리버싱
- 핵심 원리 -

한양대학교 컴퓨터공학부
2014년 1학기
임을규

IA-32 (Intel Architecture 32bit) Register

- Register
  - CPU 내부에 존재하는 다목적 저장 공간
  - 고속 데이터 처리
- IA-32 register의 종류
  - **Basic program execution registers**
  - x87 FPU registers
  - MMX registers
  - XMM registers
  - Control registers
  - Memory management registers
  - Debug registers
  - …

Basic program execution registers

- 4개 그룹
  - General purpose registers (32bit, 8개)
    - EAX, EBX, ECX, EDX, ESI, EDI, EBP, ESP
  - Segment registers (16bit, 6개)
    - CS, DS, SS, ES, FS, GS
  - Program status and control register (32bit, 1개)
    - EFLAGS
  - Instruction pointer (32bit, 1개)
    - EIP

General Purpose Registers

- 상수/주소 저장할 때 주로 사용
- 각 레지스터의 이름
  - 산술 연산 관련
    - EAX: Accumulator for operands and results data
      - 추가적으로 함수 리턴 값에 사용됨
    - EBX: pointer to data in the DS segment
    - ECX: Counter for string and loop operations
    - EDX: I/O pointer
  - 그 외의 레지스터
    - EBP: pointer to data on the stack (in the SS segment)
    - ESI: source pointer for string operations
    - EDI: destination pointer for string operations
    - ESP: stack pointer (in the SS segment)
      - 함수가 호출될 때 ESP를 저장. 함수가 리턴되기 직전에 ESP값을 되돌려 줌

Segment Registers

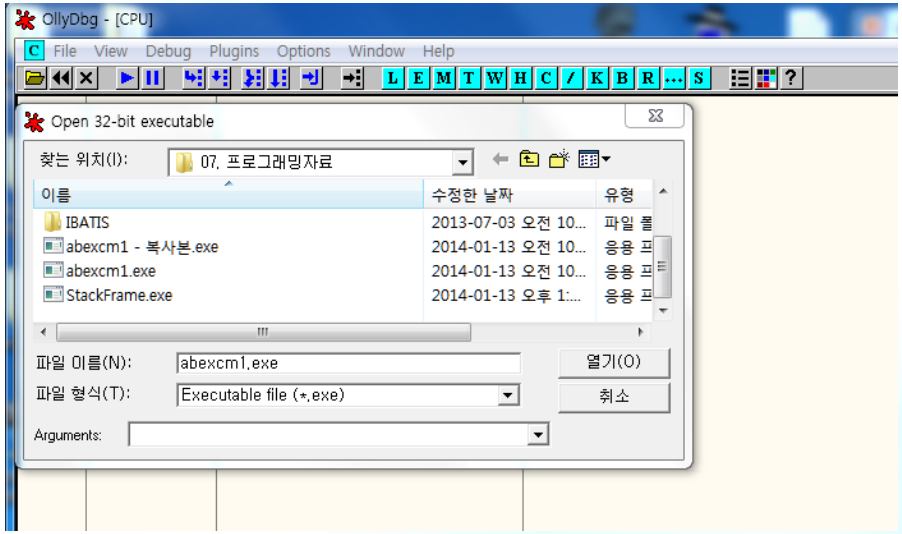
- IA-32 보호 모드에서
  - 세그먼트란 메모리를 조각내어 각 조각마다 시작 주소, 범위, 접근 권한 등을 부여하여 메모리를 보호
- Registers
  - CS: code segment
  - SS: stack segment
  - DS: data segment
  - ES: Extra(data) segment
  - FS: Data segment
  - GS: Data segment

EFLAG: flag register

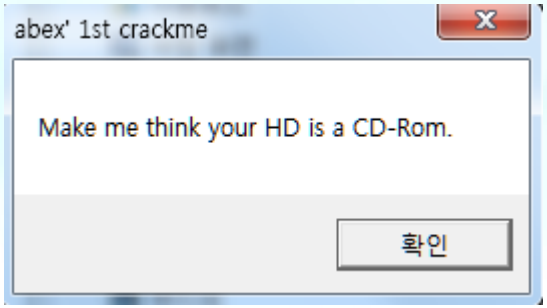
Intel x86 FLAGS register			
Bit #	Abbreviation	Description	Category
FLAGS			
0	**CF**	**Carry flag**	Status
1	1	Reserved	
2	PF	Parity flag	Status
3	0	Reserved	
4	AF	Adjust flag	Status
5	0	Reserved	
6	**ZF**	**Zero flag**	Status
7	SF	Sign flag	Status
8	TF	Trap flag (single step)	Control
9	IF	Interrupt enable flag	Control
10	DF	Direction flag	Control
11	**OF**	**Overflow flag**	Status
12-13	IOPL	I/O privilege level (286+ only), always 1 on 8086 and 186	System
14	NT	Nested task flag (286+ only), always 1 on 8086 and 186	System
15	0	Reserved, always 1 on 8086 and 186, always 0 on later models	
EFLAGS			
16	RF	Resume flag (386+ only)	System
17	VM	Virtual 8086 mode flag (386+ only)	System
18	AC	Alignment check (486SX+ only)	System
19	VIF	Virtual interrupt flag (Pentium+)	System
20	VIP	Virtual interrupt pending (Pentium+)	System
21	ID	Able to use CPUID instruction (Pentium+)	System
22 ~ 32	0	Reserved	

