Executables & Arrays

CSE 351 Spring 2020

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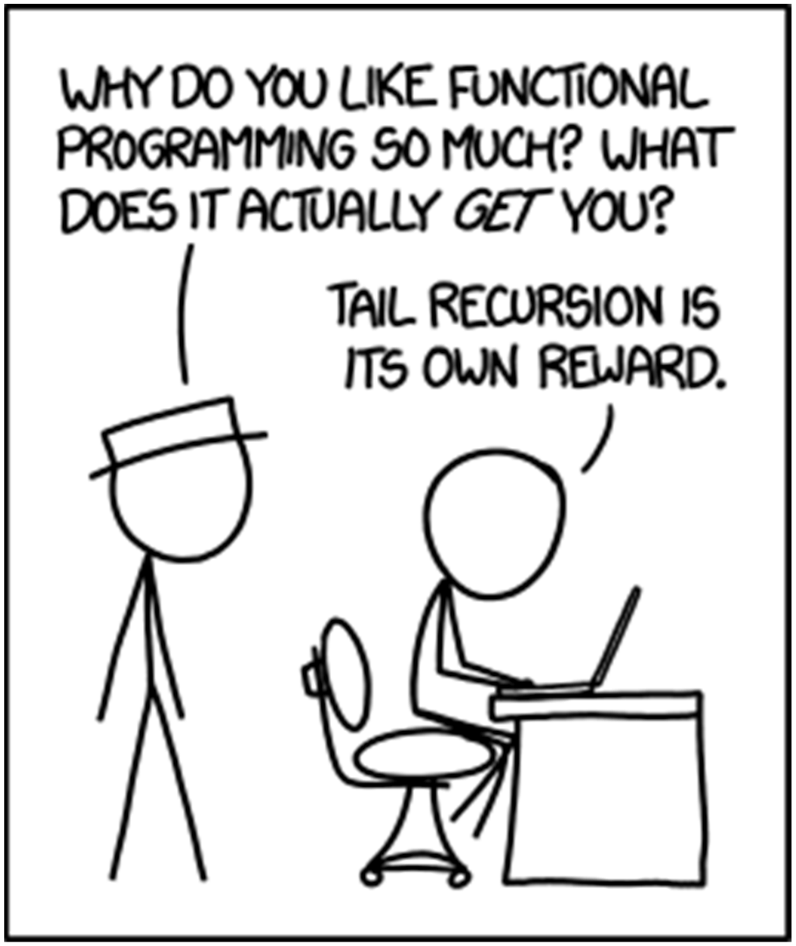


http://xkcd.com/1270/

Administrivia

- Mid-quarter survey due Wednesday (4/29) on Canvas
- Lab 2 (x86-64) due Friday (5/01)
  - Optional GDB Tutorial homework on Gradescope
  - Since you are submitting a text file (`defuser.txt`), there won't be any Gradescope autograder output this time
  - Extra credit needs to be submitted to the extra credit assignment
- **You must log on with your @uw google account to access!!**
  - **Google doc** for 11:30 Lecture: https://tinyurl.com/351-04-27A
  - **Google doc** for 2:30 Lecture: https://tinyurl.com/351-04-27B

Roadmap

C:

```
car *c = malloc(sizeof(car));
c->miles = 100;
c->gals = 17;
float mpg = get_mpg(c);
free(c);
```

Java:

```
Car c = new Car();
c.setMiles(100);
c.setGals(17);
float mpg =
    c.getMPG();
```

Assembly language:

```
get_mpg:
    pushq   %rbp
    movq    %rsp, %rbp
    ...
    popq    %rbp
    ret
```

Machine code:

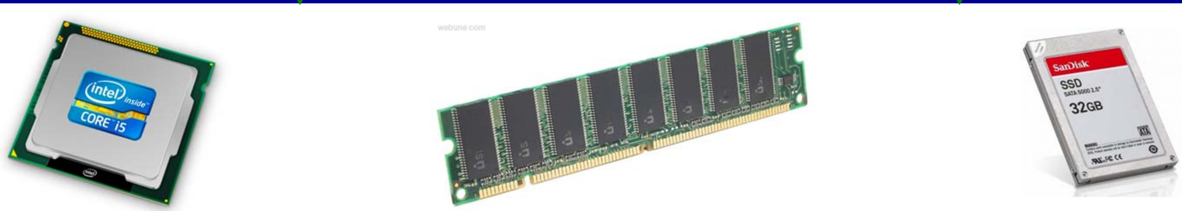
```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

OS:

Windows 10

OS X Yosemite

Computer system:

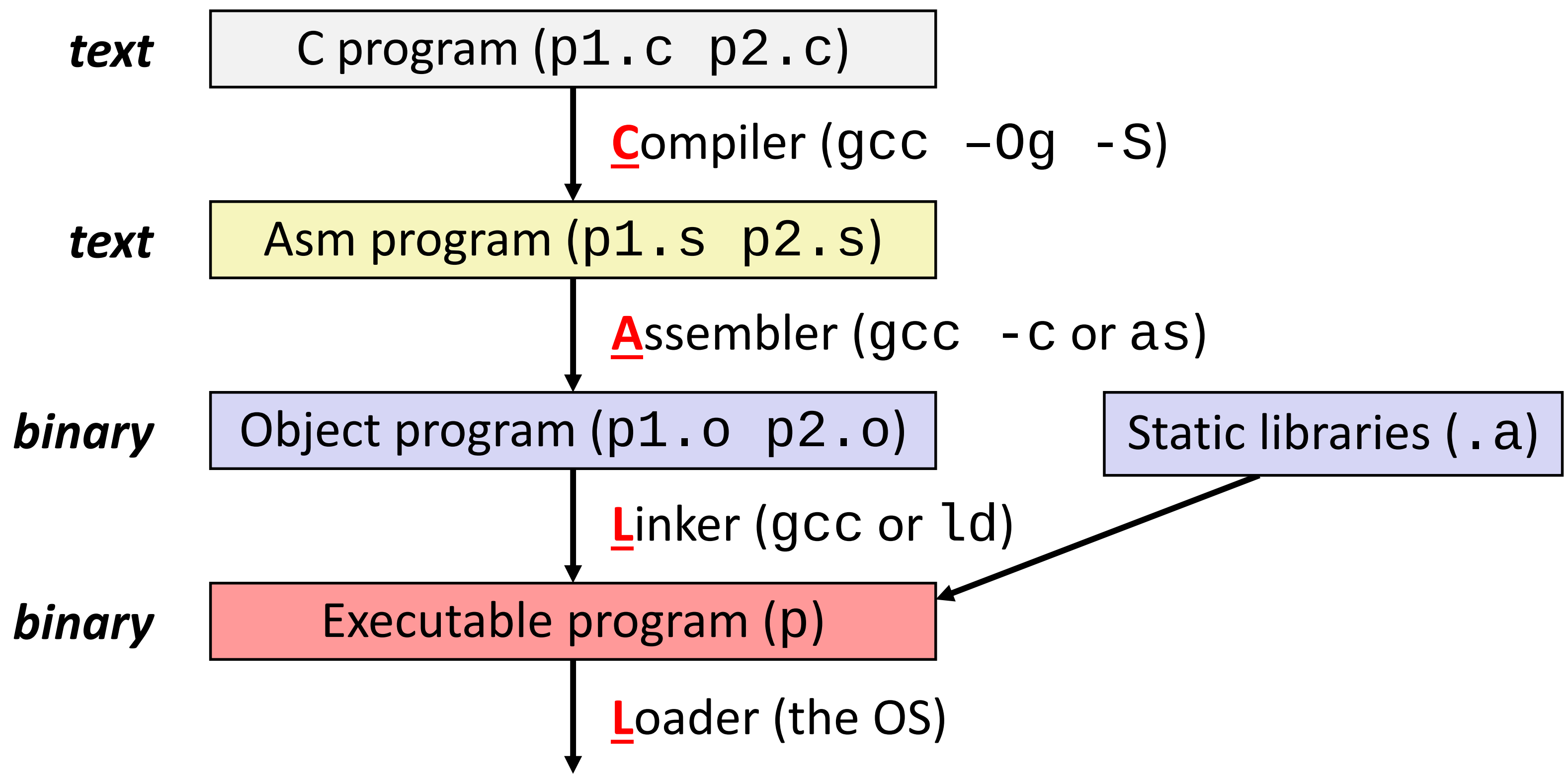


Memory & data
Integers & floats
x86 assembly
Procedures & stacks
Executables
Arrays & structs
Memory & caches
Processes
Virtual memory
Memory allocation
Java vs. C

Building an Executable from a C File

can compile multiple source files into a single executable

- Code in files `p1.c p2.c`
- Compile with command: `gcc -Og p1.c p2.c -o p`
  - Put resulting machine code in file p
- Run with command: `./p`



Compiler

- **Input:** Higher-level language code (*e.g.* C, Java)
  - `foo.c`
- **Output:** Assembly language code (*e.g.* x86, ARM, MIPS)
  - `foo.s`

gcc -E

- First there's a preprocessor step to handle #directives

#define MAX 100

  - Macro substitution, plus other specialty directives
  - If curious/interested: http://tigcc.ticalc.org/doc/cpp.html
- Super complex, whole courses devoted to these!
- Compiler optimizations
  - "Level" of optimization specified by capital 'O' flag (*e.g.* `-Og`, `-O3`)
  - Options: https://gcc.gnu.org/onlinedocs/gcc/Optimize-Options.html

Compiling Into Assembly

- C Code (sum.c)

