

Type any word here...

CYBER GRAND CHALLENGE

TOP DEFINITION

capture the flag

A competition between computer hackers to see who needs the least sleep.

"let's go play some Capture the Flag!"

by [cseagle](#) September 21, 2003



35



12

Ryan Stortz

Trail of Bits

12 August 2015

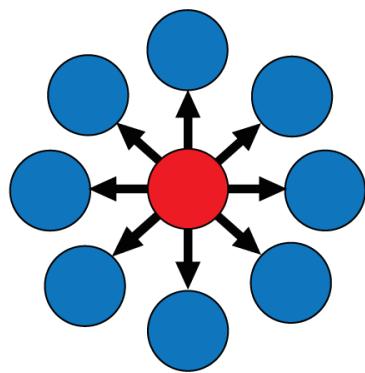
**TEN WORDS TRENDING NOW**[trap queen](#)[margraine](#)[on fleek](#)[smh](#)[weeaboo](#)[1738](#)[bogies](#)**3 MORE DEFINITIONS****Add your own****ALPHABETICAL LIST**[CaptOllie](#)[caption Ahah](#)

CAPTURE THE FLAG

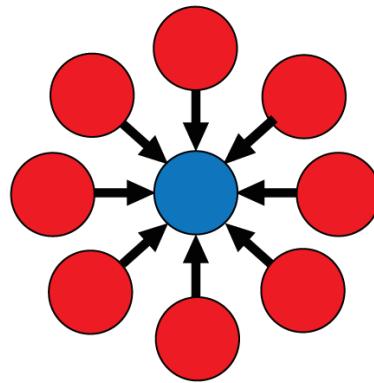
Capture the Flag

- Capture the Flag is a competition that tests a variety of computer security-related skills.
- Challenge areas include:
 - Cryptanalysis
 - Forensics
 - Network Analysis
 - Network and Application Exploitation
 - Programming
 - Reverse Engineering
 - Trivia

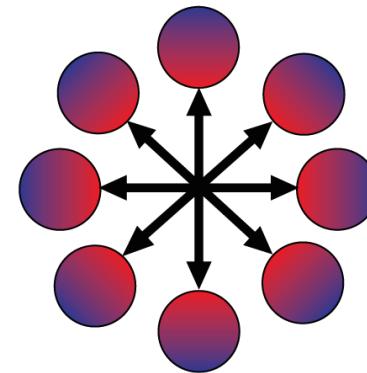
CTF Competition Format



Blue Team



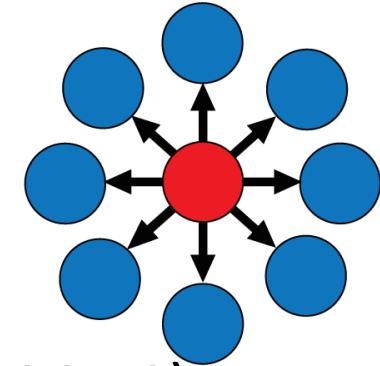
Red Team



Full Spectrum

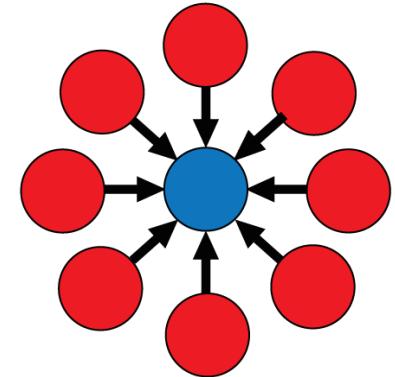
Blue Team

- Focused on IT Security
 - Collegiate Cyber Defense Competition (CCDC)
 - CyberPatriot
- Largely IT security competitions
 - Sometimes described as “Patch and Pray”
- Embraces the term “Cyber”



Red Team

- Scoreboard-driven competitions
 - Ghost in the Shellcode
 - PlaidCTF
 - CSAW CTF
- By far the most popular
 - International scores are tracked @
www.ctftime.org



Ghost in the Shellcode 2015

Team Scores

#	Team Name	Score
1	PPP	5451
2	Samurai	4751
3	KAIST GoN	4001
4	TracerTea	3701
5	gallopsled	3601
6	Oops	3601
7	More Smoked Leet Chicken	3551
8	penthackon	3351
9	AcaiBerry	3301
10	Dragon Sector	3301
11	blue-lotus	3051
12	BalalaikaCr3w	2751
13	0x8F	2601
14	shellphish	2501
15	DatNoobs	2401
16	KITCTF	2301
17	Eindbazen	2201
18	0x0	2101
19	Hardc0de	2051
20	StratumAuhuur	1951



Crypto

- **Knockers**
150 Points - Unlocked
- **Nikoli**
250 Points - Unlocked
- **MTGO**
200 Points - Unlocked
- **vig128**
128 Points - Unlocked (*)

Forensics

- UNOPENED**
100 Points - Locked
- **Rubicon**
400 Points - Unlocked
- **cloudfs**
200 Points - Unlocked
- **Portal2**
400 Points - Unlocked
- **The Alpha Molecule**
200 Points - Unlocked

Programming

- **Edgy**
300 Points - Unlocked
- UNOPENED**

Trivia

- **Biggest**
1 Points - Unlocked

Reverse Engineering

- **huffy**
300 Points - Unlocked

Web

- **aart**
200 Points - Unlocked

Choose your Pwn Adventure 3

- **Unbearable Revenge**
200 Points - Unlocked

- **Until the Cows Come Home**
100 Points - Unlocked

- **Overachiever**
200 Points - Unlocked

- **Egg Hunter**
250 Points - Unlocked

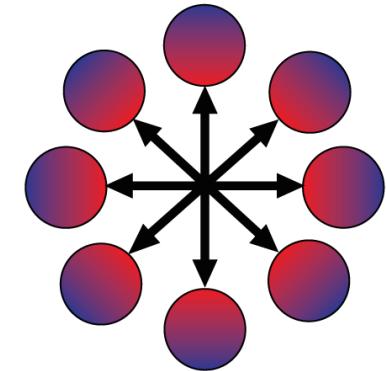
- **Pirate's Treasure**
500 Points - Unlocked

- **Fire and Ice**
300 Points - Unlocked

- **Blocky's Revenge**
100 Points - Unlocked

Full Spectrum

- Attack-Defense
 - DEFCON CTF
 - RuCTF
- Most dynamic of the three formats
 - Basically unrestricted cyber war in a single room
- Teams host and patch custom vulnerable services, while attacking the same services run by other teams.



