

Re: How to develop a random number generation device

Source: <http://sci.tech-archive.net/Archive/sci.electronics.design/2007-09/msg01962.html>

- *From:* John Larkin <jjlarkin@xx>
 - *Date:* Tue, 11 Sep 2007 13:11:18 -0700
-

On Tue, 11 Sep 2007 17:28:32 +0100, Nobody <nobody@xxxxxxxxxxxxx> wrote:

On Tue, 11 Sep 2007 07:44:01 -0700, John Larkin wrote:

Cool. When can we expect buffer overrun exploits to be impossible under Windows?

When it stops letting you run arbitrary machine code.

Nothing the OS does can prevent machine code from overrunning a buffer.

Ancient computers, PDP-11 and VAX certainly, had memory management hardware that separated I and D space, where I space was read-only, and D space could not be executed. And the OS's enforced those rules. It was common to have many users running the exact same code, but mapped into different data spaces.

Problem is, neither Intel nor Microsoft was in the mainstream of computing when they kluged up x86 and Windows.

John

.