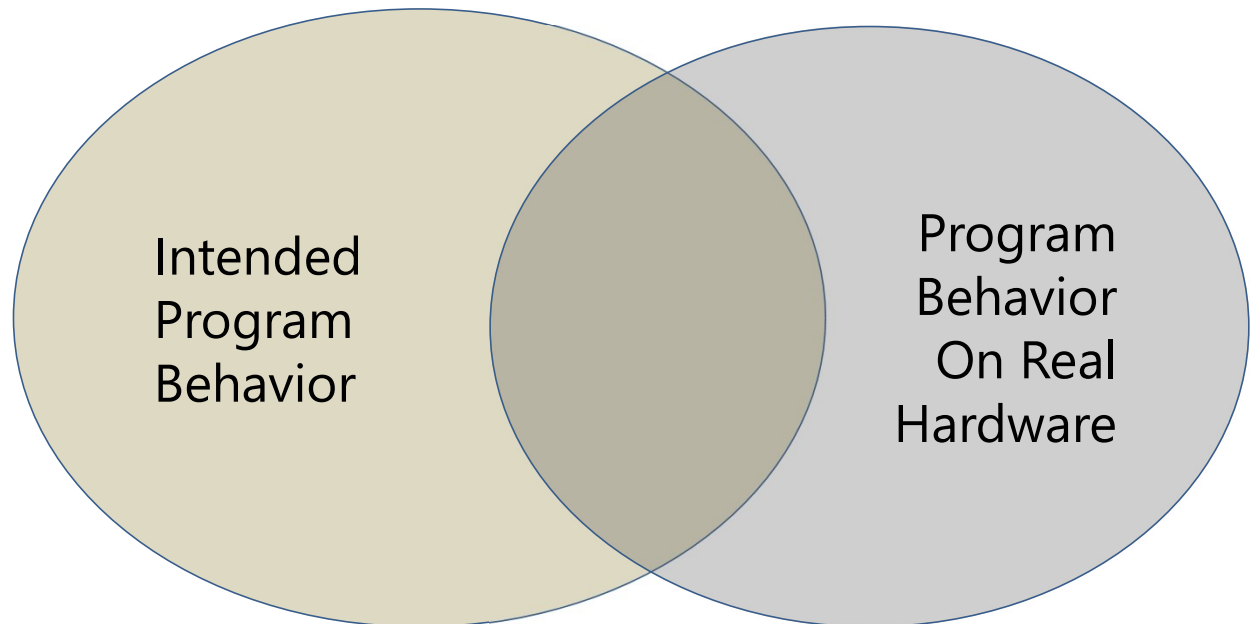


From Vulnerabilities To
Memory Exploits

Prateek Saxena

Recap

- Vulnerabilities
 - Memory Errors
 - Type Errors
- C/C++: weak type safety, no memory safety
- Hardware does not give memory & type safety



Reminder: Hands-on Exercises

- “Self-Study” Tutorials on LumiNUS
 - Install the VM
 - Follow the step-by-step tutorial in the notes
 - It will be helpful for Coding Assgt. 2 (TBA)

Control-flow Hijacking Exploits: Code Injection

- Control-oriented a.k.a control-flow hijacking
- Outcome 1: Code Injection
 - ***Definition:*** *A memory exploit that hijacks control to jump to attacker's data payload*

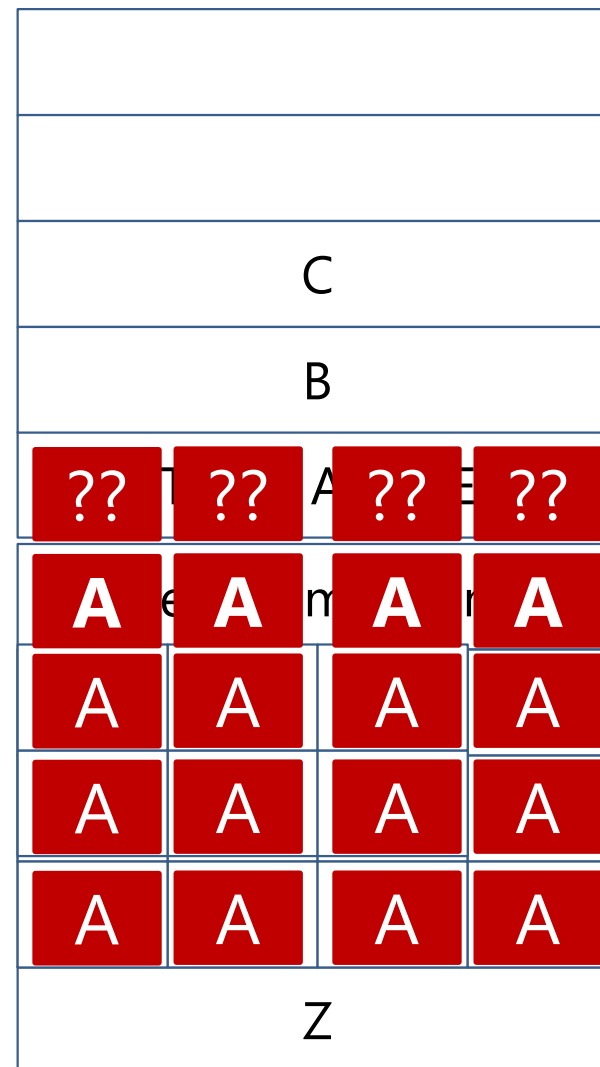
Code Injection Example

```
int f() {  
...  
    g (x, y);  
}  
  
int g(int x, int y) {  
    char buf[50];  
    scanf("%s", buf);  
}
```

```
.g  
push ebp  
  
...  
call scanf  
  
...  
pop ebp  
ret
```

f 's
frame

g 's
frame



What should be
Values for ??

