

# **REVERSE ENGINEERING – CLASS 0x08**

**FUTURE DIRECTIONS IN RE**

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# LAST TIME

- Running code that is not native
- .NET RE
- Java RE

# TODAY

- Review
- Future directions

**MAKE SURE YOUR SYSTEM IS STILL YOURS**

# MAKE SURE YOUR SYSTEM IS STILL YOURS

- rootkits
- System Call Hooking
- <https://exploit.ph/linux-kernel-hacking/2014/07/10/system-call-hooking/index.html>
- <https://blog.aquasec.com/linux-syscall-hooking-using-tracee>
- Alex Matrosov, Eugene Rodionov, Sergey Bratus, “Rootkits and Bootkits: Reversing Modern Malware and Next Generation Threats”, 2019

**MAKE SURE YOU HAVE THE CORRECT TOOLS**

# MAKE SURE YOU HAVE THE CORRECT TOOLS

- **static analysis**
- **dynamic analysis**
  
- **what we did not talk about is network activity: wireshark**
- **(maybe also detailed memory forensics)**
  
- **make sure you have the correct setup**
  - **isolation**
  - **sandbox/VM**

# ANTI-RE METHODS



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- **Anti-debugging**
- **Anti-VM**
- **Obfuscation**
- **Packing**
- **...**

# ANTI-RE METHODS: ANTI-DEBUGGING

- try to guess that the current process is being debugged
  - if it is, do nothing “interesting”
- find anti-debugging tools in: running processes, title of the windows, registry installation keys
- both Windows and Linux have APIs to detect debuggers:
  - Windows we have *IsDebuggerPresent*, *CheckRemoteDebuggerPresent*, *ProcessDebugPort*, *OutputDebugString* etc.
  - Linux we have *ptrace*, *procfs*, etc.
- ***TrapFlag*** for each instruction
- Check Point Research, Anti-debugging tricks <https://anti-debug.checkpoint.com/>
- Anti-debugging techniques, <https://users.cs.utah.edu/~aburtsev/malw-sem/slides/02-anti-debugging.pdf>
- Anti-debugging topics, <https://github.com/topics/anti-debugging>

# ANTI-RE METHODS: ANTI-VM

- may be hard, because the whole point of a VM is to make the guest OS “feel” like it is running on bare metal
- Anti-VM (connected to anti-debugging): parameters of the system, OS version, timing, etc.
- Anti-debugging and anti-VM techniques and anti-emulation, <https://resources.infosecinstitute.com/topic/anti-debugging-and-anti-vm-techniques-and-anti-emulation/>

# ANTI-RE METHODS: OBFUSCATION

- makes code harder to understand
- prevents patterns matching (*metamorphing malware*)
- comes with performance penalties
- *data obfuscation*: reordering, encoding, data to procedures ...
- *plain-text code obfuscation* is (kinda) trivial: js, php, python, etc.
- *machine code obfuscation*:
  - NOP instruction insertion
  - non-sense instruction insertion
  - replacing instructions
  - reordering instructions
  - adding jump instructions
  - function joining
  - control flow flattening
  - opaque jump conditions
  - ...

# ANTI-RE METHODS: PACKING

- **packing: blocks static analysis (mostly), *UPX***
- **very few imports from libraries**
- **disassembler can virtually find nothing useful**
- **PE header contains the usual suspects, *UPX0 ...***
- **high entropy (something is encrypted or compressed)**

# ANTI-RE METHODS: OBFUSCATION AND PACKING

- **MALWARE ANALYSIS - VBScript Decoding & Deobfuscating,** [https://www.youtube.com/watch?v=3Q9-X\\_NRIJc](https://www.youtube.com/watch?v=3Q9-X_NRIJc)
- **Lecture 26: Obfuscation,** <https://www.cs.cmu.edu/~fp/courses/15411-f13/lectures/26-obfuscation.pdf>
- **A Tutorial on Software Obfuscation,** <https://mediatum.ub.tum.de/doc/1367533/file.pdf>
- **Awesome Executable Packing,** <https://github.com/packing-box/awesome-executable-packing>

# ANTI-CHEATING

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- Kernel drivers (hooking in again a problem)
- <https://www.wired.com/story/kernel-anti-cheat-online-gaming-vulnerabilities/>
- <https://www.leagueoflegends.com/en-us/news/dev/dev-null-anti-cheat-kernel-driver/>
- Valve Anti-Cheat, [https://en.wikipedia.org/wiki/Valve\\_Anti-Cheat](https://en.wikipedia.org/wiki/Valve_Anti-Cheat)



# MALWARE ANALYSIS

- **Workshop: Malware Analysis 1,**  
<https://www.youtube.com/watch?v=d4d8VRsk4-0>
- **Workshop: Malware Analysis 2,**  
[https://www.youtube.com/watch?v=Gm9rzqM\\_RJk](https://www.youtube.com/watch?v=Gm9rzqM_RJk)
- **Malware Hunting with Memory Forensics,**  
<https://www.youtube.com/watch?v=ilmq5FUctsE>
- **Analysis of RedXOR Malware,**  
<https://ritcsec.wordpress.com/2022/05/06/analysis-of-redxor-malware/>

# RE AND ML

- binary diffing
- source code diffing
  
- CodeQL: "CodeQL lets you query code as though it were data", <https://codeql.github.com/>
- AFL++: "AFL++ a brute-force fuzzer coupled with an exceedingly simple but rock-solid instrumentation-guided genetic algorithm", <https://github.com/AFLplusplus/AFLplusplus>
  
- LLM will affect code writing/debugging/RE
  - PAY ATTENTION TO THIS!

# NICE DEMOS

- **Modern Binary Exploitation**, <https://github.com/RPISEC/MBE>
- **LifeOverflow CTF playlist**,  
<https://www.youtube.com/watch?v=MpeaSNERwQA&list=PLhixgUqwRTjywPzsTYz28l-qezFOSaUYz>
- **Discover Vulnerabilities in Intel CPUs!**,  
[https://www.youtube.com/watch?v=x\\_R1DeZxGc0](https://www.youtube.com/watch?v=x_R1DeZxGc0)
- **HakByte: How to use Postman to Reverse Engineer Private APIs**,  
[https://www.youtube.com/watch?v=mbrX1\\_CVG-0](https://www.youtube.com/watch?v=mbrX1_CVG-0)

# NICE CONFERENCES

- DEF CON, <https://www.defcon.org/>
- CCC, [www.media.ccc.de/c/35c3](http://www.media.ccc.de/c/35c3)
- Hack in the Box, [www.conference.hitb.org](http://www.conference.hitb.org)
- OffensiveCon, [www.offensivecon.org](http://www.offensivecon.org)
- RECON, <https://recon.cx/>
- Usenix ENIGMA, [www.youtube.com/c/USENIXEnigmaConference/videos](https://www.youtube.com/c/USENIXEnigmaConference/videos)

# WHAT WE DID TODAY

- **Make sure your system is still yours**
- **Make sure you have the correct tools**
- **Anti-RE methods:**
  - anti-debugging
  - anti-VM
  - obfuscation
  - packing
- **Anti-cheating**
- **Malware analysis**
- **RE and ML**
- **References**
  - nice demos
  - nice conferences

# NO NEXT TIME

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