

INDEX

A

ABI (application binary interface), 353
abstract syntax tree (AST), 335–337
address alignment, 400
address-taken functions, 134
anti-debugging, 156
anti-dynamic analysis methods, 125–126
application binary interface (ABI), 353
array assignment, assembly representation, 137
AsPack, 252
assembly language, 373
 comments, 374–375
 common code constructs, 383
 conditional branch
 implementation, 388
 directives, 374–375
 function calls, 384
 function frames, 384
 instruction format, 376
 instructions, 374–375
 labels, 374–375
 loop implementation, 389–390
 mnemonics, 376
 operands, 376
 program layout, 374
 the stack, 383
assembly phase, of compilation, 16
AST (abstract syntax tree), 335–337
AT&T syntax, 6, 376
automatic unpacking, 252, 258

B

back edge, in CFG, 147
backward slicing, 151, 337
base64 utility, 91
Base64 encoding, 90–91
basic blocks, 132–133
big-endian, 34
binary analysis, overview, 2–3

binary executable, 2, 11

formats

 ELF, *see* ELF format
 PE, *see* PE format

loading, 27, 50

loading (static), 67–85

Binary File Descriptor library, *see* libbfd

binary instrumentation, 2, 224

 dynamic, 225, 233–236

 architecture, 233

 implementation, 233

 instrumentation code, 224

 instrumentation point, 224

 state saving, 227, 230–231, 235

 static, 225, 226–233

 int 3 approach, 227

 trampoline approach, 228–233

 trade-offs of static and dynamic, 225

binary rewriting, *see* binary instrumentation, static

branch constraint, 310–311

branch edges, 132–133

breadth-first search, 318

breakpoints, 112

 implementation with int 3, 227–228

buffer overflow, 293, 356

 detection using taint analysis, 295

buffer overread, 268–269

buffer overwrite, *see* buffer overflow

C

c++filt (demangling utility), 101

C++ function name mangling, 99

call graph, 133

calling convention, for function calls, 353, 386

Capstone disassembly framework, 196

API data types

 cs_arch, 200, 203

 cs_detail, 202, 203–209, 210

 cs_err, 200, 202, 203

 csh, 200

- Capstone disassembly framework,
continued
- API data types, *continued*
 - `cs_insn`, 201, 203, 208
 - `cs_mode`, 200, 203
 - `cs_x86`, 203–204, 210–211
 - `cs_x86_op`, 210–211
 - API functions
 - `cs_close`, 202
 - `cs_disasm`, 200–201
 - `cs_disasm_iter`, 209
 - `cs_errno`, 202
 - `cs_free`, 202
 - `cs_malloc`, 208
 - `cs_open`, 200
 - `cs_option`, 204
 - `cs_strerror`, 202
 - capstone.h*, 203
 - detailed disassembly, 204, 210–211
 - header files, 203–204
 - instruction groups, 210
 - iterative disassembly, 209
 - linear disassembly, 198
 - operand inspection, 210
 - Python API, 197
 - recursive disassembly, 204
 - x86.h*, 203
 - Capture the Flag (CTF), 89
 - CFG (control-flow graph), 132
 - code coverage, 125, 309–310
 - fuzzing, 127
 - symbolic execution, 127
 - implementation with Triton, 346
 - using test suite, 126
 - code coverage problem, 122, 125, 316
 - code injection, 171–175, 399–400
 - constructor hijacking, 179
 - destructor hijacking, 179
 - entry point modification, 176
 - GOT hijacking, 182
 - hijacking direct calls, 186
 - hijacking indirect calls, 186
 - injecting a code section, 169
 - overwriting padding bytes, 156
 - overwriting unused code, 156
 - PLT hijacking, 185
 - code modification, with hex editor, 160–162
 - code vs. data problem, 3, 117
 - command line options, passing in `gdb`, 112
 - compilation phase, of compilation, 14
 - compiler
 - assembly phase, 16
 - compilation phase, 14
 - compilation process, 12
 - linking phase, 17
 - optimization, 14
 - preprocessing phase, 12
 - concolic execution, 316, 334
 - constant propagation, 150
 - constraint solver, 128, 313, 321
 - bitvector, 321
 - satisfiability, 322
 - SAT solver, 321
 - SMT solver, 321
 - validity, 325
 - Z3, *see* Z3 (constraint solver)
 - context-sensitivity, 144
 - control dependency, 275
 - control-flow analysis, 146
 - control-flow graph (CFG), 132
 - control hijacking attack, 293
 - detection using taint analysis, 295
 - CTF (Capture the Flag), 89
 - cycle detection, 146, 147–148
 - cycle (loop), 146

