



## Unveiling Secrets in Binaries using Code Detection Strategies

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# About Tim

- Chief Scientist, co-founder of emproof
- designs software protections for embedded devices
- trainer for (de)obfuscation and reverse engineering techniques



- 🔍 Navigating in Large Binaries
- 🐾 Common Strategies
- ➔ Code Detection Heuristics

❓ Large Binary

# Analysis Challenges

- locating **complex state machines** and protocol logic

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vulnerability discovery

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- locating **complex state machines** and protocol logic
- detecting **cryptographic implementations**

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malware & vulnerability analysis

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- discovering **C&C server communication** and **string decryption routines**

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- locating **complex state machines** and protocol logic
- detecting **cryptographic implementations**
- discovering C&C servers, identifying **initialization** routines

malware analysis

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- discovering **C&C server communication** and **string decryption routines**
- pinpointing **obfuscated code** in commercial applications

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- discovering C&C server **software piracy** and decryption routines
- pinpointing **obfuscated code** in commercial applications

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- detecting **cryptographic implementations**
- discovering **C&C server communication** and **string decryption routines**
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- identifying **API functions** in **statically-linked executables**

# Analysis Challenges

- locating **complex state machines** and protocol logic
- detecting **cryptographic implementations**
- discovering **SSRF** and **HTTP request smuggling**
- pinpointing **obfuscated code** in commercial applications
- identifying **API functions** in **statically-linked executables**

embedded firmware analysis

- locating **complex state machines** and protocol logic
- detecting **cryptographic implementations**

**Goal: Identifying interesting code locations**

- pinpointing **obfuscated code** in commercial applications
- identifying **API functions** in **statically-linked executables**

Where to start?

# Common Approaches

- function symbols

- function symbols

```
validate_serial()
```

## Common Approaches

- function symbols
- meaningful strings

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- meaningful strings

“https://evildomain.com”

# Common Approaches

- function symbols
- meaningful strings
- interesting API functions

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**GetAsyncKeyState**

- interesting API functions

# Common Approaches

- function symbols

- meaningful strings



Not always applicable

- interesting API functions

→ Code Detection Heuristics

Identification of **interesting** code constructs

Identification of **interesting** code constructs

- **guide** manual analysis

Identification of interesting code constructs

- guide manual

False positives will occur

## Identification of **interesting** code constructs

- **guide** manual analysis
- architecture-agnostic

Identification of **interesting** code constructs

All architectures supported by the disassembler

- architecture-agnostic

## Identification of **interesting** code constructs

- **guide** manual analysis
- architecture-agnostic
- efficient to compute

Identification of interesting code constructs

- guide **Applicable to ~100,000 functions**
- architecture-agnostic
- efficient to compute

How?

# Code Complexity and Statistical Analysis

Interesting code is

- (artificially) complex
- frequently executed
- uncommon

# Code Complexity and Statistical Analysis

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- basic block/function size

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  - control-flow graph characteristics

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underlying code constructs

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(un)common code patterns

- basic block/function size
- control-flow graph characteristics
- frequency analysis

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- basic block/function size
  - control-flow graph characteristics
  - frequency analysis
  - usage of intermediate representations

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architecture-agnostic instruction patterns

- basic block/function size
- control-flow graph characteristics
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# Detection Heuristics

## Heuristics

1. large basic blocks
2. complex functions
3. frequently called functions
4. state machines
5. uncommon instruction sequences

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- most heuristics **relative** to all functions in the binary

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1. large basic blocks
2. complex functions
3. frequently called functions
4. state machines
5. un

Clear separation between functions

- most heuristics **relative** to all functions in the binary

# Detection Heuristics

## Heuristics

1. large basic blocks
2. complex functions
3. frequently called functions
4. state machines
5. uncommon instruction sequences

- most heuristics **relative** to all functions in the binary
- each heuristic detects **different** patterns

## Heuristics

1. large basic blocks
2. complex functions
3. frequently called functions
4. state machines
5. uncommon instructions

Know what to use & when

- most heuristics **relative** to all functions in the binary
- each heuristic detects **different** patterns

Large Basic Blocks



Identification of functions with large basic blocks

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- ~5-7 instructions per basic block (on average)