```
void sumstore(long x, long y, long *dest) {
    long t = x + y;
    *dest = t;
}
```

- x86-64 assembly (gcc –Og –S sum.c)

```
sumstore(long, long, long*):
  addq    %rdi, %rsi
  movq    %rsi, (%rdx)
  ret
```

sum.s

Warning: You may get different results with other versions of gcc and different compiler settings

Assembler

- **Input:** Assembly language code (*e.g.* x86, ARM, MIPS)
  - `foo.s`
- **Output:** Object files (*e.g.* ELF, COFF)
  - `foo.o`
  - Contains *object code* and *information tables*
- Reads and uses *assembly directives*
  - *e.g.* `.text`, `.data`, `.quad`
  - x86: https://docs.oracle.com/cd/E26502_01/html/E28388/eoiyg.html
- Produces "machine language"
  - Does its best, but object file is *not* a completed binary
- Example: `gcc -c foo.s`

Producing Machine Language

addq %rax, %rbx

- **Simple cases:** arithmetic and logical operations, shifts, etc.
  - All necessary information is contained in the instruction itself
- What about the following?
  - Conditional jump
  - Accessing static data (*e.g.* global var or jump table)
  - `call` foo
- Addresses and labels are problematic because the final executable hasn't been constructed yet!
  - So how do we deal with these in the meantime?

Object File Information Tables

- **Symbol Table** holds list of "items" that may be used by other files "what I have"
  - *Non-local labels* – function names for `call`
  - *Static Data* – variables & literals that might be accessed across files

- **Relocation Table** holds list of "items" that this file needs the address of later (currently undetermined) "what I need"
  - Any *label* or piece of *static data* referenced in an instruction in this file
    - Both internal and external

- Each file has its own symbol and relocation tables

Object File Format

1) object file header: size and position of the other pieces of the object file "table of contents"
2) text segment: the machine code (Instructions)
3) data segment: data in the source file (binary) (Static Data & Literals)
4) relocation table: identifies lines of code that need to be "handled"
5) symbol table: list of this file's labels and data that can be referenced
6) debugging information (info for GDB)

- More info: ELF format
  - http://www.skyfree.org/linux/references/ELF_Format.pdf

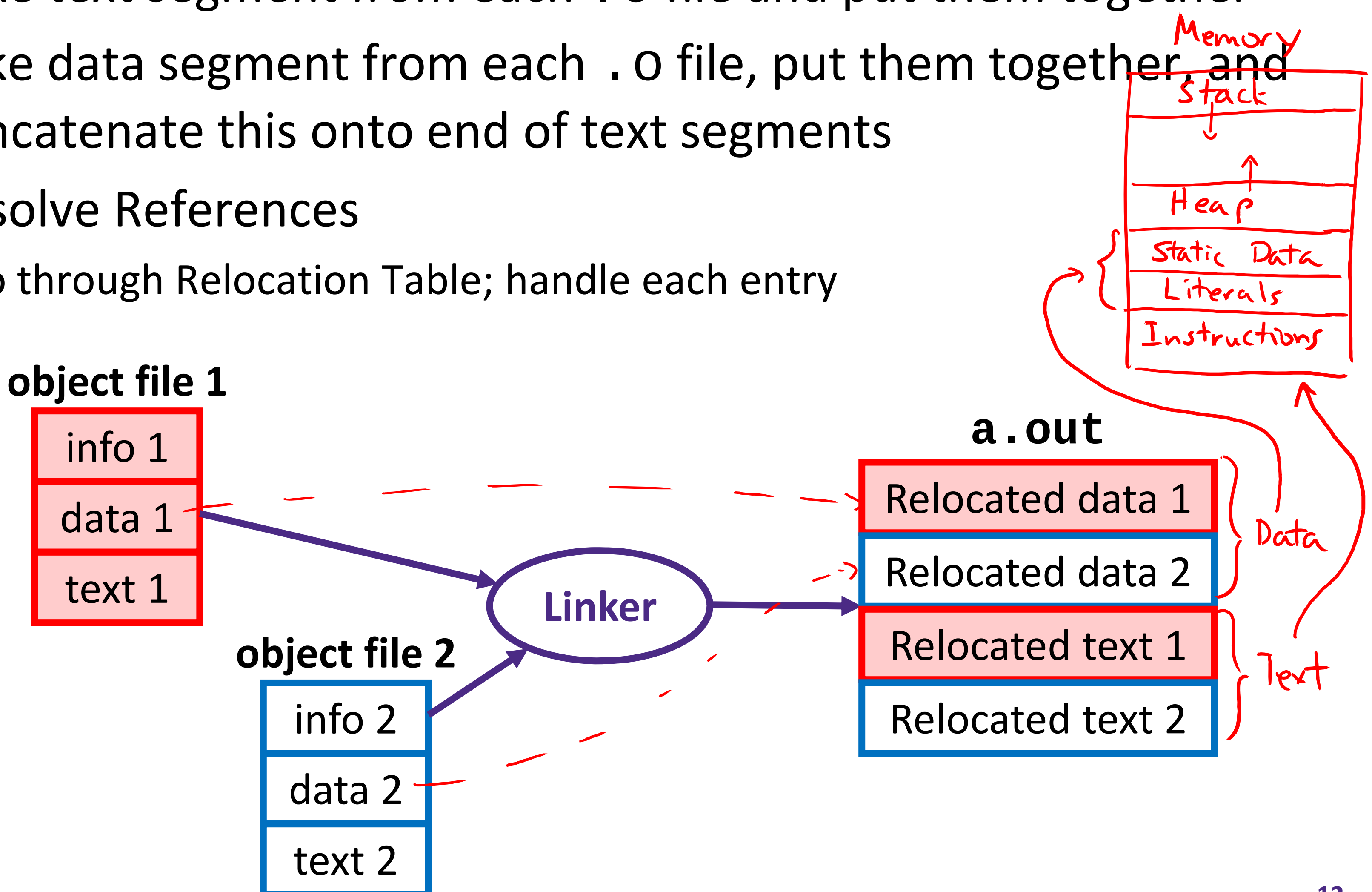
Linker

- **Input:** Object files (e.g. ELF, COFF)
  - `foo.o`
- **Output:** executable binary program
  - `a.out`

- Combines several object files into a single executable (*linking*)
- Enables separate compilation/assembling of files
  - Changes to one file do not require recompiling of whole program

Linking

1) Take text segment from each `.o` file and put them together
2) Take data segment from each `.o` file, put them together, and concatenate this onto end of text segments
3) Resolve References
   - Go through Relocation Table; handle each entry



Disassembling Object Code

- Disassembled:

```
0000000000400536 <sumstore>:
  400536:  48 01 fe       add    %rdi,%rsi
  400539:  48 89 32       mov    %rsi,(%rdx)
  40053c:  c3             retq
```

address of instruction — object code bytes (hex) — interpreted assembly instructions

- **Disassembler** (`objdump -d sum`)
  - Useful tool for examining object code (`man 1 objdump`)
  - Analyzes bit pattern of series of instructions
  - Produces approximate rendition of assembly code
  - Can run on either `a.out` (complete executable) or `.o` file

What Can be Disassembled?

