

PV204 Security technologies

Lecture: Reverse code engineering

Powerful knowledge, lot of fun and legal for several purposes!

Basic information available in Wikipedia article on reverse engineering (IS copy REWiki.pdf)

- RE in general, example with B-29, synthetic chemistry/biology
- Legality
 - Own binary without documentation
 - Interoperability
 - Anti-virus research
 - Fair use, education
 - Problem with recent copyright laws (attempt to circumvent is illegal, not only selling circumvented content)
 - Forensics
- Disassembler vs. debugger
 - Static vs. dynamic code analysis
 - Debugger vs. Debugger with advanced modification tools (Visual Studio vs. OllyDbg)
- Assembler vs. bytecode
 - Instruction set (downloadable)
 - Register-based vs. stack-based execution
- Structured code vs. sequence of executed instructions
 - Structured code contains code for all branches (runable binary)
 - Sequence of executed instructions only from branches taken (power analysis of smart card)
- Example: Java Card bytecode
 - sspush, sspush, add, ifeq
- Example: Win32 binary
 - Lena tutorials 1 and 2
 - Name of the registers (EAX 32bit, AX 16bit, AH/AL 8bit)
 - Flags (Zero/Sign/Carry)

Java(Card) bytecode

Intermediate code interpreted by virtual machine (see JavaCard222_ops.pdf).

- Usually easier to understand than assembler code.
- Stack-based oriented execution, no registers are used (all operands at the top of the stack).
- Operation takes its operands from stack and return result there.
- JavaCard example selected because of lower number of opcodes.
- Same principle works for Java, .NET CLI ...

```
// ENCRYPT INCOMING BUFFER
void Encrypt(APDU apdu) {
    byte[]    apdubuf = apdu.getBuffer();
    short     dataLen = apdu.setIncomingAndReceive();
    short     i;

    // CHECK EXPECTED LENGTH (MULTIPLY OF 64 bites)
    if ((dataLen % 8) != 0)
        ISOException.throwIt(SW_CIPHER_DATA_LENGTH_BAD);

    // ENCRYPT INCOMING BUFFER
    m_encryptCipher.doFinal(apdubuf, ISO7816.OFFSET_CDATA, dataLen,
                            m_ramArray, (short) 0);

    // COPY ENCRYPTED DATA INTO OUTGOING BUFFER
    Util.arrayCopyNonAtomic(m_ramArray, (short) 0, apdubuf,
                            ISO7816.OFFSET_CDATA, dataLen);

    // SEND OUTGOING BUFFER
    apdu.setOutgoingAndSend(ISO7816.OFFSET_CDATA, dataLen);
}
```

Original JavaCard source code

```
.method Encrypt(Ljavacard/framework/APDU;)V 129 {
    .stack 6;
    .locals 3;
    .descriptor    Ljavacard/framework/APDU;    0.10;
        L0:    aload_1;
            invokevirtual 30;
            astore_2;
            aload_1;
            invokevirtual 42;
            sstore_3;
            sload_3;
            bspush 8;
            srem;
            ifeq L2;
        L1:    sspush 26384;
            invokestatic 41;
            goto L2;
        L2:    getfield_a_this 1;
            aload_2;
            sconst_5;
            sload_3;
            getfield_a_this 10;
            sconst_0;
            invokevirtual 43;
```

```

    pop;
    getfield_a_this 10;
    sconst_0;
    aload_2;
    sconst_5;
    sload_3;
    invokestatic 44;
    pop;
    aload_1;
    sconst_5;
    sload_3;
    invokevirtual 45;
    return;
}

```

Resulting JavaCard bytecode

Native binary code (assembler)

How to start quickly with assembler (mixed mode)

Most current IDE supports mixed source code/assembler instructions mode (Visual Studio, QT Creator...). Mode is usually available during a debugging.

