

# Analyse and binary transformation



Guillaume Bouffard



# Analyse and binary transformation

Guillaume Bouffard



# Outline

---

- 1** Introduction
- 2** Profiling step
- 3** Translation step
- 4** Binary Modification
- 5** Proof Of Concept
- 6** Conclusion

# Outline

---

## **1** Introduction

- Technicolor
- My Internship

## 2 Profiling step

## 3 Translation step

## 4 Binary Modification

## 5 Proof Of Concept

## 6 Conclusion

## Technicolor

- Creating, managing and delivering video
- For the Communication, Media and Entertainment industries.

## Their works

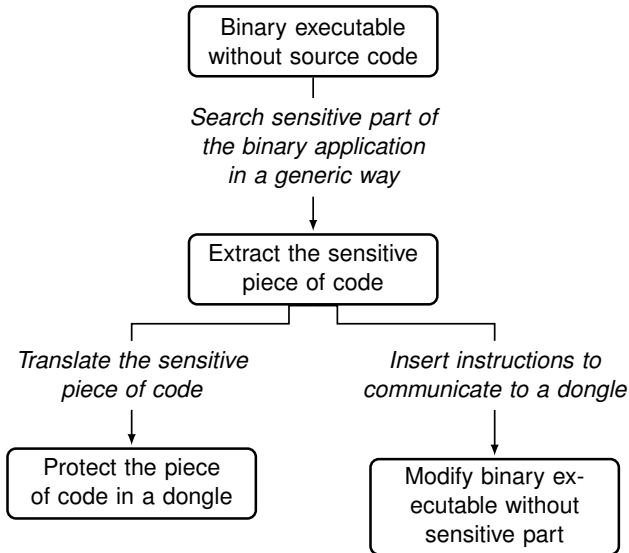
- Cryptography
- Signal processing for security
- Content protection (DRM)
- Network security
- Tamper resistance

## The Internship Context

- Illegal software duplication and intellectual property theft
- Software protection VS hardware protection
- Hardware protection?

# Subject

---



## What was my motivation?

- A blend of compilation and smart card problems
- Discover the computer science underground
- Think on a research subject



# Outline

---

1 Introduction

**2 Profiling step**

3 Translation step

4 Binary Modification

5 Proof Of Concept

6 Conclusion

## What do you want to find?

- Each executed binary piece of code
- Found the **sensitive** parts

## What can tools do that?

- OProfile
- Valgrind

# Outline

---

1 Introduction

2 Profiling step

**3 Translation step**

4 Binary Modification

5 Proof Of Concept

6 Conclusion

## The Goal

- Protect the sensitive pieces of code in a dongle
- These pieces of code are executed by the dongle

**=> A solution: UQBT**

# Outline

---

1 Introduction

2 Profiling step

3 Translation step

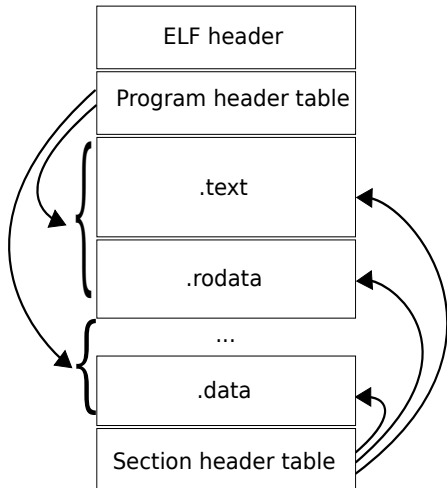
**4 Binary Modification**

- ELF Format
- Diablo
- Samples

5 Proof Of Concept

6 Conclusion

# Executable and Linkable Format

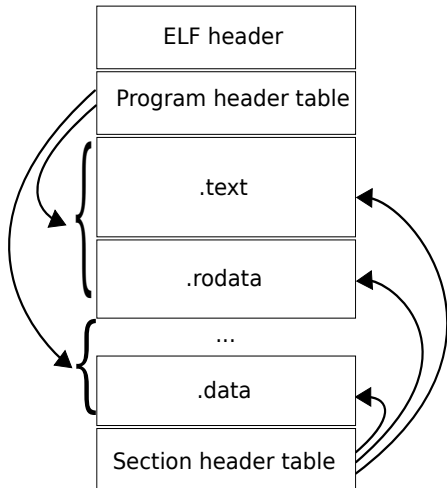


## Executable and Linkable Format

- Used by Unices & GNU/Linux
- Each section are linked

How can I modify this file format?

