

Dynamic Reverse Engineering with Frida



Debugger

The diagram consists of two white rectangular boxes, one on the left and one on the right, each with a thin black border. The left box is labeled 'Debugger' and the right box is labeled 'Debuggee'. A thick, solid black vertical line runs down the center of the image, separating the two boxes. The text is centered within each box.

Debuggee



Debugger

Debuggee

bootstrapper

Debugger

Debuggee

bootstrapper-thread



bootstrapper

Debugger

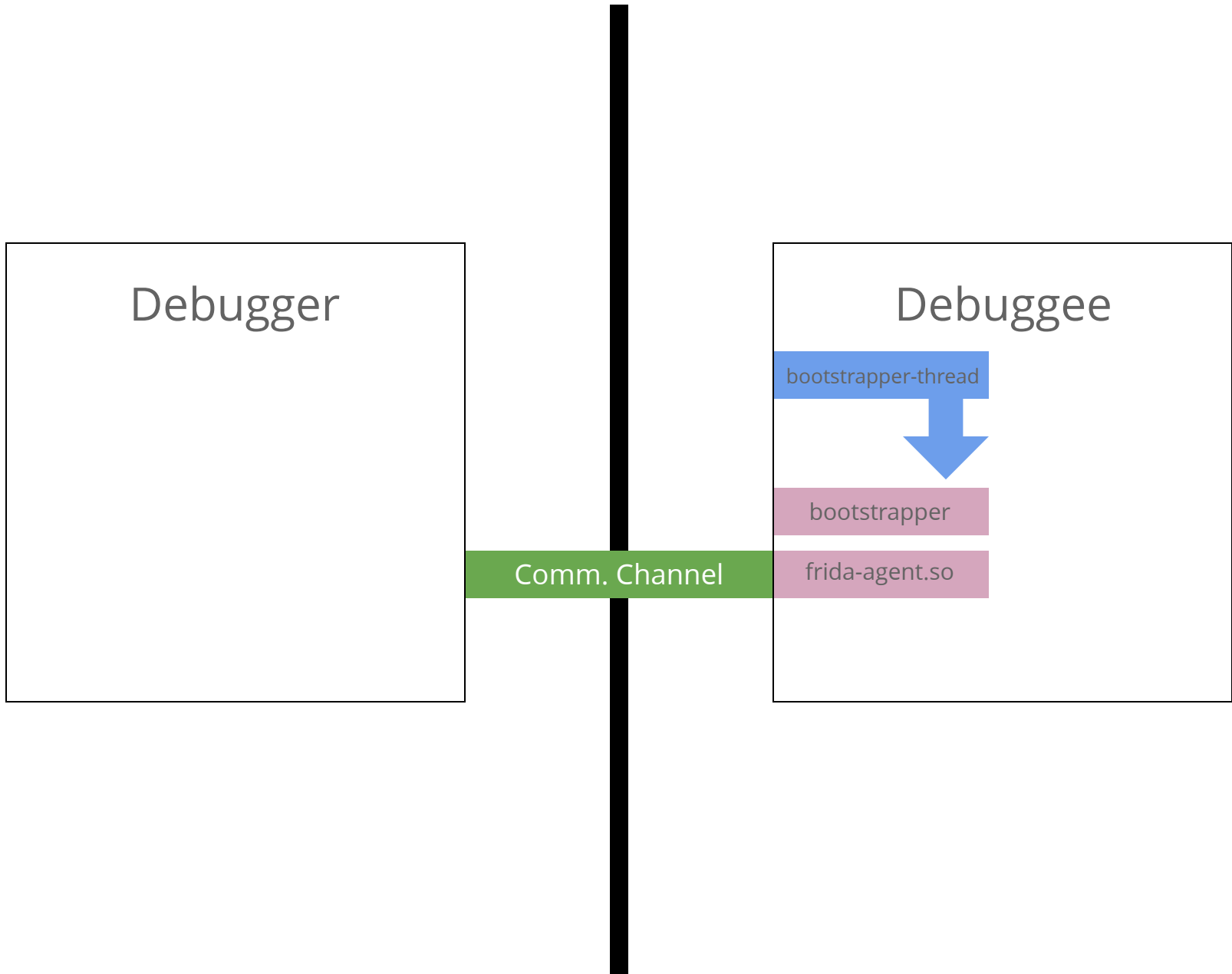
Debuggee

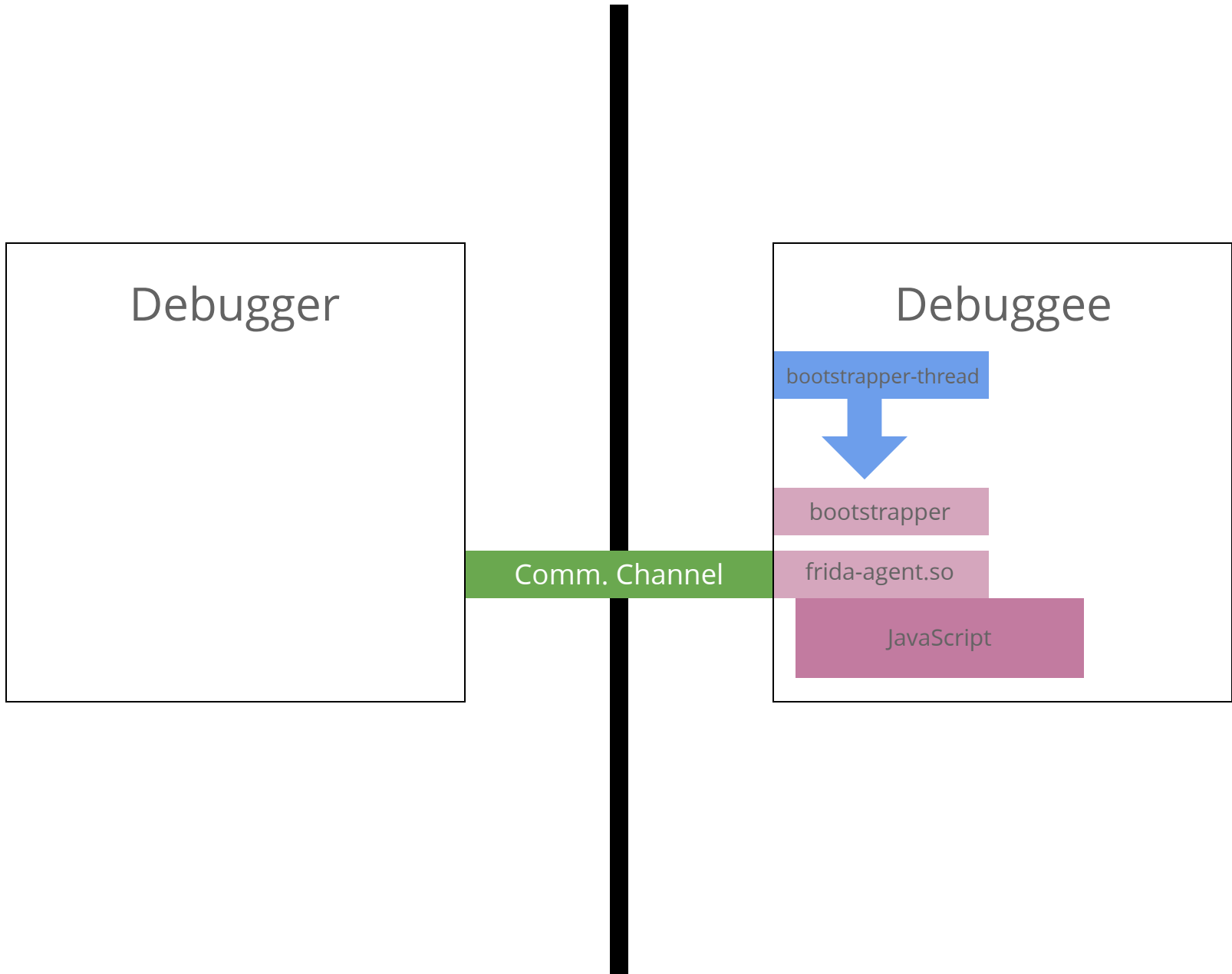
bootstrapper-thread



bootstrapper

frida-agent.so





Motivation

- Existing tools often not a good fit for the task at hand
- Creating a new tool usually takes too much effort
- Short feedback loop: reversing is an iterative process
- Use one toolkit for multi-platform instrumentation
- Future remake of oSpy (see below)