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- ~5-7 instructions per basic block (on average)
- larger basic blocks indicate **complex straight-line code**
- compute per function:

$$\frac{\#instructions}{\#basic\ blocks}$$

## Complex Straight-Line Code

- unrolled loops
- cryptographic implementations
- initialization routines
- arithmetic obfuscation

## Example: Anti-Cheat I

average #instructions/block per function (in descending order):

1,456

198

68

63

59

55

52

51

49

46

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average #instructions/block per function (in descending order):

1,456

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arithmetic and virtualization-based obfuscation

55

52

51

49

46

## Example: `ntoskrnl.exe` (Windows Kernel)

functions and their corresponding average #instructions/block (in descending order):

<code>SepInitSystemDacls</code>	491
<code>SymCryptSha256AppendBlocks_ul1</code>	236
<code>HalpRestoreHvEnlightenment</code>	147
<code>MiInitializeDummyPages</code>	133
<code>HalpBlkInitializeProcessorState</code>	103

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initialization routines

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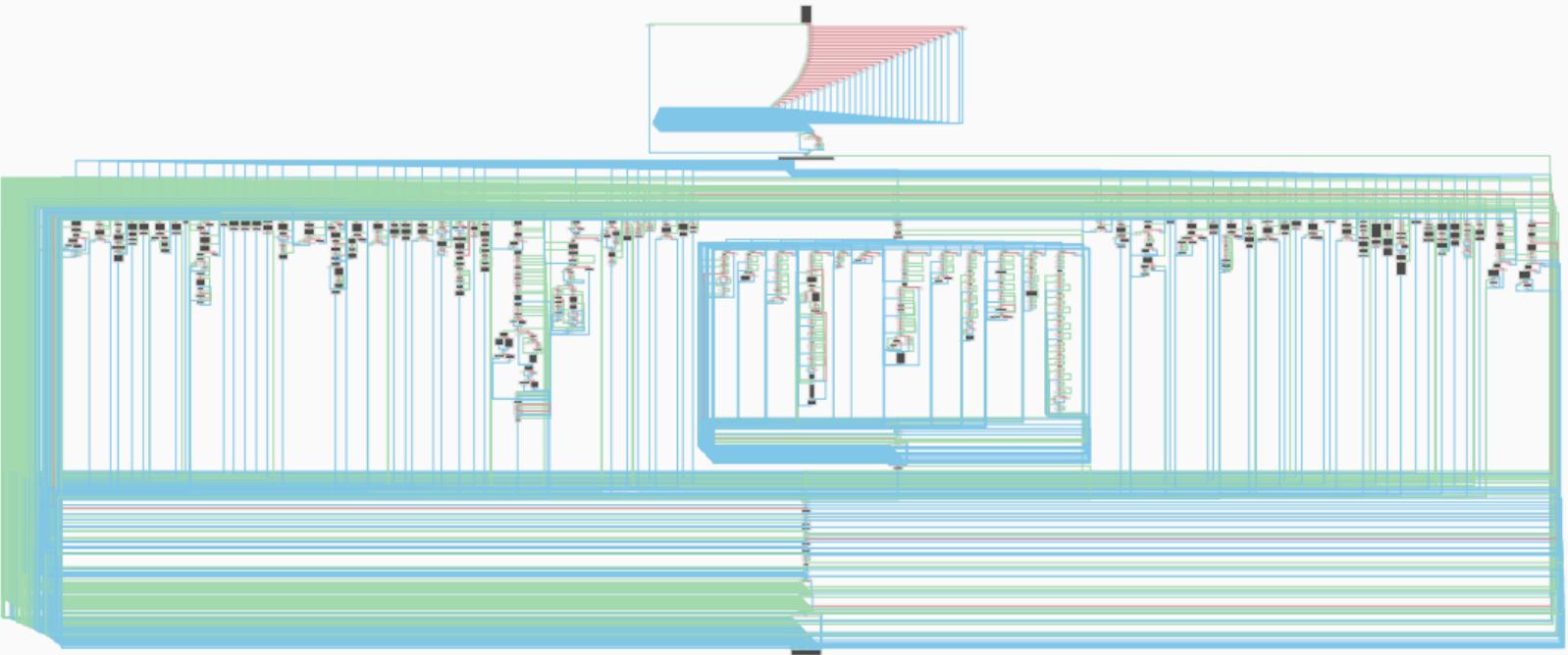
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# Complex Functions



