



阿里移动安全
MOBILE SECURITY OF ALIBABA

Android 混淆技巧与反混淆

#

About Me



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#

混淆VS加固

混淆

- 将代码变得难以阅读
- 配置复杂
需要开发配合

加固

- 隐藏代码
- 对抗自动化工具
- 反调试/反篡改/反注入
- 一键搞定
不需要开发配合

不冲突, 可联用!

#

工具

- ProGuard
- DexGuard

Comparison of ProGuard and DexGuard

ProGuard is free software. Why upgrade to DexGuard? Here's a comparison of their main features:

| | ProGuard | DexGuard |
|---------------------------|----------|----------|
| Shrinking | ✓ | ✓ |
| Optimization | ✓ | ✓ |
| Name obfuscation | ✓ | ✓ |
| Removal of logging code | ✓ | ✓ |
| String encryption | | ✓ |
| Class encryption | | ✓ |
| Reflection | | ✓ |
| Asset encryption | | ✓ |
| Resource XML obfuscation | | ✓ |
| Native library encryption | | ✓ |

#

名字替换

- 替换类名
- 替换函数名
- 替换成员名
- 替换所有引用

优点:

- λ 代码可读性差
- λ 减少文件大小

```
package a;

import core.util.r;
import core.util.e;

public class a extends j
{
    public a(final f f) {
        this(f, null);
    }

    public a(final f f, final f f2) {
        super(new e(new e(".class")), f, f2);
    }
}
```

缺点:

- λ 接口相关的名字无法替换
- λ 反射很难自动识别

#

名字替换:奇葩的名字

- 超长名字

oooooooooooooooooooo...

- 找茬

Oo0o0O000oooOOo0oo

ijijijiiiiJilljii

- __\$\$_\$\$\$\$__\$\$_

- java语法关键字

int **int** = 5;

- Unicode

- **J**ava \u0237

- CJK字符

- 难以阅读字符

დამწერლობა

אלף־בית עברי

- 盲文点字模型

2800-28FF



#

名字替换:如何对付奇葩 ?

- 相对来说'abc'是比较好阅读的

- Proguard

再混淆一次!

```
-dontshrink
-dontoptimize
-dontusemixedcaseclassnames
-keepattributes *Annotation*

# 几大组件
-keep public class * extends Activity/Application/...
... #其他keep, 这里略去
-dontwarn **

-printmapping mapping0.txt

-injars obad-dex2jar.jar
-outjars aaa.jar
-libraryjars android.jar
```

名字替换:结果比较

处理前

```
public final class cIcIoICo extends SQLiteOpenHelper
{
    public static final String cIcIoICo;
    private static final String IcCcCOIC;
    private static int lllllCI;
    private static SQLiteDatabase OcIcoOlc;
    public static final String oCilClI;
    public static final String oIlclclc;
    private static final byte[] ollllIc;
```

处理后

```
public final class x extends SQLiteOpenHelper
{
    public static final String a;
    private static final String d;
    private static int e;
    private static SQLiteDatabase f;
    public static final String b;
    public static final String c;
```


#

名字替换:如何对付abc ?

- 没办法自动化,
只能靠阅读代码

- 高富帅

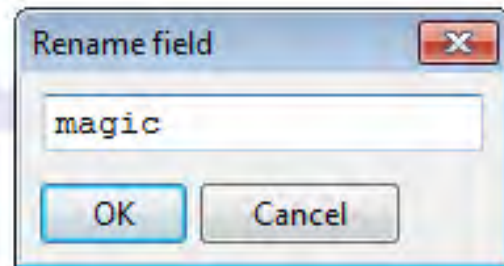
JEB

- 普通大众

Proguard

```
public final void a() {  
    try {  
        String v0_1 = this.a;  
        int v0_2 = Integer.parseInt(v0_1);  
        this.b = v0_2;  
    }  
    catch(Exception v0) {  
        this.b = 0;  
    }  
}
```

```
public final void b() {  
    int v0 = this.b;  
    if(v0 > 0) {  
        v0 = this.b;  
        AdServiceThread.a(v0);  
    }  
}
```



