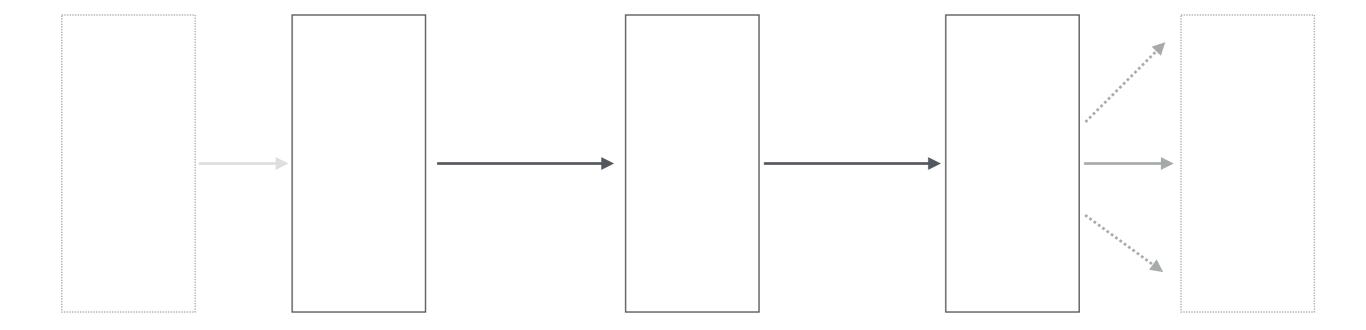
IR Deserts, Decompilation Swamps and radeco - Part II

- sushant94

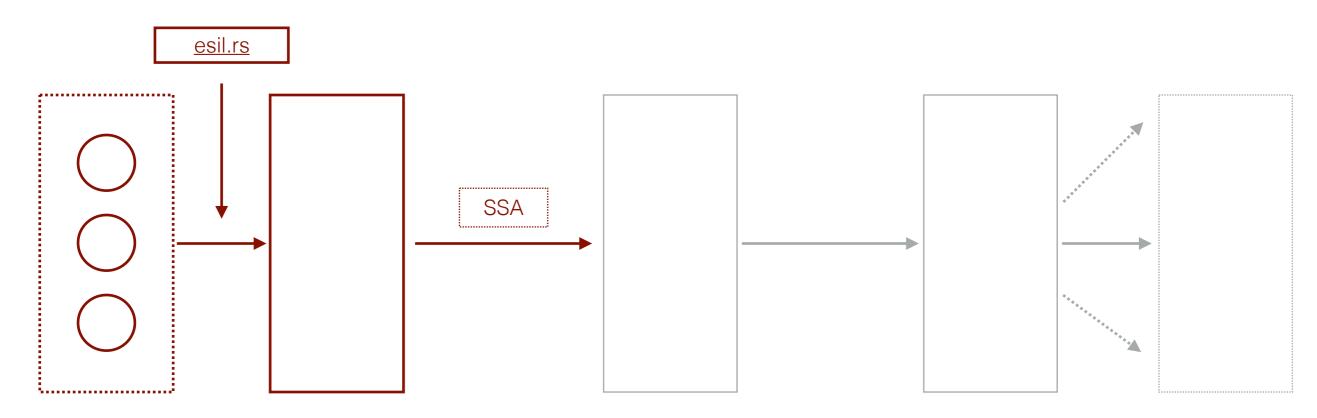
Design Overview

- radeco-lib + radeco (interactive tool)
- Written in rust
- Minimalistic and Generic
- Support multiple implementations
- Iterative and Interactive

