

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the left and right sides of the frame, creating a modern, layered effect. The central area is a plain white space where the text is located.

Binary

Reverse and Exploitation

By Kyle

Prerequisite

- ▶ C language
- ▶ Basic Linux shell command line
- ▶ Basic python codes

Outline

- ▶ C code to binary code
 - ▶ Hello World demo
- ▶ Assembly on x86
 - ▶ Overview
 - ▶ Registers
 - ▶ Common Instructions
 - ▶ Stack Structure
 - ▶ Calling Convention
 - ▶ Hello World demo explanation

Outline--Continued

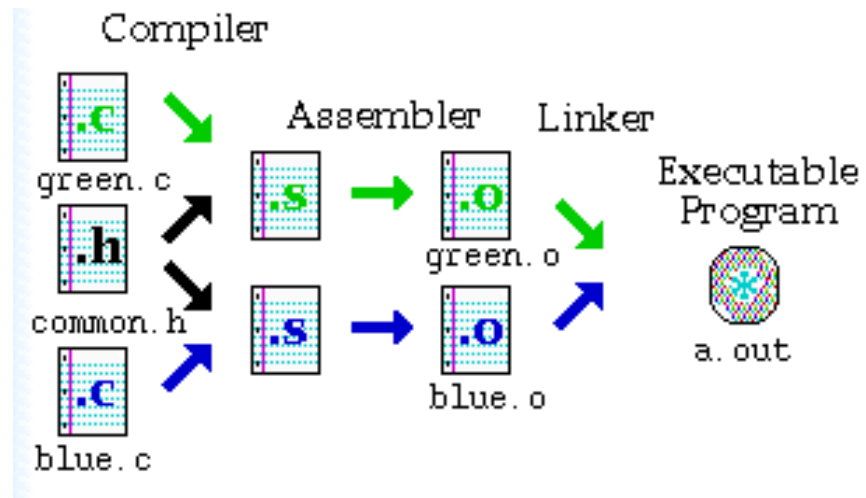
- ▶ Reverse Engineering
 - ▶ Overview
 - ▶ Tools
 - ▶ Demos
- ▶ Exploitation
 - ▶ Overview
 - ▶ Tools
 - ▶ Old School Shellcode Injection
 - ▶ ROP
 - ▶ ret2libc
 - ▶ Demos

C code to binary code

C code to binary code

- ▶ Compile?

- ▶ Compile + Assemble + Link



- ▶ We mainly focus on assembly and c language
 - ▶ Demo?

