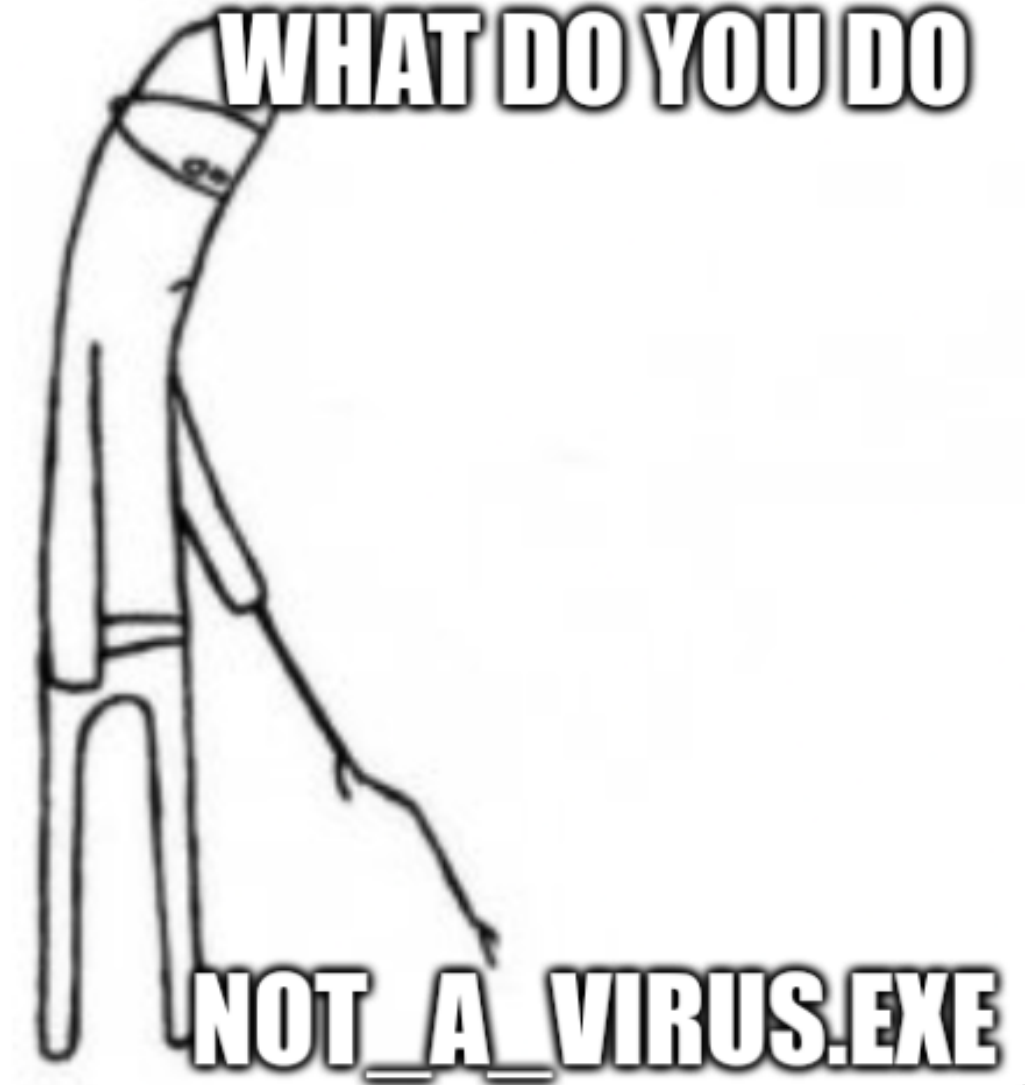


Reverse Engineering 101

As I like to call it:



Assembly Recap

CPUs work with registers and memory

x86-64 has many registers such as `rax, rbx, rcx, rdx, rdi, rsi, rsp, rip, r8-r15`

Special registers:

`rip` : Current instruction pointer

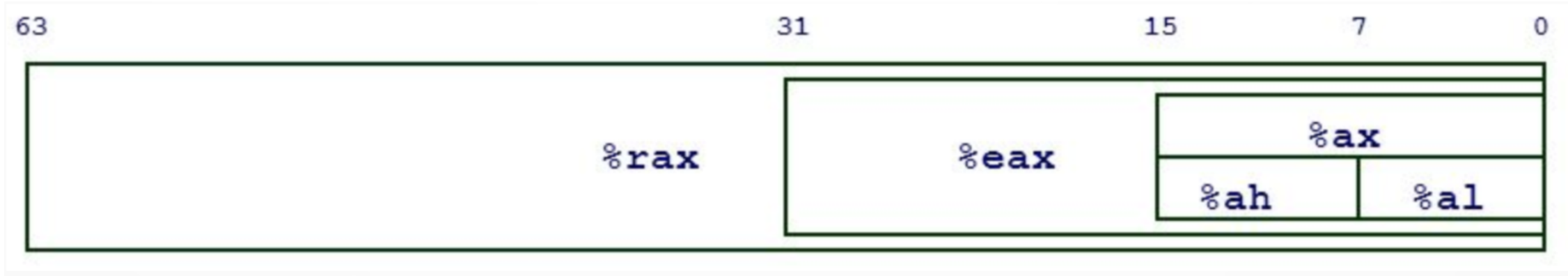
`rsp` : Current stack pointer

`rbp` : Stack frame base pointer

`cr3` : Virtual memory selector for a process

Assembly Recap

We can access certain bits of registers individually:



1

This allows for backwards compatibility
32-bit programs can just use `eax`

Assembly Recap

Instruction format:

```
<instruction_mnemonic> <destination>, <source>
```

```
mov    rax,    rbx
```

-> Means move rbx to rax

-> The compiler turns assembly into actual opcodes

```
mov    rax,    rbx    => 0x48, 0x89, 0xd8
```

Online (dis)assembler: <https://defuse.ca/online-x86-assembler.htm#disassembly>

Assembly Recap

Data Movement

`mov rax, rbx` Moves `rbx` into `rax`

`mov rax, 0x4000` Moves `0x4000` into `rax`

`mov rax, [rbx]` Moves the 8-byte value at the address of `rbx` into `rax`

=> `rbx = 0x400000` `mov rax, [0x400000]`

=> `rax = *0x400000;`

Assembly Recap

Arithmetics

<code>add rax, rbx</code>	Adds rbx to rax
<code>sub rax, rbx</code>	Subtracts rbx from rax
<code>xor rax, rbx</code>	...
<code>and rax, rbx</code>	...
...	

Assembly Recap

Control Flow

`call function` Calls a function

`ret` Returns from a function to the next instruction

Example:

`call target`

=> `mov rax, 3`

=> `ret`

`mov rbx, rax` <=

`rbx = 3`

Assembly Recap

Control Flow

`jmp address` Always jump to address

`jnz address` Jump if not zero

`je address` Jump if equal

`jle address` Jump if less or equal

=> Based on EFLAGS (special registers)

Assembly Recap

Control Flow

```
cmp rax, rbx  
jle error  
ret
```

Jump to error IF RAX <= RBX
Otherwise return from the function

C to assembly

```
int x;
```

```
x = 10;
```

```
mov rax, 10
```

Not every C line is atomic in asm:

```
x = x + 10;
```

```
mov rbx, rax // temporary value
add rbx, 10  // add 10
mov rax, rbx // move temp back to x
```

C to assembly

C to asm in the browser:
<https://godbolt.org/#>

```
1  #include <stdio.h>
2  int main()
3  {
4      printf("Hello, World!");
5      return 0;
6  }
```

```
1  .LC0:
2      .string "Hello, World!"
3  main:
4      push    rbp
5      mov     rbp, rsp
6      mov     edi, OFFSET FLAT:._LC0
7      mov     eax, 0
8      call    printf
9      mov     eax, 0
10     pop     rbp
11     ret
```

