

ELF x64 - Stack buffer overflow - basic

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February 2023

1 Search vulnerability

The following protections are enabled on the program : Read Only relocations, Pile non exécutable, Tas non exécutable, Distribution aléatoire de l'espace d'adressage.

Let's firstly read the source code of our program.

```
void callMeMaybe(){
      char *argv[] = { "/bin/bash", "-p", NULL };
3
      execve(argv[0], argv, NULL);
4
5 }
7 int main(int argc, char **argv){
8
      char buffer[256];
9
      int len, i;
10
11
      scanf("%s", buffer);
12
      len = strlen(buffer);
13
14
      printf("Hello %s\n", buffer);
15
16
      return 0;
17
18 }
```

We notice that:

- * scanf reads characters from stdin and put it in **buffer** while **buffer** size is limited to 256. So this is vulnerable to **buffer overflow** attack.
- * As the numbers of characters from stdin is not limited, it's an opportunity to do an overflow on **buffer** to change **saved rip** so that he will point on the function **callMeMaybe**.

Let's draw the stack. In assembly code of main, we can see:

So the stack looks like :

Highest Address

Finally, we must know the address of the function **callMeMaybe** that we want to call.

```
1 $ objdump -d ch35 |grep "callMeMaybe"
2 0000000004005e7 <callMeMaybe>:
```

So, the address of callMeMaybe is 0x4005e7.

2 Exploit it!

Before that we start to exploit the vulnerabilty, we know that

- * we are in an little endian architecture.
- * we must use **cat** command that keeps stdin open to avoid that the shell open then close.
- * our program is an 64 bits ELF file.

So the address of callMeMaybe in little endian format and 8 bytes is

 $\xe7\x05\x40\x00\x00\x00\x00\x00$

Now that we are ready, let's go.

Bingo!

3 How to correct it

To avoid this kind of vulnerability, we just have to make sure that the length of the data is controlled and we never write data in a buffer more than his capacity. Here is a fix of the program :

```
#define BUFFER_SIZE 256

void callMeMaybe(){
    char *argv[] = { "/bin/bash", "-p", NULL };
    execve(argv[0], argv, NULL);
}

int main(int argc, char **argv){

char buffer[BUFFER_SIZE];
    ...
    fgets(buffer, BUFFER_SIZE, stdin);
    ...
}
```