Assembly on x86

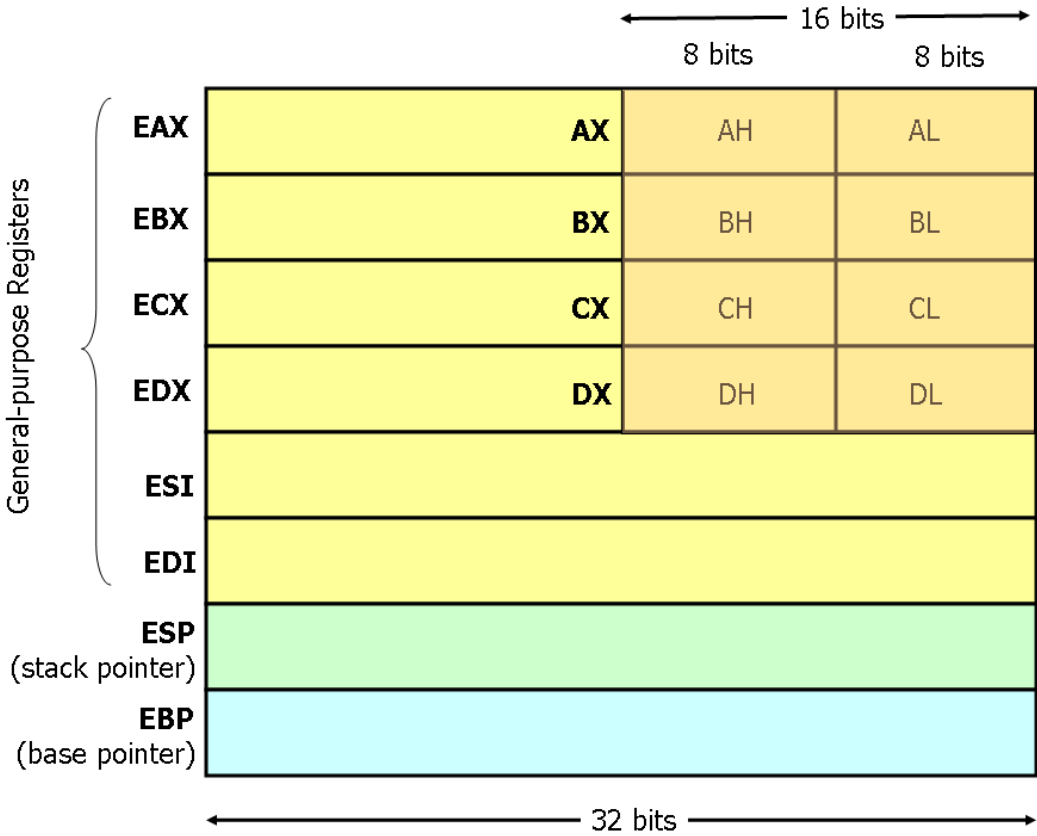
Overview

- ▶ What is assembly language - low level code for human, language for CPU
- ▶ Why assembly language - almost the same to binary code, show hidden details of a program

```
00000000      push    ebp
00000001      mov     ebp, esp
00000003      movzx  ecx, [ebp+arg_0]
00000007      pop     ebp
00000008      movzx  dx, cl
0000000C      lea    eax, [edx+edx]
0000000F      add    eax, edx
00000011      shl   eax, 2
00000014      add    eax, edx
00000016      shr   eax, 8
00000019      sub    cl, al
0000001B      shr   cl, 1
0000001D      add    al, cl
0000001F      shr   al, 5
00000022      movzx  eax, al
00000025      retn
```


Registers

- ▶ Registers are variables for CPU



Registers

- ▶ eax, ebx, ecx, edx, esi, edi: general-purpose registers(not exactly)
- ▶ esp: stack pointer
- ▶ ebp: stack base pointer

- ▶ For further information, please refer to:
- ▶ <http://www.eecg.toronto.edu/~amza/www.mindsec.com/files/x86regs.html>

