

15-213

Introduction to Computer Systems

With Your TA!

GDB, Assembly Code, & Bomblab

Recitation 2

Monday February 2nd, 2009

Schedule

- News
- GDB
- Assembly Code
- Bomblab
- Bomblab Example

News

- Datalab will be graded by this Thursday
 - 1 week from final deadline
- Scores will show up on Autolab.
 - Questions? Complaints?
 - Email the TA that graded your lab.
- TA's will rotate
 - So no one TA will grade two of your labs.
- Labs will be hand graded and handed back in lecture
 - PLEASE REVIEW OUR COMMENTS!!

GDB

Gnu DeBugger

- Step through program execution
- Examine values of program variables.
- Trap system signals (such as SIGSEGV)
- Set breakpoints to halt execution at any point
- Watch variables to see when they change.

GDB Example

```
(gdb) list
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  int main(){
5      int a,b,c;
6
7      a = 4;
8      b = 10;
9      c = a*b;
10
11     printf("A is %d,
12           b is %d,
13           and c is%d
14           \n",a,b,c);
15
16     return 0;
17 }
```

```
(gdb) break simple.c:9
Breakpoint 1 at 0x804839e: file simple.c,
line 9.
(gdb) run
Starting program: 15213/rec2/a.out
Breakpoint 1, main () at simple.c:9
9      c = a*b;
(gdb) print a
$1 = 4
(gdb) print b
$2 = 10
(gdb) print c
$3 = 134513642
(gdb) where
#0  main () at simple.c:9
(gdb) continue
Continuing.
A is 4, b is 10, and c is 40

Program exited normally.
```

Some GDB Commands

- `run [arg1 [arg2 [...]]]`
 - executes the program with specified arguments
- `break [file.c:]line# | functionName | memAddr`
 - sets a break point
 - breaks execution BEFORE executing the statement!!!!
- `print varName | $register`
 - prints a variable or register's value.
- `stepi`
 - step through one instruction in assembly

Some GDB Commands (cont)

- `disas [function]`
 - show the disassembly of the current code (or the function)
- `continue`
 - continue program execution after stopping at a breakpoint.
- `info break | registers |`
 - shows information about breakpoints/registers/....

Assembly Code

x86 Assembly

- Variables ==> Registers
 - %esp -> Stack Pointer
 - %ebp -> Stack Base Pointer
 - %eax -> Function Return Value
 - %eip -> Instruction Pointer
 - (a bunch of other ones)

x86_64 Assembly

- Variables ==> Registers
 - `%rsp` -> Stack Pointer
 - `%rbp` -> Stack Base Pointer
 - `%rax` -> Function Return Value
 - `%rip` -> Instruction Pointer
 - `%rdi`, `%rsi`, `%rdx`, `%rcx` -> Function Arguments
 - (and a bunch-bunch more)

Assembly Addressing

$(R) \implies * (\text{Reg} (R))$

- The memory at address stored in register R

$\$D (R) \implies * (\text{Reg} (R) + D)$

- The memory at the address (R + (constant D))
- ex: $\$4(\%eax) \implies *(\%eax + 4)$

$D (Rb , Ri , S) \implies * (\text{Reg} (Rb) + \text{Reg} (Ri) * S + D)$

- Constant Displacement 'D'
- Base Register 'Rb'
- Index Register 'Ri'
- Scale (1,2,4,8..)

Addressing Examples

<code>%eax</code>	<code>0xb800</code>
<code>%ecx</code>	<code>0x10</code>

Expression	Evaluation	Result
<code>\$4(%eax)</code>	<code>4 + 0xb800</code>	<code>0xb804</code>
<code>(%eax,%ecx)</code>	<code>0xb800 + 0x10</code>	<code>0xb810</code>
<code>(%eax,%ecx,\$4)</code>	<code>0xb800 + 4*0x10</code>	<code>0xb840</code>
<code>\$4(%eax,%ecx)</code>	<code>4 + 0xb800 + 0x10</code>	<code>0xb814</code>
<code>\$0xFF0000(%eax,%ecx,\$4)</code>	<code>0xFF0000+0xb800+4*0x10</code>	<code>0xFFb840</code>

Arithmetic Operations

<code>addl</code>	<code>Src, Dest</code>	<code>Dest = Dest + Src</code>
<code>subl</code>	<code>Src, Dest</code>	<code>Dest = Dest - Src</code>
<code>imull</code>	<code>Src, Dest</code>	<code>Dest = Dest * Src</code>
<code>sall</code>	<code>Src, Dest</code>	<code>Dest = Dest << Src</code> Arithmetic
<code>sarl</code>	<code>Src, Dest</code>	<code>Dest = Dest >> Src</code> Arithmetic
<code>shrl</code>	<code>Src, Dest</code>	<code>Dest = Dest >> Src</code> Logical
<code>xorl</code>	<code>Src, Dest</code>	<code>Dest = Dest ^ Src</code>
<code>andl</code>	<code>Src, Dest</code>	<code>Dest = Dest & Src</code>
<code>orl</code>	<code>Src, Dest</code>	<code>Dest = Dest Src</code>
<code>incl</code>	<code>Dest</code>	<code>Dest ++</code>
<code>decl</code>	<code>Dest</code>	<code>Dest --</code>
<code>negl</code>	<code>Dest</code>	<code>Dest = -Dest</code>
<code>notl</code>	<code>Dest</code>	<code>Dest = ~Dest</code>

Examples

- C function with some simple math
- Lets examine the assembly code
 - both unoptimized and optimized
- Step through this code with GDB

Bomblab

- Solve a series of stages by finding the password for a function
- We give you a compiled binary
- You read the assembly code to figure out the passwords

Bomblab Hints

- **If it blows up, you're doing it wrong!**
- Use GDB to step through the program, following execution and watching what happens to variables
- Figure out what checks are made and how to pass them

Bomblab Example

- Lets return to the example we had and try to get it to return certain output values.

Final Thoughts

- There is LOTS of documentation for this stuff on the internet.
- Become comfortable with GDB, you'll have to use it a lot.
- Remember: Office Hours: Sun-Thur 5:30-9:30 in West Wing Cluster.
- 15-213-staff@cs.cmu.edu !!!

kthxbai