

Assembly for Reverse Engineering

Memory

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```
0006 053817 call 2084
0007 00701F jmp 15CA ↓
0008 C98014 call 17B4
0009 00A216 mov si,7160
000A 006071 xor di,di
000B 317F mov es,[7600]
000C 0060676 mov bx,800F
000D 000FB0 xor cx,cx
000E 31C9 mov bp,0001
000F 000100 mov dx,ds
0010 000000
```

- ▶ מינהלות
- ▶ פתרון תרגיל החולצות
- ▶ פתרון תרגיל zero regs

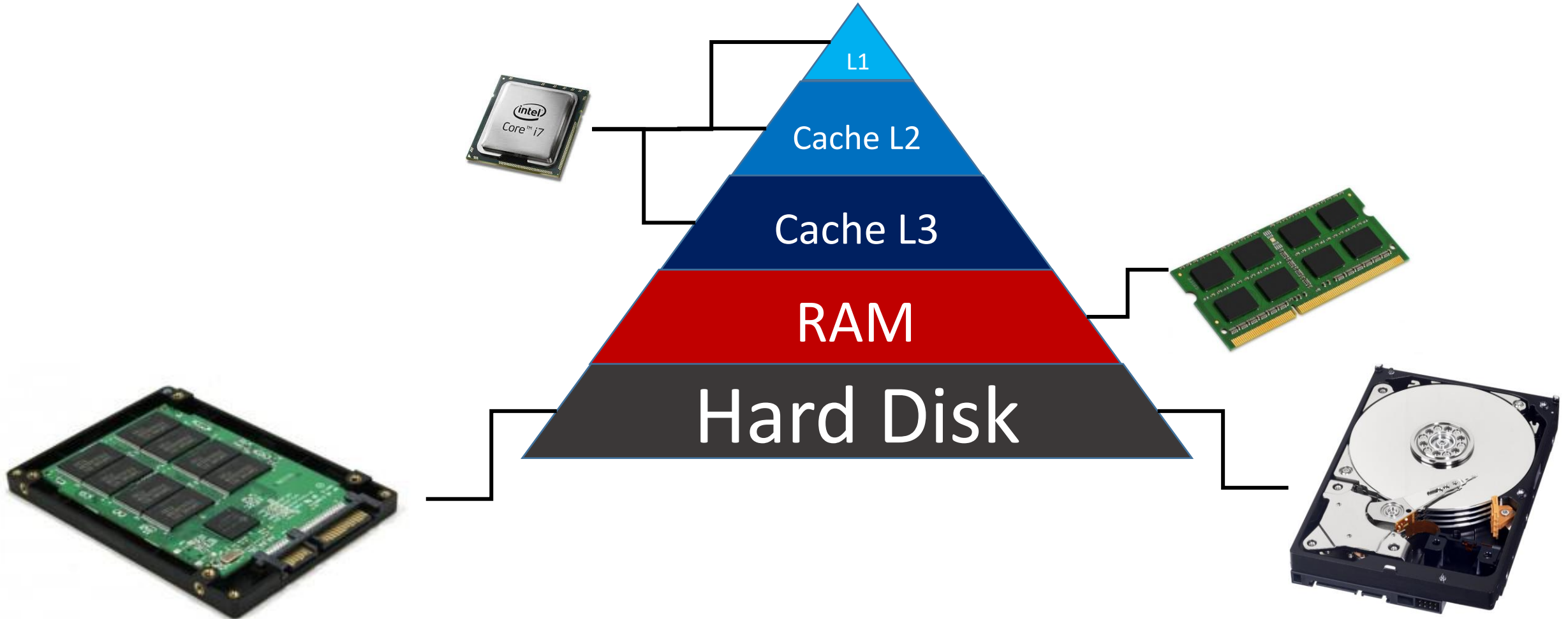
Subjects

- ▶ What is physical memory?
- ▶ Why programs are loaded to RAM?
- ▶ What is the loader?
- ▶ How debuggers work?
- ▶ Hands on- using the .data section
- ▶ Special challenge – write code like malware does

Memory Wish List

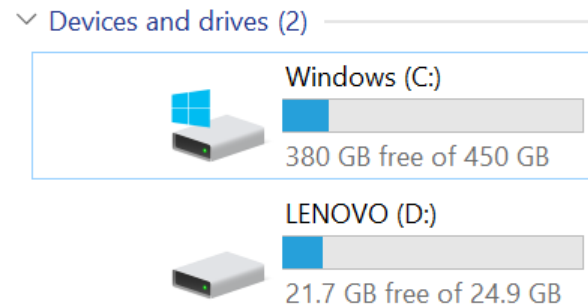
- ▶ Large
- ▶ Cheap
- ▶ Fast
- ▶ Non Volatile
- ▶ Can't have all in one...
 - Hard Disk (HD) – Large, cheap, non volatile
 - Random Access Memory (RAM) – Fast, volatile
 - Cache (part of the CPU) – Ultra fast, very small

Physical Memory



RAM vs HD: Size

- ▶ Hard disk size - use windows explorer



- ▶ RAM size – use control panel -> system & security -> system

System

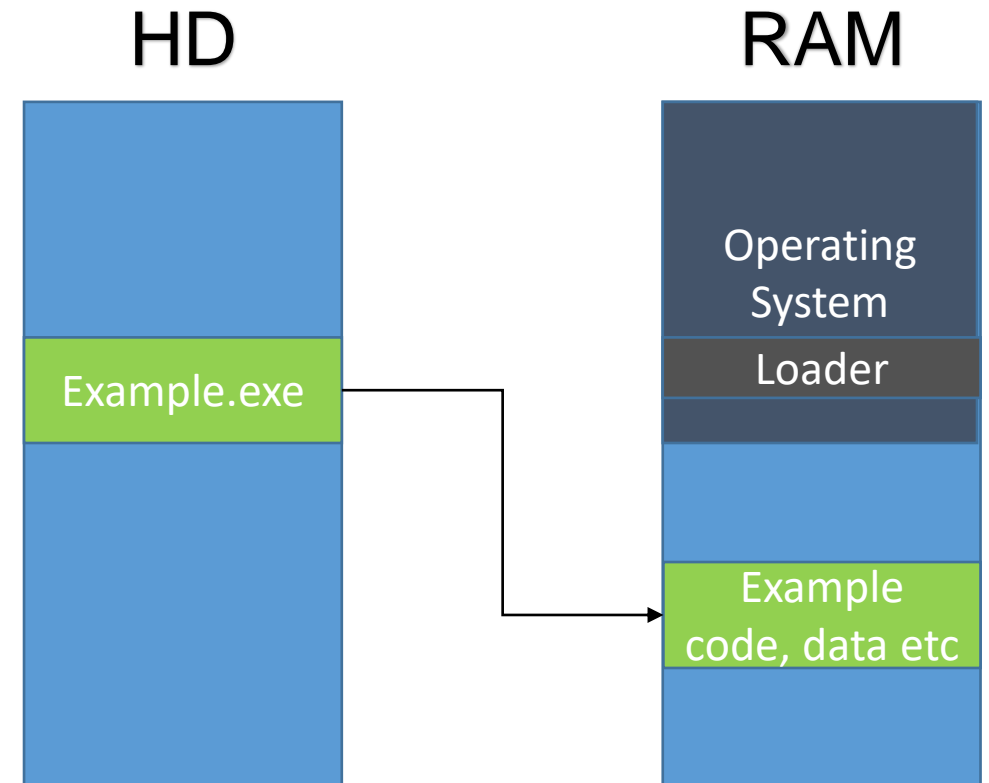
Processor:	Intel(R) Core(TM) i7-8550U CPU @ 1.80GHz 1.99 GHz
Installed memory (RAM):	16.0 GB (15.9 GB usable)

RAM vs HD : Speed

- ▶ CPU access to RAM: ~100ns
- ▶ CPU access to HD: ~1,000,000ns
- ▶ Why programs are running from RAM, not HD:
Imagine a 2GHz CPU waiting for HD...
HD memory is not 1-byte accessed

Loader

- ▶ Part of the operating system
- ▶ Purposes:
 - Loads EXE from HD to RAM
 - Sets EIP to start location
 - Changes addresses (optional)
 - Loads imports



How Debugger Works

- ▶ Step 1: User clicks on debugger
- ▶ Step 2: Debugger is loaded to RAM
- ▶ Step 3: User selects EXE to debug
- ▶ Step 4: Debugger opens sub-process with EXE name as parameter
- ▶ Step 5: Loader loads debugged EXE to RAM
- ▶ Trick: Debugger places special opcode on sub-process's RAM where breakpoints reside (opcode CC)

Wait a Minute...

- ▶ Can a Process know that it is being debugged?
- ▶ Very important for malware



Memory

- Each BYTE has a memory location
 - Byte- 8 bits
 - Word – 2 bytes
 - Double word – 4 bytes
- In 32 bit architecture, each memory reference may refer to a byte, a word or a double word

Defining Variables in Memory

- db – define byte
- dw – define word
- dd – define double
- Value can be initialized:
- ...Or not initialized:

```
my_var db 7  
my_other_var db ?
```

Little Endian

- How 'number' is stored in memory?

```
section '.data' data readable writeable
    number dd 0x6789ABCD
```

- Little Endian: Significant bytes stored in higher memory address

Address	Hex dump
00401000	CD AB 89 67 00 00 00 00
00401008	00 00 00 00 00 00 00 00

Defining Special Variables

- Defining an array:

- DUP means 'duplicate'

```
my_array db 5 dup(0x01)
```

- Defining a string:

- 13 means '\r'
- 10 means '\n'

```
my_str db 'Hello class!',13,10
```

Defining Variables – cont.

- What will be the memory map if the following variables were defined?
- Try it!

```
section '.data' data readable writeable
    a      dd      3
           db      0x65, 0x43, 0x21
    b      dd      3
           db      3 dup(0xff)
    result dd      ?
           db      20 dup(?)
```

Accessing memory

- The address is highly required 😊
- We use [] to indicate the value which is stored at the given address
- Direct memory address:
 - [0x04001000]
 - [var1] – when var1 is defined in data segment
- Indirect addressing:
 - [ebx] – if ebx is storing the address
 - [ebx + const] – fixed offset
 - [ebx + esi] – great for looping on arrays

Exercises – Memory

1. Define x to hold the value “8” in a byte size
2. Copy the value of x to AL
3. Copy the value at address 0x00401000 to AH
4. Copy the address of x to EBX
5. Define y to hold the value “9” in a byte size
6. Copy the value of [ebx] to CL
7. Copy the value of [ebx+1] to CH
8. Attempt to copy the value of x to AX
9. Attempt to copy the value at 0x00402000 to DL

Exercise – Your Name

- <https://data.cyber.org.il/reversing/name.pdf>

Exercise – Possible

- <https://data.cyber.org.il/reversing/possible.pdf>

Homework – Secret Message

- <https://data.cyber.org.il/reversing/whoRU.asm>