3 Boxes ...



Frontend



Source

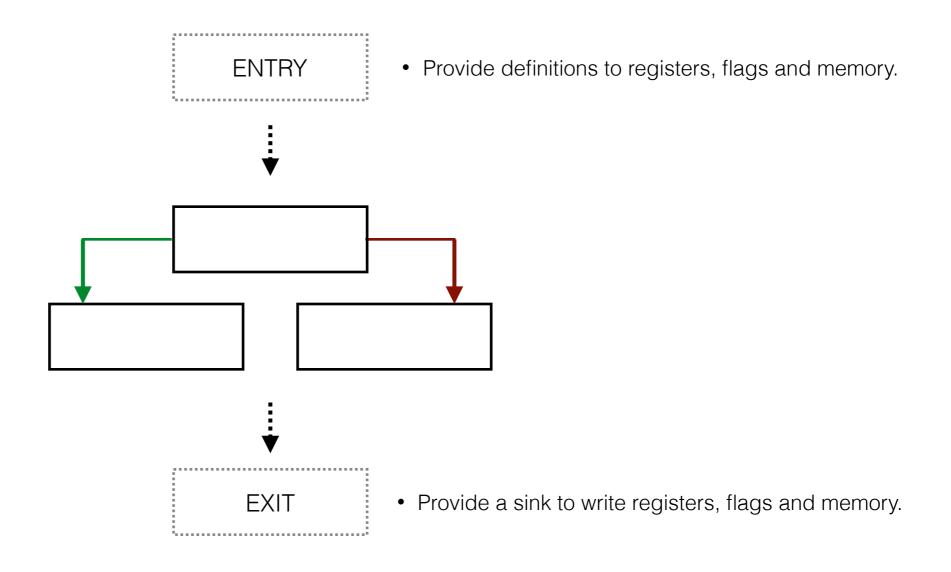
- radare2
- File
- Others

Frontend

- Structs and algorithms to convert source to SSA.Module and Function containers

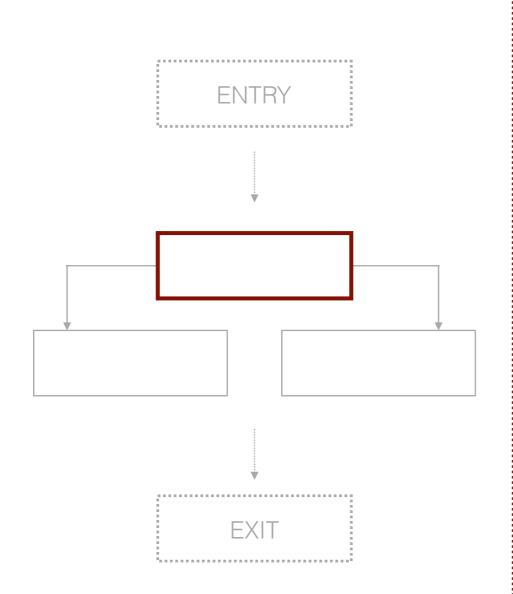
radeco IR

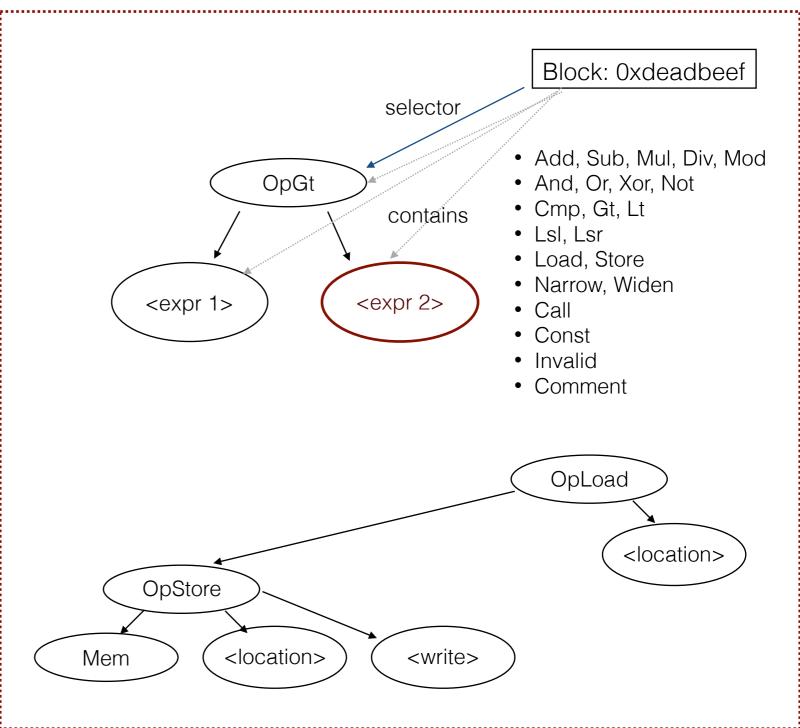
radeco IR



Basic Control Flow Graph (CFG)

radeco IR





Static Single Assignment Graph (SSA Graph)