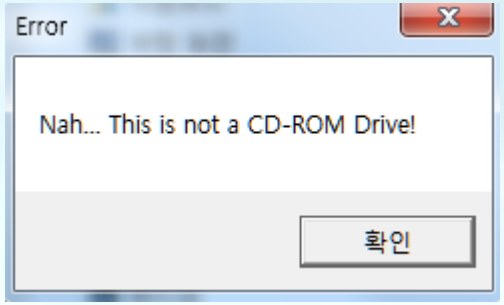
Ch6 abex's crackme #1 분석_1

- Abex's crackme1 dbg

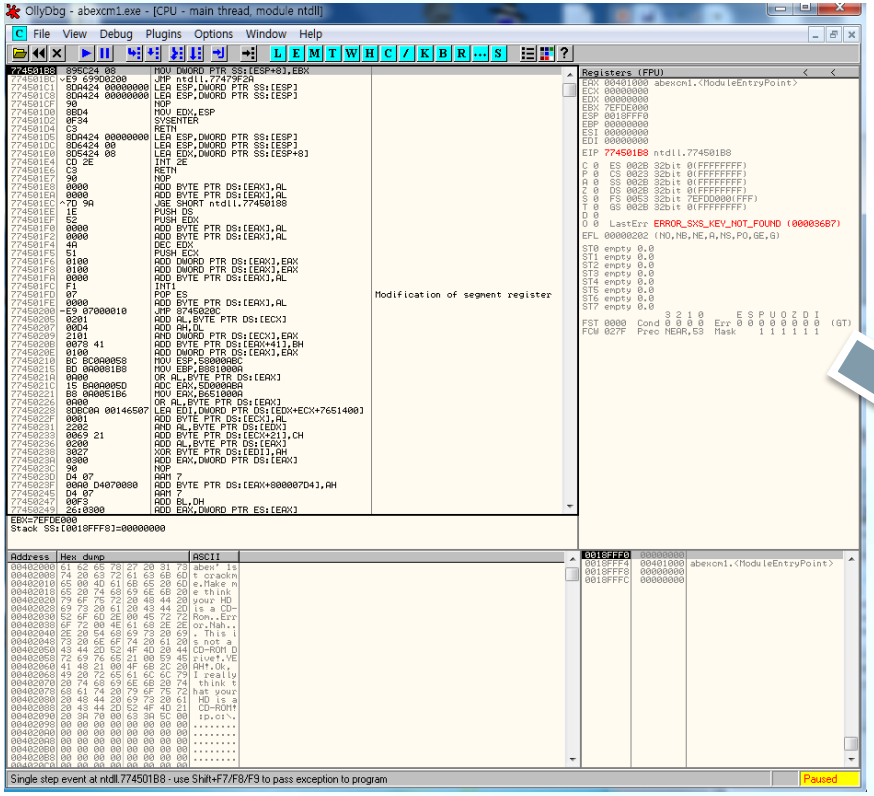


- 실행결과

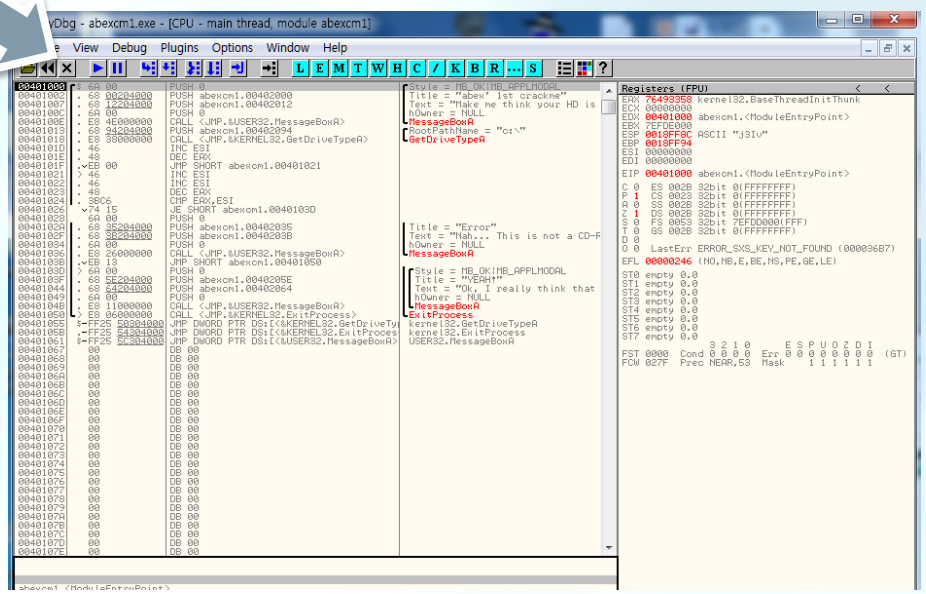




Ch6 abex's crackme #1 분석_2



F9-RUN(실행)

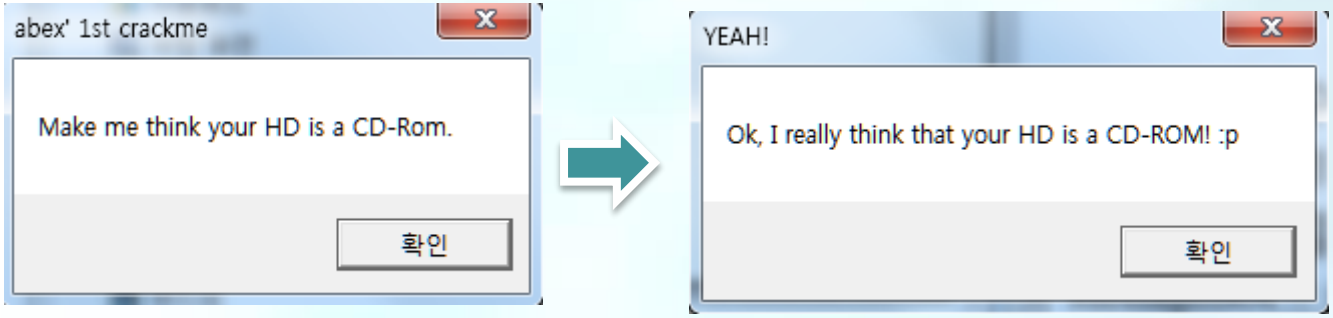


Ch6 abex's crackme #1 분석_3

- Windows API Call list
  - MessageBox, GetDriverType
  - MessageBox(실패)
  - MessageBox(성공)
- 레지스터비교
  - EAX와 ESI
  - JE SHORT 이용
    - 분기에서 MessageBox(실패,성공)으로 이동

Ch6 abex's crackme #1 분석_4

- Crack
  - CMP에서 비교한 결과 수행
    - 성공 MessageBox으로 이동함



Stack Frame

- 스택프레임
  - ESP(스택포인터)가 아닌 EBP(베이스포인터)를 사용
  - 스택내부의 로컬변수, 파라미터, 복귀주소에 접근
- 사용이유
  - ESP의 값은 프로그램이 동작하면 계속 변경됨
  - 상황에 따라 ESP값을 EBP에 넘겨 값을 저장
  - EBP에서는 로컬변수,파라미터,복귀주소 사용할 수 있다.

스택 프레임 구조

- 스택프레임 구조

- Push EBP
  - 함수시작 EBP를 사용전 기존 값을 스택에 저장
- MOV EBP, ESP
  - 현재의 ESP를 EBP에 저장
- MOV ESP, EBP
  - ESP를 다시 복원
- POP EBP
  - 처음의 EBP값으로 복원
- RETN
  - 함수종료

