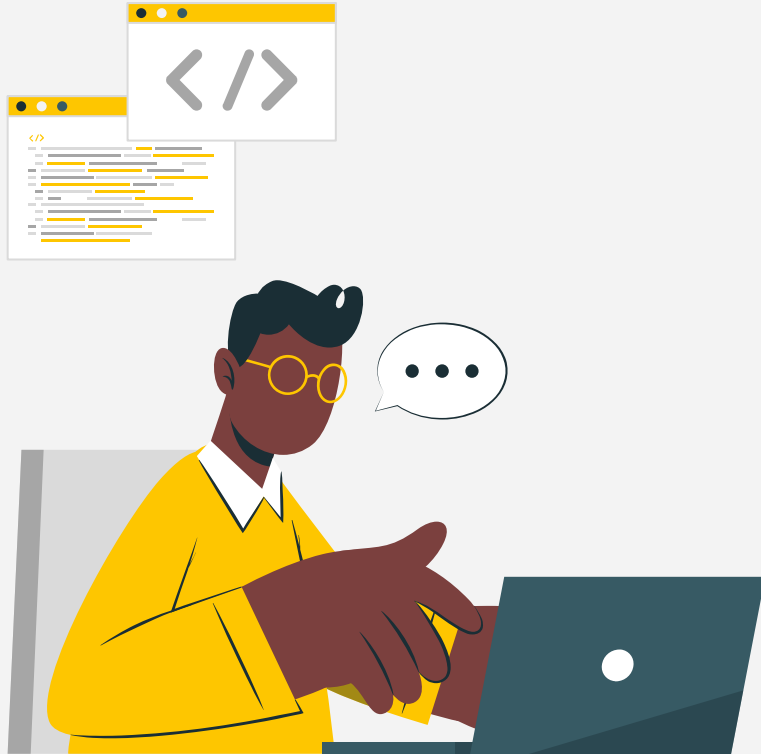
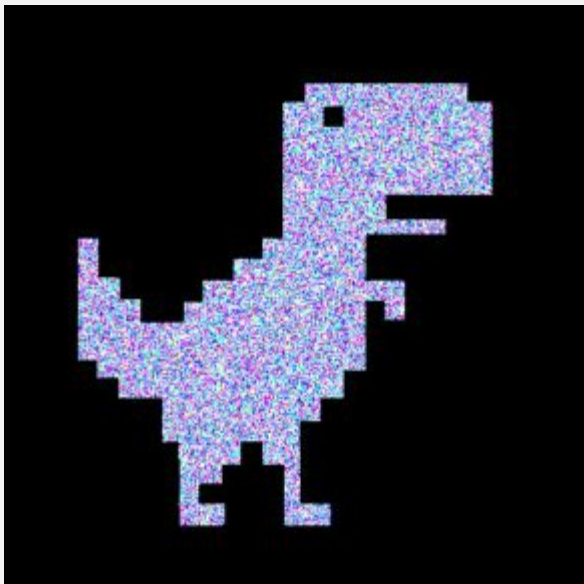


# Python is Compiled!

(And How to Analyze its  
Bytecode)





# Hi! I'm Ivy

they/them - 2A ~~SYDE~~ CS

A.K.A hexadecimal\_dinosaur

Forensics + RevEng @ sillysec (<https://cve.gay/>)

