Assemblers and Linkers

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Goals for this Lecture

- Help you to learn about:
  - IA-32 machine language
  - The assembly and linking processes

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Why Learn Machine Language

- Machine language is the last stop on the "language levels" tour
- A power programmer knows about the relationship between assembly language and machine language
- A systems programmer knows how an assembler translates assembly language to machine language

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Part 1: Machine Language

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IA-32 Machine Language

- IA-32 machine language
  - Difficult to generalize about IA-32 instruction format
    - Many (most!) instructions are exceptions to the rules
  - Generally, instructions use the following format shown in following slides
- We'll go over
  - The format of instructions
  - Two example instructions
- Just to give a sense of how it works…

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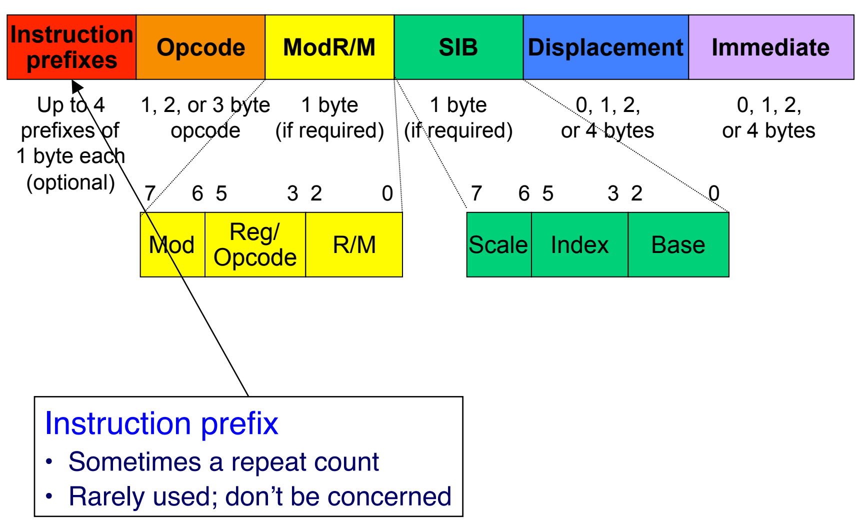
IA-32 Instruction Format



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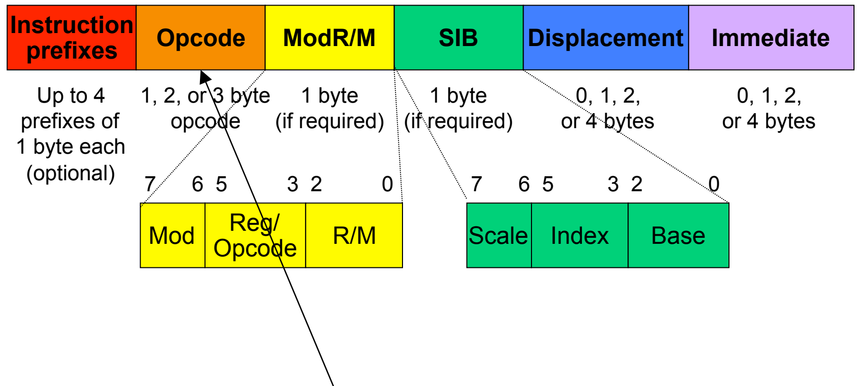
IA-32 Instruction Format (cont.)



Opcode

- Specifies which operation should be performed
- Add, move, call, etc.

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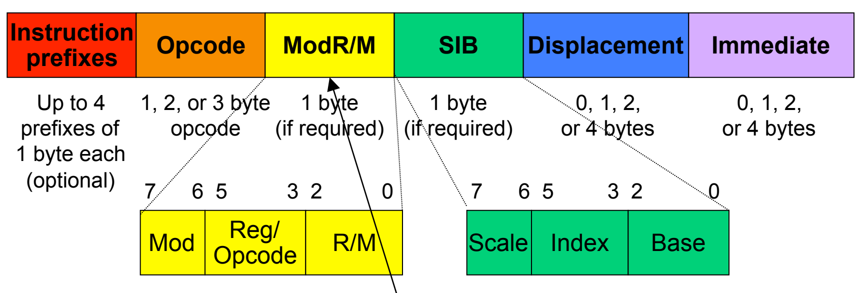
IA-32 Instruction Format (cont.)



