

Low Level Stuff

- <https://github.com/DerekSelandier/lldb>

Schedule

(time permitting)

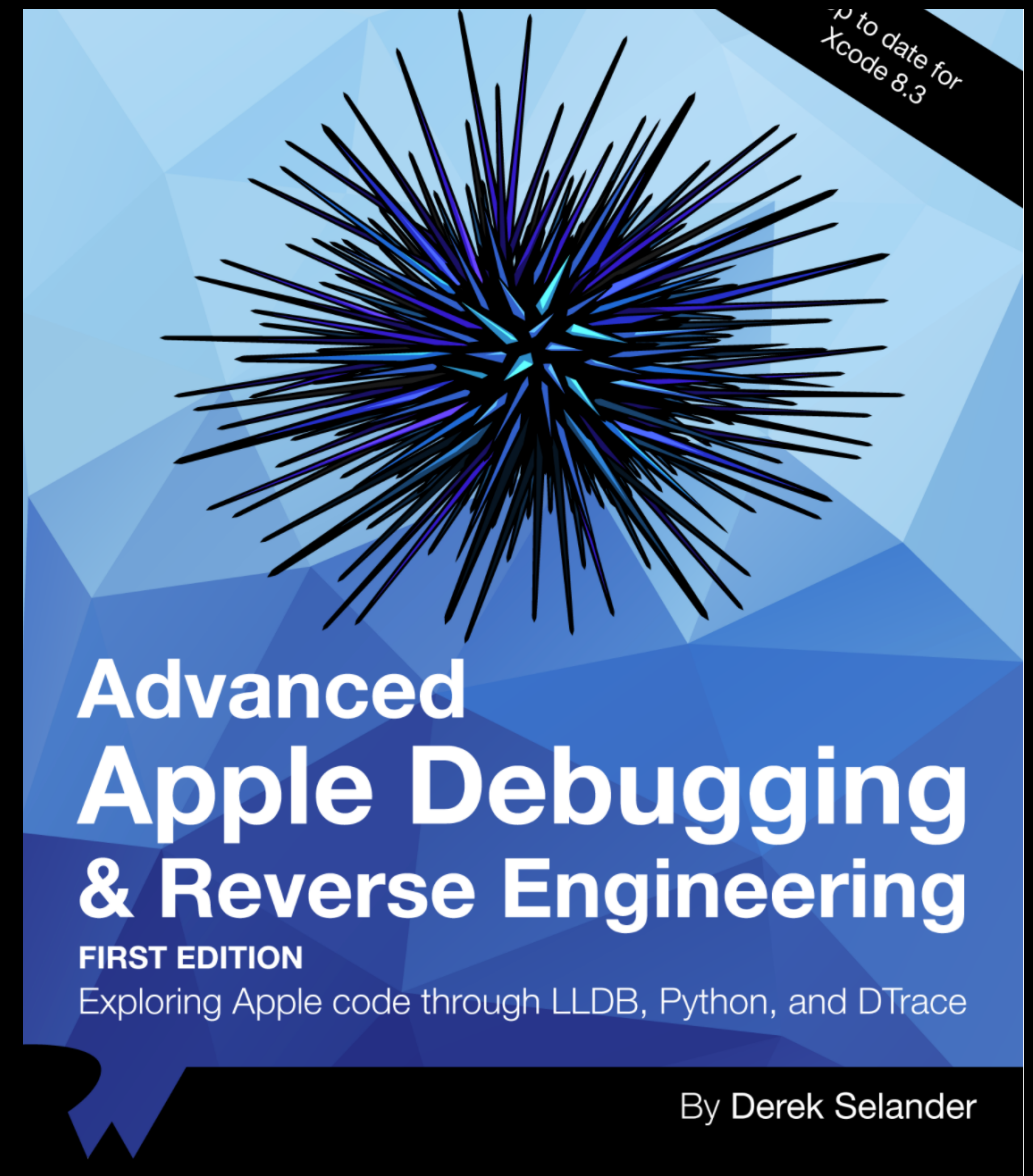
- x86_64 101: Calling conventions
- How I debug stuff (Demo w/ my LLDB tools)
- Mach-O 101: Segments, Sections & Load Commands
- Function Interposition (workshop)

