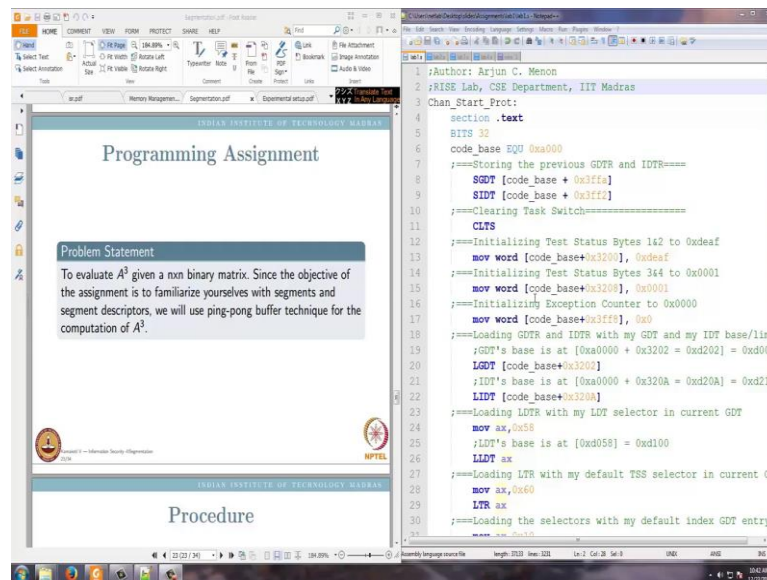


Information Security - II
Prof. V. Kamakoti
Department of Computer Science and Engineering
Indian Institute of Technology, Madras

Lecture – 21
Lab1 Part 1 - Week 4

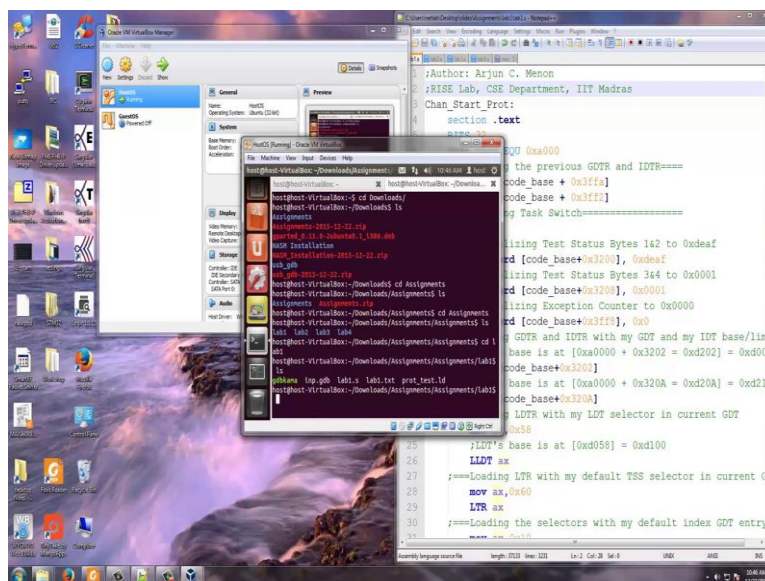
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Now, I invite you to the session where we are going to demonstrate the assignment related to Segmentation. Before we go into the segmentation assignment let me just first show you how you invoked the Virtual Box. I hope you have gone through the software installation video, which we have loaded in the website and you have installed the virtual box in the way it should be done along with the guest and the host operating systems, I hope you have done all those things and your laptop is ready.

Now, let me just show you how we invoke the virtual box. There will have a oracle VM virtual box logo in your system and double click on that, you can go and ignore it. Now, you is a host OS and a guest OS you should see this. So first go to the host OS and click start.

