

Industrial Approach: Obfuscating Transformations

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Commercial Obfuscators:

- Semantic Designs: Thickettm obfuscators
<http://www.semanticdesigns.com/Products/Obfuscators/>
- Zelix Klassmastertm obfuscator
<http://www.zelix.com/klassmaster/>
- PreEmptive: DotObfuscatortm
<http://www.preemptive.com/products/dotfuscator/>
- Only for Java: at least 26 obfuscators
http://dmoz.org/Computers/Programming/Languages/Java/Development_Tools/Obfuscators/

- 1 How to Develop an Obfuscator?
 - Anatomy of Obfuscator
 - Quality of Obfuscator

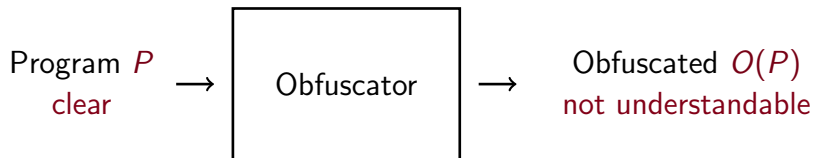
Outline

- 1 How to Develop an Obfuscator?
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- 2 Library of Obfuscating Transformations
 - Data Obfuscation
 - Control Flow Obfuscation
 - Advanced Techniques

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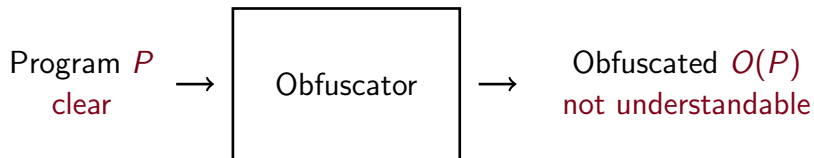
Objectives of Obfuscator



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- Make automated analysis difficult

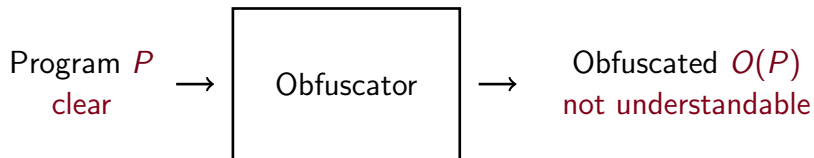
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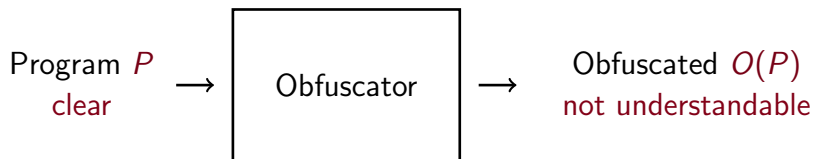
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Objectives of Obfuscator



Objectives:

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- Make code not readable by human

Anatomy of Obfuscator (1)

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- 3 Repeats **step 2** until task completed or constraints exceeded

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 - Implement appropriate obfuscating transformation (from obfuscator library)
 - Update internal representation

Quality of Obfuscation

How good is obfuscation? Measures:

- Potency

$$\frac{\text{Complexity}(O(P))}{\text{Complexity}(P)}$$

- Resilience (irreversibility)

Weak, strong, one-way

- Cost

Slowdown, increasing of code size and space requirements

- Stealth

How similar are introduced obfuscated constructions to the rest of the code

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- OO Metrics
 - Level of inheritance, coupling, number of methods triggered by another method, non-cohesiveness

Measuring chaos:

- Distribution of opcodes (and any elements of program)
 - Rare elements contain information. Replace them by basic instructions
- Clustering (usage of variables, control flow commands)
 - Best of all: no clustering, uniform distribution
- Code patterns
 - Destroy long repeating patterns in program

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- Cost by not using efficiency enhancing mechanisms

Caching is rarely possible; losing module structure

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Top Three Methods

- **Renaming**
variables/procedures/classes/methods
- **Deleting comments** and spaces
(destroying layout)
- Inserting **dead code**

