



# Reverse Engineering with Hardware Debuggers

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# Outline

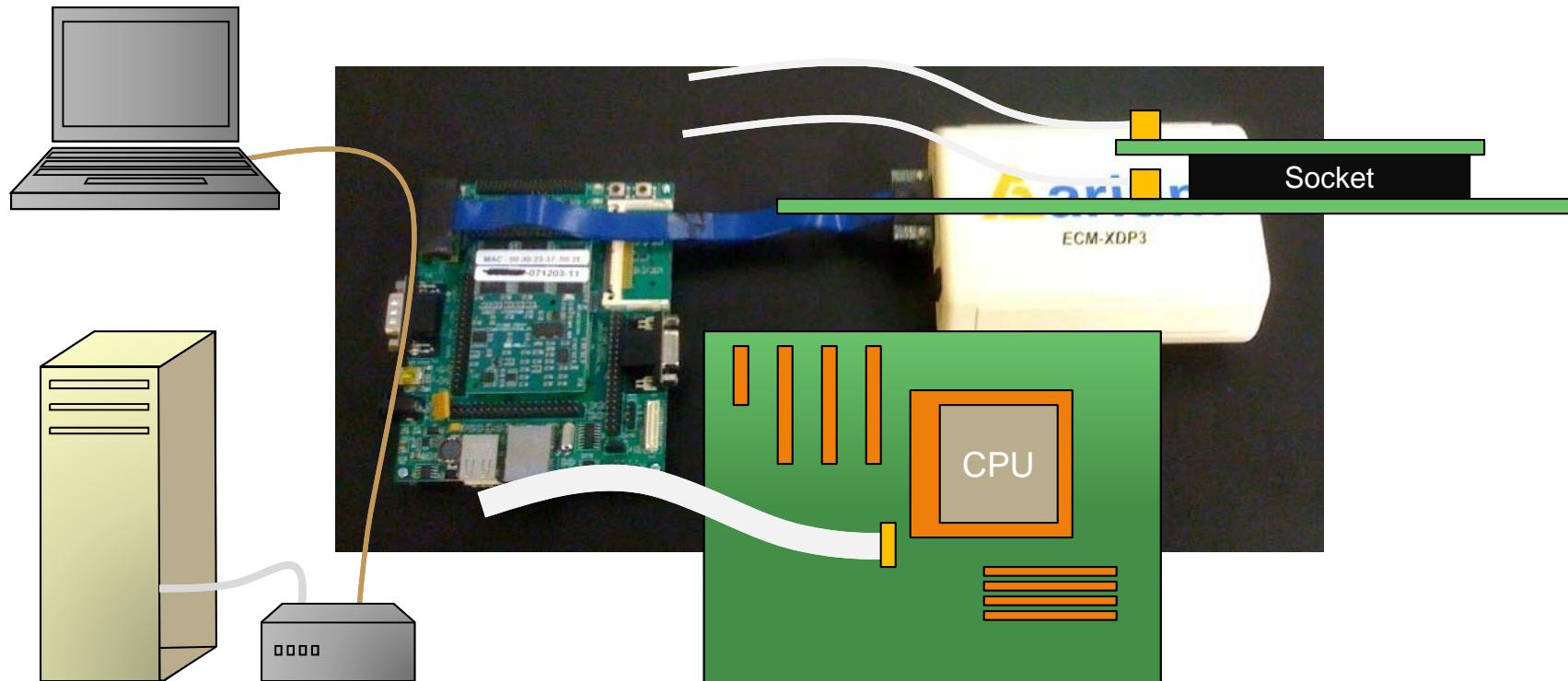


- **Architecture**
- **Breakpoints**
- **Macros**
- **Hypervisors**



# The Hard Way

**Hardware debugger / in-target probe (ITP) / in-circuit emulator (ICE)**





# Friends with Benefits



- **Hardware debuggers can see almost everything**
- **They live outside the OS, so even kernel mode rootkits can't hide**
- **Rewriting firmware**
- **They're OS independent**
  - Just needs a compatible x86 processor



# The Softer Side

Screenshot of the SourcePoint debugger interface showing memory dump, registers, assembly, and command windows.

