



# Reverse Engineering and Obfuscation

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# What is Reverse Engineering?

- Reverse Engineering is a popular hacking approach that extracts the knowledge and design of a system and reproduces its behavior based on the extracted information
- Reverse Engineering is the process of analyzing a subject system to create representations of the system at a higher level of abstract
- Going backwards through the development cycle
  - Disassembly
- Broader explanation: Nuclear weapons



# What is Obfuscation

- To prevent the reverse engineering, we often use the obfuscation to raise the bar of the difficulty of this process
- Examples of Obfuscation
  - Encryption, dynamic loading, reflection
  - More packing techniques
  - Commercial packers including 360 [11], Alibaba [7], Tencent [12], Baidu [8], and Bangcle [48] (References are from DexLego work)
  - DexLego: <https://fengweiz.github.io/paper/dexlego-dsn18.pdf>



# RE Applications

- White hats
  - Malware analysis on x86 and ARM
  - Vulnerability discovery: Intel Management Engine
- Black hats
  - Cracking, hacking
  - Malware re-engineering (shell code injection/reuse)
    - Lab 5 covers Android applications
  - Vulnerability discovery (exploitation)



# Obfuscation Applications

- White hats
  - Copyright issues
  - Protect the intellectual properties of commercial products
  - Android and iOS apps, Windows OS/Office, etc
- Black hats
  - Malware writers use obfuscation to create advanced malware that cannot be analyzed by security experts
  - Multiple layers of obfuscation



# RE Approaches

- Behavior analysis
  - Executing the target program within an isolated execution environment (VM)
    - Registry (RegShot)
    - Files (DiskMon, FileMon)
    - Network (Wireshark)
    - API and system services/calls (EasyHook)
- Code Analysis
  - Studying the code of the target program
    - Identify the packing technique and then unpack the target
    - Disassemble, analyze call/data flow graph
    - Debug, decrypt, and reveal actual values
    - Patch binary to traverse hidden code branches



# Malware RE Scheme

1. Create isolated experimental environment (a VM)
2. Submit malware to existing sandboxes (e.g., Anubis)
  - Inspect its high-level behavior
  - Watch file droppers and created processes
3. Examine its imports, exports and strings
  - Based on import API, guess malware type
4. Identify packer and unpack (manual or auto)
5. Disassemble/decompile malware
  - Trace API usage (context, constant attributes)
6. Debug binary
  - Trigger conditions
  - Resolve implicit jumps (control flow)
7. Patch binary
  - Execute hidden payload



# Case Study: DexLego

- What is DexLego?
  - It is a tool for unpacking
  - Working against packers including 360 [11], Alibaba [7], Tencent [12], Baidu [8], and Bangcle [45]
  - Reverting (Reverse Engineering) the Obfuscation techniques
  - Based on Android apps
  - Lab 5 is based on Android apps as well
  - <https://fengweiz.github.io/paper/dexlego-dsn18.pdf>