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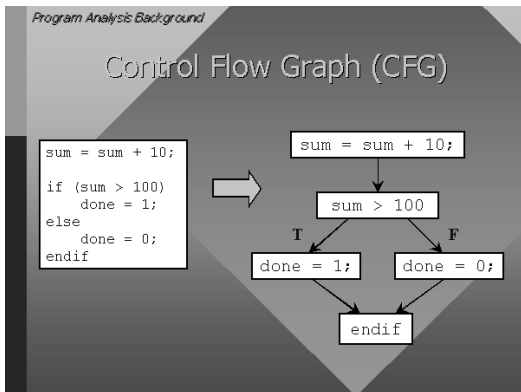
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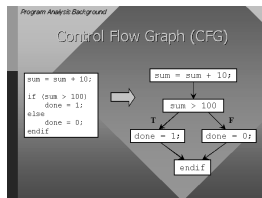
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- Change encoding
- Merge scalar variables

Control Flow (1)



Control Flow (2)



Compiler theory: program = **control flow graph** (CFG)

- Node = **basic block** = straight-line piece of code without any jumps or jump targets
- Directed edges = jumps in the control flow
- Every block: starts from **jump target**, ends by **jump command**

Control Flow: Basic Tricks

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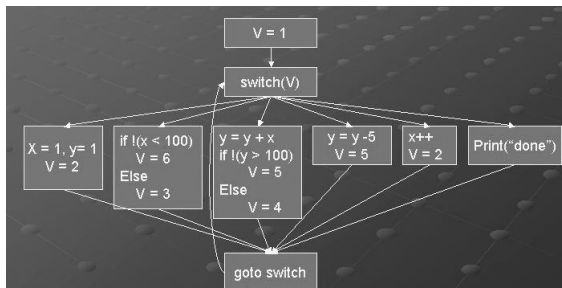
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- Reorder statements

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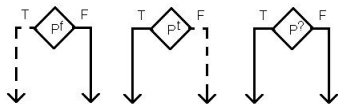
How to Destroy a Control Flow Graph?



- 1 Write down a list of all basic blocks
- 2 Split and merge some of them
- 3 Enumerate them
- 4 Replace all calls by indirect pointing
- 5 Write a single dispatcher to maintain all control flow

Opaque Predicates

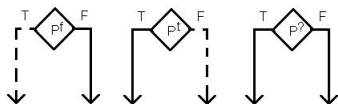
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Opaque predicates: every time the same value
Difficult to discover by automatic static analysis

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Examples:

$$((q + q^2) \bmod 2) = 0$$

$$((q^4) \bmod 16) = 0 \text{ OR } ((q^4) \bmod 16) = 1$$

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Solution: unify signatures (in groups)

Even more transformations

Question: Can you invent more?

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- Reuse identifiers
- Introduce misleading comments :-)
- Modify inheritance relations
- Convert static data to procedural data
- Store part of the program as a text and interpret it only during runtime
- Remove library calls
- Protection against specific decompiling tools

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Disadvantages:

- ✗ No guaranteed security
- ✗ Even no hope for that
- ✗ Weak against dynamic attacks

Summary

Main points:

- Obfuscator workflow: parse the program; apply transformations until the cost is exceeded

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- Obfuscating transformations consist of **layout, data and control tricks**
- Hardness of deobfuscation is **not proved**

Course Conclusion

Why programming people like code obfuscation so much?

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Programming: CONSTRUCTIVE process

Obfuscation: DESTRUCTIVE process

Reading List



C. Collberg, C. Thomborson, D. Low

A taxonomy of obfuscating transformations, 1997.

<http://www.cs.arizona.edu/people/collberg/Research/Publications/CollbergThomborsonLow97a/A4.ps>.



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A tentative approach to constructing tamper-resistant software, 1998.

<http://web.y1.is.s.u-tokyo.ac.jp/~cocoa/reading/archive/p23-mambo.pdf>.



C. Linn, S. Debray

Obfuscation of executable code to improve resistance to static disassembly, 2003.

<http://www.cs.arizona.edu/~linnc/research/CCS2003.pdf>.

Thanks for attention. Questions?

Course Feedback

- 1 Comments/suggestions on **contents**:
 - Choice of topics? Ratio of theoretical/practical?
- 2 Comments/suggestions on **presentation aspects**:
 - Your opinion on slides? Black board explanation? Language mistakes?
- 3 Comments/suggestions on **technical aspects**:
 - Timetable of the course? Webpage? Room? Announcement?
- 4 Main **advantage** of the course (if any)?
 - Best lecture in your opinion?
- 5 Disadvantages. **What** and how **can be improved**?