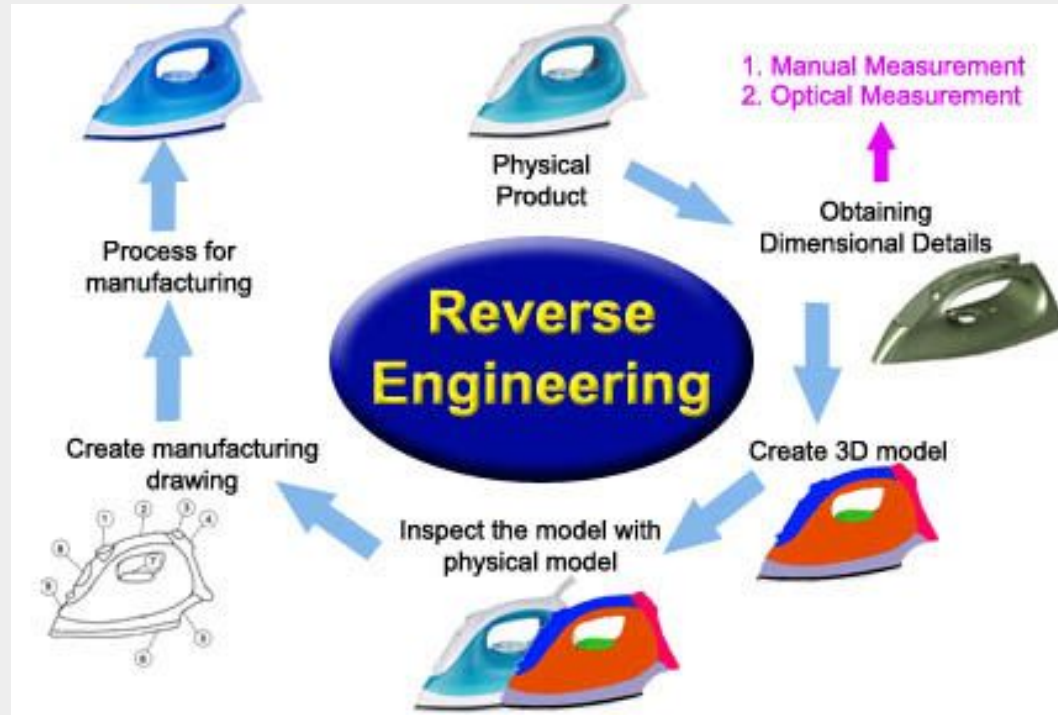


Reverse engineering basics

@KirilsSolovjovs on twitter
<http://kirils.org> for more

Mg.sc.comp. Kirils Solovjovs
Possible Security

Reverse engineering?





