

**15-410**

*“Nobody reads these quotes anyway...”*

**Executables**  
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**Dave Eckhardt**

**Garth Gibson**

**Some slides taken from 15-213 S'03 (Goldstein, Maggs).  
Original slides authored by Randy Bryant and Dave O'Hallaron.**

# Synchronization

## Monday: Project 3 Checkpoint 1

- In cluster
- We will ask you to load and run a program released then

## You need to *plan* how to get there

- Simple program loader
- Dummy VM (please write encapsulated bad code!!)
- Getting from kernel mode to user mode
- Getting from user mode to kernel mode
- Lots of faults
  - Solving them will require “story telling”
    - » Don't forget about intel-isr.pdf and intel-sys.pdf

# Pop Quiz

**Q1. What does the Unix “ld” program do?**

**Q2. What does “ld” stand for?**

# Outline

## Where addresses come from

### Executable files vs. Memory Images

- Conversion by “program loader”
- You will write one for `exec()` in Project 3

### Object file linking (answer to Q2)

- Loader bugs make programs execute *half*-right
- You will need to characterize what's broken
  - (*Not*: “every time I call `printf()` I get a triple fault”)
- You will need to how the parts *should* fit together

# Who emits addresses?

## Program linking, program loading

- ... means getting bits in memory at the right addresses

## Who *uses* those addresses?

- (Where did that “wild access” come from?)

## Code addresses: program counter (%cs:%eip)

- Straight-line code
- Loops, conditionals
- Procedure calls

## Stack area: stack pointer (%ss:%esp, %ss:%ebp)

## Data regions (data/bss/heap)

- Most pointers in general purpose registers (%ds:%ebx)

# Initialized how?

## Program counter

- Set to “entry point” by OS program loader

## Stack pointer

- Set to “top of stack” by OS program loader

## Registers

- How does my code know the address of `thread_table[]`?
- Some pointers are stored in the instruction stream

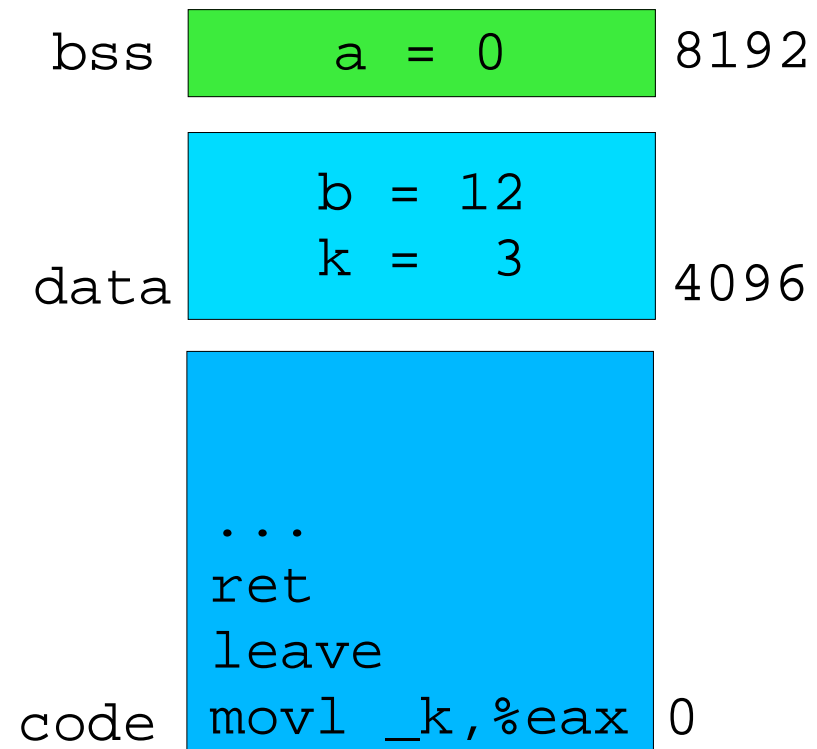
```
for (tp = thread_table,
     tp < &thread_table[n_threads], ++tp)
```
- Some pointers are stored in the data segment

```
struct thread *thr_base = &thread_table[0];
```
- How do these all point to the right places?

