

Breaking State-of-the-Art Binary Code Obfuscation

A Program Synthesis-based Approach

Toulouse Hacking Convention

March 9, 2018

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Syntia: Synthesizing the Semantics of Obfuscated Code

**Tim Blazytko, Moritz Contag, Cornelius Aschermann,
and Thorsten Holz, *Ruhr-Universität Bochum***

<https://www.usenix.org/conference/usenixsecurity17/technical-sessions/presentation/blazytko>

**This paper is included in the Proceedings of the
26th USENIX Security Symposium
August 16–18, 2017 • Vancouver, BC, Canada**

ISBN 978-1-931971-40-9

- ❓ Obfuscated code, semantics?
- 🎓 Traditional deobfuscation techniques
- ➔ Orthogonal approach

Prevent **Complicate** reverse engineering attempts.

- Intellectual Property
- Malicious Payloads
- Digital Rights Management

Prevent **Complicate** reverse engineering attempts.

- Intellectual Property
- Malicious Payloads
- Digital Rights Management

“We achieved our goals. We were uncracked for **13 whole days.**”

– Martin Slater, 2K Australia, on *BioShock* (2007).

How to protect software?

Abuse shortcomings of file parsers and other tools of the trade.

- `fld tbyte ptr [__bad_values]` crashing OllyDbg 1.10.
- Fake `SizeOfImage` crashing process dumpers.

Abuse shortcomings of file parsers and other tools of the trade.

- `fld tbyte ptr [__bad_values]` crashing OllyDbg 1.10.
- Fake `SizeOfImage` crashing process dumpers.

Detect artifacts of the debugging process.

- `PEB.BeingDebugged` bit being set.
- `int 2D` and exception handling in debuggers.

Abus

game does not start debugger detected



All

Videos

Shopping

Images

News

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Settings

Tools

About 6.370.000 results (0,51 seconds)

Dete

When i run this game i get a debugger error message Debugger ...

<https://support.ubi.com/.../When-i-run-this-game-i-get-a-debugger-error-message-De...> ▼

When i run this **game** i get the following error message : **Debugger Detected** - Please close it down and restart! Windows NT ... Our **game will not** run while this application is running in memory, to stop this from happening you will need to stop MDM.exe as a startup process. Do the following : Goto the "**Start**" button --> "Run".

1. We want the technique to be *semantics-preserving*.

Preserve the observable behavior of the application.

1. We want the technique to be *semantics-preserving*.
2. We want to avoid external dependencies, focus on code only.

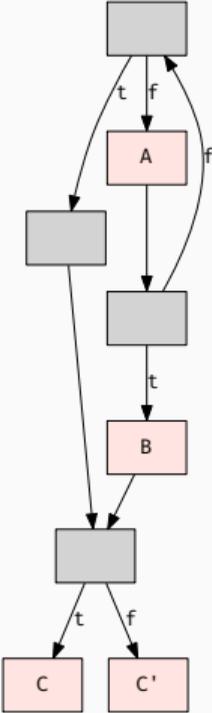
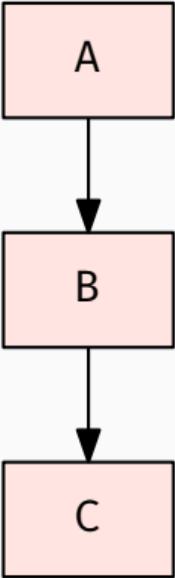
Assume white-box attack scenario.

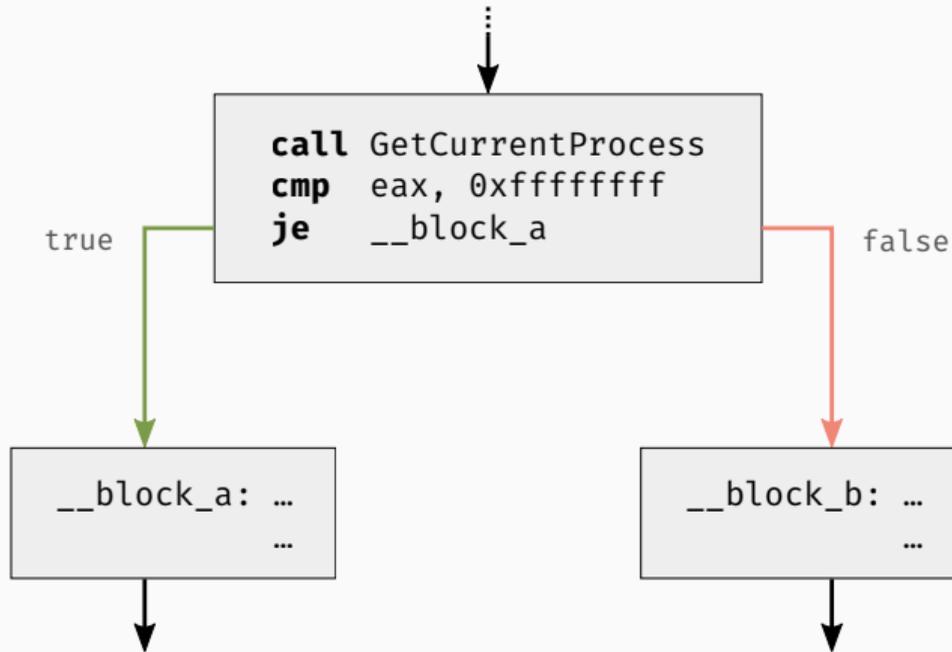
1. We want the technique to be *semantics-preserving*.
2. We want to avoid external dependencies, focus on code only.
3. We want techniques where **effort(deploy) \ll effort(attack)**.

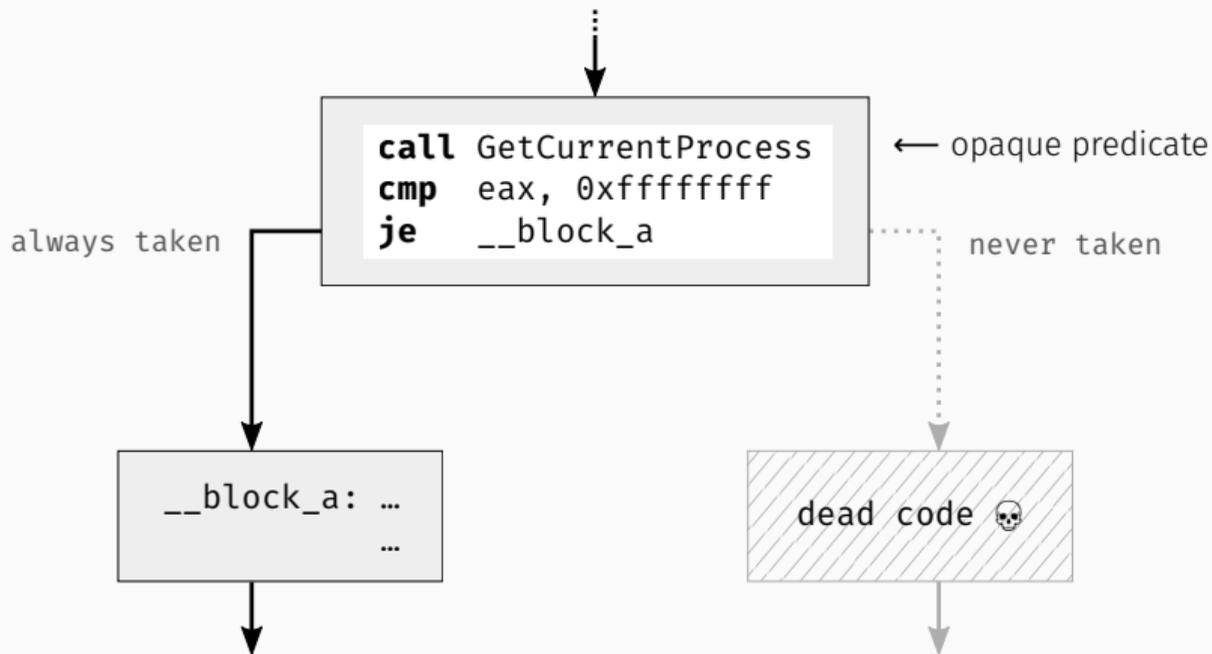
Anti-Debugging tricks are effort **1:1**.

Code Obfuscation Techniques

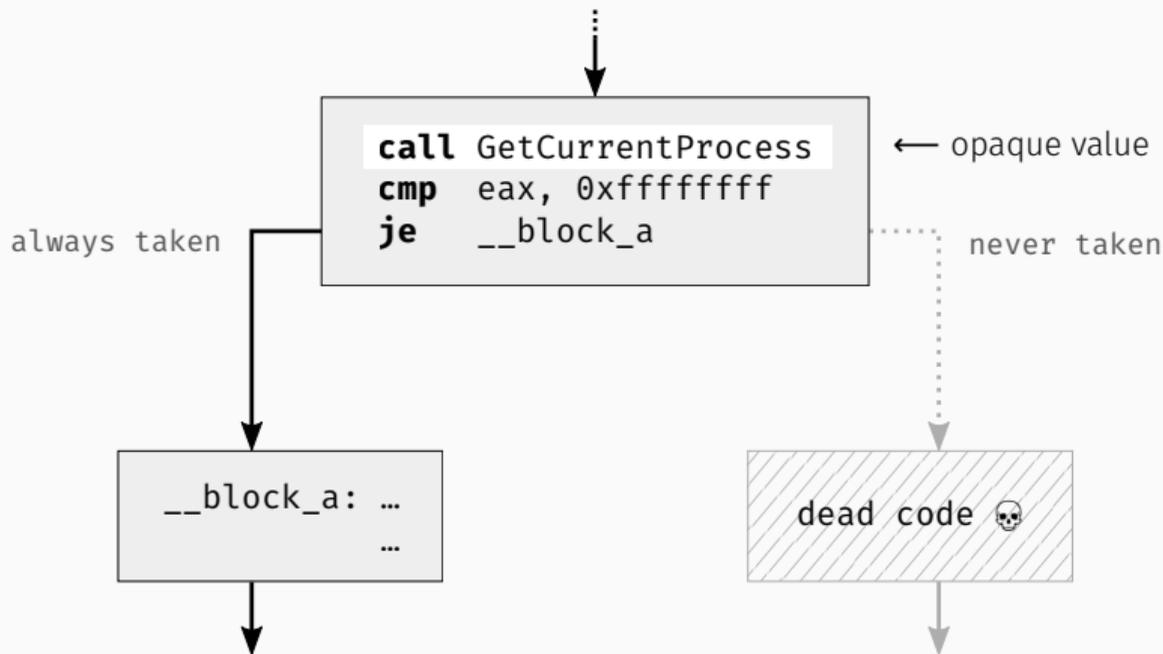
Opaque Predicates



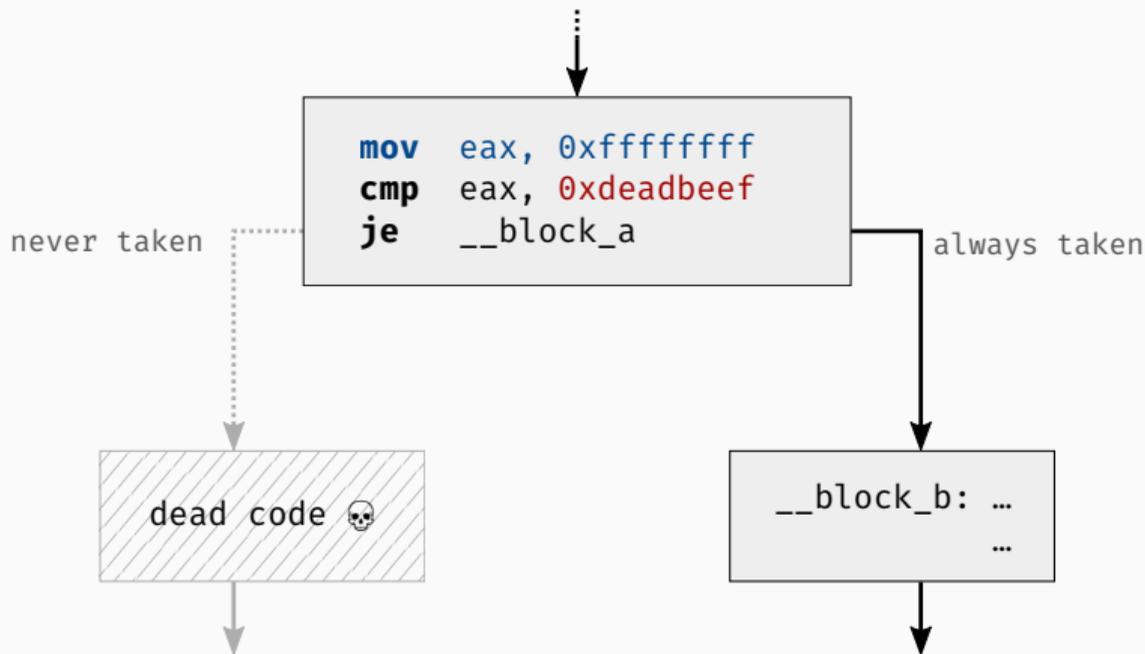




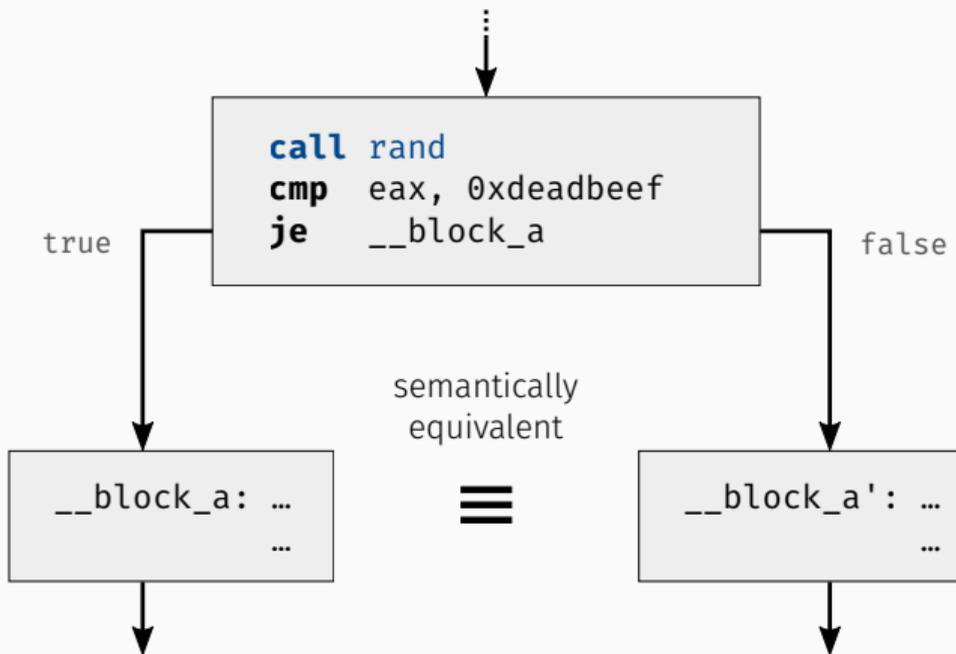
Opaque True Predicate



Opaque True Predicate



Opaque False Predicate



Random Opaque Predicate
duplicated block

- ⊕ Increase in complexity (branch count, McCabe)
- ⊕ Can be built on hard problems (e.g., aliasing)
- ⊕ Forces analyst to **encode additional knowledge**
- ⊕ Hard to solve statically

⚠ Examples

- `GetCurrentProcess()` $\Rightarrow -1$
- `fldpi1` $\Rightarrow \text{st}(0) = \pi$
- $x^2 \geq 0 \quad \forall x$
- $x + 1 \neq x \quad \forall x$
- pointer A *must-alias* pointer B
- `checksum(code) = 0x1c43b5cf`

- ⊕ Increase in complexity (branch count, McCabe)
- ⊕ Can be built on hard problems (e.g., aliasing)
- ⊕ Forces analyst to encode additional knowledge
- ⊕ Hard to solve statically
- ⊖ Solved for free using **concrete execution traces**

⚠ Examples

- `GetCurrentProcess()` $\Rightarrow -1$
- `fldpi1` $\Rightarrow \text{st}(0) = \pi$
- $x^2 \geq 0 \quad \forall x$
- $x + 1 \neq x \quad \forall x$
- pointer A *must-alias* pointer B
- `checksum(code)` = `0x1c43b5cf`

Code Obfuscation Techniques

Virtual Machines

```
mov ecx, [esp+4]
xor  eax, eax
mov  ebx, 1

__secret_ip:
    mov  edx, eax
    add  edx, ebx
    mov  eax, ebx
    mov  ebx, edx
    loop __secret_ip

mov  eax, ebx
ret
```

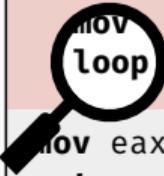
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mov ecx, [esp+4]
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    mov  ebx, edx
    loop __secret_ip

mov  eax, ebx
ret
```

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mov ecx, [esp+4]
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  mov edx, eax
  add edx, ebx
  mov eax, ebx
  mov ebx, edx
  loop __secret_ip
  mov eax, ebx
  ret
```



```
mov ecx, [esp+4]
xor  eax, eax
mov  ebx, 1
```

```
__secret_ip:
  mov  edx, eax
  add  edx, ebx
  mov  eax, ebx
  mov  ebx, edx
  loop __secret_ip
```

```
mov  eax, ebx
ret
```



made-up instruction set

```
__bytecode:  vld  r1
             vld  r0      vpop  r2
             vpop  r1      vldi  #1
             vld  r2      vld   r3
             vld  r1      vsub  r3
             vadd  r1      vld   #0
             vld  r2      veq   r3
             vpop  r0      vbr0  #-0E
```

```
mov ecx, [esp+4]
xor  eax, eax
mov  ebx, 1
```

```
__secret_ip:
  push __bytecode
  call vm_entry
```

```
mov  eax, ebx
ret
```



made-up instruction set

```
__bytecode:
  db 54 68 69 73 20 64 6f
  db 65 73 6e 27 74 20 6c
  db 6f 6f 6b 20 6c 69 6b
  db 65 20 61 6e 79 74 68
  db 69 6e 67 20 74 6f 20
  db 6d 65 2e de ad be ef
```

```
mov ecx, [esp+4]
xor  eax, eax
mov  ebx, 1
```

```
__secret_ip:
  push __bytecode
  call vm_entry
```

```
mov  eax, ebx
ret
```



made-up instruction set

```
__bytecode:
  db 54 68 69 73 20 64 6f
  db 65 73 6e 27 74 20 6c
  db 6f 6f 6b 20 6c 69 6b
  db 65 20 61 6e 79 74 68
  db 69 6e 67 20 74 6f 20
  db 65 2e de ad be ef
```



Core Components

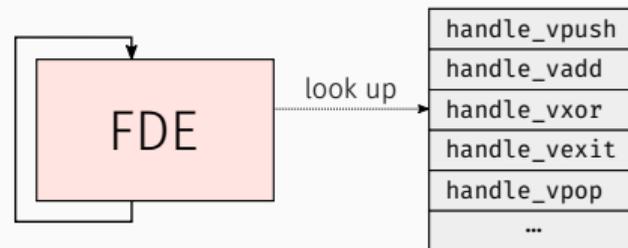
VM Entry/Exit	Context Switch: native context \Leftrightarrow virtual context
VM Dispatcher	Fetch–Decode–Execute loop
Handler Table	Individual VM ISA instruction semantics

- **Entry** Copy native context (registers, flags) to VM context.
- **Exit** Copy VM context back to native context.
- Mapping from native to virtual registers is often 1:1.

Core Components

VM Entry/Exit	Context Switch: native context \Leftrightarrow virtual context
VM Dispatcher	Fetch-Decode-Execute loop
Handler Table	Individual VM ISA instruction semantics

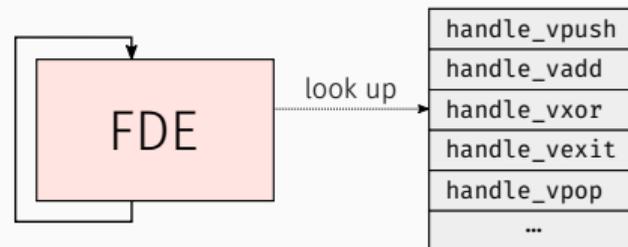
1. Fetch and decode instruction
2. Forward virtual instruction pointer
3. Look up handler for opcode in handler table
4. Invoke handler

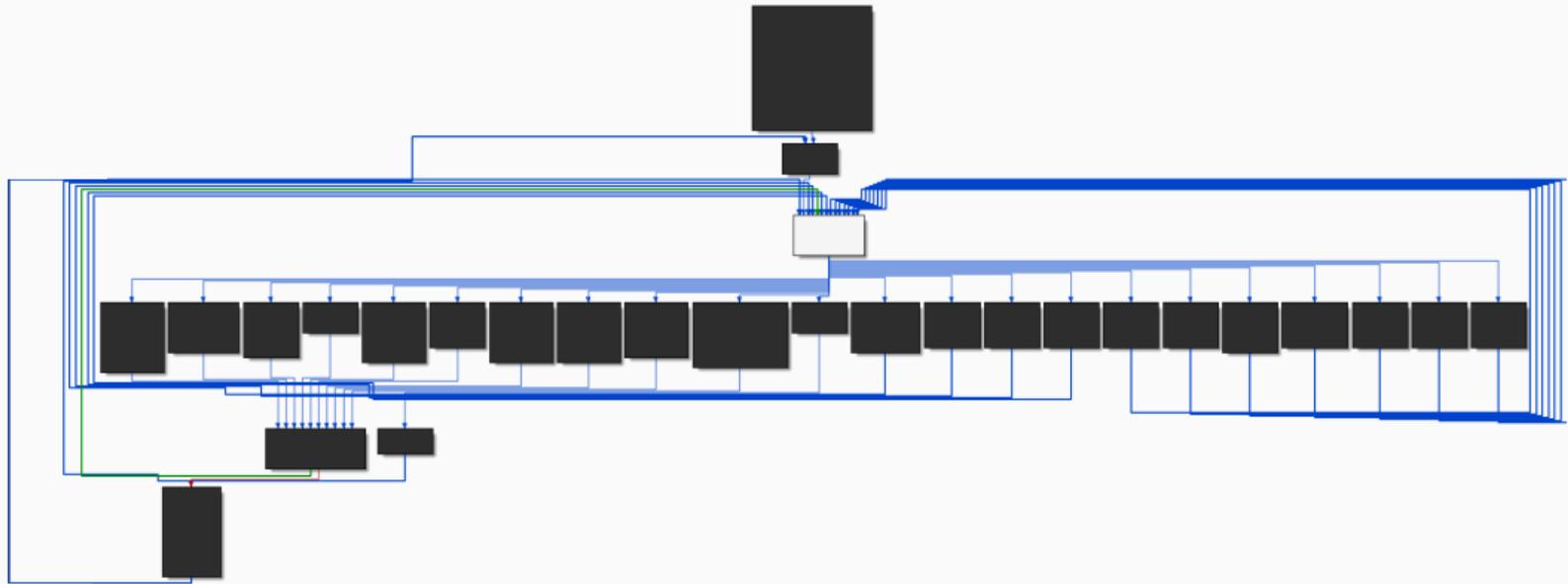


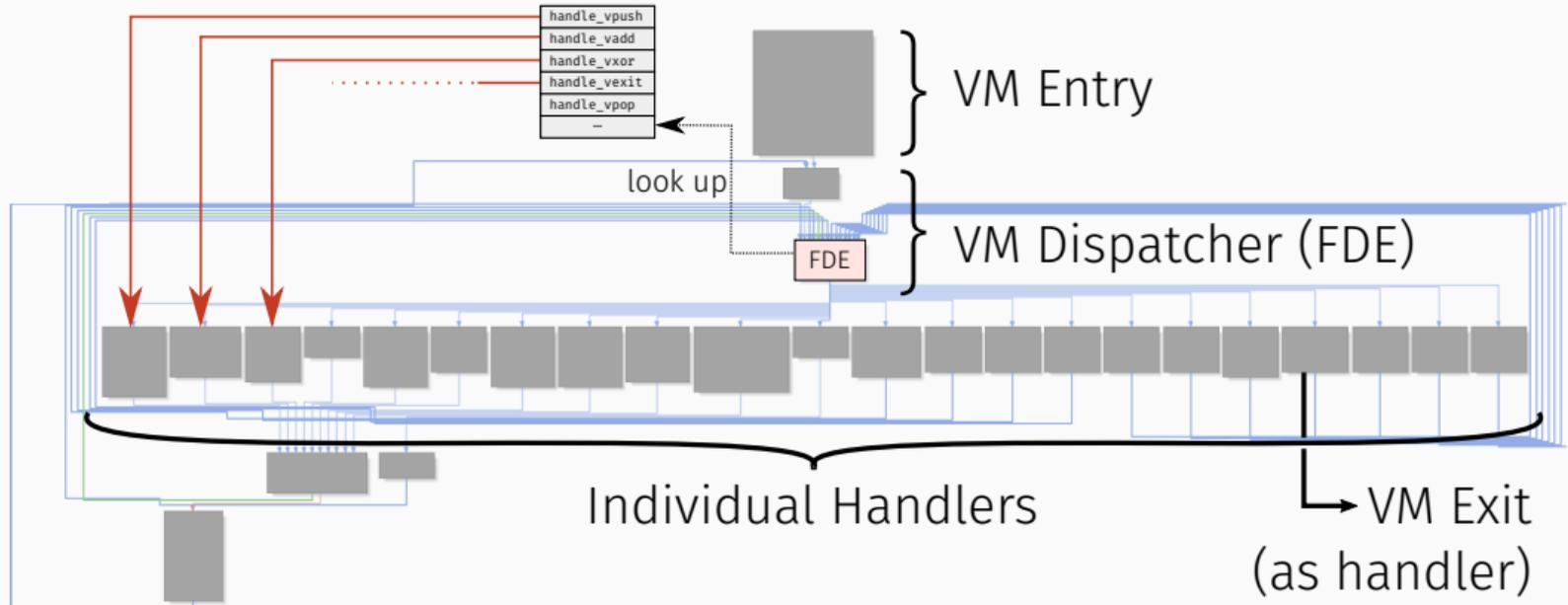
Core Components

VM Entry/Exit	Context Switch: native context \Leftrightarrow virtual context
VM Dispatcher	Fetch-Decode-Execute loop
Handler Table	Individual VM ISA instruction semantics

- Table of function pointers indexed by opcode
- One handler per virtual instruction
- Each handler decodes operands and updates VM context







```
__vm_dispatcher:  
  mov    bl, [rsi]  
  inc   rsi  
  movzx rax, bl  
  jmp   __handler_table[rax * 8]
```

VM Dispatcher

`rsi` – virtual instruction pointer

`rbp` – VM context

```
__vm_dispatcher:  
  mov    bl, [rsi]  
  inc   rsi  
  movzx rax, bl  
  jmp   __handler_table[rax * 8]
```

VM Dispatcher

`rsi` – virtual instruction pointer
`rbp` – VM context

```
__handle_vnor:  
  mov    rcx, [rbp]  
  mov    rbx, [rbp + 4]  
  not   rcx  
  not   rbx  
  and   rcx, rbx  
  mov   [rbp + 4], rcx  
  pushf  
  pop   [rbp]  
  jmp   __vm_dispatcher
```

Handler performing `nor`
(with flag side-effects)

Virtual Machine Hardening

Hardening Technique #1 – Obfuscating individual VM components.

