

# radare2 as a tool for ctf

Basic reference

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## introduction

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- Incepted in 2006 by Sergi Alvarez aka Pancake (@trufae) as Radare1
- Initially designed as a forensic tool
- Rewritten from scratch in 2009 for modular architecture
- Scriptable and extendable framework, not just a tool
- Gained popularity only a few years ago
- Participation in GSoC<sup>1</sup> and institutioning own RSoC<sup>2</sup>

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<sup>1</sup>Radare2 Team (2017a). *GSoC 2017*.

<sup>2</sup>Radare2 Team (2017g). *RSoC 2017*.

## short overview

- Core part written in the pure C without dependencies
- Highly portable to different platforms
- UNIX (KISS) -like tools
- Around 1000 commands
- More than 400 configuration options
- Supports both static and dynamic analysis
- Own package manager and external plugins infrastructure
- Windows support from the box (and GSoC task)

# installation

- First rule - don't use packaged version
- `sys/install.sh` on \*nix, including OS X
- prebuilt EXE on Windows (best in ConEmu)
- Current release version is **1.5.0**
- Debian (and Ubuntu?) still ship **0.9.6**
- Use version from git for bug-reporting

# toolset review

- **Radare2** - the main tool, incorporate everything
- **Rabin2** - parsing binaries
- **Radiff2** - diffing binaries
- **Rafind2** - searching
- **Ragg2** - writing shellcodes
- **Rahash2** - calculating hashes
- **Rarun2** - setting up running environment
- **Rasm2** - CLI assembler/disassembler

short cheatsheet

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# commands concept

- Most of the commands are abbreviations
- Similar as in GDB (**info registers** -> **i r**) but w/o space<sup>3</sup>
- See registers - **dr** (Debug), **aer** (ESIL)
- **dr** == debug register
- **aer** == analysis ESIL register
- Each command has internal help - just add '?'
- Most of the commands has JSON output - just add 'j'
- Case sensitive (see commands' count)

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<sup>3</sup>Radare2 Team (2017e). *Migration from IDA Pro, GDB or WinDbg*.



# basic disassembly<sup>4</sup>

- `rasm2 -a arm -b 64 -d 058d00f8`
- `rasm2 -a arm "mov r0, 5"`
- `pd [N]` - linear disassembly of [N] instructions
- `pi [N]` - the same, just instructions

Those 3 below require functions defined first (analysis)

- `pdf [function name]` - linear disassembly of function
- `pdr` - recursive disassembly across function graph
- `pdcc` - basic **C-like** pseudocode

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<sup>4</sup>Radare Team (2017c). *R2 Book - Disassembly*.

# basic debug<sup>5</sup>

- Add "-d" option to radare2
- Or reopen it using **ood** command
- **r2 -d /bin/ls**

Debug commands are under "d" namespace - see **d?**

- **db** - Setting breakpoint
- **dc** - Continuing execution
- **ds** - Single step
- **ds [address]** - Step until
- Functional keys in visual mode, see **V?**

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<sup>5</sup>Radare Team (2017b). *R2 Book - Debugger*.

