As recent as a couple of years ago, reverse engineers can get by with just knowledge of C and assembly to reverse most applications. Now, due to the increasing use of C++ in malware as well as most moderns applications being written in C++, understanding the disassembly of C++ object oriented code is a must. This paper will attempt to fill that gap by discussing methods of manually identifying C++ concepts in the disassembly, how to automate the analysis, and tools we developed to enhance the disassembly based on the analysis done.

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# Table of Contents

Table of Contents ........................................................................................................................................... 2  
I. Introduction and Motivation ..................................................................................................................... 3  
II. Manual Approach ....................................................................................................................................... 4  
   A. Identifying C++ Binaries and Constructs ............................................................................................. 4  
   B. Identifying Classes ................................................................................................................................. 9  
      1) Identifying Constructors/Destructors .............................................................................................. 9  
      2) Polymorphic Class Identification via RTTI .................................................................................... 12  
   D. Identifying Class Relationship ........................................................................................................... 18  
      1. Class Relationship via Constructor Analysis ............................................................................... 18  
      2. Polymorphic Class Relationship via RTTI .................................................................................... 20  
   E. Identifying Class Members ................................................................................................................... 22  
III. Automation ............................................................................................................................................. 23  
   A. OOP_RE ............................................................................................................................................... 23  
   B. Why a Static Approach? ......................................................................................................................... 23  
   C. Automated Analysis Strategies ........................................................................................................... 23  
      1. Polymorphic Class Identification via RTTI ..................................................................................... 23  
      2. Polymorphic Class Identification via vtables (w/o RTTI) ............................................................... 25  
      3. Class Identification via Constructor / Destructor Search ........................................................... 25  
      4. Class Relationship Inferencing ....................................................................................................... 26  
      5. Class Member Identification ............................................................................................................ 27  
   D. Enhancing the Disassembly ................................................................................................................... 27  
      1. Reconstructing and Commenting Structures .................................................................................. 27  
      2. Improving the Call Graph ............................................................................................................... 28  
   E. Visualization: UML Diagrams ............................................................................................................... 29  
IV. Summary ................................................................................................................................................ 30  
V. References ................................................................................................................................................ 31
I. Introduction and Motivation

As reverse engineers, it is important that we are able to understand C++ concepts as they are represented in disassemblies and of course, have a big picture idea on what are the major pieces (classes) of the C++ target and how these pieces relate together (class relationships). In order to achieve this understanding, the reverse engineer must able to (1) Identify the classes (2) Identify relationships between classes (3) Identify the class members. This paper attempts to provide the reader information on how to achieve these three goals. First, this paper discusses the manual approach on analyzing C++ targets in order to retrieve class information. Next, it discusses ways on how to automate these manual approaches.

Understanding C++ constructs in a disassembly is indeed a good skill to have, but what are our motivations behind learning this skill and writing this paper? The following are what motivated us in producing this paper:

1) Increasing use of C++ code in malcode
   Having experience as malcode analysts, there are cases in which the malcode we are trying to understand is written in C++. Loading the malcode in IDA and performing static analysis of virtual function calls is sometimes difficult because being an indirect call, it is not easy to determine where these calls will go. Some example of notorious malcodes that are written in C++ are Agobot, some variants of Mytob, we are also seeing some new malcodes developed in C++ from our honeypot.

2) Most modern applications use C++
   For large and complex applications and systems, C++ is one of the languages of choice. This means that for binary auditing, reversers expects that there are targets that are written in C++. Information about how C++ concepts are translated into binary and being able to extract high level information such as class relationships is beneficial.

3) General lack of publicly available information regarding the subject of C++ reversing
   We believe that being able to document the subject of C++ reversing and sharing it to fellow reverse engineers is a good thing. It is indeed not easy to gather information about this subject and there is only a handful of information that specifically focuses on it.
II. Manual Approach

This section introduces the manual approach of analyzing C++ binaries; it specifically focuses on identifying/extracting C++ classes and their corresponding members (variables, functions, constructors/destructors) and relationships. Note

A. Identifying C++ Binaries and Constructs

As a natural way to start, the reverser must first determine if a specific target is indeed a compiled C++ binary and is using C++ constructs. Below are some pertinent indications that the binary being analyzed is a C++ binary and is using C++ constructs.

1) **Heavy use of ecx (this ptr).** One of the first things that a reverser may see is the heavy use of ecx (which is used as the this pointer). One place the reverser may see it is that it is being assigned a value just before a function is about to be called:

```
.text:004019E4 mov     ecx, esi
.text:004019E6 push    0BBh
.text:004019EB call    sub_401120 ; Class member function
```

Another place is if a function is using ecx without first initializing it, which suggests that this is a possible class member function:

```
.text:004010D0 sub_4010D0 proc near
.text:004010D0 push    esi
.text:004010D1 mov     esi, ecx
.text:004010DD mov     dword ptr [esi], offset off_40C0D0
.text:00401101 mov     dword ptr [esi+4], 0BBh
.text:00401108 call    sub_401EB0
.text:0040110D add     esp, 18h
.text:00401110 pop     esi
.text:00401111 retn
.text:00401111 sub_4010D0 endp
```

