Research and develop generic dynamic obfuscation algorithms (transformations) for C/C++ programs. The obfuscation algorithms goal is to conceal the source programs’ purpose and logic, and to protect them from being tampered or deter reverse engineered.

We research two obfuscation algorithms. The first algorithm is responsible for bloating the programs’ call-graph, whereas the second algorithm is responsible for diversifying the call-graph. The contribution of these two algorithms is two-fold. First, they augment the call-graph complexity by inserting large quantities of new vertices (functions). The second contribution is the ability to conceal most of the call-graph edges.

Consequently, these two obfuscation algorithms make the reverse-engineer task (done usually by an attacker) a much longer, tedious and difficult task.