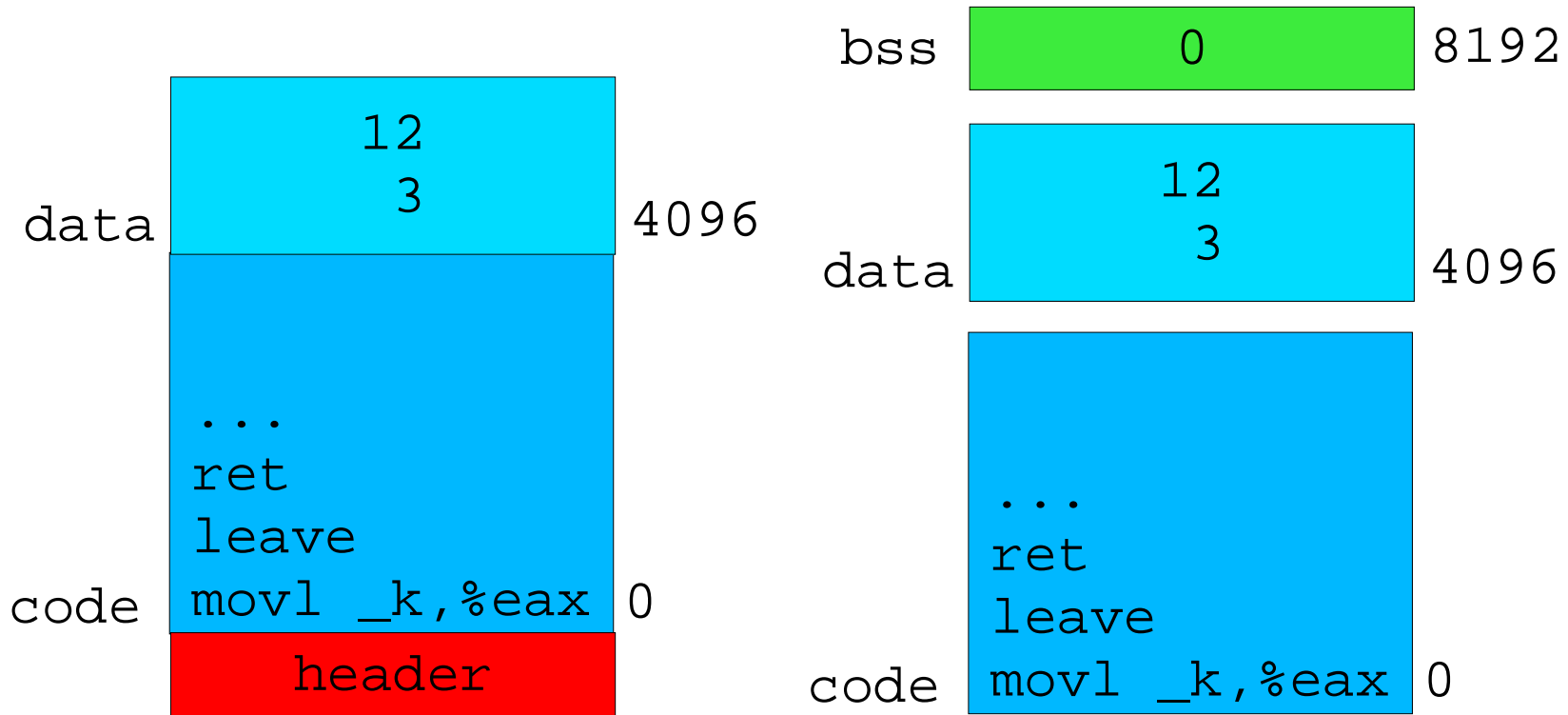
# Where does an int live?

```
int k = 3;
int foo(void) {
    int shh = 99;
    return (k);
}

int a = 0;
int b = 12;
int bar (void) {
    return (a + b);
}
```



# Loader: Image File $\Rightarrow$ Memory Image



**Image file has header (tells loader what to do)**  
**Memory image has bss segment!**

# Programs are Multi-part

## Modularity

- Program can be written as a collection of smaller source files, rather than one monolithic mass.
- Can build libraries of common functions (more on this later)
  - e.g., Math library, standard C library

## Efficiency (time)

- Change one source file, compile, and then relink.
- No need to recompile other source files.

