0001 1001 0011
```

Example: `adr x19, someLabel`

- This depends on where `someLabel` is relative to this instruction! For this example, `someLabel` is 50 bytes later
- opcode: generate address
- 19 High-order bits of offset in bits 5-23: 1100
- 2 Low-order bits of offset in bits 29-30: 10
- *Relative* data location is $11001 0_b$ = 50 bytes after this instruction
- Destination register in bits 0-4:19

30

30

Agenda

Buffer overrun vulnerabilities

AARCH64 Machine Language

AARCH64 Machine Language after Assembly

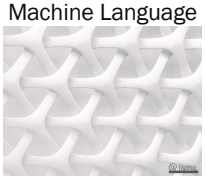
AARCH64 Machine Language after Linking

31

31

COS 217: Introduction to Programming Systems

Machine Language



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32

An Example Program

A simple (nonsensical) program, in C and assembly:

```
#include <stdio.h>
int main(void)
{  printf("Type a char: ");
   if (getchar() == 'A')
      printf("Hi\n");
   return 0;
}
```

```
      .section .rodata
msg1: .string  "Type a char: "
msg2: .string  "Hi\n"
      .section .text
      .global  main
main:
      sub      sp, sp, 16
      str      x30, [sp]

      adr      x0, msg1
      bl       printf

      bl       getchar
      cmp      w0, 'A'
      bne      skip

      adr      x0, msg2
      bl       printf
skip:
      mov      w0, 0
      ldr      x30, [sp]
      add      sp, sp, 16
      ret
```

Let's consider the machine language equivalent…

33

33

Examining Machine Lang: RODATA

Assemble program; run objdump

```
$ gcc217 -c detecta.s
$ objdump --full-contents --section .rodata detecta.o

detecta.o:     file format elf64-littleaarch64

Contents of section .rodata:
 0000 54797065 20612063 6861723a 20004869  Type a char: .Hi
 0010 6a00                                 ..
```

Offsets

Contents

- Assembler does not know addresses
- Assembler knows only offsets
- "Type a char: " starts at offset 0x0
- "Hi\n" starts at offset 0xe

34

34

Examining Machine Lang: TEXT

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
                  8: R_AARCH64_ADR_PREL_LO21    .rodata
   c: 94000000    bl    0 <printf>
                  c: R_AARCH64_CALL26    printf
  10: 94000000    bl    0 <getchar>
                  10: R_AARCH64_CALL26    getchar
  14: 7101041f    cmp   w0, #0x41
  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21    .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
  30: d65f03c0    ret
```

Run objdump to see instructions

Assembly language

35

35

Examining Machine Lang: TEXT

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
                  8: R_AARCH64_ADR_PREL_LO21    .rodata
   c: 94000000    bl    0 <printf>
                  c: R_AARCH64_CALL26    printf
  10: 94000000    bl    0 <getchar>
                  10: R_AARCH64_CALL26    getchar
  14: 7101041f    cmp   w0, #0x41
  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21    .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
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```
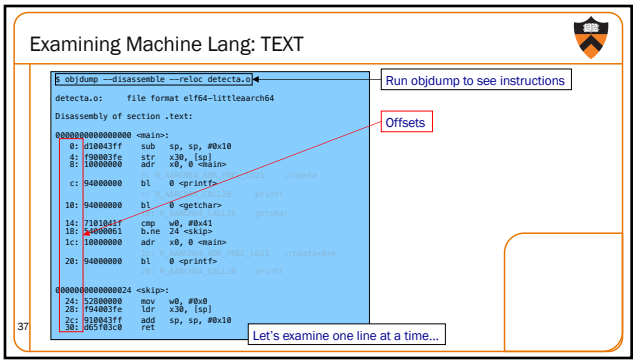