4) **Calling Convention.** Related to (1), Class member functions are called with the usual function parameters in the stack and with ecx pointing to the class’s object (i.e. this pointer.). Here is an example of a class instantiation, in which the allocated class object (eax) will eventually be passed to ecx and then invocation of the constructor follows.

```
.text:00401994 push    0Ch
.text:00401996 call    ??2@YAPAXI@Z ; operator new(uint)
.text:004019AB mov     ecx, eax
:::
.text:004019AD call    ClassA_ctor
```
Additionally, reversers will notice indirect function calls which are more likely virtual functions; it is of course, difficult to follow where these calls go without first knowing the actual class or running the code under a debugger. Consider the following virtual function call example:

```
.text:00401996 call ??2@YAPAXI@Z ; operator new(uint)
:::
.text:00401B2 mov esi, eax
:::
.text:00401AD call ClassA_ctor
:::
.text:004019FF mov eax, [esi] ; EAX = virtual function table
.text:00401A01 add esp, 8
.text:00401A04 mov ecx, esi
.text:00401A06 push 0CCh
.text:00401A0B call dword ptr [eax]
```

In this case, the reverser must first know where the virtual function table (vtable) of ClassA is located, and then determine the actual address of the function based from the list of functions listed in the vtable.

5) **STL Code and Imported DLLs.** Another way to determine if a sample is a C++ binary is if the target is using STL code, which can be determined via Imported functions or library signature identification such as IDA’s FLIRT:

<table>
<thead>
<tr>
<th>IDA View</th>
<th>Homo View</th>
<th>E</th>
<th>C</th>
<th>M</th>
<th>N</th>
<th>F</th>
<th>Strings</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address</td>
<td>Olid</td>
<td>Name</td>
<td>Library</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>00400300</td>
<td>IntlockedExchange</td>
<td>KERNEL32</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>00400300</td>
<td>stdinRoute/...</td>
<td>std::basic_streambuf&lt;DU&gt;</td>
<td>std::char_traits&lt;DU&gt;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>00400300</td>
<td>?basic_opstr/...</td>
<td>std::basic_streambuf&lt;DU&gt;</td>
<td>std::char_traits&lt;DU&gt;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>00400300</td>
<td>0pios/...</td>
<td>std::basic_streambuf&lt;DU&gt;</td>
<td>std::char_traits&lt;DU&gt;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>00400300</td>
<td>0pios/...</td>
<td>std::basic_streambuf&lt;DU&gt;</td>
<td>std::char_traits&lt;DU&gt;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

And the calls to STL code:

```
.text:00401201 mov ecx, eax
.text:00401203 call
ds:sputc@?$basic_streambuf@DU?$char_traits@DU@std@@QAEH@Z
std::basic_streambuf<double, std::char_traits<double>>::sputc(char)
```
Class Instance Layout

Before going any further, the reverser should also be familiar with how classes are laid out in memory. Let’s start with a very simple class.

class Ex1
{
    int var1;
    int var2;
    char var3;
public:
    int get_var1();
};

The layout for this class will look like this:

class Ex1  size(12):
          +---
         0   | var1
         4   | var2
         8   | var3
             | <alignment member> (size=3)
          +---

Padding was added to the last member variable because it must align on a 4-byte boundary. In Visual C++, member variables are placed in the memory in the same order as they are declared.

What if the class contains virtual functions?

class Ex2
{
    int var1;
public:
    virtual int get_sum(int x, int y);
    virtual void reset_values();
};

Here’s the class layout:

class Ex2  size(8):
          +---
         0   | (vfptr)
         4   | var1
          +---
Reversing C++

Note that a pointer to the virtual functions table is added at the beginning of the layout. This table contains the address of virtual functions in the order they are declared. The virtual functions table for class Ex2 will look like this.

```
Ex2::$vftable@:
0 | &Ex2::get_sum
4 | &Ex2::reset_values
```

Now what if a class inherits from another class? Here’s what happens when a class inherits from a single class i.e. single inheritance:

```c++
class Ex3: public Ex2
{
  int var1;
public:
  void get_values();
};
```

And the layout:

```
class Ex3 size(12):
  +---
        | +--- (base class Ex2)
  0   |   | {vfptr}
  4   |   | var1
        | +---
  8   | var1
        +---
```

As you can see, the layout of the derived class is simply appended to the layout of the base class. In the case of multiple inheritance, here’s what happens:

```c++
class Ex4
{
  int var1;
  int var2;
public:
  virtual void func1();
  virtual void func2();
};
```
class Ex5: public Ex2, Ex4
{
    int var1;
public:
    void func1();
    virtual void v_ex5();
};

As you can see, a copy if each base class’s instance data will be embedded in the derived class’s instance, and each base class that contains virtual functions will have their own vftable. Take note that the fist base class shares a vftable with the current object. The current object’s virtual functions will be appended at the end of the first base class’s virtual functions list.
B. Identifying Classes

After identifying C++ binaries, discussing some important C++ constructs and how a class instance is represented in memory, this part now present ways on identifying C++ classes used in the target. The methods discussed below only tries to determine what are the classes (i.e. the target has ClassA, ClassB, ClassC, etc). The next sections of this paper will discuss how to infer relationships between these classes and determine their members.