• Superposition of CFG and Expression nodes.

```
define-fun main(unknown) -> unknown {
 bb 0x4004E6.0000():
     %1: \$Unknown64 = rsp - \#x8
     %2: $Unknown0 = Store(mem, %1, rbp)
     %3: \$Unknown64 = %1 - \#x10
     %4: \$Unknown64 = %1 - \#x8
     %5: $Unknown0 = Store(%2, %4, #xffffffffffffffff)
     %6: \$Unknown64 = %1 - \#xc
     %7: \$Unknown0 = Store(%5, %6, #x0)
     \$8: \$Unknown64 = \$1 - \#x8
     \$9: \$Unknown64 = Load(\$7, \$8)
               <... snip ...>
     %29: $Unknown1 = %28 | %27
     JMP IF %29 0x400526.0000
 bb 0x40050D.0000():
     %30: \$Unknown64 = %1 - \#xc
     %31: \$Unknown0 = Store(%11, %30, #x0)
 bb 0x400520.0000():
              <... snip ...>
     %57 = Phi(rbx, rbx@0x40051B.0007)
               <... snip ...>
bb 0x400516.0000():
               <... snip ...>
     call 0x4003c0(["%45", "%49", "%44", "%58", "%43", ...])
               <... snip ...>
```

Functions are defined using "define-fun"

```
define-fun main(unknown) -> unknown {
 bb 0x4004E6.0000():
     %1: \$Unknown64 = rsp - \#x8
     %2: $Unknown0 = Store(mem, %1, rbp)
     %3: \$Unknown64 = %1 - \#x10
     %4: \$Unknown64 = %1 - \#x8
     %5: $Unknown0 = Store(%2, %4, #xffffffffffffffff)
     %6: \$Unknown64 = %1 - \#xc
     %7: \$Unknown0 = Store(%5, %6, #x0)
     \$8: \$Unknown64 = \$1 - \#x8
     \$9: \$Unknown64 = Load(\$7, \$8)
               <... snip ...>
     %29: $Unknown1 = %28 | %27
     JMP IF %29 0x400526.0000
bb 0x40050D.0000():
     %30: \$Unknown64 = %1 - \#xc
     %31: \$Unknown0 = Store(%11, %30, #x0)
bb 0x400520.0000():
               <... snip ...>
     %57 = Phi(rbx, rbx@0x40051B.0007)
               <... snip ...>
bb 0x400516.0000():
               <... snip ...>
     call 0x4003c0(["%45", "%49", "%44", "%58", "%43", ...])
               <... snip ...>
```

Blocks are labelled as bb_<addr>

```
define-fun main(unknown) -> unknown {
 bb 0x4004E6.0000():
     \$1: \$Unknown64 = rsp - \#x8
     %2: $Unknown0 = Store(mem, %1, rbp)
     %3: \$Unknown64 = %1 - \#x10
     %4: \$Unknown64 = %1 - \#x8
     %5: $Unknown0 = Store(%2, %4, #xffffffffffffffff)
     %6: \$Unknown64 = %1 - \#xc
     %7: \$Unknown0 = Store(%5, %6, #x0)
     \$8: \$Unknown64 = \$1 - \#x8
     \$9: \$Unknown64 = Load(\$7, \$8)
               <... snip ...>
     %29: $Unknown1 = %28 | %27
     JMP IF %29 0x400526.0000
 bb 0x40050D.0000():
     %30: \$Unknown64 = %1 - \#xc
     %31: \$Unknown0 = Store(%11, %30, #x0)
 bb 0x400520.0000():
               <... snip ...>
     %57 = Phi(rbx, rbx@0x40051B.0007)
               <... snip ...>
bb 0x400516.0000():
               <... snip ...>
     call 0x4003c0(["%45", "%49", "%44", "%58", "%43", ...])
               <... snip ...>
```

