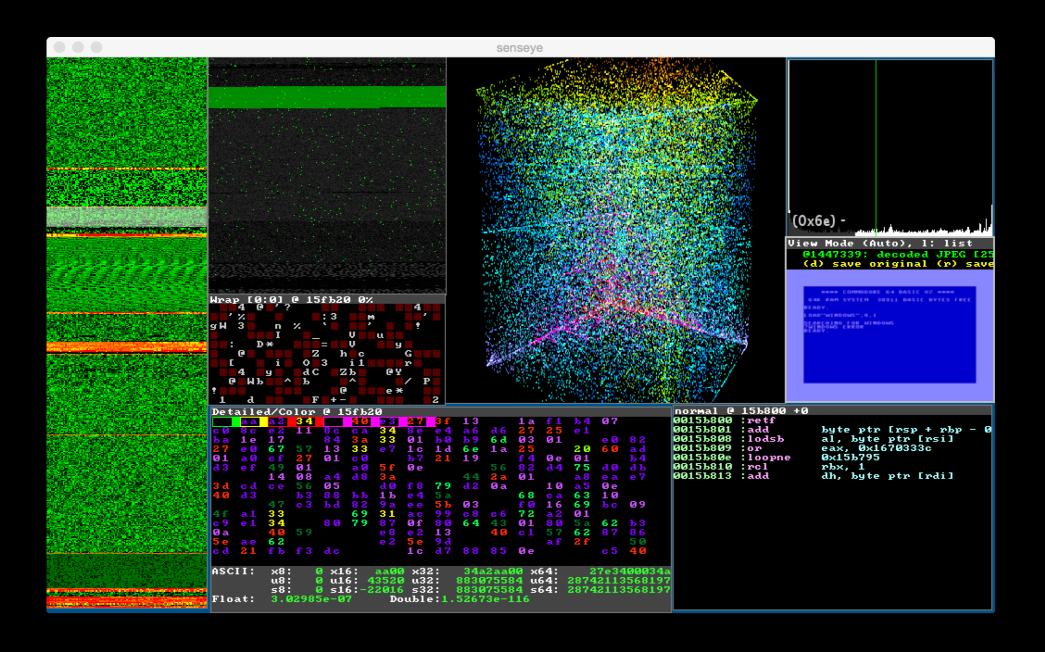
Senseye



IRC Github #arcan@irc.freenode.net github.com/letoram/senseye

Outline

- Purpose
- Workflow
- Features
 - senses (memory, files, pipes, ...)
 - tools (visualizaion, statistics, searching, specialized)
 - translators (disassembly, hex, ascii, images)
- New features in 0.3 (overlays, fault injection, ...)
- Future Plans
- References

Purpose

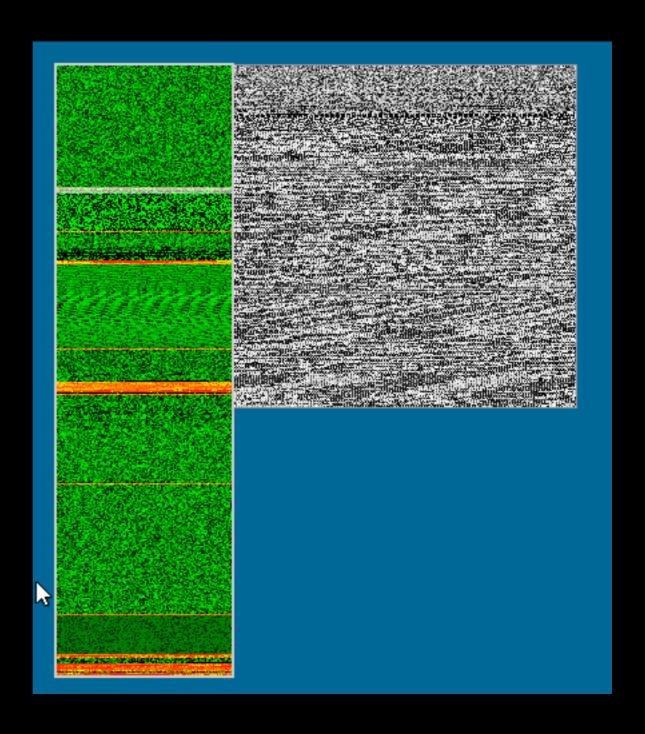
- Primarily an human-assistive data analysis tool (in contrast to automated ones).
- Solving 'needle in haystack' manual search style problems: e.g. crash dump analysis, debugging, forensics, reverse engineering.
- Finding and exposing hidden structures, data corruption etc. in larger data flows (hundreds of megabytes to gigabytes) than would be feasible with other tools.
- Experiment platform for discovering new data visualization and analysis techniques, to later incorporate in reports and automated tools.