Done by <https://defuse.ca/online-x86-assembler.htm#disassembly>

Assembly

Raw Hex (zero bytes in bold):

554889E5BF**00**6080**00**B8**00****00****00****00**E8**00****00****00****00**B8**00****00****00****00**5DC3

String Literal:

"\x55\x48\x89\xE5\xBF\x00\x60\x80\x00\xB8\x00\x00\x00\x00\xE8\x00\x00\x00\x00\xB8\x00\x00\x00\x00\x5D\xC3"

Array Literal:

{ 0x55, 0x48, 0x89, 0xE5, 0xBF, 0x00, 0x60, 0x80, 0x00, 0xB8, 0x00, 0x00, 0x00, 0x00, 0x00, 0xE8, 0x00, 0x00, 0x00, 0x00, 0x00, 0xB8, 0x00, 0x00, 0x00, 0x00, 0x00, 0x5D, 0xC3 }

Disassembly:

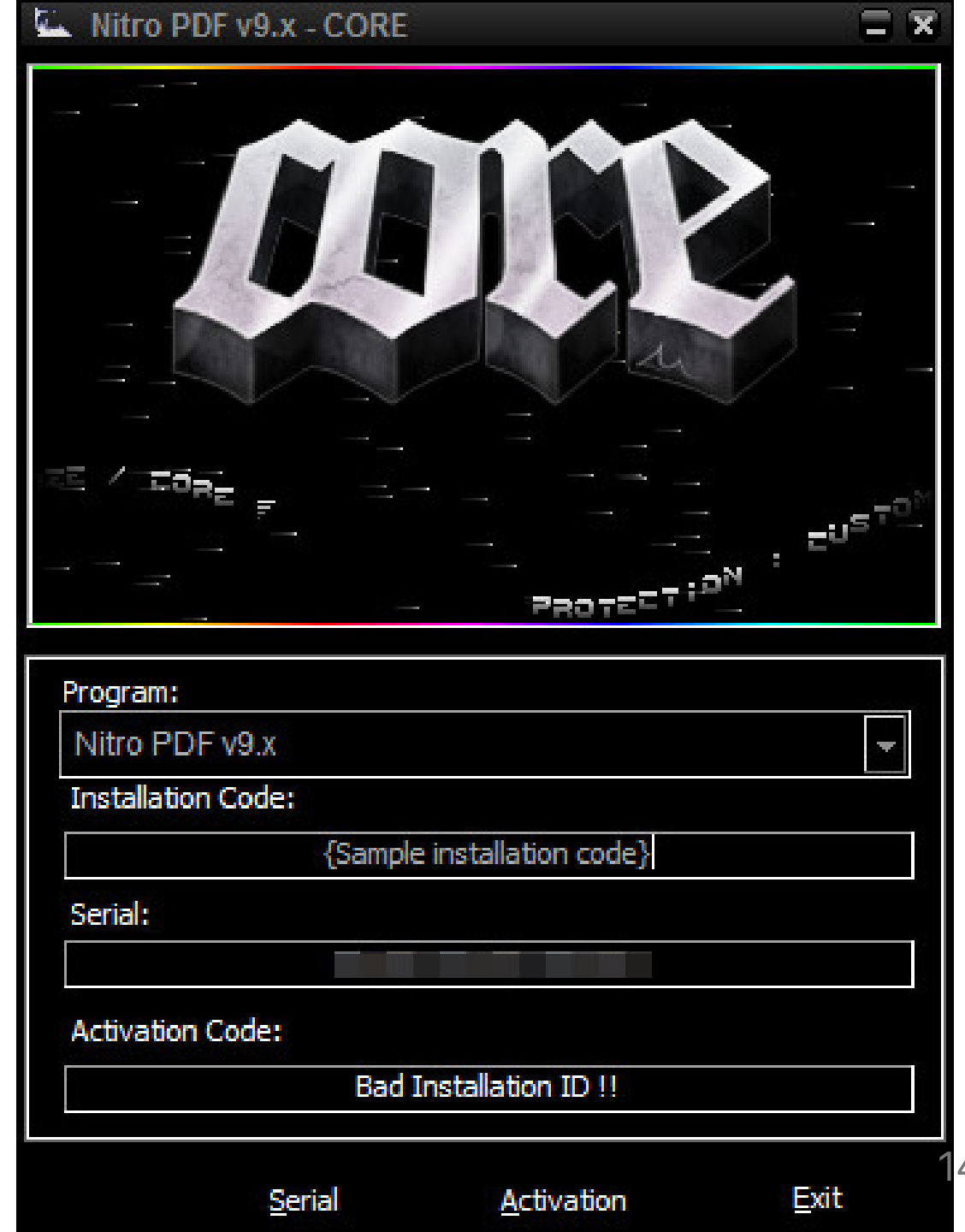
0:	55	push	rbp
1:	48 89 e5	mov	rbp, rsp
4:	bf 00 60 80 00	mov	edi, 0x806000
9:	b8 00 00 00 00	mov	eax, 0x0
e:	e8 00 00 00 00	call	13 <_main+0x13>
13:	b8 00 00 00 00	mov	eax, 0x0
18:	5d	pop	rbp
19:	c3	ret	

