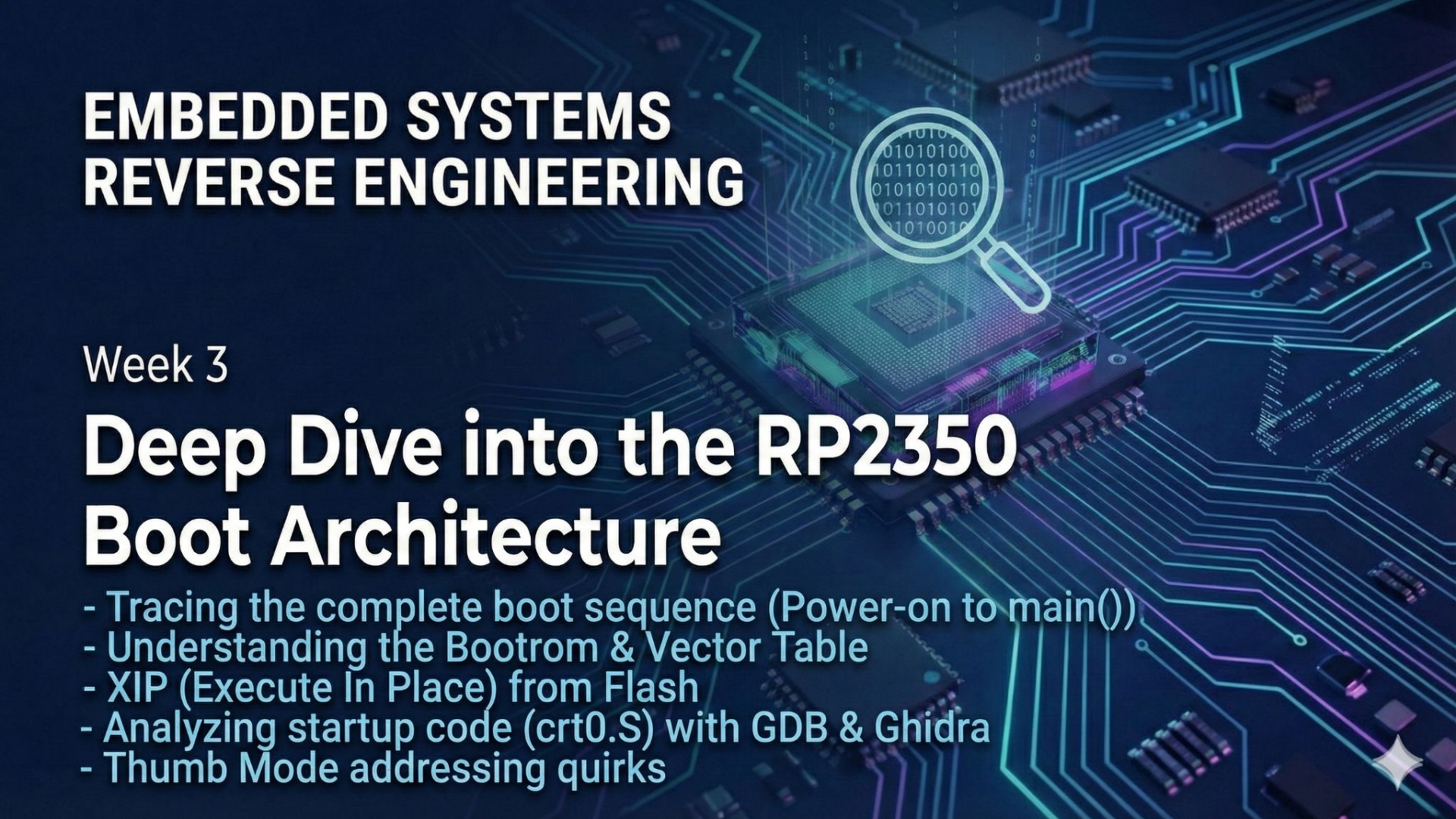


# EMBEDDED SYSTEMS REVERSE ENGINEERING

The background of the slide is a dark blue circuit board with glowing cyan and purple lines representing traces. A central microcontroller chip is highlighted with a magnifying glass. Inside the magnifying glass, there is a grid of binary code (0s and 1s).

