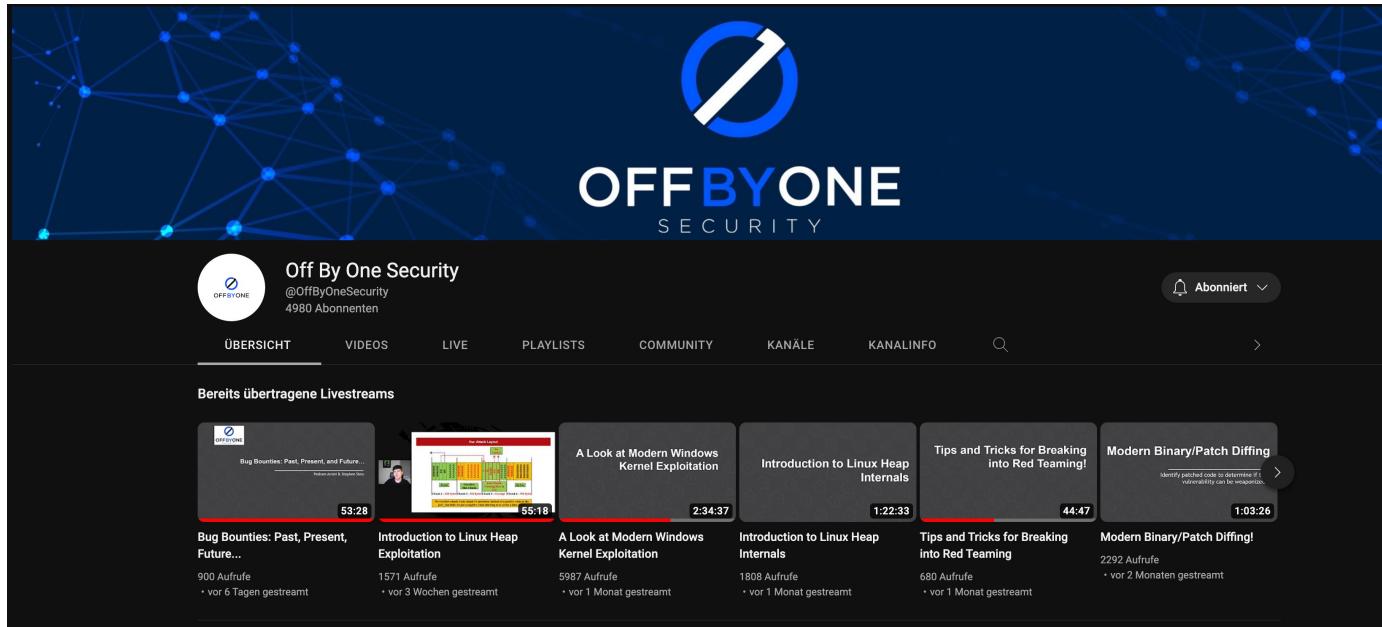




## Objectives

- Build an abstract imagination of a buffer overflow based code execution.



<https://www.youtube.com/@OffByOneSecurity>

09.08.2022

CYS \_ Cybersecurity II

## Real stuff

<https://www.corelan.be/>

2

## zerodium

- Money for Hacking



<https://zerodium.com/>

## Agenda

- Buffer Overflow
- Simplified Computing Process
- Memory Layout
- Stack Architecture
- Stack Overflow
- Heap Overflow
- Live Demo (Video)

## Buffer Overflow



## Buffer Overflow

- Exploiting a buffer overflow is a well-known security exploit – affected by Buffer Overflow attacks:

- Firefox & Tor Browser

<https://www.heise.de/security/meldung/Schlupfloecher-fuer-Angreifer-in-Firefox-und-Tor-Browser-gestopft-3949836.html>



- Adobe Acrobat Reader

<https://nvd.nist.gov/vuln/detail/CVE-2018-15951>

- Windows Server attacked by EternalBlue (WannaCry RansomWare)

<https://cve.mitre.org/cgi-bin/cvename.cgi?name=cve-2017-0144>



09.08.2022

Schlupflöcher für Angreifer in Firefox und Tor Browser gestopft

Die Entwickler haben zum Teil kritische Lücken in Firefox und Firefox ESR geschlossen. Davon profitiert auch der auf Anonymität getrimmte Tor Browser.