```
% objdump -d WINWORD.EXE

WINWORD.EXE:   file format pei-i386

No symbols in "WINWORD.EXE".
Disassembly of section .text:

30001000 <.text>:
30001000:
30001001:
30001003:
30001005:
3000100a:
```

Reverse engineering forbidden by Microsoft End User License Agreement

- Anything that can be interpreted as executable code
- Disassembler examines bytes and attempts to reconstruct assembly source

Loader

- **Input:** executable binary program, command-line arguments
  - `./a.out arg1 arg2`
- **Output:** <program is run>

- Loader duties primarily handled by OS/kernel
  - More about this when we learn about processes
- Memory sections (Instructions, Static Data, Stack) are set up
- Registers are initialized

Roadmap

C:

```
car *c = malloc(sizeof(car));
c->miles = 100;
c->gals = 17;
float mpg = get_mpg(c);
free(c);
```

Java:

```
Car c = new Car();
c.setMiles(100);
c.setGals(17);
float mpg =
    c.getMPG();
```

- Memory & data
- Integers & floats
- x86 assembly
- Procedures & stacks
- Executables
- Arrays & structs
- Memory & caches
- Processes
- Virtual memory
- Memory allocation
- Java vs. C

Assembly language:

```
get_mpg:
    pushq   %rbp
    movq    %rsp, %rbp
    ...
    popq    %rbp
    ret
```

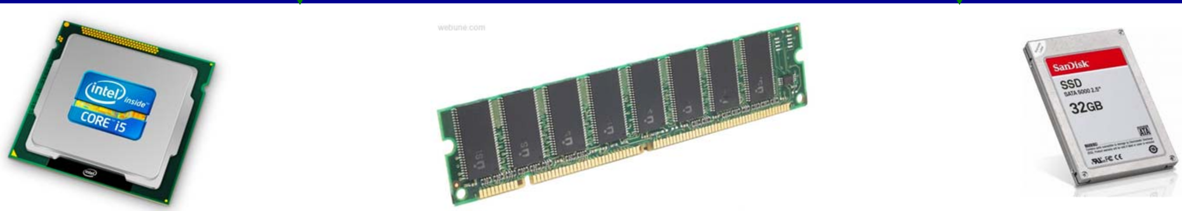
Machine code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```

OS:

Windows 10
OS X Yosemite

Computer system:

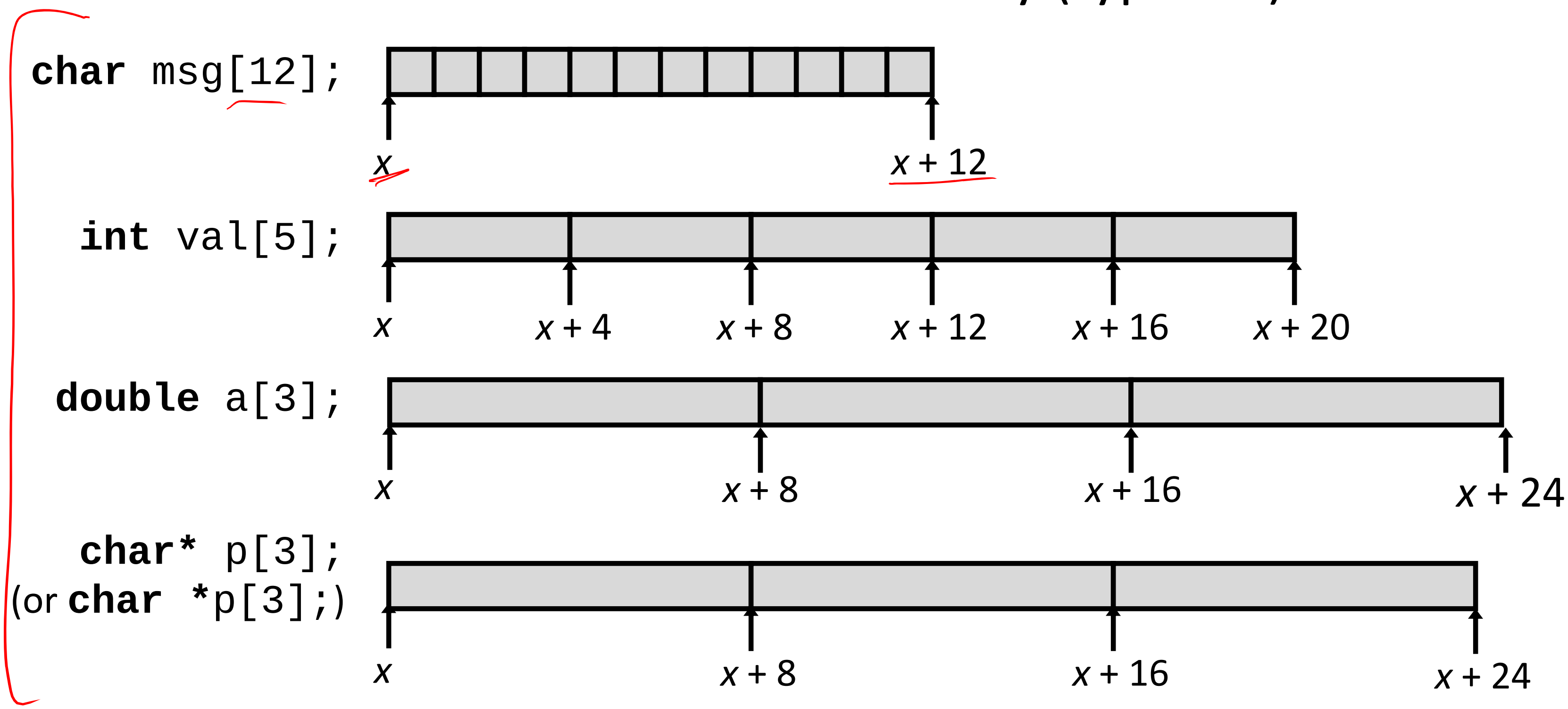


Data Structures in Assembly

- **Arrays**
  - **One-dimensional**
  - Multidimensional (nested)
  - Multilevel
- Structs
  - Alignment
- ~~Unions~~

Review: Array Allocation

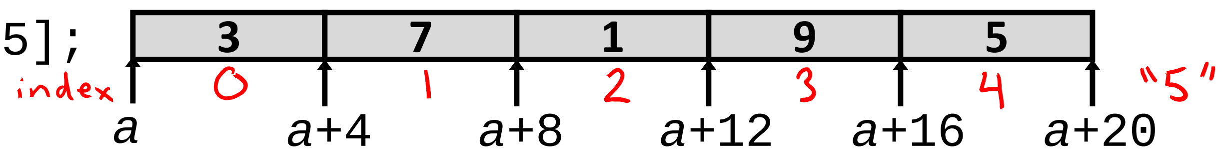
- Basic Principle
  - **T** A[N]; → array of data type **T** and length N
  - *Contiguously* allocated region of N*sizeof(**T**) bytes
  - Identifier A returns address of array (type **T***)



Review: Array Access

- Basic Principle
  - `T A[N];` → array of data type **T** and length N
  - Identifier A returns address of array (type **T***)

`int x[5];`



Reference	Type	Value
`x[4]`	**int**	5
`x`	**int***	a
`x+1` ← ptr arithmetic	**int***	a + 4
`&x[2]`	**int***	a + 8
`x[5]`	**int**	?? (whatever's in memory at addr `x+20`)
`*(x+1)`	**int**	7
`x+i`	**int***	a + 4*i

Array Example

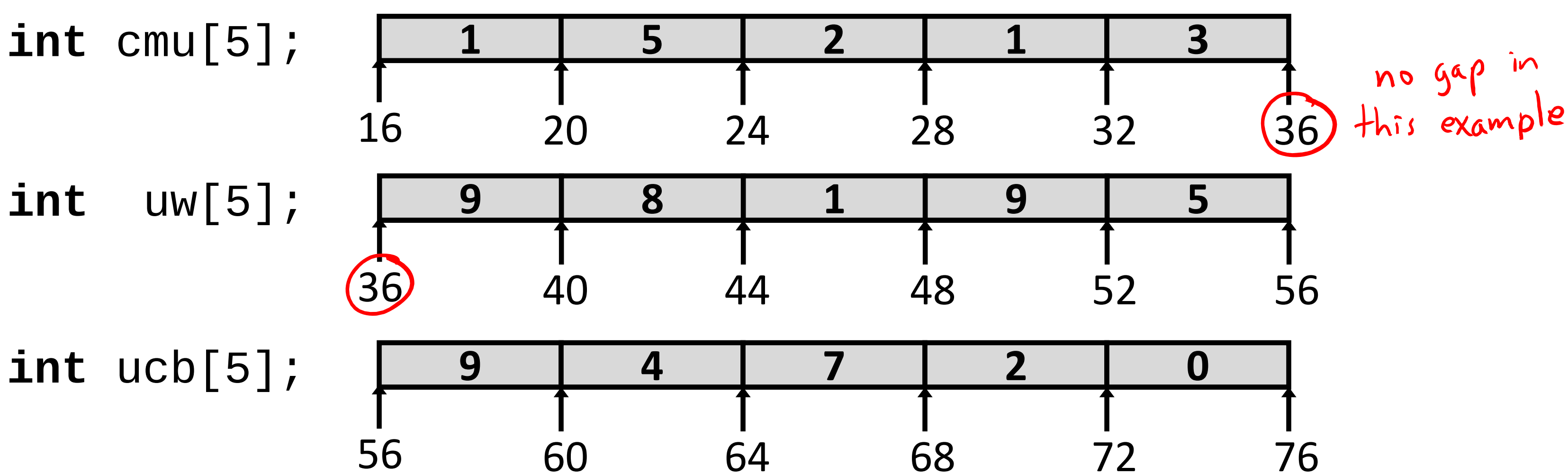
```
// arrays of ZIP code digits
int cmu[5] = { 1, 5, 2, 1, 3 };
int  uw[5] = { 9, 8, 1, 9, 5 };
int ucb[5] = { 9, 4, 7, 2, 0 };
```

brace-enclosed list initialization

Array Example