# Executable and Linkable Format

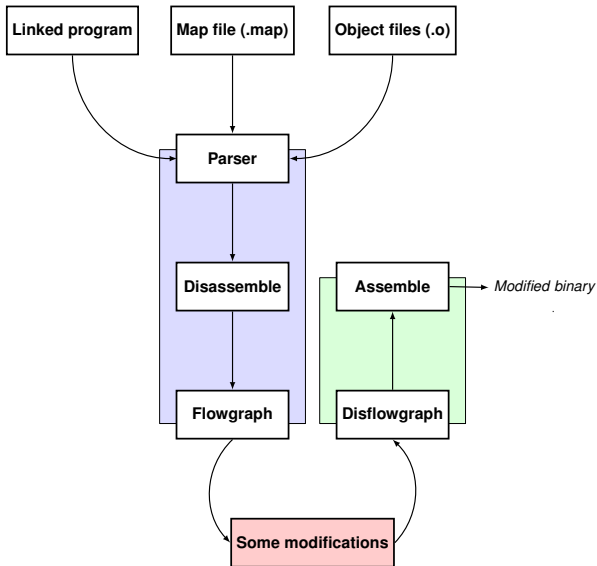


## Executable and Linkable Format

- Used by Unices & GNU/Linux
- Each section are linked

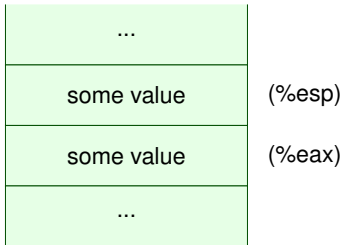
**How can I modify this file format?**

# Diablo





# Brief overview of assembler



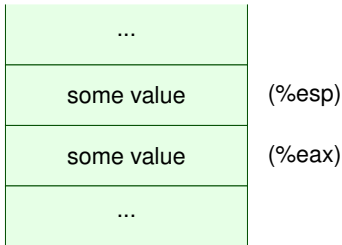
```
$ ./hello_world
hello world
```

```
#include <stdio.h>

int main ( void ) {
=> printf("hello world\n");
=> return EXIT_SUCCESS ;
=> }
```

```
<main>:
=> mov  DWORD PTR [esp],0x8096188
=> call 80486c0 <_IO_printf>
=> mov  eax,0x0
=> leave
=> ret
```

# Brief overview of assembler



```
$ ./hello_world
hello world
```

```
#include <stdio.h>

int main ( void ) {
=> printf("hello world\n");
=> return EXIT_SUCCESS ;
=> }
```

```
<main>:
=> mov DWORD PTR [esp],0x8096188
=> call 80486c0 <_IO_printf>
=> mov eax,0x0
=> leave
=> ret
```

# Brief overview of assembler

...	
0x8096188	(%esp)
some value	(%eax)
...	

```
#include <stdio.h>

int main ( void ) {
=> printf("hello world\n");
=> return EXIT_SUCCESS ;
=> }
```

```
$ ./hello_world
hello world
```

```
<main>:
=> mov DWORD PTR [esp],0x8096188
=> call 80486c0 <_IO_printf>
=> mov eax,0x0
=> leave
=> ret
```

# Brief overview of assembler

...	
0x8096188	(%esp)
some value	(%eax)
...	

