Buffer overflow

Where I stick my shellcode

Buffer Overflows get classed by where they overflow

- Can occur in a number of places
  - Stack
  - Heap
  - Hardware
- A buffer overflow in the stack is not a stack overflow

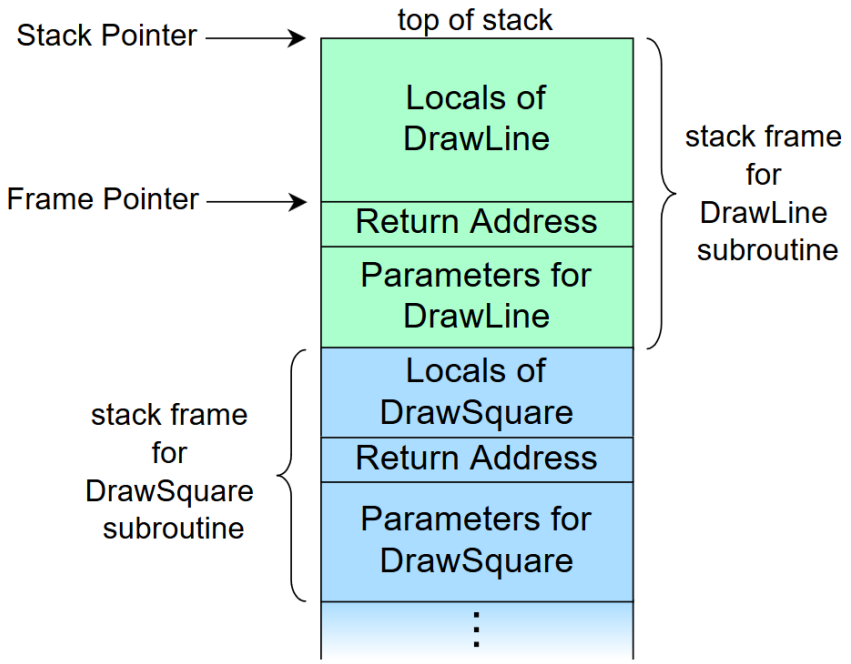
Anatomy of a flaw

- Unchecked user input with large data into limited buffers
- That data overflows into other areas
- A low level programming language
  - Un managed array sizes

```
int func_A(char *str) {
  char buf[10];
  strcpy(buf, str);
}
```

The Call Stack

- When a function is called:
  - Push the function parameters
  - Push the return address
  - Allocate space for local vars
  - Increment stack pointer
- When function exits:
  - Return to address
  - Reduce Stack pointer



Diagnosis

A Segmentation fault to an interesting place

- Overflow the input with known values
- See where the program attempts to jump to
- Address seems dependant on the flow over

Exploitation

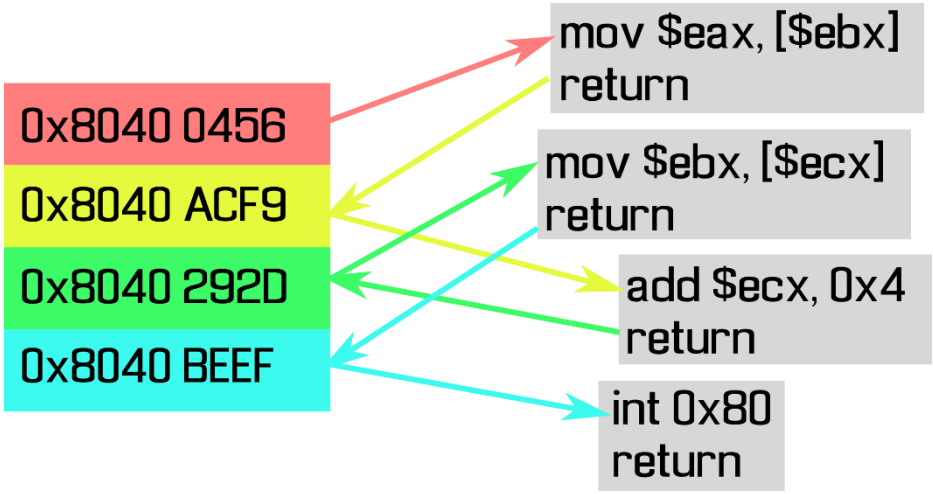
Return to a different location

- Simplest exploitation
  - Only need to find out 1 address of existing code
- Will often leave a machine seg-faulting afterward
  - The return of the next thing you call probably won't be set correctly

```
int main(int argc, char *argv[]) {
  if(argc < 2) {
    printf("This program requires an
argument for comparison\n");
    return 1;
  }

  printf("String length given: %d\n",
strlen(argv[1]));

  int correct = getPassword(argv[1]);

  if(correct) {
    printSuccess();
  } else {
    printf("Failure !\n");
  }
}
```

