# Lab 8: Symbolic Execution

Software Testing 2022 2022/04/28

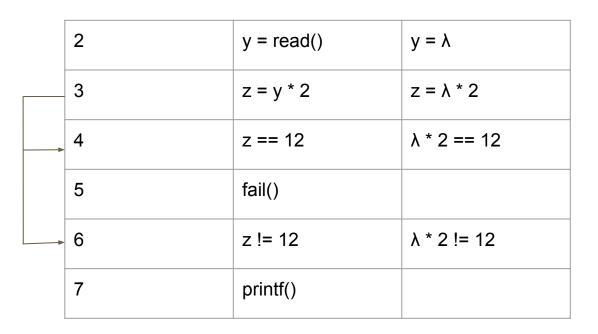
# Symbolic Execution

### Symbolic Execution

- 符號執行
- 透過分析程式,讓輸入可以到達特定的 basic block。
- 通常會使用一個符號值(λ)作為輸入,而非具體值。
- 在程式執行時可以得到相應的 path constraint, 然後通過 constraint solver 來 取得可以到達目標的具體值。

## Example

```
int f() {
      y = read();
     z = y * 2;
      if (z == 12) {
      fail();
5
      } else {
       printf("OK");
9
```



## More Example

```
int compute(int curr, int thresh, int step){
      int delta = 0;
                                                                                                                    curr: S_1, thresh: S_2, step: S_3
                                                                                                                     Path condition PC: true
      if (curr < thresh) {</pre>
                                                                                                                               , [2]
                                                                                                                          ... delta: 0
          delta = thresh - curr;
          if ((curr + step) < thresh)</pre>
                                                                                                       ... PC: S_1 < S_2
                                                                                                                                              ... PC: S_1 \ge S_2
              return -delta;
                                                                                                                                                   [10]
          else
                                                                                                       ... delta: S<sub>2</sub>-S<sub>1</sub>
                                                                                                                                             ... counter: 0
                                                                                                                                                          [11]
              return 0;
                                                                                              ... PC: S_1 < S_2 / 1
                                                                                                              ... PC: S_1 < S_2 / 1
                                                                                                                                    ... PC: S_1 \geq S_2 /
                                                                                                                                                      ... PC: S_1 \ge S_2 / 1
                                                                                                  S_1 + S_3 < S_2
                                                                                                                  S_1+S_3 \geq S_2
                                                                                                                                                          S_1 \geq S_2
          else {
                                                                                                                                        S_1 < S_2
                                                                                                 [6]
                                                                                                                                    Unsat!
                                                                                                                                                             [12]
                                                                                                                     [8]
              int counter = 0;
                                                                                                                ... Return: 0
                                                                                                                                                       ... curr: S_1-S_3
                                                                                             ... Return: -(S_2-S_1)
              while (curr >= thresh) {
11
                                                                                                                                                            [13]
                                                                                                                                                       ... counter: 1
                  curr = curr - step;
                                                                                                                                                                   [11]
                                                                                                                                                  [11]
                  counter++;
13
                                                                                                                                             ... PC: S_1 \ge S_2 / 1
                                                                                                                                                                 ... PC: S_1 \ge S_2 /
14
                                                                                                                                                 S_1 - S_3 < S_2
                                                                                                                                                                     S_1 - S_3 \ge S_2
                                                                                                                                               [15]
                                                                                                                                                                       [12]
              return counter;
15
                                                                                                                                               ... Return: 1
                                                                                                                                                                 ... curr: S_1 - S_3 - S_3
16
                                                                                                                                                                       [13]
17 }
                                                                                                                                                                  ... counter: 2
```

# 常見的工具

- KLEE
- S2E
- Angr

## Angr

- Disassembly and intermediate-representation lifting
- Program instrumentation
- Symbolic execution
- Control-flow analysis
- Data-dependency analysis
- Value-set analysis (VSA)
- Decompilation
- Github: <a href="https://github.com/angr/angr">https://github.com/angr/angr</a>

## Angr install

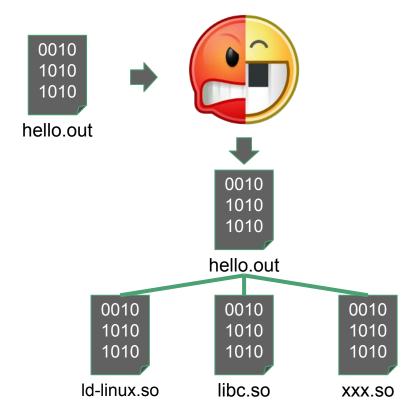
#### • 基本只要

- o \$ pip3 install angr
- o \$ pip3 install angr-utils
- \$ pip3 install bingraphvis
- \$ sudo apt install graphviz
- angr 會使用一些特殊版本 libraries
  - 推薦使用 python 虛擬環境
  - \$ sudo apt-get install python3-dev libffi-dev build-essential virtualenvwrapper
  - o 改.bashrc (https://ithelp.ithome.com.tw/articles/10265702)
  - \$ mkvirtualenv --python=\$(which python3) angr && pip install angr angr-utils bingraphvis
- 以上為 ubuntu 如果是別的系統或安裝過程有問題,可以參考:
  - https://docs.angr.io/introductory-errata/install

# Angr 內部執行流程



### The loader



#### Use

```
In [1]: import angr
In [2]: proj = angr.Project('./target')
WARNING | 2022-04-27 23:43:52,014 | cle.loader | The main binary is a position-i
ndependent executable. It is being loaded with a base address of 0x400000.
^[[A^[[A
In [3]: hex(proj.entry)
Out[3]: '0x4010c0'
```