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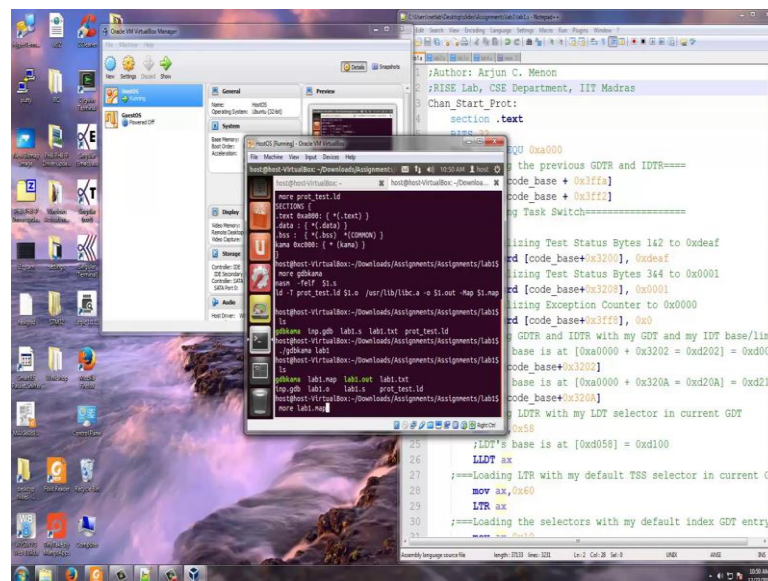


And you will see some auto capture keyboard all those things. Please close everything here and now going to starts booting. It will come to a stage which is the host there you would have entered a password when you had created the system so the same password you enter here. And now you see a Linux Ubuntu system, which is your host OS running here. And what you have downloaded here, you would have already downloaded the Noisome and also all the assignment files using the fire fox web browser inside this. This we had told as a part of our introductory software installation video and you would have done that now go and click this dash home and you will see the terminal, if you do not see terminal just type term and you will see terminal here click on this terminal. So you see a terminal here.

So, now you can open another terminal by another tab in this terminal by going to file and save open tab, so you will have 2 terminals here we need that 1 for compilation and another for this. Now we are going to do Lab2. So, we go to the directory CD downloads and we see CD assignments again do CD assignments, sorry we are going to do lab 1. We go to CD Lab1 and there you see 4 files, the Lab1 dot S. The Lab1 dot S is the assembly program. GDB comma is the executable shell script that will compile your assembly program into extended line x format which you will download on to the guest machine and execute it. Inp dot GDB actually has the comments which we will use to configure the remote machine from the host machine. And prot test dot LD is a loader file, which basically tells where you need to load the software. I will first start with prot test dot LD, I am saying more prot test dot LD that will give you all the things here. Now

as you see here, the file essentially says that load the program at 0xa1000. So in the remote machine we are loading the program at 0xa1000, why are we loading it at 0xa1000? We are loading at 0xa1000 because as I told you in the introductory lecture for software installation that the remote machine has a GDB kernel running. The GDB kernel will be occupying certain space in the RAM and the space is less than a1000 address. So, the entire GDB kernel will be occupying the address below a1000, so we will load our program at a1000 and above. That is what this loader file basically says.

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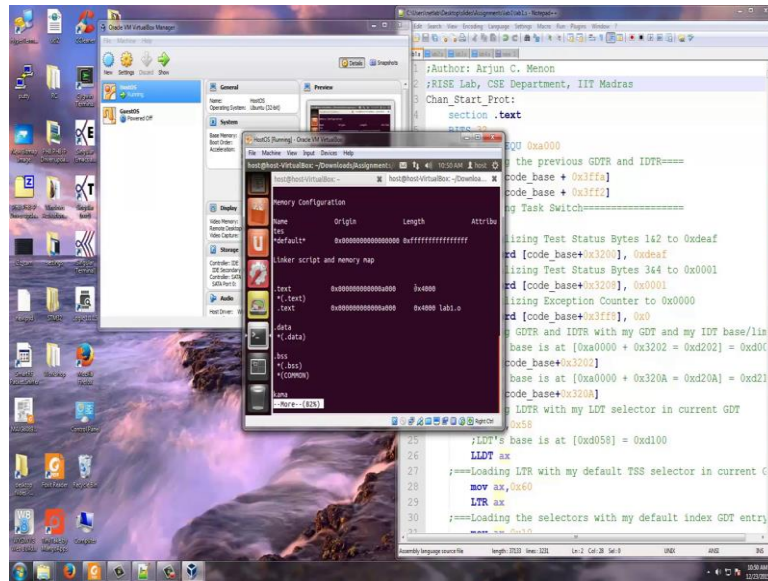


Now I will go and tell you what GDB comma has. GDB comma, if you say more GDB comma it has 2 commands first is noisome minus f elf dollar 1 dot S. So, it will compile noisome is the network assembler you would have downloaded it if you had followed the introductory video of installation of the software, you would have downloaded noisome into this machine so it will be available here. So, this will compile the given S 5. In this case, our Lab1 dot S as you see here will be compiled by noisome and in the elf format. And then this compiled file will be converted into a loadable file with inputs from prot test or LD and it will give me a file called Lab1 dot out in this case. This Lab1 dot out I will upload it into the guest machine and the GDB is sitting there in the guest machine will load this file into 0xa1000, because your prot test dot LD says that we need to load it at a1000.

