



Binary Analysis Craft - BinCraft

# Author



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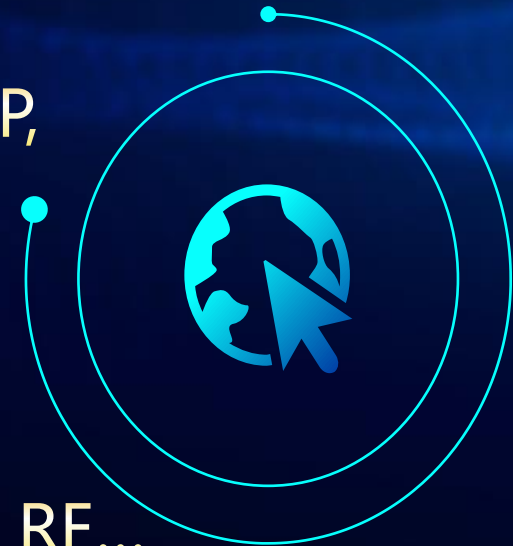
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# Author



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- XCTF Co-organizer
- Topics: Container Security, incident response, RE...



# Content



## What is Missing for Reversing Tools?



## BinCraft, the binary craft

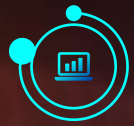
- SleighCraft
- QueryCraft
- Use cases



# Current Reversing Tools

- I know, we have many reversing tools already.
- Ghidra
- IDA pro
- Radare2/Rizin
- Binary Ninja
- Capstone(&unicorn)
- Angr
- BAP
- Why do we need a new one?

# Ghidra



**Usable Project, the most competitive one (vs. IDA)**



**Decompiler available**



**But...**

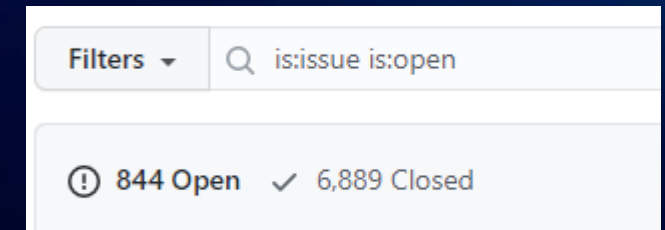
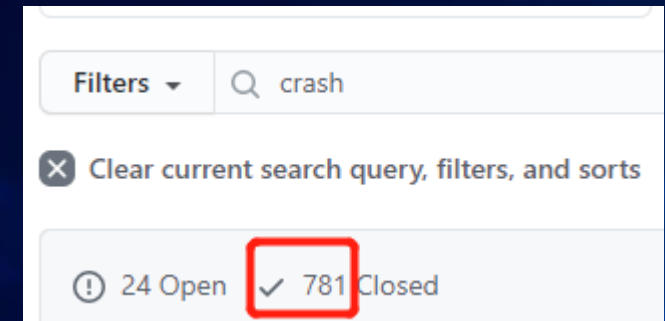
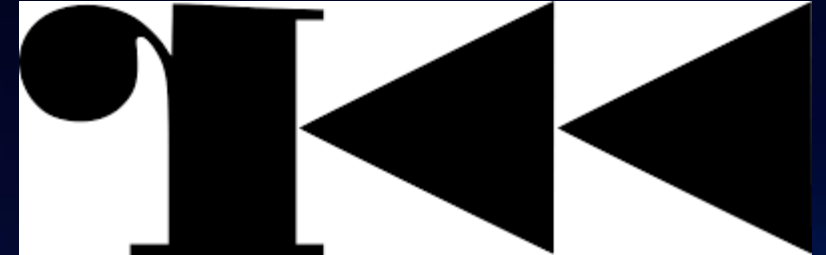
- JVM only
- No library-like functionality

**GHIDRA**



# Radare2/Rizin

- **UNIX-like reversing**
- **A cool project, but...**
- **C is hard.**
- **Many needs to be fixed.**
  - I myself frequently encounter bugs that stop me from accomplish my job.