1) Identifying Constructors/Destructors

To identify classes in the binary, we need to examine how objects of these classes are created. How their creation are implemented in the binary level can provide us with hints on identifying them in the disassembly.

1) Global Object. Global objects, as the name implies, are objects declared as global variables. Memory spaces for these objects are allocated at compile-time and are placed in the data segment of the binary. The constructor is implicitly called before main(), during C++ startup, and the destructor is called at program exit.

To identify a possible global object, look for a function called with a pointer to a global variable as the this pointer. To locate the constructor and destructor, we have to examine cross-references to this global variable. Look for locations where this variable is passed as the this pointer to a function call. If this call lies between the path from program entry point and main(), it is probably the constructor.

2) Local Object. Local objects are objects that are declared as local variables. The scope of these objects are from the point of declaration until the block exit e.g. end of function, closing braces. Space the size of the object is allocated in the stack. The constructor is called at the point of object declaration, while the destructor is called at the end of the scope.

A constructor for a local object can be identified if a function is called with a this pointer that points to an uninitialized stack variable. The destructor is the last function called with this this pointer in the same block where the constructor was called i.e. the block where the object was declared.
Here's an example:

```assembly
.text:00401060 sub_401060 proc near
.text:00401060
.text:00401060 .text:00401060 var_C = dword ptr -0Ch
.text:00401060 var_8 = dword ptr -8
.text:00401060 var_4 = dword ptr -4
.text:00401060 ...
.text:004010A4 add esp, 8
.text:004010A7 cmp [ebp+var_4], 5
.text:004010AB jle short loc_4010CE
.text:004010AB ...
.text:004010AB { block begin
.text:004010AD lea ecx, [ebp+var_8] ; var_8 is uninitialize
.text:004010B0 call sub_401000 ; constructor
.text:004010B5 mov edx, [ebp+var_8]
.text:004010B8 push edx
.text:004010B9 push offset str->WithinIfX
.text:004010BE call sub_401020
.text:004010C3 add esp, 8
.text:004010C6 lea ecx, [ebp+var_8]
.text:004010C9 call sub_401020 ; destructor
.text:004010CE } block end
.text:004010CE ...
.text:004010CE loc_4010CE: ; CODE XREF: sub_401060+4B j
.text:004010CE mov [ebp+var_C], 0
.text:004010D5 lea ecx, [ebp+var_4]
.text:004010D8 call sub_401020.
```

3) **Dynamically Allocated Object.** These objects are dynamically created via the `new` operator. The `new` operator is actually converted into a call to the `new()` function, followed by a call to the constructor. The `new()` function takes the size of the object as parameter, allocates memory of this size in the heap, then returns the address of this buffer. The returned address is then passed to the constructor as the `this` pointer. The destructor has to be invoked explicitly via the `delete` operator. The `delete` operator is converted into a call to the destructor, followed by a call to `free` to deallocate the memory allocated in the heap.
Here's an example:

```
.text:0040103D  _main           proc near
.text:0040103D  argc            = dword ptr  8
.text:0040103D  argv            = dword ptr  0Ch
.text:0040103D  envp            = dword ptr  10h
.text:0040103D  push    esi
.text:0040103E  push    4               ; size_t
.text:00401040  call    ??2@YAX@Z    ; operator new(uint)
.text:00401045  test    eax, eax
.pop     ecx
.text:00401048  jz      short loc_4010
.text:0040104A  mov     ecx, eax
.text:0040104C  call    sub_401000
.text:00401051  mov     esi, eax
.text:00401053  jmp     short loc_4010
.text:00401055 loc_401055:       ; CODE XREF: _main+B j
.text:00401055  xor     esi, esi
.text:00401057 loc_401057:       ; CODE XREF: _main+16 j
.text:00401057  push    45h
.text:00401059  mov     ecx, esi
.text:0040105B  call    sub_401027
.text:00401060  test    esi, esi
.text:00401062  jz      short loc_4010
.text:00401064  mov     ecx, esi
.text:00401066  call    sub_40101B ; call to destructor
.text:0040106B  push    esi
.text:0040106C  call    j__free ; call to free thunk function
.text:00401071  pop     ecx
.text:00401072 loc_401072:       ; CODE XREF: _main+25 j
.text:00401072  xor     eax, eax
.text:00401074  pop     esi
.text:00401075  ret
.text:00401075  _main           endp
```
2) Polymorphic Class Identification via RTTI

Another way to identify classes, specifically polymorphic classes (classes with member virtual functions) is via Run-time Type Information (RTTI). RTTI is a mechanism in which the type of an object can be determined at runtime. This mechanism is the one being utilized by the typeid and dynamic_cast operator. Both these operators need information about the classes passed to them, such as class name and class hierarchy. In fact, the compiler will display a warning if these operators are used without enabling RTTI. By default, RTTI is disabled on MSVC 6.0.