Identification of functions with large control-flow graphs

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- large functions indicate a **complex code logic**
  - file parsing
  - dispatching routines and network protocols
  - obfuscation

## Identification of functions with large control-flow graphs

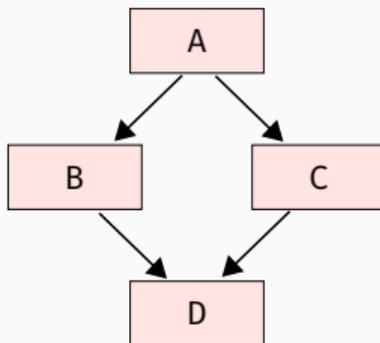
- large functions indicate a **complex code logic**
  - file parsing
  - dispatching routines and network protocols
  - obfuscation
- efficient metric: **cyclomatic complexity**

# Cyclomatic Complexity

$$\#edges - \#basic\ blocks + 2$$

# Cyclomatic Complexity

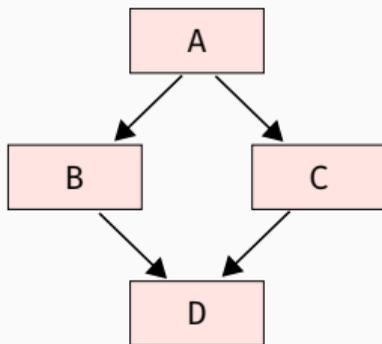
$$\#edges - \#basic\ blocks + 2$$



- 4 basic blocks
- 4 edges

# Cyclomatic Complexity

$$\#edges - \#basic\ blocks + 2$$



- 4 basic blocks
- 4 edges

cyclomatic complexity: 2

## Example: `ntoskrnl.exe` (Windows Kernel)

cyclomatic complexity per function (in descending order):

2,964

2,371

1,506

718

642

435

414

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## Example: ntoskrnl.exe (Windows Kernel)

cyclomatic complexity per function (in descending order):

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related to PatchGuard (anti-tamper protection)

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# Frequently Called Functions



## Frequently Called Functions

Identification of functions which are **frequently called** from **different functions**

Identification of functions which are frequently called from different functions

What kind of functions are called frequently?

# Frequently Called Functions

Identification of functions which are **frequently called** from **different functions**

- allows the identification of **API functions** in **statically-linked executables**

# Frequently Called Functions

Identification of functions which are **frequently called** from **different functions**

- allows the identification of **API functions** in **statically-linked executables**
- can sometimes also detect **string decryption & hash functions** in malware

# Frequently Called API Functions

- memory management
- data movement
- string operations
- file I/O operations

## Example: XOR DDoS (Malware)

Most called functions (from **unique** callers) in the **statically-linked** malware:

free	293
memcpy	191
strlen	184
memset	174
__libc_malloc	151
__lll_unlock_wake_private	148
__lll_lock_wait_private	122
ptmalloc_init	114
__strtol_internal	99
strcmp	93

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frequently called API functions

## Example: PlugX (Malware)

Most called functions (from **unique** callers) and their number of calls:

<code>crc32</code>	1253
<code>LoadLibraryA</code>	1253
<code>__seterrormode</code>	320

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## Example: PlugX (Malware)

Most called functions (from **unique** callers) and their number of calls:

hash-based import hiding

`__seterrormode` 320

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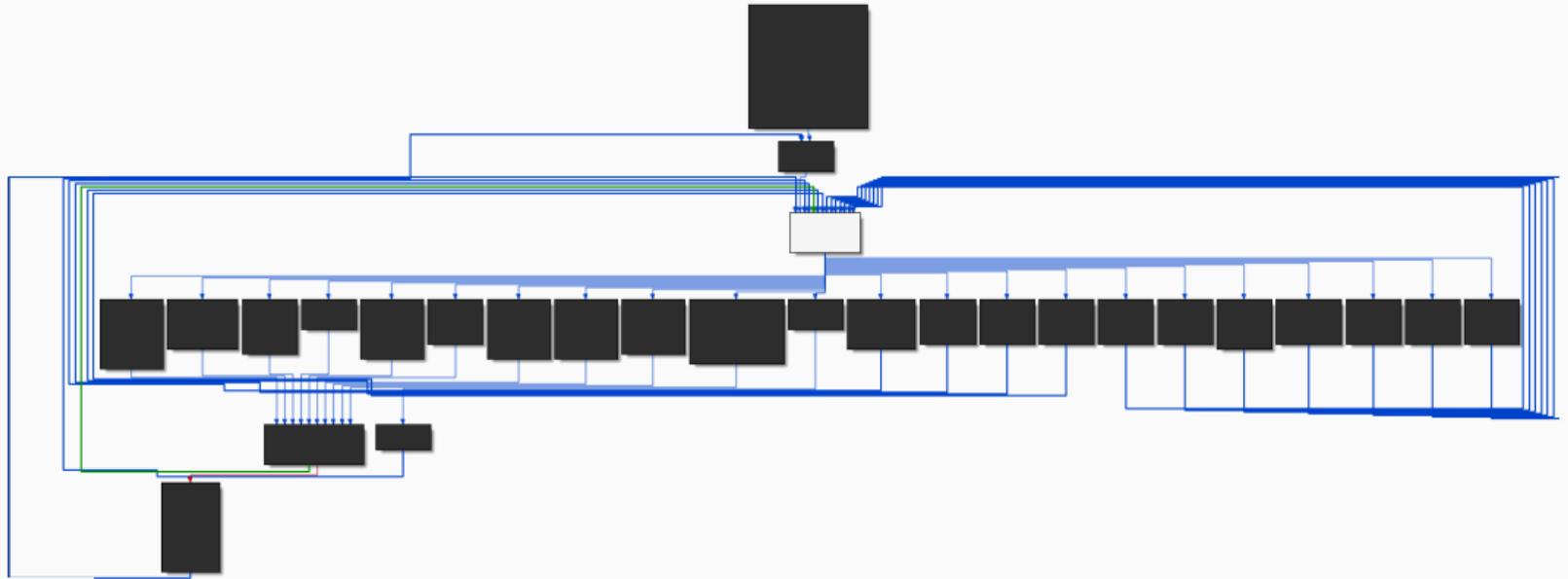
Most called functions (from **unique** callers) and their number of calls:

potential clustering of functions

```
__seterrormode 320
```

# Identification of State Machines

# State Machine Heuristic



Identification of functions with **loop-based dispatching routines**

## Identification of functions with **loop-based** dispatching routines

```
while(true) {  
    switch(state) {  
        case state_0: ...  
        case state_1: ...  
        ...  
        case state_n: ...  
    }  
}
```

