

## Linking

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## Today

- Linking
- Case study: Library interpositioning

## Example C Program

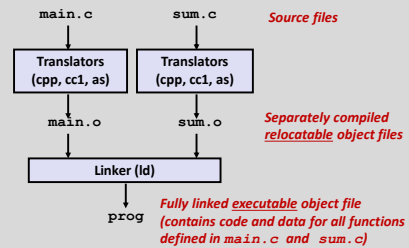
```
int sum(int *a, int n);  
  
int array[2] = {1, 2};  
  
int main()  
{  
    int val = sum(array, 2);  
    return val;  
}  
  
main.c
```

```
int sum(int *a, int n)  
{  
    int i, s = 0;  
    for (i = 0; i < n; i++) {  
        s += a[i];  
    }  
    return s;  
}  
  
sum.c
```

## Static Linking

- Programs are translated and linked using a *compiler driver*:

- `linux> gcc -Og -o prog main.c sum.c`
- `linux> ./prog`



## Why Linkers?

### ■ Reason 1: 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

## Why Linkers? (cont)

### ■ Reason 2: Efficiency

- Time: Separate compilation
  - Change one source file, compile, and then relink.
  - No need to recompile other source files.
- Space: Libraries
  - Common functions can be aggregated into a single file...
  - Yet executable files and running memory images contain only code for the functions they actually use.

## What Do Linkers Do?

### ■ Step 1: Symbol resolution

- Programs define and reference *symbols* (global variables and functions):
 

```
void swap() {...} /* define symbol swap */
swap();           /* reference symbol swap */
int *xp = &x;     /* define symbol xp, reference x */
```
- Symbol definitions are stored in object file (by assembler) in *symbol table*.
  - Symbol table is an array of **structs**
  - Each entry includes name, size, and location of symbol.
- During symbol resolution step, the linker associates each symbol reference with exactly one symbol definition.

## What Do Linkers Do? (cont)

### ■ Step 2: Relocation

- Merges separate code and data sections into single sections
- Relocates symbols from their relative locations in the `.o` files to their final absolute memory locations in the executable.
- Updates all references to these symbols to reflect their new positions.

Let's look at these two steps in more detail....

## Three Kinds of Object Files (Modules)

- Relocatable object file (.o file)**
  - Contains code and data in a form that can be combined with other relocatable object files to form executable object file.
    - Each `.o` file is produced from exactly one source (`.c`) file
- Executable object file (a.out file)**
  - Contains code and data in a form that can be copied directly into memory and then executed.
- Shared object file (.so file)**
  - Special type of relocatable object file that can be loaded into memory and linked dynamically, at either load time or run-time.
  - Called *Dynamic Link Libraries* (DLLs) by Windows

## Executable and Linkable Format (ELF)

- Standard binary format for object files
- One unified format for
  - Relocatable object files (.o),
  - Executable object files (a.out)
  - Shared object files (.so)
- Generic name: ELF binaries

## ELF Object File Format

- Elf header**
  - Word size, byte ordering, file type (i.o, exec, .so), machine type, etc.
- Segment header table**
  - Page size, virtual addresses memory segments (sections), segment sizes.
- .text section**
  - Code
- .rodata section**
  - Read only data: jump tables, ...
- .data section**
  - Initialized global variables
- .bss section**
  - Uninitialized global variables
  - "Block Started by Symbol"
  - "Better Save Space"
  - Has section header but occupies no space

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

## ELF Object File Format (cont.)

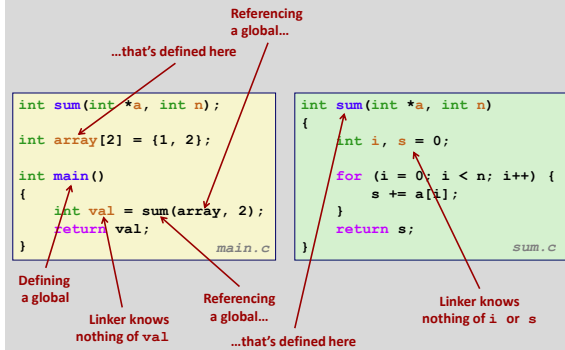
- .symtab section**
  - Symbol table
  - Procedure and static variable names
  - Section names and locations
- .rel .text section**
  - Relocation info for `.text` section
  - Addresses of instructions that will need to be modified in the executable
  - Instructions for modifying.
- .rel .data section**
  - 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`)
- Section header table**
  - Offsets and sizes of each section