On MSVC 2005, RTTI is enabled by default.

As a side note, there is a compiler switch that enables the MSVC compiler to generate class layout, the switch is -di reportAllClassLayout this switch generates a .layout file which contains a wealth of information regarding the layout of a class including offsets of the base classes within the derived class, virtual function table (vftable), virtual base class table
Reversing C++

(vtables, which is further described below), and member variables, etc.

To make RTTI possible, the compiler stores several data structures in the compiled code, these data structures contain information about classes (specifically, polymorphic classes) in the code. These data structures are as follows:

RTTICompleteObjectLocator
This structure contains pointers to two structures that identify (1) the actual class information and (2) the class hierarchy:

<table>
<thead>
<tr>
<th>Offset</th>
<th>Type</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>DW</td>
<td>signature</td>
<td>Always 0?</td>
</tr>
<tr>
<td>0x04</td>
<td>DW</td>
<td>offset</td>
<td>Offset of vftable within the class</td>
</tr>
<tr>
<td>0x08</td>
<td>DW</td>
<td>cdOffset</td>
<td></td>
</tr>
<tr>
<td>0x0C</td>
<td>DW</td>
<td>pTypeDescriptor</td>
<td>Class Information</td>
</tr>
<tr>
<td>0x10</td>
<td>DW</td>
<td>pClassHierarchyDescriptor</td>
<td>Class Hierarchy Information</td>
</tr>
</tbody>
</table>

Below is an example how the RTTICompleteObjectLocator pointer is laid out. The pointer to this data structure is just below the vftable of the class:

```assembly
.rdata:00404128 dd offset ClassA_RTTICompleteObjectLocator
.rdata:0040412C ClassA_vftable dd offset sub_401000 ; DATA XREF:...
.rdata:00404130 dd offset sub_401050
.rdata:00404134 dd offset sub_4010C0

.rdata:00404138 dd offset ClassB_RTTICompleteObjectLocator
.rdata:0040413C ClassB_vftable dd offset sub_4012B0 ; DATA XREF:...
.rdata:00404140 dd offset sub_401300
.rdata:00404144 dd offset sub_4010C0
```

And this is an example of the actual RTTICompleteObjectLocator structure:

```assembly
.rdata:004045A4 ClassB_RTTICompleteObjectLocator
   dd 0 ; signature
.rdata:004045A8 dd 0 ; offset
.rdata:004045AC dd 0 ; cdOffset
.rdata:004045B0 dd offset ClassB_TypeDescriptor
.rdata:004045B4 dd offset ClassB_RTTIClassHierarchyDescriptor ;
```
Reversing C++

**TypeDescriptor**

This structure is pointed to by the 4th DWORD field in RTTICompleteObjectLocator, it contains the class name, which if obtained will give the reverser a general idea what this class is supposed to do.

<table>
<thead>
<tr>
<th>Offset</th>
<th>Type</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>DW</td>
<td>pVFTable</td>
<td>Always point to type_info’s vtable</td>
</tr>
<tr>
<td>0x04</td>
<td>DW</td>
<td>spare</td>
<td>?</td>
</tr>
<tr>
<td>0x08</td>
<td>SZ</td>
<td>name</td>
<td>Class Name</td>
</tr>
</tbody>
</table>

This is an example of an actual TypeDescriptor:

```
.data:0041A098 ClassA_TypeDescriptor ; DATA XREF: ....
    dd offset type_info_vftable ; TypeDescriptor.pVFTable
.data:0041A09C dd 0 ; TypeDescriptor.spare
.data:0041A0A0 db '.?AVClassA@@',0 ; TypeDescriptor.name
```

**RTTIClassHierarchyDescriptor**

This structure contains information about the hierarchy of the class including the number of base classes and an array of RTTIBaseClassDescriptor (discussed later) which will eventually point to the TypeDescriptor of the base classes.

<table>
<thead>
<tr>
<th>Offset</th>
<th>Type</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>DW</td>
<td>signature</td>
<td>Always 0?</td>
</tr>
<tr>
<td>0x04</td>
<td>DW</td>
<td>attributes</td>
<td>Bit 0 - multiple inheritance</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Bit 1 - virtual inheritance</td>
</tr>
<tr>
<td>0x08</td>
<td>DW</td>
<td>numBaseClasses</td>
<td>Number of base classes. Count includes the class itself</td>
</tr>
<tr>
<td>0x0C</td>
<td>DW</td>
<td>pBaseClassArray</td>
<td>Array of RTTIBaseClassDescriptor</td>
</tr>
</tbody>
</table>

As an example, below is a class declaration of ClassG virtually inheriting from ClassA and ClassE.

```c
class ClassA {...}
class ClassE {...}
class ClassG: public virtual ClassA, public virtual ClassE {...}
```
Reversing C++

And below is the actual RTTIClassHierarchyDescriptor for ClassG:

```c
.rdata:004178C8 ClassG_RTTIClassHierarchyDescriptor ; DATA XREF: ...
.rdata:004178C8 dd 0 ; signature
.rdata:004178CC dd 3 ; attributes
.rdata:004178D0 dd 3 ; numBaseClasses
.rdata:004178D4 dd offset ClassG_pBaseClassArray ; pBaseClassArray

.rdata:004178D8 ClassG_pBaseClassArray
dd offset RTTIBaseClassDescriptor@4178e8
.rdata:004178DC dd offset RTTIBaseClassDescriptor@417904
.rdata:004178E0 dd offset RTTIBaseClassDescriptor@417920
```

There are 3 base classes (including the count for ClassG itself), the attribute is 3 (multiple, virtual inheritance), and finally, pBaseClassArray points to an array of pointers to RTTIBaseClassDescriptors.