Code Injection Example

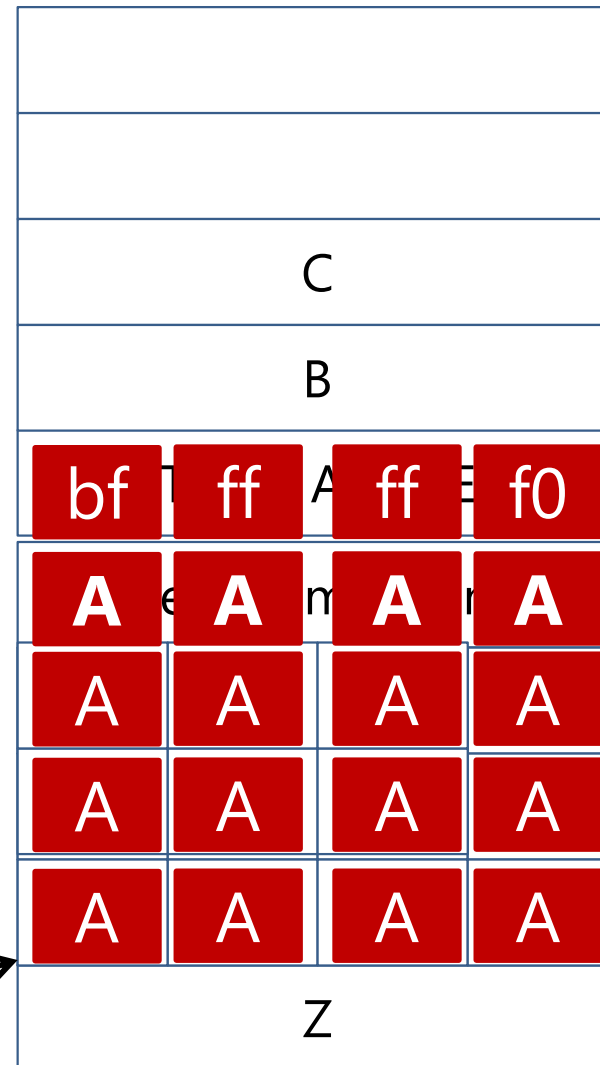
```
int f() {  
...  
    g (x, y);  
}
```

```
int g(int x, int y) {  
    char buf[50];  
    scanf("%s", buf);  
}
```

```
.g  
push ebp  
  
...  
call scanf  
  
...  
pop ebp  
ret
```

f 's
frame

g 's
frame



0xbffffff0

What should be
Values for A?

Will return inside attacker's buffer

Control-oriented Exploits: Code Injection Example

- Example: Payload

```
int main(int argc,  
char*argv[])  
{  
    char *sh;  
    char *args[2];  
  
    sh = "/bin/bash";  
    args[0] = sh;  
    args[1] = NULL;  
    execve(sh, args, NULL);  
}
```

- Shell Code

```
90 90 eb 1a 5e 31 c0 88  
46 07 8d 1e 89 5e 08  
89 46 0c b0 0b 89 f3  
8d 4e 08 8d 56 0c cd  
80 e8 e1 ff ff ff 2f  
62 69 6e 2f 73 68 20  
20 20 20 20 20
```

Code Injection Example

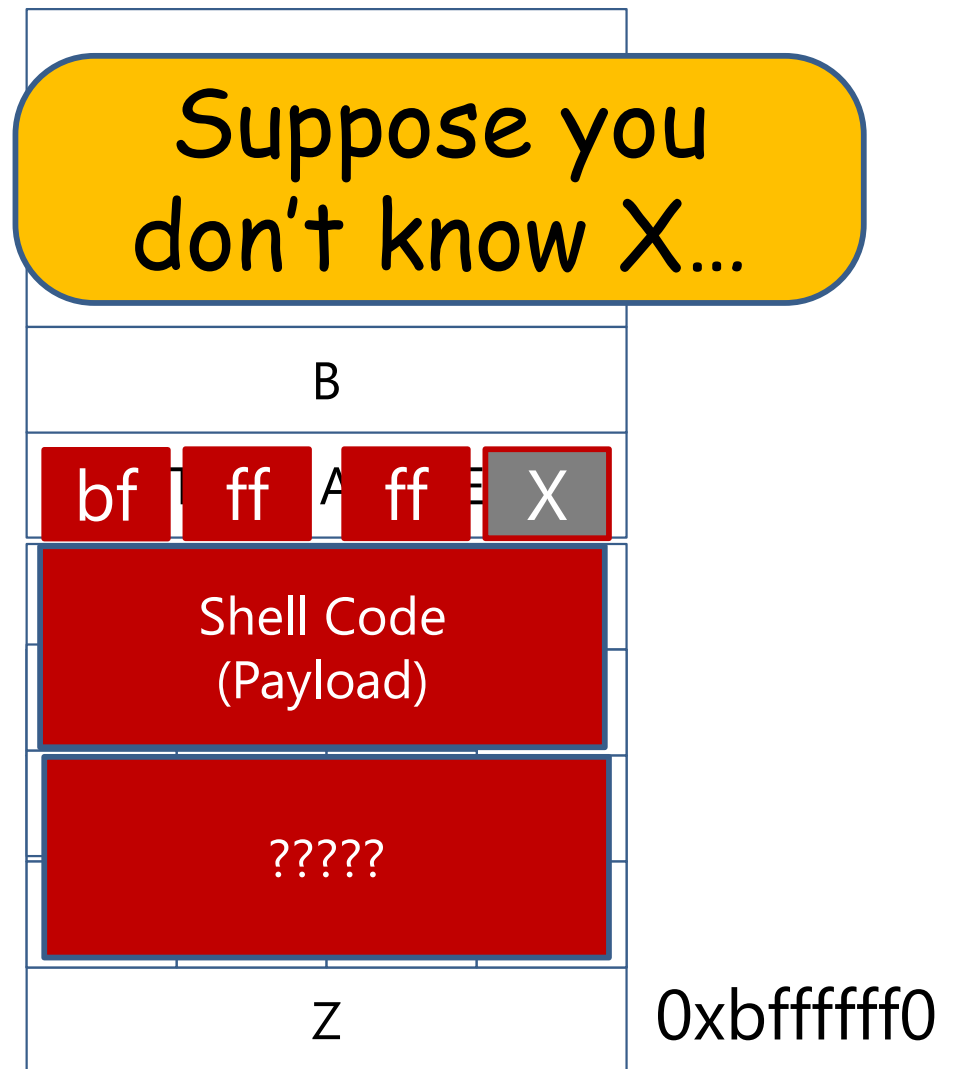
```
int f() {  
...  
    g (x, y);  
}  
  
int g(int x, int y) {  
    char buf[50];  
    scanf("%s", buf);  
}
```

```
.g  
push ebp  
  
...  
call scanf  
  
...  
pop ebp  
ret
```



