



REVERSE ENGINEERING MACHINE CODE: PART 3



Code Visualization

The screenshot displays the IDA Pro interface for the file `C:\Users\Owner\Desktop\Software Reverse Engineering\resources\paimei_function_diff\keygenme.exe`. The main window shows assembly code for the function `loc_4012B5`:

```
loc_4012B5:  
mov     eax, ds:40003Ch  
cmp     dword ptr [eax+400000h], 4550h  
jnz     short loc_4012B0
```

Below this, the code continues with:

```
mov     ecx, 10Bh  
cmp     [eax+400018h], cx  
jnz     short loc_4012B0
```

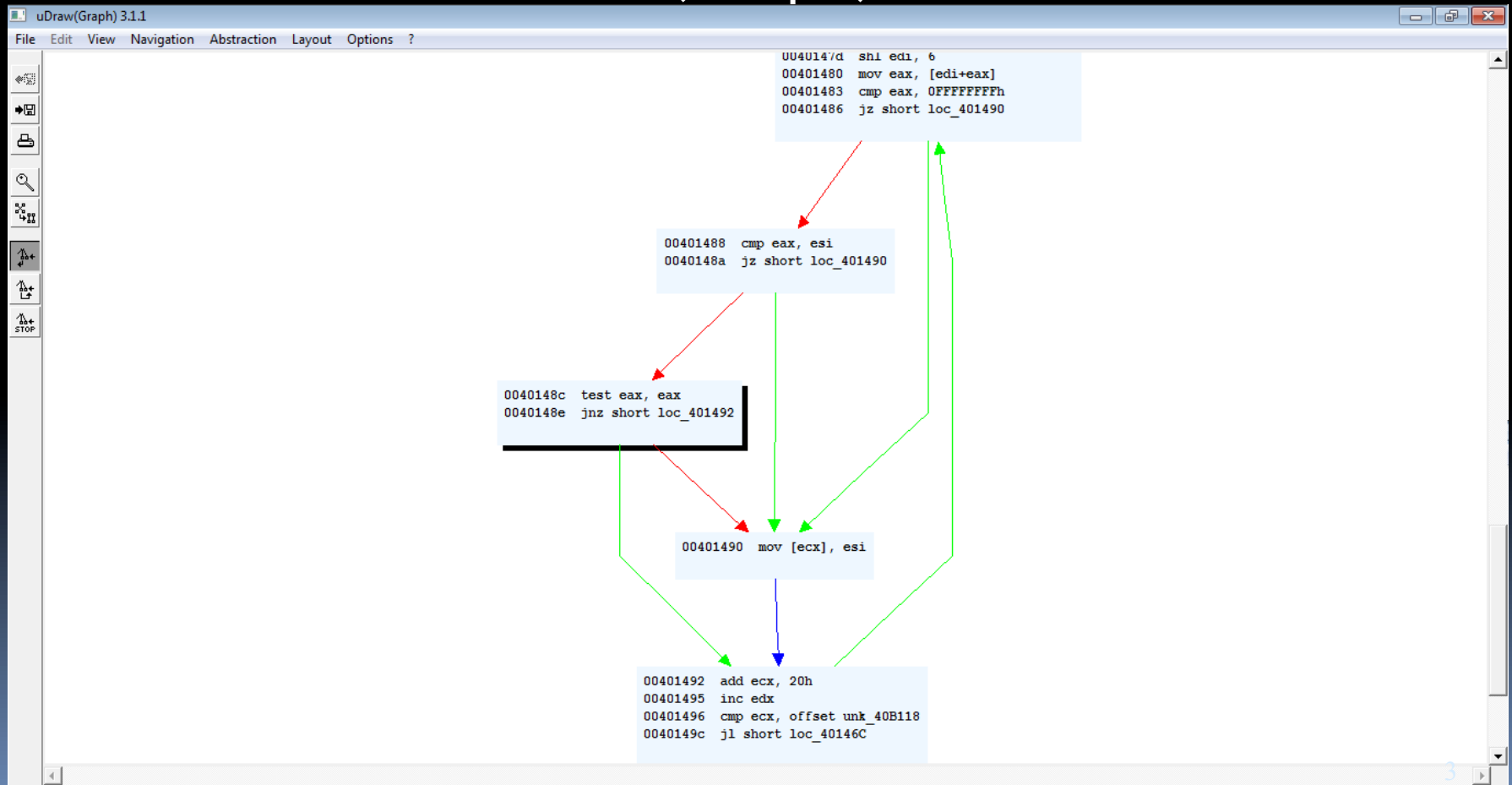
Further down, another block of code is shown:

```
cmp     dword ptr [eax+400074h], 0Eh  
jbe     short loc_4012B0
```

The control flow graph (CFG) visualizes the execution paths between these code blocks. A 'Graph overview' window in the top right corner provides a zoomed-out view of the entire function's control flow. The interface also includes a 'Functions window' on the left listing various subroutines, and an 'Output window' at the bottom showing the IDAPython version and system information.