The Tools

- <https://github.com/DerekSelander/Ildb>

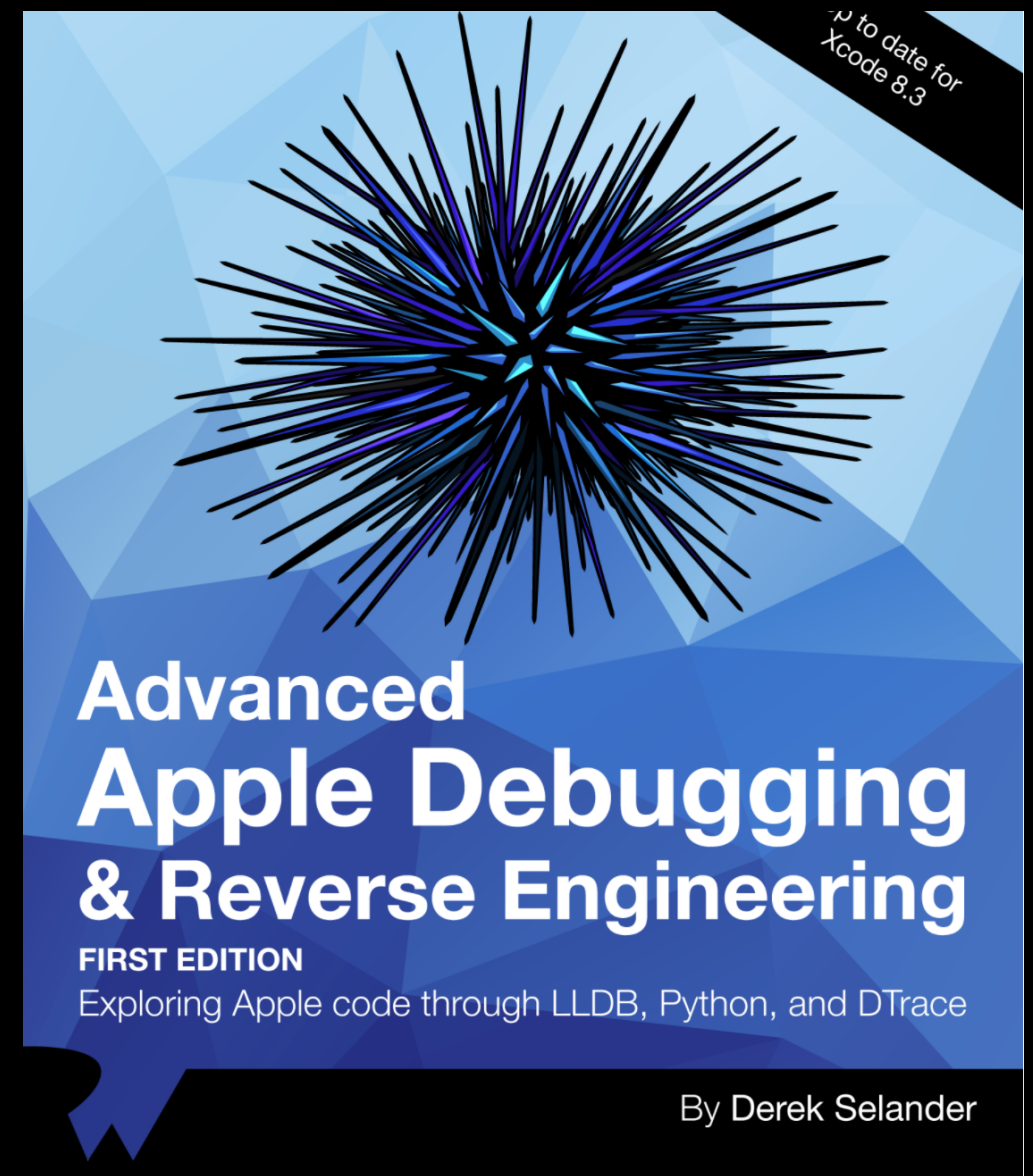
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