1. Write simple code (e.g., if then else condition), insert breakpoint and start debugging
2. Switch to mixed mode
 - a. Visual Studio→RClick →Go to disassembly
 - b. QTCreator→Debug→Operate by Instruction
3. Learn how particular source code is translated into assembler code

```

#include <stdio.h>
int main() {
    FILE* file = NULL;
    file = fopen("values.txt", "r");

    if (file) {
        int value1 = 0;
        int value2 = 0;
        fscanf(file, "%d", &value1);
        fscanf(file, "%d", &value2);

        value1 = value1 + value2;

        printf("Result: %d", value1);
    }
    fclose(file);
}

```

Original C source code

```

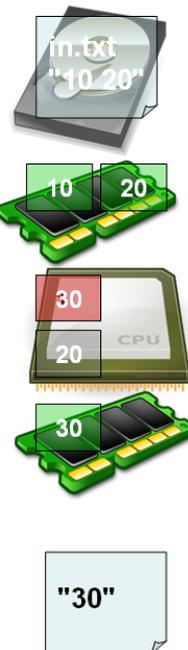
00401340  .: C3          RETN
00401341  90          NOP
00401342  90          NOP
00401343  90          NOP
00401344  55          PUSH EBP
00401345  .: 89E5       MOV EBP,ESP
00401347  .: 83E4 F0    AND ESP,FFFFFFF0
0040134A  .: 83EC 20    SUB ESP,20
0040134D  .: E8 CE600000 CALL Test_C.00401A20
00401352  .: C74424 1C 0001 MOV DWORD PTR SS:[ESP+1C],0
0040135A  .: C74424 04 3021 MOV DWORD PTR SS:[ESP+4],Test_C.00402030
00401362  .: C70424 3220401 MOV DWORD PTR SS:[ESP],Test_C.00402032
00401369  .: E8 2209000000 CALL <JMP.&msvcrt.fopen>
0040136E  .: 894424 1C   MOV DWORD PTR SS:[ESP+1C],EAX
00401372  .: 837C24 1C 00 CMP DWORD PTR SS:[ESP+1C],0
00401377  .: 74 6B      JE SHORT Test_C.004013E4
00401379  .: C74424 18 0001 MOV DWORD PTR SS:[ESP+18],0
00401381  .: C74424 14 0001 MOV DWORD PTR SS:[ESP+14],0
00401389  .: 8D4424 18   LEA EAX,DWORD PTR SS:[ESP+18]
0040138D  .: 894424 08   MOV DWORD PTR SS:[ESP+8],EAX
00401391  .: C74424 04 3021 MOV DWORD PTR SS:[ESP+4],Test_C.0040203D
00401399  .: 8B4424 1C   MOV EAX,DWORD PTR SS:[ESP+1C]
0040139D  .: 890424     MOV DWORD PTR SS:[ESP],EAX
004013A0  .: E8 F308000000 CALL <JMP.&msvcrt.fscanf>
004013A5  .: 8D4424 14   LEA EAX,DWORD PTR SS:[ESP+14]
004013A9  .: 894424 08   MOV DWORD PTR SS:[ESP+8],EAX
004013AD  .: C74424 04 3021 MOV DWORD PTR SS:[ESP+4],Test_C.0040203D
004013B5  .: 8B4424 1C   MOV EAX,DWORD PTR SS:[ESP+1C]
004013B9  .: 890424     MOV DWORD PTR SS:[ESP],EAX
004013BC  .: E8 D708000000 CALL <JMP.&msvcrt.fscanf>
004013C1  .: 8B5424 18   MOV EDX,DWORD PTR SS:[ESP+18]
004013C5  .: 8B4424 14   MOV EAX,DWORD PTR SS:[ESP+14]
004013C9  .: 8D0402     LEA EAX,DWORD PTR DS:[EDX+EAX]
004013CC  .: 894424 18   MOV DWORD PTR SS:[ESP+18],EAX
004013D0  .: 8B4424 18   MOV EAX,DWORD PTR SS:[ESP+18]
004013D4  .: 894424 04   MOV DWORD PTR SS:[ESP+4],EAX
004013D8  .: C70424 4020401 MOV DWORD PTR SS:[ESP],Test_C.00402040
004013DF  .: E8 BC08000000 CALL <JMP.&msvcrt.printf>
004013E4  .: 8B4424 1C   MOV EAX,DWORD PTR SS:[ESP+1C]
004013E8  .: 890424     MOV DWORD PTR SS:[ESP],EAX
004013EB  .: E8 B808000000 CALL <JMP.&msvcrt.fclose>
004013F0  .: B8 0000000000 MOV EAX,0
004013F5  .: C9          LEAVE
004013F6  .: C3          RETN
004013F7  90          NOP
004013F8  00          DB 00
004013F9  00          DB 00
004013FA  00          DB 00
004013FB  00          DB 00