```
// arrays of ZIP code digits
int cmu[5] = { 1, 5, 2, 1, 3 };
int  uw[5] = { 9, 8, 1, 9, 5 };
int ucb[5] = { 9, 4, 7, 2, 0 };
```

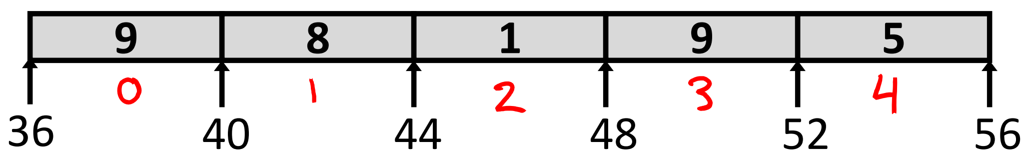
20 B each



- Example arrays happened to be allocated in successive 20 byte blocks
  - Not guaranteed to happen in general (could have allocated variables in-between)

Array Accessing Example

```
int   uw[5];
```



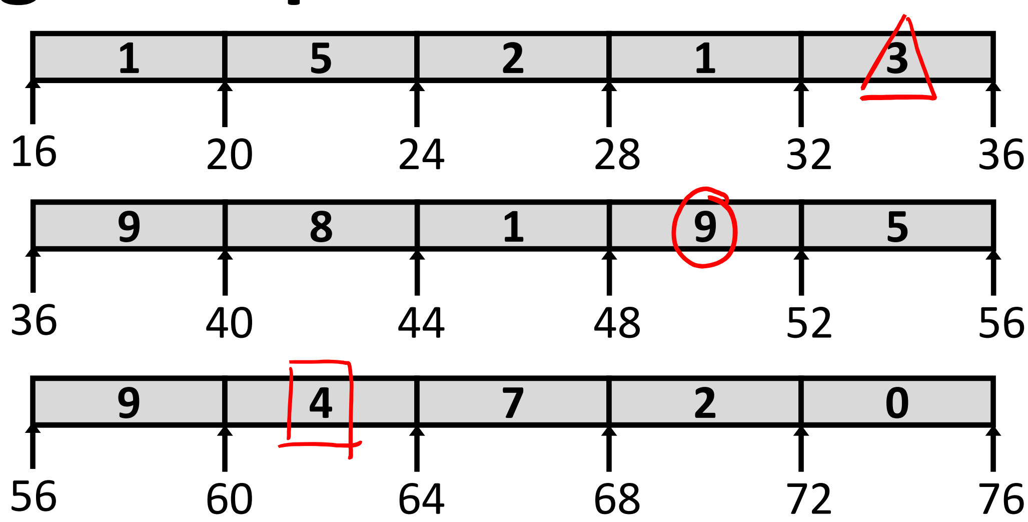

```
// return specified digit of ZIP code
int get_digit(int z[5], int digit) {
  return z[digit];
}
```

```
get_digit:
  movl (%rdi,%rsi,4), %eax   # z[digit]
```

- Register `%rdi` contains starting address of array
- Register `%rsi` contains array index
- Desired digit at `%rdi+4*%rsi`, so use memory reference `(%rdi,%rsi,4)`

Referencing Examples

```
int cmu[5];
int  uw[5];
int ucb[5];
```



Rb Ri S
uw 3 4

Reference	Address	Value	Guaranteed?
uw[3]	36+3*4 = 48	9	Yes
uw[6]	36+6*4 = 60	4	No
uw[-1]	36+(-1)*4 = 32	3	No
cmu[15]	16+15*4 = 76	?	No

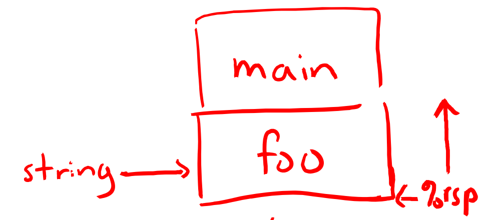
- No bounds checking
- Example arrays happened to be allocated in successive 20 byte blocks
  - Not guaranteed to happen in general

C Details: Arrays and Pointers

- Arrays are (almost) identical to pointers
  - `char *string` and `char string[]` are nearly identical declarations
  - Differ in subtle ways: initialization, `sizeof()`, etc.

- An array name is an expression (not a variable) that returns the address of the array
  - It *looks* like a pointer to the first (0^{th}) element
    - `*ar` same as `ar[0]`, `*(ar+2)` same as `ar[2]`
  - An array name is read-only (no assignment) because it is a *label*
    - Cannot use `"ar = <anything>"`

C Details: Arrays and Functions



- Declared arrays only allocated while the scope is valid:

```
char* foo() {
    char string[32]; ...;
    return string;
}
```

array is allocated on stack

BAD!

returns stack addr that is < %rsp

- An array is passed to a function as a pointer:
  - Array size gets lost!

Really `int *ar` (%rdi can only fit 8 bytes)

```
int foo(int ar[], unsigned int size) {
    ... ar[size-1] ...
}
```

Must explicitly pass the size!

Data Structures in Assembly

- **Arrays**
  - One-dimensional
  - **Multidimensional (nested)**
  - Multilevel
- Structs
  - Alignment
- ~~Unions~~

Nested Array Example

