

Radare from A to Z

**pancake // NN2015
@trufae**

Introduction

What Am I Doing Here?

- What is r2?
- How to use the shell
- Analyzing
- Debugging
- Patching
- Scripting



Why Radare2?

- It's free and opensource
- Runs everywhere (Windows, Mac, Linux, QNX, iOS, ..)
- Easy to script and extend with plugins
- Embeddable
- Grows fast
- Supports tons of file-formats
- Handles gazillions of architectures
- Easy to hack
- Commandline cowboy-friendly
- Great community and even better leader
- Collaborative

What's Radare2?

- Reverse Engineering
 - Analyze Code/Data/..
 - Understanding Programs
- Low Level Debugging
 - Similar to olly
 - Multi-platform, and support for remote
- Forensics
 - File Systems
 - Memory Dumps
- Assembler/Disassembler
 - Several architectures
 - Multiplatform

Tools

Radare2 is composed by some core libraries and a set of tools that use those libraries and plugins.

radare2

r2pm

rarun2

ragg2

rabin2

radiff2

rax2

rahash2

rasm2

rafind2

r2agent

rasign2

History

Radare was born in 2006 as a forensic tool for performing manual and interactive carving to recover some files from disk or ram.

It grew quickly adding support for disassembler, debugger, code analyzer, scripting, ...

And then I decided to completely rewrite it to fix the maintainance and monolithic design problems.

But First.. A Poll!

(who are you?)

Which is your main OS?

Do you know assembly?

How's your UNIX foo?

Did you used r2 before?

Installation

(always use git)

PROTIP: Installing radare2
is recommended method to
use it.

How To Install Radare2

There are several binary distributions of radare2

- LiveCD
- OSX package.
- Windows Installer (and nightly builds)
- BSD || GNU/Linux (Gentoo, ArchLinux, Void, ..)
- Use the Cloud Web user interface
- Chat with the @r2bot on Telegram

Coming soon: PPA/Windows from Travis/AppVeyour

Installing from Git

```
$ git clone https://github.com/radare/radare2
```

```
$ cd radare2
```

```
$ sys/install.sh
```

or

```
$ sys/user.sh
```

Package Management

```
$ r2pm -i radare2
```

```
$ rm -rf radare2
```

You can also install other programs, plugins and scripts with it. It aims to ease the identify

Package Management

Some of the most interesting packages:

- Yara (2 / 3)
- RetDec decompiler (@nighterman)
- Unicorn - code emulator
- Native Python bindings
- Duktape (Embedded javascript)
- Radeco decompiler (@sushant94)
- Baleful (SkUaTeR)
- r2pipe apis for NodeJS, Python and Ruby
- Vala/Vapi/Valabind/Swig/Bokken/...

Basic Commands

Seeking

Change current position, accepts flags, relative offsets, math ops. Use @ for temporal seeks.

Printing

Show current block (b) bytes, instructions, metadata, analysis, ...

Writing

Write string, hexpairs, file contents,
— — — instructions, etc..

Spawning an R2 Shell

The ``r2`` command is a symlink for ``radare2``.

```
$ r2 -          # alias for `radare2 malloc://1024`
```

```
$ r2 --        # open r2 without any file opened
```

```
$ r2 /bin/ls   # open this file in r2
```

```
$ r2 -d ls    # start debugging
```

Other Useful Command Line Flags

- h # get help message
- a <arch> # specify architecture (RAsm Plugin name)
- b <bits> # specify 8, 16, 32, 64 register size in bits
- c <cmd> # run command
- i <script> # include/interpret script
- n # do not load rbin info
- L # list io plugins

In The Shell

Syntax of the commands:

```
> [repeat][command] [args] [@ tmpseek] [; ...]
```

```
> 3x                # perform 3 hexdumps
```

```
> pd 3 @ entry0     # disasm 3 instructions at entrypoint
```

```
> x@rsp;pd@rip      # show stack and code
```


The Internal Grep

As long as r2 is portable, it doesn't depend on other programs, so there are some basic unix commands, as well as an internal grep/less.

> pd~call

> is~test

Flags and Calculations

Flags are used to specify a name for an offset.