## “Link editor” combines objects into one image file

- Unix “link editor” called “ld”

# Linker Todo List

## Merge object files

- Merges multiple relocatable (.o) object files into a single executable object file that can be loaded and executed by the loader.

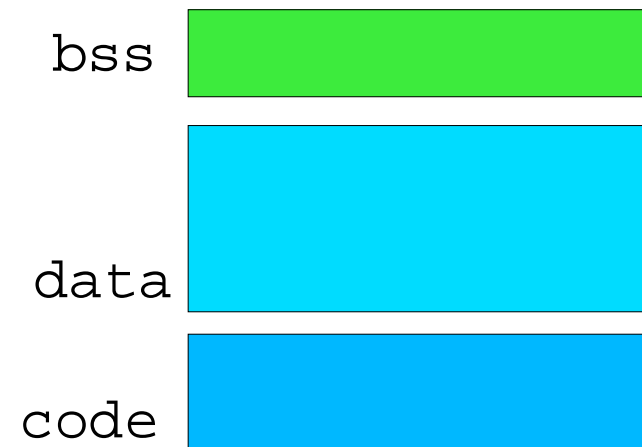
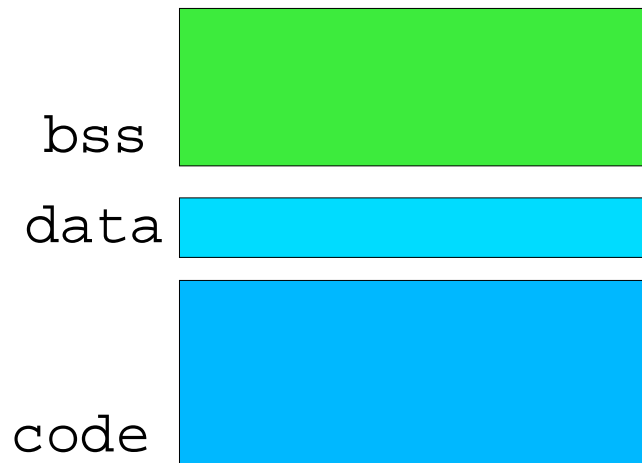
## Resolve external references

- As part of the merging process, resolves external references.
  - *External reference*: reference to a symbol defined in another object file.

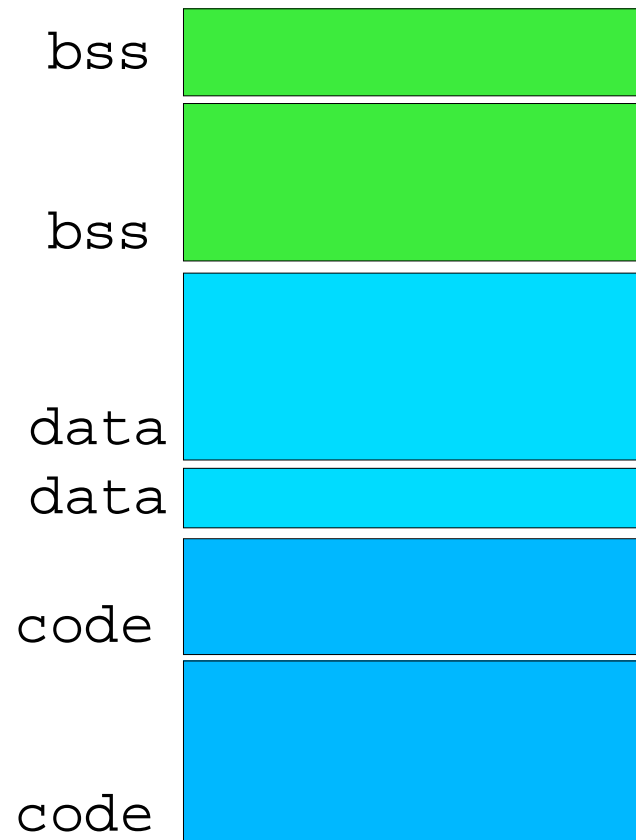
## Relocate symbols

- Relocates symbols from their relative locations in the .o files to new absolute positions in the executable.
- Updates all references to these symbols to reflect their new positions.
- What does this mean??

