

REVERSE ENGINEERING

IDA OR GHIDRA ?



ABOUT ME

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LESS ON THEORY

MORE ON DEMO



A G E N D A



- What is Reverse Engineering
- Exploit Development = Reverse Engineering ?
- Demo: IDA or Ghidra ?
- Conclusion & References
- Q & A

WHAT IS REVERSE ENGINEERING

- Understanding of the internals of
 - Something made by a human
 - Through analysis
 - Without having access to its design principles
 - The way its components interact with them in order to make it work
- In other words, it's the process of taking apart something that someone else built and understanding how he/she did it, partially or completely.



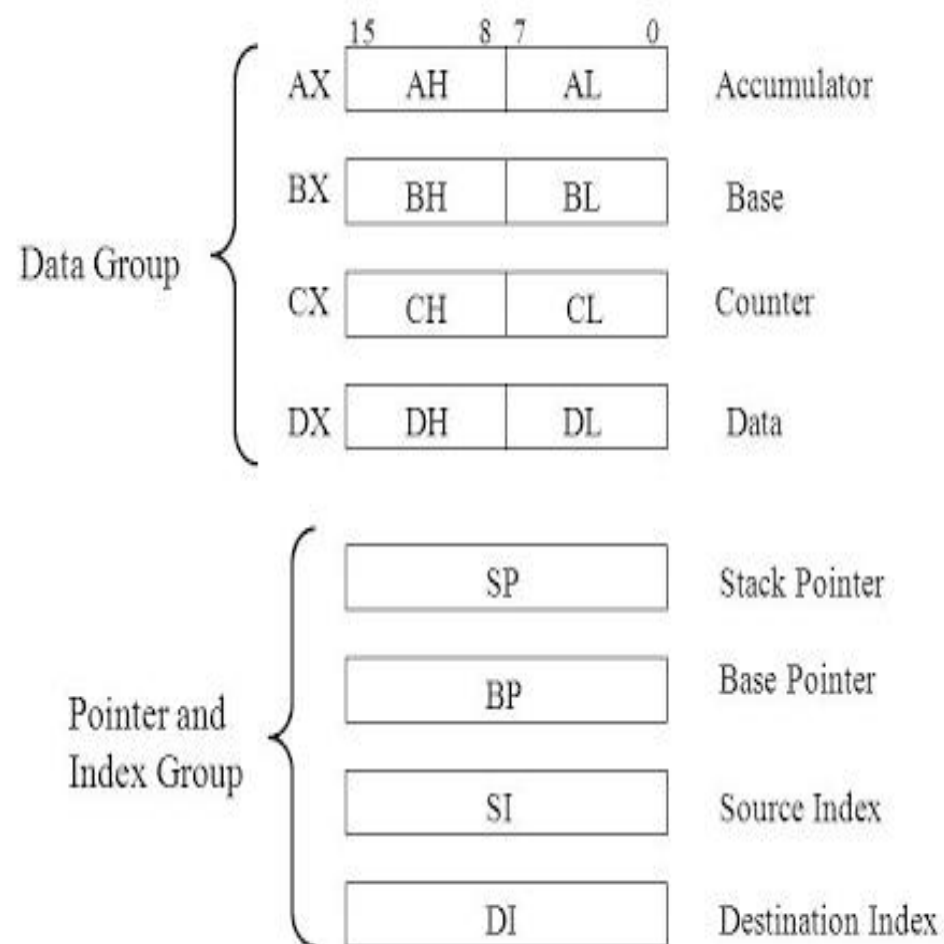
WHAT IS REVERSE ENGINEERING (CONTD.)

- Things to know before we dive in:
 - Intel IA-32 CPU architecture (x86)
 - The stack
 - The heaps
 - As well as exceptions
 - Windows APIs with some Windows Internals
 - Most common types of reversing tools used these days.
- During the first steps in the world of reversing we will be dealing with behavioral observations regarding the execution of an application and how it reacts (or not) to our inputs.

THE MOST IMPORTANT AND NECESSARY FIRST STEP

IS TO MANAGE TO LOCATE THE ALGORITHM(S)

