# PMP: Cost-effective Forced Execution with Probabilistic Memory Pre-planning

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Abstract—Malware is a prominent security threat and exposing malware behavior is a critical challenge. Recent malware often has payload that is only released when certain conditions are satisfied. It is hence difficult to fully disclose the payload by simply executing the malware. In addition, malware samples may be equipped with cloaking techniques such as VM detectors that stop execution once detecting that the malware is being monitored. Forced execution is a highly effective method to penetrate malware self-protection and expose hidden behavior, by forcefully setting certain branch outcomes. However, an existing state-of-the-art forced execution technique X-Force is very heavyweight, requiring tracing individual instructions, reasoning about pointer alias relations on-the-fly, and repairing invalid pointers by on-demand memory allocation. We develop a light-weight and practical forced execution technique. Without losing analysis precision, it avoids tracking individual instructions and on-demand allocation. Under our scheme, a forced execution is very similar to a native one. It features a novel memory pre-planning phase that pre-allocates a large memory buffer, and then initializes the buffer, and variables in the subject binary, with carefully crafted values in a random fashion before the real execution. The pre-planning is designed in such a way that dereferencing an invalid pointer has a very large chance to fall into the pre-allocated region and hence does not cause any exception, and semantically unrelated invalid pointer dereferences highly likely access disjoint (pre-allocated) memory regions, avoiding state corruptions with probabilistic guarantees. Our experiments show that our technique is 84 times faster than X-Force, has 6.5X and 10% fewer false positives and negatives for program dependence detection, respectively, and can expose 98% more malicious behaviors in 400 recent malware samples.

# I. INTRODUCTION

The proliferation of new strains of malware every year poses a prominent security threat. Recently reported attacks demonstrate the emergence of new attacking trends, where malware authors are designing for stealth and leaving lighter footprints. For example, Fileless malware [5] infects a target host through exploiting built-in tools and features, without requiring the installation of malicious programs. Clickless infections [1] avoid end-user interaction through exploiting shared access points and remote execution exploits. Cryptocurrency malware [4] allow attackers to generate huge revenues by illegally running mining algorithms using victim's system resources. According to [3], a massive cryptocurrency mining botnet has generated \$3 million revenue in 2018. Under this new threatscape, malicious payloads have evolved and look much different than traditional ones. Thus, a critical challenge the security community is facing today is to understand and analyze emerging malware's behavior in an effort to prevent potentially epidemic consequences.

A popular approach to understanding malware behavior is to run it in a sandbox. However, a well-known difficulty is that the needed environment or setup may not be present (e.g., C&C server is down and critical libraries are missing) such that the malware cannot be executed. In addition, recent malware often makes use of time-bomb and logic-bomb that define very specific temporal and contextual conditions to release payload, and some samples even use cloaking techniques such as packing, and VM/debugger detectors that prevent execution when the malware is being monitored.

Researchers in [32] proposed a technique called forcedexecution (X-Force) that penetrates these malware selfprotection mechanisms and various trigger conditions. It works by force-setting branch outcomes of some conditional instructions. (e.g., those checking trigger conditions). As forcing execution paths could lead to corrupted states and hence exceptions, X-Force features a crash-free execution model that allocates a new memory block on demand upon any invalid pointer dereference. However, X-Force is a very heavy-weight technique that is difficult to deploy in practice. Specifically, in order to respect program semantics, when X-Force fixes an invalid pointer variable (by assigning a newly allocated memory block to the variable), it has to update all the correlated pointer variables (e.g., those have constant offsets with the original invalid pointer). To do so, it has to track all memory operations (to detect invalid accesses) and all move/addition/subtraction operations (to keep track of pointer variable correlations/aliases). Such tracking not only entails substantial overhead, but also is difficult to implement correctly due to the complexity of instruction set and the numerous corner situations that need to be considered (e.g., in computing pointer relations). As a result, the original X-Force does not support tracing into library functions.

In this paper, we propose a practical forced execution technique. It does not require tracking individual memory or arithmetic instructions. Neither does it require on demand memory allocation. As such, the forced execution is very close to a native execution, naturally handling libraries and dynamically generated code. Specifically, it achieves crashfree execution (with probabilistic guarantees) through a novel memory pre-planning phase, in which it pre-allocates a region of memory starting from address 0, and fills the region with carefully crafted random values. These values are designed in such a way that (1) if they are interpreted as addresses and further dereferenced, the addresses fall into the pre-allocated region and do not cause exception; (2) they have diverse

random values such that semantically unrelated pointer variables unlikely dereference the same random address and avoid causing bogus program dependencies and corrupted states. An execution engine is developed to systematically explores different paths by force-setting different sets of branch outcomes. For each path, multiple processes are spawned to execute the path with different randomized memory pre-planning schemes, further reducing the probability of coincidental failures. The results of these processes are aggregated to derive the results for the particular path. The engine then moves forward to the next path.

Our contributions are summarized as follows.

- We develop a practical forced-execution engine that does not entail any heavy-weight instrumentation.
- We propose a novel memory pre-planning scheme that provides probabilistic guarantees to avoid crashes and bogus program dependencies. The execution under our scheme is very similar to a native execution. Once the memory is pre-planned and initialized at the beginning, the execution just proceeds as normal, without requiring any tracking or on the fly analysis (e.g., pointer correlation analysis).
- We have implemented a prototype called PMP and evaluated it on SPEC2000 programs (which include gcc), and 400 recent real-world malware samples. Our results show that PMP is a highly effective and efficient forced execution technique. Compared to X-Force, PMP is 84 time faster, and the false positive (FP) and false negative (FN) rates are 6.5X and 10% lower, respectively, regarding dependence analysis; and detect 98% more malicious behaviors in malware analysis. It also substantially supersedes recent commercial and academic malware analysis engines Cuckoo [2], Habo [10] and Padawan [8].

### II. MOTIVATION

In this section, we use an example to motivate the problem, explain the limitations of existing techniques, and illustrate our idea. The code snippet in Figure 1 simulates the command and control (C&C) behavior of a variant of Mirai [7], a notorious IoT malware that launches distributed denial of service attacks when receiving commands from the remote C&C server. In particular, it reads the maximum number of destination hosts (to attack) from a configuration file (line 9), and allocates a Cmd object with sufficient memory to store destination information in the Dest objects (lines 10-12). When the C&C server is connectable (line 15), the malware scans the local network for the destination hosts (line 16), receives the requested command (line 17), and performs the corresponding actions on the destination hosts (lines 18-22).

To expose such malicious behavior, analysts could run the sample in a sandbox and monitor its system call sequences and network flows [8]. Unfortunately, a naive execution-based analysis is incomplete and hence cannot reveal all the malicious payloads, especially those that are condition-guarded and environment-specific. In our example, if the configuration file

does not exist or the C&C server is not connectable, the malicious behavior will not be exposed at all. One may consider to construct an input file and simulate the network data. However, such a task is time-consuming and not practical for zero-day malware whose input format and network communication protocol are unknown. In addition, recent malware samples are increasingly equipped with anti-analysis mechanism, which prevents these samples from execution even if they are given valid inputs (please refer to Section IV for real-world cases). This poses great difficulties for dynamic analysis.

Forced execution [32] provides a practical solution to systematically explore different execution paths (and, hence reveal different program behaviors) without any input or environment setup. It works by force-setting branch outcomes of a small set of predicates and jump tables. One critical problem faced by forced execution is invalid memory accesses due to the absence of necessary memory allocations and initializations, which are present in normal execution. Without appropriate handling of invalid memory accesses, the program is most likely to crash before reaching any malicious payload. In our example, the malicious behaviors were supposed to be exposed, if the predicate in line 15 is forced to take the true branch, and the jump table in line 18 is forced to iterate different entries. However, the forced execution fails in line 30, because cmd is not properly allocated and its dests field is not initialized.

**X-Force.** In X-Force [32], researchers show that simply ignoring exceptions does not work as that leads to cascading failures (i.e., more and more crashes), they propose to recover from invalid memory accesses by performing on-demand memory allocation. In particular, X-Force monitors all memory operations (i.e., allocate, free, read and write) to maintain a list of valid memory addresses. If an accessed memory address is not in the valid list, a new memory block will be allocated on demand for the access. To respect program semantics, when a pointer variable holding an invalid address x is set to the address of the allocated memory, all the other pointer variables that hold a value denoting the same invalid address or its offset (e.g., x + c with c some constant) need to be updated. X-Force achieves this through linear set tracing, which identifies linearly correlated pointer variables that are induced by address offsetting. When a pointer variable is updated, all the correlated pointers in its linear set need to be updated accordingly based on their offsets.

Assume in an execution instance, line 8 takes the false branch and line 15 is forced to take the true branch. In this execution, cmd is a NULL pointer, hence the dests pointer in line 27 points to 0x8 (the offset of dests field is 8). The rounded rectangle in Figure 1 illustrates what X-Force does for the memory access of dests[0]->ip in line 30. Linear sets are maintained for each register and each memory address. In particular, SR(r) and SM(a) are used to denote the linear set of register r and address a, respectively. After executing instruction a, the linear set of register rbx is updated to be the same as that of &dests, i.e.,  $SR(rbx) \leftarrow SM(\&dests)$  such that  $SR(rbx)=SM(\&dests)=\{0x7ffdfffffed0\}$ , which

```
01 typedef struct{char ip[16]: long port:} Dest:
                                                                        26 void scan intranet hosts (Cmd *cmd. int max) {
02 typedef struct{long act; Dest* dests[0];} Cmd;
                                                                        27
                                                                              Dest **dests = cmd->dests:
                                                                               for (int i = 0; i < max; i++) {
                                                                        2.9
                                                                                 struct sockaddr_in *host = iterate_host();
04 int main(int argc, char *argv[]) {
      Cmd * cmd = NULL:
05
                                                                        30
                                                                                 inet_ntop(host->ip, dests[i]->ip);
06
      int max = 0;
                                                                        31
                                                                                 dests[i]->port = ntohl(host->port);//
07
                                                                        32
                                                                              }
      if (config_file_exists()) {
0.8
                                                                        33 }
09
         max = read_from_config_file();
10
         cmd = malloc(sizeof(Cmd) + max*sizeof(Dest*));
                                                                       \alpha. mov rbx, [rbp - 0x10] // rbx = [rbp - 0x10] = [0x7ffdfffffed0] = 0x8
         for (int i = 0; i < max; i++)
11
                                                                            * Validate Memory Address: get_accessible(0x7ffdfffffed0) = true *
                                                                          /* Update Linear Set: SR(rbx) \leftarrow SM(\&dests) = \{0x7ffdfffffed0\} */
12
           cmd->dests[i] = malloc(sizeof(Dest));
13
                                                                       \beta. mov ecx, [rbp - 0x14] // ecx = [rbp - 0x14] = [0x7ffdfffffecc] = 0x0
14
                                                                           /* Validate Memory Address: get_accessible(0x7ffdfffffed4) = true */
      if (cnc_server_connectable()) {
15
                                                                          /* Update Linear Set: SR(rcx) \leftarrow SM(\&i) = \{0x7ffdfffffecc\} */
16
         scan_intranet_hosts(cmd, max);
                                                                       \gamma. lea rdx, [rbx + 8*rcx] // rdx = rbx + 8*rcx = 0x8
17
         cmd->act = get_action_from_cc_server();
                                                                          /* Update Linear Set: SR(rdx) \leftarrow SR(rbx) = \{0x7ffdfffffed0\} */
         switch (cmd->act) {
18
                                                                       \delta. mov rax, [rdx] // rax = [rdx] = [0x8]
19
           case 1: do_action_1(cmd->dest, max); break;
                                                                          /* Validate Memory Address: get_accessible(0x8) = false (invalid read on 0x8) */
20
           case 2: do_action_2(cmd->dest, max); break;
                                                                            * Allocate Memory Block: malloc(BLOCK_SIZE) = 0x2531000 */
21
                                                                          /* Update Reference: rdx = *(0x7ffdfffffed0) = 0x2531000 + 0x8 = 0x2531008 */
22
                                                                       \epsilon. mov rax, [rax] // rax = [rax] = [0x0]
23
      }
                                                                            Validate Memory Address: get_accessible(0x0) = false (invalid read on 0x0) */
24
                                                                            Allocate Memory Block: malloc(BLOCK_SIZE) = 0x2532000 */
                                                                          /* Update Reference: rdx = *(0x7ffdfffffed0) = 0x2532000 + 0x8 = 0x2532008 */
25 }
```

Fig. 1: Motivation example. The assembly code here is functionally equivalent with the original one for easy understanding.

is the address of dests. Intuitively, the pointer value in rbx is linearly correlated to that in dests. Hence, fixing either one entails updating the other. The linear correlation is further propagated to register rdx after executing instruction  $\gamma$ , since its value is derived from rbx by address offsetting (i.e., &dests[0] = &dests + 0). When executing instruction  $\delta$ , X-Force detects an invalid access through the pointer denoted by rdx (i.e., &dests[0]), holding an invalid address 0x8. Hence, it allocates a memory block with address 0x2531000 and initializes it with zero values. Register rdx is then updated to 0x2531008. The value of &dest should also be updated, since it linearly correlates with rdx. Similar memory recovery operations are needed for instruction  $\epsilon$  that accesses dests[0]->ip through an invalid memory address 0x0.

