



Symbolic Execution

Introduction to Security (192.019)

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Outline

- Introduction to SMT Solvers and the Z3 theorem prover
 - **Goal:** understand one of the main building blocks of symbolic execution
- Symbolic execution using `angr`
 - **Goal:** apply the theory of symbolic execution using a practical binary analysis framework

Satisfiability Modulo Theories (SMT)

Satisfiability Modulo Theories (SMT)

Problem Statement

- **Boolean Satisfiability Problem (SAT)**

Is there an interpretation of variables that makes a given formula true?

$$p \vee \neg q \text{ is sat} \qquad p \wedge \neg p \text{ is unsat}$$

- SAT is NP-complete!

- **Satisfiability Modulo Theories (SMT)**

Formulas in which some symbols have a specific interpretation:

- e.g, *linear arithmetic constraints, arrays, uninterpreted functions, bit-vectors*

$$2x + 2x - z \leq 4 \wedge q$$

$$\text{read}(\text{array}, i - 2) = f(y - x + 1)$$

Z3 Theorem Prover

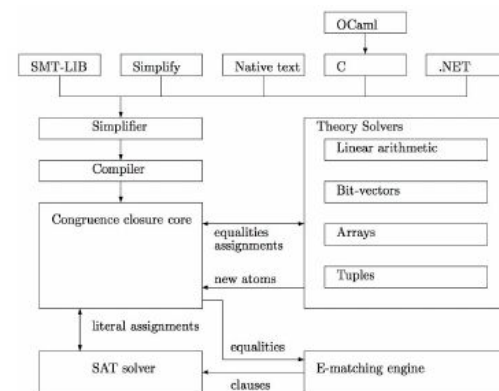
- Z3 is a theorem prover from Microsoft Research that can efficiently solve SMT problems (and more!)

Released February 2007
Size 500K+ loc
License MIT
Bindings python, c/c++, ocaml, java, ...

- It can be used as a standalone executable or as a library
 - We will use the python bindings:

```
pip install --user z3-solver
```

Efficient SMT Solver



Z3 Theorem Prover

Example

- A formula is **satisfiable** if it has an interpretation that makes it logically true
- A formula is **valid** if it is logically true in any interpretation

Satisfiability

Is this formula satisfiable?

$$(p \vee \neg q) \wedge (\neg p \vee q \vee r) \wedge \neg p$$

```
from z3 import *

p = Bool('p')
q = Bool('q')
r = Bool('r')

s = Solver()
s.add( Or(p, Not(q)), Or(Not(p), q, r), Not(p) )

print( s.check() )
print( s.model() )
```

sat
[p = False, q = False, r = False]

Z3 Theorem Prover

Example

- A formula is **satisfiable** if it has an interpretation that makes it logically true
- A formula is **valid** if it is logically true in any interpretation

Validity

Is this formula valid?

$$\neg(p \vee q) \Leftrightarrow \neg p \wedge \neg q \quad (\text{De Morgan})$$

It is equivalent to show that:

$\neg(\neg(p \vee q) \Leftrightarrow \neg p \wedge \neg q)$ **is unsatisfiable**

```
from z3 import *  
  
p = Bool('p')  
q = Bool('q')  
  
s = Solver()  
s.add(Not( Not(Or(p, q)) == And(Not(p), Not(q)) ))  
  
print( s.check() )
```

unsat

Z3 Theorem Prover

Example

- A formula is **satisfiable** if it has an interpretation that makes it logically true
- A formula is **valid** if it is logically true in any interpretation

Theories

(Mathematical) Integers

```
from z3 import *  
  
x = Int('x')  
y = Int('y')  
s = Solver()  
  
s.add( 2*x + y == 12 )  
s.add( x == 14 )  
  
s.check()  
print s.model() [x = 14, y = -16]
```

BitVectors (Machine Integers)

