CSC 252: Computer Organization
Spring 2021: Lecture 9

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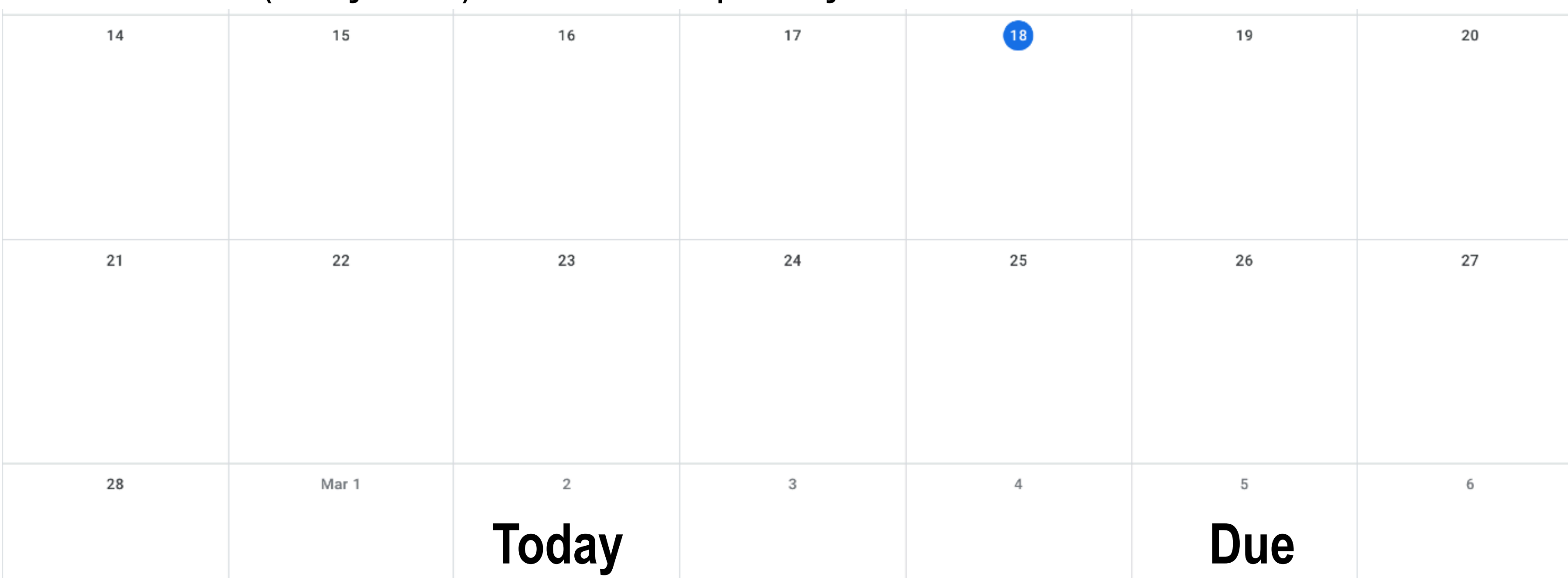
University of Rochester

Announcement

- Programming Assignment 2 is out
  - Details: https://www.cs.rochester.edu/courses/252/spring2021/labs/assignment2.html
  - Due on **March 5**, 11:59 PM (extended two days)
  - You (may still) have 3 slip days



Announcement

- Programming assignment 2 is in x86 assembly language.
- Read the instructions before getting started!!!
    - You get 1/4 point off for every wrong answer
    - Maxed out at 10
- TAs are best positioned to answer your questions about programming assignments!!!
- Programming assignments do NOT repeat the lecture materials. They ask you to synthesize what you have learned from the lectures and work out something new.
- Problem set on arithmetics: https://www.cs.rochester.edu/courses/252/spring2021/handouts.html.
    - Not to be turned in.

Managing Function Local Variables

- Two ways: registers and memory (stack)
- Registers are faster, but limited. Memory is slower, but large. Smart compilers will optimize the usage.

```
long incr(long *p, long val) {
    long x = *p;
    long y = x + val;
    *p = y;
    return x;
}
```

Register Saving Conventions

Register Saving Conventions

- Any issue with using registers for temporary storage?

Caller

```
yoo:
   …
   movq $15213, %rdx
   call who
   addq %rdx, %rax
   …
   ret
```

Callee

```
who:
   …
   subq $18213, %rdx
   …
   ret
```

Register Saving Conventions

- Any issue with using registers for temporary storage?
  - Contents of register **`%rdx`** overwritten by **`who()`**

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Callee

```
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    …
    ret
```

Register Saving Conventions

- Any issue with using registers for temporary storage?
  - Contents of register **`%rdx`** overwritten by **`who()`**
  - This could be trouble → Need some coordination

Caller

```
yoo:
   …
   movq $15213, %rdx
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   …
   ret
```

Callee

```
who:
   …
   subq $18213, %rdx
   …
   ret
```

Register Saving Conventions

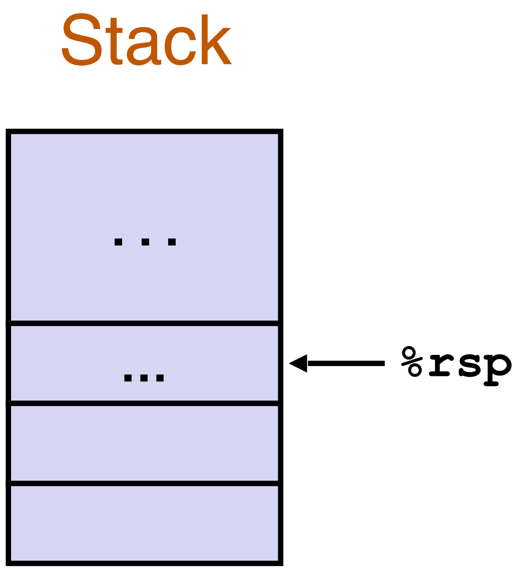
- Common conventions
  - "*Caller Saved*"
    - Caller saves temporary values in its frame (on the stack) before the call
    - Callee is then free to modify their values
  - "*Callee Saved*"
    - Callee saves temporary values in its frame before using
    - Callee restores them before returning to caller
    - Caller can safely assume that register values won't change after the function call

Register Saving Conventions

- Conventions used in x86-64 (*Part of the Calling Conventions*)
  - Some registers are saved by caller, some are by callee.
  - Caller saved: `%rdi,%rsi,%rdx,%rcx,%r8,%r9,%r10,%r11`
  - Callee saved: `%rbx,%rbp,%r12,%r13,%14,%r15`
  - `%rax` holds return value, so implicitly caller saved
  - `%rsp` is the stack pointer, so implicitly callee saved

Example

```
long call_incr2(long x) {
    long v1 = 15213;
    long v2 = incr(&v1, 3000);
    return x+v2;
}
```



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  movl    $3000, %esi
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  addq    %rbx, %rax
  addq    $8, %rsp
  popq    %rbx
  ret
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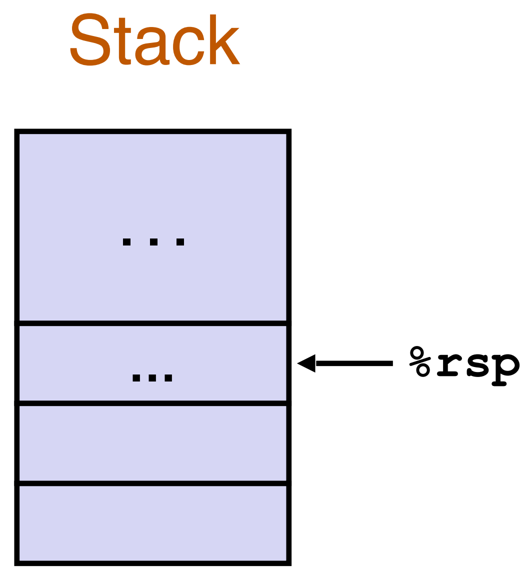

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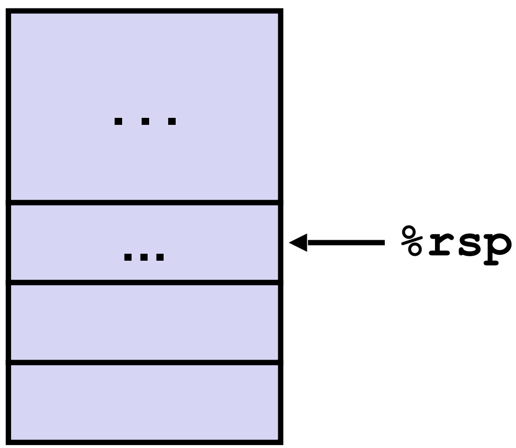
Stack



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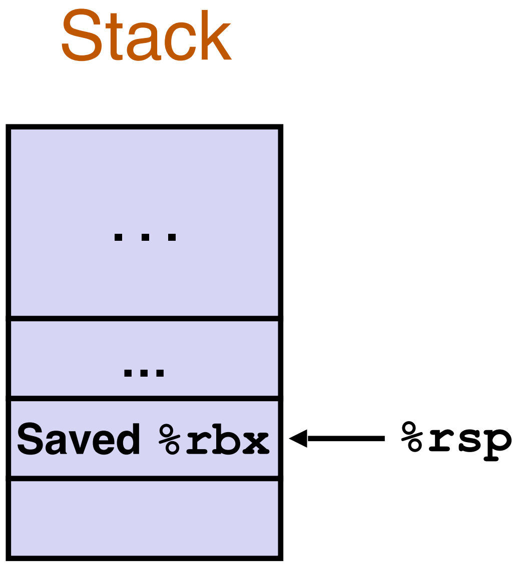