# visual debug

```
[0x7f7341aa1cd0 300 /bin/ls]> ?0:f tmp:s... @ rip
offset - 0 1 2 3 4 5 6 7 8 9 A B C D E F 0123456789ABCDEF
0x7ffedc4997d0 0100 0000 0000 0000 739e 49dc fe7f 0000 .....s.I.....
0x7ffedc4997e0 0000 0000 0000 0000 7b9e 49dc fe7f 0000 .....{.I.....
0x7ffedc4997f0 869e 49dc fe7f 0000 ca9e 49dc fe7f 0000 ..I.....I.....
0x7ffedc499800 f99e 49dc fe7f 0000 0a9f 49dc fe7f 0000 ..I.....I.....
rax 0x00000000 rbx 0x00000000 rcx 0x00000000
rdx 0x00000000 r8 0x00000000 r9 0x00000000
r10 0x00000000 r11 0x00000000 r12 0x00000000
r13 0x00000000 r14 0x00000000 r15 0x00000000
rsi 0x00000000 rdi 0x00000000 rsp 0x7ffedc4997d0
rbp 0x00000000 rip 0x7f7341aa1cd0 rflags I
brax 0x0000003b

;-- rip:
0x7f7341aa1cd0 4889e7 mov rdi, rsp
0x7f7341aa1cd3 e808400000 call 0x7f7341aa5ce0 ;[1]
0x7f7341aa1cd8 4989c4 mov r12, rax
0x7f7341aa1cdb 8b05774f2200 mov eax, dword [0x7f7341cc6c58] ; [0x7f7341cc6c58:4]=0
0x7f7341aa1ce1 5a pop rdx
0x7f7341aa1ce2 488d24c4 lea rsp, [rsp + rax*8]
0x7f7341aa1ce6 29c2 sub edx, eax
0x7f7341aa1ce8 52 push rdx
0x7f7341aa1ce9 4889d6 mov rsi, rdx
0x7f7341aa1cec 4989e5 mov r13, rsp
0x7f7341aa1cef 4883e4f0 and rsp, 0xfffffffffffffff0
0x7f7341aa1cf3 488b3d065322. mov rdi, qword [0x7f7341cc7000] ; [0x7f7341cc7000:8]=0
0x7f7341aa1cfa 498d4cd510 lea rcx, [r13 + rdx*8 + 0x10] ; section_end..gnu_debuglink
0x7f7341aa1cff 498d5508 lea rdx, [r13 + 8] ; 8
0x7f7341aa1d03 31ed xor ebp, ebp
0x7f7341aa1d05 e8b6fd0000 call 0x7f7341ab1ac0 ;[2]
0x7f7341aa1d0a 488d153f0101. lea rdx, 0x7f7341ab1e50
0x7f7341aa1d11 4c89ec mov rsp, r13
0x7f7341aa1d14 41ffe4 jmp r12
0x7f7341aa1d17 660f1f840000. nop word [rax + rax]
0x7f7341aa1d20 488d05616222. lea rax, 0x7f7341cc7f88
0x7f7341aa1d27 c3 ret
```

# basic patching<sup>6</sup>

- Add "-w" option to radare2 to open in write mode
- Or reopen it using oo+ command

Writing commands are under "w" namespace - see w?

- w - Write ASCII string
- wx - Write hexadecimal sequence
- wa - Write assembly
- wtf - Write to file

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<sup>6</sup>Radare Team (2017a). *R2 Book - Basic Commands - Write*.

# visual modes

- Can use UTF-8 and True color
- `e scr.utf8=true ; e scr.truecolor=true`
- All visual modes are under "**V**" namespace
- Just press **V** and loop forward/back using **p/P**
- **VV** - ASCII graphs
- **V\_** - HUD mode
- **VF** - navigation through flags/symbols (supports p/P too)
- **Ve** - navigation (and preview) of internal config variables
- **Vt** - navigation through types
- Has different hotkeys - see **V?**

# ve - visual config

```
> asm.esil = true
asm.family = false
asm.fcncalls = true
asm.fcncalls = true
asm.features =
asm.filter = true
asm.flags = true
asm.flagsinbytes = false
asm.flgoff = false
asm.functions = true
asm.hints = false
asm.indent = false
asm.indentspace = 2
asm.invhex = false
asm.jmphints = true

Selected: asm.esil (Show ESIL instead of mnemonic)

;-- section..text:
(fcn) main 265
main ();
; var int local_38h @ rsp+0x38
; DATA XREF from 0x0000535d (entry0)
0x00003990 4157 r15,8, rsp, -=, rsp,=[8] ; section 13 va=0x00003990 pa=0x00003990 s
0x00003992 4156 r14,8, rsp, -=, rsp,=[8]
0x00003994 4155 r13,8, rsp, -=, rsp,=[8]
0x00003996 4154 r12,8, rsp, -=, rsp,=[8]
0x00003998 4189fc rdi,r12d,=,0xffffffff,r12,&=
0x0000399b 55 rbp,8, rsp, -=, rsp,=[8]
0x0000399c 53 rbx,8, rsp, -=, rsp,=[8]
0x0000399d 4889f3 rsi,rbx,=
0x000039a0 4883ec48 72, rsp, -=, $o, of, =, $s, sf, =, $z, zf, =, $p, pf, =, $b8, cf, = ; 'H'
0x000039a4 488b3e rsi,[8],rdi,=
0x000039a7 64488b042528. 0x28,[8],rax,= ; [0x28:8]=0x200f0 ; '('
0x000039b0 4889442438 rax,0x38, rsp, +=,=[8]
0x000039b5 31c0 rax,eax,^=, $z, zf, =, $p, pf, =, $s, sf, =, $o, cf, =, $o, of, =, 0xffffffff, rax, &=
0x000039b7 e874b80000 rip,8, rsp, -=, rsp,=[],62000,rip,= ; sub.stderr_240_230
0x000039bc 488d35526401. 0x16452,rip,+,rsi,= ; 0x19e15 ; const char * locale I
0x000039c3 bf00000000 6,rdi,= ; int category
0x000039c8 e8cbfeffff rip,8, rsp, -=, rsp,=[],14488,rip,= ; sym.imp.setlocale ; char *setlocale
0x000039cd 488d354c3401. 0x1344c,rip,+,rsi,= ; str._usr_share_locale ; 0x16e20 ; "/usr/
0x000039d4 488d3d2b3401. 0x1342b,rip,+,rdi,= ; str.coreutils ; 0x16e06 ; "coreutils"
0x000039d4 488d3d2b3401. 0x1342b,rip,+,rdi,= ; str.coreutils ; 0x16e06 ; "coreutils"
```

