

Let's Break Modern Binary Code Obfuscation

34th Chaos Communication Congress, Leipzig

December 27, 2017

Tim Blazytko
@mr_phrazer
<http://synthesis.to>

Moritz Contag
@dwuid
<https://dwuid.com>

Chair for Systems Security
Ruhr-Universität Bochum
<firstname.lastname>@rub.de



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

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

More

Settings

Tools

About 6.370.000 results (0,51 seconds)

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".

Dete

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.

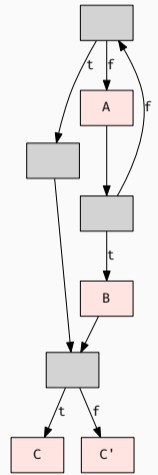
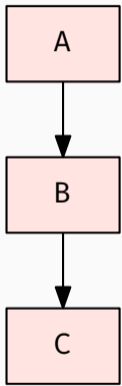
Assume white-box attack scenario.

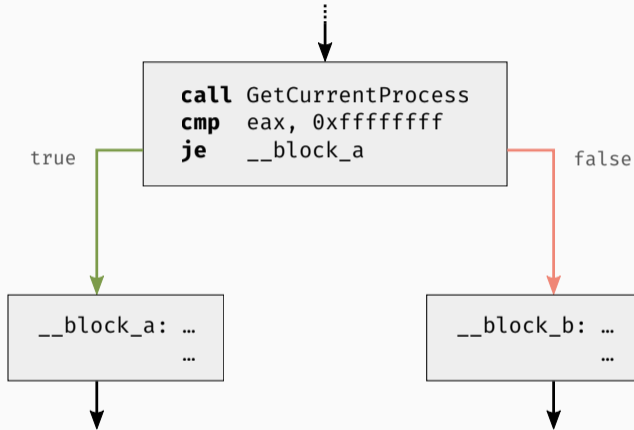
1. We want the technique to be *semantics-preserving*.
2. We want to avoid external dependencies, focus on code only.
3. We want techniques where **effort(deploy) \ll effort(attack)**.

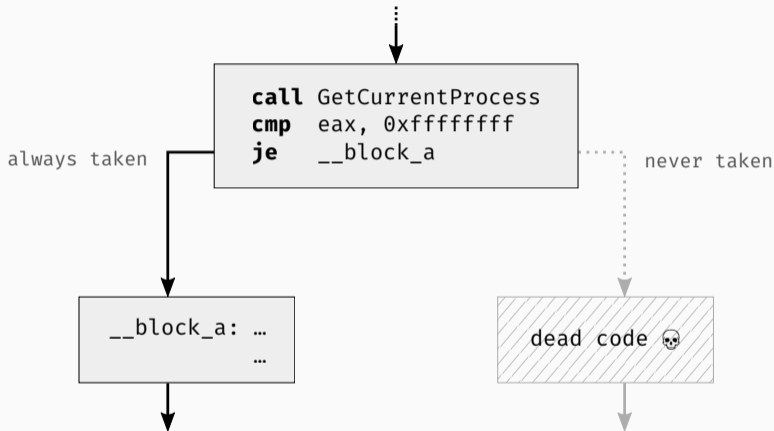
Anti-Debugging tricks are effort **1:1**.

Code Obfuscation Techniques

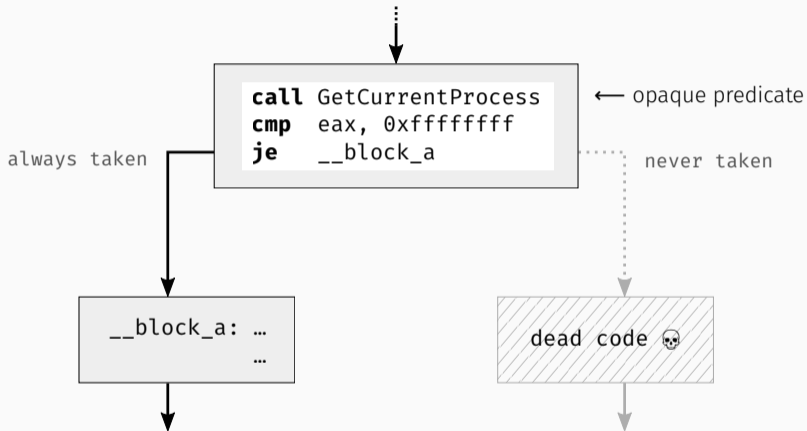
Opaque Predicates



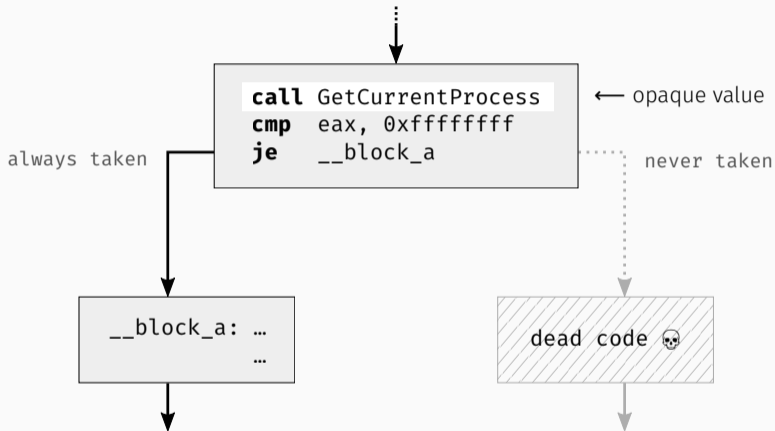




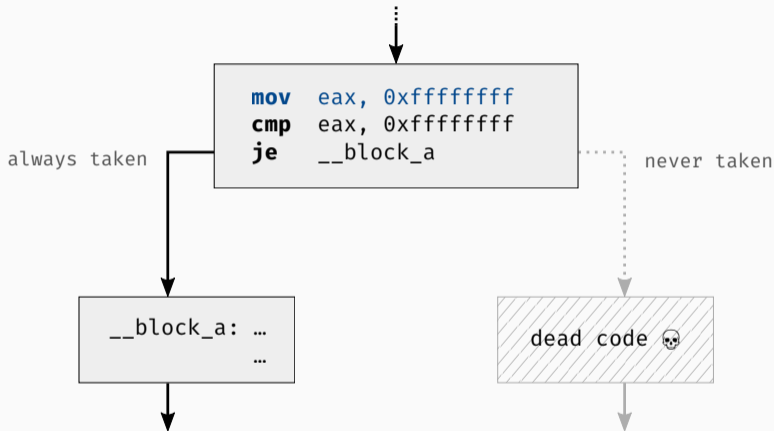
Opaque True Predicate



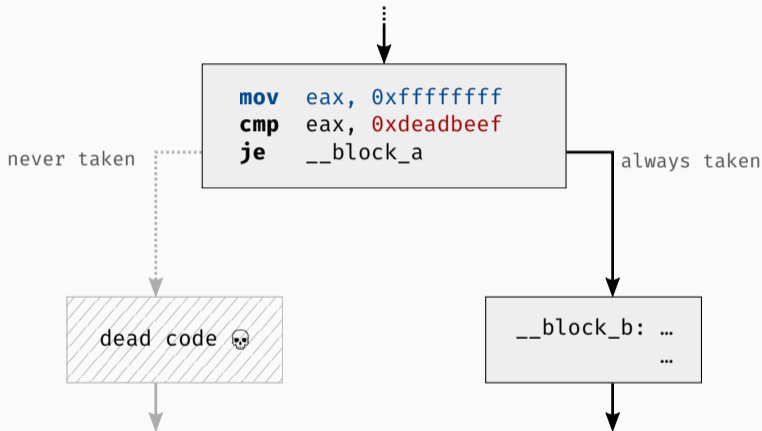
Opaque True Predicate



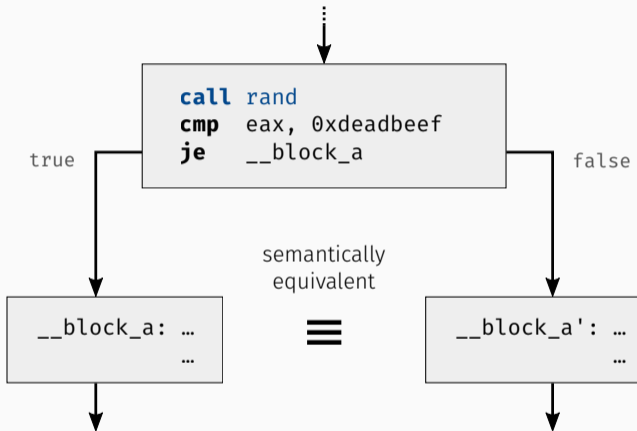
Opaque True Predicate



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

¹<https://twitter.com/gannimo/status/939870627929952257>

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

¹<https://twitter.com/gannimo/status/939870627929952257>

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
```



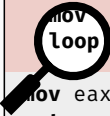
```
mov ecx, [esp+4]
xor  eax, eax
mov  ebx, 1

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

mov  eax, ebx
ret
```

```
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
```



```
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

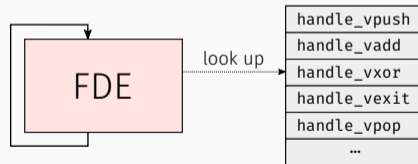
VM Entry/Exit	Context Switch: native context \Leftrightarrow virtual context
VM Dispatcher	Fetch–Decode–Execute loop
Handler Table	Individual VM ISA instruction semantics

- **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

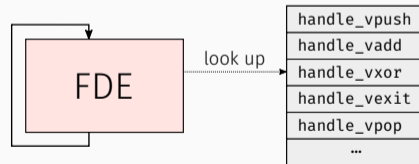
1. Fetch and decode instruction
2. Forward virtual instruction pointer
3. Look up handler for opcode in handler table
4. Invoke handler