Math expressions evaluate those names to retrieve the number.

```
> ? 1+1
```

```
> f foo = 1024
```

```
> ? foo+123
```

Printing Bytes

R2 is an block-based hexadecimal editor. Change the block size with the 'b' command.

p8 print hexpairs

px print hexdump

pxw/pxq dword/qword dump

pxr print references

Structures

pf - define function signatures

Can load include files with the t command.

010 templates can be loaded using 010 python script.

Load the bin with r2 -nn to load the struct/headers definitions of the target bin file.

Use pxa to visualize them in colorized hexdump.

Disassembling

(and printing bytes)

Disassembling is the “art”
of translating bytes into
meaningful instructions.

Disassembling Code

pd/pD - disassemble N bytes/instructions.

pi/pI - just print the instructions

pid - print address, bytes and instruction

pad - disassemble given hexpairs

pa - assemble instruction

Disassembling Code

- > e asm.emu=true - emulates the code with esil and
- > agv/agf. - render ascii art or graphviz graph

Seek History s- (undo) s+ (redo)

Use u and U keys to go back/forward in the visual seek history.

rasm2

Disassembling and assembling code can be done with pa/pad or using the rasm2 commandline tool.

```
$ rasm2 -a x86 -b 32 nop
```

```
$ rasm2 -a x86 -b 64 nop
```

(demo)

Binary Info

(parsing fileformats)

RBin detects file type and parses the internal structures to provide symbolic and other information.

RBin Information

```
$ rabin2 -s
```

```
> is
```

```
> fs symbols;f
```

Symbols

Relocs

Classes

Entrypoints

Imports

Strings

Demangling

Exports

Sections

Libraries

SourceLines

ExtraInfo

RBin Information

All this info can be exported in JSON by appending a 'j'.

(DEMO)

Scripting

(automation)

The art of automating actions in r2 using your favourite programming language (or not).

Scripting

- Shellscript (batch mode)
 - Use 'jq' to parse json output
 - Send commands via stdin
- Bindings (full api)
 - Also supports Python, Java, ...
- Plugins
 - Loaded from home and system directories
- R2Pipe scripts
 - spawn/pipe/http/...
 - NodeJS / Python / Perl / Ruby / Rust / Go / Swift / ...
 - Interpreted with '.' command

Using R2Pipe For Automation

R2 provides a very basic interface to use it based on the `cmd()` api call which accepts a string with the command and returns the output string.

```
$ pip install r2pipe
```

```
$ r2 -qi names.py /bin/ls
```

```
$ cat names.py
```

Analyzing Code

(and graphing)

Analyzing is the “art” of understanding the purpose of a sequence of instructions.



Analyzing From The Metal

R2 provides tools for analyzing code at different levels.

ae - emulates the instruction (microinstructions)

ao - provides information about the current opcode

afb - analyze the basic blocks

af - analyzes the function (or a2f)

ax - code/data references/calls

Analyzing the Whole Thing

Many people is used to the IDA way: load the bin, expect all xrefs, functions and strings to magically appear in there.

R2 will not do this by default because it can be slow, tedious, and 99% of the time we can solve the problem quicker with direct and manual analysis.

