

# Systems & Software Security COMSM0050 2020/2021



Race condition: Examples Dirty COW



bristol.ac.uk

## Example 3: dirty cow

- Dirty Copy on Write
- CVE-2016-5195 (fixed October 2016)
- Linux vulnerability that could be exploited to gain root access
- Concurrency issue relating to how memory is managed

## Example 3: dirty cow

- Local privilege escalation
- Allows an attacker to write to a file that is read only
- Can be used to gain a foot in a machine
  - e.g. by modifying /bin/bash
  - e.g. libraries
  - e.g. system configurations
  - e.g. overwriting /etc/passwd
  - etc...

## Memory Mapped Files

- a.k.a mmap
  - Link to the man page on the course website
- maps files or devices to virtual memory of a process
- If changes are made and the mmaping is SHARED (e.g. MAP\_SHARED flag) change to memory is copied to file
  - Minus some synchronization
  - Can be forced with msync
- More details in the man page.

#### mmap code example

```
int fd;
size_t size;
const char* mmaped;
fd = open ("file.txt", O_RDONLY);
// get file size e.g. with stat
mapped = mmap (0, size, PROT_READ, MAP_PRIVATE, fd, 0);
mmaped[10]; // content of the file at address 10
```

#### mmap code example

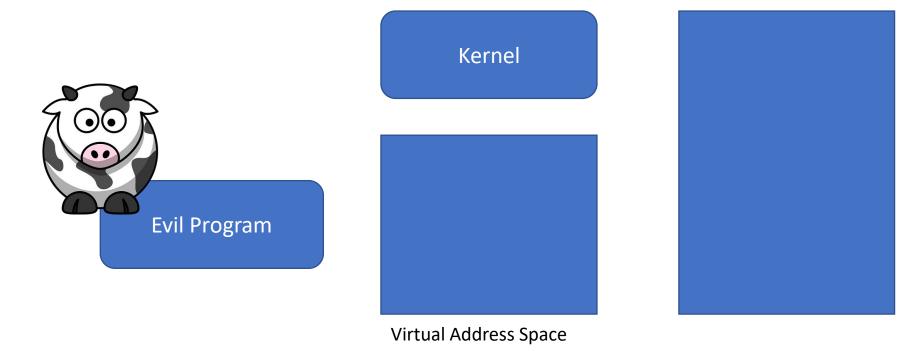
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**Exercise: try this at home!** 

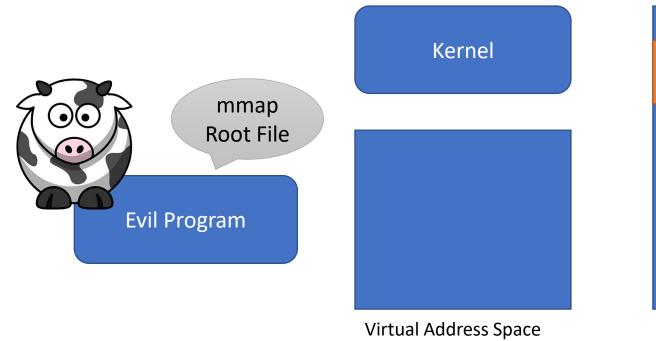
## Memory Mapped Files

- File can be mmaped as private
- Change to privately mmaped file do not affect the underlying file
- Private mmaped file can be read/write regardless of access to the underlying file

- ... but sometimes you could change the underlying file!
  - dirty COW!