ModR/M

- Specifies types of operands (immediate, register, memory)
- Specifies sizes of operands (byte, word, long)
- Sometimes denotes a register:
  000 = EAX/AL; 011 = EBX/BL; 001 = ECX/CL; 010 = EDX/DL;
  110 = ESI/DH; 111 = EDI/BH; 101 = EBP/CH; 110 = ESP/AH
- Sometimes contains an extension of the opcode

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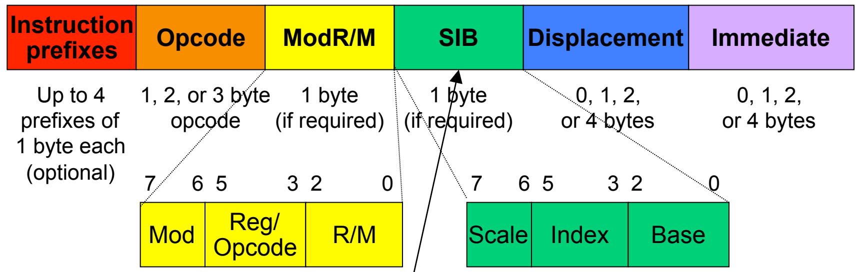
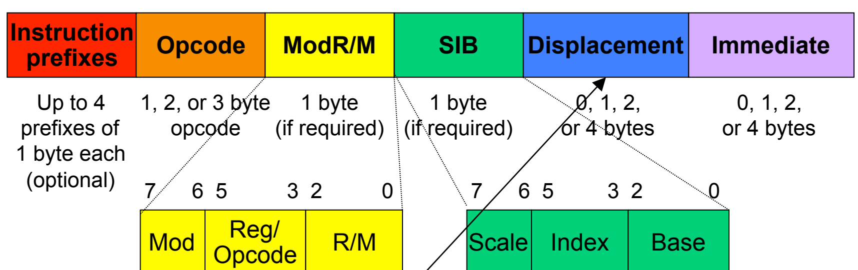
IA-32 Instruction Format (cont.)



SIB

- Used when one of the operands is a memory operand that uses a **s**cale, an **i**ndex register, and/or a **b**ase register

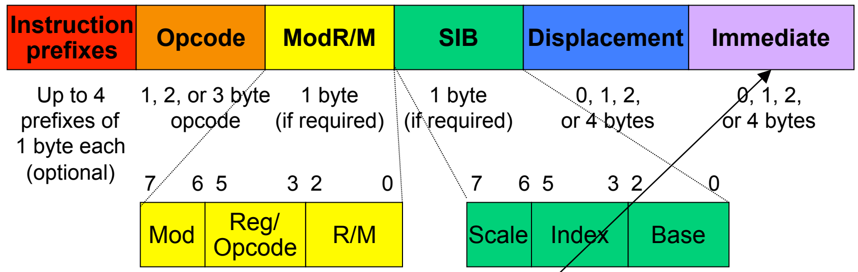
IA-32 Instruction Format (cont.)



Displacement

- Used in jump and call instructions
- Indicates the displacement between the destination instruction and the jump/call instruction
- More precisely, indicates:
  [addr of destination instr] – [addr of instr following the jump/call]
- Uses little-endian byte order

IA-32 Instruction Format (cont.)



Immediate

- Specifies an immediate operand
- Uses little-endian byte order

Example: Push on to Stack

- Assembly language:

```
pushl %edx
```

- Machine code:
  - IA32 has a separate opcode for push for each register operand
    - 50: pushl %eax
    - 51: pushl %ecx
    - 52: pushl %edx → 0101 0010
    - …
  - Results in a *one-byte* instruction
- Observe: sometimes one assembly language instruction can map to a *group* of different opcodes

Example: Load Effective Address

- Assembly language:

```
leal (%eax,%eax,4), %eax
```

- Machine code:
  - Byte 1: 8D (opcode for "load effective address")
  - Byte 2: 04 (dest %eax, with scale-index-base)
  - Byte 3: 80 (scale=4, index=%eax, base=%eax)

1000 1101
0000 0100
1000 0000

Load the address %eax + 4 * %eax into register %eax

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CISC and RISC

- IA-32 machine language instructions are **complex**
- IA-32 is a
  - **Complex Instruction Set Computer (CISC)**
- Alternative:
  - **Reduced Instruction Set Computer (RISC)**

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Characteristics of CISC and RISC

- CISC
  - **Many** instructions
  - **Many** addressing modes (direct, indirect, indexed, base-pointer)
  - Hardware interpretation is **complex**
  - **Few** instructions required to accomplish a given job (expressive)
  - Example: IA-32
- RISC
  - **Few** instructions (minimal interface)
  - **Few** addressing modes (typically only direct and indirect)
  - Hardware interpretation is **simple**
  - **Many** instructions required to accomplish a given job (not expressive)
  - Examples: MIPS, SPARC, ARM

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Brief History of CISC and RISC