**Memory Dump (P0):** Shows memory starting at address 0008:F7589162. A red box highlights the first few lines of memory.

|               |          |
|---------------|----------|
| 0008:F7589162 | 73FB3E11 |
| 0008:F7589166 | 1405F6C2 |
| 0008:F758916A | 01F758AB |
| 0008:F758916E | 5251BE74 |
| 0008:F7589172 | 696A5657 |
| 0008:F7589176 | AB0C35FF |
| 0008:F758917A | 35FFF758 |
| 0008:F758917B | F58AB008 |
| 0008:F7589182 | FFE473E8 |
| 0008:F7589186 | 00455EFF |
| 0008:F758918A | 5004FFED |
| 0008:F758918E | 95C1031C |
| 0008:F7589192 | 0F9974D2 |
| 0008:F7589196 | 5051CEB6 |
| 0008:F7589198 | 1075FF52 |
| 0008:F758919B | FFF495E8 |
| 0008:F75891A2 | 00RAF5FF |
| 0008:F75891A6 | 00000000 |
| 0008:F75891AA | 00000000 |
| 0008:F75891E  | 0F0004D0 |
| 0008:F75891E  | FFFF7E85 |
| 0008:F75891B2 | 0C478EFF |
| 0008:F75891B6 | 83047EBB |
| 0008:F75891BA | 15732CFF |
| 0008:F75891B8 | AB1405F6 |
| 0008:F75891C2 | 0F01F758 |
| 0008:F75891C6 | FFFF6384 |
| 0008:F75891CA | 6C6A56FF |
| 0008:F75891C8 | FFFF4AF9 |

**Registers (P1):** Shows general, floating point, segment, control, debug, MMX, XMM, and IA-32e registers. A red box highlights the Legacy section.

|                |         |          |
|----------------|---------|----------|
| Legacy         | Name    | Value    |
| General        | EAX     | 7517CC30 |
|                | EBX     | F7717C70 |
| Floating Point | ECX     | F7717C70 |
| Segment        | EDX     | 00000027 |
| Control        | EBP     | F78AED50 |
| Debug          | ESI     | F7717C50 |
| MMX            | EDI     | 89BD5E88 |
| XMM            | ESP     | F78AED34 |
| XMM - DP       | CS      | 0008     |
|                | DS      | 0023     |
| XMM - Int      | SS      | 0010     |
|                | ES      | 0023     |
| MSR            | FS      | 0030     |
| IA-32e         | GS      | 0000     |
| User           | EIP     | F76F9162 |
|                | EFFLAGS | 00010206 |

**Assembly:** Shows assembly code for the current function. A red box highlights the instruction at address 0008:F76F9162.

```
0008:F76F9162 895104 mov dword ptr [ecx]+04
```

**Command Window:** Shows the command history and current state.

```
P0>
P0>
Loading Command Language Extensions: C:\Users\Jason\Documents\x86\Arium\SourcePoint-IA\
P0:stop
P0:viewpoint=p1
P1>
```

