10000100110100101101110011000010111001001111001001000001000001011011001100001011011000111100101110011010010111001

SE 421 Spring 2020

Binary Analysis

SE 421 Spring 2020

Introduction

- Question: Does the control structure change from source code to binary? Can you verify code based on the disassembled binary?
- Walk through of work so far
    - How SE 421 can start to be applied in different settings

Approach

- Compare CFGs from source to CFGs from binary

Binary → Disassembler → Decompiler → Source Code

Tool Chain Used:

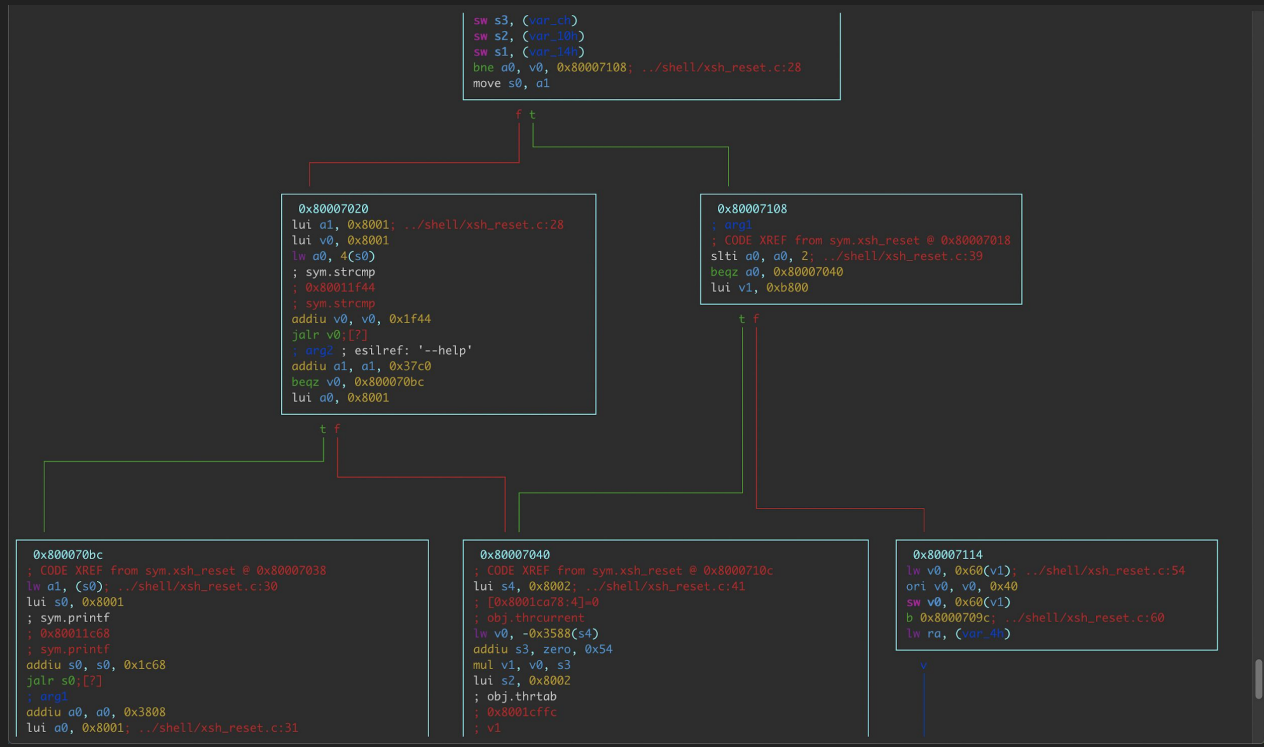
Compiled Xinu → Radare → Binary Analyzer using Atlas API → Atlas Graph DB → SE 421 Project + Other Tools

Test Case: XINU

- Working with XINU as a test case
- Slightly different than version used in class
- Allows for multiple things:
  - Source code is openly available
  - Already have verified the source
  - Verified source gives something for initial comparison