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

## Linker Symbols

- **Global symbols**
  - Symbols defined by module *m* that can be referenced by other modules.
  - E.g.: non-**static** C functions and non-**static** global variables.
- **External symbols**
  - Global symbols that are referenced by module *m* but defined by some other module.
- **Local symbols**
  - Symbols that are defined and referenced exclusively by module *m*.
  - E.g.: C functions and global variables defined with the **static** attribute.
  - **Local linker symbols are not local program variables**

## Step 1: Symbol Resolution



## Local Symbols

- **Local non-static C variables vs. local static C variables**
  - local non-static C variables: stored on the stack
  - local static C variables: stored in either `.bss`, or `.data`

```
int f()
{
    static int x = 0;
    return x;
}

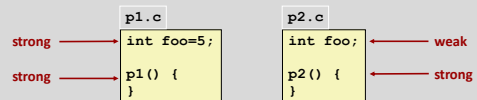
int g()
{
    static int x = 1;
    return x;
}
```

Compiler allocates space in `.data` for each definition of `x`

Creates local symbols in the symbol table with unique names, e.g., `x.1` and `x.2`.

## How Linker Resolves Duplicate Symbol Definitions

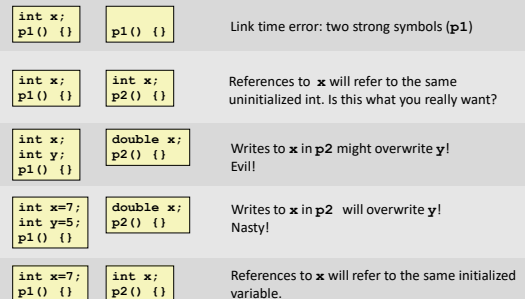
- **Program symbols are either strong or weak**
  - **Strong**: procedures and initialized globals
  - **Weak**: uninitialized globals



## Linker's Symbol Rules

- **Rule 1: Multiple strong symbols are not allowed**
  - Each item can be defined only once
  - Otherwise: Linker error
- **Rule 2: Given a strong symbol and multiple weak symbols, choose the strong symbol**
  - References to the weak symbol resolve to the strong symbol
- **Rule 3: If there are multiple weak symbols, pick an arbitrary one**
  - Can override this with `gcc -fno-common`

## Linker Puzzles



**Nightmare scenario: two identical weak structs, compiled by different compilers with different alignment rules.**

## Global Variables

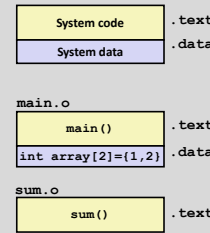
- Avoid if you can
- Otherwise
  - Use `static` if you can
  - Initialize if you define a global variable
  - Use `extern` if you reference an external global variable

Bryant and O'Hallaron, Computer Systems: A Programmer's Perspective, Third Edition

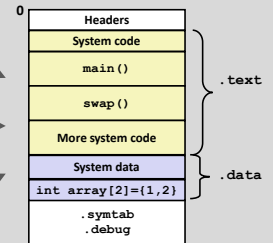
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## Step 2: Relocation

### Relocatable Object Files



### Executable Object File



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## Relocation Entries

```
int array[2] = {1, 2};

int main()
{
    int val = sum(array, 2);
    return val;
}                                     main.c
```

```
0000000000000000 <main>:
0: 48 83 ec 08      sub    $0x8,%rsp
4: be 02 00 00 00    mov    $0x2,%esi
9: bf 00 00 00 00    mov    $0x0,%edi
                        # %edi = &array
                        # Relocation entry
a: R_X86_64_32 array

e: e8 00 00 00 00    callq 13 <main+0x13> # sum()
13: 48 83 c4 08      add    $0x8,%rsp
17: c3               retq
                        # Relocation entry
f: R_X86_64_PC32 sum-0x4
                                     main.o
```

Bryant and O'Hallaron, Computer Systems: A Programmer's Perspective, Third Edition