Stores too much malware on their computer

---

# Python is Compiled?

## Compiled

Source code is converted into a binary with a compiler and linker

- C/C++
- Rust
- Go
- Haskell

## Interpreted

Code is parsed and executed line-by-line by an interpreter

- Bash
- PowerShell
- JavaScript
- Perl

# Bytecode Languages

## Binary Compiled

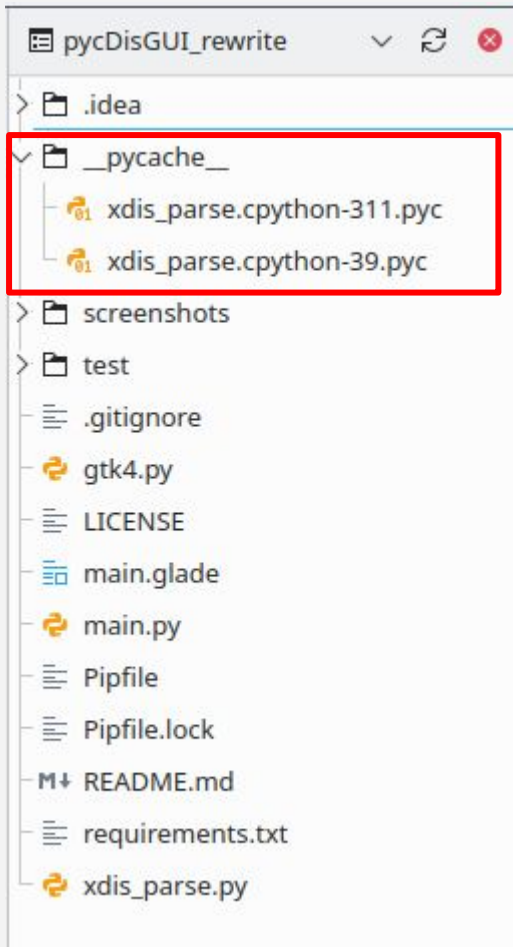
- C/C++
- Rust
- Go
- Haskell

## Bytecode Compiled

- Java (to .class files)
- Python (to .pyc files)

## Interpreted

- Bash
  - PowerShell
  - JavaScript
  - Perl
-



# .pyc Files

Compiled at runtime  
Contains Python code objects  
Cached in the `__pycache__` folder

```
In [2]: def print_hello(name: str) -> None:
...:     print("Hello " + name + "!")
...:
```

```
In [3]: code = print_hello.__code__
```

```
In [4]: type(code)
```

```
Out[4]: code
```

```
In [5]: code
```

```
Out[5]: <code object print_hello at 0x79b49c26fd20, file "/tmp/ipykernel_12333/398923408.py", line 1>
```

```
In [6]: code.co_consts
```

```
Out[6]: (None, 'Hello ', '!')
```

```
In [7]: code.co_names
```

```
Out[7]: ('print',)
```

```
In [8]: code.co_argcount
```

```
Out[8]: 1
```

```
In [9]: code.co_varnames
```

```
Out[9]: ('name',)
```



```
import dis
```

```
code = compile(open("misc_code.py", "r").read(), "misc_code.py", "exec")
```

```
print(code)
```

```
dis.disassemble(code)
```

---

---

# Python Bytecode

```
In [14]: import dis
```

```
In [15]: dis.disassemble(code)
```

```
1          0 RESUME                0

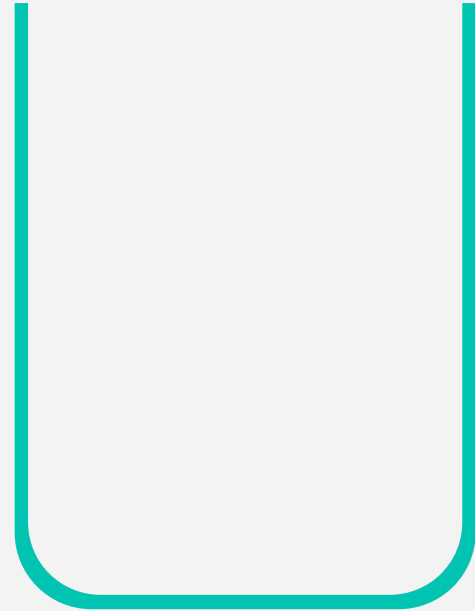
2          2 LOAD_GLOBAL            1 (NULL + print)
          14 LOAD_CONST                1 ('Hello ')
          16 LOAD_FAST                  0 (name)
          18 BINARY_OP                0 (+)
          22 LOAD_CONST                2 ('!')
          24 BINARY_OP                0 (+)
          28 PRECALL                  1
          32 CALL                      1
          42 POP_TOP
          44 LOAD_CONST                0 (None)
          46 RETURN_VALUE
```