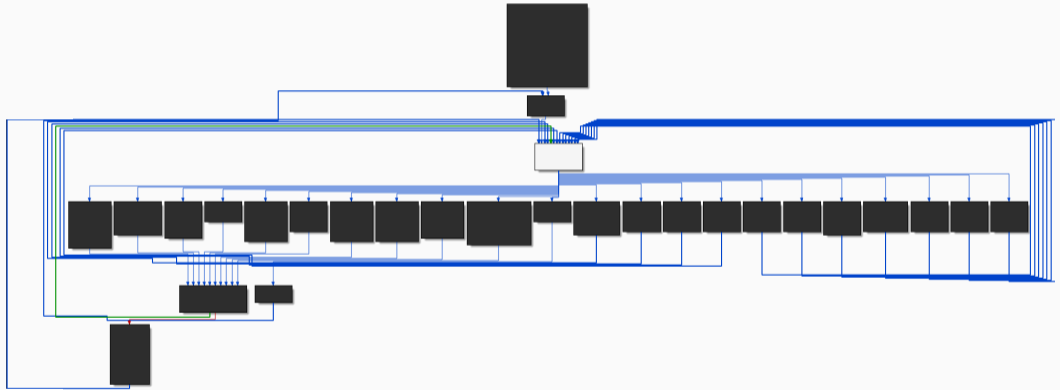


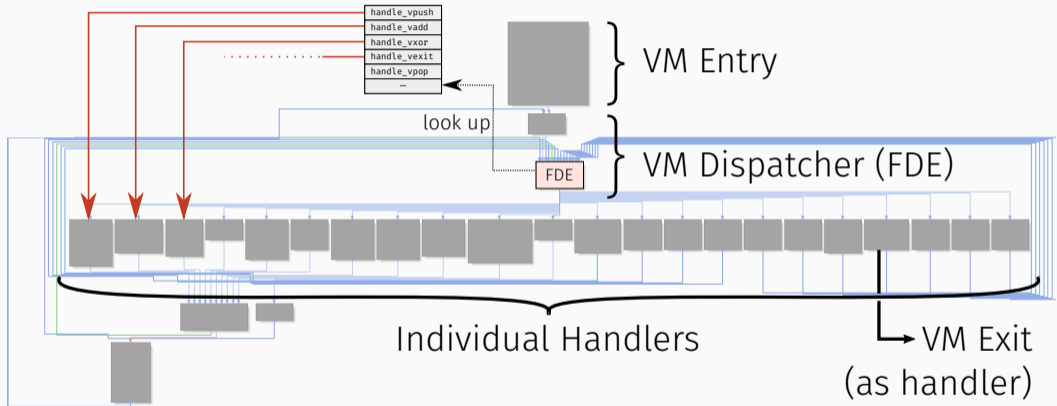
Core Components

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
```

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''

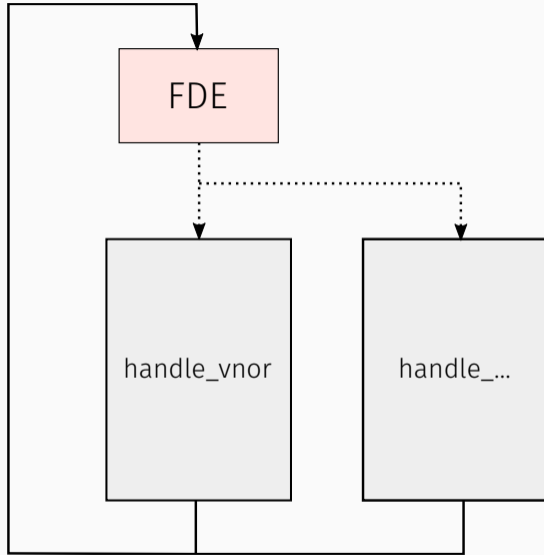
Hardening Technique #2 – Duplicating VM handlers.

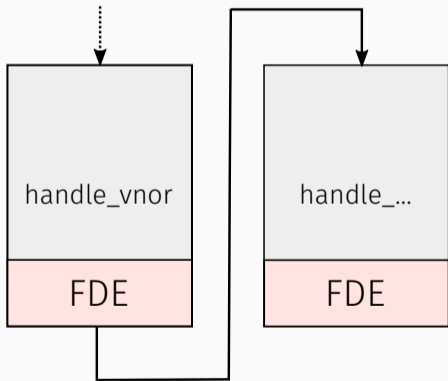
- Handler table is typically indexed using one byte (= 256 entries).

Hardening Technique #2 – Duplicating VM handlers.

- 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.





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)

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.

Instruction Encoding: `<opcode> <operand> <next_handler_addr>`

encode the next handler address in the VM instruction itself.

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

(VMProtect Full, SolidShield)

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?

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

- 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)

```
__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]
```

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` ← \neg `rcx` = \neg `[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 ← [rbp]  
rbx ← [rbp + 4]  
rcx ← ¬rcx = ¬[rbp]  
rbx ← ¬rbx = ¬[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])
```

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)

```
__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]  
[rbp + 4] ← rcx = [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]  
[rbp + 4] ← rcx = [rbp] ↓ [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  
  not  rbx  
  and  rcx, rbx  
  mov  [rbp + 4], rcx  
  pushf  
  • pop  [rbp]  
  jmp  __vm_dispatcher
```

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

```
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  
[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

```

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

```

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

```

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
sub     rax, rdx, 0x1b
shld   ah, 0x4d
xor     eax, dword [rsi]
mov     ecx, r11d
cmp     r10, 0x179708d5
test    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, ...)
 - Algebraic complexity (MBA)

What if we could reason about *semantics* only instead of *syntax*?

Program Synthesis

We use f as a black-box:

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

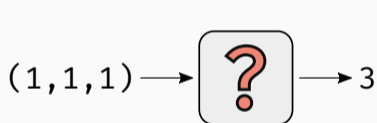
We use f as a black-box:

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



We use f as a black-box:

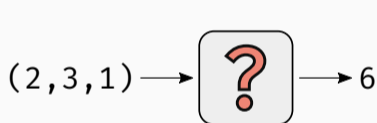
$$f(x, y, z) := (((x \oplus y) + ((x \wedge y) \cdot 2)) \vee z) + (((x \oplus y) + ((x \wedge y) \cdot 2)) \wedge z)$$



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

We use f as a black-box:

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



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

We use f as a black-box:

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



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

$$(2, 3, 1) \rightarrow 6$$

We use f as a black-box:

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



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

$$(2, 3, 1) \rightarrow 6$$

We use f as a black-box:

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



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

$$(2, 3, 1) \rightarrow 6$$

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

We use f as a black-box:

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

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

$$(2, 3, 1) \rightarrow 6$$

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

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

We use f as a black-box:

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

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

$$(2, 3, 1) \rightarrow 6$$

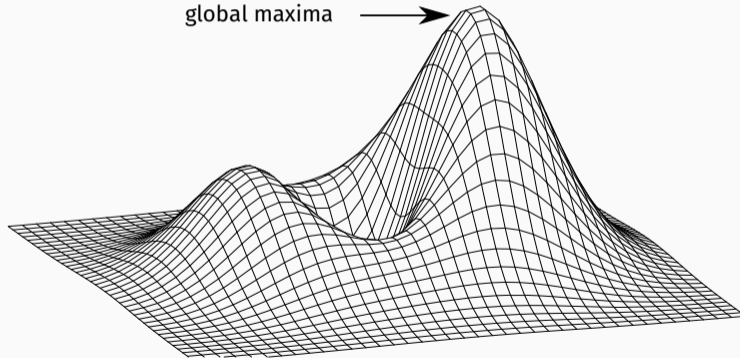
$$(0, 7, 2) \rightarrow 9$$

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

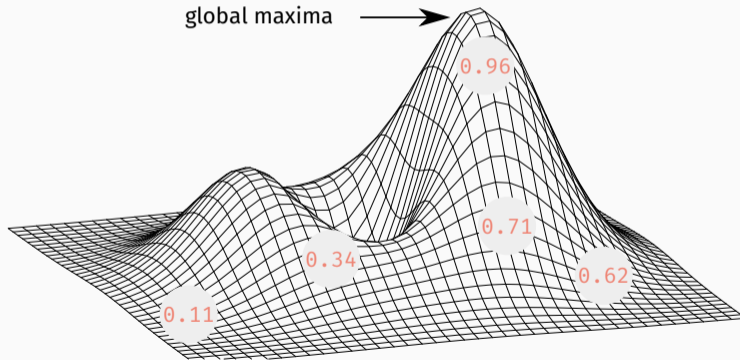
$$h(x, y, z) := x + y + z$$

How to synthesize programs?

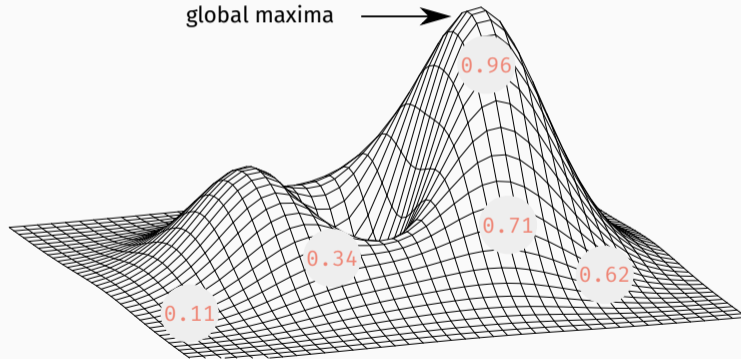
- probabilistic optimization problem



- 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: $\{a, b\}$

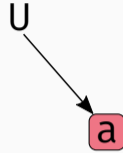
$$U \rightarrow U + U \mid U * U \mid a \mid b$$

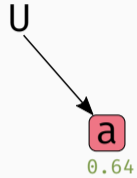
- non-terminal symbol: U
- input variables: $\{a, b\}$
- candidate programs: $a, b, a * b, a + b, \dots$

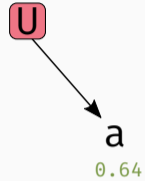
$$U \rightarrow U + U \mid U * U \mid a \mid b$$

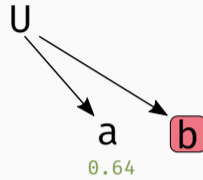
- non-terminal symbol: U
- input variables: $\{a, b\}$
- candidate programs: $a, b, a * b, a + b, \dots$
- intermediate programs: $U + U, U * U, U + b, \dots$