Example Workflow

slice / save interesting subset manipulate / tune byte-level sensor Interesting/ forwards samples Unknown/ (block size, offset, visually guided classification / Corrupted data, mapping, search /metering process, stream packing) visual forwards feedback translators for higher-level analysis/ representation

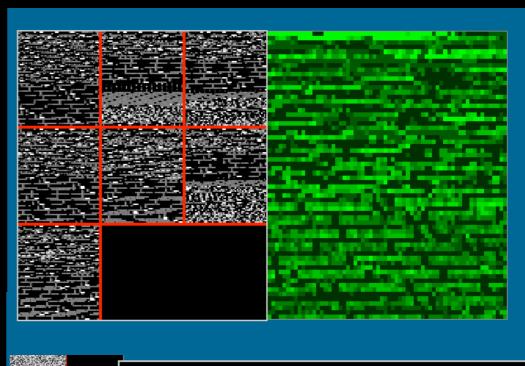
Senses < File>

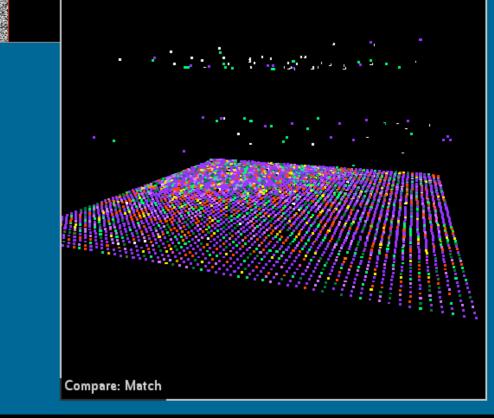
- Takes one input file (up to a few Gb is reasonable) and progressively steps through
- Navigation window for quick stepping
- Can highlight parts with statistically significant deviations



Senses < MFile >

- Takes multiple input files of suspected same type, for comparison, identification of headers / subheaders / length fields.
- Tiles can be stepped individually
- Metatiles with additional properties, i.e. tile[0]^tile[1]
- 3D diff view





Senses < Mem, Pipe>

- (mem) samples live memory navigating using mapped pages
 - can sample same addr periodically
- (pipe) for use in streaming data (pf redirect rule or cat:ing raw devices)

```
r w x rw rx wx rwx

192c000(132k)

194d000(560k)

7f1e6ae08000(8k)

7f1e6b014000(536k)

7f1e6b8c3000(16k)

7f1e6c4d3000(20k)

7f1e6d7c7000(8k)

7f1e6d9b8000(36k)

7f1e6d9e8000(4k)

7f1e6d9e9000(8k)

7f1e6d9ed000(4k)

7ffcb763f000(132k)

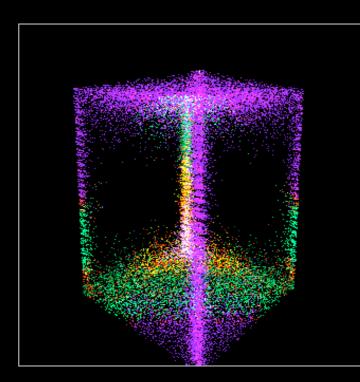
7ffcb76fd000(8k)

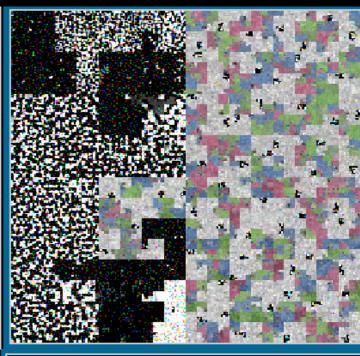
7ffcb76fd000(8k)

fffffffffff600000(4k)
```

Tools <mapping>

- Mapping modes (zigzag, hilbert, bigram ("tuple"), 3D)
- projections that highlight specific properties (e.g. value clustering, spatial locality,



