

# An overview of control flow graph flattening

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# Overview

- Introduction and related research
- CFG flattening
- Experiments and ideas
- Conclusions and future work

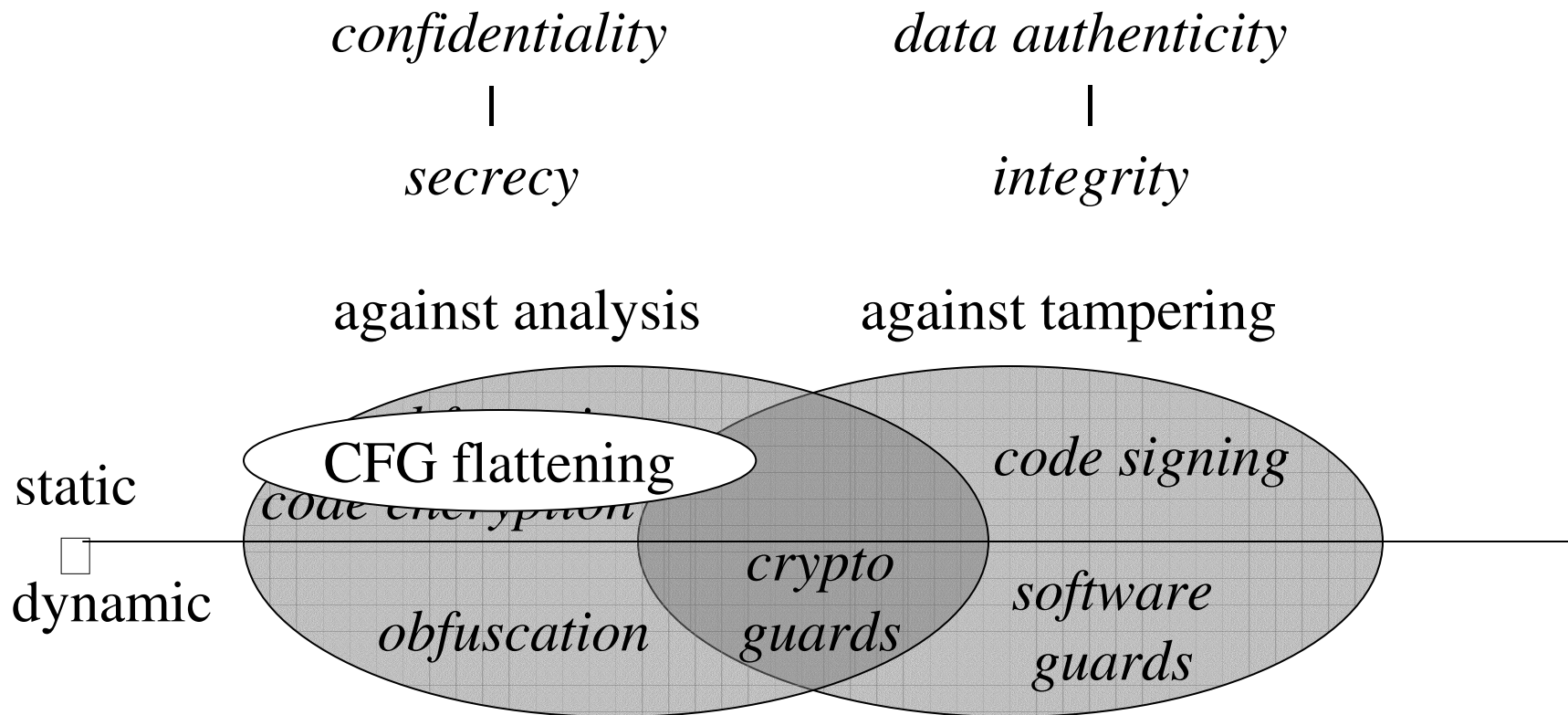
# Introduction

- Software protection against
  - Analysis
  - Tampering
  - Plagiarism
- In a “white-box attack context”
  - Attacker has full privileges to the system
  - System behaves as a white box (vs. black box)

# Introduction

- Software analysis
  - Static
    - No code execution
    - E.g.: disassembling, decompiling, ...
  - Dynamic
    - Code executed
    - E.g.: debugging, tracing, emulation, ...