D

- data-flow analysis, 146, 148
- data flow tracking (DFT), *see* dynamic taint analysis
- data structure detection, through library calls, 136
- DBI (dynamic binary instrumentation), 223, 225, 233–236
- dd utility, 95
- dead code elimination, 143
- debugger detection, 125
- decompilation, 138, 150
- def-use chain, 150
- demangling C++ symbols, 99
- depth-first search, 318
- DFT (data flow tracking), *see* dynamic taint analysis
- disassembler desynchronization, 117

disassembly, 116
 dynamic, 116, 122
 linear, 117, 198
 implementation in Capstone, 198
 for stripped binaries, 25
 with symbols, 23
 object file, 21
 recursive, 118, 204
 entry points, 209
 implementation in Capstone, 204
 termination conditions, 209, 211
 static, 116
 displaying an instruction, in `gdb`, 112
 displaying register contents, in `gdb`, 112
`dlsym` function, 167
 dominance trees, 146–147
 DSE (dynamic symbolic execution), 316, 334
 DTA, *see* dynamic taint analysis
 dumping memory contents, in `gdb`, 113
 dynamic analysis, 2
 dynamic binary instrumentation
 (DBI), 223, 225, 233–236
 dynamic disassembly, 116, 122
 dynamic library, 17, 48
 dynamic linker, 18, 47
 dynamic loader, 27, 50
 dynamic symbolic execution (DSE), 316, 334
 dynamic taint analysis (DTA), 266
 accuracy of, 272
 control dependency, 275, 296
 detecting Heartbleed, 269
 in fuzzing, 270
 implicit flows, 275, 296
 overtainting, 274–275
 performance of, 272
 shadow memory, 276
 taint colors, 272, 297
 taint granularity, 271
 taint policy, 267, 273
 taint propagation, 267, 270, 273
 taint sink, 267
 taint source, 266
 undertainting, 274–275
 DynamoRIO, 233
 Dyninst, 226, 233

E

effectively propositional formulas, 326
`.eh_frame` section, function detection
 with, 131
 ELF format, 31
 alignment requirements for
 loadable segments, 400
 entry point, 36
 executable header, 33, 97
 `struct Elf32_Ehdr`, 411
 `struct Elf64_Ehdr`, 33, 411
 injecting a code section, 169
 loading, 50
 overwriting `PT_NOTE` segment, 170, 391–411
 program header, 52
 `struct Elf32_Phdr`, 410
 `struct Elf64_Phdr`, 52, 410
 program header table, 36, 52
 relocations
 `R_X86_64_GLOB_DAT`, 49
 `R_X86_64_JUMP_SLO`, 49
 section, 38, 41
 `.bss`, 44
 `.data`, 44
 `.dynamic`, 50
 `.dynstr`, 52
 `.dynsym`, 52
 `.fini`, 43
 `.fini_array`, 51
 `.got`, 45
 `.got.plt`, 45
 `.init`, 43
 `.init_array`, 51
 `.note.ABI-tag`, 170
 `.note.gnu.build-id`, 170
 `.plt`, 45
 `.plt.got`, 46
 `.rel`, 48–49
 `.rela`, 48–49
 `.rodata`, 21, 44
 `.shstrtab`, 52
 `.strtab`, 52
 `.symtab`, 52
 `.text`, 43
 section header, 38
 `struct Elf32_Shdr`, 405
 `struct Elf64_Shdr`, 38–39, 405

