



# What if we could reduce the tedium of Reverse Engineering?

(aka "How I achieved my childhood dream of doing dinosaur-related research")

## Trex: Practical Type Reconstruction for Binary Code

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# Problem

- > Legacy software built across years
  - > Broken, insecure, often source-unavailable
- > Decompilers help understand program behavior
- > In practice, still require lots of manual input
  - > Despite decades of engineering and academic research
- > This work: focusing on types

# Decades of Research, yet...

Source "Ground Truth" C

```
struct Node {  
    int data;  
    struct Node* next;  
};
```

Machine Code

```
... DWORD ...  
... QWORD PTR ...
```



# Decades of Research, yet...

Source "Ground Truth" C

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struct Node {  
    int data;  
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```

Compile

Machine Code

```
... DWORD ...  
... QWORD PTR ...
```

Decompile

Ghidra



undefined4 ?

undefined4 \* X

# Decades of Research, yet...

Source "Ground Truth" C

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struct Node {  
    int data;  
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```

Compile

Machine Code

```
... DWORD ...  
... QWORD PTR ...
```

Decompile

Ghidra



```
undefined4 ?  
undefined4 * X
```

Decompile

IDA Pro/HexRays



```
__int64 X  
unsigned int * X
```

# On the Impossibility of Ground Truth

- > Prior works, both Type Recovery (deductive) and Type Prediction (ML-based) attempt to recover *the* ground-truth
  - > Tempting: types existed before, “just” recover them
- > Implicit assumption: a perfect recovery tool  $\zeta$  can recover source types  $\gamma$  (modulo renaming  $\rho$ )
  - >  $\forall S, v \in \text{vars}([S]). \rho(\zeta([S], v)) = \rho(\gamma(S, v))$
- > We prove this assumption is fundamentally flawed; details in paper

# Type Reconstruction: Capturing Behavior

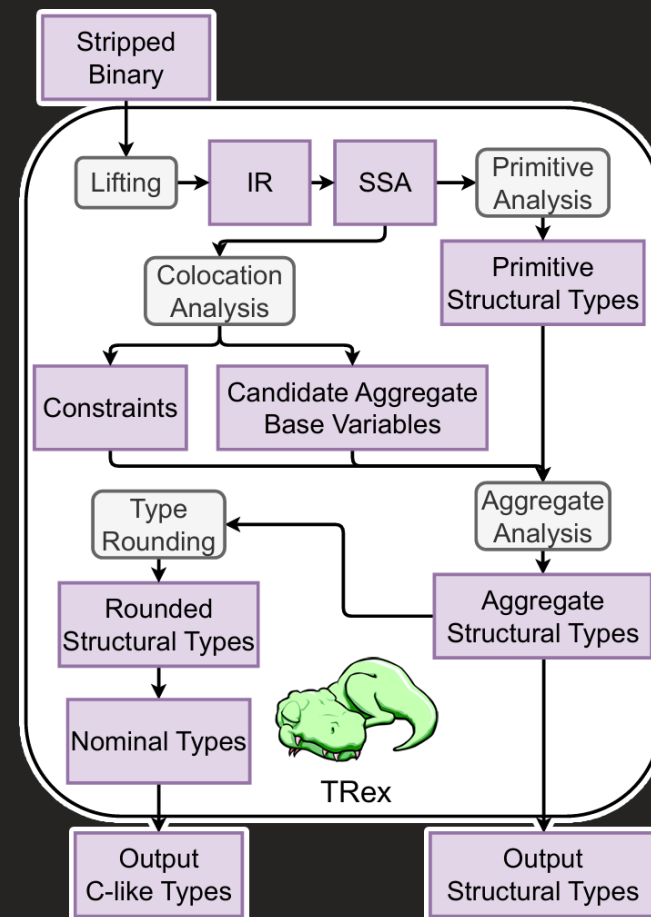
- > Perfect recovery is impossible
- > What do reverse engineers really want?
- > Claim: rather than perfect recovery, reverse engineers want to understand behavior
- > **Key Insight:** capture observable behavior

# Our Categorization of Automated Type Inference

Type...	Multi-language	No GT Assumption	Technique
Inference		N/A	Deductive
Prediction	✓		Learning
Recovery	✓		Deductive
<b>Reconstruction</b>	✓	✓	Deductive

# TRex: Type Reconstruction

- > Deductive constraint-based technique
- > **Key insight:** use structural types until as late in analysis as possible
- > Supports outputting all C scalar types, pointers, structs, unions, arrays, ...
  - > Including recursive types!