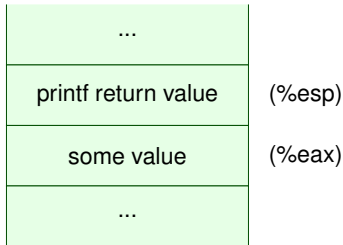
```
$ ./hello_world
hello world
```

```
#include <stdio.h>

int main ( void ) {
⇒ printf("hello world\n");
⇒ return EXIT_SUCCESS ;
⇒ }
```

```
<main>:
⇒ mov DWORD PTR [esp],0x8096188
⇒ call 80486c0 <_IO_printf>
⇒ mov eax,0x0
⇒ leave
⇒ ret
```

# Brief overview of assembler



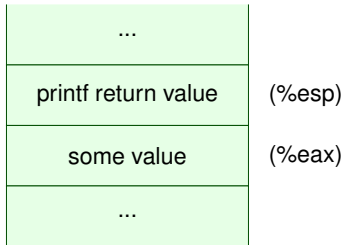
```
#include <stdio.h>

int main ( void ) {
⇒ printf("hello world\n");
⇒ return EXIT_SUCCESS ;
⇒ }
```

```
$ ./hello_world
hello world
```

```
<main>:
⇒ mov DWORD PTR [esp],0x8096188
⇒ call 80486c0 <_IO_printf>
⇒ mov eax,0x0
⇒ leave
⇒ ret
```

# Brief overview of assembler



```
#include <stdio.h>

int main ( void ) {
=> printf("hello world\n");
=> return EXIT_SUCCESS ;
=> }
```

```
$ ./hello_world
hello world
```

```
<main>:
=> mov DWORD PTR [esp],0x8096188
=> call 80486c0 <_IO_printf>
=> mov eax,0x0
=> leave
=> ret
```

# Brief overview of assembler

...	
printf return value	(%esp)
0x00	(%eax)
...	

```
$ ./hello_world
hello world
```

```
#include <stdio.h>

int main ( void ) {
=> printf("hello world\n");
=> return EXIT_SUCCESS ;
=> }
```

```
<main>:
=> mov DWORD PTR [esp],0x8096188
=> call 80486c0 <_IO_printf>
=> mov eax,0x0
=> leave
=> ret
```

# Brief overview of assembler

...	
printf return value	(%esp)
0x00	(%eax)
...	

```
$ ./hello_world
hello world
```

```
#include <stdio.h>

int main ( void ) {
=> printf("hello world\n");
=> return EXIT_SUCCESS ;
=> }
```

```
<main>:
=> mov DWORD PTR [esp],0x8096188
=> call 80486c0 <_IO_printf>
=> mov eax,0x0
=> leave
=> ret
```



# Brief overview of assembler

...	
printf return value	(%esp)
0x00	(%eax)
...	

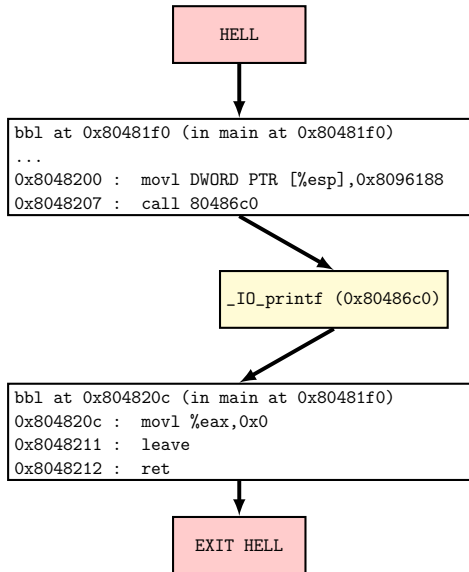
```
$ ./hello_world
hello world
```

```
#include <stdio.h>

int main ( void ) {
=> printf("hello world\n");
=> return EXIT_SUCCESS ;
=> }
```

```
<main>:
=> mov DWORD PTR [esp],0x8096188
=> call 80486c0 <_IO_printf>
=> mov eax,0x0
=> leave
=> ret
```