# Every .o uses same address space



# Combining .o's Changes Addresses



# Linker uses *relocation information*

## Object file contains a relocation table

Each table entry specifies one “relocation field” in object

## Example

- “Bytes 1024..1027 of foo.o refer to absolute address of `_main`”
- If `_main` moves, all fields referring to it must be patched

## Field properties

### Location

- offset, bit field size

### Type

- relative, absolute

### Reference

- symbol name (string)

# Example C Program

m.c

```
int e=7;

int main() {
    int r = a();
    exit(0);
}
```

a.c

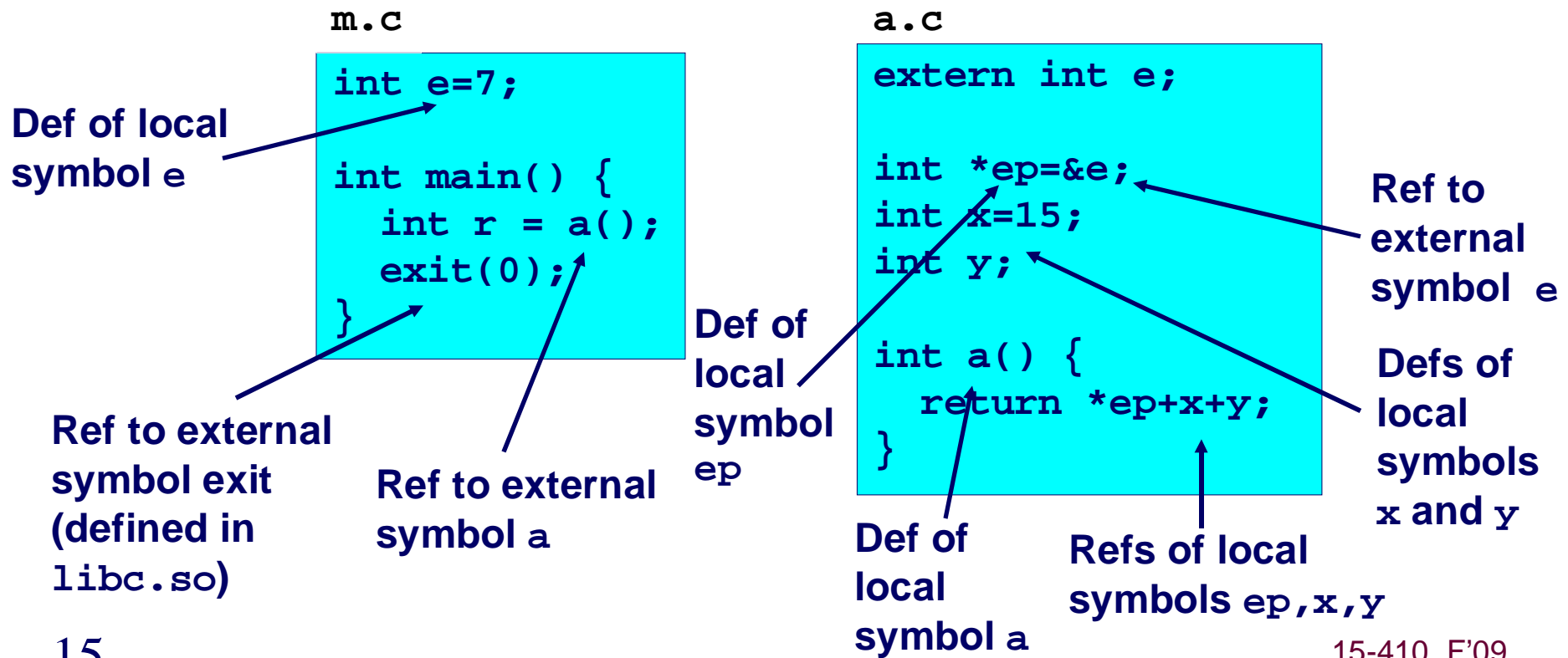
```
extern int e;

int *ep=&e;
int x=15;
int y;

int a() {
    return *ep+x+y;
}
```