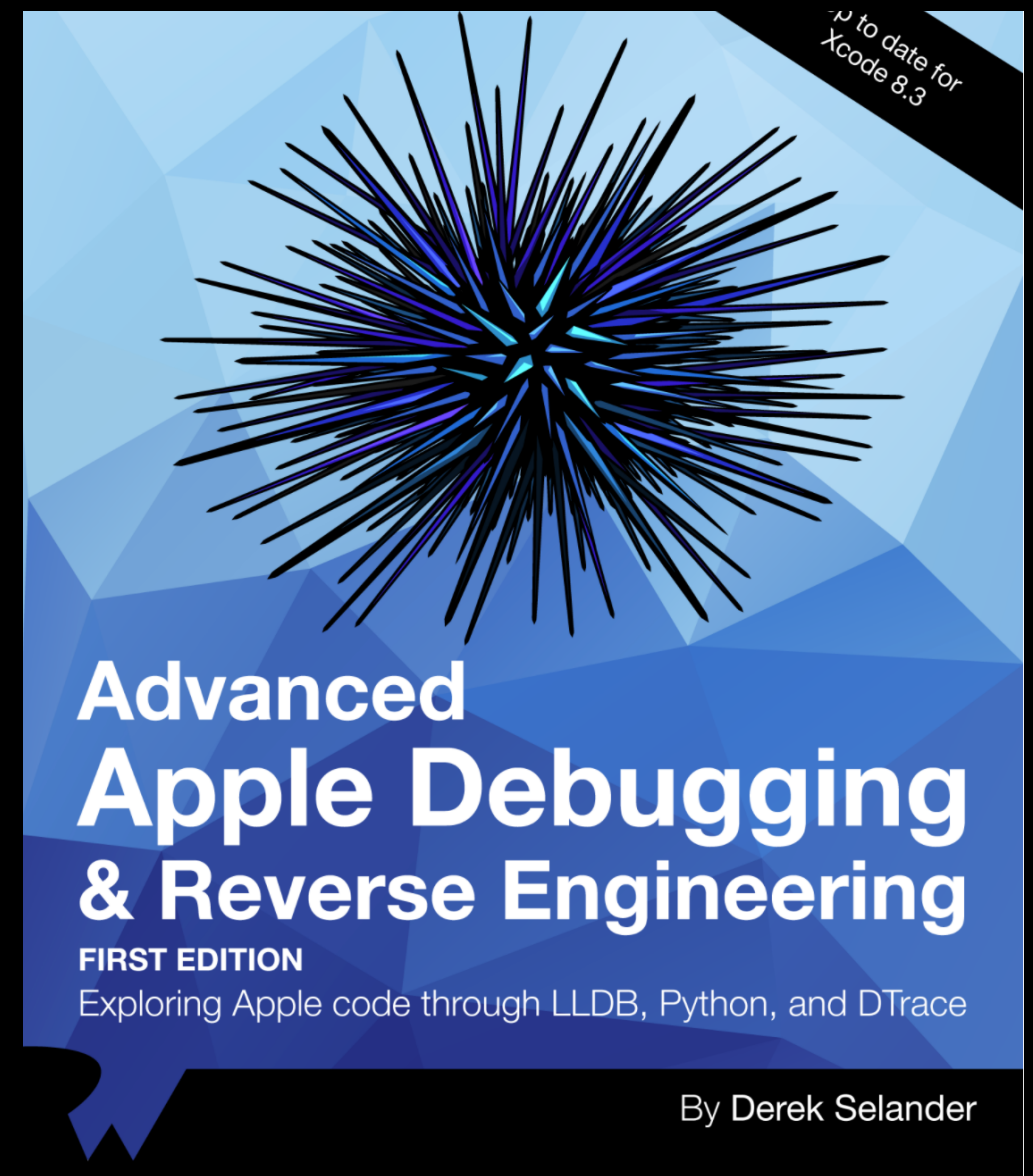
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- **search** - enumerates the heap to find objects of a certain type of class