Rev 101

- Analysis of a system, program or (obfuscated) source code
 - Often binary analysis
- Find out what it's doing
 - Reversible, Exploitable?

Real world usage

- Malware research
- Bug hunting in consumer software & operating systems
- Modding games
 - Cracking
- Debugging



Executables

- ELF
 - Executable and Linking Format (UNIX)
- PE
 - Portable Executable (WINDOWS)
- Tells our OS how to load and execute it
- Contains Imports (Libraries), Exports, Sections, Entrypoint

Tools for executables

- UNIX:
 - `file`: Tries to determine the filetype
 - `strings`: Print all ascii strings in the file
 - `hexdump`: See raw bytes of the file
 - `readelf`: Parses the elf file and prints info
 - `objdump`: ELF infos & disassembly
- Windows:
 - CFF Explorer/ Explorer Suite by NTCore

Concepts

- Type of with the binary
 - Static
 - Dynamic
- Emulation/Tracing
- Diffing
- Patching
- Sidechannels
- Symbolic execution

Static analysis

- "Offline" analysis
 - Binary is not executed
- Disassembler
 - Turns opcodes into asm instructions
 - `68 6e 2f 73 68` => `push 0x68732f6e`
- Decompiler
 - Turn asm instructions into somewhat readable code

Static tools

- Native binaries:
 - Ghidra (Free, works well on most arches + languages)
 - Gui sucks => Cutter Plugin
 - IDA: Gold standard for x86, okayish on other arches
 - BinaryNinja: Mix of IDA and Ghidra
 - Especially good for newer languages such as Go and Rust

Static tools cont.

- Python:
 - Pyinstxtractor
 - Extract bundled python files
 - Pycdc
 - Disassemble/Decompile python bytecode

Static tools cont.

- Android APKs
 - Essentially Java
 - Jadx: GUI for apktool essentially
 - apktool: CLI to decompile/compile apks
 - [github/patrickfav/uber-apk-signer](#): Automatically sign apks

Static tools cont.

- .NET
 - DotPeek: Disassembler/Decompiler for .NET
 - ILSpy: Same as above
 - `github/Droppers/SingleFileExtractor`: Extract .NET from native libraries

Dynamic analysis

- Run/emulate the binary and attach a debugger/tracer
- Breakpoints
 - Addresses in memory where execution shall be paused
 - `PAUSE = rip == TARGET`
 - Prints infos about current registers/memory
 - Static analysis to find breakpoints
- Single stepping / tracing
 - One instruction at a time, print infos

Dynamic tools

- Native:
 - `strace/ltrace`: Traces syscalls/library calls
 - GDB
 - `pwndbg`, `gef`
 - Emulators
 - QEMU
 - `qiling`
 - Inbuilt debuggers of decompilers
 - Supports breaking in pseudocode

Dynamic tools cont.