Why does this matter?

- Many people believe CTF is the best crucible for tool & strategy development
 - Specifically Full Spectrum competitions
- HatesIrony made custom tools for:
 - Reverse Engineering
 - Packet Analysis
 - Automated Network Exploitation
 - Key/Flag Submission
 - Runtime Application Defenses
 - Network De-anonymization Tools
- ...and we threw them out each year as the game evolved

HATES IRONY



<https://binary.ninja/>

A photograph of several white humanoid robots, likely NAO models, standing in a dense cluster. The robots have large, expressive blue eyes and glowing blue panels on their chests and shoulders. They are positioned against a plain, light-colored wall.

THE CYBER GRAND CHALLENGE

Defense Advanced Research Projects Agency



Agency overview

Formed 1958

Headquarters Arlington, Virginia, U.S.

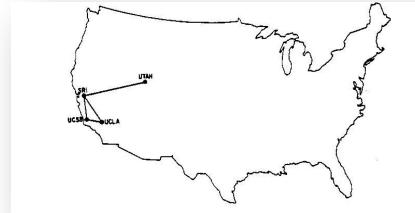
Employees 240

Annual budget US\$2.8 billion

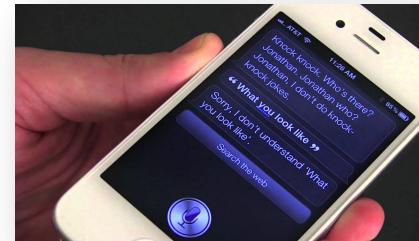
Agency executive Arati Prabhakar, Director

Parent agency U.S. Department of Defense

Website www.darpa.mil



ARPANET
1969

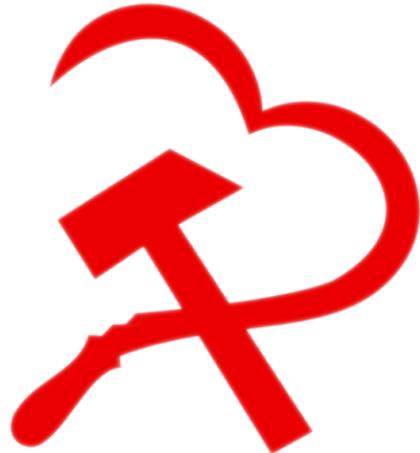


Siri
2003



Grand Challenge
2004

CTF Nerds + DARPA



More than comrades ❤

Cyber Grand Challenge

“Cyber Grand Challenge (CGC) is a contest to build high-performance computers capable of playing in a Capture-the-Flag style cyber-security competition.”



Humans > Robots



* Yes, even at software

Competition Setup

- Teams build “Cyber Reasoning Systems”
 - Fully autonomous systems
- Given a bundle of Challenge Binaries (CBs)
 - CB := “Pwnables”
- Teams create Proof of Vulnerabilities (PoV)
 - PoVs are inputs that trigger vulnerable code paths (via a crash)
- CRSs will compete against each other

DECREE

- OS: DECREE
 - DARPA Experimental Cyber Research Evaluation Environment
 - Similar to Linux x86
 - Executables are statically-linked ELF_s
 - Implemented as a new binfmt
- Removes complexity
- Very clever implementation