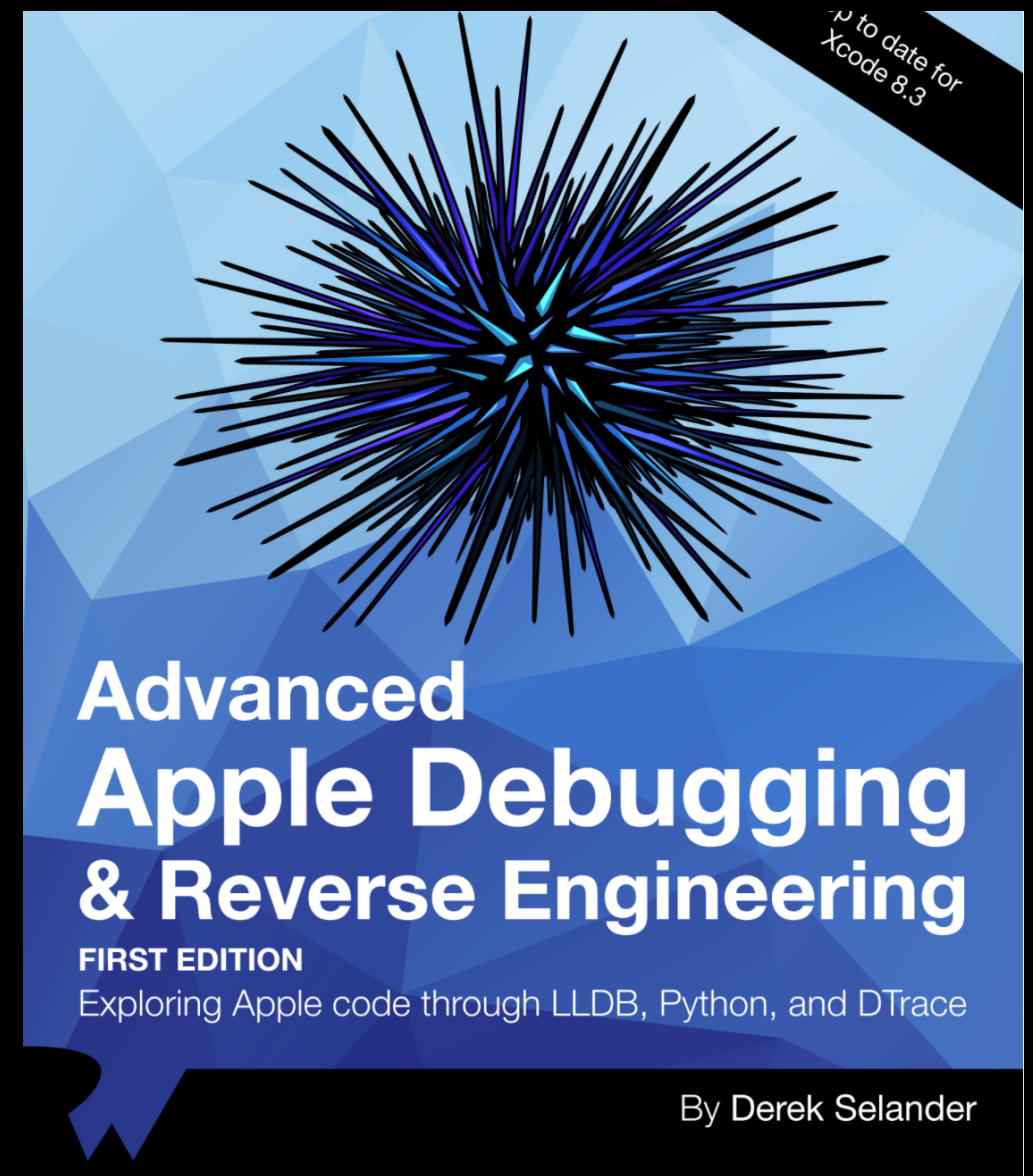
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- **search** - enumerates the heap to find objects of a certain type of class
- **lookup** - search for functions, *globals variables, strings