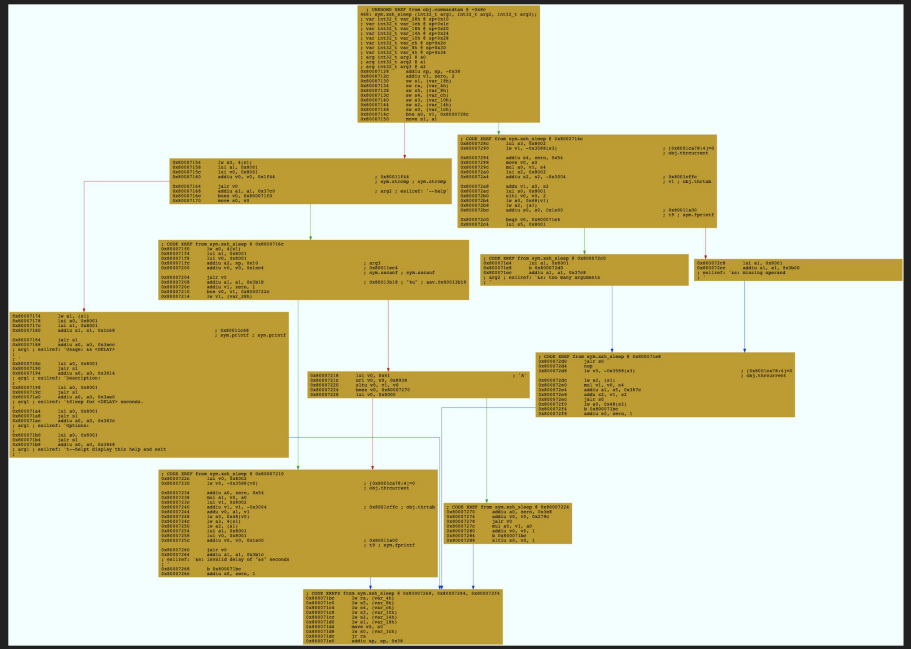
Disassembling the Binary

- Many tools available
  - Radare, open source
  - IDA Pro, $$$
  - Ghidra, developed by NSA
- Made use of Radare
  - Disassemble
  - Performs Analysis
  - Generates CFG's for the binary



CLI- Not Great. What Next?

- Radare allows you to export generated CFGs
- Little to no functionality or usability outside of better visualization

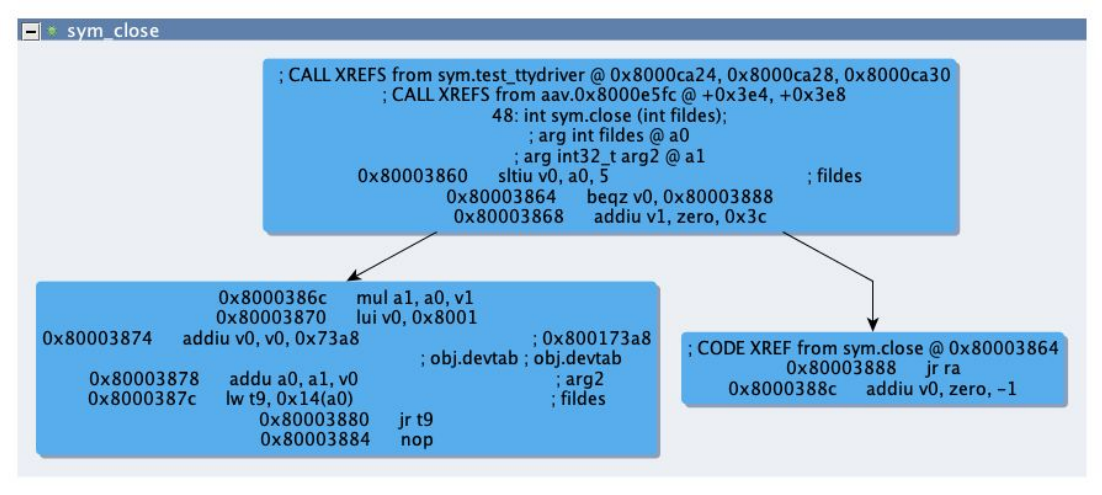


Enter: Atlas

- Parse the generated graph files to create Atlas graphs
- Opens up the ability to use Atlas analyzers
  - Reuse C and Java code analyzer for binary
- Improved visualization and usability
  - More interactive
- Allows for side-by-side comparison to source code