# IDA pro

- The most used.
- But...
- Proprietary Software
- Expensive.
- Slow API
- Hard to use headless



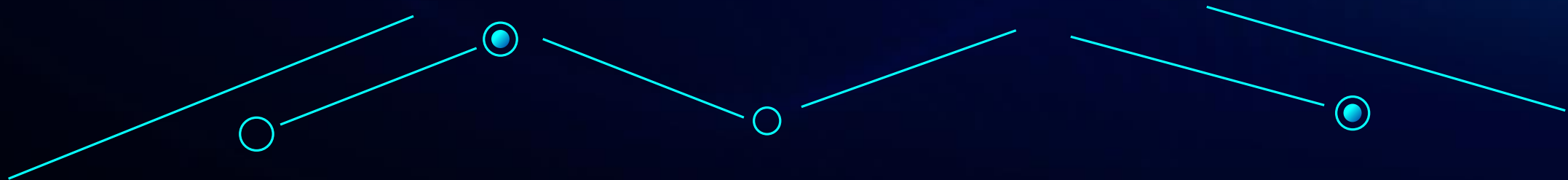
# Binary Ninja

- Good to use when scripting
- Proprietary Product
- No library-like (second time developable)



# Capstone

- Not a complete reversing tool, but a library
- No IR support
- No algorithms



# Angr

- Known as a binary symbolic execution tool
- Also can be used for binary analysis
- IR available
- But...
- Python is needed. (So use Angr in C/C++/Rust or other language is a bad idea)



# Bap

- Binary Analysis Platform
- Introduces a lot of interesting ideas in binary analysis
- But...
- Ocaml has its own idea..

# What is missing for reversing?

- Actually, no.
- They are all good and working.



# Then why do we need a new one?



## A new one? But...

- Previous tools are working good.
- Although they have problems, you don't need to stick to only one.
- A new one costs a lot!!



## So why?

- We just want new ideas in binary analysis!
- To explore the power of reusing ghidra basics
- Maybe, build a full-featured SQL-based binary analysis framework in the end
  - Like r2, but they stick to file, we stick to SQL



# BinCraft – the binary analysis craft



## Goal

- Stand on the shoulder of ghidra, but not totally depend on it (so, not an extension)
- Design a new reversing toolkit paradigm: SQL-based binary analysis
- Component-style, components should work by themselves.
  - They can also be used as a basic for other projects.
  - Or write automatic analyses

# SleighCraft



## SleighCraft – the basic craft of binary analysis

- Deals with basic disassembly, i.e, binary => disassembly
- Also, **binary** => **IR**(missing in capstone)
- No vm needed (no Python vm, JVM or any other vm)
- Can be used as a library (like capstone)
- Based on ghidra' s sleigh engine

# Pcode IR

- SleighCraft binds to ghidra' s decompilation engine
- IR also uses its IR, P-code IRs

# Pcode IR



## Pcode model

- RAM => address space
- Register => varnode
- Instruction => operation



## Address space

- A linear memory space
- Identified by addr space name + offset (addr)



## Varnode

- Several continuous bytes in the address space



## Operation

- Add, Sub, Mov...

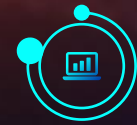
# Pcode IR operations

Category	P-Code Operations
Data Moving	COPY, LOAD, STORE
Arithmetic	INT_ADD, INT_SUB, INT_CARRY, INT_SCARRY, INT_SBORROW, INT_2COMP, INT_MULT, INT_DIV, INT_SDIV, INT_REM, INT_SREM
Logical	INT_NEGATE, INT_XOR, INT_AND, INT_OR, INT_LEFT, INT_RIGHT, INT_SRIGHT
Int Comparison	INT_EQUAL, INT_NOTEQUAL, INT_SLESS, INT_SLESSEQUAL, INT_LESS, INT_LESSEQUAL
Boolean	BOOL_NEGATE, BOOL_XOR, BOOL_AND, BOOL_OR
Floating Point	FLOAT_ADD, FLOAT_SUB, FLOAT_MULT, FLOAT_DIV, FLOAT_NEG, FLOAT_ABS, FLOAT_SQRT, FLOAT_NAN
FP Compare	FLOAT_EQUAL, FLOAT_NOTEQUAL, FLOAT_LESS, FLOAT_LESSEQUAL
FP Conversion	INT2FLOAT, FLOAT2FLOAT, TRUNC, CEIL, FLOOR, ROUND
Branching	BRANCH, CBRANCH, BRANCHIND, CALL, CALLIND, RETURN
Extension / Truncation	INT_ZEXT, INT_SEXT, PIECE, SUBPIECE