f 's
frame

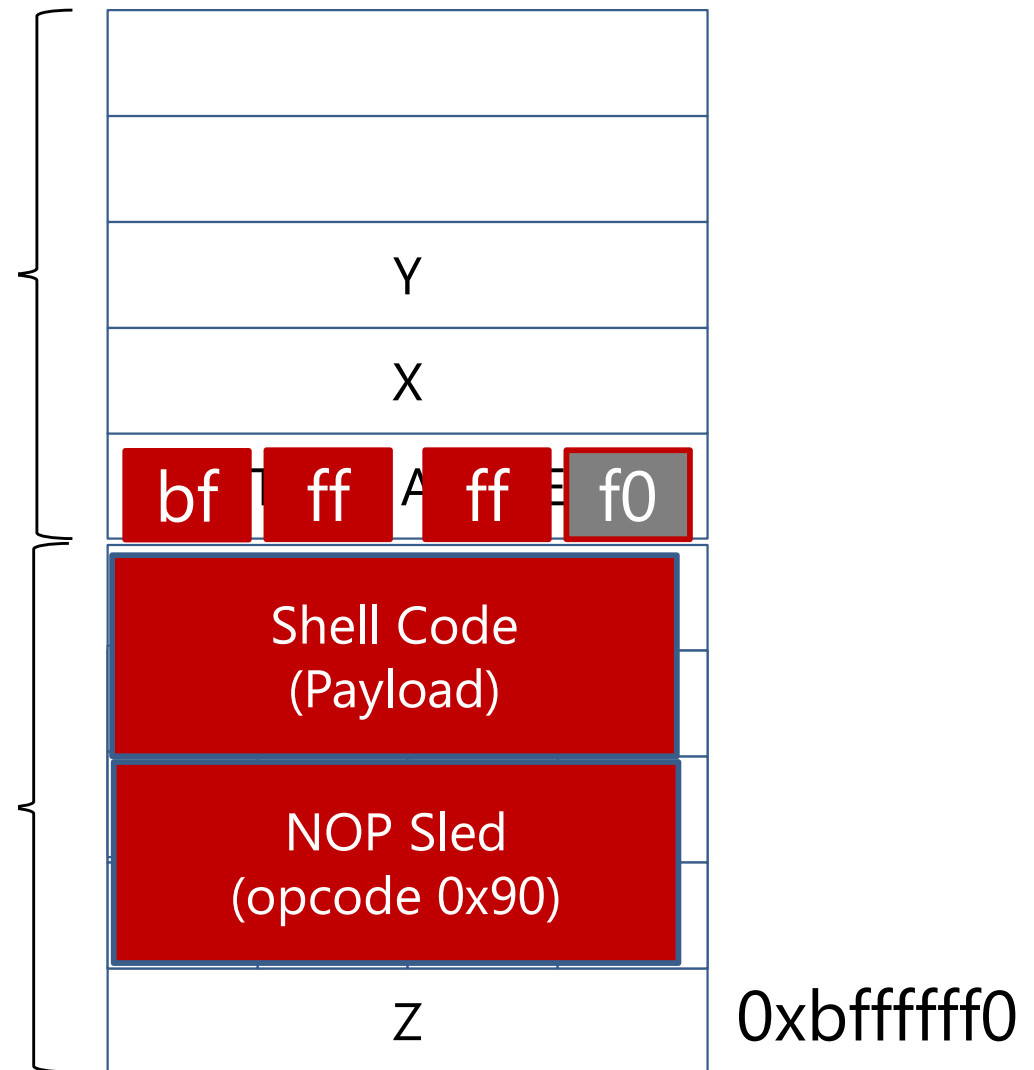
g 's
frame



What should be
below shellcode?

Code Injection Example

- Instruction NOP, No Operation.
 - Tell CPU to do nothing and fetch the next instruction
- Including a large block of NOP instructions in the injected code as *landing area*
- Execution will reach shell code as long as return address pointing to somewhere in the NOP sled



Adv: You can jump anywhere in the NOP sled

Control-flow Hijacking: Code Injection

- Control-oriented a.k.a control-flow hijacking
- Outcome 1: Code Injection
 - ***Definition:*** *A memory exploit that hijacks control to jump to attacker's data payload*

Code Injection: Requirements

- Req 1: Write Attack Payload in memory
- Req 2: Have Attack Payload Be Executable
- Req 3: Divert control-flow to payload

More Control-flow Hijacking: Code Reuse

Control-oriented Exploits (II): Code Reuse

- Outcome 2: Code Reuse
 - **Definition:** *A memory exploit that hijacks control to jump to attacker's controlled code address*
- Requirements for Code Reuse
 - ~~Req 1: Write Attack Payload in memory~~
 - Req 2: Have Attack Payload Be Executable
 - Req 3: Divert control-flow to payload
- Insight: Re-use the existing code as payload

Code Reuse: The Idea

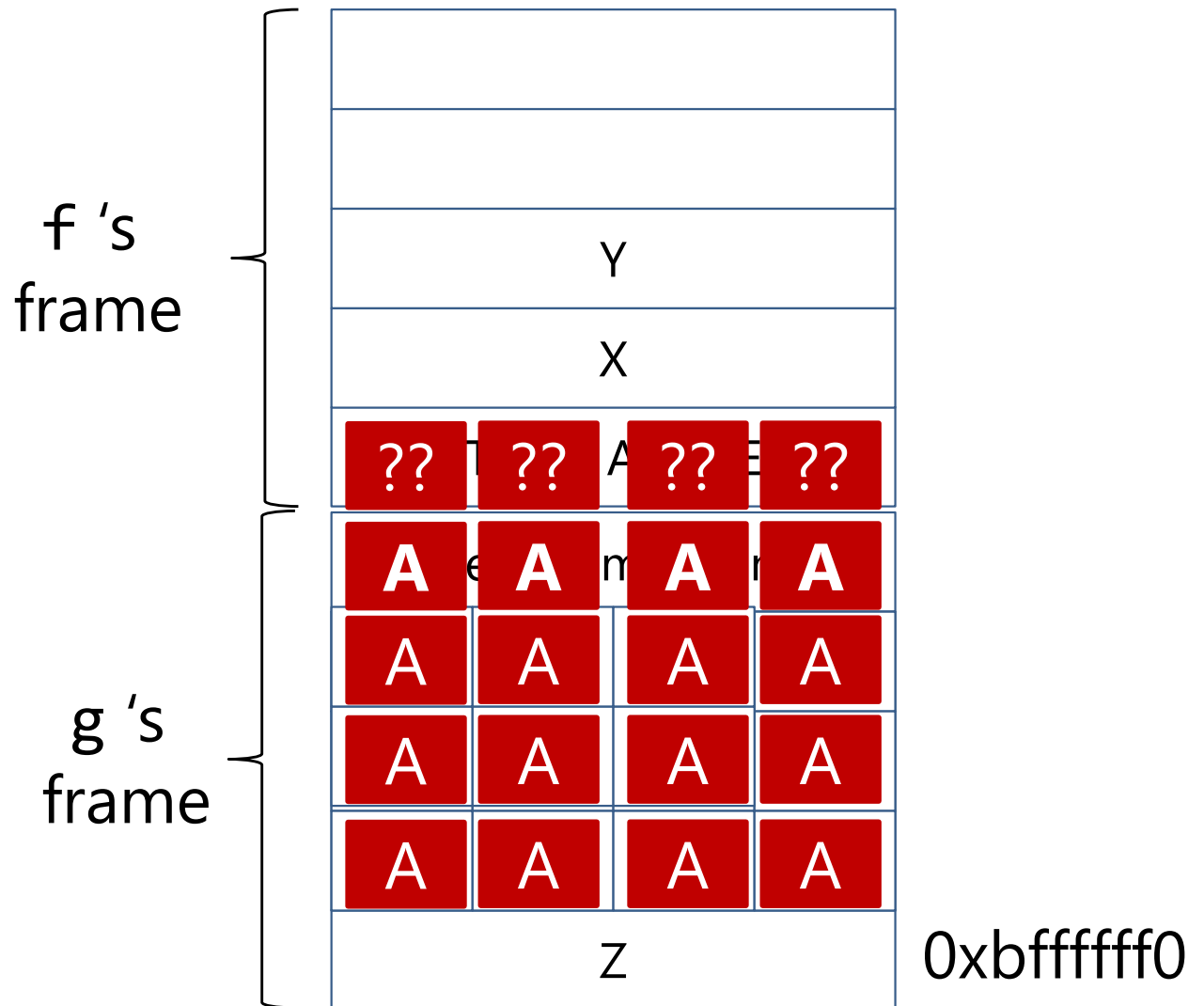

- Attacker hijacks control flow
- Jumps back to the code segment
- Example: Return-to-libc

Code Reuse Attack: Return-to-libc

```
.g
push ebp

...
call scanf

...
pop ebp
ret
```



What should you do?

