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Evolving binary code with AGs

Who am I

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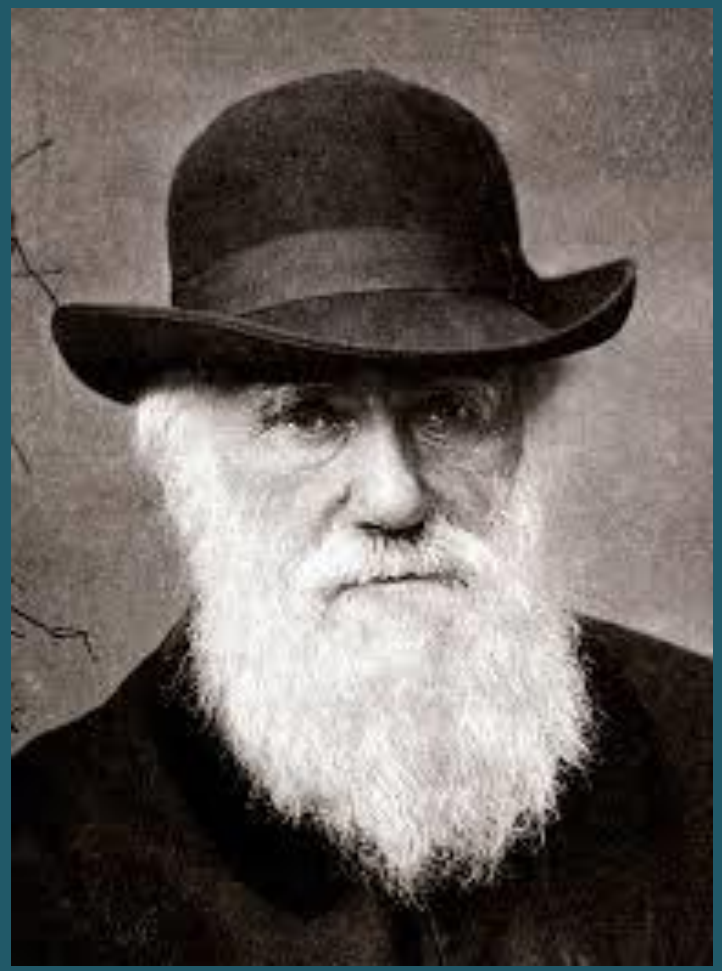
Genetic Algorithms (GAs)



From evolving data to evolving code.

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Automatic logic creation

Two aproaches:

1. Providing all the details.
2. Providing a purpose. (test cases or evaluation function)

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Measuring the evolution

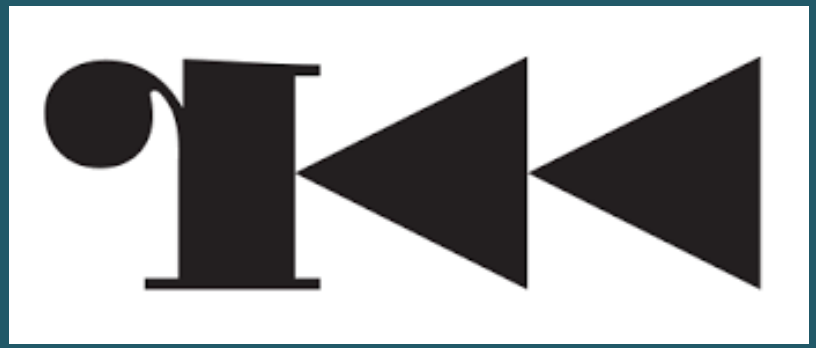
Evolving trading strategy.

```
function buy(indicators) {

}

function sell(indicators) {

}
```

