

# Dynamic Analysis

nafiez

- Executing code either on physical machine or emulator
- Tracing the code that gets executed
- Analyzed code execution

# Various level of analysis can be approach

- CPU instructions
- CPU exceptions (interrupts, page faults, etc.)
- CPU memory access
- OS System Calls (kernel level)
- OS APIs
- OS high-level activity (registry, filesystem, etc.)
- Network activity

# Common Problems

| Static                         | Dynamic                               |
|--------------------------------|---------------------------------------|
| Cost of reversing (time, etc.) | Execution path depends on environment |
| Code obfuscation and packer    | Logic visibility                      |
| Code coverage                  | Performance (emulator, etc.)          |
|                                | Scalability (hardware, etc.)          |

# Debugging 101

Get to know your debugger tho

- Software debugging consists of
  - User-mode – ring 3
  - Kernel-mode – ring 0
- For some cases, symbols are important
- Kernel debugging can be done either locally or remote
- This class will focus more on user-mode debugging
- Understand debugger features (next slide)

# Single Stepping

- Execute the application one instruction at a time

# Software Breakpoints

- Break execution of target process at specific address
- Mostly implemented using *INT 3*
  - Debugger writes a byte with value *0xCC* to memory address
  - You won't see this modification in memory view
- No limitation in software breakpoints
- Cannot break on reads or write addresses, just execution



# Hardware Breakpoints

- CPU debug registers provide support for up to four HW breakpoints
- Mostly related to x86 debug registers
  - DR0-3 store the linear addresses to be monitored
  - DR7 configures type of event
    - Break on execution, read and read/write
- Does not modify code bytes
- Limited number of breakpoints

# Read and Write Memory

- Debugger should be able to read and performs write into the virtual memory space of the debuggee
- This can be through normal Windows API functions
  - ReadProcessMemory()
  - WriteProcessMemory()

# Initial Breakpoint

- First time debugger gets control of the target
- Anything else than system breakpoint, application can run before you can control it

Use the EXE you compile for  
the analysis

fire up debugger