#	Syscall	Linux Eq.
1	_terminate	exit
2	transmit	send
3	receive	recv
4	fdwait	select
5	allocate	mmap
6	deallocate	munmap
7	random	n/a

```

1 //CADET's first C program
2
3 #include <libcgc.h>
4 #include "libc.h"
5
6 #define HI "\nWelcome to Palindrome Finder\n\n"
7 #define ASK "\tPlease enter a possible palindrome: "
8 #define YES "\t\tYes, that's a palindrome!\n\n"
9 #define NO "\t\tNope, that's not a palindrome\n\n"
10 #define EASTEREGG "\n\nEASTER EGG!\n\n"
11
12 int check();
13
14 int main(void) {
15     int r;
16
17     if (transmit_all(1, HI, sizeof(HI)-1) != 0) {
18         _terminate(0);
19     }
20
21     while(1){
22         if (transmit_all(1, ASK, sizeof(ASK)-1) != 0) {
23             _terminate(0);
24         }
25         r = check();
26         if (r == -1){
27             break;
28         }
29         else if (r == 0){
30             if (transmit_all(1, NO, sizeof(NO)-1) != 0) {
31                 _terminate(0);
32             }
33         }
34         else{
35             if (transmit_all(1, YES, sizeof(YES)-1) != 0) {
36                 _terminate(0);
37             }
38         }
39     }