As we can see that each memory operation should be intercepted by X-Force for memory address validation and linear set tracing. Upon the recovery of an (invalid) pointer variable, all the linearly correlated variables need to be updated accordingly. This causes substantial performance degradation. It was reported that X-Force has 473 times runtime overhead over the native execution [32]. Furthermore, since many library functions such as string functions in glibc can lead to linear set explosion (due to substantial heap array operations), X-Force chose not to trace into library functions to update linear sets. As a result, its memory recovery is incomplete (see Section IV for a real-world example).

**Our technique.** We propose a novel randomized memory preplanning technique (called PMP) to handle invalid memory accesses with probabilistic guarantees. Instead of allocating new memory blocks on demand, PMP pre-allocates a large memory block with a fixed size (e.g., 16KB) when the program is loaded. The *pre-allocated memory area* (PAMA) is filled with carefully crafted random values such that if these values are interpreted as memory addresses, the corresponding

accesses still fall into PAMA. We call this self-contained memory behavior (SCMB). In addition, these random values are designed in a way that they are self-disambiguated. That is, it is highly unlikely that two semantically unrelated memory operations access the same random address, causing bogus dependencies. We call this *self-disambiguated memory* behavior (SDMB). For example, the simplest way to achieve SCMB is to pre-allocate a chunk of memory starting at 0x00 and fill it with 0x00. As such, dereferences of null pointers (e.g., \*p with p = 0) or pointers with some offset from null (e.g., \*(p+8)), yield value 0x00 due to the initialization. If the yielded value 0x00 is further interpreted as a pointer, its dereference continues to yield 0x00, without causing any memory exception. However, such a scheme leads to substantial bogus program dependencies as semantically unrelated memory operations through uninitialized/invalid pointer variables all end up accessing address 0x00. For example, assume p and q are not properly initialized and both have a null value due to forced execution and there are two pointer dereference statements "1. \* p = ...; 2. ... = \*q". A bogus dependence will be introduced between 1 and 2. Such bogus dependencies further lead to highly corrupted program states. SDMB is to ensure that unrelated pointer variables have a high likelihood to contain disjoint addresses such that it is like they were all properly allocated and initialized. Intuitively, PMP diversifies the values filled in the pre-allocated large memory region such that dereferences at different offsets yield different values. Consequently, follow-up dereferences (of these values) can continue to disambiguate themselves.

In addition to the aforementioned pre-planning, during execution, PMP also initializes global, local variables, and heap regions *allocated by the original program logic* with random values pointing to PAMA. Note that otherwise they are initialized to 0 by default. As such, when these variables are interpreted as pointers and dereferenced without being

	0	1	2	3	4	5	6	7	8	9	а	b	С	d	е	f	
0×0000	80	fe	00	00	00	00	00	00	50	38	00	00	00	00	00	00	↰
0×0010	48	74	00	00	00	00	00	00	f8	04	00	00	00	00	00	00	-
0×0020	d 0	ff	00	00	00	00	00	00	08	00	00	00	00	00	00	00	┙
0xffd0	88	19	00	00	00	00	00	00	30	30	00	00	00	00	00	00	
0xffe0	40	fc	00	00	00	00	00	00	98	20	00	00	00	00	00	00	
avfffa	20	50	aa	aa	aa	aa	aa	aa	۵8	7	aa	aa	aa	aa	aa	aa	

Fig. 2: Pre-allocated memory area. The data is presented in the little-endian format for the x86\_64 architecture. The bytes in gray are free to be filled with 8-multiple random values.

properly initialized along some forced path, the accesses still fall in PAMA and also have low likelihood to collide (on the same address). Through SCMB, PMP enables crash-free memory operations, which are critical for forced execution. Since it does not require tracing memory operations or performing on-demand allocation, it is 84 times faster than X-Force (Section IV). Through SDMB, PMP respects program semantics such that it can faithfully expose (hidden) program behaviors with probabilistic guarantees. As shown in our evaluation (Section IV), PMP has fewer false positives (FP) and false negatives (FN) than X-Force as well.

Figure 2 illustrates a 64-KB pre-allocated memory area mapped in the address space from 0x0 to 0xffff. Note that although this memory region may overlap with some reserved address ranges, we leverage QEMU's address mapping to avoid such overlap (see Section III-E). It is filled with crafted random values that ensure both SCMB and SDMB. For our motivation example, instruction  $\delta$  reads the memory unit at address 0x8 (i.e.,  $\delta dests[0]$ ) and gets the value 0x3850. Subsequently, the instruction  $\epsilon$  uses 0x3850 as the address to access dests[0]->ip. These two accessed addresses (0x8, 0x3850) are contained in the PAMA, hence no memory exception occurs. The data dependence between these two addresses are also faithfully exposed, without undesirable address collision. Observe that there is no memory validation and linear set tracing required.

We want to point out while SCMB and SDMB can be effectively ensured in forced execution, they may not be as effective in regular execution. Otherwise, dynamic memory allocation could be completely avoided. The reason is that forced execution aims to achieve good coverage to expose program behaviors such that it bounds loop iterations [32]. As a result, linear scannings of large memory regions are mostly avoided, allowing to establish SCMB and SDMB effectively and efficiently. Intuitively, one can consider that our design is equivalent to pre-allocating many small regions that are randomly distributed. This is particularly suitable for heap accesses in forced-execution as they tend to happen in smaller memory regions. Even if overflows might happen, the likelihood of critical data being over-written is low due to the random distribution.

### III. DESIGN

### A. Overview

Figure 3 presents the architecture of PMP, which consists of three components: the path explorer, the dispatcher and the

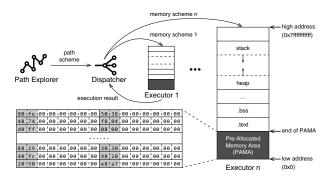


Fig. 3: Architecture of PMP.

executors. Given a target binary, the path explorer systematically generates a sequence of branch outcomes to enforce, including the PCs of the conditional instructions and their true/false values. We call it a path scheme. Note that like X-Force, PMP does not enforce the branch outcome of all predicates, but rather just a very small number of them (e.g., less than 20). The other predicates will be evaluated as usual. PMP operates in rounds, each round executing a path scheme. For each path scheme, PMP further generates multiple versions of variable initializations, each having different initial values but satisfying both SCMB and SDMB. We call them memory schemes. The reason of having multiple memory schemes is to reduce the likelihood of coincidental address collisions. A process is forked for each path and memory scheme and distributed to an executor for execution. At the end of a round, the dispatcher aggregates the results from the executors (e.g., coverage). Another path scheme is then computed by the path explorer to get into the next round, based on the results from previous rounds.

**Path Explorer.** In essence, path exploration is a search process that aims to cover different parts of the subject binary. In each round, a new path scheme is determined by switching additional/different predicates, or enforcing additional/different jump table entries, to improve code coverage. Since the search space of all possible paths is prohibitively large for real-world binaries, PMP follows the same path exploration strategies in X-Force [32], including the linear search, the quadratic search and the exponential search. In particular in each round, the linear search selects a new predicate or jump table entry to enforce, which is usually the last one that does not have all its branches covered in previous rounds. The exponential strategy aims to explore all combinations of branch outcomes and is hence the most expensive. It is only used to explore some critical code regions. Quadratic search falls in between the two. Since these are not our contributions, interested readers are referred to the X-Force project [32].

**Dispatcher.** The dispatcher aggregates execution results (e.g., code coverage and program dependencies) of multiple executors in a conservative fashion. Specifically, it considers a result valid if and only if it is agreed by n executors, with n configurable. In our experience, n=2 is good enough in practice. Such aggregation further improves our

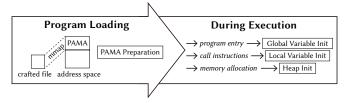


Fig. 4: Workflow of Memory-preplanning.

probabilistic guarantees. Intuitively, assume PMP ensures that a reported result has lower than  $p \in [0,1]$  probability to be incorrect during a single execution (on an executor), due to the inevitable accidental violations of SCMB or SDMB. The aggregation further reduces the probability to  $p^n$  if the memory schemes on the various executors are truly randomized (and hence independent).

**Executors.** All executors are forked from the same main process with the same initialized PAMA. Each executor then enforces a given path and memory scheme assigned to it. Such a design avoids the redundant initialization of PAMA. Note that all memory accesses must start from some variable, whose value is fully randomized across executors.

The rest of this section will explain in details the memory pre-planning step and the probability analysis for SCMB and SDMB guarantees. Execution result aggregation is omitted due to its simplicity.

# B. Memory Pre-planning

Overview. Figure 4 presents the workflow of memory preplanning. When a program is loaded, a pre-allocated memory area (PAMA) is prepared by invoking the mmap system call to map a crafted file to the program address space. The file content is randomly generated beforehand. During execution, program variables (including global, local variables and heap regions) are initialized by PMP with random eight-multiple values pointing to PAMA. Specifically, PMP intercepts: 1) the program entry point for initializing global variables; 2) call instructions for initializing local variables; and 3) memory allocations for initializing heap regions. Note that PAMA preparation happens a priori and incurs negligible runtime overhead, while variable initialization occurs on-the-fly during execution. Both are generic and do not require case-by-case crafting. We further discuss these steps in the following.

PAMA Preparation. PAMA is mapped at the lower part of the address space starting from 0x0, in order to accommodate null pointers or pointers with invalid small values. The word-aligned addresses within PAMA (i.e., those having 0 at the lowest three bits) are filled with carefully crafted random values, such that if these values are interpreted as addresses, they fall within PAMA. As such, the range of random values that we can fill is dependent on the size of PAMA. For a 64-KB PAMA (i.e., in the address range of [0, 0xffff]), the first two least-significant bytes of a filling value are free to be set with a random eight-multiple value. Other bytes are fixed to zero. Note that such a value is essentially a valid

word-aligned address in PAMA. For a 64-MB PAMA, the first three least-significant bytes of a filling value can be set randomly, providing better SDMB. The maximum PAMA can be as large as 128 TB, as a larger PAMA would overlap with the kernel space. While a feasible design is to change the entire virtual space layout (by changing kernel), it would hinder the applicability of our technique. In practice, we find that 4-MB of PAMA provides a good balance of SCMB and SDMB.