The Tools

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- **search** - enumerates the heap to find objects of a certain type of class
- **lookup** - search for functions, *globals variables, strings
- **enable_logging, msl** - Enables MallocStackLogging while proc is running, find where an object was created



x86_64 ASM

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- **RIP**, the instruction pointer points to where code is executing

```
0x10c7debea <+0>:    push    rbp
0x10c7debeb <+1>:    mov     rbp,    rsp
0x10c7debee <+4>:    push    r15
0x10c7debef <+6>:    push    r14
0x10c7debfa <+8>:    push    r13
0x10c7debfc <+10>:   push    r12
0x10c7debfe <+12>:   push    rbx
0x10c7debff <+13>:   sub     rsp,    0x98
0x10c7dec00 <+20>:   mov     r12,    rdi
0x10c7dec01 <+23>:   xor     eax,    eax
0x10c7dec03 <+25>:   call    0x10c6d06f2 ; _
0x10c7dec08 <+30>:   mov     rdi,    rax
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- A **call** opcode means the **RIP** is executing a function

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- `UIViewController *vc = [UIViewController new];
UIView *v = [vc view];`
- `vc_ref = objc_msgSend(UIViewController_CLASSREF, "new")
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Objective-C & ASM

- `UIViewController *vc = [UIViewController new];
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- `vc_ref = objc_msgSend(UIViewController_CLASSREF, "new")
v_ref = objc_msgSend(vc_ref, "view")`
- `RDI = UIViewController_CLASSREF
RSI = "new"
RAX = objc_msgSend(RDI, RSI)
RDI = RAX
RSI = "view"
RAX = objc_msgSend(RDI, RSI)`

Objective-C & ASM

```
UIViewController *vc = [UIViewController new];  
UIView *v = [vc view];
```

```
mov    rdi,    qword ptr [rip + 0x3f0a]    ; (__DATA.__objc_classrefs) UIViewController  
mov    rsi,    qword ptr [rip + 0x3eb3]    ; "new"  
mov    r14,    qword ptr [rip + 0x2e44]    (void *)0x0000000102bf1940: objc_msgSend ; 0x102  
  
call   r14  
mov    rbx,    rax  
mov    rsi,    qword ptr [rip + 0x3ea7]    ; "view"  
mov    rdi,    rbx  
call   r14
```

C, Swift & ASM

*If the Swift/Objective-C interoperability is not needed (i.e. class/functions not marked as @dynamic)

**Object Oriented languages will typically reserve the first register param as the instance or class parameter in a function

C, Swift & ASM

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- **RDI** & **RSI** can be used for other parameters**
- Swift often finds the class (which contains metadata on functions specific to the class) and **calls** from there

```
class ASwiftClass {  
    class func aClassFunc() { print("woot") } ; ASwiftClass.aClassFunc()  
}
```

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```
class ASwiftClass {  
    class func aClassFunc() { print("woot") } ; ASwiftClass.aClassFunc()  
}
```

```
call    0x10da96820    ; type metadata accessor for TEST.ASwiftClass  
mov     rsi,    qword ptr [rax + 0x50]  
mov     r13,    rax  
call    rsi
```

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mach_header_64

```
#include <mach-o/loader.h>
```

```
/*
 * The 64-bit mach header appears at the very beginning of object files for
 * 64-bit architectures.
 */
struct mach_header_64 {
    uint32_t    magic;        /* mach magic number identifier */
    cpu_type_t  cputype;      /* cpu specifier */
    cpu_subtype_t cpusubtype; /* machine specifier */
    uint32_t    filetype;     /* type of file */
    uint32_t    ncmds;         /* number of load commands */
    uint32_t    sizeofcmds;    /* the size of all the load commands */
    uint32_t    flags;         /* flags */
    uint32_t    reserved;      /* reserved */
};

/* Constant for the magic field of the mach_header_64 (64-bit architectures) */
#define MH_MAGIC_64 0xfeedfacf /* the 64-bit mach magic number */
#define MH_CIGAM_64 0xcffaedfe /* NXSwapInt(MH_MAGIC_64) */
```

`mach_header_64`

mach_header_64

```
▶ :~ xxd /bin/ls | head -5
00000000: cffa edfe 0700 0001 0300 0080 0200 0000 .....
00000010: 1200 0000 0807 0000 8500 2000 0000 0000 .....
00000020: 1900 0000 4800 0000 5f5f 5041 4745 5a45 ....H..._PAGEZE
00000030: 524f 0000 0000 0000 0000 0000 0000 0000 R0.....
00000040: 0000 0000 0100 0000 0000 0000 0000 0000 .....
```