So let us go through that exercise, first I will compile this file called Lab1 and dot S. What is Lab1 dot S? I am going to explain as a part of this assignment. Let us first note, what are all the files here. These are all the files, now I say dot slash GDB comma Lab1

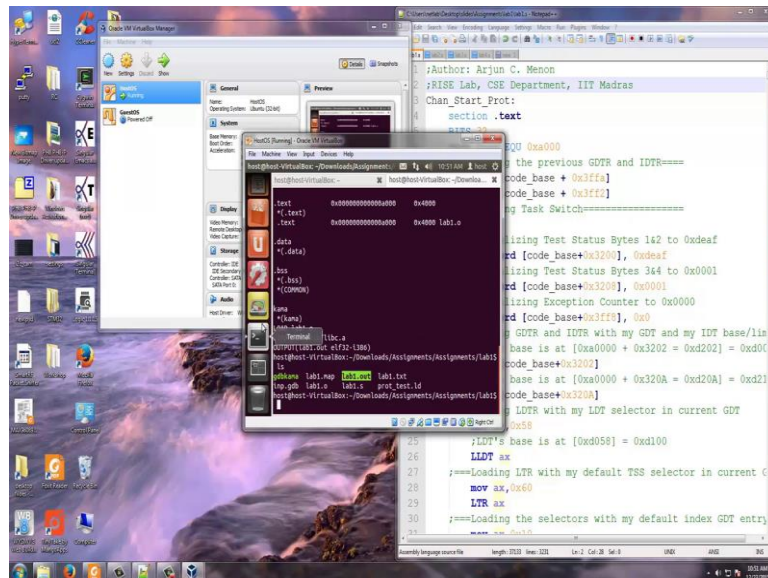
and now you see that Lab1 dot out is already created here. For guest I will tell you what is Lab1 dot map.

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Lab 1 dot map says that there is a file dot text in the file which is loaded at 0x it is of size 0x4000 and this is of the format elf 32. So this basically tells us what are all there in your Lab1 dot S, we will discuss that in great detail when we look at Lab1 dot S.

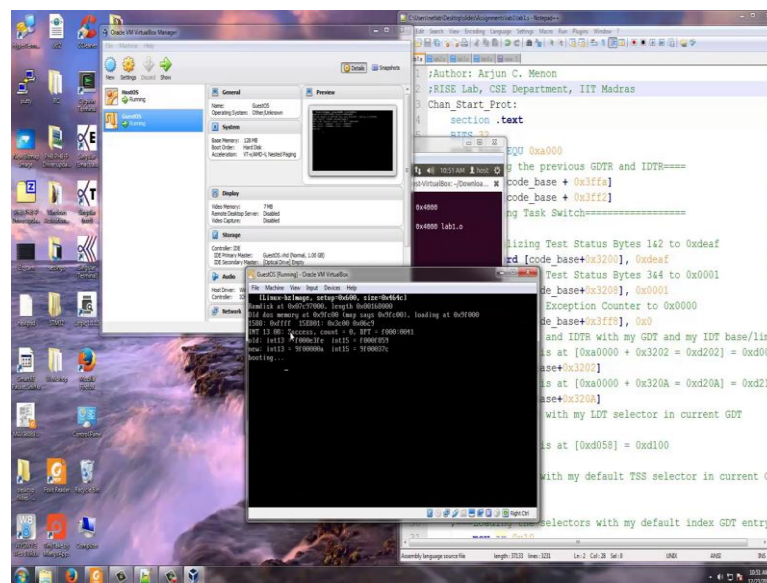
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Now Lab1 dot out is basically created. This Lab1 dot out has to be loaded on to the bare metal machine so that we understand how this works on that machine. Now we go back