Global Variable Initialization. In an ELF binary, the uninitialized or zero-initialized global variables are stored in the .bss segment. During loading, PMP reads the offset and size information of the .bss segment from the ELF header. PMP then initializes the segment like a heap region.

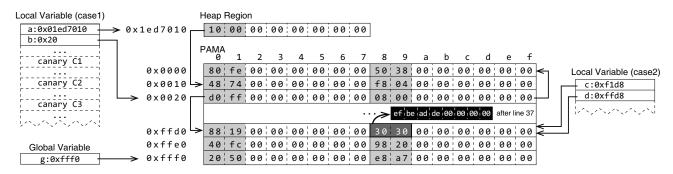
Heap Initialization. Pre-planning heap regions that are dynamically allocated by instructions in the subject binary is relatively easier. PMP intercepts all memory allocations and set the allocated regions to contain random word-aligned PAMA addresses. Note that PMP writes these values to each word-aligned address in the heap region. If a regular compiler is used to generate the subject binary, the compiler would enforce pointer-related memory accesses to be word-aligned through padding. However, malware may intentionally introduce pointer accesses that are not word-aligned. Section III-E will discuss how PMP handles such cases. In the following discussion, we always assume word alignment.

**Local Variable Initialization.** Initializing local variables is more complex. After initializing PAMA and before spawning the executors, PMP initializes the entire stack region like a heap region. Note that stack frames are pushed and popped frequently and the same stack address space may be used by many function calls. As such, the stack space may need to be re-initialized. A plausible solution is to identify stack frame allocations (e.g., updates of rsp register) and conduct initialization after each allocation. However, due to the flexibility of stack allocations, it is difficult to precisely identify them. Inspired by stack canaries used to detect stack overflows, PMP uses the following design to initialize stack regions. It intercepts each function invocation. Then starting from the current address denoted by rsp, it randomly checks eight <sup>1</sup> unevenly distributed addresses lower than the rsp address (i.e., the potential stack space to be allocated), in the order from high to low, to see if they are PAMA addresses (meaning that they were not overwritten by previous function invocations). We also call these addresses *canaries* without causing confusion in our context and use  $C_i$  to denote the *i*th canary. PMP identifies the lowest (last) canary that is not PAMA address, say  $C_t$ , and then re-initializes  $[C_{t+1}, rsp]$  (note that stack grows from high address to low address). If all eight canaries are overwritten, PMP continues to check the next eight. Observe that since stack writes may not be continuous, the detection scheme has only probabilistic guarantees. In practice, our scheme is highly

<sup>&</sup>lt;sup>1</sup>Eight is an empirical choice and works well in our evaluation. The number and the distribution of canaries are configurable.

```
01 typedef struct{double *f1: long *f2:} T:
                                                            21 void case1() {
02 typedef struct{char f3; long *f4; long *f5;} G;
                                                            22
                                                                 long **a = malloc(...);
03 G *a;
                                                            23
                                                                 T *b;
                                                                  if (cond1()) init(b);
04
                                                            24
05 void case3() {
                                                                 if (cond2()) {
06
     long *e = NULL, *f = NULL;
                                                            26
                                                                    long *alias = b->f2;
07
     if (cond1()) init(e, f);
                                                            27
                                                                    \star (b \rightarrow f2) = \star \star a; // [0x0008] = [0x0010]
                                                                    *(b->f1) = 0.1; // [0xffd0] = 0.1
     if (cond2()) {
0.8
                                                            28
        \star e = 0x6038; // [0x0000] = 0x6038
09
                                                            2.9
                                                                    long tmp = *alias;
10
       long tmp = *f; // tmp = [0x0000]: bogus dep!
                                                            30
                                                            31 }
11
12 }
                                                            32
13
                                                            33
                                                               void case2() {
                                                                 long *c; double **d;
14
   void case4() {
                                                            34
     if (cond1()) init(q);
                                                            35
                                                                  if (cond1()) init(c, d);
15
16
     if (cond2())
                                                            36
                                                                  if (cond2())
       *(g->f4) = 0x0830;
                                                                    *c = 0xdeadbeef; // [0xffd8] = 0xdeadbeef
17
                                                            37
                                                                    double tmp = **d; // [0xdeadbeef]: error!
       long tmp = \star (g->f5); // & (g->f5) = 0x10000
                                                            38
18
19
                                                            39
20 }
                                                            40
                                                               }
```

(a) code snippet.



(b) memory scheme.Fig. 5: Memory pre-planning.

effective and we haven't encountered any problems caused by incorrect stack initialization.

**Example.** We use the code snippet shown in Figure 5a as an example to explain the memory pre-planning process. In the code, a global variable g is defined at line 3, two local variables a, b are defined in function <code>casel()</code>. Assume in an execution instance, line 24 takes the <code>false</code> branch and b is not allocated and initialized; and line 25 is forced to take the <code>true</code> branch. Although a is initialized by the original program code with an allocated heap region, the data in the heap region is not initialized. Without memory pre-planning, the program would have exception at any of the memory operations in lines 26-29.

In this example, the global variable g is set to a random PAMA address at the beginning. Upon calling case1(), PMP checks the canaries at  $C_1$ ,  $C_2$ , and so on (see the stack frame in the top-left corner of Figure 5b), and then identifies, say, the region from  $[C_3,rsp]$  needs re-initialization, which includes local variables a and b. Inside the function body, a is set to a dynamically allocated heap region at line 22, but other variables such as g and b keep their initial PAMA address value (as line 24 is not executed). Specifically, g and b point to 0xfff0 and 0x20 (in PAMA), respectively. Consider the read operation at line 28 that triggers pointer dereferences on

b and then b->f1. The former dereferences address 0x20 and yields value 0xffd0, which is further interpreted as an address in the follow-up dereference of b->f1, yielding another valid PAMA address. Observe that any following dereferences will be within PAMA and do not cause any exceptions, illustrating the SCMB property. The value of b->f1 (i.e., 0xffd0) dereferenced at line 28 is different from that of b->f2 (i.e. 0x08) dereferenced at line 27, and hence disambiguate themselves, illustrating SDMB.

C. Other PAMA Memory Behavior and Interference with Regular Memory Operations.

Memory pre-planning is particularly designed to handle exceptional memory operations (caused by forced execution). As such, all the values filled in PAMA are essentially in preparation for these values being interpreted as addresses and further dereferenced. It is completely possible that the subject binary does not interpret values from PAMA as addresses. For example, it may interpret a PAMA region as a string and access individual bytes in the region. In such cases, the accessed values are just random values. This is equivalent to how X-Force handles uninitialized/undefined buffers.

A PAMA location can be written to and later read from by instructions in the subject binary, dictated by the program semantics. Program dependencies induced by PAMA are no different from those induced through regular memory regions. For example, the code at line 26 in Figure 5a establishes an alias between variable alias and b->f2. At line 27, a memory write is conducted on b->f2. At line 29, a memory-read is conducted on alias. PMP can correctly establish the dependence between line 27 and line 29, since they both point to the same memory address 0x8.

It may happen that a PAMA location is written to by the subject binary and then read through a semantically unrelated invalid pointer dereference later. As the written value may not be a legitimate PAMA address, the later read causes exception. For example, line 37 at function case2() of Figure 5a writes a value 0xdeadbeef that is not a word-aligned address within PAMA to the address indicated by pointer c. Assume c happens to have the same value 0xffd8 as an unrelated pointer d. The write to \*c also changes the value in \*d to 0xdeadbeef. As such at line 38, an exception is triggered for the read of \*\*d. In the next subsection, our probability analysis shows that such cases rarely happen as the likelihood for two semantically unrelated pointers are initialized to the same random value is very low. Furthermore, PMP employs different memory schemes in multiple executors, further reducing such possibility.

In the worst situation, the subject binary uses its own instructions to set semantically unrelated pointers to null. In normal execution, these pointers would point to different properly allocated memory regions. However in forced execution, they may not be allocated, and all point to address 0. In such cases, PMP cannot disambiguate the accesses of these variables, and lead to bogus dependencies. For example, the local variables e and f in function case3 () of Figure 5a are explicitly set to null by the original program code. In forced execution where line 7 is not executed, they point to the same address 0x0, resulting in bogus dependence (e.g., between lines 9 and 10). Our experimental results in Section IV show that such cases rarely happen.

#### D. Probability Analysis

In this section, we study the probabilistic guarantee of PMP for the SCMB and SDMB properties. Violations of SCMB lead to exceptions whereas violations of SDMB lead to bogus dependences and corrupted variable values. To facilitate discussion, we introduce the following definitions. Let PA be the set of all possible addresses within PAMA, and WA be its word-aligned subset. Assume the size of PAMA is S. Then, on a 64-bit architecture, we have equation (1).

$$S = |PA| = |WA| \times 8 \tag{1}$$

In addition, let FV be a random subset of WA, called the *filling value set*, whose elements are used as the values to be filled in PAMA. Without loss of generality, we assume 0 belongs to FV. We define the ratio between the size of FV and the size of WA as *diversity*, denoted as d. Then, we have equation (2).

$$|\text{FV}| = |\text{WA}| \times d = \frac{d \cdot S}{8} \tag{2}$$

The initialization of PAMA can be formulated as a mapping  $f: \mathbb{WA} \mapsto \mathbb{FV}$ , which assigns each word (with 8 bytes alignment) in PAMA (i.e., denoted by addresses in  $\mathbb{WA}$ ) with a random value selected from  $\mathbb{FV}$ . Intuitively, a more diverse  $\mathbb{FV}$  leads to a more random memory scheme. The initialization that fills the whole PAMA with value 0 can be considered an extremal case where  $\mathbb{FV}$  contains only a single element 0. Note that in this case, SCMB is fully respected, while SDMB is substantially violated as all invalid memory operations collide on address 0.

**Probabilistic Guarantee of SCMB.** When a pointer variable is initialized (by PMP) with a value indicating an address close to the end of PAMA, dereference of its offset may result in an access out of the bound of PAMA. As an example, consider the dereference of g->f5 at line 18 of function case4() in Figure 5a. Recall that g is set to be 0xfff0 by PMP. The address of g->f5 is hence 0x10000, out of the bound of PAMA with 16 KB size.