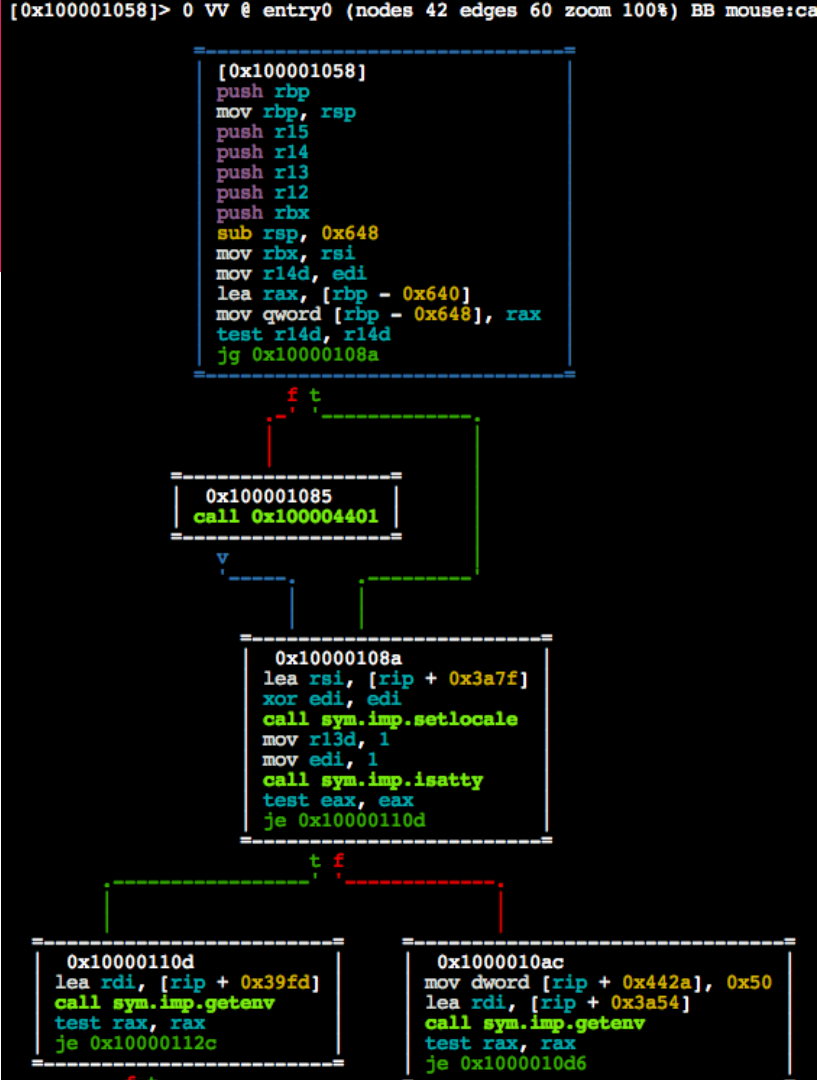
Run ``r2 -A`` or use the `'aa'` subcommands to achieve this.

Graphing Code

Functions can be rendered as an
ascii-art graph using the 'ag'.

Enter visual mode using the V key

Then press V again to get the
graph view.



Signatures

(and graphing)

Signatures is the "art" of identifying functions by looking at byte patterns.



Signatures

aap - function preludes

z* - Zignatures! (supports FLIRT and r2's own format)

```
$ r2 -A static-bin
```

```
> zg lebin > lebin.r2
```

BinDiffing

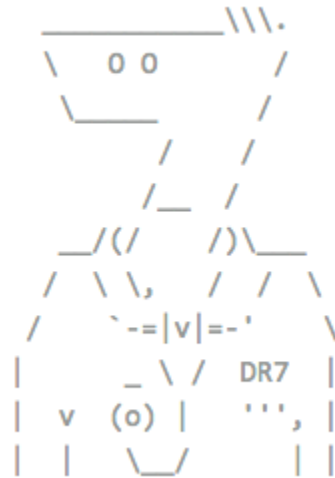
(and graphing)

Finding differences
between two binaries
looking for bugfixes.



Finding the Bugfix

(DEMO)



<https://www.nowsecure.com/blog/2015/09/30/doctor-seven-osx-vulnerability/>

Debugging

(and emulation)

R2 supports native
debugger for Linux, BSD,
XNU and Windows.

But there's more!

First Steps

R2 is a low level debugger (not a source debugger).

It provides much more low level information than source debuggers use to provide. Doesn't competes with GDB/LLDB.

Basic Actions for a debugger are:

ds	step	db	breakpoint	dr	show regs
dso	step over	dcu	continue-until	dx	code-inject
dc	continue	dm	memory-maps	dd	file-desc

Remote Debugging

R2 supports WINDBG, GDB and native remote protocols. But, as long as r2 runs everywhere it is recommended to use it in place.

ESIL

ESIL stands for Evaluable Strings Intermediate Language.

A forth-like language (stack based language) using comma as a tokenizer and used for emulating and analyzing code.

Widely used for decrypting malware routines and analyzing shellcodes and other payloads.

```
mov eax, 33      =>      33,eax,=
```

User Interface

- WebUI
- Bokken
- Visual Mode
- Visual Panels
- Commandline
- R2Pipe
- Colors!