## Identification of functions with **loop-based** dispatching routines

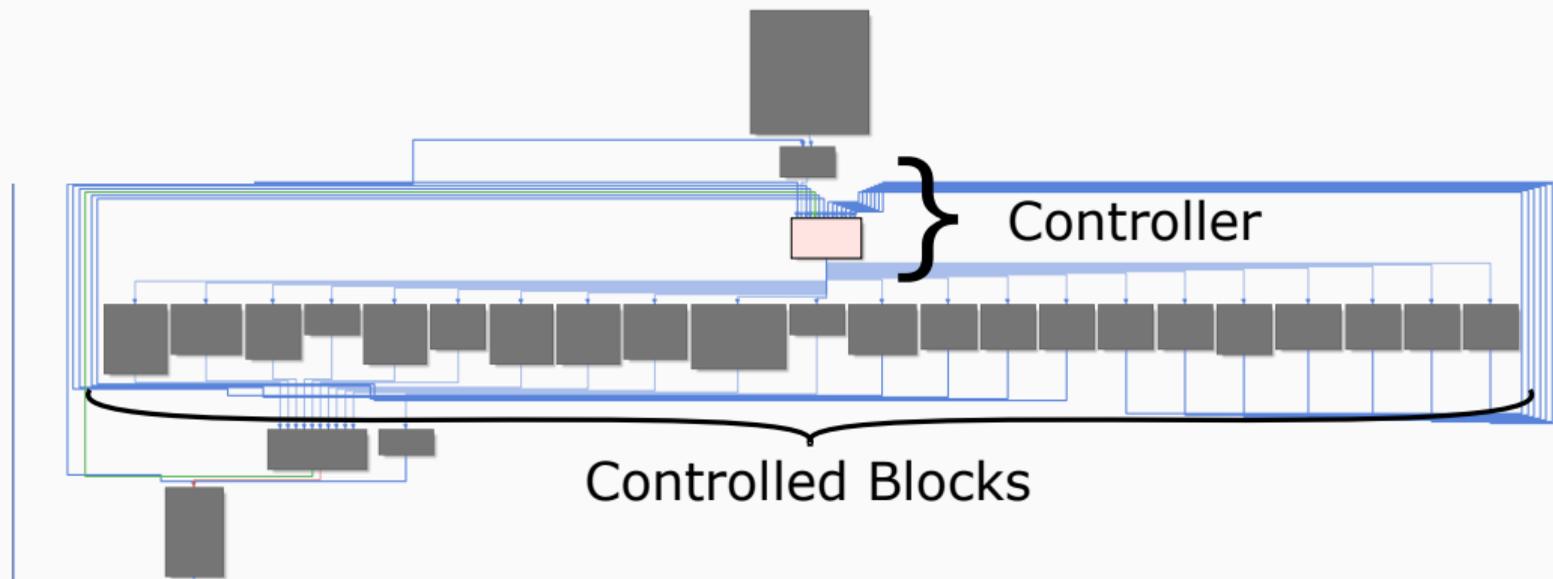
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        case state_n: ...  
    }  
}
```

- state machines often implement a **complex program logic**

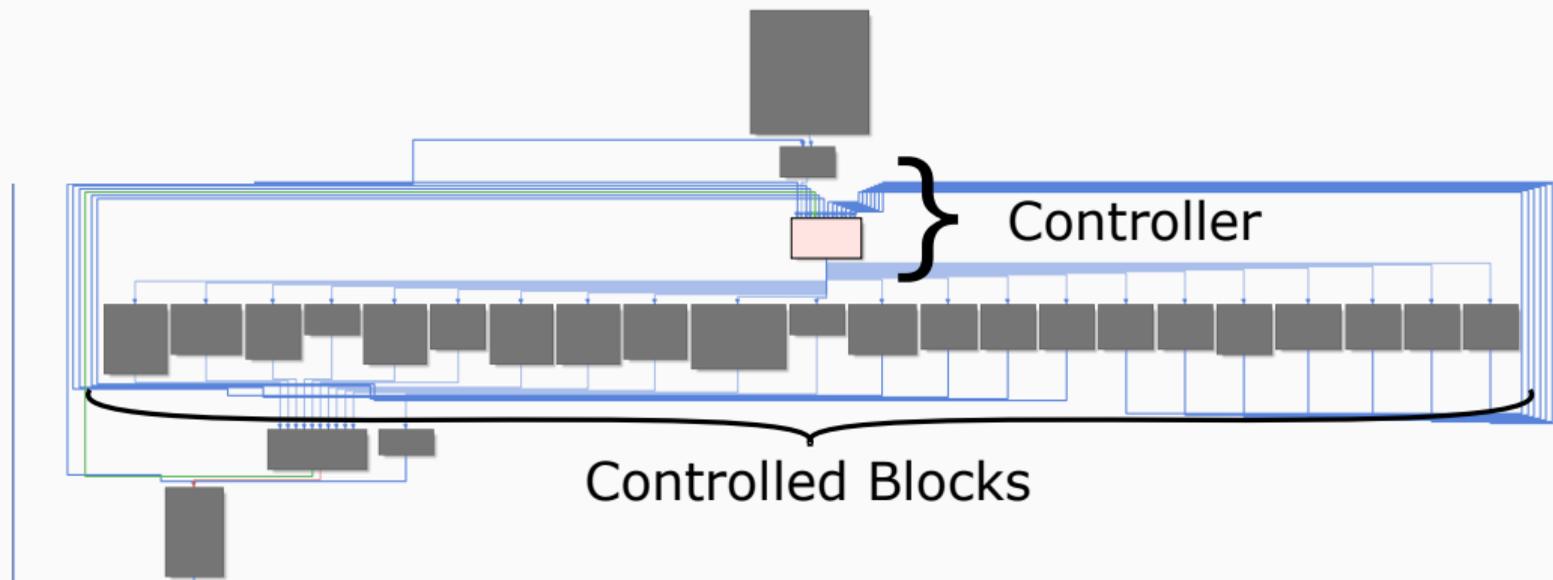
# Complex State Machines

- file format parsing
- input validation & sanitization
- network protocol dispatching
- C&C server communication & command dispatching
- data encoding/decoding

# State Machine Heuristic



# State Machine Heuristic



$$\frac{\text{\#controlled blocks}}{\text{\#blocks in the function}}$$

## PlugX (Malware)

- C&C communication & command dispatching

# Examples

## PlugX (Malware)

- C&C communication & command dispatching

## ls

- recursive directory traversal

# Examples

## PlugX (Malware)

- C&C communication & command dispatching

## ls

- recursive directory traversal

## gcc

- file parsing and tokenizing

# Uncommon Instruction Sequences

<b>mov</b>	eax, dword [rbp]	<b>jmp</b>	0xffffffffffff63380