- ELF format, *continued***
- section header table, 36, 38
 - segment, 38, 52
 - `PT_NOTE`, 170
 - string table, 37
 - elfinject, 169, 171, 391
 - endianness, 34
 - entry point, of a binary, 36
 - environment variable, setting in `gdb`, 112
 - executable packer, *see* packer
 - execution tracing, 116, 122
- F**
- `file` utility, 90
 - flow-sensitivity, 143–144
 - forward slicing, 151
 - function detection, 26, 130
 - function epilogue, 131
 - function frame, 384
 - function inlining, 152
 - function prologue, 131
 - function signature, 130
 - fuzzing, 127, 270, 355
- G**
- `gdb` (GNU debugger), 111–113
 - `GeV`, *see* libelf
 - Global Offset Table (GOT), 45
- H**
- header node, of a loop, 147
 - `head` utility, 90
 - heap overflow, 163–165
 - Heartbleed vulnerability, 268
 - hexadecimal system, 94
 - hex dump, 94–95
 - hex editor, 94–95, 155–156, 160–162
 - Hex-Rays decompiler, 138
- I**
- ICFG (interprocedural control-flow graph), 133
 - indirect control flow, 118, 119–122
 - inline data, 117
 - inlining, 152
 - instruction reference, 156
- instruction set architecture (ISA)**, 6, 373
- instruction tracing**, 116, 122
- instrumentation code**, 224
- instrumentation point**, 224
- `int 3` (binary instrumentation), 227–228
- Intel Pin**, *see* Pin
- Intel syntax**, 6, 376
- intermediate language**, 140
- intermediate representation (IR)**, 140
- interpreter**, 28, 36, 106
- interprocedural analysis**, 142
- scalability of, 142
- interprocedural control-flow graph (ICFG)**, 133
- intraprocedural analysis**, 142
- ISA (instruction set architecture)**, 6, 373
- J**
- jump table**, 121
 - just in time (JIT) compilation**, 12, 235, 236
- L**
- lazy binding**, 28, 45
 - `ldd` utility, 93
 - `LD_LIBRARY_PATH`, 101
 - `ld-linux.so`, 28, 36
 - `LD_PRELOAD`, 163
 - `libbfd`, 68, 72
 - API data types**
 - `asection`, 82
 - `asymbol`, 78
 - `bfd`, 74
 - `bfd_arch_info_type`, 77
 - `bfd_error_type`, 74
 - `bfd_flavour`, 75, 77
 - `bfd_format`, 74
 - `bfd_section`, 82
 - `bfd_symbol`, 78
 - `bfd_target`, 77
 - `bfd_vma`, 77
 - API functions**
 - `bfd_asymbol_value`, 79
 - `bfd_canonicalize_dynamic_symtab`, 81

libbfd, *continued*

- API functions, *continued*
 - `bfd_canonicalize_symtab`, 79
 - `bfd_check_format`, 74
 - `bfd_close`, 77–78
 - `bfd_errmsg`, 74
 - `bfd_get_arch_info`, 77
 - `bfd_get_dynamic_symtab_upper_bound`, 81
 - `bfd_get_error`, 74
 - `bfd_get_flavour`, 75
 - `bfd_get_section_contents`, 83
 - `bfd_get_section_flags`, 82
 - `bfd_get_start_address`, 77
 - `bfd_get_symtab_upper_bound`, 79
 - `bfd_init`, 74
 - `bfd_opener`, 74
 - `bfd_section_name`, 82–83
 - `bfd_section_size`, 82–83
 - `bfd_section_vma`, 82–83
 - `bfd_set_error`, 74–75
- bfd.h*, 72
- libdft*, 279
 - API data structures
 - `ins_desc`, 286
 - `syscall_desc`, 282, 285, 298
 - API data types
 - `syscall_ctx_t`, 289, 301, 302, 304
 - API functions
 - `ins_set_post`, 282, 286
 - `ins_set_pre`, 282, 286
 - `libdft_die`, 285
 - `libdft_init`, 285
 - `likely`, 285
 - `syscall_set_post`, 282, 285, 298
 - `syscall_set_pre`, 282, 285, 298
 - `tagmap_clrn`, 302
 - `tagmap_getb`, 282, 287, 304
 - `tagmap_getl`, 287
 - `tagmap_getw`, 287
 - `tagmap_setb`, 282, 290
 - `tagmap_setl`, 290
 - `tagmap_setn`, 289, 302
 - `tagmap_setw`, 290
 - `unlikely`, 285
 - branch_pred.h*, 285
 - header files, 285
 - internals, 280
 - libdft_api.h*, 285