RTTIBaseClassDescriptor

This structure contains information about the base class, which includes a pointer to the base class’s TypeDescriptor and RTTIClassHierarchyDescriptor and additionally contains the PDM structure contains information on how the base class is laid out inside in the class.

<table>
<thead>
<tr>
<th>Offset</th>
<th>Type</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>DW</td>
<td>pTypeDescriptor</td>
<td>TypeDescriptor of this base class</td>
</tr>
<tr>
<td>0x04</td>
<td>DW</td>
<td>numContainedBases</td>
<td>Number of direct bases of this base class</td>
</tr>
<tr>
<td>0x08</td>
<td>DW</td>
<td>PMD.mdisp</td>
<td>vtable offset (if PMD.pdisp is -1)</td>
</tr>
<tr>
<td>0x0C</td>
<td>DW</td>
<td>PMD.pdisp</td>
<td>vtable offset (-1: vtable is at displacement PMD.mdisp inside the class)</td>
</tr>
<tr>
<td>0x10</td>
<td>DW</td>
<td>PMD.vdisp</td>
<td>Displacement of the base class vtable pointer inside the vtable</td>
</tr>
<tr>
<td>0x14</td>
<td>DW</td>
<td>attributes</td>
<td>?</td>
</tr>
<tr>
<td>0x18</td>
<td>DW</td>
<td>pClassDescriptor</td>
<td>RTTIClassHierarchyDescriptor of this base class</td>
</tr>
</tbody>
</table>

A vtable (virtual base class table) is generated for multiple virtual inheritance. Because it is sometimes necessary to upclass (casting to base classes), the exact location of the base class needs to be determined. A vtable contains a displacement of each base class’ vtable which is effectively the beginning of the base class within the derived class.
Consider the ClassG class declaration previously shown; the compiler will generate the following class structure:

```c
class ClassG size(28):
  ---
  0  | [vfptr]
  4  | [vbptr]
  ---
    ---- (virtual base ClassA)
  8  | [vfptr]
 12  | class_a_var01
 16  | class_a_var02
    | <alignment member> (size=3)
  ---
    ---- (virtual base ClassE)
 20  | [vfptr]
 24  | class_e_var01
  ---
```

In this case, the `vbtable` is at offset 4 of the class. The `vbtable`, on the other hand contains the displacement of each base class inside the derived class:

```plaintext
ClassG::$vbtable@:
  0  | -4
  1  | 4 (ClassGd(ClassG+4)ClassA)
  2  | 16 (ClassGd(ClassG+4)ClassE)
```

To determine the exact offset of `ClassE` within `ClassG`, the offset of the `vbtable` needs to be fetched (4), then the displacement of `ClassE` from the `vbtable` (16) which if added equals to 20 (4 + 16).

The actual `BaseClassDescriptor` of `ClassE` within `ClassG` is as follows:

```plaintext
.rdata:00418AFC RTTIBaseClassDescriptor8418afc ; DATA XREF: ...
  dd offset oop_re$ClassE$TypeDescriptor
.rdata:00418B00 dd 0                      ; numContainedBases
.rdata:00418B04 dd 0                      ; PMD.mdisp
.rdata:00418B08 dd 4                      ; PMD.pdisp
.rdata:00418B0C dd 8                      ; PMD.vdisp
.rdata:00418B10 dd 50h                    ; attributes
.rdata:00418B14 dd offset oop_re$ClassE$RTTIClassHierarchyDescriptor ;
pClassDescriptor
```

PMD.pdisp is 4 which is the offset of the `vbtable` within `ClassG`, and PMD.vdisp is 8 which means that 3rd DWORD within the `vbtable`.

The diagram below shows the how the overall RTTI data structures are connected and laid out.
D. Identifying Class Relationship

1. Class Relationship via Constructor Analysis

Constructors contain code that initializes the object, such as calling up constructors for base classes and setting up vtables. As such, analyzing constructors can give us a pretty good idea about this class’s relationship with other classes.

Single Inheritance

Let’s assume that we have determined that this is function is a constructor using methods mentioned in section II-B. Now, we see that a function is being called using the this pointer of the current object. This can be a member function of the current class, or a constructor for the base class.

How do we know which one is it? Actually, there’s no way to perfectly distinguish between the two just by looking at the code generated. However, in real world applications, there is a high possibility that constructors will be identified as such prior to this step (see section II-B), so all we have to do is correlate this info to come up with a more accurate identification. In other words, if a function that was pre-determined to be a constructor is called inside another constructor using the current object’s this pointer, it is probably a constructor for a base class.

