

# Reverse Engineering

## Intro

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```
import pwn
```

```
pwn.context.arch = "amd64"  
pwn.context.os = "linux"
```

```
SHELLCODE = pwn.shellcraft.amd64.linux.echo('Test') + pwn.shellcraft.  
EXPLOIT = 0x45*b"\x90" + pwn.asm(SHELLCODE, arch="amd64", os="linux")
```

```
PROGRAM = b""  
length = 20 + 16  
for i in EXPLOIT:  
    PROGRAM += i*b'+' + b'>'
```

```
    if i == 1:  
        length += 5  
    elif i > 1:  
        length += 6  
    length += 13
```

```
    (0x8000 - length) > 0x40:  
        PROGRAM += b"<>"  
        length += 2*13
```

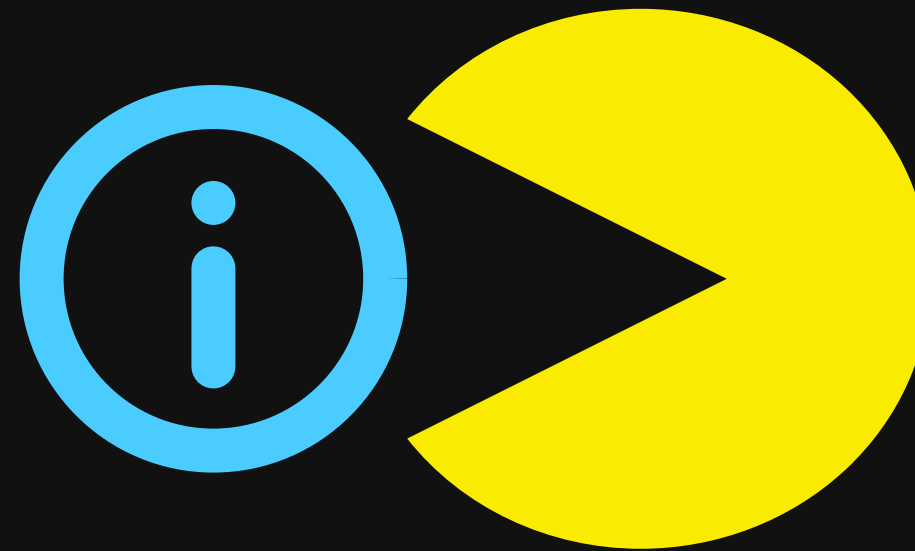
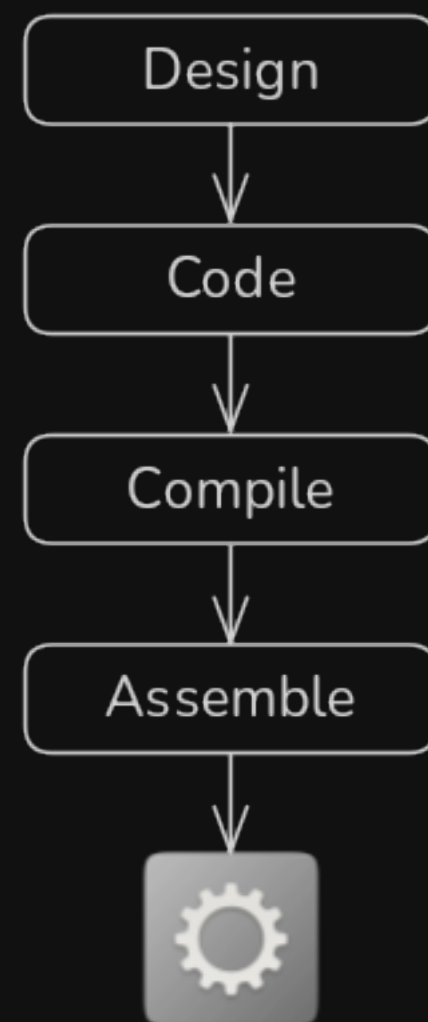
```
    b"["
```

```
    (0 - length) + 7 - 1
```

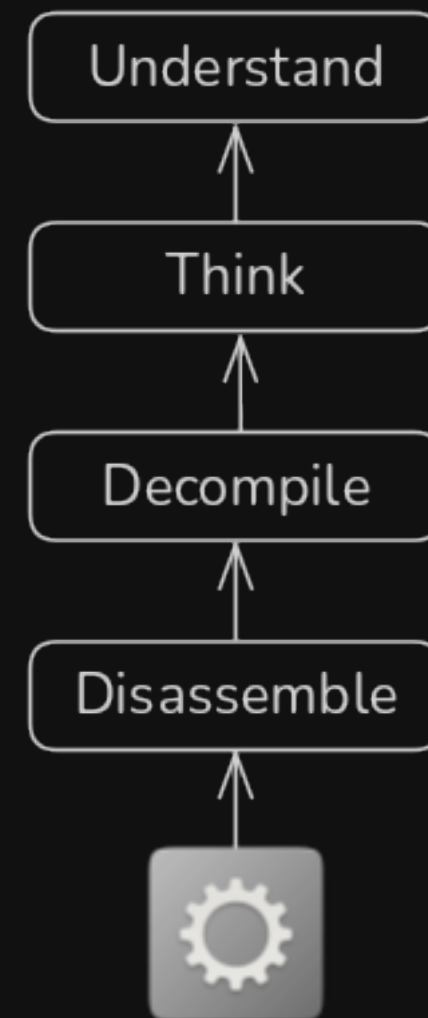
```
    (F+0x10)*b"<"
```

