



What's Up From Below?

An Overview of Recent Advances In BINSEC

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This talk in a nutshell

Goal

Introduce and discuss some design choices and recent improvements of the BINSEC SE

- Hope it can trigger discussions
- Beware: strongly biased toward binary code analysis

Highlights

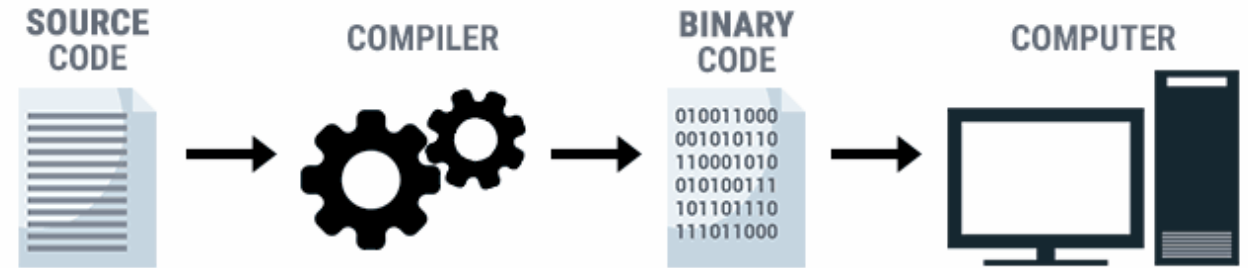
- Introduction to BINSEC platform
- Under the Hood
 - Path predicate & Memory model
 - Efficient use of SMT solvers
 - JIT specialization of the interpreter
- Plugin extensibility

A need for binary level analysis



COTS

No source code



Malware

**What You See
Is Not What You Execute**



BINSEC in a nutshell (since 2012)



binary lifting,
IR, CFG, call graph,
symbolic execution,
static analysis, ..

Solvers

Decoders

Symbolic engine

BINSEC

Generic IR

Vulnerability Assessment

Security critical components

- Fault injection
- Side channel attack
- Attacker model

Bug finding

Supply chain

- Advanced fuzzing
- Test case generation

Reverse Engineering

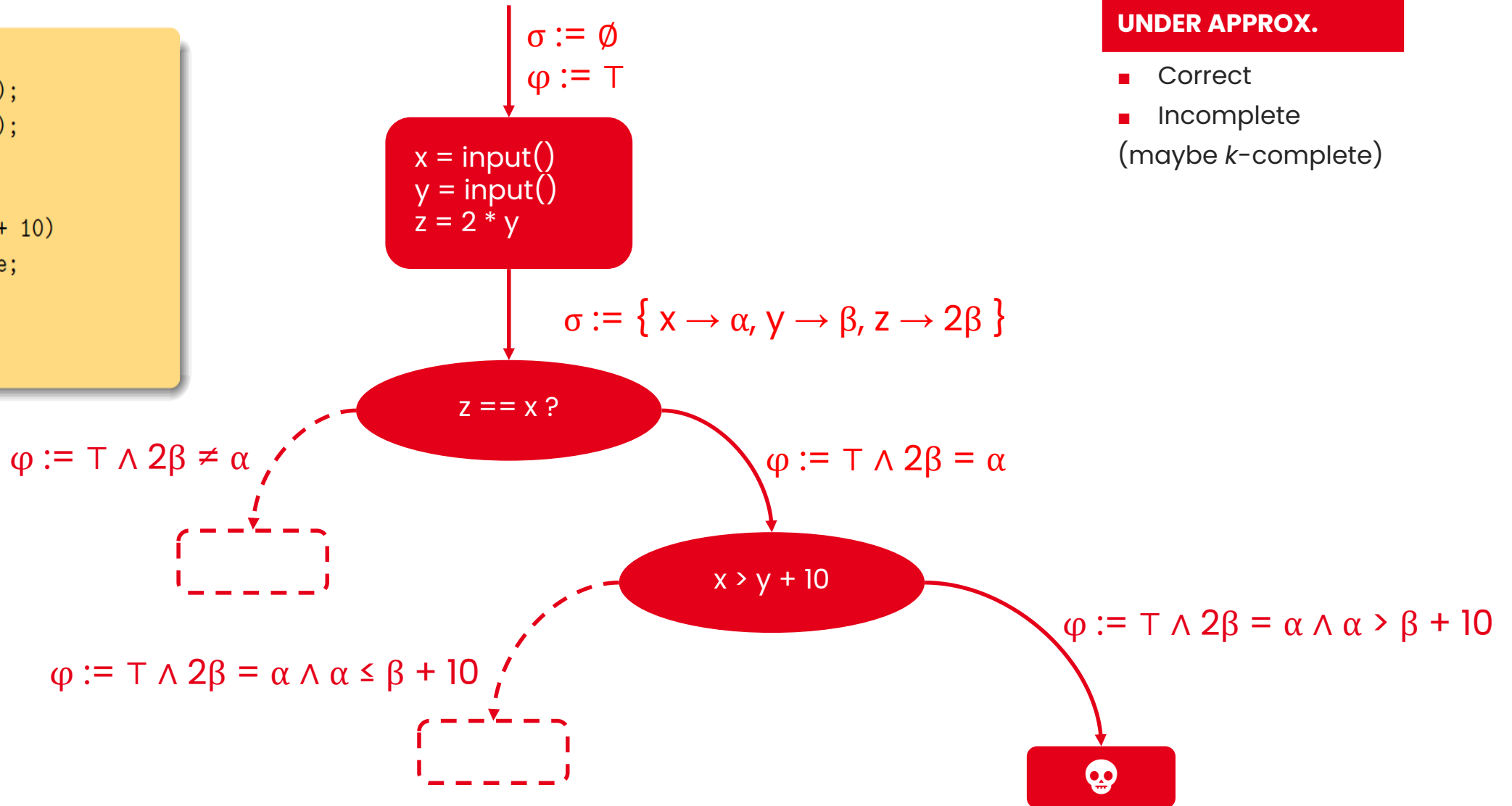
Malware comprehension

- Capture The Flag
- Deobuscation
- Decompilation



Symbolic execution in a nutshell

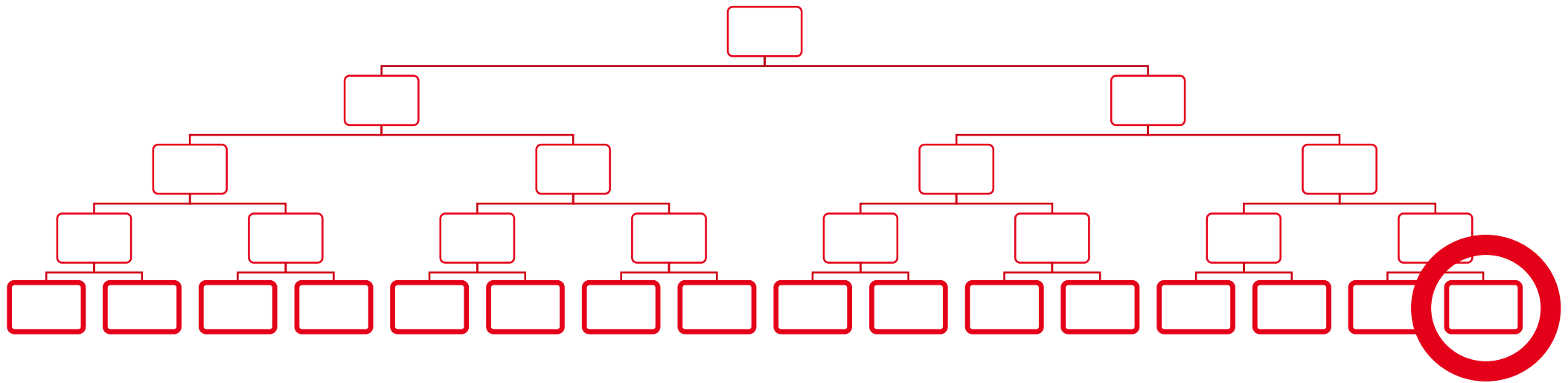
```
int main () {  
  int x = input();  
  int y = input();  
  int z = 2 * y;  
  if (z == x) {  
    if (x > y + 10)  
      failure;  
  }  
  success;  
}
```



UNDER APPROX.

- Correct
- Incomplete (maybe k -complete)

Theoretical and practical limits

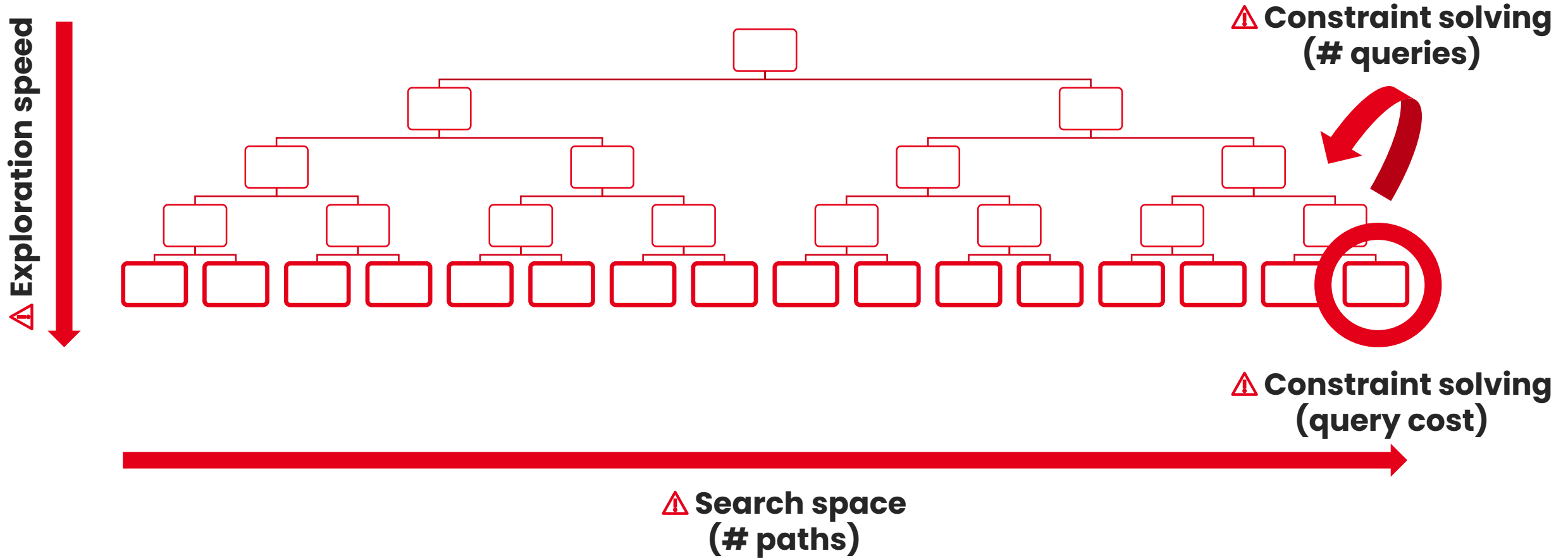


⚠ Constraint solving
(query cost)