# Structural Types Capture Behavior

- > De facto language for decompiler output is C
  - > Thus, tempting to use C-like nominal types
  - > But that leads to need for complex mechanisms like in prior work
- > Instead, Structural Types are most natural to task of Type Reconstruction
  - > Capture behaviors precisely, even if not expressible in C
  - > “Type rounding” to C-like types in final stages

# Example TRex Phase: Type Rounding

```
StructuralType {  
  COPY_SIZES {8, 32}  
  INTEGER_OPS {Add_32, Sub_32, SDiv_32}  
  POINTER_TO None  
  ...  
}
```



(Equivalent to C int32\_t)

```
StructuralType {  
  COPY_SIZES {8, 16, 32}  
  INTEGER_OPS {Add_32, Sub_32,  
              Mul_32, SDiv_32, ...}  
  POINTER_TO None  
  ...  
}
```

# Lots More in the Paper!

We show:

- > Ground Truth is Provably Impossible
- > Type Rounding is NP-hard
- > How to safely manage non-conservative reasoning
- > Designing a suitable metric despite ground truth being impossible
- > ...more...

# Qualitative Evaluation

## On a Singly Linked List Example

- > **TReX**: ✓ correct (Node\*)
- > **Ghidra**: ✗ incorrect (undefined4\*)
  - > Widely used by practitioners
  - > Similar results for other widely used tools: Hex-Rays (unsigned int\*) and Binary Ninja (int32\_t\*)
- > **ReSym**: ? non-deterministic results
  - > Distinguished paper award at CCS'24; ML-based
  - > 2%: ✓ correct
  - > 36%: ✗ equiv. to a valid-but-incorrect C type
  - > 62%: ✗ no possible equiv. valid C type

```
struct Node {  
    int data;  
    struct Node* next;  
};
```

# Quantitative Evaluation

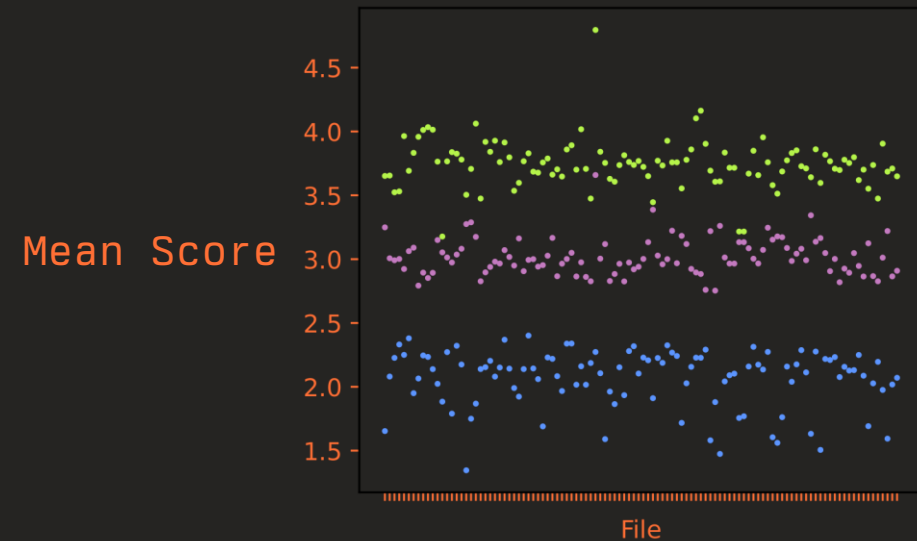
## "Standard" Metric

Type considered "correct" if its C representation (with names normalized) is identical to the source type

Tool	F1 Score Coreutils	F1 Score SPEC CPU
TRex	0.35	0.40
Ghidra	0.16	0.21
ReSym	0.27	0.23

## Reverse-Engineer Focused Scoring

Score assigned to type based on how close it is, prioritized based on possible frustration if incorrect



# Trex: Practical Type Reconstruction for Binary Code

- > Type Recovery is fundamentally impossible; focus on Type Reconstruction instead
- > Reconstruction benefits from Structural Types which more precisely capture program behaviors
- > Even in our increasingly machine-learning based world, deductive techniques have high value, especially when correctness matters



Comments / Questions / Tyrannosaurus Rex Memes: [jayb@microsoft.com](mailto:jayb@microsoft.com)