Run objdump to see instructions

Machine language

36

36



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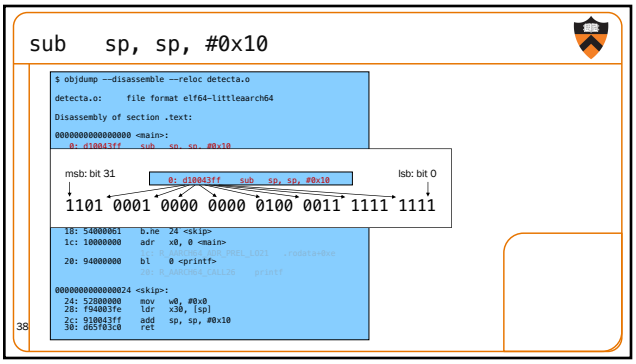

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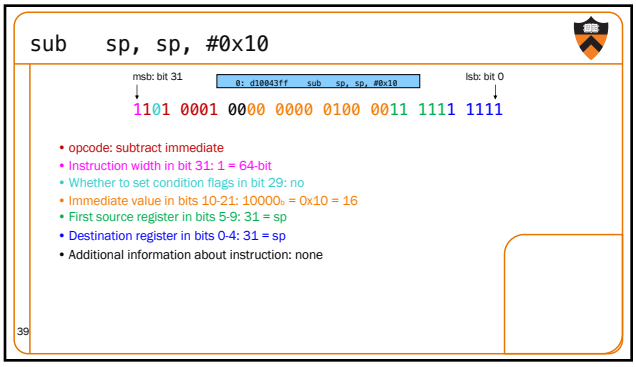

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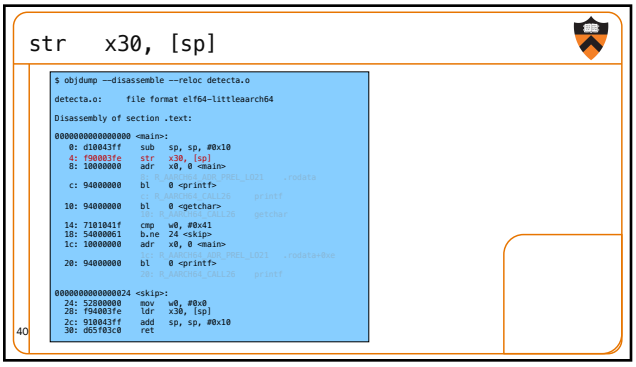

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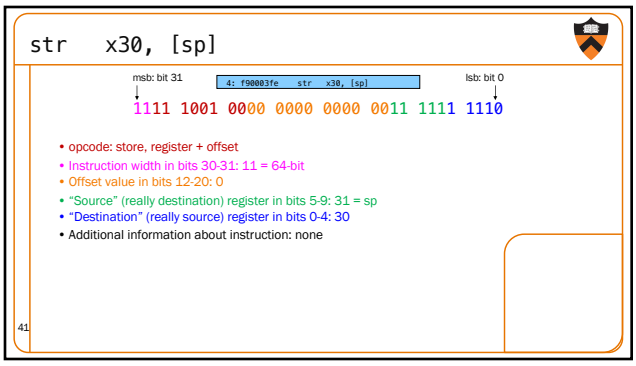

41

42

adr x0, 0 <main>

msb: bit 31 — lsb: bit 0

```
8: 10000000    adr   x0, 0 <main>
```

```
0001 0000 0000 0000 0000 0000 0000 0000
```

- opcode: generate address
- 19 High-order bits of relative address in bits 5-23: 0
- 2 Low-order bits of relative address in bits 29-30: 0
- *Relative* data location is 0 bytes after this instruction
- Destination register in bits 0-4:0

- Huh? That's not where `msg1` lives!
  - Assembler knew that `msg1` is a label within the RODATA section
  - But assembler didn't know address of RODATA section!
  - So, assembler couldn't generate this instruction completely, left a placeholder, and will request help from the linker

43

43

Examining Machine Lang: TEXT

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
                  8: R_AARCH64_ADR_PREL_LO21    .rodata
   c: 94000000    bl    0 <printf>
                  c: R_AARCH64_CALL26    printf
  10: 94000000    bl    0 <getchar>
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  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21   .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
  30: d65f03c0    ret
```

Run objdump to see instructions

Relocation records

44

44

R_AARCH64_ADR_PREL_LO21 .rodata

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
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  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21   .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
  30: d65f03c0    ret
```

45

45

Relocation Record 1

```
8: R_AARCH64_ADR_PREL_LO21    .rodata
```

This part is always the same, it's the name of the machine architecture!