oSpy								
File Edit Go Capture Options View Tools Help								
Filter:			Find: ASCII string			>P >T		
	Index	Type	Timestamp	FunctionName	ReturnAddress	Sender	Description	Comment
	232		20:50:16	getaddrinfo	0x771c6575 [WININET.dll]	msnmsgr.exe [pid=3468, tid=2180]	nodename=login.live.com, servname=NULL	
	235		20:50:16	getaddrinfo	0x771c6575 [WININET.dll]	msnmsgr.exe [pid=3468, tid=2180]	nodename=login.live.com, servname=NULL	
	237		20:50:16	connect	CTCPNetworkLayer::ConnectToIP	msnmsgr.exe [pid=3468, tid=2372]	204.204.204.204:52428: connecting to 65.54.239.140:1863	
	238		20:50:16	connect	0x771c818c [WININET.dll]	msnmsgr.exe [pid=3468, tid=2180]	0.0.0.0:3900: connecting to 65.54.183.202:443	
	307		20:50:19	send	CTCPNetworkLayer::Send	msnmsgr.exe [pid=3468, tid=2372]	10.0.0.11:3901: Sent 33 bytes to 65.54.239.140:1863	VER
	310		20:50:19	send	CTCPNetworkLayer::Send	msnmsgr.exe [pid=3468, tid=2372]	10.0.0.11:3901: Sent 72 bytes to 65.54.239.140:1863	CVR
	313		20:50:19	send	CTCPNetworkLayer::Send	msnmsgr.exe [pid=3468, tid=2372]	10.0.0.11:3901: Sent 32 bytes to 65.54.239.140:1863	USR
	321		20:50:19	recv	CTCPNetworkLayer::OnSocketRead	msnmsgr.exe [pid=3468, tid=2372]	10.0.0.11:3901: Received 33 bytes from 65.54.239.140:1863	VER
	325		20:50:19	recv	CTCPNetworkLayer::OnSocketRead	msnmsgr.exe [pid=3468, tid=2372]	10.0.0.11:3901: Received 197 bytes from 65.54.239.140:1863	XFR
	327		20:50:19	SecureSend	0x7721d77d [WININET.dll]	msnmsgr.exe [pid=3468, tid=2180]	10.0.0.11:3900: Sent 546 bytes to 65.54.183.202:443	<POST /RST.srf => 200 OK
	329		20:50:19	SecureSend	0x7721d77d [WININET.dll]	msnmsgr.exe [pid=3468, tid=2180]	10.0.0.11:3900: Sent 3525 bytes to 65.54.183.202:443	...POST /RST.srf => 200 OK...
	335		20:50:19	closesocket	CTCPNetworkLayer::OnSocketClose	msnmsgr.exe [pid=3468, tid=2372]	10.0.0.11:3901: connection to 65.54.239.140:1863 closed	
	366		20:50:19	connect	CTCPNetworkLayer::ConnectToIP	msnmsgr.exe [pid=3468, tid=2372]	204.204.204.204:52428: connecting to 207.46.108.49:1863	
	374		20:50:19	SecureRecei...	0x7721dce9 [WININET.dll]	msnmsgr.exe [pid=3468, tid=2180]	10.0.0.11:3900: Received 25 bytes from 65.54.183.202:443	...POST /RST.srf => 200 OK...
	396		20:50:20	send	CTCPNetworkLayer::Send	msnmsgr.exe [pid=3468, tid=2372]	10.0.0.11:3902: Sent 33 bytes to 207.46.108.49:1863	VER

```

>> ..... #307
>> 0000: 56 45 52 20 31 20 4d 53 4e 50 31 35 20 4d 53 4e VER.1.MSNP15.MSN
>> 0010: 50 31 34 20 4d 53 4e 50 31 33 20 43 56 52 30 0d P14.MSNP13.CVR0.
>> 0020: 0a

```

Node	
0	VER

Backtrace for #307 - send

msnmsgr.exe::0x45d4ef (CTCPNetworkLayer::Send)
msnmsgr.exe::0x45d5b8
msnmsgr.exe::0x45d6b1 (CMNSConnection::SendNetMessage)
msnmsgr.exe::0x86cf1c
msnmsgr.exe::0x48d0d4
msnmsgr.exe::0x879460
msnmsgr.exe::0x4a9596
msnmsgr.exe::0x530070