40     return 0;
41 }

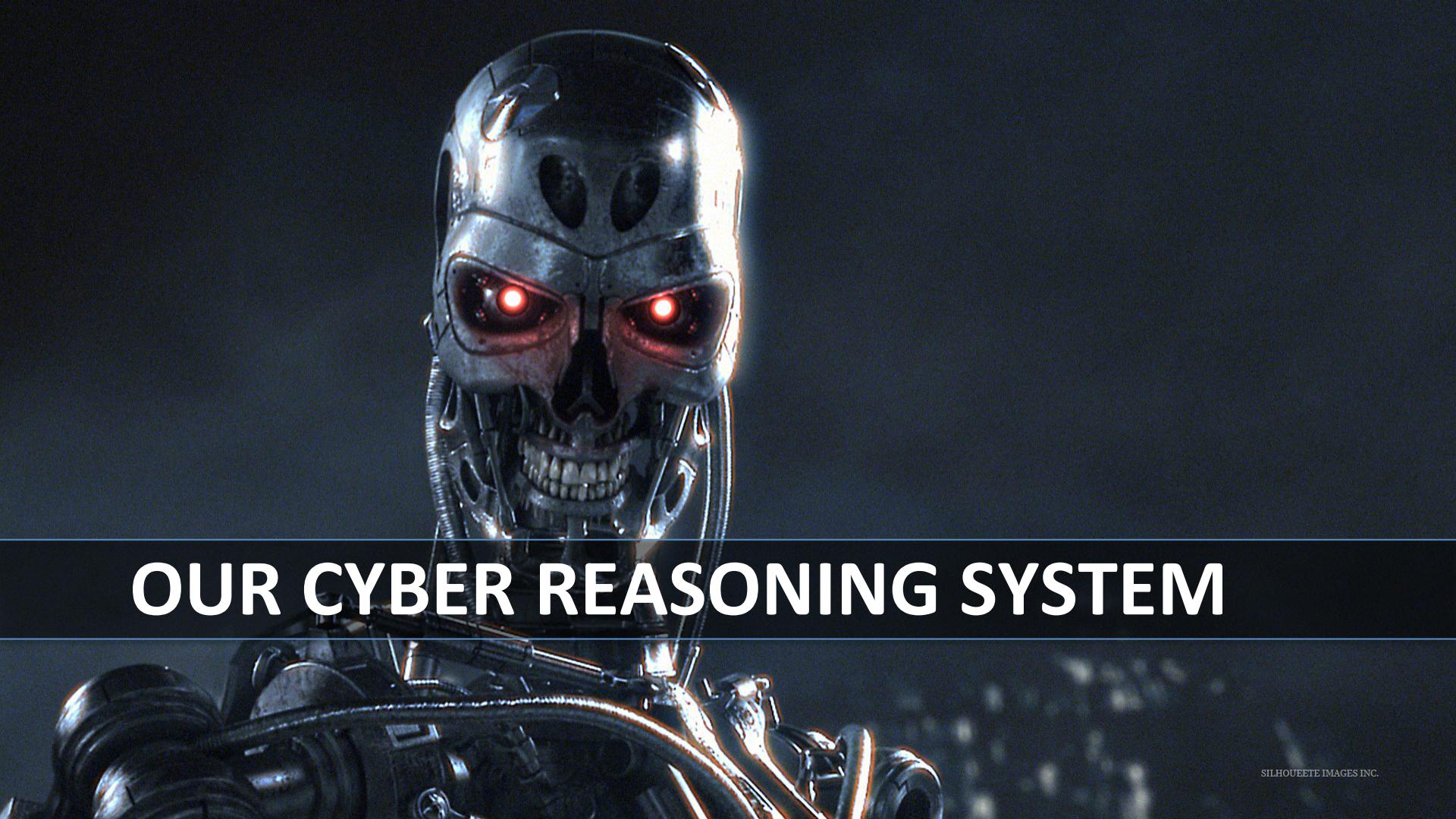
```

```

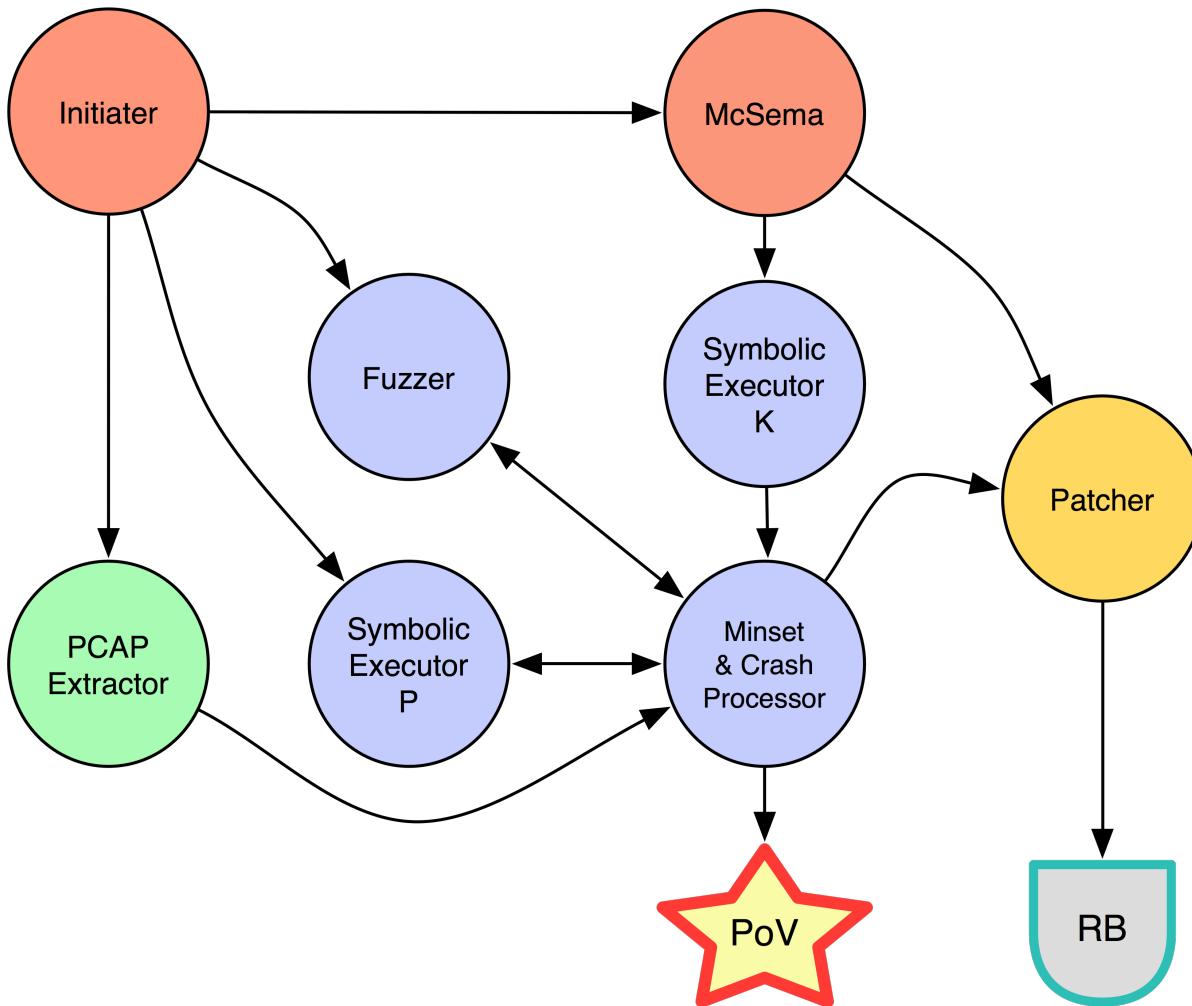
43     int check(){
44         int len = -1;
45         int i;
46         int pal = 1;
47         char string[64];
48         for (i = 0; i < sizeof(string); i++)
49             string[i] = '\0';
50         #ifdef PATCHED
51             if (receive_delim(0, string, sizeof(string), '\n') != 0)
52                 return -1;
53         #else
54             if (receive_delim(0, string, 128, '\n') != 0)
55                 return -1;
56         #endif
57         for(i = 0; string[i] != '\0'; i++){
58             len++;
59         }
60         int steps = len;
61         if(len % 2 == 1){
62             steps--;
63         }
64         for(i = 0; i <= steps/2; i++){
65             if(string[i] != string[len-1-i]){
66                 pal = 0;
67             }
68         }
69         if(string[0] == '^'){
70             if (transmit_all(1, EASTEREGG, sizeof(EASTEREGG)-1) != 0) {
71                 _terminate(0);
72             }
73         }
74     }
75 }
76

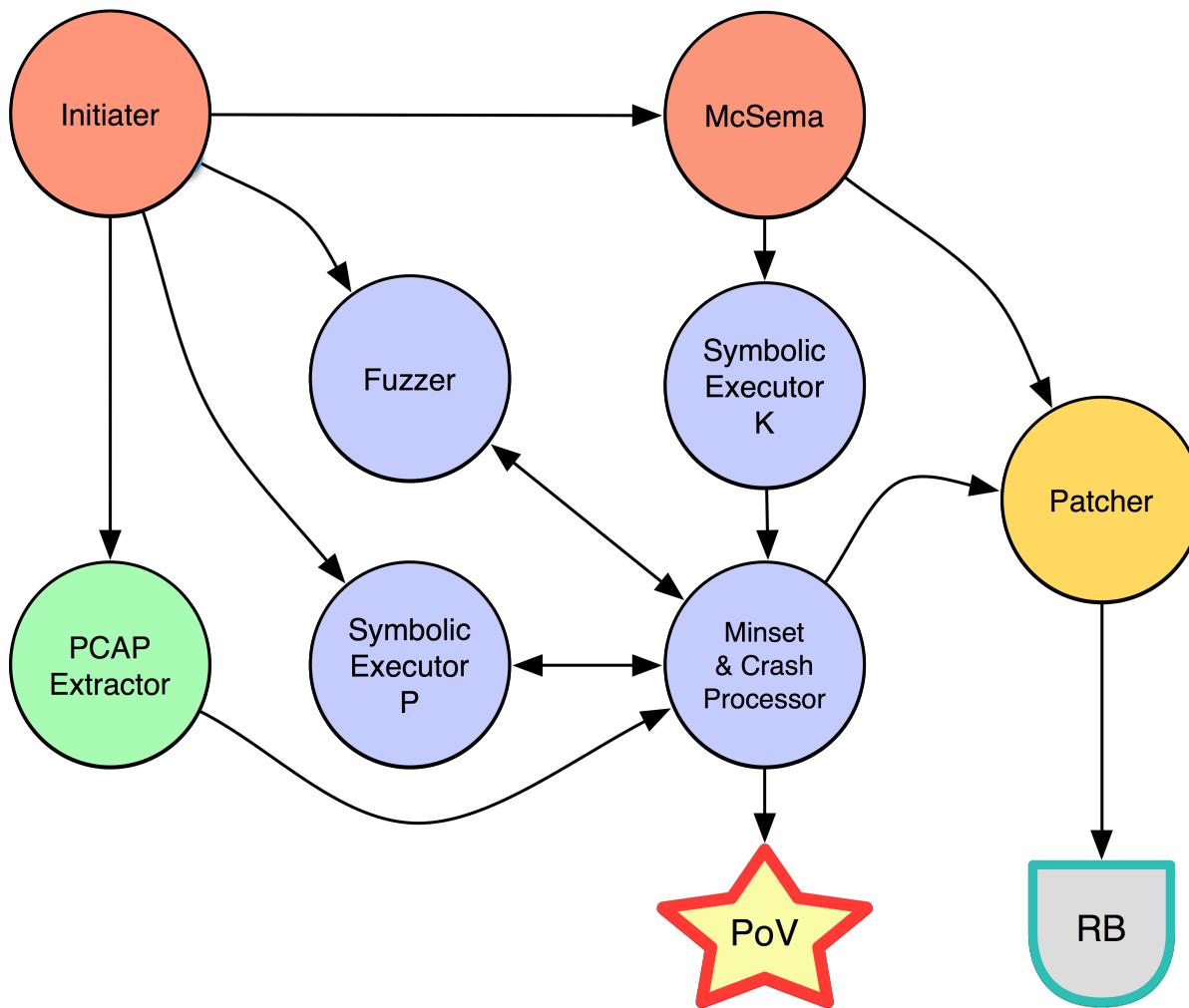
```

