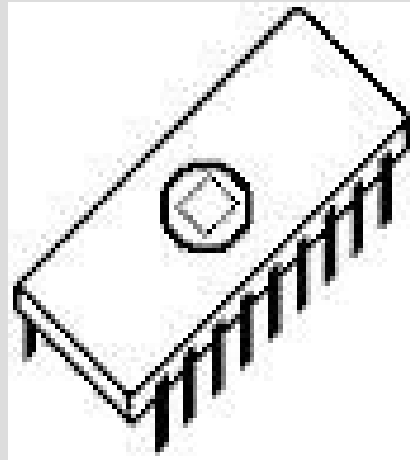


Universal Decompiler: Open Source By Force



John McMaster

RCOS

10/17/10

Project Goals

- Flexible target architecture
- Geared towards embedded platforms (8051, BlackFin, ARM, etc)
- Architectures can be defined through a config file or through a loadable module
- Repurpose the Candela laser!
 - Haven't for some time, but still on my mind



Last semester

- Focus on Fast Library Identification and Recognition Technology (FLIRT) implementation
- obj2pat: object file to .pat function signature
- pat2sig: .pat file
- Misc engine fixes

Summer progress

- Rewrote BFD object to signature code
 - Was previously based on hacked C code
- Spent summer RE malicious software
 - learned many new techniques
- Learned basic Qt
- Various bug fixes
- Public signature archive
 - <http://github.com/JohnDMcMaster/uvsig>

Semester Milestones

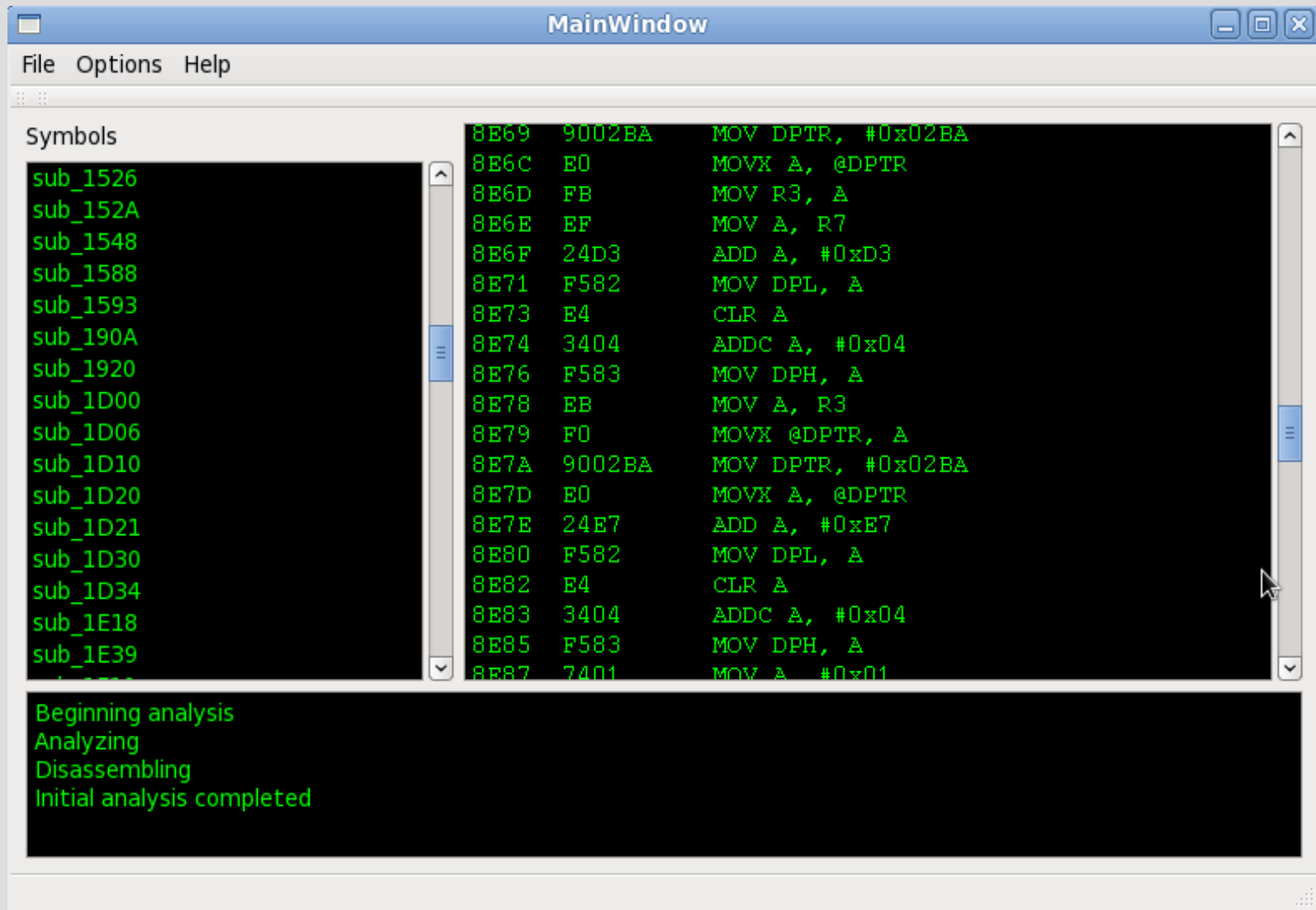
- GOAL: user interface tools
- 1: disassembler/decompiler GUI
- 2: license scanner GUI
- 3: plugin and event systems