```

Relevant snapshot from executable binary

value = value + value2;

1. Načtení hodnot z HDD do RAM paměti
 - fscanf ("%d", &value);
2. Přesun hodnot z RAM paměti do registru CPU
 - MOV 0x48 (%esp), %eax
3. Provedení instrukce procesoru (např. ADD)
 - ADD %edx, %eax
4. Uložení výsledku registru CPU do RAM
 - MOV %eax, 0x48 (%esp)
5. Vypsání na standardní výstup
 - printf ("%d", value);



```

Dump of assembler code for function main:
   2      int main() {
0x00401344 <+0>:      push   %ebp
0x00401345 <+1>:      mov    %esp,%ebp
0x00401347 <+3>:      and   $0xffffffff,%esp
0x0040134a <+6>:      sub   $0x20,%esp
0x0040134d <+9>:      call  0x401a20 <__main>

   3      FILE* file = NULL;
0x00401352 <+14>:     movl  $0x0,0x1c(%esp)

   4      file = fopen("values.txt", "r");
0x0040135a <+22>:     movl  $0x402030,0x4(%esp)
0x00401362 <+30>:     movl  $0x402032,(%esp)
0x00401369 <+37>:     call  0x401c90 <fopen>
0x0040136e <+42>:     mov   %eax,0x1c(%esp)

   5
   6      if (file) {
0x00401372 <+46>:     cmpl  $0x0,0x1c(%esp)
0x00401377 <+51>:     je    0x4013e4 <main+160>

   7      int value1 = 0;
0x00401379 <+53>:     movl  $0x0,0x18(%esp)

   8      int value2 = 0;
0x00401381 <+61>:     movl  $0x0,0x14(%esp)

   9      fscanf(file, "%d", &value1);
0x00401389 <+69>:     lea  0x18(%esp),%eax
0x0040138d <+73>:     mov  %eax,0x8(%esp)
0x00401391 <+77>:     movl $0x40203d,0x4(%esp)
0x00401399 <+85>:     mov  0x1c(%esp),%eax
0x0040139d <+89>:     mov  %eax,(%esp)
0x004013a0 <+92>:     call 0x401c98 <fscanf>

  10      fscanf(file, "%d", &value2);
0x004013a5 <+97>:     lea  0x14(%esp),%eax
0x004013a9 <+101>:    mov  %eax,0x8(%esp)
0x004013ad <+105>:    movl $0x40203d,0x4(%esp)
0x004013b5 <+113>:    mov  0x1c(%esp),%eax
0x004013b9 <+117>:    mov  %eax,(%esp)
0x004013bc <+120>:    call 0x401c98 <fscanf>

  11
  12      value1 = value1 + value2;
0x004013c1 <+125>:    mov  0x18(%esp),%edx
0x004013c5 <+129>:    mov  0x14(%esp),%eax
0x004013c9 <+133>:    lea  (%edx,%eax,1),%eax
0x004013cc <+136>:    mov  %eax,0x18(%esp)

  13
  14      printf("Result: %d", value1);
0x004013d0 <+140>:    mov  0x18(%esp),%eax
0x004013d4 <+144>:    mov  %eax,0x4(%esp)
0x004013d8 <+148>:    movl $0x402040,(%esp)
0x004013df <+155>:    call 0x401ca0 <printf>

  15      }
  16      fclose(file);
0x004013e4 <+160>:    mov  0x1c(%esp),%eax
0x004013e8 <+164>:    mov  %eax,(%esp)
0x004013eb <+167>:    call 0x401ca8 <fclose>
0x004013f0 <+172>:    mov  $0x0,%eax

  17      }
0x004013f5 <+177>:    leave
0x004013f6 <+178>:    ret

      End of assembler dump.

```

Display of mixed mode of source code and resulting assembler instructions

Disassembling binary code (OllyDbg)

In case when only binary code is available (no source code), other approach is required. We will work with OllyDbg (www.ollydbg.de) program that is easy-to-use disassembler and debugger.