# Sleigh



**Ghidra's instruction decoding engine**



**DSL to decode instruction to...**

- Disassembly
- Pcode IR



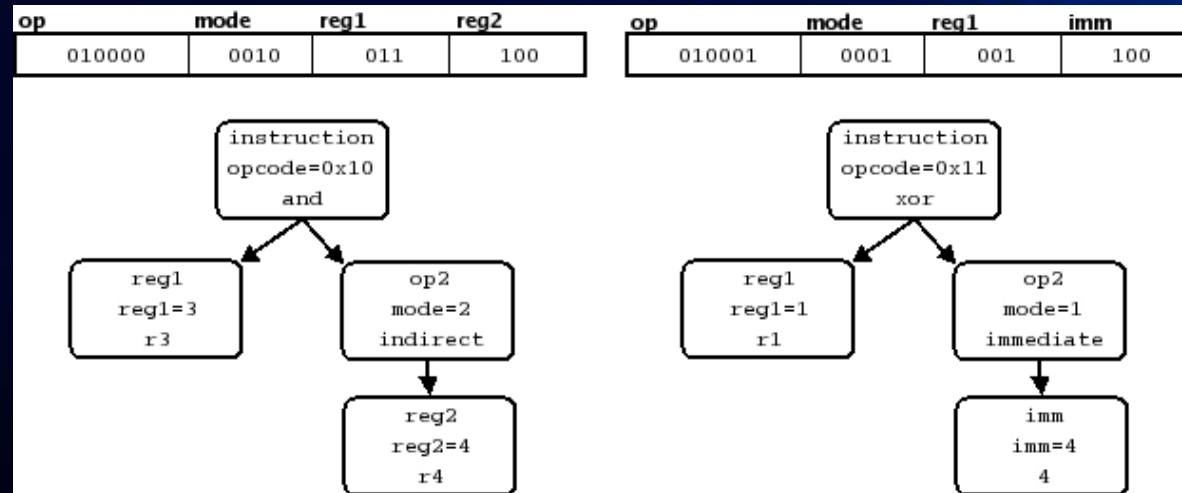
**The only industrial DSL decoding binary for now.**

# Meet Sleigh



## Sleigh describes how to decode binary

- It parses the binary into a tree
- The tree then describes how to display (disassemble)
- Also describes how to encode to Pcode





# Sleigh Example (from infilliate-ghidra)

## SLEIGH Example - x86 JMP rel8

**Raw bytes:** 0xEB 0x03

**x86 instruction:** JMP \$+5

```
rel8: reloc is simm8 [ reloc=inst_next+simm8; ] {  
    export *[ram]:$(SIZE) reloc;  
}
```

### SLEIGH:

```
:JMP rel8 is vexMode=0 & byte=0xeb; rel8 {  
    goto rel8;  
}
```

00401f16 eb 03

JMP

LAB\_00401f1b

BRANCH \*[ram]0x401f1b:8

# Why Sleigh



## SleighCraft chose sleigh for...

- Extensibility: give the DSL, the library can now disassemble new archs
- IR: IR Is directly available
- Availability: ghidra provides sleigh engine out of the box



## Then what is sleighcraft?

- Sleigh engine (cpp) to Rust binding
- Rust to other language bindings
  - Python
  - Js
  - ...
- Reason: Write binding in Rust is way easier than in C/C++

# SleighCraft Example (python)

```
from bincraft import Sleigh

code = [[0xe9, 0x12, 0x21]]

sleigh = Sleigh("x86", code)

for asm in sleigh.disasm(0):
    addr = asm.addr()
    mnem = asm.mnemonic()
    body = asm.body()

    print(f'Addr: {addr}\t mnemonic: {mnem}\t body: {body}')
    print(asm)

    pcodes = asm.pcodes()
    for pcode in pcodes:
        opcode = pcode.opcode()
        vars = pcode.vars()

        print(f'opcode: {opcode}\t vars: {vars}\t')
        print(pcode)
    print()
```

```
Addr: ram(0)      mnemonic: NOP  body:
Inst@ram(0) NOP  pcodes=[]
```

```
Addr: ram(1)      mnemonic: JMP  body: 0x2116
Inst@ram(1) JMP 0x2116 pcodes=[Pcode@ram(1)(BRANCH, [,varnode@ram(4):8470]), ]
opcode: BRANCH  vars: [varnode@ram(4):8470]
Pcode@ram(1)(BRANCH, [,varnode@ram(4):8470])
```