Graphical user interface

- Easier to give hints through GUI then bash
- Disassembly annotation environment
 - Even if decompiling isn't possible
- IDA had a disassembler GUI over a decade before a decompiler
- GUIs will be developed in Qt
 - Open source (LGPL)
 - Well documented
 - Feature rich: Qt Designer, many widgets

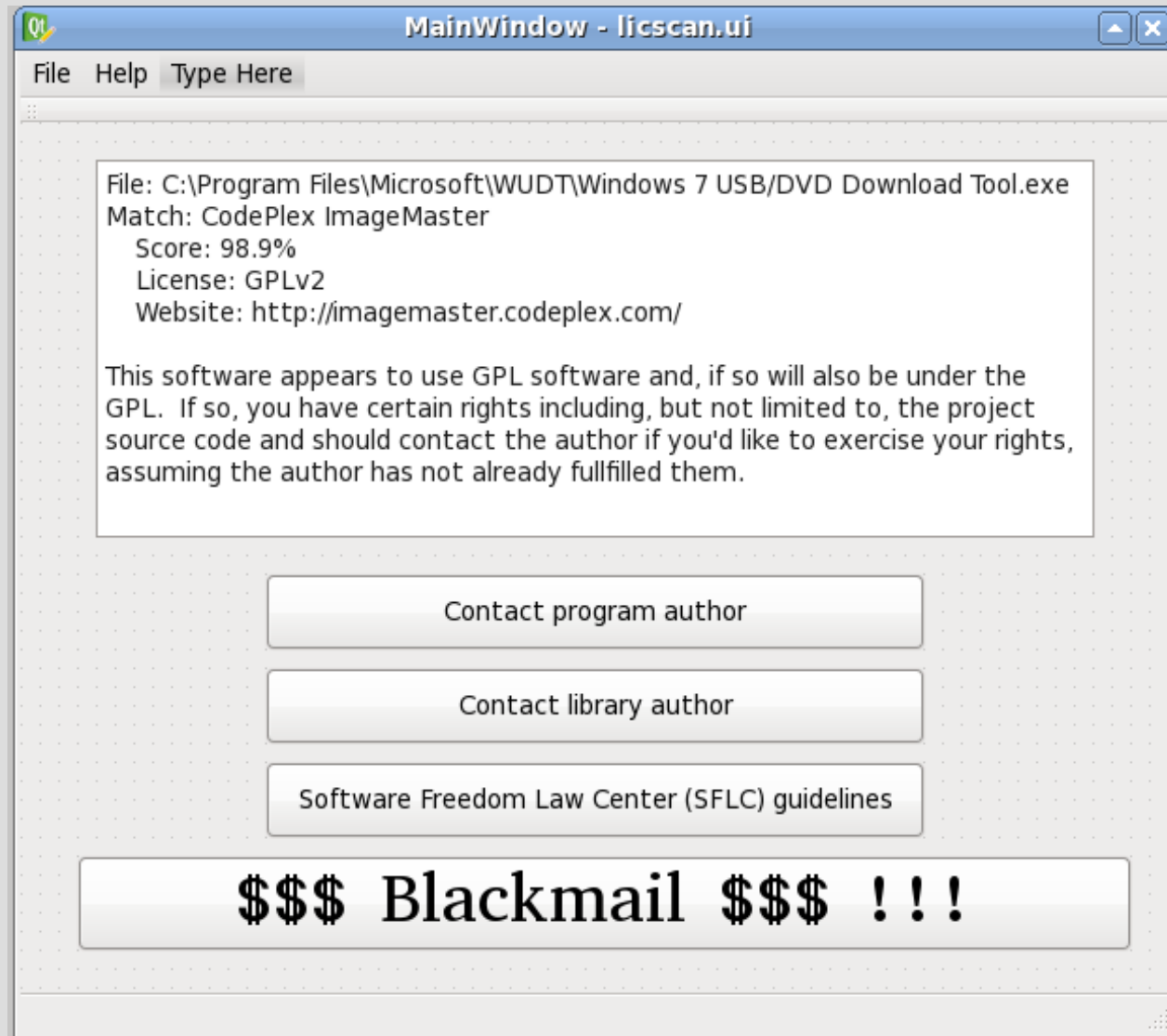
Initial sandbox



License scanner

- Commercial software sometimes violates GPL and other licenses
- Finds this code within closed source binaries
- Proprietary companies/systems do this
 - Black Duck Software
 - OpenLogic
- Build library signature database
 - Even from people typically not interested in RE
- I will not handle license violations
 - Up to user what to do

Mock UI



Preparing for the GUI

- Initial algorithm will be simple and potentially misleading/inaccurate
 - % of functions matched in a library
 - % of code covered
 - We may only use a small function subset
- Make obj2pat, pat2sig match FLAIR output
- Desirable if program could run on Windows
 - Never tried before

Plugin support

- Allows cleaner isolation of disassembly engines
- Easier to integrate third party code
- Requires callback/event system
- Ability to use GPL'd software by isolating them to like licensed plugins

Questions????