Contents

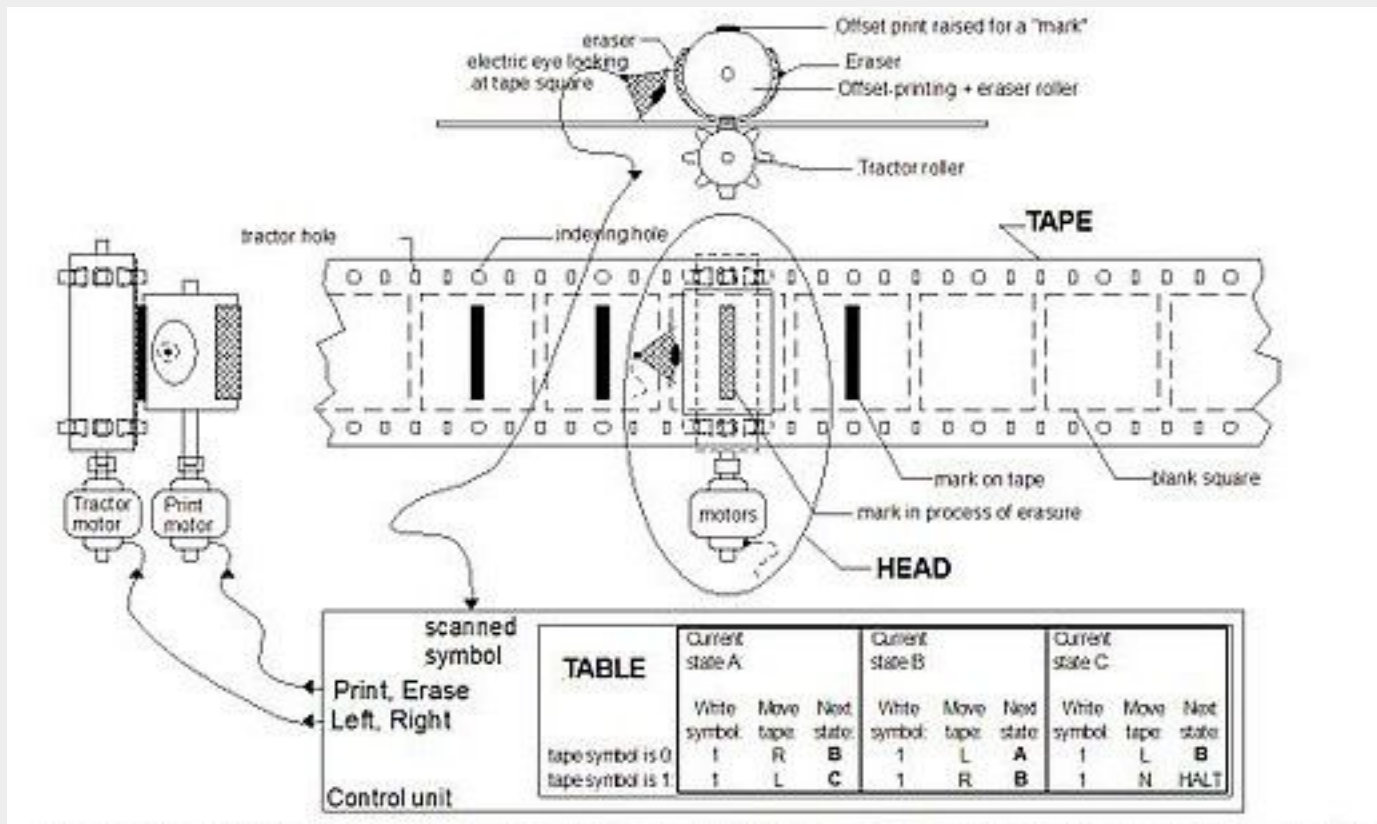
- Hardware architecture
- Processors and machine language
- Engineering: Creating a program binary
- Reverse engineering:
 - Static analysis
 - Binary debugging



Hardware architecture



Theory. Turing machine





ENIAC, 1945

- Turing complete
- General purpose
- “Reprogrammable”
 - Physical rewiring required
 - Takes weeks



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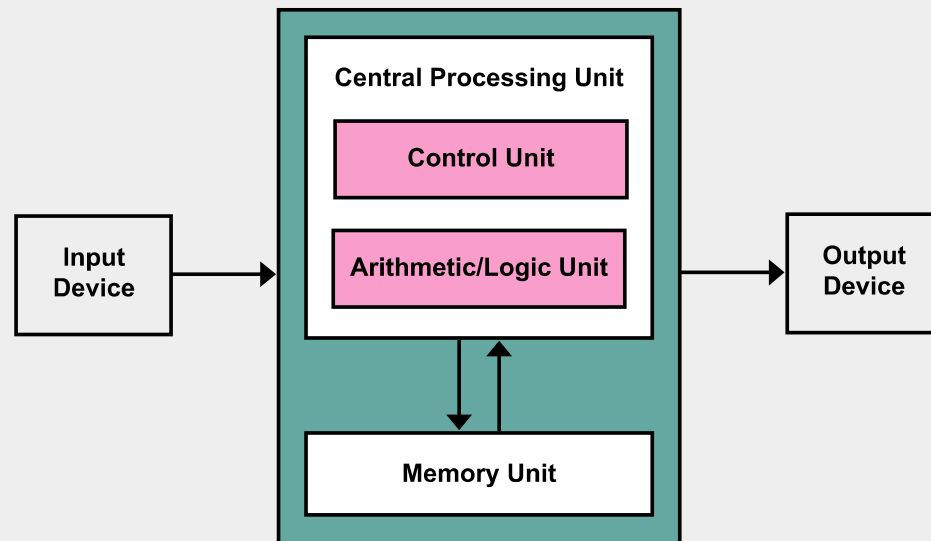