Go to address in IDA

Close

	Index ▲	Type	Timestamp	FunctionName	ReturnAddress	Sender
	0		1:53:44 PM	getaddrinfo	0x71227d80 [WININET.dll]	iexplore.e
	1		1:53:44 PM	connect	0x7122b945 [WININET.dll]	iexplore.e
	2		1:53:44 PM	SecureSend	0x7123777b [WININET.dll]	iexplore.e
▶	3		1:53:44 PM	SecureSend	0x7123777b [WININET.dll]	iexplore.e
	4		1:53:45 PM	SecureReceive	0x71236ff7 [WININET.dll]	iexplore.e
	5		1:53:45 PM	SecureReceive	0x71236ff7 [WININET.dll]	iexplore.e
	6		1:53:45 PM	SecureReceive	0x71236ff7 [WININET.dll]	iexplore.e
	7		1:53:45 PM	closesocket	0x7122c5b9 [WININET.dll]	iexplore.e

```
61 70 61 63 68 65 2e 73 74 72 75 74  org.apache.struts.taglib.html.TOKEN=d3850acfd24746d7dfd333e04d5050f8&BV_SessionID=@@@0890248298.1268113827@@@&BV_EngineID=cckc adeildihlmkcflac ehfdfkkgdgm1.0&username=raymondcc&password=testpass123&action=Log
```

10.0.0.11:1145 <-> 207.46.104.25:1863

<UNKNOWN ENDPOINTS>

[14:20:40]

VER 1 MSNP15 MSNP14 MSNP13 CVR0

CVR 2 0x0409 winnt 5.1 i386 MSNMSG 8.1.0178 msmgs tryggve1@gmail.com

USR 3 SSO I tryggve1@gmail.com

[14:20:41]

VER 1 MSNP15 MSNP14 MSNP13 CVR0

CVR 2 8.1.0178 8.1.0178 8.0.0787 http://msgr.dlservice.microsoft.com/downl

GCF 0 3866

```

<Policies>
  <Policy type="SHIELDS">
    <config>
      <shield>
        <cli maj="7" min="0" minbld="0" maxbld="9999" deny="" />
      </shield>
      <block>
        <hashes>
        </hashes>
        <regex>
          <intext value="L1pCLn8pZ14q"/>
          <intext value="L1pCLNnjC14q"/>
          <intext value="L1pncm91cH8py3R1cmVCLn8ocC4q"/>
          <intext value="L1pncm91cG1jdHvyZVwucGhwL1o="/>
          <intext value="L1pnyKsZCJ5XC5waHAUKg="/>
          <intext value="L1pzdGFmZ1wucGhwL1o="/>
          <intext value="L1pwawN2XC5waHAUKg="/>
          <intext value="L1pyb3R0Zw50b21hdG91c1wudxMuKq="/>
        </intext>
      </regex>
    </config>
  </Policy>

```

USR 3 SSO 5 MBI_KEY_OLD B13aM1rupBoxHOP230whLGOQpd/G/dy1et80wadPjKBbuovjR

POST /RST.srf HTTP/1.1

Accept: text/*
User-Agent: Mozilla/4.0 (compatible; MSIE 6.0; Windows NT 5.1; SV1; login.live.com)
Host: login.live.com
Content-Length: 3525
Connection: Keep-Alive
Cache-Control: no-cache

```

<Envelope xmlns="http://schemas.xmlsoap.org/soap/envelope/" xmlns:wss="
  <Header>
    <ps:AuthInfo xmlns:ps="http://schemas.microsoft.com/Passport/Soa
      <ps:HostingApp>
        (7108E71A-9926-4FCB-BCC9-9A9D3F32E423)
      </ps:HostingApp>
      <ps:BinaryVersion>
        4
      </ps:BinaryVersion>
      <ps:UIVersion>
        1
      </ps:UIVersion>
      <ps:Cookies>
      </ps:Cookies>
      <ps:RequestParams>
        AQAIAAAB5YwQAAAMQDQ0
      </ps:RequestParams>
    </ps:AuthInfo>
  </Header>

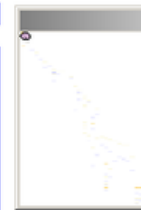
```

[14:20:42]

HTTP/1.1 100 Continue

HTTP/1.1 200 OK

Connection: Close
Date: Sun, 04 Feb 2007 13:20:37 GMT
Server: Microsoft-IIS/6.0
PPServer: PPV: 30 H: BAYPPLOGN2B29 V: 0
X-Powered-By: ASP.NET
Content-Type: text/html; charset=iso-8859-1
Expires: Sun, 04 Feb 2007 13:19:37 GMT
Cache-Control: no-cache



What is Frida?