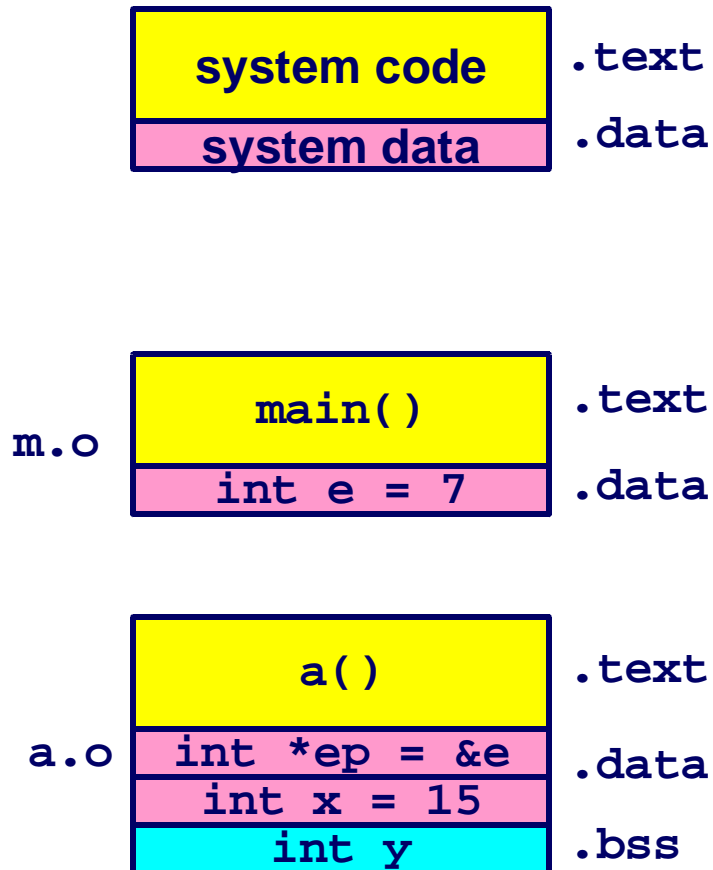
# Relocating Symbols and Resolving External References

- **Symbols** are lexical entities that name functions and variables.
- Each symbol has a **value** (typically a memory address).
- Code consists of symbol **definitions** and **references**.
- References can be either **local** or **external**.