# Introduction

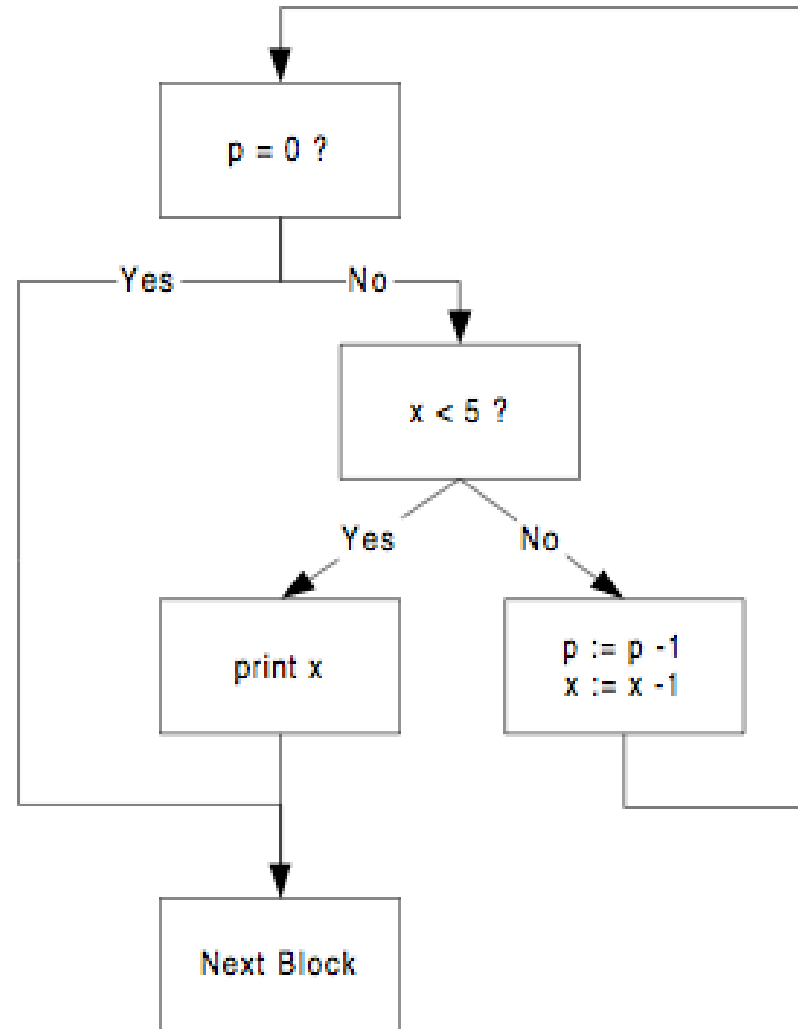


# Introduction

- Control flow graph (CFG)
  - Nodes: basic blocks
  - Edges: control transfers
- Basic blocks
  - Group of statements always executed sequentially
- Control transfers
  - Transfer control from one block to another

# Introduction

```
while (p) {  
  if (x < 5) {  
    print (x);  
    break;  
  }  
  else {  
    p = p - 1;  
    x = x - 1;  
  }  
}
```



# Introduction

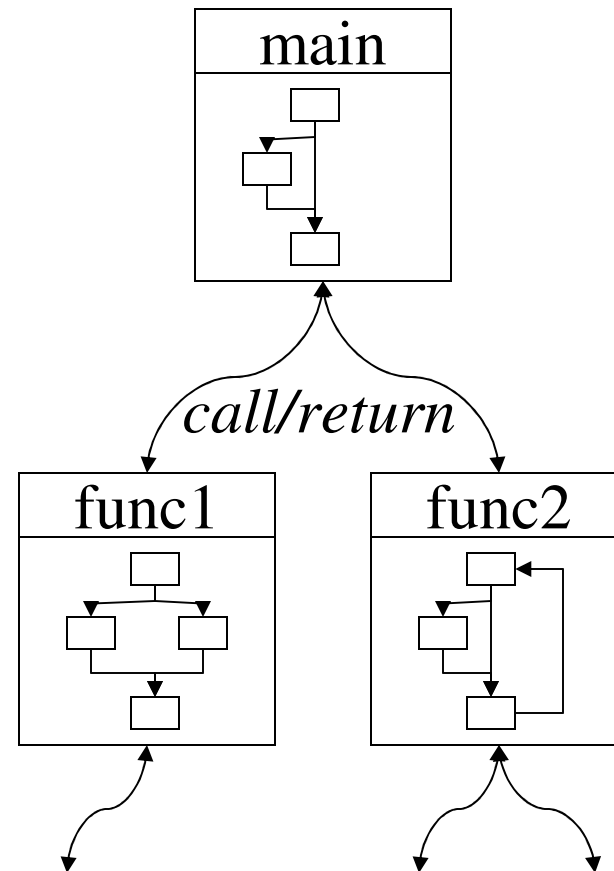
- Why performing CFG analysis?
  - Data usage depending on control flow
  - Static analysis:
    - Flow-insensitive: incomplete, on 1 basic block
    - Flow-sensitive: more complete, over CFG