101010100  
1011010110  
0101010010  
1011010101  
11010010

Week 3

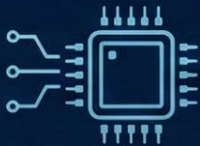
## Deep Dive into the RP2350 Boot Architecture

- Tracing the complete boot sequence (Power-on to main())
  - Understanding the Bootrom & Vector Table
  - XIP (Execute In Place) from Flash
  - Analyzing startup code (crt0.S) with GDB & Ghidra
  - Thumb Mode addressing quirks
- 
- A small white four-pointed star icon is located in the bottom right corner of the slide.



# The “Before main()” Sequence Overview

**1. Power On:** Cortex-M33 core wakes up, starts at 0x00000000.



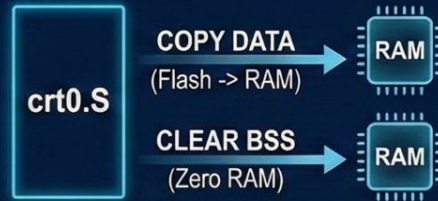
0x00000000

1. Power Onu: Cortex-M33, 0x0000000.

**3. Boot Stage 2 (boot2):** Configures flash for fast XIP access.



**5. C Runtime Startup (crt0.S):** Prepares RAM (Data copy, BSS clear).



**2. Bootrom Executes:** On-chip immutable ROM verifies flash firmware.



**BOOTROM**  
(Immutable)

**SP**  
(Stack Pointer)

**Reset  
Handler**

**4. Vector Table Read:** CPU find the Stack Pointer and Reset Handler addresses.



**VECTOR  
TABLE**  
(at 0x10000000)

**SP**  
(Stack Pointer)

**Reset  
Handler**

**6. Platform Entry:** Initializes SDK and finally calls main().

**Platform  
Entry**

**SDK  
Init**

**main()**

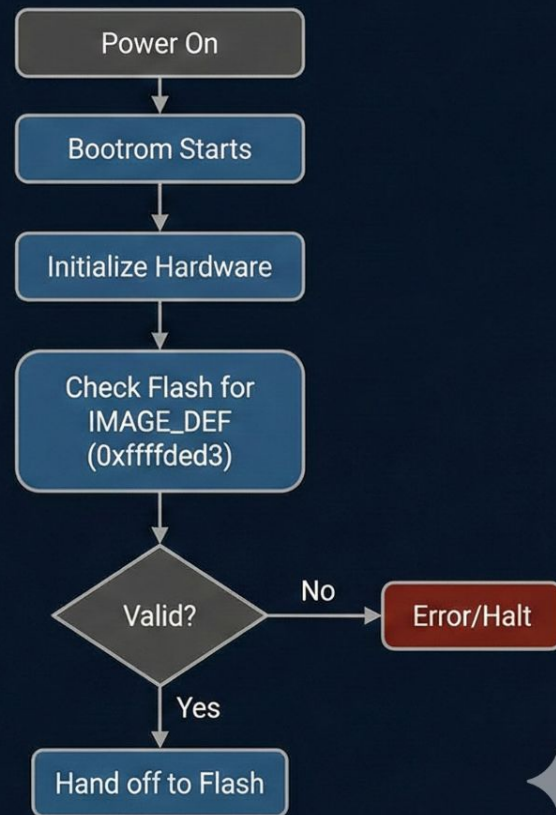
# Stage 1: The Bootrom (The Trust Anchor)

The immutable foundation of the RP2350.



## Security Note:

Because it cannot be changed, it is the root of trust for Secure Boot chains.