---

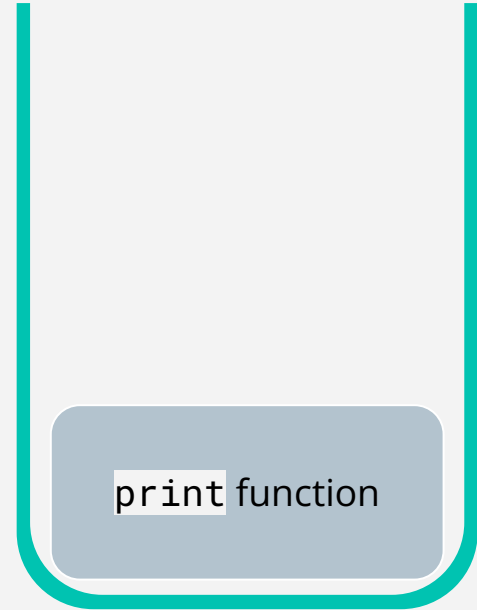
# Stack Based Instruction Set?

2	2	LOAD_GLOBAL	1 (NULL + print)	←
	14	LOAD_CONST	1 ('Hello ')	
	16	LOAD_FAST	0 (name)	
	18	BINARY_OP	0 (+)	
	22	LOAD_CONST	2 ('!')	
	24	BINARY_OP	0 (+)	
	28	PRECALL	1	
	32	CALL	1	
	42	POP_TOP		
	44	LOAD_CONST	0 (None)	
	46	RETURN_VALUE		



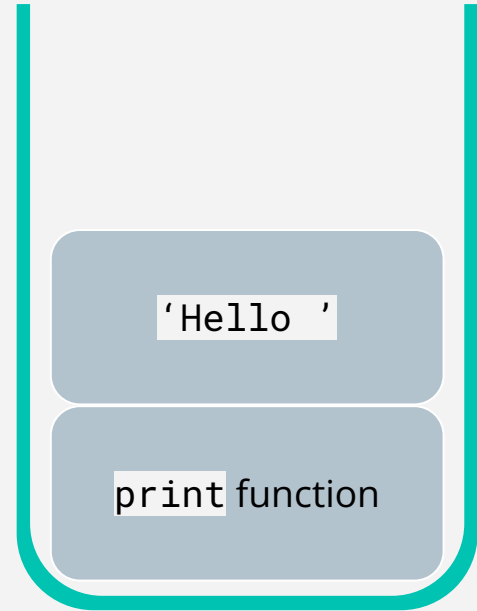
# Stack Based Instruction Set?

2	2	LOAD_GLOBAL	1 (NULL + print)
	14	LOAD_CONST	1 ('Hello ')
	16	LOAD_FAST	0 (name)
	18	BINARY_OP	0 (+)
	22	LOAD_CONST	2 ('!')
	24	BINARY_OP	0 (+)
	28	PRECALL	1
	32	CALL	1
	42	POP_TOP	
	44	LOAD_CONST	0 (None)
	46	RETURN_VALUE	



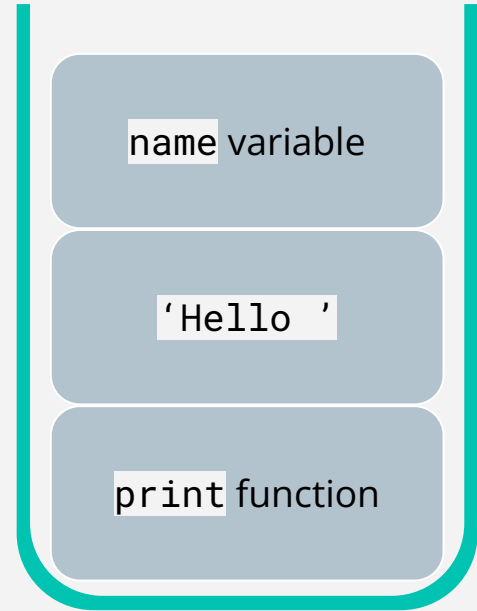
# Stack Based Instruction Set?

