Symbolic Execution

yuan

Symbolic execution

- 符號執行
- 透過分析程式,讓輸入可以到達特定的 basic block。
- 通常會使用一個符號值(λ)作為輸入,而非具體值。
- 在程式執行時可以得到相應的 path constraint, 然後通過 constraint solver 來 取得可以到達目標的具體值。

Example

```
int f() {
      y = read();
      z = y * 2;
      if (z == 12) {
4
       fail();
5
      } else {
6
        printf("OK");
8
9
```

	2	y = read()	y = λ
	3	z = y * 2	z = λ * 2
	4	z == 12	λ * 2 == 12
	5	fail()	
	6	z != 12	λ * 2 != 12
	7	printf()	

More Example

```
curr: S_1, thresh: S_2, step: S_3
 int compute(int curr, int thresh, int step)
                                                                                                                    Path condition PC: true
      int delta = 0;
                                                                                                                              [2]
                                                                                                                         ... delta: 0
      if (curr < thresh) {</pre>
                                                                                                                 [3]
                                                                                                                                       [3]
          delta = thresh - curr;
                                                                                                     ... PC: S_1 < S_2
                                                                                                                                             ... PC: S_1 \ge S_2
          if ((curr + step) < thresh)</pre>
                                                                                                          [4]
                                                                                                                                                   [10]
              return -delta;
                                                                                                    ... delta: S<sub>2</sub>-S<sub>1</sub>
                                                                                                                                             ... counter: 0
                                                                                                                                        [11]
                                                                                                                                                          [11]
         else
                                                                                                                                                      ... PC: S_1 \ge S_2 / 1
                                                                                           ... PC: S_1 < S_2 / 1
                                                                                                            ... PC: S_1 < S_2 / 1
                                                                                                                                  ... PC: S_1 \ge S_2 / 1
              return 0;
                                                                                                                                                          S_1 \geq S_2
                                                                                               S_1 + S_3 < S_2
                                                                                                                 S_1 + S_3 \ge S_2
                                                                                                                                        S_1 < S_2
                                                                                                                                  Unsat!
                                                                                                                                                             [12]
                                                                                              [6]
                                                                                                                   [8]
          else {
                                                                                          ... Return: -(S_2-S_1)
                                                                                                              ... Return: 0
                                                                                                                                                       ... curr: S_1-S_3
              int counter = 0;
10
                                                                                                                                                             [13]
              while (curr >= thresh) {
11
                                                                                                                                                       ... counter: 1
                  curr = curr - step;
                                                                                                                                                  [11]
12
                  counter++;
13
                                                                                                                                            ... PC: S_1 \ge S_2 /
                                                                                                                                                                 ... PC: S_1 \ge S_2 / 
                                                                                                                                                 S_1 - S_3 < S_2
                                                                                                                                                                      S_1 - S_3 \ge S_2
14
                                                                                                                                               [15]
                                                                                                                                                                        [12]
              return counter;
15
                                                                                                                                                                 ... curr: S_1 - S_3 - S_3
                                                                                                                                              ... Return: 1
16
                                                                                                                                                                        , [13]
17 }
                                                                                                                                                                  ... counter: 2
```

常見的工具

- KLEE
- S2E
- Angr

Angr

- Disassembly and intermediate-representation lifting
- Program instrumentation
- Symbolic execution
- Control-flow analysis
- Data-dependency analysis
- Value-set analysis (VSA)
- Decompilation
- Github: https://github.com/angr/angr



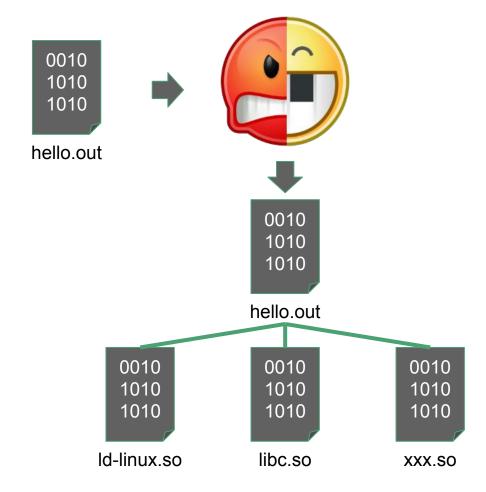
Angr install

- 基本只要
 - \$ pip3 install angr
 - \$ pip3 install angr-utils
 - \$ pip3 install bingraphvis
- angr 會使用一些特殊版本 libraries
 - 推薦使用 python 虛擬環境
 - \$ sudo apt-get install python3-dev libffi-dev build-essential virtualenvwrapper
 - \$ mkvirtualenv --python=\$(which python3) angr && pip install angr angr-utils bingraphvis
- 以上為 ubuntu 如果是別的系統或安裝過程有問題,可以參考:
 - https://docs.angr.io/introductory-errata/install

