

SMT IN REVERSE ENGINEERING, FOR DUMMIES

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REVERSE ENGINEERING IN 15 SECONDS?

- Take stuff, e.g. software, apart
- Understand how it works
- Many possible goals
 - How can I reach a specific state?

WHAT IS SMT?

- Satisfiability modulo theories, SMT
- A bunch of variables
- A bunch of theories
 - Theory = A bunch of rules
- A bunch of formulas
- Can we find values for all values s.t. all formulas are satisfied?

$$x + 13 = 37$$



$$x + y + 13 = 37 - z$$

$$x - 2 \cdot y + 10 = 10 \cdot z$$

$$4 \cdot x - z + 13 = 37 + y$$



- Can we automate? Yes!
- Microsoft Research
- Z3 Theorem Prover
 - General purpose
 - Own language
 - Bindings for several languages
 - Open source & cross platform



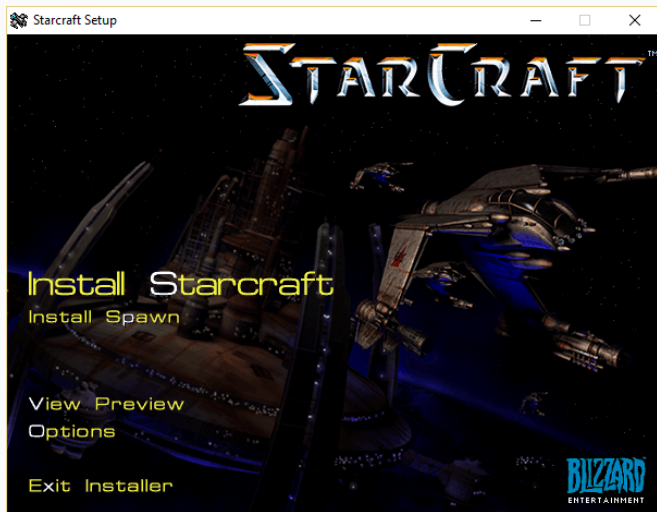
THROWBACK THURSDAY: STARCRAFT

THROWBACK THURSDAY: STARCRAFT

- Commercial software
- Released in 1998
 - Simple protections
 - Good starting point
- Requires a serial key
- Can we create our own?



GETTING TO THE CORE: INSTALLER



Starcraft - CD-key. ✕

Please enter the name of the owner of this CD.

Name:

Please enter your 13-digit CD-key located on the back of your Starcraft CD case. Warning: Do not share your CD-key with others. Only one person can be logged onto Battle.net at once with a given CD-key.

CD-key:

GETTING TO THE CORE: RESOURCE STRINGS

```
506 It is not necessary to install DirectX on Windows NT version 4.0 or greater.  
46 DirectX is built into Windows NT.  
47 507 A DLL required to install DirectX is missing or corrupt.  
48 DirectX installation aborted.  
49 600 Invalid CD-Key  
50 601 You entered an invalid CD-Key. Please check to ensure that  
51 you have entered the CD-Key as it appears on the CD-case.  
52 602 You entered an invalid CD-Key. The CD-Key you entered was too short.  
53 Please check to ensure that you have entered all 13 digits of your CD-Key.  
54 603 Invalid Name  
55 604 You must enter a name to continue with installation.  
56 605 Please enter a name that is less than 127 characters long.  
57 606 Please enter a name that does not contain quotes (").
```

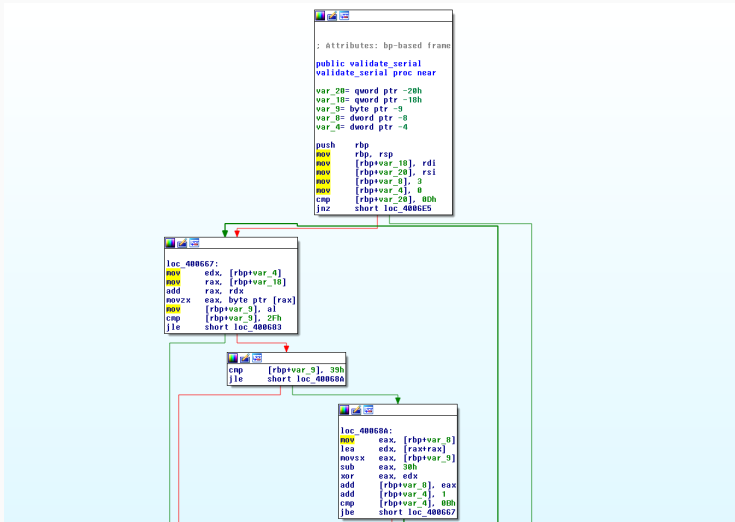
GETTING TO THE CORE: DECOMPILED

```
current = serial[i];  
( current < '0' || current >  
LoadResourceString3(600, 601,  
return 0;  
sum += 2 * sum ^ (current - '0'  
;  
i < 12);  
[12] == sum % 10
```