Measuring the evolution

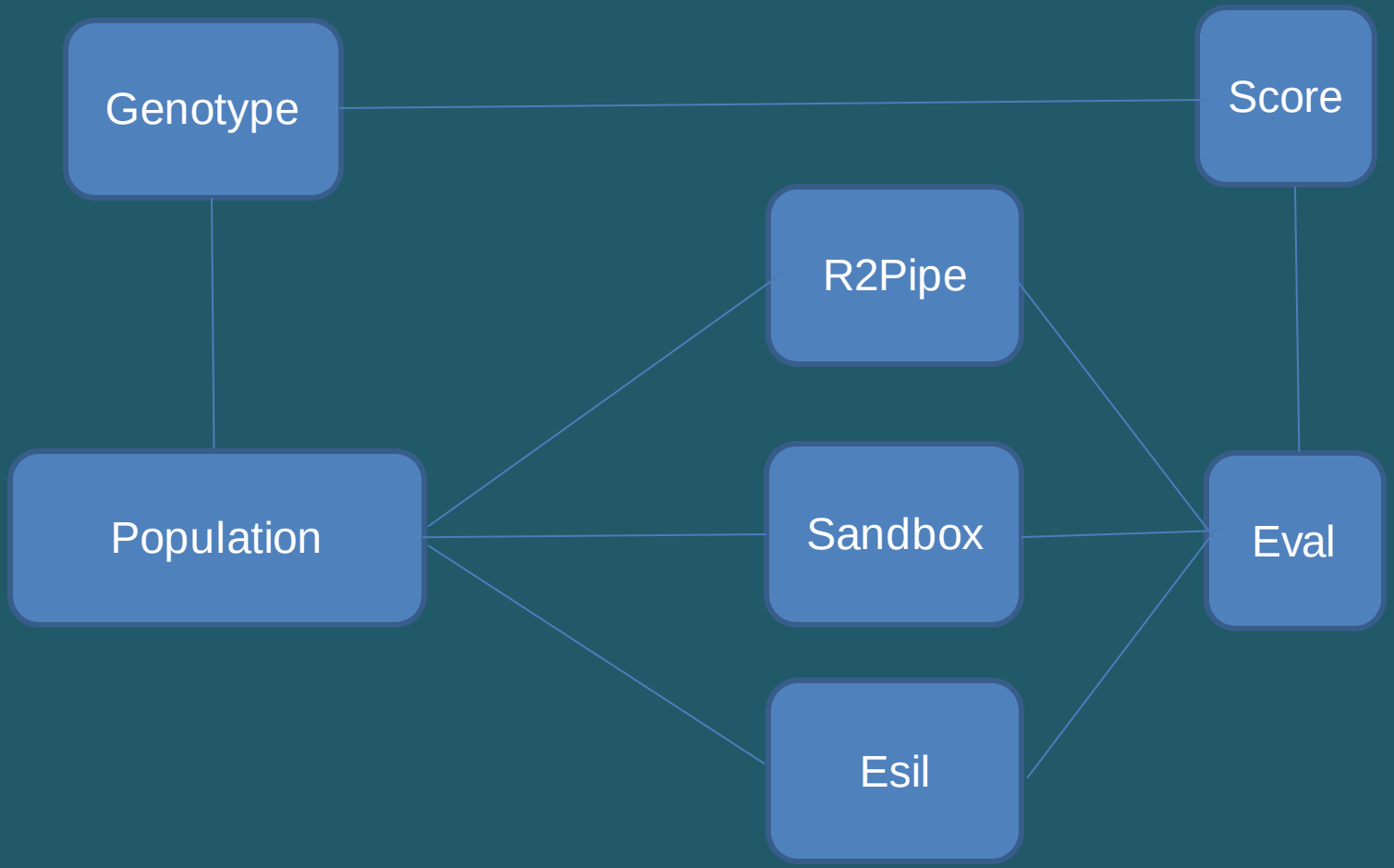
```
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
mutation probability: 70.71067811865474
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
generation: 2 fitness: 1558.406729645632 buys: 2 sells: 2
var buy = function (p) { return ( p[1] <= 11 && ( p[5] <= 21 ) && ( p[5] > p[6] ) && p[7] <= p[6]
|| p[3] > p[3] / 2 && p[3] < -51 && p[7] <= 30 ); }
var sell = function (p) { return ( p[0] > p[2] && ( p[7] < -45 ) && ( p[6] == -70 ) && p[1] != p[1
] || ( p[6] < -2 ) && p[0] == p[4] && p[0] > p[0] || ( p[2] >= 48 ) ); }
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
mutation probability: 57.73502691896258
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
generation: 3 fitness: 1792.4291260428488 buys: 39 sells: 36
var buy = function (p) { return ( p[1] <= 11 && ( p[5] <= 21 ) && ( p[5] > p[6] ) && p[7] <= p[6]
&& p[3] > p[3] + 2 || p[3] < -51 && p[7] <= 30 ); }
var sell = function (p) { return ( p[0] > p[2] && ( p[7] < -45 ) && ( p[6] != -70 ) || p[1] != p[1
] || ( p[1] > -61 ) && p[0] == p[4] && p[0] > p[0] || ( p[2] >= 48 ) ); }
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
mutation probability: 50
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

Let's evolve ASM code!!



Genetic Algorithm powered by ESIL

Design



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Genotype Definition