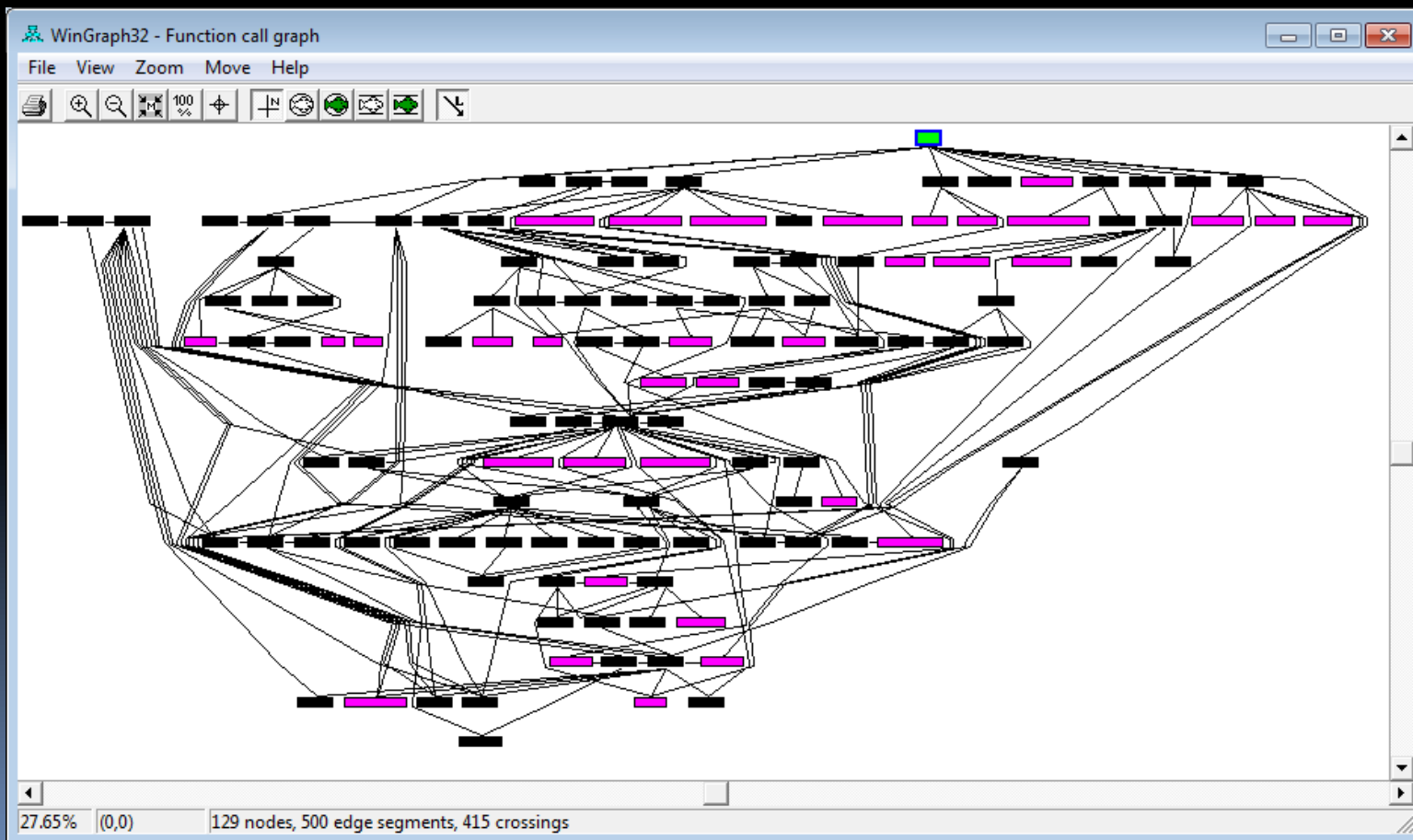
Code Visualization

- PaiMei and uDraw(Graph)



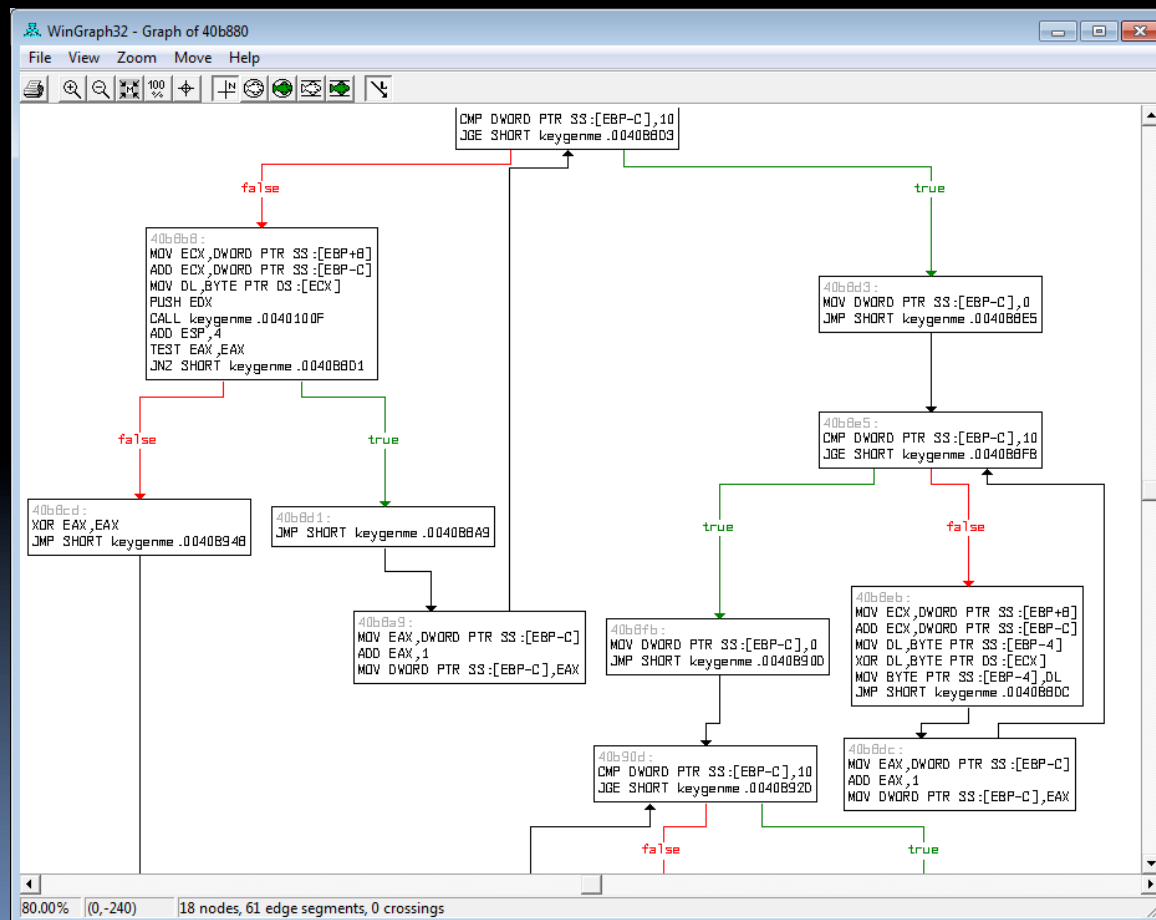
Code Visualization

- OllyFlow Plugin: Function graphs



Code Visualization

- OllyFlow Plugin: Flow graphs





Microsoft Symbols

- Debug Symbols
 - Windows kernel symbols available
 - For most MS executables
 - Windows debug symbols available at:
 - <http://www.microsoft.com/whdc/devtools/debugging/symbolpkg.msp#f>

Configuring OllyDbg to Use Symbols

The screenshot shows the OllyDbg interface with the 'Debug' menu open and 'Select path for symbols' highlighted. The main window displays assembly code for the 'winmine' module, with the instruction 'GetModuleHandleA' selected. The registers window on the right shows the current state of the CPU registers, including EAX, ECX, EDX, etc. The status bar at the bottom indicates 'Analysing winmine: 77 heuristical procedures, 150 calls to known, 48 calls to guessed functions' and the application is in a 'Paused' state.