- Android APKs:
 - Android Studio for emulation
 - FRIDA
- .NET
 - JetBrains RIDER
 - Supports binary debugging
 - Disassembles automatically

"Just run it lmao" - analysis

- Running unknown executables
 - **Bad idea**
- Even dockerfiles can be malicious
 - Insomnihack 23
(<https://cryptax.github.io/2023/03/25/shame.html>)
- Always emulate unknown binaries or use a VM

"Just run it lmao" - done right

- Emulation
 - Works cross OS
- Full system emulation
 - Qiling, QEMU System/Usermode
- Instruction emulation
 - **No syscall support**
 - e.g. Unicorn Engine
 - Lots of manual work

Diffing

- Prerequisite: Static analysis
- Needs 2+ program databases (e.g. from IDA)
- BinDiff databases
 - Find matching functions/patterns
 - See newly added functions

2

IDA

File Edit Jump Search View Debugger Options Windows Help

No debugger

Library function Regular function Instruction Data Unexplored External symbol

Functions window

Function name

- sub_403200
- sub_403210
- sub_403220
- sub_403230
- sub_403240
- sub_403250
- CloseHandle
- GetStdHandle
- WriteFile
- FindClose
- FindFirstFileW
- InitializeCriticalSection
- EnterCriticalSection
- LeaveCriticalSection
- DeleteCriticalSection
- CreateThread
- GetCurrentThreadId
- SwitchToThread
- ExitThread
- ExitProcess
- RaiseException
- RtlUnwind
- RtlUnwindEx
- UnhandledExceptionFilter
- GetLastError
- FreeLibrary
- LoadStringW
- GetCommandLineW
- GetModuleFileNameW
- GetModuleHandleW

IDA View-A Statistics Matched Functions Hex View-1 Structures Enums Imports Exports

Similarity	Confidence	Change	EA Primary	Name Primary	EA Secondary	Name Secondary	Co	Algorithm
0.978408	0.993307	-I--E--	004af270	sub_004AF270	005ef270	sub_005EF270		hash matching
0.960074	0.975076	-I--E--	004af200	sub_004AF200	005ef200	sub_005EF200		hash matching
0.693686	0.977023	-I--E--	004af190	sub_004AF190	005ef190	sub_005EF190		call reference matching
0.968884	0.983428	-I--E--	004af0a0	sub_004AF0A0	005ef0a0	sub_005EF0A0		hash matching
0.964570	0.976841	-I--E--	004aed80	sub_004AED80	005eed80	sub_005EED80		hash matching
0.966776	0.982014	-I--E--	004aecf0	sub_004AECF0	005eecf0	sub_005EECF0		hash matching
0.970480	0.984733	-I--E--	004aecb0	sub_004AECB0	005eecb0	sub_005EECB0		hash matching
0.695410	0.977023	-I--E--	004aec70	sub_004AEC70	005eec70	sub_005EEC70		call reference matching
0.973332	0.983428	-I--E--	004aed80	sub_004AED80	005eed80	sub_005EED80		hash matching
0.973332	0.983428	-I--E--	004aed80	sub_004AED80	005eed80	sub_005EED80		hash matching
0.695410	0.977023	-I--E--	004aec70	sub_004AEC70	005eec70	sub_005EEC70		call reference matching
0.976316	0.983428	-I--E--	004aed80	sub_004AED80	005eed80	sub_005EED80		hash matching
0.696943	0.977023	-I--E--	004ae110	sub_004AE110	005ee110	sub_005EE110		call reference matching
0.693686	0.977023	-I--E--	004ae110	sub_004AE110	005ee110	sub_005EE110		call reference matching
0.696943	0.977023	-I--E--	004ae110	sub_004AE110	005ee110	sub_005EE110		call reference matching
0.693686	0.977023	-I--E--	004ae110	sub_004AE110	005ee110	sub_005EE110		call reference matching
0.687603	0.977023	-I--E--	004ae110	sub_004AE110	005ee110	sub_005EE110		call reference matching
0.705410	0.977023	-I--E--	004ae110	sub_004AE110	005ee110	sub_005EE110		call reference matching
0.972492	0.983428	-I--E--	004aed80	sub_004AED80	005eed80	sub_005EED80		hash matching
0.980248	0.983428	-I--E--	004aed80	sub_004AED80	005eed80	sub_005EED80		hash matching
0.964299	0.982920	-I--E--	004ae4f0	sub_004AE4F0	005ee4f0	sub_005EE4F0		hash matching
0.973836	0.985936	-I--E--	004ae490	sub_004AE490	005ee490	sub_005EE490		hash matching
0.974261	0.985936	-I--E--	004ae430	sub_004AE430	005ee430	sub_005EE430		hash matching
0.974261	0.985936	-I--E--	004ae3d0	sub_004AE3D0	005ee3d0	sub_005EE3D0		hash matching
0.973380	0.985936	-I--E--	004ae370	sub_004AE370	005ee370	sub_005EE370		hash matching
0.965337	0.978821	-I--E--	004ae150	sub_004AE150	005ee150	sub_005EE150		hash matching
0.693004	0.977023	-I--E--	004ae110	sub_004AE110	005ee110	sub_005EE110		call reference matching
0.006839	0.017986	GI--E--	004ae010	sub_004AE010	005eed60	sub_005EED60		call sequence matching(sequence)
0.948158	0.960020	-I--E--	004ade80	sub_004ADE80	005ede80	sub_005EDE80		hash matching
0.948528	0.963935	-I--E--	004addc0	sub_004ADDC0	005eddc0	sub_005EDDC0		hash matching