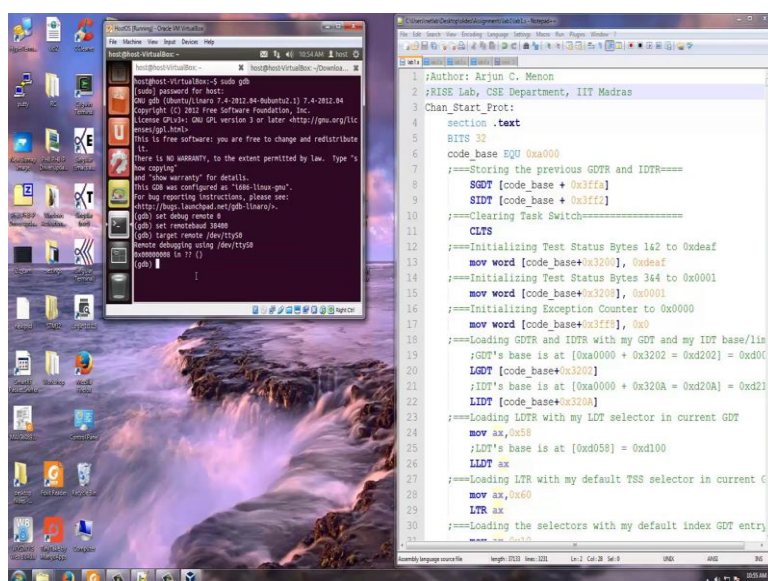
to the oracle VM virtual box manager and now we will go and start the guest OS machine.

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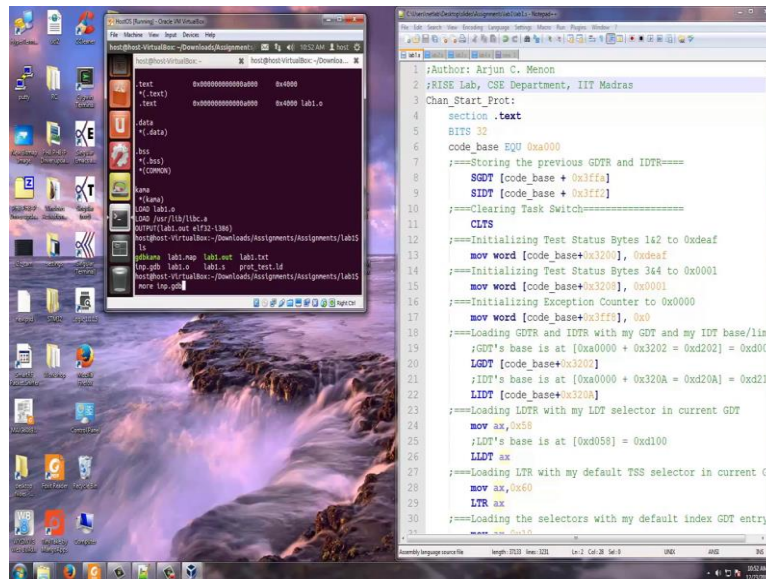
Now, there it will say GDB boot, go and press the enter key. Note that in the guest machine I told that there is a simple GDB kernel running and this is that. This will be showing booting, so let it be in that shape. So this, if it has crossed the cursor as crossed that booting dot, dot, dot it is actually already booted. Now, what we will do is we have already compiled this.

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We will now go to another tab, I said we opened 2 tabs here so we will go to another tab here. There are 1 tabs, 1 tab is for compilation, another tab is for connecting. So this tab we will use for connecting to the remote machine. I just says sudo GDB, I entered the password because GDB is a privilege program it works under super users so you have to do sudo GDB. Now GDB has come up, now I want to connect to the remote machine. So how do I do? The configuring as I told you is there in the inp dot GDB,

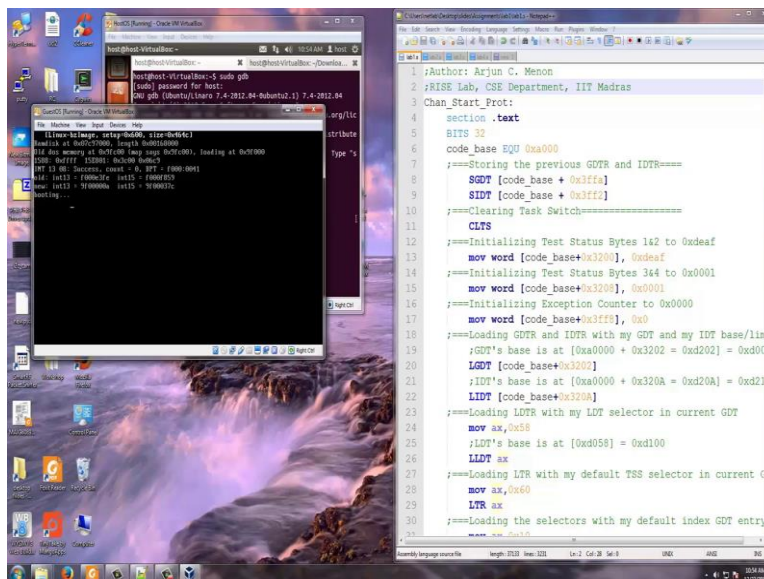
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I go to the next tab and you see there are commence here. So first I do set debug remote 1. So I will do set debug remote 0, because 1 means it will keep giving you lot more output of what it is trying to do with the remote it will be sort of culturing your screen, so I will just say set debug remote 0. You can go to remote 1 and remote 2 and if you keep on increasing this debug level it will give you more information about how it is communicating with the hardware machine.