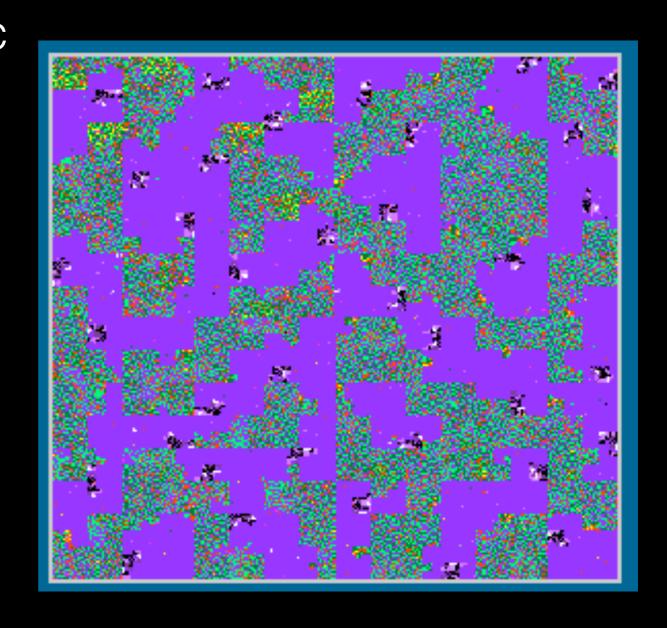


```
Management A

Management A
```

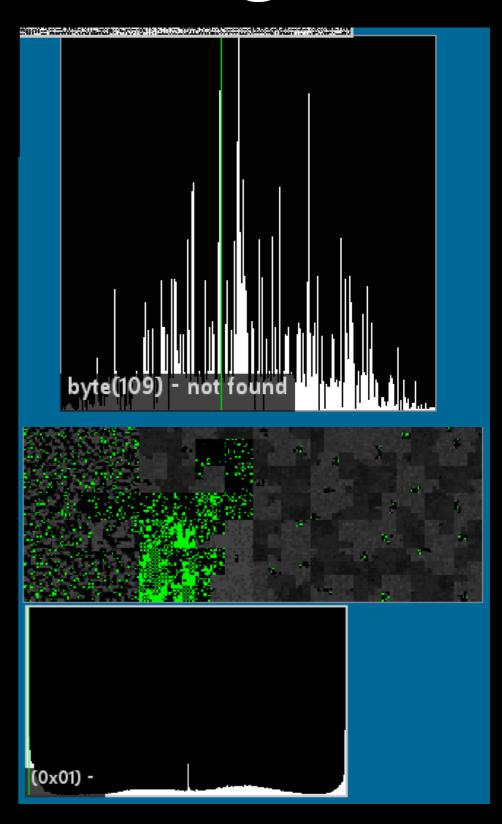
Tools < coloring>

- For highlighting specific values and ranges
- Byte-value used as index into LUT ("palette")
- Can also be GLSL shaders, so possible to color more than single values



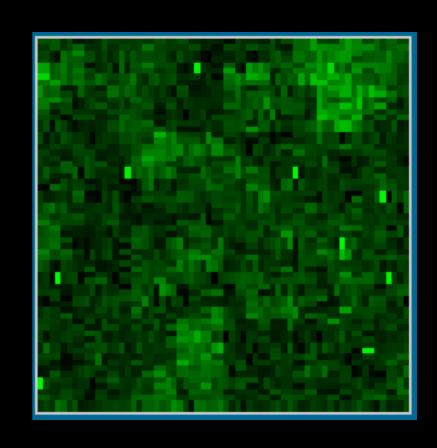
Tools <measuring>

- Byte distance for number of bytes until selected value reoccurs given reference point
- Histogram for byte value frequency and highlighting for distribution