- Handlers are *conceptually simple*.

Hardening Technique #1 – Obfuscating individual VM components.

- Handlers are *conceptually simple*.
- Apply traditional code obfuscation transformations:
 - Substitution (`mov rax, rbx` \mapsto `push rbx; pop rax`)
 - Opaque Predicates
 - Junk Code
 - ...

```
mov eax, dword [rbp]
mov ecx, dword [rbp+4]
cmp r11w, r13w
sub rbp, 4
not eax
clc
cmc
cmp rdx, 0x28b105fa
not ecx
cmp r12b, r9b
```

Hardening Technique #2 – Duplicating VM handlers.

- Handler table is typically indexed using one byte (= 256 entries).

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- Handler table is typically indexed using one byte (= 256 entries).
- **Idea:** *Duplicate* existing handlers to populate full table.
- Use traditional obfuscation techniques to impede *code similarity* analyses.

Goal: Increase workload of reverse engineer.

handle_vpush

handle_vadd

handle_vnor

handle_vpop

handle_vpush
handle_vadd
handle_vnor
handle_vpop



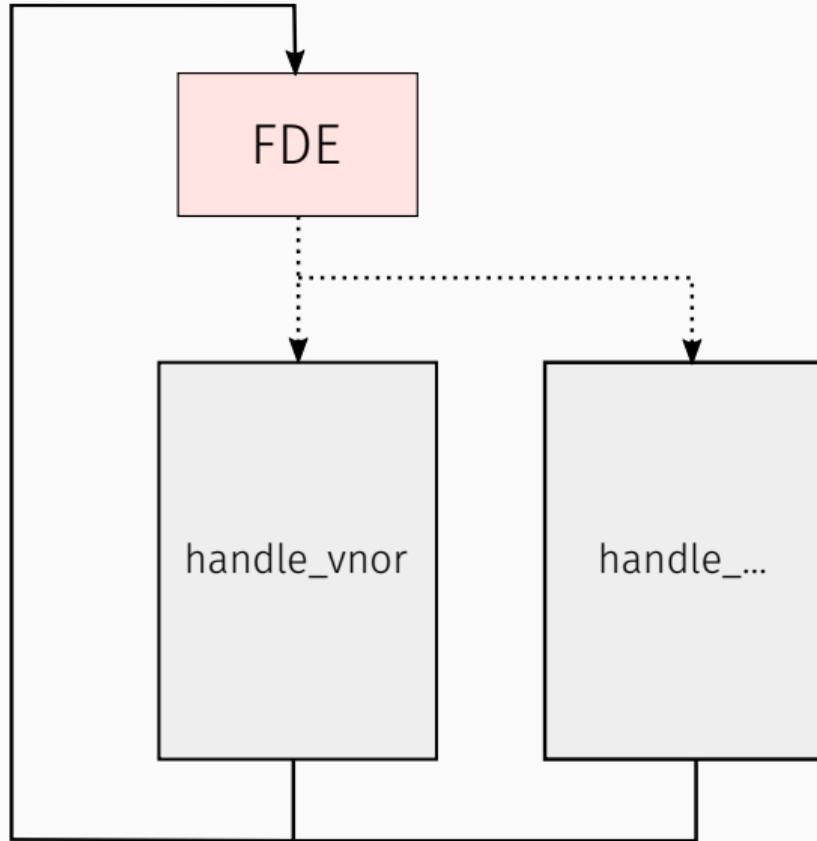
handle_vpush
handle_vadd
handle_vnor''
handle_vpop
handle_vadd'
handle_vnor
handle_vnor'
handle_vadd''

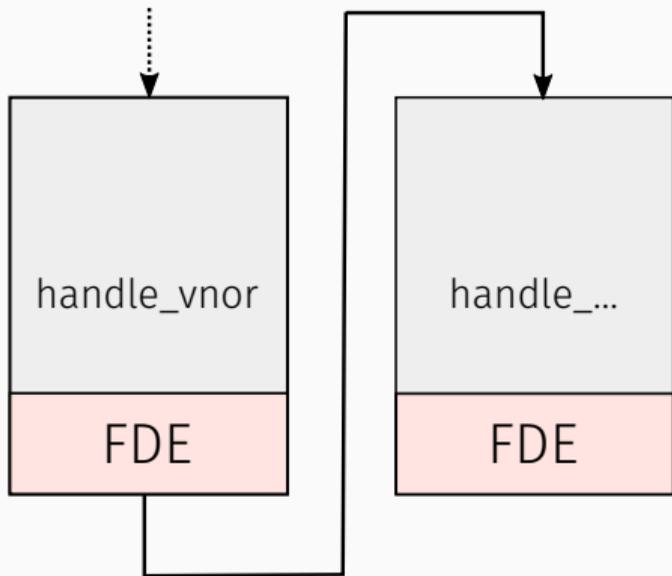
Hardening Technique #3 – No central VM dispatcher.

- A *central* VM dispatcher allows attacker to easily observe VM execution.
- **Idea:** Instead of branching to the central dispatcher, *inline* it into each handler.

Goal: No “single point of failure”.

(Themida, VMProtect Demo)





Threaded Code

James R. Bell
Digital Equipment Corporation

The concept of "threaded code" is presented as an alternative to machine language code. Hardware and software realizations of it are given. In software it is realized as interpretive code not needing an interpreter. Extensions and optimizations are mentioned.

Key Words and Phrases: interpreter, machine code, time tradeoff, space tradeoff, compiled code, subroutine calls, threaded code

CR Categories: 4.12, 4.13, 6.33

Fig. 2 Flow of control: interpretive code.

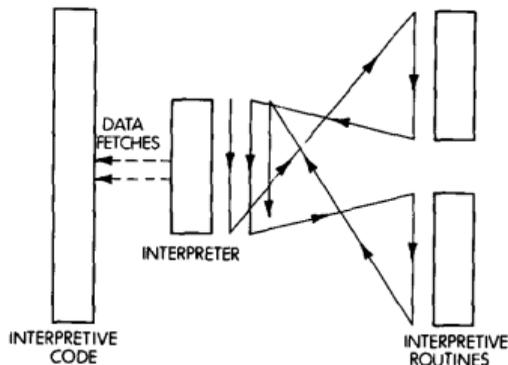
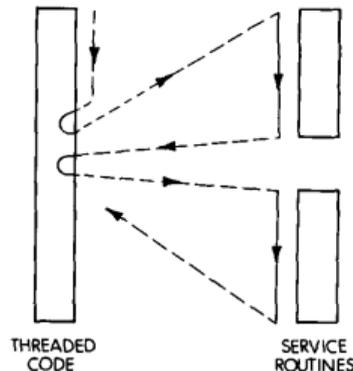


Fig. 3. Flow of control: threaded code.



Hardening Technique #4 – No explicit handler table.

- An *explicit* handler table easily reveals all VM handlers.

Hardening Technique #4 – No explicit handler table.

- An *explicit* handler table easily reveals all VM handlers.
- **Idea:** Instead of querying an explicit handler table, *encode* the next handler address in the VM instruction itself.

Goal: Hide location of handlers that have not been executed yet.

(VMProtect Full, SolidShield)

Hardening Technique #4 – No explicit handler table.

- An *explicit* handler table easily reveals all VM handlers.

- Idea  table,
the VM instruction itself.

Goal: Hide location of handlers that have not been executed yet.

(VMProtect Full, SolidShield)

Hardening Technique #4 – No explicit handler table.

- An *explicit* handler table easily reveals all VM handlers.

- Idea



Goal: Hide location of handlers that have not been executed yet.

(VMProtect Full, SolidShield)

SOFTWARE-PRACTICE AND EXPERIENCE, VOL. 11, 963-973 (1981)

Interpretation Techniques*

PAUL KLINT

Mathematical Centre, P.O. Box 4079, 1009AB Amsterdam, The Netherlands

SUMMARY

The relative merits of implementing high level programming languages by means of interpretation or compilation are discussed. The properties and the applicability of interpretation techniques known as classical interpretation, **direct threaded code** and indirect threaded code are described and compared.

KEY WORDS

Interpretation versus compilation Interpretation techniques Instruction encoding Code generation Direct threaded code Indirect threaded code.

Hardening Technique #5 – Blinding VM bytecode.

- *Global analyses* on the bytecode possible, easy to patch instructions.

Hardening Technique #5 – Blinding VM bytecode.

- *Global analyses* on the bytecode possible, easy to patch instructions.
- **Idea:**
 - *Flow-sensitive* instruction decoding (“decryption” based on key register).
 - Custom decryption routine per handler, diversification.
 - Patching requires re-encryption of subsequent bytecode.

Goal: Hinder global analyses of bytecode and patching.

operand $\leftarrow [\mathbf{VIP} + 0]$

context $\leftarrow \text{semantics}(\text{context}, \text{operand})$

next_handler $\leftarrow [\mathbf{VIP} + 4]$

$\mathbf{VIP} \leftarrow \mathbf{VIP} + 8$

jmp *next_handler*

operand ← [VIP + 0]

 *operand* ← unmangle(*operand*, **key**)

 **key** ← unmangle'(**key**, *operand*)

context ← semantics(*context*, *operand*)

next_handler ← [VIP + 4]

 *next_handler* ← unmangle''(*next_handler*, **key**)

 **key** ← unmangle'''(**key**, *next_handler*)

VIP ← **VIP** + 8

jmp *next_handler*

Code Obfuscation Techniques

Mixed Boolean-Arithmetic

What does this expression compute?

$$(x \oplus y) + 2 \cdot (x \wedge y)$$

What does this expression compute?

$$\begin{aligned}(x \oplus y) + 2 \cdot (x \wedge y) \\ = x + y\end{aligned}$$

What does this expression compute?

$$(((x \oplus y) + ((x \wedge y) \ll 1)) \vee z) + (((x \oplus y) + ((x \wedge y) \ll 1)) \wedge z)$$

What does this expression compute?

$$\begin{aligned} & (((x \oplus y) + ((x \wedge y) \ll 1)) \vee z) + (((x \oplus y) + ((x \wedge y) \ll 1)) \wedge z) \\ &= x + y + z \end{aligned}$$

- Boolean identities?
- Arithmetic identities?
- Karnaugh-Veitch maps?

$$A \cdot 0 = 0$$

$$A + B = \overline{\overline{A} \cdot \overline{B}}$$

$$x^2 - y^2 = (x + y)(x - y)$$

		AB			
		00	01	11	10
CD	10	0	0	1	1
	11	0	0	1	1
	01	0	0	0	1
	00	0	1	1	1

Boolean-arithmetic algebra $BA[n]$

$(B^n, \wedge, \vee, \oplus, \neg, \leq, \geq, >, <, \leq^s, \geq^s, >^s, <^s, \neq, =, \gg^s, \gg, \ll, +, -, \cdot)$
is a Boolean-arithmetic algebra $BA[n]$, for $n > 0$, $B = \{0, 1\}$.

$BA[n]$ includes, amongst others, both:

- Boolean algebra $(B^n, \wedge, \vee, \neg)$,
- Integer modular ring $\mathbb{Z}/(2^n)$.

**No techniques to simplify
such expressions easily!**

Deobfuscation

```
__handle_vnor:  
  mov  rcx, [rbp]  
  mov  rbx, [rbp + 4]  
  not  rcx  
  not  rbx  
  and  rcx, rbx  
  mov  [rbp + 4], rcx  
  pushf  
  pop  [rbp]  
  jmp  __vm_dispatcher
```

Handler performing **nor**
(with flag side-effects)

```
__handle_vnor:  
• mov rcx, [rbp]  
  mov rbx, [rbp + 4]  
  not rcx  
  not rbx  
  and rcx, rbx  
  mov [rbp + 4], rcx  
  pushf  
  pop [rbp]  
  jmp __vm_dispatcher
```

rcx ← [rbp]

Handler performing **nor**
(with flag side-effects)

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__handle_vnor:  
  mov  rcx, [rbp]  
  • mov  rbx, [rbp + 4]  
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  not  rbx  
  and  rcx, rbx  
  mov  [rbp + 4], rcx  
  pushf  
  pop  [rbp]  
  jmp  __vm_dispatcher
```

```
rcx ← [rbp]  
rbx ← [rbp + 4]
```

Handler performing **nor**
(with flag side-effects)

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__handle_vnor:  
  mov  rcx, [rbp]  
  mov  rbx, [rbp + 4]  
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  not  rbx  
  and  rcx, rbx  
  mov  [rbp + 4], rcx  
  pushf  
  pop  [rbp]  
  jmp  __vm_dispatcher
```

```
rcx ← [rbp]  
rbx ← [rbp + 4]  
rcx ← ¬rcx = ¬[rbp]
```

Handler performing **nor**
(with flag side-effects)

```
__handle_vnor:  
  mov  rcx, [rbp]  
  mov  rbx, [rbp + 4]  
  not  rcx  
  • not  rbx  
  and  rcx, rbx  
  mov  [rbp + 4], rcx  
  pushf  
  pop  [rbp]  
  jmp  __vm_dispatcher
```

$rcx \leftarrow [rbp]$

$rbx \leftarrow [rbp + 4]$

$rcx \leftarrow \neg rcx = \neg [rbp]$

$rbx \leftarrow \neg rbx = \neg [rbp + 4]$

Handler performing **nor**
(with flag side-effects)

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__handle_vnor:  
  mov  rcx, [rbp]  
  mov  rbx, [rbp + 4]  
  not  rcx  
  not  rbx  
  • and rcx, rbx  
  mov  [rbp + 4], rcx  
  pushf  
  pop  [rbp]  
  jmp  __vm_dispatcher
```

```
rcx ← [rbp]  
rbx ← [rbp + 4]  
rcx ← ¬rcx = ¬[rbp]  
rbx ← ¬rbx = ¬[rbp + 4]  
rcx ← rcx ∧ rbx  
      = (¬[rbp]) ∧ (¬[rbp + 4])
```

Handler performing **nor**
(with flag side-effects)

```
__handle_vnor:  
  mov  rcx, [rbp]  
  mov  rbx, [rbp + 4]  
  not  rcx  
  not  rbx  
  • and rcx, rbx  
  mov  [rbp + 4], rcx  
  pushf  
  pop  [rbp]  
  jmp  __vm_dispatcher
```

```
rcx ← [rbp]  
rbx ← [rbp + 4]  
rcx ← ¬rcx = ¬[rbp]  
rbx ← ¬rbx = ¬[rbp + 4]  
rcx ← rcx ∧ rbx  
      = (¬[rbp]) ∧ (¬[rbp + 4])  
      = [rbp] ↓ [rbp + 4]
```

Handler performing **nor**
(with flag side-effects)

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__handle_vnor:  
  mov  rcx, [rbp]  
  mov  rbx, [rbp + 4]  
  not  rcx  
  not  rbx  
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• mov  [rbp + 4], rcx  
  pushf  
  pop  [rbp]  
  jmp  __vm_dispatcher
```

```
rcx ← [rbp]  
rbx ← [rbp + 4]  
rcx ← ¬rcx = ¬[rbp]  
rbx ← ¬rbx = ¬[rbp + 4]  
rcx ← rcx ∧ rbx  
      = (¬[rbp]) ∧ (¬[rbp + 4])  
      = [rbp] ↓ [rbp + 4]  
[rbp + 4] ← rcx = [rbp] ↓ [rbp + 4]
```

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__handle_vnor:  
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  mov  [rbp + 4], rcx  
  • pushf  
  pop  [rbp]  
  jmp  __vm_dispatcher
```

```
rcx ← [rbp]  
rbx ← [rbp + 4]  
rcx ←  $\neg$ rcx =  $\neg$ [rbp]  
rbx ←  $\neg$ rbx =  $\neg$ [rbp + 4]  
rcx ← rcx  $\wedge$  rbx  
      = ( $\neg$ [rbp])  $\wedge$  ( $\neg$ [rbp + 4])  
      = [rbp]  $\downarrow$  [rbp + 4]  
[rbp + 4] ← rcx = [rbp]  $\downarrow$  [rbp + 4]  
  
rsp ← rsp - 4  
[rsp] ← flags
```

Handler performing **nor**
(with flag side-effects)

```
__handle_vnor:  
  mov  rcx, [rbp]  
  mov  rbx, [rbp + 4]  
  not  rcx  
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rcx ← rcx  $\wedge$  rbx  
      = ( $\neg$ [rbp])  $\wedge$  ( $\neg$ [rbp + 4])  
      = [rbp]  $\downarrow$  [rbp + 4]  
[rbp + 4] ← rcx = [rbp]  $\downarrow$  [rbp + 4]  
  
rsp ← rsp - 4  
[rsp] ← flags  
[rbp] ← [rsp] = flags  
rsp ← rsp + 4
```

```

__handle_vnor:
  mov  rcx, [rbp]
  mov  rbx, [rbp + 4]
  not  rcx
  not  rbx
  and  rcx, rbx
  mov  [rbp + 4], rcx
  pushf
  pop  [rbp]
  • jmp  __vm_dispatcher

```

```

rcx ← [rbp]
rbx ← [rbp + 4]
rcx ← ¬rcx = ¬[rbp]
rbx ← ¬rbx = ¬[rbp + 4]

```

$$[rbp + 4] \leftarrow ([rbp] \downarrow [rbp + 4])$$

$$= [rbp] \downarrow [rbp + 4]$$

```
[rbp + 4] ← rcx = [rbp] ↓ [rbp + 4]
```

```
rsp ← rsp - 4
```

```
[rsp] ← flags
```

```
[rbp] ← [rsp] = flags
```

```
rsp ← rsp + 4
```

Handler performing `nor`
(with flag side-effects)

Virtual Machine Handler

```
mov     eax, dword [rbp]
mov     ecx, dword [rbp + 4]
cmp     r11w, r13w
sub     rbp, 4
not     eax
clc
cmc
cmp     rdx, 0x28b105fa
not     ecx
cmp     r12b, r9b
cmc
and     eax, ecx
jmp     0xc239
mov     word [rbp + 8], eax
pushfq
movzx   ax, di
and     qword [rbp]
pop     rsi, 4
shld   rax, rdx, 0x1b
xor     ah, 0x4d
mov     eax, dword [rsi]
cmp     ecx, r11d
test    r10, 0x179708d5
xor     eax, ebx

jmp     0xffffffff63380
dec     eax
stc
ror     eax, 1
jmp     0xffffffff2a70
dec     eax
clc
bswap   eax
test    bp, 0x5124
neg     eax
test    dil, 0xe9
cmp     bx, r14w
cmc
push    rbx
sub     bx, 0x49f8
xor     dword [rsp], eax
and     bh, 0xaf
pop     rbx
movsxd  rax, eax
test    r13b, 0x94
add     rdi, rax
jmp     0xffffffffc67c7
lea     rax, [rsp + 0x140]
cmp     rbp, rax
ja      0x6557b
jmp     rdi
```


Mixed Boolean-Arithmetic Expression

```
int mixed_boolean(int A, int B, int C) {
    int result;

    result = (((1438524315 + (((1438524315 + C) + 1438524315 * ((2956783114 - -1478456685 * C) |
(-1478456685 * (1668620215 - A) - 2956783115)))) + A) - 1553572265)) + 1438524315 * ((2956783114 -
-1478456685 * (((1438524315 + C) + 1438524315 * ((2956783114 - -1478456685 * C) | (-1478456685 *
(1668620215 - A) - 2956783115)))) + A) - 1553572265)) | (-1478456685 * (1668620215 - B) -
2956783115))) - ((1438524315 + (1668620215 - (((1438524315 + C) + 1438524315 * ((2956783114 -
-1478456685 * C) | (-1478456685 * (1668620215 - A) - 2956783115)))) + A) - 1553572265))) +
1438524315 * ((2956783114 - -1478456685 * (1668620215 - (((1438524315 + C) + 1438524315 *
((2956783114 - -1478456685 * C) | (-1478456685 * (1668620215 - A) - 2956783115)))) + A) -
1553572265))) | (-1478456685 * B - 2956783115)))) + 1553572265;