Temporaries begin with '%' and are labelled serially

```
define-fun main(unknown) -> unknown {
bb 0x4004E6.0000():
     %1: $Unknown64 = rsp - #x8
     %2: $Unknown0 = Store(mem, %1, rbp)
     %3: \$Unknown64 = %1 - \#x10
     %4: \$Unknown64 = %1 - \#x8
     %5: $Unknown0 = Store(%2, %4, #xffffffffffffffff)
     %6: \$Unknown64 = %1 - \#xc
     %7: \$Unknown0 = Store(%5, %6, #x0)
     \$8: \$Unknown64 = \$1 - \#x8
     \$9: \$Unknown64 = Load(\$7, \$8)
               <... snip ...>
     %29: $Unknown1 = %28 | %27
     JMP IF %29 0x400526.0000
bb 0x40050D.0000():
     %30: \$Unknown64 = %1 - \#xc
     %31: \$Unknown0 = Store(%11, %30, #x0)
bb 0x400520.0000():
              <... snip ...>
     %57 = Phi(rbx, rbx@0x40051B.0007)
               <... snip ...>
bb 0x400516.0000():
               <... snip ...>
     call 0x4003c0(["%45", "%49", "%44", "%58", "%43", ...])
              <... snip ...>
```

Constants begin with a "#" followed by:

- x Hex
- d Decimal
- o Octal
- b Binary

```
define-fun main(unknown) -> unknown {
 bb 0x4004E6.0000():
     %1: $Unknown64 = rsp - #x8
     %2: $Unknown0 = Store(mem, %1, rbp)
     %3: \$Unknown64 = %1 - \#x10
     %4: \$Unknown64 = %1 - \#x8
     %5: $Unknown0 = Store(%2, %4, #xffffffffffffffff)
     %6: \$Unknown64 = %1 - \#xc
     %7: \$Unknown0 = Store(%5, %6, #x0)
     \$8: \$Unknown64 = \$1 - \#x8
     \$9: \$Unknown64 = Load(\$7, \$8)
               <... snip ...>
     %29: $Unknown1 = %28 | %27
     JMP IF %29 0x400526.0000
 bb 0x40050D.0000():
     %30: \$Unknown64 = %1 - \#xc
     %31: \$Unknown0 = Store(%11, %30, #x0)
 bb 0x400520.0000():
               <... snip ...>
     %57 = Phi(rbx, rbx@0x40051B.0007)
               <... snip ...>
bb 0x400516.0000():
               <... snip ...>
     call 0x4003c0(["%45", "%49", "%44", "%58", "%43", ...])
               <... snip ...>
```

Types begin with a "\$"

```
define-fun main(unknown) -> unknown {
bb 0x4004E6.0000():
     %1: \$Unknown64 = rsp - \#x8
     %2: $Unknown0 = Store(mem, %1, rbp)
     %3: \$Unknown64 = %1 - \#x10
     %4: \$Unknown64 = %1 - \#x8
     %5: $Unknown0 = Store(%2, %4, #xffffffffffffffff)
     %6: \$Unknown64 = %1 - \#xc
     %7: \$Unknown0 = Store(%5, %6, #x0)
     88: \$Unknown64 = \$1 - \#x8
     \$9: \$Unknown64 = Load(\$7, \$8)
               <... snip ...>
     %29: $Unknown1 = %28 | %27
     JMP IF %29 0x400526.0000
bb 0x40050D.0000():
     %30: \$Unknown64 = %1 - \#xc
     %31: \$Unknown0 = Store(%11, %30, #x0)
bb 0x400520.0000():
              <... snip ...>
     %57 = Phi(rbx, rbx@0x40051B.0007)
               <... snip ...>
bb 0x400516.0000():
               <... snip ...>
     call 0x4003c0(["%45", "%49", "%44", "%58", "%43", ...])
               <... snip ...>
```

