

REVERSE ENGINEERING 101

A very brief intro to using Ghidra

What is RE (reverse engineering)

 Process of taking a binary executable and trying to generate high level code from it

This can be done by trying to disassemble the binary's machine code and generate matching assembly and then converting that into a high level language like C

TOOLS

- New Hotness: Ghidra
 - Free, from the NSA ('Murica!)
 - https://ghidra-sre.org
- Also awesome: radare2 & optional gui "Cutter"
 - Free, cross platform, CLI only unless using Cutter (GUI)
 - https://rada.re
 - https://github.com/radareorg/cutter/releases
- ▶ Old 'n Busted (not really, IDA is still the most popular RE tool): IDA / IDA Pro
 - https://www.hex-rays.com/products/ida/

ABOUT GHIDRA (GEE-DRUH)

キングギドラ KINGU GIDORA



- From Ghidorah, the Three-Headed Monster (1964)
- Developed by NSA, released at RSA San Franscisco 2019
- Supported Architectures:
 - 16, 32 and 64 bit x86
 - ARM and AARCH64
 - PowerPC 32/64 and PowerPC VLE
 - MIPS 16/32/64
 - MicroMIPS
 - ▶ 68xxx
 - Java
 - DEX bytecode
 - PA-RISC

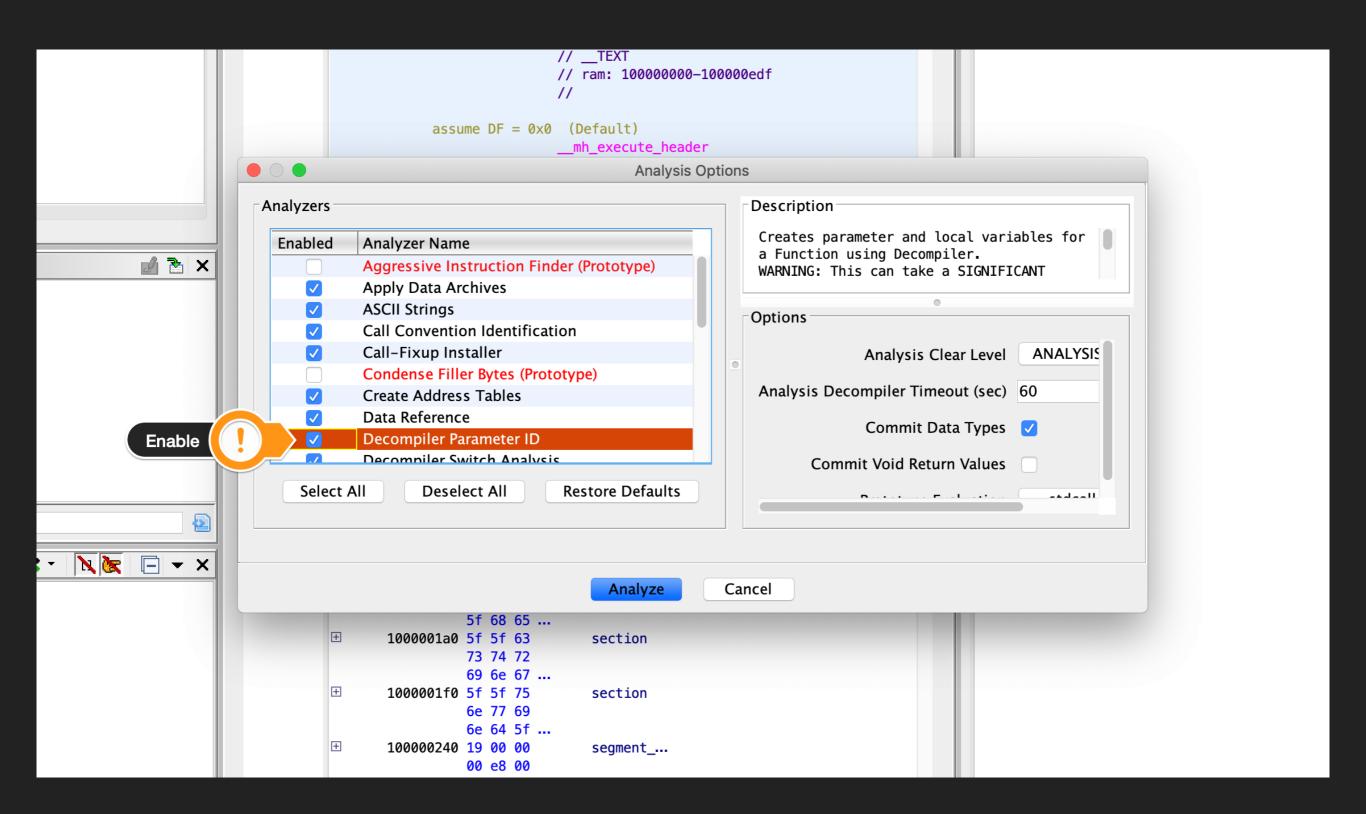
- PIC 12/16/17/18/24
- ▶ SPARC 32/64
- ▶ CR16C
- **Z80**
- 6502
- 8051
- MSP430
- AVR8
- AVR32