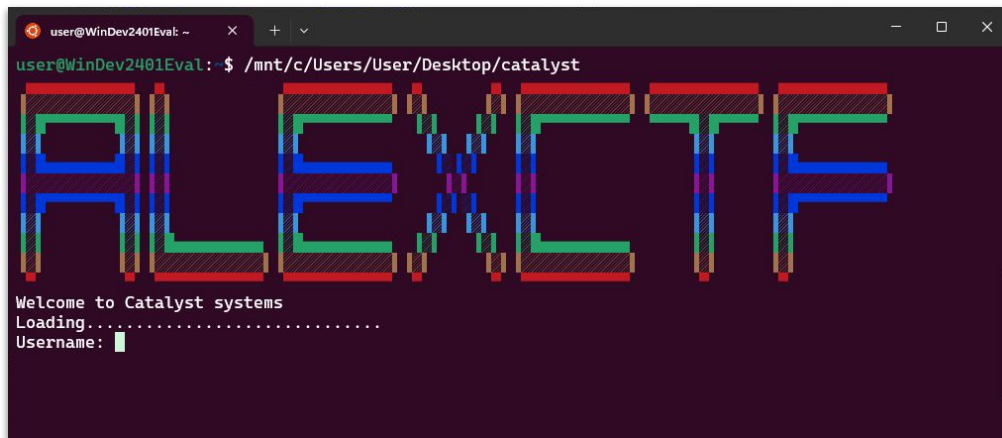
```
from z3 import *  
  
x = BitVec('x', 32)  
y = BitVec('y', 32)  
s = Solver()  
  
s.add( Extract(31,24, x) == 10 )  
s.add( x + y == 23 )  
  
s.check()  
print s.model() [y = 4127195159, x = 167772160]
```


CTF Challenge

RE3: Catalyst System

AlexCTF 2017 Reversing 150 points

- Simple crackme challenge: find the password to get the flag
- Our running example for today



A terminal window titled 'user@WinDev2401Eval: ~' with standard window controls. The prompt is 'user@WinDev2401Eval: \$' and the command entered is '/mnt/c/Users/User/Desktop/catalyst'. The output displays 'ALEXCTF' in a large, colorful, pixelated font. Below this, the text 'Welcome to Catalyst systems' and 'Loading.....' is shown. The prompt 'Username: ' is followed by a small white cursor block.

CTF Challenge



```
Decompile: challenge - (catalyst)
37 }
38 putchar(10);
39 printf("Username: ");
40 __isoc99_scanf(&DAT_004018c3,username);
41 printf("Password: ");
42 __isoc99_scanf(&DAT_004018c3,password);
43 printf("Logging in");
44 fflush(stdout);
45 for (k = 0; k < 30; k = k + 1) {
46     r = rand();
47     sleep(r % (k + 1));
48     putchar(0x2e);
49     fflush(stdout);
50 }
51 putchar(10);
52 check_username_len(username);
53 check_username_content(username);
54 check_username_allowed_chars(username);
55 check_password(username,password);
56 print_flag(username,password);
57 return 0;
58 }
```

```
Decompile: check_username_content - (catalyst)
4 void check_username_content(uint *username)
5 {
6 {
7     ulong uVar1;
8     ulong uVar2; // these are unsigned int
9
10    uVar1 = username[1];
11    uVar2 = username[2];
12    if (((uVar2 + (*username - uVar1) == 0x5c664b56) &&
13        ((*username + uVar2) * 3 + uVar1 == 0x2e700c7b2)) && (uVar1 * uVar2 == 0x32ac30689a6ad314))
14        return;
15    }
16    puts("invalid username or password");
17    /* WARNING: Subroutine does not return */
18    exit(0);
19 }
20
```