Source: `objdump -r -d main.o`

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## Relocated .text section

```
0000000000004004d0 <main>:
4004d0: 48 83 ec 08      sub    $0x8,%rsp
4004d4: be 02 00 00 00    mov    $0x2,%esi
4004d9: bf 18 10 60 00    mov    $0x601018,%edi # %edi = &array
4004de: e8 05 00 00 00    callq 4004e8 <sum> # sum()
4004e3: 48 83 c4 08      add    $0x8,%rsp
4004e7: c3               retq

0000000000004004e8 <sum>:
4004e8: b8 00 00 00 00    mov    $0x0,%eax
4004ed: ba 00 00 00 00    mov    $0x0,%edx
4004f2: eb 09            jmp    4004fd <sum+0x15>
4004f4: 48 63 ca        movslq %edx,%rcx
4004f7: 03 04 8f        add    (%rdi,%rcx,4),%eax
4004fa: 83 c2 01        add    $0x1,%edx
4004fd: 39 f2          cmp    %esi,%edx
4004ff: 7c f3          jl     4004f4 <sum+0xc>
400501: f3 c3          repz retq
```

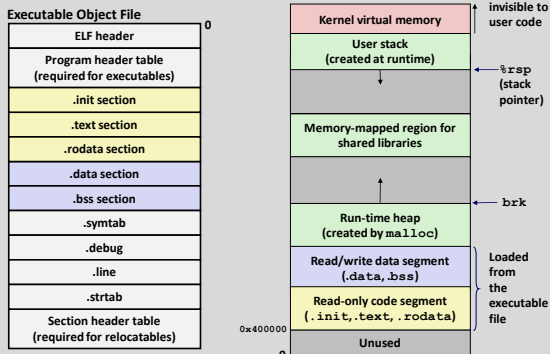
Using PC-relative addressing for `sum()`: `0x4004e8 = 0x4004e3 + 0x5`

Bryant and O'Hallaron, Computer Systems: A Programmer's Perspective, Third Edition

Source: `objdump -dx prog`

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## Loading Executable Object Files



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## Packaging Commonly Used Functions

- How to package functions commonly used by programmers?
  - Math, I/O, memory management, string manipulation, etc.
- Awkward, given the linker framework so far:
  - **Option 1:** Put all functions into a single source file
    - Programmers link big object file into their programs
    - Space and time inefficient
  - **Option 2:** Put each function in a separate source file
    - Programmers explicitly link appropriate binaries into their programs
    - More efficient, but burdensome on the programmer

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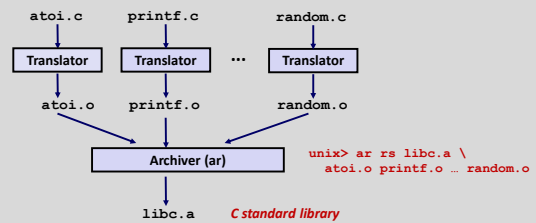
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## Old-fashioned Solution: Static Libraries

### ■ Static libraries (.a archive files)

- Concatenate related relocatable object files into a single file with an index (called an *archive*).
- Enhance linker so that it tries to resolve unresolved external references by looking for the symbols in one or more archives.
- If an archive member file resolves reference, link it into the executable.

## Creating Static Libraries



- Archiver allows incremental updates
- Recompile function that changes and replace .o file in archive.

## Commonly Used Libraries

### libc.a (the C standard library)

- 4.6 MB archive of 1496 object files.
- I/O, memory allocation, signal handling, string handling, data and time, random numbers, integer math

### libm.a (the C math library)

- 2 MB archive of 444 object files.
- floating point math (sin, cos, tan, log, exp, sqrt, ...)

```

% ar -t libc.a | sort
...
fork.o
...
fprintf.o
fpu_control.o
fputc.o
freopen.o
fscanf.o
fseek.o
fstab.o
...
    
```

```

% ar -t libm.a | sort
...
e_acos.o
e_acosf.o
e_acosh.o
e_acoshf.o
e_acoshl.o
e_acosl.o
e_asin.o
e_asinf.o
e_asinl.o
...
    
```

## Linking with Static Libraries

```

#include <stdio.h>
#include "vector.h"

int x[2] = {1, 2};
int y[2] = {3, 4};
int z[2];

int main()
{
    addvec(x, y, z, 2);
    printf("z = [%d %d]\n",
          z[0], z[1]);
    return 0;
}
    
```

main2.c

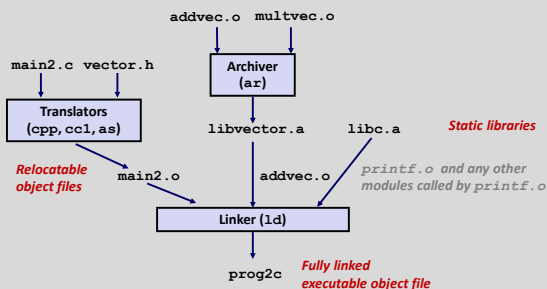
```

// libvector.a
void addvec(int *x, int *y,
            int *z, int n) {
    int i;
    for (i = 0; i < n; i++)
        z[i] = x[i] + y[i];
}

void multvec(int *x, int *y,
             int *z, int n) {
    int i;
    for (i = 0; i < n; i++)
        z[i] = x[i] * y[i];
}
    
```

addvec.c  
multvec.c

## Linking with Static Libraries



"c" for "compile-time"