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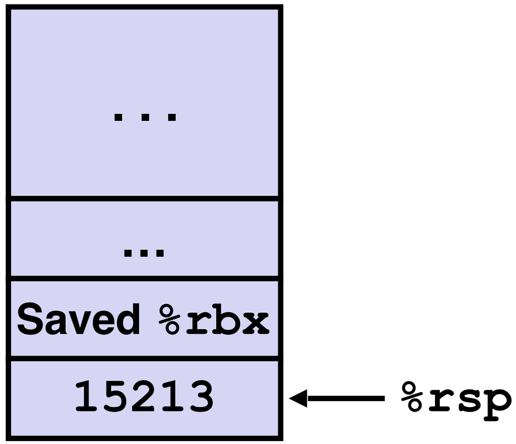

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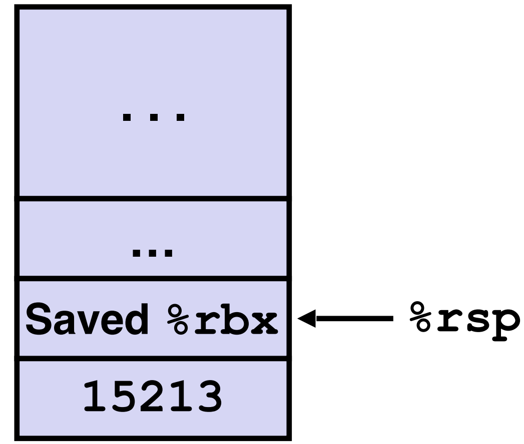

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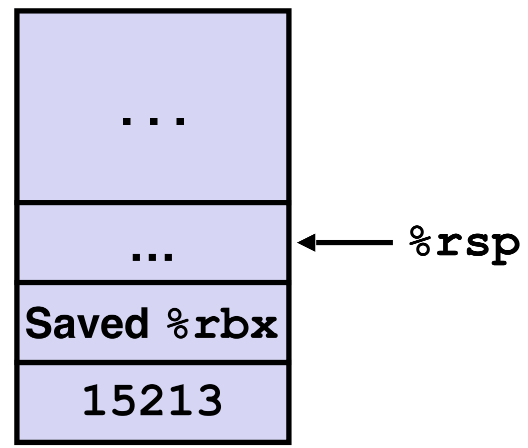

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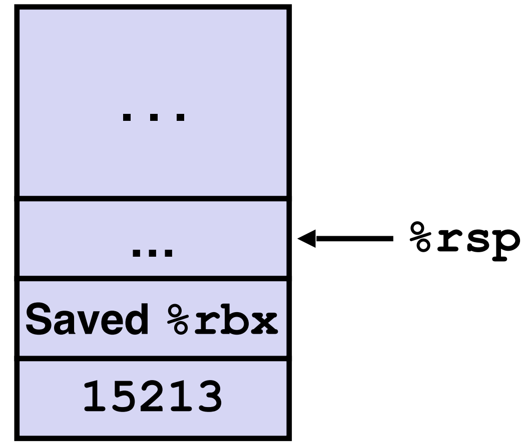
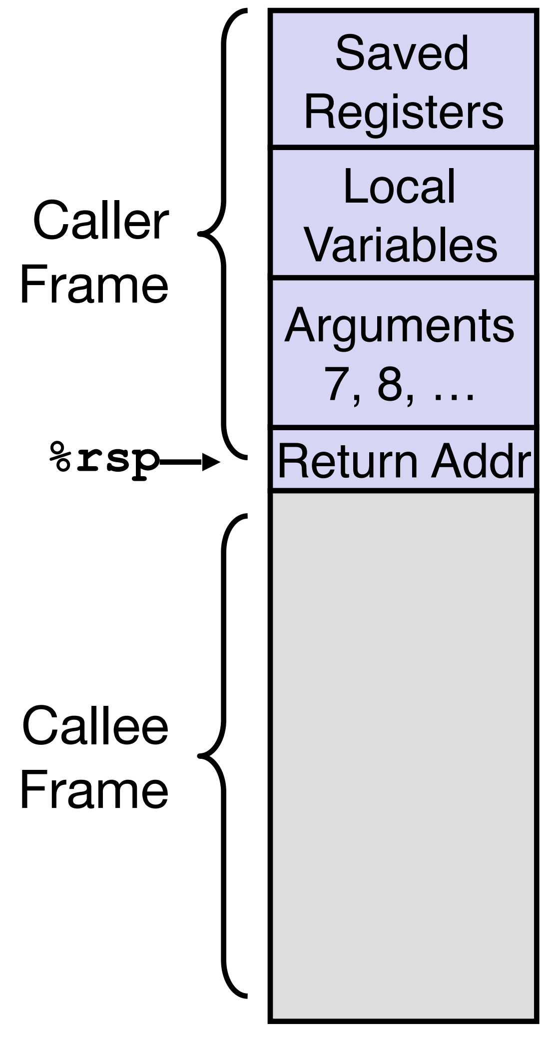


- `call_incr2` needs to save `%rbx` (callee-saved) because it will modify its value
- It can safely use `%rbx` after `call incr` because `incr` will have to save `%rbx` if it needs to use it (again, `%rbx` is callee saved)

Stack Frame: Putting It Together



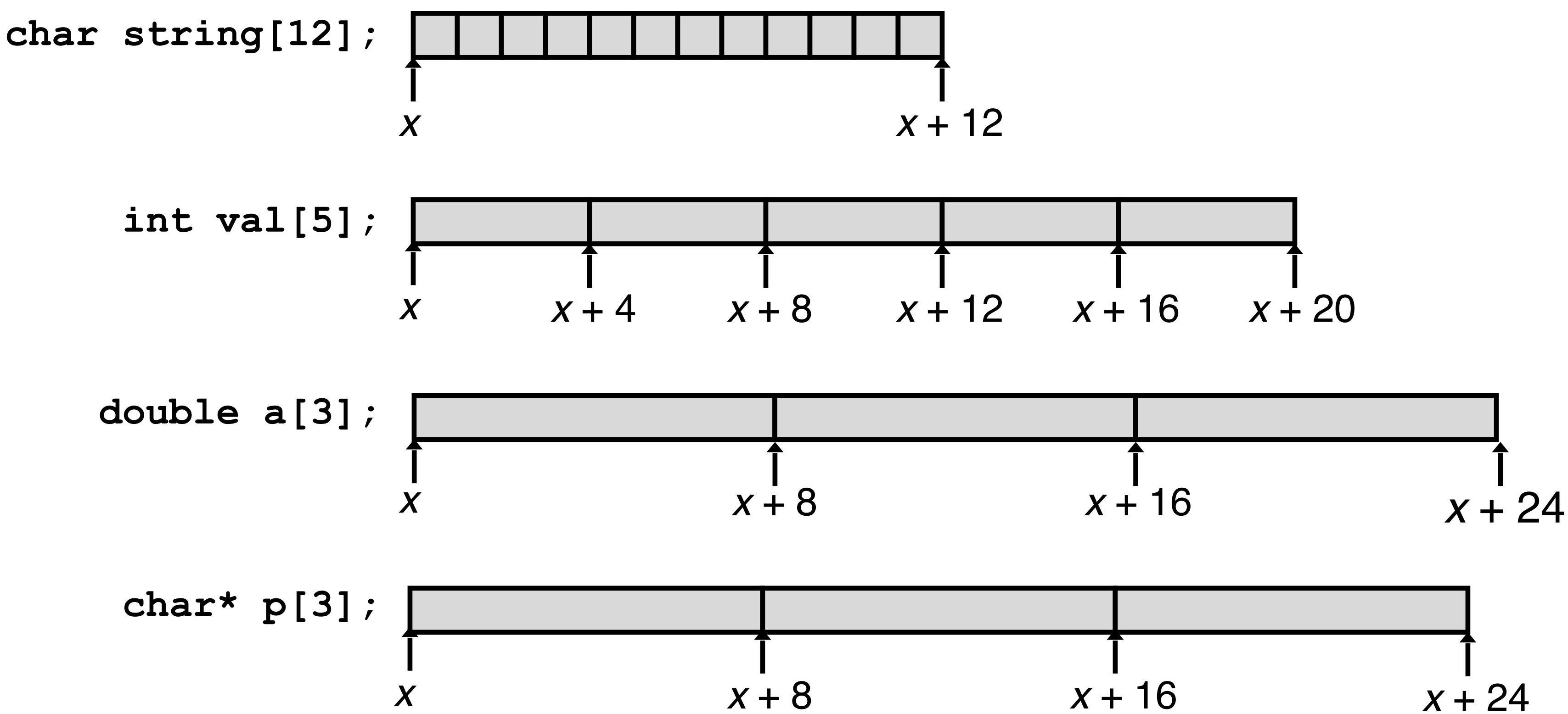
Today: Data Structures and Buffer Overflow