- Dynamic instrumentation toolkit
 - Debug live processes
- Scriptable
 - **Execute your own debug scripts inside another process**
- Multi-platform
 - Windows, Mac, Linux, iOS, Android, QNX
- Highly modular, JavaScript is optional
- Open Source

Why would you need Frida?

- For reverse-engineering
- For programmable debugging
- For dynamic instrumentation
- But ultimately: To enable rapid development of new tools for the task at hand

Let's explore the basics



- 1) Build and run a simple program that calls $f(\mathbf{n})$ every second with \mathbf{n} increasing with each call.

2) Let's figure out what **n** is.

Frida has a REPL. Let's use it.

It live-reloads!

3) Let's modify what **n** is.
How about +9000?

4) Let's speed up time.

5) Let's call `f()` ourselves.

6) rpc, send() and recv().

Let's see what files
Telegram open()
on macOS

Let's try interacting
with Objective-C

Let's figure out who is
calling `open()`.

Let's inspect registers.

Let's try frida-gadget.

Let's explore early
instrumentation.

Injecting errors

```
'use strict';

const AF_INET = 2;
const AF_INET6 = 30;
const ECONNREFUSED = 61;

['connect', 'connect$NOCANCEL'].forEach(funcName => {
  const connect = new NativeFunction(
    Module.findExportByName('libsystem_kernel.dylib', funcName),
    'int',
    ['int', 'pointer', 'int']);
  Interceptor.replace(connect, new NativeCallback((socket, address, addressLen) => {
    const family = Memory.readU8(address.add(1));
    if (family == AF_INET || family == AF_INET6) {
      const port = (Memory.readU8(address.add(2)) << 8) | Memory.readU8(address.add(3));

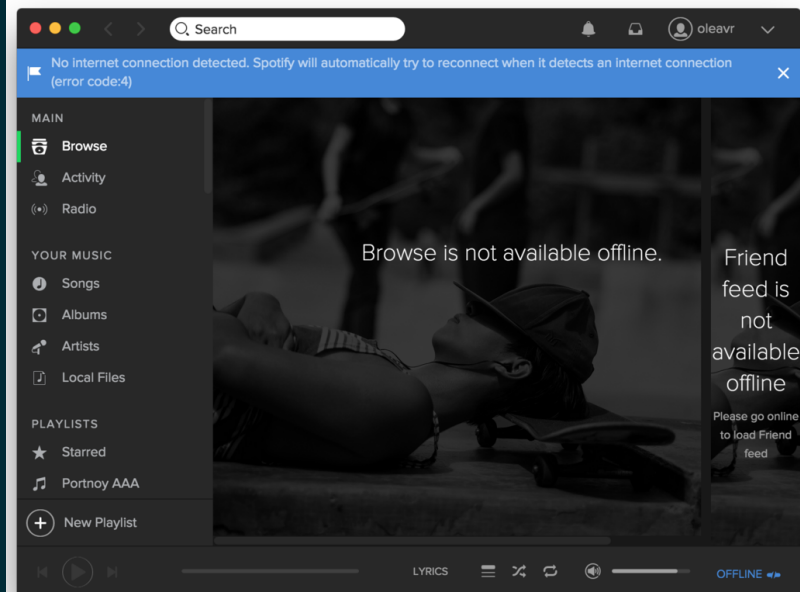
      let ip = '';
      if (family == AF_INET) {
        for (let offset = 4; offset != 8; offset++) {
          if (ip.length > 0)
            ip += '.';
          ip += Memory.readU8(address.add(offset));
        }
      } else {
        for (let offset = 8; offset != 24; offset += 2) {
          if (ip.length > 0)
            ip += ':';
          ip += toHex(Memory.readU8(address.add(offset))) +
            toHex(Memory.readU8(address.add(offset + 1)));
        }
      }

      console.log('connect() family=' + family + ' ip=' + ip + ' port=' + port);
      if (port === 80 || port === 443 || port === 4070) {
        console.log(' blocking!');
        this.errno = ECONNREFUSED;
        return -1;
      } else {
        console.log(' accepting!');
        return connect(socket, address, addressLen);
      }
    } else {
      return connect(socket, address, addressLen);
    }
  }, 'int', ['int', 'pointer', 'int']));

  send('ready');
});

function toHex(v) {
  let result = v.toString(16);
  if (result.length === 1)
    result = '0' + result;
  return result;
}
```

```
$ node app.js Spotify
connect() family=2 ip=78.31.9.101 port=80
 blocking!
connect() family=2 ip=193.182.7.242 port=80
 blocking!
connect() family=2 ip=194.132.162.4 port=443
 blocking!
connect() family=2 ip=194.132.162.4 port=80
 blocking!
connect() family=2 ip=194.132.162.212 port=80
 blocking!
connect() family=2 ip=194.132.162.196 port=4070
 blocking!
connect() family=2 ip=193.182.7.226 port=443
 blocking!
```



