# Unravel

Rapid Web Application Reverse Engineering via Interaction Recording, Source Tracing, and Library Detection

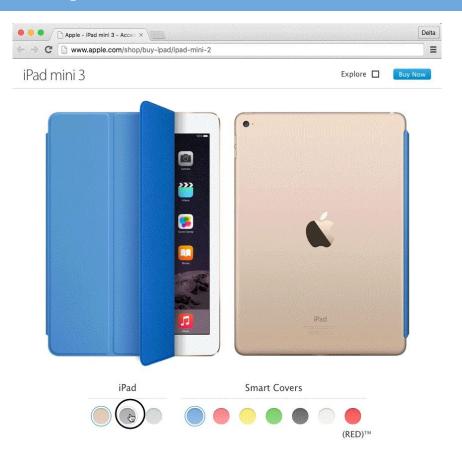
Joshua Hibschman

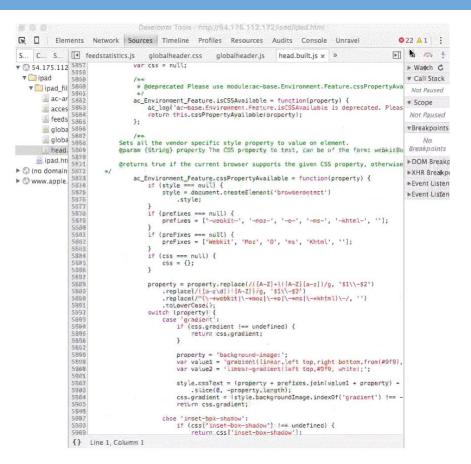
Haoqi Zhang



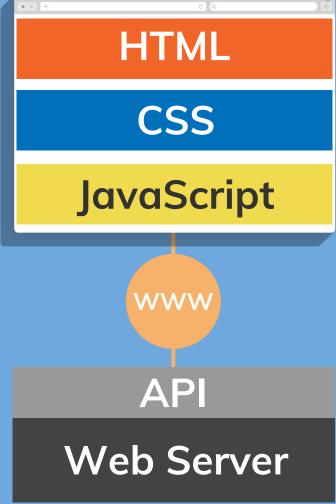


## Inspection is Overwhelming









## **Pilot Study**

#### Setup

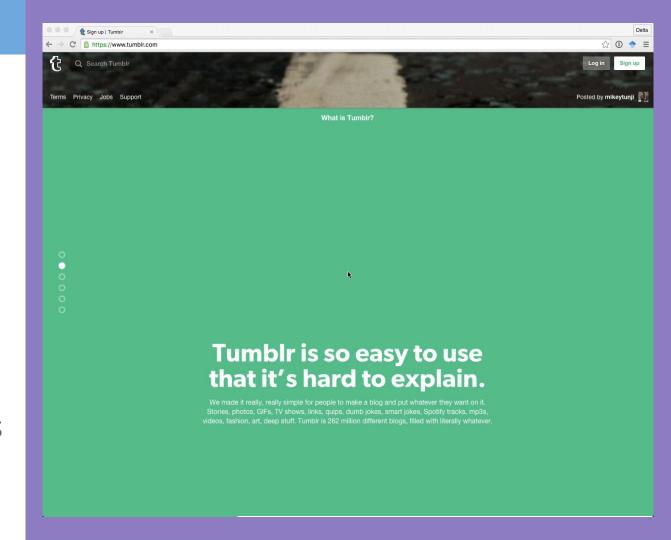
- 4 developers
- 20 mins
- Observe Strategy

#### **Findings**

- Find-all 60K LOC JS
- Copy-paste
- Poor tool utilization

#### Discussion

- Unravel the HTML, JS
- Bubble relevancy
- Hand-off inspection
- Detect libraries



# Foundational: Inspection, Recording, Replay



Oney, Myers 2009

Dynamic Web

Lieber, Brandt, Miller 2014

Burg, Ko, Ernst < 10m ago

Breakpoints Barton, Odvarko 2010

Theseus

**FireCrystal** Web UI Replay with Causal JS

DOM Changes set IS Breakpoints

Real-time IS Traces from Browser to Editor

Web UI Replay with Causal IS/HTML/CSS and diffs

## Contributions of Unravel in Related Work





JS HTML traces & libs while recording, then aggregate

Show me what happened first, inspect later

Be portable

Be extendable

Study how it's used

## Unravel [System]

#### **HTML Observations**

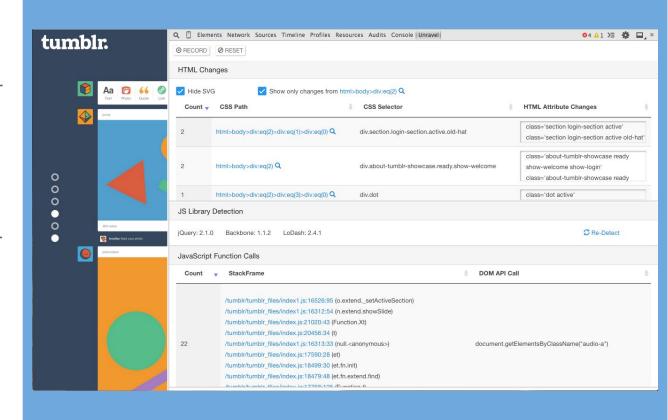
- Observe DOM
- Gather, Reduce, Filter
- Handoff Inspection

#### **JavaScript Traces**

- Trace Document API
- Gather, Reduce, Filter
- Handoff Inspection

#### **Library Detection**

- APIs
- Syntactic Sugar
- Shims, Polyfills

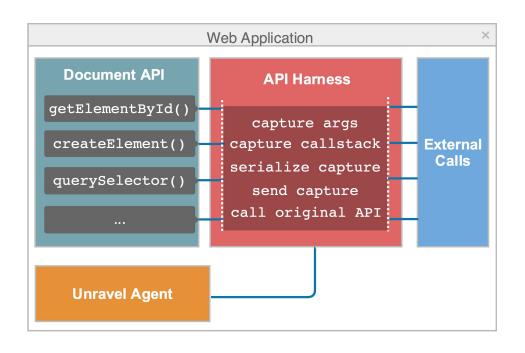


Live Demo!