Code Reuse Attack: Return-to-libc

```
.execv <0x8049000>
```

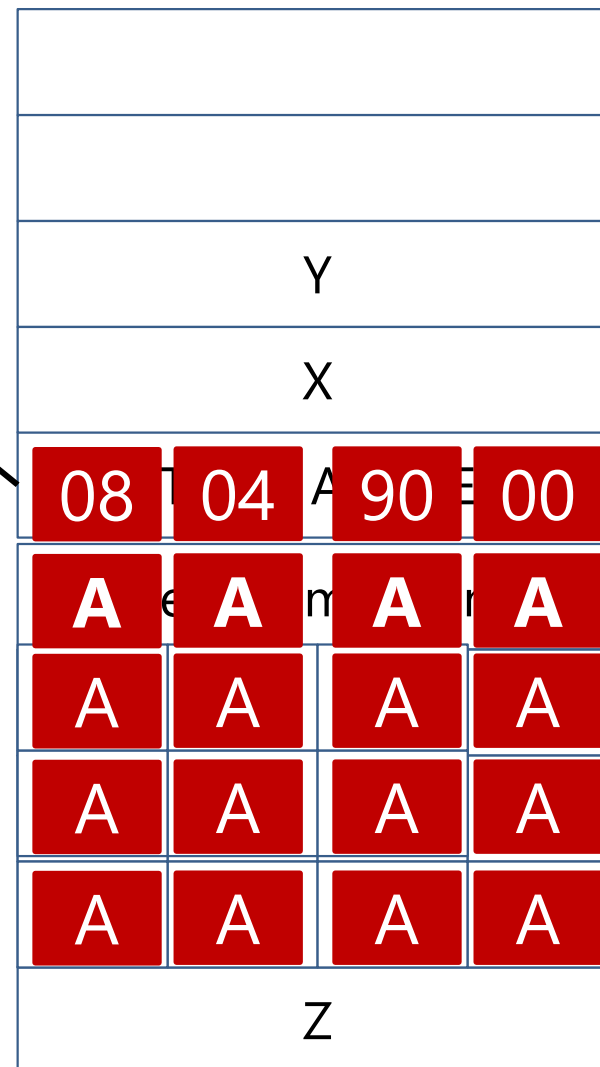
```
push ebp  
... // read parameter1  
... // read parameter2  
pop ebp  
ret
```

f's
frame

```
.g
```

```
push ebp  
  
...  
call scanf  
  
...  
pop ebp  
ret
```

g's
frame



0xbfffffff0

Change return
address to code seg.

Code Reuse Attack: Return-to-libc

```
.execv <0x8049000>
```

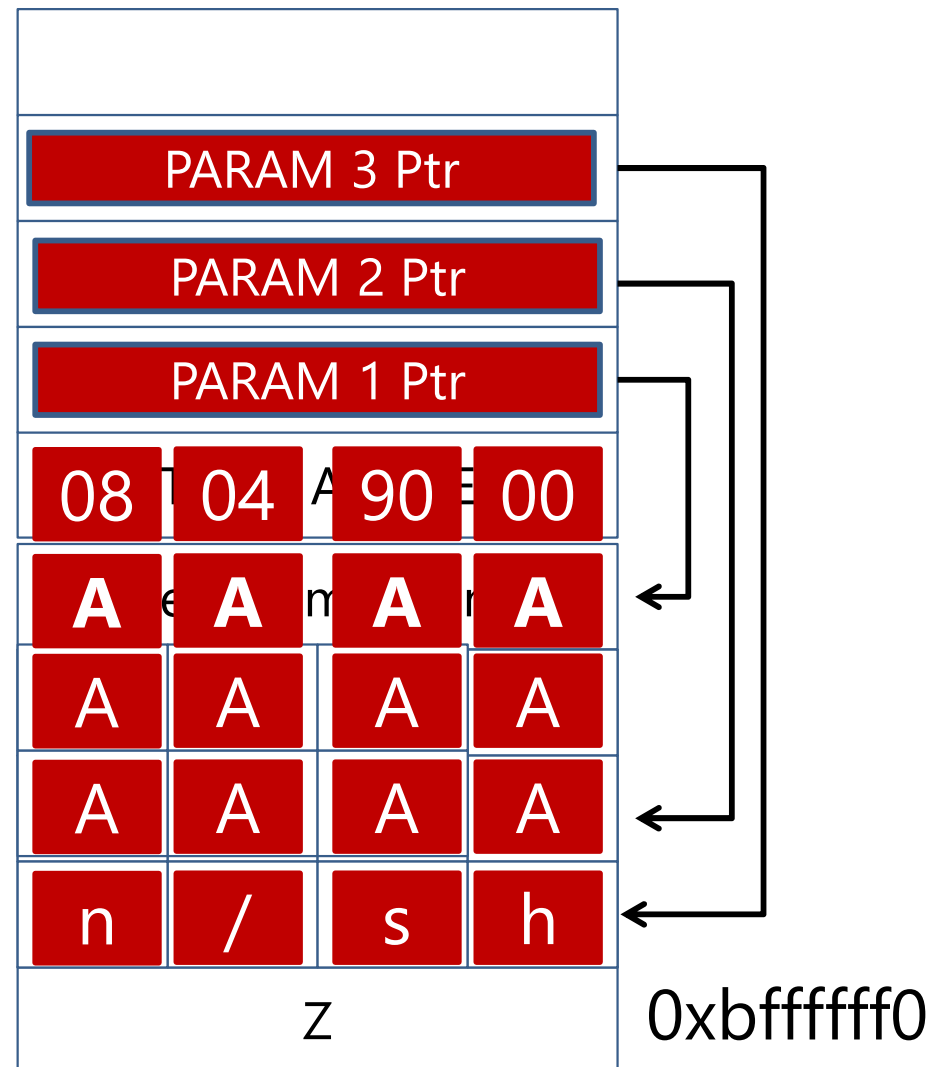
```
push ebp  
... // read parameter1  
... // read parameter2  
... // read parameter3  
pop ebp  
ret
```

```
.g
```

```
push ebp  
  
...  
call scanf  
  
...  
pop ebp  
ret
```

