Recitation 7: Exam Stack Review

15-213: Introduction to Computer Systems
March 5, 2018

Instructor:
Your TAs
Midterm Exam This Week

- 4 hours
- Regrade requests after
- 1 double-sided page of notes
  - No preworked problems from prior exams
- 7 questions

Report to the room
- TA will verify your notes and ID
- TAs will give you your exam server password
- Login via Andrew, then navigate to exam server and use special exam password
Stack Review

- In the following questions, treat them like the exam
  - Can you answer them from memory?
  - Write down your answer
  - Talk to your neighbor, do you agree?

- Discuss:
  What is the stack used for?
Stack Manipulation

We execute:

\[
\begin{align*}
\text{mov} & \quad \$0x15213, \quad \%rax \\
\text{pushq} & \quad \%rax
\end{align*}
\]

Which of the following instructions will place the value 0x15213 into %rcx?

1) \text{mov} (\%rsp), \quad \%rcx
2) \text{mov} \ 0x8(\%rsp), \quad \%rcx
3) \text{mov} \ \%rsp, \quad \%rcx
4) \text{popq} \ \%rcx
Stack Manipulation

- We execute:

  ```
  mov $0x15213, %rax
  pushq %rax
  ```

- Which of the following instructions will place the value 0x15213 into %rcx?

  1) `mov (%rsp), %rcx`
  2) `mov 0x8(%rsp), %rcx`
  3) `mov %rsp, %rcx`
  4) `popq %rcx`
Stack is memory

- We execute:

```asm
mov $0x15213, %rax
pushq %rax
popq %rax
```

- If we now execute:  
  ```asm
  mov -0x8(%rsp), %rcx
  ```
  what value is in %rcx?
  1) 0x0 / NULL
  2) Seg fault
  3) Unknown
  4) 0x15213
Stack is memory

- We execute:

  ```
  mov $0x15213, %rax
  pushq %rax
  popq %rax
  ```

- If we now execute:  
  ```
  mov -0x8(%rsp), %rcx
  ```
  what value is in %rcx?

  1) 0x0 / NULL
  2) Seg fault
  3) Unknown
  4) 0x15213
x86-64 Calling Convention

What does the calling convention govern (select all that apply)?

1) How large each type is.
2) How to pass arguments to a function.
3) The alignment of fields in a struct.
4) When registers can be used by a function.
5) Whether a function can call itself.
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Register Usage

- The calling convention gives meaning to every register, describe the following 9 registers:

<table>
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<tr>
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<th>Function Argument</th>
<th>Return Value</th>
<th>Callee Save</th>
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<tbody>
<tr>
<td>%rax</td>
<td></td>
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<tr>
<td>%rbx</td>
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<td>%rcx</td>
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<td>%rdx</td>
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<td>%rsi</td>
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<td>%rdi</td>
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<td>%r8</td>
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<td>%r9</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>%rbp</td>
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</tbody>
</table>
Register Usage

- The calling convention gives meaning to every register, describe the following 9 registers:

%rax
%rbx
%rcx
%rdx
%rsi
%rdi
%r8
%r9
%rbp

Function Argument

Return Value

Callee Save
Register Usage

Which line is the first violation of the calling convention?

```
mov $0x15213, %rax
push %rax
mov 0x10(%rsp), %rcx
mov %rbx, %rax
pop %rdx
push %rax
push %rax
pop %rbx
pop %rbx
mov %rcx, %rbx
```
Register Usage

Which line is the first violation of the calling convention?

- `mov $0x15213, %rax`
- `push %rax`
- `mov 0x10(%rsp), %rcx`
- `mov %rbx, %rax`
- `pop %rdx`
- `push %rax`
- `push %rax`
- `pop %rbx`

`mov %rcx, %rbx`

Until this point, the callee has preserved the callee-save value.
Sometimes arguments are implicit

What is the minimum number of arguments that “rsr” takes?
How many of those registers are changed in the function before the function call?

(Note, %sil is the low 8 bits of %rsi)

```
0x0400596 <+0>:   cmp   %sil,(%rdi,%rdx,1)
0x040059a <+4>:   je    0x4005ae <rsr+24>
0x040059c <+6>:   sub   $0x8,%rsp
0x04005a0 <+10>:  sub   $0x1,%rdx
0x04005a4 <+14>:  callq  0x400596 <rsr>
0x04005a9 <+19>:  add   $0x8,%rsp
0x04005ad <+23>:  retq
0x04005ae <+24>:  mov   %edx,%eax
0x04005b0 <+26>:  retq
```
Sometimes arguments are implicit

What is the minimum number of arguments that “rsr” takes?  

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0x04005b0 <+26>:  retq
```
Arguments can already be “correct”

- rsr does not modify s and t, so the arguments in those registers are always correct

```c
int rsr(char* s, char t, size_t pos)
{
    if (s[pos] == t) return pos;
    return rsr(s, t, pos - 1);
}
```
Recursive calls

- Draw the stack at the end of 4 calls to doThis.
- Describe the stack after doThis(4) returns.

```c
void doThis(int count)
{
    char buf[8];
    strncpy(buf, "Hi 15213", sizeof(buf));
    if (count > 0) doThis(count - 1);
}
```

```assembly
sub $0x18, %rsp
mov $0x3331323531206948,%rax
test %edi, %edi
mov %rax,(%rsp)
...```

Recursive calls

- Draw the stack at the end of 4 calls to doThis.
- Describe the stack after doThis(4) returns.

```c
void doThis(int count)
{
    char buf[8];
    strncpy(buf, "Hi 15213", sizeof(buf));
    if (count > 0) doThis(count - 1);
}
```

The stack will be normal – no buffer overflow with the local variables allocated on the stack and the calling function’s return address on the stack.

Also there will be 4 repeats of the 4 lines

*doThis return address*

X (8 bytes of unknown)
X (8 bytes of unknown)
3331323531206948 above the current stack pointer (Note the string is stored in array index order in the stack)
### Callee, Caller Stack Frames

| 68a: | 48 83 ec 08 | sub $0x8,%rsp |
| 68e: | e8 cd fe ff ff | callq 560 <rand@plt> |
| 693: | 48 83 c4 08 | add $0x8,%rsp |
| 697: | c3 | retq |

| 698: | 48 83 ec 08 | sub $0x8,%rsp |
| 69c: | bf 00 00 00 00 | mov $0x0,%edi |
| 6a1: | e8 aa fe ff ff | callq 550 <srand@plt> |
| 6a6: | b8 00 00 00 00 | mov $0x0,%eax |
| 6ab: | e8 da ff ff ff | callq 68a <foo> |

At the start of the instruction at 68e, how large is the callee stack frame (the caller stack frame includes the return address to main)?
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0x8
Callee, Caller Stack Frames

- Assume the same functions: foo and main (but recompiled with stack randomization)
- The output of the command `gdb x/4gx $rsp` is shown below for the line `callq 560 <rand@plt>`

```
0x7fffffffe010:
  0x00007fffffffffe100
  0x000055555555546b0

0x7fffffffe020:
  0x0000000000000000
  0x00007ffff7a1c1
```

- What is the return address of foo?
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```

- What is the return address of foo?

```
0x0000555555555546b0
```