## **Capturing Traces: API Harness**

Monitor all invocations of an API

```
for func in window.document
  baseFunc = closure func
  func = function(args) {
    capture args
    throw error
    catch error, get stack
    publish stack and args
    return baseFun(args..context)
}
```



## **User Study**

#### **Users**

- 13 Junior & Senior developers
- Familiar with Chrome DevTools

#### **Research Questions**

- How is strategy altered?
- What is the feature utilization?
- Which barriers were overcome?

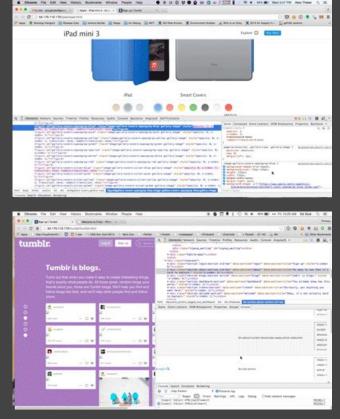
# Task: How does a feature work (5)?

- 15 minutes site A (Unravel)
- 15 minutes site B (Control)
- 15 minutes followup

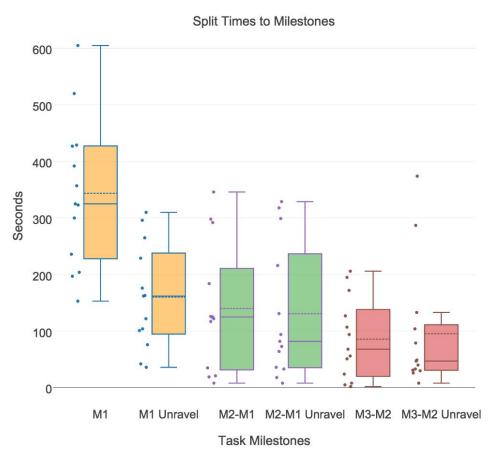
#### Milestones

- M1: Key Source Code
- M2: Second Key Source
- M3: "Ah-ha" moment





## Study Findings



53.4% Decrease in time to M1, not M2 or M3

Users looked through 80% less JavaScript

JavaScript Traces were the most helpful feature in user discussions

7 out of 13 users learned a new strategy during the exercise

## Discussion

## Limitations

Unravel helped users find a starting point of understanding the code

Only the client-side of the story

Overcome Design, Information, Understanding Barriers Doesn't deal with SVG animation well

Unravel drastically decreased the dependence on code search and inspection

Won't capture WebGL transformations

Served both intermediate and expert developers equally well

hide from Unravel

Minification leaves some variables a

Closured Document API references

Only tested on a small number of users

mystery while giving names to others

## Video of the Future!

# Unravel

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Joshua Hibschman

Haoqi Zhang





Spare Slides >>

## Implementation [light dependencies]

Inject monitor agent before other scripts load

Listen for events

Aggregate reduce and filter on-the-fly



# Deep dive into the murky waters of script loading



By Jake Archibald

Published: June 5th, 2013

Comments: 57

# Design Goal: Promote thick authentic learning

Personally meaningful

Relate to the real-world

Think in modes of a discipline

Assessment reflects the learning process

A programmer, user, tester,

How did they do that?

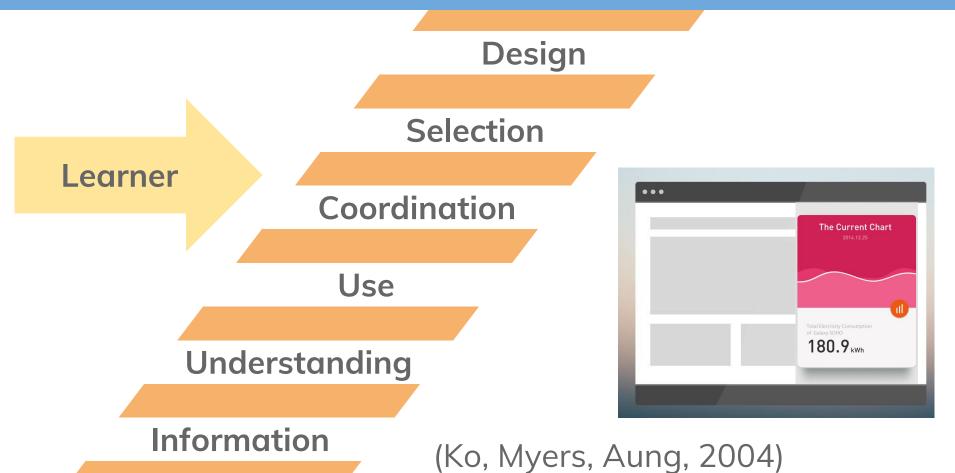
Professional websites

reverse engineer

Integrate and reuse professional web techniques

(Shaffer and Resnick, 1999)

## Design Goal: Overcome Learning Barriers



## **Understanding Changes in Dynamic Ul**









Timelapse (Burg et al 2013)

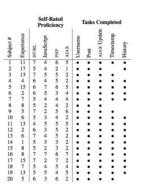


Gliimpse

(Dragicevic et al 2011)

Scotty (Eagan et al 2011)

Mimic (Breslav et al 2014)









(b) Close-up of the title bar in raster and vector mode

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