Lesezeit: 2 Min.  In Pocket speichern

28



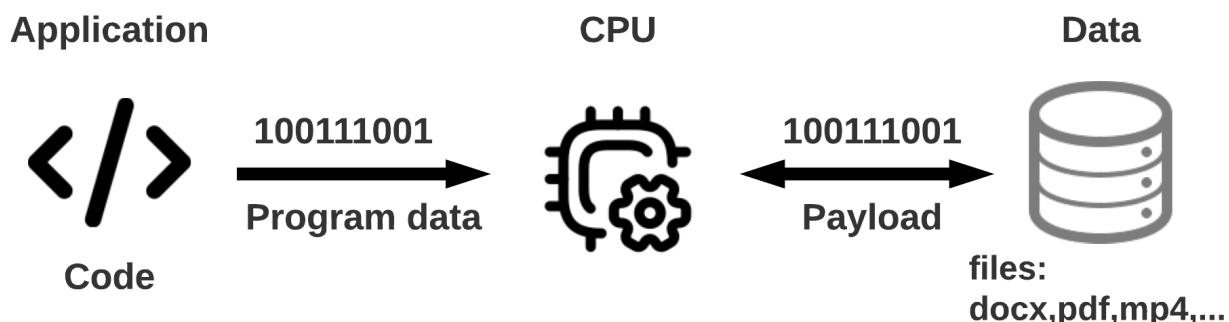
(Bild: pixabay)

24.01.2018 10:42 Uhr | Security

Von Dennis Schirmacher

## Simplified Computing Process

- **CPU** is the heart and/or the brain of a computer
- **CPU** executes the instructions (code) that are provided to it
- **CPU** can get Programm data input to run instructions
- **CPU** can send and receive data from memory/storage – like user data (input/output I/O)
- In computing the **payload** is the part of **transmitted data** between two partner like for example the **CPU** and the **Data**