f's
frame

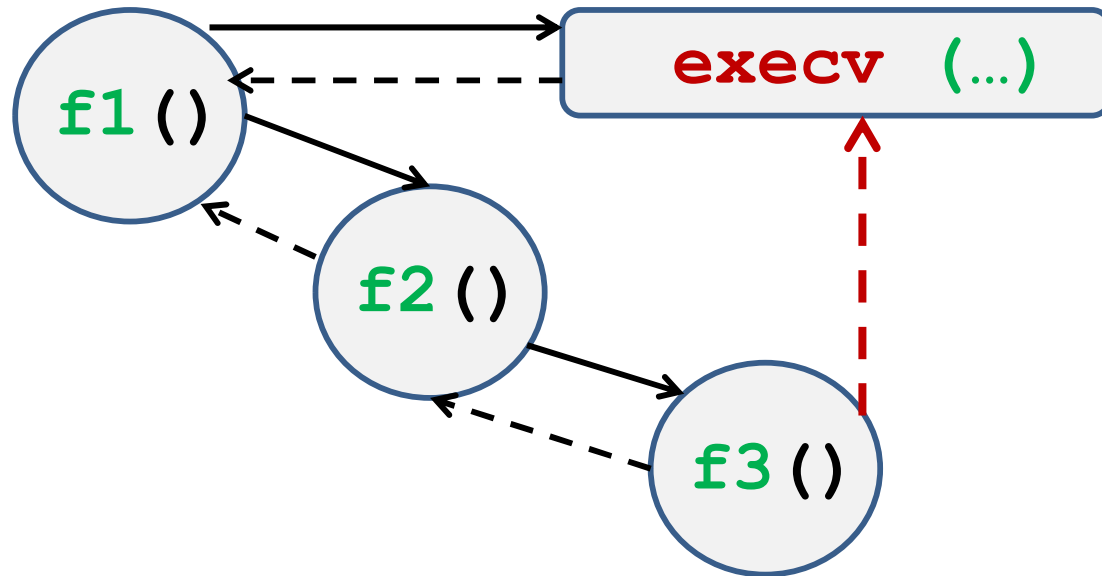
g's
frame



Setup arguments to
execv on stack

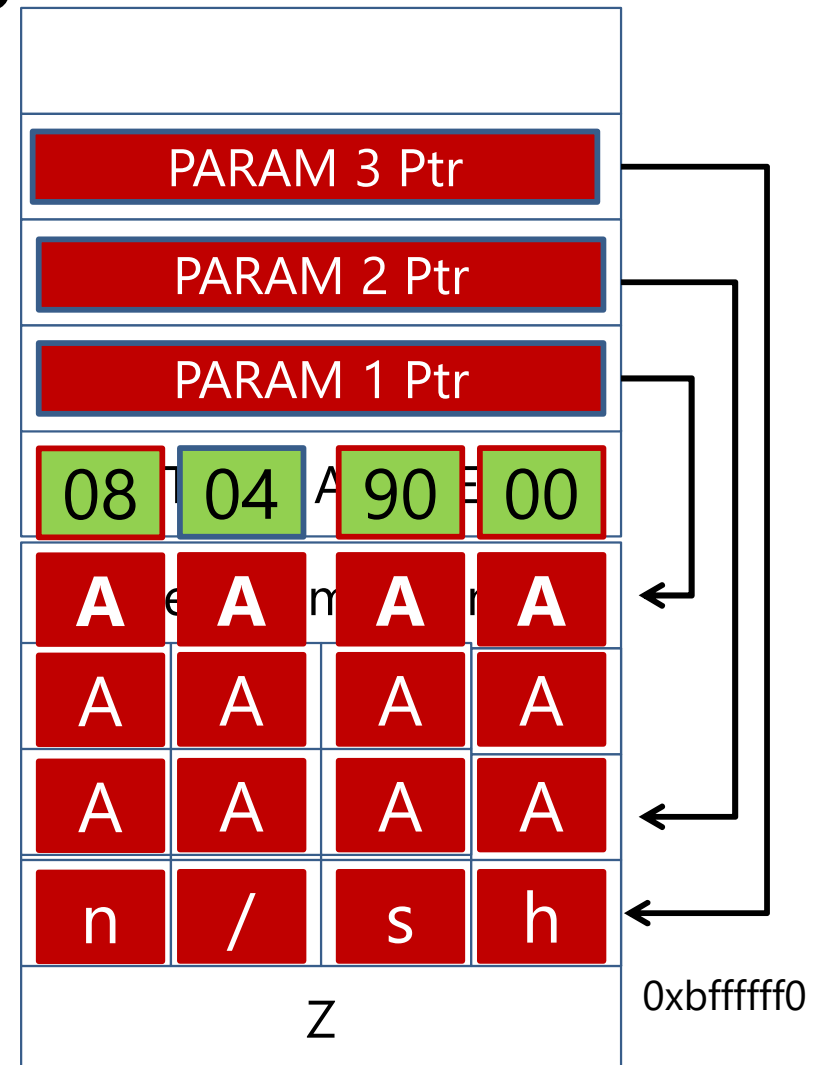
Return-to-Libc

- Introduce new Control Edges



Control Flow Graph

————→ Call Edges
← - - - - Ret Edges



Break!

Code Reuse (II): ROP

Control-oriented Exploits (II): Code Reuse

- Outcome 2: Code Reuse
 - **Definition:** *A memory exploit that hijacks control to jump to attacker's controlled code address*
- Requirements for Code Reuse
 - ~~Req 1: Write Attack Payload in memory~~
 - Req 2: Have Attack Payload Be Executable
 - Req 3: Divert control-flow to payload
- Insight: Re-use the existing code as payload

Code Reuse Attacks (II): Return-oriented Programming (ROP)

- Key Observation:

```
f7 c7 07 00 00 00
0f 95 45 c3
```

```
test $0x00000007, %edi
setnzb -61(%ebp)
```

```
c7 07 00 00 00 0f
95
45
c3
```

```
movl $0x0f000000, (%edi)
xchg %ebp, %eax
inc %ebp
ret
```

What is the similarity between these machine code snippets?