- Download OllyDbg 1.10 (freeware) either from <http://www.ollydbg.de/> or (better) from IS (OllyDbg.zip).
- Download tutorials I and II. by Lena from IS (tut1.rar and tut2.rar). Additional tutorials can be obtained from <http://www.tuts4you.com>.
- Download Assembler basics from IS (BasicsOfAssembler.pdf)

```
00401341  90          NOP
00401342  90          NOP
00401343  90          NOP
00401344  55          PUSH EBP
00401345  89E5       MOV EBP,ESP
00401347  83E4 F0    AND ESP,FFFFFFF0
00401348  83EC 20    SUB ESP,20
0040134D  E8 CE060000 CALL Test_C.00401A20
00401355  C74424 1C 0001 MOV DWORD PTR SS:[ESP+1C],0
00401362  C74424 04 3021 MOV DWORD PTR SS:[ESP+4],Test_C.00402031
00401369  E8 23090000 CALL <JMP.&msvcrt.fopen>
0040136E  894424 1C  MOV DWORD PTR SS:[ESP+1C],EAX
00401372  837C24 1C 00  CMP DWORD PTR SS:[ESP+1C],0
00401377  74 6B     JE SHORT Test_C.004013E4
00401379  C74424 18 0001 MOV DWORD PTR SS:[ESP+18],0
00401381  C74424 14 0001 MOV DWORD PTR SS:[ESP+14],0
00401389  8D4424 18  LEA EAX,DWORD PTR SS:[ESP+18]
0040138D  894424 08  MOV DWORD PTR SS:[ESP+8],EAX
00401391  C74424 04 3021 MOV DWORD PTR SS:[ESP+4],Test_C.00402031
00401399  8B4424 1C  MOV EAX,DWORD PTR SS:[ESP+1C]
0040139D  890424    MOV DWORD PTR SS:[ESP],EAX
004013A0  E8 F3080000 CALL <JMP.&msvcrt.fscanf>
004013A5  8D4424 14  LEA EAX,DWORD PTR SS:[ESP+14]
004013A9  894424 08  MOV DWORD PTR SS:[ESP+8],EAX
004013AD  C74424 04 3021 MOV DWORD PTR SS:[ESP+4],Test_C.00402031
004013B5  8B4424 1C  MOV EAX,DWORD PTR SS:[ESP+1C]
004013B9  890424    MOV DWORD PTR SS:[ESP],EAX
004013BC  E8 07080000 CALL <JMP.&msvcrt.fscanf>
004013C1  8B5424 18  MOV EDX,DWORD PTR SS:[ESP+18]
004013C5  8B4424 14  MOV EAX,DWORD PTR SS:[ESP+14]
004013C9  8D0402    LEA EAX,DWORD PTR DS:[EDX+EAX]
004013CC  894424 18  MOV DWORD PTR SS:[ESP+18],EAX
004013D0  8B4424 18  MOV EAX,DWORD PTR SS:[ESP+18]
004013D4  894424 04  MOV DWORD PTR SS:[ESP+4],EAX
004013D8  C70424 402040 MOV DWORD PTR SS:[ESP],Test_C.00402040
004013DF  E8 BC080000 CALL <JMP.&msvcrt.printf>
004013E4  8B4424 1C  MOV EAX,DWORD PTR SS:[ESP+1C]
004013E8  890424    MOV DWORD PTR SS:[ESP],EAX
004013EB  E8 B8080000 CALL <JMP.&msvcrt.fclose>
004013F0  B8 00000000 MOV EAX,0
004013F5  C9        LEAVE
004013F6  C3        RETN
004013F7  90          NOP
004013F8  00        DB 00
004013F9  00        DB 00
004013FA  00        DB 00
```

Disassembled information provided by OllyDbg

OllyDbg shortcuts & most important commands

F3 ... Open binary file

F2 ... Toggle breakpoint (on opcodes, or double click)

F9 ... Run debugged program

Ctrl+F2 ... Restart program, all temporary changes are lost!