Theorem 1. Let x be a filling value selected from FV,  $\alpha$  be an offset. The probability  $P_{err1}$  of  $x + \alpha$  being out of the bound of PAMA is calculated by equation (3).

$$P_{err1} = P\left( (x+\alpha) \notin \text{PA} \mid x \in \text{FV} \right) = \frac{\alpha}{S-8} \cdot \left( 1 - \frac{8}{d \cdot S} \right) \quad (3)$$

Proof. For PMP to access an out-of-bound address  $x+\alpha$ , x must belong to an address set  $\mathtt{IA}=\mathtt{WA}\cap\{S-\alpha,S-\alpha+1,\ldots,S-1\}$ . To simplify discussion, let  $\alpha'=\mathtt{IA}|=\alpha/8$ ,  $S'=\mathtt{|WA}|$  and  $N=\mathtt{|FV}|$ . Let the size of  $\mathtt{IA}\cap\mathtt{FV}$  be i. We can infer conditional probability  $P(x\in\mathtt{IA}|x\in\mathtt{FV})=i/N$ , denoted as  $P_{i1}$ . Additionally, because there are  $\binom{S'-1}{N-1}$  possible FVs that could be uniformly chosen from (recall  $0\in\mathtt{FV}$  always holds) and  $\binom{\alpha'}{i}\cdot\binom{S'-\alpha'-1}{N-i-1}$  FVs have i common elements with  $\mathtt{IA}$ ,  $P(\mathtt{|FV}\cap\mathtt{IA}|=i)=\binom{\alpha'}{i}\cdot\binom{S'-\alpha'-1}{N-i-1}/\binom{S'-1}{N-1}$ , denoted as  $P_{i2}$ . Enumerating size  $i\in\{1,\ldots,\alpha'\}$ ,  $P_{err1}=\sum_{i=1}^{\alpha'}P_{i1}\cdot P_{i2}=(\alpha'/N)\cdot(\binom{S'-2}{N-2})/\binom{S'-1}{N-1})=\frac{\alpha}{S-8}\cdot\left(1-\frac{8}{d\cdot S}\right)$ 

Intuitively, the larger the pre-allocated memory area (i.e., S) and the lower the diversity (i.e., d), the lower the  $P_{err1}$ . In particular, the  $P_{err1}$  of a naive initialization that fills PAMA with value 0 is 0. In a typical setting of  $S=0\times400000$ ,  $\alpha=8$  and d=1,  $P_{err1}=1.9073e-06$ , illustrating a very low chance of exception. A plausible way to completely avoid SCMB violation is to avoid using address values close to the end of PAMA. However this requires knowing the largest possible offset, which is difficult in practice.

**Probabilistic Guarantee of SDMB.** SDMB will be compromised when two unrelated pointers are initialized to the same value by chance. Taking local variables c and d for case2() in Figure 5a as an example, both of them are initialized to 0xffd8, causing invalid pointer dereference at line 38.

Theorem 2. Let x and y be two filling values independently selected from FV. The probability  $P_{err2}$  of coincidental address collision, when x and y have the same value, is calculated by equation (4).

$$P_{err2} = P\left(x = y \mid x \in \text{FV}, \ y \in \text{FV}\right) = \frac{8}{d \cdot S} \tag{4}$$

*Proof.* Recall x and y are independently selected from FV. Thus, fixing  $x = v_0$  as a constant, we can infer  $P_{err2} = P(y = v_0 | y \in \text{FV}) = 1/|\text{FV}| = 8/(d \cdot S)$ .

With a typical setting d=1 and  $S=0 \times 400000$ ,  $P_{err2}=1.9073 \text{e}-06$ , a very low probability.

$$\begin{split} P_{err3} = & P\left(l\left(x,\beta\right) \cap l\left(y,\gamma\right) \neq \emptyset \mid x \in \text{FV}, \ y \in \text{FV}\right) \\ \leq & \frac{64}{d^2 \cdot S^2} + (1 - \frac{8}{d \cdot S})^2 \cdot \frac{\beta + \gamma - 8}{S - 8} \end{split} \tag{5}$$

Proof is elided due to space limitations. With a setting of  $\beta=0$ x1000,  $\gamma=0$ x1000, and the rest as the same before,  $P_{err3}=0.00195$ , still reasonably low. Note that one can always improve the guarantee by having more executors with different pre-plans.

#### E. Implementation

PMP is implemented based on the QEMU user-mode emulator [9]. Specifically, PMP instruments conditional jumps and indirect jumps to enforce path scheme. A path scheme is a sequence of branch outcomes that need to be enforced. As an instance, "401a4c:T, 4094fc:F, 40a322#40a566" is a path scheme that contains three branch outcomes to be enforced in order. Particularly, the predicates at 0x401a4c and 0x4094fc should take the true branch and false branch respectively, the jump table at 0x40a322 should take the entry at 0x40a566. Currently, PMP supports ELF binary on the x86\_64 platform. It can be easily extended to support other architectures due to the cross-platform feature of QEMU. We leave it as our future work. In the rest of the subsection, we discuss a number of practical challenges faced by PMP.

Handling File and Network I/O, Infinite Loop and Recursion. Forced execution may result in exceptional program behaviors, such as invalid file/network access, infinite loop and infinite recursion. To make PMP applicable to real-world executables, these issues need to be handled. PMP follows similar solutions to X-Force regarding these problems. The difference lies in that we implement them on QEMU while X-Force was on PIN. We briefly discuss these solutions for the completeness of discussion.

To handle invalid file access, PMP wraps file open functions (e.g., open and fopen). If the file to be opened does not exist, a file padded with random values will be used. To handle infinite loop, PMP adopts the profiling-based approach proposed in [31] to dynamically identify loop structures. For each identified loop structure, PMP resets the loop bound to a pre-define constant. This is more sophisticated than X-Force, which uses a fixed global loop bound. To handle infinite recursion, PMP intercepts call and return instructions to maintain a call stack. At each function invocation, PMP checks whether the appearances of the target function in the call stack exceed a pre-defined threshold. If so, PMP skips the function invocation. Note that while maintaining a faithful

shadow call stack is very challenging due to the various strange calling conventions, PMP does not require a precise shadow stack.

Allocation of Large PAMA. PAMA is located at the lower part of the address space starting from 0x0. The default load address for non-position-independent executables is usually 0x400000. If the size of PAMA is larger than 4MB, there will be overlap between PAMA and the text/data segment of the subject executable, which is problematic.

To support large-size PAMA, we enable the address mapping mechanism provided by QEMU, which translates a guest address (denoted as GA) used by the subject executable to a host address (denoted as HA) used by QEMU. In the user-mode emulation, QEMU and the subject executable share the same address space. The address mapping g2h is flattened to essentially an offsetting operation, such that ha = g2h(ga) = ga + base, where  $ga \in GA$ ,  $ha \in HA$ , and base is a pre-defined base address. We set the base address to the size of PAMA to avoid any overlap. Consequently, we need to adjust the filling values accordingly such that they are mapped to the addresses within PAMA (started from 0x0 in the host space). Formally, let FV' be the set of the adjusted filling values. Then we have  $FV' = \{x - base \mid x \in FV\}$ .

Misaligned Memory Access. The memory pre-planning of PMP assumes that any pointer field of a structure is word-aligned. It is a reasonable assumption for most real-world applications, since making pointer fields word-aligned (by padding if needed) is the default behavior of compilers. For example, mainstream compilers will place a 7-byte padding between the £3 field and the £4 field of the structure G in Figure 5a by default, such that the offset of £4 is word-aligned.

Although we didn't find any real-world cases in our evaluation, it is possible to disable word-alignment via a special compilation option. The misalignment of a pointer field (within PAMA) may result in invalid memory access. For example, assume the global variable g in Figure 5a points to 0xfff0 set by PMP. If its pointer field £4 is not word-aligned, its value will be loaded from 0xfff1, which would be 0xe80000000000000050. If this value is used as an address, the access falls out of PAMA (even out of the user address space) and causes exception.

We develop the following mechanism in the dispatcher to handle misaligned memory accesses in a demand driven fashion. If a path scheme results in invalid memory access in all the executors (most likely induced by misaligned accesses), the dispatcher checks the QEMU exception log to acquire the instruction i that accesses misaligned address. Then PMP additionally intercepts the code generation of instruction i to mask the most-significant bytes of the accessed memory address to make it fall within PAMA. Note that while our design anticipates misaligned pointer field accesses are rare, which is true according to our experience (see Section IV), it is possible future malware may purposely introduce lots of such misalignments. In this case, PMP would have to instrument all memory operations to sanitize the addresses.

#### IV. EVALUATION

### A. Experiment Setup

We evaluate PMP with the SPEC2000 benchmark set as well as a set of malware samples provided by VirusTotal [12] and Padawan [8]. The experiment on SPEC2000 is conducted on a desktop computer equipped with an 8-core CPU (Intel®) Core<sup>TM</sup> i7-8700 @ 3.20GHz) and 16G main memory. The experiment on the malware samples is conducted on a virtual machine (to sandbox their malicious behaviors) hosted on the same desktop. On both experiments, the configuration of PMP is as follows: 4-MB pre-allocated memory area (i.e.,  $S = 0 \times 400000$ ), diversity d = 1, and 2 executors (i.e., n = 2).

#### B. SPEC2000

SPEC2000 is a well-known benchmark set contains 12 real world programs, some of them are large (e.g., 176.gcc). The list of programs and the characteristics of their executables can be found in Appendix A. We choose SPEC2000 for the purpose of comparison as it was used in X-Force. Table I presents the comparative results on different aspects, including forced execution outcomes, code coverage and memory dependence.

**Forced Execution.** In this experiment, both PMP and X-Force use the same linear path exploration strategy. Specifically, it first executes the binary once without forcing any branch outcome. Then it traverses the executed predicates in the reverse temporal order (the last predicate first) and finds the predicate that has an uncovered branch. A new path scheme is then generated to force-set the uncovered branch. The procedure repeats until there are no more schemes that can lead to new coverage. Column 2 in Table I reports the total execution time when PMP finishes the exploration. Columns 3 and 4 present the number of executions that pass and fail (i.e., encounters an exception), respectively. The number in parentheses denote the number of executions finished per second. Columns 11-13 show the corresponding results for X-Force. From these results, we have the following observations. (1) PMP can perform 12.6 forced executions per second on average, which is 84 times faster than X-Force (0.15 execution per second). Since PMP uses 2 executors for each path scheme, one may argue that X-Force can be parallelized to use two cores (for fair comparison). We want to point out that first it is unclear how to parallelize the linear search algorithm; and the second executor in PMP is just to provide better probabilistic guarantees. In most cases, such improvement may not have practical impact (see our next experiment). Hence in deployment, additional executors may be turned off. (2) The execution failure rate of PMP is 3.5%, which is reasonably low and comparative with X-Force. Note that the rate is higher than what we identified in the SCMB probability analysis (Section III-D). The reason is that the majority of failures reported by both PMP and X-Force are not caused by memory exceptions, but rather inevitable as the path explorer forces the execution to enter branches that must lead to failures (e.g., forcing the true branch of a stack smash check inserted by the compiler).

Code Coverage. Columns  $5\sim7$  and  $14\sim16$  show the code coverage of PMP and X-Force, respectively. Observe that on average PMP covers 83.8% instructions, 79.1% basic blocks and 91.8% functions, which is comparable to X-Force. For most of the benchmark programs, PMP achieves more than 80% code coverage. Specifically, for mcf and gzip, PMP achieves 100% code coverage.

The worst cases are *eon* and *gcc*. Further manual inspection shows that this is due to some inherent shortcoming of the linear search strategy. To illustrate, consider the code snippet in Figure 6, which is extracted from *gcc* that validates function arguments before proceeding. When the <code>check\_arg()</code> function is invoked for the first time at line 2, the <code>true</code> branch of predicate at line is taken by default. The linear path exploration will force the next execution to take the <code>false</code> branch, since it has not been covered before. At the second-time invocation of <code>check\_arg()</code> at line 3, the <code>false</code> branch of the predicate at line 8 will not be forced to execute again (hence take the <code>true</code> branch by default), since it has been covered before. That means, the code after line 3 will not get executed due to the validation failure at line 3.

The essence of the problem is that linear search only focuses on predicates, without considering their context. For example, function <code>check\_arg()</code> may be invoked from multiple places, and each calling context should be considered differently. That is, a branch being covered in a context should not prevent it from being explored again in a different context. In our future work, we will explore a context-sensitive path exploration method that can provide probabilistic guarantees. Specifically, we will explore a sampling algorithm that can sample a predicate, together with its unique context, in a specific distribution (e.g., uniform distribution).