We want to reach this program point

We can use Z3 to solve the if condition for us

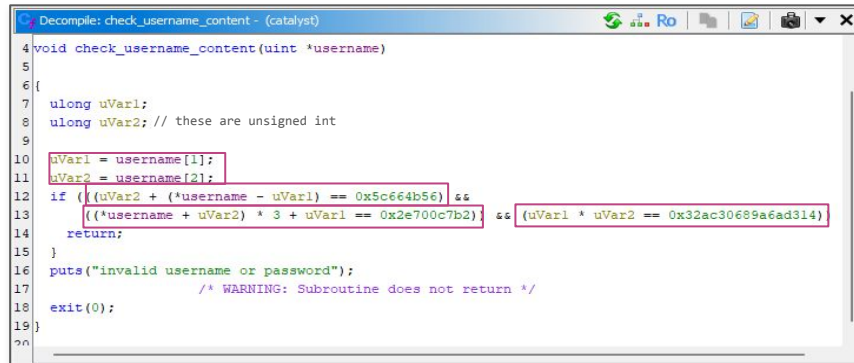
CTF Challenge

```
from z3 import *
s = Solver()
```

```
username0 = BitVec('username0', 32)
username1 = BitVec('username1', 32)
username2 = BitVec('username2', 32)
uVar1 = BitVec('uVar1', 32)
uVar2 = BitVec('uVar2', 32)
```

```
s.add(uVar1 == username1)
s.add(uVar2 == username2)
s.add((uVar2 + (username0 - uVar1) == 0x5c664b56))
s.add((username0 + uVar2) * 3 + uVar1 == 0x2e700c7b2)
s.add((uVar1 * uVar2 == 0x32ac30689a6ad314))
```

```
username = (username0, username1, username2)
for var in username:
    for hi,lo in [(31,24), (23, 16), (15, 8), (7, 0)]:
        byte = Extract(hi, lo, var)
        s.add(Or(And(byte >= ord('a'), byte <= ord('z')), byte == ord('_')))
```



```
Decompile: check_username_content - (catalyst)
4 void check_username_content(uint 'username')
5
6 {
7     ulong uVar1;
8     ulong uVar2; // these are unsigned int
9
10    uVar1 = username[1];
11    uVar2 = username[2];
12    if ((uVar2 + (*username - uVar1) == 0x5c664b56) &&
13        ((*username + uVar2) * 3 + uVar1 == 0x2e700c7b2)) && (uVar1 * uVar2 == 0x32ac30689a6ad314)
14    {
15        return;
16    }
17    puts("invalid username or password");
18    /* WARNING: Subroutine does not return */
19    exit(0);
20 }
```

We declare our symbols to be 32 bit integers
The username is split into 3 4-byte symbols

We add all constraints to the solver
Note that we split the && into separate add calls

The solver gives us one of the possible solutions in
no particular order.

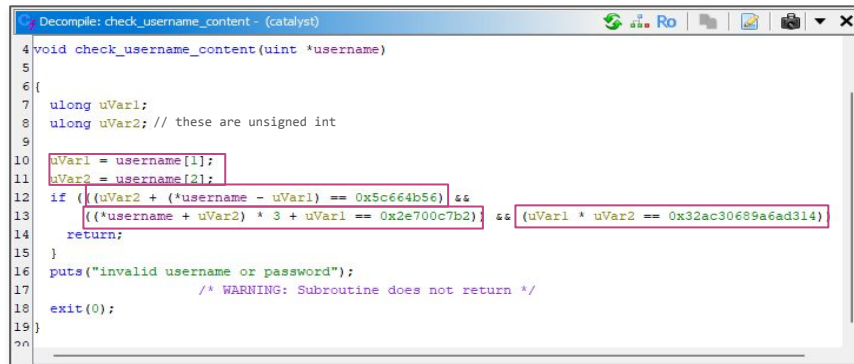
Normally we are interested in a specific solution:
All username chars are lowercase letters or `_`

CTF Challenge

```
if s.check() == sat:
    m = s.model()
    print(m)
    print(b''.join(
        struct.pack('I', m[x].as_long())
        for x in username))
```

```
[username1 = 1953724780, username2 = 1868915551, username0 =
1635017059, uVar1 = 1953724780, uVar2 = 1868915551]
```

```
b'catalyst_ceo'
```



```
Decompile: check_username_content - (catalyst)
4 void check_username_content(uint *username)
5
6 {
7     ulong uVar1;
8     ulong uVar2; // these are unsigned int
9
10    uVar1 = username[1];
11    uVar2 = username[21];
12    if ((uVar2 + (*username - uVar1) == 0x50664b56) &&
13        ((*(username + uVar2) * 3 + uVar1 == 0x2e700c7b2) && (uVar1 * uVar2 == 0x32ac30689a6ad314)))
14        return;
15    }
16    puts("invalid username or password");
17    /* WARNING: Subroutine does not return */
18    exit(0);
19 }
```

Symbolic Execution with angr

Symbolic Execution

Brief Recap

- Symbolic execution is a technique for reachability analysis that tries to explore all possible execution paths of a program
 - Originally introduced by James C. King in a **1976** paper as a static analysis technique for software testing

Key Ideas:

- Each input variable is associated with a symbol
- Each symbol represents a set of input variables
- Program statements generate formulas over symbols