Example Challenge: CADET_0001



OUR CYBER REASONING SYSTEM





Bug Finding

- Fuzzing
- Symbolic Execution
- Concolic Execution
 - Concrete + Symbolic....get it? Ha ha...

A close-up photograph of a stainless steel meat grinder. A large amount of bright red ground meat is being dispensed from the grinding plate into a metal tray below. The tray already contains a significant pile of ground meat. In the background, a window is visible, showing a brick wall outside. The lighting is warm and focused on the meat.

FUZZING

Fuzzing

- Fuzzing is a technique where you take valid inputs, corrupt them slightly, feed them through an application, and hope for a crash.
- Extremely effective for many file formats
- Requires good input data to be truly effective

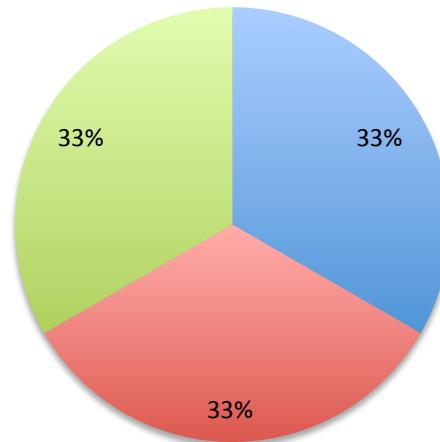
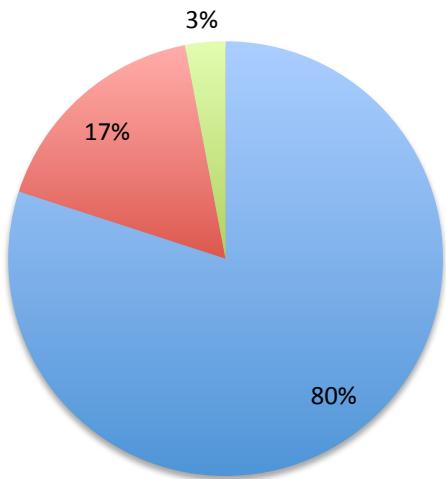
Granary - Binary Translation

- Persistent Code Cache
- Code Coverage
- No System IO
 - Granary emulated all of it
- One instance = 400,000 test cases/hour
 - We had ~10,000 instances for the qualifier



Minset

- Collects the “Minimum Set” of inputs to cause the maximum amount of path coverage.



davik.me

SYMBOLIC EXECUTION

$\sin x \cdot \cos x = 1$

$y = \sin x$ $y = \cos x$

$B = \begin{pmatrix} 2 & 1 & -1 & 0 \\ 3 & 0 & 1 & 2 \end{pmatrix}$

$Y_{i+1} = Y_i + b \cdot K_2$

$\sum_{i=0}^n (\rho_2(x_i) - y_i)^2$

$\operatorname{tg} 2x = \frac{2 \operatorname{tg} x}{1 - \operatorname{tg}^2 x}$

$\operatorname{tg} x = \frac{\sin x}{\cos x}$

$\lambda_x - y + z = 1$

$x + \lambda y + z = \lambda$

$x + y + \lambda z = \lambda^2$

$\operatorname{tg} x$ $\cot g x$ $\sin x$ $\cos x$

$F_2 = 2 \times y_2 - 1 = 1$

$X_1 = \begin{pmatrix} 2p \\ -p \\ 0 \end{pmatrix}$

$y = x^3$ $y = x^2$

$y = x^4$

$\int \int \int_M z dx dy dz = \int_0^{2\pi} \left(\int_0^1 \left(\int_{\frac{1}{2}\pi}^{\pi} r r dr d\theta \right) dr \right) d\varphi$

$\lim_{n \rightarrow \infty} \sqrt[3]{3n^2 + 2n - 1}$

$\frac{a}{\sin A} = \frac{b}{\sin B} = \frac{c}{\sin C}$

$y = \sqrt[3]{x+1} \quad i \cdot x = \operatorname{tg} t$

$X_2 = \begin{pmatrix} \alpha + \beta + \gamma \\ \beta \\ \beta \end{pmatrix}$

$\cos 2x = \cos^2 x - \sin^2 x$

$A + B + C = 8$
 $-3A - 7B + 2C = -10,3$
 $-18A + 6B - 3C = 15$

$\frac{\partial z}{\partial x} = 2, \frac{\partial z}{\partial y} = 0 \quad \vec{n} = (F_x, F_y, F_z)$

$\delta(\rho_2) = \sqrt{0,16}$

$\alpha^2 + \beta^2 = c^2$

$\alpha, \beta, \gamma \in \mathbb{C}$

$C = \begin{pmatrix} 0,1 \\ 1,0 \end{pmatrix}$

$\sin^2 x + \cos^2 x = 1$

$\sqrt{P(x, \sqrt{\frac{\partial z}{\partial x}})} dx$

$\frac{\sin x}{x} \leq \frac{x}{x} = 1$

$\lambda_2 = i\sqrt{14}$

$\lim_{x \rightarrow 0} \frac{e^{2x} - 1}{5x} = \frac{2}{5}$

$|k| + |\beta| \neq 0, \mu \neq 0$

$\frac{2x}{x^2 + 2y^2} = 2$

$z = \frac{1}{x} \alpha + \operatorname{csch} \frac{\sqrt{2}}{2}$

$\sin(x+y) = \sin x \cos y + \cos x \sin y$

$y' - \frac{\sqrt{y}}{x+2} = 0; y(0) = 1$

$\eta_1 = \lambda_1^2 - 3\lambda_1 + 1 \neq 0$

$|Z| = \sqrt{a^2 + b^2}$

$D\left(\frac{\partial F}{\partial x}\right) = 16 - x^2 + 16y^2 - 4z > 0$

$A = \begin{pmatrix} x, 1+x^2, 1 \\ y, 1+y^2, 1 \\ z, 1+z^2, 1 \end{pmatrix}; x=0, y=1, z=2$

$(1,0) \cdot \left(\frac{1}{2\sqrt{3}}, \frac{1}{4\sqrt{3}}\right)$

$b^2 = c^2$

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```

A	B	x
5	12	-
Y	RV	
-	-	

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```



A	B	x
5	12	0
Y	RV	
0	-	

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```



A	B	x
5	12	0
Y	RV	
0	-	

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```



A	B	x
5	12	0
Y	RV	
0	-	

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```



A	B	x
5	12	0
Y	RV	
1	-	

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```

A	B	x
5	12	0
Y	RV	
1	1	

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```

A	B	x
?	?	-
Y		RV
-		-

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```



A	B	x
?	?	0
Y		RV
0		-

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```



A	B	x
?	?	0
Y		RV
0		-

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```



A	B	x
?	?	$2 \wedge (a == 2)$
Y		RV
0		-

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```



A	B	x
?	?	$2 \wedge (a==2)$
Y		RV
0		-

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```

A	B	x
?	?	$2 \wedge (a==2)$
Y		RV
$1 \wedge (b>10)$		-



Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```

A	B	x
?	?	$2 \wedge (a == 2)$
Y		RV
$1 \wedge (b > 10) \vee b \wedge (b \leq 10)$		-



Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {
6         x = 2;
7     }
8
9     if (b > 10) {
10        y = 1;
11    } else {
12        y = b;
13    }
14
15    return x + y;
16 }
```

A	B	x
?	?	$2 \wedge (a==2)$
Y	RV	
$1 \wedge (b>10) \vee b \wedge (b \leq 10)$	$2 \wedge (a==2) + 1 \wedge (b>10) \vee b \wedge (b \leq 10)$	

Concrete Execution : Symbolic Execution :: Arithmetic : Algebra