The two common hardware architectures



Von Neumann arch

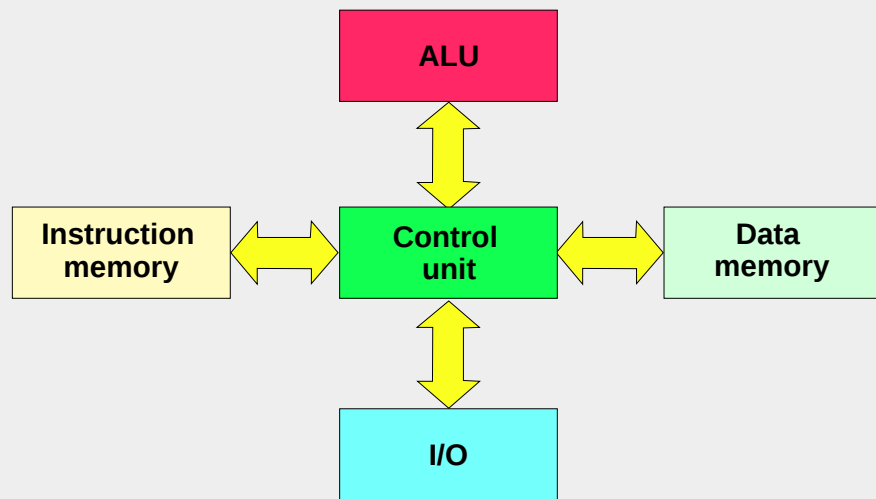
- “Stored program” concept
- CPU = CU + ALU
- Joint MU
- I/O
- Most modern systems





Harvard arch

- Separate CU and ALU
- Separate memories
 - Data
 - Instructions
- Allows memories to have different attributes
- Improved speed
- DSPs, some microcontrollers





Machine code

- A list of machine language instructions to be directly executed by a CPU.
- Each instruction is a small specific task:
 - Data operations
 - Arithmetic and logic operations
 - Control flow operations
- Different ISAs (Instruction set architectures):
 - 8086, ARM, MIPS, VAX, ...