- Arrays
  - One-dimensional
  - Multi-dimensional (nested)
- Structures
  - Allocation
  - Access
  - Alignment
- Buffer Overflow

Array Allocation: Basic Principle

T **A[***L***];**

- Array of data type *T* and length *L*
- Contiguously allocated region of *L* * **`sizeof`**(*T*) bytes in memory



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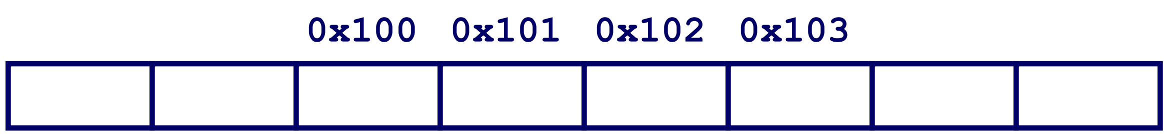

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  - **Big Endian**: Sun, PPC Mac, IBM z, Internet
    - Most significant byte has lowest address (MSB first)
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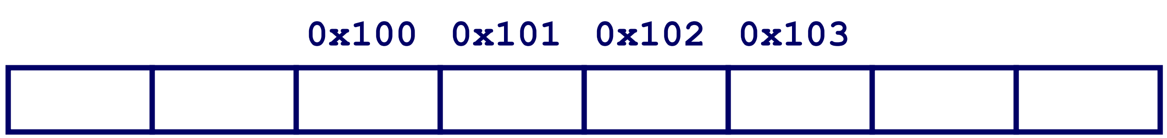

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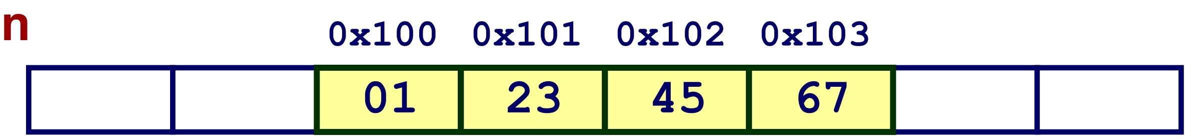

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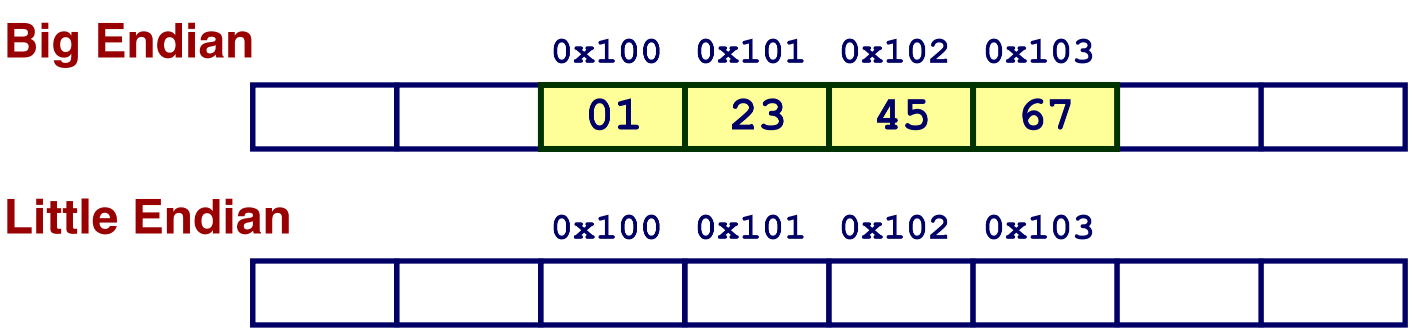

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Big Endian

		0x100	0x101	0x102	0x103		
		01	23	45	67		

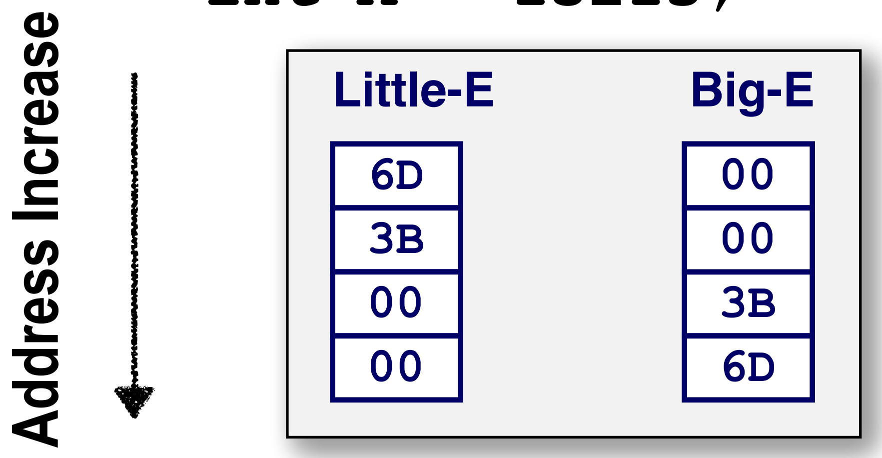
Little Endian

		0x100	0x101	0x102	0x103		
		67	45	23	01		

Representing Integers

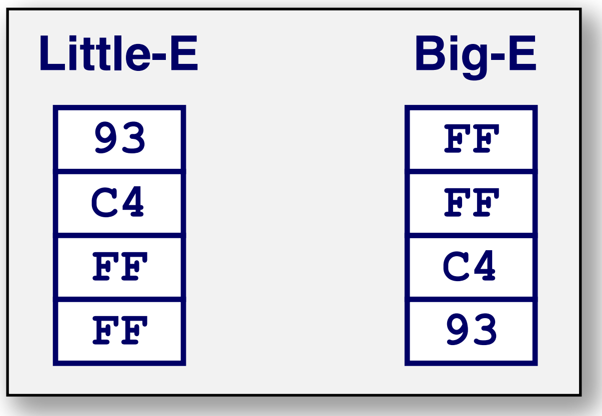
Hex: `00003B6D`

```
int A = 15213;
```



Hex: `FFFFC493`

```
int B = -15213;
```



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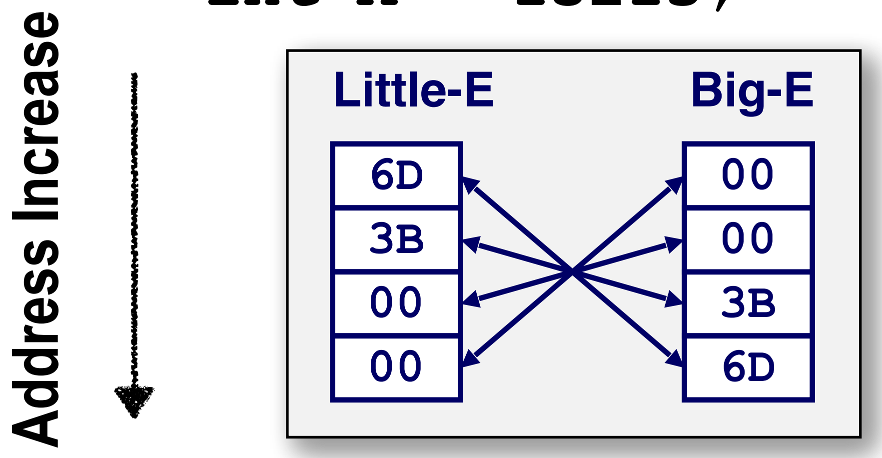

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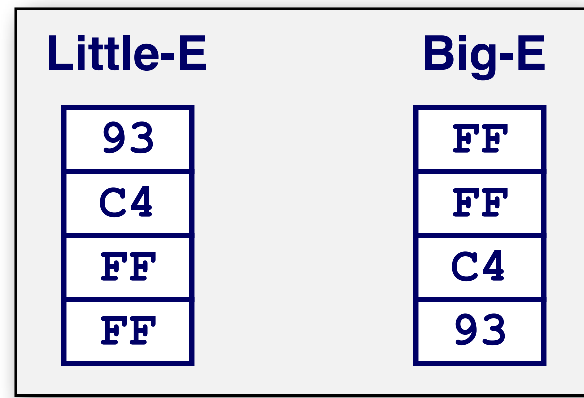

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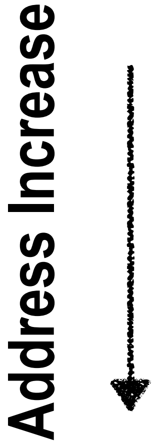

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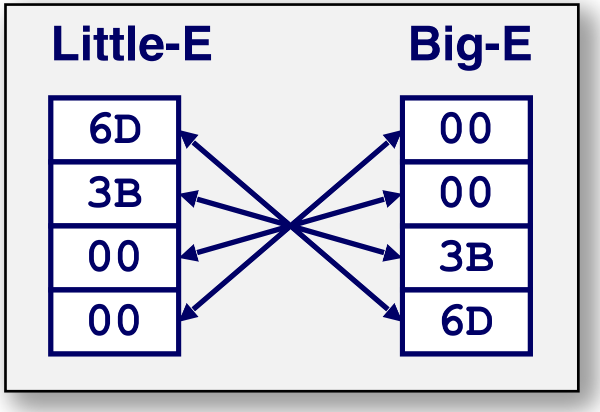