Memory Dependence. We also conducted an experiment, in which we detect the program dependencies exercised by forced execution. A dependence is exercised when an instruction writes to some address, which is later read by another instruction. This is to evaluate the SDMB property of PMP. Note that it is intractable to acquire the ground truth of program dependencies, even with source code (due to reasons such as aliasing). Therefore, we use two methods to evaluate the quality of detected dependencies. First, we run the SPEC programs on the inputs provided by the SPEC suite (some of them are large and comprehensive) and collect the dependencies observed. These must be true positive program dependencies. As such, forced execution is supposed to expose most of them. Any missing one is an FN. Second, we built a static type checker to check if the source and destination of a (detected) dependence must have the same type. We developed an LLVM pass to propagate symbolic information to individual instructions, registers, and memory locations such that we know the type of each binary operation and its operands. Note that we need the symbolic information just for this experiment. PMP operates on stripped binaries. Ideally, force execution should report as few mistyped dependencies as possible. Each mistyped dependence must be an FP. Columns 8~10 and

TABLE I: SPEC2000 Results

					PMI	)								X-For	ce			
Benchmark	exec	cution sta	tus	coo	de covera	ge		mory depe	ndence	exec	ution sta	itus		le covera	ige		mory depe	
	time (s)	# run	# fail	# insn	# block	# func	# found	# correct	# mistyped	time (s)	# run	# fail	# insn	# block	# func	# found	# correct	# mistyped
164.gzip	24.6	382	11	7,650	699	61	3,529	2,824	0	2,112	369	10	7,420	669	61	3,662	2,343	28
104.gzip	24.0	(15.6/s)	0.006 82 26,783 2,007 226 13,418 8,983 33 3.1/s) (8%) (83%) (71%) (89%) 13,418 (67%) (29%)	(0%)	2,112	(0.17/s)	(3%)	(97%)	(95%)	(100%)	3,002	(64%)	(1%)					
175.vpr	76.8	8 (13.1/s) (8%) (83%) (71%) (89%) 13,418 (67%) (2%	333	9,436	1,000	79	26,677	2,004	226	13,332	7,199	2,428						
173.vpi	70.6	(13.1/s)	(8%)	. ,	(71%)	. ,	13,416	(67%)	(2%)	9,430	(0.10/s)	(8%)	(83%)	(70%)	(89%)	13,332	(57%)	(18%)
176.gcc	3490.2	26,524	822	186,310	16,104		573 375	384,161	11,467	347,014	26,647	799	183,280	16,098	1,221	573,926	332,303	63,131
170.gcc	3470.2	(7.6/s)	(3%)	(49%)	(44%)	. ,	373,373	(67%)	(2%)	347,014	(0.08/s)	(3%)	(48%)	(43%)	(64%)	373,720	(58%)	(11%)
181.mcf	8.6	144	2	2,977	213		1 718	1,248	0	374	164	2	2,947	213	24	1.487	1,011	130
101.11101	0.0	(16.7/s)	(1%)	(100%)		. ,	1,710		(0%)	314	(0.43/s)	(1%)	(99%)	(100%)	(100%)	1,407	(68%)	(9%)
186.craftv	860.3	2,753	15	40,404			22 437	14,300	20	99,764	2,830	13	41,685	4,381	104	22,816	12,092	2,749
100.crafty	000.5	(3.2/s)	(0.5%)	(96%)			22,737		(0.08%)	77,704	(0.03/s)	(0.4%)	(99%)	(99%)	(100%)	22,010	(53%)	(12%)
197.parser	98.2	1,590	68	22,093		(89%) 13,418 1,239 (65%) 573,375 24 (100%) 1,718 104 (100%) 22,437 279 (94%) 9,958 502 9,521	. ,	887	6,340	1,685	69	23,331	2,799	288	11,740	5,870	3,682	
177.parser	70.2	(16.2/s)	(4%)	(90%)	) (100%) (100%) 1,718 (73%) 4 4,237 104 22,437 14,300 ) (96%) (100%) 22,437 (64%) 3 2,688 279 9,958 (66%) ) (92%) (94%) 9,958 (66%)		(9%)	0,510	(0.27/s)	(4%)	(95%)	(96%)	(97%)	11,710	(50%)	(31%)		
252.eon	37.2	707	27	28,600	5,560		0.521	4,457	142	4.020	659	26	27,622	5,413	501	9,121	3,557	5,669
232.0011	31.2	(19.0/s)	(4%)	(71%)	(70%)	(82%)	7,321	(47%)	(1%)	7,020	(0.16/s)	(4%)	(69%)	(68%)	(81%)	7,121	(39%)	(62%)
253.perlbmk	1.189	10,318	508	118,135	11,600	692	66,726	28,394	4,001	176,096	10,400	502	119,467	11,676	696	70,611	24,713	18,866
255.perionik	1,107	(8.7/s)	(5%)	(88%)	(90%)	(97%)	00,720	(43%)	(6%)	170,070	(0.06/s)	(4%)	(89%)	(90%)	(97%)	70,011	(35%)	(27%)
254.gap	1.054	7,754	310	49,869	4,519	401	38,243	20651	3,059	103,458	7,461	298	49,920	4,521	401	38,784	18228	6,593
234.gap	1,054	(7.3/s)	(4%)	(54%)	(50%)	(88%)	30,243	(54%)	(8%)	103,430	(0.07/s)	(4%)	(54%)	(50%)	(88%)	30,704	(47%)	(17%)
255.vortex	487.0	7,232	157	100,718	15,513	577	55,205	19,939	630	58,646	7,223	132	100,652	15,489	577	54,977	15,393	14,072
233.Voitex	407.0	(14.9/s)	(2%)	(92%)	(91%)	(92%)	33,203	(36%)	(1%)	30,040	(0.12/s)	(2%)	(92%)	(91%)	(92%)	34,777	(28%)	(26%)
256.bzip2	16.0	249	13	6,338	545	60	2,755	2,375	0	842	258	11	5,179	471	53	2,434	1,849	215
250.021p2	10.0	(15.6/s)	(5%)	(92%)	(94%)	(95%)	2,733	(86%)	(0%)	072	(0.19/s)	(4%)	(76%)	(82%)	(84%)	2,434	(76%)	(9%)
300.twolf	221.4	2,972	97	52,351	3,682	165	24.032	10,333	528	21,308	2,997	90	52,831	3,749	165	25,664	8,212	3,132
JOU.TWOII	221.4	(13.4/s)	(3%)	(91%)	(86%)	(99%)	24,032	(43%)	(2%)	21,500	(0.14/s)	(3%)	(92%)	(88%)	(99%)	23,004	(32%)	(12%)
Average	-	12.6/s	3.5%	83.8%	79.1%	91.8%	-	60.6%	2.6%	-	0.15/s	3.4%	82.7%	81.0%	90.9%	-	50.6%	19.6%

```
01 int some_func(char *arg1, char *arg2) {
02    check_arg(arg1);
03    check_arg(arg2);
04    do_something(); // do nothing
05    ...
06 }
07 void check_arg(char *arg) {
08    if (strlen(arg) == 0) exit(-1);
09    ...
10 }
```

Fig. 6: Explaining problem of linear search using gcc.

 $17{\sim}19$  show the memory dependence results for PMP and X-Force, respectively.

Observe that X-Force has 6.5 times more mis-typed memory dependences compared to PMP (19.6% versus 2.6%), that is, 6.5X more FPs. In addition, the must-be-true memory dependences reported by X-Force are 10% fewer than those by PMP. That is, X-Force has 10% more FNs. The main reason is that X-Force does not trace into library execution such that pointer relations are incomplete. We will use a case study to explain this in the next paragraph. Mis-typed dependences (FPs) in PMP are mostly caused by violations of SDMB. The results are consistent with our analysis in Section III-D. Note that our probabilistic guarantee for SDMB was computed for a pair of accesses, whereas the reported value is the expected value over a large number of pairs.

Case Study. We use 181.mcf as a case study to demonstrate the advantages of PMP over X-Force, as well as over a naive memory pre-planning that fills the pre-allocated region and variables with 0. To reduce the interference caused by the path exploration algorithm, we use the execution traces of the runs on the provided test cases as the path schemes. That is, we enforce the branch outcomes in a way that strictly follows the traces. The test cases fall into three categories: training, test, and reference, with difference sizes (reference tests are

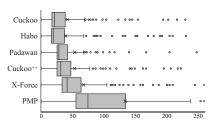
```
01 long suspend_impl(..){..
02    if (is_valid(arc)) {..
03         memcpy(new_arc, arc, 0x40);..
04         *(arc->tail) = nodel;..
05         node2 = *(new_arc->tail);..
06    }
07 }
```

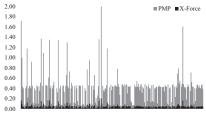
Fig. 7: Explaining FPs and FNs by X-Force using mcf.

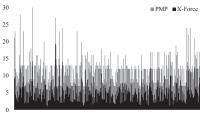
the largest). We use the memory dependences reported while executing the test cases normally as the ground truth to identify the false positives and false negatives for PMP and X-Force. Since both the forced and unforced executions of a test input follow the same path, the comparison particularly measures the effectiveness of the memory schemes. To be more fair, we only run PMP on a single executor.

The results are shown in Table II. The 2nd and 3rd columns compare the execution speed. Observe that PMP is much faster, consistent with our earlier observation. For the memory dependences, PMP has no FPs or FNs while the naive planning method has some; and X-Force has the largest number of FPs and FNs. The former is because SDMB is violated. The latter is due to the incompleteness of pointer relation tracking (i.e., missing the library part). Note that the numbers of FPs and FNs are smaller compared to the previous experiment as these are results for a small number of runs, without exploring paths.

Consider the code snippet from *mcf* shown in Figure 7. Variable arc is a buffer that contains many pointer fields. As it is copied to new\_arc at line 3, the pointer fields in arc and new\_arc are linearly correlated. However, X-Force misses such correlations as it does not trace into memcpy () at line 2. This could lead to missing dependences such as that between lines 4 and 5; and also bogus dependences. For example, the read \*(new\_arc->tail) at line 5 must falsely depend on some write that happened earlier.







(a) number of exposed syscall sequences.

(b) executions per second.

(c) length of path scheme.

Fig. 8: Overall result of malware analysis.

TABLE II: Experiment with mcf.

Execution	on Time (s)			M	emo	ry Depe	nden	ce			
DMD	V Force	ground	Pl	ИΡ		Na	aive		X-I	orce	;
1 1/11	A-1 ofcc	ground	found	fp	fn	found	fp	fn	found	fp	fn
0.0305	1.987	1847	1847	0	0	1848	5	4	1858	28	17
0.0348	2.578	2065	2065	0	0	2069	13	9	2088	45	22
0.0609	4.390	2062	2062	0	0	2068	14	8	2080	37	19
	PMP 0.0305 0.0348	0.0305     1.987       0.0348     2.578	PMP         X-Force         ground           0.0305         1.987         1847           0.0348         2.578         2065	PMP         X-Force         ground         PN found           0.0305         1.987         1847         1847           0.0348         2.578         2065         2065	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$						

### C. Malware Analysis

We use 400 malware samples. Half of them are acquired from VirusTotal under an academic license, and the other half fall into the set of malware used in the Padawan project. Note that the authors of Padawan cannot share their samples due to licensing limitations. Hence, we crawled the Internet for these samples based on a set of hash values provided by the Padawan's authors through personal communication. Many samples could not be found and are hence elided. The 400 samples cover up-to-date malware of different families captured from year 2016 to 2018. We compare the malware analysis result of PMP with that of Cuckoo [2] (a well-known sandbox for automatic malware analysis), Padawan [8] (an academic multi-architecture ELF malware analysis platform), Habo [10] (a commercial malware analysis platform used by VirusTotal for capturing behaviors of ELF malware samples) as well as X-Force [32].