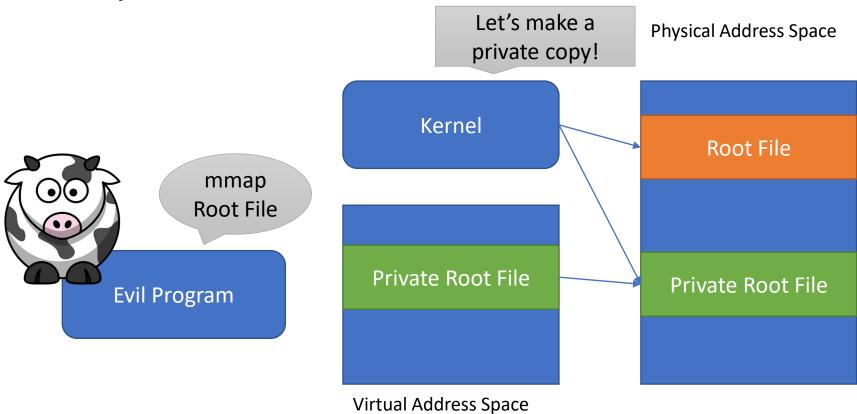


**Physical Address Space** 



Physical Address Space

Root File



Copy on Write optimization!
We don't need a copy until we
Write!