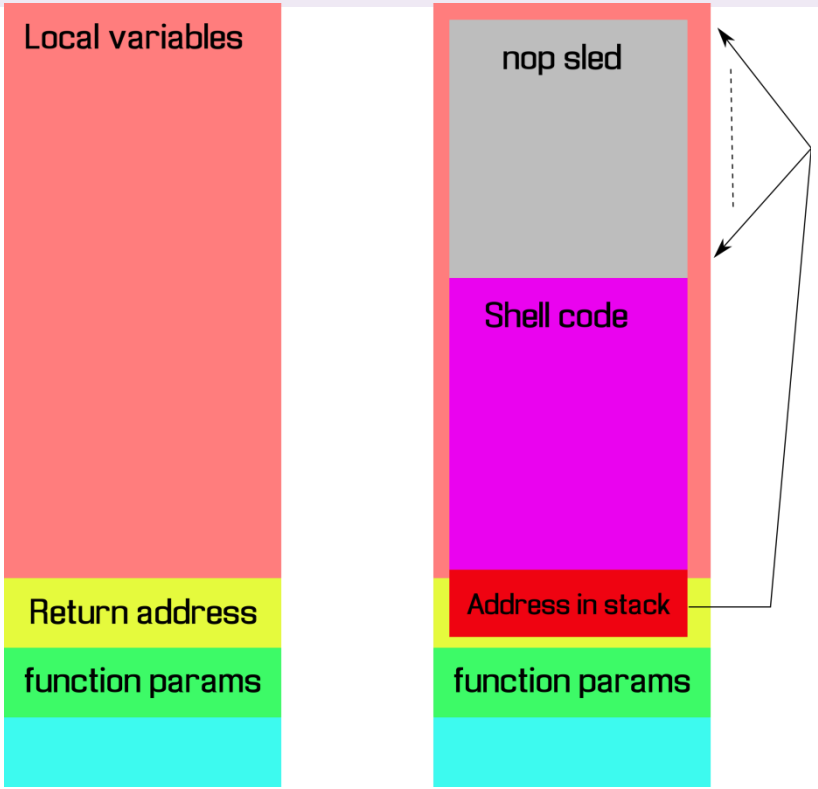
Return Oriented Programming (ROP)

- Find functionality you'd like that occurs just before a return
  - "gadgets"
- Craft the stack to look like a bunch of return addresses
- Program hops around program and performs the intended operation



Shell code execution

- Put the shellcode into the stack
- Put the return address to be near the top
  - A NOP sled helps



Protections

Address Space Layout Randomisation (ASLR) and Position Independent Executable (PIE)

- ASLR is a Kernel feature that randomises the memory addresses of a process at runtime
  - Previously, a program could rely on the fact that it would always start @ 0x8000
  - Now I can't know which addresses to use in my shell code for JMPs
- PIE is a compile time flag that enables this by making all parts of an executable relative addressed.

Stack canaries

- Stack overflow are generally overzealous
  - They just overwrite a bunch of values until they hit the return address
- Between the local variables and the return address, insert a random value and check it's still there.
  - If not, fault.

Data Execution Prevention (DEP)

- There's no reason for variables to be executable
- Generally there's no reason for the stack to be executable
  - It should just be pointers and data.
- Memory segmentation.
  - .text – Fixed size memory containing instructions
  - .data/.bss – Fixed size memory for data and variables
  - Everything else is stack and heap, which *may* be non-executable
- Does not prevent ROP or simple function hopping.