    return -1478456685 * result - 2956783115;
}
```


- ⊕ Captures full semantics of executed code
- ⊕ Computer algebra system, some degree of simplification
- ⊖ Usability decreases with increasing *syntactic* complexity
 - Artificial complexity (substitution, ...)
 - Algebraic complexity (MBA)

- ⊕ Captures full semantics of executed code
- ⊕ Computer algebra system, some degree of simplification
- ⊖ Usability decreases with increasing *syntactic* complexity
 - Artificial complexity (substitution, ...)
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What if we could reason about *semantics* only instead of *syntax*?

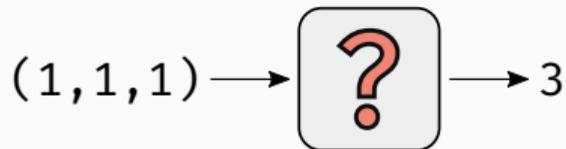
Program Synthesis

We use f as a black-box:

$$f(x, y, z) := (((x \oplus y) + ((x \wedge y) \cdot 2)) \vee z) + (((x \oplus y) + ((x \wedge y) \cdot 2)) \wedge z)$$

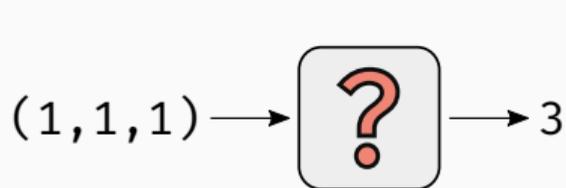
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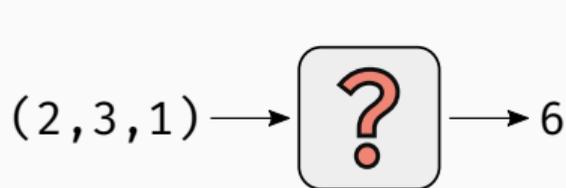
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$$(1, 1, 1) \rightarrow 3$$

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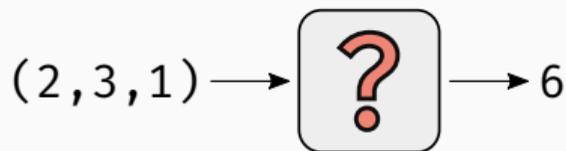
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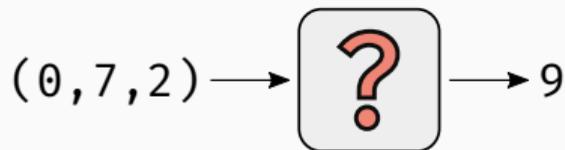


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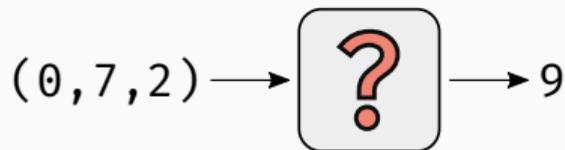


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$$(0, 7, 2) \rightarrow 9$$

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$$(0, 7, 2) \rightarrow 9$$

We **learn** a function that has the same I/O behavior:

We use f as a black-box:

$$f(x, y, z) := (((x \oplus y) + ((x \wedge y) \cdot 2)) \vee z) + (((x \oplus y) + ((x \wedge y) \cdot 2)) \wedge z)$$

$$(1, 1, 1) \rightarrow 3$$