Manually identifying this would entail checking other cross-references to this function and see if this function is a constructor called somewhere else in the binary. We will discuss automatic identification methods later in this document.
Multiple Inheritance

Multiple inheritance is actually much easier to spot than single inheritance. As with the single inheritance example, the first function called could be a member function, or a base class constructor. Notice that in the disassembly, 4 bytes is added to the this pointer prior to calling the second function. This indicates that a different base class is being initialized.

Here’s the layout for this class to help you visualize. The disassembly above belongs to the constructor of class D. Class D is derived from two other classes, A and C:

class A size(4):
  +---
  0    | a1
  +---

class C size(4):
  +---
  0    | c1
  +---
2. Polymorphic Class Relationship via RTTI

As what had been discussed in section II-B, Run-time Type Information (RTTI) can be used to identify class relationship of polymorphic classes, the related data structure used to determine this is RTTIClassHierarchyDescriptor. Once again, below are the fields of RTTIClassHierarchyDescriptor for the purpose of illustration:

<table>
<thead>
<tr>
<th>Offset</th>
<th>Type</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>DW</td>
<td>signature</td>
<td>Always 0?</td>
</tr>
<tr>
<td>0x04</td>
<td>DW</td>
<td>attributes</td>
<td>Bit 0 – multiple inheritance</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Bit 1 – virtual inheritance</td>
</tr>
<tr>
<td>0x08</td>
<td>DW</td>
<td>numBaseClasses</td>
<td>Number of base classes.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Count includes the class itself</td>
</tr>
<tr>
<td>0x0C</td>
<td>DW</td>
<td>pBaseClassArray</td>
<td>Array of RTTIBaseClassDescriptor</td>
</tr>
</tbody>
</table>

RTTIClassHierarchyDescriptor contains a field named pBaseClassArray which is an array of RTTIBaseClassDescriptor (BCD). These BCDs will then eventually point to the TypeDescriptor of the actual base class.
As an example, consider the following class layout:

```
class ClassA {...}
class ClassB : public ClassA {...}
class ClassC : public ClassB {...}
```

To illustrate, below is a layout between the relationships of RTTIClassHierarchyDescriptor, RTTIBaseClassDescriptor and TypeDescriptor representing ClassC.

As you would have noticed, one caveat is that pBaseClassArray also points to the BCD of non-direct base classes. In this case, ClassA’s BaseClassDescriptor. One solution to this is to also parse the ClassHierarchyDescriptor of ClassB and determine if ClassA is a base class of ClassB, if it is, then ClassA is not a direct base of ClassC and the appropriate inheritance can be deduced.
E. Identifying Class Members

Identifying class members is a straight-forward, albeit slow and tedious, process. We can identify class member variables by looking for accesses to offsets relative to the this pointer:

```
.text:00401003    push    ecx
.text:00401004    mov     [ebp+var_4], ecx ; ecx = this pointer
.text:00401007    mov     eax, [ebp+var_4]
.text:0040100A    mov     dword ptr [eax+8], 12345h ; write to 3rd member variable
```

We can also identify virtual function members by looking for indirect calls to pointers located at offsets relative to this object’s virtual function table:

```
.text:00401C21    mov     ecx, [ebp+var_1C] ; ecx = this pointer
.text:00401C24    mov     edx, [ecx] ; edx = ptr to vftable
.text:00401C26    mov     ecx, [ebp+var_1C]
.text:00401C29    mov     eax, [edx+4] ; eax = address of 2nd virtual function in vftable
.text:00401C2C    call    eax ; call virtual function
```

Non-virtual member functions can be identified by checking if the this pointer is passed as a hidden parameter to the function call.

```
.text:00401AFC    push    0CCh
.text:00401B01    lea     ecx, [ebp+var_C] ; ecx = this pointer
.text:00401B04    call    sub_401110
```

To make sure that this is indeed a member function, we can check if the called function uses ecx without first initializing it. Let’s look at sub_401110’s code:

```
.text:00401110    push    ebp
.text:00401111    mov     ebp, esp
.text:00401113    push    ecx
.text:00401114    mov     [ebp+var_4], ecx ; ecx used
```
III. Automation

This section discusses the approaches we had used to automate extraction of class information. For this purpose, we will discuss a tool we had created to perform this task and provide information on how we implemented this tool.

A. OOP_RE

OOP_RE is the name of the tool we had created in-house to automate class information extraction. The information extracted includes identified classes (including class name if RTTI is available), class relationships and class members. It also enhances disassemblies by commenting identified C++-related structures. OOP_RE is developed using python and runs in the IDAPython platform. IDAPython allows us to quickly and efficiently write and debug OOP_RE.

B. Why a Static Approach?

One of the first decisions we had to make is if we would develop a tool to perform static or dynamic analysis. We chose the static approach because it is difficult to do runtime analysis on some platforms that heavily use C++ such as Symbian - if the tool will be updated to handle compiled Symbian applications. However, a hybrid approach (static plus dynamic analysis) is also preferable since it may produce more accurate results.