⚠ Search space
(# paths)

Theoretical and practical limits



Binary code difficulties

01

CFG RECONSTRUCTION

- CFG is hardly known in advance
- dynamic jump can go everywhere
- self-modifying code

02

NO TYPE

- no object boundary
- any value can be used as an address
- memory is a single flat array of bytes

03

UBIQUITOUS MEMORY

- no variable scope
- unconstrained store can clobber everything





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```
mov     edx, 0x1      (define-fun edx0 () ( _ BitVec 32) #x00000001)
shl     edx, cl      (declare-fun ecx0 () ( _ BitVec 32))
or      eax, edx     (define-fun edx1 () ( _ BitVec 32) (bvshl edx0 ecx0))
add     ecx, 0x1     (define-fun zf0 () Bool (= edx1 #x00000000))
cmp     ecx, 0x8     (declare-fun eax0 () ( _ BitVec 32))
je      .label      (define-fun eax1 () ( _ BitVec 32) (bvor eax0 edx1))
                                (define-fun zf1 () Bool (= eax1 #x00000000))
                                (define-fun ecx1 () ( _ BitVec 32) (bvadd ecx0 #x00000001))
                                (define-fun zf2 () Bool (= ecx1 #x00000000))
                                (define-fun zf3 () Bool (= ecx1 #x00000008))
                                (assert zf3)
                                (check-sat)
```

Revisiting path predicate construction

The good old one

- One definition per assignment