<b>mov</b>	ecx, dword [rbp + 4]	<b>dec</b>	eax
<b>cmp</b>	r11w, r13w	<b>stc</b>	
<b>sub</b>	rbp, 4	<b>ror</b>	eax, 1
<b>not</b>	eax	<b>jmp</b>	0xffffffffffff2a70
<b>clc</b>		<b>dec</b>	eax
<b>cmc</b>		<b>clc</b>	
<b>cmp</b>	rdx, 0x28b105fa	<b>bswap</b>	eax
<b>not</b>	ecx	<b>test</b>	bp, 0x5124
<b>cmp</b>	r12b, r9b	<b>neg</b>	eax
<b>cmc</b>		<b>test</b>	dil, 0xe9
<b>and</b>	eax, ecx	<b>cmp</b>	bx, r14w
<b>jmp</b>	0xc239	<b>cmc</b>	
<b>mov</b>	word [rbp + 8], eax	<b>push</b>	rbx
<b>pushfq</b>		<b>sub</b>	bx, 0x49f8
<b>movzx</b>	eax, r10w	<b>xor</b>	dword [rsp], eax
<b>and</b>	ax, di	<b>and</b>	bh, 0xaf
<b>pop</b>	qword [rbp]	<b>pop</b>	rbx
<b>sub</b>	rsi, 4	<b>movsxd</b>	rax, eax
<b>shld</b>	rax, rdx, 0x1b	<b>test</b>	r13b, 0x94
<b>xor</b>	ah, 0x4d	<b>add</b>	rdi, rax
<b>mov</b>	eax, dword [rsi]	<b>jmp</b>	0xffffffffffffc67c7
<b>cmp</b>	ecx, r11d	<b>lea</b>	rax, [rsp + 0x140]
<b>test</b>	r10, 0x179708d5	<b>cmp</b>	rbp, rax
<b>xor</b>	eax, ebx	<b>ja</b>	0x6557b
		<b>jmp</b>	rdi

Observation

# Statistical Analysis of Assembly Code

## Common Instruction Sequences