# The factory

- block
- states
- simulation managers

#### block

```
In [4]: block = proj.factory.block(proj.entry)
In [5]: block.pp()
0x4010c0:
                endbr64
0x4010c4:
                        ebp, ebp
                ХОГ
0x4010c6:
                        r9, rdx
                MOV
0x4010c9:
                        rsi
                pop
0x4010ca:
                        rdx, rsp
                MOV
0x4010cd:
                        rsp, 0xfffffffffffff0
                and
0x4010d1:
                push
                        гах
0x4010d2:
                push
                        ГSР
0x4010d3:
                lea
                        r8, [rip + 0x956]
                        rcx, [rip + 0x8df]
0x4010da:
                lea
                        rdi, [rip + 0x798]
0x4010e1:
                lea
0x4010e8:
                call
                        qword ptr [rip + 0x2eea]
```

#### states

- state => a program at a given point in time
- 取得 program 初始狀態

```
In [6]: state = proj.factory.entry_state()
In [7]: state.regs.rip
Out[7]: <BV64 0x4010c0>
```

#### simulation manager

- primary interface in angr for performing execution
- contain several stashes of states
  - active is initialized with the state we passed in

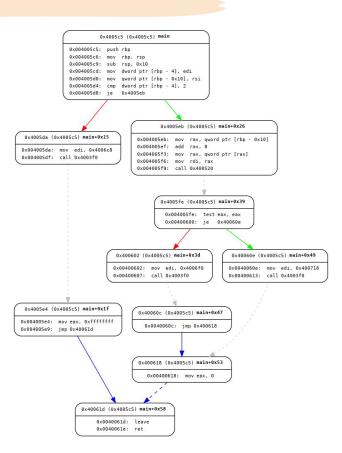
```
In [8]: simgr = proj.factory.simulation_manager(state)
In [9]: simgr.active
Out[9]: [<SimState @ 0x4010c0>]
In [10]: simgr.step()
Out[10]: <SimulationManager with 1 active>
In [11]: simgr.active
Out[11]: [<SimState @ 0x523fc0>]
In [12]: simgr.active[0].regs.rip
Out[12]: <BV64 0x523fc0>
In [13]: state.regs.rip
Out[13]: <BV64 0x4010c0>
```

#### **CFG**

- angr 可以產生 binary 的 cfg
- 使用方法: <a href="https://github.com/axt/angr-utils">https://github.com/axt/angr-utils</a>
- 注意事項:
  - proj = angr.Project("./a.out",
    load options={'auto load libs':False})
    - 如果 auto\_load\_libs 為 true, 那麼程序如果調用到庫函數的話就會直接調用 真正的庫函數 ,如果有的庫函數邏輯比較複雜,可能分析程序就出不來了~~。同時 angr 使用 python 實現了很多的庫函數(保存在 angr.SIM\_PROCEDURES 裡面),默認情況下 會使用列表內部的函數來替換實際的函數調用,如果不在列表內才會進入到真正的 library.如果 auto\_load\_libs 為 false ,程序調用函數時,會直接返回一個 不受約束的 符號值。

reference: https://kknews.cc/zh-tw/code/pkm5jne.html

#### **CFG**



# Create symbolic object

- angr's solver engine is called Claripy
  - o import claripy
- BV : bitvector
  - o claripy.BVS('x', 32)
- FP : floating-point
  - o claripy.FPS('y', claripy.fp.FSORT DOUBLE)
- Bool : boolean
  - o claripy.BoolV(True)

## explore

- 在 simulation managers 執行 explore, 條件匹配的狀態
  - find => 符合條件
  - o avoid => 不符合
- simgr.explore(find=find addr, avoid=avoid addr)
  - o avoid\_addr = [0x400c06, 0x400bc7]
  - $\circ$  find\_addr = 0x400c10d

#### Get solution

- 可以去查看 found 是否有產生能執行到的 constraint
  - o found = simgr.found[0]
- 透過 solver.eval 去拿到符合該解的值
  - o found.solver.eval(sym arg, cast to=bytes)

### Sample code

#### Create symbolic object

```
sym_arg_size = 15 #Length in Bytes because we will multiply with 8 later
sym_arg = claripy.BVS('sym_arg', 8*sym_arg_size)
```

#### Create a state with a symbolic argument

```
argv = [proj.filename]
argv.append(sym_arg)
state = proj.factory.entry_state(args=argv)
```

#### Generate a simulation manager object

```
simgr = proj.factory.simulation_manager(state)
```

Symbolically execute until we find a state satisfying our find= and avoid= parameters

```
avoid_addr = [0x400c06, 0x400bc7]
find_addr = 0x400c10d
simgr.explore(find=find_addr, avoid=avoid_addr)
```

```
found = simgr.found[0] # A state that reached the find condition from explore
found.solver.eval(sym_arg, cast_to=bytes) # Return a concrete string value for the sym arg to reach this state
```

# Lab

#### Lab 8

- 我們提供一個 linux binary, 請透過 angr 產生出他的 cfg
- 請找到能夠讓該程式印出 correct\n 的輸入
- 繳交方式:學號.zip (zip內包含以下檔案)
  - o target.png:用來找位置的 cfg 圖片
  - solve.py:執行 angr 的 python (please use python3)
  - flag.txt:正確的參數輸入 (argv[1])
- Note :
  - 此 Lab 有開 pie
    - angr 會自動把 pie base 放到 0x400000
    - 照著投影片第16頁步驟所產出來的cfg內地址已經是rebase過的

# Reference

#### Reference

- https://docs.angr.io/
- https://github.com/angr/angr
- https://github.com/angr/angr-doc
- https://github.com/angr/angr-doc/blob/master/CHEATSHEET.md
- https://github.com/axt/angr-utils