Instruction

MIPS32 Add Immediate Instruction

001000	00001	00010	0000000101011110
OP Code	Addr 1	Addr 2	Immediate value

Equivalent mnemonic: **addi** \$r1, \$r2, 350



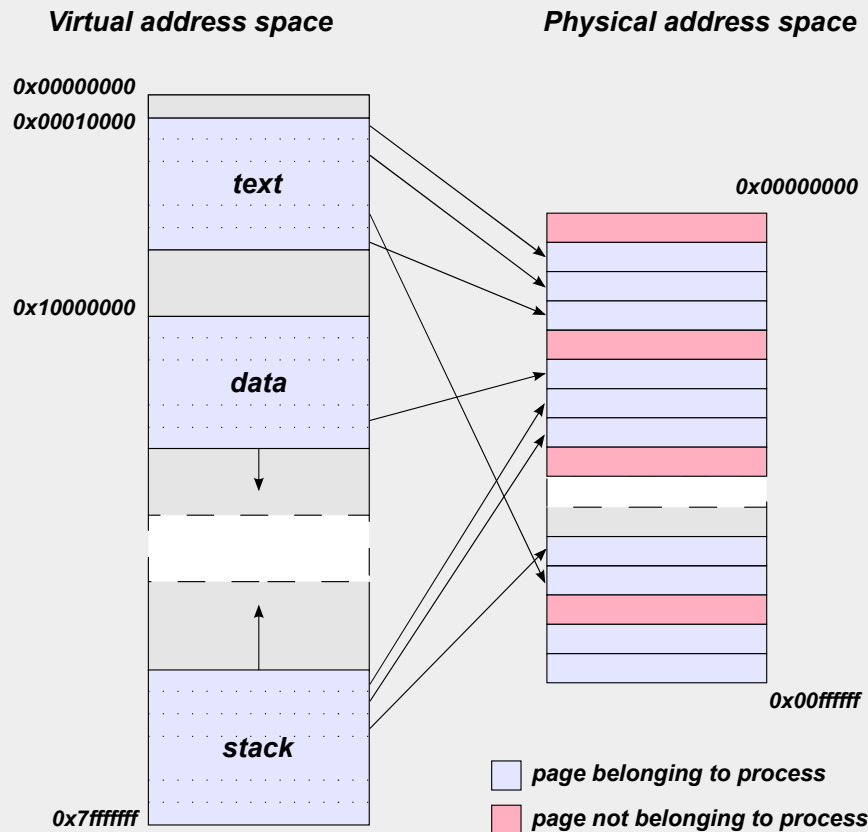
x86 opcodes

2 nd 1 st	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
0	ADD						ES PUSH	ES POP	OR						CS PUSH	TWO BYTE POP DS
1	ADC						SS SS		SBB						DS DS	
2	AND						ES SEGMENT OVERRIDE	DAA	SUB						CS SEGMENT OVERRIDE	DAS
3	XOR						SS SS	AAA	CMP						DS DS	AAS
4	INC								DEC							
5	PUSH								POP							
6	PUSHAD	POPAD	BOUND	ARPL	FS	GS	OPERAND SIZE OVERRIDE	ADDRESS SIZE OVERRIDE	PUSH	IMUL	PUSH	IMUL	INS			OUTS
7	JO	JNO	JB	JNB	JE	JNE	JBE	JA	JS	JNS	JPE	JPO	JL	JGE	JLE	JG
8	ADD/ADC/AND/XOR OR/SBB/SUB/CMP			TEST		XCHG		MOV REG				MOV SREG	LEA	MOV SREG	POP	
9	NOP	XCHG EAX							CWD	CDQ	CALL/FWAIT	PUSHFD	POPF	SAHF	LAHF	
A	MOV EAX			MOVS		CMPS		TEST		STOS		LODS		SCAS		
B	MOV															
C	SHIFT IMM	RETN	LES	LDS	MOV IMM	ENTER	LEAVE	RETF	INT3	INT IMM	INTO	IRETD				
D	SHIFT 1	SHIFT CL	AAM AAD		SALC	XLAT	FPU									
E	LODPNZ	LOOPZ	LOOP	JECXZ	IN IMM	OUT IMM	CALL	JMP	JMPF	JMP SHORT	IN DX	OUT DX				
F	LOCK EXCLUSIVE ACCESS	ICE BP	REPNE	REPE	HLT	CMC	TEST/NOT/NEG [I]MUL/[I]DIV	CLC	STC	CLI	STI	CLD	STD	INC DEC	INC/DEC CALL/JMP PUSH	