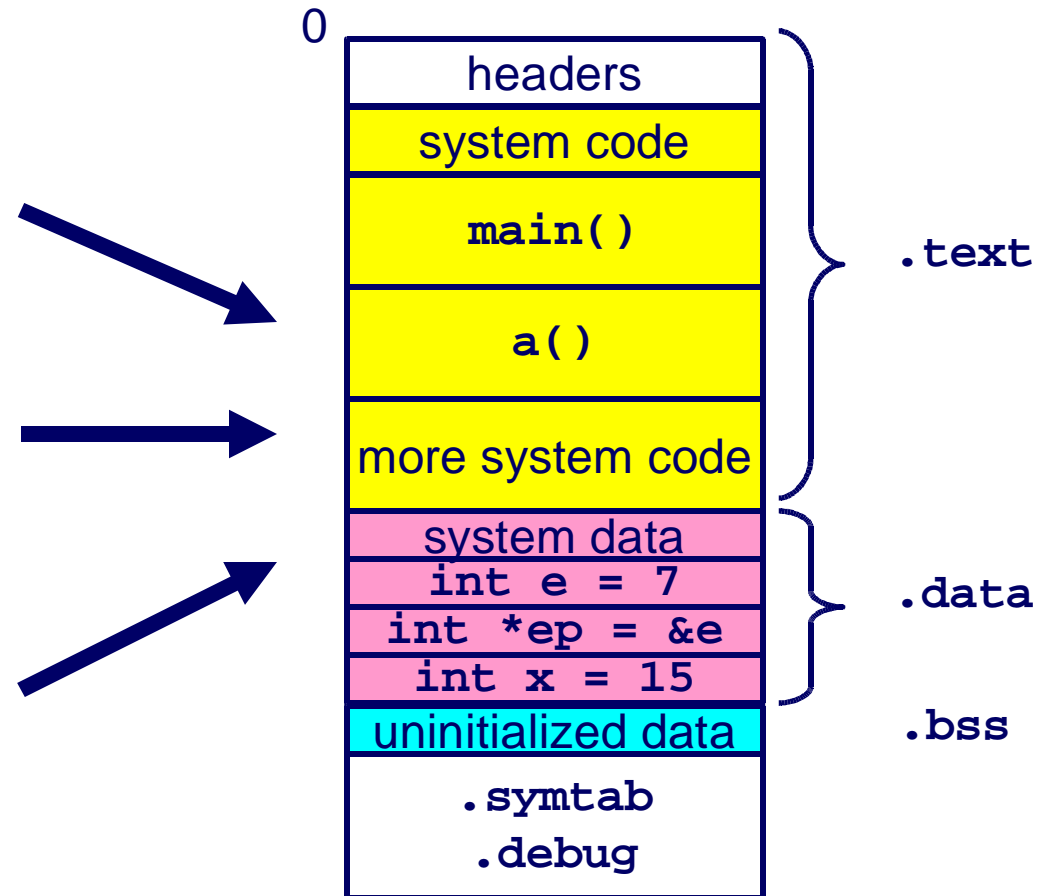


# Merging Relocatable Object Files $\Rightarrow$ Executable Object File

## Relocatable Object Files



## Executable Object File



# Executable File / Image File

## Linked program consists of multiple “sections”

- Section properties
  - Type
  - Memory address

## Common Executable File Formats

- a.out - “assembler output” (primeval Unix format: 70's, 80's)
- Mach-O –Mach Object (used by MacOS X)
- ELF –Executable and Linking Format

# Executable File / Image File

## Linked program consists of multiple “sections”

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  - Type
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## Common Executable File Formats

- a.out - “assembler output” (primeval Unix format: 70's, 80's)
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- ELF –Executable and Linking Format
  - (includes “DWARF” - Debugging With Attribute Record Format)

# Executable and Linkable Format (ELF)

**Standard binary format for object files**

**Derives from AT&T System V Unix**

- Later adopted by BSD Unix variants and Linux

**One unified format for**

- Relocatable object files (.o)
- Executable object files
- Shared object files (.so)

**Generic name: ELF binaries**

**Better support for shared libraries than old a.out formats.**

# ELF Object File Format

## ELF header

- Magic number, type (.o, exec, .so), machine, byte ordering, etc.

## Program header table

- Page size, virtual addresses memory segments (sections), segment sizes.

## .text section

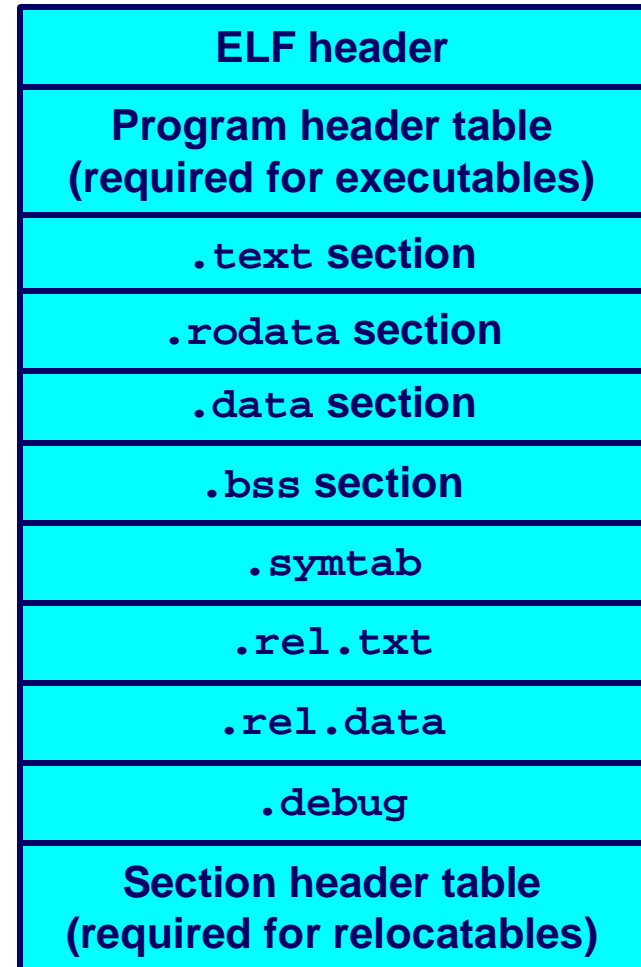
- Code

## .rodata, .data section

- Initialized (static) data (ro = “read-only”)

