

COMP 7720/7726/4970 • Summer 2018

Software Reengineering



What is reverse engineering?

Why do we do it?

How do we do it?

Don't answer these questions yet ..

Course Description

▶ Catalog

- ▶ COMP 7720/7726/4970: Software Reengineering
- ▶ Credits: 3 (3 hours lecture)
- ▶ Official Description: Processes, methods, and tools associated with re-engineering software systems.
- ▶ Prerequisites: working knowledge of assembly language, C, and operating systems

Focus on reverse engineering

▶ Strategic Objectives

- ▶ To understand the fundamental techniques of reverse engineering
- ▶ To gain experience with reversing tools
- ▶ To get hands-on experience and be cool



Syllabus

- ▶ Week 0: Reverse engineering rationale
- ▶ Week 1: Low-level software
- ▶ Week 2: Windows fundamentals
- ▶ Week 2: Reversing tools
- ▶ Week 3: Discovering APIs
- ▶ Week 4: File formats
- ▶ Week 5: Auditing program binaries
- ▶ Week 6: Malware
- ▶ Week 7: Copy protection
- ▶ Week 8: Anti-reversing techniques
- ▶ Week 9: Breaking protections OR Web Reverse Eng.
- ▶ Week 10: Wrap-up, poster sessions

* Time permitting

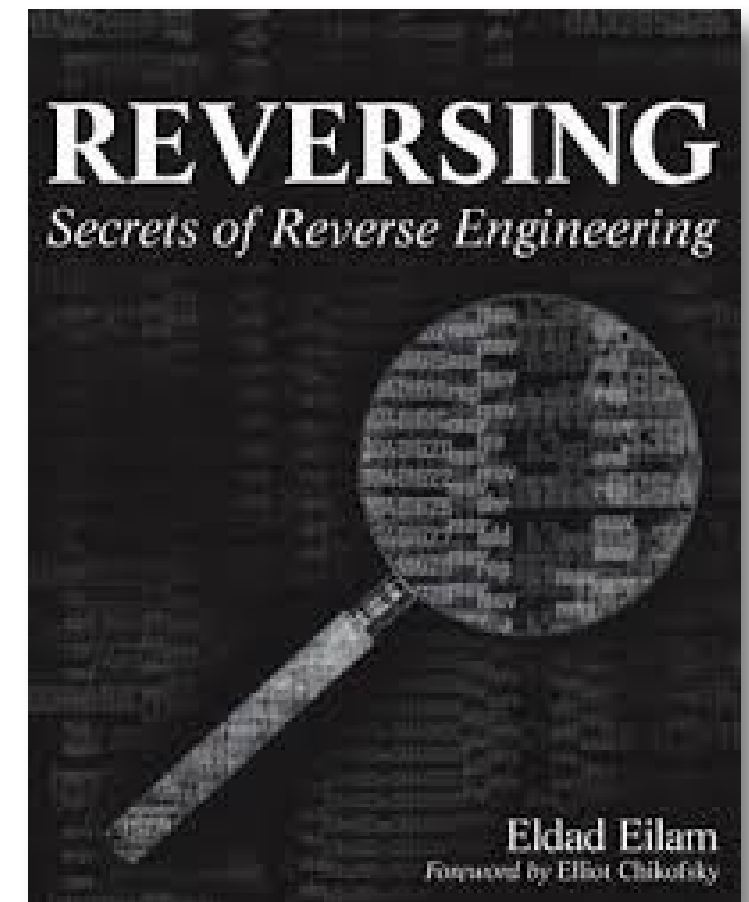


Instructors

Who:	Hamza Alkofahi (Instructor)	Pinchen Cui (TA)
Office:	Shelby 3130	Shelby 3130
E-mail:	hkofahi@auburn.edu	pinchen@auburn.edu
Office Hours:	M W 3:30-4:30 p.m. or by appointment	Tu Th Fr 1:00-2:00 p.m. or by appointment

You Need...

- ▶ *Reversing: Secrets of Reverse Engineering*
Eldad Eilam (Wiley, 2005), ISBN: 0764574817
- ▶ Computer for analyzing software artifacts
 - ▶ Set up VirtualBox or other virtual machine software
 - ▶ Install Kali Linux in the virtual machine
- ▶ Course notes, readings, references
available via Canvas (auburn.instructure.com)



Work Outlook

▶ Practicals

- ▶ hands-on exercise
- ▶ five or six, drop the lowest score

▶ Quizzes

- ▶ short, unannounced assessment
- ▶ drop the lowest score

▶ Project

- ▶ in-depth analysis of artifact
- ▶ done in teams of three-to-four students

▶ Presentation

- ▶ discussion of a topic of choice

COMP4970

- 50% -- Practicals*
- 30% -- Team project
- 10% -- Unannounced quizzes*
- 10% -- Free points

COMP7720/7726

- 50% -- Practicals*
- 30% -- Team project
- 10% -- Unannounced quizzes*
- 10% -- Team presentation

* lowest score will be dropped



Expectations

- ▶ *The basic pedagogical precept ... is that all genuine learning arises from the activity of the learner's own mind. It may be assisted, guided, and stimulated by the activity of teachers. But no activity on the part of teachers can ever be a substitute and become the sole cause of a student's learning. When the activities performed by the teachers render students passive, the latter cease to be learners—memorizers, perhaps, but not learners. —Mortimer Adler*

Our Responsibilities:

- Be present (mentally & physically)... and prepared
- Guide
- Facilitate
- Assess
- Excite

Your Responsibilities:

- Be present (mentally & physically)... and on time
- Be receptive to new ideas
- Interact
- Get involved
- Get excited



Policies

- ▶ Be here physically
- ▶ Be here mentally
 - ▶ from <http://www.studygs.net/listening.htm>:
 - ▶ Be other-directed:
 - ▶ Focus on the person communicating
 - ▶ Follow and understand the speaker as if you were walking in their shoes
 - ▶ Listen with your ears but also with your eyes and other senses
 - ▶ Be aware:
 - ▶ Non-verbally acknowledge points in the speech
 - ▶ Let the argument or presentation run its course
 - ▶ Don't agree or disagree, but encourage the train of thought
 - ▶ Be involved:
 - ▶ Actively respond to questions and directions
 - ▶ Use body position (e.g. lean forward) and attention to encourage the speaker, signal interest
- ▶ Be polished
- ▶ Be honest