```
int sea[4][5] =
  {{ 9, 8, 1, 9, 5 },
   { 9, 8, 1, 0, 5 },
   { 9, 8, 1, 0, 3 },
   { 9, 8, 1, 1, 5 }};
```

2D array

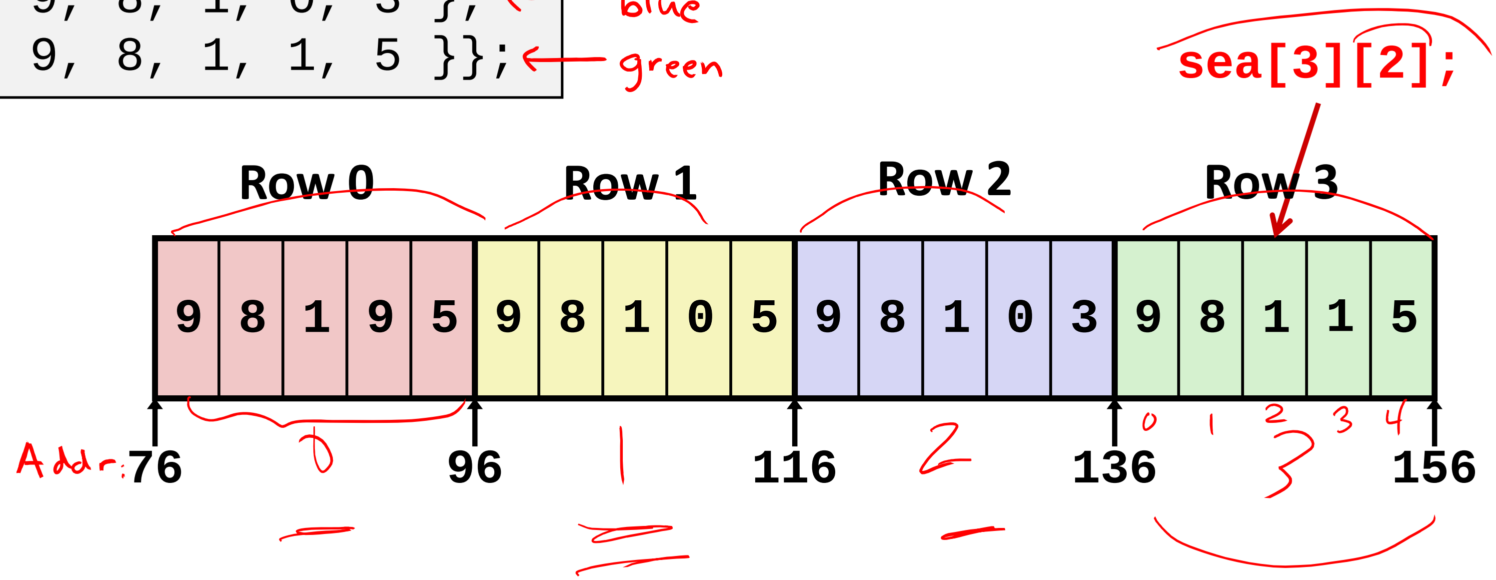
Remember, **T** `A[N]` is an array with elements of type **T**, with length N

- What is the layout in memory?

Nested Array Example

```
int sea[4][5] =
  {{ 9, 8, 1, 9, 5 },
   { 9, 8, 1, 0, 5 },
   { 9, 8, 1, 0, 3 },
   { 9, 8, 1, 1, 5 }};
```

Remember, **T** A[N] is an array with elements of type **T**, with length N



- "Row-major" ordering of all elements
- Elements in the same row are contiguous
- Guaranteed (in C)

Two-Dimensional (Nested) Arrays

- Declaration: `T A[R][C];`
  - 2D array of data type T
  - R rows, C columns
  - Each element requires `sizeof(T)` bytes
- Array size?

```
A[0][0]     • • •     A[0][C-1]
   •                     •
   •                     •
   •                     •
A[R-1][0] • • • A[R-1][C-1]
```

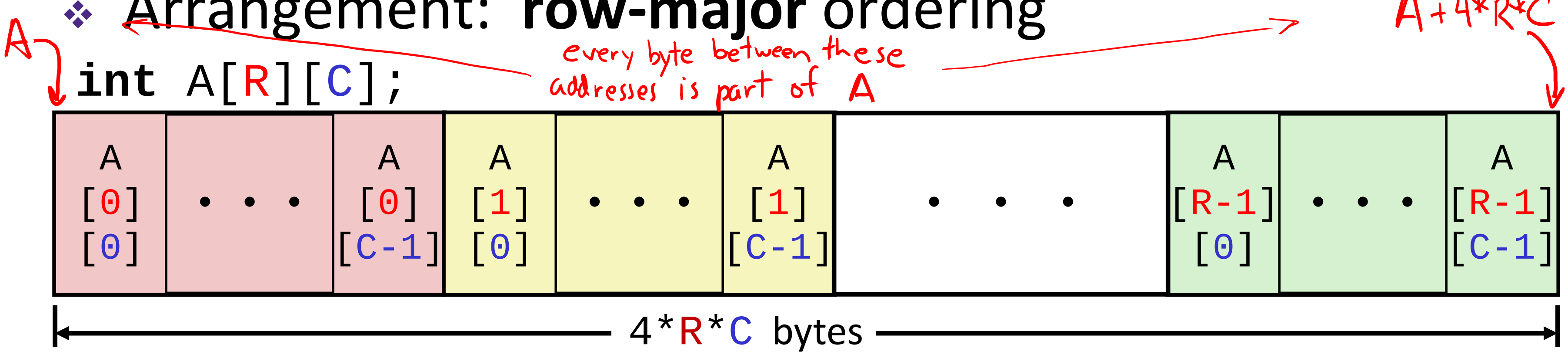
Two-Dimensional (Nested) Arrays

- Declaration: **T** A[R][C];
  - 2D array of data type T
  - R rows, C columns
  - Each element requires **sizeof(T)** bytes

```
A[0][0]     • • •     A[0][C-1]
   •                      •
   •                      •
   •                      •
A[R-1][0]   • • •   A[R-1][C-1]
```

- Array size:
  - R*C***sizeof(T)** bytes
- Arrangement: **row-major** ordering

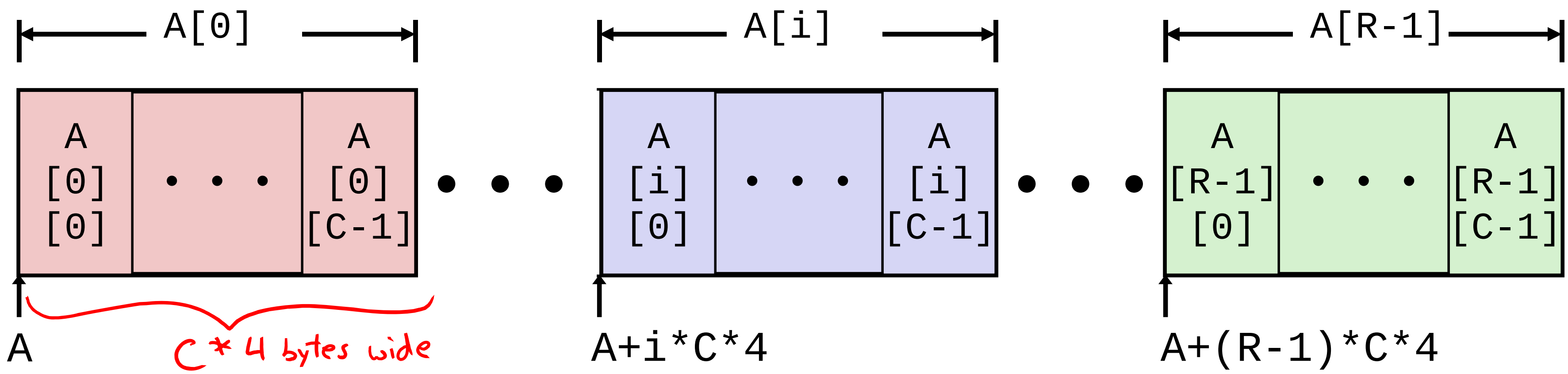
```
int A[R][C];
```



Nested Array Row Access

- Row vectors
  - Given **T** A[R][C],
    - A[i] is an array of C elements ("row i") → just an address!
    - A is address of array
    - Starting address of row i = A + i*(C * sizeof(**T**))

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



Nested Array Row Access Code

```
int* get_sea_zip(int index)
{
  return sea[index];
}
```

```
int sea[4][5] =
  {{ 9, 8, 1, 9, 5 },
   { 9, 8, 1, 0, 5 },
   { 9, 8, 1, 0, 3 },
   { 9, 8, 1, 1, 5 }};
```

ends up in memory!