# Hello World

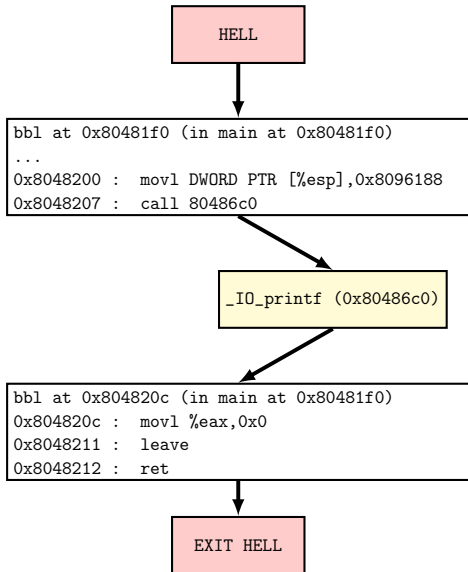


```
int MyFunction (char *msg)
{
FILE * file = fopen
( "output" , "w" );
fprintf(file,msg);
fclose(file);
return EXIT_SUCCESS;
}
```

MyFunction.o

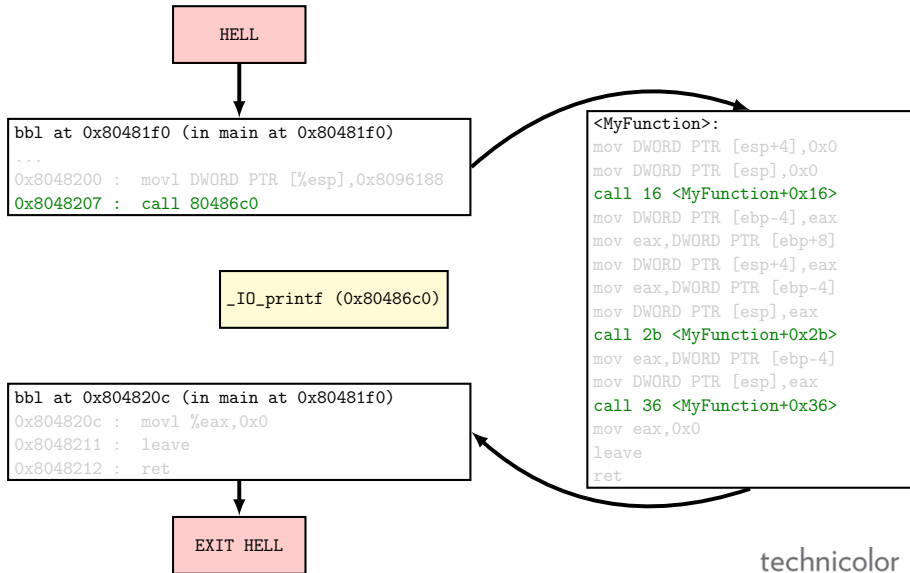


# Hello World

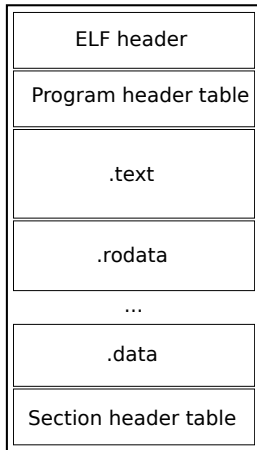
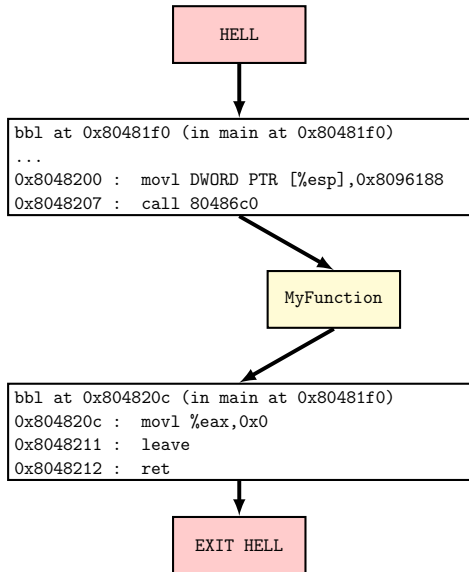


```
<MyFunction>:
mov DWORD PTR [esp+4],0x0
mov DWORD PTR [esp],0x0
call 16 <MyFunction+0x16>
mov DWORD PTR [ebp-4],eax
mov eax,DWORD PTR [ebp+8]
mov DWORD PTR [esp+4],eax
mov eax,DWORD PTR [ebp-4]
mov DWORD PTR [esp],eax
call 2b <MyFunction+0x2b>
mov eax,DWORD PTR [ebp-4]
mov DWORD PTR [esp],eax
call 36 <MyFunction+0x36>
mov eax,0x0
leave
ret
```

