# DSCRETE

Automatic Rendering of Forensic Information from Memory Images via Application Logic Reuse

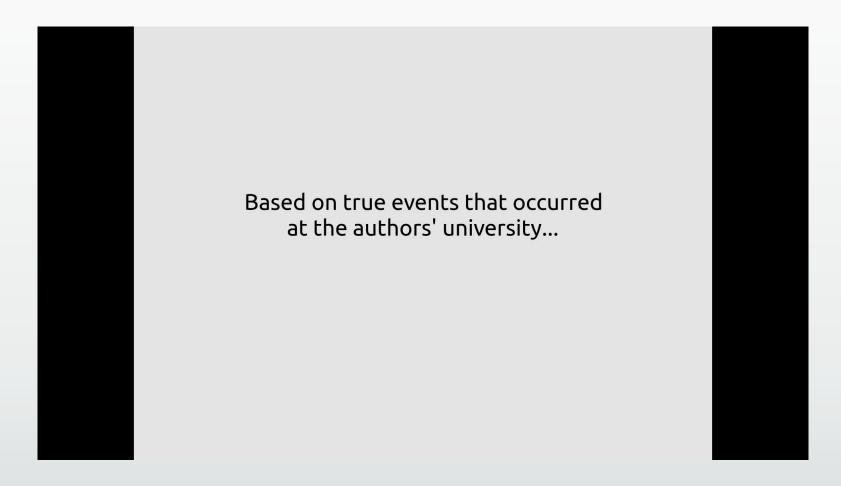
Brendan Saltaformaggio, Zhongshu Gu, Xiangyu Zhang, and Dongyan Xu

Purdue University





# A Cyber-Crime







### State of the Art ... but Limited

Finds raw data structure instances in memory image

Still cannot understand the **content** of the data structure!

E.g., images, passwords, formatted/encoded data

```
XRefWriter @ 0xf5e7c0 {
std::string pdfVersion (
                                  ObjectStorage @ 0xfd51c0 {
                                                                      ObjectStorage @ Oxfcf710 {
 int length = 3
                                    const :: Ref X {
                                                                       const :: Ref K {
 char* s = 0xcfc660 "1.4"
                                     int num - 8
                                                                        int num - 5
                                     int gen = 0
                                                                        int gen = 0
uint* streamEnds = 0 \times 0
 int streamEndsLer = 0
                                    ObjectEntry* V - 0xfbf4o0
                                                                       ObjectEntry* V - 0xfcb840
ObjectStream* objStr = 0x0
bool useEncrypt = 0
bool encrypted - 0
ChangedStorage {
                                  ObjectEntry @ 0xfbf4b0 {
                                                                     ObjectEntry @ 0xfcb840 {
 std::map<K, V> Mapping
                                    Object* object - 0xd403a0
                                                                       Object* object = 0xfccfb0
                                  Object @ 0xd403a0 {
                                                                      Object @ Oxfccfb0 {
                                    ObjType = objStream
                                                                       ObjType = objDict
                                    union {
                                                                        union {
                                     Stream* stream = 0xfce3a8
                                                                        Dict* dict = 0xfcdo40
                                                                      Dict @ 0xfcdd40 = {
                                  Stream @ Oxfce3a8 {
                                                                      XRef* xref = 0xf56e50
                                    void* vptr = 0x7f3140
                                                                      DictEntry* entries -0xfceff0
                                    int ref = 1
                                                                      int size = 8
                                                                      int length = 7
                                                                      int rcf - 1
```





# Content Reverse Engineering

Observation: Application that defined the data structure contains printing/rendering logic for it too!