In order to compare our technique with the state-ofthe-art anti-evasion measures, we implemented two popular anti-evasion methods [19] (i.e. system time fast-forwarding and anti-virtualization-detection) as extensions to Cuckoo. We name the extended system Cuckoo<sup>++</sup>. Specifically in the first method, we modify the kernel to make the system clock much faster (e.g., 100 times faster), mainly for the following two reasons. First, a malware analysis VM often has a very short uptime since it restarts for each malware execution. As such, advanced malware may check the system uptime to determine the presence of sandbox VM. Second, advanced malware samples often sleep for a period of time before executing their payload (in order to defeat dynamic analysis). In the other method, we intercept file system operations to conceal the artifacts produced by virtual machine (e.g., /sys/class/dmi/id/product\_name and /sys/class/dmi/id/sys\_vendor).

The detailed comparison results are shown in Appendix C. Note that the malware behaviors of Padawan are provided by its authors. We set up an execution environment similar to Padawan (Ubuntu 16.04 with Linux kernel version 4.4) for

TABLE III: Analysis on malware samples used for case study.

Case	ID	Cuckoo	Habo	Padawan	Cuckoo++	X-Force	PMP
1	031	12	17	12	12	283	301
2	004	27	29	28	27	32	216
3	225	49	49	166	165	183	220
4	309	153	169	292	221	274	705

the other tools, including PMP, X-Force, Habo, Cuckoo and Cuckoo<sup>++</sup>, so that the results can be comparable. We set 5 minutes timeout for each malware sample.

**Result Summary.** Figure 8 presents the overall result of malware analysis. Specifically, the number of unique system call sequences exposed by different tools are show in Figure 8a. To avoid considering similar system call sequences that have only small differences on argument values as different sequences, we consider sequences that have more than 90% similarity as identical. As we can see that the executions with anti-evasion measures enabled (i.e., Cuckoo<sup>++</sup> and Padawan) expose more system call sequences than the native executions (i.e., Cuckoo and Habo), but disclose fewer than the forced execution methods (i.e., X-Force and PMP). On average, PMP reports 220%, 243%, 150%, 151% and 98% more system call sequences over Cuckoo, Habo, Cuckoo<sup>++</sup>, Padawan and X-Force, respectively. Details can be found in Appendix C.

The comparison of execution speed and length of path schemes between PMP and X-Force are shown in Figure 8b and Figure 8c respectively. Note that Cuckoo and Padawan only runs each sample once (instead of multiple executions on different path schemes as force execution tools do). Hence we do not compare their execution speeds and length of path scheme. On average, PMP is 9.8 times faster than X-Force and yields path schemes with the length 1.5 times longer than X-Force. The longer the path scheme, the deeper the code was explored. The second case studies in this subsection show that with the longer path schemes, PMP can expose some malicious behavior in deep program paths that could not be exposed by X-Force.

**Case Studies.** Next, we use four case studies from different malware families to illustrate the advantages of PMP.

Case1: 1e19b857a5f5a9680555fa9623a88e99. It is a ransom malware that uses UPX packer [11] to pack its malicious payload in order to evade static analysis. Figure 9a shows a constructed code snippet to demonstrate part of its malicious logic. It mmaps a writable and executable memory area (line 2), then unpacks itself (line 3) and transfers control

```
void *code_area = map_exec_write_mem();
    upx_unpack (code_area);
    transfer control(code area, argc, argv);
05 }
06
07 void code_area(int argc, char **argv) {
0.8
    if (!is_cmdline_valid(argc, argv)) exit();
09
    char *action = argv[1], *key = argv[2];
10
    delete_self();
11
    if (strcmp(action, encrypt) == 0) {
       for (FILE *file: traverse directory()) {
12
         FILE *encrypted_file = encrypt(file, key);
13
         replace_file(encrypted_file, file);
14
15
    }
16
                      (a) simplified code.
a. mmap(0x400000, PROT EXEC|PROT READ|PROT WRITE,)
```

01 int main(int argc, char \*\*argv) {

```
a. mmap(0x400000,,PROT_EXEC|PROT_READ|PROT_WRITE,)
b. unlink("/root/Malware/le19b857a5f5a9680555fa9623a88e99")
c. open("/etc",O_RDONLY|O_DIRECTORY|O_CLOEXEC)
d. getdents64(0,)
e. open("/etc/passwd",O_RDONLY)
f. open("/etc/passwd.encrypted",O_WRONLY|O_CREAT,0666)
g. unlink("/etc/passwd")
```

(b) captured system call sequence.

Fig. 9: Case 1: the ransom malware sample.

(line 4) to the unpacked payload (lines 7-17). The malicious payload checks the validity of command line parameters (line 8) and deletes itself from the file system (line 10). If the command line parameter specifies the encrypt action, the malware traverses the file system to replace each file with its encrypted copy (lines 13-14).

The comparison of different tools on this malware is shown in the second row of Table III. Triggering payload requires the correct command line parameters. Hence directly running the malware using Cuckoo, Habo, Cuckoo<sup>++</sup> and Padawan fail to expose the malicious behavior. Both X-Force and PMP expose the payload. Figure 9b shows the captured system call sequence. Observe the unlink syscall b that removes the malware itself and the encryption and removal of "/etc/passwd" by syscalls e-g.

Case2: 03cfe768a8b4ffbe0bb0fdef986389dc. It is a bot malware that receives command from a remote server. Figure 10a shows the simplified code of its processing logic. It checks whether a file exists that indicates the right execution environment (line 2) and whether the remote server is connectable (line 4). If both conditions are satisfied, the malware communicates with the remote server. The remote server will validate the identity of the malware by its own communication protocol (lines 4-7). If the validation is successful, a command received from the remote server will be executed on the victim machine (lines 8-9).

The comparison of different tools on this malware is shown in the third row of Table III. The malicious payload of this malware sample is hidden in a deeper path, which requires a much longer path scheme. Figure 10b shows the path scheme enforced by PMP to expose the malicious behaviors. The length is 28, which is larger than the longest path scheme that is enforced by X-Force within the 5 minutes limit. These forced branches are to get through the ID validation protocol.

```
01 int main(int argc, char **argv)
  if (!files_exist("/tmp/ReV1112")) exit(0);
     if (!connectable("ka3ek.com")) exit(0);
    Info *info = get_system_info();
0.5
     Greet *greet = get_validation(info);
06
    Reply *reply = compute_reply(greet);
0.7
     Cmd *cmd = get_command(reply);
0.8
    if (!cmd) exit(0);
09
    execute_cmd(cmd);
10 }
                       (a) simplified code.
40492b:T | 404aec:T | 404e07:T | 401f3f:F |
404fdc:F
           404fea:T
                      405118:F |
                                  40513a:F |
                                             405144:F
           40517f:F
                       40523e:F
                                  405254:T |
40517b:F
                                             40523e:F
405254:T |
                      405254:T |
           40523e:F |
                                  40523e:F |
                                             405254 · T
                      4044be:T
40523e:F
           405254:F
                                  4044e9:F |
                                             40454b:F
404565:T | 404596:T | 404794:F
```

Fig. 10: Case 2: the bot malware sample.

(b) path scheme.

Case3: 14b788d4c5556fe98bd767cd10ac53ca. It is an enhanced variant of Mirai, which is equipped with a time-based cloaking technique. Figure 11 shows a simplified version of its code snippet. At line 4, it checks whether the system uptime is short, which indicates a potential analysis environment. If the system uptime is long enough, it checks whether there exists any initialization script in the "/etc/init.d" directory (line 8) <sup>2</sup>. If both conditions are satisfied, the malware sample adds itself to an initialization script for launching at system reboot.

Cuckoo and Habo cannot expose the aforementioned behaviors. Cuckoo<sup>++</sup> and Padawan can expose the traversal of the "/etc/init.d" directory (line 6), by passing though the uptime check via fast-forwarding system time and using a long-running VM snapshot, respectively. However, they cannot expose the modification of initialization script (line 9), due to the failure of the initialization script check, as the default OS environment does not have any initialization script. PMP and X-Force can expose both behaviors by forcing the branch results.

Case4: 8ab6624385a7504e1387683b04c5f97a. This is a sniffer equipped with a vm-detection-based cloaking technique. Figure 12 shows a simplified version of its code snippet. If a VM environment is detected, the malware sample deletes itself and exits (lines 2-3). Otherwise, it enters a sniffing loop, which randomly selects an intranet IP address and a known vulnerability and checks whether the host with the IP contains the vulnerable host is sent to the server and the payload is sent to the vulnerable host (lines 8-9).

Cuckoo and Habo cannot expose the aforementioned behaviors. Cuckoo<sup>++</sup> and Padawan can expose the network communication to the selected IP address, since they are enhanced to conceal VM-generated artifacts. However, they cannot expose sending the vulnerable host information and payload, since the analysis environment is often offline and there may not exist a vulnerable host on the intranet. PMP can expose both behaviors. X-Force can expose both in theory

<sup>&</sup>lt;sup>2</sup>An initialization script has a file name that starts with 'S', followed by a number indicating the priority.

```
01 int main(int argc, char **argv) {
02    struct sysinfo info;
03    sysinfo(&info);
04    if (info.uptime < 128) exit(0);
05    DIR *dir = opendir("/etc/init.d");
06    while (struct dirent *ent = readdir(dir)) {
07         char name = ent->d_name;
08         if (name[0] == 'S' && is_num(name[1]))
09             add_to_init_script("/etc/init.d/S99");
10    }
11 }
```

Fig. 11: Case 3: the enhanced variant of Mirai.

but fails within the timeout limit due to its substantially larger runtime cost.

#### D. Time Distribution

We measure the runtime overhead of different components. The distribution is shown in Appendix B. As we can see that most of the time (84%) is spent on code execution, while only 13% and 3% of time are spent on memory preplanning and path exploration, respectively. In memory preplanning, 2%, 5%, 69% and 24% of time are spent on PAMA preparation, initialization of global variables, local variables and heap variables. Observe that PAMA preparation takes very little time as most work is done offline.

#### V. RELATED WORK

Forced Execution. Most related to our work is X-Force [32]. The technical differences between the two were discussed in the introduction section. As shown by our results, PMP is 84 times faster than X-Force, has 6.5X, and 10% fewer FPs and FNs of dependencies, respectively, and exposes 98% more payload in malware analysis. Following X-Force, other forced-execution tools are developed for different platforms, including Android runtime [33] and JavaScript engine [25], [21]. Compared to these techniques, PMP targets x86 binaries and addresses the low level invalid memory operations. Additionally, PMP is based on novel probabilistic memory pre-planning instead of demand driven recovery.

Memory Randomization. Memory randomization has been leveraged for different purposes, such as reducing vulnerability to heap-based security attacks through randomizing the base address of heap regions [14] and randomly padding allocation requests [15]. DieHard [13] tolerates memory errors in applications written in unsafe languages through replication and randomization. It features a randomized memory manager that randomizes objects in a "conceptual heap" whose size is a multiple of the maximum real size allowed. PMP shares a similar probabilistic flavor to DieHard. The difference lies in that PMP pre-plans the memory by pre-allocation and filling the pre-allocated space and variables with crafted values. In addition, PMP aims to survive memory exceptions caused by forced-execution whereas DieHard is for regular execution.

