

Type Flattening Obfuscation

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Abstract—Beside data and control flow, high-level types are important in binary code analysis, particularly in decompilation. Some research papers have introduced methods to map machine-dependent objects into types of some C-like type system. For the anti-decompilation/obfuscation purpose, we present a novel technique which bypasses existing type recovery approaches. We have implemented a proof-of-concept obfuscating C compiler to demonstrate the technique, the compiler is given open source.

Index Terms—type recovery, decompilation, obfuscation

1. Introduction

Binary code *decompilation* [1] is to transform the low-level, machine-dependent code of a program into a high-level form, like code of a high-level language. In almost all academic research papers and commercial products, the target language is C. Similar to compilers, a modern binary code decompiler consists of many phases [1, 5]: disassembly, function boundary detection, immediate representation (IR) lifting, control-flow graph (CFG) recovery, high-level variables detection, type (i.e. variable types and function signatures) recovery, etc. Each phase requires particular, but not independent [3], analysis techniques; the analyzed program is transformed gradually into a higher-level, more abstract and more understandable representation.

In the opposite direction, binary code *obfuscation* is a method to protect the low-level code from being decompiled, or from being analyzed in general. Because the code analysis contains of different interdependent phases, the obfuscation [6, 13] can proceed at any of them, e.g. anti-disassembly (binary packer, self-modifying code), binary stripping, control-flow flattening, virtualization (for both data and control obfuscation)... just name a few. Basically, each obfuscation method consists of one or several *semantics-preserving* transformations [4, 6] which hide certain properties of the code.

An optional feature of binary code decompilation is *type reconstruction*, namely to recover high-level types from machine-dependent objects [2, 5]. This is the research objective of some research papers [8, 9, 11, 12], and killing feature of some commercial [15, 16] as well as open source [14] binary code analysis tools. Beside decompilation, types and particularly *function signatures* are also essential in numerous applications, e.g. static binary instrumentation [7], see for example [10] for a more complete list. The knowledge about types then expand the attack surface to programs need to be protected.

Despite of successes in type reconstruction and the need of protecting function signatures, to the best of our knowledge there is no explicit effort in type obfuscation.

This paper then proposes a method for type obfuscation, the principal ideas are that the compiler does not need to preserve all information about high-level types (type erasure) and the *semantics gap* between the high-level language and machine code can be exploited to make some information very hard if not impossible to be recovered. We do not claim that all type information can be hidden, the attacker can eventually know some but it is not possible to distinguish the concrete underlying type from one to another, thus the notion of *type flattening*.

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- There is no period after the “et” in the Latin abbreviation “et al.”.
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TABLE 1. TABLE TYPE STYLES

Table Head	Table Column Head		
	Table column subhead	Subhead	Subhead
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^aSample of a Table footnote.

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Figure 1. Example of a figure caption.

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