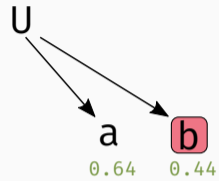


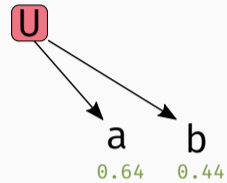


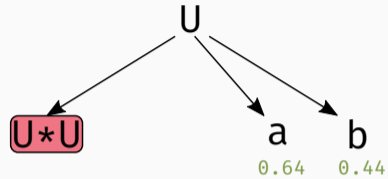


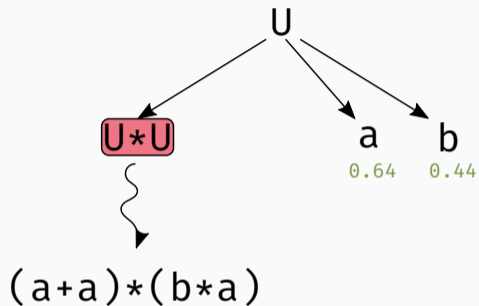


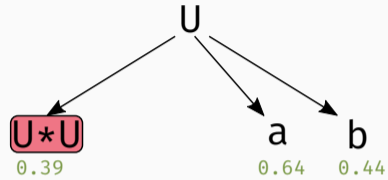


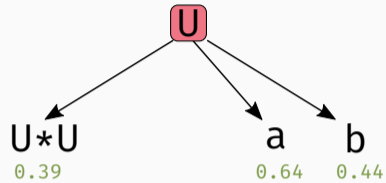


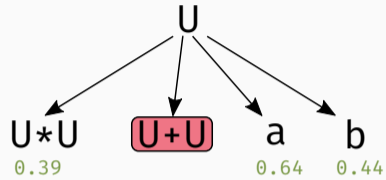


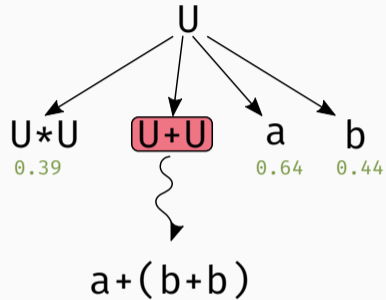


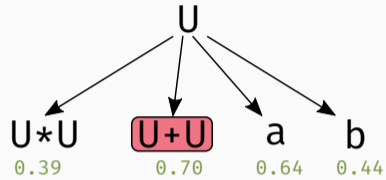


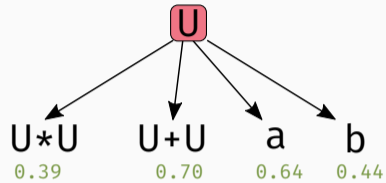


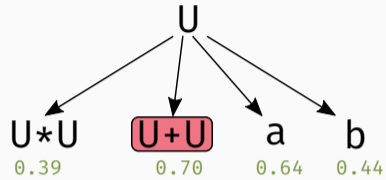


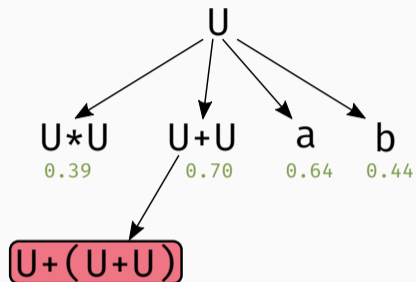


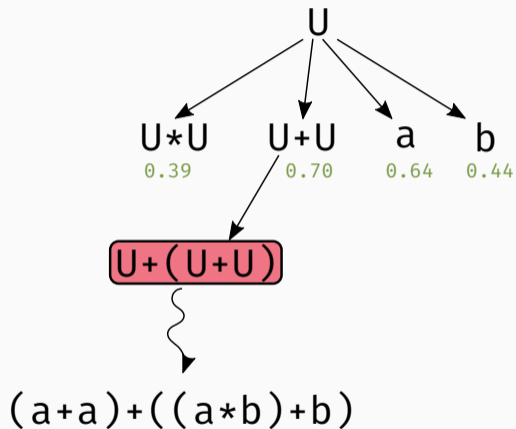


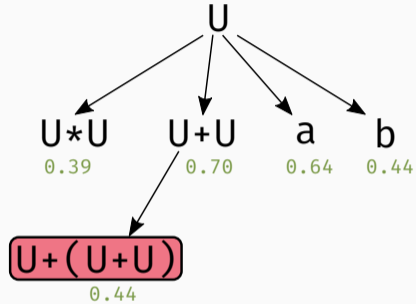


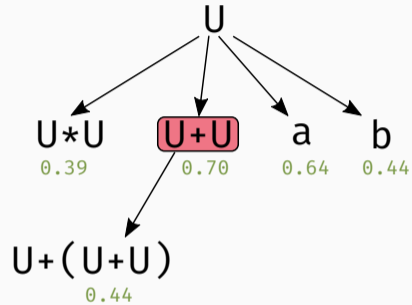


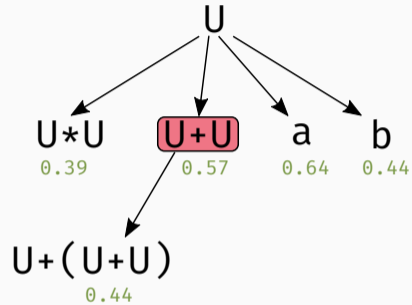


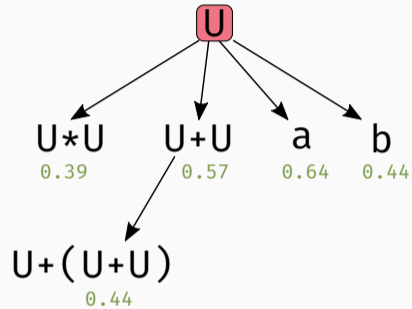


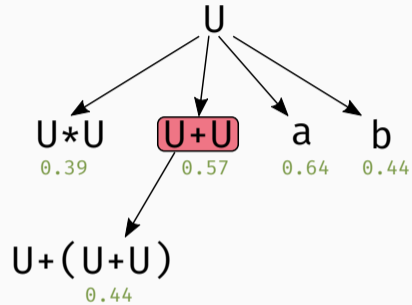


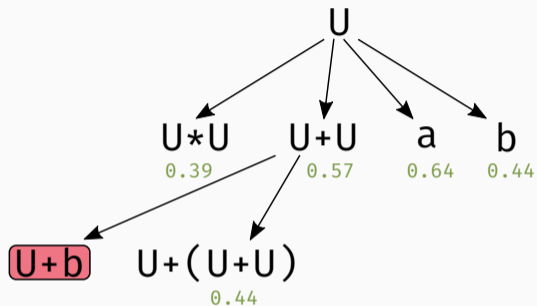


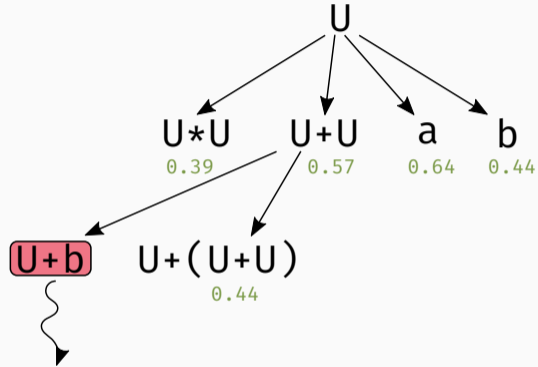


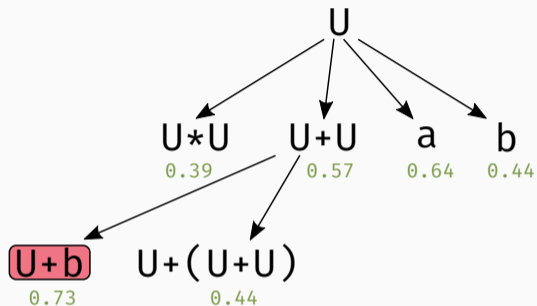


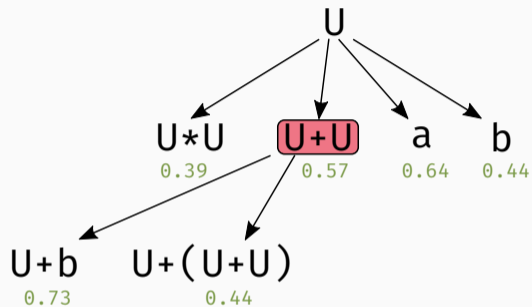


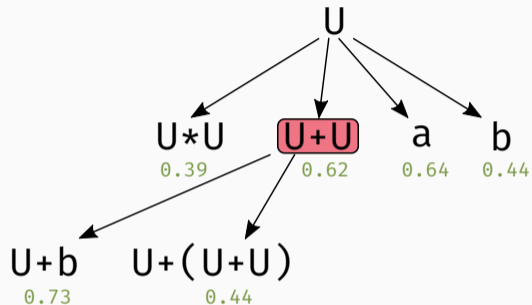


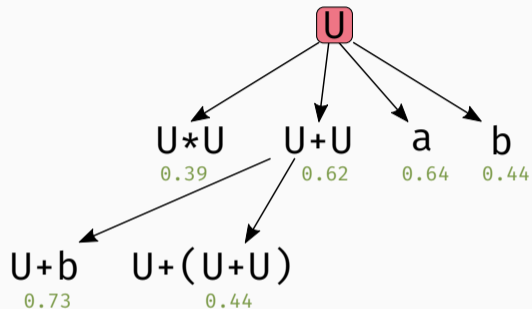


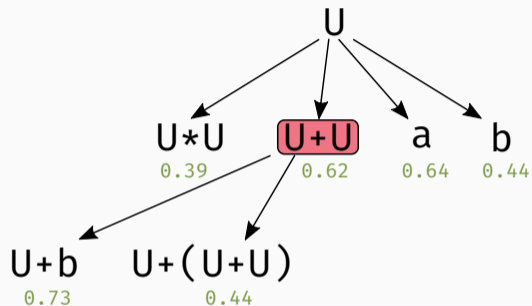


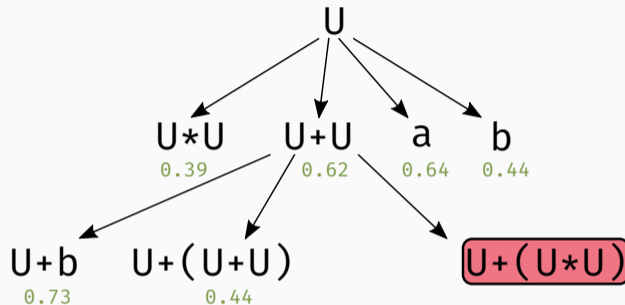


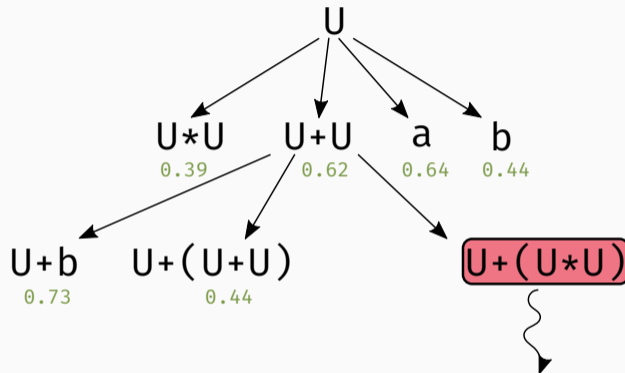


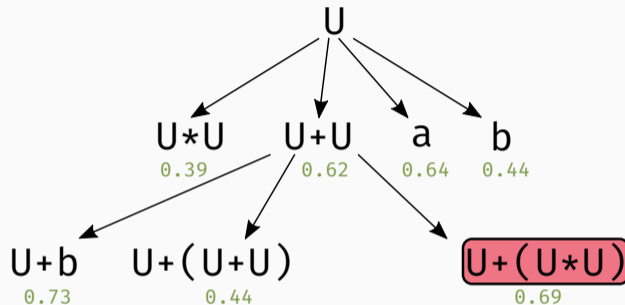


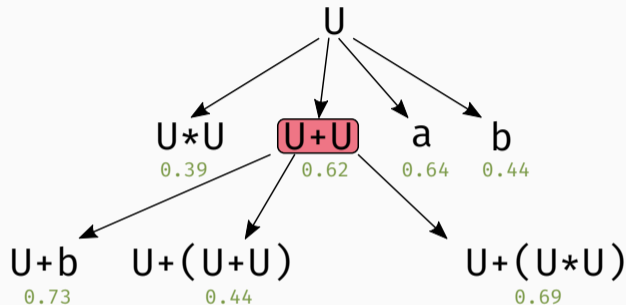


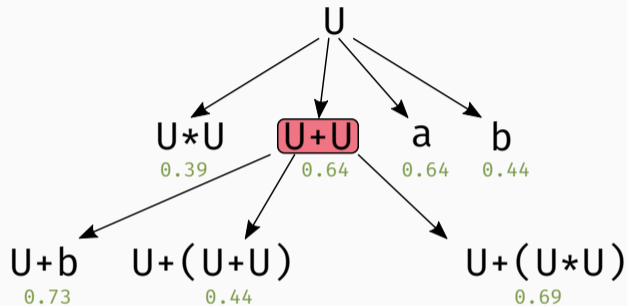


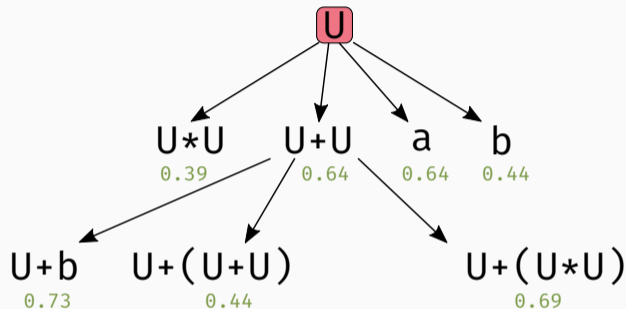