# Related research

- Intra-procedural
  - CFG flattening
- Inter-procedural
  - Function pointers
  - Branch functions

[Linn and Debray, 2003]



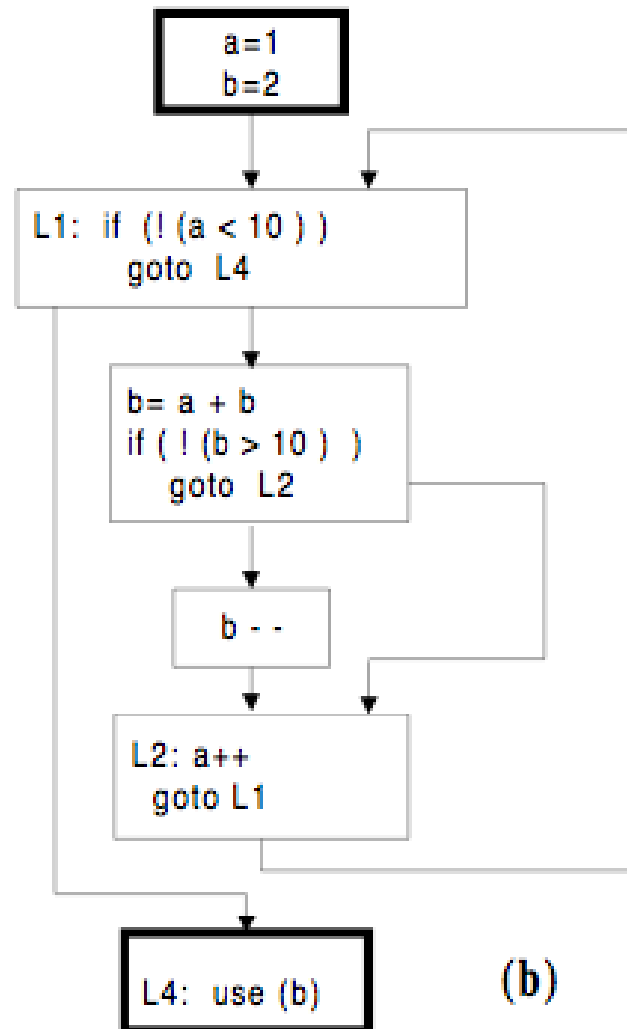
# CFG transformations

- CFG flattening [Wang, 2000]
  - “degeneration of static program control flow”
- Control flow transformations [Collberg et al., 1997]
  - Opaque predicates
  - Loop/branch transformations