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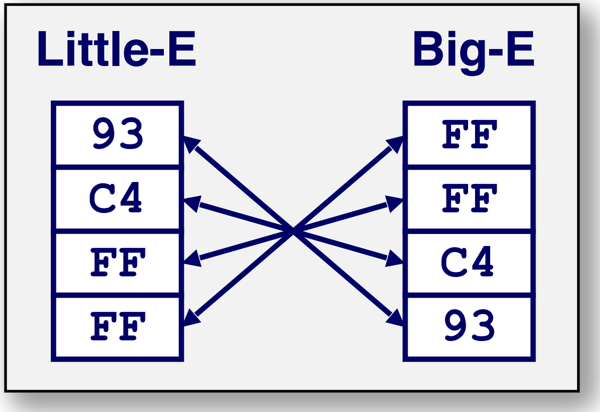
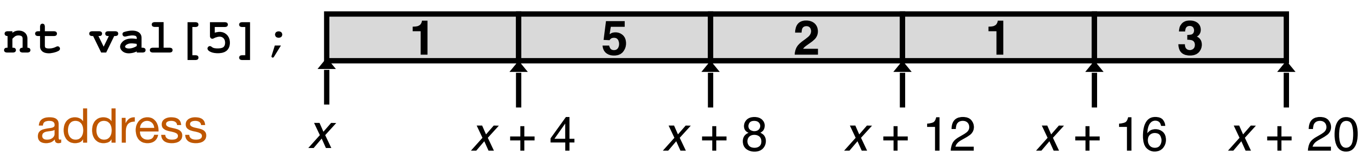


Array Access: Basic Principle

T **A[*L*];**

- Array of data type *T* and length *L*
- Identifier **A** can be used as a pointer to array element 0: Type *T**

`int val[5];`



Reference	Type	Value
`val[4]`	`int`	3
`val`	`int *`	x
`val+1`	`int *`	$x + 4$
`val +` *i*	`int *`	$x + 4i$
`&val[2]`	`int *`	$x + 8$
`val[5]`	`int`	??
`*(val+1)`	`int`	5

Multidimensional (Nested) Arrays

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- Declaration

  T **`A`**[*R*][*C*];

  - 2D array of data type *T*
  - *R* rows, *C* columns
  - Type *T* element requires *K* bytes

$$\begin{bmatrix} \mathtt{A[0][0]} & \cdots & \mathtt{A[0][C-1]} \\ \vdots & & \vdots \\ \mathtt{A[R-1][0]} & \cdots & \mathtt{A[R-1][C-1]} \end{bmatrix}$$

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- Array Size
  - *R* * *C* * *K* bytes

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  - *R* rows, *C* columns
  - Type *T* element requires *K* bytes
- Array Size
  - *R* * *C* * *K* bytes
- Arrangement
  - Row-Major Ordering in most languages, including C

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int A[R][C];
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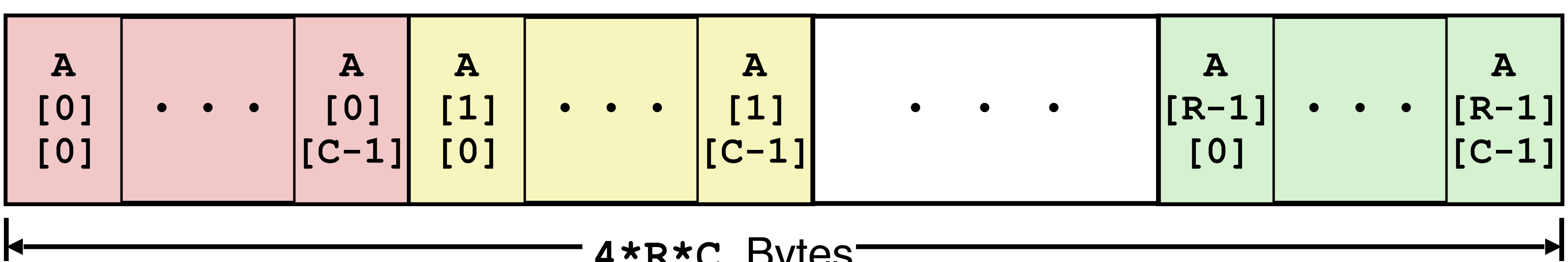
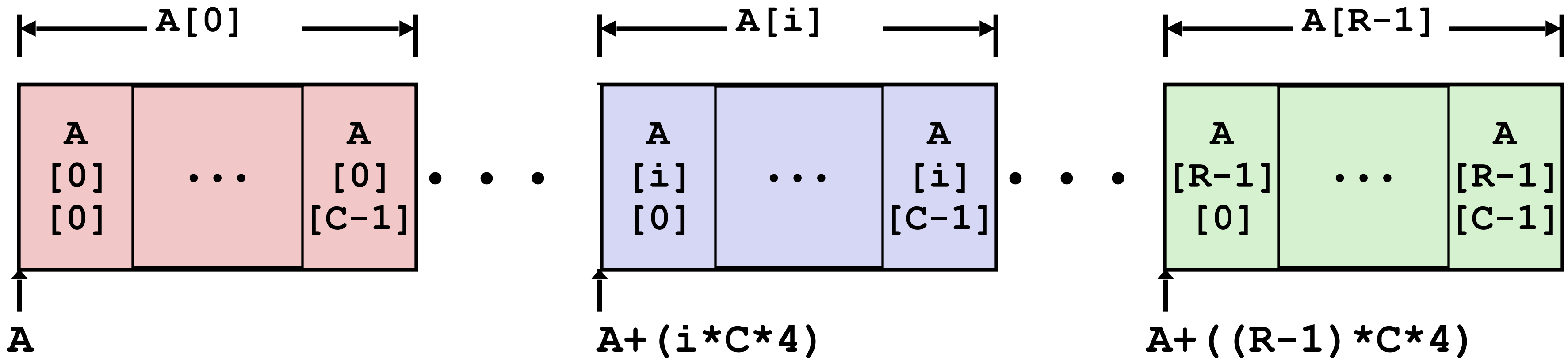


Nested Array Row Access

- T `A[R][C];`
  - `A[i]` is array of *C* elements
  - Each element of type T requires K bytes
  - Starting address A + i * (C * K)

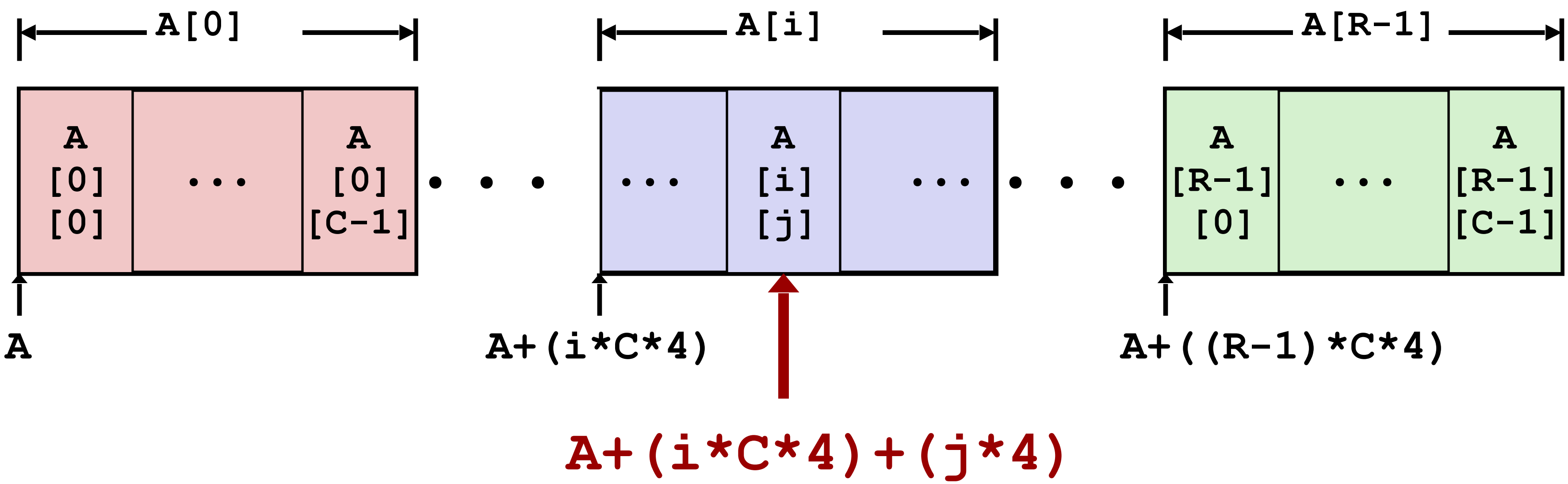
```
int A[R][C];
```



Nested Array Element Access

- Array Elements
  - **`A[i][j]`** is element of type *T*, which requires *K* bytes
  - Address **`A`** $+\ i * (C * K) + j * K = A + (i * C + j) * K$