- Stage 1: Programmers write assembly language
  - Important that assembly/machine language be expressive
  - CISC dominates (esp. Intel)
- Stage 2: Programmers write high-level language
  - Not important that assembly/machine language be expressive; the compiler generates it
  - Important that compilers work well => assembly/machine language should be simple
  - RISC takes a foothold (but CISC, esp. Intel, persists)
- Stage 3: Compilers get smarter
  - Less important that assembly/machine language be simple
  - RISC advantage in power consumption starts to matter
  - CISC (esp. Intel) dominates the traditional computing world
  - RISC (esp. ARM) dominates in battery-powered computing world

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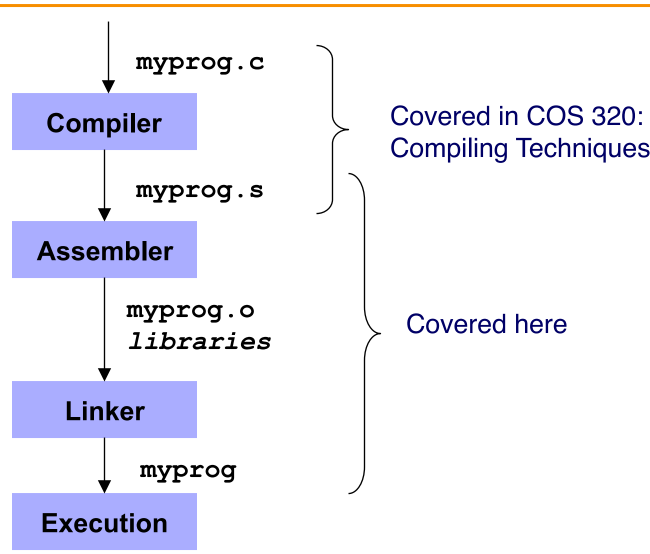
Part 2: The Assembly Process

The Build/Execute Process



Two Aspects of the Assembler/Linker

- Translating each instruction
  - Mapping an assembly-language instruction
  - … into the corresponding machine-language instruction
- Dealing with references across instructions
  - Jumps to other locations in same chunk of code
  - Accesses a global variable by the name of its memory location
  - Calling to and returning from functions defined in other code

```
main:
        pushl   %ebp
        movl    %esp, %ebp
        call    getchar
        cmpl    $'A', %eax
        jne     skip
        pushl   $msg
        call    printf
        addl    $4, %esp
skip:
        movl    $0, %eax
        movl    %ebp, %esp
        popl    %ebp
        ret
```

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References Across Instructions

- Many instructions can be assembled independently
  - pushl %edx
  - leal (%eax, %eax, 4), %eax
  - movl $0, %eax
  - addl %ebx, %ecx
- But, some make references to other data or code
  - jne skip
  - pushl $msg
  - call printf
- Need to fill in those references
  - To generate a final executable binary

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The Forward Reference Problem

- Problem

```
        …
        jmp mylabel
        …
mylabel:
        …
```

Any assembler must deal with the forward reference problem

- Assembler must generate machine language code for “jmp mylabel”
- But assembler hasn’t yet *seen* the definition of mylabel
  - i.e., the jmp instruction contains a forward reference to mylabel

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The Forward Reference Solution

- Solution
  - Assembler performs **2 passes** over assembly language program
- Different assemblers perform different tasks in each pass
- One straightforward design…

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Assembler Passes

- Pass1
  - Assembler traverses assembly program to create…
  - Symbol table
    - Key: label
    - Value: information about label
      - Label name, which section, what offset within that section, …
- Pass 2
  - Assembler traverses assembly program again to create…
  - RODATA section
  - DATA section
  - BSS section
  - TEXT section
  - Relocation record section
    - Each relocation record indicates an area that the linker must patch

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An Example Program

- A simple (nonsensical) program:

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

- Let's consider how the assembler handles that program…

```
        .section ".rodata"
msg:
        .asciz  "Hi\n"
        .section ".text"
        .globl  main
main:
        pushl   %ebp
        movl    %esp, %ebp
        call    getchar
        cmpl    $'A', %eax
        jne     skip
        pushl   $msg
        call    printf
        addl    $4, %esp
skip:
        movl    $0, %eax
        movl    %ebp, %esp
        popl    %ebp
        ret
```

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Assembler Data Structures (1)

- Symbol Table

Label	Section	Offset	Local?	Seq#

- Relocation Records

Section	Offset	Rel Type	Seq#

- RODATA Section (location counter: 0)

Offset	Contents	Explanation

- No DATA or BSS section in this program
- Initially all sections are empty

- TEXT Section (location counter: 0)

Offset	Contents	Explanation

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Assembler Pass 1

```
        .section ".rodata"
msg:
        .asciz   "Hi\n"
        .section ".text"
        .globl   main
main:
        pushl    %ebp
        movl     %esp, %ebp
        call     getchar
        cmpl     $'A', %eax
        jne      skip
        pushl    $msg
        call     printf
        addl     $4, %esp
skip:
        movl     $0, %eax
        movl     %ebp, %esp
        popl     %ebp
        ret
```