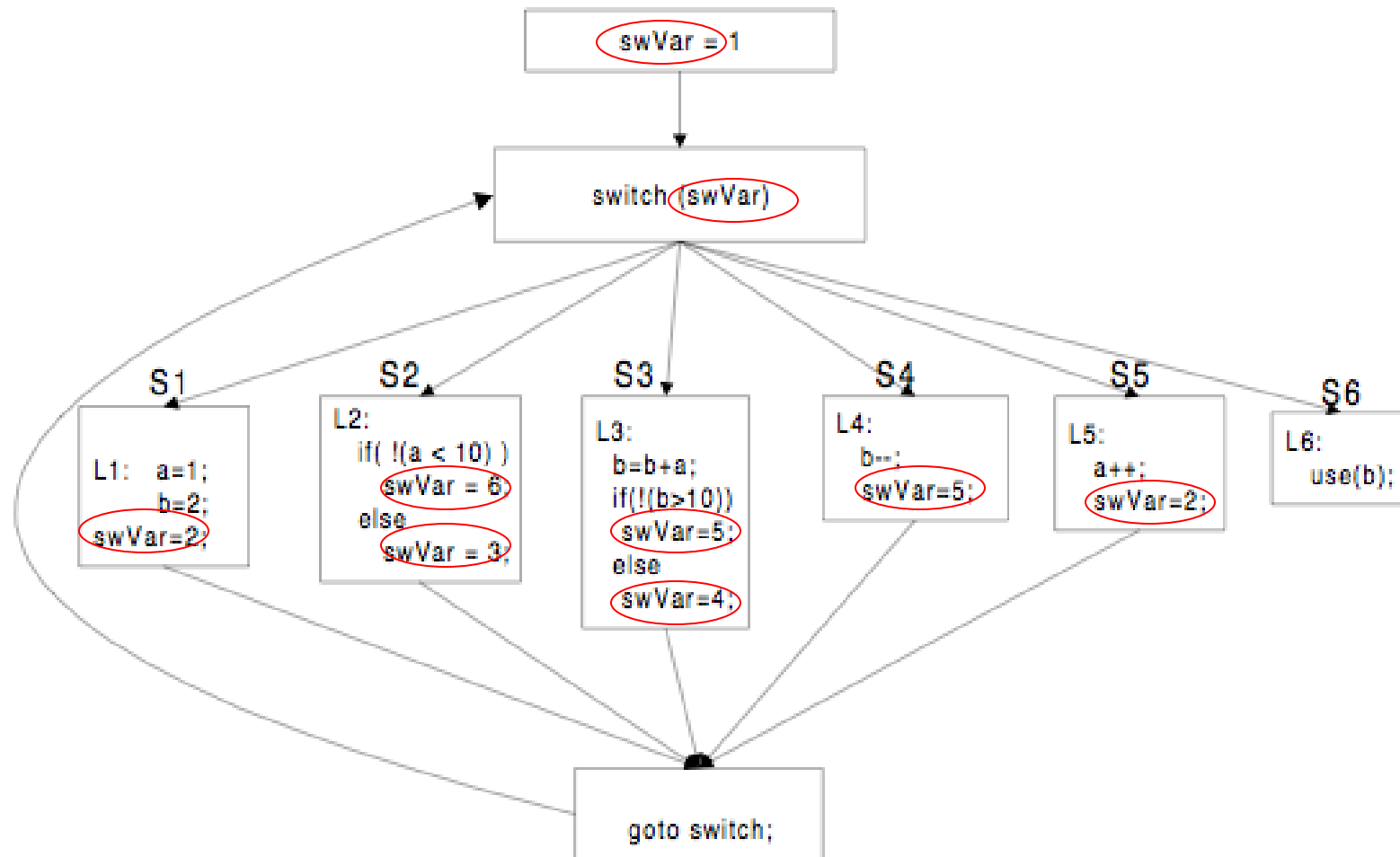
# A control flow graph

```
int a, b;  
a=1;  
b=2;  
while(a<10){  
    b=a+b;  
    if(b>10)  
        b--;  
    a++;  
}  
use(b);
```

(a)