```
host", 1337) as conn:  
    (b"Brainf*ck code: ")  
    PROGRAM)  
    e()
```

# Forward engineering process



# Reverse engineering process



# Why would I need that?

- CTF
- Vulnerability research
- Malware analysis
- No docs, source available
- Modding, Cracking

...plus it's fun!

# What are we dealing with?

```
$ file chal
chal: ELF 64-bit LSB pie executable,
x86-64,
version 1 (SYSV),
dynamically linked,
interpreter /lib64/ld-linux-x86-64.so.2,
BuildID[sha1]=e7f3e971abeb24c4d7cc7747b3274f3058e749af,
for GNU/Linux 3.2.0,
stripped
```

- **ELF** Executable and Linkable Format
- **Dynamic linker** loads and links required shared libraries at run time ⇒ Symbols



# Important ELF sections

- **.text**: executable code of the program
- **.plt & .got**: used to resolve and dispatch library calls
- **.data**: pre-initialized global writable data
- **.rodata**: pre-initialized global read-only data
- **.bss**: uninitialized global writable data

# Useful tools

- `readelf` to parse the ELF header
- `objdump` to parse the ELF header and disassemble the source code
- `nm` to view your ELF's symbols
- `patchelf` to change some ELF properties
- `objcopy` to swap out ELF sections
- `strip` to remove otherwise-helpful information (such as symbols)

# Static analysis tools

- **file** type infos based on magic bytes
- **binwalk** identify & opt. extract embedded files and data
- **strings** dumps strings found in file
- **objdump** simple disassembler
- **checksec** check security features

x86 Opcodes & Instructions:

- **coder64** reference, raw byte format
- Felix Cloutier, web adaptation of intel manual
- OST 2 - Architecture 1001: x86-64 Assembly



# Decompilers

## Open source:

- Ghidra reverse engineering tool created by NSA
- angr management academic binary analysis framework
- cutter reverse engineering tool powered by Rizin

## Commercial:

- Binary Ninja sleek, affordable IDA competitor (free and cloud version)
- IDA pro "gold standard" of disassemblers (expensive)

# Demo time

Talk: *Advanced Ghidra* (useful extensions, tricks)

# Rev player trust issues

Tool output is not always perfect!

- file checks *known* magic bytes (first match)
- Decompilers make (wrong) assumptions all the time!
- Tool output may differ (different strengths)

Know your tools!

# Dynamic approach

# Debugging with gdb

**pwndbg**: community-powered extension (lots of features)

Updates **.gdbinit** on installation

# Overview

Function	Meaning
help	Print list of commands and specific help
pwndbg	Print list of pwndbg commands
run args	Run the program
starti args	Run the program and break on first instruction
break expr	Break at the given address or symbol
watch expr	Break when a value is written to the given address
rwatch expr	Break when a value is read from the given address
continue	Continue program execution
si and ni	Step into and step over

# Examine Memory

```
x/<amount><format><size> <expr>
```

Parameter	Meaning
-----------	---------

<b>amount</b>	Number of things to read
---------------	--------------------------

<b>format</b>	Output format, notably x, a, s for hex, addresses, and strings
---------------	--

<b>size</b>	Size of the data blocks, b, h, w, g for 1, 2, 4, 8 bytes respectively
-------------	---

<b>expr</b>	C-like expression describing data location
-------------	--

**telescope [addr] [count]** Recursively dereference pointers (e.g., stack overview)

# Automated debugging

- **gdb Command Files:** run scripts with gdb commands
- **pwntools:** lots of functionality for scripting (see **pwnlib.gdb**)
- **libdebug:** simple API to debug programmatically



# Dynamic analysis tools

- **strace** trace system calls
- **ltrace** trace library calls
- **gdb** GNU debugger
- **Emulators**

# Further reading

Processor ISA Manuals

Gdb and Pwndbg documentation

Ghidra Book

ost2.fyi

# Other helpful tools

- **angr** symbolic execution
- SMT solvers (e.g., **z3**)
- **SageMath** (ask our crypto players 😊)

Lots plugins and tools for specific use cases

# And... Action!

Start playing at [intro.kitctf.de](https://intro.kitctf.de)

# Demo alternative



YouTube @stacksmashing

Good quickstart guide & reversing series!