## .bss section

- Uninitialized (static) data
- “Block Started by Symbol”
- “Better Save Space”
- Has section header but occupies no space



# ELF Object File Format (cont)

## **.symtab section**

- Symbol table
- Procedure and static variable names
- Section names and locations

## **.rel.text section**

- Relocation info for .text section
- Addresses of instructions that will need to be modified in the executable
- Instructions for modifying.

## **.rel.data section**

- Relocation info for .data section
- Addresses of pointer data that will need to be modified in the merged executable

## **.debug section**

- Info for symbolic debugging (`gcc -g`)

ELF header
Program header table (required for executables)
.text section
.rodata section
.data section
.bss section
.symtab
.rel.txt
.rel.data
.debug
Section header table (required for relocatables)

0

# “Not Needed on Voyage”

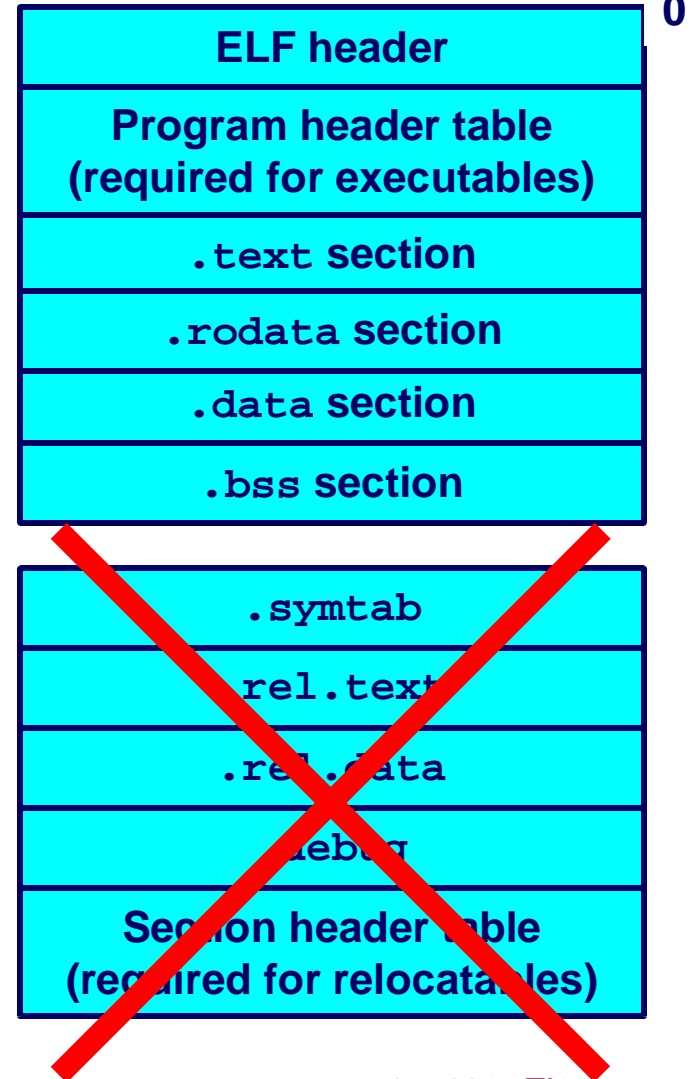
## Some sections not needed for execution