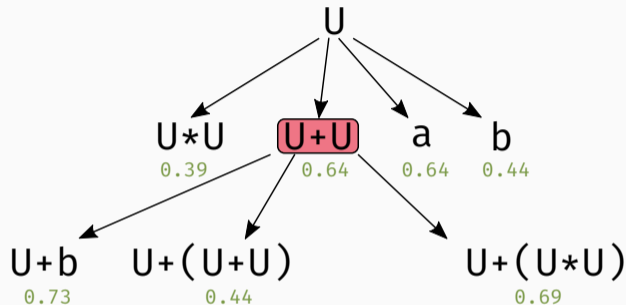


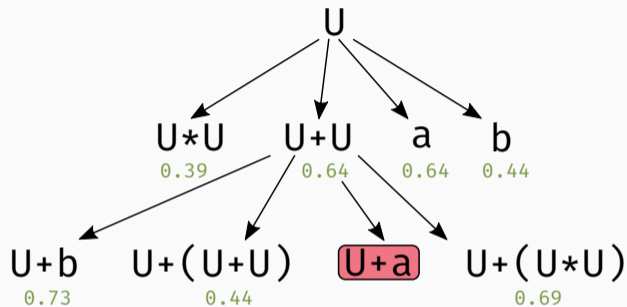


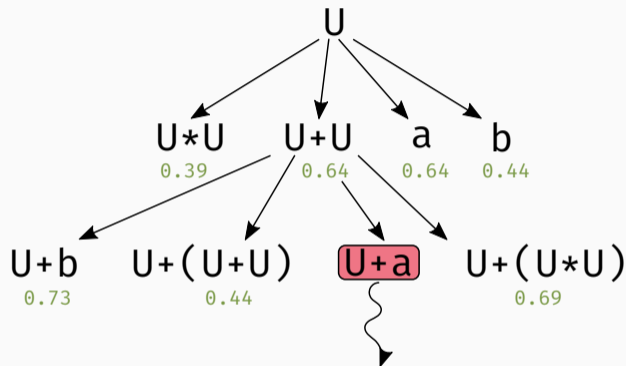


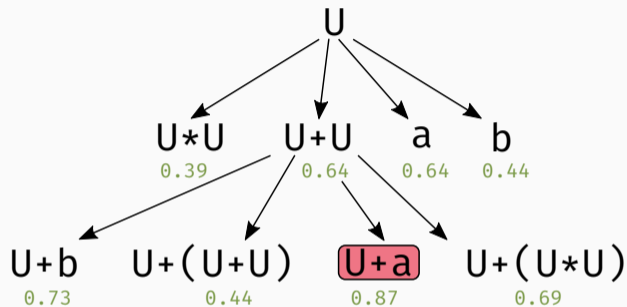


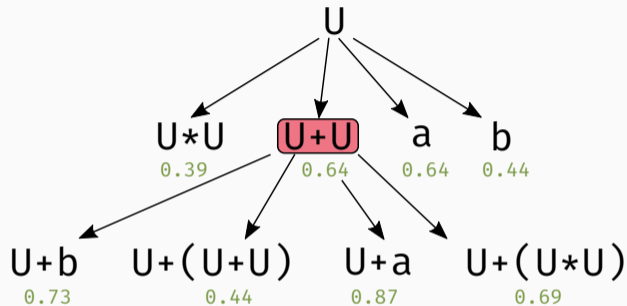


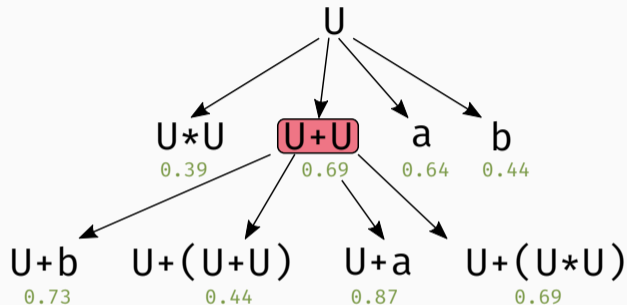


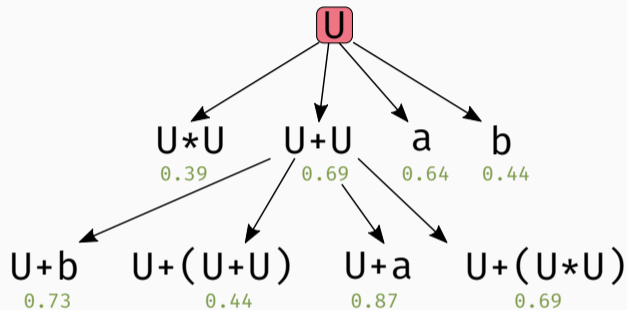


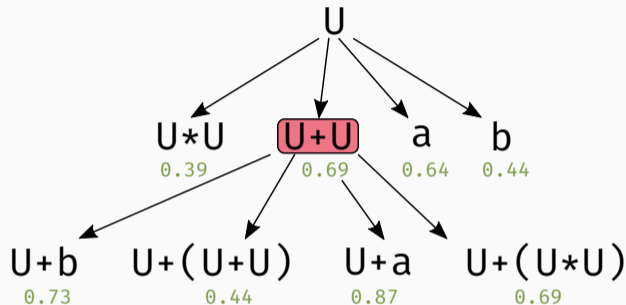


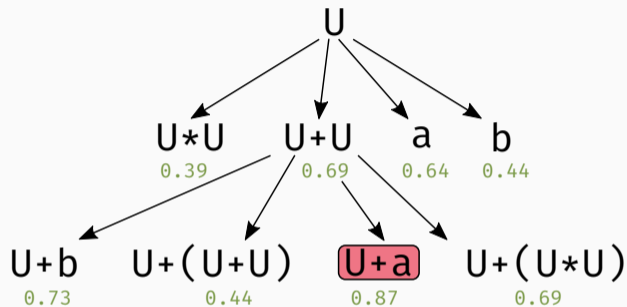


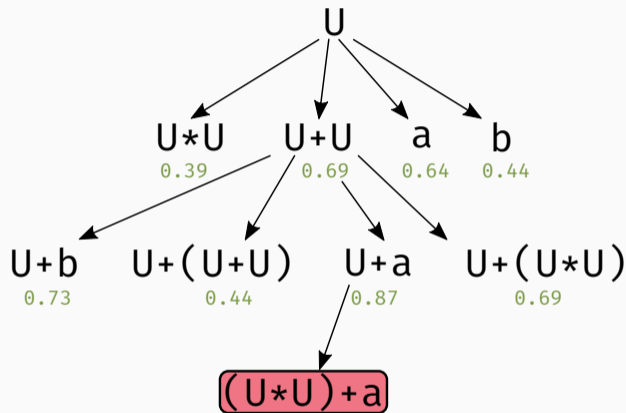


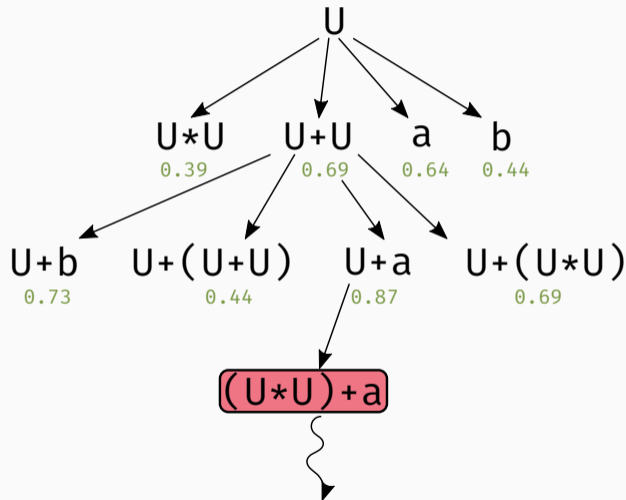


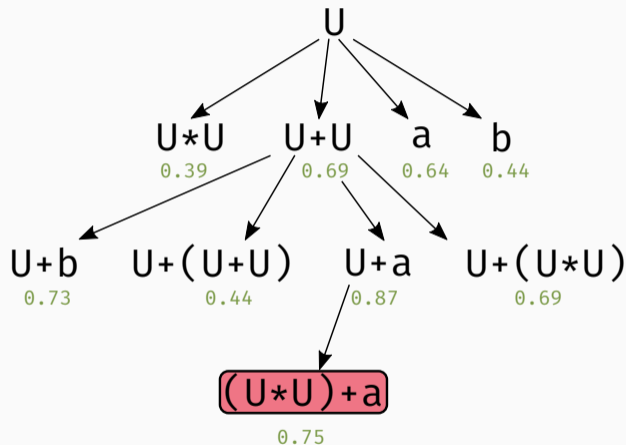


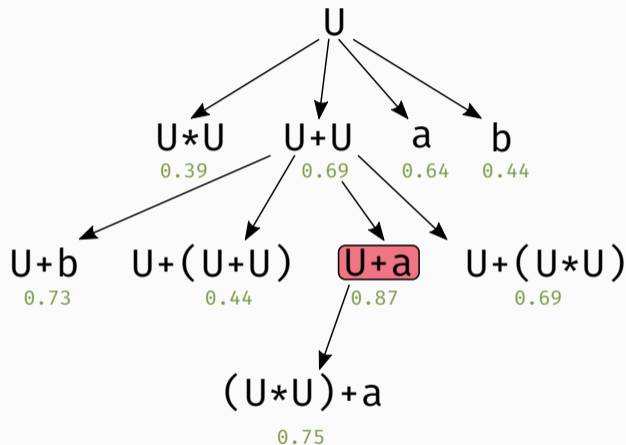


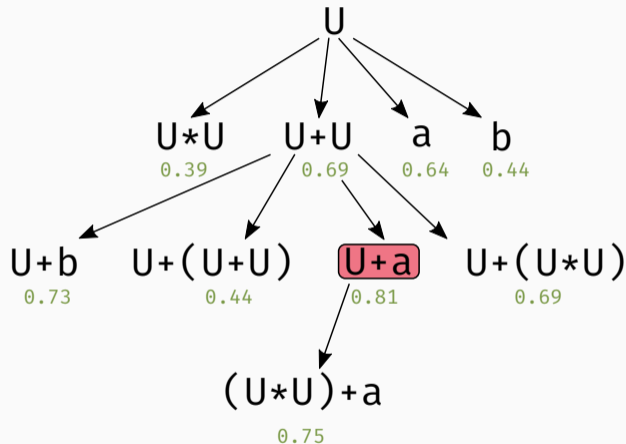


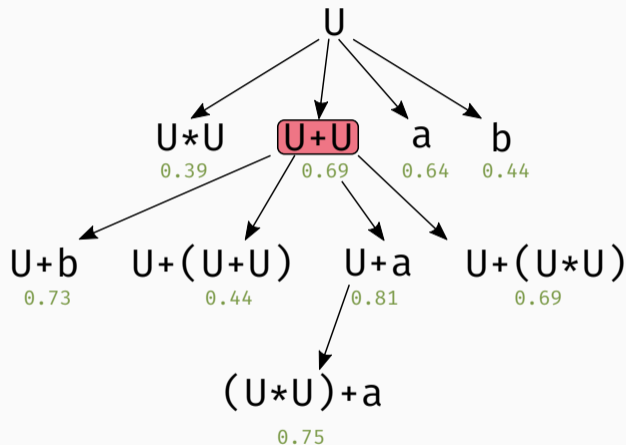


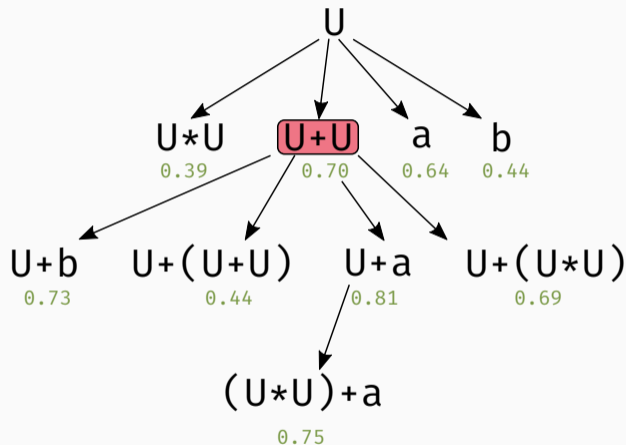


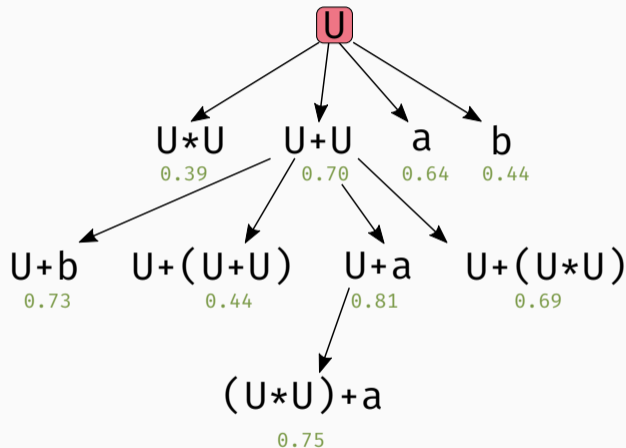


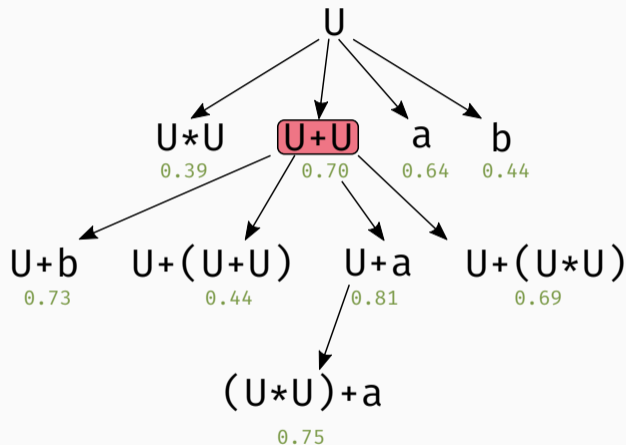


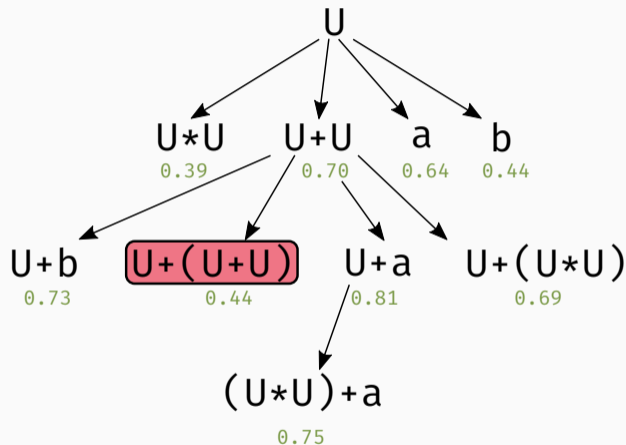


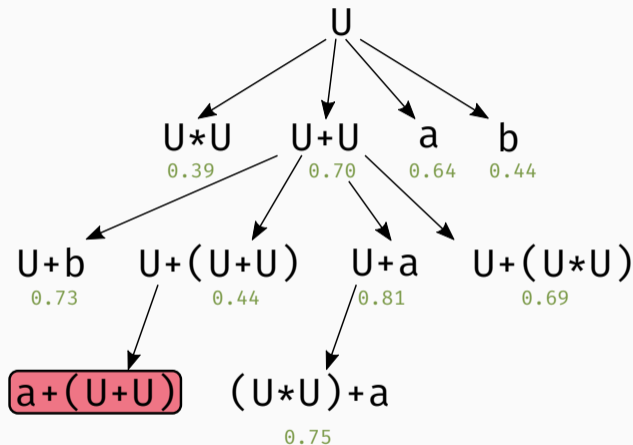


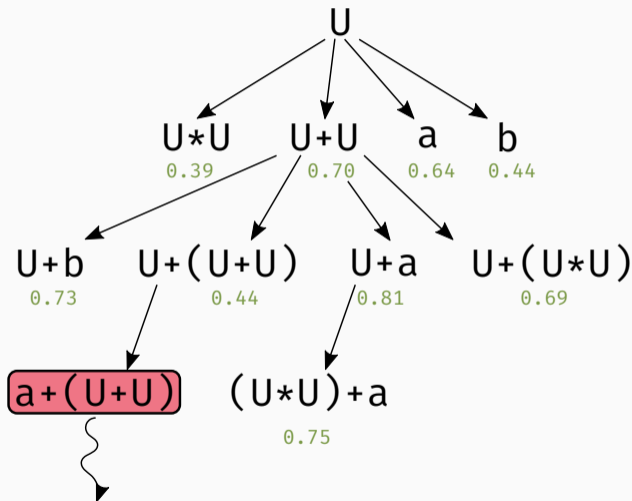


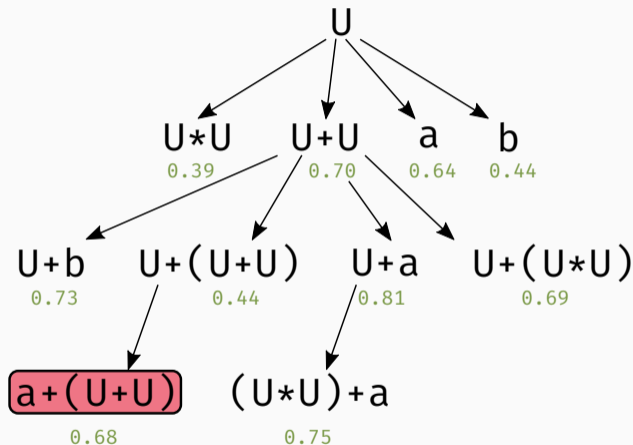


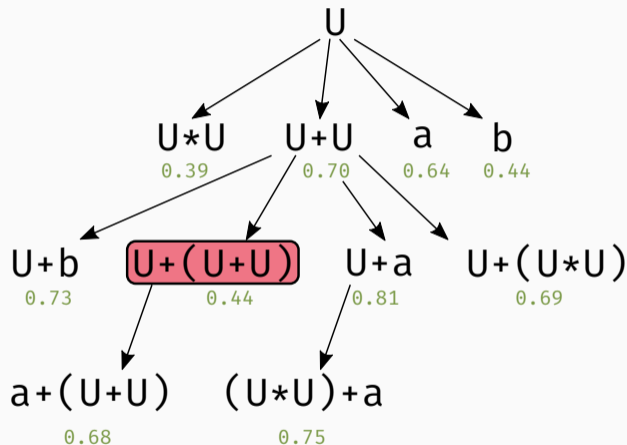


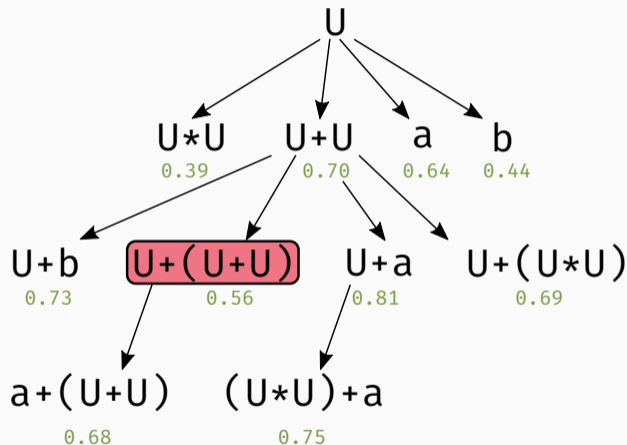


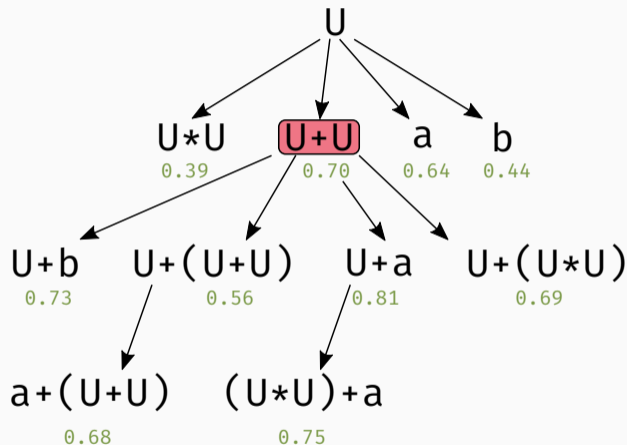


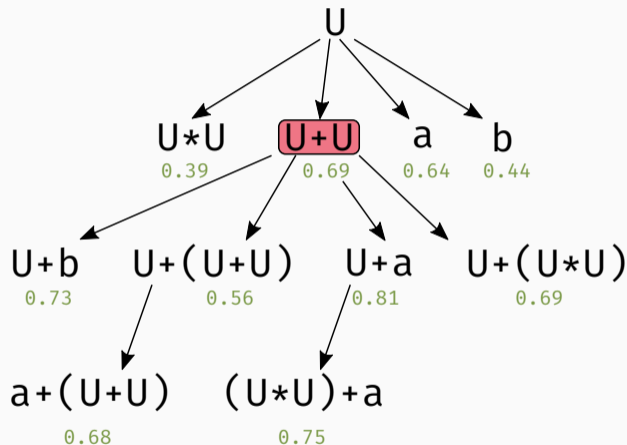


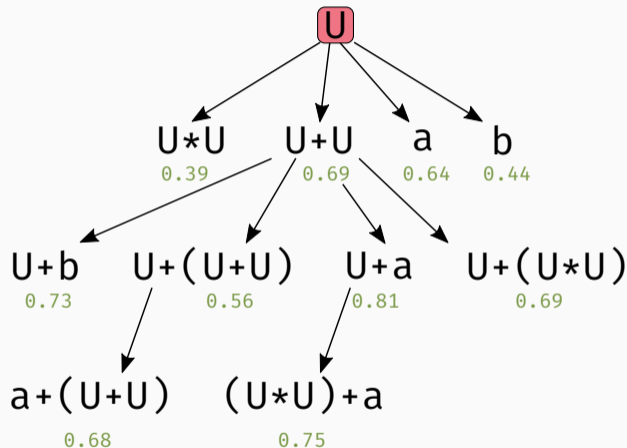


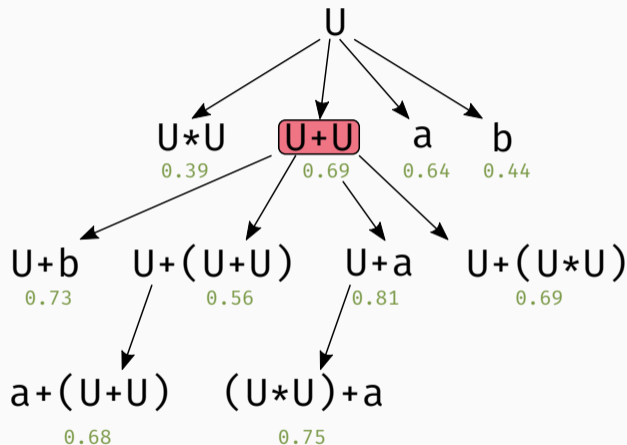


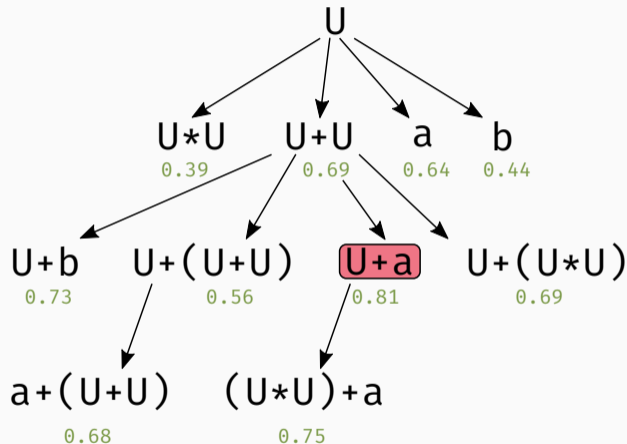


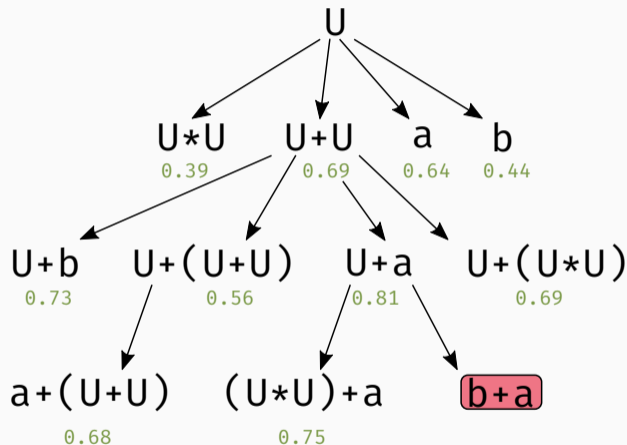


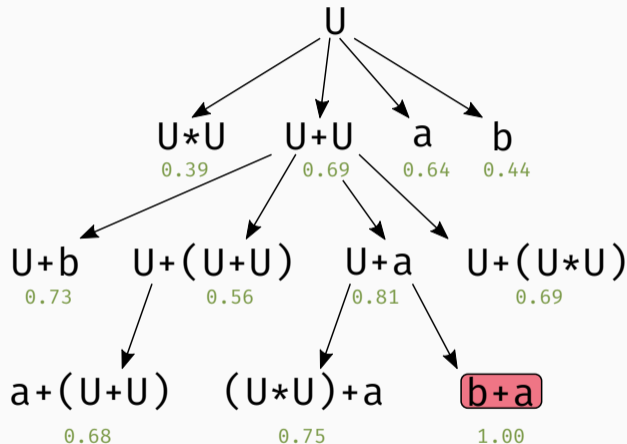




