

# Root-Me / App - System Vulnerability on ELF binaries

42 staff staff@42.fr

Summary: The project will allow you to familiarize yourself with ELF32 by allowing you to participate the Root-Me challenge.

# Contents

1	Foreword	2
II	$\operatorname{Root-Me}$	3
II.	Introduction	3
II.2		3
II.3		3
III		5
III	1 Objectives	5
/ III	2 Mandatory part	5
III		6
III	4 Submission and peer-evaluation	6
III	5 School reputation	7

# Chapter I

### Foreword

In computing, the Executable and Linkable Format (ELF, formerly named Extensible Linking Format), is a common standard file format for executable files, object code, shared libraries, and core dumps. First published in the specification for the application binary interface (ABI) of the Unix operating system version named System V Release 4 (SVR4), and later in the Tool Interface Standard, it was quickly accepted among different vendors of Unix systems. In 1999, it was chosen as the standard binary file format for Unix and Unix-like systems on x86 processors by the 86open project.

By design, ELF is flexible, extensible, and cross-platform, not bound to any given central processing unit (CPU) or instruction set architecture. This has allowed it to be adopted by many different operating systems on many different hardware platforms.

Wikipedia

## Chapter II

### Root-Me

#### II.1 Introduction

Root-Me is an online challenge that propose a series of tests around security with an increasing difficulty and an environment adapted to learning. We propose you to participate the challenge by integrating it into the curriculum. The entirety of the Root-Me content belongs to their authors in accordance with the legal disclaimer.

#### II.2 Root-Me / App - System

Root-Me proposes a big number of tests gathered around themes. The theme we chose for this 42 project is App - System.

This challenge proposes a set of difficulty increasing challenges that you will have to validate to succeed this project.

#### II.3 Registration on Root-Me

To participate this project, additionally to the subscription you have to do on the intranet, you will have to create an account on Root-Me. Before doing so, please read the following instructions:

- You must **imperatively** read Root-Me's legal disclaimer. Yes, all of it. To participate this project imply accepting this legal disclaimer. Otherwise 42 will not recognize your Root-Me participation.
- To limit fraud and identity theft as well as to validate your work at 42 we impose the username you will use for your account on Root-Me. Your username must imperatively be your username followed by 42. For example: qperez42, dgiron42, ... In the improbable case where your username would be refused by Root-Me, contact the pedagogic team asap.

• If you already have an account on Root-Me, you still have to create a new one in accordance to the instructions above. That means that you cannot use your personnal account to participate this project. However, you are allowed to import your existing solutions from your personnal account to your 42 account and continue where you left off.

### Chapter III

# The project

#### III.1 Objectives

The goal of this project is to make you discover how to detect and exploit application vulnerabilities on ELF. The Root-Me challenge proposes a series of difficulty increasing tests that you need to validate to succeed at this project.

For this to happen you will have to push your limits and be tenacious. Root-Me provides to its users a documentation that will be very helpful to start with (the documentation is in french). For obvious reasons, you will require a certain skill level in C, assembly as well as gdb. Which shouldn't be a problem right?

#### III.2 Mandatory part

The following list of challenges of the Root-Me / App - System, constitues the mandatory part namely:

- ELF32 System 1
- ELF32 System 2
- ELF32 Chiffrement avec le PID
- ELF32 Format string bug basic 1
- ELF32 Stack buffer overflow basic 1
- ELF64 Stack buffer overflow basic
- ELF32 Stack buffer overflow basic 2
- ELF32 BSS buffer overflow
- ELF32 Stack buffer overflow basic 4
- ELF32 Race condition
- ELF32 Stack buffer and integer overflow
- ELF32 Stack buffer overflow 5

- ELF32 Remote BSS buffer overflow
- ELF32 Remote Format String bug

#### III.3 Bonus part

Knowing you, it will be a piece of cake will it not? Therefore, the 7 challenges listed below constitute the bonus part. Namely:

- Hardened binary 1
- Hardened binary 2
- Hardened binary 3
- Hardened binary 4
- Hardened binary 5
- Hardened binary 6
- Hardened binary 7

#### III.4 Submission and peer-evaluation

The external aspect of this project implies a submission system a little different than usual.

- You solutions must be submitted on Root-Me for validation obviously. however you will also have to push a copy of your solutions on the vogsphere. To be more precise the commands that allow you to solve the challenge.
- During peer-to-peer, a validated challenge on Root-Me That has no solution on your repository will not be accounted for. Be meticulous.
- We aren't imposing any naming convention, however you need to create a folder for every challenge at the root of your repository with a name that clearly indicates which challenge it is. Your solution will be then in this folder.

### III.5 School reputation

We know that it's probably not required because you are all nice and well educated, but needless to say that you must remain courteous at all time when addressing the Root-Me community. Root-Me's rules apply de-facto additionally to the rules for this project. Remember that you engage your responsability to Root-Me additionally to your engagement with the school. If Root-Me decides to ban our students because of a questionable behavior you will be the losers.

But let's skip negativity, you will be great, I'm convinced. I'm counting on your to win the appreciation of the Root-Me community and make the school shine.

To conclude if someone from the Root-Me staff reads this document and is willing to get in touch with our team to talk about our students, feel free to contact me directly thor@staff.42.fr.