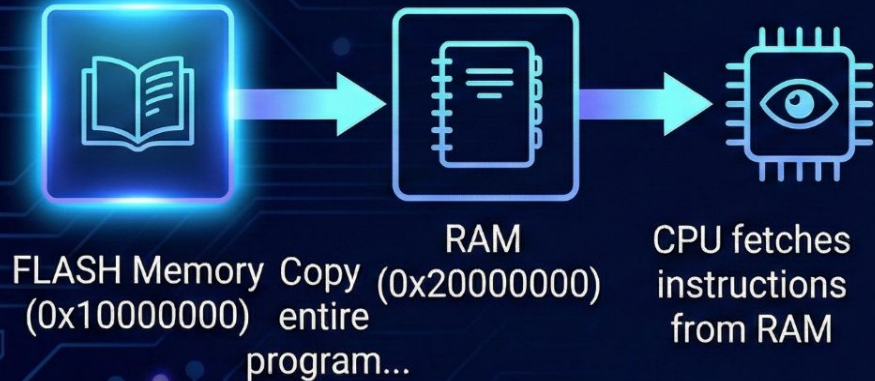




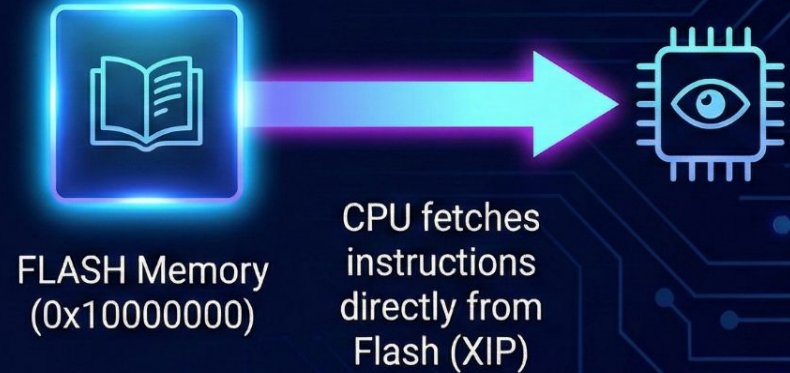
# Understanding XIP (Execute In Place)

How the CPU runs code without RAM.

## Non-XIP: Copying to RAM



## XIP: Reading directly from Flash



**Benefit:** Saves precious SRAM for volatile data.

# The Vector Table (The CPU's Roadmap)

Located at the start of XIP Flash (0x10000000).

It tells the CPU where crucial things are located immediately after bootrom finishes.



A diagram on the left shows a box labeled "XIP Flash (0x10000000)" with an arrow pointing to the first row of the Vector Table.

| Offset | Address Content | Description                                                                                                                                      |
|--------|-----------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| 0x00   | 0x20082000      |  Initial Stack Pointer (SP).<br>Sets top of the stack in RAM. |
| 0x04   | 0x1000015d      |  Reset Handler.<br>The entry point for the startup code.      |
| 0x08+  | ...             |  Exception Handlers<br>(NMI, HardFault, etc.).                |