# QueryCraft



## SQL based binary analysis



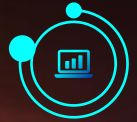



## What is SQL based?

- Radare2: commandline based
  - Use commandline to specify your target
  - Use commandline to modify current status (variable names, etc)
- Sql based
  - Use SQL to specify your target
  - Use SQL to modify current status (variable names, etc.)
- Implemented as a SQLite extension
  - So we get all language bindings free.
  - Just load the extension!

# QueryCraft

- Load the extension
- `> .load ./libQueryCraft.so`
- Read the binary, returns an id
- `> SELECT qc_read_bin( "/bin/ls" );` # returns id 1 (a number)
- Use the id, do the analyses!

# QueryCraft Schema

-  QueryCraft functions accept table as input, read or transform the table content
-  Table can be custom (inserted manually by user) or created by QueryCraft
-  Input table is constraint by fields
-  Example: schema “pcode”
  - Requires fields:
    - “space”, “offset”: as Varnode
    - “op”: operation
    - “op1\_space”, “op1\_offset”, “op1\_size”: and “op2”, “op3”, “out”, different varnodes argument

# QueryCraft Analyses



## **Analyses can be:**

- Transform: insert or deletes rows in a table
- Annotate: creates a new table (or reuse previous table). The table contains a new information relates input table.
- Onetime: side-effect free analyses.



# QueryCraft Analyses

• **Example: transform analysis**

• **Dead Code Eliminate**

• **> SELECT qc\_dead\_code\_elim( "input\_table" );**

• **Input:**

- Arg 1: "input\_table" input table name, the table should follow the pcode schema

• **Transform**

- The rows in the table can be deleted if is dead code

# QueryCraft Analyses

- **Example: annotate analysis**
- **Control Flow Graph generate**
- **> SELECT qc\_cfg( "input\_table" , "out\_table" )**
- **Input:**
  - Arg 1: input table name, also follows "pcode"
  - Arg 2: output table name
- **Annotate:**
  - Out table will contain the information about the variables identified

# QueryCraft Analyses

• **Example: Onetime analysis**

• **Onetime Disassemble**

• **> SELECT \* from qc\_disasm(x' 909090' , 0);**

• **Input:**

- Arg 1: the bytes to disasm
- Arg 2: the address of disasmble

• **One time output:**

- The onetime analysis works like a table
- "qc\_disasm" returns the disassembly of 0x909090 in a table

# Why QueryCraft



**It is fun!**



**SQL is good to extract certain information.**



**Consider:**

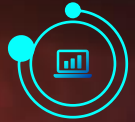
- Find all “mov-mov-jmp” patterns (may happen when deobfuscation)
- In ghidra: write a script (in python, using api)
- In IDA: write a script (in python, using api)
- In SQL: a single select