`int A[R][C];`

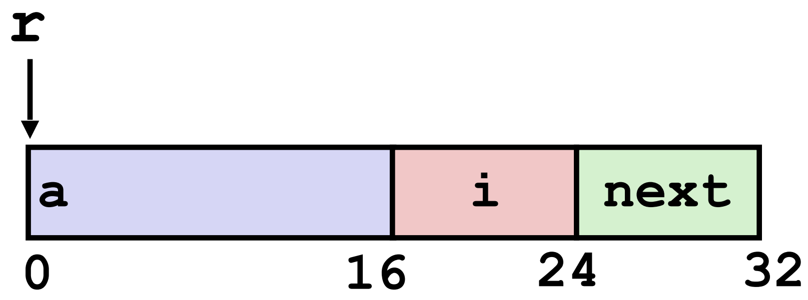


Today: Data Structures and Buffer Overflow

- Arrays
  - One-dimensional
  - Multi-dimensional (nested)
- Structures
  - Allocation
  - Access
  - Alignment
- Buffer Overflow

Structures

```
struct rec {
    int a[4];
    double i;
    struct rec *next;
};
```



- Characteristics
  - Contiguously-allocated region of memory
  - Refer to members within struct by names
  - Members may be of different types

Access Struct Members

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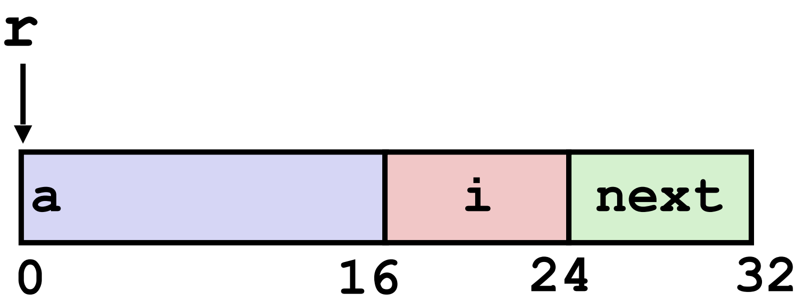

- Given a struct, we can use the . operator:
    - `struct rec r1; r1.i = val;`

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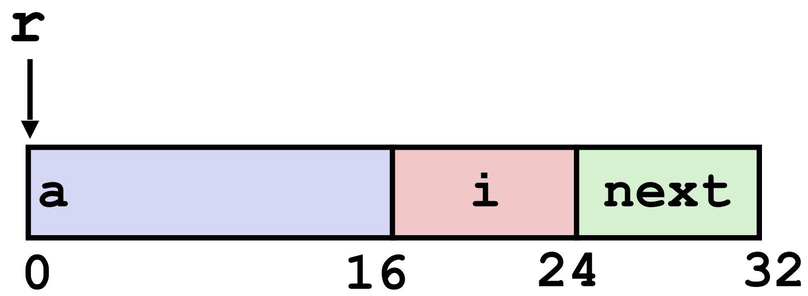

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- Suppose we have a pointer `r` pointing to `struct res`. How to access `res`'s member using `r`?

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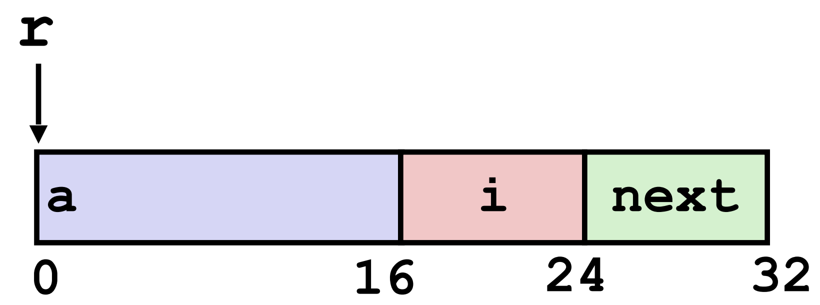

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  - Using * and . operators: `(*r).i = val;`

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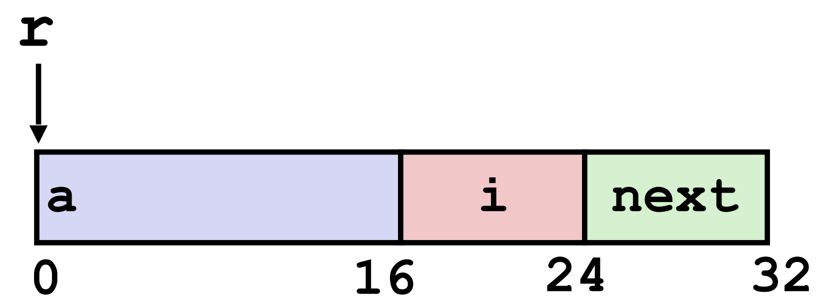

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  - `struct rec r1; r1.i = val;`
- Suppose we have a pointer `r` pointing to `struct res`. How to access `res`'s member using `r`?
  - Using `*` and `.` operators: `(*r).i = val;`
  - Or simply, the -> operator for short: `r->i = val;`

Generating Pointer to Structure Member

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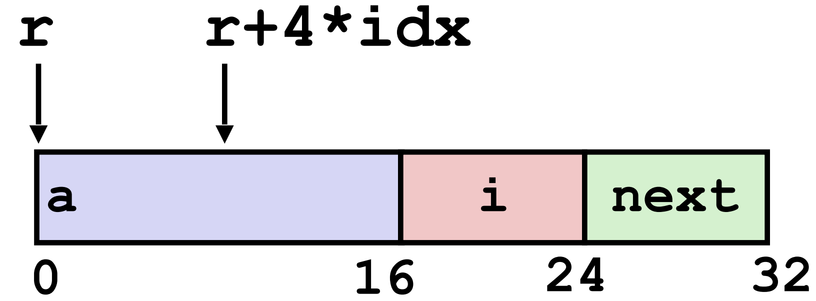

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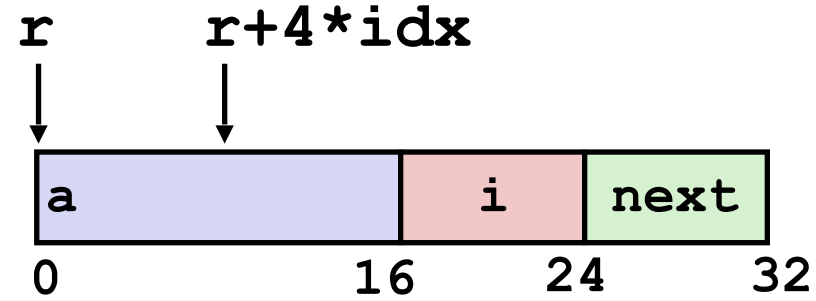
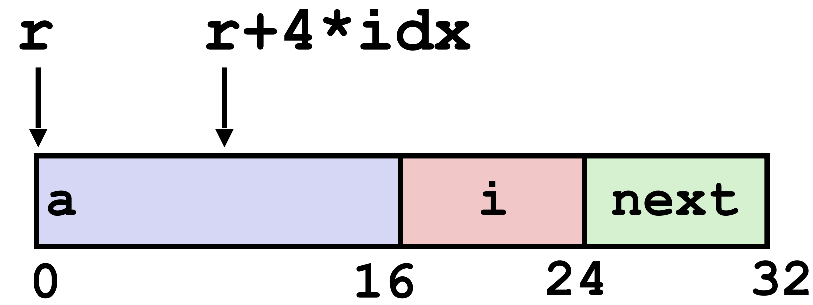



```
int *get_ap
 (struct rec *r, size_t idx)
{
  return &(r->a[idx]);
}
```

Generating Pointer to Structure Member

```
struct rec {
    int a[4];
    double i;
    struct rec *next;
};
```




```
int *get_ap
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{
  return &(r->a[idx]);
}
```

```
&((*r).a[idx])
```

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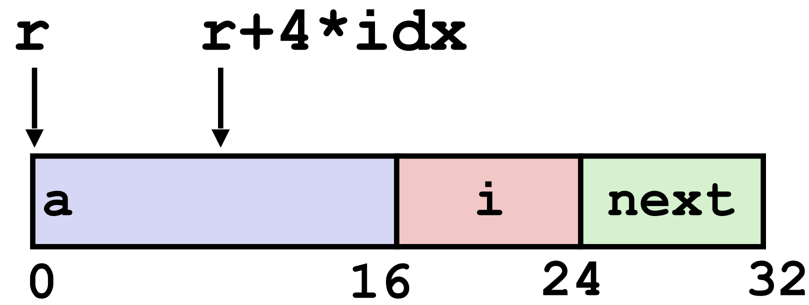


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int *get_ap
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{
  return &(r->a[idx]);
}
```

```
&((*r).a[idx])
```

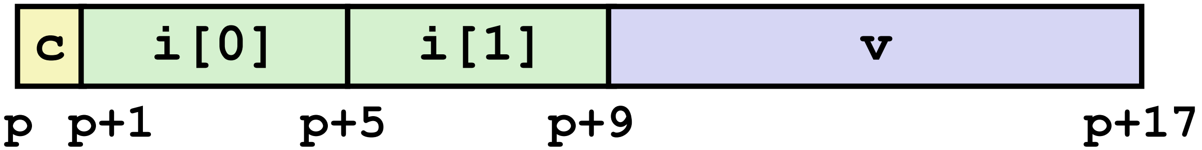
```
  # r in %rdi, idx in %rsi
  leaq  (%rdi,%rsi,4), %rax
  ret
```

Alignment