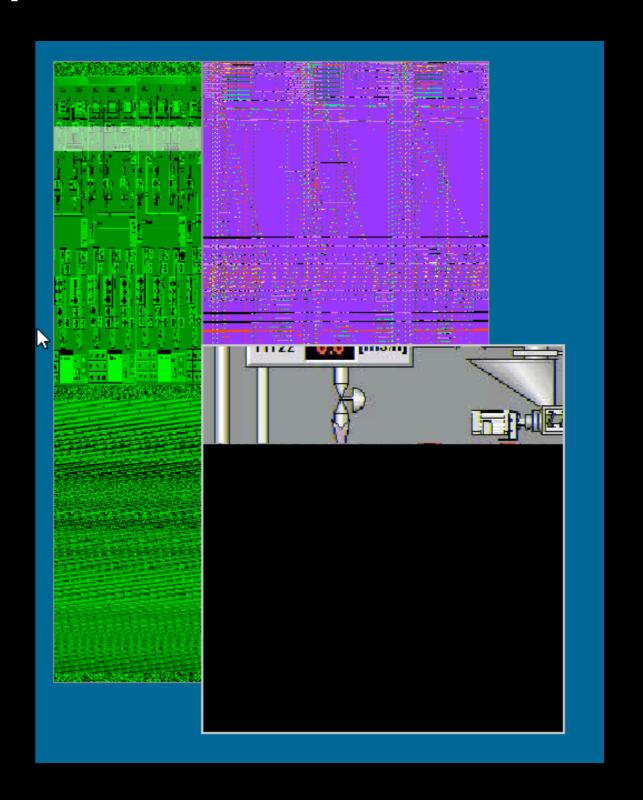
Tools < metadata >

 Metadata from sensor, e.g. entropy, byte-pattern matching for finding compressed / encrypted data, or changes in value between samples (useful for sense_mem)



Tools <special>

- pattern-match search using current data window (works well with projections e.g. bigram) or histogram as reference
- Pict-tuner for manually or automatically detecting stride and colorspace from raw image buffers



Translators

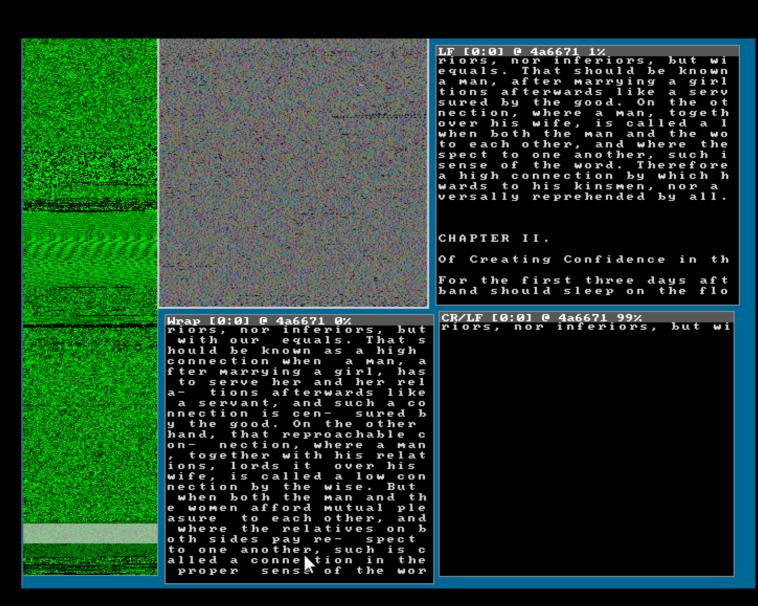
- Translators provide a higherlevel abstraction view of selected subsets
- Current available: hex, ascii, capstone, img, pipe (use with file- or script based classifier)
- parser + visual_representation= translator

sampled block byte-level visualization translator highlevel representation translator highlevel metadata (overlay)

Translator<ascii>

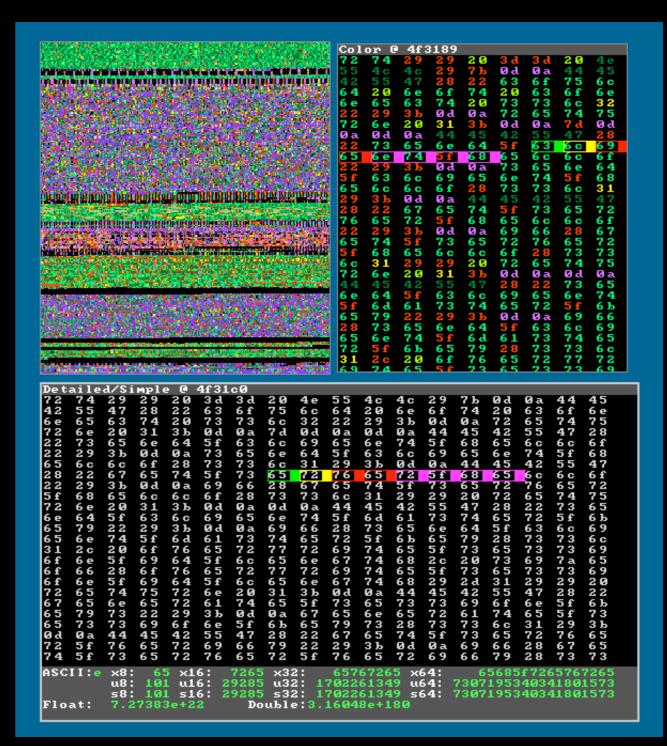
Simplest possible:

 7-bit ascii decoding
 with three different
 line-feed modes
 (LF/WRAP/CR-LF)



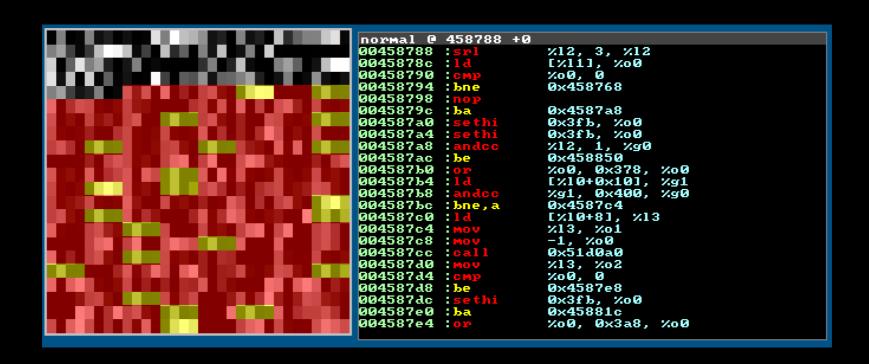
Translator<hex>

 numeric / hex view showing a number of byte decoding schemes



Translator<disassembly>

- multi- architecture disassembly based on capstone (but should be trivial to hook up other disassembly engines for side-by-side comparison)
- architecture, output str etc. command line arguments with user defined format string.
- instruction group based coloring

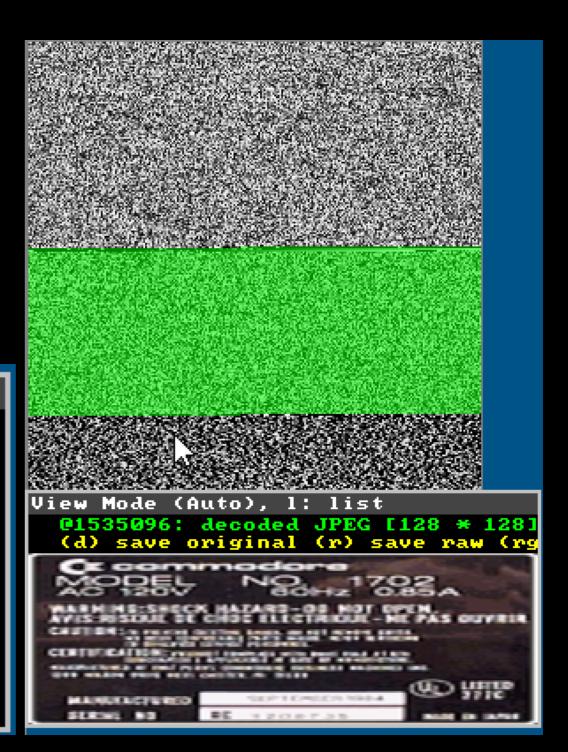


Translator<image>

- Using stb_image parser with magic value based header detection
- modes for showing possible candidates or automatic decoding

```
View Mode (List), a: auto-decode

JPEG © 29816
```