#

名字替换: Proguard重命名

1. 生成默认的mapping文件

Proguard配置

```
-dontshrink  
-donooptimize  
-injars aaa.jar  
-libraryjars android.jar  
-keep class *  
-printmapping mapping1.txt
```

Mapping文件

```
com.android.system.admin.x -> com.android.system.admin.x:  
  java.lang.String a -> a  
  java.lang.String d -> d  
  int e -> e  
  ...
```

#

名字替换: Proguard重命名

2. 修改mapping文件, 重新运行Proguard

Mapping文件

```
com.android.system.admin.x -> ...ObadSQLiteOpenHelper:  
android.database.sqlite.SQLiteDatabase f -> database  
byte[] g -> encoded_data_array  
java.lang.String a(int,int,int) -> decrypt
```

Proguard配置

```
-dontshrink  
-dontoptimize  
-injars aaa.jar  
-outjars bbb.jar  
-libraryjars android.jar  
-applymapping mapping1.txt
```

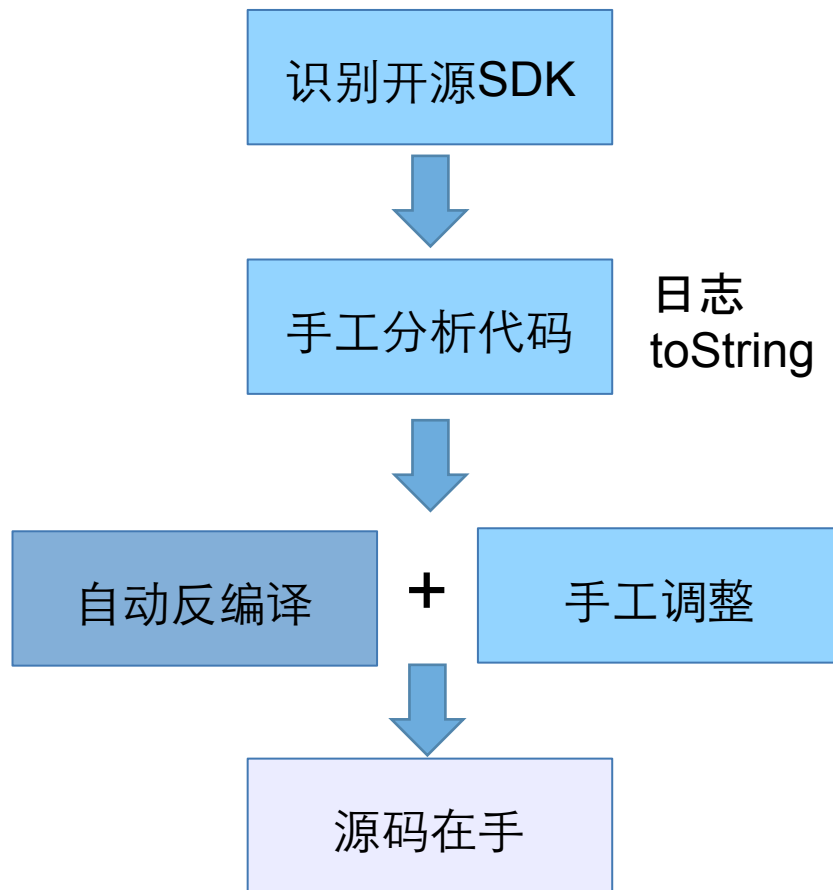
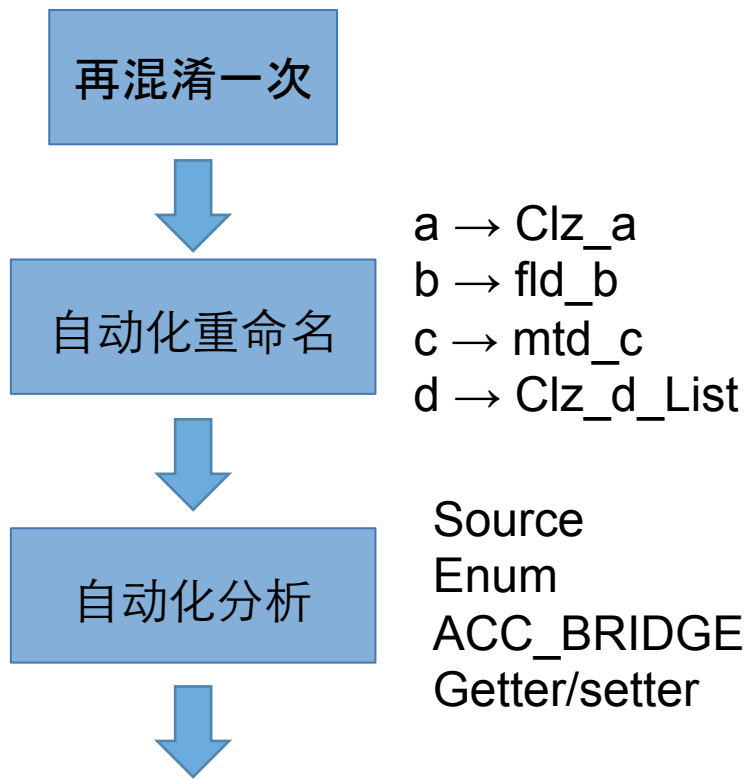
#

