

IRE

A Framework For Inductive Reverse Engineering

by

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Master of Science

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## ABSTRACT

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## DEDICATION

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## ACKNOWLEDGMENTS

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## Chapter 1

### INTRODUCTION

Reverse engineering is a methodology for precisely analyzing the internal workings and substructure of a process or system in order to better understand how it works. In practice, it is done in the absence of high-level specifications and can be thought of as working backwards through the standard engineering process—design towards implementation—and instead, implementation towards design. In theory, reverse engineering is relatively straightforward: simply observe how the internals are operating and how the subcomponents are connected. Of course, it is more nuanced than this; but even so, a complete working system that can be observed is, by its very nature, perfectly descriptive of what it does and how it works. This is an underlying requirement of standard reverse engineering. In hardware, a physical object is disassembled and examined. In software, its source code is read through, or in its absence, binary disassembled and machine code analyzed.

Consider, however, the task of reverse engineering without complete access to observing the system. This is the case in distributed systems, where some agent has only partial access to the overall system. Take for instance web applications, where a client makes a request to a server and is only made aware of its response. From the client's perspective, the server is merely a black box—an oracle—that takes some input and returns some output. What happens in between is left unknown to the client. In such cases, reverse engineering becomes inherently uncertain.

Further consider the problem of systems in which interactions take place between persons and computers; for instance, a human interacting with some computer pro-

gram in a repetitive way. This constitutes a distributed system, where part of the program takes place in the computer, but also part of it takes place in the person's intentions towards interacting with the computer. In such cases, the program occurring in the person's intentions—in the person's mind—is but a black box to the computer. It is in this way that reverse engineering may be applied not only towards analyzing a computer, but also a person. Reverse engineering may be useful here in order to profile or improve upon the user experience of the person.

## Chapter 2

### BACKGROUND

This sort of reverse engineering without access to internals has become a massively important skill, and in particular, critical to cybersecurity. Take for instance phone phreaking, where early hackers mapped out the phone network and how it worked simply by interacting with it using various tones and observing the results. In more recent times, penetration testing has become an important profession which often relies on reverse engineering in order to audit the security of companies from the perspective of an outside attacker.

In response to the demand for reverse engineering, recent efforts have been made to push towards Cyber Reasoning Systems which aid in this effort, and in some cases entirely automate it. The Defense Advanced Research Projects Agency (DARPA) led an initiative to develop fully autonomous systems capable of reverse engineering and exploiting challenge binaries in their Cyber Grand Challenge **shellphish2017cyber**. This has led to significant advances in program analysis and various techniques surrounding state-of-the-art reverse engineering. Many of these techniques can be seen in open source frameworks for performing program analysis including *angr* and *Man-ticore* **stephens2016driller**. These frameworks provide users with tools for precisely reasoning about a program by analyzing their internals.

## Chapter 3

### THEORIES AND THEORISTS

## Chapter 4

### CONVERSATIONS

## Chapter 5

### GRAMMARLESS

## REFERENCES