- segment translation table
- (STAB), 280
- shadow memory, 280
- syscall_desc.h*, 285
- tagmap, 280, 285
- tagmap.h*, 285
- taint policy, 282
- virtual CPU, 281–282
- libdwarf*, 20
- libelf*, 169, 392
- API data types
 - `Elf`, 395
 - `GElf_Ehdr`, 397, 411
 - `GElf_Phdr`, 399, 410
 - `GElf_Shdr`, 403, 405
- API functions
 - `elf32_getehdr`, 397, 411
 - `elf32_getphdr`, 410
 - `elf32_getshdr`, 405
 - `elf64_getehdr`, 397, 411
 - `elf64_getphdr`, 410
 - `elf64_getshdr`, 405
 - `elf_begin`, 394
 - `elf_end`, 397
 - `elf_errmsg`, 398
 - `elf_errno`, 398
 - `elf_getphdrnum`, 399
 - `elf_getshdrstrndx`, 402
 - `elf_kind`, 394
 - `elf_ndxscn`, 403
 - `elf_nextscn`, 403
 - `elf_version`, 394
 - `gelf_getclass`, 394
 - `gelf_getehdr`, 397
 - `gelf_getphdr`, 399
 - `gelf_getshdr`, 403
 - `gelf_update_ehdr`, 411
 - `gelf_update_phdr`, 410
 - `gelf_update_shdr`, 405
- gelf.h*, 392
- header files, 392
- libelf.h*, 392
- library preloading, 163
- linear disassembly, 117, 198
- linker, 17
- linking phase, of compilation, 17
- link-time optimization (LTO), 17, 152
- little-endian, 34
- LLVM bitcode, 140

LLVM IR, 140
loader (static), implementation, 72–83
loading, 27, 50
loading (static), 67–85
loop detection, 146
loop unrolling, 152
LTO (link-time optimization), 17, 152
ltrace utility, 104, 107

M

machine code, 11, 376
malware analysis, 2–3
mangled function names (C++), 99
McSema, 140
module, 16

N

natural loop, 146
nm utility, 99
nonreturning function, 121
now binding, 46
ntdll.dll, 28

O

obfuscation
disassembling overlapping basic blocks, 204, 211
instruction/basic block
overlapping, 192
opaque predicate, 195, 329
objdump utility, 21, 109
disassembling raw binary, 263
object file, 16
object-oriented code, 135
object-oriented reverse engineering, 135
OEP (original entry point), 252, 258
off-by-one bug, 156–159
opaque predicate, 195, 329
opcode reference, 156
optimization, effect on
disassembly, 152
overlapping basic block, 130, 192
overlapping instruction, 192
overtainting, 274–275

P

packer, 251
AsPack, 252
original entry point (OEP), 252, 258
UPX, 252, 259
path constraint, 128, 310, 321
path explosion problem, 318
PEBIL, 226
PE format, 57
base address, 62
data directory, 62, 64
export directory, 64
Import Address Table (IAT), 64
import directory, 64
MS-DOS header, 58
 struct IMAGE_DOS_HEADER, 58
MS-DOS stub, 58
MZ header, 58
PE file header, 58, 61
 struct IMAGE_FILE_HEADER, 61
PE optional header, 58, 62
 struct IMAGE_OPTIONAL_HEADER64, 62
PE signature, 58, 61
Relative Virtual Address (RVA), 62
section, 63
 .bss, 63
 .data, 63
 .edata, 64
 .idata, 64
 .rdata, 63
 .reloc, 63
 .text, 63
section header, 62
 struct IMAGE_SECTION_HEADER, 62
section header table, 62
 struct IMAGE_NT_HEADERS64, 58
 thunk, 64
pentesting, 2–3
PIC (position-independent code), 152
PIE (position-independent executable), 152
Pin, 235
analysis routine, 236, 246
API, 236
API data types
 BBL, 242
 CONTEXT, 247
 IMG, 239, 240, 242