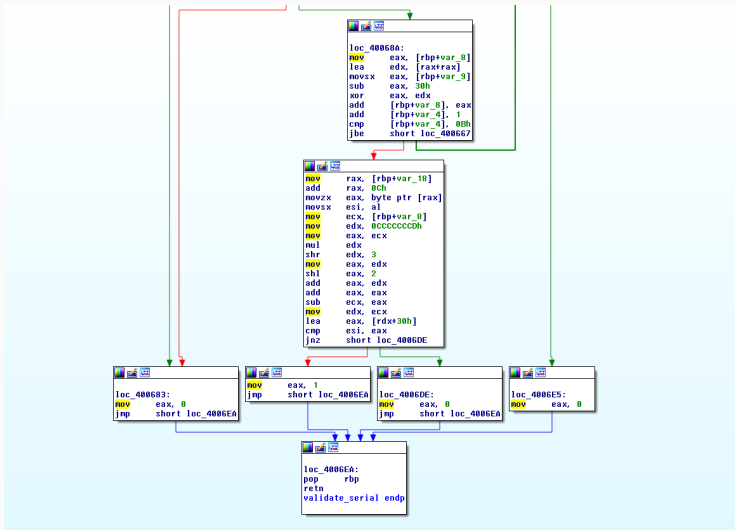
```
serial )  
if ( strlenA(serial) == 13 )  
{  
    sum = 3;  
    i = 0;  
    do  
    {  
        current = serial[i];  
        if ( current < '0' || current > '9'  
        {  
            LoadResourceString3(600, 601, hWnd)  
            return 0;  
        }  
        sum += 2 * sum ^ (current - '0');  
        ++i;  
    }  
    while ( i < 12 );  
    if ( serial[12] == sum % 10 + '0'  
    {  
        result = 1;  
    }  
}
```

```
Pseudocode-A  
1 int __cdecl validate_serial(LPCSTR serial, HWND hWnd)  
2 {  
3     int result; // eax@2  
4     unsigned int sum; // eax@5  
5     unsigned int i; // edx@5  
6     CHAR current; // cl@6  
7  
8     if ( serial )  
9     {  
10        if ( strlenA(serial) == 13 ) |  
11        {  
12            sum = 3;  
13            i = 0;  
14            do  
15            {  
16                current = serial[i];  
17                if ( current < '0' || current > '9' )  
18                {  
19                    LoadResourceString3(600, 601, hWnd);  
20                    return 0;  
21                }  
22                sum += 2 * sum ^ (current - '0');  
23                ++i;  
24            }  
25            while ( i < 12 );  
26            if ( serial[12] == sum % 10 + '0' )  
27            {  
28                result = 1;  
29            }  
30            else  
31            {  
32                LoadResourceString3(600, 601, hWnd);  
33                result = 0;  
34            }  
35        }  
36        else  
37        {  
38            LoadResourceString3(600, 602, hWnd);  
39            result = 0;  
40        }  
41    }  
42    else  
43    {  
44        sub_41A4D9(07u);  
45        result = 0;  
46    }  
47    return result;  
48 }
```

GETTING TO THE CORE: CALL GRAPH



GETTING TO THE CORE: CALL GRAPH



GETTING TO THE CORE: DECOMPILED

```
current = serial[i];  
( current < '0' || current > '9' )  
LoadResourceString3(600, 601, hWnd);  
return 0;  
sum += 2 * sum ^ (current - '0');  
i++;  
while ( i < 12 );  
if ( serial[12] == sum % 10 + '0' )  
    result = 1;  
else  
    result = 0;
```

```
if ( strlenA(serial) == 13 )  
{  
    sum = 3;  
    i = 0;  
    do  
    {  
        current = serial[i];  
        if ( current < '0' || current > '9' )  
        {  
            LoadResourceString3(600, 601, hWnd);  
            return 0;  
        }  
        sum += 2 * sum ^ (current - '0');  
        ++i;  
    }  
    while ( i < 12 );  
    if ( serial[12] == sum % 10 + '0' )  
    {  
        result = 1;  
    }  
    else  
        result = 0;  
}
```

```
Pseudocode-A  
1 int __cdecl validate_serial(LPCSTR serial, HWND hWnd)  
2 {  
3     int result; // eax@2  
4     unsigned int sum; // eax@5  
5     unsigned int i; // edx@5  
6     CHAR current; // cl@6  
7  
8     if ( serial )  
9     {  
10        if ( strlenA(serial) == 13 )  
11        {  
12            sum = 3;  
13            i = 0;  
14            do  
15            {  
16                current = serial[i];  
17                if ( current < '0' || current > '9' )  
18                {  
19                    LoadResourceString3(600, 601, hWnd);  
20                    return 0;  
21                }  
22                sum += 2 * sum ^ (current - '0');  
23                ++i;  
24            }  
25            while ( i < 12 );  
26            if ( serial[12] == sum % 10 + '0' )  
27            {  
28                result = 1;  
29            }  
30            else  
31            {  
32                LoadResourceString3(600, 601, hWnd);  
33                result = 0;  
34            }  
35        }  
36        else  
37        {  
38            LoadResourceString3(600, 602, hWnd);  
39            result = 0;  
40        }  
41    }  
42    else  
43    {  
44        sub_41A4D9(07u);  
45        result = 0;  
46    }  
47    return result;  
48 }
```

