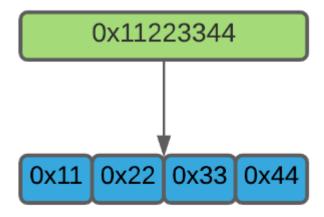
x64

Shellcode

CPU CERLI:1 C

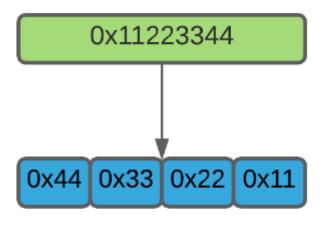
()



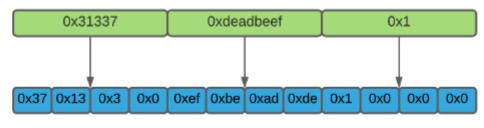
Memory Address: 0x0 0x1 0x2 0x3

0x11223344 4 0x11 0x22 0x33 0x44

0x11223344 4 0x11 0x22 0x33 0x44



Memory Address: 0x0 0x1 0x2 0x3



Memory Address: 0x0 0x1 0x2 0x3 0x4 0x5 0x6 0x7 0x8 0x9 0xa 0xb

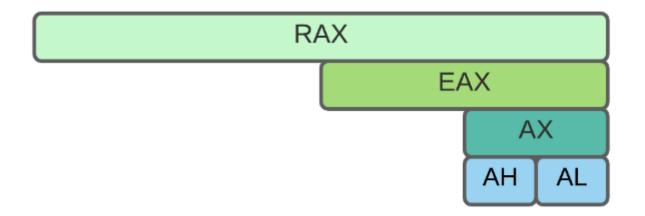
2^64-1 -2^63 2^63-1 0

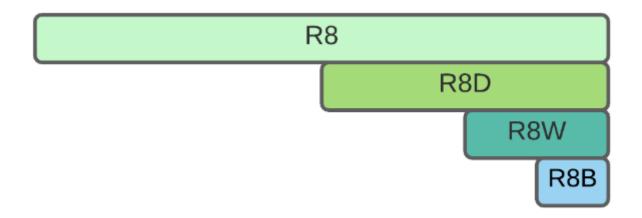
1 42 2

CPU

RIP		
RAX	1/0	Windows syscall SSN
RBX		
RCX		
RDX	I/O	
RSI		
RDI		
RBP		
RSP		
R8-R15		
RFLAGS	FLAG	

x64 8 RAX 4 EAX EAX 2 AX AH AL A





32 EAX 32 0 8 16

64 ????	? 32 ?	? 16 ?	?8?
rax	eax	ax	al
rbx	ebx	bx	bl
rcx	есх	сх	cl
rdx	edx	dx	dl
rsi	esi	si	sil
rdi	edi	di	dil
rbp	ebp	bp	bpl
rsp	esp	sp	spl
r8	r8d	r8w	r8b
r9	r9d	r9w	r9b

64 ????	? 32 ?	? 16 ?	?8?
r10	r10d	r10w	r10b
r11	r11d	r11w	r11b
r12	r12d	r12w	r12b
r13	r13d	r13w	r13b
r14	r14d	r14w	r14b
r15	r15d	r15w	r15b