Dear Linker,

Please patch the TEXT section at offset 0x8.
Patch in a 21-bit* signed offset of an address, relative to the PC, as appropriate for the instruction format. When you determine the address of .rodata, use that to compute the offset you need to do the patch.

Sincerely,
Assembler

*
19 High-order bits of relative address in bits 5-23: 0
2 Low-order bits of relative address in bits 29-30: 0

46

46

bl 0 <printf>

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
                  8: R_AARCH64_ADR_PREL_LO21    .rodata
   c: 94000000    bl    0 <printf>
                  c: R_AARCH64_CALL26    printf
  10: 94000000    bl    0 <getchar>
                  10: R_AARCH64_CALL26    getchar
  14: 7101041f    cmp   w0, #0x41
  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21   .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
  30: d65f03c0    ret
```

47

47

bl 0 <printf>

msb: bit 31 — lsb: bit 0

```
c: 94000000    bl    0 <printf>
```

```
1001 0100 0000 0000 0000 0000 0000 0000
```

- opcode: branch and link
- *Relative* address in bits 0-25: 0

- Huh? That's not where `printf` lives!
  - Assembler had to calculate [addr of `printf`] – [addr of this instr]
  - But assembler didn't know address of `printf` – it's off in some library (`libc.a`) and isn't present (yet)!
  - So, assembler couldn't generate this instruction completely, left a placeholder, and will request help from the linker

48

48

R_AARCH64_CALL26 printf

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
                  8: R_AARCH64_ADR_PREL_LO21    .rodata
   c: 94000000    bl    0 <printf>
                  c: R_AARCH64_CALL26    printf
  10: 94000000    bl    0 <getchar>
                  10: R_AARCH64_CALL26    getchar
  14: 7101041f    cmp   w0, #0x41
  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21   .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
  30: d65f03c0    ret
```

49

49

Relocation Record 2

```
c: R_AARCH64_CALL26    printf
```

Dear Linker,

Please patch the TEXT section at offset 0xc. Patch in a 26-bit signed offset relative to the PC, appropriate for the function call (bl) instruction format. When you determine the address of printf, use that to compute the offset you need to do the patch.

Sincerely,
Assembler

50

50

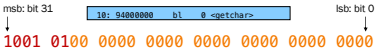
bl 0 <getchar>

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
                  8: R_AARCH64_ADR_PREL_LO21    .rodata
   c: 94000000    bl    0 <printf>
                  c: R_AARCH64_CALL26    printf
  10: 94000000    bl    0 <getchar>
                  10: R_AARCH64_CALL26    getchar
  14: 7101041f    cmp   w0, #0x41
  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21   .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
  30: d65f03c0    ret
```

51

51

bl 0 <getchar>



- opcode: branch and link
- *Relative* address in bits 0-25: 0

- Same situation as before – relocation record coming up!

52

52

Relocation Record 3

```
10: R_AARCH64_CALL26    getchar
```

Dear Linker,

Please patch the TEXT section at offset 0x10. Patch in a 26-bit signed offset relative to the PC, appropriate for the function call (bl) instruction format. When you determine the address of getchar, use that to compute the offset you need to do the patch.

Sincerely,
Assembler

53

53

cmp w0, #0x41

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
                  8: R_AARCH64_ADR_PREL_LO21    .rodata
   c: 94000000    bl    0 <printf>
                  c: R_AARCH64_CALL26    printf
  10: 94000000    bl    0 <getchar>
                  10: R_AARCH64_CALL26    getchar
  14: 7101041f    cmp   w0, #0x41
  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21   .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
  30: d65f03c0    ret
```

54

54

cmp w0, #0x41

msb: bit 31 — lsb: bit 0

14: 7101041f cmp w0, #0x41

0111 0001 0000 0001 0000 0100 0001 1111

- Recall that `cmp` is really an assembler alias: this is the same instruction as `subs wzr, w0, 0x41`
- opcode: subtract immediate
- Instruction width in bit 31: 0 = 32-bit
- Whether to set condition flags in bit 29: yes
- Immediate value in bits 10-21: 1000001_b = 0x41 = 'A'
- First source register in bits 5-9: 0
- Destination register in bits 0-4: 31 = wzr
  - Note that register #31 (11111_b) is used to mean either sp or xzr/wzr, depending on the instruction