Note: virtual address space

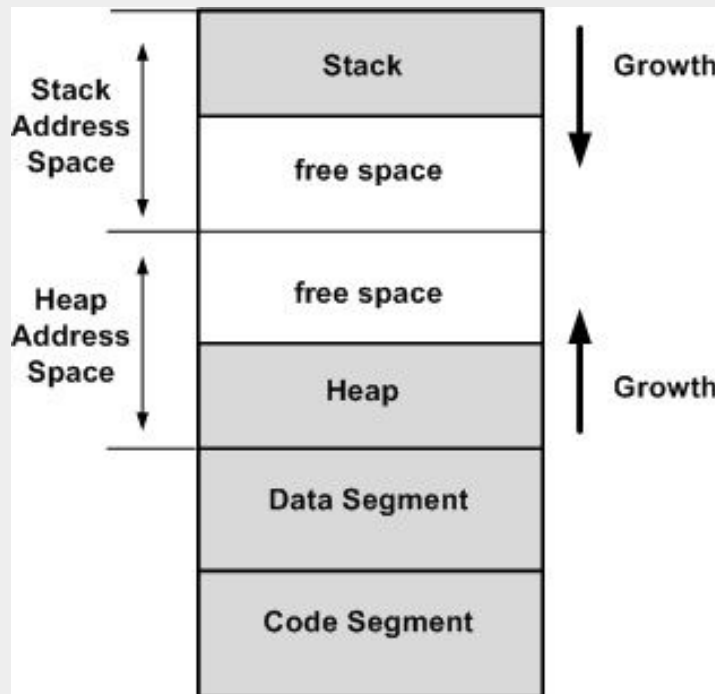
- Each 32bit program “sees” 4GiB of virtual address space available to them.
- Virtual addresses are the same for every instance of a process
 - * before ASLR





Stack and heap

- Where are variables stored then?
 - Stack and heap
- Heap: for dynamic allocation, random access
- Stack: for static memory allocation