Store creates a new instance of memory

```
define-fun main(unknown) -> unknown {
 bb 0x4004E6.0000():
     %1: \$Unknown64 = rsp - \#x8
     %2: $Unknown0 = Store(mem, %1, rbp)
     %3: \$Unknown64 = %1 - \#x10
     %4: \$Unknown64 = %1 - \#x8
     %5: $Unknown0 = Store(%2, %4, #xffffffffffffffff)
     %6: \$Unknown64 = %1 - \#xc
     %7: \$Unknown0 = Store(%5, %6, #x0)
     \$8: \$Unknown64 = \$1 - \#x8
     \$9: \$Unknown64 = Load(\$7, \$8)
               <... snip ...>
     %29: $Unknown1 = %28 | %27
     JMP IF %29 0x400526.0000
bb 0x40050D.0000():
     %30: \$Unknown64 = %1 - \#xc
     %31: \$Unknown0 = Store(%11, %30, #x0)
 bb 0x400520.0000():
               <... snip ...>
     %57 = Phi(rbx, rbx@0x40051B.0007)
               <... snip ...>
bb 0x400516.0000():
               <... snip ...>
     call 0x4003c0(["%45", "%49", "%44", "%58", "%43", ...])
               <... snip ...>
```

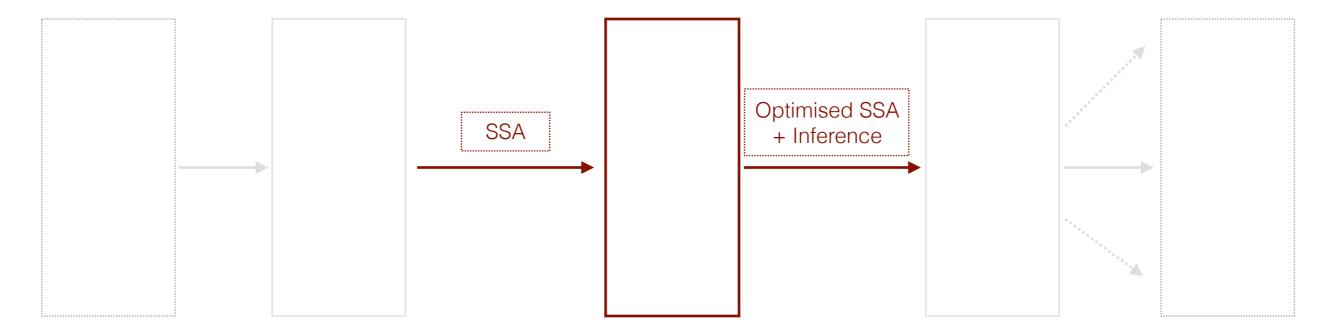
JMP IF <condition> <target_true> else <target_false>

```
define-fun main(unknown) -> unknown {
 bb 0x4004E6.0000():
     %1: \$Unknown64 = rsp - \#x8
     %2: $Unknown0 = Store(mem, %1, rbp)
     %3: \$Unknown64 = %1 - \#x10
     %4: \$Unknown64 = %1 - \#x8
     %5: $Unknown0 = Store(%2, %4, #xffffffffffffffff)
     %6: \$Unknown64 = %1 - \#xc
     %7: \$Unknown0 = Store(%5, %6, #x0)
     \$8: \$Unknown64 = \$1 - \#x8
     \$9: \$Unknown64 = Load(\$7, \$8)
              <... snip ...>
     %29: $Unknown1 = %28 | %27
     JMP IF %29 0x400526.0000
 bb 0x40050D.0000():
     %30: \$Unknown64 = %1 - \#xc
     %31: $Unknown0 = Store(%11, %30, #x0)
bb 0x400520.0000():
              <... snip ...>
     %57 = Phi(rbx, rbx@0x40051B.0007)
               <... snip ...>
bb 0x400516.0000():
               <... snip ...>
     call 0x4003c0(["%45", "%49", "%44", "%58", "%43", ...])
               <... snip ...>
```

Call passes every register and latest memory instance as arguments

Back to the Boxes!