[- CPU - main thread, module winmine]

File View **Debug** Plugins Options Window Help

Run F9
Pause F12
Restart Ctrl+F2
Close Alt+F2

Step into F7
Step over F8
Animate into Ctrl+F7
Animate over Ctrl+F8
Execute till return Ctrl+F9
Execute till user code Alt+F9

Open or clear run trace
Trace into Ctrl+F11
Trace over Ctrl+F12
Set condition Ctrl+T
Close run trace

Hardware breakpoints
Inspect
Call DLL export
Arguments
Select import libraries
Select path for symbols

Registers (FF)
EAX 76981182
ECX 00000000
EDX 01003E21
EBX 7FFDF000
ESP 0006FF8C
EBP 0006FF94
ESI 00000000
EDI 00000000
EIP 01003E21
C 0 ES 0023
P 1 CS 001B
A 0 SS 0023
Z 1 DS 0023
S 0 FS 003B
T 0 GS 0000
D 0
I 0
O 0 LastErr
EFL 00000246
ST0 empty 0.0
ST1 empty 0.0
ST2 empty 0.0
ST3 empty 0.0
ST4 empty 0.0
ST5 empty 0.0
ST6 empty 1.0
ST7 empty 1.1
FST 0020 Con
FCW 027F Pre

001390
00400C
TR DS: [K&KERNEL32.GetModi { pModule => NULL
kerne l32.GetModu leH.
GetModu leHandleA

S: [EAX], 5A4D
ne. 01003E5E
TR DS: [EAX+3C]

S: [ECX], 4550
ne. 01003E5E
PTR DS: [ECX+18]

e. 01003E76

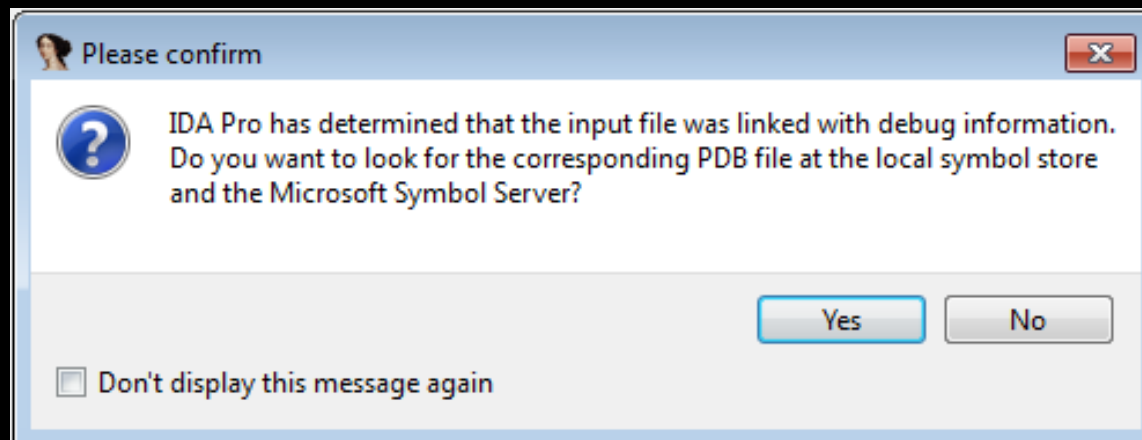
e. 01003E63
S: [EBP-1C], EBX
ne. 01003E8A
S: [ECX+84], 0E
ne. 01003E5E

S: [ECX+F8], EBX
ne. 01003E84
S: [ECX+74], 0E
ne. 01003E5E

0006FF8C 76981194 RETURN to kern
0006FF90 7FFDF000
0006FF94 0006FFD4 RETURN to ntd
0006FF98 77A0B495
0006FF9C 7FFDF000
0006FFA0 77A86AEE ntdll.77A86AEE
0006FFA4 00000000
0006FFA8 00000000
0006FFAC 7FFDF000
0006FFB0 00000000
0006FFB4 00000000
0006FFB8 00000000
0006FFBC 0006FFA0
0006FFC0 00000000
0006FFC4 FFFFFFFF End of SEH cha
0006FFC8 779CD75D SE handler
0006FFCC 000E9332
0006FFD0 00000000
0006FFD4 0006FFEC

Analysing winmine: 77 heuristical procedures, 150 calls to known, 48 calls to guessed functions Paused

Symbols in IDA



```
.text:0100272E ; int __stdcall DisplayGrid()
.text:0100272E _DisplayGrid@0 proc near ; CODE XREF: ShowBombs(x):loc_1002FD8↓p
.text:0100272E     push     esi
.text:0100272F     push     _hwndMain ; hWnd
.text:01002735     call    ds:__imp__GetDC@4 ; GetDC(x)
.text:0100273B     mov     esi, eax
.text:0100273D     push     esi ; hdc
.text:0100273E     call    _DrawGrid@4 ; DrawGrid(x)
.text:01002743     push     esi ; hdc
.text:01002744     push     _hwndMain ; hWnd
.text:0100274A     call    ds:__imp__ReleaseDC@8 ; ReleaseDC(x,x)
.text:01002750     pop     esi
.text:01002751     retn
.text:01002751 _DisplayGrid@0 endp
```




Windows Kernel Debugging

- Install Windows Symbols
 - Specifically, for the target kernel
- Install Windows SDK
 - Make sure to install “Debugging Tools”
 - This includes WinDBG