2	2	LOAD_GLOBAL	1 (NULL + print)
	14	LOAD_CONST	1 ('Hello ')
	16	LOAD_FAST	0 (name) ←
	18	BINARY_OP	0 (+)
	22	LOAD_CONST	2 (!)
	24	BINARY_OP	0 (+)
	28	PRECALL	1
	32	CALL	1
	42	POP_TOP	
	44	LOAD_CONST	0 (None)
	46	RETURN_VALUE	



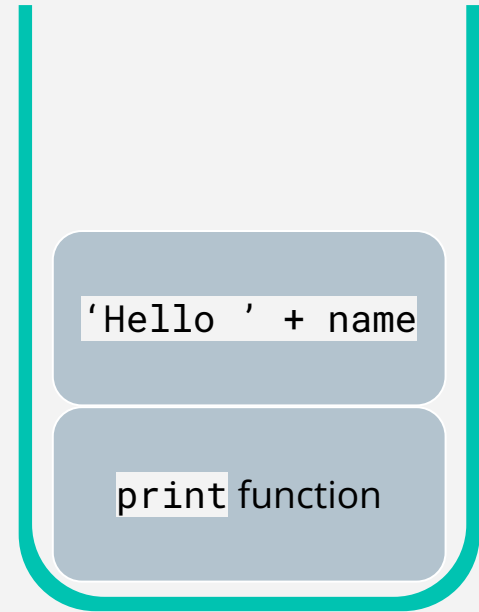
# Stack Based Instruction Set?

2	2	LOAD_GLOBAL	1 (NULL + print)
	14	LOAD_CONST	1 ('Hello ')
	16	LOAD_FAST	0 (name) ←
	18	BINARY_OP	0 (+)
	22	LOAD_CONST	2 ('!')
	24	BINARY_OP	0 (+)
	28	PRECALL	1
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	42	POP_TOP	
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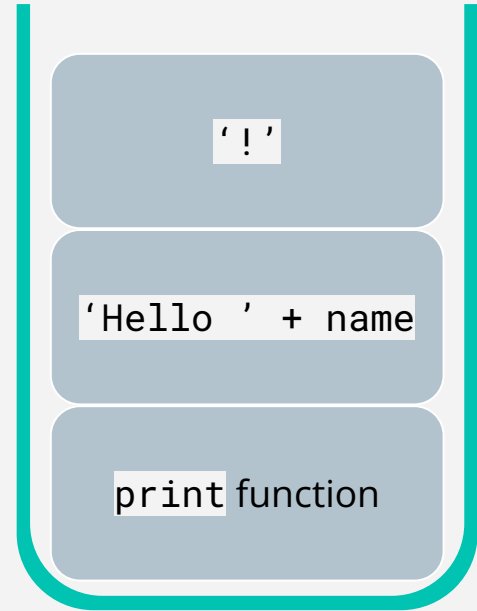
# Stack Based Instruction Set?