F8 ... Step over

F7 ... Step into

Spacebar or double click ... allows to set new opcode. Use when you like to change program behaviour, e.g., replacing conditional jump (JGE) by unconditional jump (JMP) or to discard instruction (NOP).

Alt+BkSp ... Undo change

Rightclick->Search for->All referenced text strings ... Constant text strings referenced in code. Use to find strings like hardcoded passwords, important messages (“Wrong license”). Double click on string will takes you to referencing instruction. Helps you to build mind model quickly.

Rightclick->Find references to->Address constant ... will find references to particular memory elsewhere in the code – use when you like to know where in code the memory is set, changed or otherwise used.

Ctrl+F1 ... Help on Win32 API (WIN32 API help file already prepared in OllyDbg directory (WIN32.HLP)). Use to get meaning of the parameters pushed to stack just before the API function is called.

; ... add or edit your comment for specific code line. Use to write down things you already understand. Use classic paper as well (program mind model)

Rightclick->Copy to executable->All modifications (or Selection) ... make changes permanent. New window with modified code is opened. **Rightclick->Save file** to write patched binary to disk.

Registers (FPU):

Z – zero flag, C – carry flag, S – sign flag. Invert bit flag by double click.

EIP ... next address to execute (instruction pointer)

EBX ... usually loop counter

Some hints

- Assembler is not as difficult as it may seem at first sight. You are not required to write your own program in assembler – you are usually only required to understand existing code, where only very limited set of assembler operations is used.
- Using mixed mode in IDE debugger will quickly provide you an insight, how common programming constructions (assignments, conditional branching, cycles...) are transformed from source code into executable. Usually, you will get only 5-15 instructions per line of the source code, with MOV instruction being the most common.
- Conditional branching is usually realized by two consecutive operations:
 - Comparison operation setting Flags register
 - Conditional jumping operation to address based on Flags (Branch 1)
 - If not jumped then Branch 2 code is directly present on the next instruction, or unconditional jump JMP to Branch 2 is present.
- Comparison operation
 - CMP EAX, -1 - will set flag(s) in Registers, Zero and Sign flags are usually of interest. If two values are same (EAX == -1), Zero flag is set to 1.
 - TEST A, B (usually TEST EAX, EAX) – logical AND operation, results not saved, Flags are set. TEST EAX, EAX will test if value in EAX is equal to 0. If EAX == 0 then Zero flag == 1, 0 otherwise.
- Jump operation
 - Unconditional JMP – jump every time
 - Conditional - based on the current value of flag(s)

JA*	Jump if (unsigned) above	- CF=0 and ZF=0
JB*	Jump if (unsigned) below	- CF=1
JE**	Jump if equal	- ZF=1
JG*	Jump if (signed) greater	- ZF=0 and SF=OF (SF = Sign Flag)
JGE*	Jump if (signed) greater or equal	- SF=OF
JL*	Jump if (signed) less	- SF != OF (!= is not)
JLE*	Jump if (signed) less or equal	- ZF=1 and OF != OF
JMP**	Jump	- Jumps always
JNE**	Jump if not equal	- ZF=0

Disassembling binary code (IDAPro freeware)

Interactive Disassembler is legendary fullfledged disassembler with ability to disassemble many different platforms.

- Free version available for non-commercial uses
- <http://www.hex-rays.com/idapro/idadownfreeware.htm>
- Free version disassemble only Windows binaries
- Very nice visualization and debugger feature (similar as OllyDbg)
- Try it!

Decompiling binary code

Decompiler is able to produce source code from binary code. Decompiler needs to do disassembling first and then try to create code that will in turn produce binary code you have at the beginning.

- Resulting code will NOT contain information removed during compilation (comments, function names, formatting...)
- Read <http://www.debugmode.com/dcompile/> for more info
- Still can be of great help!
- Problem to find well working free disassembler :(
- http://en.wikibooks.org/wiki/X86_Disassembly/Disassemblers_and_Decompilers

Other resources

RE on Wikipedia: http://en.wikipedia.org/wiki/Reverse_engineering

The Reverse Code Engineering Community: <http://www.reverse-engineering.net/>

Tutorials for You: <http://www.tuts4you.com>

Disassembling tutorial <http://www.codeproject.com/KB/cpp/reversedisasm.aspx>