All calls between two recv() calls

```
'use strict';

const co = require('co');
const frida = require('frida');
const load = require('frida-load');

let session, script;
co(function* () {
  session = yield frida.attach(process.argv[2]);
  const source = yield load(
    require.resolve('./agent.js'));
  script = yield session.createScript(source);
  script.events.listen('message', message => {
    if (message.type === 'send') {
      const stanza = message.payload;
      switch (stanza.name) {
        case 'ready':
          console.log('Waiting for application to call recv()...');
          break;
        case 'result': {
          console.log('Results received');
          const events = stanza.payload.events;
          events.forEach(ev => {
            const location = ev[0];
            const target = ev[1];
            const depth = ev[2];
            let indent = '';
            for (let i = 0; i !== depth; i++)
              indent += '  ';
            console.log(`${'\t' + indent + location + '\t\tCALL ' + target}`);
          });
          session.detach();
          break;
        }
      }
    } else {
      console.log(message);
    }
  });
  yield script.load();
});
```

```
'use strict';

const WAITING = 1;
const STOPPING = 2;
const COLLECTING = 3;
const DONE = 4;

let state = WAITING;
let stalledThreads = null;
let bins = [];

['recv', 'recvfrom', 'recvmsg'].forEach(function (name) {
  Interceptor.attach(Module.findExportByName('libsystem_s.dylib', function), {
    onEnter: args => {
      if (state === WAITING || state === STOPPING) {
        state = COLLECTING;
        Stalker.unfollow();
      }
    },
    onLeave: retval => {
      if (state === WAITING) {
        state = STOPPING;
        stalledThreads = state.threads;
        Stalker.follow();
        events = {
          call: true
        };
        onEnter: events => {
          bins.push(events);
          if (state === COLLECTING) {
            state = DONE;
          }
        }
      }
    }
  });
});

send({
  name: 'ready'
});

function sendResult() {
  const events = bins.reduce((result, bin) => {
    const event = {
      data: bin,
      offset: 0
    };
    while ((e = nextEvent(e.offset))) {
      event.offset += e.size;
    }
    return result;
  }, []);
  send({
    name: 'result',
    payload: {
      events: events
    }
  });
}

function nextEvent(cursor) {
  // Return 32-bit integer
  const data = cursor.data;
  if (cursor.offset === data.length)
    return null;
  skipEvent(cursor);
  const location = readPointer(cursor);
  const target = readPointer(cursor);
  const depth = readDepth(cursor);
  return [location, target, depth];
}

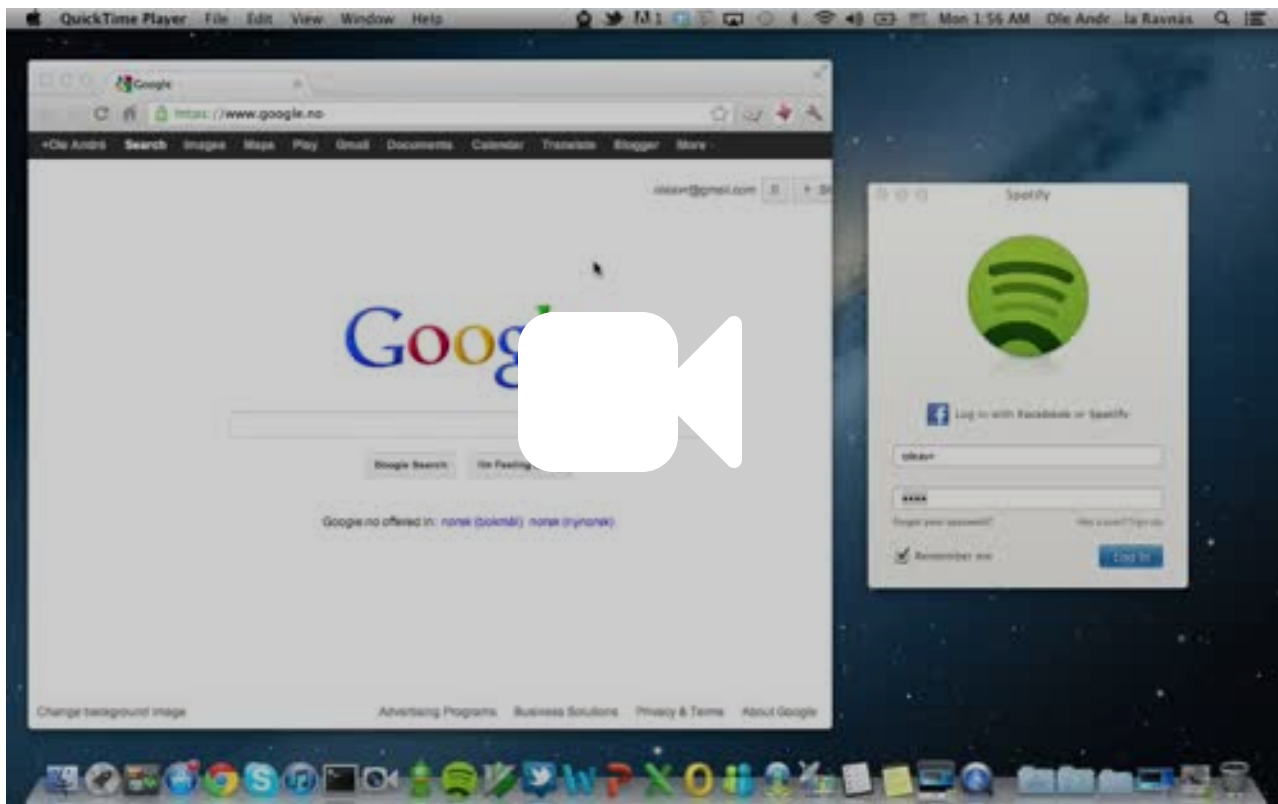
function skipEvent(cursor) {
  cursor.offset += 8;
}
```