Windows Kernel Debugging

- Crash Dump Analysis
 - Windows “.dmp” file
 - Snapshot of the kernel state and physical memory
 - Windows can be configured to create a crash dump upon blue screening
 - WinDBG handles crash dump analysis



Remote Debugging

- Remote Debugging
 - Most good debuggers have a remote monitor that they can connect to
 - Some virtual machine programs incorporate remote debugging for kernel debugging



Decoding Structures

- Structures
 - Good debuggers/disassemblers will allow the user to define structures
 - Structure decoding is implemented in OllyDbg 2.0
 - Currently, user-defined structures are not

Decoding Structures

The screenshot shows the OllyDbg interface with a context menu open over a memory dump. The menu options are:

- Add label... Colon (:)
- Assemble... Space
- Breakpoint
- Go to
- Decode as structure...**
- Search for
- Find references to
- Addressing
- Hex (checked)
- Text
- Integer
- Float
- Disassemble
- Appearance

The memory dump shows the following data:

Address	Hex	ASCII
00340000	4	MZÉ.♦...♦... ..
00340010	8@.....
00340020	0\$.....
00340030	0
00340040	0	4 68 #\ #.+. =!q @L=!Th
00340050	6	E 6F is program canno
00340060	7	3 20 t be run in DOS
00340070	6	0 00 mode.....\$.....
00340080	0
00340090	0
003400A0	0
003400B0	0
003400C0	0
003400D0	0
003400E0	0
003400F0	0	13 00PE..L@.
00340100	0	12 01 @geJ.....α.00
00340110	7	0 00 @0.....t.....
00340120	0	14 00 yA.....@...4.
00340130	0	0 00@.....
00340140	6	0 00 h?@.....@ü.....
00340150	0	0 00@.....
00340160	0	0 00\$4@.A...
00340170	0	0 00 .L@.z+.....=0.†
00340180	0	0 00=0.†
00340190	0	0 00=0.†
003401A0	0	0 00=0.†
003401B0	0	0 00=0.†
003401C0	0	0 00=0.†
003401D0	0	0 00=0.†
003401E0	2E 74 85 78 74 80 80 80 80 80 81 80 80 80 80 80	0 00 text.....@.....
003401F0	00 90 00 00 00 04 00 00 50 45 43 32 54 4F 00 00	0 00♦.....PEC2T0..
00340200	00 00 00 00 20 00 00 E0 2E 72 73 72 63 00 00 00	0 00α.rsrc...
00340210	00 30 00 00 00 C0 01 00 00 24 00 00 00 94 00 00	0 00L@.\$....δ...
00340220	00 00 00 00 00 00 00 00 00 00 00 00 20 00 00 E0	0 00α
00340230	2E 72 65 6C 6F 63 00 00 00 02 00 00 00 F0 01 00	0 00 reloc.....@.....=0.
00340240	00 02 00 00 00 B8 00 00 00 00 00 00 00 00 00 00	0 00@.....
00340250	00 00 00 00 40 00 00 C0 00 00 00 00 00 00 00 00	0 00@.....
00340260	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	0 00@.....
00340270	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	0 00@.....
00340280	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	0 00@.....

At the bottom of the window, there is a status bar with the text "Decode selection as a known structure" and a "Paused" button.

Decoding Structures

The screenshot shows the OllyDbg interface with a memory dump window. The dump displays addresses from 00340000 to 00340280, hex values, and ASCII text. A dialog box titled "Select structure" is open, prompting the user to decode memory starting at address 003401E0 as a structure of the following type: **IMAGE_SECTION_HEADER**. The dialog has "OK" and "Cancel" buttons. The status bar at the bottom indicates "Entry point of main module" and "Paused".

Address	Hex dump	ASCII
00340000	4D 5A 90 00 03 00 00 00 04 00 00 00 FF FF 00 00	MZÉ.♦...♦... ..
00340010	B8 00 00 00 00 00 00 00 40 00 00 00 00 00 00 00	?.....@.....
00340020	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00340030	00 00 00 00 00 00 00 00 00 00 00 00 E8 00 00 00\$...
00340040	0E 1F BA 0E 00 B4 09 CD 21 B8 01 4C CD 21 54 68	¶¶ #.+. =?@L=?Th
00340050	69 73 20 70 72 6F 67 72 61 6D 20 63 61 6E 6E 6F	is program canno
00340060	74 20 62 65 20 72 75 6E 20 69 6E 20 44 4F 53 20	t be run in DOS
00340070	6D 6F 64 65 2E 0D 0D 0A 24 00 00 00 00 00 00 00	mode....\$.
00340080	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00340090	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
003400A0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
003400B0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
003400C0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
003400D0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
003400E0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
003400F0	02 67 EE 4A	
00340100	0B 01 00 00	
00340110	79 41 00 00	
00340120	00 10 00 00	
00340130	05 00 00 00	
00340140	68 3F 01 00	
00340150	00 00 10 00	
00340160	00 00 00 00	
00340170	00 C0 01 00	
00340180	00 00 00 00	
00340190	00 00 00 00	
003401A0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
003401B0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
003401C0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
003401D0	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
003401E0	2E 74 65 78 74 00 00 00 00 00 01 00 00 10 00 00	text.....@.▶
003401F0	00 90 00 00 00 04 00 00 50 45 43 32 54 4F 00 00♦.PEC2T0..
00340200	00 00 00 00 20 00 00 E0 2E 72 73 72 63 00 00 00α.rsrc...
00340210	00 30 00 00 00 C0 01 00 00 24 00 00 00 94 00 00	0...L@.\$....δ..
00340220	00 00 00 00 00 00 00 00 00 00 00 00 20 00 00 E0α
00340230	2E 72 65 6C 6F 63 00 00 00 02 00 00 00 F0 01 00	reloc...@...=0.
00340240	00 02 00 00 00 B8 00 00 00 00 00 00 00 00 00 00?.....
00340250	00 00 00 00 40 00 00 C0 00 00 00 00 00 00 00 00@...L.....
00340260	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00340270	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00340280	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

Decoding Structures

The screenshot shows the OllyDbg interface with a memory dump window titled "Dump - Win32kDiag:00340000..00340FFF" and a structure decoder window titled "Structure IMAGE_SECTION_HEADER at Win32kDiag.003401E0".