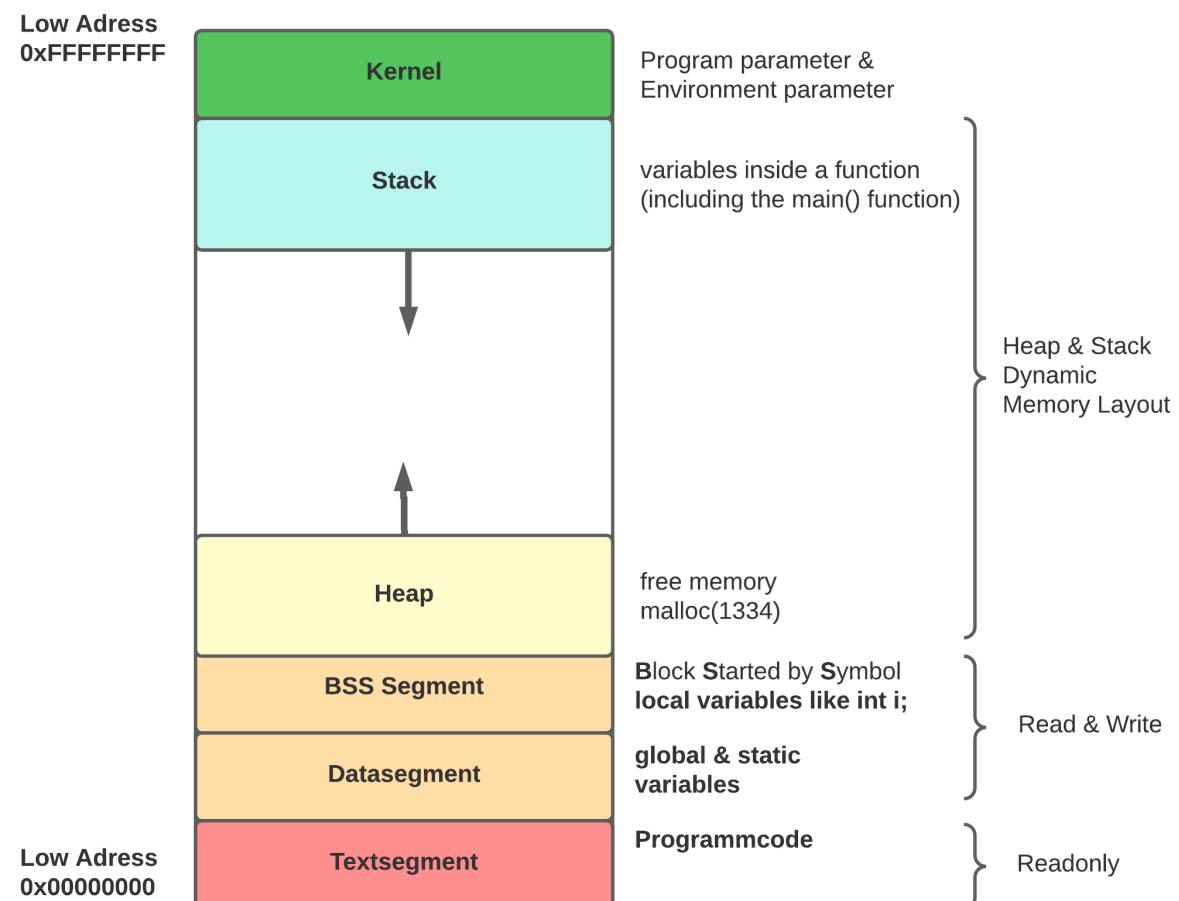


### How does a cpu works:

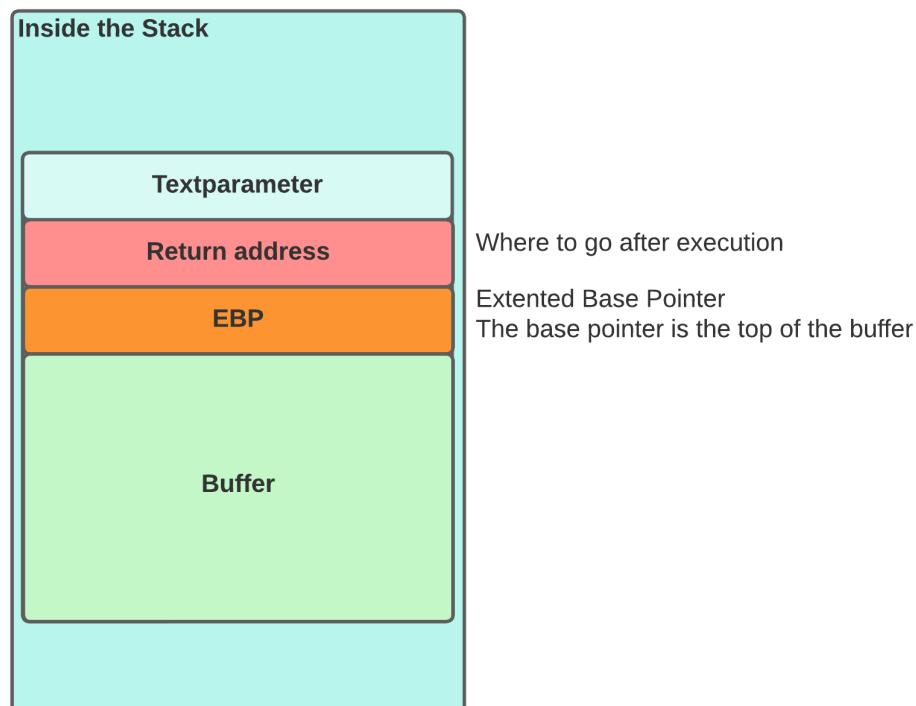
<https://www.freecodecamp.org/news/how-does-a-cpu-work/>