RFLAGS

0	CF	
2	PF	
6	ZF	
7	SF	
11	OF	

Windows x64 (Linux x64 Windows RDX R8 R9 4

x64 Windows RCX RDX R8 R9

RAX WRIGNORDX6R8 R9 R10 R11

RBX WRIBEORD KOKSI RSP R12 R13 R14 R15

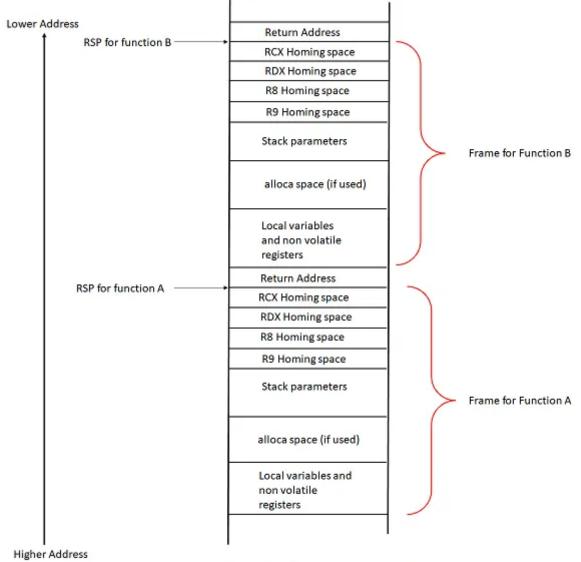
x8**64 fastcall PUSH/POP** RSP

) (RIP

(RSP) RSP RSP

(RBP) x64 RSP RSP

A B



Stack frame when function A calls function B

ВУТЕ	1
WORD	2
DWORD	4
QWORD	8

Shellcode

MOV

MOV

```
MOV RAX, 1 // 1 RAX

MOV [RAX], 3 // 3 RAX

MOV RAX, RCX // RCX RAX

MOV [RDI], RAX // RAX RDI

MOV [RAX], RAX // RAX RAX

MOV RBX, [RDI + 0x10] // RDI 10 RBX
```

LEA

LEA MOV

```
LEA RBX, [RCX + 0x10] // RCX 10 RBX

MOV RBX, [RCX + 0x10] // RCX 10 RBX

LEA RAX, [RCX + 2*RAX + 0x10] // RCX + 2*EAX + 10 RAX
```

PUSH/POP

PUSH POP x64 x64 PUSH POP

```
PUSH RAX // RAX
PUSH 1 // 1
POP RAX // RAX
```

INC/DEC/ADD/SUB/MUL/DIV

INC 1 DEC 1 ADD SUB

MUL 1 REDAKTRAX MULRBX RAXX 5 RBX 4 RAX 20 RDX 0

DIV RDX:RAX RAXVRDX DIV RBX RDX 0 RAX 20 20 RBX 4 RAX 5

```
INC RAX // RAX 1
INC BYTE [RAX] // RAX
ADD RAX, RAX // RAX = RAX + RAX
ADD RCX, 4 // RCX = RCX + 4
ADD DWORD [RSP], RAX // memory[RSP] = memory[RSP] + RAX
SUB RAX, RDX // RAX = RAX - RDX
SUB RBX, 0 \times 10 // RBX = RBX - 0 \times 10
MUL RCX // RDX: RAX = RAX * RCX
MUL DWORD [RDX] // RDX: RAX = RAX * memory[RDX]
DIV RCX // RDX: RAX/RCX=RAX···RDX
```

NEG

NEG 0x00

NEG RAX // RAX = -RAX

AND/OR/XOR/NOT

```
0 \text{ AND } 0 = 0
```

0 AND 1 = 0

1 AND 0 = 0

1 AND 1 = 1

0 OR 0 = 0

0 OR 1 = 1

1 OR 0 = 1

1 OR 1 = 1

```
0 \text{ XOR } 0 = 0
0 \text{ XOR } 1 = 1
1 \text{ XOR } 0 = 1
1 \text{ XOR } 1 = 0

NOT 0 = 1
NOT 1 = 0
```

NOT ADD RAX, RCX2

AND RAX, RCX ; RAX = RAX and RCX

XOR RAX, RAX ; RAX = RAX xor RAX (=0)

NOT RCX ; RCX = not RCX

AND RCX, 0×11 ; RCX = RCX and 0×11

CALL/RET/JMP

JMP 4 RIPMP JMP

CALL RETP RIP CALL RET

TEST/CMP/JXX

if-e**asnd rflags** cmp test z**fesit rask, rax** rax 0 (

CMP TEST CMP RAX RBX RAXRFLAGSBX ZF 1

Jxx

JE/JZ / 0
JNE/JNZ / 0

```
JA/JNBE / /
JAE/JNB /
JB/JNAE /
JBE/JNA /

JE/JZ / 0
JNE/JNZ 0
JG/JNLE /
JGE/JNL /
JL/JNGE /
JL/JNGE /
```

SAL/SAR/SHL/SHR

SAL SAR 1 2^n
SHL SAL SHR SAR () SAR
2

RAXOxFF SHL RAX, 3

SHL RAX, 56

SHL/SHR SAL/SAR

ROL/ROR

ROL/ROR " "



REP/STOS/SCAS

STOS BYTE WORD DWORDDI QRAORD RDI 1 RDI 1 QWC

STOS REP CROX STOSRCX 1 0 REP STOS memset

SCAS (AL AX EAX RAX) DF RDI SCAS RI

x64

Revision #27 Created 1 May 2023 13:41:06 by Updated 28 January 2024 05:09:29 by