## Using Static Libraries

### ■ Linker's algorithm for resolving external references:

- Scan .o files and .a files in the command line order.
- During the scan, keep a list of the current unresolved references.
- As each new .o or .a file, *obj*, is encountered, try to resolve each unresolved reference in the list against the symbols defined in *obj*.
- If any entries in the unresolved list at end of scan, then error.

### ■ Problem:

- Command line order matters!
- Moral: put libraries at the end of the command line.

```

unix> gcc -L. libtest.o -lmine
unix> gcc -L. -lmine libtest.o
libtest.o: In function 'main':
libtest.o(.text+0x4): undefined reference to `libfun'
    
```

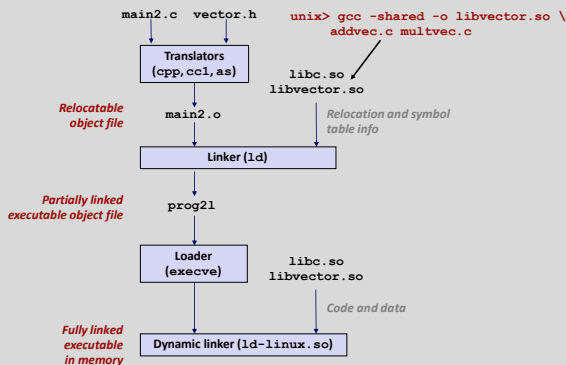
## Modern Solution: Shared Libraries

- **Static libraries have the following disadvantages:**
  - Duplication in the stored executables (every function needs libc)
  - Duplication in the running executables
  - Minor bug fixes of system libraries require each application to explicitly relink
- **Modern solution: Shared Libraries**
  - Object files that contain code and data that are loaded and linked into an application *dynamically*, at either *load-time* or *run-time*
  - Also called: dynamic link libraries, DLLs, `.so` files

## Shared Libraries (cont.)

- **Dynamic linking can occur when executable is first loaded and run (load-time linking).**
  - Common case for Linux, handled automatically by the dynamic linker (`ld-linux.so`).
  - Standard C library (`libc.so`) usually dynamically linked.
- **Dynamic linking can also occur after program has begun (run-time linking).**
  - In Linux, this is done by calls to the `dlopen()` interface.
    - Distributing software.
    - High-performance web servers.
    - Runtime library interpositioning.
- **Shared library routines can be shared by multiple processes.**
  - Using mechanisms we discussed under virtual memory

## Dynamic Linking at Load-time



## Dynamic Linking at Run-time

```

#include <stdio.h>
#include <stdlib.h>
#include <dlfcn.h>

int x[2] = {1, 2};
int y[2] = {3, 4};
int z[2];

int main()
{
    void *handle;
    void (*addvec)(int *, int *, int *, int);
    char *error;

    /* Dynamically load the shared library that contains addvec() */
    handle = dlopen("/libvector.so", RTLD_LAZY);
    if (!handle) {
        fprintf(stderr, "%s\n", dlerror());
        exit(1);
    }
}
    
```

*dll.c*

## Dynamic Linking at Run-time

```

...

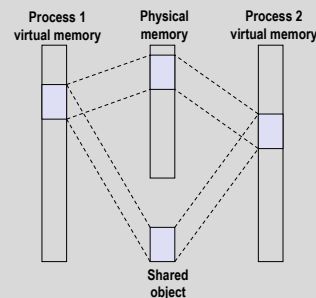
/* Get a pointer to the addvec() function we just loaded */
addvec = dlsym(handle, "addvec");
if ((error = dlerror()) != NULL) {
    fprintf(stderr, "%s\n", error);
    exit(1);
}

/* Now we can call addvec() just like any other function */
addvec(x, y, z, 2);
printf("z = [%d %d]\n", z[0], z[1]);

/* Unload the shared library */
if (dlclose(handle) < 0) {
    fprintf(stderr, "%s\n", dlerror());
    exit(1);
}
return 0;
}
    
```

*dll.c*

## Sharing Revisited: Shared Objects



- Process 2 maps the shared object.
- Notice how the virtual addresses can be different.