Assembler notes that the current section is RODATA

Assembler adds binding to Symbol Table…

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Assembler Data Structures (2)

- Symbol Table

Label	Section	Offset	Local?	Seq#
msg	RODATA	0	local	0

- msg marks a spot in the RODATA section at offset 0
- msg is a local label
- Assign msg sequence number 0

- Relocation Records
  - (Same)
- RODATA Section (location counter: 0)
  - (Same)
- TEXT Section (location counter: 0)
  - (Same)

Assembler Pass 1 (cont.)

```
        .section ".rodata"
msg:
        .asciz   "Hi\n"
        .section ".text"
        .globl   main
main:
        pushl    %ebp
        movl     %esp, %ebp
        call     getchar
        cmpl     $'A', %eax
        jne      skip
        pushl    $msg
        call     printf
        addl     $4, %esp
skip:
        movl     $0, %eax
        movl     %ebp, %esp
        popl     %ebp
        ret
```

Assembler increments RODATA section ***location counter*** by byte count of the string (4)…

Assembler Data Structures (3)

- Symbol Table

Label	Section	Offset	Local?	Seq#
msg	RODATA	0	local	0

- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 0)
  - (Same)

- RODATA location counter now is 4
- If another label were defined in at this point, it would mark a spot in RODATA at offset 4

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Assembler Pass 1 (cont.)

```
        .section ".rodata"
msg:
        .asciz  "Hi\n"
        .section ".text"
        .globl  main
main:
        pushl   %ebp
        movl    %esp, %ebp
        call    getchar
        cmpl    $'A', %eax
        jne     skip
        pushl   $msg
        call    printf
        addl    $4, %esp
skip:
        movl    $0, %eax
        movl    %ebp, %esp
        popl    %ebp
        ret
```

Assembler notes that current section is TEXT

Assembler does nothing

Assembler adds binding to Symbol Table…

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Assembler Data Structures (4)

- Symbol Table

Label	Section	Offset	Local?	Seq#
msg	RODATA	0	local	0
main	TEXT	0	local	1

- main marks a spot in the TEXT section at offset 0
- main is a local label (assembler will discover otherwise in Pass 2)
- Assign main sequence number 1

- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 0)
  - (Same)

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Assembler Pass 1 (cont.)

```
        .section ".rodata"
msg:
        .asciz   "Hi\n"
        .section ".text"
        .globl   main
main:
        pushl    %ebp
        movl     %esp, %ebp
        call     getchar
        cmpl     $'A', %eax
        jne      skip
        pushl    $msg
        call     printf
        addl     $4, %esp
skip:
        movl     $0, %eax
        movl     %ebp, %esp
        popl     %ebp
        ret
```

Assembler increments TEXT section location counter by the length of each instruction…

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Assembler Data Structures (5)

- Symbol Table

Label	Section	Offset	Local?	Seq#
msg	RODATA	0	local	0
main	TEXT	0	local	1

- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 26)
  - (Same)

- TEXT location counter now is 26
- If another label were defined at this point, it would mark a spot in TEXT at offset 26

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Assembler Pass 1 (cont.)

```
        .section ".rodata"
msg:
        .asciz  "Hi\n"
        .section ".text"
        .globl  main
main:
        pushl   %ebp
        movl    %esp, %ebp
        call    getchar
        cmpl    $'A', %eax
        jne     skip
        pushl   $msg
        call    printf
        addl    $4, %esp
skip:
        movl    $0, %eax
        movl    %ebp, %esp
        popl    %ebp
        ret
```

Assembler adds binding to Symbol Table…

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Assembler Data Structures (6)

- Symbol Table

Label	Section	Offset	Local?	Seq#
msg	RODATA	0	local	0
main	TEXT	0	local	1
skip	TEXT	26	local	2

- skip marks a spot in the TEXT section at offset 26
- skip is a local label
- Assign skip sequence number 2

- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 26)
  - (Same)

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Assembler Pass 1 (cont.)

```
        .section ".rodata"
msg:
        .asciz  "Hi\n"
        .section ".text"
        .globl  main
main:
        pushl   %ebp
        movl    %esp, %ebp
        call    getchar
        cmpl    $'A', %eax
        jne     skip
        pushl   $msg
        call    printf
        addl    $4, %esp
skip:
        movl    $0, %eax
        movl    %ebp, %esp
        popl    %ebp
        ret
```

Assembler increments TEXT section location counter by the length of each instruction…

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Assembler Data Structures (7)

- Symbol Table

Label	Section	Offset	Local?	Seq#
msg	RODATA	0	local	0
main	TEXT	0	local	1
skip	TEXT	26	local	2

- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 35)
  - (Same)

- TEXT location counter now is 35
- If another label were defined at this point, it would mark a spot in TEXT at offset 35

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From Assembler Pass 1 to Pass 2

- End of Pass 1
  - Assembler has (partially) created Symbol Table
  - So assembler now knows which location each label marks
- Beginning of Pass 2
  - Assembler resets all section location counters…

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Assembler Data Structures (8)

- Symbol Table

Label	Section	Offset	Local?	Seq#
msg	RODATA	0	local	0
main	TEXT	0	local	1
skip	TEXT	26	local	2

- Relocation Records
  - (Same)
- RODATA Section (location counter: 0)
  - (Same)
- TEXT Section (location counter: 0)
  - (Same)

- Location counters reset to 0

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Assembler Pass 2

```
        .section ".rodata"
msg:
        .asciz   "Hi\n"
        .section ".text"
        .globl   main
main:
        pushl    %ebp
        movl     %esp, %ebp
        call     getchar
        cmpl     $'A', %eax
        jne      skip
        pushl    $msg
        call     printf
        addl     $4, %esp
skip:
        movl     $0, %eax
        movl     %ebp, %esp
        popl     %ebp
        ret
```

Assembler notes that the current section is RODATA

Assembler does nothing

Assembler places bytes in RODATA section, and increments location counter…

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Assembler Data Structures (9)

- Symbol Table
  - (Same)
- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)

Offset	Contents (hex)	Explanation
0	48	ASCII code for 'H'
1	69	ASCII code for 'i'
2	0A	ASCII code for '\n'
3	00	ASCII code for null char

- TEXT Section (location counter: 0)
  - (Same)

- Location counter incremented to 4

- RODATA section contains the bytes comprising the string

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Assembler Pass 2 (cont.)

```
        .section ".rodata"
msg:
        .asciz   "Hi\n"
        .section ".text"
        .globl   main
main:
        pushl    %ebp
        movl     %esp, %ebp
        call     getchar
        cmpl     $'A', %eax
        jne      skip
        pushl    $msg
        call     printf
        addl     $4, %esp
skip:
        movl     $0, %eax
        movl     %ebp, %esp
        popl     %ebp
        ret
```

Assembler notes that the current section is TEXT

Assembler updates Symbol Table…

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Assembler Data Structures (10)

- Symbol Table

Label	Section	Offset	Local?	Seq#
msg	RODATA	0	local	0
main	TEXT	0	global	1
skip	TEXT	26	local	2

- main is a global label

- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 0)
  - (Same)

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Assembler Pass 2 (cont.)

```
        .section ".rodata"
msg:
        .asciz   "Hi\n"
        .section ".text"
        .globl   main
main:
        pushl    %ebp
        movl     %esp, %ebp
        call     getchar
        cmpl     $'A', %eax
        jne      skip
        pushl    $msg
        call     printf
        addl     $4, %esp
skip:
        movl     $0, %eax
        movl     %ebp, %esp
        popl     %ebp
        ret
```

Assembler does nothing

Assembler generates machine language code in current (TEXT) section…

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Assembler Data Structures (11)

- Symbol Table
  - (Same)
- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 1)

Offset	Contents	Explanation
0	55	pushl %ebp 01010101 This is a "pushl %ebp" instruction

Assembler Pass 2 (cont.)

```
        .section ".rodata"
msg:
        .asciz  "Hi\n"
        .section ".text"
        .globl  main
main:
        pushl   %ebp
        movl    %esp, %ebp
        call    getchar
        cmpl    $'A', %eax
        jne     skip
        pushl   $msg
        call    printf
        addl    $4, %esp
skip:
        movl    $0, %eax
        movl    %ebp, %esp
        popl    %ebp
        ret
```

Assembler generates machine language code in current (TEXT) section…

Assembler Data Structures (12)

- Symbol Table
  - (Same)
- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 3)

Offset	Contents	Explanation
…	…	…
1-2	89 E5	movl %esp,%ebp 10001001 11 100 101 This is a "movl" instruction whose source operand is a register The M field designates a register The source register is ESP The destination register is EBP

Assembler Pass 2 (cont.)

```
        .section ".rodata"
msg:
        .asciz   "Hi\n"
        .section ".text"
        .globl   main
main:
        pushl    %ebp
        movl     %esp, %ebp
        call     getchar
        cmpl     $'A', %eax
        jne      skip
        pushl    $msg
        call     printf
        addl     $4, %esp
skip:
        movl     $0, %eax
        movl     %ebp, %esp
        popl     %ebp
        ret
```

Assembler generates machine language code in current (TEXT) section…

Assembler Data Structures (12)

- Symbol Table
  - (Same)
- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 8)