```
1 int ex(int a, int b)
2 {
3     int x = 0, y = 0;
4
5     if (a == 2) {           a=2          b=?    ←
6         x = 2;             ↓
7     }
8
9     if (b > 10) {         a=?          b>10   ←
10        y = 1;            ↓
11    } else {              a=?          b≤10   ←
12        y = b;            ↓
13    }
14
15    return x + y;
16 }
```

#	A	B
1	$\text{==}2$	>10
2	$\text{==}2$	≤ 10
3	$\text{!=}2$	>10
4	$\text{!=}2$	≤ 10

Input generation with SMT-LIB

```
(assert (= V (concat ((_ extract 7 7) (select RECEIVE #x00000003))  
                    (bvnot ((_ extract 6 6) (select RECEIVE #x00000003))))  
        ((_ extract 5 1) (select RECEIVE #x00000003)))  
        ((_ extract 5 1) (select RECEIVE #x00000003)))  
        ((_ extract 0 0) (select RECEIVE #x00000003)))  
        ((_ extract 7 7) (select RECEIVE #x00000002)))  
        ((_ extract 7 7) (select RECEIVE #x00000002)))  
        (declare-fun V$1 (select RECEIVE #x00000000) extract 5 2) (select RECEIVE #x00000002))  
        ((_ extract 5 2) (select RECEIVE #x00000002)))  
        (declare-fun V$2 (select RECEIVE #x00000000) extract 1 1) (select RECEIVE #x00000000)))  
        ((_ extract 1 1) (select RECEIVE #x00000002)))  
        (declare-fun V$3 (select RECEIVE #x00000000) extract 31 1) (select RECEIVE #x00000000)))  
        ((_ extract 31 1) (select RECEIVE #x00000002)))  
        ((_ extract 0 0) (select RECEIVE #x00000002)))  
        (declare-fun V$4 (select RECEIVE #x00000000) extract 7 7) (bvnot (extract 1 1) (select RECEIVE #x00000002)))  
        (bvnot (extract 1 1) (select RECEIVE #x00000000)))  
        (declare-fun V$5 (select RECEIVE #x00000000) extract 31 1) (select RECEIVE #x00000000)))  
        ((_ extract 31 1) (select RECEIVE #x00000002)))  
        (declare-fun V$6 (select RECEIVE #x00000000) extract 7 7) (bvnot (extract 2 2) (select RECEIVE #x00000000)))  
        ((_ extract 7 7) (select RECEIVE #x00000001)))  