- Powerful preprocessing
 - Local rewriting rules
 - Single-use value propagation / inlining
 - Avoid formula size explosion
 - Pruning
 - Memory simplification



GENERIC

Well defined
optimization passes



SCALING

Too many definitions
Intermediate variables
disable rewriting

Reworked symbolic store



Do less, get more !

TAKING ADVANTAGE OF A FUNCTIONAL LANGUAGE

Natural sharing (all values are reference)
Automatic garbage collector

- Greedy inlining (DAG)
 - Keep only the latest definition
 - Fully enable rewriting rules
 - Pruning for free (GC)
- Lazy hash consing
 - Structural comparison melds equal sub-terms (union-find'like)
 - Introduce only essential definitions during export (SMT)

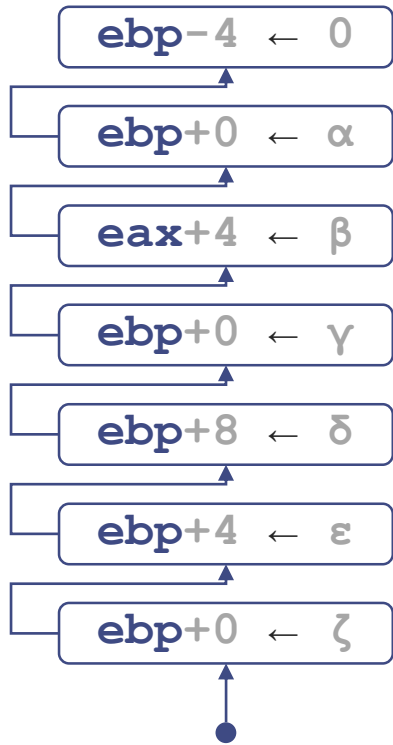
Revisiting the memory (Farinier et al. 18)



1

MEMORY SIMPLIFICATIONS

Read-over-Write, Write-over-Write
Abstract domain disequality resolution



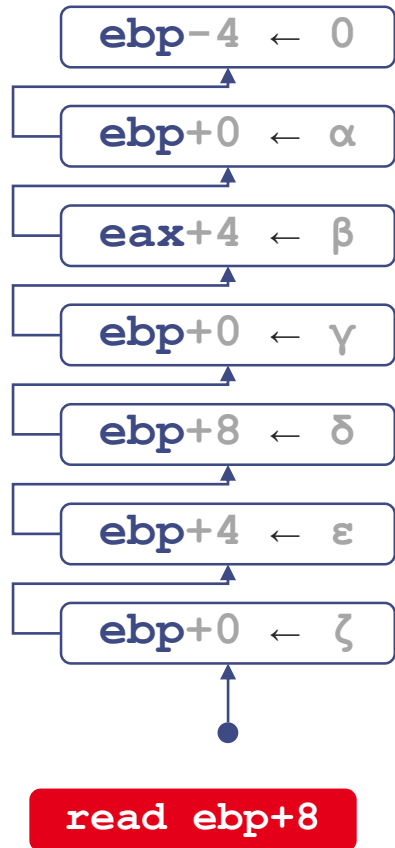
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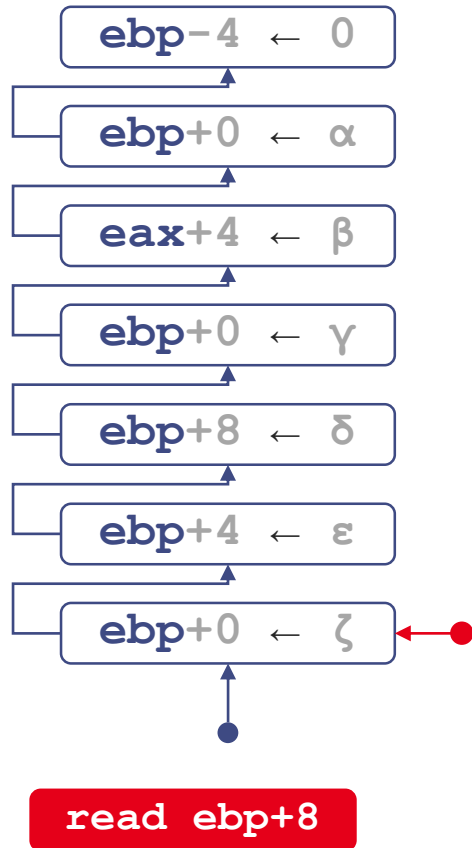
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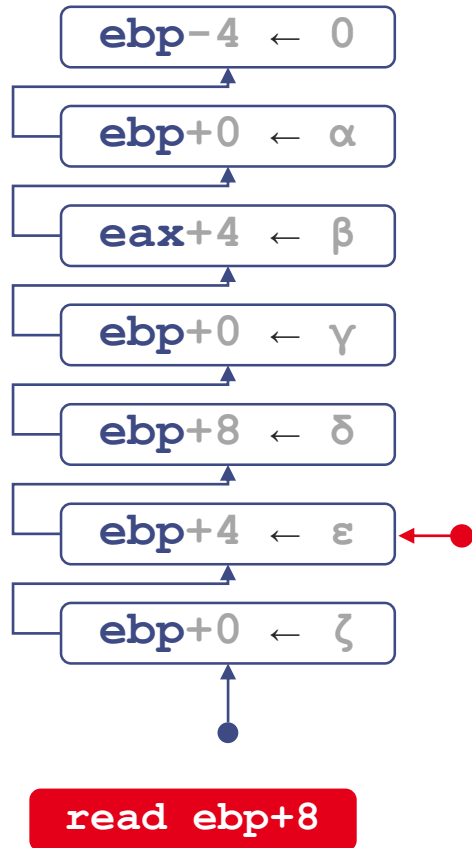
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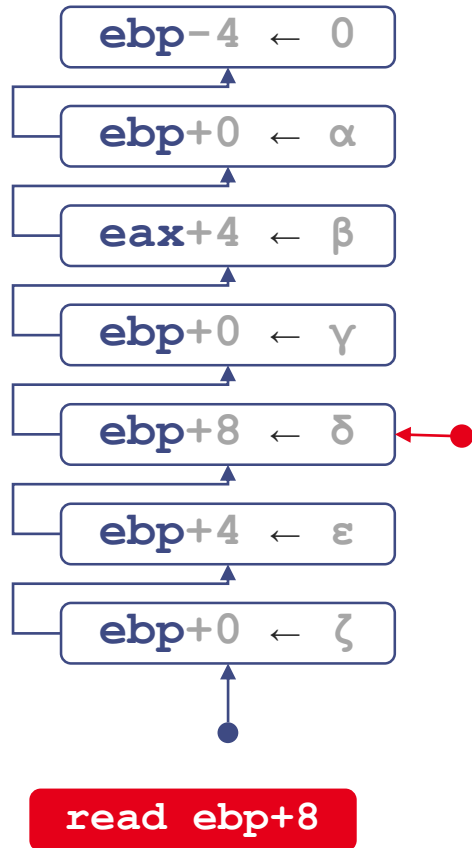
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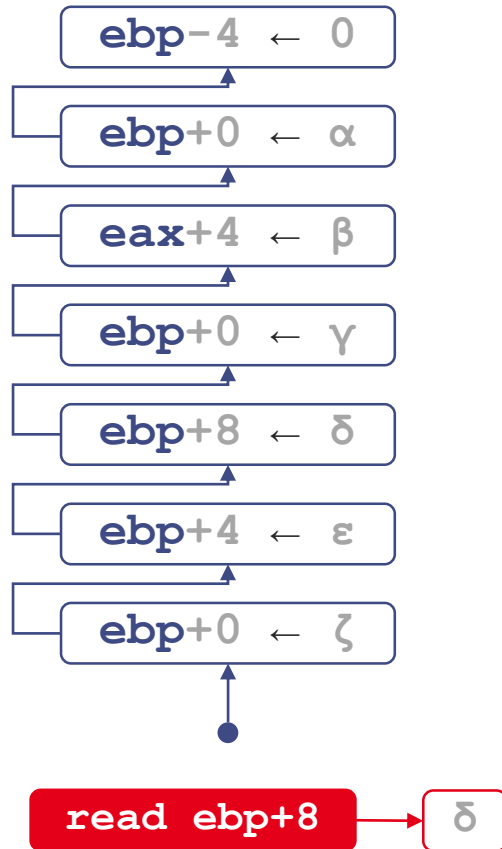
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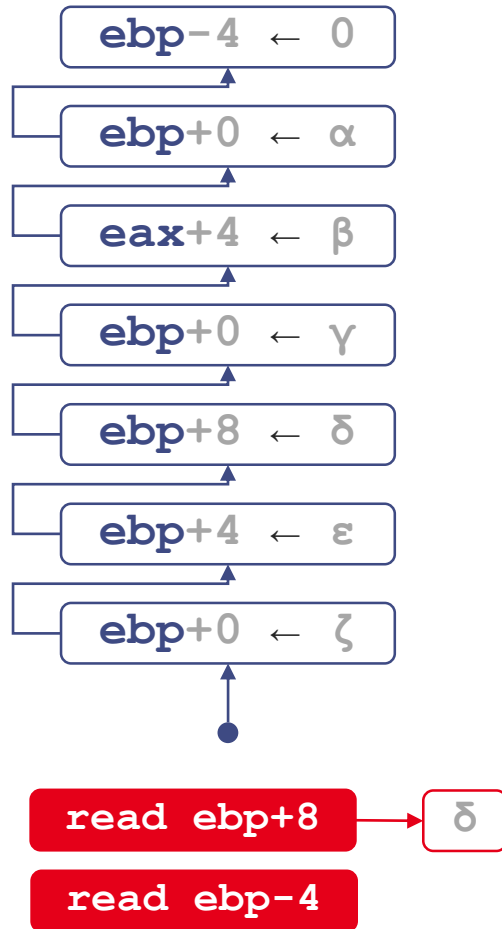