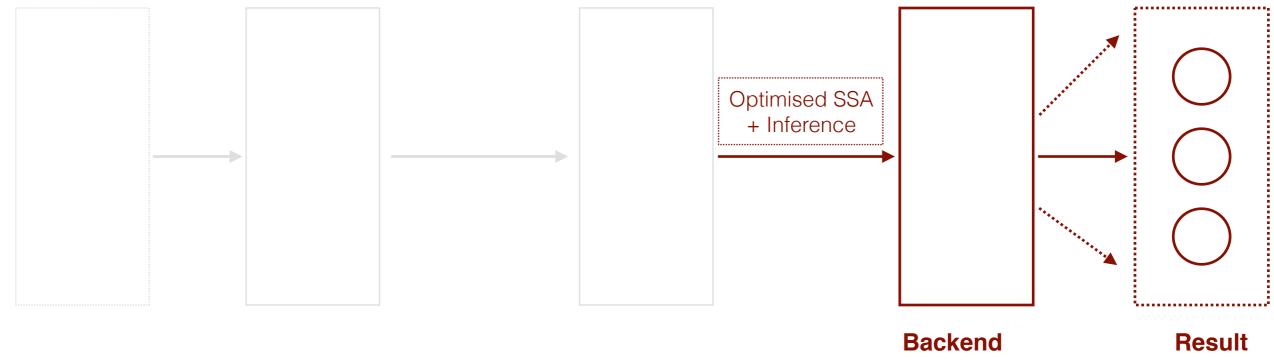
Analysis



Analysis

- Constant Propagation (SCCP)
- Dominator Tree (DOM)
- Constant Subexpression Elimination (CSE)
- Subgraph matching (Grep and Replace)
- Inter procedural Analysis
- Value Set Analysis (VSA)
- Type Inference (TIE / ReTypd)

Backend



 Pseudo C-Writer C Output Recompiled Bin Symbolic Execution

Emulation

How is the code organized?

Code Organization - Directory Overview

- radeco-lib/
 - src/
 - analysis/
 - frontend/
 - middle/
 - backend/
 - utils/

Code Organization - Frontend

- radeco-lib/
 - src/
 - analysis/
 - frontend/
 - bindings.rs Structs and definitions for declaring and manipulating variable bindings.
 - containers.rs Organizes instructions into Module and Function. Holds information between analysis.
 - SOURCE.rs Defines the trait `Source`. Implements `Source` for r2 and reading from File.
 - ssaconstructor.rs Constructs SSA from a given `Source`.
 - middle/
 - backend/
 - utils/

Code Organization - Middle (lib-ir)

- radeco-lib/
 - src/
 - analysis/
 - frontend/
 - middle/
 - SSA/ Contains definitions to manipulate and build the SSA Form.
 - dce.rs Dead Code Elimination.
 - dot.rs Converts internal IR to graph using dot.
 - ir_writer.rs Writes out IR to a human readable, LLVM IR like output.
 - phiplacement.rs Used by ssaconstructor.rs to place phis at merge points.
 - regfile.rs Parses and provides register definitions.
 - backend/
 - utils/

Code Organization - Analysis

- radeco-lib/
 - src/
 - analysis/
 - CSE/ Common Subexpression Elimination.
 - dom/ Dominator Tree Construction.
 - interproc/ Framework for inter procedural analysis.
 - matcher/ Grep-and-Replace.
 - SCCp/ Sparse Conditional Constant Propagation.
 - tie/ Type Inference.
 - valueset/ Value Set Analysis (VSA).
 - frontend/
 - middle/
 - backend/
 - utils/

How can you contribute?

- Beginner issues
- Tests
- Documentation
- Bug Reports
- Feedback

Looking Forward ...

- Regular release cycles
- Full Type Inference
- Pseudo C Output
- radeco tool and better integration with r2

Questions?