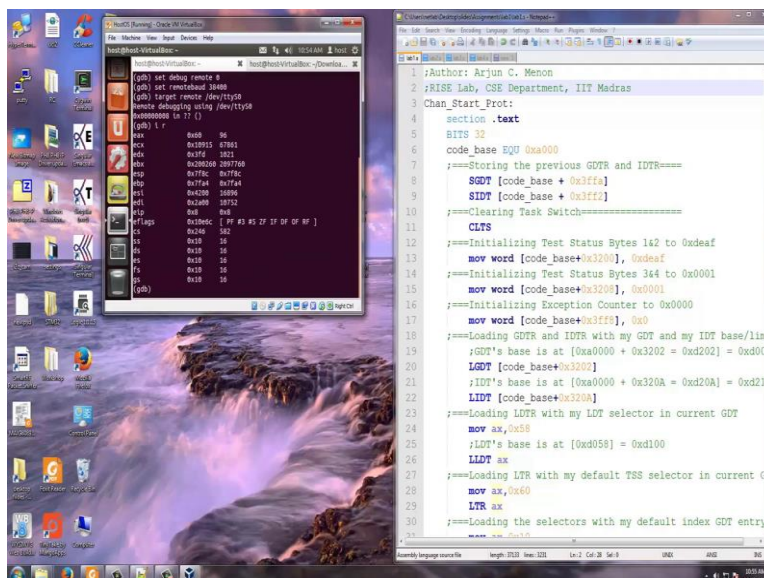
The next step is please note here I am setting remote bode 38400. Note that this machine is going to talk to the host machine through a mimicked serial port and bode rate of that serial port we need to set it as 38400, this is set. Now, this target remote slash devS0, you can actually even press right click and copy this and paste it here also, right click and it will give you this yeah target remote. This basically is this slash dev slashS0 essentially says I am communicating through the serial port. Now I have established a contact with the host machine with the guest machine, the bare metal hardware which is running here.

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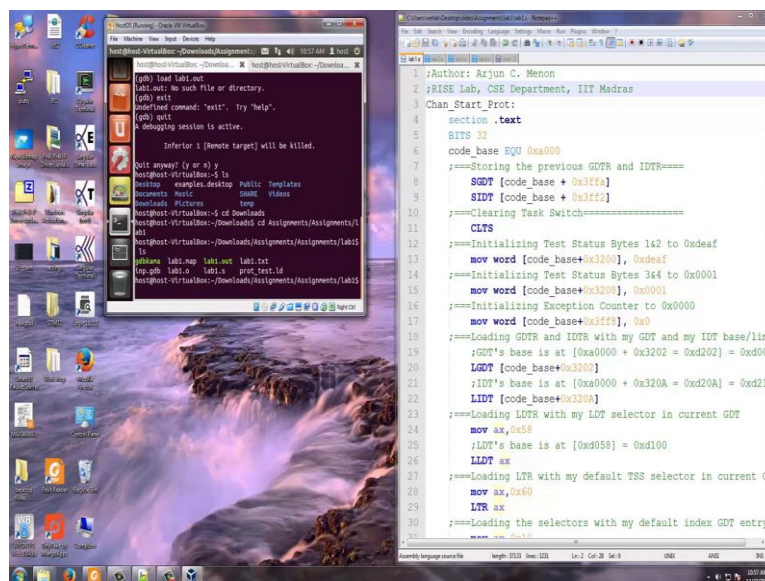
So this is the bare metal machine, now my host machine gets established contact with this machine. So, you can confirm that by this comment 0x888.

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I will give you some very simple interface things. If I put `i r` this will tell the content of all the general purpose registers, the segment registers your instruction pointer and your E flags of your remote machine that is your guest machine. So, by this I can go and find the content of the registers in the remote machine, I can find the segment selectors and also the E flags.