Let's call this logic the "P function"

Transforms data structure to formatted application output





# Sombert Reveder Engineering

Input: Data Structure Instance

**Output: Formatted Content** 

#### **Program Code**

```
struct pdf* my pdf;
my pdf = load pdf file(...);
main loop(my pdf); // User edits PDF
save pdf file(my pdf);
exit(0);
```

#### **P** Function

```
save pdf file(struct pdf* ptr)
DSCRETE reverendent build a scanner renderer tooler);
                               fwrite(buf, ...);
```





### Scanner+Renderer

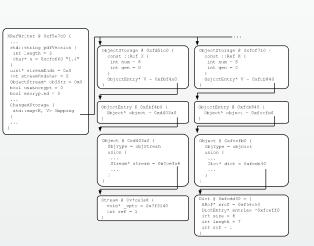
```
P Function
save_pdf_file(struct pdf* ptr)
{
  char* buf = format df(ptr);
  fwrite(buf, ...);
}
```

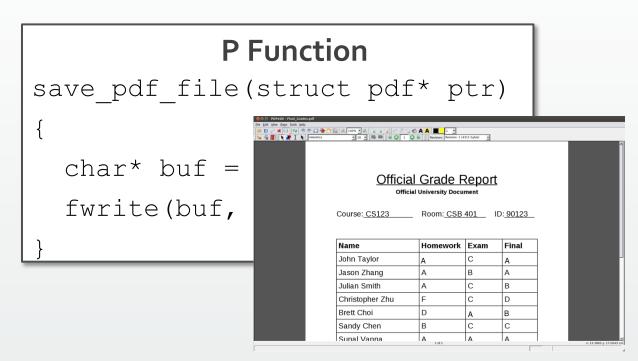
Intuition: Invalid input will crash P





### Scanner+Renderer





Present every offset of a memory image to P

Valid output is reported





# Binary to Scanner+Renderer

In the Forensics Lab, investigators recover the binary from the suspects computer

Based on dynamic binary analysis, DSCRETE then builds a scanner+renderer tool in 2 steps

The resulting scanner+renderer tool can be reused in all future investigations of that application





# Step 1: Find the P Function

Execute the binary from the suspect's computer

Slicing techniques find printing/rendering component Select which output functions emit the evidence E.g. fwrite( ... ) that saved PDF file

DSCRETE saves a memory snapshot during output function(s)





# Step 2: Isolate P's Entry Point

DSCRETE finds "candidates" for the entry point

#### Candidates must:

- 1. Take a heap pointer as input
- 2. All selected output/rendering functions must depend on it

Execute the binary again &

Use Cross-State Execution to find correct candidates





#### **Identified Candidate**

### Program Code

```
struct pdf* my pdf;
my pdf = load pdf file(...);
main loop(my pdf); // User edits PDF
save pdf_file(my_pdf);
exit(0);
save pdf file(struct pdf* ptr)
  char* buf = format(ptr);
  fwrite(buf, ...);
```





#### **App's Memory**

#### **Program Code**

```
struct pdf* my pdf;
my_pdf = load pdf file(...);
main loop(my pdf); // User edits PDF
save pdf file(my pdf);
exit(0);
save pdf file(struct pdf* ptr)
  char* buf = format(ptr);
  fwrite(buf, ...);
```





#### **App's Memory**

```
XRefWriter 0 0xf5e7c0 {
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```

#### **Program Code**

```
struct pdf* my pdf;
my_pdf = load pdf file(...);
main loop(my_pdf); // User edits PDF
save pdf file(my pdf);
exit(0);
save pdf file(struct pdf* ptr)
  char* buf = format(ptr);
  fwrite(buf, ...);
```





#### **App's Memory** std::string pdfVersion int length = 3 char\* s = 0xcfc660 "1.4" int gen = 0uint\* streamEnds = 0x0 int streamEndsLer = 0 ObjectStream\* objStr = 0x0 bool useEncrypt = 0 bool encrypted - 0 ChangedStorage { bjectEntry @ 0xfbf4b0 void\* \_vptr = 0x7f3140 **Memory Snapshot** (from Step 1) ObjectStorage @ 0xfd51c0 const ::Ref X { ojectStorage @ 0xfcf710 const ::Ref K {

OpjectEntry\* V - 0xfcb840

ObjectEntry 0 0xfcb840 ( Object\* object - 0xfccfo0

Dist dist = Oxfod640

ObjType = objDict

int size = 8 int length = 7

DbjcctEntry\* V - 0xfbf4c0

ObjectEntry 6 0xfbf4b0 { Object\* object - 0xd403a0

Object @ 0xd403a0 (

ObjType = objStream

Stream\* stream = 0xfce3a8

#### **Program Code**