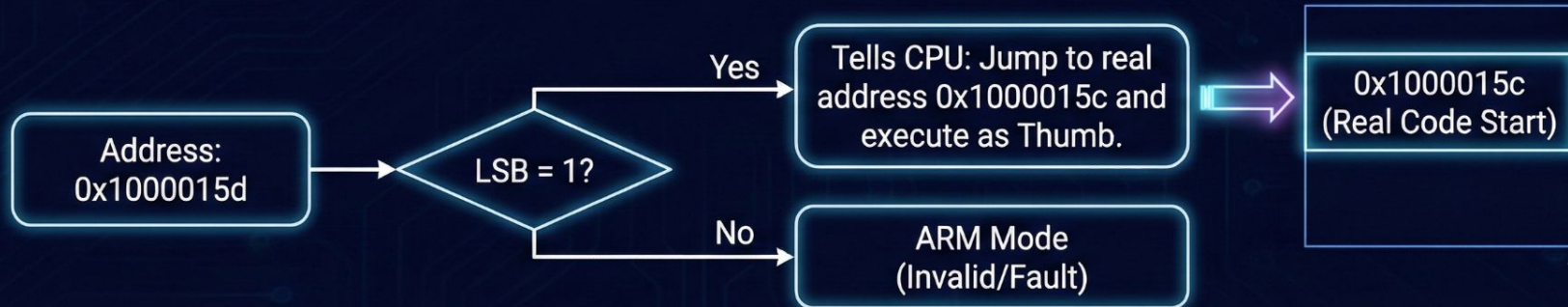
# Critical Concept: Thumb Mode Addressing

## Why do addresses end in odd numbers?

- ARM Cortex-M architecture executes in Thumb mode. 
- The Least Significant Bit (LSB) of an address indicates the instruction set.

1 1 1 0 0 1 1 | 0 1 1 1 1 1 1

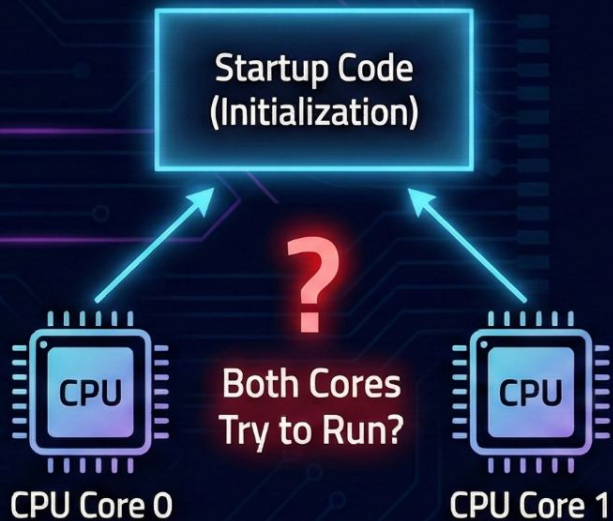
- LSB = 1 (Odd): Thumb Mode (Required for RP2350).  
- LSB = 0 (Even): ARM Mode (Not supported here). 
- Example: Reset Handler address 0x1000015d



# The Reset Handler: Phase 1 (Core Check)

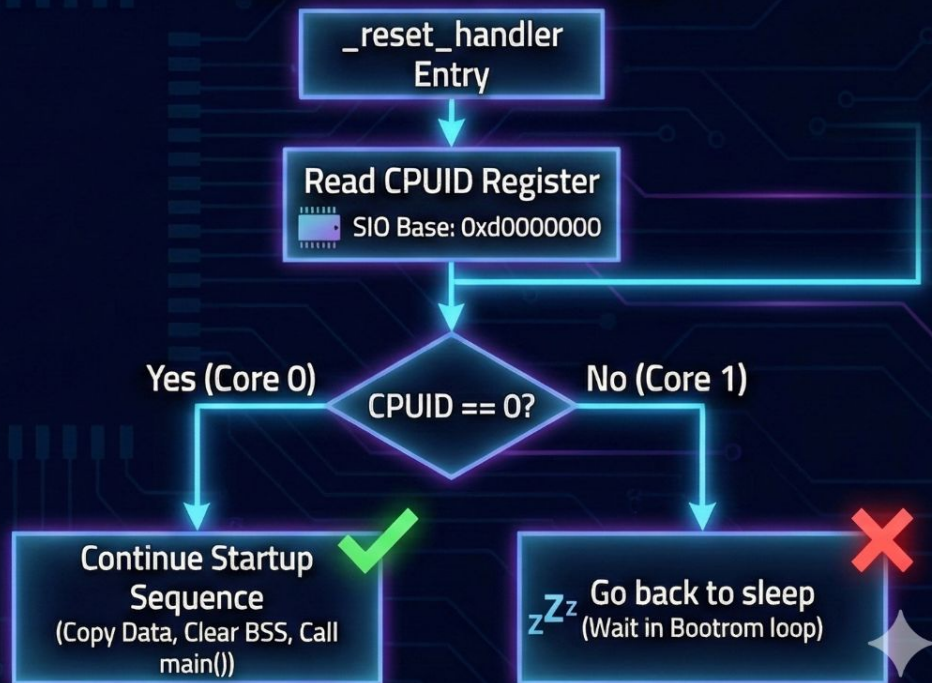
The first code that runs from your flash binary (`_reset_handler`).