Offset	Contents	Explanation
…	…	…
3-7	E8 ????????	call getchar 11101000 ???????????????????????????????? This is a "call" instruction with a 4-byte immmediate operand This the displacement

- Assembler looks in Symbol Table to find offset of getchar
- getchar is not in Symbol Table
- Assembler cannot compute displacement that belongs at offset 4
- So…

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Assembler Data Structures (13)

- Symbol Table

Label	Section	Offset	Local?	Seq#
msg	RODATA	0	local	0
main	TEXT	0	global	1
skip	TEXT	26	local	2
getchar	?	?	global	3

- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 8)
  - (Same)

- Assembler adds getchar to Symbol Table
- Then…

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Assembler Data Structures (14)

- Symbol Table
  - (Same)
- Relocation Records

Section	Offset	Rel Type	Seq#
TEXT	4	displacement	3

- Assembler generates a relocation record, thus asking linker to patch code

Dear Linker,
Please patch the TEXT section at offset 4. Do a "displacement" type of patch. The patch is with respect to the label whose seq number is 3 (i.e. getchar).
Sincerely,
Assembler

- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 8)
  - (Same)

Assembler Pass 2 (cont.)

```
        .section ".rodata"
msg:
        .asciz  "Hi\n"
        .section ".text"
        .globl  main
main:
        pushl   %ebp
        movl    %esp, %ebp
        call    getchar
        cmpl    $'A', %eax
        jne     skip
        pushl   $msg
        call    printf
        addl    $4, %esp
skip:
        movl    $0, %eax
        movl    %ebp, %esp
        popl    %ebp
        ret
```

Assembler generates machine language code in current (TEXT) section…

Assembler Data Structures (15)

- Symbol Table
  - (Same)
- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 11)

Offset	Contents	Explanation
…	…	…
8-10	83 F8 41	cmpl %'A',%eax 10000011 11 111 000 01000001 This is some "l" instruction that has a 1 byte immediate operand The M field designates a register This is a "cmp" instruction The destination register is EAX The immediate operand is 'A'

Assembler Pass 2 (cont.)

```
        .section ".rodata"
msg:
        .asciz  "Hi\n"
        .section ".text"
        .globl  main
main:
        pushl   %ebp
        movl    %esp, %ebp
        call    getchar
        cmpl    $'A', %eax
        jne     skip
        pushl   $msg
        call    printf
        addl    $4, %esp
skip:
        movl    $0, %eax
        movl    %ebp, %esp
        popl    %ebp
        ret
```

Assembler generates machine language code in current (TEXT) section…

Assembler Data Structures (16)

- Symbol Table
  - (Same)
- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 13)

Offset	Contents	Explanation
…	…	…
11-12	75 0D	jne skip 01110101 00001101 This is a jne instruction that has a 1 byte immediate operand The displacement between the destination instr. and the next instr. is 13

- Assembler looks in Symbol Table to find offset of skip (26)
- Assembler subtracts offset of next instruction (13)
- Resulting displacement is 13

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Assembler Pass 2 (cont.)

```
        .section ".rodata"
msg:
        .asciz  "Hi\n"
        .section ".text"
        .globl  main
main:
        pushl   %ebp
        movl    %esp, %ebp
        call    getchar
        cmpl    $'A', %eax
        jne     skip
        pushl   $msg
        call    printf
        addl    $4, %esp
skip:
        movl    $0, %eax
        movl    %ebp, %esp
        popl    %ebp
        ret
```

Assembler generates machine language code in current (TEXT) section…

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Assembler Data Structures (16)

- Symbol Table
  - (Same)
- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 18)

- Assembler knows offset of msg (0) within RODATA section
- But assembler does not know location RODATA section
- So assembler does not know location of msg
- So…

Offset	Contents	Explanation
…	…	…
13-17	68 ????????	pushl $msg 001101000 ???????????????????????????????? This is a pushl instruction with a 4 byte immediate operand This is the data to be pushed

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Assembler Data Structures (17)

- Symbol Table
  - (Same)
- Relocation Records

Section	Offset	Rel Type	Seq#
…	…	…	…
TEXT	14	absolute	0

- Assembler generates a relocation record, thus asking linker to patch code

Dear Linker,
Please patch the TEXT section at offset 14. Do an "absolute" type of patch. The patch is with respect to the label whose seq number is 0 (i.e. msg).
Sincerely,
Assembler

- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 18)
  - (Same)

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Assembler Pass 2 (cont.)

```
        .section ".rodata"
msg:
        .asciz  "Hi\n"
        .section ".text"
        .globl  main
main:
        pushl   %ebp
        movl    %esp, %ebp
        call    getchar
        cmpl    $'A', %eax
        jne     skip
        pushl   $msg
        call    printf
        addl    $4, %esp
skip:
        movl    $0, %eax
        movl    %ebp, %esp
        popl    %ebp
        ret
```