Proguard重命名结果

```
com > android > system > admin > ObadSQLiteOpenHelper  
Match Case  
import android.database.sqlite.SQLiteOpenHelper;  
  
public final class ObadSQLiteOpenHelper extends SQLiteOpenHelper  
{  
    public static final String a;  
    private static final String d;  
    private static int e;  
    private static SQLiteDatabase database;  
    public static final String b;  
    public static final String c;  
    private static final byte[] encoded_data_array;  
  
    static {  
        encoded_data_array = new byte[] { -37, 52, -21, -9, -1, 30, -32, -33, 37, -7, -1  
        d = ad.d((String.valueOf(t.q(decrypt(-17, 722, -576))) + C0cCccl.b).getBytes());  
        ObadSQLiteOpenHelper.database = null;  
        b = t.q(decrypt(-20, 842, -576));  
        c = t.q(decrypt(-14, 808, -580));  
        a = t.q(decrypt(-17, 763, -580));  
        ObadSQLiteOpenHelper.e = 0;  
    }  
}
```

#

反混淆大项目(名字恢复)



#

字符串加密

- 将字符串在运行时恢复
- DexGuard
 - String a(int, int, int)
- Other
 - String a(String)

优点:

λ 静态看不到字符串

```
Class.forName(a(130, 1, -10))  
.getMethod(a(53, 19, -21),  
Class.forName(a(79, 1, -11)))  
.invoke(j, instance);
```

缺点:

λ 内存消耗增加

λ 性能降低

#

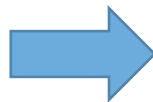
字符串加密:简单实现

- Java bytecode 使用LDC指令加载字符串
- 替换对应的LDC指令即可实现加密

```
System.out.println("hello world!");
```



```
getstatic System.out  
LDC "hello world!"  
invokevirtual println(String)
```



```
getstatic System.out  
sipush 130  
sipush 1  
sipush -10  
invokestatic a(int,int,int)  
invokevirtual println(String)
```

#

字符串加密:带来的问题

λ 使用'==' 比较字符串

```
void fa(){  
    fb("1.0");  
}  
void fb(String version) {  
    if(version == "1.0"){  
        print("yes!");  
    }  
}
```

条件成立, 打印yes

```
void fa(){  
    fb(new String(...));  
}  
void fb(String version) {  
    if(version == new String(...)){  
        print("yes!");  
    }  
}
```

条件不成立, 什么都没有

λ 解决办法: 使用'equals' 比较字符串

#

字符串加密: 如何应对?

```
private static String decrypt(int n, int n2, int n3) {  
    ...  
}  
  
String a = decrypt(-20, 842, -576);
```

- 静态函数
- 返回值是String
- 解密函数没有对外引用
- 参数是固定值

解决办法:

找到对应的函数和参数, 反射调用, 将结果写回.