`int i; $\rightarrow \alpha$`

`$\alpha \in [0, 2^{32}-1]$`

`$i * 2 + 5 \rightarrow 2\alpha + 5$`

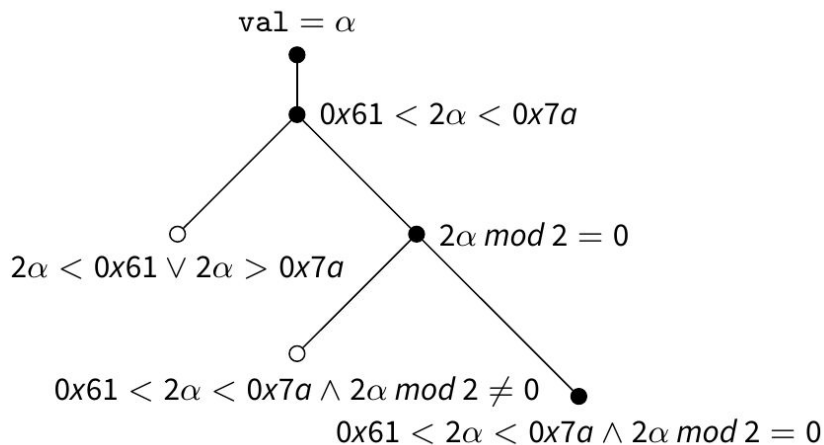
Symbolic Execution

Conditional Branching

Fork the execution and consider each possible branch

- Every path accumulates **path conditions**
 - We can check these formulas *automatically* with Z3!

```
int val = rand();
int z = val * 2;
if (z < 0x7A && z > 0x61) {
    if (z % 2 == 0)
        puts("YAY!");
    else
        puts("NOPE.");
} else
    ...
```



Not everything can be solved symbolically

- Loops and Path Selection

If there are too many branches or loops the number of program paths may be too large to handle efficiently

- **Solution:** We can put a bound in the number of loop iterations or change the search strategy. For instance, DFS may not terminate for infinite loops, but BFS can!

- Complex functions

Some code may be too complex to analyze with a theorem prover

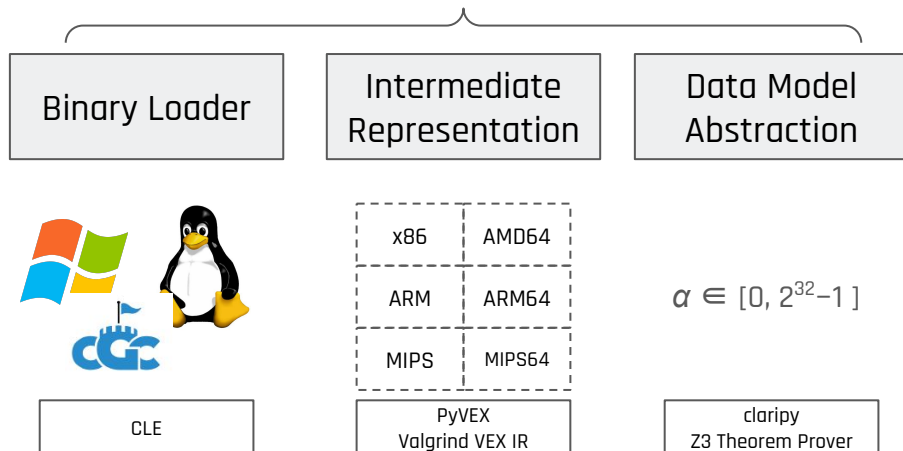
- **Solution:** We can replace that code with a formula that *summarizes* its behavior without symbolically evaluating it. This technique is known as *symbolic summaries*.

The angr binary analysis platform



angr is an open-source **binary analysis platform** for **Python**. It combines both **static** and **dynamic symbolic** ("concolic") **analysis**, providing tools to solve a variety of tasks.