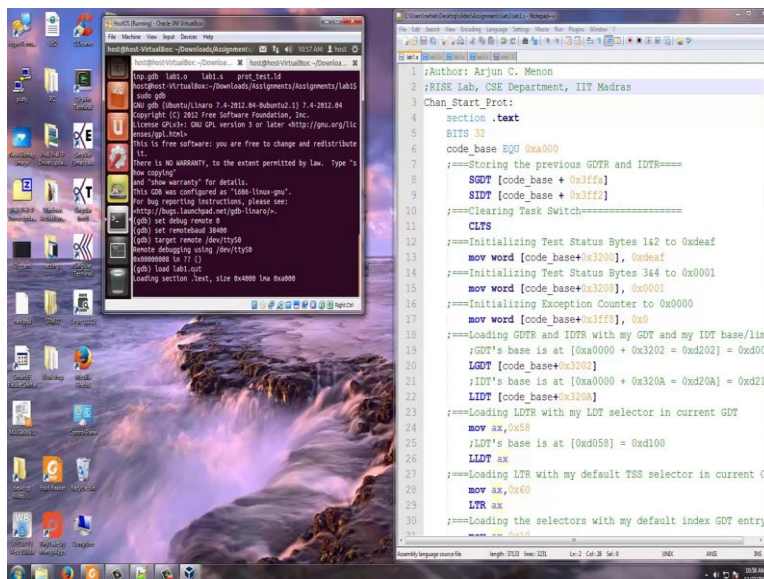
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Similarly, I can also go and find out what is there in say a1000 x slash x, means access the memory in the address in extra decimal format the output also we need in extra decimal format (Refer Time: 13:07). This gives you the content of 4 bytes, so in a1000 83 is stored, in a1001 ec is stored, a1002 1c is stored and in a1003 85 is stored. Now, I can also say x slash 2x0xa1000, this will give me 24 bytes. So, in a1000 again 83, a1001 ec, a1002 1c, a1003 85 now it can go and say a1004 is d2, a1005 is 7f, a1006 is 1f and a1007 is b8. I can query the memory, I can query all the general purpose registers. So, this is basically the debug interface that we will have.

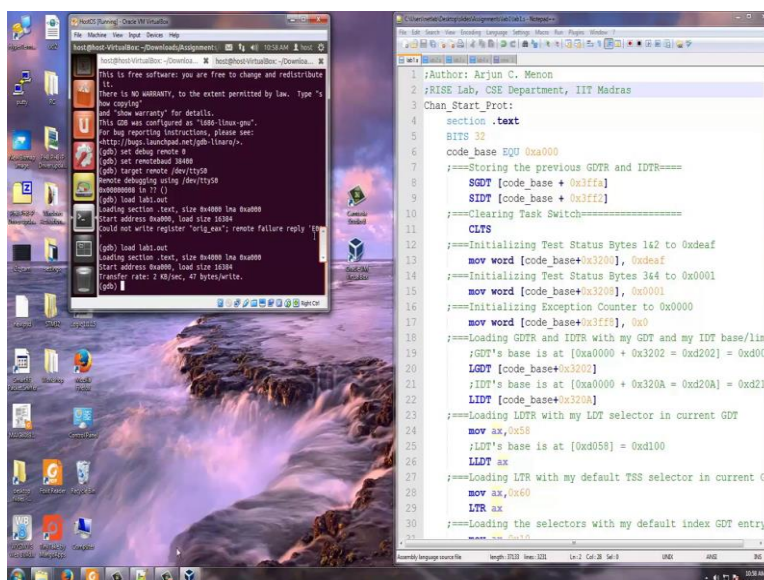
Now what I am going to do is I have already compiled Lab1 dot out. So, I am going to load Lab1 dot out here. Why this file direct is happening because I have not moved to this directly, so just I exist GDB again, quit this GDB, used a word quit exist does not work quit. Now, I am in virtual box I need to again go to downloads here I need to go to assignments again assignments and then lab 1, now you see I have Lab1 dot out here.

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So now I can say sudo GDB, GDB is already here I got set debug remote 0 set remote bode 38400, target remote slash dev slash ttyS0 everything is there now I say load Lab1 dot out, it is loading. You see that this program Lab1 dot s is of size 4000. We are really mimicking the serial port.

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So now you see that there is some error message. There is an error in communicating, so again I load it, every time you may have to load it, once or twice. Once, you get this transfer at these 3 comments, now you have successfully loaded. We have successfully loaded and now we can start the assignment in detail.