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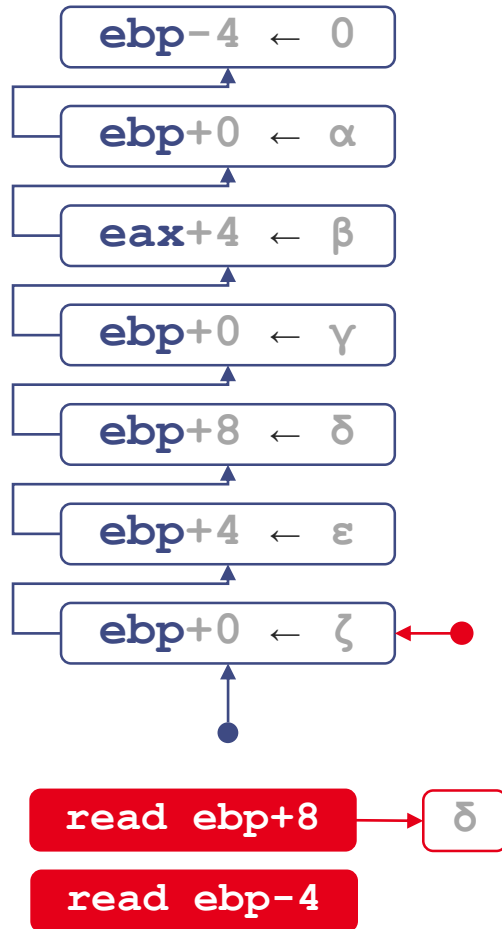
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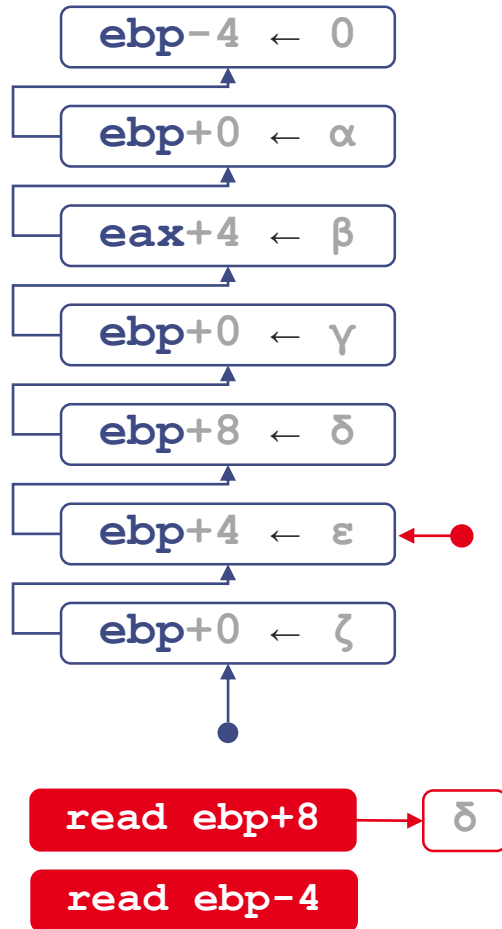
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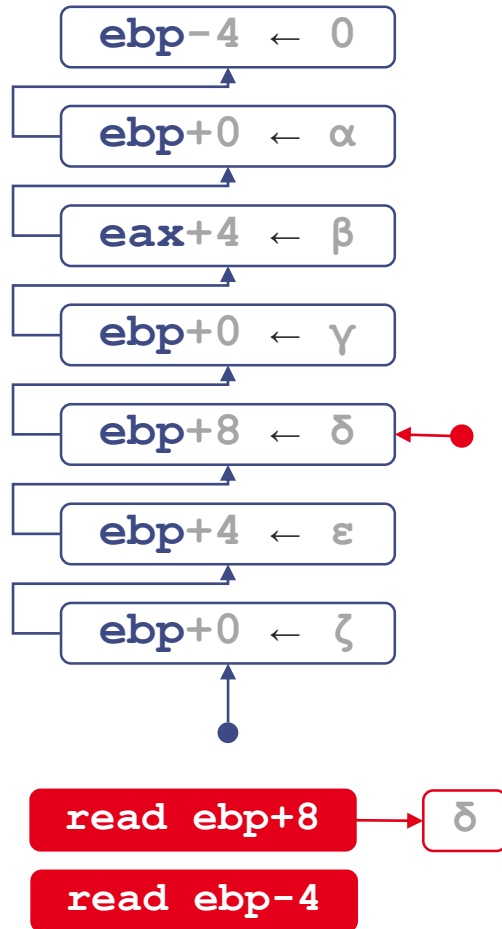
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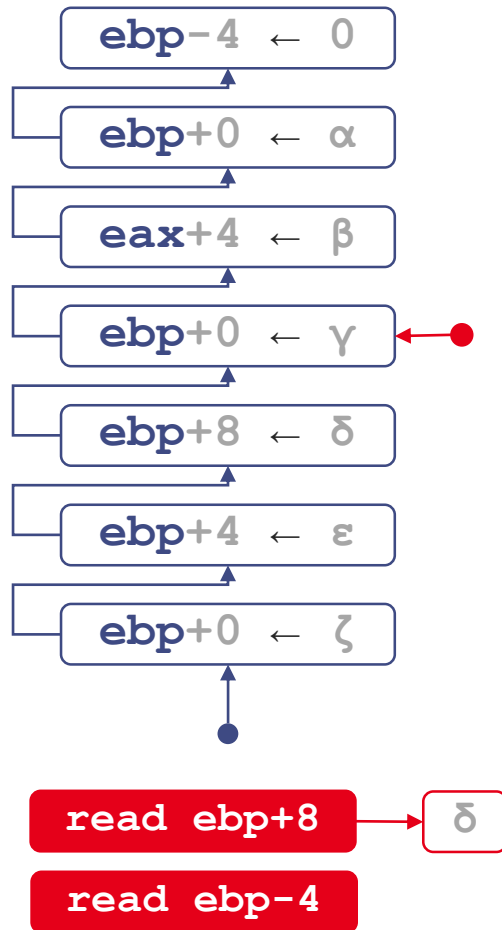
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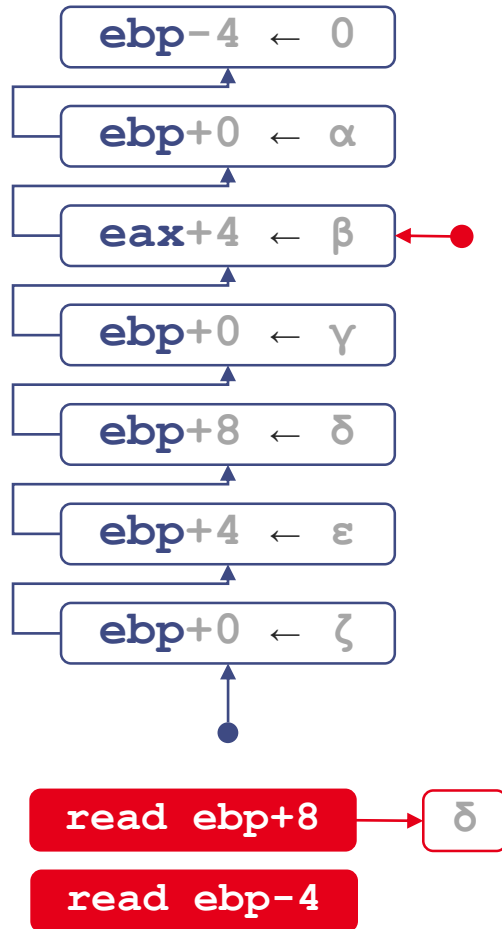
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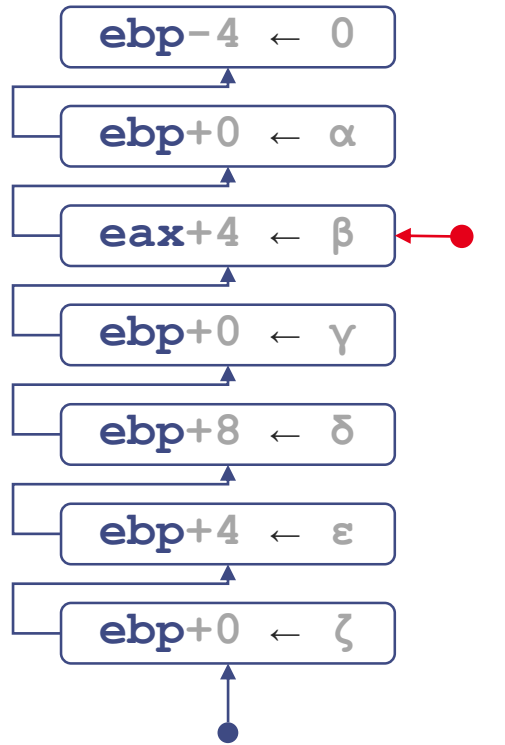
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read $ebp+8$ → δ

read $ebp-4$

$eax \subseteq [1024, 4096]$

$ebp \geq 16384$

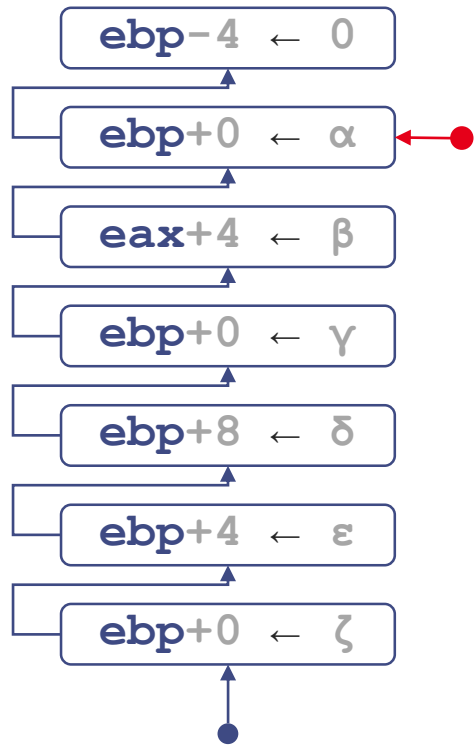
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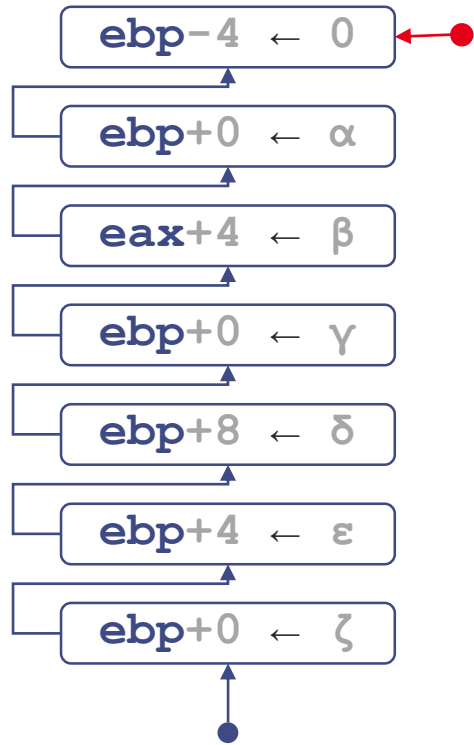
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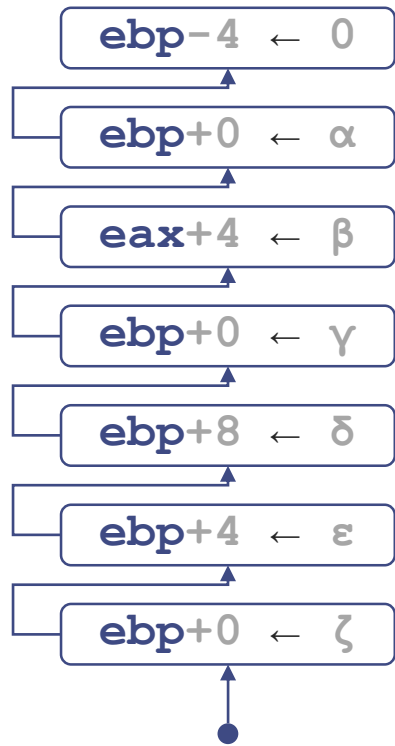
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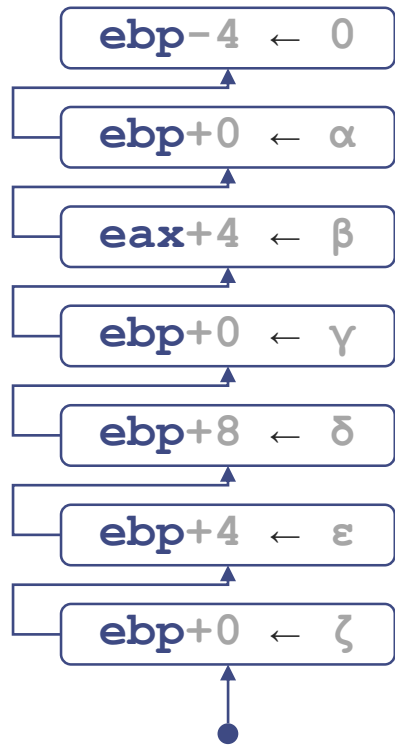
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MEMORY LAYER

Base address with Offset-value map

3

WRITE HISTORY

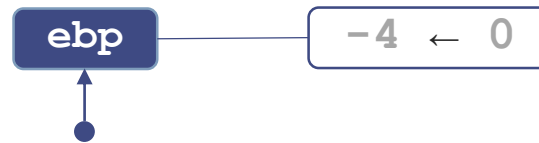
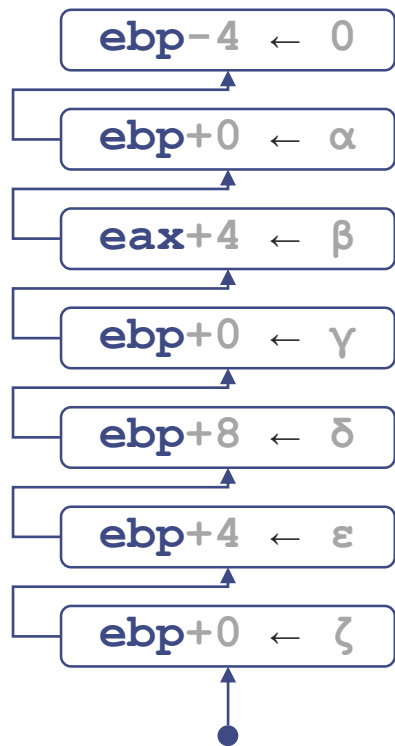
Sequential list of layers of
non-comparable base addresses

4

LAZY INITIALIZATION

File backed chunk of initial memory