The Making of a demo

The code available on my github

Making it vulnerable

- Disable GCC default safety features:
  - --no-pie
  - --f-no-stack-protector

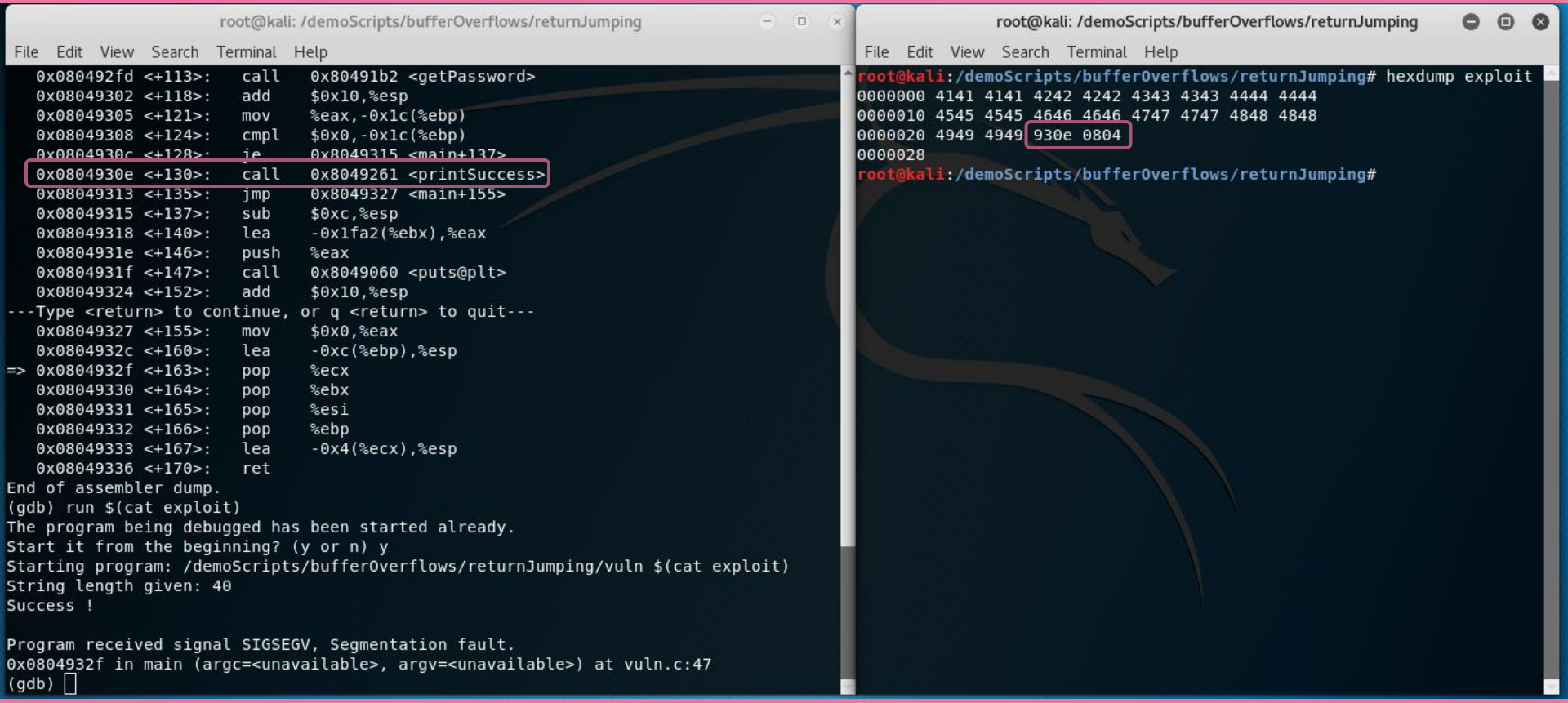
Finding my own vulnerability

- Check binary acts as expected
  - Notice long string causes seg fault
- Use GNU debugger
  - See seg-fault is to an address 0x41414141
  - Character code for ‘A’ is 0x41

```
root@kali:/demoScripts/bufferOverflows/returnJumping# ./vuln test
String length given: 4
Failure !
root@kali:/demoScripts/bufferOverflows/returnJumping# ./vuln Byspass
String length given: 7
Failure !
root@kali:/demoScripts/bufferOverflows/returnJumping# ./vuln Bypass
String length given: 6
Success !
root@kali:/demoScripts/bufferOverflows/returnJumping# ./vuln AAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAA
String length given: 42
Segmentation fault
root@kali:/demoScripts/bufferOverflows/returnJumping# gdb ./vuln
GNU gdb (Debian 7.12-6+b1) 7.12.0.20161007-git
Copyright (C) 2016 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.  Type "show copying"
and "show warranty" for details.
This GDB was configured as "x86_64-linux-gnu".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.
For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from ./vuln...done.
(gdb) run AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAA
Starting program: /demoScripts/bufferOverflows/returnJumping/vuln AAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
String length given: 90

Program received signal SIGSEGV, Segmentation fault.
0x41414141 in ?? ()
(gdb)
```

Find address of where I want to jump to

- Disassemble program for ‘printSuccess()’ function address.
- Add address to appropriate area of exploit
- ???
- profit



Running the exploit

Extra Info

- Sam Bowne's course
  - Heap overflows: https://www.youtube.com/watch?v=VhwNPdqpmts
- Introduction to ROP – Billy Ellis
  - https://www.youtube.com/watch?v=-_LGrrKv61c