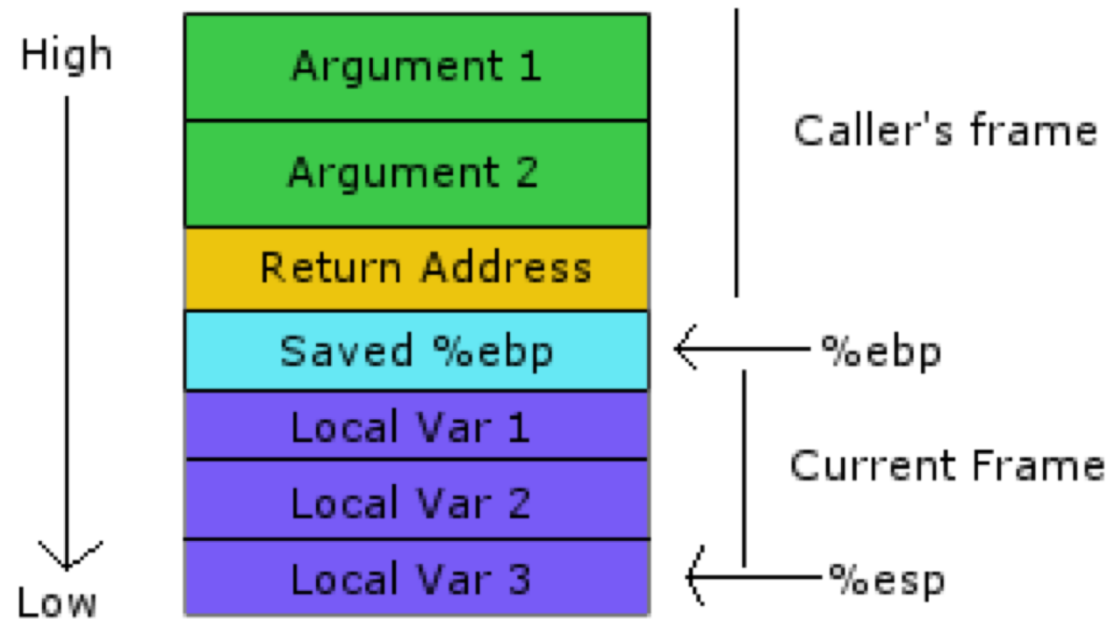
Common Instructions

- ▶ **mov:**
 - ▶ `mov eax, ebx// ebx → eax`
 - ▶ `mov eax, 10// 10 → eax`
- ▶ **add:**
 - ▶ `add eax, ebx// eax+ebx → eax`
- ▶ **sub:**
 - ▶ `sub eax, ebx// eax-ebx → eax`

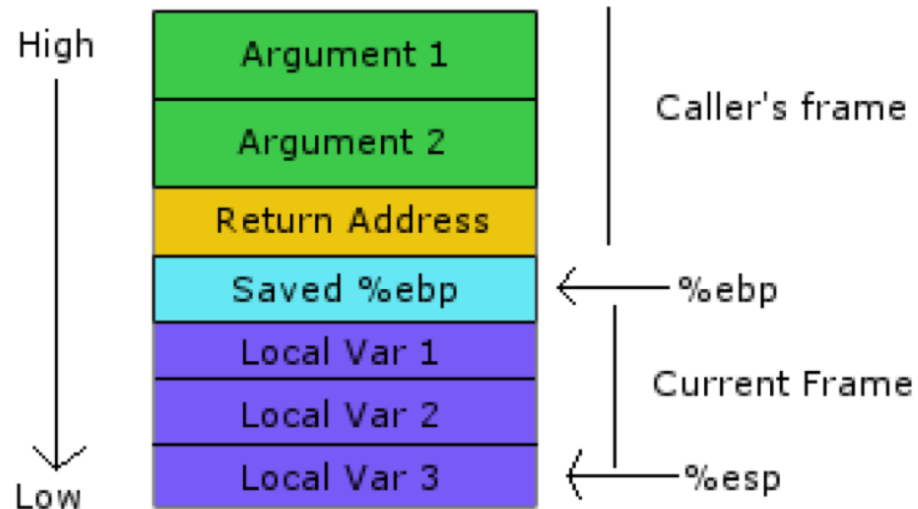
- ▶ Other similar instructions like: `xor`, `div`, `mul`
- ▶ Other instructions like: `call`, `leave`, `ret`

Stack Structure

- ▶ `push eax // esp-4 → esp`
- ▶ `pop eax // esp+4 → esp`



Calling Conventions



```
printf(“%d\n”, 10);
```

```
-----  
push ebx ;; ebx = 10  
push eax ;; eax -> “%d\n”  
call printf
```

```
printf:  
push ebp  
mov ebp, esp  
push eax  
push ebx  
push ecx  
...  
leave ;; mov esp, ebp  
;; pop ebp  
ret
```

Hello World demo explanation

The slide features a white background with a decorative graphic on the right side. This graphic consists of several overlapping, semi-transparent green triangles and polygons in various shades of green, ranging from light lime to dark forest green. The shapes are arranged in a way that they appear to be layered, creating a sense of depth and movement. The overall aesthetic is clean and modern.

Reverse Engineering

Overview

▶ What is RE?

- ▶ ~~the process of analyzing a subject system to identify the system's components and their interrelationships and to create representations of the system in another form or at a higher level of abstraction~~
- ▶ Translate binary code into human readable code to understand the internal logic of a program

▶ Why RE?