```
3   class Genotype {
4   private:
5       R2Pipe *r2;
6       float fitness;  // TODO: score struct, for detailed evolution tracking
7       unsigned long sz;
8       char *buff;
9
10      void dealloc(void);
11      bool alloc(unsigned long sz);
12  public:
13      Genotype(unsigned long sz);
14      ~Genotype(void);
15      unsigned long size();
16      char *read();
17      void write(char *buff);
18      Genotype *clone(void);
19      void random(void);
20      void show(void);
21      void save(const char *filename);
22      void load(const char *filename);
23      float get_fitness();
24      void set_fitness(float fitness);
25      void put(int pos, char c);
26      char get(int pos);
27      char *r2_asm_blocks(); // list with the size of each instruction
28      void r2_print_asm();
29  };
```

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Sandbox definition

```
1   #pragma once
2   #include "genotype.hpp"
3
4   class Sandbox {
5   protected:
6       char *pool;
7       bool isDebug;
8       unsigned long pool_sz;
9       unsigned long TIMEOUT;
10      unsigned long RES_CRASH = 1;
11      unsigned long RES_TIMEOUT = 2;
12      unsigned long RES_UNKNOWN = 3;
13      unsigned long RES_OK = 4;
14      bool ready;
15
16      void launch(void);
17      void clear(void);
18      void load(char *code, unsigned long len);
19
20  public:
21      Sandbox();
22      ~Sandbox();
23      void debug(void);
24
25      void run(Genotype *geno);
26  };
```

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Sandbox child process

```
121     if (pid==0) { // GDB debug: set follow-fork-mode child
122         // setsid();
123         pid = getpid();
124 
125         // prepare signals
126         sigaction(SIGSEGV, NULL, NULL);
127         alarm(this->TIMEOUT);
128 
129         this->launch();
130 
131         // std::cout << "from child" << std::endl;
132 
133 
134         /*
135         struct rusage *r_usage;
136         if (getrusage(RUSAGE_SELF, r_usage) ==0) {
137             r_usage.
138         }*/
139 
140 
141         Eval eval(pid);
142         sprintf(cfitness, "%f", eval.get_fitness());
143 
144         // send the fitness through a pipe
145         write(pipefd[1], cfitness, strlen(cfitness));
146         close(pipefd[1]);
147         exit(1);
```

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Sandbox parent process

```
149     } else {
150
151         //std::cout << "waiting child" << std::endl;
152
153         wait(&stat); //pid(pid);
154         //unsigned long id = rand() % 1000;
155         unsigned long result = 0;
156
157         if (WCOREDUMP(stat)) {
158             if (this->isDebug)
159                 std::cout << " EXECUTION CRASHED!! " << std::endl;
160             result = this->RES_CRASH;
161             geno->set_fitness(0);
162             //kill(pid, SIGKILL);
163             //kill(pid, SIGHUP);
164
165             //geno->show();
166             //geno->save("coredump.gen");
167         } else {
168
169             if (WIFSIGNALED(stat)) {
170                 if (WTERMSIG(stat)) {
171                     // SIGALARM timeout
172                     if (this->isDebug)
173                         std::cout << " EXECUTION TIMEOUT!! " << std::endl;
174                     result = this->RES_TIMEOUT;
175                     geno->set_fitness(1);
176
177                     //kill(pid, SIGKILL);
178                     //kill(pid, SIGHUP);
179                 }
180             }
```

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Sandbox parent process