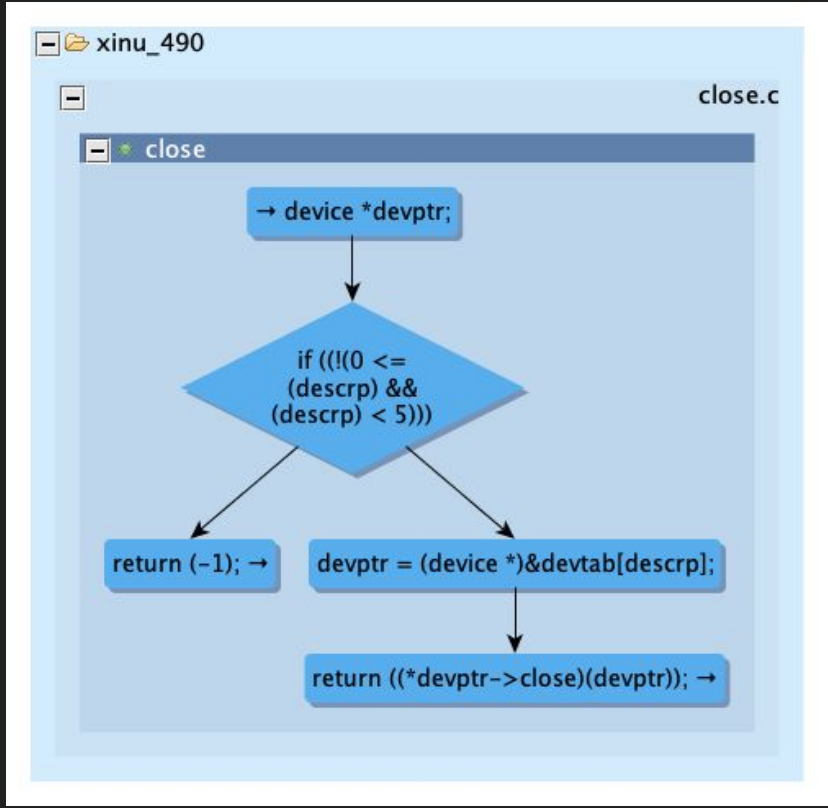
Example 1: Basic Comparison

- Function: `close.c`
  - Found in the system folder
- Used my tool to load Radare data into Atlas
- Points of Interest:
  - # of Nodes: 3
  - # of Edges: 2
  - # of Paths: 2



Example 1: Basic Comparison

- Source CFG for `close.c`
- Points of Interest:
  - # of Nodes: 5
  - # of Edges: 4
  - # of Paths: 2



Is this always going to be the case?

Short Circuiting

- Only evaluate as much of an expression as you have to
- Compiler does this by breaking up conditionals
- Implications of this can be seen in XINU