```
struct S1 {
  char c;
  int i[2];
  double v;
} *p;
```

Alignment

- Unaligned Data

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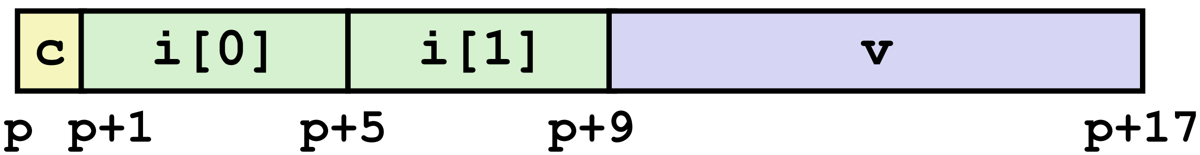

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  - If the data type requires ***K*** bytes, address must be multiple of ***K***

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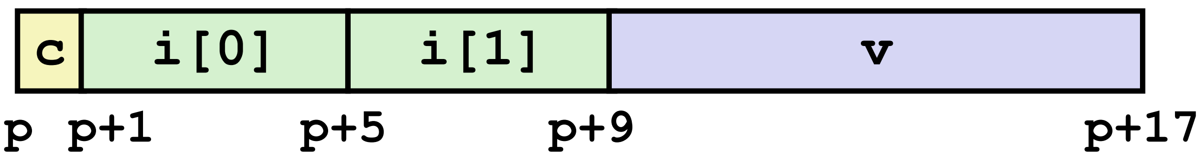


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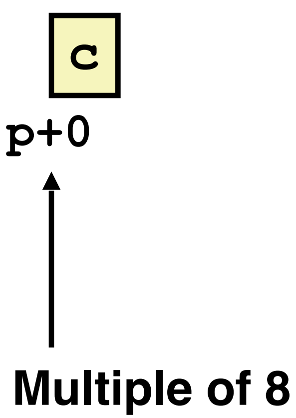

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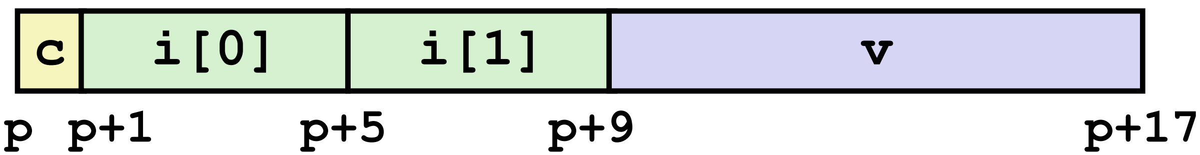


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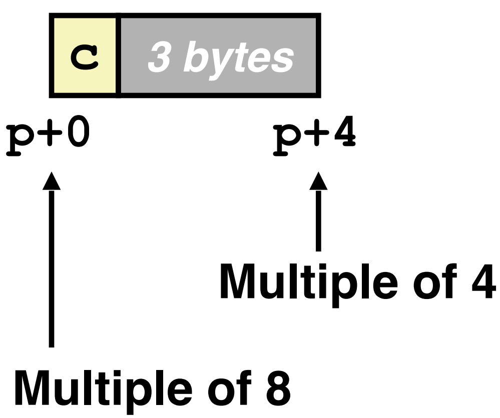

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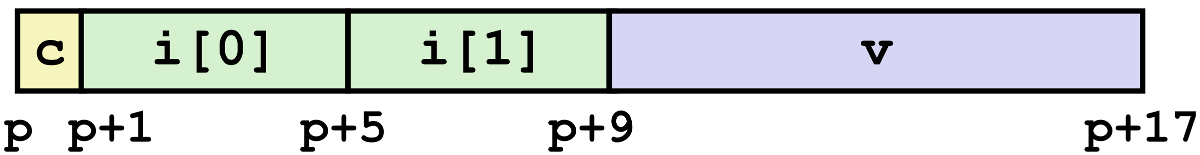


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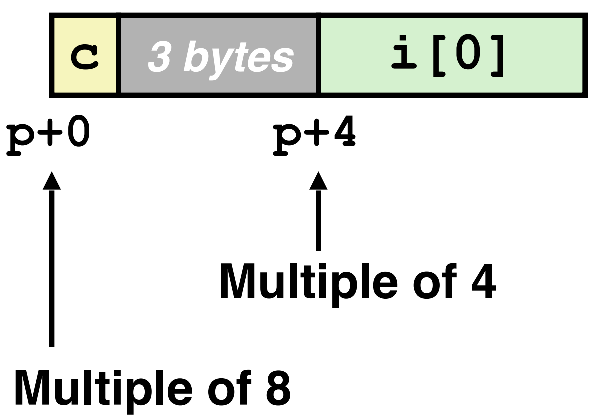

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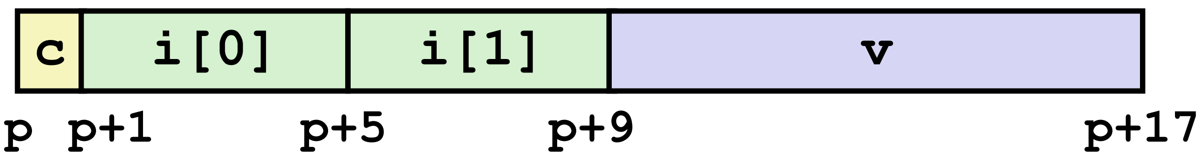


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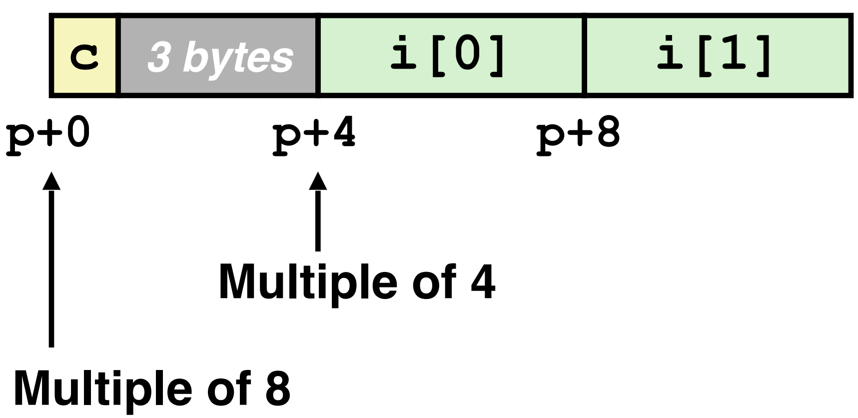

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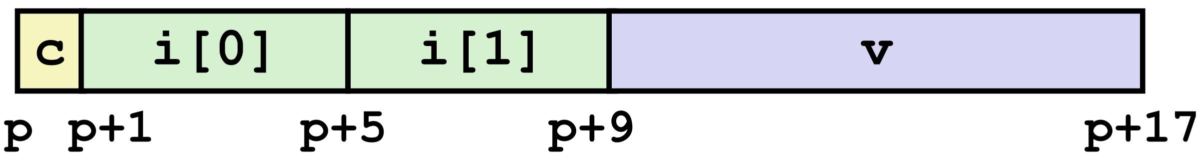


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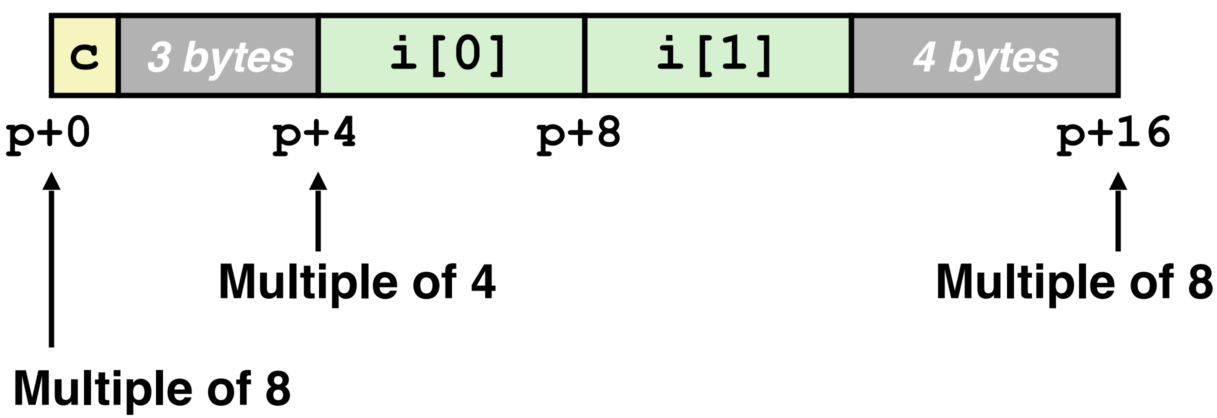

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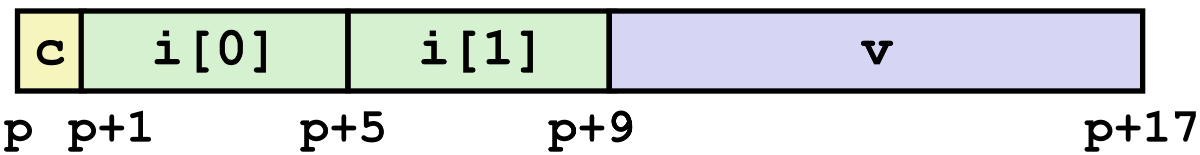


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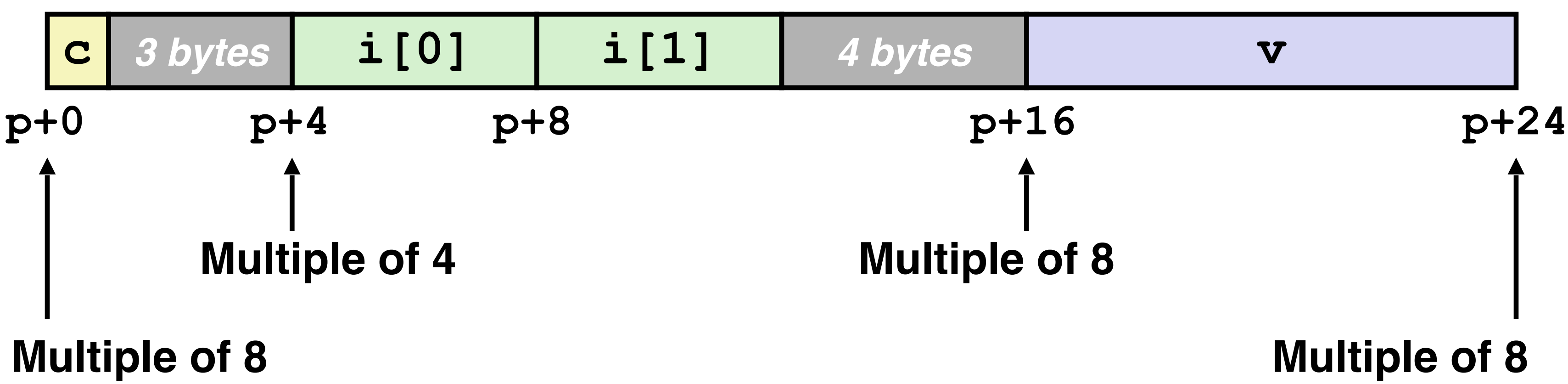

Alignment Principles

- Aligned Data
  - If the data type requires K bytes, address must be multiple of K
- Required on some machines; advised on x86-64
- Motivation for Aligning Data: Performance
  - Inefficient to load or store data that is unaligned
  - Some machines don't event support unaligned memory access
- Compiler
  - Inserts gaps in structure to ensure correct alignment of fields
  - `sizeof()` returns the actual size of structs (i.e., including padding)

Specific Cases of Alignment (x86-64)

- 1 byte: `char`, …
  - no restrictions on address
- 2 bytes: `short`, …
  - lowest 1 bit of address must be 0_2
- 4 bytes: `int`, `float`, …
  - lowest 2 bits of address must be 00_2
- 8 bytes: `double`, `long`, `char *`, …
  - lowest 3 bits of address must be 000_2

Satisfying Alignment with Structures

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- Within structure:
  - Must satisfy each element's alignment requirement

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  - Structure length must be multiples of **K**, where:
    - **K** = Largest alignment of any element
  - **WHY?!**

Satisfying Alignment with Structures

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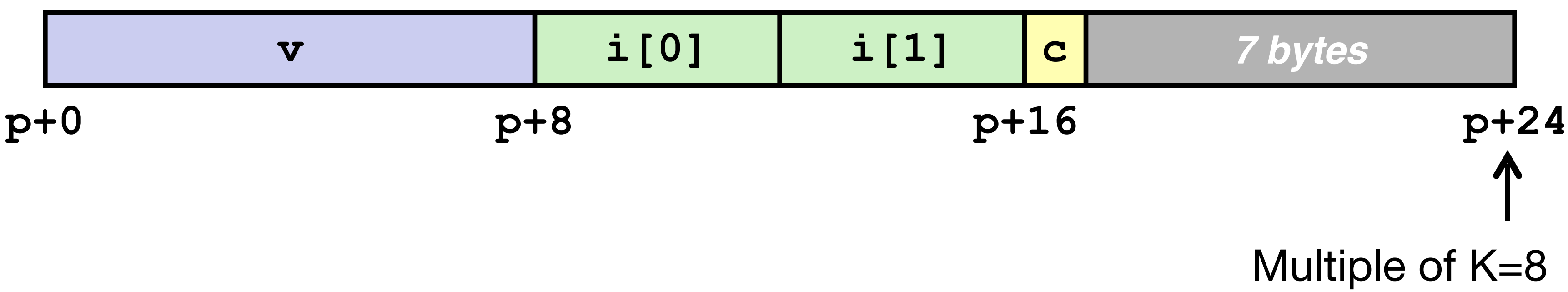
  - Structure length must be multiples of **K**, where:
    - **K** = Largest alignment of any element
  - **WHY?!**

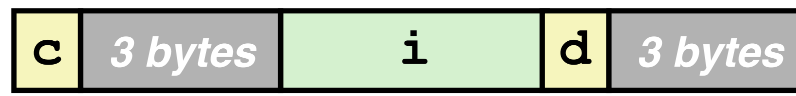
```
struct S2 {
  double v;
  int i[2];
  char c;
} *p;
```



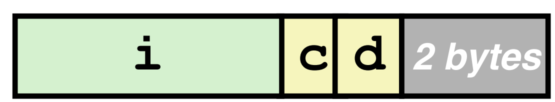
Saving Space

- Put large data types first in a Struct
- This is not something that a C compiler would always do
  - But knowing low-level details empower a C programmer to write more efficient code