**Malware Analysis.** The proliferation of Malware in the past decades provide strong motivation for research on detecting, analyzing and preventing malware, on various platforms such as Windows [16], [23], Linux [19], [20], as well as Web

```
01 char *data = read_file("/sys/class/dmi/id/product_name");
02 if (contains(data, "VirtualBox", "VMware"))
03     remove_self_and_exit();
04 while (1) {
05     char *ip = select_intranet_ip(ip_list);
06     char *vuln = select_known_vuln(vuln_list);
07     if (connect_and_check(ip, vuln)) {
08         send_info_to_server(ip, vuln);
09         send_payload(ip, vuln);
10     }
11 }
```

Fig. 12: Case 4: the sniffer malware sample.

browsers [24], [22]. Traditional malware analysis fall into two categories: signature-based scanning and behavioral-based analysis. The former [12], [28] detects malware by matching extracted features with known signatures. Although commonly used by anti-malware industry, signature-based approaches are susceptible to evasion through obfuscation. To address this, behavioral-based approaches [34], [26], [17] execute a subject program and monitor its behavior to observe any malicious behavior. However, traditional behavioral-based approaches are limited to observing code that is actually executed.

Anti-targeted Evasion. Modern sophisticated malware samples are equipped with various cloaking techniques (e.g., stalling loop [27] and VM detection [6]) to evade detection. To fight against evasion, unpacking techniques [18], [29] are applied to enhance signature-based scanning, and dynamic anti-evasion methods [26], [30] are developed to hide dynamic features of analysis environment such as execution time and file system artifacts. These techniques are very effective for known targeted evasion methods. Compared to these techniques, PMP is more general. More importantly, PMP and forced execution type of techniques allow exposing payload guarded by complex conditions that are irrelevant to cloaking.

# VI. CONCLUSION

We develop a lightweight and practical force-execution technique that features a novel memory pre-planning method. Before execution, the pre-planning stage pre-allocates a memory region and initializes it (and also variables in the subject binary) with carefully crafted values in a random fashion. As a result, our technique provides strong probabilistic guarantees to avoid crashes and state corruptions. We apply the prototype PMP to SPEC2000 and 400 recent malware samples. Our results show that PMP is substantially more efficient and effective than the state-of-the-art.

### ACKNOWLEDGMENT

The authors would like to thank the anonymous reviewers and Dr. William Robertson (the PC contact) for their constructive comments. Also, the authors would like to express their thanks to VirusTotal and the authors of Padawan for their kindness in sharing malware samples and the analysis results. The Purdue authors were supported in part by DARPA FA8650-15-C-7562, NSF 1748764, 1901242 and 1910300, ONR N000141410468 and N000141712947, and Sandia National Lab under award 1701331. The UVA author was supported in part by NSF 1850392.

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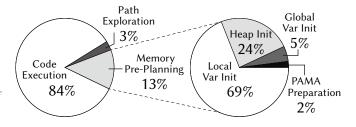
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#### APPENDIX

# A. Spec2000 Benchmark

Benchmark	source lines	binary size	# insn	# block	# func
164.gzip	8,643	143,760	7,650	707	61
175.vpr	17,760	435,888	32,218	2,845	255
176.gcc	230,532	4,709,664	378,261	36,931	1,899
181.mcf	2,451	62,968	2,977	213	24
186.crafty	21,195	517,952	42,084	4,433	104
197.parser	11,421	367,384	24,584	2,911	297
252.eon	41,188	3,423,984	40,119	7,963	615
253.perlbmk	87,070	1,904,632	133,755	12,933	717
254.gap	71,461	1,702,848	91,608	9,020	458
255.vortex	67,257	1,793,360	109,739	16,970	624
256.bzip2	4,675	108,872	6,859	577	63
300.twolf	20,500	753,544	57,460	4,280	167

### B. Time Distribution



# C. Details of Malware Analysis Result

	Cuckoo	Habo	Padawan	Cuckoo++	X-Force	PMP
Avg.	41.65	38.88	53.15	53.28	67.40	133.36

PMP	27	75	S E	18/	55	40	99	136	51	40	224	43	55	62	119	74	69	159	57	227	96	200	0 -	1/	2 2	123	2   5	39	93	83	92	55	و ا	9/8	32	74	105	31	57	89	74	45	173	444	2 48	<u>.</u>	20
-	7		0 :	4,	v.	4	9				2.			L								+	+	+	1							$\dashv$								9	7		1		+		_
X-Force	27	61	040	34	41	33	22	62	43	40	77	43	36	37	41	42	46	34	40	101	70	49	34	40	00	76	C+ 1	30	09	77	44	40	29	39	32	43	88	31	48	45	34	34	45	29	427	4 4	‡
Cuckoo++	19	49	37	77	28	25	35	4	30	25	09	35	56	25	33	32	40	26	33	09	64	27	17	30	31	28	1 2	27	47	43	29	32	20	33	25	33	61	19	39	35	22	28	59	23	38	71	4
Padawan	20	32	77	77	29	22	40	39	26	27	59	31	25	21	27	56	35	25	38	62	59	28	24	34	01	21	0.0	27	40	42	28	28	20	31	23	27	57	19	48	28	56	25	28	23	36	30	0+
Habo	7	18	18	41	18	19	45	37	7	18	61	19	16	16	22	23	22	17	43	61	27	29	CI	77	5	32	140	149	45	40	25	18	2	7 7	15	24	27	20	43	24	15	21	25	7	40	2 1	_
Cuckoo	7	20	/1	41	18	22	22	40	30	17	09	21	15	25	28	27	24	24	20	09	31	27	CI	47.	07	55	140	140	22	43	29	17	11	30	15	28	31	19	20	28	15	24	29	8	305	71	1
MD5	3decf1b4e5e821c159e051a04fbf0452	3e21a608b64341e97a73861fa0b24ec2	31193286/6/c2696/86e11/c4380/1/b	31b85/1/3602653861b4d054/a49b395	40845a4a9024e1a44bf2453c11dc4003	4087376et72170f248eb2f0665a26796	424f94d07b45eab1bd32494cdeb4d67b	46eaf3f07c2a59e0bb284a7aacb41dc4	483b322b42835227d98f523f9df5c6fc	49c178976c50cf77db3f6234efce5eeb	4b1e9e8ccf91998393509290d436ede3	4e593af1ab25873681c62ca4f49e31e3	4f5d0ed102de7c171d1df4989c4cdcd0	4fa4269b7ce44bfce5ef574e6a37c38f	502a90ed7a851b01b340aded822c4de0	524287dda3d6d8e59ebe249476ed8181	53ad943fe07be315d908c6b8fe305a08	54b0f140da40e5713377f4d4a8f143ad	559169cd8167dcbaaf065d6a122a289d	55e0a8737b091da7bda7060b75b2e119	56cb1c4e788e63325bbb531da187e609	57b1ff91b59aada9a1c566940db4d46a	5/04d21U8U31dbe43d/b33///ba/bd4U	58.274 /ec9 / 5b0ba8cate5a39cccbd552	30al 330al 001e003 / 03 yaz00a4ea0c03	5a6td63t4tfc6037dc192b6c3t456e87 5b36caba4504b72173a10da21520b638	501040000000000000000000000000000000000	5c47f09a37376d9h6a4e97518c435dc9	5cf6110f21b80123f577e85bf81af82f	5d6aa67ce342703f6735925d359c3049	5e890cb3f6cba8168d078fdede090996	5f13326e2c90b70593b645540f25213f	5fb565eee5336c0b30451a0a023036b8	5feaa85c62d1117a7031df0hf8h62dd3	6025e14c04a7c35e8a049885f035b97b	6139657db08c3e9d5d2399259e8eaaa0	62c2d296060d14061f5c54f31662dac9	6355f0ea6c19090e0baedc57016beb6c	664378d10f610552d17e97cc06ade139	6b0bd9599779c3a4899a6ee9fd2eee03	6dc1f557eac7093ee9e5807385dbcb05	705df7bc13a3fc1bbfc79735455fda68	70ad6b0a94a0ef3ff974833dd7296b8d	77.fc.h45.fc.h45.fc.h45.fc.h27.cc.h15	74124dae8fdhb903hece57d5be31246h	74f0ec75h6hced0hc2ed545455fc00a5	/4IUec/JbobcedUbeZede43433Ic9Ua3
	051	052	053	0.04	055	056	057	058	059	090	190	062	063	064	990	990	190	890	690	020	071	072	07.5	0/4	0/0	070	020	0/0	080	081	082	083	084	080	087	880	680	060	091	092	093	094	095	960	60	000	し
PMP	92	74	871	210	33	591	96	45	80	92	33	27	74	58	61	35	347	71	87	83	56	73	64	40	30	43	170	91	55	301	44	69	135	30	55	54	55	42	80	46	99	55	55	69	93	57	2/
X-Force	42	34	971	32	16	34	29	33	46	69	17	25	34	4	45	35	31	46	69	92	42	63	55	28	40	43	24	45.	40	283	15	09	17	30	40	42	36	42	53	43	42	31	40	63	06	4 6	4
Cuckoo++	31	27	98	77	15	27	49	27	37	55	29	19	23	35	37	27	25	35	55	59	27	50	07	95	07	34	17	26	30	12	14	40	7	30	32	30	29	33	41	24	33	21	32	36	54	36	07
Padawan	28	25	69	78	26	27	47	25	27	48	26	17	25	30	34	23	61	35	47	42	31	36	47 5	74.5	77	31	+1	2 %	27	12	24	41	2	27	28	30	28	32	40	25	30	21	28	36	47	280	07
Habo	22	15	60	67	15	14	53	14	32	53	15	10	15	35	21	16	17	22	54	40	18	40	14 1-	41	10	25	27	22	18	17	14	45	∞ ;	17	18	18	17	19	45	30	18	17	18	40	54	10	17
Cuckoo	29	15	0/	17.	12	14	47	14	22	48	15	7	15	22	23	15	20	24	48	43	20	36	41 Q	40	17	21	1 2	29	17	12	14	22	2	07	17	20	17	21	22	20	20	21	17	36	48	2 2	10
MD5	00056adfd6982498c184f429d7af61d4	005449f26bb0033c8ba5cfbb5c2c6f6b	0191642arcabb6cb2e9449822ea10d37	Uscre/68a8b4ttbeUbbUtdet986389dc	045136430edac124ea134bf2a32a4a60	057857302490521bd52d25a141bbbdfb	0686a7459152174f821c8c635cfbda8a	08afb6111b6b3d574036cf10fe787063	09e4b26df6b499a81453766c17226106	0b855d8d6a3c3ac8d5fd6931570e02ae	0bc2cbb5be3e651355a50c07885464bf	0c0d2ed33316dc5a92a2785007dbcb50	0c1aa91e8cae4352eb16d93f17c0da2b	0cfe8985c56da5a821ff9bf35aa3dbd4	0d186ccf5829dd5bffdc2aff944fe2f6	10c47191922eefcfae39bf5be540bd44	10f5beac257a92665866cdc99550b7bb	113c079464639b4a12826b42c1d96ac7	11c489ddea858030b23f7ac184994439	1226e436e5e830c9fbe58043fa4f9f3b	1321bd12e164aa7c8b7e39afe7bc8a62	132397a7e793fb4052f8d44634a15582	13/C132/053/d1c3ce30/20e/993c901c	13t2bb2at16t313b4a33a2bc6t8t3cbc	1/3/9313114993ezbla/3a/033ozdebl	1/9c/648bb60/14/9/3c2tccbcc0e530	127c9HCZ+6a55d27cHZ0H75d255	1a/e8ddc31/80bdb035c4/2e1299fe33 1b5054939ee601d89fdaa44c109943cf	1b74e8a749948d2fbf2f90486ce63fcf	1e19b857a5f5a9680555fa9623a88e99	2077166b21e9717df706ca897e5bfc94	210e4243c8edc87499ce7caa4076d433	22dc1db1a876721727cca37c21d31655	25C42/005522/0113de5/09/540edff0	25c364af9d8025dcaa8f6ac10c8283af	28255eb4c29ef0420572126d8bc0e481	28c866843a9462113eb26aef1024db08	28fed854eeadd32abfd946e0692c9ae4	2ad28d994083eb88d56eded361d7e381	2d66f629e00042de8662b384b3c7c3bb	2e6453a7eac407dbe47b70b72082490c	31c55141129151ee4728a40613b93eca	3544c1e682d97dc5e5dbef6898f17fcf	36263d91d726dcdb93b97ea05ae8656a	39d46a0cd60393e5571b720c915db30d	3ad6f8a757cfa7d11707ch6470ad884a	3ad018a23/c1a2d11292c00420ed884a
ľ			_	$\rightarrow$	$\rightarrow$	$\rightarrow$	$\rightarrow$	-				-			-			018	$\Box$	020	$\dashv$	$\rightarrow$	$^{+}$	$^{+}$	$\top$	026	+	+	-		$\vdash$	$\vdash$	$^{+}$	036	$\top$	038			Н			$\dashv$	$\dashv$	046	$\top$	040	-