Pin, *continued*

- API data types, *continued*
 - INS, 239, 244, 255–256
 - KNOB, 238, 254
 - RTN, 241
 - SEC, 240–241
 - SYSCALL_STANDARD, 247
 - TRACE, 239, 242
- API functions
 - BBL_InsertCall, 242
 - BBL_Next, 242
 - BBL_NumIns, 242
 - BBL_Valid, 242
 - IMG_AddInstrumentFunction, 239
 - IMG_FindByAddress, 242
 - IMG_IsMainExecutable, 242
 - IMG_SecHead, 240–241
 - IMG_Valid, 240–241, 242
 - INS_AddInstrumentFunction, 239, 254–255
 - INS_HasFallthrough, 245, 256
 - INS_hasKnownMemorySize, 255–256
 - INS_InsertCall, 244, 256
 - INS_InsertPredicatedCall, 244, 256
 - INS_IsBranchOrCall, 244, 256
 - INS_IsCall, 246
 - INS_IsIndirectBranchOrCall, 256
 - INS_IsMemoryWrite, 255–256
 - INS_OperandCount, 256
 - PIN_AddFiniFunction, 239, 254–255
 - PIN_AddSyscallEntryFunction, 239
 - PIN_Detach, 250
 - PIN_GetSyscallNumber, 247
 - PIN_Init, 239, 254–255
 - PIN_InitSymbols, 238
 - PIN_SafeCopy, 257
 - PIN_StartProgram, 240, 254–255
 - RTN_Address, 240–241
 - RTN_Name, 240–241
 - RTN_Next, 240–241
 - RTN_Valid, 240–241
 - SEC_Next, 240–241
 - SEC_RtnHead, 240–241
 - SEC_Valid, 240–241
 - TRACE_AddInstrumentFunction, 239
 - TRACE_BblHead, 242
- architecture, 233, 236
- attaching to a process, 249
- detaching from a process, 250
- documentation, 235

example tools, 235

insertion points, 242–243, 244, 255–256

instrumentation arguments, 242–243, 244, 255–256

instrumentation routine, 236, 241

introduction to, 235

pin.H, 238

Pintool, 236, 237, 251

- for profiling, 237
- running your, 247, 260–261
- for unpacking, 251

reading application memory, 257

running Pin, 247, 260–261

PLT (Procedure Linkage Table), 45

position-independent code (PIC), 152

position-independent executable (PIE), 152

preloading, library, 163

preprocessing phase, of compilation, 12

procedural language, 135

Procedure Linkage Table (PLT), 45

process, 28, 106

program slicing, 150

- backward, 151, 337
- forward, 151

PT_NOTE overwriting, 170, 391–411

R

reaching definitions analysis, 148

`readelf` utility, 96

recursive disassembly, *see* disassembly, recursive

REIL (Reverse Engineering Intermediate Language), 140

relocation, 22, 28, 40, 45–49

relocation symbol, 17, 22

RELRO (relocations read-only), 45

return-oriented programming (ROP), 213–214

reverse engineering, 2

Reverse Engineering Intermediate Language (REIL), 140

ROP gadget scanner, 215, 221

ROP (return-oriented programming), 213–214

`RTLD_NEXT`, 168

running a binary, in `gdb`, 112

S

satisfiability, 322
SAT solver, 321
SBI, *see* binary instrumentation, static
shadow memory, 276–277, 280
shared library, 17, 48
SIGTRAP, 228
slicing, *see* program slicing
slicing criterion, 150
SMT solver, 321
SSA (static single assignment) form,
 323–324
SSE (static symbolic execution),
 314–315, 334
stack frame, 384
stack memory, 383
static analysis, 2
static binary instrumentation, *see*
 binary instrumentation, static
static library, 17
static single assignment (SSA) form,
 323–324
strace utility, 104
strings utility, 102, 261
string table, 37
 modifying, 406–408
strip utility, 20
stripped binary, 3, 19, 20
struct assignment, assembly
 representation, 137
switch detection, 121
switch statement, assembly
 representation, 121
symbex, *see* symbolic execution
symbolic emulation, 314–315, 334
symbolic execution, 127, 309–310
 address concretization, 317
 branch constraint, 310–311
 code coverage, 309–310, 318
 concolic execution, 316, 334
 concrete state, 317
 constraint solver, 128, 313, *see also*
 constraint solver
 copy on write, 317
 dynamic, 316, 334
 fully symbolic memory, 317
 model, 313, 324
 offline, 316
 online, 316