## Memory Layout

Address	Value
0x00	01001010
0x01	10111010
0x02	01011111
0x03	00100100
0x04	01000100
0x05	10100000
0x06	01110100
0x07	01101111
0x08	10111011
...	...
0xFE	11011110
0xFF	10111011

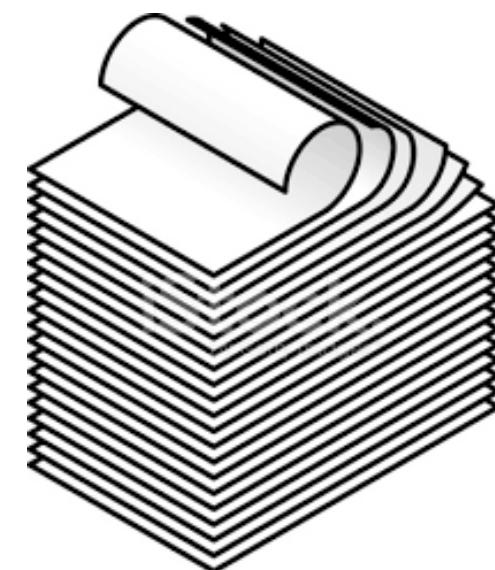
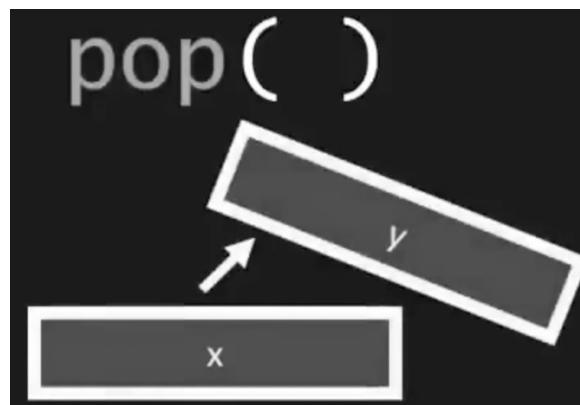
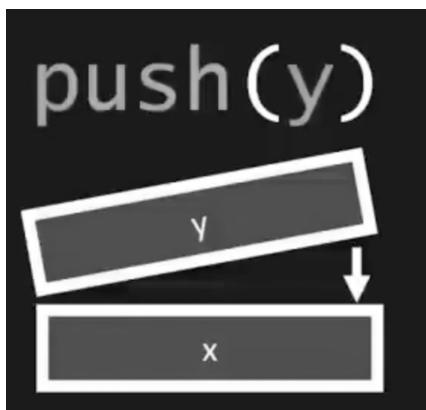