# vf - visual flagspaces

Flags in flagospace 'functions'. Press '?' for help.

```
> 000 0x0000f230 165 sub.stderr_240_230
001 0x000153e0 41 fcn.000153e0
002 0x00010520 17 fcn.00010520
003 0x000104c0 54 sub.__errno_location_4c0
004 0x000130e0 41 sub.memcpy_e0
005 0x00010500 17 fcn.00010500
006 0x00010540 53 fcn.00010540
007 0x00014080 113 sub.malloc_80
008 0x0000c8b0 5 fcn.0000c8b0
009 0x000084f0 45 fcn.000084f0
010 0x00013130 56 sub.dcgettext_130
011 0x000054d0 44 fcn.000054d0
012 0x0000c470 34 sub.setlocale_470
013 0x0000b620 278 sub.strlen_620
```

Selected: sub.stderr\_240\_230

```
(fcn) sub.stderr_240_230 165
sub.stderr_240_230 ();
; CALL XREF from 0x000039b7 (main)
0x0000f230 4885ff test rdi, rdi
0x0000f233 53 push rbx
0x0000f234 747a je 0xf2b0
0x0000f236 be2f000000 mov esi, 0x2f ; '/' ; int c
0x0000f23b 4889fb mov rbx, rdi
0x0000f23e e8f544ffff call sym.imp.strrchr ; char*strrchr(char *s, int c)
0x0000f243 4885c0 test rax, rax
0x0000f246 7452 je 0xf29a
0x0000f248 488d5001 lea rdx, [rax + 1] ; r8 ; "ELF\x02\x01\x01"
0x0000f24c 4889d1 mov rcx, rdx
0x0000f24f 4829d9 sub rcx, rbx
0x0000f252 4883f906 cmp rcx, 6
0x0000f256 7e42 jle 0xf29a
```

analysis





# analysis options

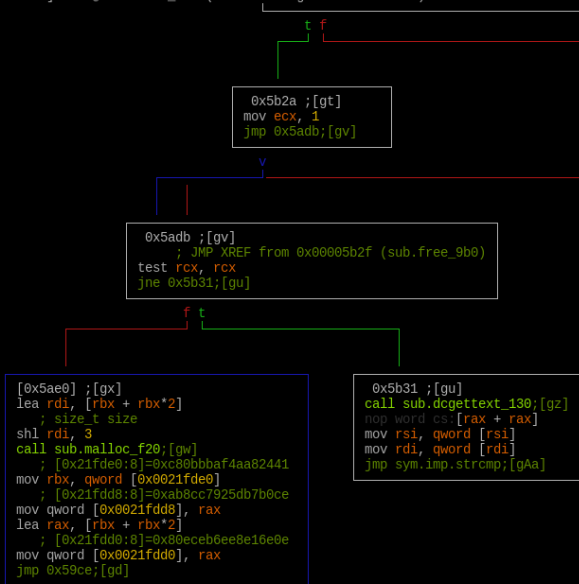
- Located in **e anal.\*** config var namespace
- For example enabling jump tables analysis **e anal.jmptbl=true**
- We don't enable all analysis by default
- **r2 -A /bin/ls** - open with autoanalysis
- **r2 -e bin.demangle=true /bin/ls** - open with demangling
- **e asm.demangle=true** - show demangled symbols in disassembly
- **e pdb.** - options related to loading/downloading PDBs
- **e asm.** - options to control information shown in disasm