**Event Log:** Shows a list of events and their details.

| Date       | Time         | Component    | Message   |
|------------|--------------|--------------|---|
| 07/07/2009 | 11:09:00.405 | readMemory01 | 00000000 00538941 0889510C 33C0C390 516A00E8 .Y.A.Q.3..Q  |
|            |              |              | 00000040 2E040000 880C2489 .S..                           |
|            |              |              | 00000000 0001A0000 53000000 00010000 .S..                 |
|            |              |              | 00000000 00000000 00000001 00000000 .S..                  |
|            |              |              | 00000010 00000000 00000001 00000000 .S..                  |
|            |              |              | 00000020 00000080 00000001 FF8BF068 A09A6F70 .S..         |
|            |              |              | 00000030 E8F8B068 FF7E7680 00000000 .S..                  |
|            |              |              | 00000040 006C9A6F F7007409 00000000 00000000 .S..         |
|            |              |              | 00000050 59881568 9D6FF78A C1EE6A00 E8710400 .Y.h.o..j..C |
|            |              |              | 00000060 00893408 89530C33 C05E8C3 FB4E8EA .C..S.3.^..    |
|            |              |              | 00000070 CCCCCCCC CCCCCCCC 516A00E8 52040000 .Q..R.       |
|            |              |              | 00000080 880C2489 01895104 FB4E8A00 E8410400 .S..Q..J..A  |
|            |              |              | 00000090 00538941 0889510C 33C0C390 516A00E8 .Y.A.Q.3..Q  |
|            |              |              | 000000A0 2E040000 880C2489 .S..                           |



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# Ways to Break Things



- **Hardware Breakpoints**
  - DR registers
- **Software Breakpoints**
  - ICEBP (0xF1) instruction + DR7 bit 12
- **Infinite loops**
  - Steal a couple bytes and replace with 0xEBFE



# Infinite Breakpoints

- **EB FE is a jump to the same address (jmp \$)**
  - Inject the infinite loop (0xEBFE) into the application or driver
  - Halt the CPU when the system freezes, and there you are
- **They're very easy to use with an ICE**
  - No worries about freezing the system
  - Don't have to deal with virtual memory
- **Checksums can detect these, so place them carefully**



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# More Power...

- **Macros can make an emulator very powerful**
  - Implement complex or repetitive tasks
  - Detailed control of ICE
- **SourcePoint uses a C like scripting language**
  - Variables, functions, control flow
  - Types have well-defined widths
    - ord1, int4, real8, ...
  - Control statements for ICE

```
define proc pcrange(startaddr,  
endaddr)  
  
define ord4 startaddr  
define ord4 endaddr  
{  
while (1) {  
    if (EIP >= startaddr &&  
        EIP <= endaddr) {  
        break  
    } else {  
        step 4  
    }  
}  
}
```



# Range Breakpoint

The screenshot shows the SourcePoint debugger interface with two main processor panes:

- P0 Viewpoint - (Go/Stop = All Processors)**: Shows two processors, P0 and P1, both running x86 Family 6 Model F. The status for both is "Running".
- P1 Viewpoint - (Go/Stop = All Processors)**: Shows the assembly code for processor P1. The code starts with a series of pushes and calls, followed by various arithmetic operations like add, xor, and mov, and concludes with a test and jne instruction.

Below the processor panes are two windows:

- Code (P0): (32-bit) Tracking IP: 001B:00000000 - 001B:FFFFFFFFFF**: Displays the assembly code for processor P0, which is mostly identical to P1 but lacks the final test/jne sequence.
- Code (P1): (32-bit) Tracking IP: 0008:00000000 - 0008:FFFFFFFFFF**: Displays the assembly code for processor P1 in more detail, including the final test/jne sequence.

At the bottom of the interface are several control buttons: Disassembly, Go Cursor, Set Break, Track IP, View IP, and a Command window.



# Run Trace

```
filelist ("tracelog.txt", 1)
define ord4 lasteip = EIP
softremove
while (1) {
    if (EIP >= 0xC0000000 && lasteip < 0xC0000000) {
        softbreak = location=lasteip+2
        softbreak = location=lasteip+3
        softbreak = location=lasteip+4
        softbreak = location=lasteip+5
        softbreak = location=lasteip+6
    lasteip = EIP
    go
}
if (EIP != endaddr) {
    asm eip
    printf("eax: "); eval eax virtual
    printf("ebx: "); eval ebx virtual
    printf("ecx: "); eval ecx virtual
    printf("edx: "); eval edx virtual
    printf("esi: "); eval esi virtual
    printf("edi: "); eval edi virtual
    printf("esp: "); eval esp virtual
    lasteip = EIP
    step
} else {
    nolog
    stop
}
}
```