## Position Independent Code

- **Requirement**
  - Shared library code may be loaded at different addresses in different processes, must still run correctly
- **Solution for direct jumps: PC relative**
  - Target of calls and jumps is encoded as a relative offset, so works correctly if source and target move together
- **Solution for local data: also PC relative**
  - Offset between code and data areas is fixed at compilation time
  - Use %rip as base address
    - E.g., `mov 0x20047d(%rip), %eax`
  - Add the displacement to the address of the next instruction

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## GOT and PLT

- **How about accesses between modules, like between main program and a shared library?**
- **Indirect through Global Offset Table (GOT)**
  - GOT contains absolute addresses of code and data
  - Offset between PC and GOT is known at static linking time, but GOT contents updated at runtime
  - Adds one extra level of indirection to accesses

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## Local and GOT data access examples

- **Source code in a shared library:**

```
static long addcnt = 0; /* in this file */
extern int error; /* in another library */
void addvec(...) { ...
    addcnt++;
    error = 0;
}
```

- **Assembly code for addcnt++:**

```
5f5: mov 0x200a24(%rip), %rax # 201020 <addcnt>
5fc: add $0x1, %rax
600: mov %rax, 0x200a19(%rip) # 201020 <addcnt>
```

- **Assembly code for error = 0:**

```
607: mov 0x2009c2(%rip), %rax # 200fd0 GOT entry
60e: movl $0x0, (%rax)
```

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## Procedure Lookup Table

- **Used for calls to functions in a shared library**
  - Address determined lazily at first use
  - Indirection is transparent to the caller

```
00400420 <PLT[0]>:
400420: pushq 0x200bca(%rip) # 600ff0 <GOT[1]>
400426: jmpq *0x200bcc(%rip) # 600ff8 <GOT[2]>
40042c: nopl 0x0(%rax)

00400430 <printf@plt>:
400430: jmpq *0x200bca(%rip) # 601000 <GOT[3]>
400436: pushq $0x0
40043b: jmpq 400420 <PLT[0]>

00400440 <addvec@plt>:
400440: jmpq *0x200bc2(%rip) # 601008 <GOT[4]>
400446: pushq $0x1
40044b: jmpq 400420 <PLT[0]>
```

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## Address Space Layout Randomization

- **Recall: defense to make attacks more difficult**
  - Idea: choose random locations for memory areas
  - Attacker has to guess, modify attack, or leak information
- **ASLR for stack and heap is easy**
- **ASLR for code and data depends on PIC**
  - Always done for shared libraries on modern systems
- **ASLR for the main program is optional**
  - Compiling main program PIC = PIE
    - "Position Independent Executable"
  - Would slow down 32-bit x86 due to register use
  - Done for security-critical programs

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## Linking Summary

- **Linking is a technique that allows programs to be constructed from multiple object files.**
- **Linking can happen at different times in a program's lifetime:**
  - Compile time (when a program is compiled)
  - Load time (when a program is loaded into memory)
  - Run time (while a program is executing)
- **Understanding linking can help you avoid nasty errors and make you a better programmer.**

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## Today

- Linking
- Case study: Library interpositioning

## Case Study: Library Interpositioning

- **Library interpositioning** : powerful linking technique that allows programmers to intercept calls to arbitrary functions
- **Interpositioning can occur at:**
  - Compile time: When the source code is compiled
  - Link time: When the relocatable object files are statically linked to form an executable object file
  - Load/run time: When an executable object file is loaded into memory, dynamically linked, and then executed.

## Some Interpositioning Applications

- **Security**
  - Confinement (sandboxing)
  - Behind the scenes encryption
- **Debugging**
  - In 2014, two Facebook engineers debugged a treacherous 1-year old bug in their iPhone app using interpositioning
  - Code in the SPDY networking stack was writing to the wrong location
  - Solved by intercepting calls to Posix write functions (write, writev, pwrite)

Source: Facebook engineering blog post at <https://code.facebook.com/posts/313033472212144/debugging-file-corruption-on-ios/>

## Some Interpositioning Applications

- **Monitoring and Profiling**
  - Count number of calls to functions
  - Characterize call sites and arguments to functions
  - Malloc tracing
    - Detecting memory leaks
    - **Generating address traces**

## Example program

```
#include <stdio.h>
#include <malloc.h>

int main()
{
    int *p = malloc(32);
    free(p);
    return(0);
}
```

int.c

- **Goal:** trace the addresses and sizes of the allocated and freed blocks, without breaking the program, and without modifying the source code.
- **Three solutions:** interpose on the lib malloc and free functions at compile time, link time, and load/run time.