mmap Root File Evil Program Kernel

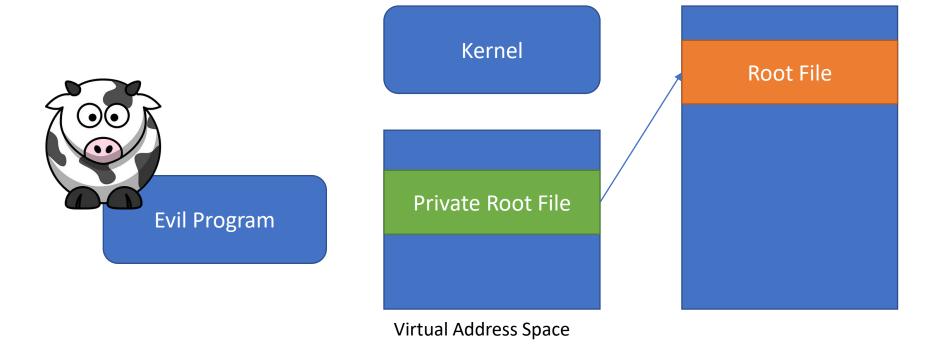
Private Root File

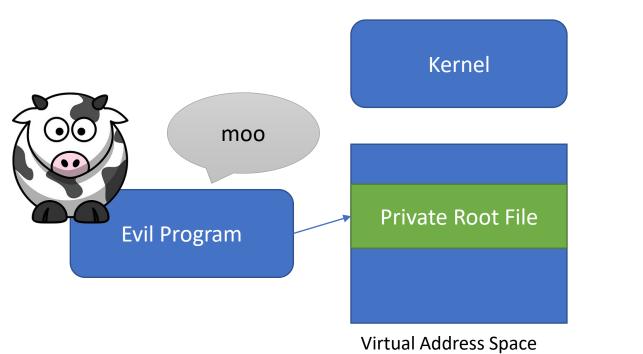
Virtual Address Space

Physical Address Space

Root File

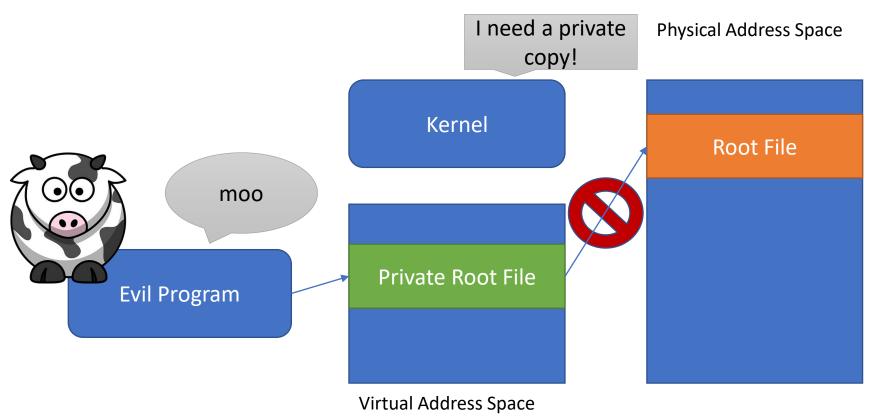
**Physical Address Space** 



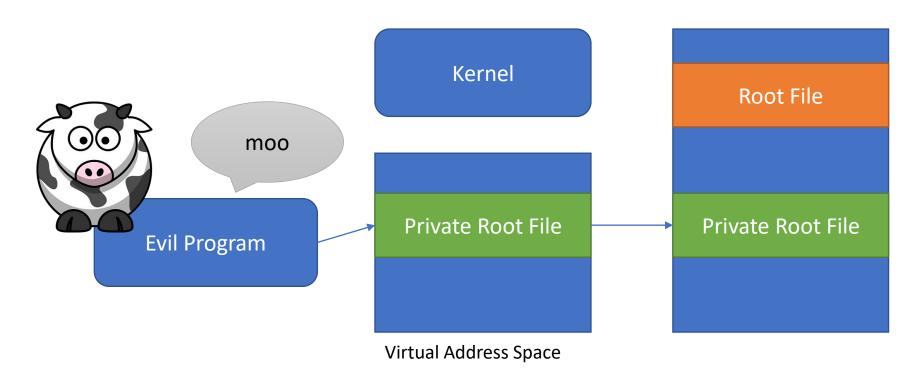


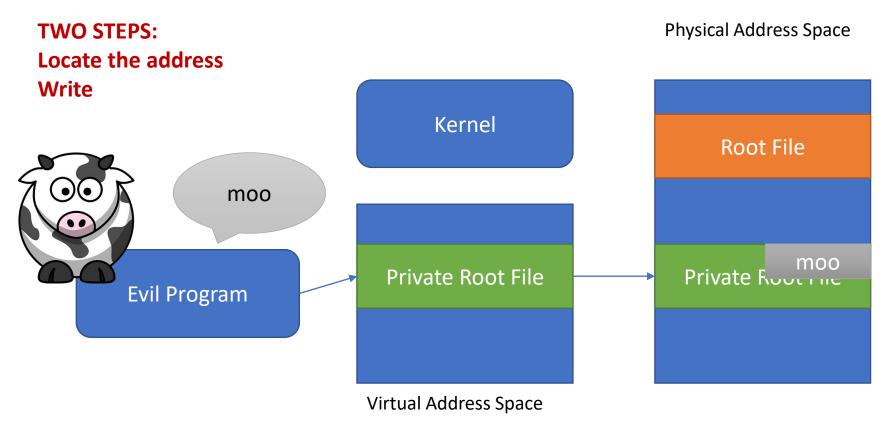
**Physical Address Space** 

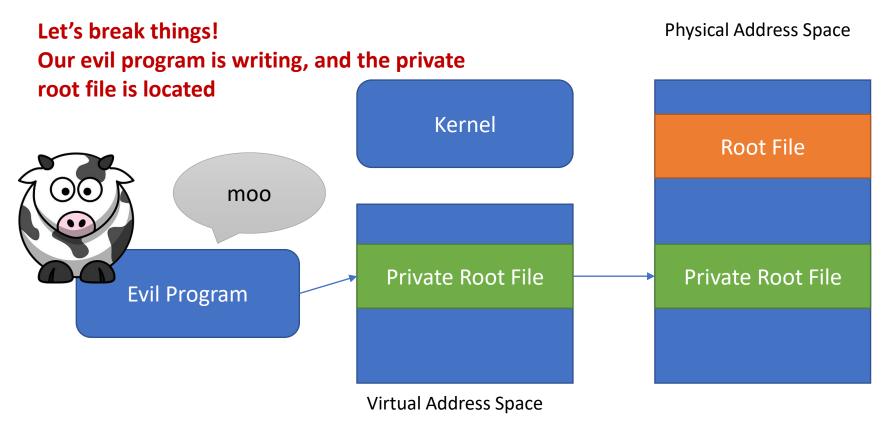
Root File

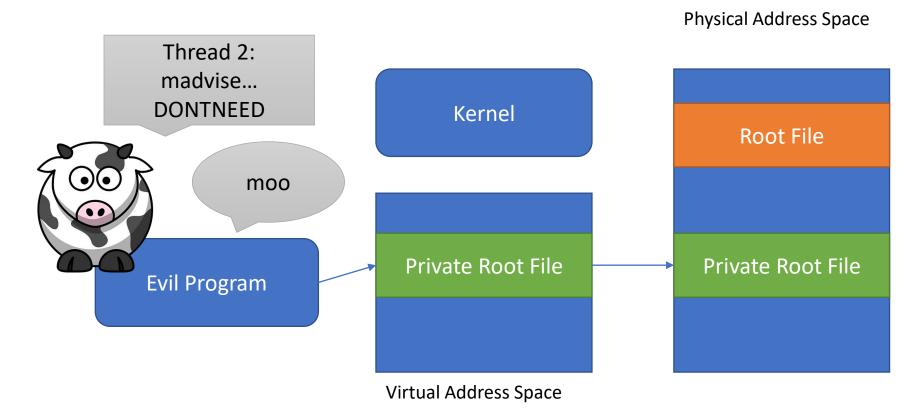


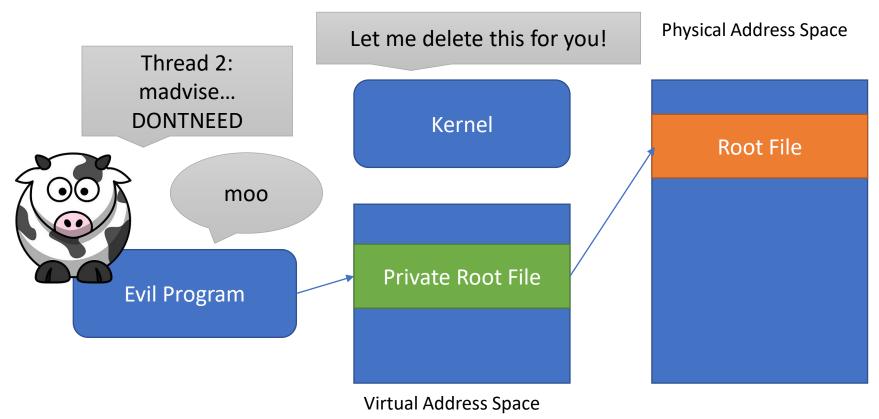
Physical Address Space