The screenshot shows a debugger's command window with the following content:

| Register      | Value         | OpCode | Comment |
|---------------|---------------|--------|---------|
| esp           | 007B:BFE0F2B0 |        |         |
| 0073:08048243 | 31C9          | XOR    | EAX,EAX |
| eax           | 007B:00000000 |        |         |
| ebx           | 007B:00000001 |        |         |
| ecx           | 007B:BFE0F4D4 |        |         |
| edx           | 007B:BFE0F4DC |        |         |
| esi           | 007B:00000001 |        |         |
| edi           | 007B:00000000 |        |         |
| esp           | 007B:BFE0F2B0 |        |         |
| 0073:08048245 | 85C0          | TEST   | EAX,EAX |
| eax           | 007B:00000000 |        |         |
| ebx           | 007B:00000001 |        |         |
| ecx           | 007B:00000000 |        |         |
| edx           | 007B:BFE0F4DC |        |         |
| esi           | 007B:00000001 |        |         |
| edi           | 007B:00000000 |        |         |
| esp           | 007B:BFE0F2B0 |        |         |

Target is already stopped



# From the Outside In

- Emulator access is pretty raw, so we wrote some simple forensic macros
  - list\_procs()
  - get\_ssdt()
  - get\_syscall\_addr(name)
  - hook\_syscall(name)
  - list\_mods()

The screenshot shows the SourcePoint debugger interface. The top window displays assembly code for two processes: P0 and P1. The assembly code includes instructions like push, int, mov, and add. The bottom window shows the Command window with commands P1> and P1>, and the Log window which displays system messages and register values.



# get\_syscall\_addr

```
define proc pointer get_syscall_addr(syscall_name)
    define nstring syscall_name
{
    if (syscall_name == "NtCreateProcess
        return ssdt_index_to_addr(0x30, 0)
    } else if (syscall_name == "NtCreateSe
        return ssdt_index_to_addr(0x32, 0)
    } else {
        printf("Unkn
        return 0
    }
}

define proc pointer ssc
define poi
define poi
define poi
define poi
define poi
define poi
while (cur
define or
```

```
define proc pointer find_gdi_proc() {
    define pointer PsActiveProcessHead = get_head_proc()

    define pointer first_proc = flink_to_proc_addr(PsActiveProcessHead)

    define pointer current.flink = next_proc.flink(first_proc)
    define pointer current.proc = flink_to_proc_addr(current.flink)

    while (current.flink != PsActiveProcessHead) {
        define ord1 type = proc_type(current.proc)
        if (type != 0x03) { printf("Non-process type: %x\n", type); break; }

        define ord4 w32proc = proc_win32process(current.proc)

        if (w32proc != 0x0) return current.proc

        current.flink = next_proc.flink(current.proc)
        current.proc = flink_to_proc_addr(current.flink)
    }
}
```



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# Blue...Something



- ICE runs below hypervisors
- You can go far with a few simple macros
  - vmx\_is\_enabled
  - vmx\_goto\_resume
  - vmx\_guest\_eip
  - vmx\_exit\_reason



# Down We Go...



A screenshot of a debugger interface, likely Immunity Debugger, showing a multi-pane view of a debugger session. The top-left pane shows a list of breakpoints. The top-right pane shows a process list with two entries: P0 x86 Family 6 Model F (M) Stopped and P1 x86 Family 6 Model F (R) Stopped. The bottom-left pane displays assembly code for a function starting at address 0008F758915D, showing instructions like mov, push, and call. The bottom-right pane shows a log of events with timestamps and component names. The center of the screen is occupied by the IDA View window, which shows the assembly code and its corresponding hex and ASCII representations. The assembly code includes comments indicating file name, format, and base address.



# Nobody's Perfect



- You can't single step or trace across the ring -1/0 boundary
- Finding the hypervisor is tricky
- Newer VM instructions can cause problems



# Summary



The Debuginator