        (declare-fun V$7 (select RECEIVE #x00000000) extract 31 1) (bvnot (extract 31 1) (select RECEIVE #x00000001)))  
        ((_ extract 31 1) (select RECEIVE #x00000002)))  
        (declare-fun V$8 (select RECEIVE #x00000000) extract 6 6) (assert (= V$8 (select RECEIVE #x00000001)))  
        (bvnot ((_ extract 6 6) (select RECEIVE #x00000001))))  
        (declare-fun V$9 (select RECEIVE #x00000000) extract 5 2) (select RECEIVE #x00000001)))  
        ((_ extract 5 2) (select RECEIVE #x00000001)))  
        (declare-fun V$10 (select RECEIVE #x00000000) extract 1 0) (select RECEIVE #x00000003)))  
        (concat (select RECEIVE #x00000002)))  
        (declare-fun V$11 (select RECEIVE #x00000000) extract 7 7) (select RECEIVE #x00000003)))  
        (select RECEIVE (op #x00000001)))  
        (assert (= V (concat ((_ extract 7 7) (select RECEIVE #x00000003))  
                            (declare-fun V$12 (select RECEIVE #x00000000) extract 32) (select RECEIVE #x00000001)))  
                            (bvnot (extract 32) (select RECEIVE #x00000001))))  
                            (declare-fun V$13 (select RECEIVE #x00000000) extract 31) (select RECEIVE #x00000003)))  
                            ((_ extract 31) (select RECEIVE #x00000003)))  
                            (declare-fun V$14 (select RECEIVE #x00000000) extract 6 6) (bvadd (extract 6 6) (select RECEIVE #x00000001)))  
                            (bvnot (extract 6 6) (select RECEIVE #x00000003)))  
                            (declare-fun V$15 (select RECEIVE #x00000000) extract 31 1) (select RECEIVE #x00000003)))  
                            ((_ extract 31 1) (select RECEIVE #x00000002)))  
                            (declare-fun V$16 (select RECEIVE #x00000000) extract 0 6) (bvadd (extract 0 6) (select RECEIVE #x00000003)))  
                            (bvnot (extract 0 6) (select RECEIVE #x00000003)))  
                            (declare-fun V$17 (select RECEIVE #x00000000) extract 31 5) (concat (extract 31 5) (bvnot (extract 31 5) (select RECEIVE #x00000003))))  