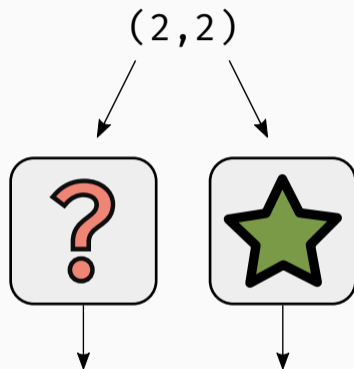


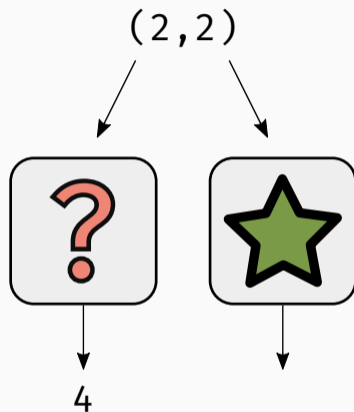


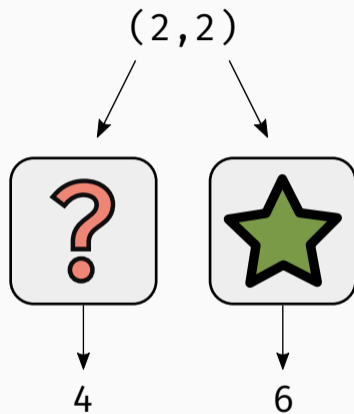


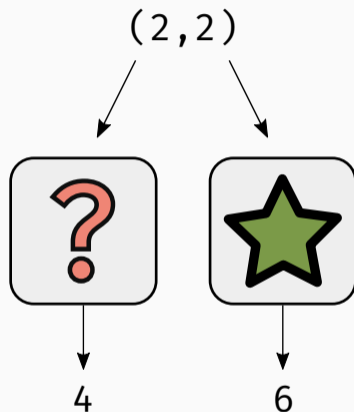




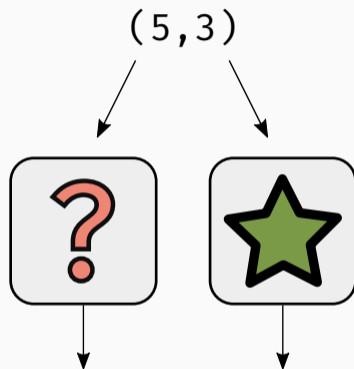




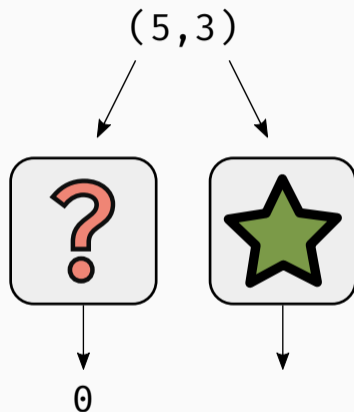




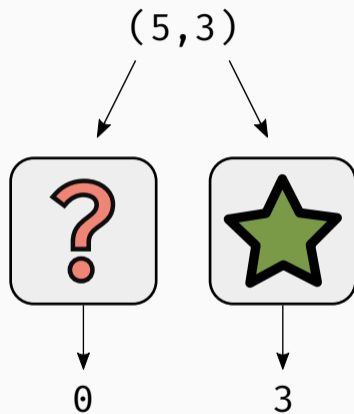
$$\text{similarity}(4, 6) = 0.78$$



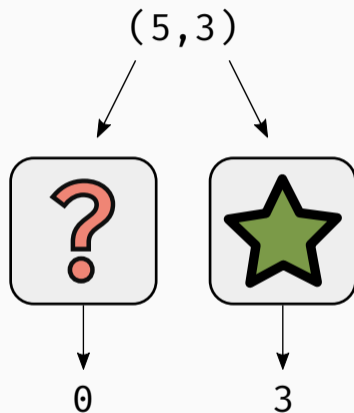
$$\text{similarity}(4, 6) = 0.78$$



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

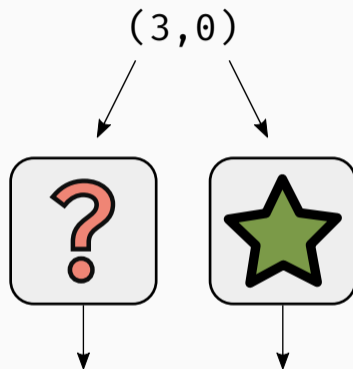


$$\text{similarity}(4, 6) = 0.78$$



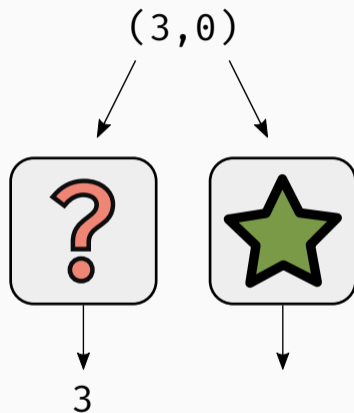
$$\text{similarity}(4, 6) = 0.78$$

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



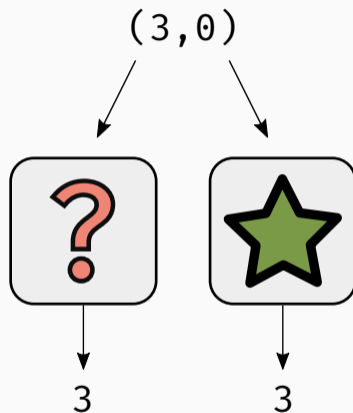
$$\text{similarity}(4, 6) = 0.78$$

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



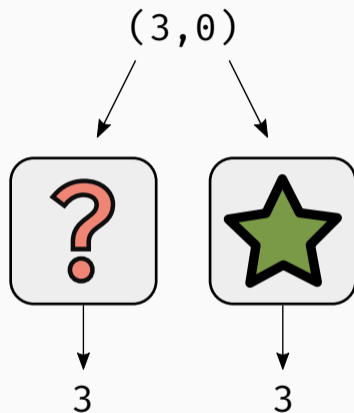
$$\text{similarity}(4, 6) = 0.78$$

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



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

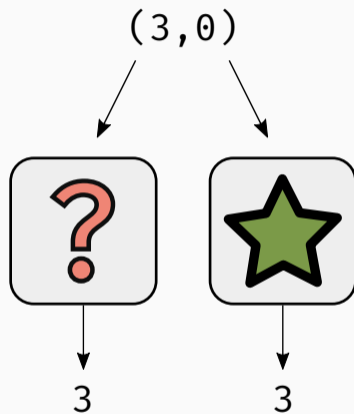
$$\text{similarity}(0, 3) = 0.33$$



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

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

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



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

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