BASIC WORKFLOW

- Load binary into tool
- Have the tool analyze it
- Inspect the decompiled code. Try to gain insight into what it does
 - Start at entry point
 - Look at variables defined
 - Rename variables to make things clearer
 - Look at strings and other hard coded information

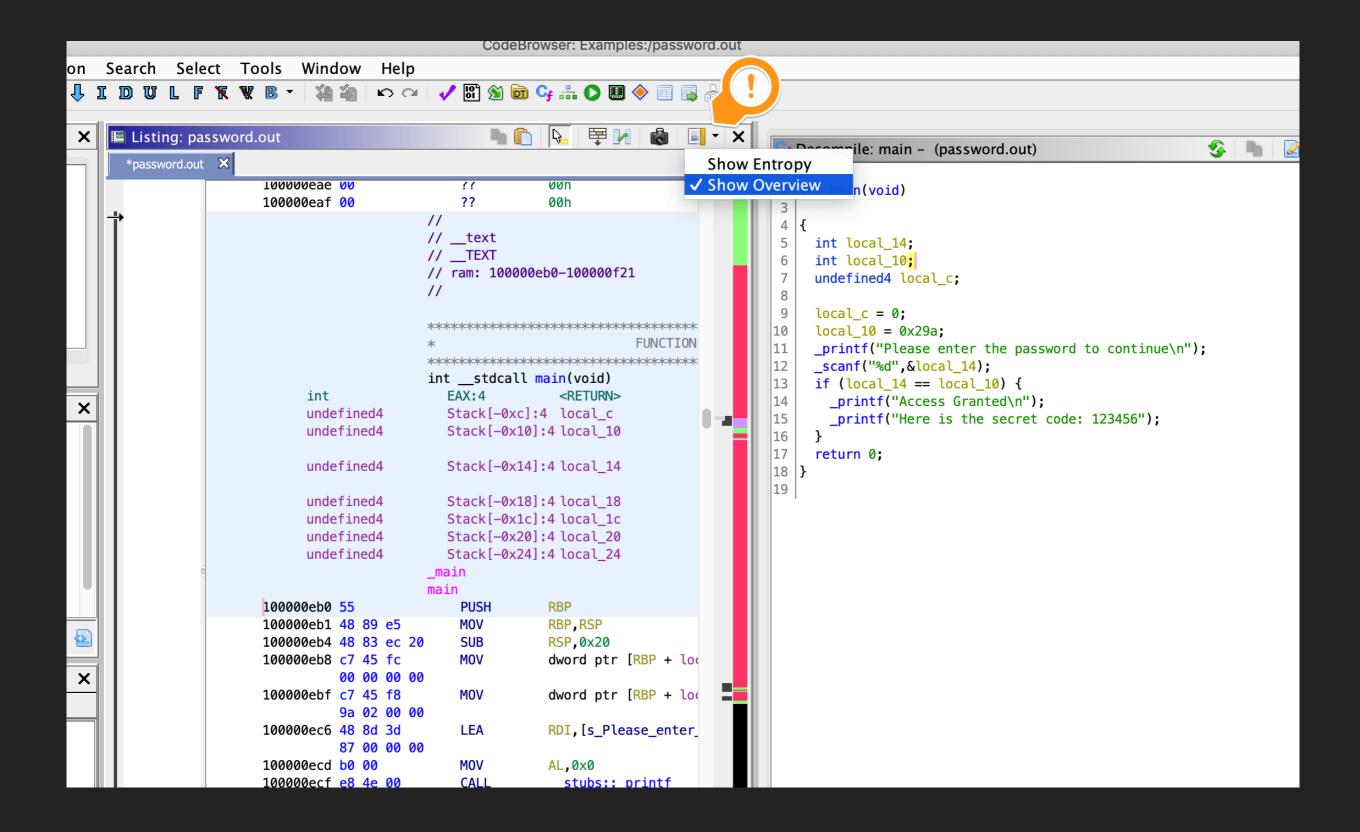
TIPS

Enable Decompiler Parameter ID



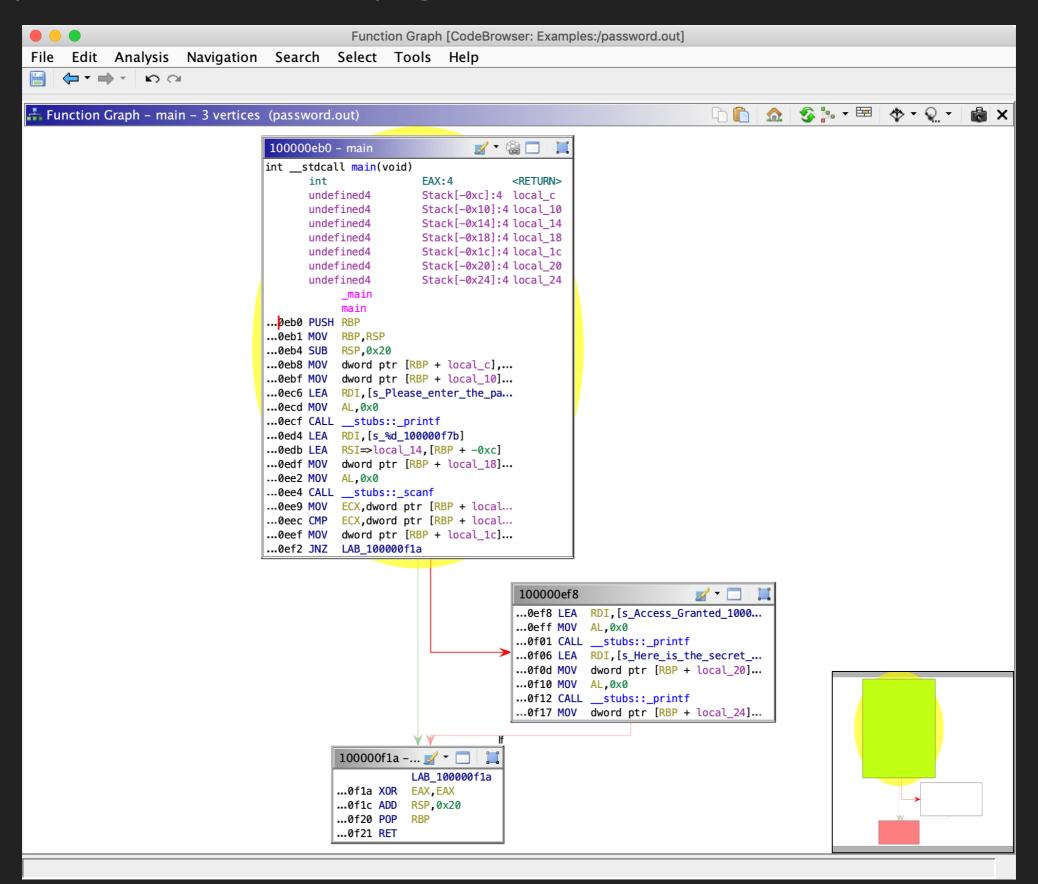
TIPS

Enable Binary Segment Overview



TIPS

Graph view provides a visual overview of program flow



DEMO000000

- Microsoft PE Format overview https://docs.microsoft.com/ en-us/windows/win32/debug/pe-format
- Creating a simple C reverse shell https://
 rastating.github.io/creating-a-reverse-tcp-shellcode/
- Ghidra Quick Tutorial https://www.youtube.com/watch?
 v=fTGTnrgjuGA
- CrackMe's Programs to test your RE skills https://crackmes.one
- Ghidra Cheet Sheet https://ghidra-sre.org/
 CheatSheet.html