55

55

b.ne 24 <skip>

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
                  8: R_AARCH64_ADR_PREL_LO21    .rodata
   c: 94000000    bl    0 <printf>
                  c: R_AARCH64_CALL26    printf
  10: 94000000    bl    0 <getchar>
                  10: R_AARCH64_CALL26    getchar
  14: 7101041f    cmp   w0, #0x41
  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21    .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
  30: d65f03c0    ret
```

56

56

b.ne 24 <skip>

msb: bit 31 — lsb: bit 0

18: 54000061 b.ne 24 <skip>

0101 0100 0000 0000 0000 0000 0110 0001

- This instruction is at offset 0x18, and `skip` is at offset 0x24, which is 0x24 – 0x18 = 0xc = 12 bytes later
- opcode: conditional branch
- *Relative* address in bits 5-23: 11_b. Shift left by 2: 1100_b = 12
- Conditional branch type in bits 0-4: NE

- No need for relocation record!
  - Assembler had to calculate [addr of `skip`] – [addr of this instr]
  - Assembler did know offsets of `skip` and this instruction
  - So, assembler could generate this instruction completely, and does not need to request help from the linker

57

57

R_AARCH64_ADR_PREL_LO21 .rodata+0xe

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
                  8: R_AARCH64_ADR_PREL_LO21    .rodata
   c: 94000000    bl    0 <printf>
                  c: R_AARCH64_CALL26    printf
  10: 94000000    bl    0 <getchar>
                  10: R_AARCH64_CALL26    getchar
  14: 7101041f    cmp   w0, #0x41
  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21    .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
  30: d65f03c0    ret
```

58

58

Relocation Record 4

```
1c: R_AARCH64_ADR_PREL_LO21    .rodata+0xe
```

Dear Linker,

Please patch the TEXT section at offset 0x1c. Patch in a 21-bit signed offset of an address, relative to the PC, as appropriate for the instruction format. When you determine the address of .rodata, add 0xe, and use that to compute the offset you need to do the patch.

Sincerely,
Assembler

59

59

Another printf, with relocation record...

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
                  8: R_AARCH64_ADR_PREL_LO21    .rodata
   c: 94000000    bl    0 <printf>
                  c: R_AARCH64_CALL26    printf
  10: 94000000    bl    0 <getchar>
                  10: R_AARCH64_CALL26    getchar
  14: 7101041f    cmp   w0, #0x41
  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21    .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
  30: d65f03c0    ret
```

60

60

Last Example: Your Turn!

What does this relocation record mean?

```
20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf
```

See context on previous slides with parallel records:
bl printf (#50)
bl getchar (#53)

Dear Linker,

Please patch the TEXT section at offset 0x20. Patch in a 26-bit signed offset relative to the PC, appropriate for the function call (bl) instruction format. When you determine the address of printf, use that to compute the offset you need to do the patch.

Sincerely,
Assembler

61

61

Everything Else is Similar…

```
$ objdump --disassemble --reloc detecta.o

detecta.o:     file format elf64-littleaarch64

Disassembly of section .text:

0000000000000000 <main>:
   0: d10043ff    sub   sp, sp, #0x10
   4: f90003fe    str   x30, [sp]
   8: 10000000    adr   x0, 0 <main>
                  8: R_AARCH64_ADR_PREL_LO21    .rodata
   c: 94000000    bl    0 <printf>
                  c: R_AARCH64_CALL26    printf
  10: 94000000    bl    0 <getchar>
                  10: R_AARCH64_CALL26    getchar
  14: 7101041f    cmp   w0, #0x41
  18: 54000061    b.ne  24 <skip>
  1c: 10000000    adr   x0, 0 <main>
                  1c: R_AARCH64_ADR_PREL_LO21    .rodata+0xe
  20: 94000000    bl    0 <printf>
                  20: R_AARCH64_CALL26    printf