The memory dump window displays the following data:

Address	Hex dump	ASCII
00340000	4D 5A 90 00 03 00 00 00 04 00 00 00 FF FF 00 00	MZÉ.♦...♦... ..
00340010	B8 00 00 00 00 00 00 00 40 00 00 00 00 00 00 00@.....
00340020	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00340030	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
00340040	0E 1F BA 0E 00 B4 09 CD 21 B8 01 4C CD 21 54 68\$..
00340050	69 73 20 70 72 6F 67 72 61 6D 20 63 61 6E 6E 6FTh
00340060	74 20 62 65 20 72 75 6E 20 69 6E 20 44 4F 53 20	is program canno t be run in DOS

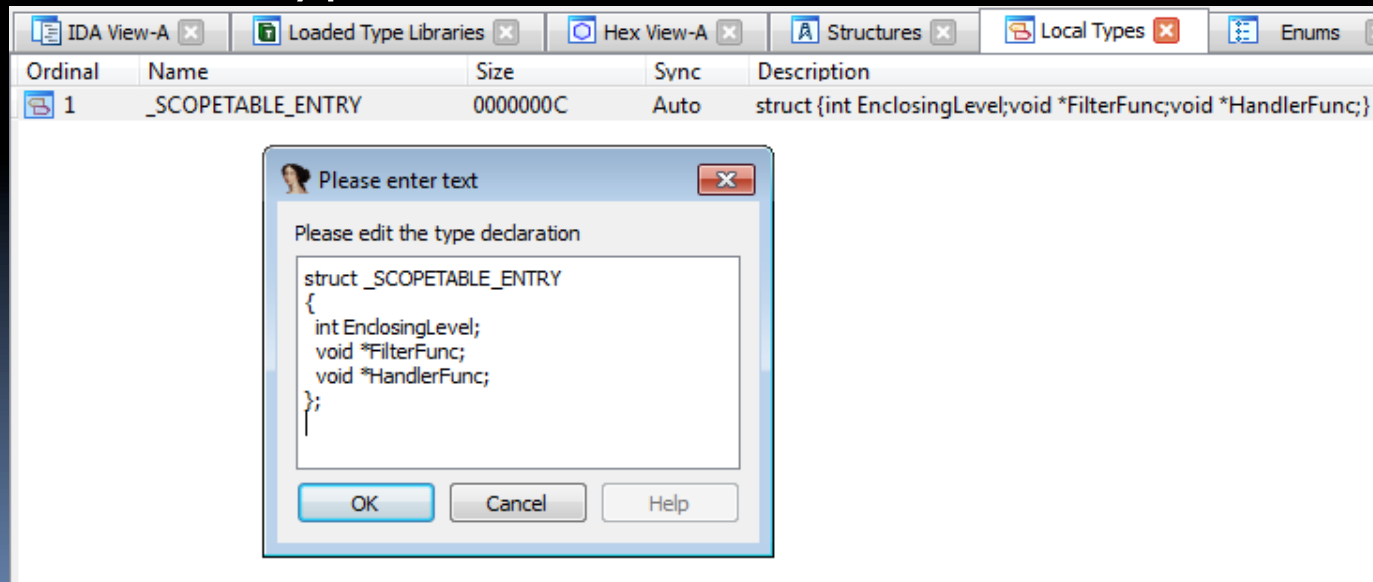
The structure decoder window displays the following data:

Address	Hex dump	Decoded data	Comments
003401E0	2E 74 65 78	ASCII ".text",0,0,0	Name[8] = ".text "
003401E8	00B00100	DD 0001B000	VirtualSize = 110592.
003401EC	00100000	DD 00001000	VirtualAddress = 1000
003401F0	00900000	DD 00009000	SizeOfRawData = 36864.
003401F4	00040000	DD 00000400	PointerToRawData = 400
003401F8	50454332	DD 32434550	PointerToRelocations = 32434550
003401FC	544F0000	DD 00004F54	PointerToLineNumbers = 4F54
00340200	0000	DW 0	NumberOfRelocations = 0
00340202	0000	DW 0	NumberOfLineNumbers = 0
00340204	200000E0	DD E0000020	Characteristics = CODE EXECUTE READ WRIT

The status bar at the bottom indicates "Entry point of main module" and "Paused".

IDA Structures


- Assembler Structures
 - Structures window
- C Structures
 - Local types window





Function Hooking

- Hooking
 - Create user-defined events upon:
 - Function calls
 - System messages
 - IO events
 - ...
 - `SetWindowsHookEx()`
 - Install a hook
 - `UnhookWindowsHookEx()`
 - Uninstall a hook
 - Example: [http://msdn.microsoft.com/en-us/library/windows/desktop/ms632589\(v=vs.85\).aspx](http://msdn.microsoft.com/en-us/library/windows/desktop/ms632589(v=vs.85).aspx)



Differential Reverse Engineering

- Binary Diffing
- Code Coverage Diffing
- Others
 - Memory diffing



Binary Diffing

- Binary Diffing
 - Compare two similar binary executables
 - Useful for reverse engineering updates and version changes
 - Implemented in PaiMei
 - PAIMEldiff



Code Coverage Diffing

- Code Coverage Diffing
 - Typically, a reverse engineer is interested in only a few functions
 - Run 1: Profile program by running it and activating all features you aren't interested in
 - Run 2: Profile program by running just the functionality you wish to locate
 - Perform a diff on which functions were called between the two runs
 - Great for reverse engineering large or GUI programs