Colors!

> e scr.color=true

> e scr.rgb=true

> e scr.truecolor=true

> e scr.utf8=true

> ecr # Random colors

> eco X # Select color palette

```
[0x100001058]> ecr
[0x100001058]> pd 20
;-- main:
;-- entry0:
0x100001058 55          push rbp
0x100001059 4889e5     mov rbp, rsp
0x10000105c 4157      push r15
0x10000105e 4156      push r14
0x100001060 4155      push r13
0x100001062 4154      push r12
0x100001064 53        push rbx
0x100001065 4881ec480600. sub rsp, 0x648
0x10000106c 4889f3     mov rbx, rsi
0x10000106f 4189fe     mov r14d, edi
0x100001072 488d85c0f9ff. lea rax, [rbp - 0x640]
0x100001079 488985b8f9ff. mov qword [rbp - 0x648], rax
0x100001080 4585f6     test r14d, r14d
0x100001083 7f05      jg 0x10000108a
0x100001085 e877330000 call 0x100004401
^ 0x100004401() ; main
-> 0x10000108a 488d357f3a00. lea rsi, [rip + 0x3a7f]
ng ; section.4.__cstring
0x100001091 31ff      xor edi, edi
0x100001093 e806350000 call sym.imp.setlocale
^ 0x10000459e() ; sym.imp.setlocale
0x100001098 41bd01000000 mov r13d, 1
0x10000109e bf01000000 mov edi, 1
[0x100001058]>
```

Visual Mode

Type V and then change the view with 'p' and 'P'

```
[0x100001072 0% 125 /bin/ls]> f tmp;sr s.. @ main+26 # 0x100001072
0x7fff5fbfff8b0  0x00000000 0x00000000 0x00000000 0x00000000  .....
0x7fff5fbfff8c0  0x00000000 0x00000000 0x00000000 0x00000000  .....
0x7fff5fbfff8d0  0x00000000 0x00000000 0x00000000 0x00000000  .....
0x7fff5fbfff8e0  0x00000000 0x00000000 0x00000000 0x00000000  .....
rax 0x7fff5fbfff8e0  rbx 0x7fff5fbfff48  rcx 0x7fff5fbfff60
rdx 0x7fff5fbfff58  rdi 0x00000001  rsi 0x7fff5fbfff48
rbp 0x7fff5fbfff20  rsp 0x7fff5fbfff8b0  r8 0x00000000
r9 0x7fff5fbfefd0  r10 0x00000032  r11 0x00000246
r12 0x00000000  r13 0x00000000  r14 0x00000001
r15 0x00000000  rip 0x100001079  rflags = 1TI
0x100001072  488d85c0f9ff.  lea rax, [rbp - 0x640]
;-- rip:
0x100001079  488985b8f9ff.  mov qword [rbp - 0x648], rax
0x100001080  4585f6        test r14d, r14d
0x100001083  7f05         jg 0x10000108a ;[1]
0x100001085  e877330000   call 0x100004401 ;[2]
^_ 0x100004401() ; rip
-> 0x10000108a  488d357f3a00. lea rsi, [rip + 0x3a7f] ; 0x1000
0x100001091  31ff        xor edi, edi
0x100001093  e806350000   call sym.imp.setlocale ;[3]
^_ 0x10000459e() ; sym.imp.setlocale
0x100001098  41bd01000000 mov r13d, 1
0x10000109e  bf01000000   mov edi, 1
0x1000010a3  e89c340000   call sym.imp.isatty ;[4]
```