0000000000000024 <skip>:
  24: 52800000    mov   w0, #0x0
  28: f94003fe    ldr   x30, [sp]
  2c: 910043ff    add   sp, sp, #0x10
  30: d65f03c0    ret
```

Exercise for you:
using information from these slides, create a bitwise breakdown of these instructions, and convince yourself that the hex values are correct!

62

62

Agenda

Buffer overrun vulnerabilities

AARCH64 Machine Language

AARCH64 Machine Language after Assembly

AARCH64 Machine Language after Linking

63

63

From Assembler to Linker

Assembler writes its data structures to .o file

Linker:

- Reads .o file
- Writes executable binary file
- Works in two phases: **resolution** and **relocation**

64

64

Linker Resolution

```
$ gcc217 prontf.c
prontf.c: In function 'main':
prontf.c:5:1: warning: implicit declaration of function 'prontf' [-Wimplicit-function-declaration]
 {  prontf("hello, world\n");
 ^
/tmp/ccjA2CnG.o: In function `main':
prontf.c:(.text+0x10): undefined reference to `prontf'
collect2: error: ld returned 1 exit status
```

Resolution

- Linker resolves references

For this program, linker:

- Notes that labels `getchar` and `printf` are unresolved
- Fetches machine language code defining `getchar` and `printf` from libc.a
- Adds that code to TEXT section
- Adds more code (e.g. definition of `_start`) to TEXT section too
- Adds code to other sections too

65

65

Linker Relocation

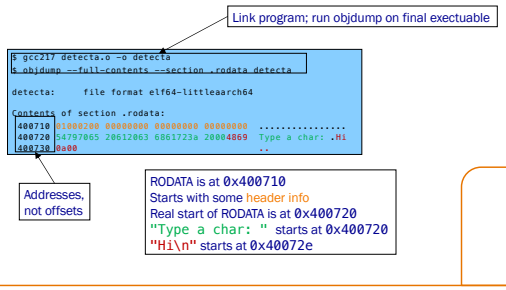
Relocation

- Linker patches ("relocates") code
- Linker traverses relocation records, patching code as specified

66

66

Examining Machine Language: RODATA



67

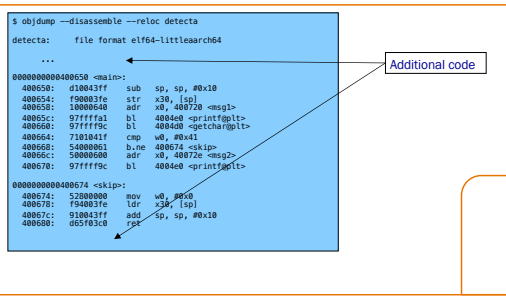
67

Examining Machine Language: TEXT

68

68

Examining Machine Language: TEXT



69

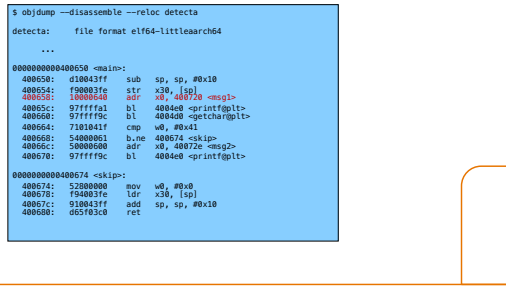
69

Examining Machine Language: TEXT

70

70

adr x0, 400720 <msg1>



71

71

adr x0, 400720 <msg1>

72

72

bl 4004e0 <printf@plt>

```
$ objdump --disassemble --reloc detecta

detecta:     file format elf64-littleaarch64

      ...