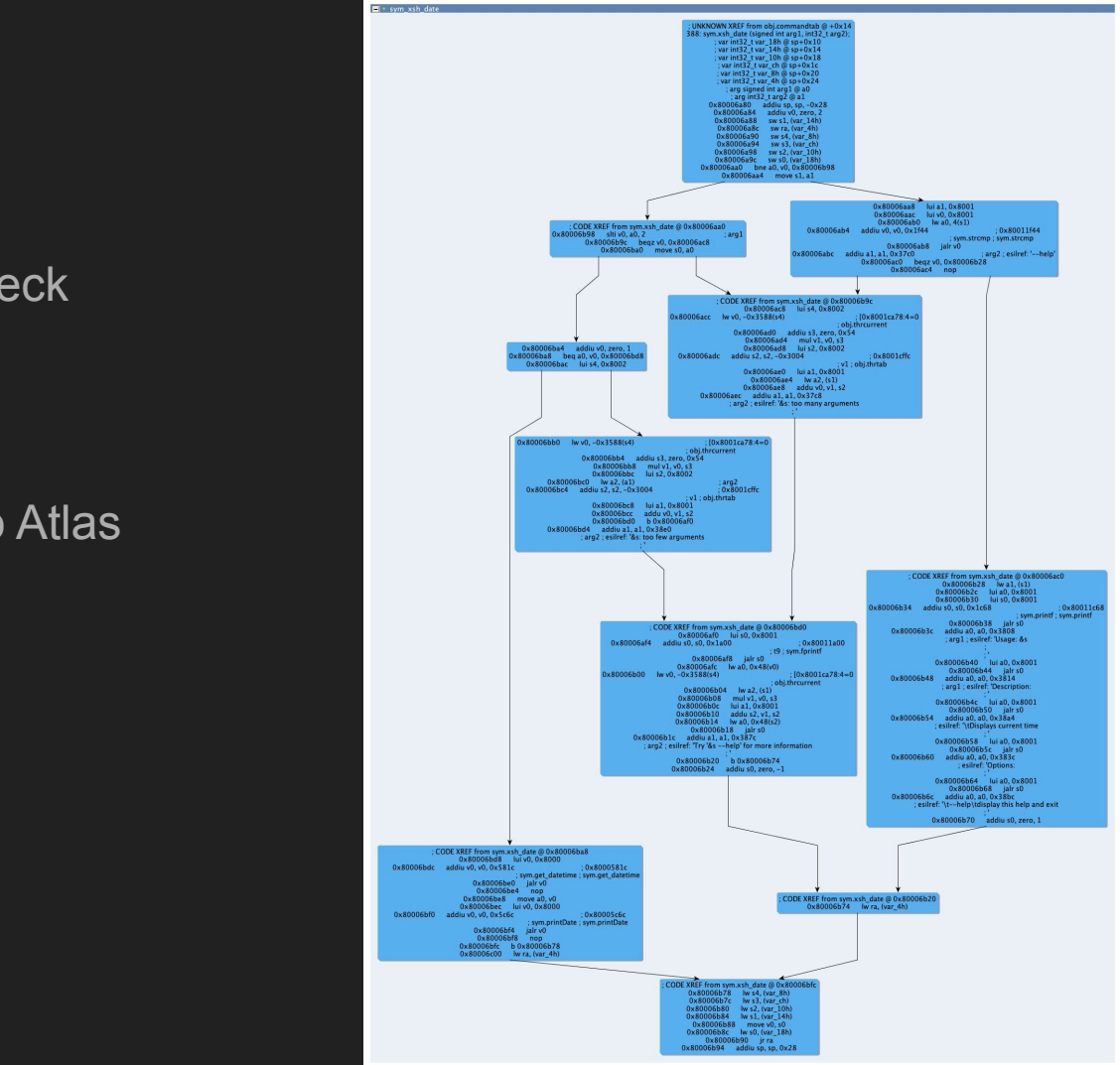
```
if(c1 && c2) {
    foo();
}

if(c1) {
    if(c2) {
        foo();
    }
}

//...rest of code...
```