                            (bvnot (extract 31 5) (select RECEIVE #x00000003)))  
                            (declare-fun V$18 (select RECEIVE #x00000000) extract 7 7) (select RECEIVE #x00000002)))  
                            (bvadd (extract 7 7) (select RECEIVE #x00000002)))  
                            (declare-fun V$19 (select RECEIVE #x00000000) extract 6 6) (select RECEIVE #x00000002)))  
                            (concat (select RECEIVE #x00000003)))  
                            (declare-fun V$20 (select RECEIVE #x00000000) extract 5 2) (select RECEIVE #x00000002)))  
                            (select RECEIVE #x00000002)))  
                            (declare-fun V$21 (select RECEIVE #x00000000) extract 31 1) (select RECEIVE #x00000002)))  
                            (bvnot (extract 31 1) (select RECEIVE #x00000002)))  
                            (select RECEIVE #x00000001)))  
                            (bvnot (extract 0 0) (select RECEIVE #x00000002)))  
                            (select RECEIVE #x00000000)))  
                            (bvnot (extract 7 7) (select RECEIVE #x00000001)))  
                            (bvnot (extract 6 6) (select RECEIVE #x00000001))))
```



PATCHING

Automated Patching

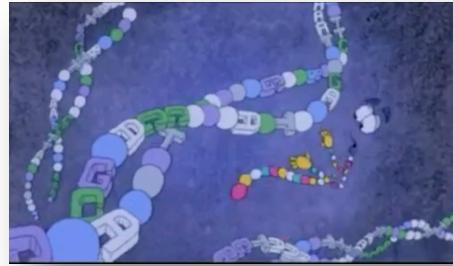
- We convert CBs to LLVM IR with McSema
- We identify all taint input sources
- Locate all tainted loads and stores
 - In loops only (as an optimization)
- Added checks to verify they're safe

How Replacement Binaries are made

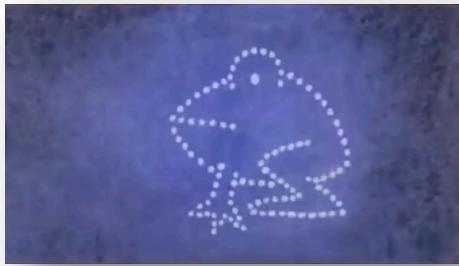




Challenge
Binary



Patch



McSema



Replacement
Binary



LLVM IR



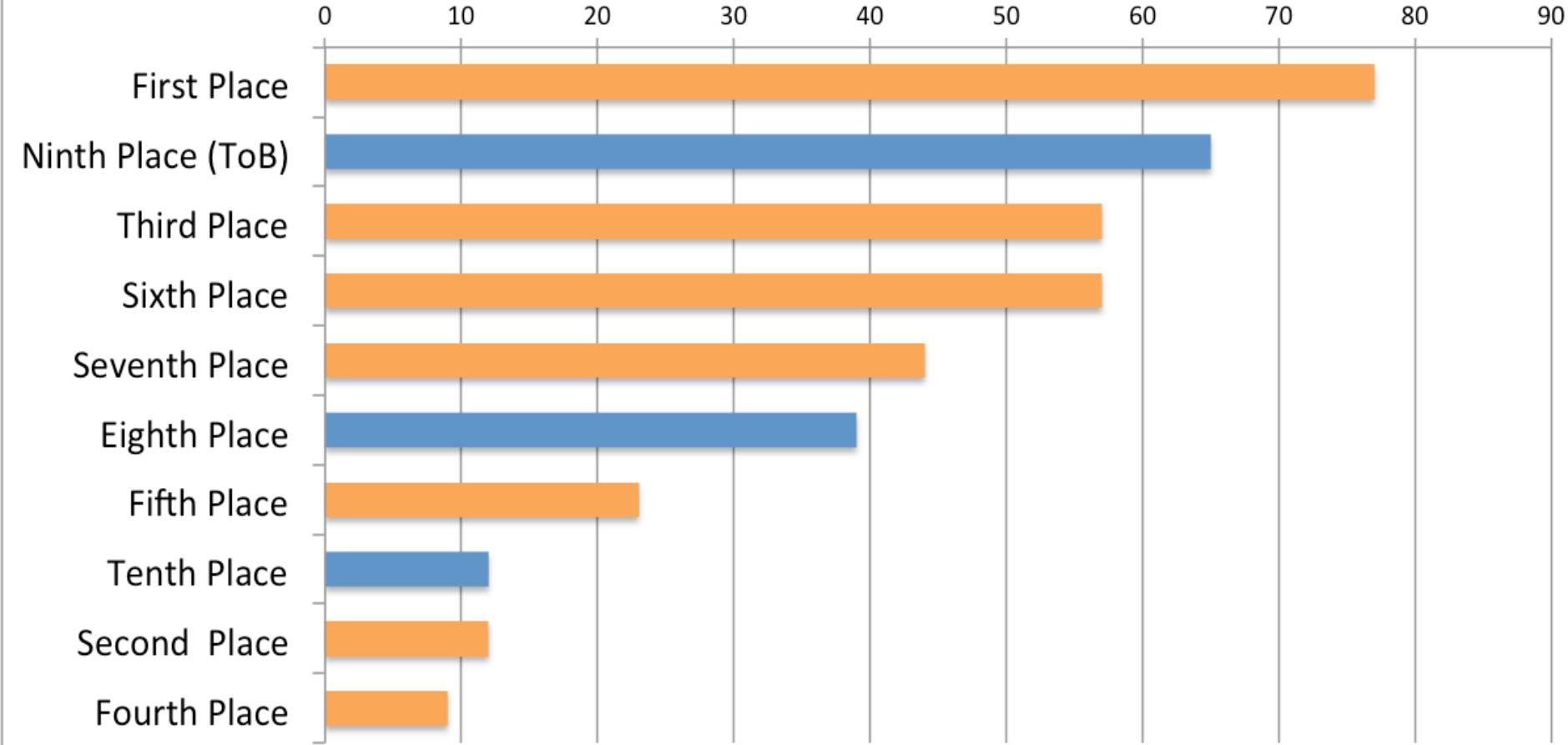
DEMO



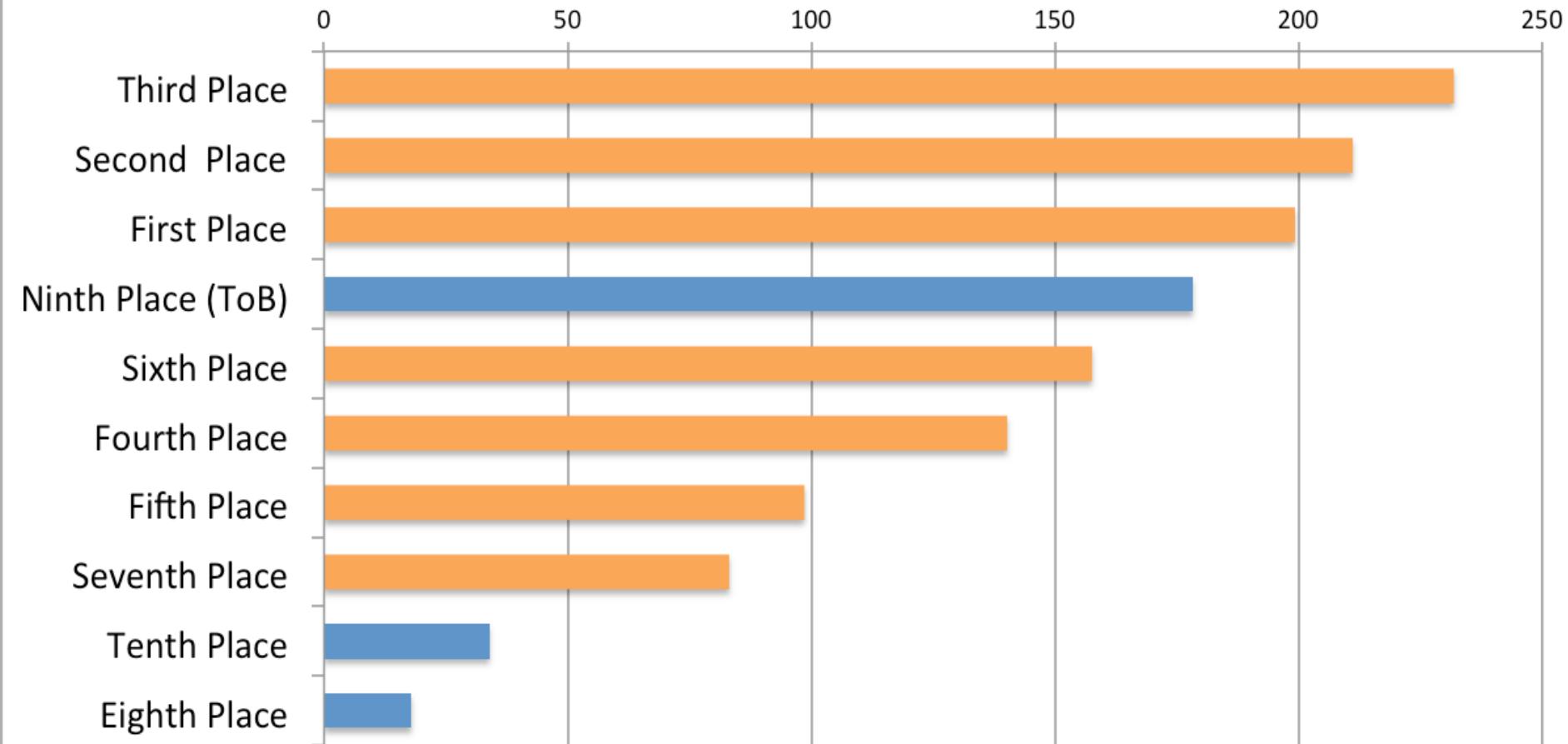
QUESTIONS?

QUESTIONS?

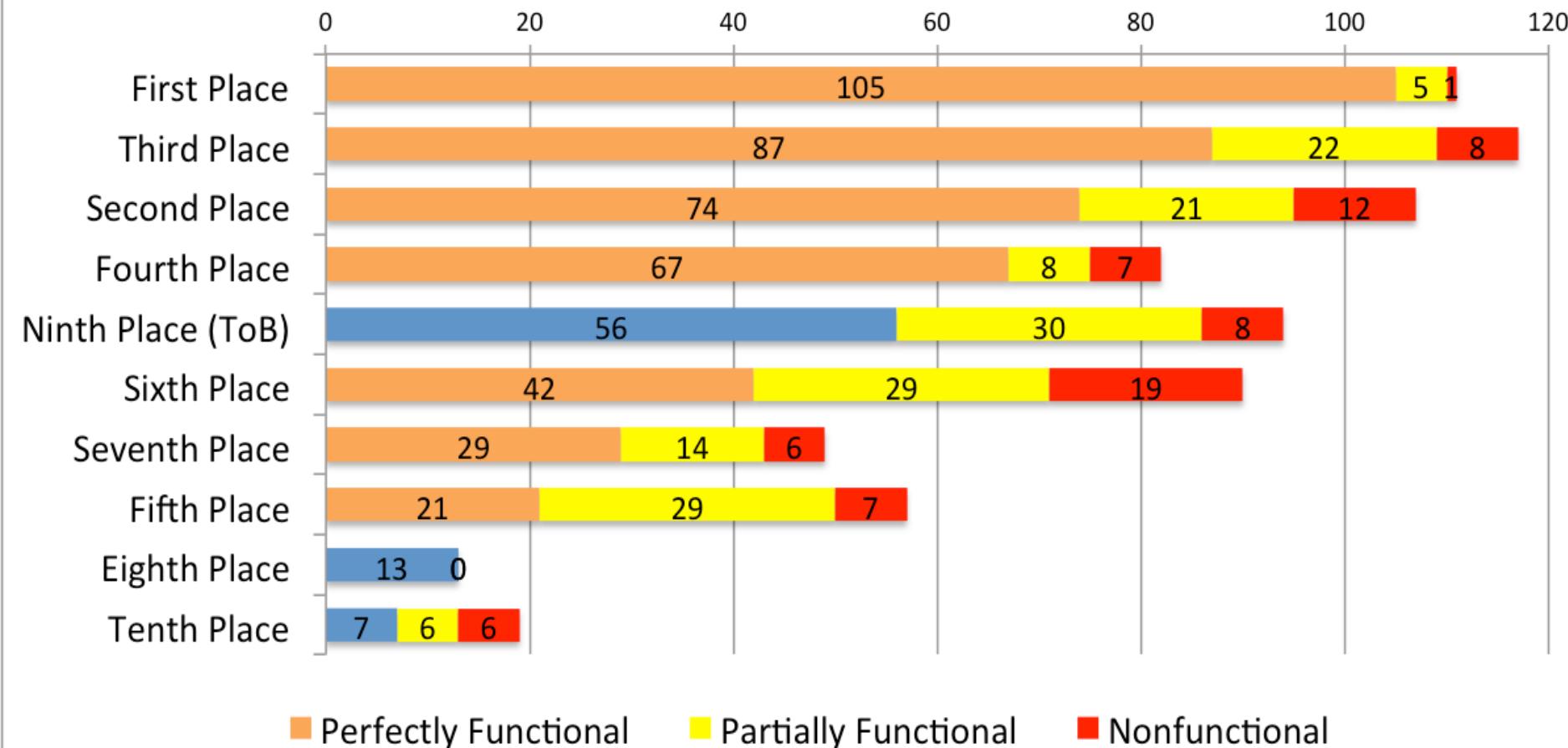
Number of Bugs Found



Patch Effectiveness (Security Score)



Patched Challenge Count and Functionality



Performance Scores of Patched Challenges

