

r2

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whoami

> ~~root~~ noah

School

Senior @ **OSU** | Graduating May '19
Computer Science & Engineering

Work

Co-op @ **Battelle** | August '17 - *present*
Recently accepted full-time offer

Interests

Reverse engineering & vulnerability analysis
Web stuff - **Node.js** & **React** in particular

TODO

- What *exactly* is Radare2?
- Brief Tools Overview
- Brief Commands Overview
- Decompiler?
- Installing & Updating
- Play time
- Questions



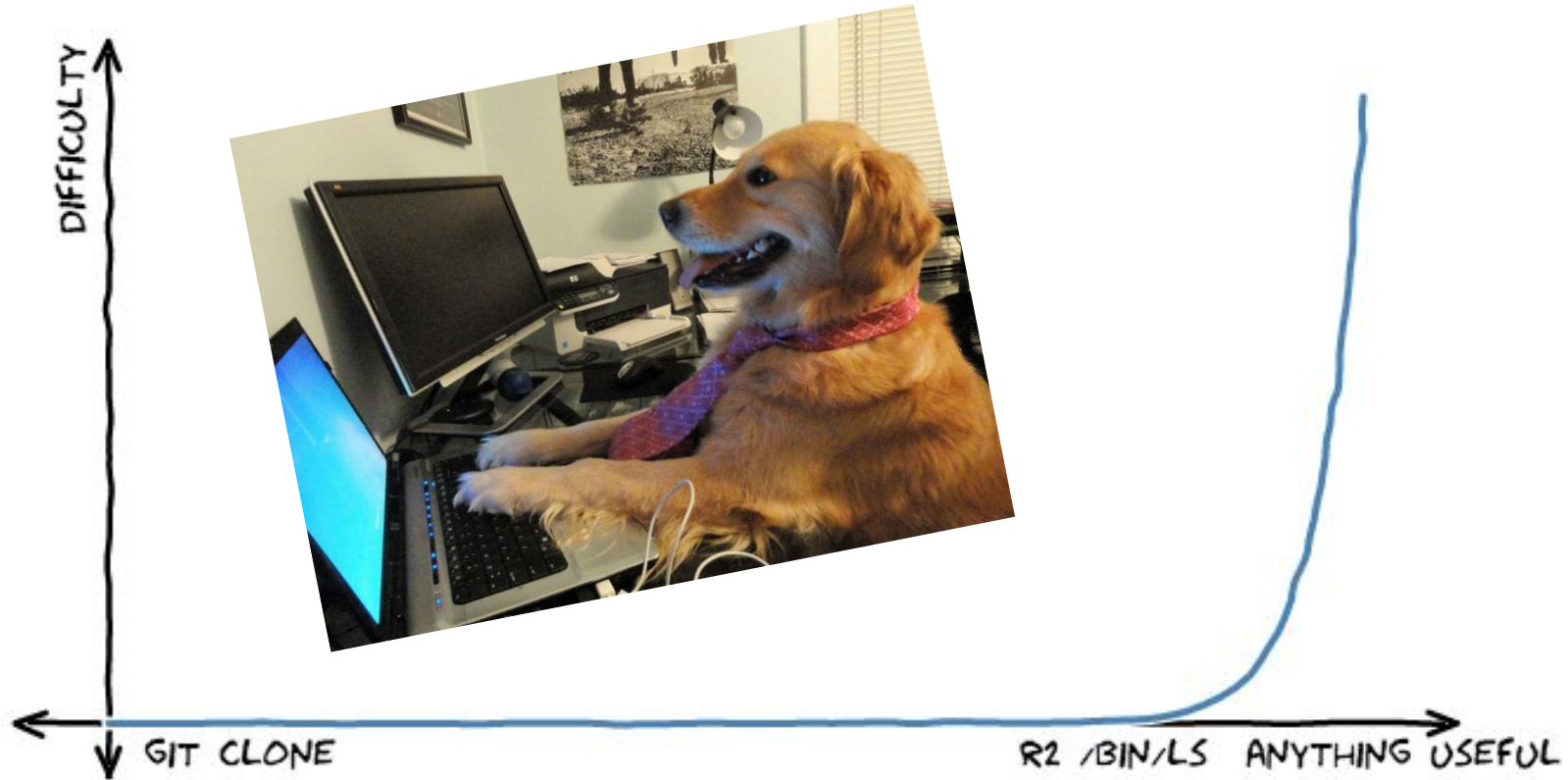
OSX

What *exactly* is Radare2 ... ?

- A *free & open source* reverse engineering **framework**
 - ◆ Set of command-line tools that can be used together or independently
- **RA-DA-RE** stands for **RA**w **DA**ta **RE**trieval
 - ◆ Originally built as a forensics tool
- Disassemble / assemble for many different architectures
- Compatible with Linux, *BSD, Windows, OSX, Android, iOS, Solaris, etc.
- Debug with native and remote debuggers (gdb, webui, r2pipe, windbg, etc.)
- Can be scripted w/ Python, Node, and more. [**r2pipe**]
- *Notorious for a high learning curve*
- r2 will be the vi of reverse engineering in years to come