## The Problem:



The RP2350 has two cores, but only one should run startup initialization.

## The Check (Solution):

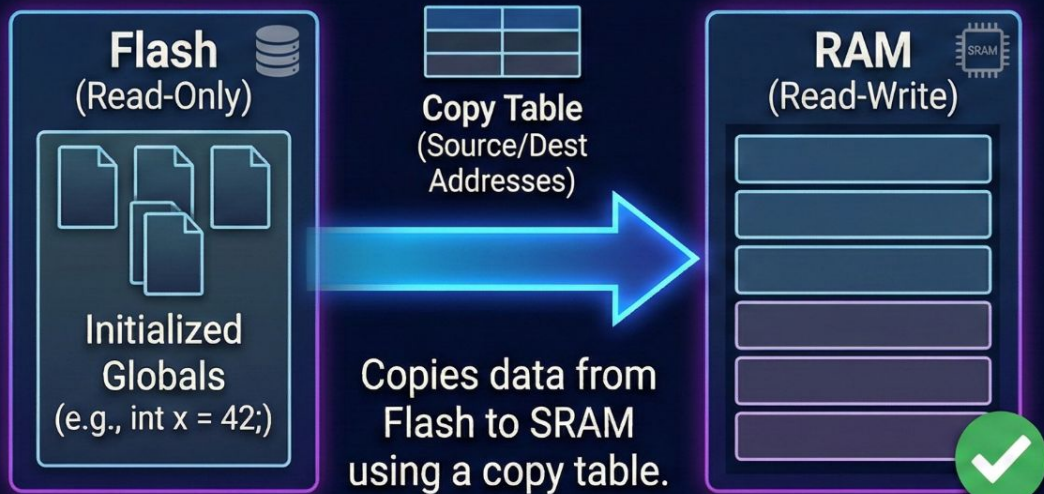




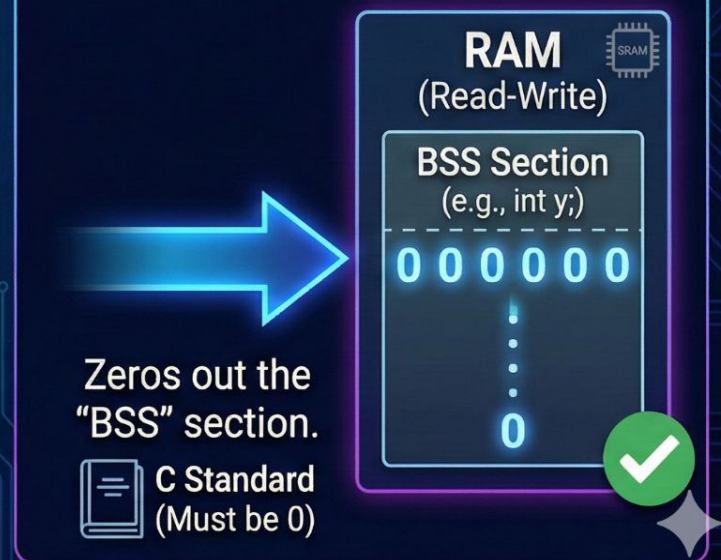
# The Reset Handler: Phases 2 & 3 (Memory Prep)

Setting up the RAM environment defined in the linker script.  
Since Flash is Read-Only (XIP), volatile data must be moved to RAM.