#

字符串解密结果

解密前

```
static {  
    encoded_data array = new byte[] { -37, 52, -21, -9, -1, 30, -32, -33, 37,  
    d = Utils.md5hex((String.valueOf(t.q(decrypt(-17, 722, -576)))) + ObadApplie  
    ObadSQLiteOpenHelper.database = null;  
    b = t.q(decrypt(-20, 842, -576));  
    c = t.q(decrypt(-14, 808, -580));  
    a = t.q(decrypt(-17, 763, -580));  
    ObadSQLiteOpenHelper.e = 0;  
}
```

注:t.q(...)也是解密函数

解密后

```
static {  
    d = Utils.md5hex(("base" + ObadApplication.b).getBytes());  
    ObadSQLiteOpenHelper.database = null;  
    b = "task";  
    c = "mac";  
    a = "aoc";  
    ObadSQLiteOpenHelper.e = 0;  
}
```

#

反射替换

- 将函数替换为等价的反射API调用

```
String c = "abc".substring(2,3);
```



```
String c = (String)Class.forName("java.lang.String")  
    .getMethod("substring", int.class, int.class)  
    .invoke("abc", 2, 3)
```

优点:

λ 与字符串加密串结合效果更佳

缺点:

λ 代码大小增加

λ 性能降低

#

反射替换: 简单实现

```
String c =  
"abc".substring(2,3);
```

| Local | Stack | Opcode |
|-------|-------------|-----------------------------|
| | | ldc "abc" |
| | "abc" | sipush 2 |
| | "abc", 2 | sipush 3 |
| | "abc", 2, 3 | invokevirtual substring(II) |

思路:

- 1.将Stack的数据保存到Local
- 2.构建Class对象
- 3.构建Method对象
- 4.重新加载Local中的值到Stack
- 5.调用invoke函数

#

反射替换: 简单实现

| Local | Stack | Opcode |
|-------------|--------------------------|--|
| | "abc", 2, 3 | astore 1, istore 2, istore 3 |
| "abc", 2, 3 | | ldc "java.lang.String" invokestatic Class.forName |
| "abc", 2, 3 | String.class | ldc "substring", ... #构建参数类型 invokevirtual Class.getMethod |
| "abc", 2, 3 | substring | aload 1, iload 2, iload 3, |
| "abc", 2, 3 | substring, "abc", [2, 3] | invokevirtual Method.invoke() |

等价于

```
String a="abc"; int b=2; int c=3;  
String c = (String)Class.forName("java.lang.String")  
    .getMethod("substring", int.class, int.class)  
    .invoke(a, b, c)
```

#

反射替换:如何处理?

- 1. 将所有的Class.forName恢复成class对象

```
String c = (String)Class.forName("java.lang.String")  
    .getMethod("substring", int.class, int.class)  
    .invoke("abc", 2, 3)
```



```
String c = (String)String.class  
    .getMethod("substring", int.class, int.class)  
    .invoke("abc", 2, 3)
```

#

反射替换:如何处理?

- 2. 将getMethod恢复成对应对象

```
String c = (String)String.class  
    .getMethod("substring", int.class, int.class)  
    .invoke("abc", 2, 3)
```



```
String c = (String)  
    [String.substring(II)]  
    .invoke("abc", 2, 3)
```

表示一个Method对象

#

反射替换:如何处理?