```
push rbp
mov rbp, rsp
push rbx
push rax
mov rbx, qword [rdi+0x30]
mov edi, dword [rdi+0x38]
call _strerror
lea rdi, [0x7bc6]
mov rsi, rbx
mov rdx, rax
xor eax, eax
call _warnx
mov byte [0x8678], 0x1
add rsp, 0x8
pop rbx
pop rbp
retn
```

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```

prologues and epilogues

```
mov rsi, rbx
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call _warnx
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function calls

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push rax
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call _strncpy
```

data movement

```
mov rsi, rbx
mov rdx, rax
xor eax, eax
call _warnx
mov byte [0x8678], 0x1
add rsp, 0x8
pop rbx
pop rbp
ret
```

# Uncommon Instruction Sequences

Identification of functions with a large number of **unusual** instruction sequences

- intensive use of **floating-point** instructions
- cryptographic implementations
- obfuscated code

ground truth of the **1,000 most common** instruction sequences:

```
mov  mov  mov
mov  call mov
mov  mov  call
      ...
sar  mov  mov
```

ground truth of the **1,000 most common** instruction sequences:

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mov  mov  mov
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How many instruction sequences are **not** in the ground truth?

ground truth of the **1,000 most common** instruction sequences:

```
mov  mov  mov
mov  call mov
mov  mov  call
```

architecture-agnostic implementation based on intermediate representations

```
sar  mov  mov
```

How many instruction sequences are **not** in the ground truth?

## Example: ci.dll (Windows Kernel Module)

Functions with the most uncommon instruction sequences (in descending order):

```
MinCryptIsFileRevoked  
__security_check_cookie  
SymCryptFdefMaskedCopyAsm  
SymCryptSha256AppendBlocks_shani  
SymCryptFdefRawMulMulx1024  
SymCryptParallelSha256AppendBlocks_ymm  
SymCryptParallelSha256AppendBlocks_xmm  
SymCryptModElementIsZero  
SymCryptFdefMontgomeryReduceMulx1024  
CipIsSigningLevelRuntimeCustomizable  
SymCryptFdefMontgomeryReduceMulx  
Gvd5e6c0
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cryptographic implementations

```
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virtualization-based obfuscation

```
SymCryptParallelSha256AppendBlocks_xmm  
SymCryptModElementIsZero  
SymCryptFdefMontgomeryReduceMulx1024  
CipIsSigningLevelRuntimeCustomizable  
SymCryptFdefMontgomeryReduceMulx  
Gvd5e6c0
```

Conclusion

# Takeaways

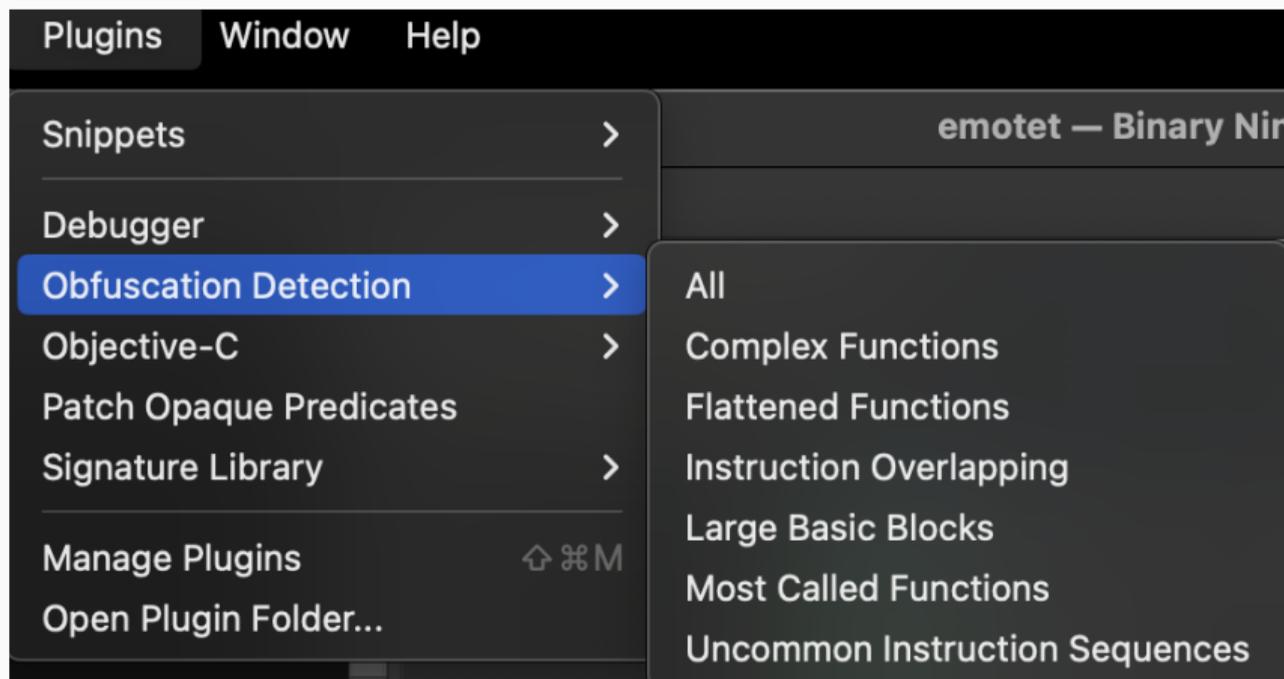
1. efficient and architecture-agnostic heuristics
2. detects a wide range of **interesting** code constructs
3. false positives will occur

# Takeaways

1. efficient and architecture-agnostic heuristics
2. detects a wide range of **interesting** code constructs
3. false positives will occur

Useful methods to guide manual analysis in unknown binaries.

# Binary Ninja Plugin



[https://github.com/mrphrazer/obfuscation\\_detection](https://github.com/mrphrazer/obfuscation_detection)

# Binary Ninja Plugin