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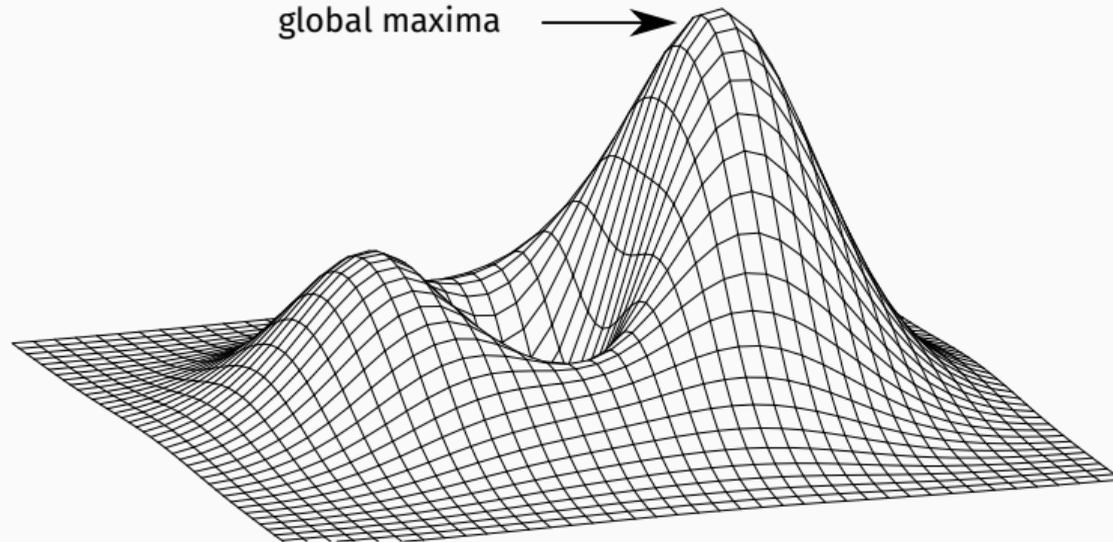
$$(0, 7, 2) \rightarrow 9$$

We **learn** a function that has the same I/O behavior:

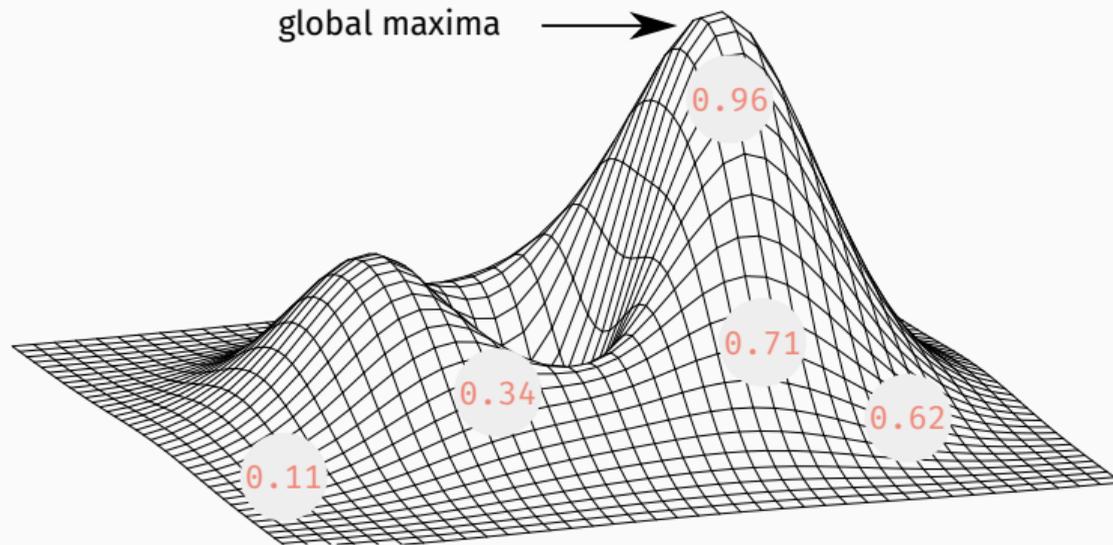
$$h(x, y, z) := x + y + z$$

How to synthesize programs?

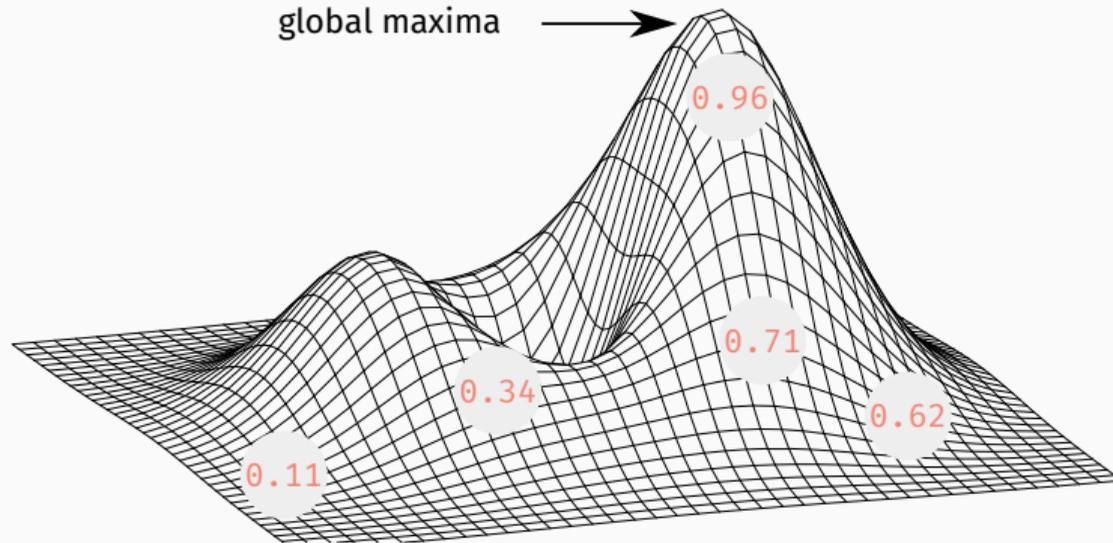
- probabilistic optimization problem



- probabilistic optimization problem



- probabilistic optimization problem
- based on Monte Carlo Tree Search (MCTS)



Let's synthesize: $a + b \pmod{8}$

$$U \rightarrow U + U \mid U * U \mid a \mid b$$

$$U \rightarrow U + U \mid U * U \mid a \mid b$$

- non-terminal symbol: U

$$U \rightarrow U + U \mid U * U \mid a \mid b$$

- non-terminal symbol: U
- input variables: $\{a, b\}$

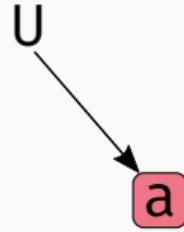
$$U \rightarrow U + U \mid U * U \mid a \mid b$$

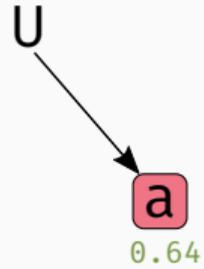
- non-terminal symbol: U
- input variables: $\{a, b\}$
- candidate programs: $a, b, a * b, a + b, \dots$

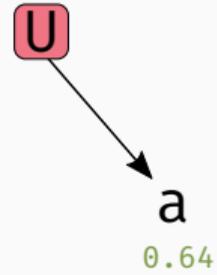
$$U \rightarrow U + U \mid U * U \mid a \mid b$$

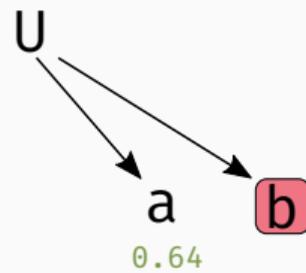
- non-terminal symbol: U
- input variables: $\{a, b\}$
- candidate programs: $a, b, a * b, a + b, \dots$
- intermediate programs: $U + U, U * U, U + b, \dots$

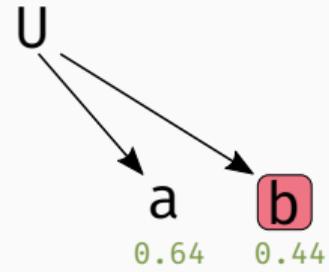


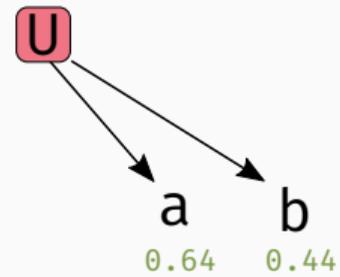


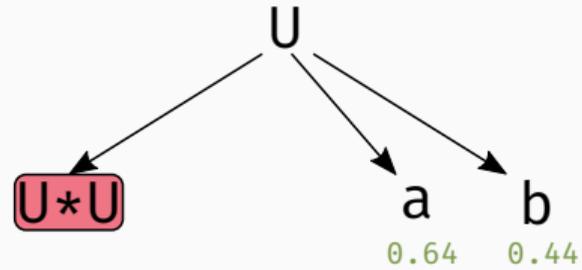


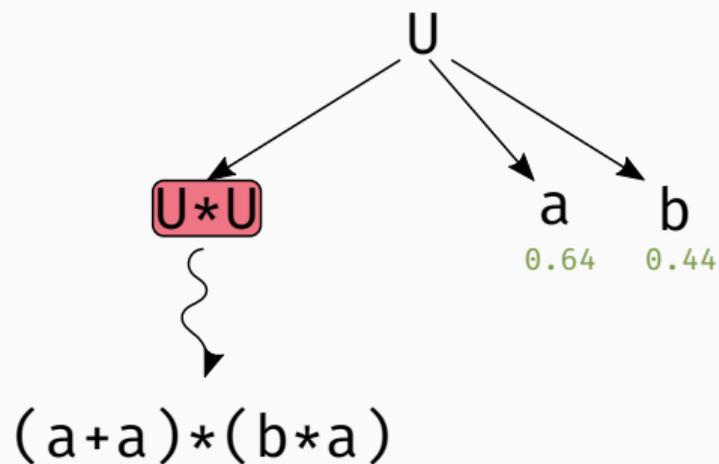


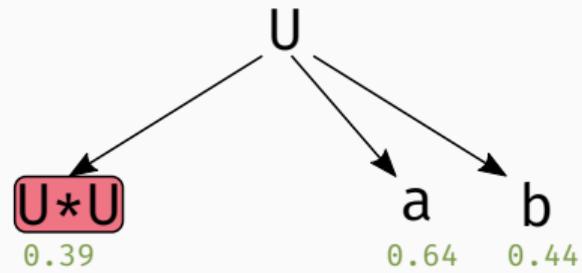


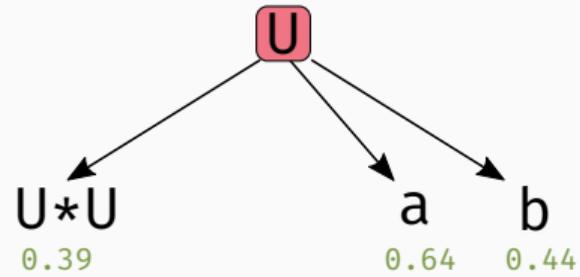


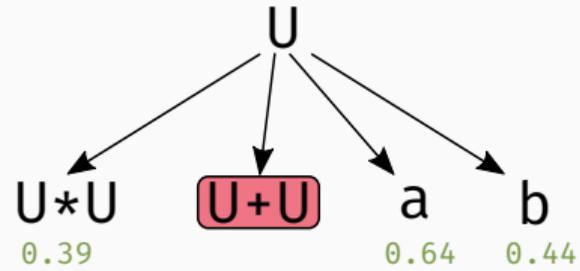


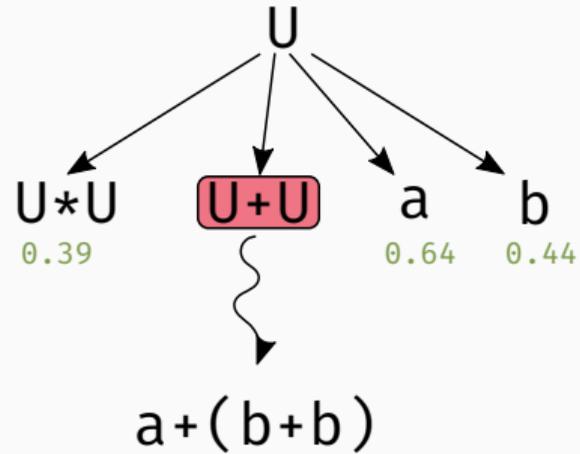


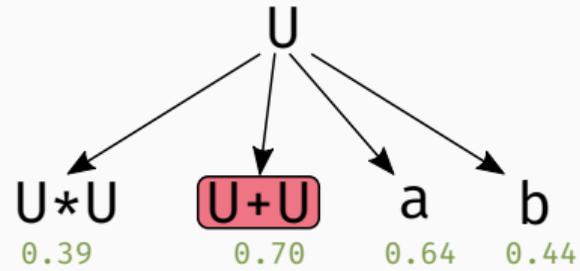


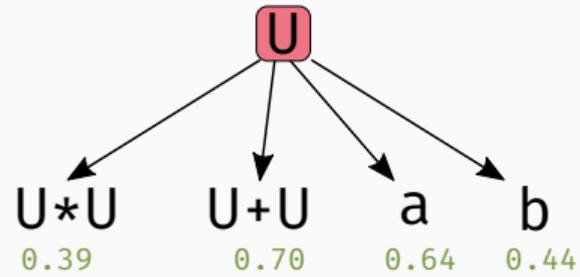


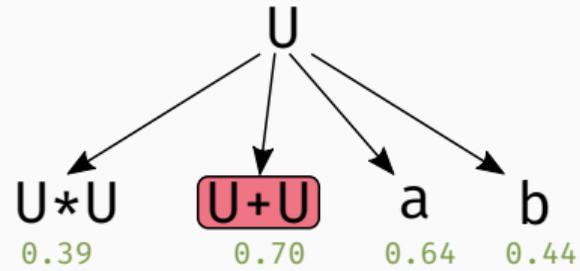