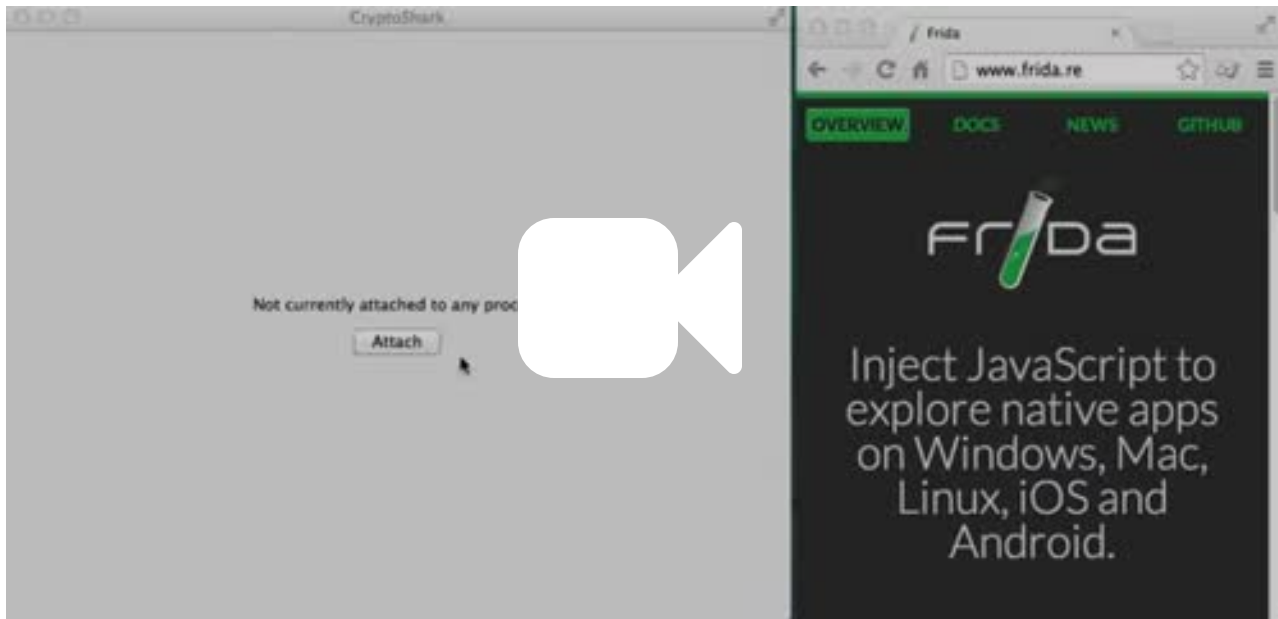
```
$ node app.js Spotify
```

Waiting for application to call recv()...

Results received:

```
0x119875dc7      CALL 0x119887527
0x119875e7      CALL 0x11989a1e6
0x1197f4df      CALL 0x11992f934
0x1197f4f3      CALL 0x1197edd7d
0x7fff8acd6ad   CALL 0x7fff8ace32dc
| 0x7fff95355059   CALL 0x7fff9535c08b
0x7fff937774be   CALL 0x7fff9375d5a0
| 0x7fff9376e76   CALL 0x7fff93788d6e
| 0x7fff9376e722   CALL 0x7fff93788d2c
| | 0x7fff8d1e9754   CALL 0x7fff8d1e9765   CALL 0x7fff8d1e9421   CALL 0x7fff8d1e95bf   CALL 0x7fff8d1e7417   CALL 0x7fff8d1e95eb   CALL 0x7fff9377752c   CALL 0x7fff93788d9e
| | | 0x7fff8d1ed7c8   CALL 0x7fff8d1e721
0x7fff9377754e   CALL 0x7fff93788b5e
| 0x7fff8acd6d10   CALL 0x7fff8acdec91
| | 0x7fff8acd6d53   CALL 0x7fff8acd6d53   CALL 0x7fff95352182   CALL 0x7fff95353663   CALL 0x14ce858a   CALL 0x7fff9535bb4e
| | | 0x7fff95352182   CALL 0x7fff95353663   CALL 0x14ce858a   CALL 0x7fff9535bb4e
| | | | 0x7fff95352182   CALL 0x7fff95353663   CALL 0x14ce858a   CALL 0x7fff9535bb4e
0x7fff8acd6d20   CALL 0x7fff8ace3348
0x7fff8acd6d48   CALL 0x7fff8acde877
| 0x7fff8acde8ce   CALL 0x7fff8acde8ce   CALL 0x7fff95352182   CALL 0x7fff95353663   CALL 0x14ce858a   CALL 0x7fff9535bb4e
| | 0x7fff95352182   CALL 0x7fff95353663   CALL 0x14ce858a   CALL 0x7fff9535bb4e
| | | 0x7fff95352182   CALL 0x7fff95353663   CALL 0x14ce858a   CALL 0x7fff9535bb4e
| | | | 0x7fff95352182   CALL 0x7fff95353663   CALL 0x14ce858a   CALL 0x7fff9535bb4e
0x7fff8acde8e1   CALL 0x7fff8acde8e1   CALL 0x7fff8acde923   CALL 0x7fff8acde923   CALL 0x7fff8acdd6ad   CALL 0x7fff8acdd6ad   CALL 0x7fff968e0ef   CALL 0x7fff8acdd6b5   CALL 0x7fff8acdd6b5
```





EOF!

Please drop by
<https://t.me/fridadotre>
(or **#frida** on FreeNode)