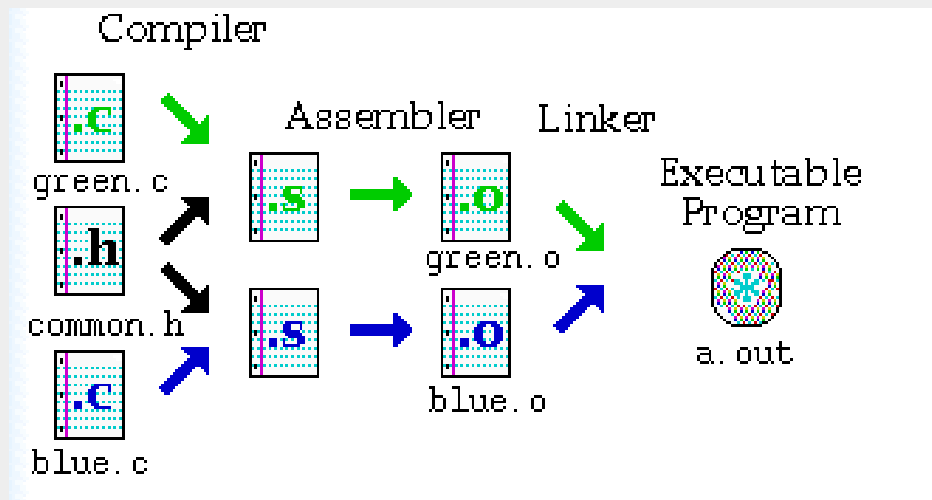




Creating a program binary



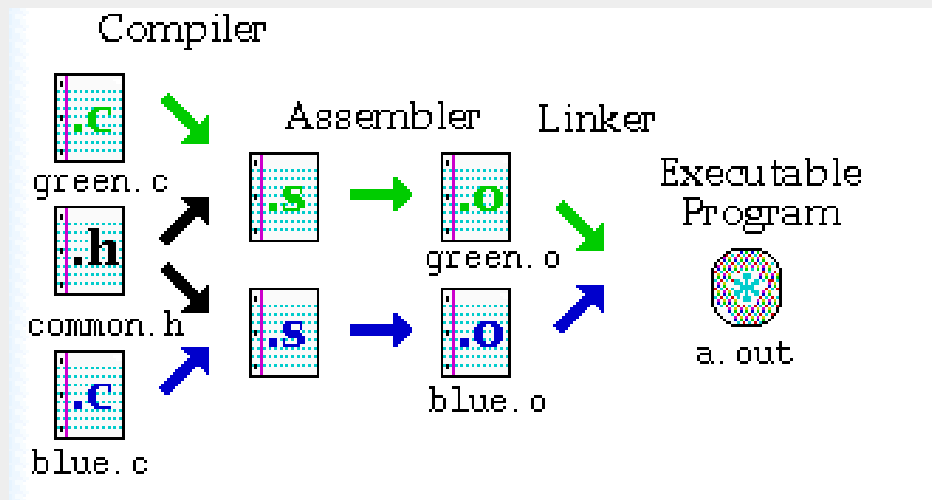
Overview: gcc example



- .c, .h – human readable C
- .s – human readable assembly
- .o – binary object code (relocatable object code)
- a.out – directly executable machine code



DEMO: gcc example



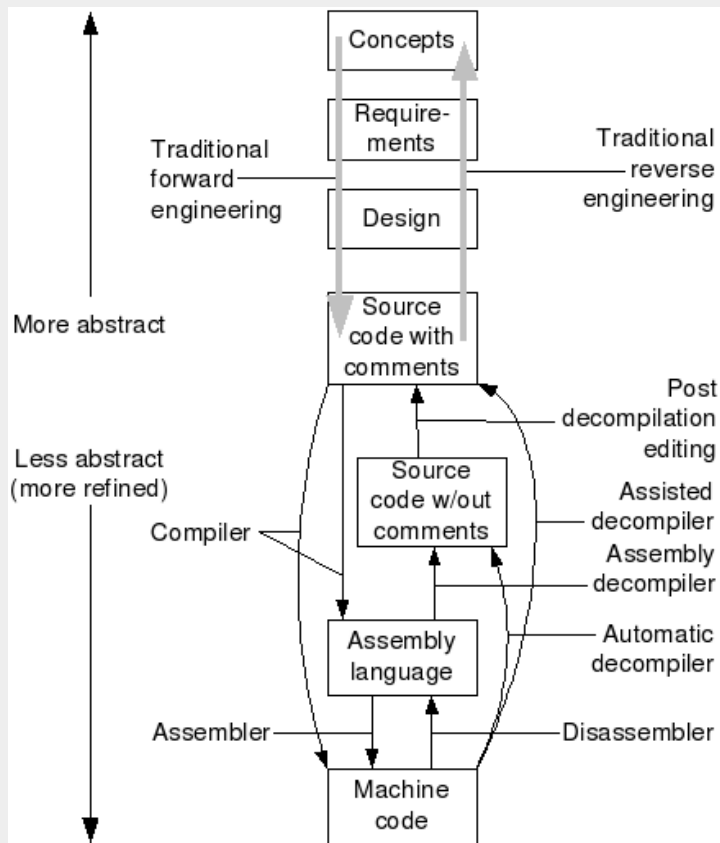
- Compile:
 - `gcc -S file.c -o file.s`
- Assemble (&optimize):
 - `gcc -c file.s -o file.o`
- Link:
 - `gcc file.o -o file`



Reverse engineering



Full cycle



DEMO: Static analysis of password



- strings r2
- r2 password
 - pdf @ main

DEMO: Static analysis of Android APK



- binwalk
- dex2jar + jd-gui

DEMO: Binary debugging of test42



- gdb test42
 - info files
 - b *main
 - if not stripped
 - start
 - info registers
 - x/i \$pc

DEMO: Firmware reverse engineering



- Real life example – mt



Overview of tools

- gdb
- Capstone
- radare2
- IDA-Pro & Hex-Rays
- Binary Ninja
- OllyDbg
- otool
- PE Explorer
- binwalk
- dex2jar & JD-GUI
- Resource Hacker

Thanks!

Slides are available on <http://kirils.org>

Find me on twitter: @KirilsSolovjovs