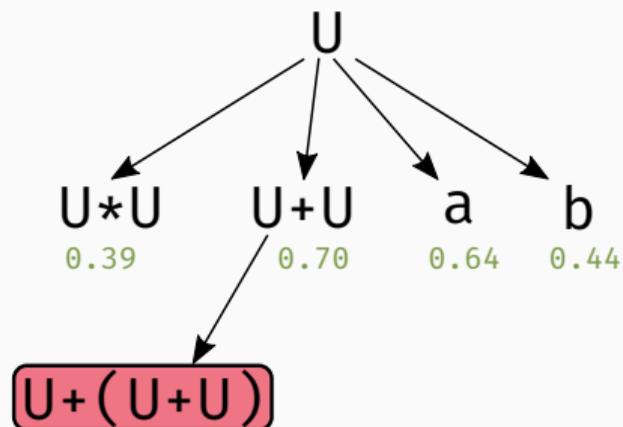


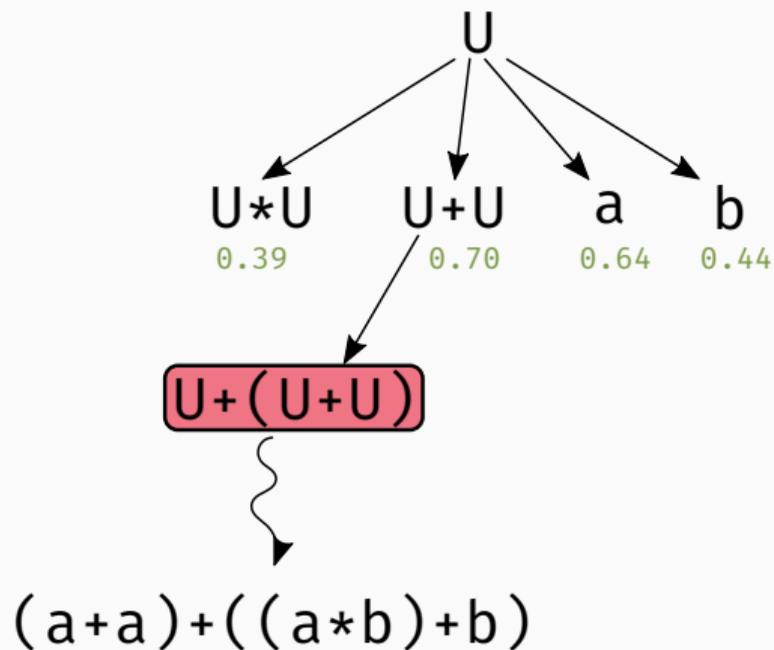


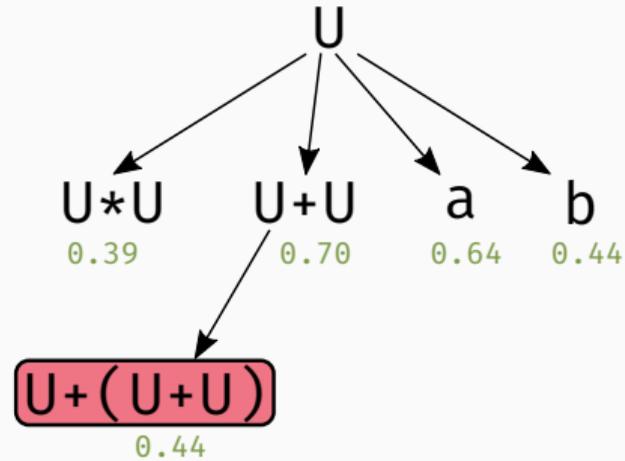


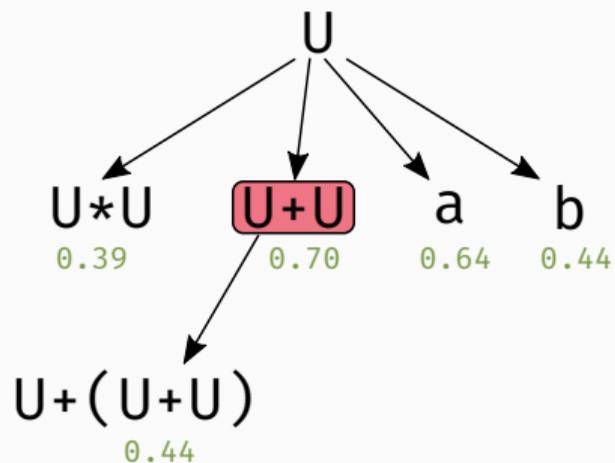


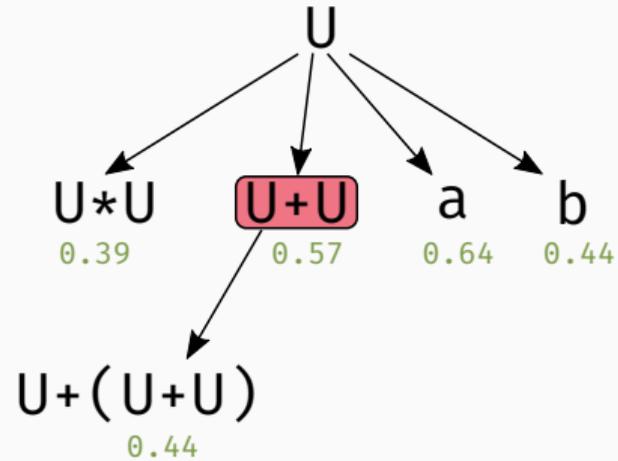


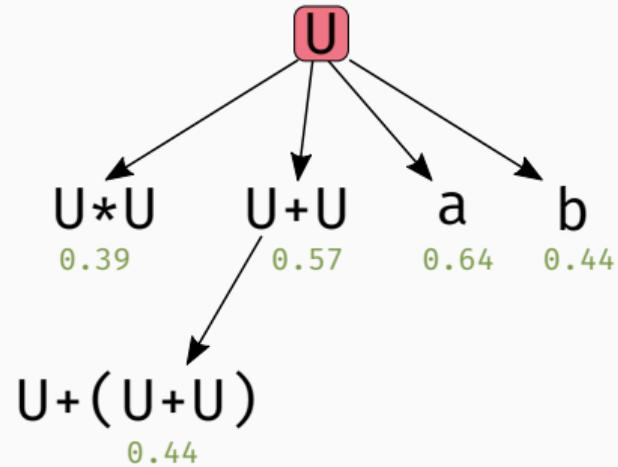


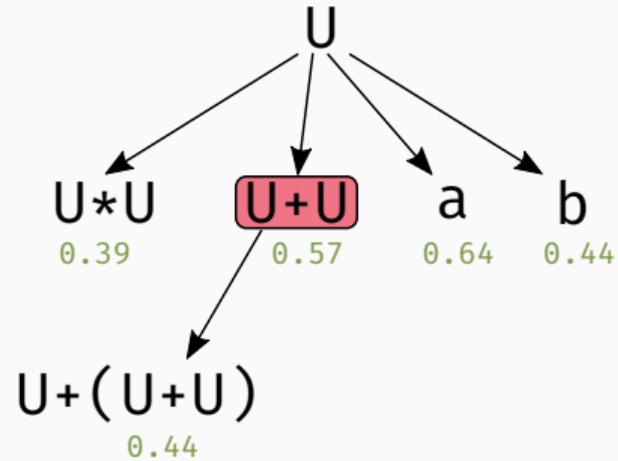


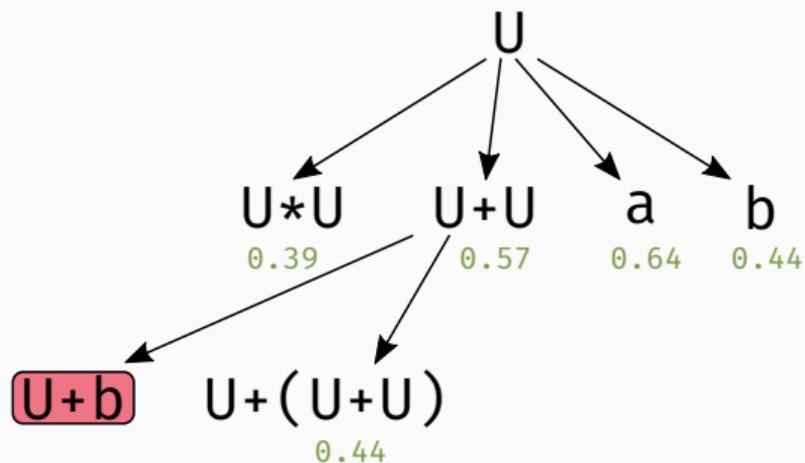


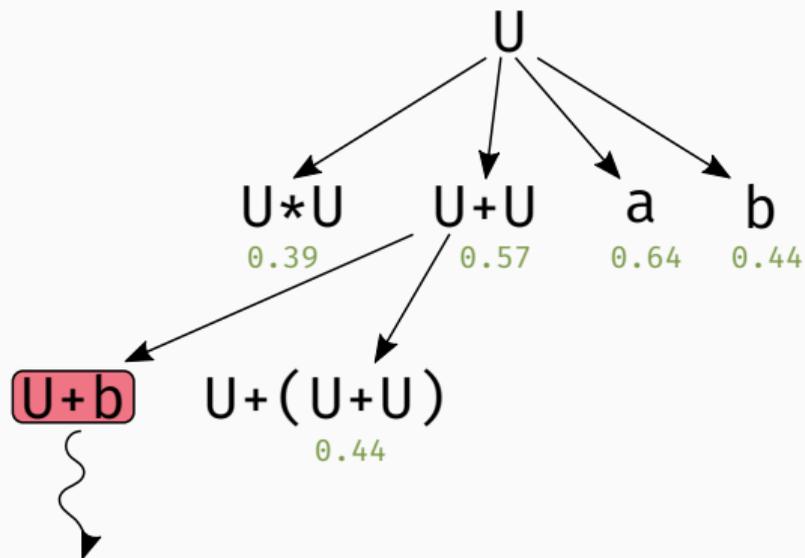


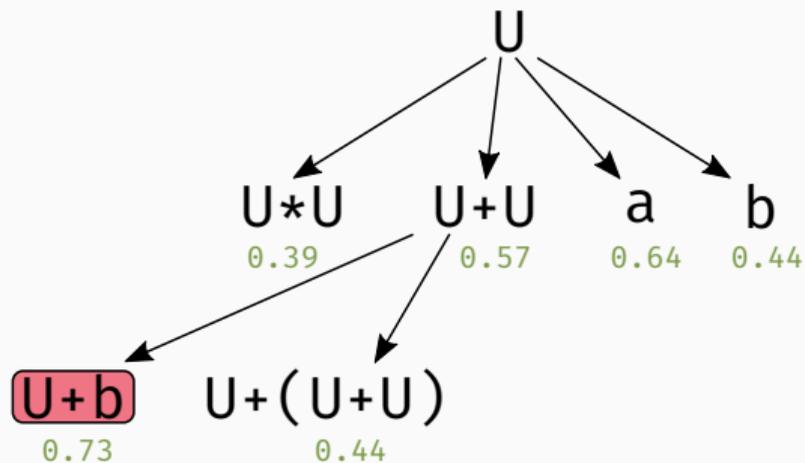


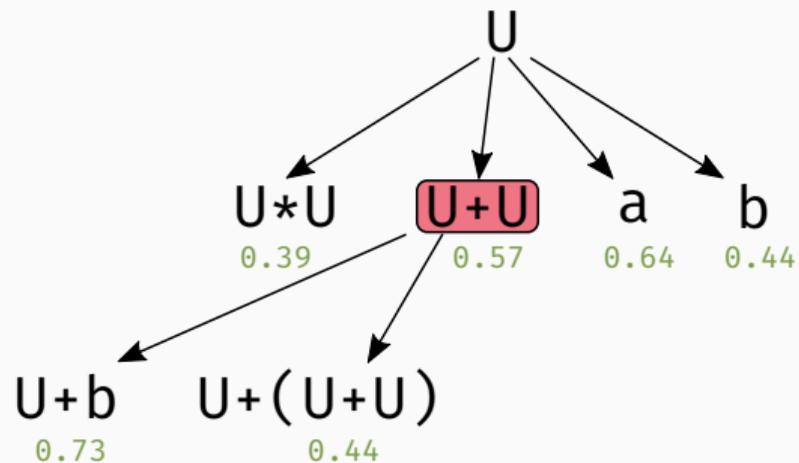


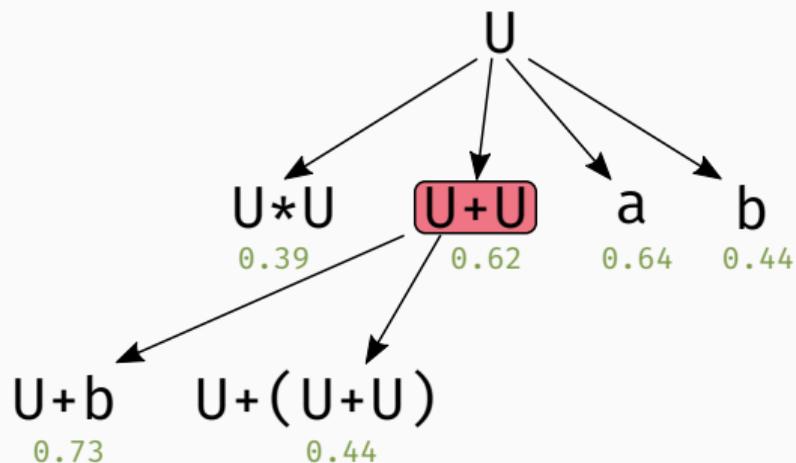


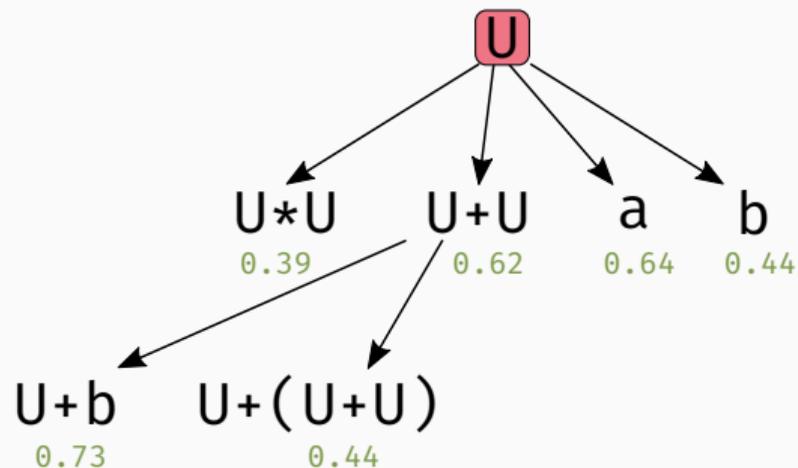


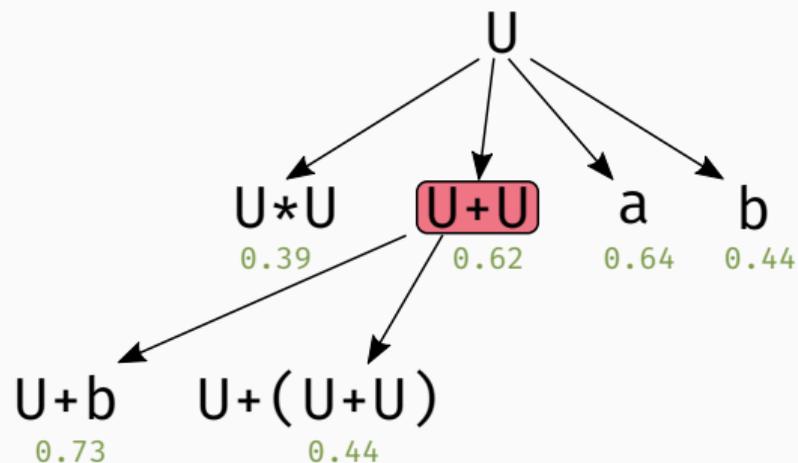


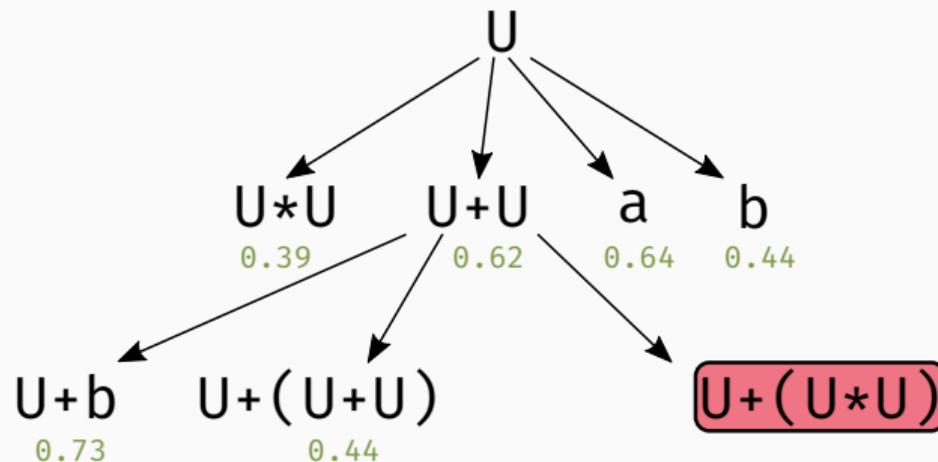


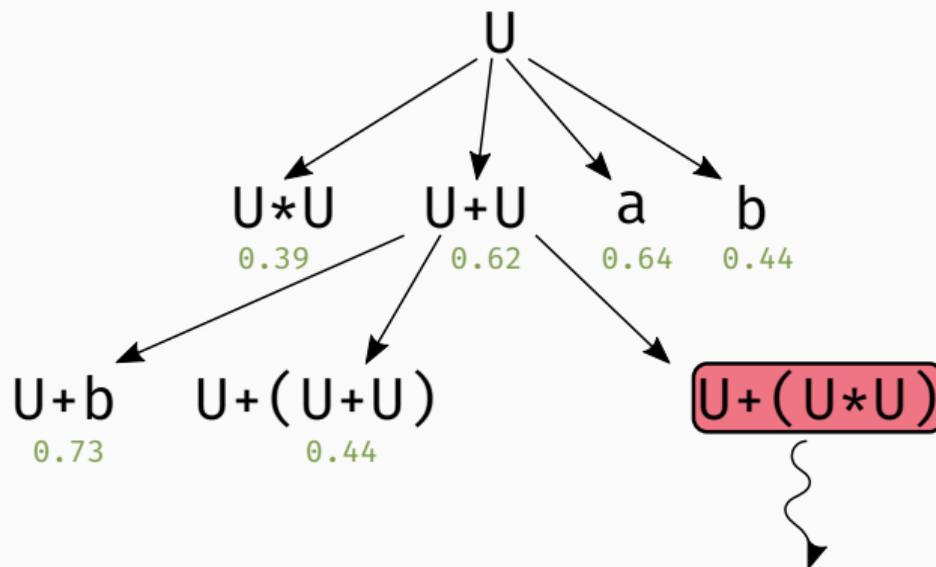


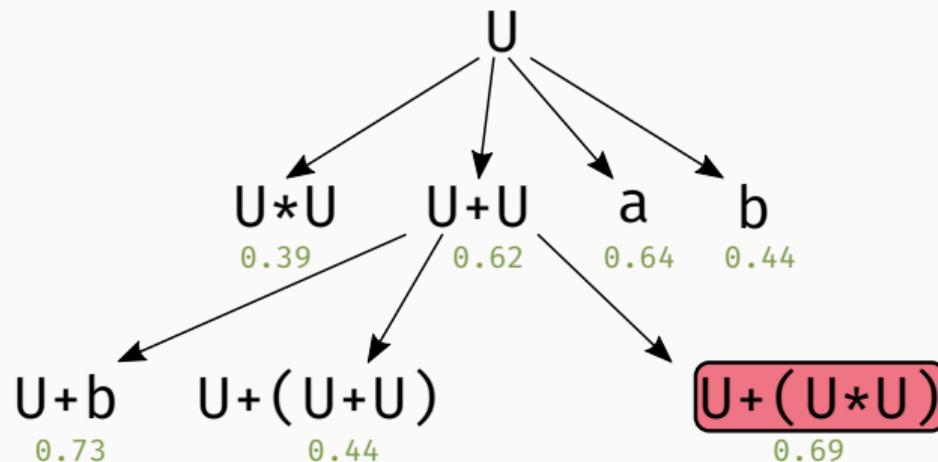


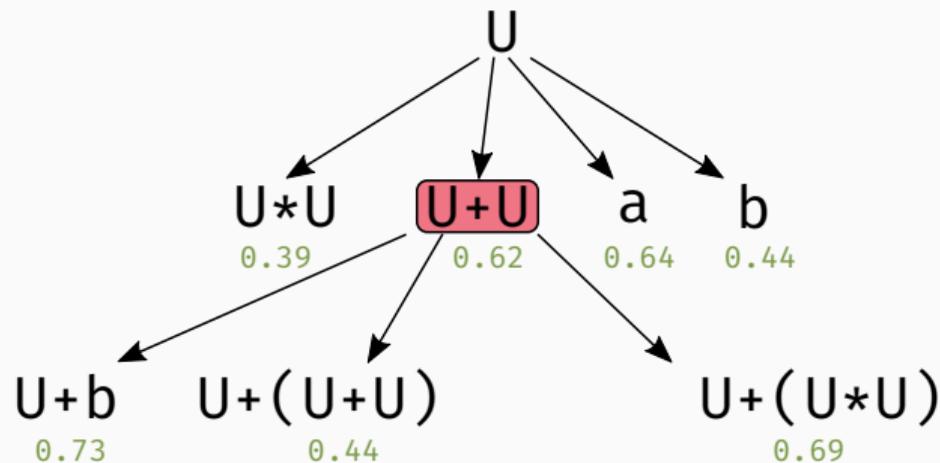


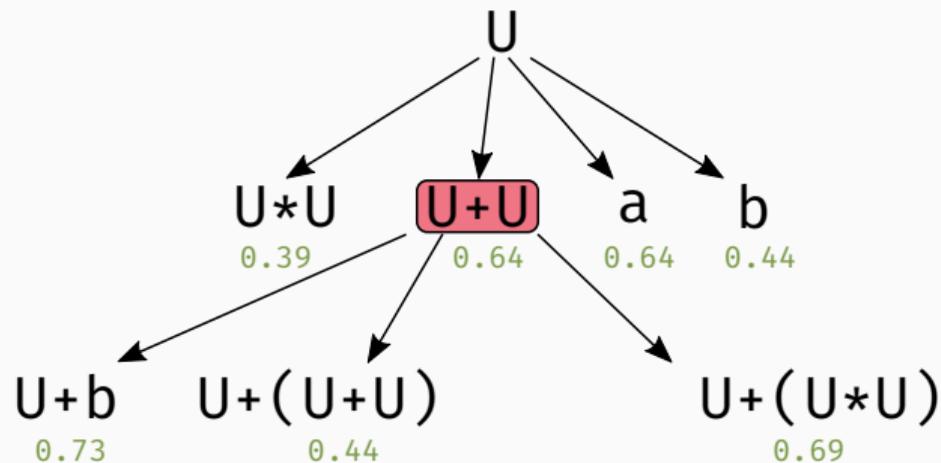


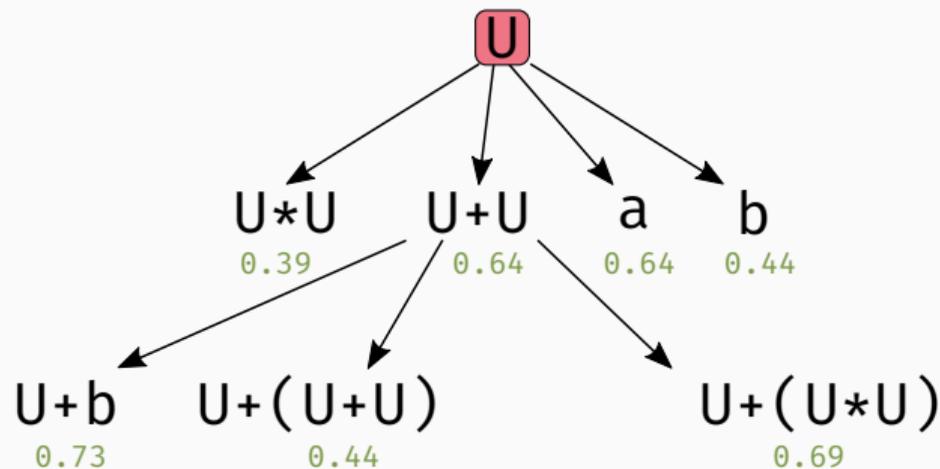


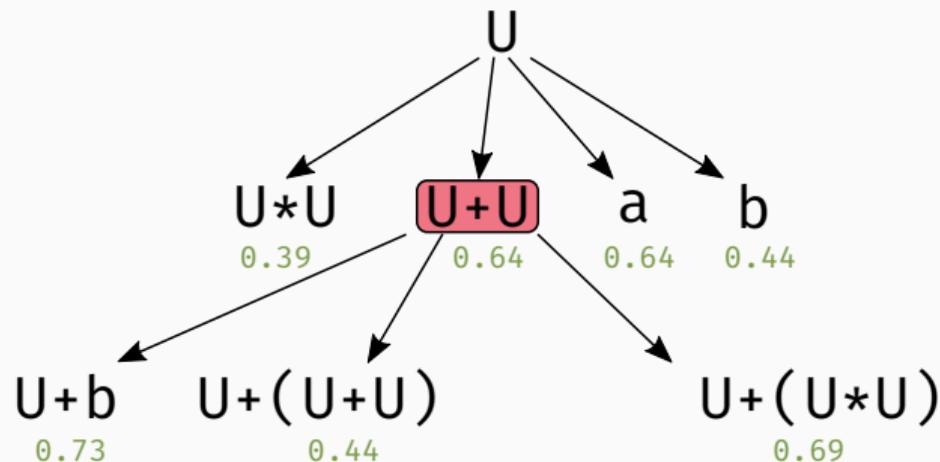


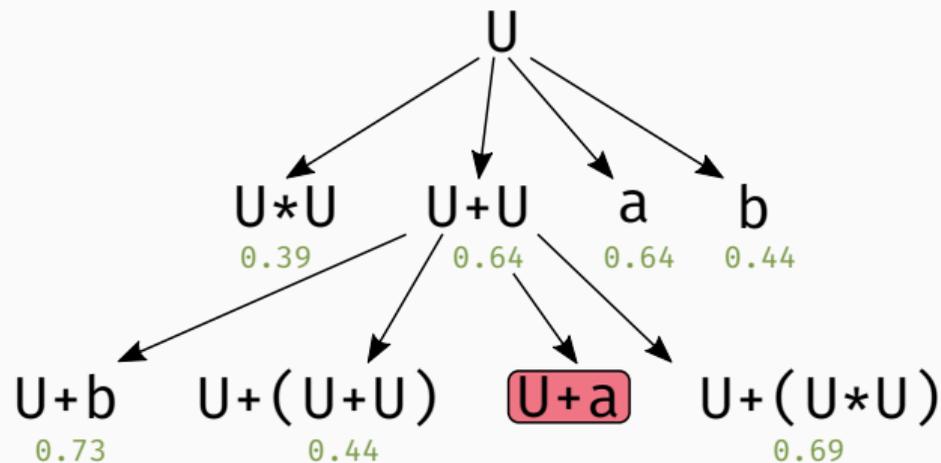


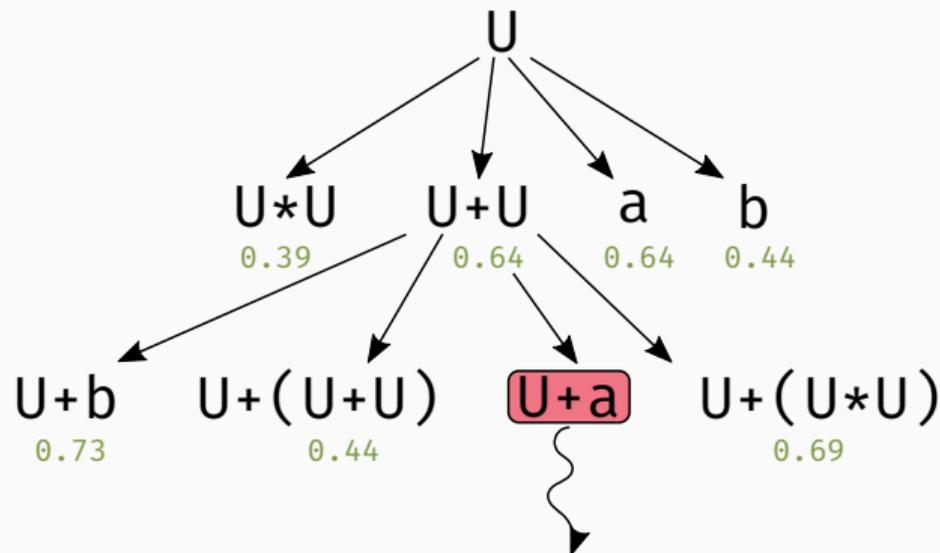


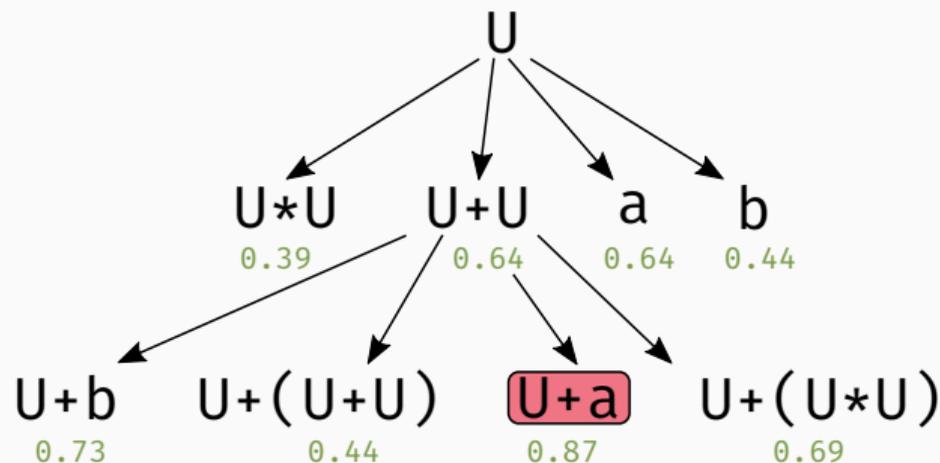


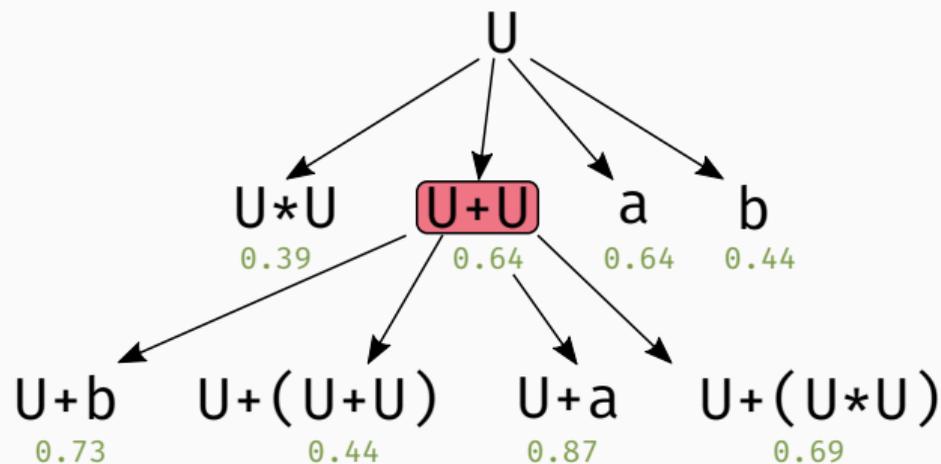


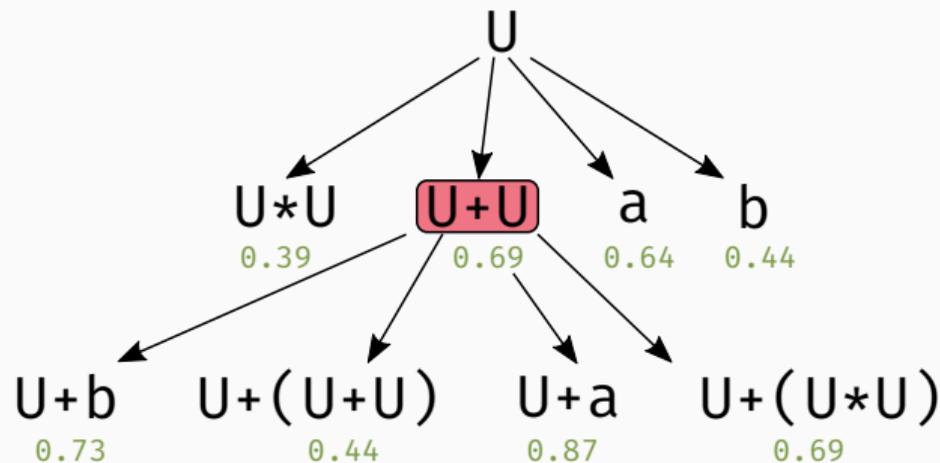


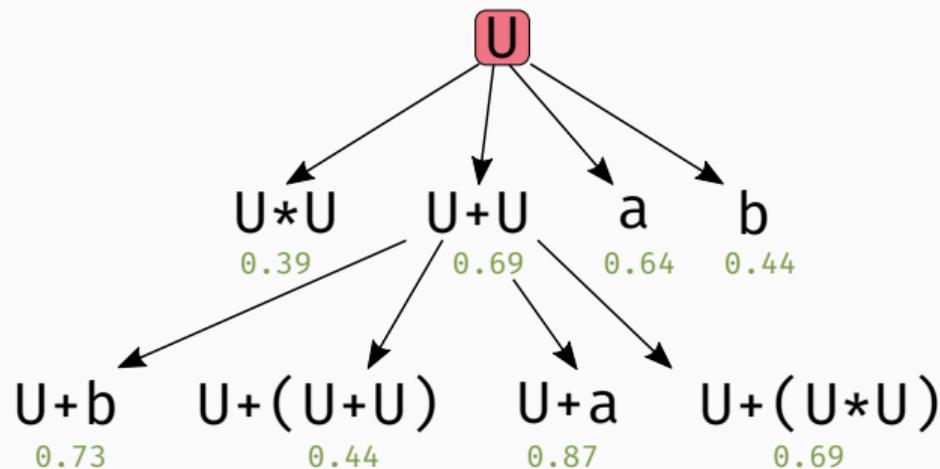


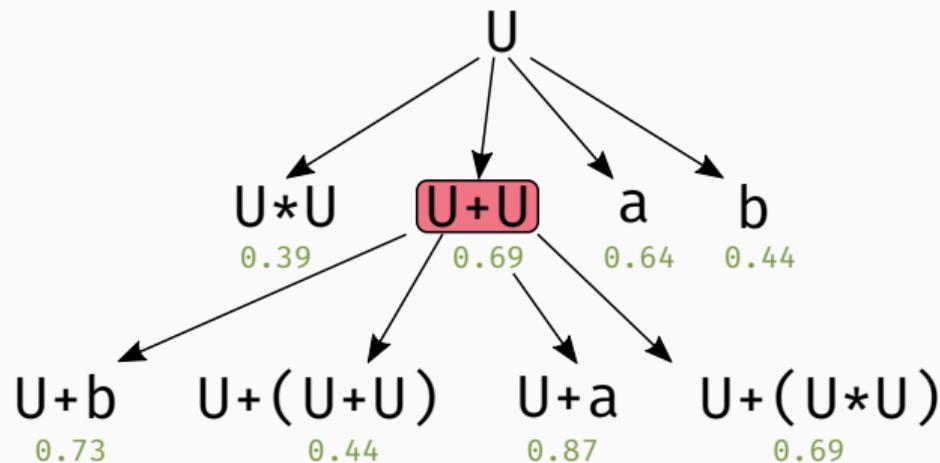


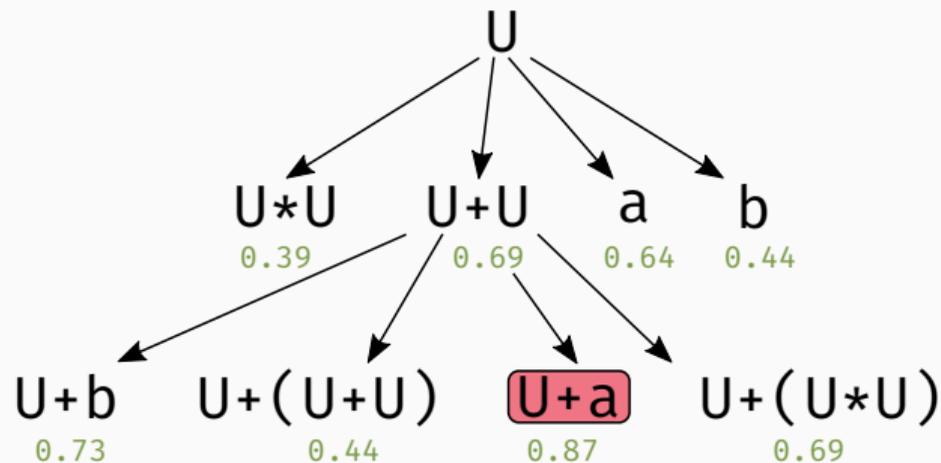


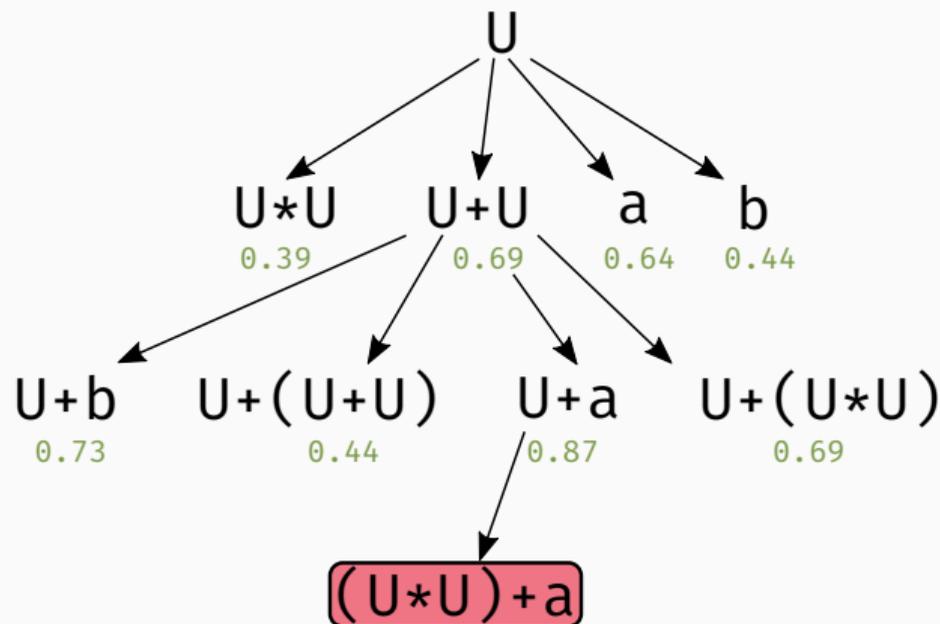


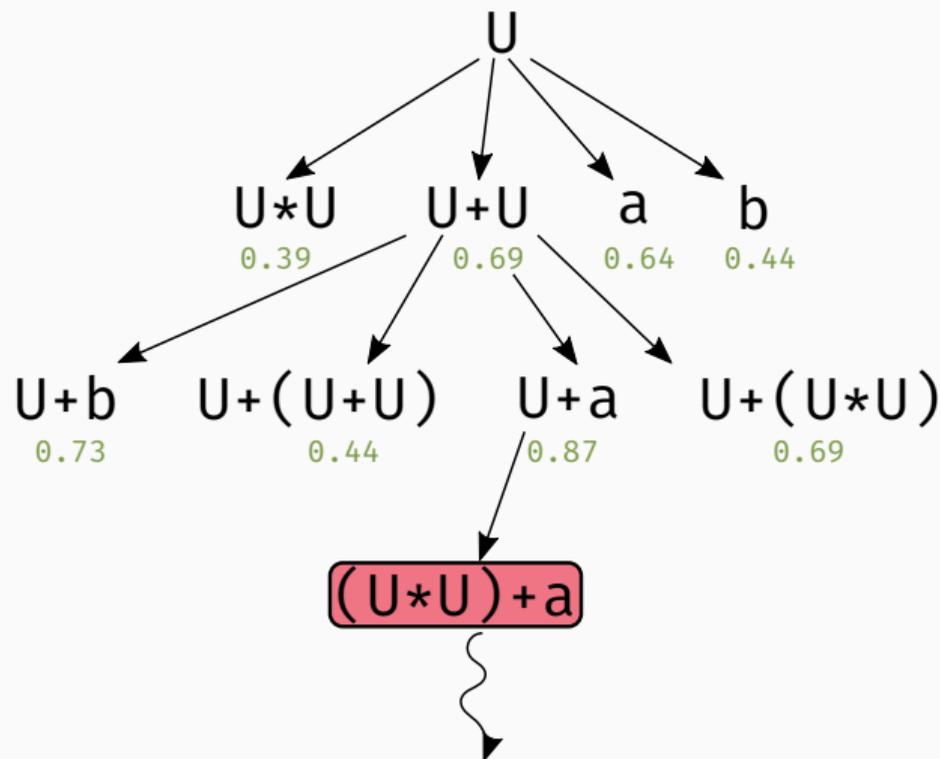


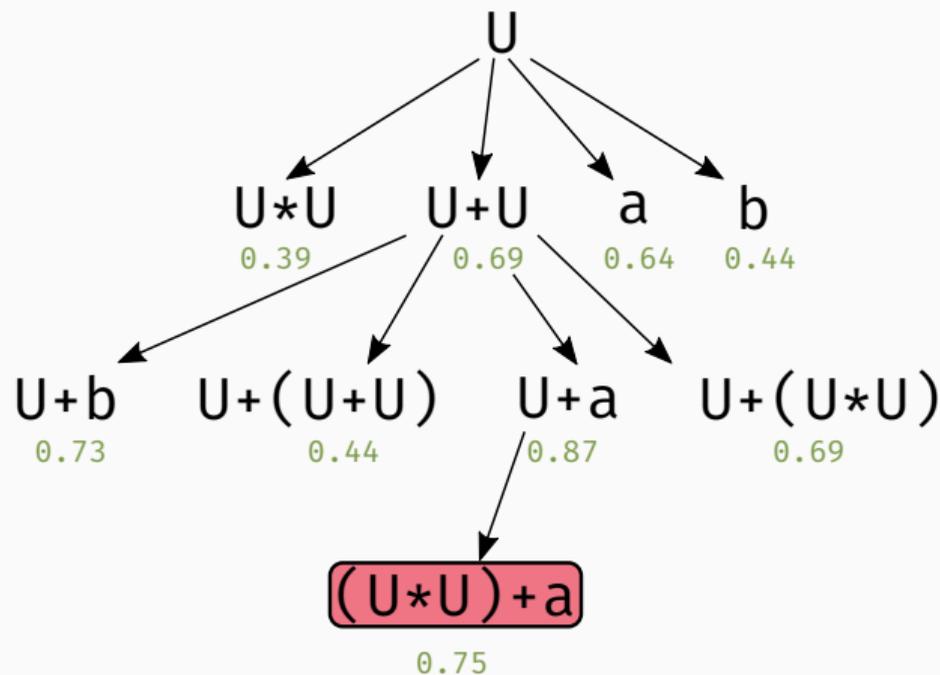


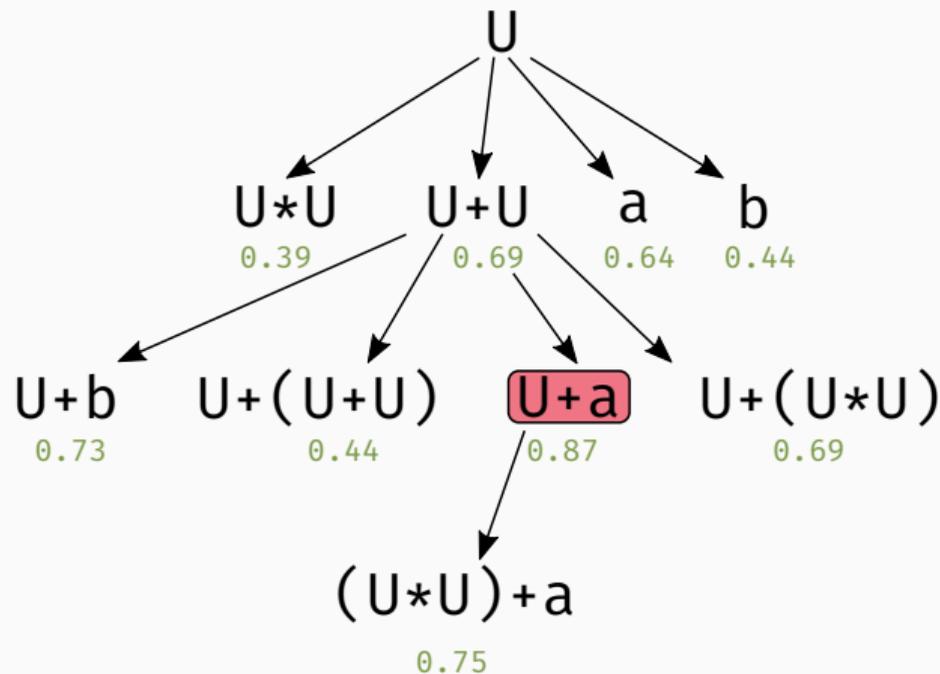


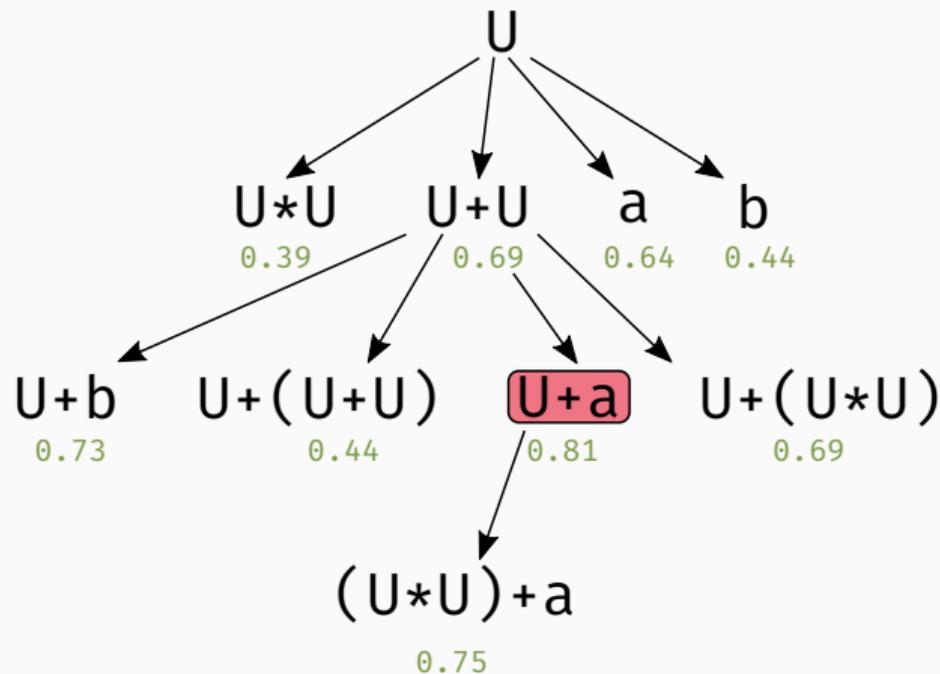


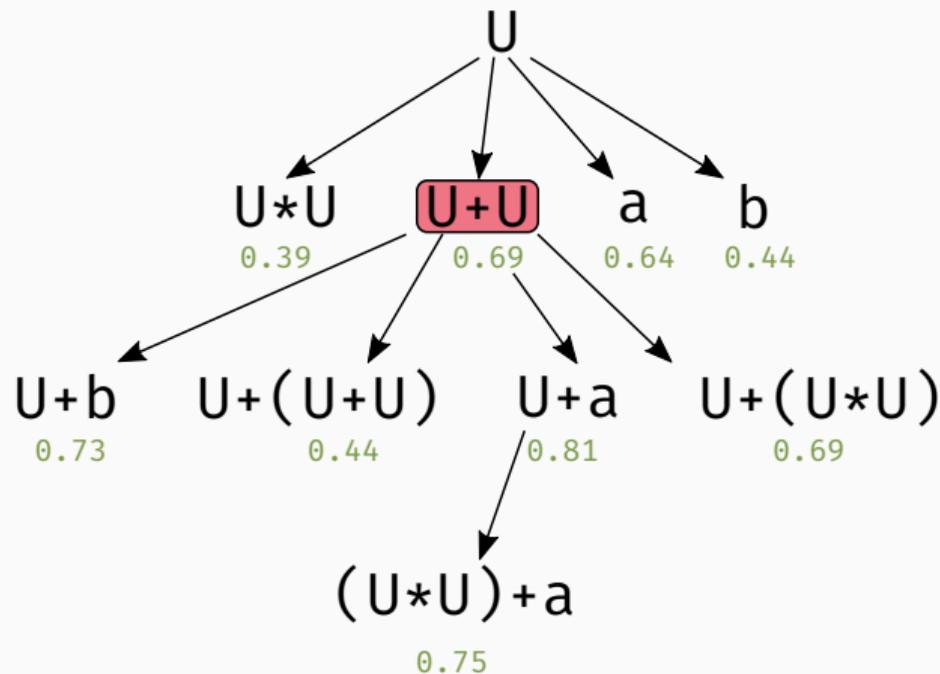


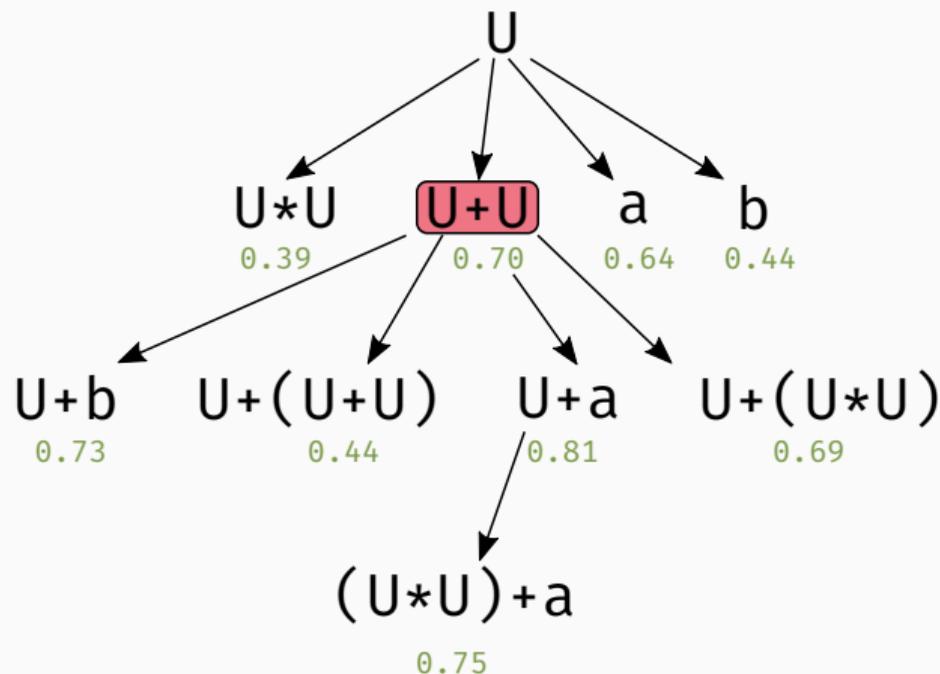


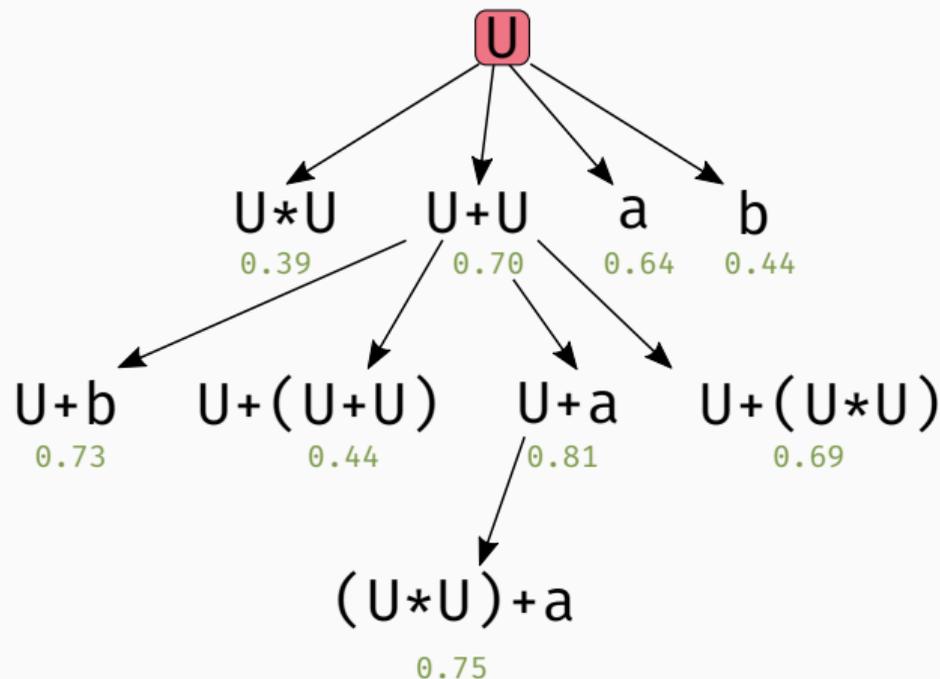


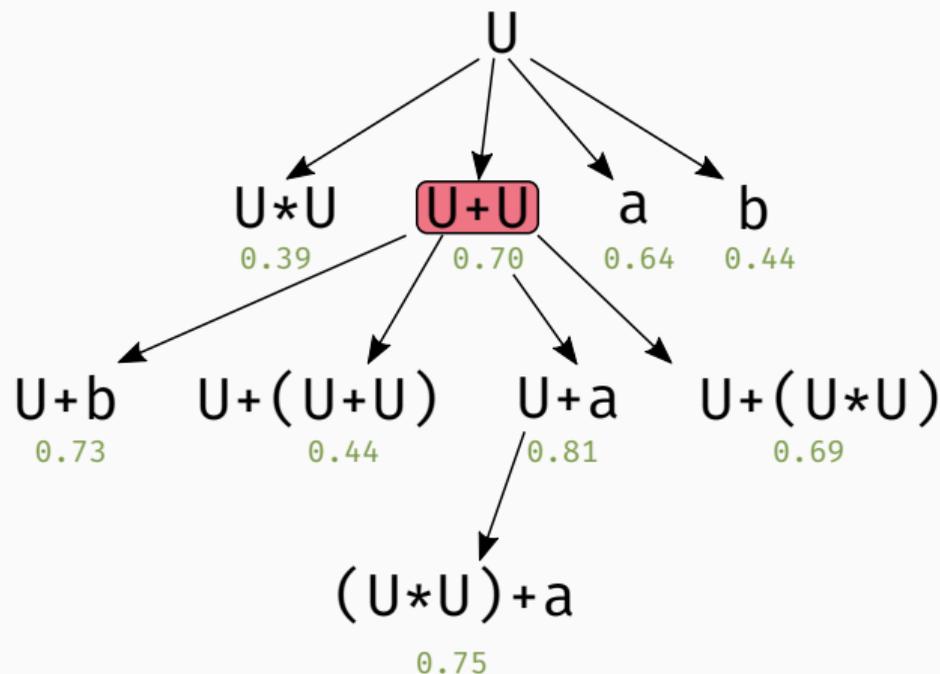


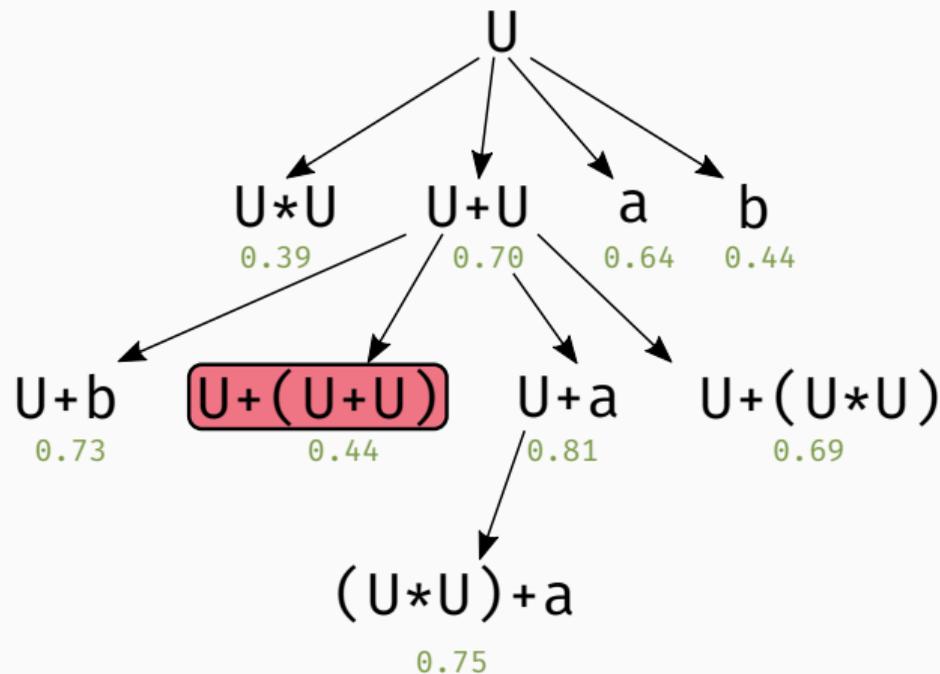


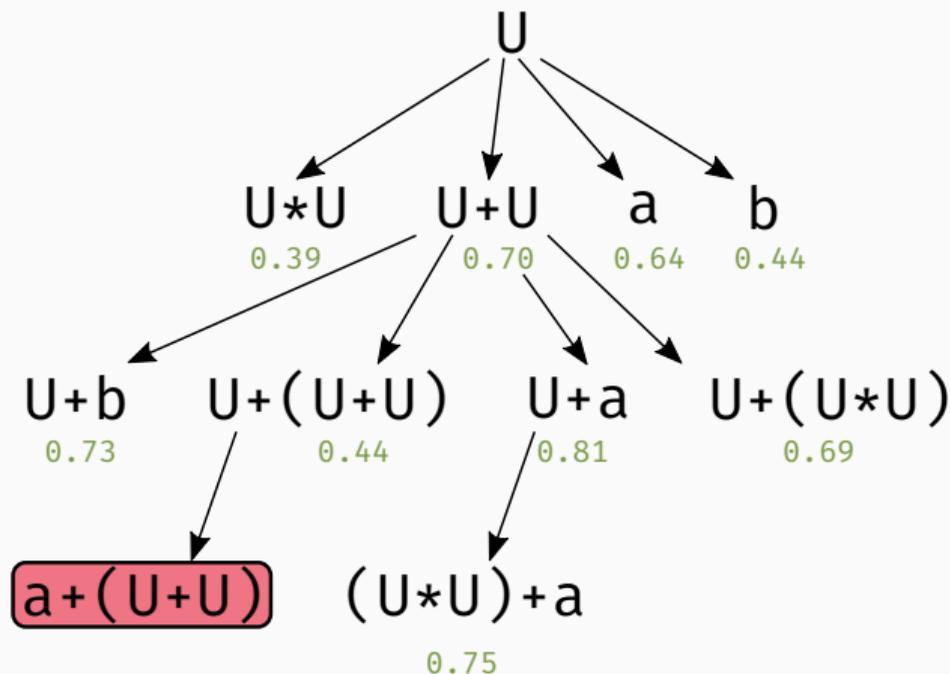


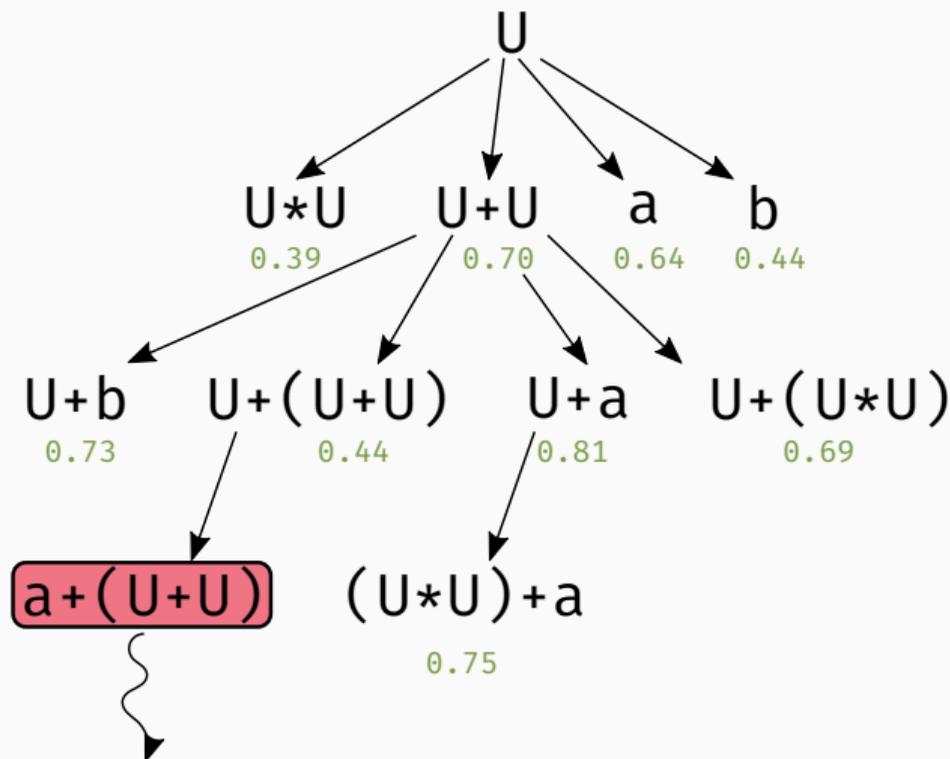