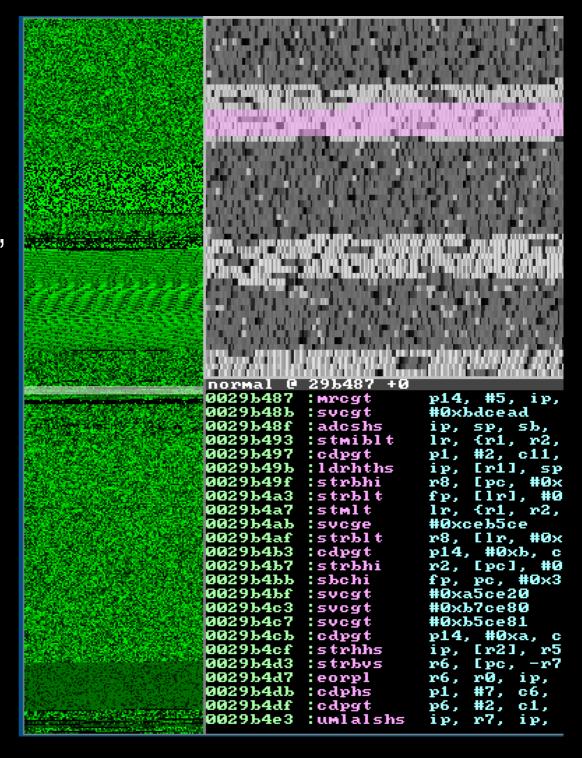


New in 0.3

- sense_mem support for OS X (courtesy of p0sixninja)
- sense_file gets histogram edge highlight in preview
- sense_mfile 3d view / per cell stepping / meta tile (xor, and, ...)
- xlt_img image decoding translator
- overlays (next slides)
- visually guided f&f (next slides)
- translator reconnection on crash
- tuple split to tuple->pack (distr only) / tuple->acc (density)

Overlays

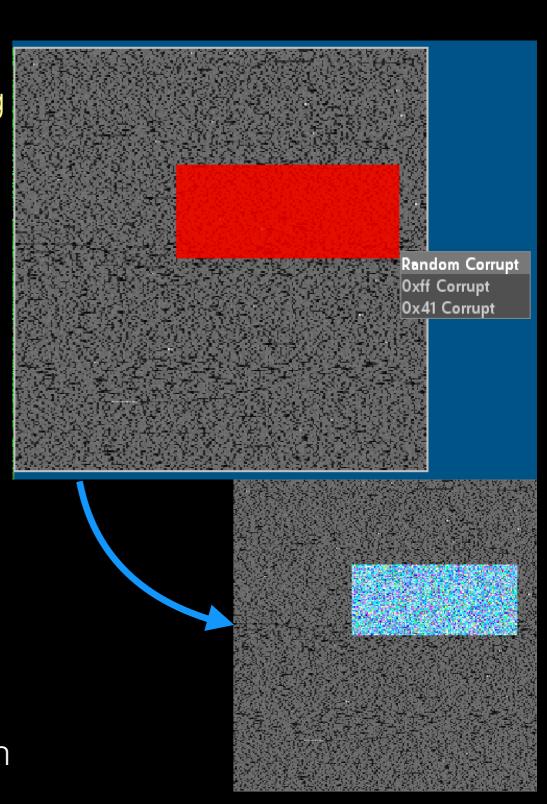
- exposes translator state as a subwindow overlay on the data window
- typically indicates bytes consumed, but can also write detailed data (e.g. symbol names at certain addresses)
- other use-cases would be corkamistyle field- coloring, highlighting known structures etc.
- alignment has slight precision / synch issues :'(



(fuzzing and fault injection)

Visually Guided F&F

- UI: click (once) or meta+mouse-motion (continuous) in data view will change parsing offset in translators.
- Playback (sliding window at configured step sz) will also change parsing offset and cutoff (window size)
- setup: wrap targeted parser in translator api (like with xlt_img), while(true) { xlt_img; save core; }
- drag-zoom + tab will change state to inject, sensor will manipulate data source (sensor specific) or sampled output
- manipulated sample will be pushed and forwarded to translators that (hopefully) crash on the new input:)



Future Plans

- Next Release (0.4):
 - Serious UI Overhaul (too much drag/resize/keybinds work)
 - Load searching references (histogram/map projection) from file
 - Integrators (sensor+translator in one)
 - Debug integrator (IDA, ECFS, LLDB, R2 ...) backends
 - Overlay symbol- data, ida, set triggers (watchpoint)
 - xlt_capstone:
 - Add unicorn-engine CPU emulator and UI for setting register states, using sensor backed memory view and debug- controls to run/step.
 - Basic statistics (group/instruction histogram) + instruction helper lookup database

Future Plans

- Later (0.5+)
 - sense_mem (windows support), process controls, huge metapage, refresh trigger (e.g. mprotect)
 - fault injector user-editable sequences, automated / repeated mutation at selected injection sites
 - PE/ELF Translator
 - sense_file decompression support, multiple parallel windows, I/O access replay
 - xlt_audio playback and visualization of raw and compressed (FFT- etc.)
 - Execution tracing (ftrace- like sampling with 3d graph view)

References

- Great Presentations
 - greg conti, sergey bratus, "voyage of the reverser"
 @ blackhat 2010
 - chris domas, "The Future of RE: Dynamic Binary Visualization" @ recon 2013
- Dated Academics
 - "Retooling and Securing Systemic Debugging" @ nordsec 2012