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PMP	129	4	19	120	137	587	79	327	55	55	91	55	127	116	35	34	55	127	135	33	287	269	74	122	26	52	55	74	40	712	011	59	74	170	135	91	2/2	92	82	59	œ	423	92	33	36	159	58	55
X-Force	13	43	20	75	110	34	34	46	40	40	41	40	125	45	18	34	40	125	28	18	34	13	34	46	42	48	36	74	40	522	33	30	74	64	09	42	34	63	42	37	çç	203	69	33	36	34	37	\$ 4
Cuckoo++	10	29	41	09	98	27	31	31	31	31	29	32	66	36	14	25	31	66	38	14	23	10	24	31	31	42	33	09	31	465	67	42	44	51	40	59	20	49	28	33	43	162	53	55	27	27	30	35
Padawan	7	27	41	58	87	27	26	35	28	27	28	28	70	28	9	29	28	69	37	9	28	3	25	30	31	43	28	48	28	460	20	39	49	42	40	28	25	4	31	28	2/	284	48	24	27	20	20	30
Habo	∞	24	42	32	84	14	15	7	18	18	22	18	99	25	8	14	18	99	35	6	14	5	15	27	18	42	17	32	9	358	CI L	43	32	46	37	22	15	47	19	18	17	22	53	14	16	1 4	17	26
Cuckoo	∞	28	41	54	82	14	15	14	17	17	29	17	70	29	9	14	17	70	38	9	14	3	15	31	20	42	17	27	17	346	C1 2	20	27	28	40	29	15	24	21	8 2	31	14	4.7	4 :	17	24	18	30
MD5	c2764861cact73cda2227bfeb67t707d	c2a5b75c7273b3b4d4bf0a234eea35f2	c32a5d9b0c78b335af5197d3831966a9	c36625389cb4739518472de4298536fb	c38d08b904d5e1c7c798e840f1d8f1ee	c533142180337d02f5e2a6ee2bf9e099	c63cef04d931d8171d0c40b7521855e9	c64919c97236dcef4e97140c1153b274	c80b8f2a2d6a9e1500bfa52f864ea46d	c83b5e8b47824392082c84240bf2f8b4	c8c1f2da51fbd0aea60e11a81236c9dc	c97acd1fad05a0b0a7825f5647d4244a	cb0477445fef9c5f1a5b6689bbfb941e	cb3d93f65c64e48ef81274a49a748ce7	cc29a224e327412e0db7f3ce5c4f4e00	cd60f742fc71f98b34a264c5f3e55a42	cfcd5153e739406baa7b354dd5b28e04	d04c492a5b78516a7a36cc2e1e8bf521	d0874ba34cfbdf714fcf2c0a117cc8e2	d0b9d58f3a454ad6df2e4d055858c1e5	d1a19e834ef3a4f7ecfcd8af04c6ebe4	d21fb7ed52ba13294240354c1f528d2f	d2cd482ba82e592c1dc5ded7db79ec70	d3a894f6052ecee1ca87b69e619ca0cb	d493af745de315c6989355a49d21b2a3	d721e7efb5d63eaf85540748942f301d	d7d73062d2defe111b6ba3bdcf5e4e18	d979d2dce979788c0ce9cc72b445617	dae9fd1c16b6fee713f53182cb2d4e10	db16765a02efbe75ae569c5901744c19	dc4db38tbd3c1e/31dct0bbea0/2ba9c	de2e41048e3a54ac1e6bbae91ae999ab	de5798b69df92163cdd25f362565c521	dff09a1a31fadad518a6760c3cfbdc17	e37ff9a3fc89bf29ea96333f3aa7f296	e3d80f2cd1de02c74f198189aba33052	e6ffa02a63c951e4e8a131e43d9fea6a	ec3de1355a2056a7eb5e799b5e989d0b	ec673fedd52823da1ebae7019e042382	ed62ce1a406b2a0b9d6d79ca4e3572b6	ee11c2337/t5363193b26dba566b9t5c	f27751af292f252f1cc55f90f15bd30b	f2b00b2/ebe8d10d3c2/525ecd9at120	f3e8a50f0c1c3a510f882d0fdb121960	f8cfc2b7f01c3a26f0a9db32b8c5f51c	fa7a3c257428b4c7fda9f6ac67311eda	fd75a87203ca3215f3c033f64faefd0f	ff02a16427e32ca521313c053104tectuor
	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	183	184	185	186	187	188	189	190	191	192	193	194	195	196	198	100	200
PMP	26	55	157	35	34	99	88	57	59	566	74	132	190	70	83	34	587	34	92	83	92	57	142	145	83	95	53	82	54	303	50	129	172	33	79	74	713	65	144	41	C .	148	49	55	337	74	17	716
X-Force	35	40	59	19	34	40	69	36	29	63	74	58	147	33	34	32	34	34	69	59	34	42	138	59	92	15	42	69	35	78	41	95	39	22	33	74	523	34	59	40	c/	62	42	31	42	74	1 7	521
Cuckoo++	28	24	48	9	27	25	48	29	23	50	51	39	143	26	26	24	33	22	54	47	LZ	25	109	39	46	21	23	55	25	56	355	75	33	22	25	47	415	26	39	31	09	49	23	24	26	77	90	351
Padawan	28	28	39	9	56	27	47	27	25	38	48	39	139	56	25	26	28	25	48	48	26	28	40	38	42	23	25	46	24	59	350	72	28	21	23	48	359	21	39	28	48	39	25	20	25	48	96	352
Habo	17	18	36	6	15	18	54	17	7	40	32	36	112	14	15	14	14	15	54	53	15	18	94	36	40	14	30	43	15	40	720	71	18	18	15	32	353	19	36	19	32	37	30	17	22	32.	15	355
Cuckoo	17	17	39	9	15	17	48	17	∞	37	27	39	103	15	15	15	14	15	48	47	15	17	26	39	43	14	20	47	14	29	19	75	17	22	15	27	347	22	39	18	77	40	20	21	26	27	15	347
MD5	770756fdaed23e4ef3c0a17f26bc22b6	7dad01f26f01992d24d0f8e6d08d042e	81b6ee216e10e17104706536c21a479a	81ea379c237724249c137fc83ef21e9a	850177156d5a010254bba5746664a3c7	862cfa928c8edfd50ed22e08bbb14c61	898dde6afb3142e607528359b0935e9e	8bd0c5f36987218a95dc56677c40f880	8bfed4ef1067ca119d4d71a66a84e06e	8c5c1e62d737ffd0dc36b2c1252ddd75	8dba0738910ef34590cea87a3c1ac538	8df9ec7cd1de78957ea800fd63d66051	8f194847387186899cc8d9f9ca903e07	901cbff40784ee40518fda6471e70baa	912bca5947944fdcd09e9620d7aa8c4a	9353a060cc5fc8f26ce8a0105dfac48f	9361a4d5b4bf3041759bd4f727920df2	93c2f1ca9949435cffe81572d3d21d5e	942ea0c4cb729d4878eb5b8998981228	96804156396bce25d49c4ea4f058d569	96de2982978ea899ba4a97ff73e7f466	97ba48a2562e856d8eef15e1c9f6585e	994136a3c18399900f73d085bf42a330	9d2b507212c19a9dcf95168745e793ea	a25470a5b305fc5e7c80b68810e132b2	a27896388f0f0dad493e7d786e48eaab	a3ab4dfb3e3b160fed14d923db29daec	a4404be67a41f144ca86a7838f357c26	a4944230d62083019d13af861b476f33	a4eecf76f4c90fb8065800d4cad391df	a581b83be4098/42/11a04/09012b3ad a62f2hca5c0a5d230c6a3732a2f42/ah	a6617c5cb59135e05799498d264564c7	a664df72a34b863fc0a6e04c96866d4c	a71079102c6f7053a9402f72cec79825	a8cd638e13b1848f347fc724e9386ea8	a8f78241bd7b7cad50e054bcb4dfa01b	a96fc6e018d771932b70aaf9eb8b7484	ab2b936e95da491789caa802ec4948cf	ab40bea438fbf809b5786d52b38ea318	abbf052d0c9d84c5a30bf7348e225b31	ac2c9ce2b3edf0/045024d60f9b4e53e	ad76e4b7470df9368380b2b5375410b4	aec2dt8a6cb35aa5b01b0d9t1t8/9aa1	b4088daeb311c24d8f9a20b5ec223bc9	b754622e816fb2281402b86f75fa9ccf	b91fed817500f9c377ca9c799e987c74	be0db013011651e3424be7841b13fd05	bf8287805afdfc72ca6b7c676d5b04a
	$\neg$	102	103	104	105	901	107	108	109	110	Ξ	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	133	134	135	136	137	138	139	140	141	142	143	4	145	146	148	140	150

314
13 21 152 362 60 116
103 60 319 313
2.54 38c9+00u3 td35213012c9ue100+2121 2.55 3ec86180f9cac1beb1d6037d2846567 2.56 3f037e9dd44b74b13d6791ca2d69f10 2.57 4.7728aq?7,46174cvaf98zf47178c664
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28 28 20 27 27 27 27 27 27 27 27 27 27 27 27 27
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027aaab9a6c3a3d94d78858821555a8b 02fc23152110db73763450fa2c9b88f9 03561dd35406b403485402979b90405s2 03b55973ba0f0c28c3dc78343dd968 03e477d8s342473be100850e42d11c

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FMIF 89	105	05	54	83	54	74	168	45	63	449	57	131	72	524	263	61	55	490	63	53	198	707	63	63	70	65	83	46	118	96	135	69	261	416	268	48	168	89	000	208	2,70	228	73	99	62	69
A-Force	121	+7T	22	45	22	42	28	34	22	138	40	130	33	30	29	42	39	29	53	18	102	75	17	43	65	22	92	31	117	41	25	16	99	412	258	37	28	39	30	75 785	40	104	33	30	52	15
Cuck00++	00	51	90	33	29	51	22	27	17	167	32	103	26	23	22	28	22	22	39	17	82	20	25	28	45	17	43	29	67	32	38	15	50	327	205	29	22	31	52	67	32	94	30	24	40	26
radawan 35	25	60	280	782	26	46	23	25	27	168	28	74	25	19	20	27	27	24	39	28	108	66	27	27	49	24	42	24	99	31	37	25	52	317	203	22	23	52	19	783	282	68	56	21	35	25
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