```
struct S4 {
  char c;
  int i;
  char d;
} *p;
```



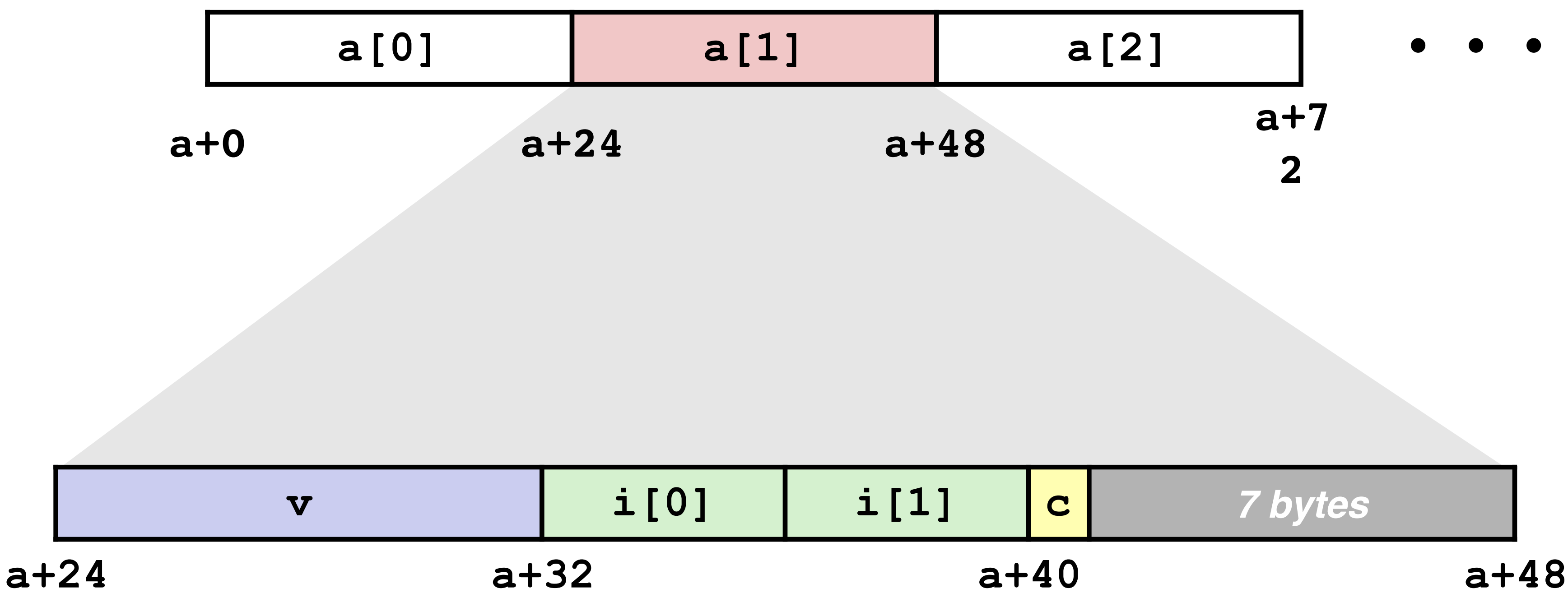

```
struct S5 {
  int i;
  char c;
  char d;
} *p;
```



Arrays of Structures

- Overall structure length multiple of K
- Satisfy alignment requirement for every element

```
struct S2 {
  double v;
  int i[2];
  char c;
} a[10];
```



Return Struct Values

Return Struct Values

```
struct S{
  int a, b;
};

struct S foo(int c, int d){
    struct S retval;
    retval.a = c;
    retval.b = d;
    return retval;
}

void bar() {
  struct S test = foo(3, 4);
  fprintf(stdout, “%d, %d\n”,
test.a, test.b);
  // you will get “3, 4” from
the terminal
}
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- A struct could contain many members, how would this work if the return value has to be in **`%rax`**??