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▶ :~ xxd -e /bin/ls | head -5

```
00000000: feedfacf 01000007 80000003 00000002 .....
00000010: 00000012 00000708 00200085 00000000 .....
00000020: 00000019 00000048 41505f5f 455a4547 ....H...__PAGEZE
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mach_header_64

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struct mach_header_64 {  
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```

```
#define MH_EXECUTE 0x2 /* demand paged executable file */
```

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00000030:	00004f52	00000000	00000000	00000000	RO.....
00000040:	00000000	00000001	00000000	00000000

► :~ otool -l /bin/ls | grep magic -A1

magic	cputype	cpusubtype	caps	filetype	ncmds	sizeofcmds	flags
0xfeedfacf	16777223	3	0x80	2	18	1800	0x00200085

Segments & Sections

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- Executable is divided up into different **Segments**

```
[0x0000000000000000-0x0000010000000000] 0x01000000000 ls`__PAGEZERO  
[0x0000010000000000-0x0000010000050000] 0x00000005000 ls`__TEXT  
[0x0000010000050000-0x0000010000060000] 0x00000001000 ls`__DATA  
[0x0000010000060000-0x00000100000a0000] 0x00000004000 ls`__LINKEDIT
```

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[0x0000001000000000-0x0000001000005000] 0x00000005000 ls`__TEXT
[0x0000001000005000-0x0000001000006000] 0x00000001000 ls`__DATA
[0x0000001000006000-0x000000100000a000] 0x00000004000 ls`__LINKEDIT
```

- These Segments can have 0 or more **Sections**

```
[0x000000100000f00-0x000000100000441f] 0x0000000351f ls`__TEXT.__text
[0x0000001000004420-0x00000010000045e8] 0x000000001c8 ls`__TEXT.__stubs
[0x00000010000045e8-0x00000010000048f0] 0x00000000308 ls`__TEXT.__stub_helper
[0x00000010000048f0-0x0000001000004ae8] 0x000000001f8 ls`__TEXT.__const
[0x0000001000004ae8-0x0000001000004f66] 0x0000000047e ls`__TEXT.__cstring
[0x0000001000004f68-0x0000001000004ffc] 0x00000000094 ls`__TEXT.__unwind_info
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[0x0000001000005000-0x0000001000006000] 0x00000001000 ls`__DATA  
[0x0000001000006000-0x000000100000a000] 0x00000004000 ls`__LINKEDIT
```

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[0x000000100000f00-0x000000100000441f] 0x0000000351f ls`__TEXT.__text  
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```

- Understanding these Sections and how they work inside the proc can give you A LOT of power.

Amusing Sections

[0x0000010694ae90-0x00000106c38b59]	0x00002edcc9	GoDaddyVoice`__TEXT.__text
[0x00000106c38b5a-0x00000106c3a1e0]	0x0000001686	GoDaddyVoice`__TEXT.__stubs
[0x00000106c3a1e0-0x00000106c3c77a]	0x000000259a	GoDaddyVoice`__TEXT.__stub_helper
[0x00000106c3c780-0x00000106c48058]	0x000000b8d8	GoDaddyVoice`__TEXT.__const
[0x00000106c48060-0x00000106c66c12]	0x000001ebb2	GoDaddyVoice`__TEXT.__cstring
[0x00000106c66c12-0x00000106c79741]	0x0000012b2f	GoDaddyVoice`__TEXT.__objc_methname
[0x00000106c79741-0x00000106c7a135]	0x00000009f4	GoDaddyVoice`__TEXT.__objc_classname
[0x00000106c7a135-0x00000106c7bec3]	0x0000001d8e	GoDaddyVoice`__TEXT.__objc_methtype
[0x00000106c7bed0-0x00000106c88283]	0x000000c3b3	GoDaddyVoice`__TEXT.__swift3_typereref
[0x00000106c88290-0x00000106c8c0b2]	0x0000003e22	GoDaddyVoice`__TEXT.__swift3_reflstr
[0x00000106c8c0b4-0x00000106c8ff84]	0x0000003ed0	GoDaddyVoice`__TEXT.__swift3_fieldmd
[0x00000106c8ff88-0x00000106c90268]	0x00000002e0	GoDaddyVoice`__TEXT.__swift2_types
[0x00000106c90268-0x00000106c9208c]	0x0000001e24	GoDaddyVoice`__TEXT.__swift3_capture
[0x00000106c92090-0x00000106c93c90]	0x0000001c00	GoDaddyVoice`__TEXT.__swift2_proto
[0x00000106c93c90-0x00000106c94248]	0x00000005b8	GoDaddyVoice`__TEXT.__swift3 ASSOCTY
[0x00000106c94248-0x00000106c9439c]	0x0000000154	GoDaddyVoice`__TEXT.__swift3_builtin
[0x00000106c943a0-0x00000106c9517a]	0x0000000dda	GoDaddyVoice`__TEXT.__ustring
[0x00000106c9517c-0x00000106c9601c]	0x0000000ea0	GoDaddyVoice`__TEXT.__gcc_except_tab
[0x00000106c9601c-0x00000106c962c8]	0x00000002ac	GoDaddyVoice`__TEXT.__entitlements
[0x00000106c962c8-0x00000106c9d130]	0x0000006e68	GoDaddyVoice`__TEXT.__unwind_info
[0x00000106c9d130-0x00000106c9e000]	0x0000000ed0	GoDaddyVoice`__TEXT.__eh_frame