<https://angr.io>

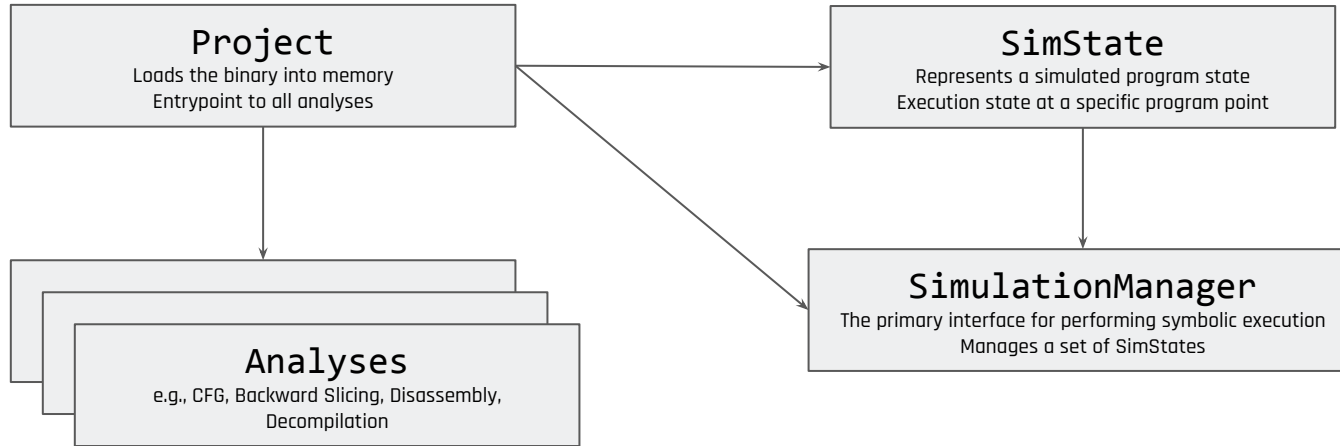


A symbolic execution engine

A collection of static analysis procedures
for binary programs

Includes a disassembler and decompiler

The angr binary analysis platform



The angr binary analysis platform

Project

Project

Loads the binary into memory
Entrypoint to all analyses

arch	Program architecture
entry	Program Entrypoint
filename	Loaded file name
analyses	List of analyses
factory	Factory methods for this project

Challenge

Let's use angr to open the catalyst challenge!

```
import angr

p = angr.Project("./catalyst", auto_load_libs=False)
```

We can, for instance, create a CFG (control flow graph) and decompile the main function:

```
cfg = p.analyses.CFGFast(normalize=True)

print(
    p.analyses.Decompiler(cfg.functions['main'])
    .codegen.text
)
```

The angr binary analysis platform

SimState

SimState Represents a simulated program state including its memory, registers, and so forth at a specific execution point	
regs	Register values
mem	Memory of the state
solver	A reference to the solver for this state (including all constraints)
step()	Perform one step of symbolic execution

The solver object allows us to add additional constraints to the state:
`state.solver.add(...)`

Challenge

We can use the project factory to create SimStates:

```
p.factory.blank_state()
```

creates a mostly-uninitialized state;

```
p.factory.entry_state()
```

creates a state in the entry point of the program;

```
p.factory.call_state(addr, ...)
```

Is the state at the start of a the function at `addr` with ... arguments

The angr binary analysis platform

SimulationManager

SimulationManager

The primary interface for performing symbolic execution
Manages a set of SimStates

`step()`

Step a stash (set) of states forward and categorize the successors appropriately

`explore(find, avoid)`

Perform multiple symbolic execution steps looking for condition **find** and avoiding **avoid**. Both values can be addresses or functions returning a boolean.

Challenge

We can create a Simulation manager by calling the `simgr` factory, passing an initial state:

```
st = p.factory.entry_state()

simgr = p.factory.simgr(st)
simgr.step()
```

Active states (which will be executed) are stored in the active attribute:

```
simgr.active
```

Catalyst Challenge Revisited

Finding the username

We can setup a call_state at the start of the function passing a symbolic username and use a SimulationManager to explore until the return!

The screenshot displays the Catalyst debugger interface. On the left, the assembly view shows the function `check_username_content` starting at address `00400cdd`. The assembly instructions are:

Address	Disassembly
<code>00400cdd</code>	<code>55 PUSH RBP</code>
<code>00400cde</code>	<code>48 89 e5 MOV RBP, RSP</code>
<code>00400ce1</code>	<code>48 83 ec 30 SUB RSP, 0x30</code>
<code>00400ce5</code>	<code>48 89 7d d8 MOV qword ptr [RBP + local_30], uVar1</code>