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- We don't have to follow that convention…
- If there are only a few members in a struct, we could return through a few registers.
- If there are lots of members, we could return through memory, i.e., requires memory copy.
- But either way, there needs to be some sort convention for returning struct.

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the terminal
}
```

- The entire calling convention is part of what's called Application Binary Interface (ABI), which specifies how **two binaries** should interact.
- ABI includes: ISA, data type size, calling convention, etc.
- API defines the interface as the **source code** (e.g., C) level.
- The OS and compiler have to agree on the ABI.
- Linux x86-64 ABI specifies that returning a struct with two scalar (e.g. pointers, or long) values is done via **`%rax`** & **`%rdx`**

Today: Data Structures and Buffer Overflow

- Arrays
  - One-dimensional
  - Multi-dimensional (nested)
- Structures
  - Allocation
  - Access
  - Alignment
- Buffer Overflow

String Library Code

```
/* Get string from stdin */
char *gets(char *dest)
{
    int c = getchar();
    char *p = dest;
    while (c != EOF && c != '\n') {
        *p++ = c;
        c = getchar();
    }
    *p = '\0';
    return dest;
}
```

String Library Code

- Implementation of Unix function `gets()`
  - No way to specify limit on number of characters to read

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    }
    *p = '\0';
    return dest;
}
```

String Library Code

- Implementation of Unix function `gets()`
  - No way to specify limit on number of characters to read
- Similar problems with other library functions
  - **`strcpy`**, **`strcat`**: Copy strings of arbitrary length
  - **`scanf`**, **`fscanf`**, **`sscanf`**, when given **`%s`** conversion specification

```
/* Get string from stdin */
char *gets(char *dest)
{
    int c = getchar();
    char *p = dest;
    while (c != EOF && c != '\n') {
        *p++ = c;
        c = getchar();
    }
    *p = '\0';
    return dest;
}
```

Vulnerable Buffer Code

```
/* Echo Line */
void echo()
{
    char buf[4];  /* Way too small! */
    gets(buf);
    puts(buf);
}
```

```
void call_echo() {
    echo();
}
```

Vulnerable Buffer Code

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/* Echo Line */
void echo()
{
    char buf[4];  /* Way too small! */
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}
```

```
void call_echo() {
    echo();
}
```

```
unix>./bufdemo-nsp
Type a string:01234567890123456789012
01234567890123456789012
```

Vulnerable Buffer Code

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}
```

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}
```

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Type a string:01234567890123456789012
01234567890123456789012
```
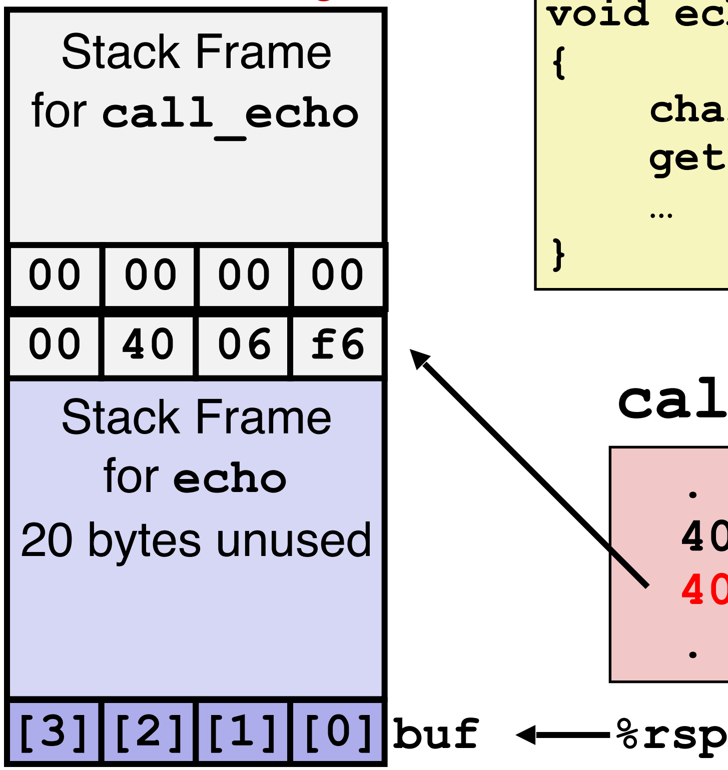

```
unix>./bufdemo-nsp
Type a string:012345678901234567890123
Segmentation Fault
```

Buffer Overflow Stack Example

Before call to gets




```
void echo()
{
     char buf[4];
     gets(buf);
     …
}
```

```
echo:
  subq  $24, %rsp
  movq  %rsp, %rdi
  call  gets
  …
```

call_echo:

```
  . . .
  4006f1:  callq  4006cf <echo>
  4006f6:  add    $0x8,%rsp
  . . .
```

Buffer Overflow Stack Example #1

After call to gets

Stack Frame for `call_echo`

00	00	00	00
00	40	06	f6
00	32	31	30
39	38	37	36
35	34	33	32
31	30	39	38
37	36	35	34
33	32	31	30

buf ← %rsp

```
void echo()
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    char buf[4];
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  ...
```

call_echo:

```
 . . .
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 . . .
```

```
unix>./bufdemo-nsp
Type a string:01234567890123456789012
01234567890123456789012
```

Overflowed buffer, but did not corrupt state

Buffer Overflow Stack Example #2

After call to gets

Stack Frame for `call_echo`			
00	00	00	00
00	40	00	34
33	32	31	30
39	38	37	36
35	34	33	32
31	30	39	38
37	36	35	34
33	32	31	30

`buf ←%rsp`

```
void echo()
{
      char buf[4];
      gets(buf);
      …
}
```

```
echo:
   subq   $24, %rsp
   movq   %rsp, %rdi
   call   gets
   …
```

call_echo:

```
   . . .
   4006f1:  callq   4006cf <echo>
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   . . .
```
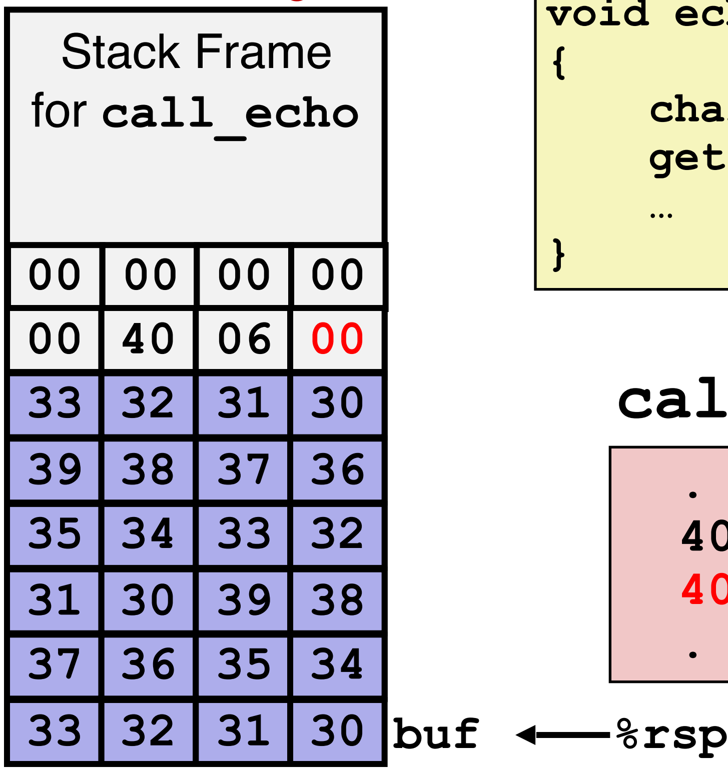

```
unix>./bufdemo-nsp
Type a string:012345678901234567890123 4
Segmentation Fault
```

Overflowed buffer, and corrupt return address

Buffer Overflow Stack Example #3

After call to gets




```
void echo()
{
    char buf[4];
    gets(buf);
    …
}
```

```
echo:
  subq   $24, %rsp
  movq   %rsp, %rdi
  call   gets
  …
```

call_echo:

```
 . . .
 4006f1:  callq  4006cf <echo>
 4006f6:  add    $0x8,%rsp
 . . .
```

```
unix>./bufdemo-nsp
Type a string:012345678901234567890123
012345678901234567890123
```

Overflowed buffer, corrupt return address, but program appears to still work!

Buffer Overflow Stack Example #4

After call to gets

Stack Frame for `call_echo`				
00	00	00	00	
00	40	06	00	
33	32	31	30	
39	38	37	36	
35	34	33	32	
31	30	39	38	
37	36	35	34	
33	32	31	30	**buf** ← `%rsp`

`register_tm_clones:`

```
  . . .
400600:  mov    %rsp,%rbp
400603:  mov    %rax,%rdx
400606:  shr    $0x3f,%rdx
40060a:  add    %rdx,%rax
40060d:  sar    %rax
400610:  jne    400614
400612:  pop    %rbp
400613:  retq
```

"Returns" to unrelated code
Could be code controlled by attackers!