- 3. 将invoke函数展开

```
String c = (String)  
    [String.substring(II)]  
    .invoke("abc", 2, 3)
```



```
String c = (String)  
    "abc".substring(2,3)
```


#

清理反射结果

清理前:

```
public void onReceive(Context context, final Intent intent) {
    context = ObadApplication.context;
    while (true) {
        Label_0076_Outer:
        while (true) {
            final Object instance = Class.forName(a(33, -1, -9)).getDeclaredConstructor(Class.forName(a(11, 0, -9)), Cla
            while (true) {
                Class.forName(a(33, -1, -9)).getMethod(a(54, -15, -9), Integer.TYPE).invoke(instance, 268435456);
                final Context context2 = ObadApplication.context;
                Class.forName(a(11, 0, -9)).getMethod(a(0, -11, 9), Class.forName(a(33, -1, -9))).invoke(context2, insta
                return;
                continue;
            }
            continue Label_0076_Outer;
        }
    }
    continue;
}
```

清理后:

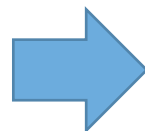
```
public class StartMainServiceReceiver extends BroadcastReceiver
{
    public void onReceive(Context context, Intent intent) {
        context = ObadApplication.context;
        intent = new Intent(context, (Class)MainService.class);
        intent.addFlags(268435456);
        context = ObadApplication.context;
        context.startService(intent);
    }
}
```

#

日志清除

- 清理android日志输出代码

```
class LogTest
{
    void exec() {
        Log.d("job", "done.");
    }
}
```



```
class LogTest
{
    void exec() {
    }
}
```

- 实现原理

```
-assumenosideeffects class android.util.Log {
    public static *** d(...);
    public static *** w(...);
    public static *** v(...);
    public static *** i(...);
}
```

#

日志清除: Proguard缺陷

源代码:

```
Log.d("tag", "version is " + version );
```



清理后:

```
new StringBuilder("version is: ").append(n);
```

原因:

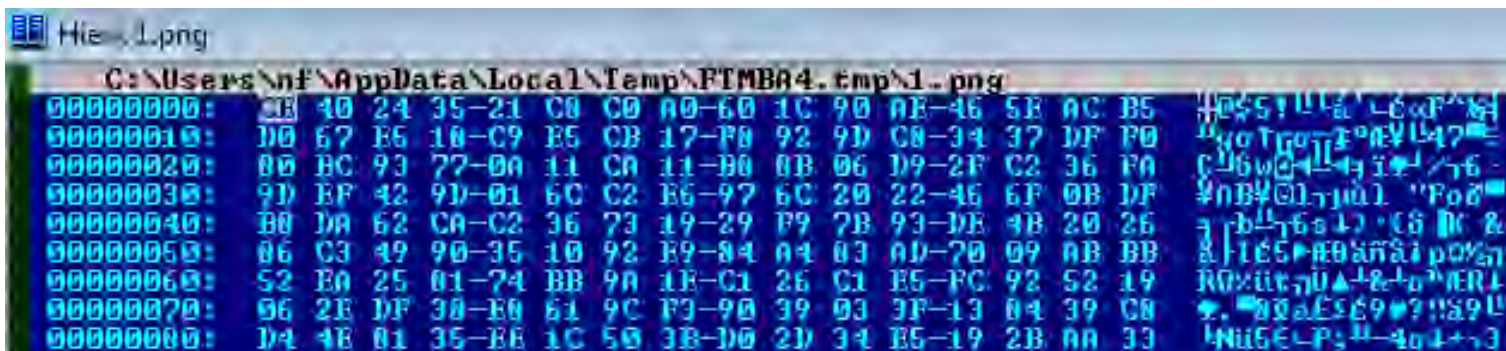
“version is” + version 会被转换成

```
new StringBuilder("version is ").append(version).toString();
```