```
struct pdf* my_pdf;
my_pdf = load_pdf_file(...);
main_loop(my_pdf); // User edits PDF
save_pdf_file(my_pdf);
```

**Begin Cross-State Execution!** 

1.Map in memory snapshot2.Swap my\_pdf pointer





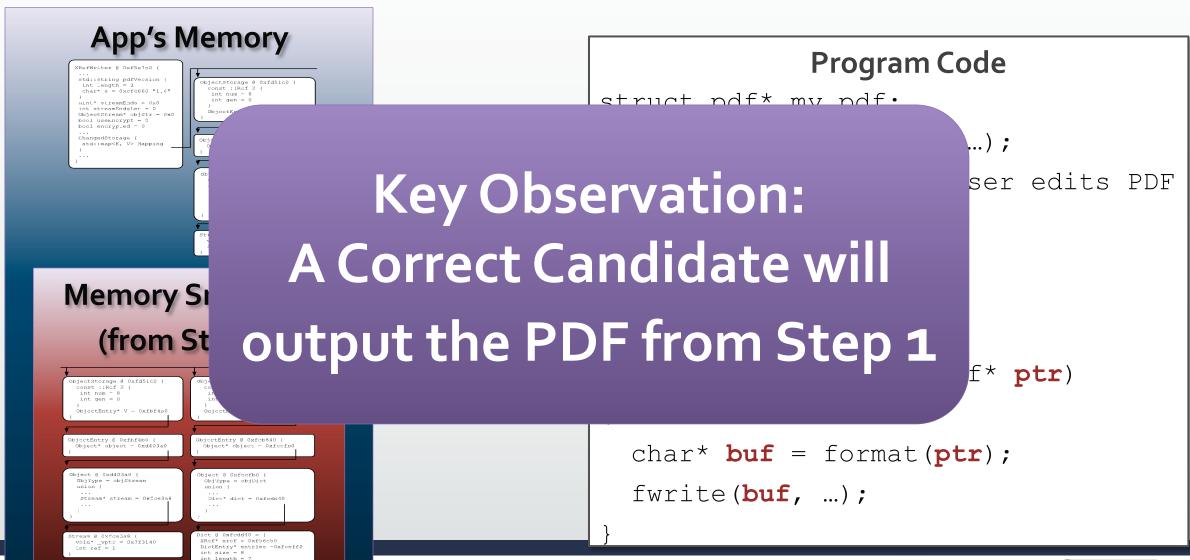


#### **App's Memory** std::string pdfVersion { int length = 3 char\* s = 0xcfc660 "1.4" int gen = 0 uint\* streamEnds = 0x0 int streamEndsLer = 0 ObjectEntry\* V = 0xfbf4p0 ObjectStream\* objStr = 0x0 bool useEncrypt = 0 bool encrypted - 0 ChangedStorage { ObjectEntry @ 0xfbf4b0 std::map<K, V> Mapping ObjType = objStream void\* \_vptr = 0x7f3140 **Memory Snapshot** (from Step 1) ObjectStorage @ 0xfd51c0 -const ::Ref X { bjectStorage @ 0xfcf710 const ::Ref K { , ObjectEntry\* V - 0xfbf4c0 OpjectEntry\* V - 0xfcb840 ObjectEntry 6 0xfbf4b0 { Object\* object - 0xd403a0 ObjectEntry 0 0xfcb840 ( Object\* object - 0xfccfo0 Object @ Oxd403a0 ( ObjType = objStream ObjType = objDict Stream\* stream = 0xfce3a8 Dict\* dict = 0xfcd640 DictEntry\* entries -0xfceff0 int size = 8 int length = 7