```
Log Python Console
Search log
[Default] =====
[Default] Control Flow Flattening
[Default] Function 0x4063f0 (sub_4063f0) has a flattening score of 0.9929577464788732.
[Default] Function 0x4012a0 (sub_4012a0) has a flattening score of 0.9855072463768116.
[Default] Function 0x402b60 (sub_402b60) has a flattening score of 0.9855072463768116.
[Default] Function 0x409e20 (sub_409e20) has a flattening score of 0.9846153846153847.
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[Default] Function 0x404f50 (sub_404f50) has a flattening score of 0.9818181818181818.
[Default] Function 0x402210 (sub_402210) has a flattening score of 0.9807692307692307.
[Default] Function 0x4025a0 (sub_4025a0) has a flattening score of 0.9787234042553191.
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[Default] Function 0x409530 (sub_409530) has a flattening score of 0.9761904761904762.
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[Default] Function 0x409860 (sub_409860) has a flattening score of 0.9714285714285714.
```

[https://github.com/mrphrazer/obfuscation\\_detection](https://github.com/mrphrazer/obfuscation_detection)

## Obfuscation Detection 1.7

Tim Blazytko | community | GPL-2.0 | ☆ 351 | Last Update: 2023-03-14

Category: **helper**

Automatically detect obfuscated code and other interesting code constructs

Description

License

### Obfuscation Detection (v1.7)

Author: **Tim Blazytko**

Automatically detect obfuscated code and other interesting code constructs

#### Description:

Obfuscation Detection is a Binary Ninja plugin to detect obfuscated code and interesting code constructs (e.g., state machines) in binaries. Given a binary, the plugin eases analysis by identifying code locations which might be worth a closer look during reverse engineering.

Based on various heuristics, the plugin pinpoints functions that contain complex or uncommon code constructs. Such code constructs may implement

- obfuscated code
- state machines and protocols
- C&C server communication
- string decryption routines
- cryptographic algorithms

The following blog posts provide more information about the underlying heuristics and demonstrate their use cases:

- [Automated Detection of Control-flow Flattening](#)
- [Automated Detection of Obfuscated Code](#)
- [Statistical Analysis to Detect Uncommon Code](#)

Some example use cases can be found in [examples](#).

#### Core Features

Install

# Summary

- common approaches to navigate in large binaries
- architecture-agnostic detection heuristics to pinpoint interesting code constructs
- useful in many reverse engineering scenarios

[https://github.com/mrphrazer/obfuscation\\_detection/](https://github.com/mrphrazer/obfuscation_detection/)

Tim Blazytko



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synthesis.to



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## References

- “Automated Detection of Obfuscated Code” by Tim Blazytko  
[https://synthesis.to/2021/08/10/obfuscation\\_detection.html](https://synthesis.to/2021/08/10/obfuscation_detection.html)
- “Automated Detection of Control-flow Flattening” by Tim Blazytko  
[https://synthesis.to/2021/03/03/flattening\\_detection.html](https://synthesis.to/2021/03/03/flattening_detection.html)
- “Statistical Analysis to Detect Uncommon Code” by Tim Blazytko  
[https://synthesis.to/2023/01/26/uncommon\\_instruction\\_sequences.html](https://synthesis.to/2023/01/26/uncommon_instruction_sequences.html)