

The Bomb Project: Defusing a Binary Bomb

1 Introduction

The nefarious *Dr. Evil* has planted a slew of “binary bombs” on our class machines. A binary bomb is a program that consists of a sequence of phases. Each phase expects you to type a particular string on `stdin`. If you type the correct string, then the phase is *defused* and the bomb proceeds to the next phase. Otherwise, the bomb *explodes* by printing "BOOM! ! !" and then terminating. The bomb is defused when every phase has been defused.

There are too many bombs for us to deal with, so we are giving each participant a bomb to defuse. Your mission, which you have no choice but to accept, is to defuse that bomb before the due date. Good luck, and welcome to the bomb squad!

Step 1: Get a Bomb

You can obtain your bomb by pointing your Web browser at:

`http://cs224.byu.edu:15213/`

Note: you need to be on the CS network physically or over VPN to access this webpage. This will display a binary bomb request form for you to fill in. Enter your user name and email address and hit the Submit button. The server will build your bomb and return it to your browser in a `tar` file called `bombk.tar`, where k is the unique number of your bomb.

Each student in the class needs to download their own bomb. You will submit your bomb number on Canvas so we know which bomb is yours. You may not download additional bombs, for example, because you blew up your initial bomb too many times.

Save the `bombk.tar` file to a directory on the CS department machines in which you plan to do your work. This project *must* be completed on the CS department machines. Then give the command: `tar -xvf bombk.tar`. This will create a directory called `./bombk` with the following files:

- `README`: Identifies the bomb and its owners.
- `bomb`: The executable binary bomb.
- `bomb.c`: Source file with the bomb’s main routine and a friendly greeting from Dr. Evil.

If for some reason you request multiple bombs, this is not a problem. Choose one bomb to work on and delete the rest.

Step 2: Defuse Your Bomb

Your job for this project is to defuse your bomb.

You must do the assignment on one of the class machines. In fact, there is a rumor that Dr. Evil really is evil, and the bomb will always blow up if run elsewhere. You will need to first use `strings` (see the Hints section) to find the list of machines where the bomb will run. After that, there are several other tamper-proofing devices built into the bomb as well, or so we hear.

The bomb is just a bunch of 1's and 0's that have meaning to the computer, and there are tools that help humans make sense of those 1's and 0's. To find the list of class machines, the command

```
> hexdump -C bomb
or
> objdump -s bomb
```

lists the contents of BOMB as bytes in a table with the associated ASCII characters of each byte on the far right. The machine list is stored in a static array of strings. You will need to find that array using the output from `HEXDUMP` or `OBJDUMP`.

You can use many tools to help you defuse your bomb. Please look at the **hints** section for some tips and ideas. The best way is to use your favorite debugger to step through the disassembled binary.

Scoring

Each time your bomb explodes it notifies the bombproject server, and you lose 1/2 point (up to a max of 20 points) in the final score for the project. So there are consequences to exploding the bomb. You must be careful!

Each phase is harder than the previous phase and is worth fewer points, so you can decide when you are done with the project. Here are the point values for each phase.

```
Phase 1: 20 points
Phase 2: 20 points
Phase 3: 15 points
Phase 4: 10 Points
Phase 5: 3  Points
Phase 6: 2  Points
-----
Total: 70 Points
```

So the maximum score you can get is 70 points.

Although phases get progressively harder to defuse, the expertise you gain as you move from phase to phase should offset this difficulty. However, the last phase will challenge even the best students, so please don't wait until the last minute to start if you want to get through all the phases.

The bomb ignores blank input lines. If you run your bomb with a command line argument, for example,

```
linux> ./bomb psol.txt
```

then it will read the input lines from `psol.txt` until it reaches EOF (end of file), and then switch over to `stdin`. In a moment of weakness, Dr. Evil added this feature so you don't have to keep retyping the solutions to phases you have already defused.

To avoid accidentally detonating the bomb, you will need to learn how to single-step through the assembly code and how to set breakpoints. You will also need to learn how to inspect both the registers and the memory states. One of the nice side-effects of doing the project is that you will get very good at using a debugger. This is a crucial skill that will pay big dividends the rest of your career.

Handin

There is no explicit handin. The bomb will notify your instructor automatically about your progress as you work on it. You can keep track of how you are doing by looking at the class scoreboard at:

```
http://cs224.byu.edu:15213/scoreboard
```

This web page is updated continuously to show the progress for each bomb.

Hints (*Please read this!*)

There are many ways of defusing your bomb. You can examine it in great detail without ever running the program, and figure out exactly what it does. This is a useful technique, but it not always easy to do. You can also run it under a debugger, watch what it does step by step, and use this information to defuse it. This is probably the fastest way of defusing it.

We do make one request, *please do not use brute force!* You could write a program that will try every possible key to find the right one. But this is no good for several reasons:

- You lose 1/2 point (up to a max of 20 points) every time you guess incorrectly and the bomb explodes.
- Every time you guess wrong, a message is sent to the bombproject server. You could very quickly saturate the network with these messages, and cause the system administrators to revoke your computer access.
- We haven't told you how long the strings are, nor have we told you what characters are in them. Even if you made the (incorrect) assumptions that they all are less than 80 characters long and only contain letters, then you will have 26^{80} guesses for each phase. This will take a very long time to run, and you will not get the answer before the assignment is due.

There are many tools which are designed to help you figure out both how programs work, and what is wrong when they don't work. Here is a list of some of the tools you may find useful in analyzing your bomb, and hints on how to use them.

- `gdb`

The GNU debugger, this is a command line debugger tool available on virtually every platform. Here is a good starting place to learn to use `gdb`

<https://bitbucket.org/byucs224/byu-cs-224-labs/src/master/gdb-primer.md>

- To keep the bomb from blowing up every time you type in a wrong input, you'll want to learn how to set breakpoints.
- For online documentation, type “`help`” at the `gdb` command prompt, or type “`man gdb`”, or “`info gdb`” at a Unix prompt. Some people also like to run `gdb` under `gdb-mode` in `emacs`.

- `objdump -t`

This will print out the bomb's symbol table. The symbol table includes the names of all functions and global variables in the bomb, the names of all the functions the bomb calls, and their addresses. You may learn something by looking at the function names!

- `objdump -d`

Use this to disassemble all of the code in the bomb. You can also just look at individual functions. Reading the assembler code can tell you how the bomb works.

Although `objdump -d` gives you a lot of information, it doesn't tell you the whole story. Calls to system-level functions are displayed in a cryptic form. For example, a call to `sscanf` might appear as:

```
8048c36: e8 99 fc ff ff  call    80488d4 <_init+0x1a0>
```

To determine that the call was to `sscanf`, you would need to disassemble within `gdb`.

- `strings`

This utility will display the printable strings in your bomb.

Looking for a particular tool? How about documentation? Don't forget, the commands `apropos`, `man`, and `info` are your friends. In particular, `man ascii` might come in useful. `info gas` will give you more than you ever wanted to know about the GNU Assembler. Also, the web may also be a treasure trove of information. If you get stumped, feel free to ask your instructor for help.