```
Program Code
struct pdf* my pdf;
my pdf = load pdf_file(...);
main loop(my pdf); // User edits PDF
save pdf file(my_pdf);
exit(0);
save pdf file(struct pdf* ptr)
  char* buf = format(ptr);
  fwrite(buf, ...);
```











# Reused Application Logic

Correct candidate is packed into scanner+renderer tool

Presents each offset in suspect's memory image to P Reports natural application output as evidence

This tool can be used in all future investigations of this app.



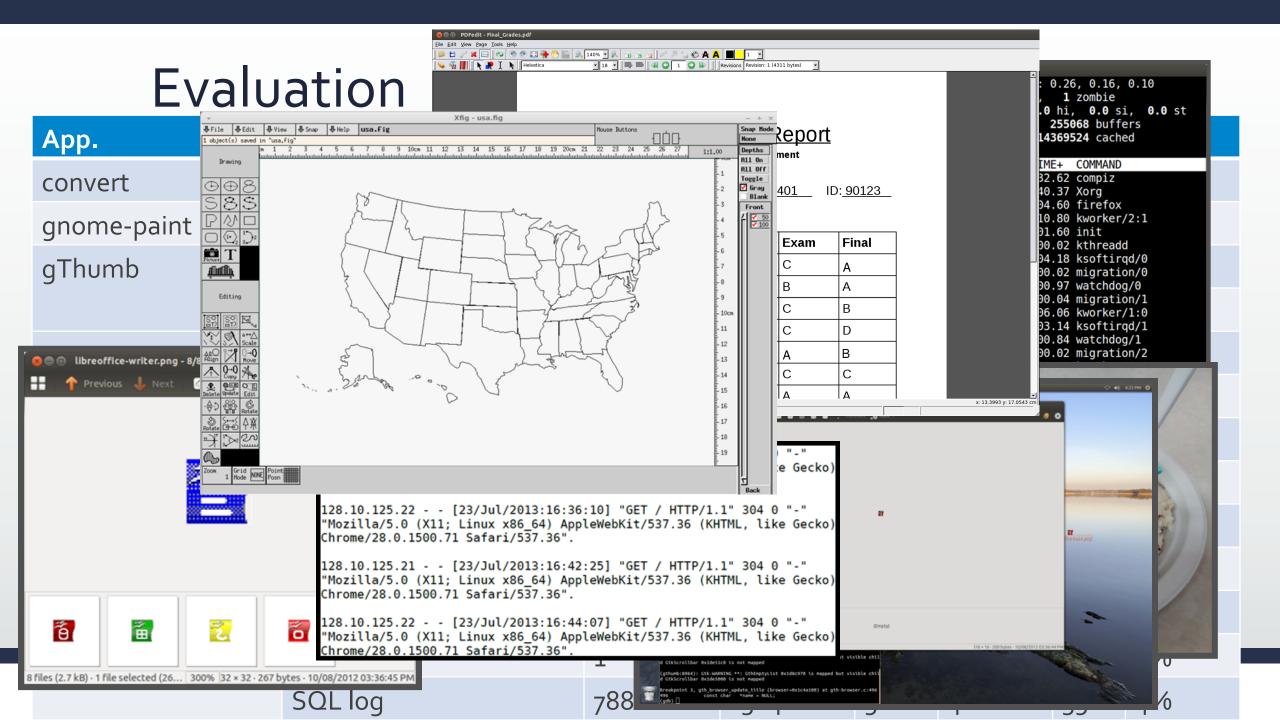


### Let's catch that criminal...









### Conclusion

Identified the Content Reverse Engineering problem in forensics

DSCRETE leverages binary logic reuse to automatically locate data structures in memory images and reverse engineer content

Highly effective at recovering many forms of digital evidence

Lots of opportunities to improve and apply DSCRETE, and many future research directions!





# Thank you!

# Questions?

Brendan Saltaformaggio bsaltafo@cs.purdue.edu