```
get_sea_zip(int):
    movslq  %edi, %rdi
    leaq    (%rdi,%rdi,4), %rax
    leaq    sea(,%rax,4), %rax
    ret

sea:
    .long   9
    .long   8
    .long   1
    .long   9
    .long   5
    .long   9
    .long   8
...
```

address of array → sea:

Nested Array Row Access Code

```
int* get_sea_zip(int index)
{
  return sea[index];
}
```

```
int sea[4][5] =
  {{ 9, 8, 1, 9, 5 },
   { 9, 8, 1, 0, 5 },
   { 9, 8, 1, 0, 3 },
   { 9, 8, 1, 1, 5 }};
```

R C

- What data type is `sea[index]`? address
- What is its value? A+ C*sizeof(T)*i → sea + 5*4*index

```
# %rdi = index
leaq (%rdi,%rdi,4),%rax
leaq sea(,%rax,4),%rax
```

Translation?

using a label as D

Nested Array Row Access Code

```
int* get_sea_zip(int index)
{
  return sea[index];
}
```

```
int sea[4][5] =
  {{ 9, 8, 1, 9, 5 },
   { 9, 8, 1, 0, 5 },
   { 9, 8, 1, 0, 3 },
   { 9, 8, 1, 1, 5 }};
```

```
  # %rdi = index
  leaq (%rdi,%rdi,4),%rax  # 5 * index
  leaq sea(,%rax,4),%rax   # sea + (20 * index)
```

just calculating an address, so no memory access

5 4bytes
1 row = 20bytes

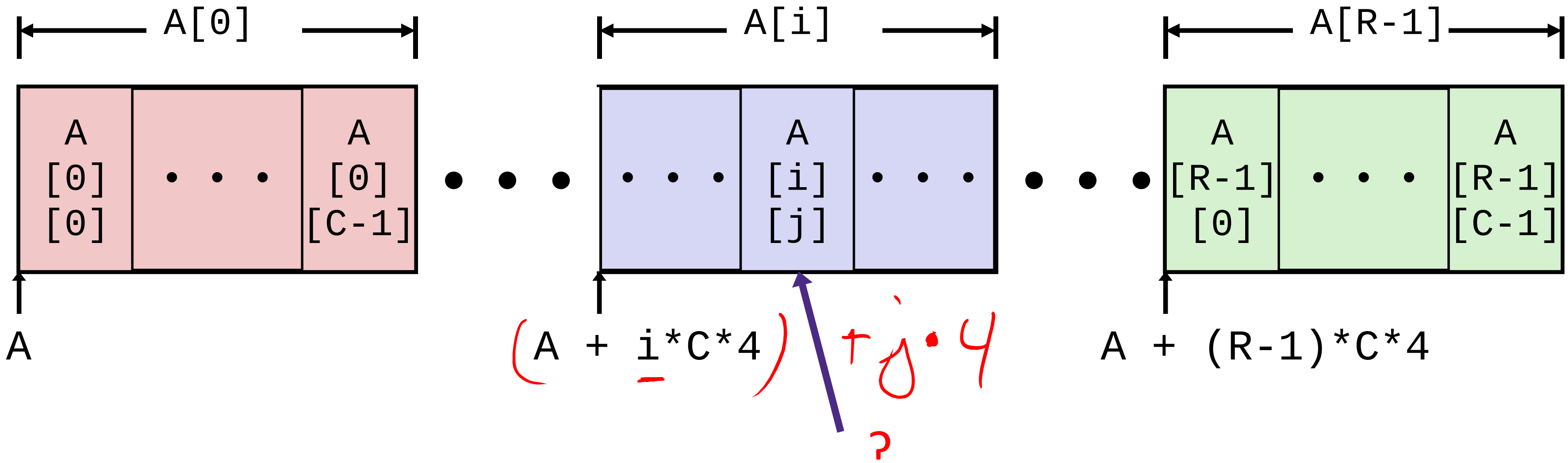
- Row Vector
  - `sea[index]` is array of 5 `int`s
  - Starting address = `sea+20*index`
- Assembly Code
  - Computes and returns address
  - Compute as: `sea+4*(index+4*index)= sea+20*index`

Nested Array Element Access

reminder: ar[j] = *(ar + j)

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

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

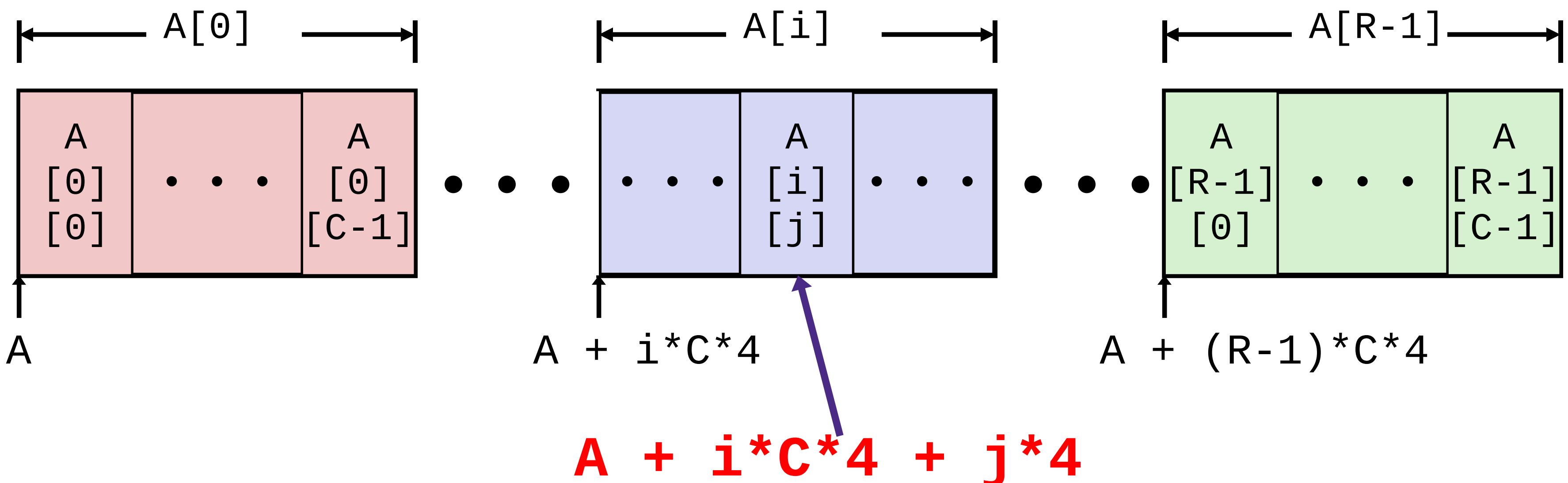


Nested Array Element Access

- Array Elements
  - `A[i][j]` is element of type **T**, which requires *K* bytes
  - Address of `A[i][j]` is

    `A + i*(C*K) + j*K == A + (i*C + j)*K`

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



Nested Array Element Access Code

```
int get_sea_digit
  (int index, int digit)
{
  return sea[index][digit];
}
```