## Stack Architecture for a C-Programm

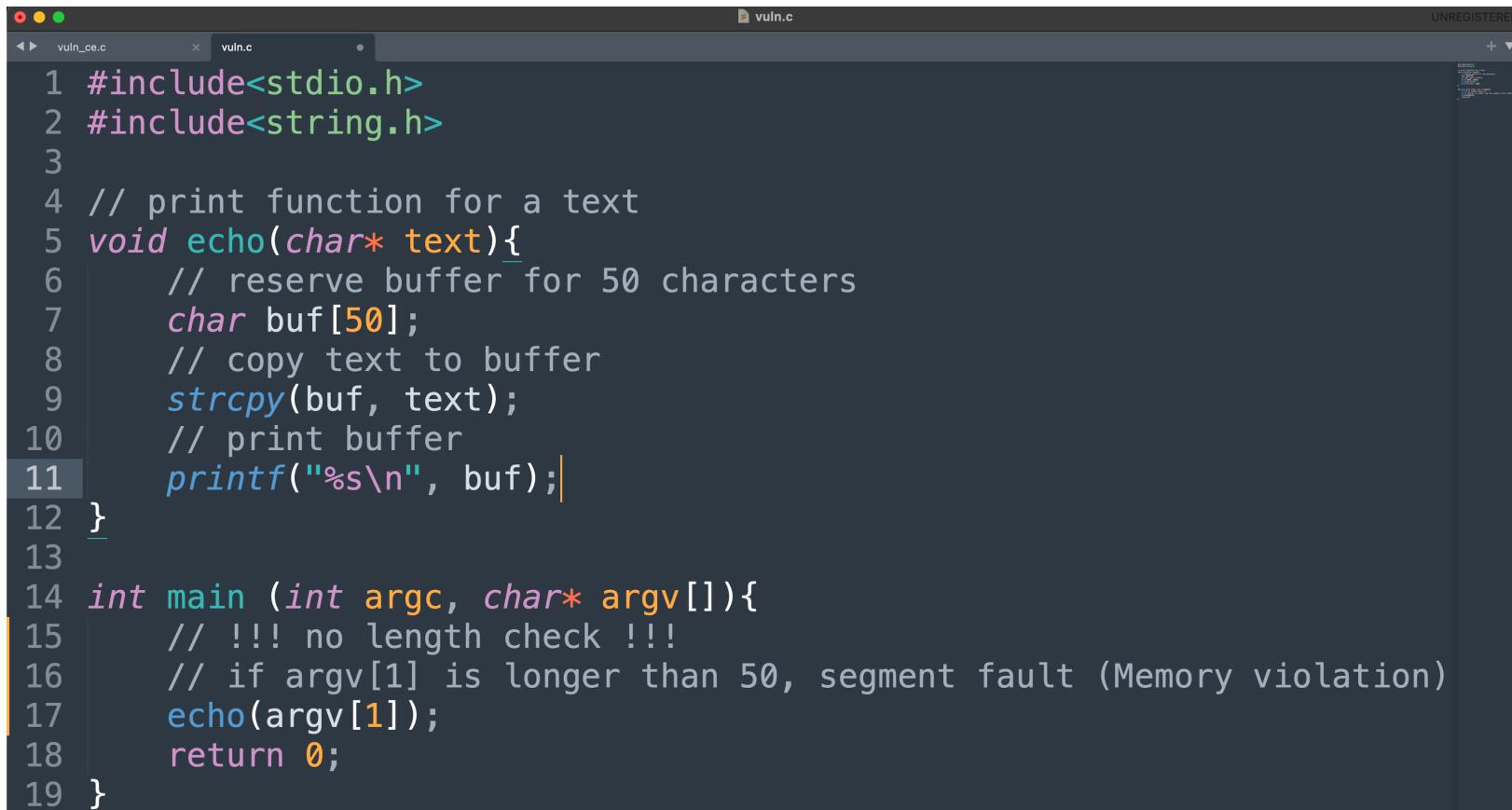


## Stack commands

- **Stack** works in LIFO order (Last in – First out)
- **push(y)** brings y on the stack
- **pop()** removes last in



## Stack overflow



The screenshot shows a terminal window with two tabs: 'vuln\_ce.c' and 'vuln.c'. The 'vuln.c' tab is active and displays the following C code:

```
1 #include<stdio.h>
2 #include<string.h>
3
4 // print function for a text
5 void echo(char* text){
6     // reserve buffer for 50 characters
7     char buf[50];
8     // copy text to buffer
9     strcpy(buf, text);
10    // print buffer
11    printf("%s\n", buf);|
12 }
13
14 int main (int argc, char* argv[]){
15     // !!! no length check !!!
16     // if argv[1] is longer than 50, segment fault (Memory violation)
17     echo(argv[1]);
18     return 0;
19 }
```