# analysis commands

- There are a few autoanalysis commands: aa, aaa and aaaa
- Those offer different analysis depth
- All analysis commands are under "a" namespace - see a?
- r2 -A, r2 -AA,.. - same with options
- af - analyze the function (see also af?)
- av - show virtual tables (C++)
- aa? - particular commands for recursive analysis
- aac - analyze function calls
- aad - analyze data references
- ax? - particular commands for analyzing references (e.g. axt)

# ascii graph

[0x000059b0]> VV @ sub.free\_9b0 (nodes 20 edges 27 zoom 100%) BB-TINY mouse:canvas-y movements-speed:5



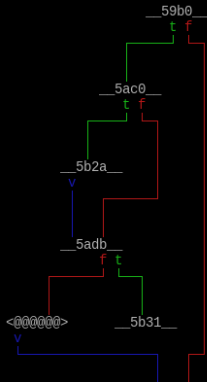
# ascii/unicode graphs

- After analysis is done graph information is available
- **agC** - generate Graphviz code
- **agf** - show ASCII graph of the function
- **VV** - visual ASCII graph
- It's possible to navigate through nodes using **Tab/Shift+Tab**
- There is support for "**zoom**" - +/-
- Minimap support - press **p/P** to scroll via all modes
- Also graphs information available via JSON (for WebUI)

# minimap

[0x000059b0]> VW @ sub.free\_9b0 (nodes 20 edges 27 zoom 100%) BB-MINI mouse:canvas-y movements-speed:5

```
[ 0x5ae0 ]  
lea rdi, [rbx + rbx*2]  
; size_t size  
shl rdi, 3  
call sub.malloc_f20;[gw]  
; [0x21fde0:8]=0xc80bbbf4aa82441  
mov rbx, qword [0x0021fde0]  
; [0x21fdd8:8]=0xab8cc7925db7b0ce  
mov qword [0x0021fdd8], rax  
lea rax, [rbx + rbx*2]  
; [0x21fdd0:8]=0x80eceb6ee8e16e0e  
mov qword [0x0021fdd0], rax  
jmp 0x59ce;[gd]
```



- There is a support for C types
- All types commands are located in “t” namespace - see t?
- to file.h - parse C header file and load types from it
- td struct qwe {int a; char\* b;}; - parse type desc
- tp <typename> = <address> - cast data at some addr to type
- tl <typename> = <address> - permanently link type to addr
- tk - raw requests to SDB database (types storage)
- Vt - visual types navigation

# arguments

- There is a support for function arguments
- All arguments commands are located in “**afv**” namespace - see **afv?**
- **afv** - show locals/arguments
- **afvn** - rename argument/local
- **afvr?** - manipulation of register based arguments
- **afvs?** - manipulation of SP based arguments
- **afvb?** - manipulation of BP based arguments
- **afva** - analyze all arguments + types across file

- R2 has its own Intermediate Language and its VM
- It's RPN form (Reverse Polish Notation)<sup>7</sup>
- Allows to emulate parts of the programs
- Supported architectures are x86, ARM, MIPS, etc...
- Being used in the deep analysis for resolving indirect jumps
- `ao esil` - shows the ESIL representation of current instruction
- `ae eax,5,+=` - evaluate ESIL expression
- `e asm.esil=true` - show ESIL instead of disassembly

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<sup>7</sup>Radare2 Team (2015b). *ESIL Instruction Set*.

<sup>8</sup>Radare2 Team (2015a). *ESIL description*.



# memory inspection

For this R2 need to be started in debug mode (“-d”)

- **dm?** commands allows you to inspect the memory
- **dmm** - shows loaded libraries
- **dm** - inspecting the memory map
- **dmh?** - commands to inspect the heap
- **dmhg** - show the ASCII graph of the heap
- **dmhb** - display parsed bins for selected heap arena
- **dbta** - show the ASCII graph of call stack

