

# CS 105

## Lab 3: Defusing a Binary Bomb

### 1 Introduction

The nefarious *Dr. Evil* has planted a slew of “binary bombs” on our machines. A binary bomb is a program that consists of a sequence of phases. Each phase expects you to type a particular string on `stdin`. If you type the correct string, then the phase is *defused* and the bomb proceeds to the next phase. Otherwise, the bomb *explodes* by printing “BOOM!!!” and then terminating. The bomb is defused when every phase has been defused.

There are too many bombs for us to deal with, so we are giving each group (continue in your two-person group) a bomb to defuse. Your mission, which you have no choice but to accept, is to defuse your bomb before the due date. Good luck, and welcome to the bomb squad!

### 2 Defusing Your Bomb

Your job for this lab is to defuse your bomb. You must do the assignment on *Wilkes*. In fact, there is a rumor that Dr. Evil really is evil, and the bomb will always blow up if run elsewhere. There are several other tamper-proofing devices built into the bomb as well, or so we hear.

You can use many tools to help you defuse your bomb. Please look at the **hints** section for some tips and ideas. We **STRONGLY** recommend that you create a file containing the disassembled code (you can use either `gdb` or `objdump` to do so) and then, as you develop understanding, add comments to each line of that file. Doing so will save you from having to repeatedly try to understand the same code. The best way to figure out the code is a combination of studying it and understanding what the instructions do, combined with using `gdb` to step through the disassembled binary.

And again, **start by reading the hints section!**

Each time your bomb explodes it notifies the bomblab server, and you lose 1/32 point (up to a max of 2 points) in the final score for the lab. So there are minimal consequences to exploding the bomb...So experiment!!

There are six phases for a total of 70 points. The first four phases are worth 10 points each, while the remaining two are 15 points each. Although phases get progressively harder to defuse, the expertise you gain as you move from phase to phase should offset this difficulty. However, the last phase is very challenging, so please don't wait until the last minute to start.

The bomb ignores blank input lines. If you run your bomb with a command line argument, for example,

```
linux> ./bomb psol.txt
```

then it will read the input lines from `psol.txt` until it reaches EOF (end of file), and then switch over to `stdin`. In a moment of weakness, Dr. Evil added this feature so you don't have to keep retyping the solutions to phases you have already defused.

To avoid accidentally detonating the bomb, you will need to learn how to single-step through the assembly code and how to set breakpoints. You will also need to learn how to inspect both the registers and the memory states. One of the nice side-effects of doing the lab is that you will get very good at using a debugger. This is a crucial skill that will pay big dividends the rest of your career.

## Hand-In

There is no explicit hand-in. The bomb will notify your instructor automatically about your progress as you work on it. You can keep track of how you are doing by looking at the class scoreboard at:

`https://www.cs.hmc.edu/cs105/bomb/scoreboard`

This web page is updated continuously to show the progress for each bomb.

## Hints (*Please read this!*)

There are many ways of defusing your bomb. You can examine it in great detail without ever running the program, and figure out exactly what it does. This is a useful technique, but it is not always easy to do. You can also run it under a debugger, watch what it does step by step, and use this information to defuse it. This is probably the fastest way of defusing it.

We do make one request, *please do not use brute force!* You could write a program that will try every possible key to find the right one. But this is no good for several reasons:

- You lose 1/32 point (up to a max of 2 points) every time you guess incorrectly and the bomb explodes.
- Every time you guess wrong, a message is sent to the bomblab server. You could very quickly saturate the network with these messages, and cause the system administrators to come find you. . .
- We haven't told you how long the strings are, nor have we told you what characters are in them. Even if you made the (incorrect) assumptions that they all are less than 80 characters long and only contain letters, then you will have  $26^{80}$  guesses for each phase. This will take a very long time to run, and you will not get the answer before the assignment is due—or the universe ends.

One thing you should be aware of: you do not need to use the debugger on every function. In particular, *do not* attempt to analyze the `scanf` function; it would take you months! Here are some comments on functions in the bomb:

**main** You have the source code for this. Don't try to reverse-engineer it!

**phasesn** These functions are where you should spend most of your time.

**strings.not.equal** It does what it says. You'll have to figure out the details, though.

**string.length** It does what it says. You'll have to figure out the details, though.

**read\_six\_numbers** It does what it says. You'll have to figure out the details, though.

**sscanf** This is a hugely complicated function. There is equally complicated documentation available by typing “`man scanf`”, and you should read at least some of it, including the “RETURN VALUE” section (helpful hint: type a slash to search and “q” to quit the manual reader). But most of what you need to know is that if `scanf` is given an argument containing “%d” it will parse a number and store it somewhere; similarly “%c” will store a single character. There's a bit more to it than that, so you'll need to look at the documentation, but %d and %c are what you should concentrate on.

**Anything else** You probably don't need to understand how it works. If it has an obvious name (like `explode_bomb`) then that's what it does. Ask for help if you're not sure; don't waste huge amounts of time trying to figure out something that doesn't matter!

There are many tools which are designed to help you figure out both how programs work, and what is wrong when they don't work. Here is a list of some of the tools you may find useful in analyzing your bomb, and hints on how to use them.

- `gdb`

The GNU debugger is a command line tool available on virtually every platform. You can trace through a program line by line, examine memory and registers, look at both the source code and assembly code (we are not giving you the source code for most of your bomb), set breakpoints, set memory watch points, and write scripts. Here are some tips for using `gdb`.

- To keep the bomb from blowing up every time you type in a wrong input, you'll want to learn how to set breakpoints.
- The CS:APP Student Site at <http://csapp.cs.cmu.edu/public/students.html> has a very handy single-page `gdb` summary that you can print out and use as a reference. Here are some other tips for using `gdb`.
- For other documentation, type “help” at the `gdb` command prompt, or type “`man gdb`”, or “`info gdb`” at a Unix prompt. Some people also like to run `gdb` under `gdb-mode` in `emacs`.

- `objdump -t`

This will print out the bomb's symbol table. The symbol table includes the names of all functions and global variables in the bomb, the names of all the functions the bomb calls, and their addresses. You may learn something by looking at the function names!

- `objdump -d`

Use this to disassemble all of the code in the bomb. You can also just look at individual functions. Reading the assembler code can tell you how the bomb works.

Although `objdump -d` gives you a lot of information, it doesn't tell you the whole story. Calls to system-level functions are displayed in a cryptic form. For example, a call to `sscanf` might appear as:

```
8048c36: e8 99 fc ff ff  call    80488d4 <_init+0x1a0>
```

To determine that the call was to `sscanf`, you would need to disassemble within `gdb` (possibly after partially running the program).

- `strings`

This utility will display the printable strings in your bomb.

Looking for a particular tool? How about documentation? Don't forget, the commands `apropos`, `man`, and `info` are your friends. In particular, `man ascii` might come in useful. `info gas` will give you more than you ever wanted to know about the GNU Assembler. Also, stay away from the web where there may be posted solutions. If you get stumped, feel free to ask your grutor or professor for help.

One other useful fact: you will find that the bomb has many functions with descriptive names, such as `read_six_numbers`. All functions do what their names say; Dr. Evil isn't *that* evil. Also, remember that `sscanf` is a built-in library function. Don't try to reverse-engineer it unless you have several months to spend; instead read the manual page.