## Stack overflow

```
└─(vmadmin㉿vmkl1) - [~/workspace/BufferOverflow]
  └─$ gcc vuln.c -o vuln
```

```
└─(vmadmin㉿vmkl1) - [~/workspace/BufferOverflow]
  └─$ ./vuln "Ralph Maurer, HF Informatik, Bern 2023"
Ralph Maurer, HF Informatik, Bern 2022
```

### Inside the Stack



## Stack overflow

```
└─(vmad./vuln
"XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
zsh: segmentation fault ./vuln
```

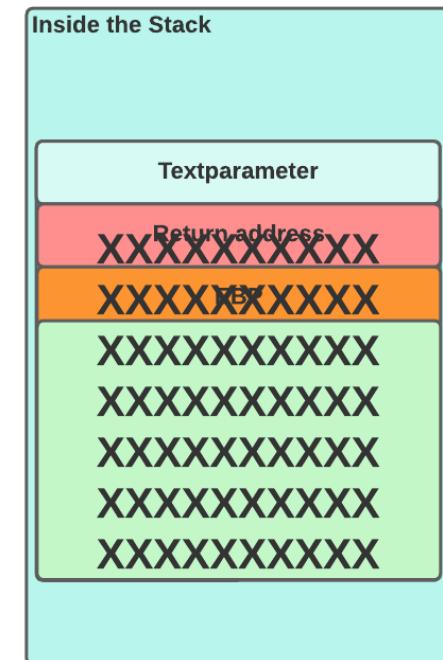
Bad coding creates opportunities for criminals

### From Bug To The Exploit

An attacker can use the **Return address** to execute a malicious code  
The Return address points on the **next instruction** for the CPU.

Let's do that.

Instead of using a malicious code we start the firefox browser with  
<http://www.gibb.ch/weiterbildung/informatik>  
and we shutdown the Kali Linux



## Heap overflow: Some easy C-Code for trivial App

```
vuln_ce.c
1 #include<stdio.h>
2 #include<stdlib.h>
3
4 int main (int argc, char* argv[]){
5     // reserve 12 characters on the heap with malloc
6     char * name = (char*) malloc(12);
7     // reserve 60 characters on the heap
8     char * bad_command = (char*) malloc(60);
9     // print the memoryaddress for name and bad_command
10    // The difference between the two memoryaddress is the size
11    // of the memory buffer
12    printf("Memoryaddress of *Name*: <%d>\n", name);
13    printf("Memoryaddress of *bad_command*: <%d>\n", bad_command);
14
15    printf("What is your name?");
16    // write input to heap - you should never use gets!!!
17    // input >32 provokes the Heap Buffer Overflow
18    gets(name);
19    printf("Hello %s! So nice to have you here :P \n", name);
20    // run a command ;)
21    system(bad_command);
22    return 0;
23 }
```

## Heap overflow

```
└─(vmadmin㉿vmk11) -[~/workspace/BufferOverflow]
  └─$ ./vuln_ce
Memoryaddress of *Name*: <-1092803936>
Memoryaddress of *bad_command*: <-1092803904>
What is your name?Ralph
Hello Ralph! So nice to have you here :P
```

1092803936 - 1092803904 = 32  
Buffersize for 32 characters

```
└─(vmadmin㉿vmk11) -[~/workspace/BufferOverflow] *:
  └─$ ./vuln_ce
Memoryaddress of *Name*: <532505248>
Memoryaddress of *bad_command*: <532505280>
What is your name?12345678901234567890123456789012firefox www.gibb.ch/Weiterbildung/Informatik
          \_____ 32 character _____ / \_____ could be malicious command _____ /
```

```
└─(vmadmin㉿vmk11) -[~/workspace/BufferOverflow]
  └─$ ./vuln_ce
Memoryaddress of *Name*: <767499248>
Memoryaddress of *bad_command* <767499280>
What is your name?12345678901234567890123456789012shutdown -h now
```

## Live-Demo