Code Reuse Attacks (II): Return-oriented Programming

- Key Observation:
 - X86 has a variable-length insns.
 - Instructions can start at any byte
- Overlapping instructions

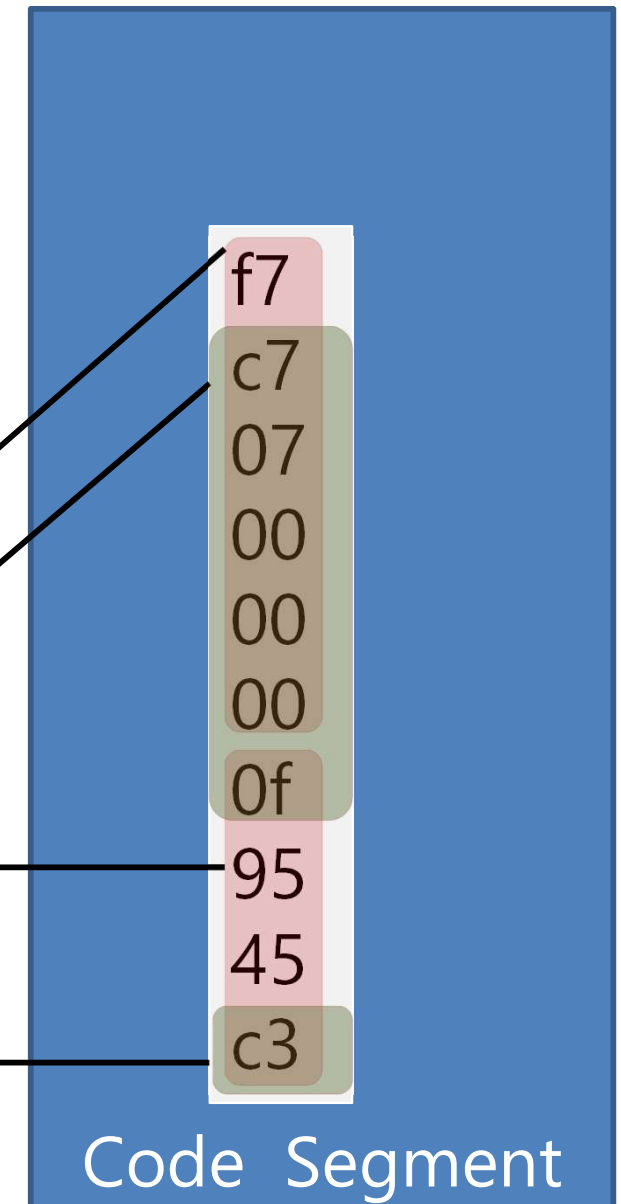
test \$0x00000007, %edi

setnzb -61(%ebp)

movl \$0x0f000000, (%edi)

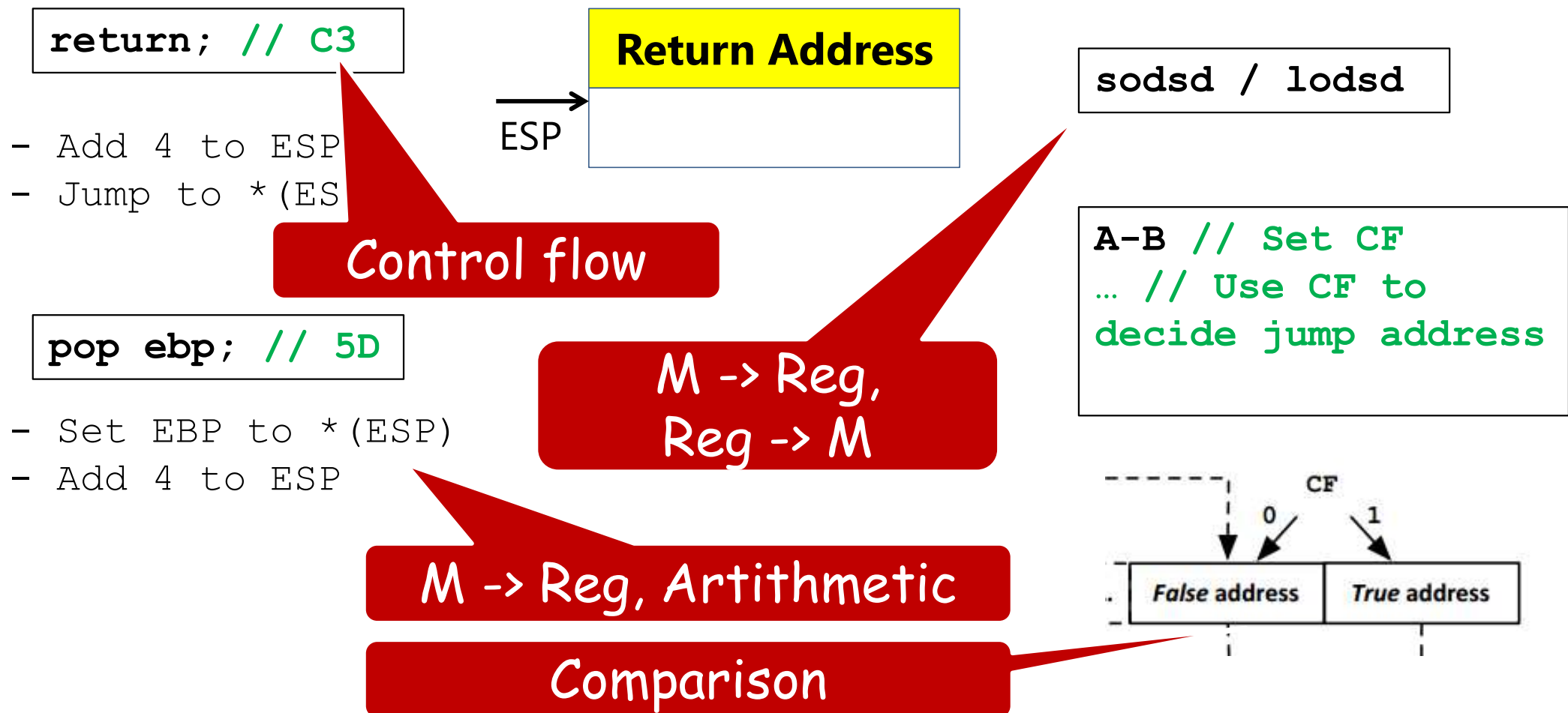
ret

How many different
instructions could you have
in large code segment?