R2 LEARNING CURVE



Brief

Tools

Overview

- **Radare2**
 - ◆ The main tool. Uses the core hexadecimal editor and debugger. Can be scripted with **r2pipe**.
- **Rabin2**
 - ◆ Extracts information from binaries. Used by the core to get symbols, file info, x-references, etc.
- **Rasm2**
 - ◆ Command line assembler / disassembler
- **Rahash2**
 - ◆ Baked in block-based hash tool
- **Radiff2**
 - ◆ Binary diffing with multiple algorithms
- **Rafind2**
 - ◆ Finds byte patterns in files
- **Ragg2**
 - ◆ Compiles programs into tiny binaries. Front-end for r_egg
- **Rarun2**
 - ◆ Launcher that can programs in different environments, with different arguments, different permissions, different directories, etc.
- **Rax2**
 - ◆ Minimalistic mathematical expression evaluator

Commands

Brief

Overview

→ Documented in C



- alone prints all possible commands, appended to a command prints detailed help about that command

→ Commands that do *mostly* everything



- print disassembly



- analyze all functions & symbols



- list all functions



- seek



- write



- visual mode



- quits

Brief

Commands

Overview

continued...

→ ***Inside*** visual mode



?

- prints visual mode help



p

- toggles print modes (hex, disasm, debug, words, buf)



V

- graph mode



!

- window mode



C

- cursor mode

Brief

Commands

Overview

continued...
continued...

- Each character in the command is a sub command of the previous one
- ◆ **p?**
 - prints usage of 'p'
 - ◆ **px**
 - print hexdump
 - ◆ **pxw**
 - print hexdump of words
 - ◆ **pxw 12**
 - Print 12 bytes of a hexdump of words

Commands

Brief

Overview

continued...
continued...
continued...

→ Helpful commands I always find myself using

◆ `axt`

- references to current address

◆ `axff`

- references from current function

◆ `fs`

- manage flag spaces (`f` prints flags)

◆ `~`

- Radare's internal grep tool

◆ `/`

- built-in search tool

◆ `pdj~{}`

- print disassembly prettified json

◆ `? 42 * 12`

- evaluate math expression

But... Decompiler ... & Hex-Rays?



→ R2pm

◆ Package manager for radare

→ R2dec

◆ Radare2's decompiler

Install

> r2pm init

> r2pm -i r2dec

... done.

Using

> r2 -A /bin/ls

> pdd

...

```
/* r2dec pseudo C output */
#include <stdint.h>

void entry0 (int32_t arg3) {
    ebp = 0;
    r9 = rdx;
    rdx = rsp;
    r8 = 0x00016c10;
    rcx = 0x00016ba0;
    rdi = main;
    _libc_start_main ();
    return _hlt ();
}
[0x000006130]>
```

But... ~~Decompiler~~ ... ~~Hex-Rays?~~ ... r2dec ✓

Renaming variables

> ...

> afvn foo arg3

> pdd

> ...

```
/* r2dec pseudo C output */
#include <stdint.h>

void entry0 (int32_t foo) {
    ebp = 0;
    r9 = rdx;
    rdx = rsp;
    r8 = 0x00016c10;
    rcx = 0x00016ba0;
    rdi = main;
    _libc_start_main ();
    return _hlt ();
}
```

But... ~~Decompiler~~ ... ~~Hex-Rays?~~ ... r2dec ✓

Comparing w/ assembly

> ...

> pdda

> ...

assembly	r2dec pseudo C output
<pre>; assembly</pre>	<pre>/* r2dec pseudo C output */ #include <stdint.h></pre>
<pre>; (fcn) entry0 ()</pre>	<pre>void entry0 (int32_t foo) {</pre>
<pre>0x00006130 xor ebp, ebp</pre>	<pre> ebp = 0;</pre>
<pre>0x00006132 mov r9, rdx</pre>	<pre> r9 = rdx;</pre>
<pre>0x00006135 pop rsi</pre>	
<pre>0x00006136 mov rdx, rsp</pre>	<pre> rdx = rsp;</pre>
<pre>0x00006139 and rsp, 0xffffffffffffffff</pre>	
<pre>0x0000613d push rax</pre>	
<pre>0x0000613e push rsp</pre>	
<pre>0x0000613f lea r8, [rip + 0x10aca]</pre>	<pre> r8 = 0x00016c10;</pre>
<pre>0x00006146 lea rcx, [rip + 0x10a53]</pre>	<pre> rcx = 0x00016ba0;</pre>
<pre>0x0000614d lea rdi, [rip - 0x1a24]</pre>	<pre> rdi = main;</pre>
<pre>0x00006154 call qword [rip + 0x1be7e]</pre>	<pre> _libc_start_main ();</pre>
<pre>0x0000615a hlt</pre>	<pre> return _hlt ();</pre>
	<pre>}</pre>
<pre>[0x00006130]> █</pre>	

Installing & Updating Radare

Install

```
git clone git@github.com:radare/radare2.git  
cd radare2 && sys/install.sh
```

Update

```
cd radare2 && sys/install.sh
```



git

r2Playground

Install

git clone [git@github.com:kr1tzb1tz/r2Playground.git](https://github.com/kr1tzb1tz/r2Playground.git)

→ Going over the *r2Playground/Intro* module





> Play time...

Next time ... ?

- Scripting r2 w/ r2pipe
- Project management
- More in depth debugging
- Customizing
- and more...

Questions?

Contact

 → <https://github.com/kr1tzb1tz>

 → <https://twitter.com/kr1tzb1tz>