Z3: FORMULATING FORMULAS

```
< > solve.py x
1  from z3 import *
2
3  s = Solver()
4
5  # Serial is 13 digits
6  serial = [BitVec('c%d' % i, 32) for i in range(13)]
7  for c in serial:
8      s.add(c >= 0)
9      s.add(c < 10)
10
11 # Partial sum
12 partials = [3]
13 for i in range(len(serial)-1):
14     p = BitVec('p%d' % i, 32)
15     s.add(p == partials[-1] + ((2*partials[-1]) ^ (serial[i])))
16     partials.append(p)
```

Z3: FORMULATING FORMULAS

```
17
18 # Final check
19 s.add(serial[-1] == (partials[-1] % 10))
20
21 # Print model
22 if s.check() == sat:
23     m = s.model()
24     res = map(Lambda s: m[s].as_long(), serial)
25     res = map(Lambda n: chr(n+ord('0')), res)
26     print(''.join(res))
27
```

- "python framework for analyzing binaries"
- "both static and dynamic symbolic (concolic)"
- Computer Security Lab at UC Santa Barbara
- Uses Z3 internally



ANGR MANAGEMENT: EXTRACTING THE CODE

```
< > validate.c x
1 int __cdecl validate_serial(LPCSTR serial, HWND hWnd)
2 {
3     int result; // eax@2
4     unsigned int v3; // eax@5
5     unsigned int v4; // edx@5
6     CHAR v5; // cl@6
7
8     if ( serial )
9     {
10        if ( strlenA(serial) == 13 )
11        {
12            v3 = 3;
13            v4 = 0;
14            do
15            {
16                v5 = serial[v4];
17                if ( v5 < '0' || v5 > '9' )
18                {
19                    LoadResourceString(600, 601, hWnd);
20                    return 0;
21                }
22                v3 += 2 * v3 ^ (v5 - '0');
23                ++v4;
24            }
25            ++v4;
26        }
27        while ( v4 < 12 );
28        if ( serial[12] == v3 % 10 + '0' )
29        {
30            result = 1;
31        }
32        else
33        {
34            LoadResourceString(600, 601, hWnd);
35            result = 0;
36        }
37    }
38    else
39    {
40        LoadResourceString(600, 602, hWnd);
41        result = 0;
42    }
43    else
44    {
45        sub_41A4D9(0x57u);
46        result = 0;
47    }
48    return result;
49 }
```

ANGR MANAGEMENT: MINIMIZING THE CODE

```
< > validate_clean.c      x
1  #include <stdio.h>
2  #include <string.h>
3
4  int validate_serial(char *serial, size_t len)
5  {
6      int result;
7      unsigned int sum = 3;
8      unsigned int i = 0;
9      char current;
10
11     if ( len == 13 )
12     {
13         do
14         {
15             current = serial[i];
16             if ( current < '0' // current > '9' )
17             {
18                 return 0;
19             }
20             sum += 2 * sum ^ (current - '0');
21             ++i;
22         }
23         while ( i < 12 );
24
25         ++i;
26     }
27     while ( i < 12 );
28     if ( serial[12] == sum % 10 + '0' )
29     {
30         return 1;
31     }
32     else
33     {
34         return 0;
35     }
36     else
37     {
38         return 0;
39     }
40 }
41
42 int main(int argc, char **argv) {
43     char serial[1024];
44     scanf("%s", serial);
45     printf("Serial: %s\nValid: %d\n", serial, validate_serial(serial, strlen(serial)));
46     return 0;
47 }
```

ANGR MANAGEMENT: WRITING THE EXPLORER

```
< > solve_angr.py x
1  #!/usr/bin/python
2
3  import angr
4
5  def main():
6      p = angr.Project('./validator2', load_options={"auto_load_libs": False})
7      pg = p.factory.path_group()
8
9      pg.explore(find=(0x4006d7,), avoid=(0x400683,0x4006de,0x4006e5,))
10
11     found = pg.found[0]
12     return found.state.posix.dumps(0).split('\0')[0]
13
14 if __name__ == '__main__':
15     print(main())
16
```

THANKS FOR LISTENING!