# stack visualization

```
[0x55f398302840]> dmh?
Usage: dmh # Memory map heap
dmh
dmh [malloc_state]
dmha
dmhb
dmhb [bin_num|bin_num:malloc_state]
dmhbg [bin_num]
dmhc @[chunk_addr]
dmhf
dmhf [fastbin_num|fastbin_num:malloc_state]
dmhg
dmhg [malloc_state]
dmhi @[malloc_state]
dmhm
dmhm [malloc_state]
dmh?
[0x55f398302840]> dmhb
Bins {
Bin 001:
double linked list unsorted bin {
0x7f9114d5cb38->fd = 0x7f9114d5cb38
0x7f9114d5cb38->bk = 0x7f9114d5cb38
}
Empty bin 0x0
Bin 002:
double linked list small bin {
0x7f9114d5cb48->fd = 0x7f9114d5cb48
0x7f9114d5cb48->bk = 0x7f9114d5cb48
}
Empty bin 0x0
Bin 003:
double linked list small bin {
0x7f9114d5cb58->fd = 0x7f9114d5cb58
0x7f9114d5cb58->bk = 0x7f9114d5cb58
}
Empty bin 0x0
Bin 004:
double linked list small bin {
0x7f9114d5cb68->fd = 0x7f9114d5cb68
0x7f9114d5cb68->bk = 0x7f9114d5cb68
}
Empty bin 0x0
```

List chunks in heap segment  
List heap chunks of a particular arena  
List all malloc state instances in application  
Display all parsed Double linked list of main\_arena's bins instance  
Display parsed double linked list of bins instance from a particular arena  
Display double linked list graph of main\_arena's bin [Under developemnt]  
Display malloc\_chunk struct for a given malloc chunk  
Display all parsed fastbins of main\_arena's fastbinY instance  
Display parsed single linked list in fastbinY instance from a particular arena  
Display heap graph of heap segment  
Display heap graph of a particular arena  
Display heap\_info structure/structures for a given arena  
List all elements of struct malloc\_state of main thread (main\_arena)  
List all malloc state instance of a particular arena  
Show map heap help

# stack visualization

```
[0x7f911518ecd0]> db sym.imp.free
[0x7f911518ecd0]> db sym.imp.malloc
[0x7f911518ecd0]> dc
Selecting and continuing: 12334
hit breakpoint at: 55f398302840
[0x55f398302840]> dbta
0x00007ffc6e722000  STACK END   ^^^
0x00007ffc6e741898  STACK POINTER: rsp

0x00007ffc6e741898  | rsp      [frame 0]      | ; size -702404264
                        | ...                      |
0x000055f39851ef40  | rbp 0x000055f398302840  | ; return address
                        )------(
0x00007ffc6e741898  | rsp      [frame 1]      | ; size 0
                        | ...                      |
0x00007ffc6e741898  | rbp 0x000055f398311f29  | ; return address
                        )------(
0x00007ffc6e7418a8  | rsp      [frame 2]      | ; size 16
                        | ...                      |
0x00007ffc6e741898  | rbp 0x000055f3983120f4  | ; return address
                        )------(
0x00007ffc6e7418c8  | rsp      [frame 3]      | ; size 32
                        | ...                      |
0x00007ffc6e7418a8  | rbp 0x000055f39830f4ed  | ; return address
                        )------(
0x00007ffc6e7418e8  | rsp      [frame 4]      | ; size 32
                        | ...                      |
0x00007ffc6e7418c8  | rbp 0x000055f398302cee  | ; return address
                        )------(
0x00007ffc6e741968  | rsp      [frame 5]      | ; size 128
                        | ...                      |
```

debugging

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# native debugging

- For this R2 need to be started in debug mode ("-d" option)
- Or reopen using `ood`
- `dr=` to show the registers
- `dbt` - display backtrace
- `dt?` - tracing features
- `dp?` - listing/attaching/etc to processes
- `dk?` - working with signals

# `gdb` remote connection

- Just connect using **`gdb://`** protocol
- **`gdbserver /bin/ls`**
- **`r2 -D gdb gdb://localhost:1234`**
- Support the same commands as other debug engines
- Can be used to connect GDBserver of QEMU, VMWare, etc
- This year our GSoC student also working on improving<sup>9</sup>
- And also working on small `gdbserver` implementation

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<sup>9</sup>Radare2 Team (2017c). *GSoC 2017 Tasks - GDB server and protocol*.

# windbg remote connection

- Just connect using **windbg://** protocol
- Run VBox or QEMU with Windows debug over pipes
- **r2 -D wind windbg:///tmp/windbg.pipe**
- Support the same commands as other debug engines
- This year another GSoC student also working on improving this<sup>10</sup>
- For now it supports only connection via serial (pipe) - no network
- Our own WinDbg protocol parser<sup>11</sup> - can be reused in other projects

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<sup>10</sup>Radare2 Team (2017d). *GSoC 2017 Tasks - Windows platform support*.