```
int sea[4][5] =
  {{ 9, 8, 1, 9, 5 },
   { 9, 8, 1, 0, 5 },
   { 9, 8, 1, 0, 3 },
   { 9, 8, 1, 1, 5 }};
```

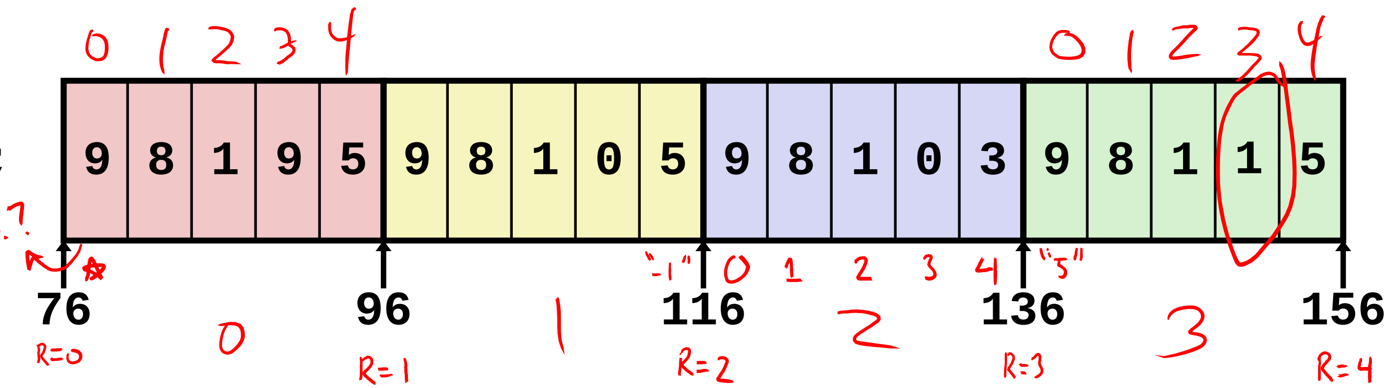
```
leaq   (%rdi,%rdi,4), %rax   # 5*index
addl   %rax, %rsi            # 5*index+digit
movl   sea(,%rsi,4),  %eax   # *(sea + 4*(5*index+digit))
```

- Array Elements
  - `sea[index][digit]` is an **int** (**sizeof(int)**=4)
  - Address = `sea + 5*4*index + 4*digit`
- Assembly Code
  - Computes address as: `sea + ((index+4*index) + digit)*4`
  - `movl` performs memory reference

Multidimensional Referencing Examples

1 row = 20 bytes

`int sea[4][5];`



sea + 20*R + 4*C

Reference	Address	Value	Guaranteed?
sea[3][3]	76+20*3+4*3 = 148	1	Yes
sea[2][5]	76+20*2+4*5 = 136	9	Yes
sea[2][-1]	76+20*2+4*(-1) = 112	5	Yes
sea[4][-1]	76+20*4+4*(-1) = 152	5	Yes
sea[0][19]	76+20*0+4*(19) = 152	5	Yes
☆ sea[0][-1]	76+20*0+4*(-1) = 72	??	No

- Code does not do any bounds checking
- Ordering of elements within array guaranteed

Data Structures in Assembly

- **Arrays**
  - One-dimensional
  - Multidimensional (nested)
  - **Multilevel**
- Structs
  - Alignment
- ~~Unions~~

Multilevel Array Example

Multilevel Array Declaration(s):

```
int cmu[5] = { 1, 5, 2, 1, 3 };
int  uw[5] = { 9, 8, 1, 9, 5 };
int ucb[5] = { 9, 4, 7, 2, 0 };
```

```
int* univ[3] = {uw, cmu, ucb};
```

Is a multilevel array the same thing as a 2D array?

NO

2D Array Declaration:

```
int univ2D[3][5] = {
  { 9, 8, 1, 9, 5 },
  { 1, 5, 2, 1, 3 },
  { 9, 4, 7, 2, 0 }
};
```

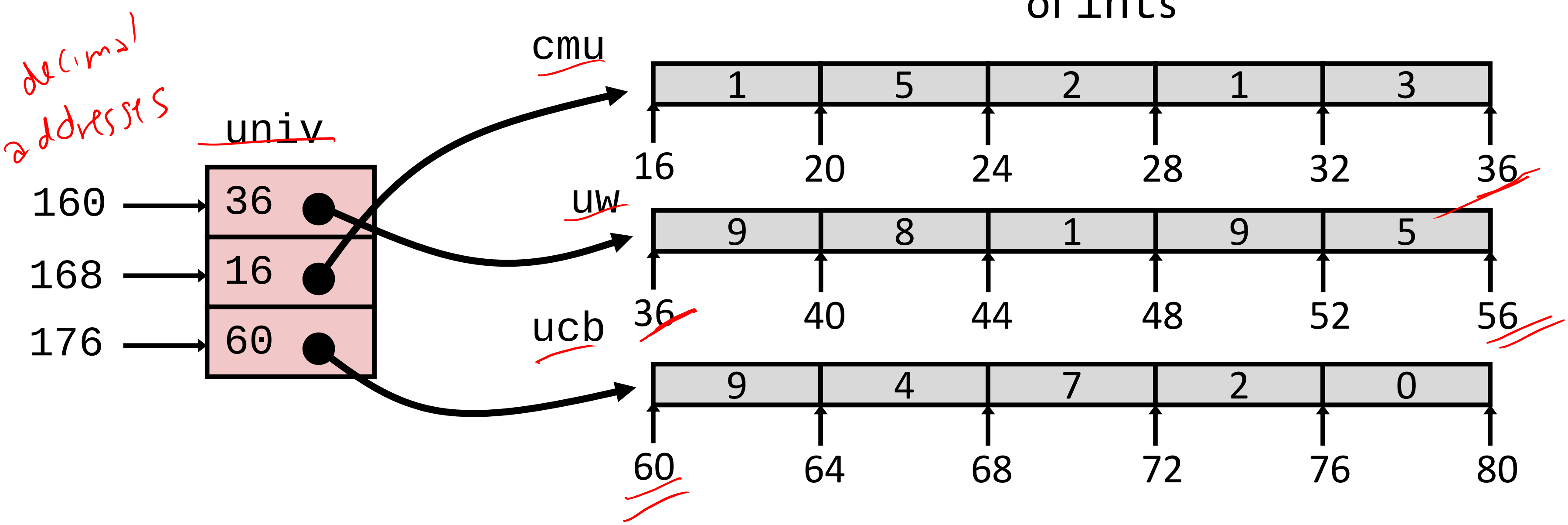
One array declaration = one contiguous block of memory

Multilevel Array Example

```
int cmu[5] = { 1, 5, 2, 1, 3 };
int  uw[5] = { 9, 8, 1, 9, 5 };
int ucb[5] = { 9, 4, 7, 2, 0 };
```

```
int* univ[3] = {uw, cmu, ucb};
```

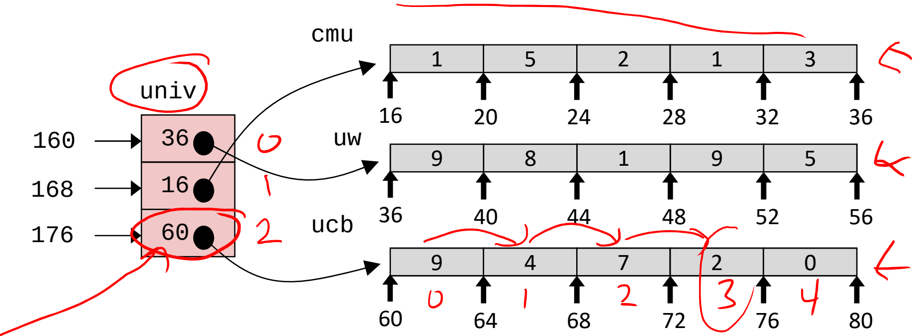
- Variable `univ` denotes array of 3 elements
- Each element is a pointer
  - 8 bytes each
- Each pointer points to array of `int`s



Note: this is how Java represents multidimensional arrays

Element Access in Multilevel Array