而Proguard只负责删除Log.d的函数调用, 没有删除StringBuilder相关的代码

Asset加密

- 将apk中asset目录的文件加密, 使用前解密



The image shows a hex editor window with a blue background. The title bar reads 'Hex - L.png'. The address bar shows the file path: 'C:\Users\mf\AppData\Local\Temp\FIMBR4.tmp\1.png'. The main area displays hexadecimal data in columns, with corresponding ASCII characters on the right. The hex values are: 00000000: 0E 40 24 35-21 C0 C0 A0-60 1C 90 AE-46 5E AC B5; 00000010: 00 67 E6 10-C9 E5 CB 17-F8 92 9D C8-34 37 DF F0; 00000020: 00 BC 93 77-00 11 CA 11-B0 0B 06 D9-2F C2 36 F0; 00000030: 9D EF 42 9D-01 6C C2 E6-97 6C 20 22-46 6F 0B DF; 00000040: B0 DA 62 CA-C2 36 73 19-29 F9 7B 93-DE 4B 20 2E; 00000050: 06 C3 49 90-35 10 92 E9-84 A4 03 AD-70 09 AB BB; 00000060: 52 EA 25 01-74 BB 9A 1E-C1 26 C1 E5-FC 92 52 19; 00000070: 06 2E DF 30-E0 61 9C F3-90 39 03 3F-13 04 39 C8; 00000080: D4 4E 01 35-E8 1C 50 3B-D0 2D 34 E5-19 2B AA 33.

优点:

λ 隐藏资源于无形

缺点:

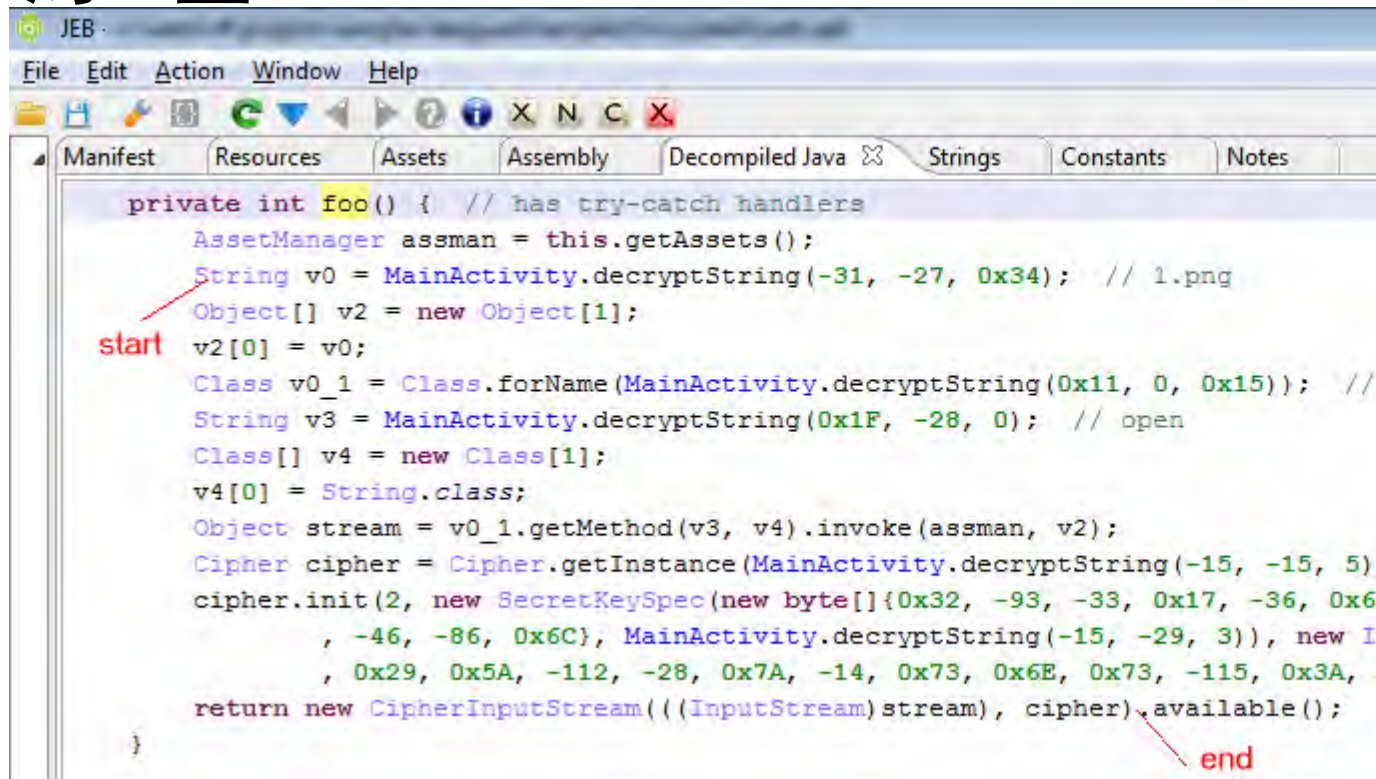
λ 必须调用AssetManager.open()