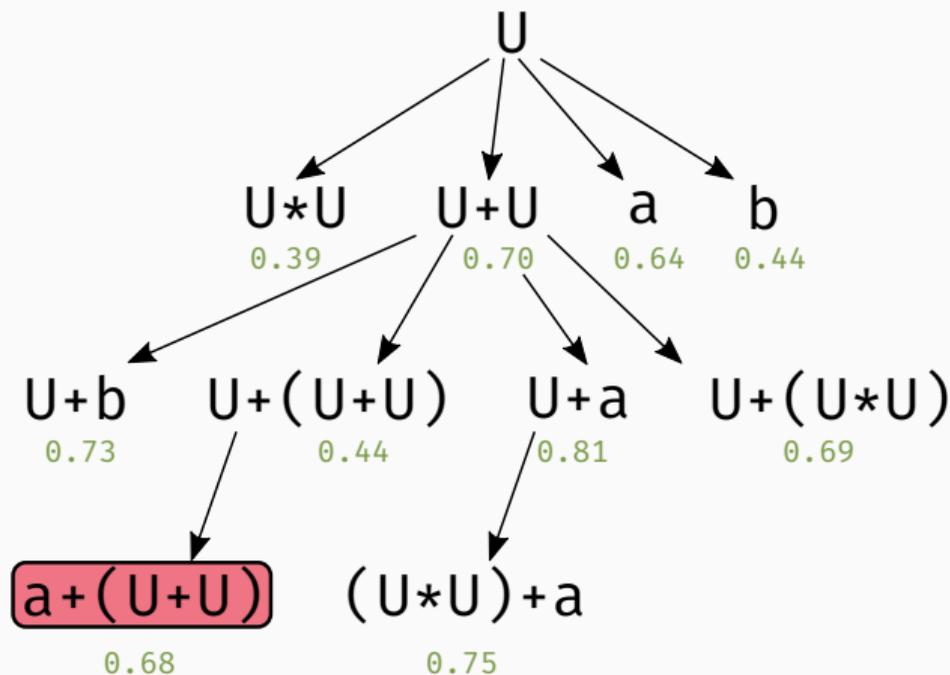


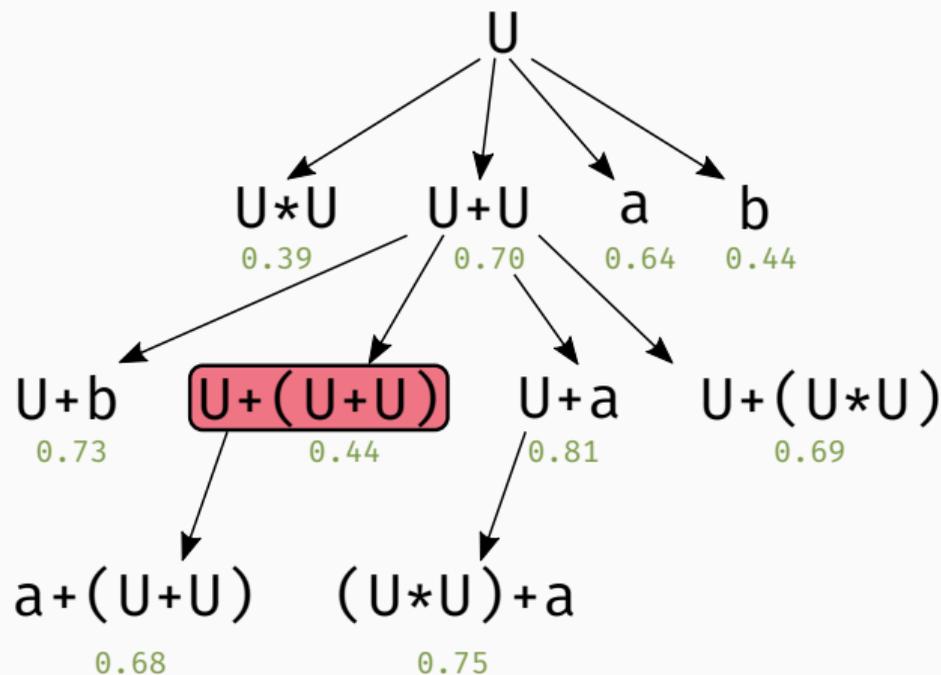


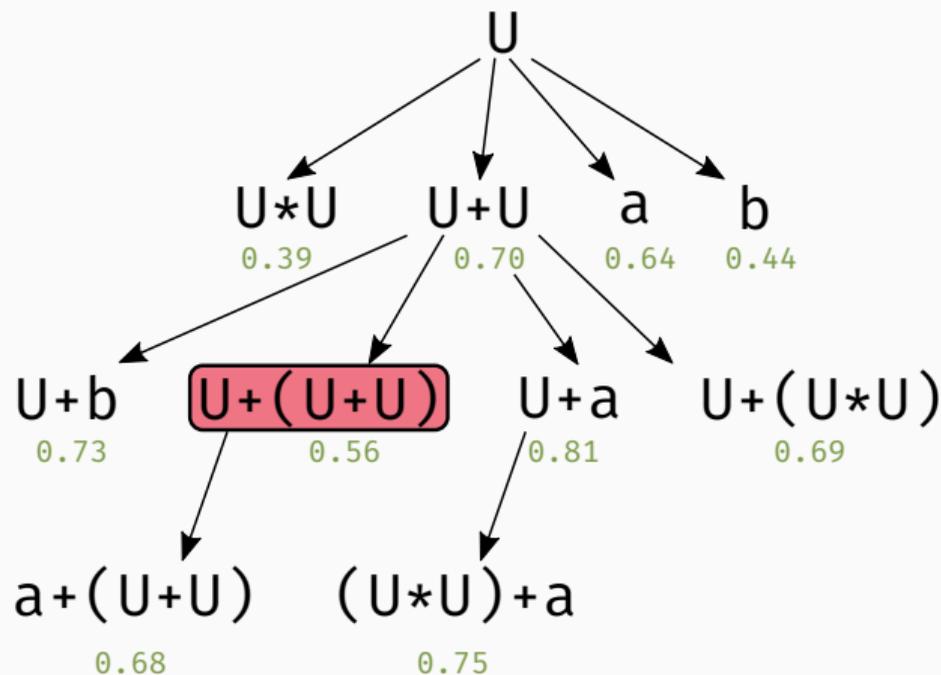


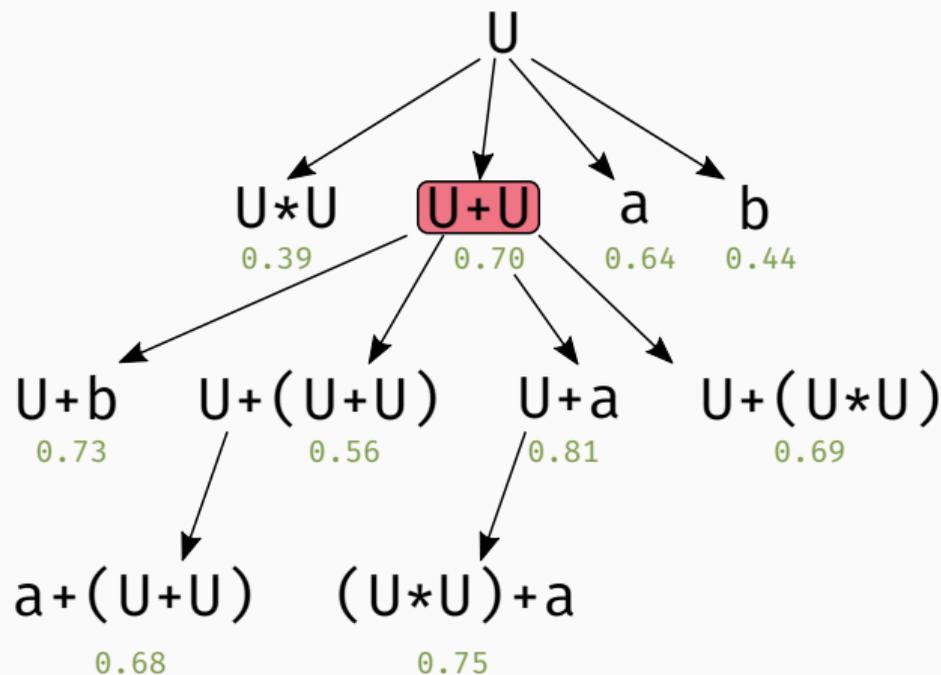


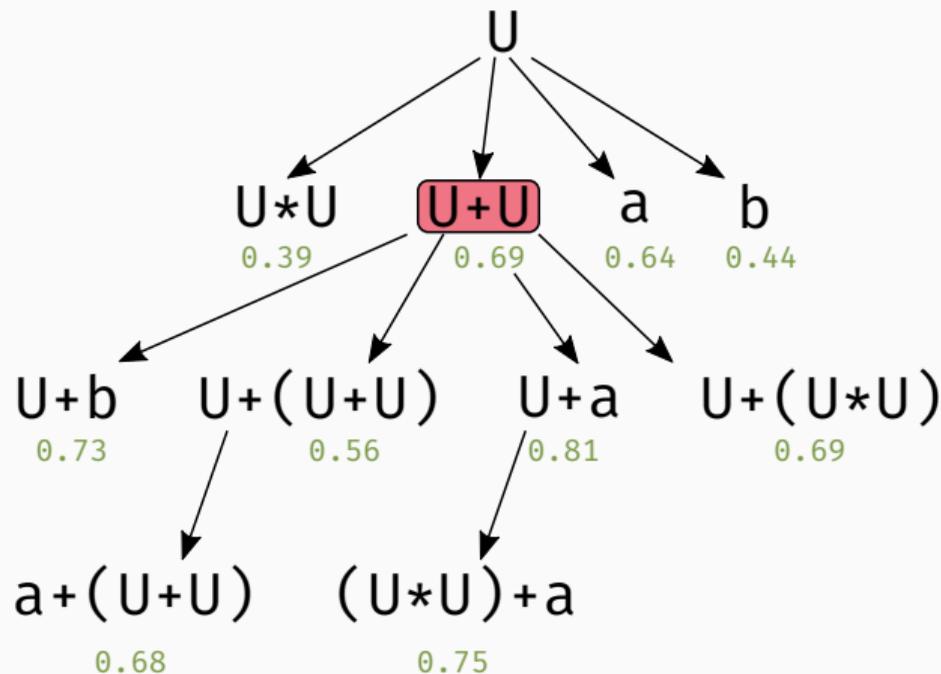


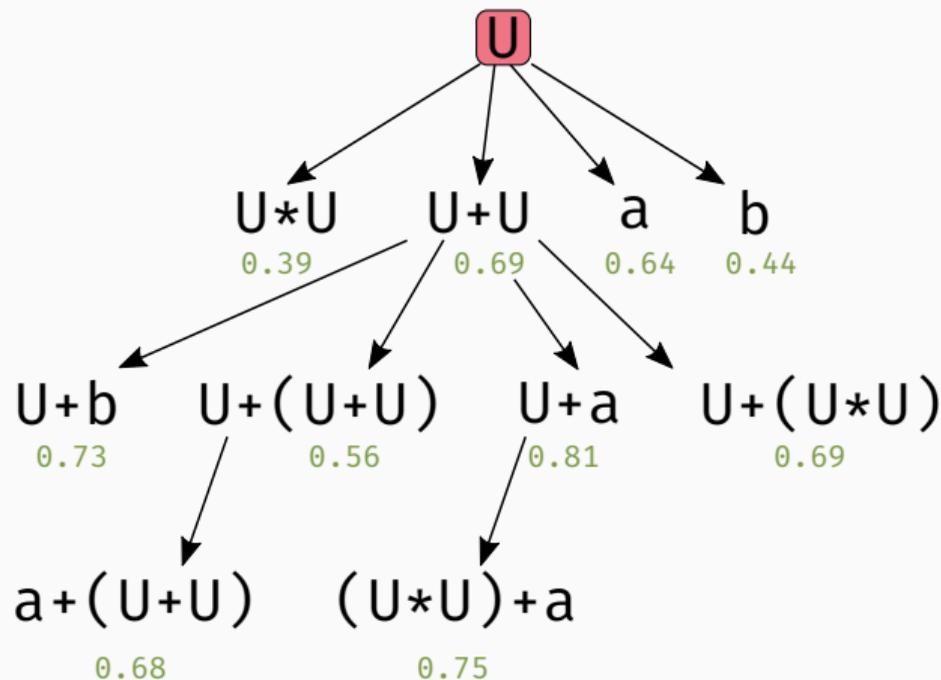


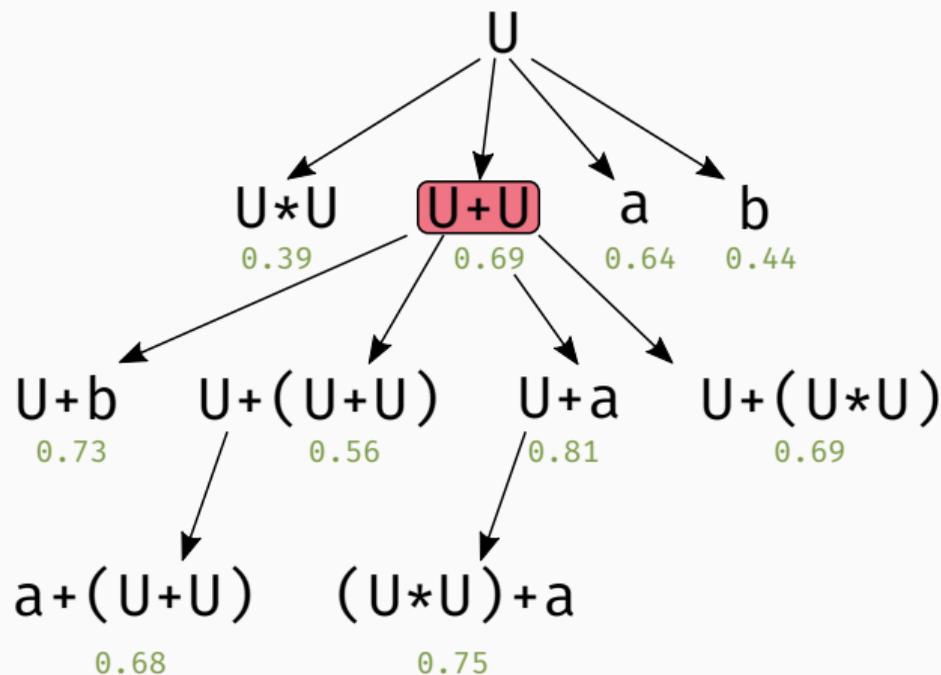


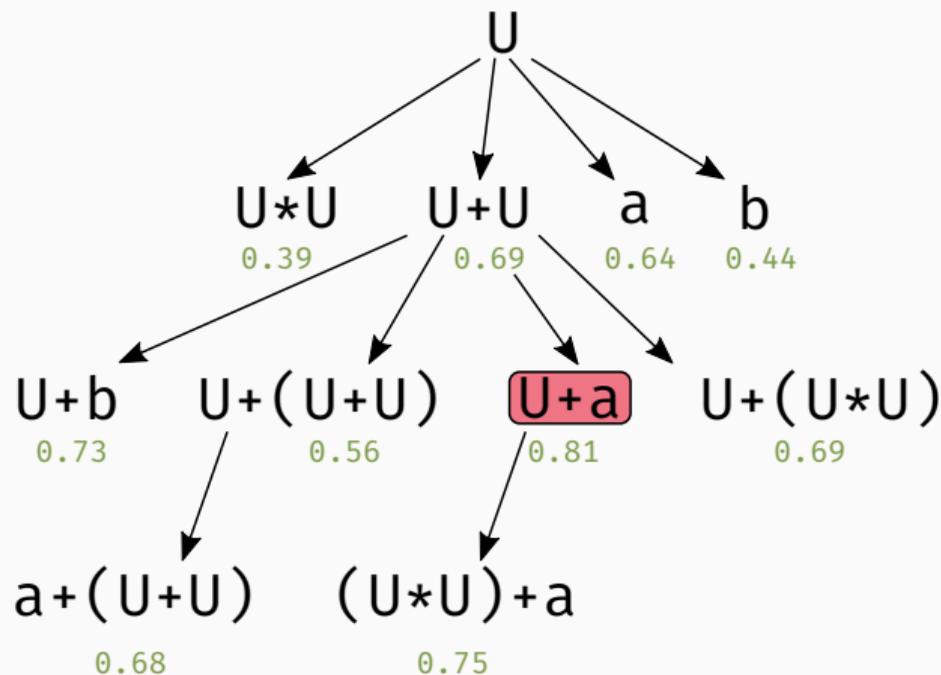


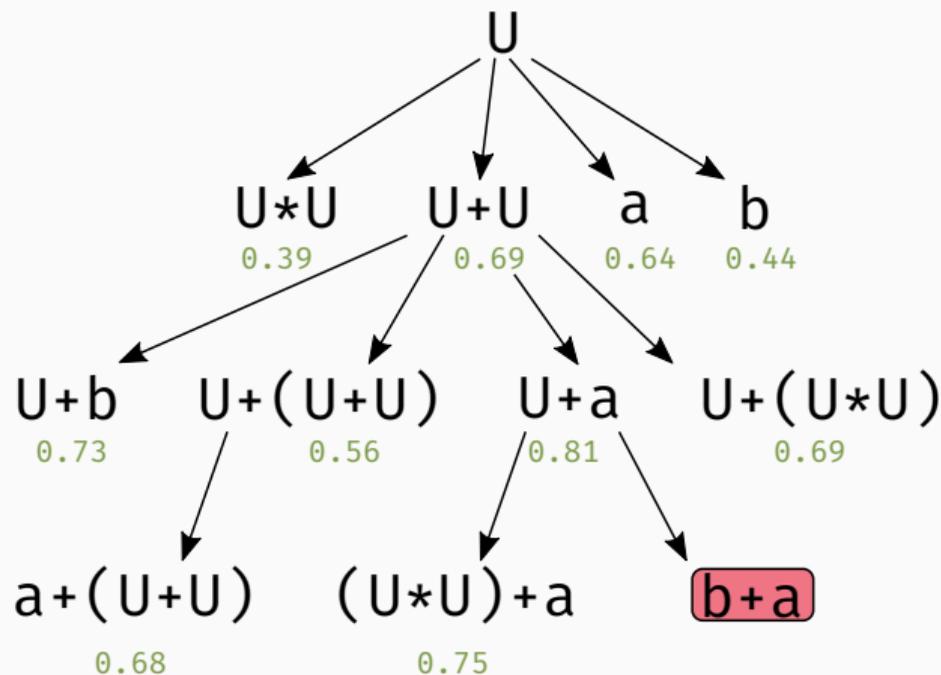


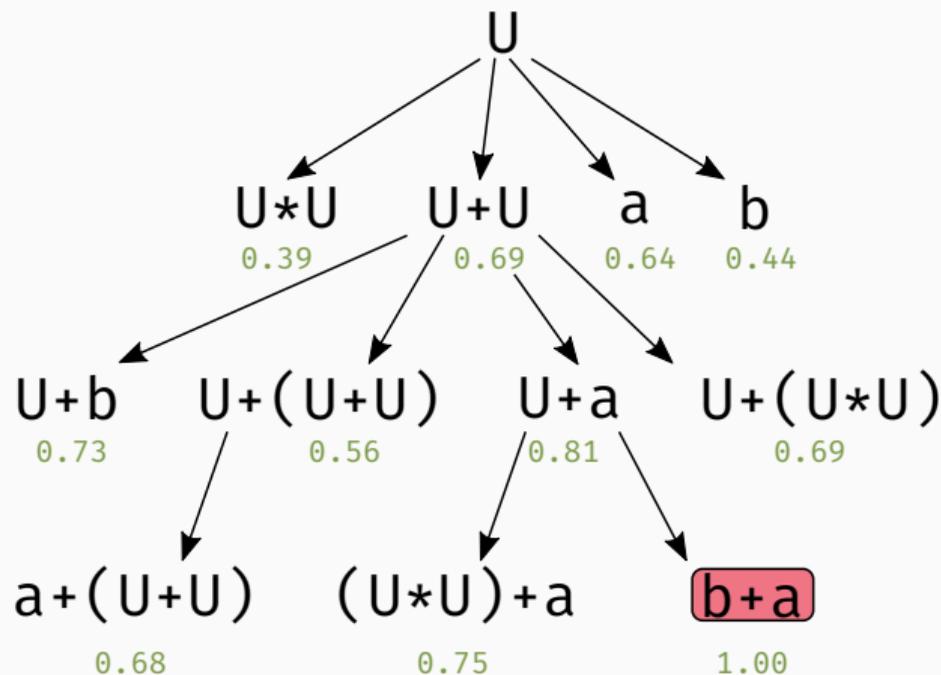


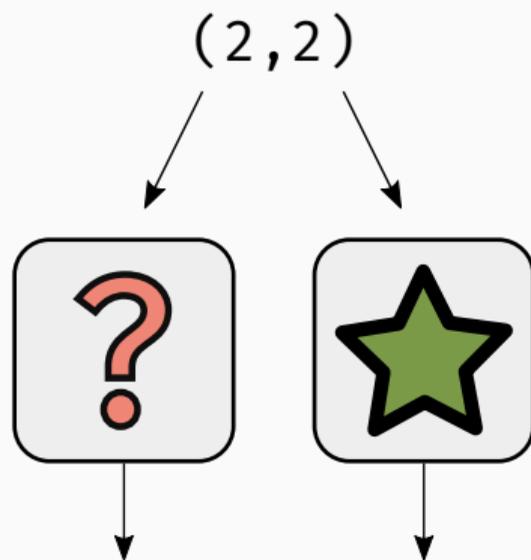


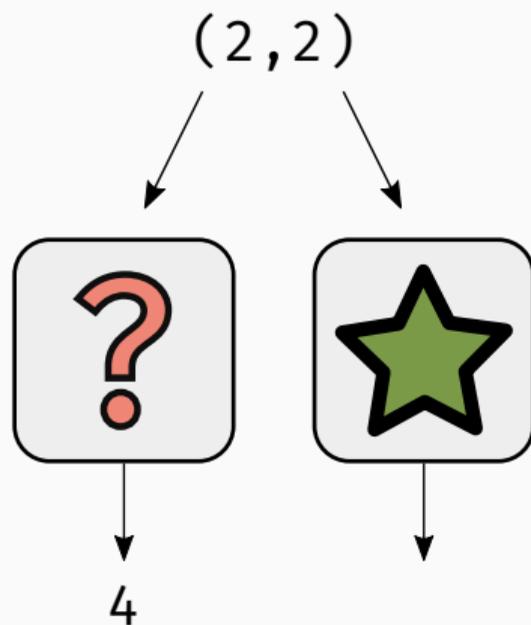


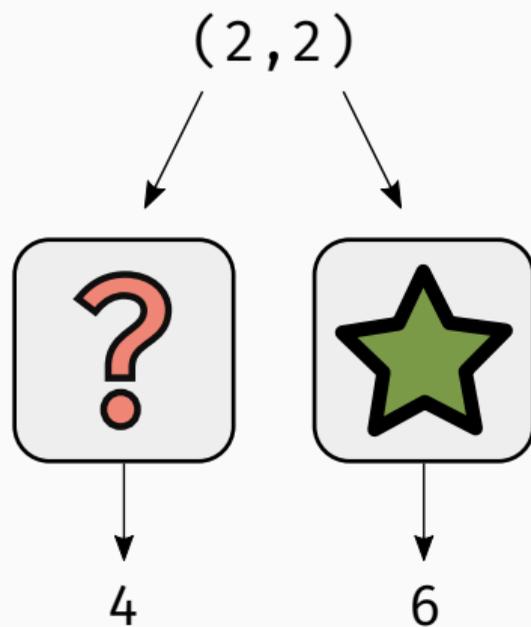


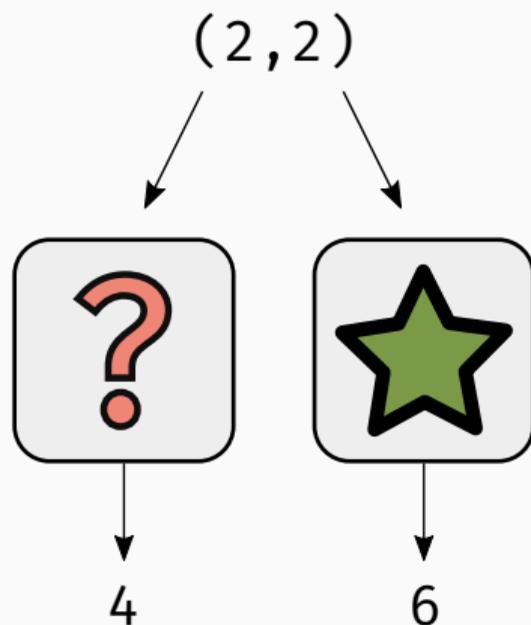




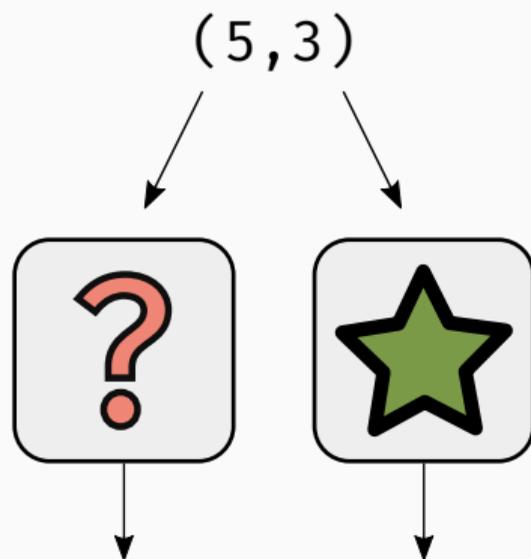




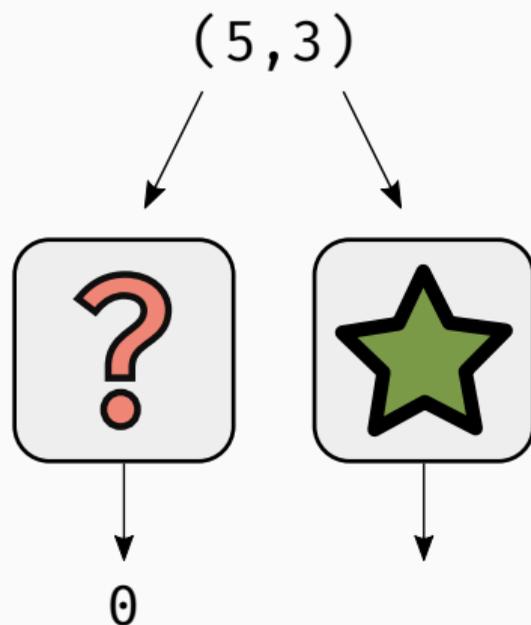




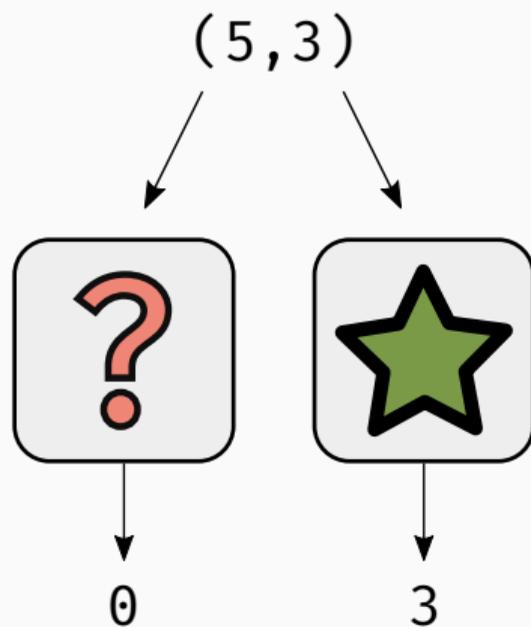
$$\text{similarity}(4, 6) = 0.78$$



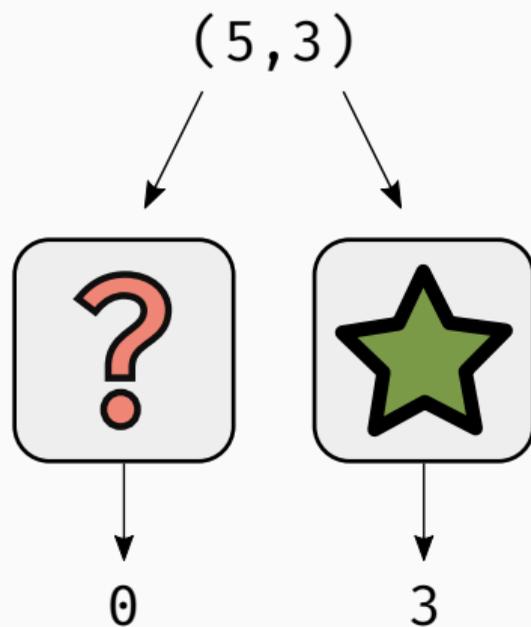
$$\text{similarity}(4, 6) = 0.78$$



$$\text{similarity}(4, 6) = 0.78$$

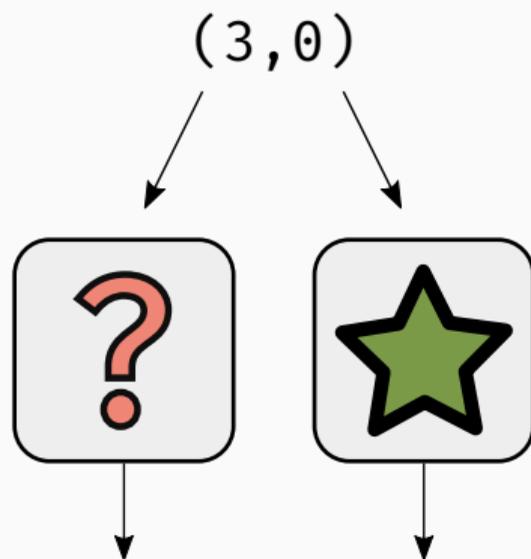


$$\text{similarity}(4, 6) = 0.78$$



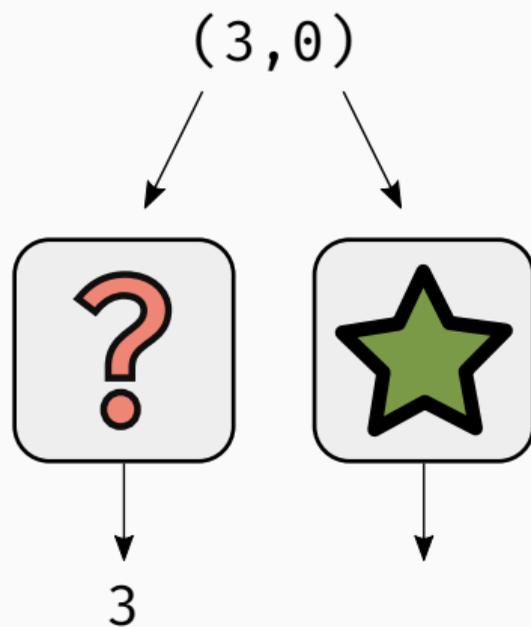
$$\text{similarity}(4, 6) = 0.78$$

$$\text{similarity}(0, 3) = 0.33$$



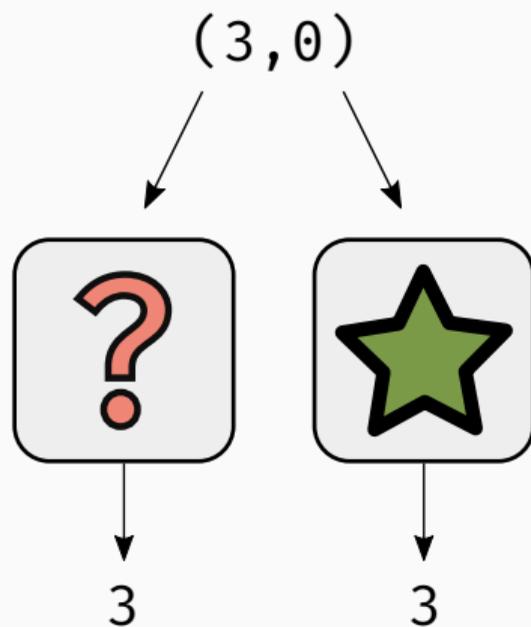
$$\text{similarity}(4, 6) = 0.78$$

$$\text{similarity}(0, 3) = 0.33$$



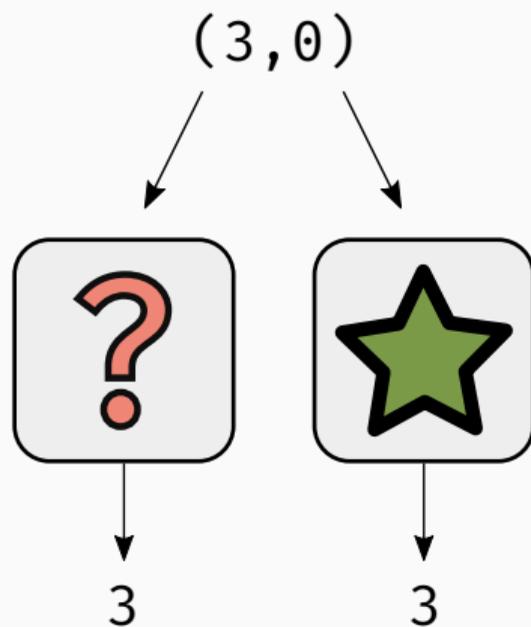
$$\text{similarity}(4, 6) = 0.78$$

$$\text{similarity}(0, 3) = 0.33$$



$$\text{similarity}(4, 6) = 0.78$$

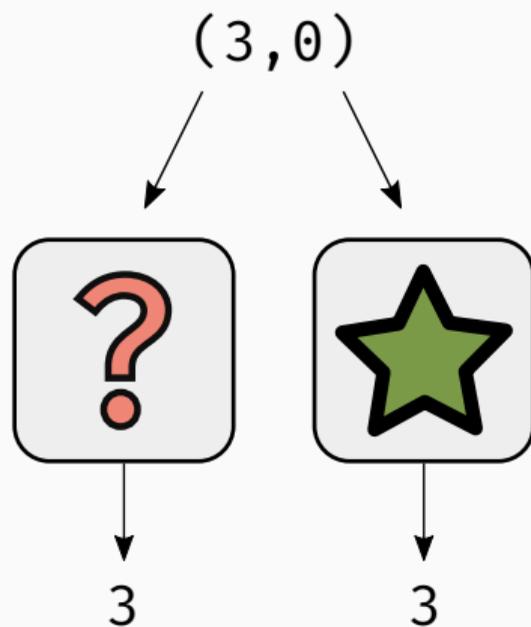
$$\text{similarity}(0, 3) = 0.33$$



$$\text{similarity}(4, 6) = 0.78$$

$$\text{similarity}(0, 3) = 0.33$$

$$\text{similarity}(3, 3) = 1.0$$



$$\text{similarity}(4, 6) = 0.78$$

$$\text{similarity}(0, 3) = 0.33$$

$$\text{similarity}(3, 3) = 1.0$$

average score: 0.70

11110111100100001000110010000000

11100010000110011110101100000000

Let's compare:

```
11110111100100001000110010000000  
11100010000110011110101100000000
```

Are they in the same range?


```
1111011110010000100011001000000000  
0001010101110110101000011000000000  
1110001000011001111010110000000000
```

How close are they numerically?

DEMO

How to synthesize obfuscated code?



static disassembly



static disassembly

```
54 68 69 73 20 64 6f  
65 73 6e 27 74 20 6c  
6f 6f 6b 20 6c 69 6b  
65 20 61 6e 79 74 68  
69 6e 67 20 74 6f 20  
6d 65 2e de ad be ef
```

memory dump



static disassembly

```
54 68 69 73 20 64 6f
65 73 6e 27 74 20 6c
6f 6f 6b 20 6c 69 6b
65 20 61 6e 79 74 68
69 6e 67 20 74 6f 20
6d 65 2e de ad be ef
```

memory dump

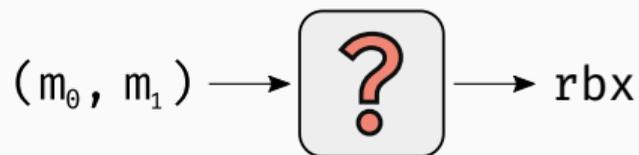
```
mov r15, 0x200          mov r15, rdx
xor r15, 0x800         xor r10d, dword ptr [r12]
mov rbx, rbp          sub r15, 0x800
add rbx, 0xc0         or r15, 0x800
mov rbx, qword ptr [rbx]  mov rdx, 0x400
mov r13, 1           mov rsi, 0x200
mov rcx, 0           mov r14, rbp
mov r15, rbp         sub rsi, rsi
add r15, 0xc0       mov rdi, rbp
or rcx, 0x88        mov r8, 0x400
add rbx, 0xb        sub rsi, r9
mov r15, qword ptr [r15]  sub r8, rsi
or r12, 0xffffffff80000000  add r14, 0
sub rcx, 0x78       mov rsi, rax
movzx r10, word ptr [rbx]  and r8, 0x88
xor r12, r13        xor rsi, r14
add r12, 0xffff     mov rsi, rbp
add r15, 0          add rdi, 0xc0
mov r8, rbp         sub r8, rdi
sub rcx, 0x10       add r8, 0x78
or r12, r12        add rsi, 4
mov rcx, 0x800     mov rcx, 0x200
movzx r11, word ptr [r15]  mov rdi, qword ptr [rdi]
xor rcx, 0x800     add dword ptr [rsi], 0x254
mov r12, r15       xor rcx, 0xf0
add r8, 0          add rdi, 6
xor r12, 0xf0     mov r8, 0x400
mov rbx, 0x58      mov ax, word ptr [rdi]
add r11, rbp       mov r8, 1
```

instruction trace

```
__handle_vnor:  
mov  rcx, [rbp]  
mov  rbx, [rbp + 4]  
not  rcx  
not  rbx  
and  rcx, rbx  
mov  [rbp + 4], rcx  
pushf  
pop  [rbp]  
jmp  __vm_dispatcher
```

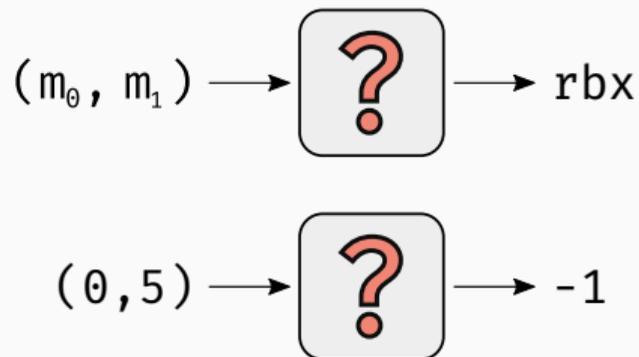
Handler performing `nor`
(with flag side-effects)

```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
• not rbx  
and rcx, rbx  
mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



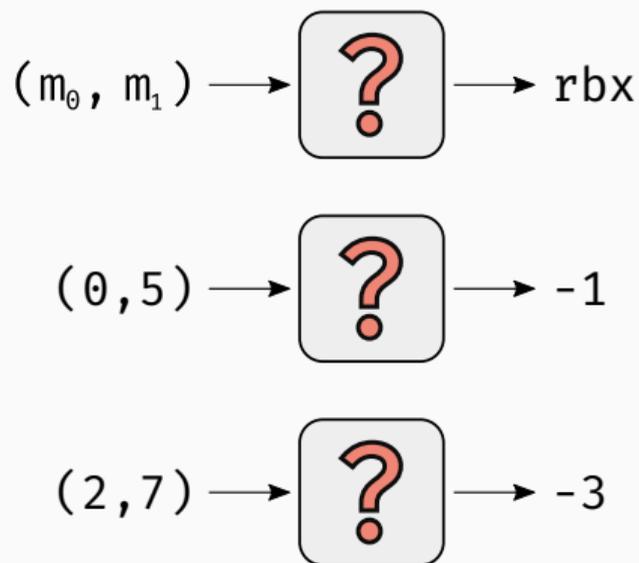
Handler performing `nor`
(with flag side-effects)

```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
• not rbx  
and rcx, rbx  
mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



Handler performing `nor`
(with flag side-effects)

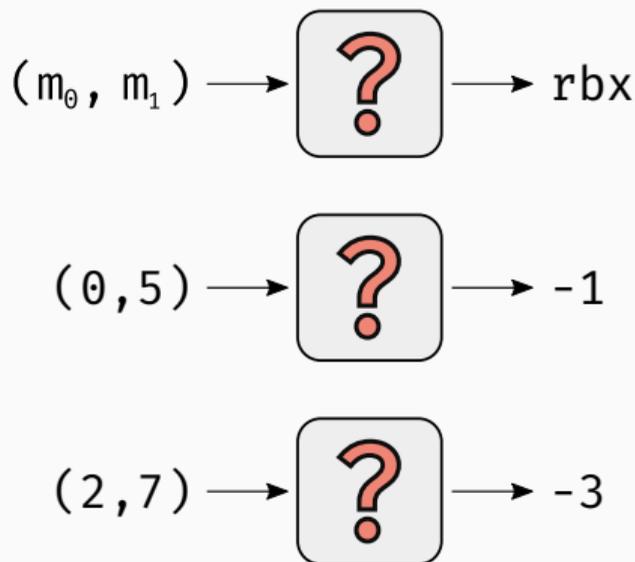
```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
• not rbx  
and rcx, rbx  
mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



Handler performing `nor`
(with flag side-effects)

```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
• not rbx  
and rcx, rbx  
mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```

Handler performing `nor`
(with flag side-effects)



• • •

```

__handle_vnor:
mov rcx, [rbp]
mov rbx, [rbp + 4]
not rcx
• not rbx
and rcx, rbx
mov [rbp + 4], rcx
pushf
pop [rbp]
jmp __vm_dispatcher

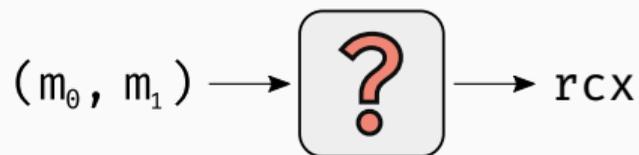
```



• • •

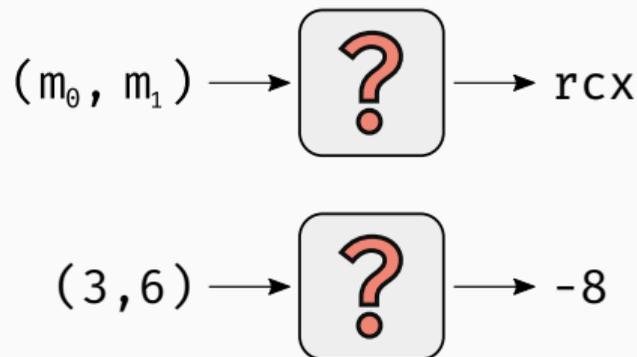
Handler performing `nor`
(with flag side-effects)

```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
not rbx  
• and rcx, rbx  
mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



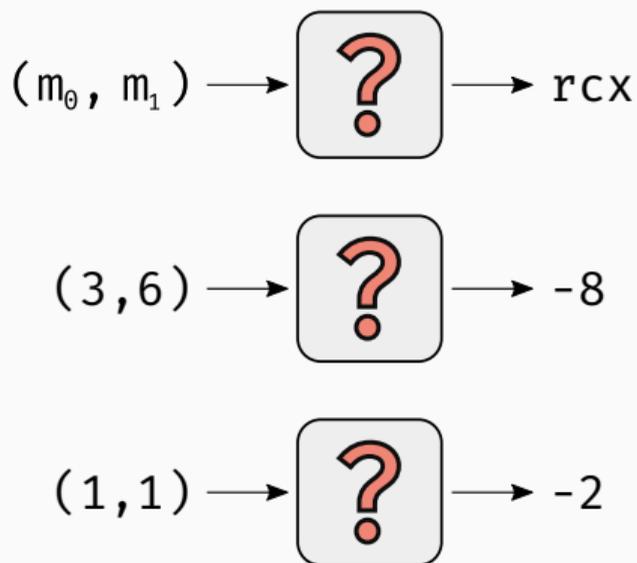
Handler performing `nor`
(with flag side-effects)

```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
not rbx  
• and rcx, rbx  
mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



Handler performing `nor`
(with flag side-effects)

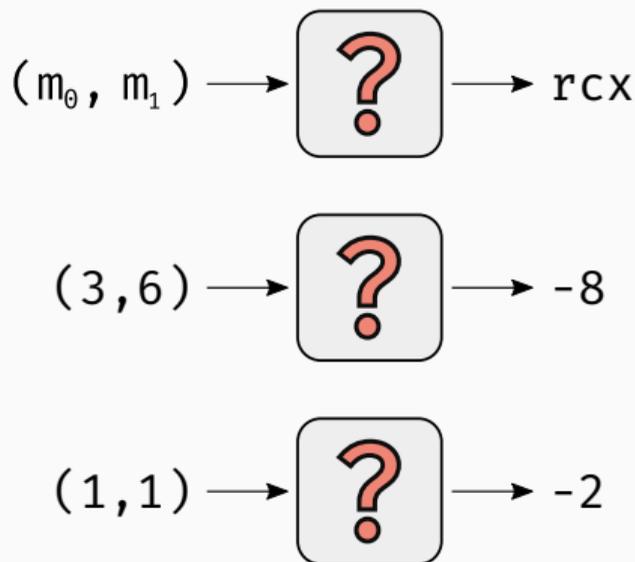
```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
not rbx  
• and rcx, rbx  
mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



Handler performing `nor`
(with flag side-effects)

```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
not rbx  
• and rcx, rbx  
mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```

Handler performing `nor`
(with flag side-effects)



• • •

```

__handle_vnor:
mov rcx, [rbp]
mov rbx, [rbp + 4]
not rcx
not rbx
• and rcx, rbx
mov [rbp + 8], rcx
pushf
pop [rbp]
jmp __vm_dispatcher

```

rcx $\leftarrow \neg (m_0 \vee m_1)$

$(m_0, m_1) \rightarrow$  \rightarrow rcx

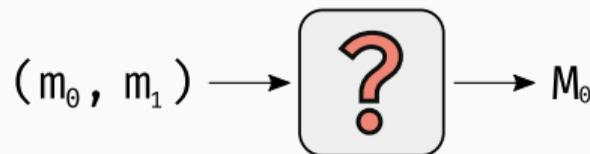


$(1, 1) \rightarrow$  \rightarrow -2

...

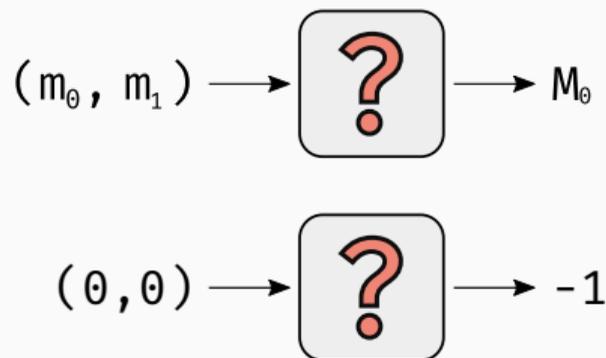
Handler performing `nor`
(with flag side-effects)

```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
not rbx  
and rcx, rbx  
• mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



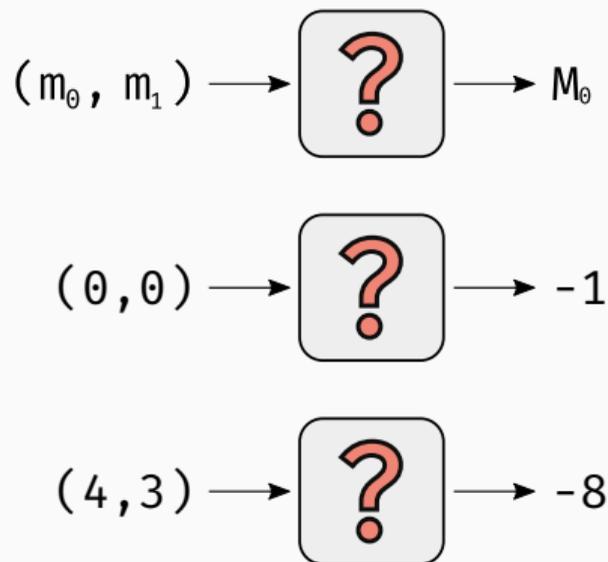
Handler performing `nor`
(with flag side-effects)

```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
not rbx  
and rcx, rbx  
• mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



Handler performing `nor`
(with flag side-effects)

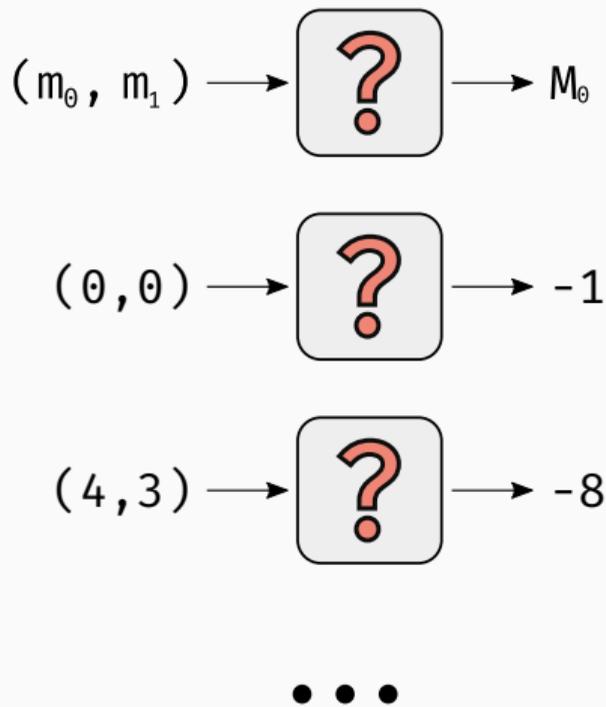
```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
not rbx  
and rcx, rbx  
• mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



Handler performing `nor`
(with flag side-effects)

```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
not rbx  
and rcx, rbx  
• mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```

Handler performing `nor`
(with flag side-effects)



```

__handle_vnor:
mov rcx, [rbp]
mov rbx, [rbp + 4]
not rcx
not rbx
and rcx, rbx
• mov [rbp + 8], rcx
  pushf
  pop [rbp]
  jmp __vm_dispatcher

```

$$M_0 \leftarrow \neg (m_0 \vee m_1)$$



...

Handler performing `nor`
(with flag side-effects)

```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
• not rbx  
• and rcx, rbx  
• mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```

$rbx \leftarrow \neg m_0$

$rcx \leftarrow \neg (m_0 \vee m_1)$

$M_0 \leftarrow \neg (m_0 \vee m_1)$

Handler performing `nor`
(with flag side-effects)

WinDbg

Pin



Valgrind



Unicorn

DynamoRIO

Miasm

x64dbg

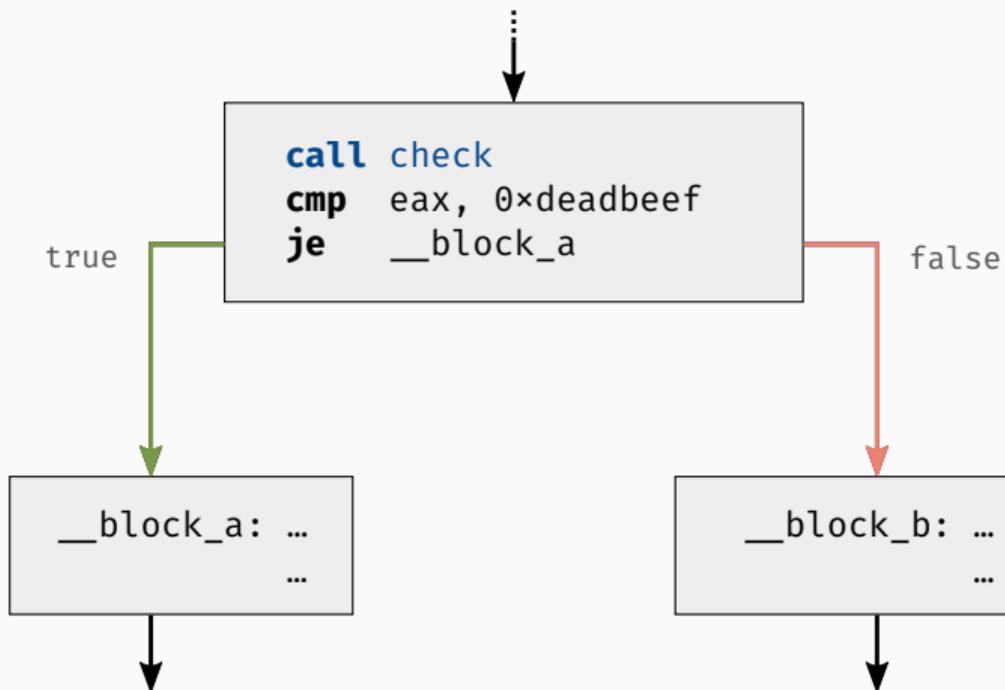


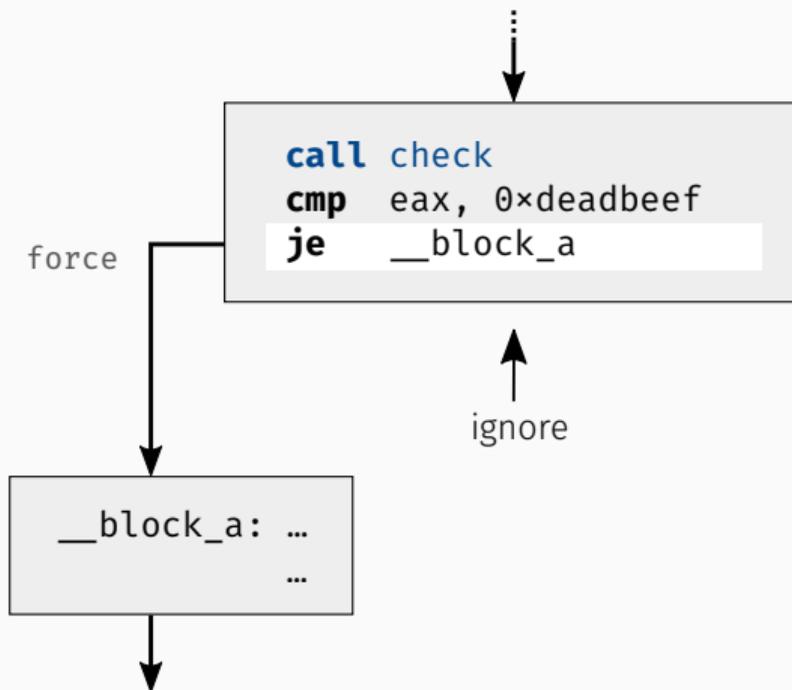
angr

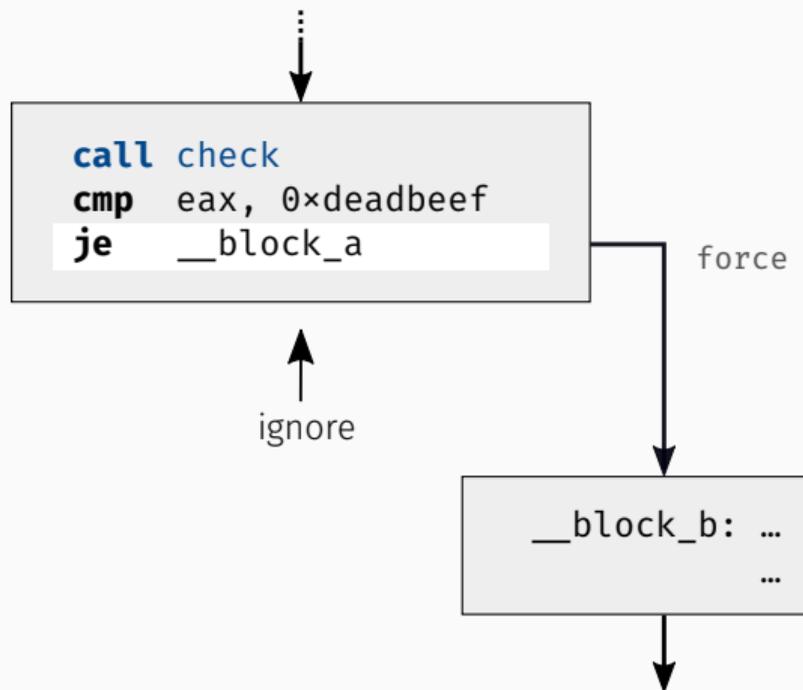
TRILON
Dynamic Binary Analysis

<your tool here>

Metasm







- program synthesis framework for code deobfuscation
- written in Python
- random I/O sampling for assembly code
- MCTS-based program synthesis

<https://github.com/RUB-SysSec/syntia>

DEMO

Breaking Virtual Machine Obfuscation

Hardening Technique #1 – Obfuscating individual VM components.

Hardening Technique #2 – Duplicating VM handlers.

Hardening Technique #3 – No central VM dispatcher.

Hardening Technique #4 – No explicit handler table.

Hardening Technique #5 – Blinding VM bytecode.

#1: Obfuscating Individual VM Components

```
mov r15, 0x200          mov r15, rdx          add r8, 1              or r14, r14          mov r14, 0x200
xor r15, 0x800         xor r10d, dword ptr [r12] or r8, 0x78          mov rax, rbp
mov rbx, rbp          sub r15, 0x800       add word ptr [rbx], r10w mov rcx, r13
add rbx, 0xc0         or mov r15, rax      add rax, 4
mov r13, 1            mov rdx, 0x200      sub r8, -0x80000000
mov r13, 1            mov r14, rbp        add r15, 0xffff
mov rcx, 0            sub r15, rsi        and rcx, 0x20
mov r15, rbp          mov r1d, rbp        mov r10, rbp
add r15, 0xc0         mov r8, 0x400       mov r13, r15
or rcx, 0x88          sub r1, r9          add r14, r8
add rbx, 0xb          sub r8, rsi         add r10, 0x89
mov r15, qword ptr [r15] sub add r14, 0         xor word ptr [r10], si
or r12, 0xffffffff80000000 add r14, 0           xor rdx, r11
sub rcx, 0x8          and r8, 0x88        xor r1, rbp
movzx r10, word ptr [rbx] and r1, rsi         mov rdx, rbb
xor r12, r13          mov r1d, rbp        and rax, 0x40
add r12, 0xffff       add r1, 0xc0        or rbx, 0xf0
add r15, 0            sub r8, rdi         or rsi, 0x5a
mov r8, rbp           add r8, 0x78        mov r8, rcx
sub rcx, 0x10         add r1, 4           movzx rsi, word ptr [rsi]
or r12, r12           mov rcx, 0x200     mov rax, 0x200
or rcx, 0x800         mov r1, qword ptr [rdi] add r14, rbp
movzx r11, word ptr [r15] add dword ptr [rsi], 0x2549b044 and rax, rdx
xor rcx, 0x800        xor rcx, 0xf0       mov rbx, qword ptr [rbx]
mov r12, r15         add rcx, r1         sub rcx, 0x20
add r8, 0             add rdi, 6          add rdi, 0x80
xor r12, 0xf0         mov r8, 0x400      sub r13, 0x10
mov r12, 0x58         mov ax, word ptr [rdi] add rbx, 8
add r11, rbp          mov r8, rbp         si, word ptr [rbx]
xor rbx, 0x800        mov r1, rbp         or r9, 0xffff
and r12, 0x20         and rcx, 8          sub r9, 1
add rbx, 0x800        mov rcx, 1          mov r9, rbp
mov r11, qword ptr [r11] sub rcx, rdi         xor r12, 0x58
add rbx, 1            add r1, 0x29        add r9, 0
and r12, r9           or rcx, 8           sub r13, 0x80
mov rdx, 1            mov r8, rsi         mov r15, r13
xor r10d, qword ptr [r8] add rcx, 4          or rcx, r12
sub r9, r11           mov r13b, byte ptr [rsi] xor est, dword ptr [r9]
pushfq               mov r10, rbp        and r10, rbp
xor rbx, 0xf0         mov add r10, 0xcc   mov add r15, 0x20
xor rbx, 0x800        and r8, r13        sub est, dword ptr [r10]
and rdx, r8           or rcx, r13         xor r13, 0x90
mov r12, rbp          or rcx, 4           add r1, r14
xor rdx, 0x20         mov rdx, rbp        mov r14, rsi
sub rbx, 4            mov rdx, rbp        mov r13, 0x12
add r11, 0x2549b044  or rcx, 0x400       mov rdx, rbp
or rbx, 0x78          add rax, rbp        and rdx, 0
and rdx, r10          or rcx, 0x80        add dword ptr [rdx], esi
mov rax, 0            add rcx, 0x80       xor r12, 1
add r12, 0x42        add rbx, 0x5a       mov r13, r15
```


?
?
?
?
?
?
?
?
?
...

?
vm_add64
vm_xor32
?
vm_sub16
vm_shl16
vm_add8
?
vm_add64
...

?
vm_add64
vm_xor32
?
vm_sub16
vm_shl16
vm_add8
?
vm_add64
...