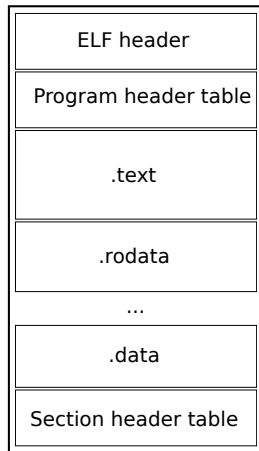
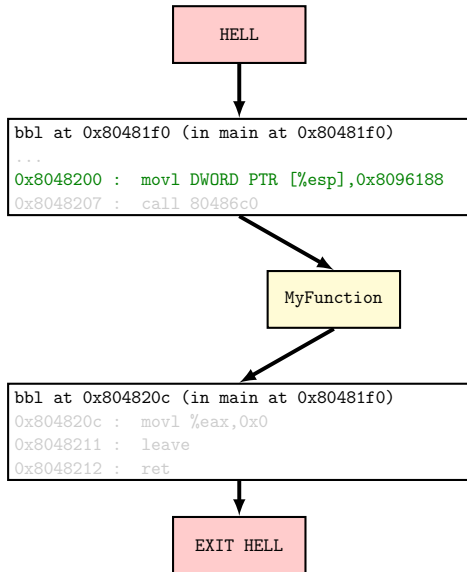
# Hello World