C. Automated Analysis Strategies

1. Polymorphic Class Identification via RTTI

The first step the tool does is to collect RTTI information if it is available. Leveraging RTTI data allows the tool to quickly and accurately extract the following:

1) Polymorphic Classes
2) Polymorphic class Name
3) Polymorphic class Hierarchy
4) Polymorphic class virtual table and virtual functions
5) Polymorphic class Constructors/Destructors
Reversing C++

To search for RTTI-related structures, this tool first attempts to identify virtual function tables since the structure \texttt{RTTIClassObjectLocator} is just below these virtual function tables.

In order to identify virtual function tables, the tool performs the following checks:

1) If the Item is a DWORD
2) If the Item is a pointer to a Code
3) If the Item is being referenced by a Code and the instruction in this referencing code is a \texttt{MOV} instruction (suggesting a vftable assignment)

Once the vftables are identified, the tool will verify if the DWORD below the vftable is an actual \texttt{RTTIClassObjectLocator}. This is verified by parsing \texttt{RTTIClassObjectLocator} and verifying if \texttt{RTTIClassObjectLocator.pTypeDescriptor} is a valid TypeDescriptor. One method to verify a TypeDescriptor is by checking if TypeDescriptor.name starts with a string “.\texttt{?AV}” which is used as a prefix for class names.

In the example below, the identified vftable is at 004165B4:

```
.data:004165B0 dd offset ClassB\_RTTIClassObjectLocator@00
.data:004165B4 ClassB\_vftable
.data:004165B4 dd offset sub\_401410 ; DATA XREF: sub\_401280+38 o
.data:004165B4 ; sub\_401320+29 o
.data:004165B8 dd offset sub\_401460
.data:004165BC dd offset sub\_401230
```

The tool will then identify if 004165B0 is a valid \texttt{RTTIClassObjectLocator}, by checking the TypeDescriptor pointed to by the \texttt{RTTIClassObjectLocator}.

```
.data:00418A28 ClassB\_RTTIClassObjectLocator@00
.data:00418A28 dd 0 ; signature
.data:00418A2C dd 0 ; offset
.data:00418A30 dd 0 ; cdoffset
.data:00418A34 dd offset ClassB\_TypeDescriptor
.data:00418A38 dd offset ClassB\_RTTIClassHierarchyDescriptor
```

A TypeDescriptor is then validated by checking TypeDescriptor.name for “.\texttt{?AV}”

```
.data:0041B01C ClassB\_TypeDescriptor
 dd offset type\_info\_vftable
.data:0041B020 dd 0 ; spare
.data:0041B024 a\_?avclassb@@ db '.\texttt{?AVClassB}@00 ; name
```
Once the all the RTTICompleteObjectLocator is verified, the tool will parse all RTTI-related data structures to and create classes from the identified TypeDescriptors. Below is a list class information that is extracted using RTTI data:

```
new_class
    - Identified from TypeDescriptors
new_class.class_name
    - Identified from TypeDescriptor.name
new_class.vftable/vfuncs
    - Identified from vtable-RTTICompleteObjectLocator relationship
new_class ctors dtors
    - Identified from functions referencing the vtable
new_class.base_classes
    - Identified from RTTICompleteObjectLocator.pClassHierarchyDescriptor
```

2. Polymorphic Class Identification via vtables (w/o RTTI)

If RTTI data is not available, the tool will try to identify polymorphic classes by searching for vtables (the method is described section C.1). Once a vtable is identified, the following class information is extracted / generated:

```
new_class
    - Identified from vtable
new_class.class_name
    - Auto-generated (based from vtable address, etc.)
new_class.vftable/vfuncs
    - Identified from vtable
new_class ctors dtors
    - Identified from functions referencing the vtable
```

Notice that the base classes is not yet identified, the base classes of the identified class will be identified by constructor analysis which is described later.

3. Class Identification via Constructor / Destructor Search

Automation techniques to be discussed from this point on require us to be able to track values in registers and variables. To do this, we need to have a decent data flow analyzer. As most researchers who have tackled this problem before will attest, data flow analysis is a hard problem. Fortunately, we don’t have to cover general cases, and we can get by with a simple data flow analyzer that will work in our specific case. At the very least, our data flow analyzer should be able to do decent register and pointer tracking.

Our tool will track a register or variable from a specific starting point. Subsequent instructions will be tracked and split into blocks. Each block will have a tracked variable assigned, which
Reversing C++

indicates which register/pointer is being tracked in that particular block. During tracking, one of the following things could occur:

1) If the variable/register is overwritten, stop tracking
2) If EAX is being tracked and a call is encountered, stop tracking. (We assume that all calls return values in EAX).
3) If a call is encountered, treat the next instruction as a new block
4) If a conditional jump is encountered, follow the register/variable in both branches, starting a new block on each branch.
5) If the register/variable was copied into another variable, start a new block and track both the old variable and the new one starting on this block.
6) Otherwise, track next instruction.