<sup>11</sup>Radare2 Team (2015d). *WinDbg protocol parser*.

# integration with frida<sup>13</sup>

- Just install Frida and r2frida<sup>12</sup> (**r2pm -i r2frida**)
- **r2 frida://<phone\_id>/Appname**
- r2frida implements IO layer smoothly redirecting commands

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<sup>12</sup>*r2frida* (2016).

<sup>13</sup>*Frida* (2015).



- **aei** - initialize ESIL VM
- **aeim** - initialise memory for selected parameters
- **aeip** - point ESIL VM to current IP
- **aer eax=0x5** - set register value
- **aes** - step using ESIL emulation
- **aecu** - continue until using ESIL emulation
- Also stepping using ESIL is available in visual debug mode

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<sup>14</sup>Radare2 Team (2015a). *ESIL description*.

R2 supports basic timeless debug. Moreover, this year GSoC<sup>15</sup> student working on improving it.

- **dts+** - add the trace session
- **dts** - show the active trace sessions
- **dms?** - work with memory snapshots
- **dsb** - single step back

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<sup>15</sup>Radare2 Team (2017b). *GSoC 2017 accepted projects*.

signatures

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# native signatures

Radare2 has different searching capabilities<sup>16</sup> including signatures:

- **z** - show signatures status and **z\*** to list them
- **zb** - define signature in place
- **zo** - manage signature files
- **zos** - save the signature into file
- **z/** - search signatures
- **zs** - manage singature spaces

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<sup>16</sup>Radare Team (2017e). *R2 Book - Searching*.

# flirt and yara

- R2 has support for loading FLIRT signatures (IDA < 6.8)
- **zfs** - load FLIRT signature from the file and scan
- **zfd** - dump the contents of the FLIRT file
- **zfb** - convert FLIRT file to native signature format

R2 can support Yara via plugin: **r2pm -i yara-lib; r2pm -i yara**

- **yara add** - load Yara rules from the file
- **yara scan** - to scan the file for matches
- **yara list** - show loaded Yara signatures
- **yara clear** - clear all loaded rules

scripting



# internal scripting<sup>17</sup>

- R2 has variables - see `?$?` output
- R2 supports iterators - see `?@?` output
- `pd 1; ao 1` - sequence the commands
- `ao | grep esil` - pipe into external commands
- `#! tcpdump` - run system command
- `px 10 @ 'ao ptr[1]'` - like shell backtick
- Redirecting output using `>` and `»`

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<sup>17</sup>Radare Team (2017d). *R2 Book - Scripting*.

# loops, macroses and aliases

- `afi @@ fcn.* name` - grep through output of afi of matching
- `ao @@=$$ $$2` - looping over cur offset and cur offset +2
- `pi 1 @@i` - looping over instructions in the funtion
- `afi @@@ functions name[1]` - looping over functions
- `(qwe, pd4, ao)` - add macro “qwe”, call with `.(qwe)`
- `(foo x y, pd $0; s +$1)` - macro with arguments
- `$<aliasname>=<command>` - define an alias
- `$dis='pi 1;ao'`, then call `$dis`



- R2 has a mechanism for interacting with scripts via pipe<sup>18</sup>
- **pip install r2pipe**, **npm install r2pipe**
- In python just do **import r2pipe** and use provided commands
- Python r2pipe scripts can be run from internal shell
- **. myscript.py** - just use source command **.**

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<sup>18</sup>Radare2 Team (2015c). *R2pipe repository*.

```
import r2pipe

r2 = r2pipe.open("/bin/ls")
r2.cmd('aa')
func_lst = r2.cmdj("aflj")
print(func_lst)
r2.quit()
```

- R2 supports getting information from angr
- **r2pm -i r2angr**
- **r2 angr:///bin/ls** - open the file via angr
- **afl** - list all functions recognized by angr
- Can be extended - see **radare2-extras/r2angr/** directory<sup>19</sup>

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<sup>19</sup>Radare2 Team (2017f). *r2angr*.

contributing

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- Main repo <https://github.com/radare/radare2>
- Extras - <https://github.com/radare/radare2-extras>
- Qt GUI - <https://github.com/hteso/iaito>
- WebUI - <https://github.com/radare/radare2-webui>
- Radeco - <https://github.com/radare/radeco-lib>
- You can pick up issues marked as "easy"
- Travis CI, AppVeyor, Jenkins, Coverity, etc

references

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## references

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-  *Frida* (2015).
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