#5: Blinding VM Bytecode

```
mov r15, 0x200
xor r15, 0x800
mov rbp, rbp
add rbx, 0xc0
mov r15, qword ptr [rbx]
mov r13, 1
mov rcx, 0
mov r15, rbp
add r15, 0xc0
or rcx, 0x88
add rbx, 0xb
mov r15, qword ptr [r15]
or r12, 0xffffffff80000000
sub rcx, 0x78
movzx r10, word ptr [rbx]
xor r12, r13
add r12, 0xffff
add r15, 0
mov r8, rbp
sub rcx, 0x10
or r12, r12
or rcx, 0x800
movzx r11, word ptr [r15]
xor rcx, 0x800
mov r12, r15
add r8, 0
xor r12, 0xf0
mov rbp, 0x58
add r11, rbp
xor rcx, 0x800
and r12, 0x20
add rbx, 0x800
mov r11, qword ptr [r11]
add rbx, 1
and r12, 9
mov rdx, 1
xor r10d, dword ptr [r8]
sub r9, r11
pushfq
xor rbx, 0xf8
xor rbx, 0x800
and rdx, r8
mov r12, rbp
xor rdx, 0x20
sub rbx, 4
add r11, 0x2549b044
or rbx, 0x78
and rdx, r10
mov rax, 0
add r12, 0x42

mov r15, rdx
xor r10d, dword ptr [r12]
or r15, 0x800
mov rdx, 0x400
mov r15, 0x200
mov r14, rbp
sub rsi, rsi
mov rdi, rbp
mov r8, 0x400
sub rsi, r9
add r14, 0
add rsi, rax
and r8, 0x88
rsi, r14
mov rdi, rbp
mov r8, 0x400
sub rsi, r9
add r14, 0
and r8, 0x88
rsi, r14
xor rdi, rbp
mov rdi, 0xc0
sub r8, rdi
add rsi, 4
mov rcx, 0x200
rdi, qword ptr [rdi]
add dword ptr [rsi], 0x2549
xor rcx, 0xf0
add rcx, r10
add rdi, 6
mov r8, 0x400
mov rax, word ptr [rdi]
mov r8, 1
mov rsi, rbp
and rcx, 8
sub rcx, 1
mov rcx, rdi
rsi, 0x29
sub rsi, 0x80
mov r8, rsi
add rcx, 4
mov r13b, byte ptr [rsi]
mov rax, 0x204
jbe and
and r8, r13
or rdx, r8
xor r13, 0x90
or rcx, 4
xor rbx, rbp
or rcx, 4
sub rcx, 0x400
rax, rbp
or rax, r10
or rcx, 0x80
add rax, 0x5a

add r8, 1
or r8, 0x78
add word ptr [rbx], r10w
mov r15, rax
sub r15, rax
pop r9
mov rcx, rbp

or r14, r14
mov rax, rbp
and rcx, r13
add rax, 4
sub r8, -0x80000000
add r13, 0xffff
and rcx, 0x20

mov r14, 0x200
add rdx, 0xc0
add r11, r14
or r15, 0x80
mov rdx, qword ptr [rdx]
add rdx, 0xa
add r11, 0x78
mov r8b, byte ptr [rdx]
mov r8b, 0
cnp 0x40e
je rdx, rbp
mov r15, 0x40
or r15, 1
and r11, 0x10
xor r11, 0x10
add rdx, 0xc0
or r14, 4
mov r15, 0x12
mov rdx, qword ptr [rdx]
sub r11, r8
add rdx, 4
or r11, 0x80
mov r8w, word ptr [rdx]
mov r14, r8
add r8, rbp
xor r13, 4
pop r10
mov qword ptr [r8], r10
jmp 0x4ae
xor rsi, 0x88
xor rbx, 0xffffffff80000000
add rsi, 0x78
mov r10b, 0x68
mov r9, 0x12
or r10, r10
and r15, 0x78
mov r14, rbp
or r9, 8
add r14, 0x29
xor rbx, rdi
and r15, 0x3f
or byte ptr [r14], r10b
mov rax, 0x58
mov r8, rbp
sub rsi, 0x78
add r8, 0x127
mov rdi, rbx
xor rbx, 0x3f
mov r8, qword ptr [r8]
xor rsi, 1
mov rax, rbp

add r15, 0x3f
r15, 0xffffffff80000000
or and
and rsi, r9
or rax, 0xc0
add rdi, r14
or rsi, 1
mov qword ptr [rax],
rdi, 0x7fffffff
and rax, 2
sub rsi, 4
or rbx, rsi
movzx rax, word ptr [rax]
mov r9, rbp
mov r13, 0x200
mov r10, 0x58
add r9, 0
or r10, 0x20
add eax, dword ptr [r9]
xor r10, 0x40
add eax, 0x3f505c07
add r15, 0x88
mov r12, rbp
or rdi, 0x90
add r12, 0
or rbx, 0x80
add rdi, 0xf0
mov r13, 0x400
add dword ptr [r12], eax
and rsi, r8
or r10, 8
and rbx, 0x20
and rax, 0xffff
mov r11, 0
add r13, r8
or r9, 8
shl rax, 3
add r8, rax
or rbx, r15
sub r15, 0x10
or r11, r13
mov rbx, qword ptr [r8]
rdx, 1
sub r13, 0x80
add rdx, 0xc0
add qword ptr [rdx], 0xd
jmp rbx
```

```
mov r9, rbp
...
add r9, 0
...
add eax, dword ptr [r9]
...
add eax, 0x3f505c07
...
mov r12, rbp
...
add r12, 0
add dword ptr [r12], eax
```

<pre> mov r15, 0x200 xor r15, 0x800 mov rbx, rbp add rbx, 0xc0 mov qword ptr [rbx], 0 mov r13, 1 mov rcx, 0 add r15, rbp add r15, 0xc0 or rcx, 0x88 add rbx, 0xb mov r15, qword ptr [r15] or r12, 0xffffffff80000000 sub rcx, 0x78 movzx r10, word ptr [rbx] xor r12, r13 add r12, 0xffff add r15, 0 mov r8, rbp sub rcx, 0x10 or r12, r12 or rcx, 0x800 movzx r11, word ptr [r15] xor rcx, 0x800 mov r12, r15 add r8, 0 xor r12, 0xf0 mov r12, 0x58 add r11, rbp xor rbx, 0x800 and r12, 0x20 add rbx, 0x800 mov r11, qword ptr [r11] and rbx, 1 and r12, r9 mov rdx, 1 xor r10d, dword ptr [r8] sub r9, r11 pushfq xor rbx, 0xf8 xor rbx, 0x800 and r8, r8 mov r12, rbp xor rdx, 0x20 sub rbx, 4 add r11, 0x2549b044 or rbx, 0x78 and rdx, r10 mov rax, 0 add r12, 0x42 </pre>	<pre> mov r15, rdx xor r10d, dword ptr [r12] sub r15, 0x800 or rdx, 0x400 mov r15, 0x200 mov r14, rbp sub r15, rsi mov rdi, rbp mov r8, 0x400 sub r1, r9 sub r1, rsi add r14, 0 add r1, rax and r8, 0x88 rsi, r14 mov r13, rbp add rdi, 0xc0 sub r8, rdi add r1, 4 rcx, 0x200 rdi, qword ptr [rdi] </pre>	<pre> add r8, 1 or r8, 0x78 add word ptr [rbx], r10w mov r15, rax sub r15, rax pop r9 mov rcx, rbp </pre>	<pre> or r14, r14 mov rax, rbp and rcx, r13 add rax, 4 sub r8, -0x80000000 add r13, 0xffff and rcx, 0x20 </pre>	<pre> mov r14, 0x200 add rdx, 0xc0 add r11, r14 or r15, 0x88 mov rdx, qword ptr [rdx] add rdx, 0xa add r11, 0x78 mov r8b, byte ptr [rdx] cnp r8b, 0 je 0x40e mov rdx, rbp or r11, 0x40 and r15, 1 xor r11, 0x10 add rdx, 0xc0 or r14, 4 mov r15, 0x12 mov rdx, qword ptr [rdx] sub r11, r8 add rdx, 4 or r11, 0x80 mov r8w, word ptr [rdx] </pre>	<pre> add r15, 0x3f or r15, 0xffffffff80000000 and rsi, r9 and rax, 0xc0 add rdi, r14 or rsi, 1 mov rax, qword ptr [rax] and rdi, 0x7fffffff add rax, 2 sub rsi, 4 or rbx, rsi movzx rax, word ptr [rax] mov r9, rbp mov r13, 0x200 mov r10, 0x58 add r9, 0 or r10, 0x20 add eax, dword ptr [r9] xor r10, 0x40 add eax, 0x3f505c07 add r15, 0x88 mov r12, rbp mov r1, 0x90 and r1, 0x20 xor rax, 0x80 xor r1, 0xf0 mov r13, 0x400 qword ptr [r12], eax </pre>
<div style="border: 1px solid black; padding: 10px; background-color: #f0f0f0; margin: 10px auto; width: 80%;"> <p>No influence on underlying code's semantics</p> </div>					
<pre> mov r9, rbp ... add r9, 0 ... add eax, dword ptr [r9] ... add eax, 0x3f505c07 </pre>	<pre> add r12, 0 add dword ptr [r12], eax </pre>	<pre> add r9, 0 mov r15, 0x80 mov r15, r13 or rcx, r12 xor est, dword ptr [r9] mov r10, rbp add r10, 0xcc sub r15, 0x20 xor est, dword ptr [r10] xor r13, 0x90 add rdi, 0x10 mov r14, rsi mov rdx, rbp add rdx, 0 add dword ptr [rdx], est xor r12, 1 mov r13, r15 </pre>	<pre> add r8, 0x80 mov r15, rsi add r14, rbp add r8, r15 mov rdx, 0 and rbx, 0x10 mov r14, qword ptr [r14] add qword ptr [rsi], r14 pushfq xor r11, r14 add r15, r14 add r13, 0x12 mov r8, 0 and r14, 0x88 and r13, 0x40 add r13, 1 mov rdx, rbp </pre>	<pre> xor r1, 0x80 xor rbx, 0xffffffff80000000 add r1, 0x78 mov r10b, 0x68 mov r9, 0x12 or r10, r10 and r15, 0x78 mov r14, rbp or r9, 8 add r14, 0x29 xor rbx, rdi and r15, 0x3f or byte ptr [r14], r10b mov rax, 0x58 mov r8, rbp sub rsi, 0x78 add r8, 0x127 mov rdi, rbx xor rbx, 0x3f mov r8, qword ptr [r8] xor rsi, 1 mov rax, rbp </pre>	

#3: No Central VM Dispatcher

```
mov r15, 0x200          nov r15, rdx
xor r15, 0x800          xor r10d, dword ptr [r12]
mov rbx, rbp           sub r15, 0x800
add rbx, 0xc0          rdx, 0x400
mov r14, word ptr [rbx] nov r15, 0x200
mov r13, 1             r14, rbp
mov rcx, 0             sub r15, rsi
mov r15, rbp           nov r15, rbp
add r15, 0xc0          nov r15, 0x400
or rcx, 0x88           sub r15, r9
add rbx, 0xb           sub r15, r8
mov r15, qword ptr [r15] mov r14, 0
or r12, 0xffffffff80000000 and r14, rax
sub rcx, 0x78          and r14, 0x88
movzx r10, word ptr [rbx] xor r15, r14
xor r12, r13           nov r13, rbp
add r12, 0xffff        add r12, 0xc0
add r15, 0             sub r15, rdi
mov r8, rbp           add r14, 0x78
sub rcx, 0x10          add r14, rdx
or r12, r12           mov rcx, 0x200
or rcx, 0x800          nov ddi, qword ptr [rdi]
movzx r11, word ptr [r15] add dword ptr [rsi], 0x2549b044
xor rcx, 0x800         xor rcx, 0xf0
mov r12, r15          add rcx, r10
add r8, 0             add r10, 6
xor r15, 0xf0         mov r8, 0x400
mov rbp, 0x58         nov ax, word ptr [rdi]
add r11, rbp           nov r8, 1
xor rbx, 0x800        nov rsi, rbp
and r12, 0x20         and rcx, 8
add rbx, 0x800        sub rcx, 1
mov r11, qword ptr [r11] nov r15, rdi
add rbx, 1            add r15, 0x29
and r12, r9           or r15, 0
mov rdx, 1            nov r8, rsi
xor r10d, dword ptr [r8] add rcx, 4
sub r9, r11           nov r13b, byte ptr [rsi]
pushfq                nov cmp r13b, 0xd2
xor rbx, 0xf8         jbe 0x204
xor rbx, 0x800        and r8, r13
and rdx, r8           xor rcx, r13
mov r12, rbp         or rcx, 4
xor rdx, 0x20        mov rbx, rbp
sub rbx, 4           or rcx, 4
add r11, 0x2549b044  sub rcx, 0x400
or rbx, 0x78         add rax, rbp
and rdx, r10         or rcx, 0x80
mov rax, 0           add rcx, 0x80
add r12, 0x42        add rax, 0x5a
```

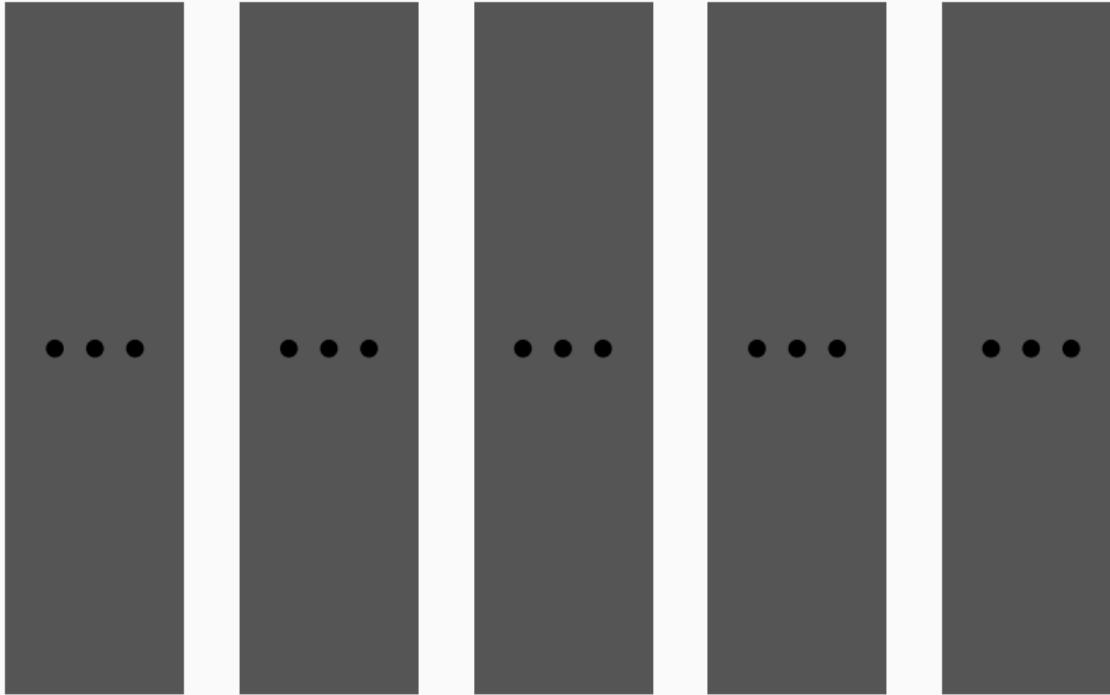
```
add r8, 1
or r8, 0x78
add word ptr [rbx], r10w
mov r15, rax
sub r15, rax
pop r9
rcx, rbp
rcx, 0xc0
mov rcx, qword ptr [rcx]
add rcx, 8
movzx r10, word ptr [rcx]
mov r9, rbp
add r9, 0
xor r10d, dword ptr [r9]
and rdi, 0xffffffff80000000
sub r13, 0xf0
mov rsi, 0
sub r13, 0x20
mov rbx, rbp
or rcx, 8
and r8, 0x58
add rbx, 0xc0
mov rbx, qword ptr [rbx]
sub rcx, 0x20
add rdi, 0x80
sub r13, 0x10
add rbx, 8
mov si, word ptr [rbx]
mov r9, 0xffff
sub r9, 1
mov r9, rbp
mov r12, 0x58
add r9, 0
sub r15, 0x29
mov r15, r13
mov rcx, r12
xor esi, dword ptr [r9]
mov r10, rbp
add r10, 0xcc
sub r15, 0x20
mov esi, word ptr [r10]
xor r13, 0x90
add rdi, 0x10
mov r14, rsi
mov rdx, rbp
add rdx, 0
add dword ptr [rdx], esi
mov r12, 1
xor r13, r15
```

```
or r14, r14
mov rax, rbp
and rcx, r13
add rax, 4
sub r8, -0x80000000
add r13, 0xffff
and rcx, 0x20
mov r10, rbp
add r13, r15
add r14, r8
add r10, 0x89
xor word ptr [r10], si
xor rdx, r11
mov rsi, rbp
rdx, rbx
and rax, 0x40
or rsi, 0xf0
add r1, 0x5a
mov r8, rcx
movzx rsi, word ptr [rsi]
mov rax, 0x200
mov r14, rbp
and rax, rdx
and rcx, 0x20
add r14, 0x89
or rax, 0x40
si, 0x7a28
add rdx, 0x78
add rdx, 0x20
movzx r14, word ptr [r14]
mov rcx, 0x58
add rsi, rbp
xor rax, rdx
or r8, 0x80
mov r15, rsi
add r14, rbp
add r8, r15
mov rdx, 0
and rbx, 0x10
mov r14, qword ptr [r14]
add qword ptr [rsi], r14
pushfq
xor r11, r14
add r15, r14
add r13, 0x12
mov r8, 0
and r14, 0x88
and r13, 0x40
add r1, 1
mov rdx, rbp
```

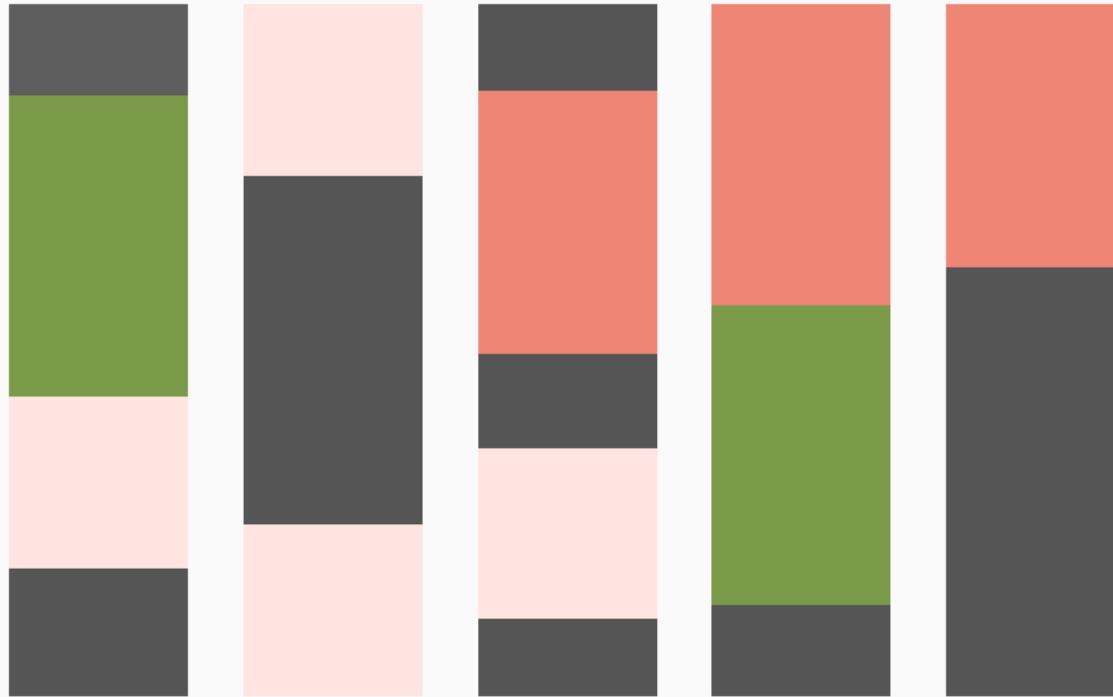
```
mov r14, 0x200
add rdx, 0xc0
add r11, r14
or r15, 0x80
mov rdx, qword ptr [rdx]
add rdx, 0xa
add r11, 0x78
mov r8b, byte ptr [rdx]
cmp r8b, 0
je 0x49e
mov rdx, rbp
sub r11, 0x40
and r15, 1
xor r11, 0x10
add rdx, 0xc0
or r14, 4
mov r15, 0x12
mov rdx, qword ptr [rdx]
r11, r8
add rdx, 4
or r11, 0x80
mov r8w, word ptr [rdx]
mov r14, r8
add r8, rbp
xor r13, 4
pop r10
mov word ptr [r8], r10
jmp 0x4ae
xor rsi, 0x88
xor rbx, 0xffffffff80000000
add rsi, 0x78
mov r10b, 0x68
mov r9, 0x12
or rdx, r10
and r15, 0x78
mov r14, rbp
or r9, 8
add r14, 0x29
xor rbx, rdi
and r15, 0x3f
or byte ptr [r14], r10b
mov r8, 0x58
mov r8, rbp
sub rsi, 0x78
add r8, 0x127
mov rdi, rbx
xor rbx, 0x3f
mov r8, qword ptr [r8]
mov rsi, 1
xor rax, rbp
```

```
add r15, 0x3f
r15, 0xffffffff80000000
or rsi, r9
add rax, 0xc0
add rdi, r14
or rsi, 1
mov rax, qword ptr [rax]
rdi, 0x7fffff
and rax, 2
sub rsi, 4
or rbx, rsi
movzx rax, word ptr [rax]
r9, rbp
mov r13, 0x200
mov r10, 0x58
add r9, 0
or r10, 0x20
add eax, dword ptr [r9]
xor r10, 0x40
add eax, 0x3f505c07
add r15, 0x88
mov r12, rbp
or rdi, 0x90
add r12, 0
or rbx, 0x80
add rdi, 0xf0
mov r13, 0x400
add dword ptr [r12], eax
and rsi, r8
or r10, 8
and rbx, 0x20
and rax, 0xffff
mov r11, 0
add r13, r8
or r13, 1
shl rax, 3
add r8, rax
or rbx, r15
sub r15, 0x10
or r11, r13
mov rbx, qword ptr [r8]
mov rdx, rbp
sub r13, 0x80
add rdi, 0xc0
add qword ptr [rdx], 0xd
jmp rbx
```

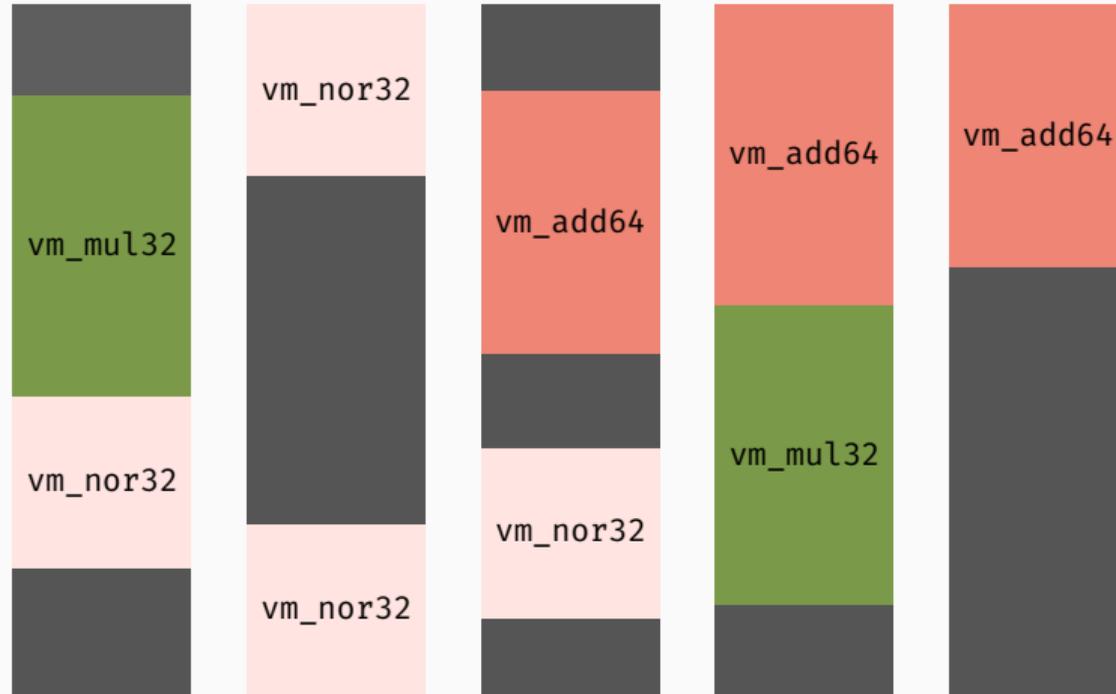

#4: No Explicit Handler Table



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#4: No Explicit Handler Table



Conclusion

1. syntactic complexity insignificant

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2. semantic complexity low within specified boundaries

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3. learn underlying code's semantics despite obfuscation

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2. semantic complexity low within specified boundaries
3. learn underlying code's semantics despite obfuscation

Program Synthesis as an orthogonal approach to traditional techniques

Limitations

choosing *meaningful* code window boundaries

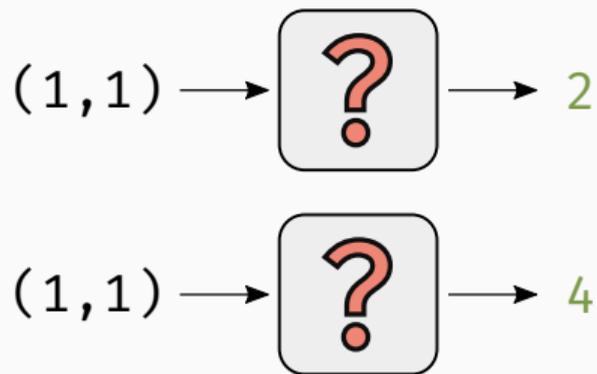
$$(x \oplus y) + 2 \cdot (x \wedge y) \quad \text{vs.} \quad (x \oplus y) + 2$$

constants

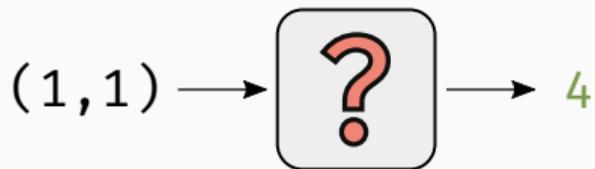
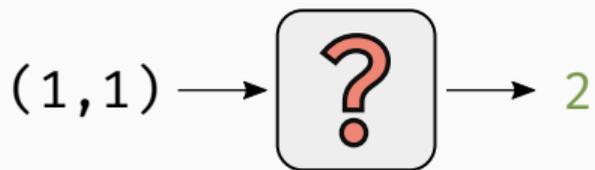
$$x + 15324326921$$

control-flow operations

$$x \ ? \ y \ : \ z$$



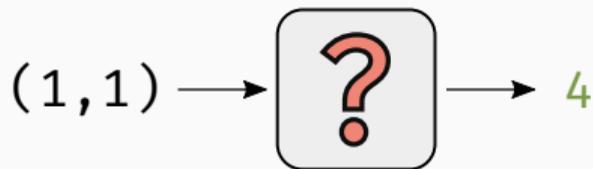
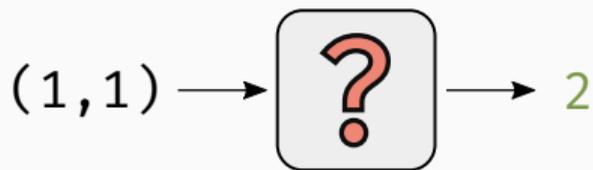
non-determinism



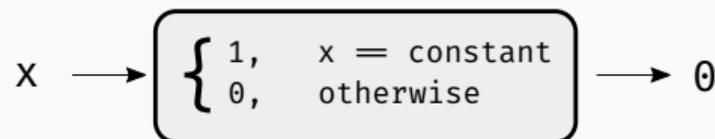
non-determinism



semantic complexity



non-determinism



point functions



semantic complexity

Do try it at home!

The screenshot shows the GitHub interface for the repository 'syntia / samples'. At the top, there are navigation links for 'Code', 'Issues 1', 'Pull requests 0', 'Projects 0', and 'Insights'. Below this, the current branch is 'master'. On the right, there are buttons for 'Create new file', 'Find file', and 'History'. The main content area displays a commit history table with the following entries:

Commit Message	Time Ago
mrphrazer added MBA samples from tigress	Latest commit 91a5c16 7 days ago
..	
info added VM handler samples for vmprotect and themida	7 days ago
mba/tigress added MBA samples from tigress	7 days ago
themida/tiger_white added VM handler samples for vmprotect and themida	7 days ago
vmprotect added VM handler samples for vmprotect and themida	7 days ago
tigress_mba_trace.bin initial commit	15 days ago
vmprotect_add16_trace.bin initial commit	15 days ago

- obfuscation techniques (opaque predicates, VM, MBA)
- symbolic execution for syntactic deobfuscation
- program synthesis for semantic deobfuscation

<https://github.com/RUB-SysSec/syntia>