λ 性能降低

#

Asset加密: 原理

- 拦截open函数
返回解密流



```
private int foo() { // has try-catch handlers
    AssetManager assman = this.getAssets();
    String v0 = MainActivity.decryptString(-31, -27, 0x34); // 1.png
    Object[] v2 = new Object[1];
    start v2[0] = v0;
    Class v0_1 = Class.forName(MainActivity.decryptString(0x11, 0, 0x15)); //
    String v3 = MainActivity.decryptString(0x1F, -28, 0); // open
    Class[] v4 = new Class[1];
    v4[0] = String.class;
    Object stream = v0_1.getMethod(v3, v4).invoke(assman, v2);
    Cipher cipher = Cipher.getInstance(MainActivity.decryptString(-15, -15, 5)
        , -46, -86, 0x6C), MainActivity.decryptString(-15, -29, 3)), new I
        , 0x29, 0x5A, -112, -28, 0x7A, -14, 0x73, 0x6E, 0x73, -115, 0x3A,
    return new CipherInputStream(((InputStream)stream), cipher).available();
    end
}
```

等价于

```
InputStream is = this.getAssets().open();
Cipher cipher = Cipher.getInstance("AES/CFB/NoPadding");
cipher.init(DECRYPT_MODE, /* key */);
return new CipherInputStream(is, cipher).available();
```

#

AndroidManifest混淆

- namespace和name信息被清除

```
<activity namespace="System" name=".cCoIOIOo" android:launchMode="singleTop" />
<service name=".OC0cCOLL" />
<receiver namespace="System" name=".OC1lCo0" android:permission="android.permission.BIND_DEVICE_ADMIN">
    <meta-data name="android.app.device_admin" android:resource="@xml/c3cclocc" />
    <intent-filter>
        <action android:name="com.strain.admin.DEVICE_ADMIN_ENABLED" />
    </intent-filter>
</receiver>
<service name=".MainService" />
```

原理:

AndroidManifest中同时包含ResourceId和namespace/name信息。而Android部分使用ResourceId查找对应的xml标签。这部分的namespace/name信息是多余的，可以删除。

#

AndroidManifest恢复

- 根据ResourceId恢复namesapce/name
- Apktool已经支持读取
- axml工具也可以

```
<activity android:label="System" android:name=".cCoIOIOo" android:launchMode="singleTop" />
<service android:name=".OC0cCOll" />
<receiver android:label="System" android:name=".OCllCo0" android:permission="android.permission
  <meta-data android:name="android.app.device_admin" android:resource="@xml/ccclocc" />
  <intent-filter>
    <action android:name="com.strain.admin.DEVICE_ADMIN_ENABLED" />
  </intent-filter>
</receiver>
<service android:name=".MainService" />
```

#

小结

| 混淆项 | 恢复 | 是否可自动化 | 难度 |
|----------|-----------|--------|-----------|
| 名字替换 | 人工恢复 | X | 999999999 |
| 日志清除 | X | X | X |
| 字符串加密 | 静态分析+动态运行 | 可以 | 5 |
| 反射替换 | 静态分析 | 可以 | 4 |
| Assert加密 | 可以恢复 | 半自动化 | 2 |
| XML混淆 | 可以恢复 | 现成工具 | 1 |

#

混淆建议

- 减少-keep的数量
 - SDK
 - JNI代码
 - 反射
 - 序列化/反序列化
- 清除其他线索
 - 清除SourceFile
 - 避免日志输出
- 混用混淆项
- 写烂代码
- 加固jaq.taobao.com

Q & A

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