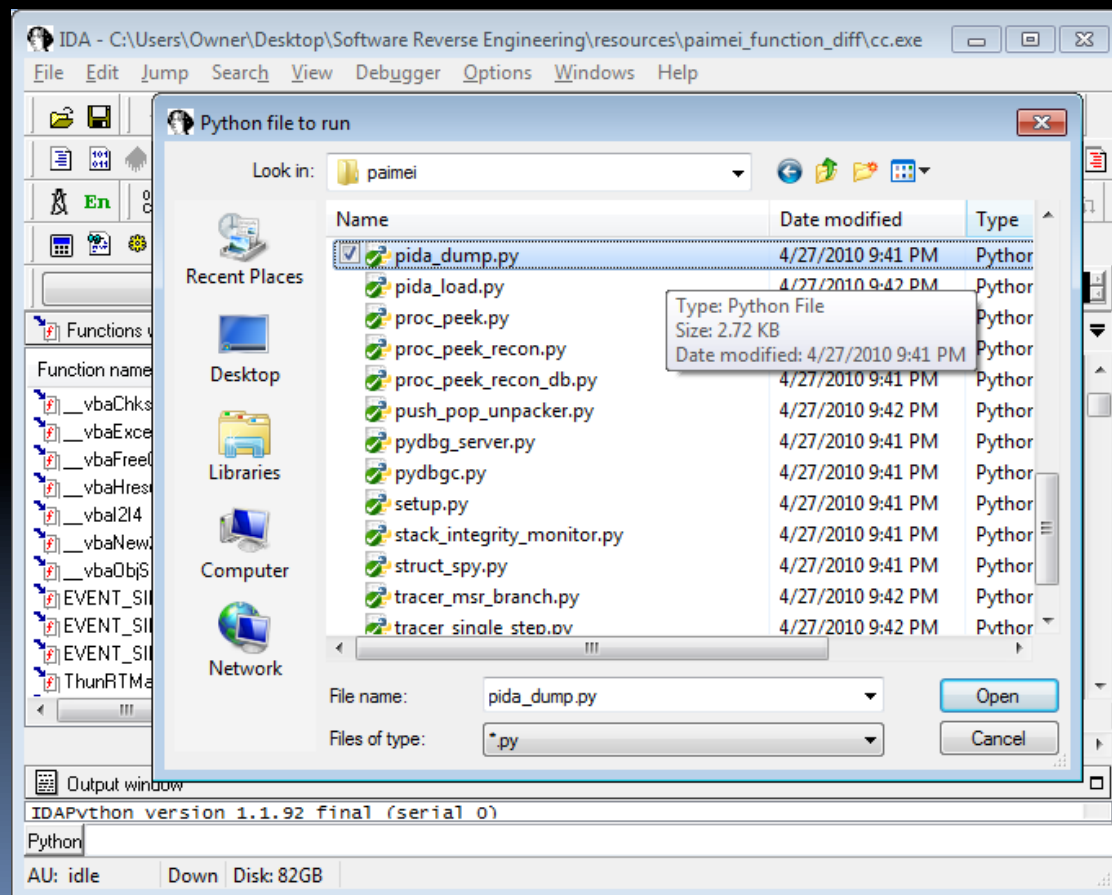


Code Coverage Diffing

- Demo!
 - Let's find the function in Notepad++ that invokes the "About" information
 - 3251 functions / 28827 basic blocks
 - 1 or 2 functions are dedicated to the "About" window

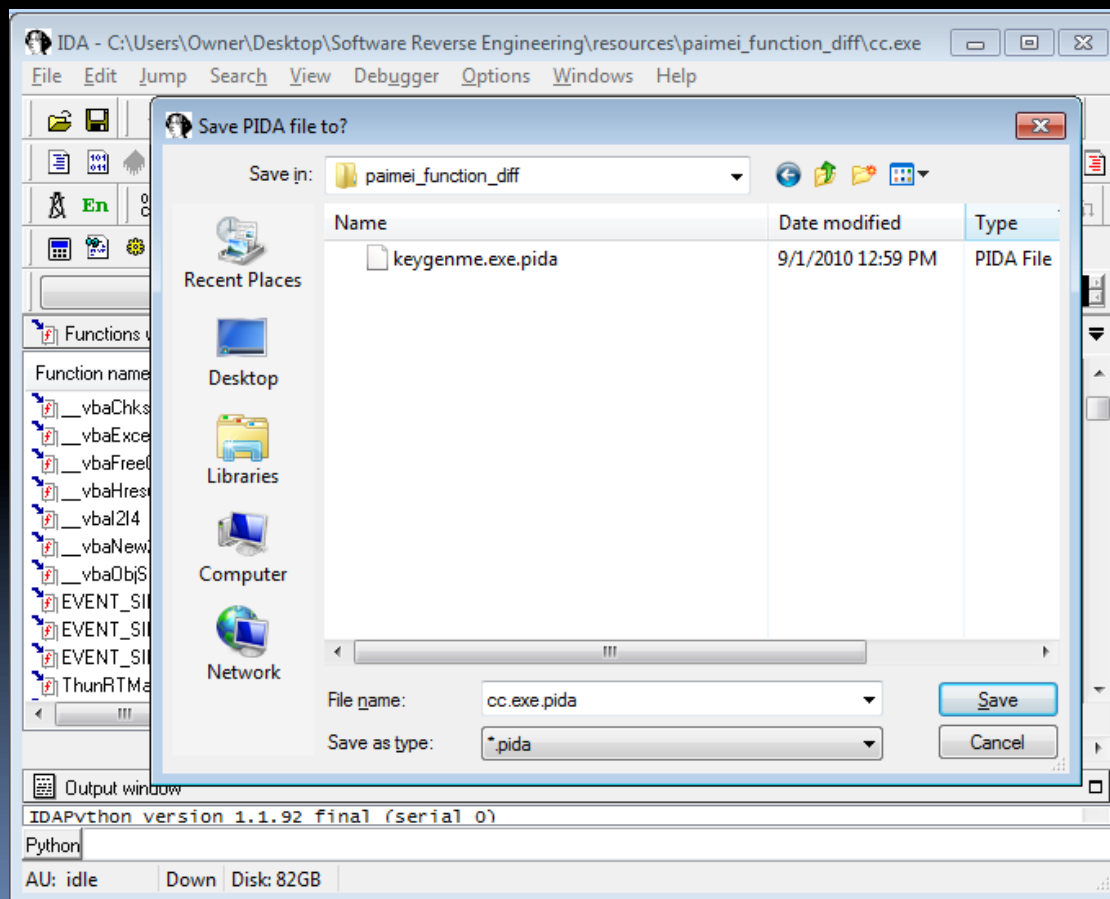
Code Coverage Diffing

- PaiMei's `pida_dump.py` in `idapython`



Code Coverage Diffing

- Generate a .pida file after auto-analysis





Code Coverage Diffing

- Create Two Tags
 - “Filter”
 - We will run everything we don’t want
 - “About”
 - We will run just what we want
 - Of course, other GUI functions will be run but those should have occurred in our “Filter” tag