Angr 內部執行流程



The loader



use

```
In [1]: import angr
In [2]: proj = angr.Project('/bin/true')
WARNING | 2020-06-03 13:35:59,976 | cle.loader | The main binary is a position-independent executable. It is being loaded with a base address of 0x400000.
In [3]: hex(proj.entry)
Out[3]: '0x4017b0'
```

The factory

- block
- states
- simulation managers

block

```
In [4]: block = proj.factory.block(proj.entry)
In [5]: block.pp()
0x4017b0:
                        ebp, ebp
                XOL
0x4017b2:
                        r9, rdx
                MOV
0x4017b5:
                        rsi
                pop
0x4017b6:
                MOV
                        rdx, rsp
0x4017b9:
                and
                        rsp, 0xfffffffffffff0
0x4017bd:
                push
                        гах
0x4017be:
                push
                        TSP
0x4017bf:
                lea
                        r8, [rip + 0x322a]
0x4017c6:
                lea
                        rcx, [rip + 0x31b3]
0x4017cd:
                lea
                        rdi, [rip - 0xe4]
0x4017d4:
                call
                        qword ptr [rip + 0x2057fe]
```

states

- state => a program at a given point in time
- project object 只有存 program 初始狀態

```
In [5]: state = proj.factory.entry_state()
In [6]: state.regs.rip
Out[6]: <BV64 0x4004e0>
```

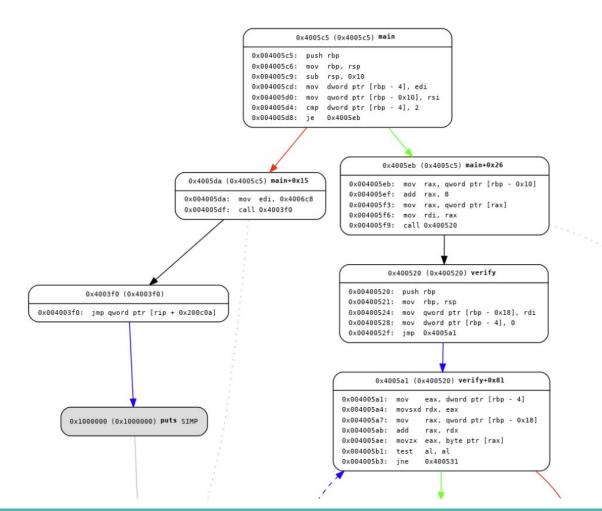
simulation managers

- primary interface in angr for performing execution
- contain several stashes of states
 - active is initialized with the state we passed in

```
In [7]: simgr = proj.factory.simulation_manager(state)
In [8]: simgr.active
Out[8]: [<SimState @ 0x4004e0>]
In [9]: simgr.step()
Out[9]: <SimulationManager with 1 active>
In [10]: simgr.active
Out[10]: [<SimState @ 0x1021ab0>]
In [11]: simgr.active[0].regs.rip
Out[11]: <BV64 0x1021ab0>
In [12]: state.regs.rip
Out[12]: <BV64 0x4004e0>
```

CFG

- angr 可以產生 binary 的 cfg
- https://github.com/axt/angr-utils
- 為了產生 cfg 不受 glibc 影響
 - angr.Project("./a.out", load_options={'auto_load_libs':False})



Create symbolic object

- angr's solver engine is called Claripy
 - import claripy
- BV : bitvector
 - claripy.BVS('x', 32)
- FP : floating-point
 - claripy.FPS('y', claripy.fp.FSORT_DOUBLE)
- Bool : boolean
 - claripy.BoolV(True)

explore

- 在 simulation managers 執行 explore, 條件匹配的狀態
 - find => 符合條件
 - o avoid => 不符合
- simgr.explore(find=find_addr, avoid=avoid_addr)
 - o avoid_addr = [0x400c06, 0x400bc7]
 - \circ find_addr = 0x400c10d

Get solution

- 可以去查看 found 是否有產生能執行到的 constraint
 - o found = simgr.found[0]
- 透過 solver.eval 去拿到符合該解的值
 - o found.solver.eval(sym_arg, cast_to=str)

LAB

- 我們提供一個 linux binary, 請透過 angr 產生出他的 cfg
- 請找到能夠讓該程式印出 correct 的輸入
- 繳交方式:學號.zip
 - cfg: 這支程式的 cfg 圖片
 - o solve.py: 執行 angr 的 python (please use python3)
 - o flag:正確的輸入
- Note :
 - 此 Lab 把 pie 關了,程式每次執行位置都是相同的
 - 如果有開 angr 會自動把 pie base 放到 0x40000
 - 想說簡單點,就關了 ><

Reference

- https://docs.angr.io/
- https://github.com/angr/angr
- https://github.com/angr/angr-doc
- https://github.com/angr/angr-doc/blob/master/CHEATSHEET.md
- https://github.com/axt/angr-utils