ROP Gadgets

ROP Gadget: Instruction sequence which end a control transfer



ROP: An Example

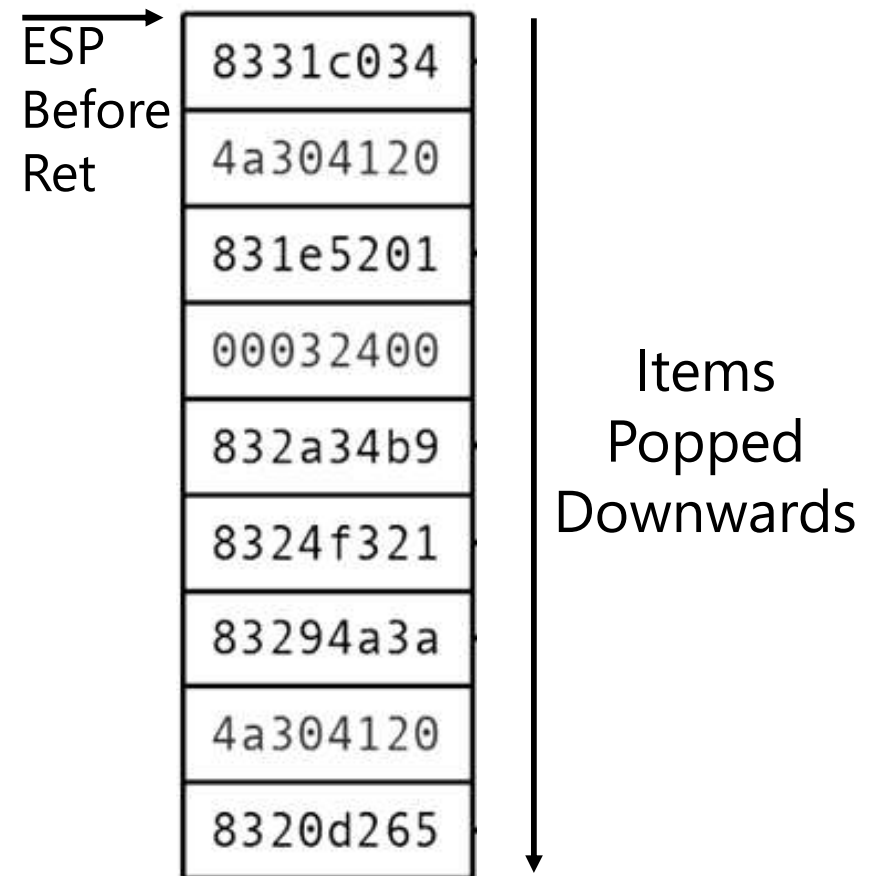
Let's say the attacker's goal is:

$$*(0x4a304120) = *(0x4a304120) + 0x00032400$$

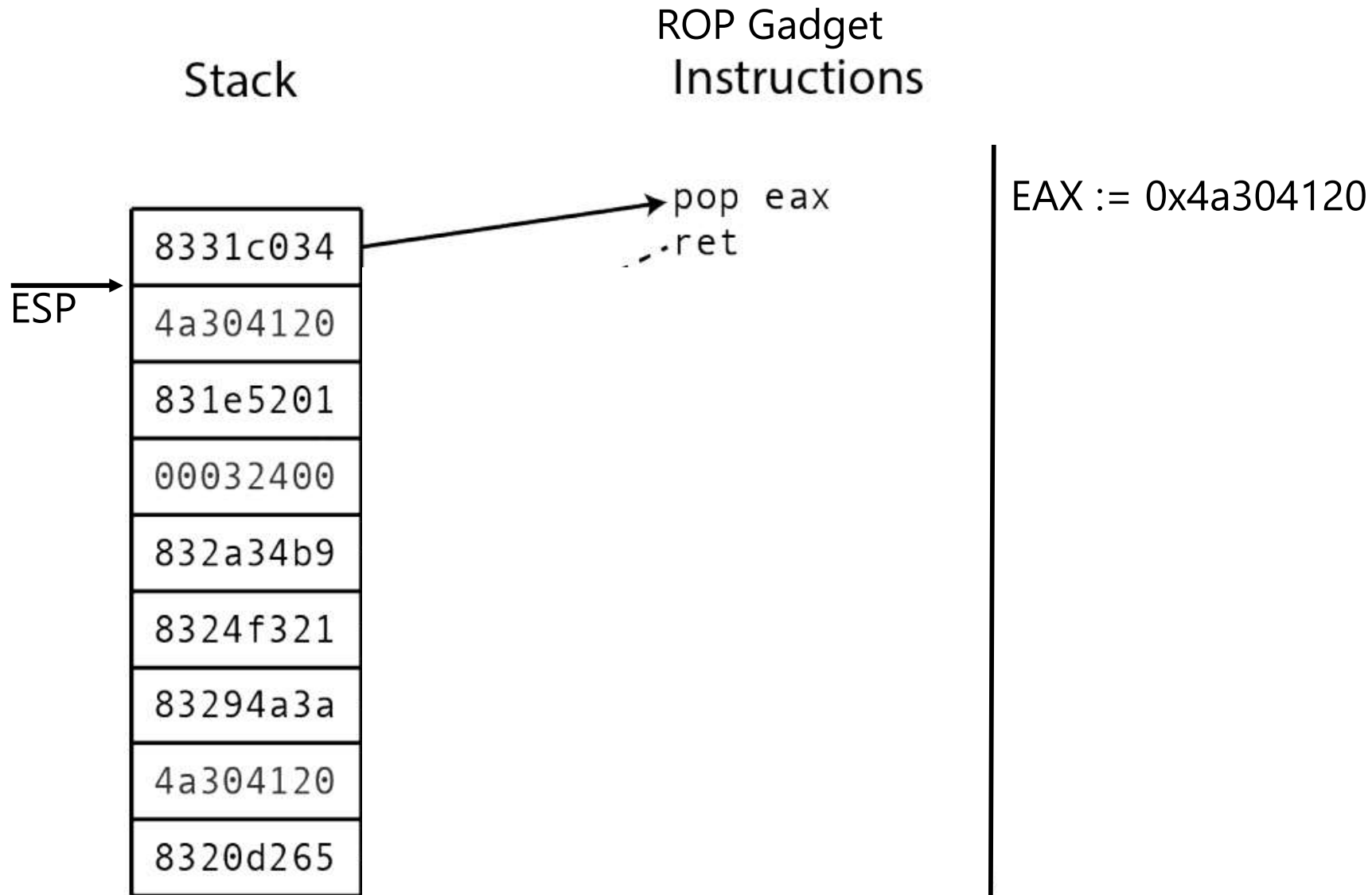
Attacker find the following **gadgets** in code memory:

8331c034	pop eax ret
831e5201	pop ebx ret
832a34b9	mov eax, [eax] ret
8324f321	add eax, ebx ret
83294a3a	pop ecx ret
8320d265	mov [ecx], eax ret