Code Coverage Diffing

- Use "Filter" for stalking

The screenshot displays the PAIMEIconsole application interface. On the left sidebar, there are several tool icons: PAIMEIdocs, PAIMEIexplore, PAIMEI[EX-T], PAIMEIfilefuzz, PAIMEIpeek, and PAIMEIpstalker. The main window is divided into several panes:

- Data Sources:** Shows 'Available Targets' with 'Notepad++' selected and a 'Filter' button.
- Data Exploration:** A table with columns: #, Time, EIP, TID, Module, Func?, Tag. It contains a list of debugger hits for 'notepad++.exe'.
- Data Capture:** Shows a 'Refresh Process List' button and a list of processes including 'taskhost.exe', 'audiodg.exe', 'cmd.exe', 'conhost.exe', 'python.exe', and 'notepad++.exe'.
- PAIDA Modules:** A table with columns: # Func, # BB, PIDA Module. It shows one entry for 'notepad++.exe'.
- Code Coverage:** A list of debugger hits with columns: [?], debugger, hit, address, cc. The list includes addresses from 00429b0 to 0047da80.

A 'new 1 - Notepad++' window is overlaid on top, showing a text editor with a single line of text '1'. The status bar at the bottom of the Notepad++ window indicates '-2 chars 0 bytes 1 lin Ln:1 Col:1 Sel:0 (0 bytes) in 0 ranges'.

The bottom status bar of the PAIMEIconsole shows: 'Successfully connected to MySQL server at localhost.', 'Process Stalker', 'MySQL: localhost', 'PyDbg: localhost', 'uDraw: NONE', 'User: None', and a taskbar with various application icons and the system clock showing '5:31 PM'.

Code Coverage Diffing

- Set "Filter" as a filter tag, stalk "About"

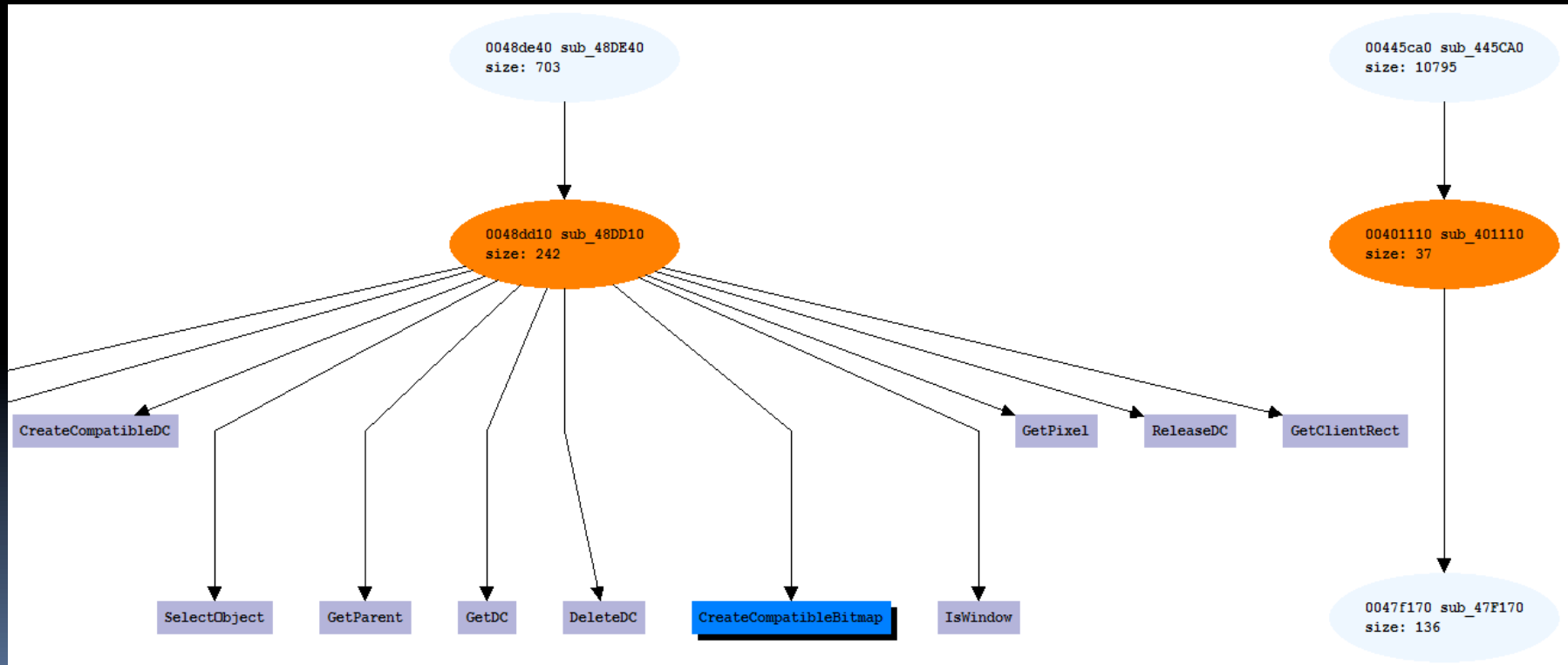
The screenshot displays the PAIMEIconsole application interface. On the left sidebar, there are several tool icons: PAIMEI docs, PAIMEI explore, PAIMEI [EX-T], PAIMEI filefuzz, PAIMEI peek, and PAIMEI pstalker. The main window is divided into several panes:

- Data Sources:** Shows a tree view with 'Available Targets' containing 'Notepad++' and 'Filter'.
- PIDA Modules:** A table with columns '# Func', '# BB', and 'PIDA Module'. It lists 'notepad++.exe' with 3251 functions and 28827 basic blocks.
- Data Exploration:** A Notepad++ window titled 'new 3 - Notepad++' is open, showing a single line of text '1'.
- Data Capture:** A 'Refresh Process List' pane showing a list of running processes: taskhost.exe, audiodg.exe, cmd.exe, conhost.exe, python.exe, and notepad++.exe.