# A control flow graph - flattened



# CFG flattening - steps

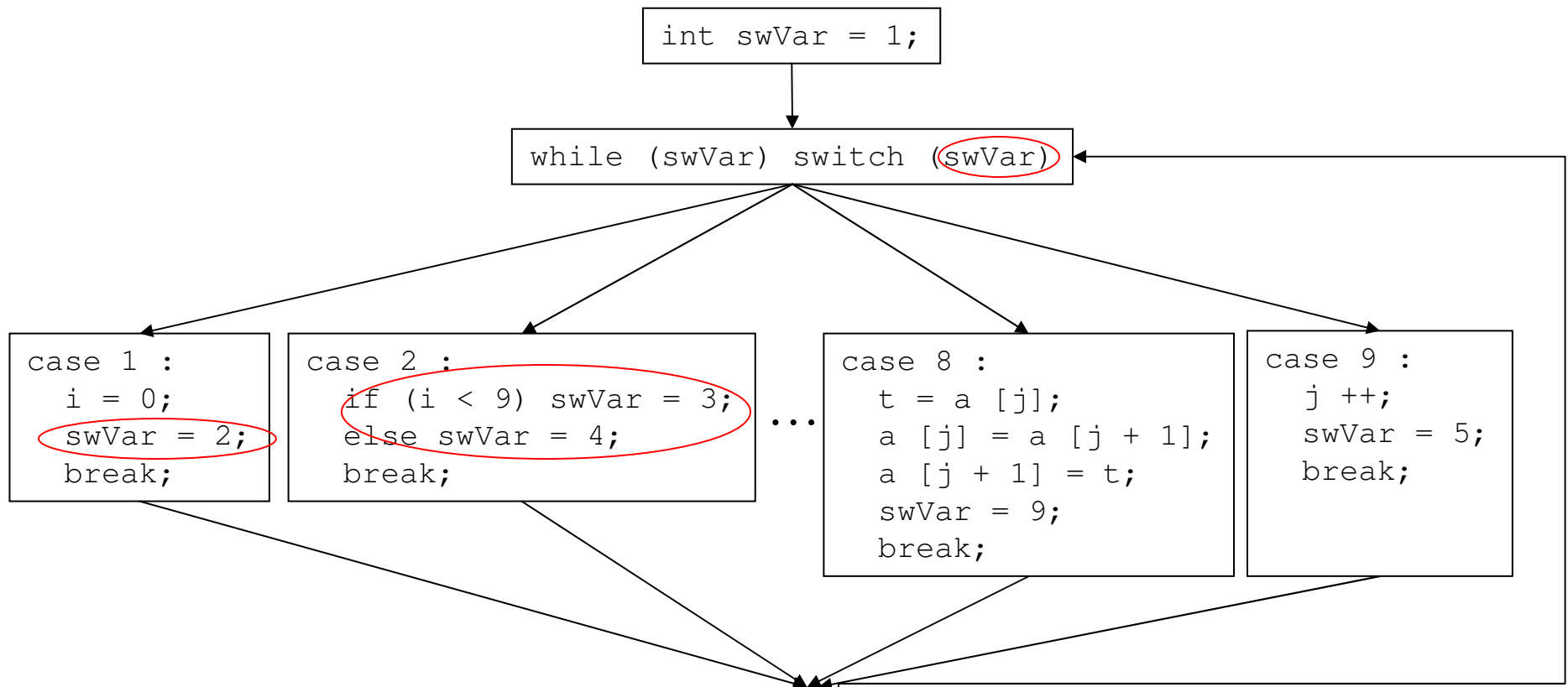
[Wang, 2001]

1. High-level constructs  $\rightarrow$  `if-then-goto`
2. `goto` targets  $\rightarrow$  dynamically determined  
 $\Rightarrow$  common flattened form
3. Further hindrance of data flow analysis
  - Index computation (hard)
  - Aliasing (NP-complete ...)

# Experiments and ideas

```
for (i = 0; i < 9; i++) {  
    for (j = 0; j < 9 - i; j++) {  
        if (a [j] > a [j + 1]) {  
            t = a [j];  
            a [j] = a [j + 1];  
            a [j + 1] = t;  
        }  
    }  
}
```

# Experiments and ideas



# A flattened CFG - attacks

- Use-def analysis:  $1 \leftrightarrow 2 \leftrightarrow [3,4] \leftrightarrow \dots$
- Forward? Backward? What if

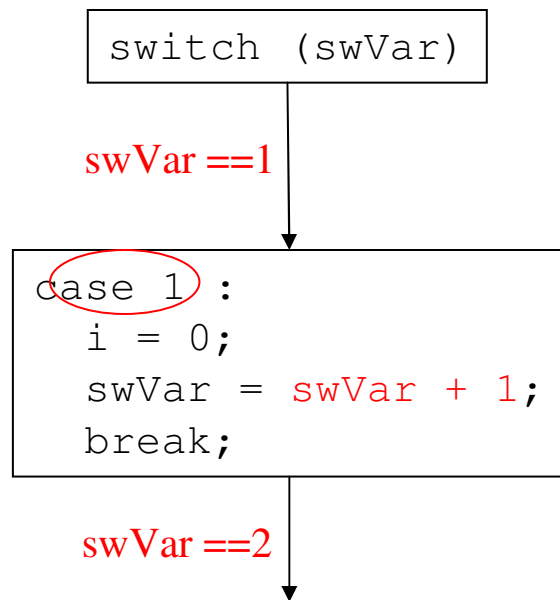
`swVar = swVar + constant;`

`swVar = swVar + condition * constant`

- Constant propagation:  $1 \rightarrow 2 \rightarrow [3,4] \rightarrow \dots$
- Backward?