```
182             if (WIFEXITED(stat)) {
183
184                 signal(SIGALRM, pipe_alarm);
185                 alarm(this->TIMEOUT);
186                 sz = read(pipefd[0], cfitness, 4);
187                 alarm(0);
188                 signal(SIGALRM, NULL);
189                 if (strcmp(cfitness, "err")==0) {
190                     std::cout << "err received!!" << std::endl;
191                     cfitness[0] = '0';
192                     cfitness[1] = 0x00;
193                 }
194
195
196                 geno->set_fitness(2 + std::stof(cfitness));
197                 if (this->isDebug)
198                     std::cout << " EXECUTION OK!!" << std::endl;
199                 result = this->RES_OK;
200
201
202             } else {
203                 if (this->isDebug)
204                     std::cout << "signaled" << std::endl;
205
206
207                 //Eval eval(pid);
208                 //geno->set_fitness(eval.get_fitness());
209
210                 //std::cout << " EXECUTION SIGNALED" << std::endl;
211                 result = this->RES_UNKNOWN;
212
213                 //kill(pid, SIGKILL);
214                 //kill(pid, SIGHUP);
215             }
```

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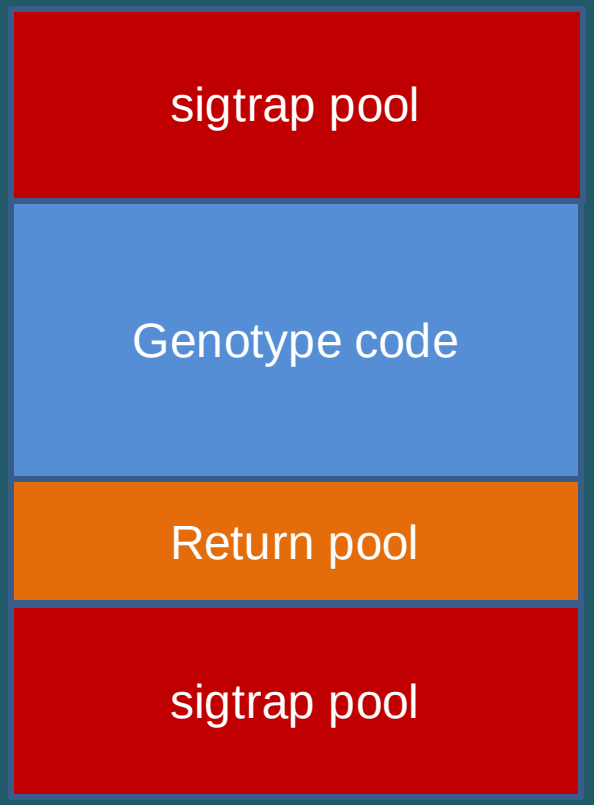
Sandbox



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Mutation

- GAs must use very low mutation probability.
- Hight mutation = random search --> Don’t converge.

- Different probabilities: opcode, operads, inmediates.

- From exploration to optimization.

Crossover

Byte level crossover:

```
05d3 1989 b936 7e2c | 3b29 62f4 ad88 7aee
a1a3 bb86 f24f bb2f | 3994 7b2a 559a 96da

9871 5d44 0780 44cc | ea48 e20b 5b6b c76b
0488 2b02 5b4f 958d | aa73 4019 e4a1 7a7d
```

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Crossover

Instruction level crossover: (also basic-block level crosover)

```
0x00000000      93              xchg eax, ebx
0x00000001      b99e85c673      mov ecx, 0x73c6859e
0x00000006      e027            loopne 0x2f
0x00000008      7370            jae 0x7a
```