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

average score: 0.70

11110111100100001000110010000000

11100010000110011110101100000000

Let's compare:

11110111100100001000110010000000
11100010000110011110101100000000

Are they in the same range?

11110111100100001000010001100010000000
11100010000110011110101100000000

How many bits are different?

```
1111011110010000100011001000000000  
0001010101110110101000011000000000  
1110001000011001111010110000000000
```

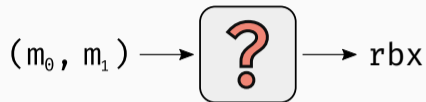
How close are they numerically?

How to synthesize obfuscated code?

```
__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
```

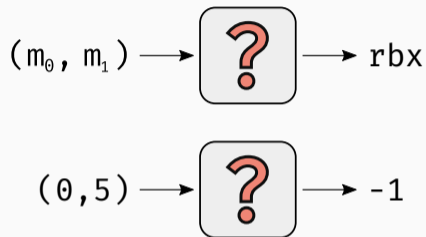
Handler performing `nor`
(with flag side-effects)

```
__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
```



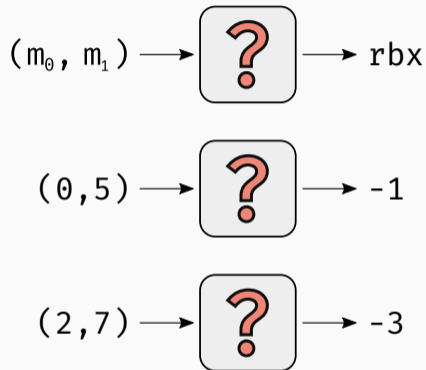
Handler performing `nor`
(with flag side-effects)

```
__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)

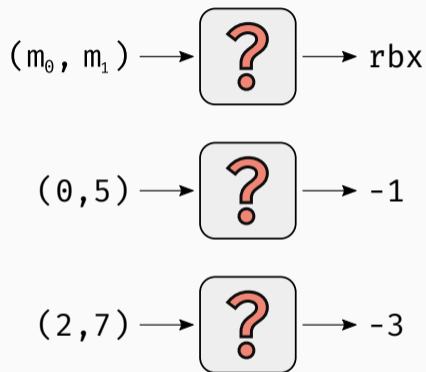

```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
• not rbx  
and rcx, rbx  
mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



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)

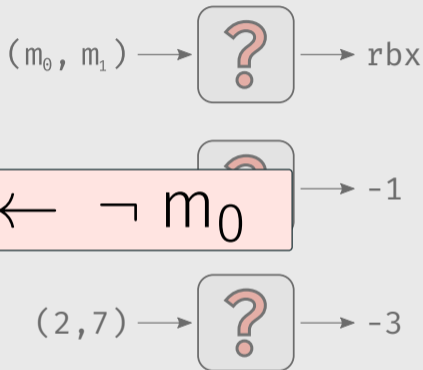


• • •

```

__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

```



...