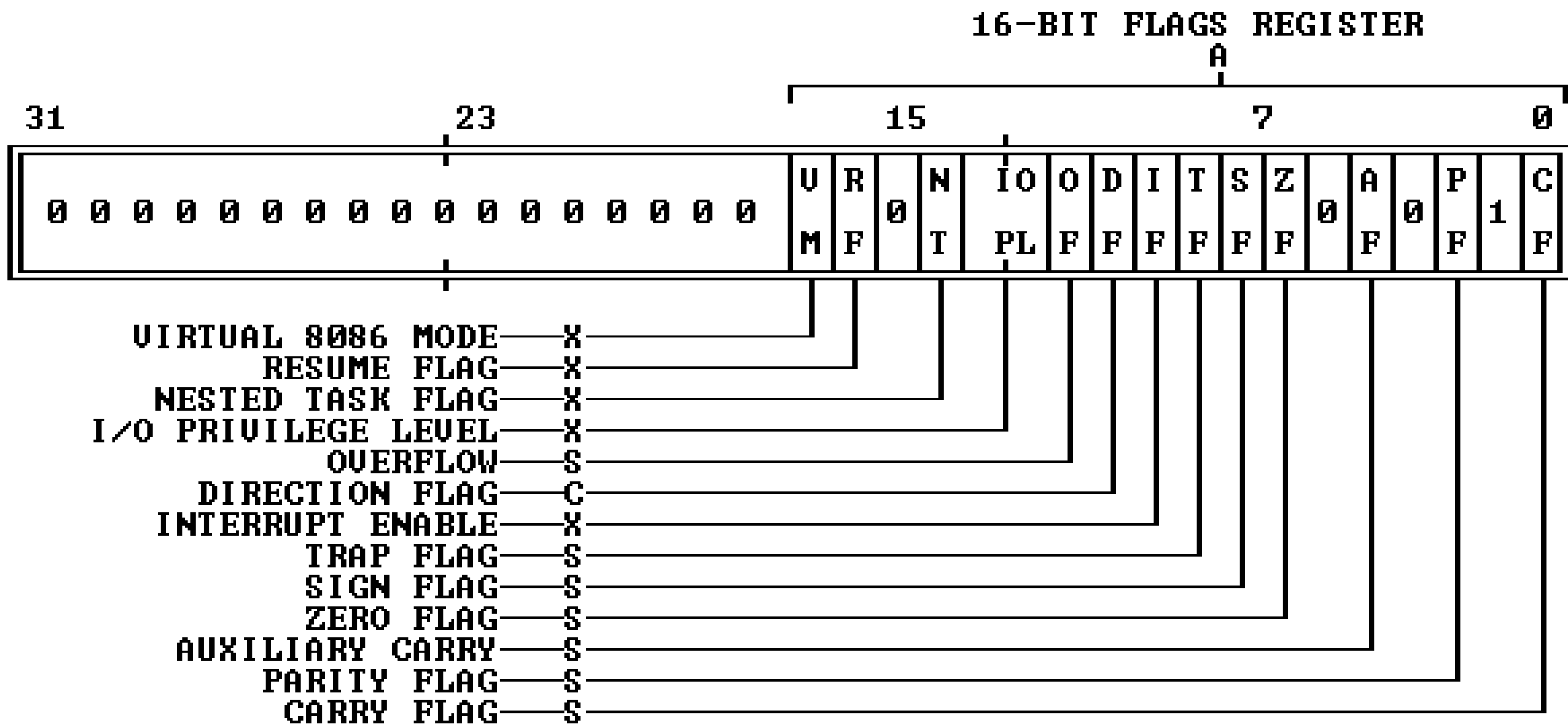
1. General Purpose Registers



General-Purpose Registers

31	16	15	8	7	0	16-bit	32-bit
			AH		AL	AX	EAX
			BH		BL	BX	EBX
			CH		CL	CX	ECX
			DH		DL	DX	EDX
			BP				EBP
			SI				ESI
			DI				EDI
			SP				ESP

Figure 2-8. EFLAGS Register



S = STATUS FLAG, C = CONTROL FLAG, X = SYSTEM FLAG

NOTE: 0 OR 1 INDICATES INTEL RESERVED. DO NOT DEFINE

```
; -----  
; Writes "Hello, World" to the console using only system calls. Runs on 64-bit Linux only.  
; To assemble and run:  
;  
;     nasm -felf64 hello.asm && ld hello.o && ./a.out  
; -----
```

```
        global  _start  
  
        section .text  
_start:  mov     rax, 1           ; system call for write  
        mov     rdi, 1           ; file handle 1 is stdout  
        mov     rsi, message      ; address of string to output  
        mov     rdx, 13          ; number of bytes  
        syscall                 ; invoke operating system to do the write  
        mov     rax, 60          ; system call for exit  
        xor     rdi, rdi         ; exit code 0  
        syscall                 ; invoke operating system to exit  
  
        section .data  
message: db      "Hello, World", 10 ; note the newline at the end
```

IF YOU KNOW ASSEMBLY



**EVERY SOFTWARE
IS OPEN SOURCE**

EXPLOIT DEVELOPMENT = REVERSE ENGINEERING ?



When it's been 7 hours and you still can't understand your own code



EXPLOIT DEVELOPMENT = REVERSE ENGINEERING ?



CONCLUSION & REFERENCES



GHIDRA

- Never Limit yourself to single tool or technique
- IDA Pro is good but Ghidra is awesome too
- Don't forget to check other open-source tools
- Understanding of Basics is must
- At last ... here are few reference that might help you:
 - <https://0xinfection.github.io/reversing/>
 - <https://geoffchappell.com/index.htm?ta=10.60000228881836>
 - <https://htmlpreview.github.io/?https://github.com/NationalSecurityAgency/ghidra/blob/stable/GhidraDocs/CheatSheet.html>
 - https://www.hex-rays.com/products/ida/support/freefiles/IDA_Pro_Shortcuts.pdf
 - https://static.grumpycoder.net/pixel/docs/GhidraClass/Beginner/Introduction_to_Ghidra_Student_Guide_withNotes.html#Introduction_to_Ghidra_Student_Guide.html



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