Research- 10/13

Previous Week Summary

I researched Dyninst but wasn’t able to get it to successfully do what I wanted. Then I thought about just using a hex editor to rewrite one bit in the file.

Using an online hex editor (hexed.it), I changed various bits throughout the file:

|  |  |  |
| --- | --- | --- |
| **Change** | **File** | **Effect** |
| Last bit in the file BangBangController.java | BangBangController\_lastbit.java | Program does not compile |
| First bit in the file BangBangController.java | BangBangController\_firstbit.java | Program did not compile |
|  |  |  |

However, after these trails, I came to the realization that changing any bits in the source files would likely result in the program not being able to compile.

Goals for Next Week

Create a more concrete analysis of ways to game the algorithm. Test those methods to produce results.

10/13 Agenda

1. Review revised Bang Bang Algorithm
2. Review methods for trying to break the algorithm