Stack Frame Debugging

```
00401020  $ 55              PUSH EBP
00401021  . 8BEC            MOV EBP,ESP
00401023  . 83EC 08         SUB ESP,8
00401026  . C745 FC 01000(  MOV [LOCAL.1],1
0040102D  . C745 F8 02000(  MOV [LOCAL.2],2
00401034  . 8B45 F8         MOV EAX,[LOCAL.2]
00401037  . 50              PUSH EAX                    ; Arg2
00401038  . 8B4D FC         MOV ECX,[LOCAL.1]
0040103B  . 51              PUSH ECX                    ; Arg1
0040103C  . E8 BFFFFFFF     CALL StackFra.add           ; add
00401041  . 83C4 08         ADD ESP,8
00401044  . 50              PUSH EAX                    ; <%d>
00401045  . 68 A0994000     PUSH StackFra.004099A0      ; format = "%d"
0040104A  . E8 18000000     CALL StackFra.printf        ; printf
0040104F  . 83C4 08         ADD ESP,8
00401052  . 33C0            XOR EAX,EAX
00401054  . 8BE5            MOV ESP,EBP
00401056  . 5D              POP EBP
00401057  . C3              RETN
```

```
00401000  $ 55              PUSH EBP
00401001  . 8BEC            MOV EBP,ESP
00401003  . 83EC 08         SUB ESP,8
00401006  . 8B45 08         MOV EAX,[ARG.1]
00401009  . 8945 F8         MOV [LOCAL.2],EAX
0040100C  . 8B4D 0C         MOV ECX,[ARG.2]
0040100F  . 894D FC         MOV [LOCAL.1],ECX
00401012  . 8B45 F8         MOV EAX,[LOCAL.2]
00401015  . 0345 FC         ADD EAX,[LOCAL.1]
00401018  . 8BE5            MOV ESP,EBP
0040101A  . 5D              POP EBP
0040101B  . C3              RETN
```

```
EAX 005C1C50
ECX 00000001
EDX 0008E3C8
EBX 7EFDE000
ESP 0018FF44
EBP 0018FF88
ESI 00000000
EDI 00000000
EIP 00401020 StackFra.main
```

```
Registers (FPU)
EAX 005C1C50
ECX 00000001
EDX 0008E3C8
EBX 7EFDE000
ESP 0018FF40
EBP 0018FF88
ESI 00000000
EDI 00000000
EIP 00401021 StackFra.00401021
```

```
Registers (FPU)
EAX 005C1C50
ECX 00000001
EDX 0008E3C8
EBX 7EFDE000
ESP 0018FF38
EBP 0018FF40
ESI 00000000
EDI 00000000
EIP 00401026 StackFra.00401026
```

```
Registers (FPU)
EAX 00000000
ECX 004010FA StackFra.004010FA
EDX 0008E3C8
EBX 7EFDE000
ESP 0018FF44
EBP 0018FF88
ESI 00000000
EDI 00000000
EIP 00401057 StackFra.00401057
```

Stack Frame Code


```c
#include "stdio.h"

long add(long a, long b)
{
    long x = a, y = b;
    return (x + y);
}

int main(int argc, char* argv[])
{
    long a = 1, b = 2;

    printf("%d\n", add(a, b));

    return 0;
}
```

```
00401000  $ 55              PUSH EBP
00401001  . 8BEC            MOV EBP,ESP
00401003  . 83EC 08         SUB ESP,8
00401006  . 8B45 08         MOV EAX,[ARG.1]
00401009  . 8945 F8         MOV [LOCAL.2],EAX
0040100C  . 8B4D 0C         MOV ECX,[ARG.2]
0040100F  . 894D FC         MOV [LOCAL.1],ECX
00401012  . 8B45 F8         MOV EAX,[LOCAL.2]
00401015  . 0345 FC         ADD EAX,[LOCAL.1]
00401018  . 8BE5            MOV ESP,EBP
0040101A  . 5D              POP EBP
0040101B  . C3              RETN
```

```
00401020  $ 55              PUSH EBP
00401021  . 8BEC            MOV EBP,ESP
00401023  . 83EC 08         SUB ESP,8
00401026  . C745 FC 01000(  MOV [LOCAL.1],1
0040102D  . C745 F8 02000(  MOV [LOCAL.2],2
00401034  . 8B45 F8         MOV EAX,[LOCAL.2]
00401037  . 50              PUSH EAX                    Arg2
00401038  . 8B4D FC         MOV ECX,[LOCAL.1]
0040103B  . 51              PUSH ECX                    Arg1
0040103C  . E8 BFFFFFFF     CALL StackFra.add           add
00401041  . 83C4 08         ADD ESP,8
00401044  . 50              PUSH EAX                    <%d>
00401045  . 68 A0994000     PUSH StackFra.004099A0      format = "%d"
0040104A  . E8 18000000     CALL StackFra.printf        printf
0040104F  . 83C4 08         ADD ESP,8
00401052  . 33C0            XOR EAX,EAX
00401054  . 8BE5            MOV ESP,EBP
00401056  . 5D              POP EBP
00401057  . C3              RETN
```