# A flattened CFG - attacks



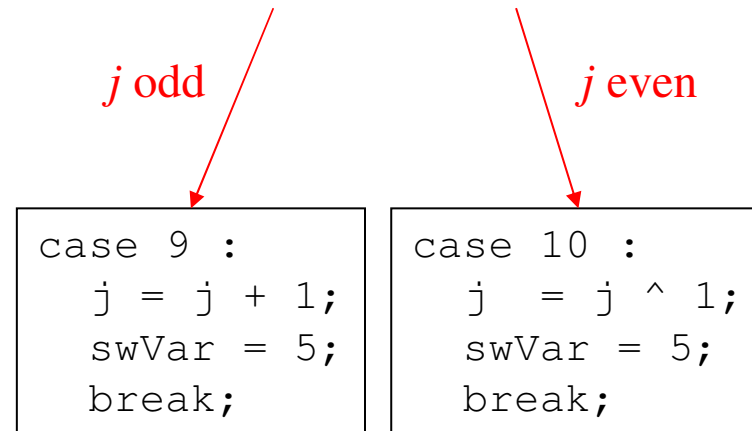
- Solution: one-way function  
e.g.:  $x \rightarrow g^x \bmod p$   
switch(ow(swVar)) or  
swVar = ow(swVar) ...
- What if  $g$  changes at runtime? ...

# Additional ideas

- Relative updates of `swVar`
  - Conditions versus opaque predicates
- One-way functions, lookup tables, hash chains, ...
- Aliasing + pointer permutation blocks
- Equivalent / almost equivalent blocks
  - Random / targeted conditions
- Block refactoring (splitting, merging, ...)

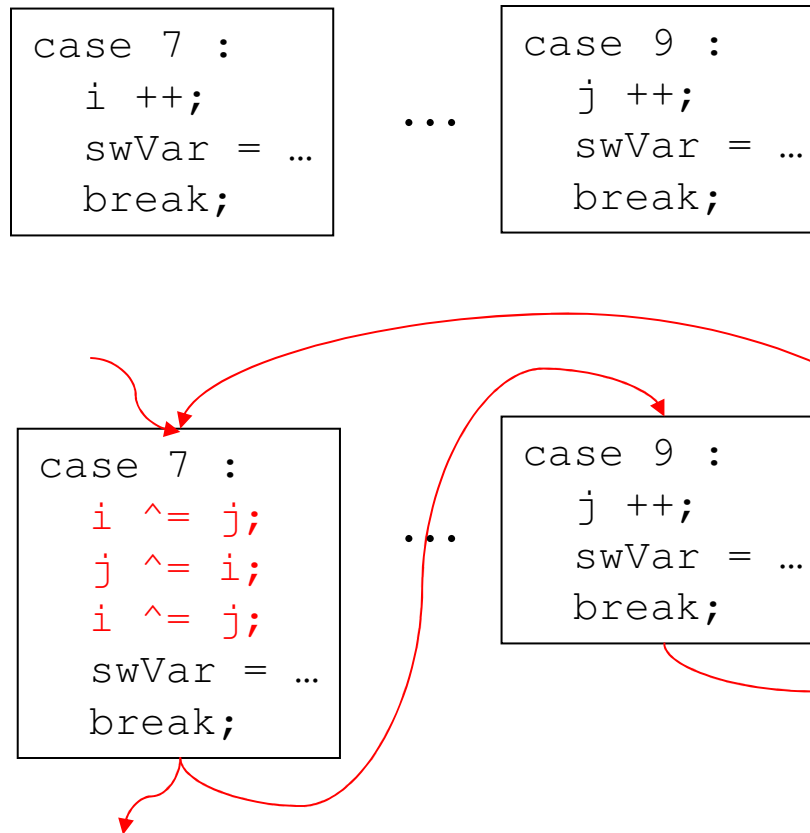
# Additional ideas

- Almost equivalent block
  - Under certain conditions



# Additional ideas

- Block refactoring
  - Swap pointers
  - Swap data



# Conclusions

- Static CFG flattening
  - Common form; no explicit control flow
  - Control flow analysis requires data flow analysis
  - Data flow analysis can be hard (NP-complete) under certain conditions (e.g. general pointers)

# Further work

- Formalization of ideas
  - One way function versus backward analysis
  - Hash chains and related
  - Basic block refactoring
- Implementation and performance overhead
- Interested?

talk to me

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