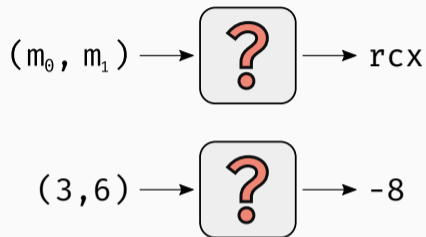
Handler performing `nor`
(with flag side-effects)

```
__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
```



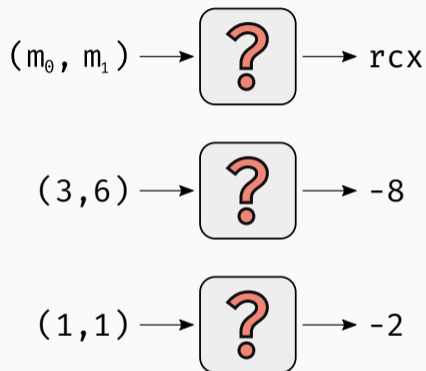
Handler performing `nor`
(with flag side-effects)

```
__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)

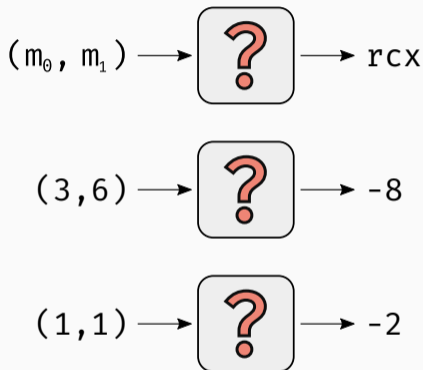
```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
not rbx  
• and rcx, rbx  
mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



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 ← $\neg (m_0 \vee m_1)$



• • •

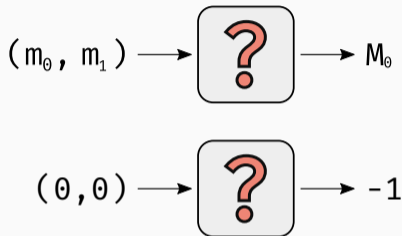
Handler performing `nor`
(with flag side-effects)


```
__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
```



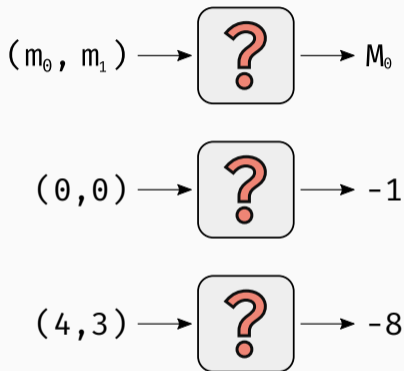
Handler performing `nor`
(with flag side-effects)

```
__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)

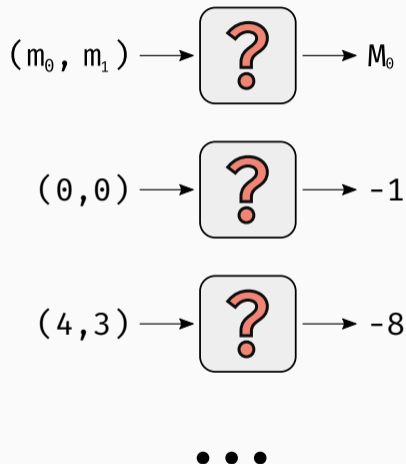
```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
not rbx  
and rcx, rbx  
• mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```



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)

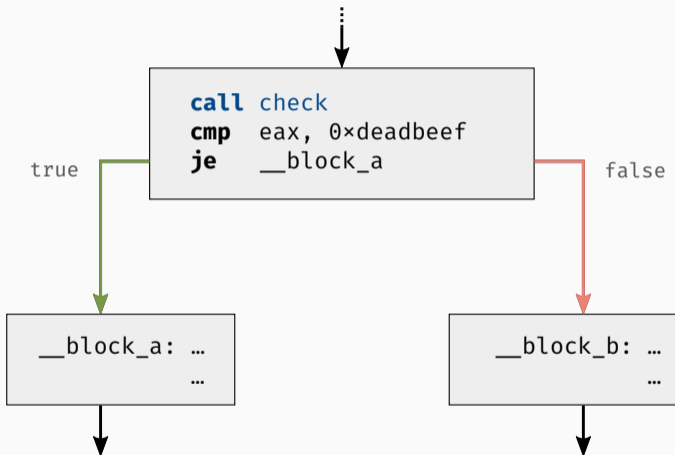
```
__handle_vnor:  
mov rcx, [rbp]  
mov rbx, [rbp + 4]  
not rcx  
• not rbx  
• and rcx, rbx  
• mov [rbp + 4], rcx  
pushf  
pop [rbp]  
jmp __vm_dispatcher
```

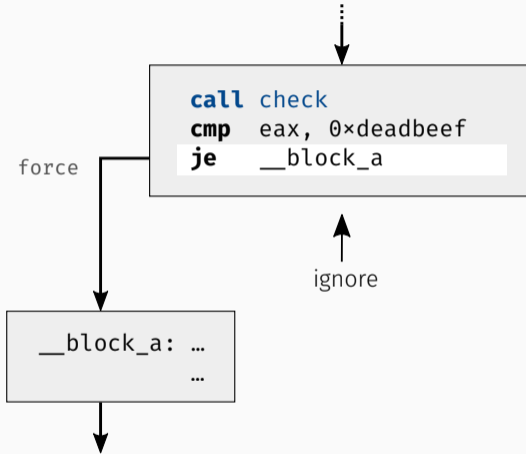
$rbx \leftarrow \neg m_0$

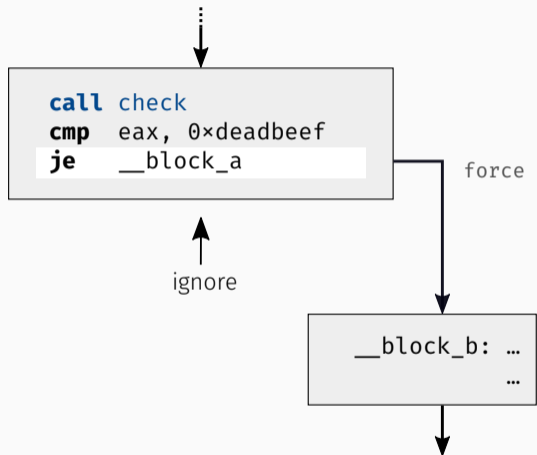
$rcx \leftarrow \neg (m_0 \vee m_1)$

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

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







Valgrind

Pin



Unicorn

DynamoRIO



Miasm

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.

#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       or word ptr [rbx], r10w mov rax, rbp
add rbx, 0xc0         mov r15, rax        and rax, 4            and rax, r13
mov r13, 1            mov rdx, 0x200     sub r15, rax         sub rax, 0x80000000
mov r13, 1            mov r14, rbp       pop r9               add r15, 0xffff
mov rcx, 0            mov r14, rsi       mov rcx, rbp         and rcx, 0x20
mov r15, rbp         mov r1d, rbp       add rcx, 0xc0        mov r10, rbp
add r15, 0xc0        mov r8, 0x400     mov rcx, qword ptr [rcx] add r13, r15
or rcx, 0x88         mov rst, r9        mov rcx, 8           add r14, r8
add rbx, 0xb         mov r8, rsi        movzx r10, word ptr [rcx] add r10, 0x89
mov r15, qword ptr [r15] sub r14, 0          xor word ptr [r10], si
or r12, 0xffffffff80000000 add r14, 0          xor rdx, r11
sub rcx, 0x8         and r8, rsi        xor r10d, dword ptr [r9] mov r11, rbp
movzx r10, word ptr [rbx] and r10, 0xffffffff80000000 sub rdx, rbb
xor r12, r13         mov r1d, rbp       sub rax, 0x40        and rax, 0xf0
add r12, 0xffff      add r8, rdi        or rsi, 0x5a        mov r8, rcx
add r15, 0           sub r13, 0x20     mov r14, rbp        movzx rsi, word ptr [rsi]
mov r8, rbp         add r8, 0x78      or r13, 0x88        mov rax, 0x200
sub rcx, 0x10        add r1, 4          or rcx, 8           mov r14, rbp
or r12, r12         mov r1, 0x200     mov r8, 0x58        and rax, rdx
movzx r11, word ptr [r15] add dword ptr [rsi], 0x2549b044 mov r14, rbp
xor rcx, 0x800       mov rdx, 0xf0     mov rbx, qword ptr [rbx] and rcx, 0x20
mov r12, r15        add r10, rsi      mov rcx, 0x20       add r14, 0x89
add r8, 0            add r1d, 6        sub r13, 0x10      or rax, 0x40
xor r12, 0xf0        mov r8, 0x400     add rbx, 8          xor si, word ptr [rbx]
mov r10, 0x58       mov r8, rbp       mov r9, 1           add r8, 0x20
add r11, rbp        mov r1, rbp       sub r9, 0           movzx r14, word ptr [r14]
xor rbx, 0x800      and rcx, 8        mov r9, rbp         add r15, r1
and r12, 0x20       sub rcx, 1        xor r12, 0x58      mov rax, rdx
add rbx, 0x800     mov r10b, rdi     add r9, 0           add r8, 0x80
mov r11, qword ptr [r11] sub r1, 0x29      or rcx, 8           mov r15, r1
add rbx, 1          or r1, rsi        sub r15, r13       mov r14, rbp
and r12, r9        mov rcx, 4        add rcx, r12       add r8, r15
mov rdx, 1          mov r13b, byte ptr [rsi] xor est, word ptr [r9] mov rbx, 0
xor r10d, qword ptr [r8] sub r13b, 0xd2    mov r10, rbp       and rdx, 0x10
sub r9, r11         mov cmp           mov add r10, 0xcc   mov add r14, qword ptr [rsi], r14
pushfq             and or
xor rbx, 0xf0       and r8, r13       sub est, dword ptr [r10] pushfq
xor rbx, 0x800     or rcx, r13       xor r13, 0x90      or r11, r14
and rdx, r8        or rcx, 4         xor r14, r10       add r11, r14
mov r12, rbp       mov rdx, rbp     mov r13, 0x12     mov r13, 0x12
xor rdx, 0x20     mov rcx, 4        mov rdx, rbp       mov r14, 0
sub rbx, 4         or rcx, 0x400    mov add rdx, 0     and r13, 0x40
add r11, 0x2549b044 sub add rdx, rbp    and dword ptr [rdx], esi and r13, 1
or rbx, 0x78       or rcx, 0x80     xor r12, 1         mov rdx, rbp
and rdx, r10       add rcx, 0x80    mov r13, r15      mov
mov rax, 0         add r12, 0x42    mov r13, r15      mov
```

#1: Obfuscating Individual VM Components

```

mov r15, 0x200
xor r15, 0x800
mov rbx, rbp
add rbx, 0xc0
mov rdx, 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, 0x8
movzx r10, word ptr [rbx]
xor r12, r13
add r12, 0xfffff
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 rbx, 0x58
add r11, rbp
xor rbx, 0x800
and r12, 0x20
add rbx, 0x800
mov r11, qword ptr [r11]
add rbx, 1
and r12, r9
mov rdx, 1
xor r10d, dword ptr [r8]
sub r9, r11
pushfq
xor rbx, 0xf0
xor rbx, 0x800
and rdx, r8
mov r12, bp
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]
sub or
mov rdx, 0x400
mov r14, rbp
sub r15, rsi
mov r14, rbp
mov r14, rbp
mov r8, 0x400
mov sub
sub r14, 0
add r14, 0
add rsl, rax
xor r10d, dword ptr [r9]
and rsl, r14
mov rsl, rbp
add rsl, 0xc0
mov r8, rdi
add r8, 0x78
add rsl, 4
mov rcx, 0x200
mov rdi, qword
add d
xor r10d, dword ptr [rdi]
mov r8, rbp
and rsl, rbp
and rcx, 8
sub rcx, 1
mov rcx, rdi
mov rsl, 0x29
or rcx, 8
sub r8, rsi
add rcx, 4
mov r13b, byte ptr [rsi]
mov r13b, 0xd2
cjmp
and or
and rcx, r13
xor rdx, r13
or rcx, 4
mov rdx, rbp
mov rcx, 4
or rcx, 0x400
add rax, rbp
or rcx, 0x80
add rax, 0
add r12, 1
mov rbx, 0x5a

add r8, 1
or r8, 0x78
word ptr [rbx], r10w
mov r15, rax
mov sub
mov r15, rax
pop r9
add rcx, rbp
add 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 rsl, 0
sub r13, 0x20
mov rbx, rbp
or r13, 0x88
and rcx, 8
or r8, 0x58

or r14, r14
rax, rbp
and rcx, r13
add rax, 4
sub r8, 0x80000000
add r15, 0xffff
and rcx, 0x20
mov r10, rbp
add r13, r15
add r14, r8
word ptr [r10], si
xor rdx, r11
xor rsl, rbp
mov rdx, rbp
and rax, 0x40
or rcx, 0xf0
add rsi, 0x5a
mov r8, rcx
movzx rsl, word ptr [rsi]
mov rax, 0x200
mov rbp
mov rdx
mov rdx, 0x20
mov rax, 0x13
mov rbp
mov rdx, 0xc0
add rdx, 0x10
pushfq
xor r11, r14
add r13, r14
mov r13, 0x12
mov r14, 0x88
and r13, 0x40
add r13, 1
mov rdx, rbp

or r14, 0x200
add rdx, 0xc0
r11, r14
add r15, 0x88
or r15, 0xc0
add rdx, 4
mov rdx, qword ptr [rdx]
add r11, 0x78
mov r8b, byte ptr [rdx]
cmp r8b, 0
je 0x49e
mov rdx, rbp
or r11, 0x40
and r15, 1
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 r word ptr [rdx]
mov r8
mov rdx, 8
add rdx, 0x20
mov rax, 0x13
mov rbp
mov rdx, 0xc0
add rdx, 0x10
mov rax, 0x13
mov rbp
mov rdx, 0xc0
xor rsl, rbp
pop r10
mov rdx, 0x10
xor rsl, rbp
mov rdx, 0xc0
mov r14, word ptr [r14]
mov r14, word ptr [r14]
mov rcx, 0x58
add rsl, rbp
xor rax, rdx
add r8, 0x80
mov r15, rsl
add r14, rbp
or r8, r15
mov rbx, 0
add rdx, 0x10
mov r14, qword ptr [r14]
mov add
pushfq
xor r11, r14
add r13, r14
mov r13, 0x12
mov r14, 0x88
and r13, 0x40
add r13, 1
mov rdx, rbp