On the right, the decompiled code view shows the function `check_username_content` with the following logic:

```
1 void check_username_content(uint *username)
2 {
3     ulong uVar1;
4     ulong uVar2;
5     uVar1 = (ulong)username[1];
6     uVar2 = (ulong)username[2];
7     if (((uVar2 + (*username - uVar1) == 0x5c664b56) &&
8         ((*username + uVar2) * 3 + uVar1 == 0x2e700c7b2)) && (uVar1 * uVar2 == 0x32ac30689a6ad314)) {
9         return;
10    }
11    puts("invalid username or password");
12    /* WARNING: */
13    exit(0);
14 }
```

Annotations highlight specific program points:

- A green box highlights the assembly instruction `00400cdd 55 PUSH RBP`.
- A pink box highlights the `return;` statement in the decompiled code.
- A pink box highlights the `exit(0);` statement in the decompiled code.
- A green box highlights the assembly instruction `00400d92 c3 RET`.

We could use the name symbol to add constraints to the state:

```
st.solver.add(
    name.get_byte(0) >= b'a')
```

The claripy library wraps the z3 theorem prover and it is used to create angr-compatible symbols

```
def username(p):
```

```
    name = claripy.BVS("name", 12 * 8)
```

create a "name" bit vector (symbol) of 12 bytes

```
    st = p.factory.call_state(
        0x00400cdd,
        angr.PointerWrapper(name, buffer=True))
```

create a call_state passing the name as a pointer

```
    simgr = p.factory.simgr(st)
    simgr.explore(find=0x400d90, avoid=0x400d8b)
```

explore with the simgr

```
    return simgr.found[0].solver.eval(name,
                                       cast_to=bytes)
```

```
name = username(p)
name
>>> b'catalyst_ceo'
```

```
00400d8b e8 c0 f9 CALL <EXTERNAL>::exit
ff ff
```

Challenge Revisited

Finding the username

We can setup a call_state at the start of the function passing a symbolic username and use a SimulationManager to explore until the return!

```
Decompile: check_username_content
void check_username_content(uint *username)

ulong uVar1;
ulong uVar2;

uVar1 = (ulong)username[1];
uVar2 = (ulong)username[2];
if (((uVar2 + (*username - uVar1) == 0x5c664b56) &&
    ((*username + uVar2) * 3 + uVar1 == 0x2e700c7b2)) && (uVar1 * uVar2 == 0x32ac30689a6ad314)) {
    return;
}
puts("invalid username or password");
/* WARNING: */
exit(0);
```

We want to reach this program point

00400d90	90	NOF
00400d91	c9	LEAVE
00400d92	c3	RET

The angr binary analysis platform

Hooks and SimProcedures

Some functions may be too complex to be symbolically executed efficiently

We can replace such functions with their *symbolic summary*, a function written in Python that interacts directly with the SimState and is executed instead of the real function during symbolic execution

SimProcedure

Represents a simulated procedure or function summary

<code>run()</code>	Execute the procedure
<code>state</code>	The SimState where the procedure is running

We can replace any arbitrary sequence of bytes in the binary with a SimProcedure:

```
p.hook(ADDR, hook=SIMPROCEDURE, length=N)
```

Or Replace entire functions:

```
p.hook_symbol(FN_NAME, SIMPROCEDURE)
```


Catalyst Challenge Revisited

```
Decompile: challenge - (catalyst)
37 }
38 putchar(10);
39 printf("Username: ");
40 __isoc99_scanf(&DAT_004018c3,username);
41 printf("Password: ");
42 __isoc99_scanf(&DAT_004018c3,password);
43 printf("Logging in");
44 fflush(stdout);
45 for (k = 0; k < 30; k = k + 1) {
46     r = rand();
47     sleep(r % (k + 1));
48     putchar(0x2e);
49     fflush(stdout);
50 }
51 putchar(10);
52 check_username_len(username);
53 check_username_content(username);
54 check_username_allowed_chars(username);
55 check_password(username,password);
56 print_flag(username,password);
57 return 0;
58 }
```