## Phase 2: Data Copy



## Phase 3: BSS Clear





# The Final Stretch: Platform Entry

The bridge between startup assembly and C code.



Execution moves to **platform\_entry** after memory is prepped.

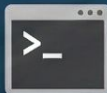


# Tools of the Trade: Static vs. Dynamic

We use different tools for different perspectives on the boot process.



## GDB (Dynamic Analysis)



### Action:

- Stepping through live execution (si)
- Examining registers (i r)
- Watching memory change

```
> |
(gdb) si
(gdb) i r
r0      0x20000000
sp      0x20082000
```

### Best for:

Seeing exactly what value is in the **Stack Pointer** or CPUID register at a specific moment.

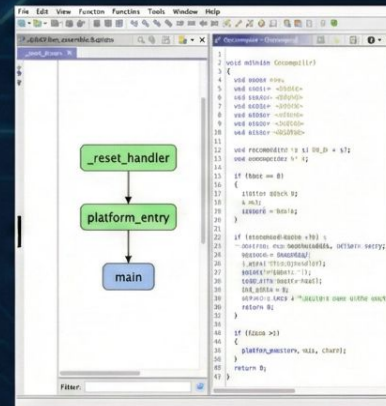


## Ghidra (Static Analysis)



### Action:

- Decompiling assembly into C-like pseudocode
- Viewing function call graphs



### Best for:

Visualizing the entire flow from **\_reset\_handler** down to **main** without needing hardware connected.

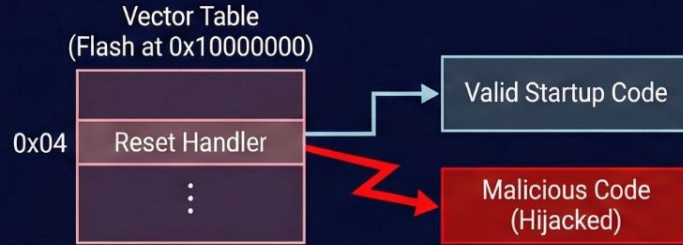


# Security Implications of the Boot Sequence

Understanding boot is vital for both attack and defense.

## Attack Vectors:

### Vector Table Hijacking



Modifying address 0x04 to point to malicious startup code.

### Glitching



Interrupting the Bootrom's signature check to bypass validation.



## Defense Strategies (Secure Boot):

### Immutable Bootrom



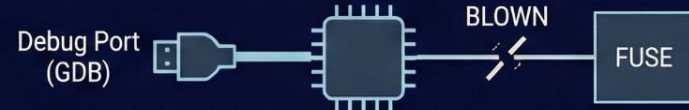
The hardware root of trust cannot be modified.

### Signature Verification



Bootrom checks cryptographically signed IMAGE\_DEF before executing.

### Disable Debug



Blowing fuses to prevent GDB attachment in production.



# WEEK 3: RP2350 Boot Sequence & Architecture Summary



Analyze the RP2350 boot process from Bootrom to main()



Understand the function of the Vector Table

Offsets:  
...

```
...  
-- end  
-- assembly  
--  
-- ....  
-- ssx  
--  
-- ...  
--
```

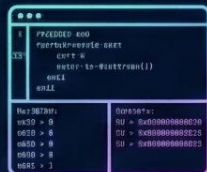
Trace startup assembly (crt0.S)

Concept:  
target remote :3333  
...



Understand XIP (Execute In Place)

Concept:  
• Understand XIP  
• (Execute In Place)



Dynamic analysis with GDB

target remote :3333  
monitor reset halt



Static analysis with Ghidra

- Ghidra code screens
- Ghidra shen code
- Static analysis with promiess