optimization of, 319
path constraint, 128, 310, 321
path coverage, 318
path explosion, 318
path selection heuristics, 318
scalability of, 129, 319
static, 314–315, 334
 environment interactions, 315
symbolic expression store, 310
symbolic memory access, 317
symbolic pointer, 317
symbolic state, 310, 317
symbolic value, 128, 310
symbolic variable, 128, 310
symbolic information, 3, 18, 78
DWARF format, 19
parsing, 20
parsing with libbfd, 78
parsing with libdwarf, 20
PDB format, 19
symbol file, 19
symbolic reference, 17
symbolic value, 128, 310
symbolic variable, 128, 310
symbols, *see* symbolic information
syscall number, 284
System V ABI, 34, 353, 386–387

T

tail call, 130
tail utility, 90
taint analysis, *see* dynamic taint analysis
trampoline (binary instrumentation),
 228–233
Triton (symbolic execution
 engine), 334
ALIGNED_MEMORY optimization, 340
API data types
 triton::arch::architectures_e, 344
 triton::arch::Instruction, 342
 triton::arch::MemoryAccess, 348
 triton::arch::Register, 341
 triton::arch::registers_e, 341
 triton::ast::AbstractNode, 350
 triton::ast::AstContext, 350
 triton::engines::solver::
 SolverModel, 351
 triton::engines::symbolic::
 PathConstraint, 350

Triton (symbolic execution engine),
continued

- API data types, *continued*
 - `triton::engines::symbolic::SymbolicExpression`, 342, 345
 - `triton::modes::mode_e`, 340, 348
- API functions
 - `triton::API::convertMemoryToSymbolicVariable`, 348
 - `triton::API::convertRegisterToSymbolicVariable`, 348
 - `triton::API::enableMode`, 340
 - `triton::API::getAstContext`, 350
 - `triton::API::getConcreteRegisterValue`, 342, 343
 - `triton::API::getModel`, 351
 - `triton::API::getPathConstraints`, 350
 - `triton::API::getRegister`, 341, 343
 - `triton::API::getSymbolicRegisters`, 345
 - `triton::API::getSymbolicVariableFromId`, 351–352
 - `triton::API::processing`, 342, 343
 - `triton::API::setArchitecture`, 344
 - `triton::API::setConcreteMemoryValue`, 342
 - `triton::API::setConcreteRegisterValue`, 341
 - `triton::API::sliceExpressions`, 345
 - `triton::API::unrollAst`, 337
 - `triton::arch::Instruction::setOpcode`, 342
 - `triton::arch::MemoryAccess::MemoryAccess`, 348
 - `triton::arch::Register::getName`, 348
 - `triton::ast::AstContext::bvtrue`, 350
 - `triton::ast::AstContext::equal`, 350
 - `triton::ast::AstContext::land`, 351
 - `triton::engines::solver::SolverModel::getValue`, 351–352
- `triton::engines::symbolic::PathConstraint::getBranchConstraints`, 350
- `triton::engines::symbolic::PathConstraint::isMultipleBranches`, 350
- `triton::engines::symbolic::SymbolicExpression::getComment`, 345
- `triton::engines::symbolic::SymbolicExpression::setComment`, 342
- `triton::engines::symbolic::SymbolicVariable::setComment`, 348

AST reference nodes, 337

AST representation, 337

automatic exploitation with, 355

backward slicing with, 337

code coverage with, 346

Python API data types

- `triton.AstContext`, 366–367
- `triton.Instruction`, 366
- `triton.MemoryAccess`, 365
- `triton.Register`, 366
- `triton.SymbolicVariable`, 365
- `triton.TritonContext`, 363