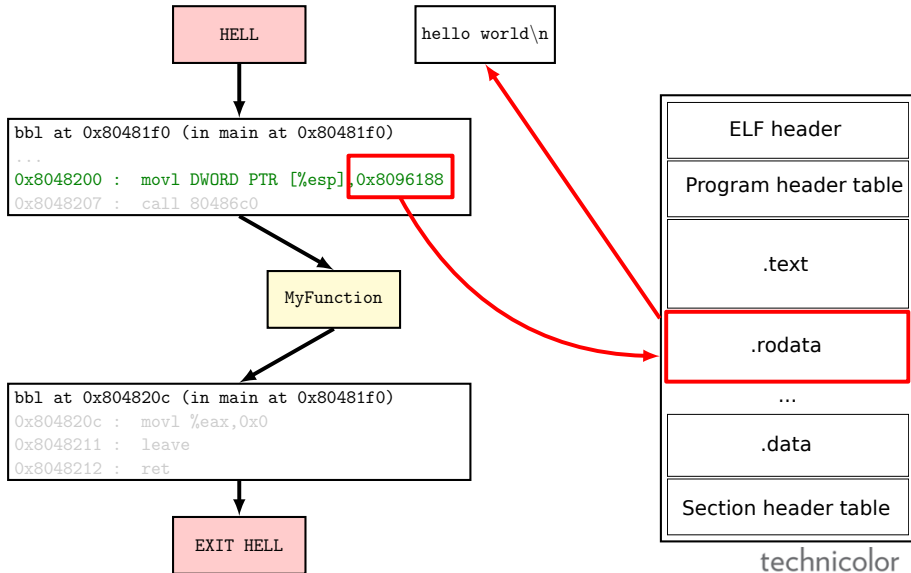
# CouCou World



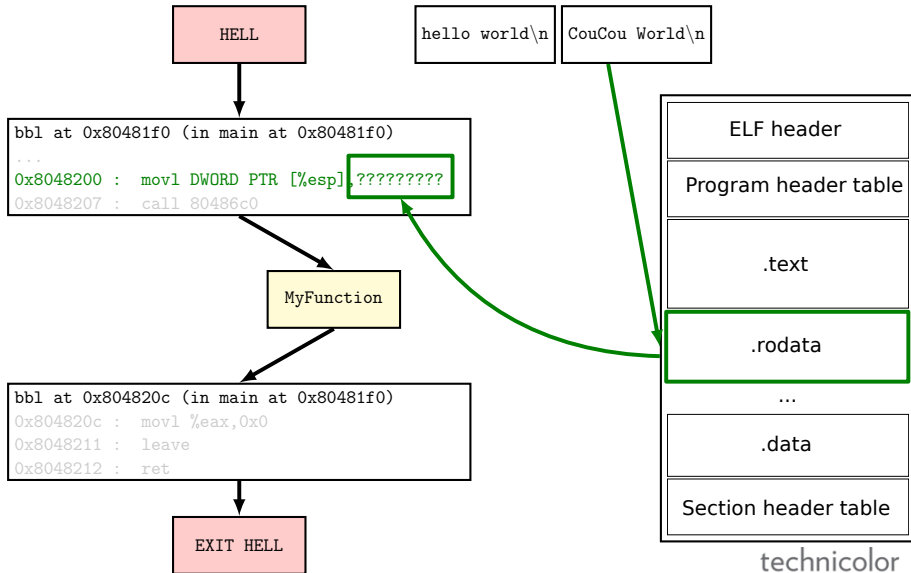
# CouCou World



# CouCou World



# CouCou World





# Outline

---

1 Introduction

2 Profiling step

3 Translation step

4 Binary Modification

**5 Proof Of Concept**

- Java Card Side
- Communication Binary Application  $\Leftrightarrow$  the Smart Card
- Binary Modification

6 Conclusion

# Integers Multiplication

---

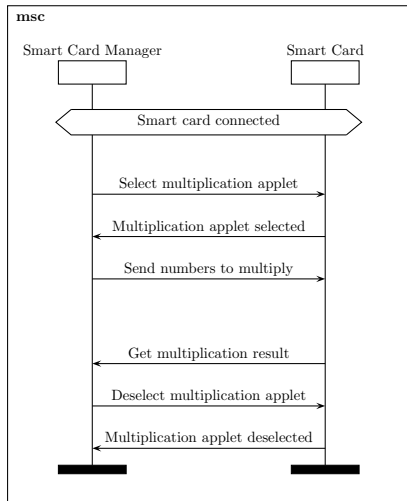
## Main Idea

- Use a simple product matrix
- Make each multiplication operation on a smart card
- Search & replace each multiplication instruction

## An Integers Multiplication on a Java Card

- Java Card cannot make a 32-bit number multiplication

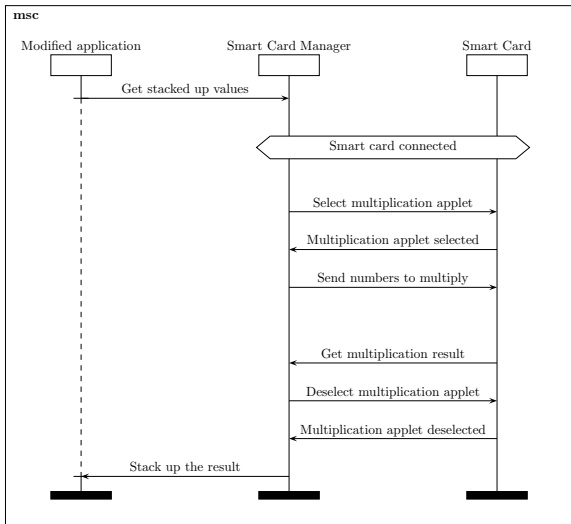
# Communication Binary Application ⇔ the Smart Card



## Implementation

- Using a framework made by laboratory members
- Override `libpcsc-lite` to add some features
- Just a little bit complex...

# The Last Binary Modification with Diablo



## Problems

- Diablo cannot parse the C++ framework...
- ...and it cannot parse `libpcsc-lite`

# Outline

---

1 Introduction

2 Profiling step

3 Translation step

4 Binary Modification

5 Proof Of Concept

**6 Conclusion**

## Objectives accomplished

- Can found each executed instruction without source code
- Modify binary executable with Diablo

## To Do list

- Realize the translation step
- Make a complete proof of concept
- Don't use Java Card!
- Obfuscate the APDU request
- Upgrade Diablo toolchain

## Personal impact

- Discover a private laboratory
- With a research project

**Thank you for your attention!  
Any questions?**