```
int get_univ_digit
  (int index, int digit)
{
  return univ[index][digit];
}
```



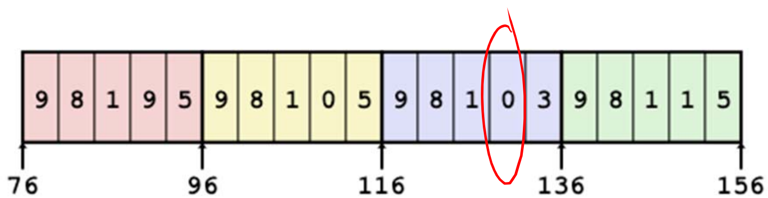

```
salq    $2, %rsi           # rsi = 4*digit
addq    univ(,%rdi,8), %rsi # p = univ[index] + 4*digit
movl    (%rsi), %eax       # return *p
ret
```

- Computation
  - Element access Mem[Mem[univ+8*index]+4*digit]
  - Must do **two memory reads**
    - First get pointer to row array
    - Then access element within array
  - But allows inner arrays to be different lengths (not in this example)

Array Element Accesses

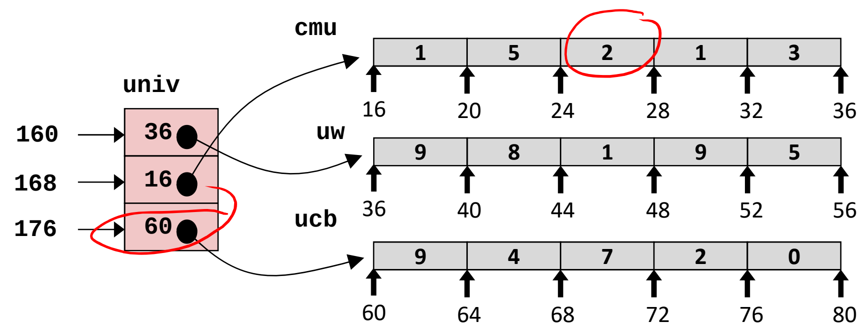
Multidimensional array

```
int get_sea_digit
  (int index, int digit)
{
  return sea[index][digit];
}
```



Multilevel array

```
int get_univ_digit
  (int index, int digit)
{
  return univ[index][digit];
}
```

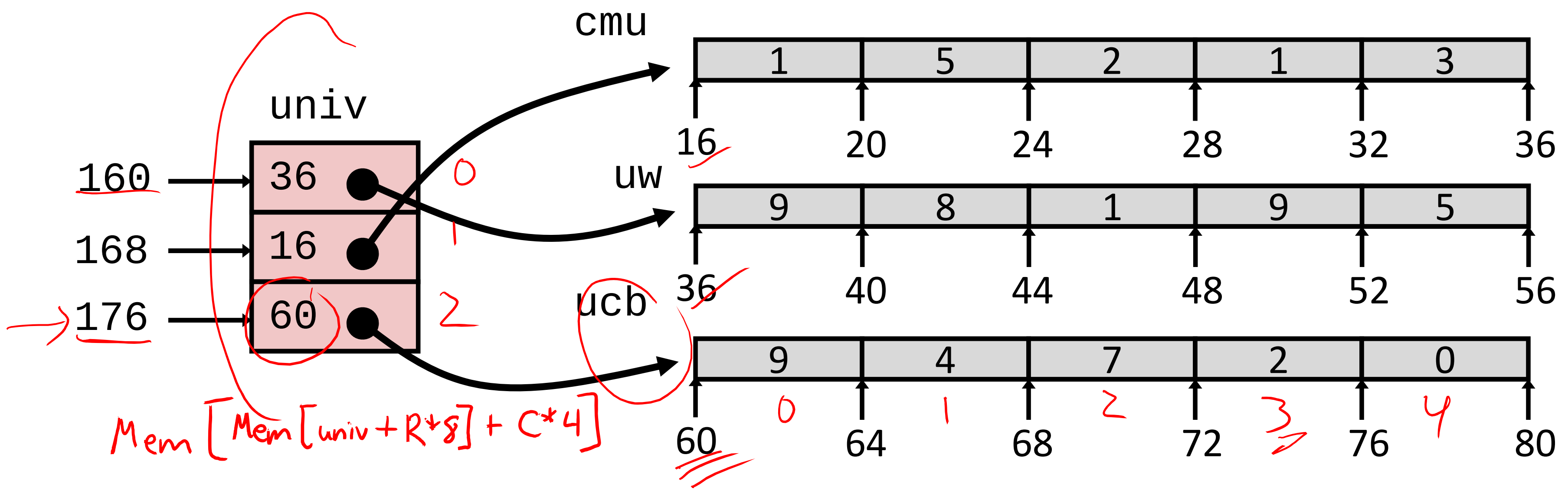


Access *looks* the same, but it isn't:

`Mem[sea+20*index+4*digit]`

`Mem[Mem[univ+8*index]+4*digit]`

Multilevel Referencing Examples



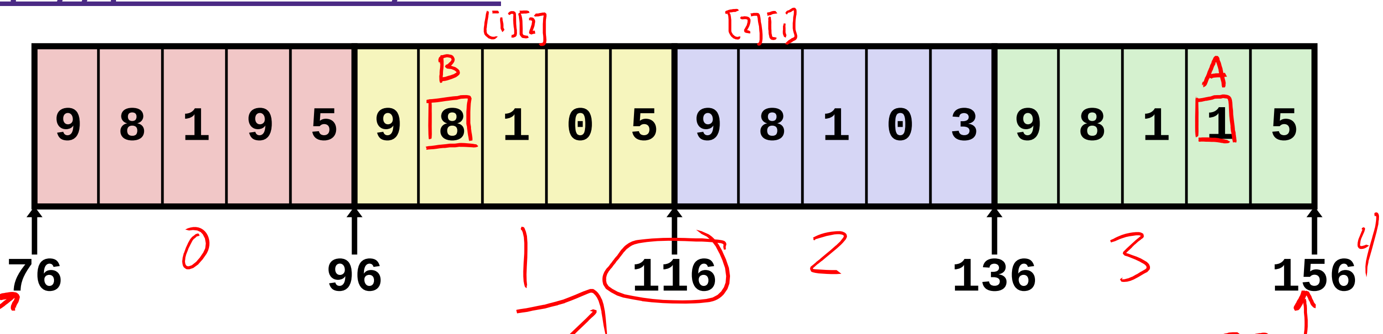
Reference	Address	Value	Guaranteed?
univ[2][3]	Mem[176]+3*4 = 60+12 = 72	2	Yes
univ[1][5]	Mem[168]+5*4 = 16+20 = 36	9	No
univ[2][-2]	Mem[176]+(-2)*4 = 60-8 = 52	5	No
univ[3][-1]	Mem[184]+(-1)*4 = ??-4 = ??	???	No
univ[1][12]	Mem[168]+12*4 = 16+48 = 64	4	No

- C code does not do any bounds checking
- Location of each lower-level array in memory is *not* guaranteed

Polling Question [Arrays - a]

- Which of the following statements is FALSE?
  - Vote at http://pollev.com/rea

`int sea[4][5];`



A. `sea[4][-2]` is a *valid* array reference

Yes, returns 1

B. `sea[1][1]` makes *two* memory accesses

No, only single memory access

C. `sea[2][1]` will *always* be a higher address than `sea[1][2]`

Yes, because C is row-major

D. `sea[2]` is calculated using *only* `lea`

Yes, sea[2] returns address of array row

E. We're lost…

Summary

- Contiguous allocations of memory
- No bounds checking (and no default initialization)
- Can usually be treated like a pointer to first element
- `int a[4][5];` → array of arrays
  - all levels in one contiguous block of memory
- `int* b[4];` → array of pointers to arrays
  - First level in one contiguous block of memory
  - Each element in the first level points to another "sub" array
  - Parts anywhere in memory