Amusing Sections

```
grep: ./derekselanders$  
[0x00000106c9e000-0x00000106c9e010] 0x0000000010 GoDaddyVoice`__DATA.__nl_symbol_ptr  
[0x00000106c9e010-0x00000106c9e8d0] 0x000000008c0 GoDaddyVoice`__DATA.__got  
[0x00000106c9e8d0-0x00000106ca06d8] 0x00000001e08 GoDaddyVoice`__DATA.__la_symbol_ptr  
[0x00000106ca06d8-0x00000106ca06e0] 0x00000000008 GoDaddyVoice`__DATA.__mod_init_func  
[0x00000106ca06e0-0x00000106caf820] 0x0000000f140 GoDaddyVoice`__DATA.__const  
[0x00000106caf820-0x00000106cb7a20] 0x00000008200 GoDaddyVoice`__DATA.__cfstring  
[0x00000106cb7a20-0x00000106cb8110] 0x000000006f0 GoDaddyVoice`__DATA.__objc_classlist  
[0x00000106cb8110-0x00000106cb8330] 0x00000000220 GoDaddyVoice`__DATA.__objc_catlist  
[0x00000106cb8330-0x00000106cb84b0] 0x00000000180 GoDaddyVoice`__DATA.__objc_protolist  
[0x00000106cb84b0-0x00000106cb84b8] 0x00000000008 GoDaddyVoice`__DATA.__objc_imageinfo  
[0x00000106cb84b8-0x00000106cf2e18] 0x0000003a960 GoDaddyVoice`__DATA.__objc_const  
[0x00000106cf2e18-0x00000106cf6b50] 0x00000003d38 GoDaddyVoice`__DATA.__objc_selrefs  
[0x00000106cf6b50-0x00000106cf6c30] 0x000000000e0 GoDaddyVoice`__DATA.__objc_protorefs  
[0x00000106cf6c30-0x00000106cf7348] 0x00000000718 GoDaddyVoice`__DATA.__objc_classrefs  
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[0x00000106cf75d8-0x00000106cf8190] 0x00000000bb8 GoDaddyVoice`__DATA.__objc_ivar  
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[0x00000106d00e98-0x00000106d07328] 0x00000006490 GoDaddyVoice`__DATA.__llvm_prf_cnts  
[0x00000106d07328-0x00000106d191d8] 0x00000011eb0 GoDaddyVoice`__DATA.__llvm_prf_data  
[0x00000106d191e0-0x00000106d2306c] 0x00000009e8c GoDaddyVoice`__DATA.__llvm_prf_names  
[0x00000106d23070-0x00000106d2aec9] 0x00000007e59 GoDaddyVoice`__DATA.__data  
[0x00000106d2aec9-0x00000106d2aec9] 0x00000000000 GoDaddyVoice`__DATA.__llvm_prf_vnds  
[0x00000106d2aed0-0x00000106d2df60] 0x00000003090 GoDaddyVoice`__DATA.__bss  
[0x00000106d2df60-0x00000106d2e308] 0x000000003a8 GoDaddyVoice`__DATA.__common
```