Iterative memory refinement lemma

Revisiting the memory (Farinier et al. 18)



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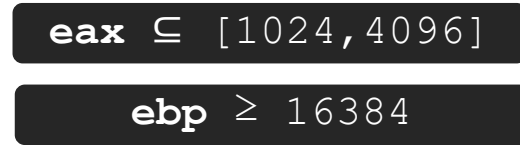
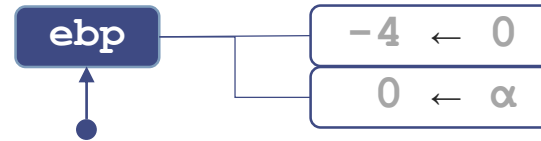
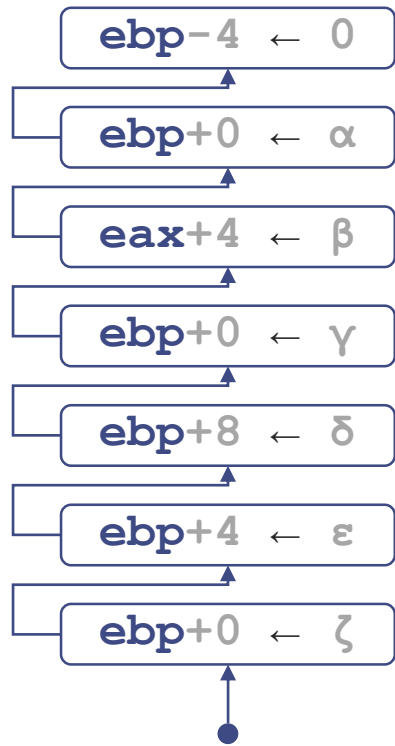
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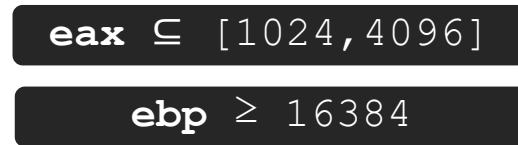
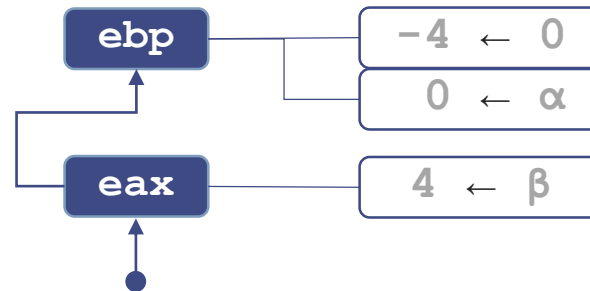
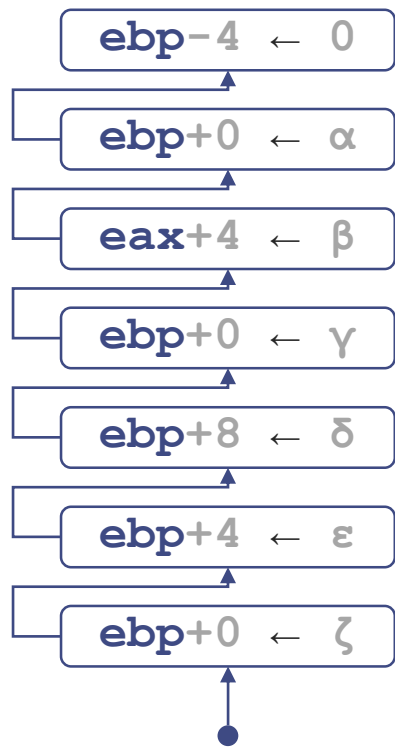
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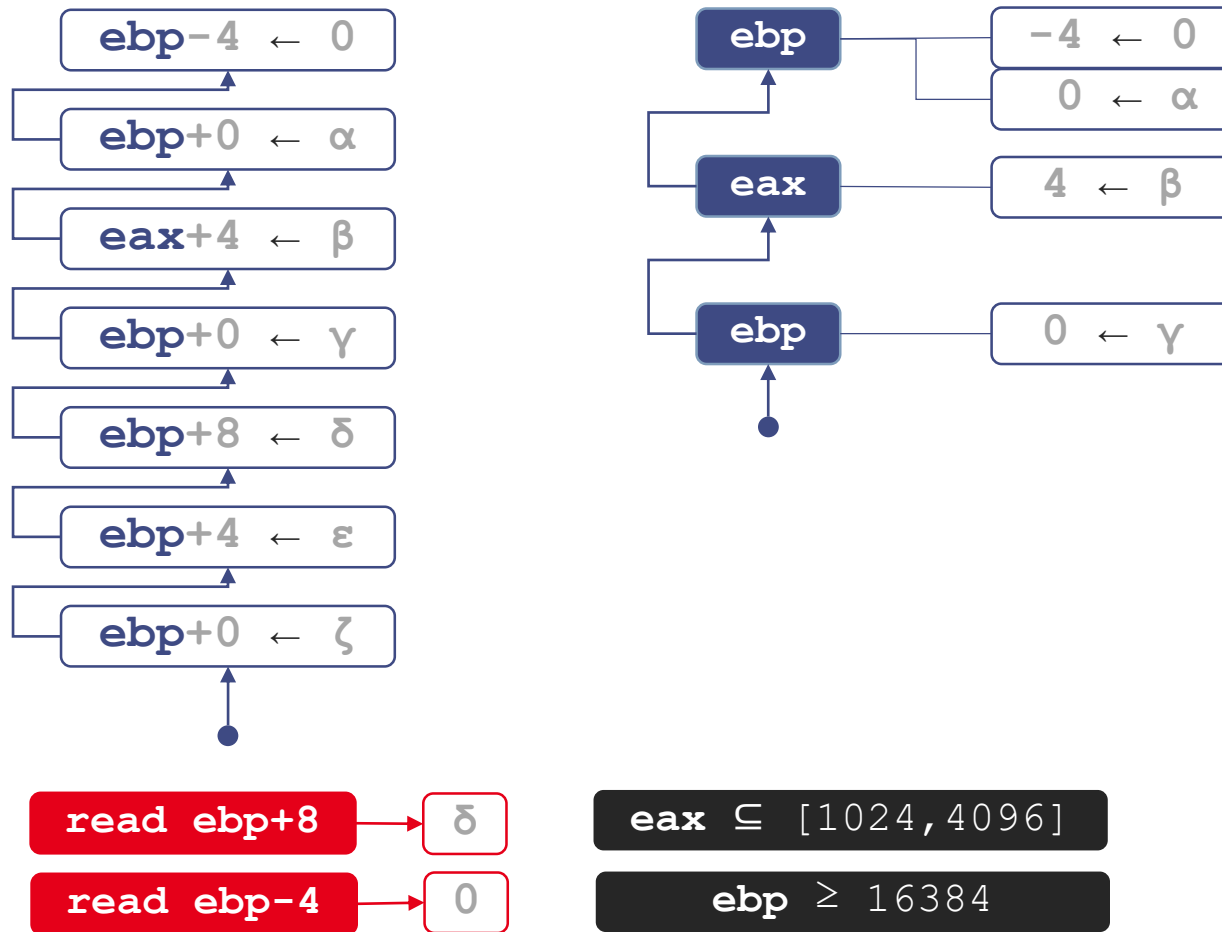
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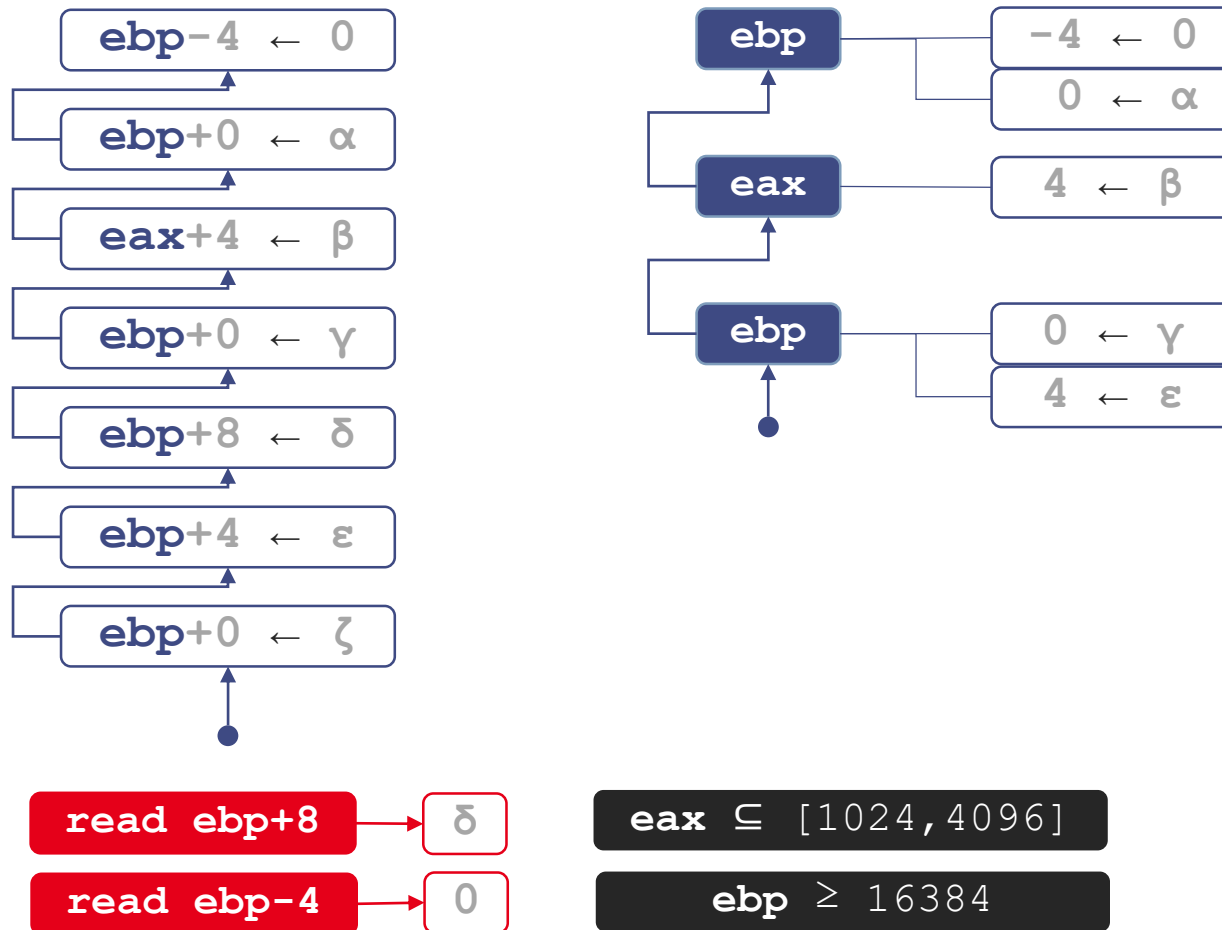
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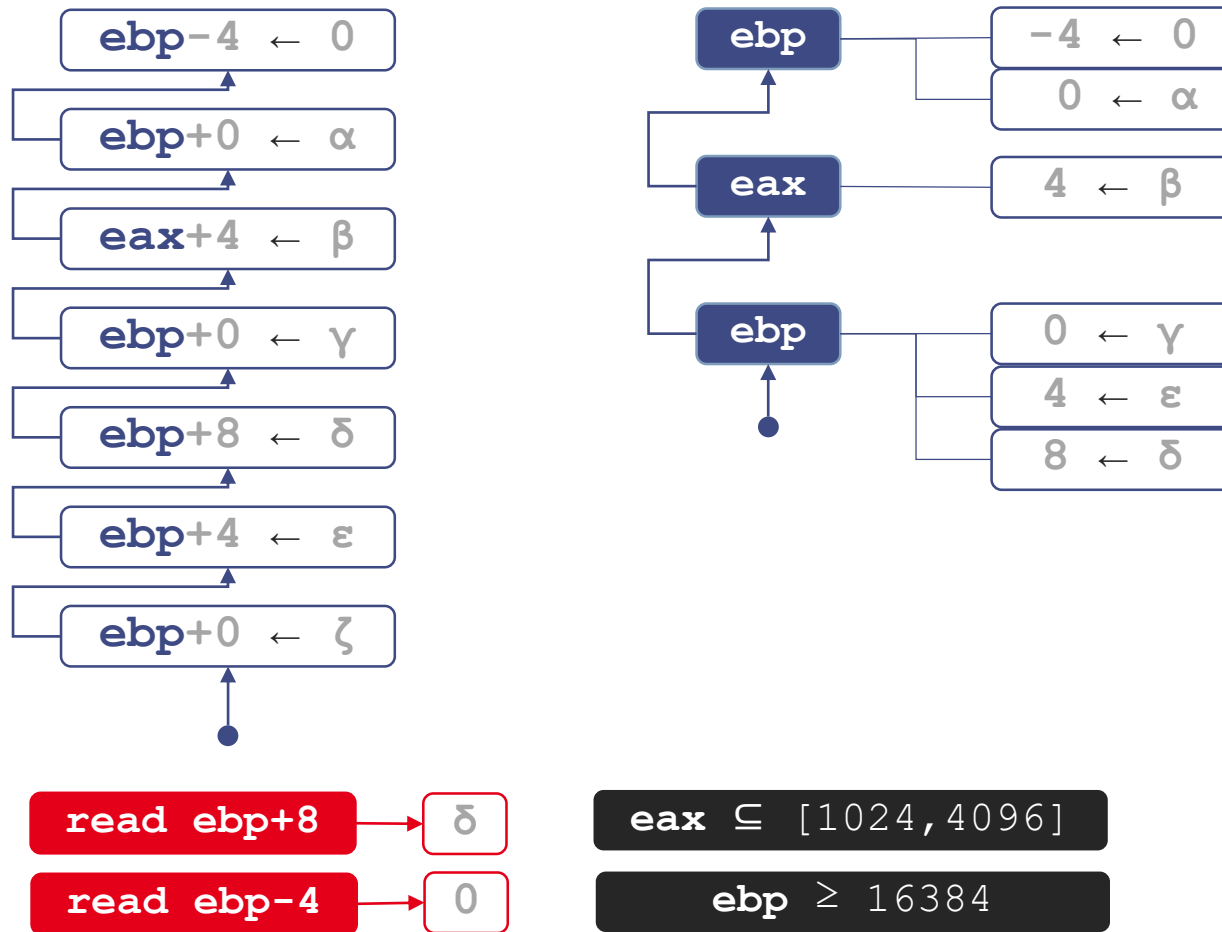
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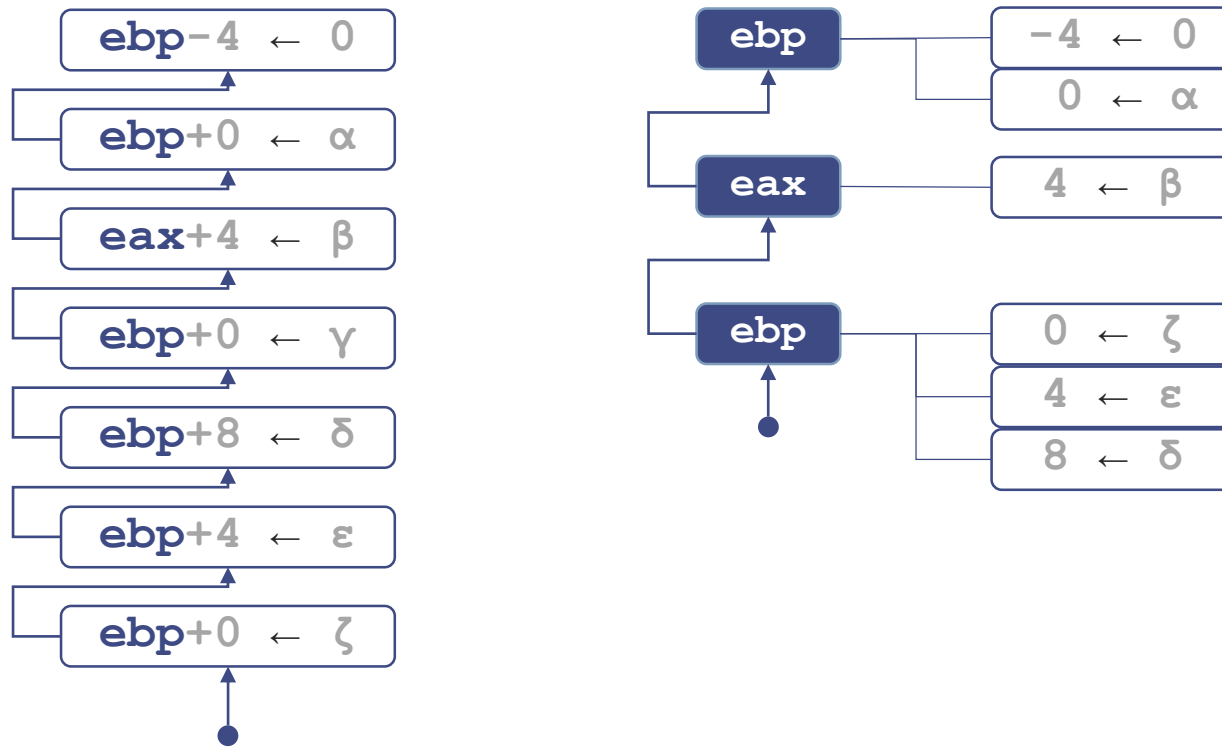
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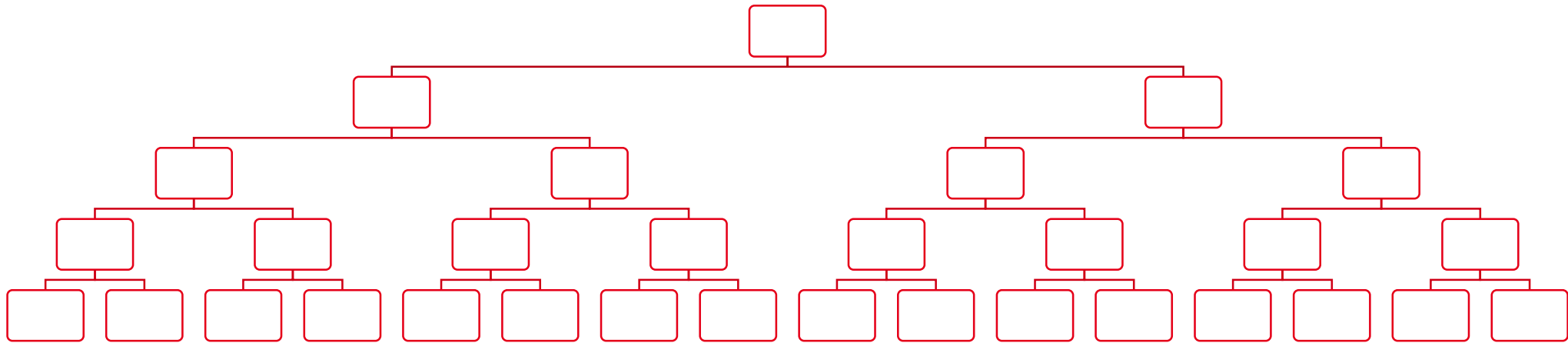
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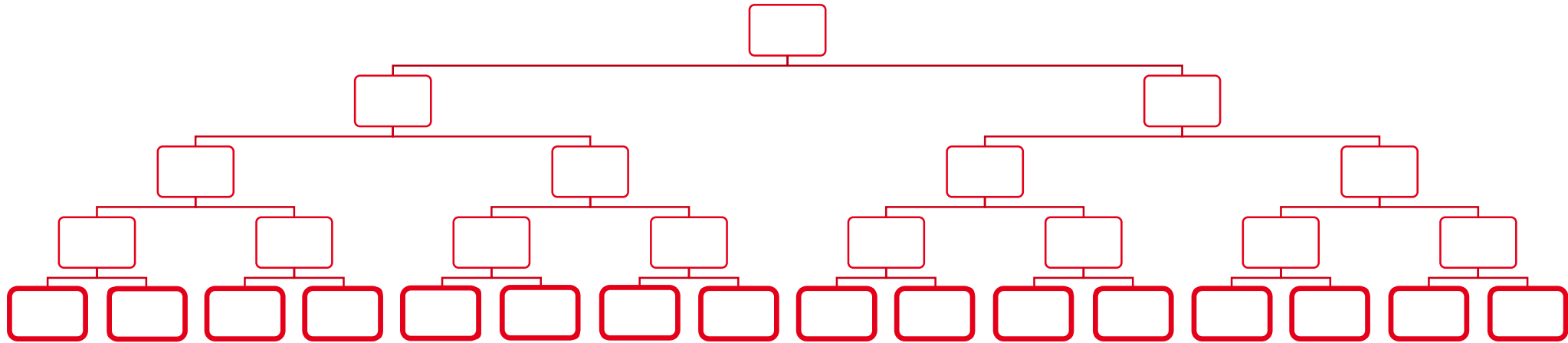
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Avoid calling the SMT solver



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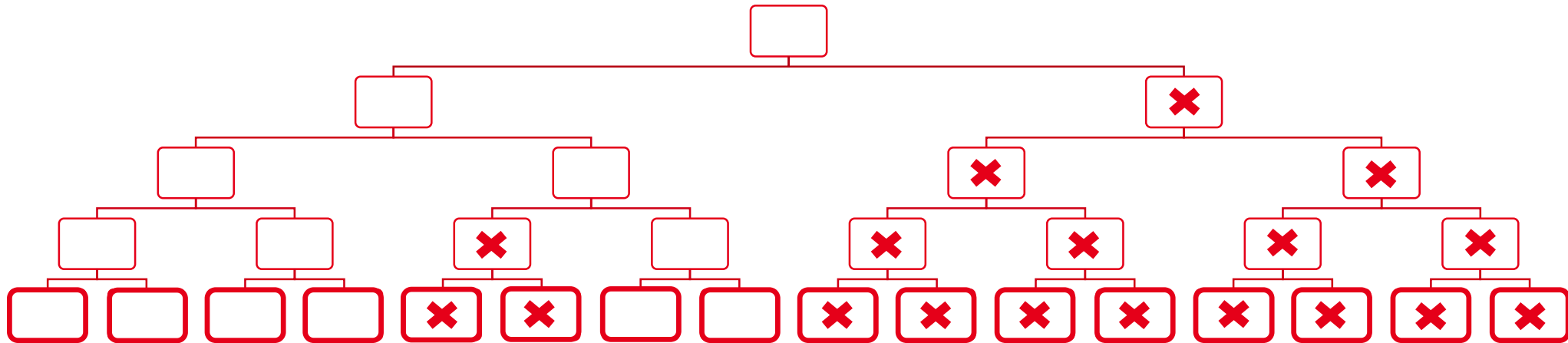


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SMT SOLVER

Generate a new model

Avoid calling the SMT solver

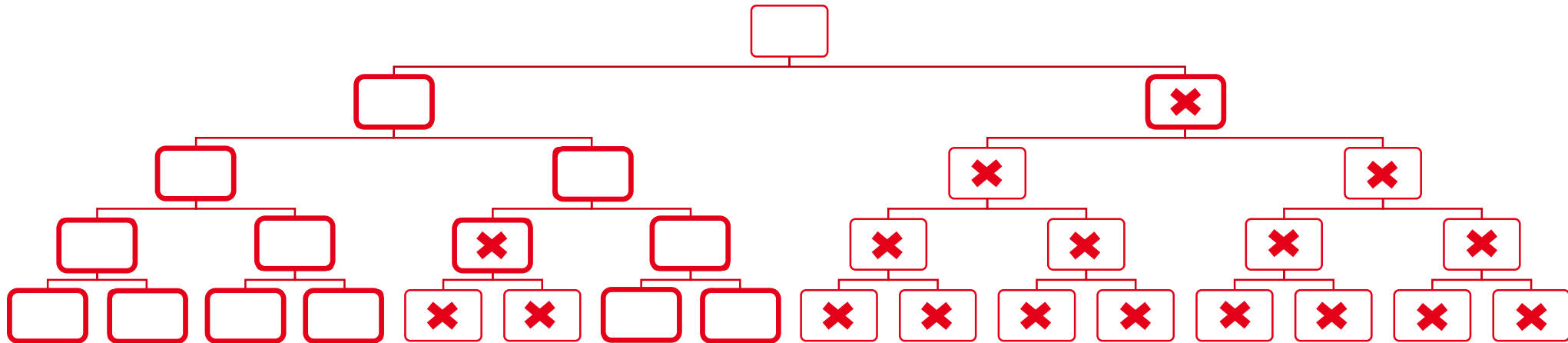


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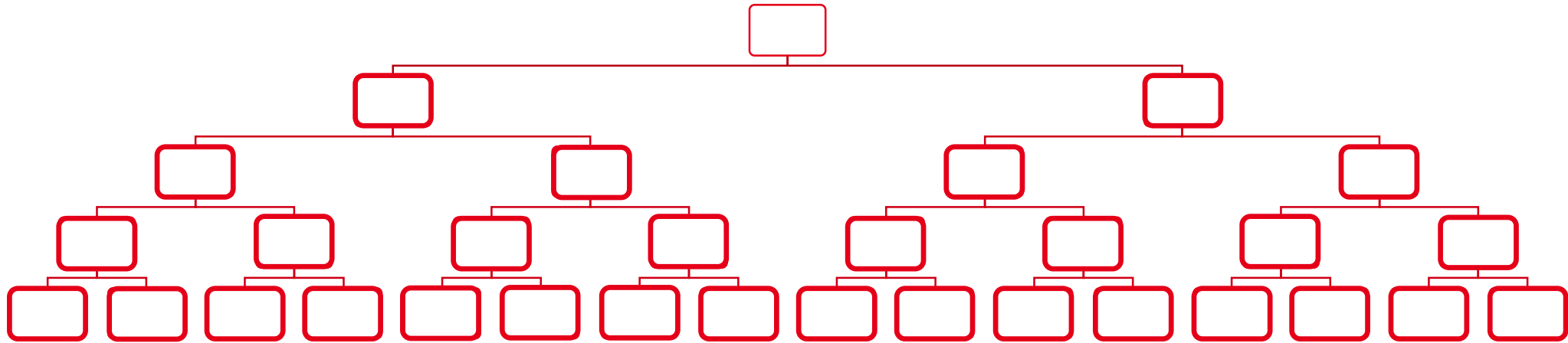