- Symbol table
- Relocation information
- Symbolic debugging information

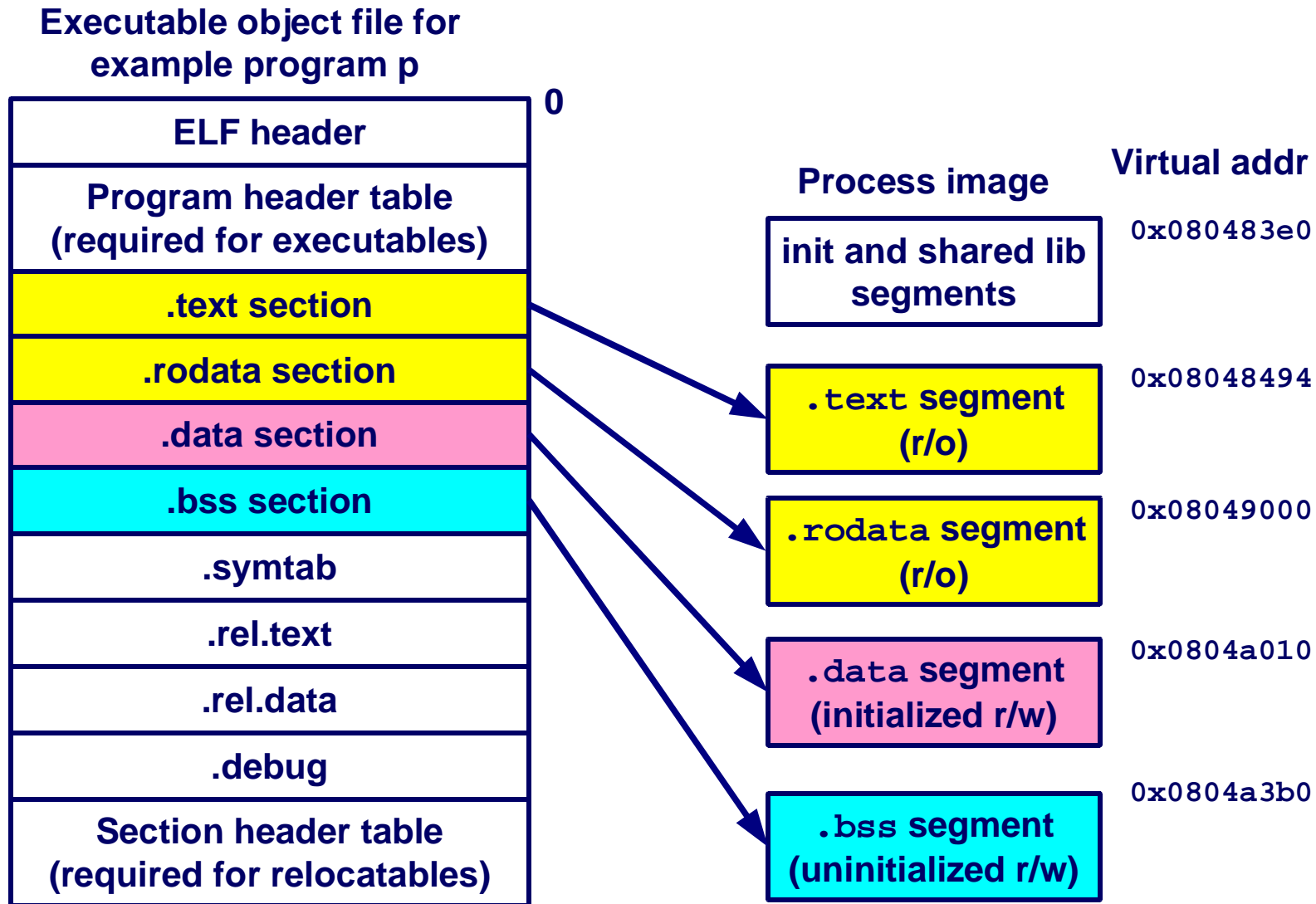
## These sections not loaded into memory

## May be removed with “strip” command

- Or retained for future debugging



# Loading ELF Binaries



# Getting Help

## Writing your first loader should be fun

- But some parts might be “fun” instead

## A tool you can use

- `gdb`
  - `% gdb 410user/progs/init`
  - `(gdb) x/i main`
  - `0x1000020 <main>: push %ebp`
  - `(gdb) x/x main`
  - `0x1000020 <main>: 0x83e58955`
- Ok, now you have a cross-check!

## Other tools which tell you where executable parts belong

- `nm`
- `objdump`

# Summary

**Where do addresses come from?**

**Where does an int live?**

**Image file vs. Memory image**

**Linker**

- What, why
- Relocation

**ELF structure**

- The pieces which need to be loaded into memory by somebody
  - Somebody whose name is a lot like yours...