Assembler generates machine language code in current (TEXT) section…

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Assembler Data Structures (18)

- Symbol Table
  - (Same)
- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 23)

- Assembler looks in Symbol Table to find offset of printf
- printf is not in Symbol Table
- Assembler cannot compute displacement that belongs at offset 19
- So…

Offset	Contents	Explanation
…	…	…
18-22	E8 ????????	call printf 11101000 ???????????????????????????????? This is a "call" instruction with a 4-byte immmediate operand This the displacement

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Assembler Data Structures (19)

- Symbol Table

Label	Section	Offset	Local?	Seq#
msg	RODATA	0	local	0
main	TEXT	0	global	1
skip	TEXT	26	local	2
getchar	?	?	global	3
printf	?	?	global	4

- Relocation Records
  - (Same)
- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 23)
  - (Same)

- Assembler adds printf to Symbol Table
- Then…

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Assembler Data Structures (20)

- Symbol Table
  - (Same)
- Relocation Records

Section	Offset	Rel Type	Seq#
…	…	…	…
TEXT	19	displacement	4

- Assembler generates a relocation record, thus asking linker to patch code

Dear Linker,
Please patch the TEXT section at offset 19. Do a "displacement" type of patch. The patch is with respect to the label whose seq number is 4 (i.e. printf).
Sincerely,
Assembler

- RODATA Section (location counter: 4)
  - (Same)
- TEXT Section (location counter: 8)
  - (Same)

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Assembler Pass 2 (cont.)

```
        .section ".rodata"
msg:
        .asciz  "Hi\n"
        .section ".text"
        .globl  main
main:
        pushl   %ebp
        movl    %esp, %ebp
        call    getchar
        cmpl    $'A', %eax
        jne     skip
        pushl   $msg
        call    printf
        addl    $4, %esp
skip:
        movl    $0, %eax
        movl    %ebp, %esp
        popl    %ebp
        ret
```

Assembler ignores

Assembler generates machine language code in current (TEXT) section…

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Assembler Data Structures (21)

- Symbol Table, Relocation Records, RODATA Section
  - (Same)
- TEXT Section (location counter: 31)

Offset	Contents	Explanation
…	…	…
23-25	83 C4 04	addl $4,%esp 10000011 11 000 100 00000100 This is some "l" instruction that has a 1 byte immediate operand The M field designates a register This is an "add" instruction The destination register is ESP The immediate operand is 4
26-30	B8 00000000	movl $0,%eax 10111000 00000000000000000000000000000000 This is an instruction of the form "movl 4-byte-immediate, %eax" The immediate operand is 0

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Assembler Data Structures (22)

- Symbol Table, Relocation Records, RODATA Section
  - (Same)
- TEXT Section (location counter: 35)

Offset	Contents	Explanation
…	…	…

31-32	89 EC	`movl %ebp,%esp`
		`10001001 11 101 100`
		This is a "movl" instruction whose source operand is a register
		The M field designates a register
		The source register is EBP
		The destination register is ESP

33	5D	`popl %ebp`
		`01011101`
		This is a "popl %ebp" instruction

34	C3	`ret`
		`11000011`
		This is a "ret" instruction

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From Assembler to Linker

- Assembler writes its data structures to .o file
- Linker:
  - Reads .o file
  - Works in two phases: resolution and relocation

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Linker Resolution

- Resolution
  - Linker resolves references
- For this program, linker:
  - Notes that Symbol Table contains undefined labels
    - getchar and printf
  - Fetches, from libc.a, machine language code defining getchar and printf
  - Adds that code to TEXT section
    - (May add code to other sections too)
  - Updates Symbol Table to note offsets of getchar and printf
  - Adds column to Symbol Table to note addresses of all labels

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Linker Relocation

- Relocation
  - Linker patches ("relocates") code
  - Linker traverses relocation records, patching code as specified
- For this program

Section	Offset	Rel Type	Seq#
TEXT	4	displacement	3
TEXT	14	absolute	0
TEXT	19	displacement	4

- Linker looks up offset of getchar
- Linker computes: [offset of getchar] – 8
- Linker places difference in TEXT section at offset 4

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Linker Relocation (cont.)

- For this program

Section	Offset	Rel Type	Seq#
TEXT	4	displacement	3
TEXT	14	absolute	0
TEXT	19	displacement	4

- Linker looks up addr of msg
- Linker places addr in TEXT section at offset 14

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Linker Relocation (cont.)