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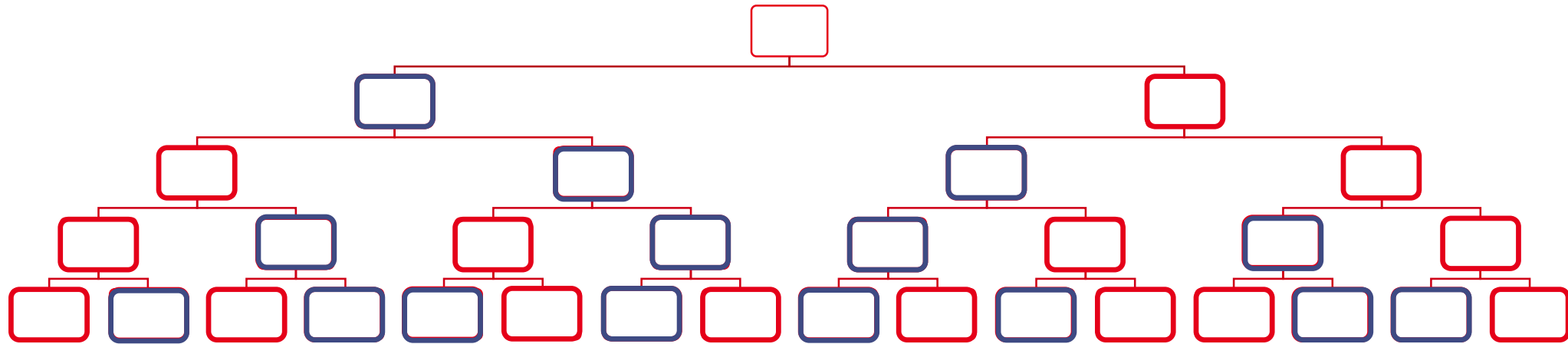


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Generate a new model

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01

SMT SOLVER

Generate a new model

02

UNDER APPROX.

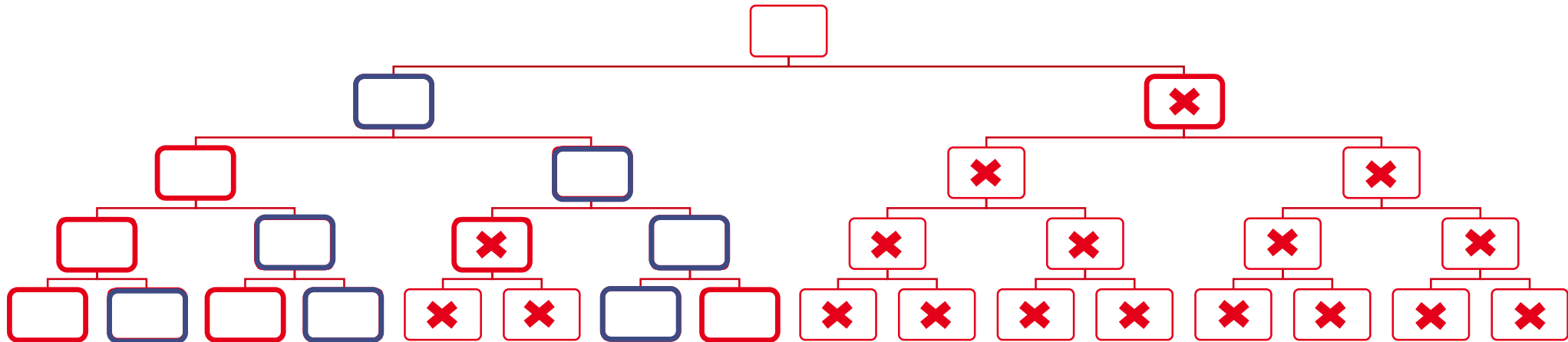
Along a path
Propagate the previous model
Halve the solver queries

Kapus et al., [Pending Constraints in Symbolic Execution for Better Exploration and Seeding](#), ASE 2020

Bardin et al., [Structural Testing of Executables](#), ICST 2008

Williams et al., [On-the-Fly Generation of K-Path Tests for C Functions](#), ASE 2004

Avoid calling the SMT solver



01

SMT SOLVER

Generate a new model

02

UNDER APPROX.

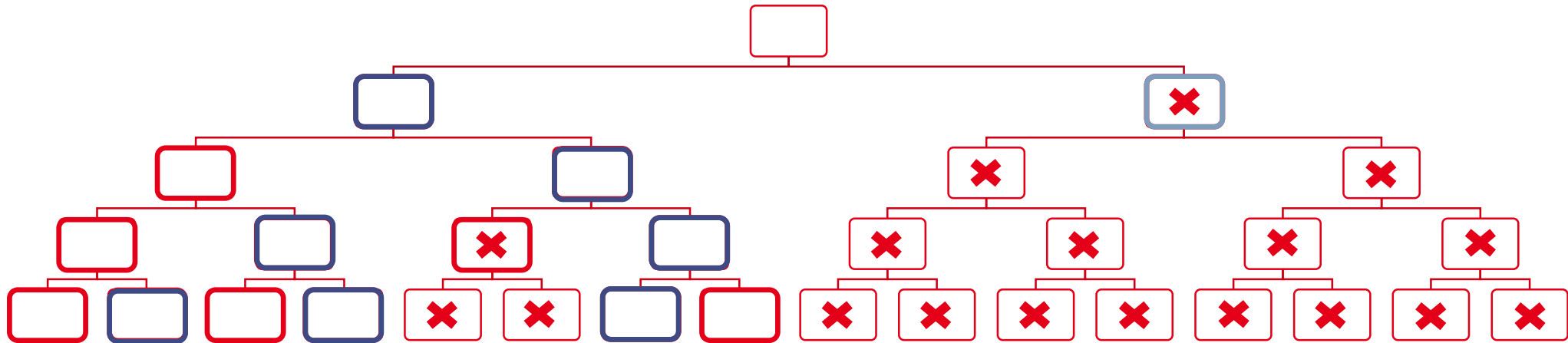
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Avoid calling the SMT solver



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SMT SOLVER

Generate a new model

02

UNDER APPROX.

Along a path
Propagate the previous model
Halve the solver queries

03

OVER APPROX.

Along a path
Discard invalid constraints

Kapus et al., *Pending Constraints in Symbolic Execution for Better Exploration and Seeding*, ASE 2020

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Specialize the symbolic interpreter



SWITCH



LANGUAGE



PRIMITIVES