## Compile-time Interpositioning

```
#ifndef COMPILETIME
#include <stdio.h>
#include <malloc.h>

/* malloc wrapper function */
void *mymalloc(size_t size)
{
    void *ptr = malloc(size);
    printf("malloc(%d)=%p\n",
        (int)size, ptr);
    return ptr;
}

/* free wrapper function */
void myfree(void *ptr)
{
    free(ptr);
    printf("free(%p)\n", ptr);
}
#endif
```

mymalloc.c



## Compile-time Interpositioning

```
#define malloc(size) mymalloc(size)
#define free(ptr) myfree(ptr)

void *mymalloc(size_t size);
void myfree(void *ptr);
```

malloc.h

```
linux> make intc
gcc -Wall -DCOMPILETIME -c mymalloc.c
gcc -Wall -I. -o intc intc.o mymalloc.o
linux> make runc
./intc
malloc(32)=0x1edc010
free(0x1edc010)
linux>
```

## Link-time Interpositioning

```
#ifdef LINKTIME
#include <stdio.h>

void * __real_malloc(size_t size);
void __real_free(void *ptr);

/* malloc wrapper function */
void * __wrap_malloc(size_t size)
{
    void *ptr = __real_malloc(size); /* Call libc malloc */
    printf("malloc(%d) = %p\n", (int)size, ptr);
    return ptr;
}

/* free wrapper function */
void __wrap_free(void *ptr)
{
    __real_free(ptr); /* Call libc free */
    printf("free(%p)\n", ptr);
}
#endif
```

mymalloc.c

## Link-time Interpositioning

```
linux> make intl
gcc -Wall -DLINKTIME -c mymalloc.c
gcc -Wall -c intc.o
gcc -Wall -Wl,--wrap,malloc -Wl,--wrap,free -o intl
int.o mymalloc.o
linux> make runl
./intl
malloc(32) = 0x1aa0010
free(0x1aa0010)
linux>
```

- The “-Wl” flag passes argument to linker, replacing each comma with a space.
- The “--wrap,malloc” arg instructs linker to resolve references in a special way:
  - Refs to malloc should be resolved as \_\_wrap\_malloc
  - Refs to \_\_real\_malloc should be resolved as malloc

## Load/Run-time Interpositioning

```
#ifdef RUNTIME
#define _GNU_SOURCE
#include <stdio.h>
#include <stdlib.h>
#include <dlfcn.h>

/* malloc wrapper function */
void *malloc(size_t size)
{
    void *(*mallocp)(size_t size);
    char *error;

    mallocp = dlsym(RTLD_NEXT, "malloc"); /* Get addr of libc malloc */
    if ((error = dlerror()) != NULL) {
        fputs(error, stderr);
        exit(1);
    }
    char *ptr = mallocp(size); /* Call libc malloc */
    printf("malloc(%d) = %p\n", (int)size, ptr);
    return ptr;
}
```

mymalloc.c

## Load/Run-time Interpositioning

```
/* free wrapper function */
void free(void *ptr)
{
    void (*freep)(void *) = NULL;
    char *error;

    if (!ptr)
        return;

    freep = dlsym(RTLD_NEXT, "free"); /* Get address of libc free */
    if ((error = dlerror()) != NULL) {
        fputs(error, stderr);
        exit(1);
    }
    freep(ptr); /* Call libc free */
    printf("free(%p)\n", ptr);
}
#endif
```

mymalloc.c

## Load/Run-time Interpositioning

```
linux> make intr
gcc -Wall -DRUNTIME -shared -fpic -o mymalloc.so mymalloc.c -ldl
gcc -Wall -o intr intc.c
linux> make runr
(LD_PRELOAD="./mymalloc.so" ./intr)
malloc(32) = 0xe60010
free(0xe60010)
linux>
```

- The LD\_PRELOAD environment variable tells the dynamic linker to resolve unresolved refs (e.g., to malloc) by looking in mymalloc.so first.

## Interpositioning Recap

### ■ Compile Time

- Apparent calls to malloc/free get macro-expanded into calls to mymalloc/myfree

### ■ Link Time

- Use linker trick to have special name resolutions
  - malloc → \_\_wrap\_malloc
  - \_\_real\_malloc → malloc

### ■ Load/Run Time

- Implement custom version of malloc/free that use dynamic linking to load library malloc/free under different names