To identify constructors for objects that are dynamically allocated, the following algorithm can be applied:

1) Look for calls to new().
2) Track the value returned in EAX
3) When tracking is done, look for the earliest call where the tracked register/variable is ECX. Mark this function as constructor.

For local objects, we do the same thing. Instead of initially tracking returned values of new(), we first locate instructions where an address of a stack variable is written to ECX, then start tracking ECX

There is a possibility that some of the constructors identified are overloaded and actually belong to one class. We can filter out non-overloaded constructors by checking the value passed to new(). If the object size is unique, then the corresponding constructor is not overloaded. We can then identify if the remaining constructors are overloaded by checking if their characteristics are identical with other classes e.g. has the same vftable, has the same member functions, etc.

4. Class Relationship Inferencing

As discussed in section II-D, relationships between classes can be determined by analyzing constructors. We can automate constructor analysis by tracking the current object’s this pointer (ECX) within the constructor. When tracking is done, check blocks with ECX as the tracked
variable, and see if there is a call to a function that has been identified as a constructor. If there is, this constructor is possibly a constructor for a base class. To handle multiple inheritance, our tool should also be able to track pointers to offsets relative to the class’s address. We will then track these pointers using the aforementioned procedure to identify other base classes.

5. Class Member Identification

Member Variable Identification
To identify member variables, we have to track the this pointer from the point the object is initialized. We then note accesses to offsets relative to the this pointer. These offsets will then be recorded as possible member variables.

Non-virtual Function Identification
The tool will track an initial register or pointer, which in our case should point to a this pointer for the current class.

Once tracking is done, note all blocks where ECX is the tracked variable, then mark the call in that block, if there is any, as a member of the current class.

Virtual Function Identification
To identify virtual functions, we simply have to locate vftables first through constructor analysis.

After all of this is done, we then reconstruct the class using the results of these analysis.

D. Enhancing the Disassembly

1. Reconstructing and Commenting Structures
Once class information is extracted, OOP_RE will reconstruct, name and comment C++-related data structures using doDwrd(), make_ascii_string() and set_name().

For RTTI data, OOP_RE properly changes the data types of data structure members and add comments to clarify the disassembly.
Reversing C++

Here is an example for a vtable and RTTICreateObjectLocator pointers:

Original
.rdata:004165A0 dd offset unk_4189E0
.rdata:004165A4 off_4165A4
    dd offset sub_401170 ; DATA XREF:...
.rdata:0041658 dd offset sub_4011C0
.rdata:0041654 dd offset sub_401230
.rdata:004165B0 dd offset unk_418A28

Processed
.rdata:004165A0 dd offset oop_re$ClassA$RTTICreateObjectLocator@00
.rdata:004165A4 oop_re$ClassA$rtvtable@00
    dd offset sub_401170 ; DATA XREF:...
.rdata:0041658 dd offset sub_4011C0
.rdata:0041654 dd offset sub_401230
.rdata:004165B0 dd offset oop_re$ClassB$RTTICreateObjectLocator@00

And another example for the actual RTTICreateObjectLocator structure:

Original
.rdata:004189E0 dword_4189E0 dd 0 ; DATA XREF:...
.rdata:004189E4 dd 0
.rdata:004189E8 dd 0
.rdata:004189EC dd offset unk_4189F4

Processed
.rdata:004189E0 oop_re$ClassA$RTTICreateObjectLocator@00
    dd 0 ; RTTICreateObjectLocator.signature
.rdata:004189E4 dd 0 ; RTTICreateObjectLocator.offset
.rdata:004189E8 dd 0 ; RTTICreateObjectLocator.cdOffset
.rdata:004189EC dd offset oop_re$ClassA$TypeDescriptor
.rdata:004189F0 dd offset oop_re$ClassA$RTTIClassHierarchyDescriptor

2. Improving the Call Graph

The results of the analysis done can be applied back to the IDA disassembly, for example, by adding cross-references on virtual function calls. This will yield a more accurate call graph, which in turn would result in improvements in the outcome of binary comparison tools such as BinDiff and DarunGrim. Locating vtables can also be used in a binary differencing technique, as described in Rafal Wojtczuk’s blog entry (see References).
E. Visualization: UML Diagrams

Finally, the coolest part – generating a UML class diagram for class members and class hierarchy. For this purpose, we had used pydot. OOP_RE basically creates a node for each class and then create edges from each of the base classes.

Below is an example of a generated OOP_RE-generated UML diagram:

This UML diagram represents the following class declaration:

```cpp
class ClassA {...}
class ClassB : public ClassA {...}
class ClassC {...}
class ClassD : public ClassB, public ClassC {...}
```
Of course, there will be instances in which RTTI is not available; in this case, the class names are auto-generated:

These UML diagrams provide a high-level overview of the classes and how they relate to each other. This provides the reverser important information on how the application is structured in terms of classes, the reverser can then have this structure in mind while further refining the disassembly.

IV. Summary

In this paper, we had discussed ways on how to analyze and understand C++ compiled binaries. Specifically, it discusses methods on how to extract class information and class relationships. We hope that this paper will serve as a useful reference and encourage researchers to further explore the subject of C++ reversing.
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