- ▶ Emmm. ~~To crack license-required software, like games.~~ To investigate malicious programs, like virus, trojan horse

Tools

- ▶ **Decompiler or Disassembler**
 - ▶ IDA Pro//This is the king!
 - ▶ Hopper
- ▶ **Debugger**
 - ▶ gdb and its derivatives: pwndbg, gef, (never ever use peda)
 - ▶ windbg
 - ▶ x64dbg
 - ▶ ollydbg
- ▶ **Other**
 - ▶ angr//brilliant tool

Demos

- ▶ Hopper demo
- ▶ IDA Pro demo
- ▶ angr demo
- ▶ reverse demo

Binary Exploitation

Overview

- ▶ What is binary exploitation
 - ▶ Break through some trust boundaries by passing unexpected payload to a compiled program
- ▶ Why binary exploitation
 - ▶ ~~Smash stack for fun and profit~~
 - ▶ Attack is the best defense
- ▶ Applications of binary exploitation
 - ▶ Dirtycow
 - ▶ Wannacry(eternal blue)
- ▶ Demo

Tools

- ▶ RE tools
 - ▶ Mentioned in RE section
- ▶ Utility
 - ▶ ROPgadget
 - ▶ one_gadget
 - ▶ cyclic
 - ▶ checksec
- ▶ Framework
 - ▶ pwntools//This is the king!
 - ▶ zio
- ▶ Binary analysis
 - ▶ angr
 - ▶ radare2

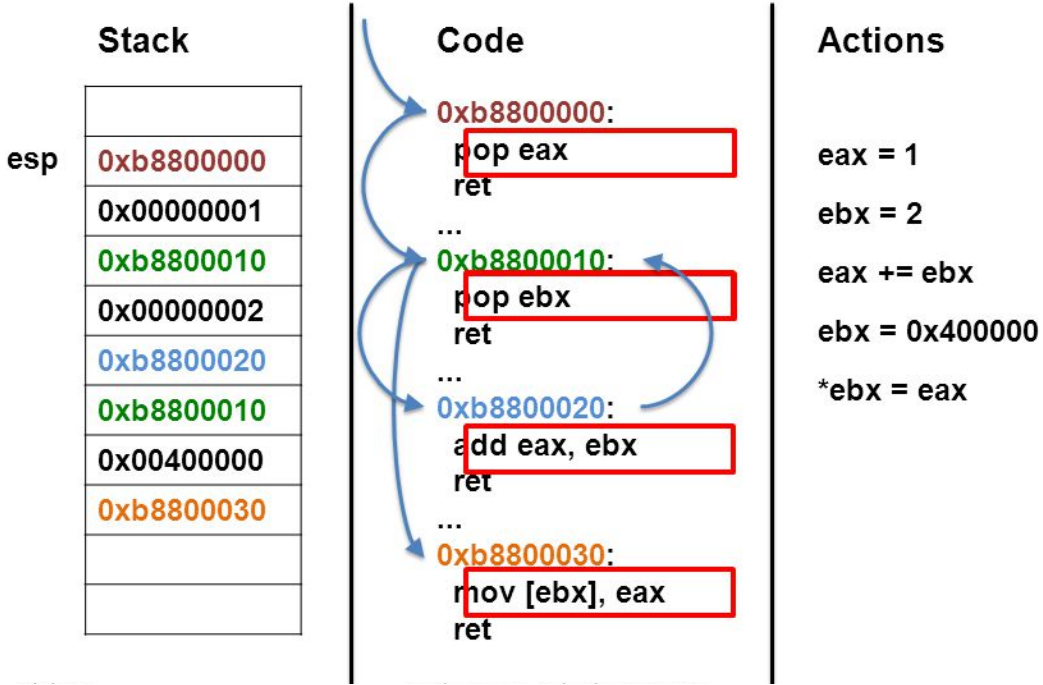
Old School Shellcode Injection

- ▶ No longer seen in modern operating systems
- ▶ Defeated by introducing NX(or DEP)
- ▶ Too demanding in modern operating systems: (call user input function) || (stack leak && control flow hijacking)

- ▶ demo

ROP(Return Oriented Programming)

Return-Oriented Programming



ret2libc(Return into libc)

- ▶ Key idea:
 - ▶ Dynamic linking
 - ▶ PLT and GOT(lazy binding)
 - ▶ libc is mapped in a whole
- ▶ libc is the best place to find gadgets
- ▶ libc is not as invulnerable as you may think
- ▶ This is how you usually use ROP

Study & Practice

- ▶ <https://trailofbits.github.io/ctf/exploits/binary1.html>
- ▶ <https://github.com/shellphish/how2heap>
- ▶ <https://github.com/Kyle-Kyle/Pwn>



Q&A

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Thank you