Xinu Short Circuit

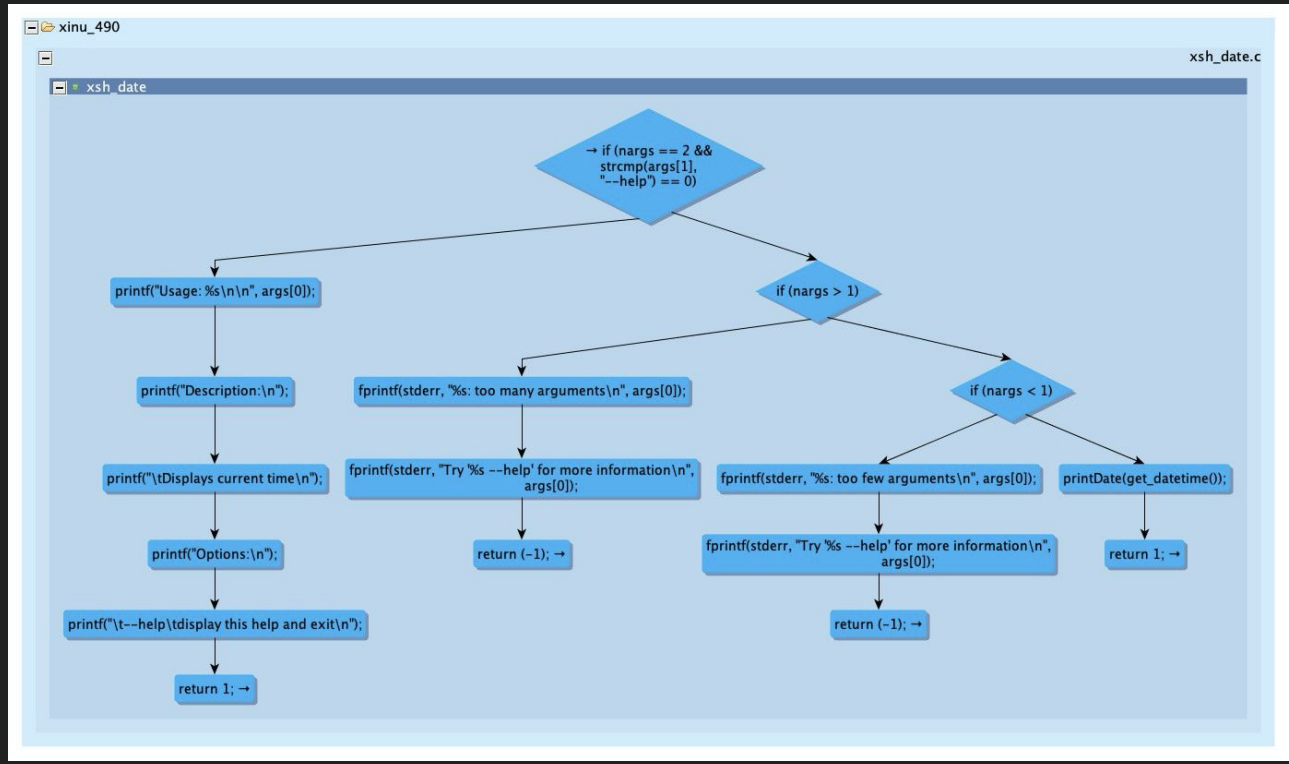
- Pick another function and check those results
  - Chose `xsh_date.c`
- Loaded the Radare CFG into Atlas
- Points of Interest:
  - # of Nodes: 11
  - # of Edges: 14
  - # of Paths: 5



Source CFG: `xsh_date.c`

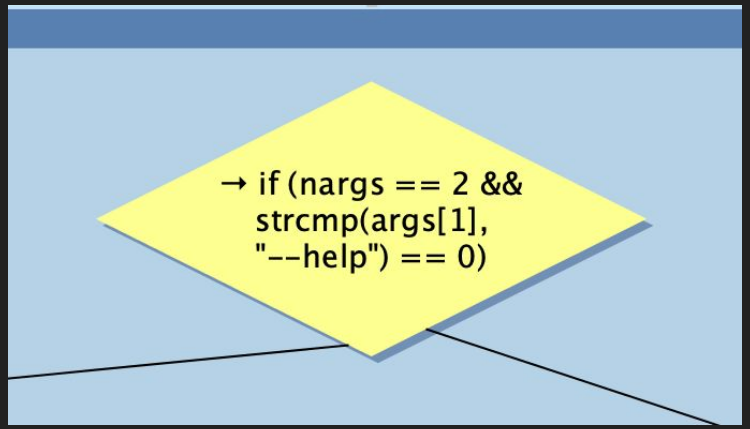
Points of Interest:

- # of Nodes: 17
- # of Edges: 16
- # of Paths: **4**



Analysis

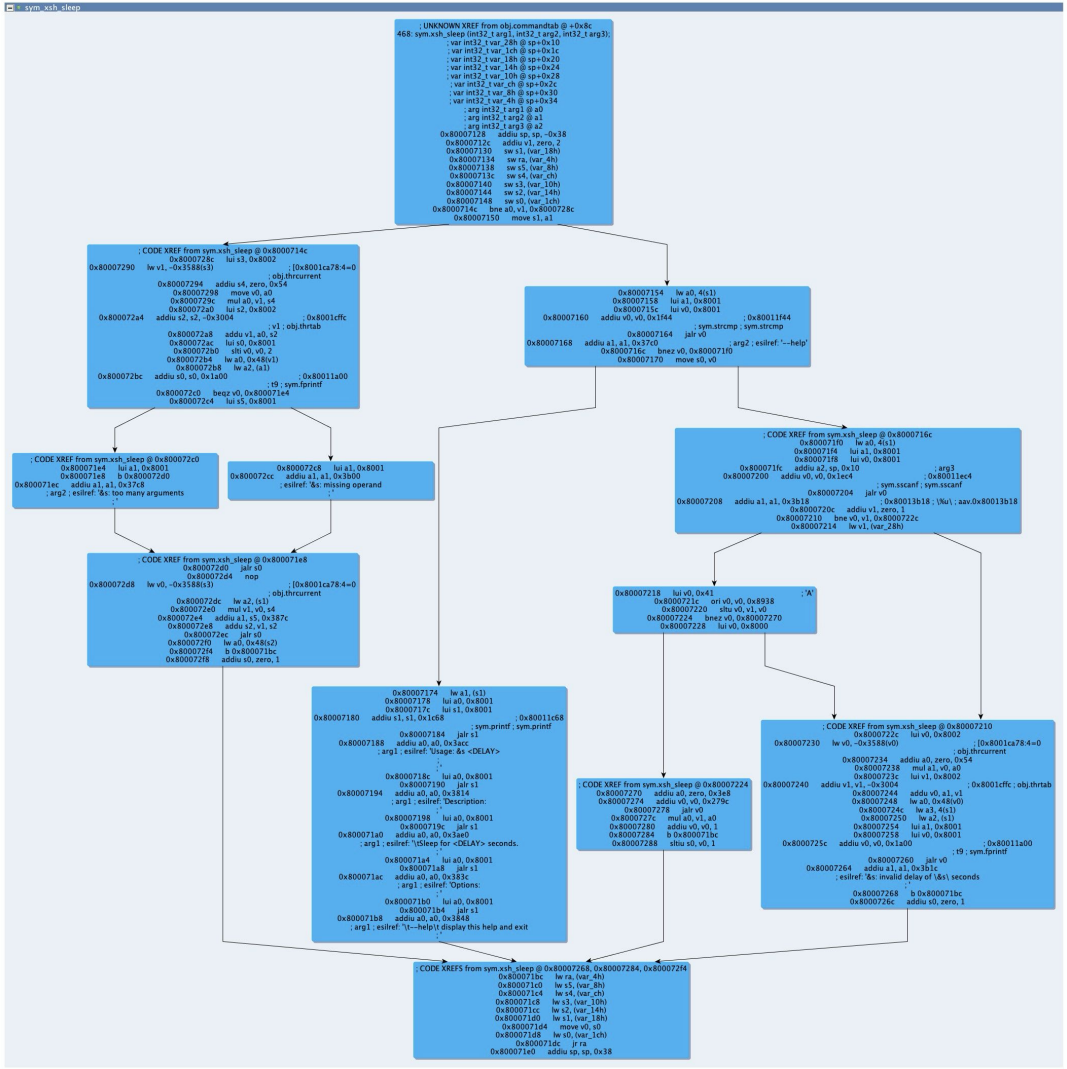
- `xsh_date` disassembled binary has 1 more path
  - Source: 4
  - Binary: 5
- Why?




```
/* Output help, if '--help' argument was supplied */
if (nargs == 2 && strcmp(args[1], "--help") == 0)
{
```

Where to next?