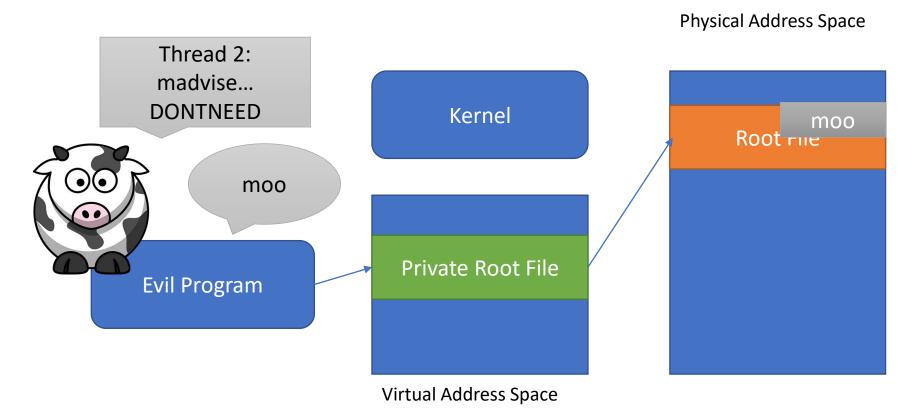












## Problem explained

- Locate and Write are not atomic!
  - First locate
  - Then Write!
- Concurrent thread can change where the virtual address point to!
- Write to the original physical address
- Even when you don't have the privilege!

## Problem explained

- Locate and Write are not atomic!
  - First locate
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- Write to the original physical address
- Even when you don't have the privilege!

Linux kernel: > 27 millions line of code
There is probably plenty of bugs...