Python API functions

- `AstContext.bv`, 366–367
- `AstContext.bvuge`, 367
- `AstContext.bvule`, 367
- `AstContext.equal`, 366–367
- `AstContext.land`, 367
- `Instruction.getAddress`, 366
- `Instruction.getOperands`, 366
- `Instruction.isControlFlow`, 366
- `pintool.getCurrentMemoryValue`, 365
- `pintool.getCurrentRegisterValue`, 365
- `pintool.getTritonContext`, 363
- `pintool.insertCall`, 363
- `pintool.startAnalysisFromAddress`, 363
- `pintool.startAnalysisFromSymbol`, 363
- `Register.getType`, 366
- `SymbolicVariable.getComment`, 367
- `SymbolicVariable.setComment`, 365

Triton (symbolic execution engine),
continued

- Python API functions, *continued*
 - TritonContext
 - .convertMemoryToSymbolicVariable, 365
 - TritonContext.enableMode, 363
 - TritonContext.getAstContext, 366
 - TritonContext.getAstFromId, 366–367
 - TritonContext.getModel, 367
 - TritonContext.getSymbolicRegisterId, **W** 366
 - TritonContext
 - .getSymbolicVariableFromId, 367
 - TritonContext.getSymbolicVariables, 367
 - TritonContext.setArchitecture, 363
 - TritonContext
 - .setConcreteMemoryValue, 365
 - TritonContext.unrollAst, 366
 - Python API modules
 - pintool, 362
 - triton, 362
 - triton (wrapper script), 362
 - two’s complement, 380
 - type information, 3

U

- undertainting, 274–275
- unpacking, 251, 252, 258
- UPX, 252, 259
- use-def chain, 149–150

V

- validity, of a formula, 325
- value set analysis (VSA), 144
- VEX IR, 140
 - data types
 - Ity_I64, 141
 - IMark (Instruction Mark), 141
- instructions
 - Add64, 141
 - GET, 141
 - PUT, 141

IR Super Block (IRSB), 141

jump kinds

- Ijk_Boring, 141
- Ijk_Call, 141
- Ijk_Ret, 141

virtual CPU, 281–282

virtual memory, 28

virtual memory address (VMA), 28

vtable, 135

vulnerability detection, 2–3

W

WinNT.h, 58

X

x86 encoder/decoder library (XED), 286

x86 instruction set (ISA), 373

- base/index/scale addressing, 379
- conditional branch, 382, 388
- conditional jump, 382, 388
- control register, 379
- debug register, 379
- endianness, 380
- function call, 384
- function frame, 384
- general purpose register, 378
- immediate operand, 380
- instruction format, 376–377
 - addressing mode, 377
 - immediate operand, 380
 - memory operand, 379
 - MOD-R/M byte, 377
 - opcode, 377
 - operand, 377
 - prefix, 377
 - register operand, 377
 - SIB byte, 377
- instruction overview, 380
- loop, 389–390
- memory operand, 379
- model-specific register (MSR), 379
- properties of, 6, 376–377
- red zone, 387

x86 instruction set (ISA), *continued*
register, 378–379
 control, 379
 debug, 379
 general purpose, 378
 model-specific, 379
 overview, 378
 rflags, 379, 382
 rip, 379
 segment, 379
 rip-relative addressing, 380
segment register, 379
signed integers, 380
stack, 383
status flags, 382
syntax, 6, 376
system calls, 382
x86 opcode reference, 156
x86/x64 instruction set, *see* x86
 instruction set (ISA)
XED (x86 encoder/decoder
 library), 286
xxd utility, 94–96

Z

Z3 (constraint solver), 321
arithmetic operators, 324
assertion, 322
bitvectors, 323, 327–330
commands
 assert, 324
 check-sat, 324
 declare-const, 323
 define-fun, 324
 get-model, 324
 simplify, 327
data types
 Array, 323
 Bool, 323, 326
 Int, 323
 Real, 323
logical operators, 326
proving opaque predicates, 329
satisfiability, 322
validity, 325