Decompile: check

```
1
2 void check_password
3
4 {
5     int iVar1;
6     int iVar2;
7     int c;
8
9     for (c = 0;
10         if (((password + 0x18)
11             ((password + 0x1c)
12             ((password + 0x20)
13                 puts("invalid
14
15         exit(0);
16     }
17 }
18 srand(* (int
```

```
19 iVar1 = *(int *)password;
20 iVar2 = rand();
21 if (iVar1 - iVar2 != 0x55eb052a) {
22     puts("invalid username or password");
23     /* WARNING: Subroutine does not return */
24     exit(0);
25 }
26 iVar1 = *(int *)password;
27 iVar2 = rand();
28 if (iVar1 - iVar2 != 0x10d4caef) {
29     puts("invalid username or password");
30     /* WARNING: Subroutine does not return */
31     exit(0);
32 }
33 iVar1 = *(int *)password;
34 iVar2 = rand();
35 if (iVar1 - iVar2 != -0x399917dc) {
36     puts("invalid username or password");
37     /* WARNING: Subroutine does not return */
38     exit(0);
39 }
40 iVar1 = *(int *)password;
41 iVar2 = rand();
42 if (iVar1 - iVar2 != -0x376ba64) {
43     puts("invalid username or password");
44     /* WARNING: Subroutine does not return */
45     exit(0);
46 }
47 iVar1 = *(int *)password;
48 iVar2 = rand();
49 if (iVar1 - iVar2 != 0x2413073a) {
50     puts("invalid username or password");
51     /* WARNING: Subroutine does not return */
52     exit(0);
53 }
54 iVar1 = *(int *)password;
55 iVar2 = rand();
56 if (iVar1 - iVar2 != 0x10d4caef) {
57     puts("invalid username or password");
58     /* WARNING: Subroutine does not return */
59     exit(0);
60 }
```

password

Catalyst Challenge Revisited

Finding the password

```
class NotVeryRand(angr.SimProcedure):
    def run(self, return_values):
        rand_idx = self.state.globals.get('rand_idx', 0) % len(return_values)
        out = return_values[rand_idx]
        self.state.globals['rand_idx'] = rand_idx + 1
        return out
```

state.globals is copied to the new state after every step

```
import ctypes
libc = ctypes.cdll.LoadLibrary("libc.so.6")
libc.srand(
    sum(struct.unpack("I", name[i:i+4])[0] for i in range(0, len(name), 4))
)
```

We generate the seed by adding together the 3 pieces of the username

```
p.hook_symbol('rand', NotVeryRand(return_values=[libc.rand() for _ in range(10)]))
p.hook_symbol('srand', lambda _:None)
```

Now rand is a procedure that always returns the same values

We don't care about srand so we replace it with an empty function

Catalyst Challenge Revisited

Finding the password

```
def password(p):  
    passwd = claripy.BVS("passwd", 40 * 8)  
    st = p.factory.call_state(0x00400977,  
                             angr.PointerWrapper(name, buffer=True),  
                             angr.PointerWrapper(passwd, buffer=True))  
  
    # angr doesn't like this loop, so let's skip it :)  
    p.hook(0x00400a46, hook=lambda _:None, length=6)  
  
    simgr = p.factory.simgr(st)  
    simgr.explore(find=0x400c40)  
    return simgr.found[0].solver.eval(passwd, cast_to=bytes)
```

```
passwd = password(p)  
print(passwd)  
>>> b'sLSVpQ4vK3cGwyW86AiZhggwLHBjmx9CRspVGggj'
```

The angr binary analysis platform

Files and SimFiles

angr can also reason about file I/O

SimFile

Represents an open file

<code>seek(where)</code>	Seek to a position in the file
<code>read_from(len)</code>	Read some (symbolic) data from the current position in the file

SimState.posix

Information about the operating system

<code>files</code>	List of open file descriptors
<code>dumps(fd)</code>	Returns the concrete content for a file descriptor

Catalyst Challenge Revisited

Printing the Flag

```
def get_flag(p, username, passwd):  
    st = p.factory.call_state(0x00400876,  
                             angr.PointerWrapper(name, buffer=True),  
                             angr.PointerWrapper(passwd, buffer=True))  
    simgr = p.factory.simgr(st)  
    simgr.explore(find=0x004008ef)  
    return simgr.found[0].posix.dumps(1).split(b'\n')[0]
```

Symbolic execution is “execution” so we can run the `get_flag` function and read the stdout!

```
print( get_flag(p, name, passwd) )  
  
>>> b'your flag is: ALEXCTF{1_t41d_y0u_y0u_ar3__gr34t__reverser__s33}'
```

Thank You!
Q&A

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