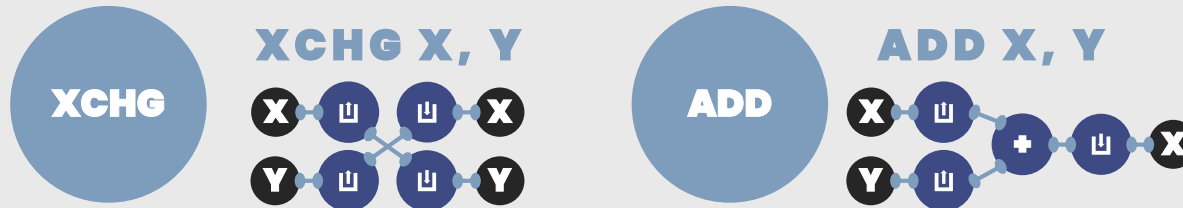
Specialize the symbolic interpreter

PARTIAL SPECIALIZATION

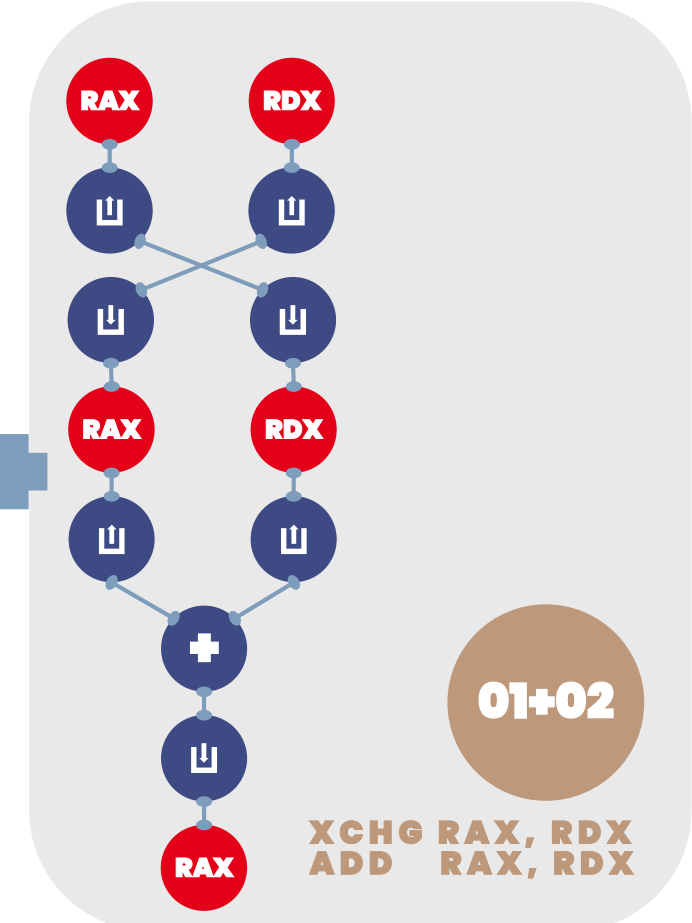
SWITCH



LANGUAGE



PRIMITIVES



Specialize the symbolic interpreter

PARTIAL SPECIALIZATION

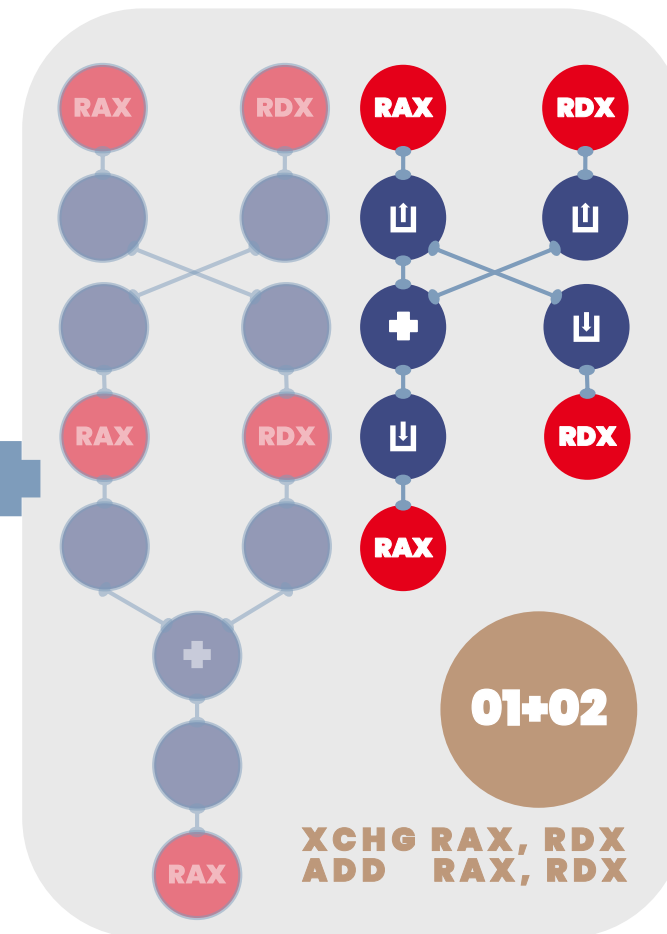
SWITCH



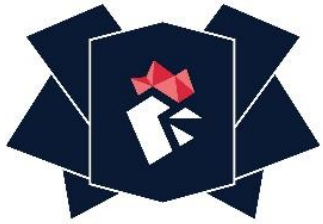
LANGUAGE



PRIMITIVES



Challenge licorne : a difficulty that is not virtual



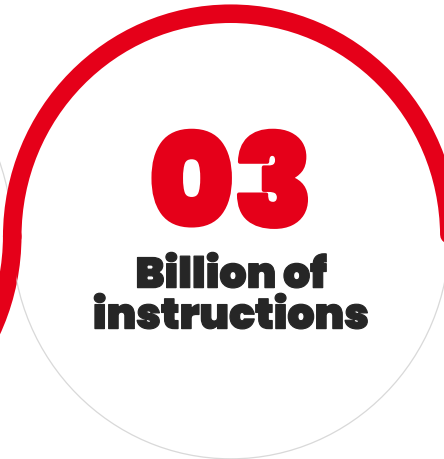
FRANCE CYBERSECURITY
CHALLENGE 2022



Binary is not self-contained ?
📁 **allow starting from a process snapshot !**
(core dump)



QEMU performs just in time compilation
⚠ **write in memory can change code !**



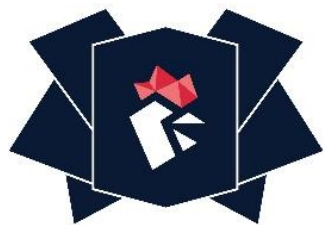
Emulate an emulator ?
⚡ **need to be twice as performant !**



UNICORN

multi-architecture CPU emulator framework
(based on QEMU)

Challenge licorne : a difficulty that is not virtual



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CHALLENGE 2022



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01
Shared library

02
Self-modifying code

03
Billion of instructions

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Emulate an emulator ?
⚡ need to be twice as performant !

0.6

0.8

0.8+JIT

RESOLUTION ✓

RESOLUTION ✓

RESOLUTION ✓

~3h



10m24



7m15



UNICORN

multi-architecture CPU emulator framework (based on QEMU)