```
r2p_cmd(this->r2, "pdl 0x20 ~!0");
```

```
0x00000002      7f58            jg 0x5c
0x00000004      7363            jae 0x69
0x00000006      817bf3974f11.   cmp dword [rbx - 0xd], 0x30114f97
0x0000000d      7bfe            jnp 0xd
0x0000000f      6e              outsb dx, byte [rsi]
```

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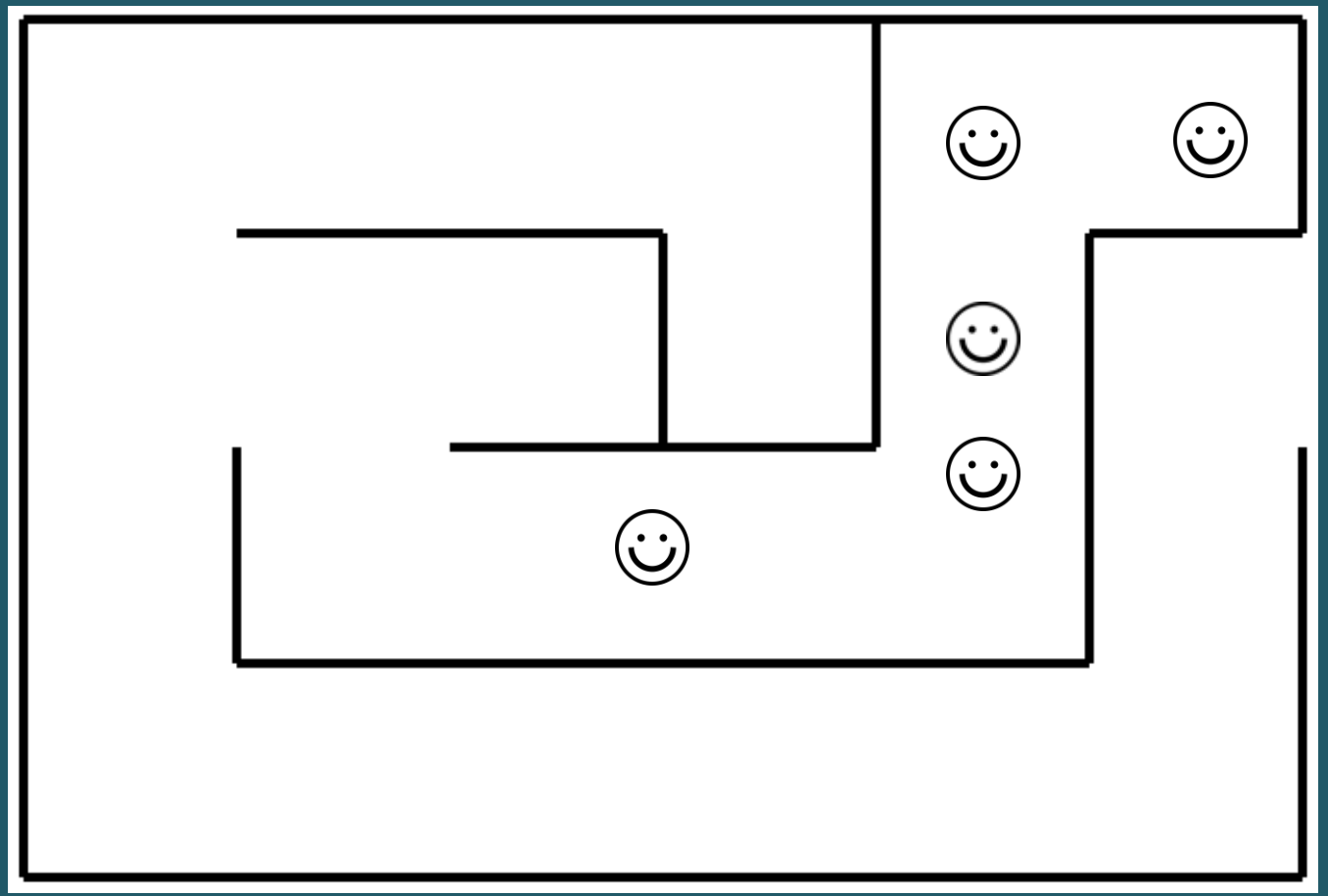
Evaluation

Error = distance (exploration vs optimization)



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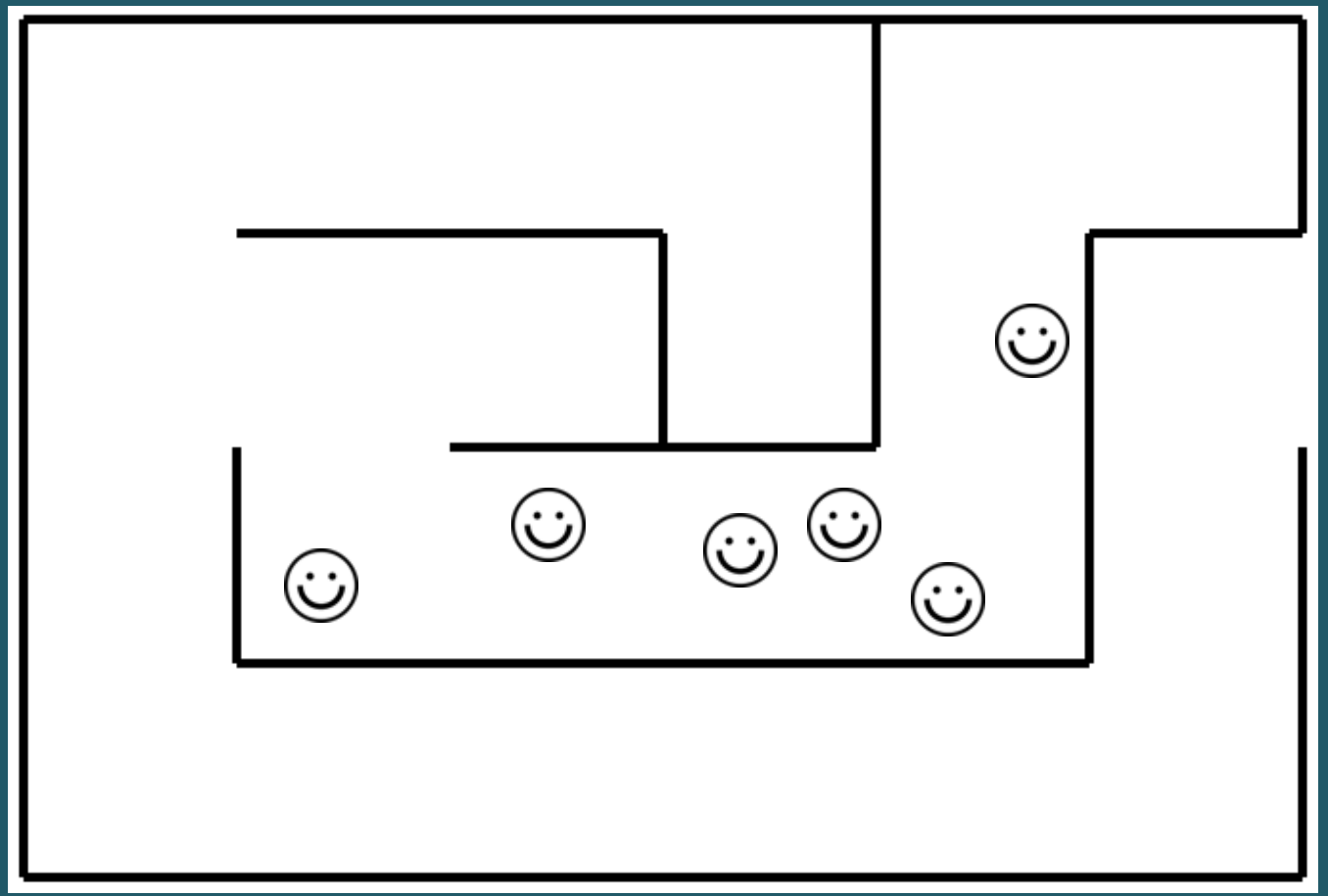
Evaluation

Error = distance (exploration vs optimization)



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Evaluation

Dynamic evaluation.

- Must end the execution properly:
  - No segfaults, traps, etc ...
  - In less than TIMEOUT seconds.

- Measure process constants (oom, load, cpu, ram, ...)
- Fork + sandboxing vs emulation + esil

Evaluation

Static evaluation (r2pipe)

Proper sytax:
- only valid instructions
- no ret instructions

Radare branch prediction:
- avoid out of scope branches

Sys-calls increase the bonus

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Validation

Dataset based problems requires a validation.

Use Cases?

- Triggering vulnerabilities? (requires a complex EF)
- The perfect r2wars warrior.
- Local DoS.
- Remote DoS.

- Search problems.
- Optimization problems.

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Demo time

Genotype size: 0x20
Mutation probability: (8/g)%
Crossover rate: P*0.05

Github resources

Rust test-case solver:

https://github.com/sha0coder/spocky

C++ evolving assembly code:

https://github.com/sha0coder/predator

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Thanks.