Line 1 of 7789

Line 1898 of 4329

Output window

Added 278736 entry points from flow analysis

17.207817451s for exports...

Diffing address range primary(00000000 - ffffffff) vs secondary(08 - ffffffff)

7.27472454s for matching.

Caching 'Matched Functions'... ok

OK

Line 1 of 4

Name	Producer	Version	ID
BinDiff 5	Google	5.0.0	com.google.bindiff
BinExport 10	Google	10 @ internal	com.google.binexport

AU: idle Down Disk: 677GB

Patching

- Modify instructions to get different behaviour
 - e.g. `jnz address` => `jz address`
- Remove instructions by using NOPs
 - `mov eax, ebx` => `nop nop`
- Used to bypass checks or security
- What happens if we leak some infos by doing this?

Sidechannels

- Leak infos
- Bruteforce inputs much faster e.g 26^6 instead of 26^{**6}
- Timing attacks
 - or
- CPU metric attacks
 - perf-tools on Linux

Symbolic execution

- Execute a program
- Find all paths and values that satisfy each branching condition
- Output inputs that satisfy certain branches

Given this function, how many paths are there?

```
int get_sign(int x) {  
    if (x == 0)  
        return 0;  
  
    if (x < 0)  
        return -1;  
    else  
        return 1;  
}
```

Three branching conditions, which inputs satisfy each path?

```
int get_sign(int x) {  
    if (x == 0)  
        ...  
    if (x < 0)  
        ...  
    if (x > 0)  
        ...  
}
```

Symbolic execution tools

- angr
 - Black box (works on binary level)
- klee
 - White box (requires source code)
- manticore (unmaintained)
 - Like angr black box, requires more fine tuning

How2Start

1. Run strings and gather infos about the binary
2. What's the goal?
 - Want a key/input?
 - Optimization problem?
3. Optional: Can we cheese it?
 - Sidechannels? Do we have an oracle?
 - Symbolic execution
 - Patching or info leaks?

How2Start cont.

4. *Actually* reverse the binary and figure out the *actual* solution
5. ???
6. Validate solution

Live demo - cracking

References

<https://ike.mahaloz.re/>

<https://godbolt.org/>

<https://dogbolt.org/>

<https://defuse.ca/online-x86-assembler.htm#disassembly>

<https://ctf101.org/>