2	2	LOAD_GLOBAL	1 (NULL + print)
	14	LOAD_CONST	1 ('Hello ')
	16	LOAD_FAST	0 (name)
	18	BINARY_OP	0 (+)
	22	LOAD_CONST	2 (!!) ←
	24	BINARY_OP	0 (+)
	28	PRECALL	1
	32	CALL	1
	42	POP_TOP	
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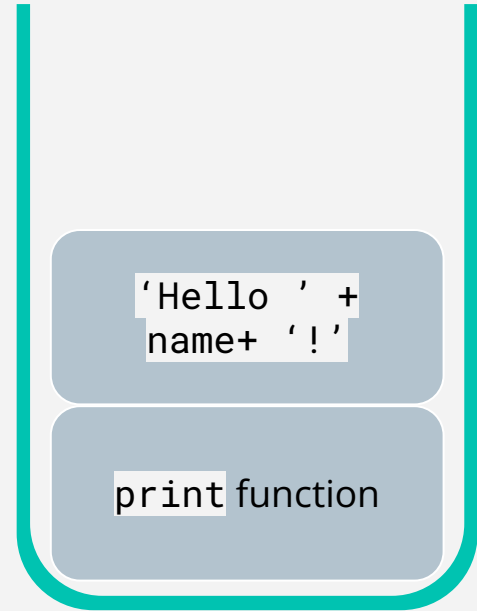
# Stack Based Instruction Set?

2	2	LOAD_GLOBAL	1 (NULL + print)
	14	LOAD_CONST	1 ('Hello ')
	16	LOAD_FAST	0 (name)
	18	BINARY_OP	0 (+)
	22	LOAD_CONST	2 (!)
	24	BINARY_OP	0 (+) ←
	28	PRECALL	1
	32	CALL	1
	42	POP_TOP	
	44	LOAD_CONST	0 (None)
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# Stack Based Instruction Set?

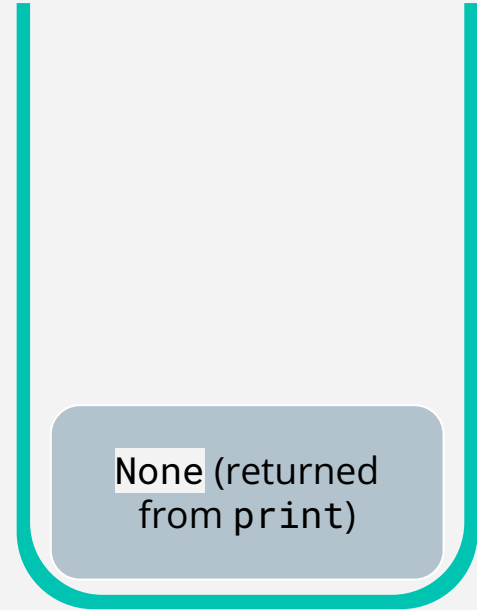
2	2	LOAD_GLOBAL	1 (NULL + print)
	14	LOAD_CONST	1 ('Hello ')
	16	LOAD_FAST	0 (name)
	18	BINARY_OP	0 (+)
	22	LOAD_CONST	2 ('!')
	24	BINARY_OP	0 (+)
	28	PRECALL	1
	32	CALL	1 ←
	42	POP_TOP	
	44	LOAD_CONST	0 (None)
	46	RETURN_VALUE	



# Stack Based Instruction Set?

2	2	LOAD_GLOBAL	1 (NULL + print)
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	18	BINARY_OP	0 (+)
	22	LOAD_CONST	2 ('!')
	24	BINARY_OP	0 (+)
	28	PRECALL	1
	32	CALL	1
	42	POP_TOP	←
	44	LOAD_CONST	0 (None)
	46	RETURN_VALUE	

```
print("Hello " + name + "!")
```





Demo???

**How is this useful?**

# Resources

- Python dis module documentation - <https://docs.python.org/3/library/dis.html>
  - Inside the Python Virtual Machine (Obi Ike-Nwosu) - <https://leanpub.com/insidethepythonvirtualmachine/read>
  - Python's Innards (Yaniv Akinin) - <https://tech.blog.akinin.name/category/my-projects/pythons-innards/>
  - Is Python interpreted or compiled? Yes. (Ned Batchelder) - [https://nedbatchelder.com/blog/201803/is\\_python\\_interpreted\\_or\\_compiled\\_yes.html](https://nedbatchelder.com/blog/201803/is_python_interpreted_or_compiled_yes.html)
  - xdis Python disassembler - <https://github.com/rocky/python-xdis>
-