

# Dynamic Binary Instrumentation for Deobfuscation and Unpacking

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# Outline

- 1 What is DBI
  - Tools and related work
  - What is DBI
- 2 How it works
  - Full control without emulation
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  - Pros and cons
- 3 Demo: Javascript Deobfuscation
  - Building a Javascript DBI engine
  - Adding deobfuscation
  - Problems
- 4 Demo: x86 unpacking (and stuff)

## Tools and related work

The most famous (general purpose) DBI tools are currently:

- Pin (by Intel, proprietary)
- Valgrind (FOSS)
- DynamoRIO (by VMware, FOSS)

Some reverse engineering projects are now using DBI:

- for vulnerability research (Microsoft's SAGE, Sogeti's Fuzzgrind)
- for exploit development (Sean Heelan)
- for unpacking (Piotr Bania, Danny Quist)

# What is DBI

## Definition

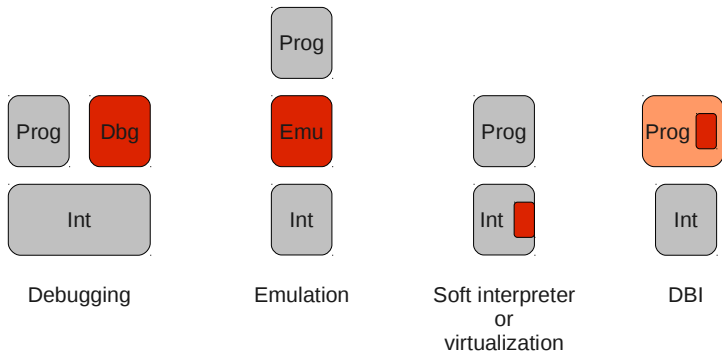
(informal) Dynamic Binary Instrumentation is

- a program transformation
- that gives you full control over the execution of a program
- with no need for architectural support

Note that:

- **virtualization** *does not provide full control*
- **emulation** (== interpretation) *is not a program transformation*
- **debugging** *requires architectural support*
- **dynamic binary translation** matches this definition, so QEMU can be seen as a whole-system DBI engine

# Overview



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# Full control without emulation

DBI achieves the same level of control as an emulator (== interpreter), but

- DBI relies on a **pre-existing, unmodified interpreter**
- so there is **no need to know / support the full semantics** of the architecture (for x86, this is a massive benefit)
- and **no requirement for debugging** support (could be interesting for GPUs)

# How to achieve full control

Define a static analysis  $f(\text{code})$  that returns `instrumented_code`:

- 1 parse code
- 2 (modify user-defined program points)
- 3 if `new_code` can potentially be executed, replace it with  $f(\text{new\_code})$
- 4 run  $f(\text{code})$

This can be seen as **JIT compilation**...

... or as **virus-like program infection** (hijack the entry point and retain control)

# Pros and cons

Pros:

- it is a program transformation
- performance

Cons:

- it is a program transformation
- performance

*...huh?*

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# Building a Javascript DBI engine

```
instrument = function (script) {  
    var result = script;  
    result = result.replace(  
        /eval\(/g,  
        "instrument("  
    );  
  
    // additional result.replace() will  
    // instrument the initial script  
  
    return eval(result);  
}
```

## Adding deobfuscation

Malicious scripts often use `document.write()` to add other scripts and invisible iframes in hacked pages.

Let's instrument that:

```
result = result.replace(  
    /document.write\(/g,  
    "log("  
);
```

(note to self: do the demo)

## Adding more deobfuscation

Other interesting program points in malicious Javascript:

- changes to `location.href`
- calls to `new Image()`
- calls to `new ActiveXObject()`
- calls to `setTimeout()` and `setInterval()` (sometimes used instead of `eval()`)
- (add your favorite tricks here)

(note to self: do the other demo)

## Problems

To make this operational, we need to:

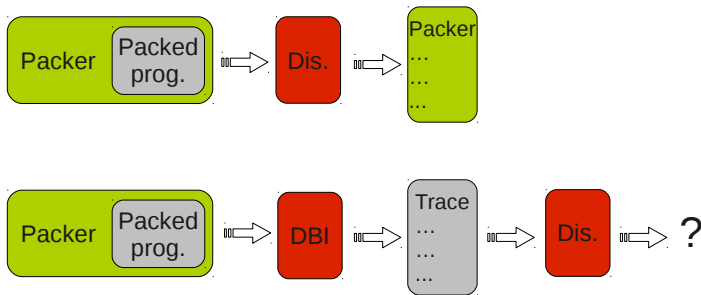
- replace tokens, not regexps in strings
- prevent other ways to execute dynamic code (`new Function()`, `top/window/self/parent.eval()`...)
- manage code introspection
- make the instrumenter self-instrumentable

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## x86 unpacking

What happens when you extract a run trace with DBI and import it in a disassembler?



## Malware analysis

Pin has not been made for malware analysis, but...

- it can successfully instrument many packers (14/16 tested):  
AcProtect, Aspack, Expressor, FSG, Mew, Molebox, Npack, Packman, Pec2, Pelock, RLPack, UPX, Winupack, Yoda Protector...
- it works on approximately 80% of malware samples (tested on 100k samples)

Full results posted at <http://indefinitestudies.org>

# Conclusion

Instrumentation is a **high-level, elegant** approach to solve low-level problems.

- it is a mix of **static** and **dynamic** analysis
- it will work on **any language** / architecture
- it is **algorithmically sound** (unlike event-based approaches such as debugging)
- *Outrageous claim*: it is the **fastest** method for fine-grained analysis

## Conclusion Bis

I GPL'd the tools for the conference:

- Crème Brûlée (Javascript DBI):  
<http://code.google.com/p/cremebrulee/>
- TarteTatinTools (TraceSurfer and other pintools):  
<http://code.google.com/p/tartetatintools/>