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- **Plugin extensibility**

SE instrumentation with plugins

01

SCRIPT SYNTAX

Extensible parser copes for brand new initialization commands, instructions or syntactic sugar

02

BUILTIN

Extension mechanism makes advanced Builtin function written in host language OCaml possible

03

INSTRUMENTATION ROUTINE

Disassembly provides newly discovered code fragment inspection and mark-up procedures

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EVENT CALLBACK

Hook registration monitors path related event like forking or ending

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checkct

SEMI-RELATIONAL ENGINE REWORK



Benchmark	Binsec/Rel	Binsec/Rel2	Speedup
AES-CBC-bearssl (BS)	16.77	0.31	x 54
AES-GCM-bearssl (BS)	53.32	0.48	x 111
PolyChacha-bearssl (CT)	9.72	0.18	x 53
PolyChacha-mbedtls	18.62	0.49	x 38
PolyChacha-openssl (EVP)	⌚	21.55	x 163+
Chacha20-openssl	0.77	0.09	x 8

Conclusion



Xmas edition



- X86_64
- ARMv7
- ARMv8
- BBSE

- New symbolic engine
- Write-ups & tutorials
- CTF examples

Easter hunt



- RISC-V 64
- x86 AVX extension
- Exploration board

Back to school



- Constant time
- Z80
- Custom array

Twin souls



Uprising



- Plugins
- PowerPC 64

- Incremental solver
- JIT specialization

Labor easing



0.4

12/2021

0.5

04/2022

0.6

09/2022

0.7

02/2023

0.8

07/2023

0.9

05/2024

JOBS

WE ARE HIRING