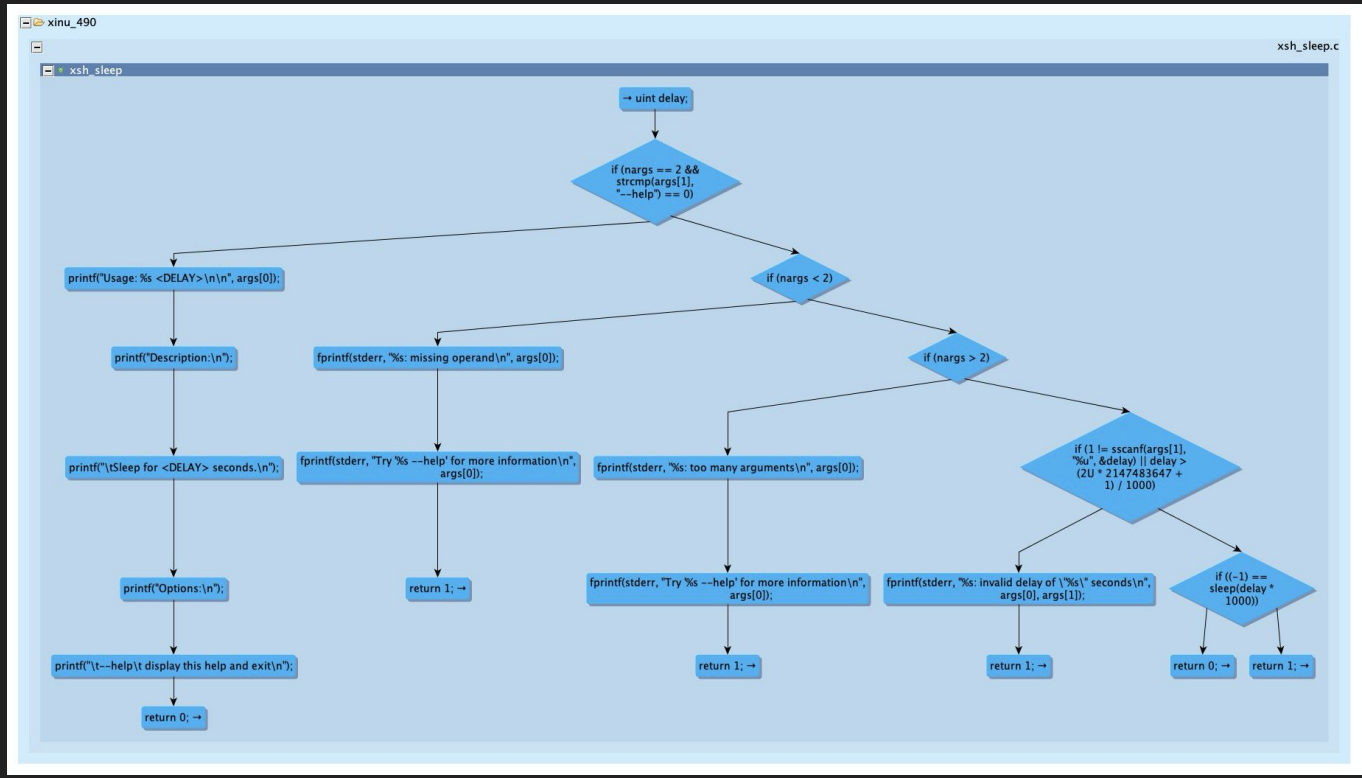
- Pick a function and go from ther
  - Started with `xsh_sleep.c`
- Same Radare CFG, but now loaded into Atlas
- Points of Interest:
  - # of Nodes: 12
  - # of Edges: 25
  - # of Paths: 6



Source CFG

Points of Interest:

- # of Nodes: 22
- # of Edges: 21
- # of Paths: 6



Analysis

- Compiler is able to short circuit and optimize based on first condition
- Break up the first condition into short circuit as we already saw
- If nargs == 2 → True, but strcmp != 0
  - Skip the next two conditionals
  - This optimizes the code

```c
/* Output help, if '--help' argument was supplied */
if (nargs == 2 && strcmp(args[1], "--help") == 0)
{
    printf("Usage: %s <DELAY>\n\n", args[0]);
    printf("Description:\n");
    printf("\tSleep for <DELAY> seconds.\n");
    printf("Options:\n");
    printf("\t--help\t display this help and exit\n");
    return 0;
}

/* Check for correct number of arguments */
if (nargs < 2)
{
    fprintf(stderr, "%s: missing operand\n", args[0]);
    fprintf(stderr, "Try '%s --help' for more information\n",
            args[0]);
    return 1;
}
if (nargs > 2)
{
    fprintf(stderr, "%s: too many arguments\n", args[0]);
    fprintf(stderr, "Try '%s --help' for more information\n",
            args[0]);
    return 1;
}

/* Calculate delay and sleep */
if (1 != sscanf(args[1], "%u", &delay) || delay > UINT_MAX / 1000)
{
    fprintf(stderr, "%s: invalid delay of \"%s\" seconds\n",
            args[0], args[1]);
    return 1;
}
```

Putting It All Together

- Able to apply the same knowledge learned in SE 421 to this research project
- Can use the same tools used in SE 421
  - Path Counter Project
  - Atlas Shell + API
- Allows for more investigation into legacy code or binary analysis of things like malware

What Next?

- Automate more of functionality
  - Use SE 421 Path Counter to compare source paths to binary paths
- Build Data Flow Analysis
- Test against additional source + binary combinations
- Investigate Stripped Binaries

Thank You

Questions?