- For this program

Section	Offset	Rel Type	Seq#
TEXT	4	displacement	3
TEXT	14	absolute	0
TEXT	19	displacement	4

- Linker looks up offset of printf
- Linker computes: [offset of printf] – 23
- Linker places difference in TEXT section at offset 19

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Linker Finishes

- Linker writes resulting TEXT, RODATA, DATA, BSS sections to executable binary file

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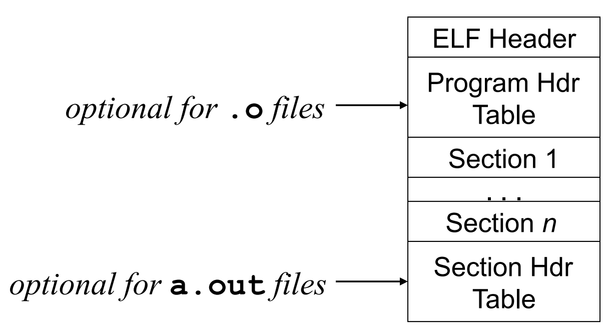
ELF: Executable and Linking Format

- Unix format of object and executable files
  - Output by the assembler
  - Input and output of linker



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Conclusions

- Assembler: reads assembly language file
  - Pass 1: Generates Symbol Table
    - Contains info about labels
  - Pass 2: Uses Symbol Table to generate code
    - TEXT, RODATA, DATA, BSS sections
    - Relocation Records
  - Writes object file (ELF)
- Linker: reads object files
  - Resolution: Resolves references to make Symbol Table complete
  - Relocation: Uses Symbol Table and Relocation Records to patch code
  - Writes executable binary file (ELF)

Appendix: Generating Machine Lang

- Hint for Buffer Overrun assignment…
- Given an assembly language instruction, how can you find the machine language equivalent?
- Option 1: Consult IA-32 reference manuals
  - See course Web pages for links to the manuals

Appendix: Generating Machine Lang

- Option 2:
  - Compose an assembly language program that contains the given assembly language instruction
  - Then use gdb…

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Appendix: Generating Machine Lang

- Using gdb

Build program; run gdb from shell

Issue x/i command to examine memory as instructions

Issue x/b command to examine memory as raw bytes

Match instructions to bytes

```
$ gcc217 detecta.s –o detecta
$ gdb detecta
(gdb) x/12i main
0x80483b4 <main>:        push   %ebp
0x80483b5 <main+1>:      mov    %esp,%ebp
0x80483b7 <main+3>:      call   0x8048298 <getchar@plt>
0x80483bc <main+8>:      cmp    $0x41,%eax
0x80483bf <main+11>:     jne    0x80483ce <skip>
0x80483c1 <main+13>:     push   $0x80484b0
0x80483c6 <main+18>:     call   0x80482c8 <printf@plt>
0x80483cb <main+23>:     add    $0x4,%esp
0x80483ce <skip>:        mov    $0x0,%eax
0x80483d3 <skip+5>:      mov    %ebp,%esp
0x80483d5 <skip+7>:      pop    %ebp
0x80483d6 <skip+8>:      ret
(gdb) x/35b main
0x0 <main>:     0x55    0x89    0xe5    0xe8    0xfc    0xff    0xff    0xff
0x8 <main+8>:   0x83    0xf8    0x41    0x75    0x0d    0x68    0x00    0x00
0x10 <main+16>: 0x00    0x00    0xe8    0xfc    0xff    0xff    0xff    0x83
0x18 <main+24>: 0xc4    0x04    0xb8    0x00    0x00    0x00    0x00    0x89
0x20 <skip+6>:  0xec    0x5d    0xc3
(gdb) quit
```

Appendix: Generating Machine Lang

- Option 3:
  - Compose an assembly language program that contains the given assembly language instruction
  - Then use objdump – a special purpose tool…

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Appendix: Generating Machine Lang

- Using objdump

Build program; run objdump

Machine language

Assembly language

```
$ gcc217 detecta.s –o detecta
$ objdump –d detecta
detecta:     file format elf32-i386
…
Disassembly of section .text:
…
080483b4 <main>:
 80483b4:       55                  push   %ebp
 80483b5:       89 e5               mov    %esp,%ebp
 80483b7:       e8 dc fe ff ff      call   8048298 <getchar@plt>
 80483bc:       83 f8 41            cmp    $0x41,%eax
 80483bf:       75 0d               jne    80483ce <skip>
 80483c1:       68 b0 84 04 08      push   $0x80484b0
 80483c6:       e8 fd fe ff ff      call   80482c8 <printf@plt>
 80483cb:       83 c4 04            add    $0x4,%esp

080483ce <skip>:
 80483ce:       b8 00 00 00 00      mov    $0x0,%eax
 80483d3:       89 ec               mov    %ebp,%esp
 80483d5:       5d                  pop    %ebp
 80483d6:       c3                  ret
…
```

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