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

```

$$u64 \text{ res} = M_{13} + M_{14}$$

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

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

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

#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 r14, rbp
mov r15, rbp          sub r15, rsi
add r15, 0xc0         nov r1, rbp
or rcx, 0x88          nov r8d, 0x400
add r15, 0xc0         mov r8, 0x400
or rcx, 0x78          sub r1, r9
sub rcx, 0x78         and r8, 0x88
movzx r10, word ptr [rbx] xor r1, r14
xor r12, r13          nov r13, rbp
add r12, 0xffff       add r1, 0xc0
add r15, 0            sub r8, rdt
mov r8, rbp          add r1, 0x78
sub rcx, 0x10         add r1, 4
or r12, r12          mov rcx, 0x200
or rcx, 0x800        nov rdi, word 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 rdt, 6
xor r15, 0xf0        nov r8, 0x400
mov r15, 0x58        nov ax, word ptr [rdi]
add r11, rbp         nov r8, 1
xor rbx, 0x800        nov r1, rbp
and r12, 0x20        and rcx, 8
add rbx, 0x800       sub rcx, 1
mov r11, word ptr [r11] nov r1, word ptr [r11]
and rbx, 1           nov r12, 0x29
or r12, r9           or r12, 8
mov rdx, 1           nov r8, rsi
xor r10d, dword ptr [r8] add rcx, 4
sub r9, r11         nov r13b, byte ptr [rsi]
pushfq              cmp r13b, 0xd2
xor rbx, 0xf8        jbe 0x204
xor rbx, 0x800       and r8, r13
and rdx, r8         or rcx, r13
mov r12, rbp        or rcx, 4
xor rdx, 0x20       mov rbx, rbp
sub rbx, 4          or rcx, 4
add r11, 0x2549b044 sub ax, 0x400
or rbx, 0x78        add rax, rbp
and rdx, r10        or rcx, 0x80
mov rax, 0          add rcx, 0x80
add r12, 0x42       mov r15, 0x5a
```

```
add r8, 1
or r8, 0x78
add word ptr [rbx], r10w
mov r15, rax
sub r15, rax
pop r9
rcx, rbp
mov rcx, 0xc0
add rcx, qword ptr [rcx]
mov rcx, 8
add r10, word ptr [rcx]
xor r9, rbp
add r9, 0
mov r10d, dword ptr [r9]
and rdi, 0xffffffff80000000
sub r13, 0xf0
mov rsi, 0
sub r13, 0x20
mov rbx, rbp
or rcx, 8
mov r8, 0x58
add rbx, 0xc0
mov rbx, qword ptr [rbx]
sub rcx, 0x20
add rdt, 0x80
sub r13, 0x10
add rbx, 8
mov si, word ptr [rbx]
xor r9, 0xffff
sub r9, 1
mov r9, rbp
mov r12, 0x58
add r9, 0
sub r10, rbp
mov r15, r13
mov rcx, r12
xor esi, dword ptr [r9]
mov r10, rbp
add r10, 0xcc
sub r15, 0x20
xor esi, word ptr [r10]
xor r13, 0x90
add rdt, 0x10
mov r14, rsi
mov rdx, rbp
add rdx, 0
add dword ptr [rdx], esi
xor 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
sub 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 rdi, rbx
xor rbx, 0x3f
mov r8, qword ptr [r8]
xor rsi, 1
mov rax, 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]
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 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]
xor rsi, 1
mov 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, 0x7fff
and rdi, 0x7fff
add rax, 2
sub rsi, 4
or rbx, rsi
movzx r9, 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 rdt, 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
```

#3: No Central VM Dispatcher

```
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 rbx, 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
xor rax, rbp
mov r15, 0x200
mov r14, rbp
sub rsi, rsi
mov rdti, rbp
mov r8, 0x400
sub rsi, r9
rdi, rbp
mov r8, 0x400
sub r1, r9
add r14, 0
add rsi, rax
and r8, 0x88
rsi, r14
mov rsi, rbp
rdi, 0xc0
sub r8, rdti
add rsi, 4
mov rcx, 0x200
rdi, qword ptr [rdi]
add dword ptr [rsi], 0x2549
xor rcx, 0xf0
add rcx, r10
add rdti, 6
mov r8, 0x400
mov ax, word ptr [rdi]
mov r8, 1
rsi, rbp
mov rcx, 8
sub rcx, 1
mov rcx, rdi
add rsi, 0x29
sub r13, 8
mov r8, rsi
add rcx, 4
mov r13b, byte ptr [rsi]
mov cmp r13b, 0xd2
jbe 0x204
and r8, r13
xor rcx, r13
or rcx, 4
mov rbp, rbp
or rcx, 4
sub rcx, 0x400
rax, rbp
or rcx, 0x80
or rcx, 0x80
add rbx, 0x5a

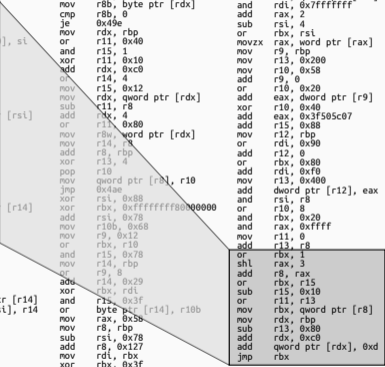
add r8, 1
or r8, 0x78
add word ptr [rbx], r10w
mov r15, rax
sub r15, rax
pop r9
mov rcx, rbp

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

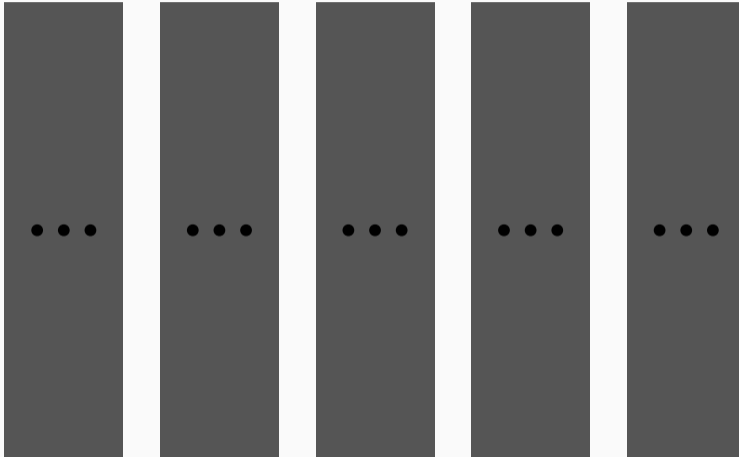
mov r14, 0x200
add rdx, 0xc0
add r11, r14
or r15, 0x80
mov rdx, qword ptr [rdx]
add rdx, 0xa
add r11, 0x78
mov r8b, byte ptr [rdx]
cmp r8b, 0
je 0x49e
mov rdx, rbp
or r11, 0x40
and r15, 1
xor r11, 0x10
add rdx, 0xc0
or r14, 4
mov r15, 0x12
rdx, qword ptr [rdx]
sub r11, r8
add rax, 4
or r11, 0x80
mov 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
rbx, 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, 0x5b
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 rsi, r9
and rax, 0xc0
add rdi, r14
or rsi, 1
mov rax, qword ptr [rax]
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
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 rbx, 1
shl rax, 3
r8, rax
or rbx, r15
sub r15, 0x10
or r11, r13
mov rbx, qword ptr [r8]
mov rdx, rbp
sub r13, 0x80
add rdx, 0xc0
add qword ptr [rdx], 0xd
jmp rbx
```

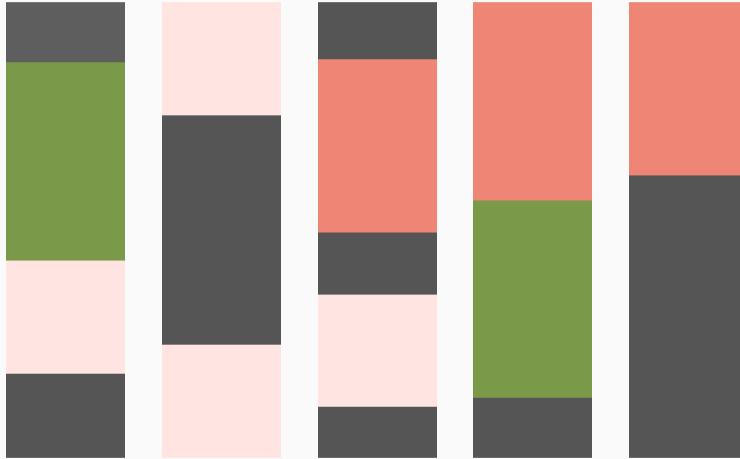
```
mov rbx, 1
shl rax, 3
add r8, rax
or rbx, r15
sub r15, 0x10
or r11, r13
mov rbx, qword ptr [r8]
mov rdx, rbp
sub r13, 0x80
rdx, 0xc0
add qword ptr [rdx], 0xd
jmp rbx
```



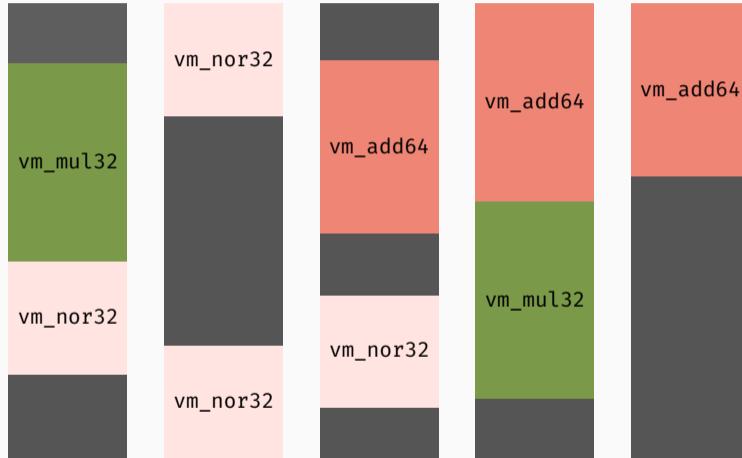
#4: No Explicit Handler Table



#4: No Explicit Handler Table



#4: No Explicit Handler Table



Do try it at home!

The screenshot shows the GitHub interface for the repository 'syntia / samples'. At the top, there are navigation tabs: 'Code', 'Issues 1', 'Pull requests 0', 'Projects 0', and 'Insights'. Below the navigation, the current branch is 'master'. There are three buttons: 'Create new file', 'Find file', and 'History'. The main content area shows a commit history table. The top commit is by 'mrphrazer' with the message 'added MBA samples from tigress', committed 7 days ago. Below it is a double-dot separator. The table lists several folders and files with their commit messages and dates.

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

Conclusion

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

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