# Future of BinCraft

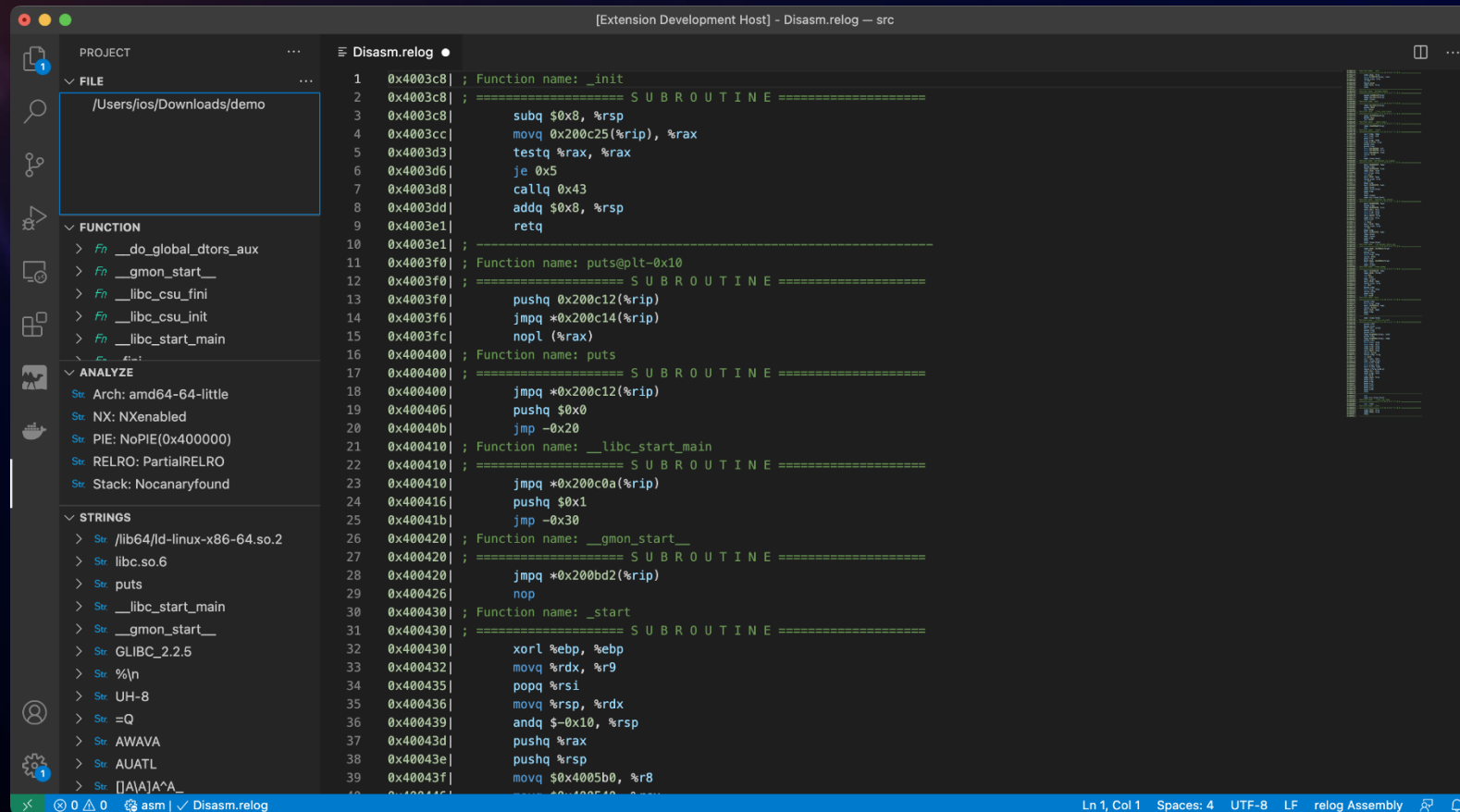
- **Initially, BinCraft may be just a toy showing ideas.**
- **Finally, the ideas may combine.**
- **And we may get to a full-featured reversing tool**
  - Also with new ideas!



# BinCraft Usecases



## Interactive malware/binary analysis



# BinCraft Usecases



## Cross-arch rop gadget search

- Example of automatic static analysis
- Works in any language with sqlite3 binding

```
sql = 'SELECT addr, bytes FROM qc_loaded_inst'
for addr, bin in conn.execute(sql):
    for off in range(len(bin)):
        binary = bin[off: off+16]
        sql = 'SELECT addr, op FROM qc_disasm_pcode(?, ?)'
        # more filters (jop gadget, semantically equivalent to ret, etc.) possible
        # with matching on IR
        possible = False
        for code_addr, code_op in conn.execute(sql, (binary, addr)):
            if code_op == 'RETURN':
                possible = True
                break
        if possible:
            mark_gadget(binary)
```





# BinCraft Usecases

## CTF solving – DEFCON 2020 cross arch shellcode

- Bruteforce bytes
- Disassemble
- Inspect IR with SleighCraft python API





DEMO

@Starcross portallab



The logo for BINCRAFT is rendered in a metallic, three-dimensional font. The letters are blue and silver with a brushed metal texture. The 'B' and 'C' are particularly stylized, with the 'C' having a large, open loop. The text is set against a black rectangular background that is speckled with white stars, giving it a cosmic or space-themed appearance.

BINCRAFT

[Github.com/starcrossportal/bincraft](https://github.com/starcrossportal/bincraft)

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