Visual Panels

Press ‘!’ in the Visual mode

```
> File Edit View Tools Search Debug [Analyze] Help [0x100001060]
-----
Disassembly
0x100001060  push r13
0x100001062  push r12
0x100001064  push rbx
0x100001065  sub rsp, 0x648
0x10000106c  mov rbx, rsi
0x10000106f  mov r14d, edi
0x100001072  lea rax, [rbp-local_200]
0x100001079  mov qword [rbp-local_201],
0x100001080  test r14d, r14d
0x100001083  jg 0x10000108a
0x100001085  call 0x100004401
0x10000108a  lea rsi, [rip + 0x3a7f]
0x100001091  xor edi, edi
0x100001093  call sym.imp.setlocale
0x100001098  mov r13d, 1
0x10000109e  mov edi, 1
0x1000010a3  call sym.imp.isatty
0x1000010a8  test eax, eax
0x1000010aa  je 0x10000110d
0x1000010ac  mov dword [rip + 0x442a],
0x1000010b6  lea rdi, [rip + 0x3a54]
-----
> Function      00 0 __mh_execute_he
Program        2 0 radr: __5614542
Calls          4e 0 imp.__assert_rt
References     4 0 imp.__bzero
               5a 0 imp.__error
-----
Stack
- offset -    0 1 2 3 4 5 6
0x00000000  cffa edfe 0700 00
0x00000010  1300 0000 1807 00
0x00000020  1900 0000 4800 00
0x00000030  524f 0000 0000 00
0x00000040  0000 0000 0100 00
-----
Registers
rax 0x00000000    rbx 0
rdx 0x00000000    rsi 0
r8 0x00000000    r9 0
r11 0x00000000   r12 0
r14 0x00000000   r15 0
rbp 0x00000000   rflag
```

Web User Interface

Start the webserver with `=h`

Launch the browser with `=H`

See `/m` `/p` `/t` and `/enyo`

```
Disassembly
```

^ v ANALYZE COMMENT INFO RENAME WRITE

```
0x100001091 xor edi, edi
0x100001093 call sym.imp.setlocale
    ^~ 0x10000459e (); sym.imp.setlocale
0x100001098 mov r13d, 1
0x10000109e mov edi, 1
0x1000010a3 call sym.imp.isatty
    ^~ 0x100004544 (); sym.imp.isatty
0x1000010a8 test eax, eax
0x1000010aa je 0x10000110d
0x1000010ac mov dword [rip + 0x442a], 0x50 ; [0x1000054e0]=
    ^~ ; "P" @ 0x1000054e0
0x1000010b6 lea rdi, [rip + 0x3a54]
    ^~ ; 0x100004b11 ; str.COLUMNS
    ^~ ; "COLUMNS" @ 0x100004b11
0x1000010bd call sym.imp.getenv
```

SEEK

Bokken

Native Python/Gtk GUI

Binaries for Windows

Runs on OSX/Linux too

Author: Hugo Teso

The screenshot displays the Bokken debugger interface. The top menu bar includes 'Bokken', 'File', 'Edit', 'View', 'Tools', 'Help', and a search box. The main window is divided into several panes:

- Left Pane:** A sidebar with 'Functions' (listing entry0, loc.0040043e, loc.00400446, loc.0040044d, loc.004004e0, loc.00400500, loc.00400524, loc.00400533, loc.004005b6, loc.0040060f) and 'Imports' (listing main).
- Top Pane:** A code editor showing assembly instructions for the 'sym.main' function, including push rbp, mov rbp, rsp, sub rsp, 0x10, mov [rbp-0x4], edi, mov [rbp-0x10], esi, cmp dword [rbp-0x4], 0x1, and jg loc.00400500.
- Bottom Pane:** A control flow graph (CFG) with nodes containing assembly code. Nodes are connected by arrows, with green arrows indicating the current execution path. The nodes include instructions like 'jz CODE (JMP) XREF 0x004004f7 (sym.main)', 'mov rax, [rbp-0x10]', 'mov rax, 0x8', 'mov rax, [rax]', 'cmp rax, str.secret_pw', 'jnz loc.00400524', 'mov edi, str.correctpassword!', 'call dword imp.puts', 'mov eax, 0x0', 'jmp loc.00400533', and 'leave', 'ret'.
- Right Pane:** A 'Basic Blocks' pane showing a list of memory addresses: 0x004004e4, 0x004004f9, 0x00400500, 0x00400513, 0x00400524, and 0x00400533.

At the bottom of the window, system information is displayed: 'Size: 0x1a3b', 'Processor: AMD x86-64 architecture', 'Os: linux', 'Name: /tmp/crackme', 'Format: elf', and 'Bokken 1.6 (Radare)'.

Questions?

lo.

Thanks For Watching!