The bottom status bar shows 'Successfully connected to MySQL server at localhost.' and 'Process Stalker'.

Code Coverage Diffing

- Check the function flow graph in UDraw



Code Coverage Diffing

- Let's patch the "About" function

OllyDbg - notepad++.exe - [CPU - main thread, module notepad++]

File View Debug Trace Options Windows Help

Registers (FPU)

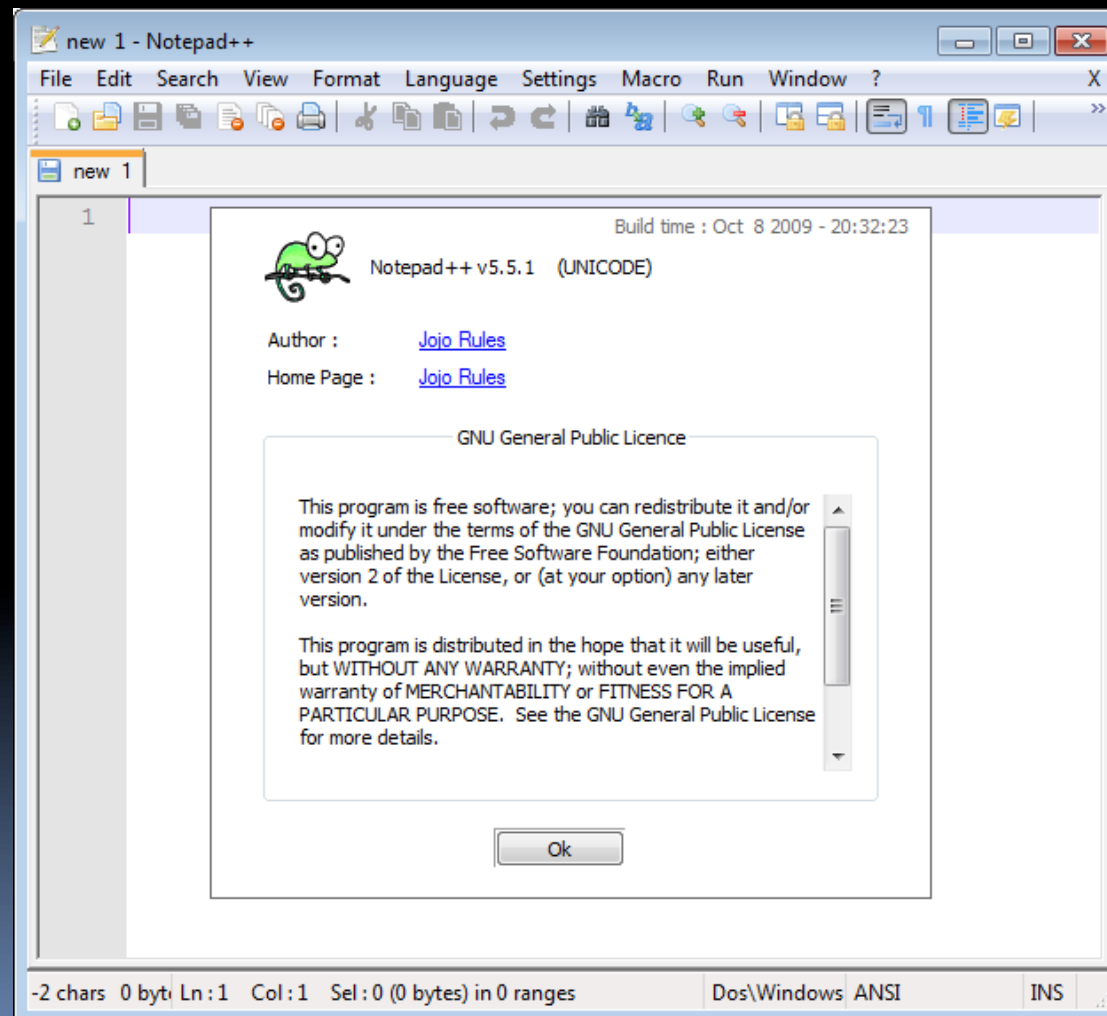
EAX	000D0534
ECX	0000167C
EDX	00FF0000
EBX	0101147B
ESP	000E1074
EBP	0000000F
ESI	000E27BC
EDI	000D0534
EIP	0048DD10 notepad++.0048DD10
C 0	ES 0023 32bit 0(FFFFFFFF)
P 1	CS 001B 32bit 0(FFFFFFFF)
A 0	SS 0023 32bit 0(FFFFFFFF)
Z 0	DS 0023 32bit 0(FFFFFFFF)
S 0	FS 003B 32bit 7FFDE000(FFF)
T 0	GS 0000 NULL
D 0	
O 0	LastErr 00000000 ERROR_SUCC
EFL	00000206 (NO,NB,NE,A,NS,PE,GE
ST0	empty 0.0
ST1	empty 0.0
ST2	empty 0.0
ST3	empty 0.0

Address	Hex dump	ASCII
000E1C88	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
000E1C90	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
000E1CA8	4A 00 6F 00 6A 00 6F 00 20 00 52 00 75 00 6C 00	J.o.j.o. R.u.l.
000E1CB8	65 00 73 00 00 00 00 00 00 00 00 00 00 00 00 00	e.s.j.o. .
000E1CC8	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	.
000E1CD8	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	.
000E1CE8	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	.
000E1CF8	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	.
000E1D08	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	.
000E1D18	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	.
000E1D28	00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	.
000E1D38	00 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00	..@..
000E1D48	00 00 00 00 00 00 00 00 00 00 00 00 22 00 00 00	..".
000E1D58	00 00 00 00 00 00 00 00 22 00 00 00 F0 1D 0E 00	..". =#.
000E1D68	50 00 00 00 70 02 00 00 C0 02 00 00 00 00 00 00	P...@...t@...

Imm=000E1CA8, UNICODE "Jojo Rules"

Running

Code Coverage Diffing





Questions/Comments?