0000000000400650 <main>:
  400650:   d10043ff    sub   sp, sp, #0x10
  400654:   f90003fe    str   x30, [sp]
  400658:   10000640    adr   x0, 400720 <msg1>
  40065c:   97ffffa1    bl    4004e0 <printf@plt>
  400660:   97ffff9c    bl    4004d0 <getchar@plt>
  400664:   7101041f    cmp   w0, #0x41
  400668:   54000061    b.ne  400674 <skip>
  40066c:   50000600    adr   x0, 40072e <msg2>
  400670:   97ffff9c    bl    4004e0 <printf@plt>

0000000000400674 <skip>:
  400674:   52800000    mov   w0, #0x0
  400678:   f94003fe    ldr   x30, [sp]
  40067c:   910043ff    add   sp, sp, #0x10
  400680:   d65f03c0    ret
```


73

bl 4004e0 <printf@plt>

msb: bit 31 — `40065c: 97ffffa1 bl 4004e0 <printf@plt>` — lsb: bit 0

1001 0111 1111 1111 1111 1111 1010 0001

- opcode: branch and link
- *Relative* address in bits 0-25: 26-bit two's complement of 1011111_b .
  But remember to shift left by two bits (see earlier slides)!
  This gives $-1\,0111\,1100_b = -0x17c$

- `printf` is at 0x4004e0; this instruction is at 0x40065c
- 0x4004e0 – 0x40065c = –0x17c ✓

74

Everything Else is Similar…

```
$ objdump --disassemble --reloc detecta

detecta:     file format elf64-littleaarch64

      ...

0000000000400650 <main>:
  400650:   d10043ff    sub   sp, sp, #0x10
  400654:   f90003fe    str   x30, [sp]
  400658:   10000640    adr   x0, 400720 <msg1>
  40065c:   97ffffa1    bl    4004e0 <printf@plt>
  400660:   97ffff9c    bl    4004d0 <getchar@plt>
  400664:   7101041f    cmp   w0, #0x41
  400668:   54000061    b.ne  400674 <skip>
  40066c:   50000600    adr   x0, 40072e <msg2>
  400670:   97ffff9c    bl    4004e0 <printf@plt>

0000000000400674 <skip>:
  400674:   52800000    mov   w0, #0x0
  400678:   f94003fe    ldr   x30, [sp]
  40067c:   910043ff    add   sp, sp, #0x10
  400680:   d65f03c0    ret
```


75

Summary

AARCH64 Machine Language
- 32-bit instructions
- Formats have conventional locations for opcodes, registers, etc.

Assembler
- Reads assembly language file
- Generates TEXT, RODATA, DATA, BSS sections
  - Containing machine language code
- Generates **relocation records**
- Writes object (.o) file

Linker
- Reads object (.o) file(s)
- Does **resolution**: resolves references to make code complete
- Does **relocation**: traverses relocation records to patch code
- Writes executable binary file

76

Wrapping Up the Course

Assignment 6
- Partnered assignment
- Due on Dean's Date at 5 PM (Princeton time)
- No extensions past 11:59 PM without permission of the Dean

Extensive office hours: during reading period and on 12/9
- Exact schedule will be announced on Ed.

Final exam: 12/10-12/12
- Take in any single 3-hour sitting across those three days
- Watch Ed for a pinned announcement with details when they're finalized!

Old exams and study info will be posted on the website, with threads on Ed to ask questions.

77

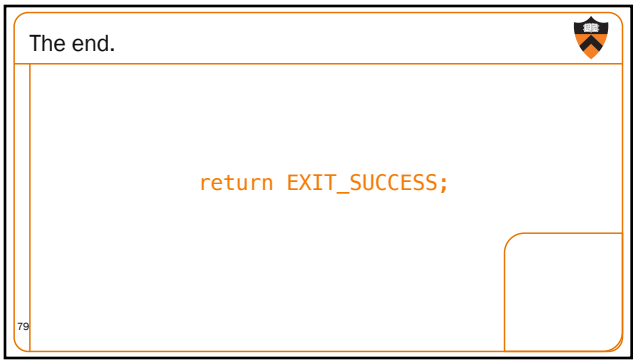
We have covered:

Programming in the large
- Program design
- Programming style
- Building
- Testing
- Debugging
- Data structures
- Modularity
- Performance
- Version control

Programming at several levels
- The C programming language
- ARM Assembly Language
- ARM Machine Language
- (just a taste of) the bash shell

Core systems and organization ideas
- Storage hierarchy
- Compile, Assemble, Link
- (just a taste of) Processes: fork, exec, wait, signals

78



79