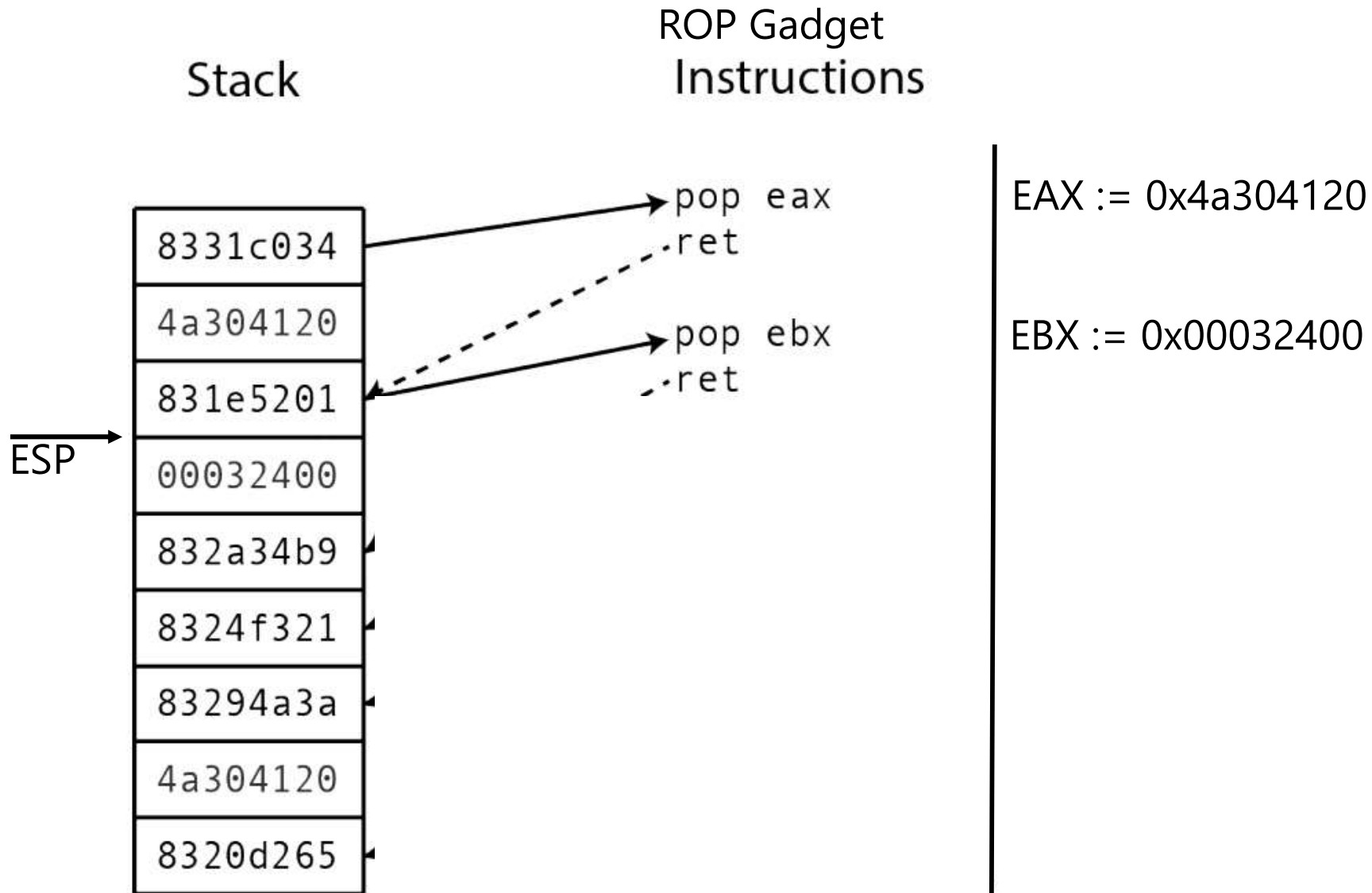
Exploit Payload
(Stack)



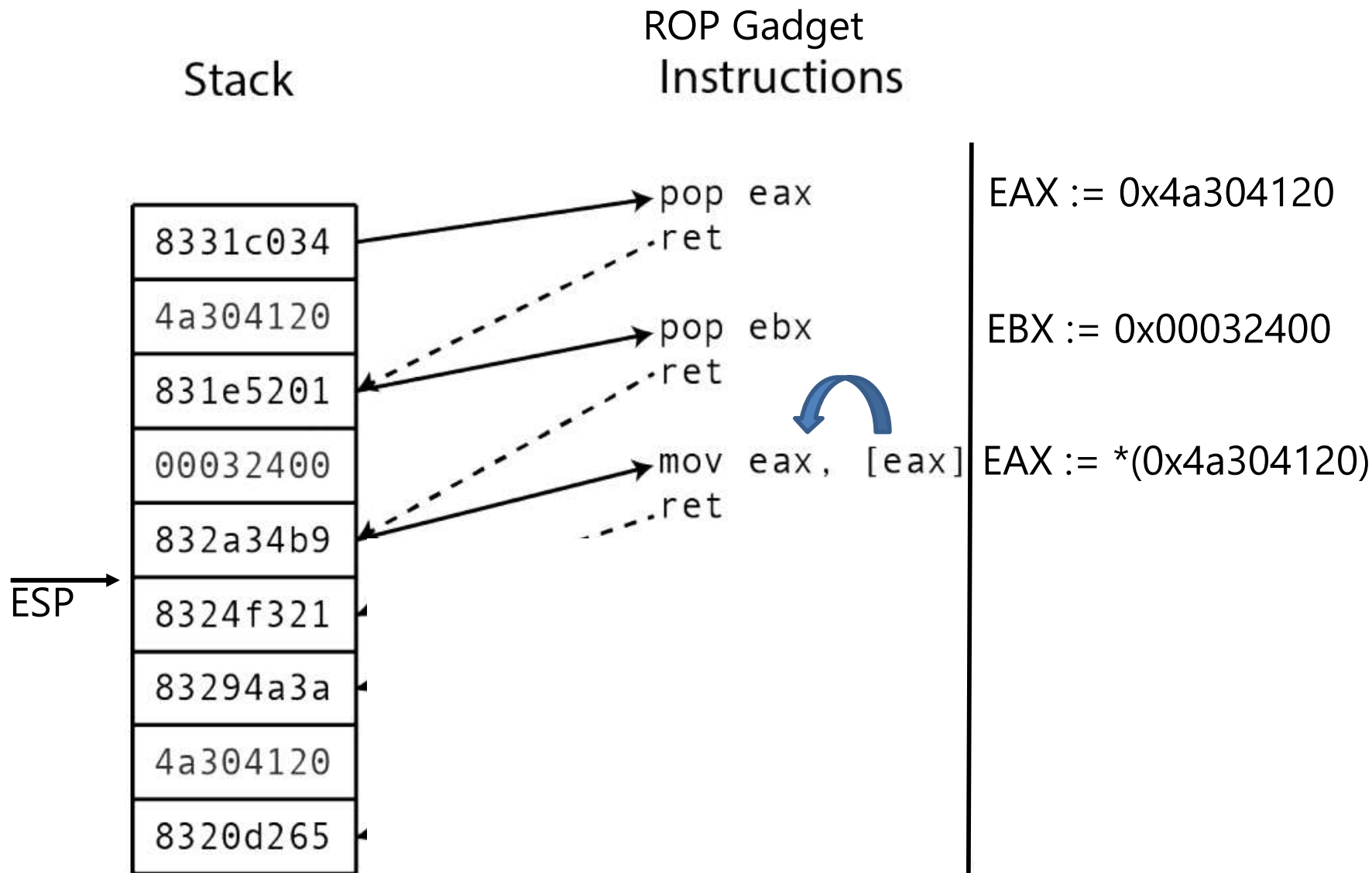
ROP: An Example



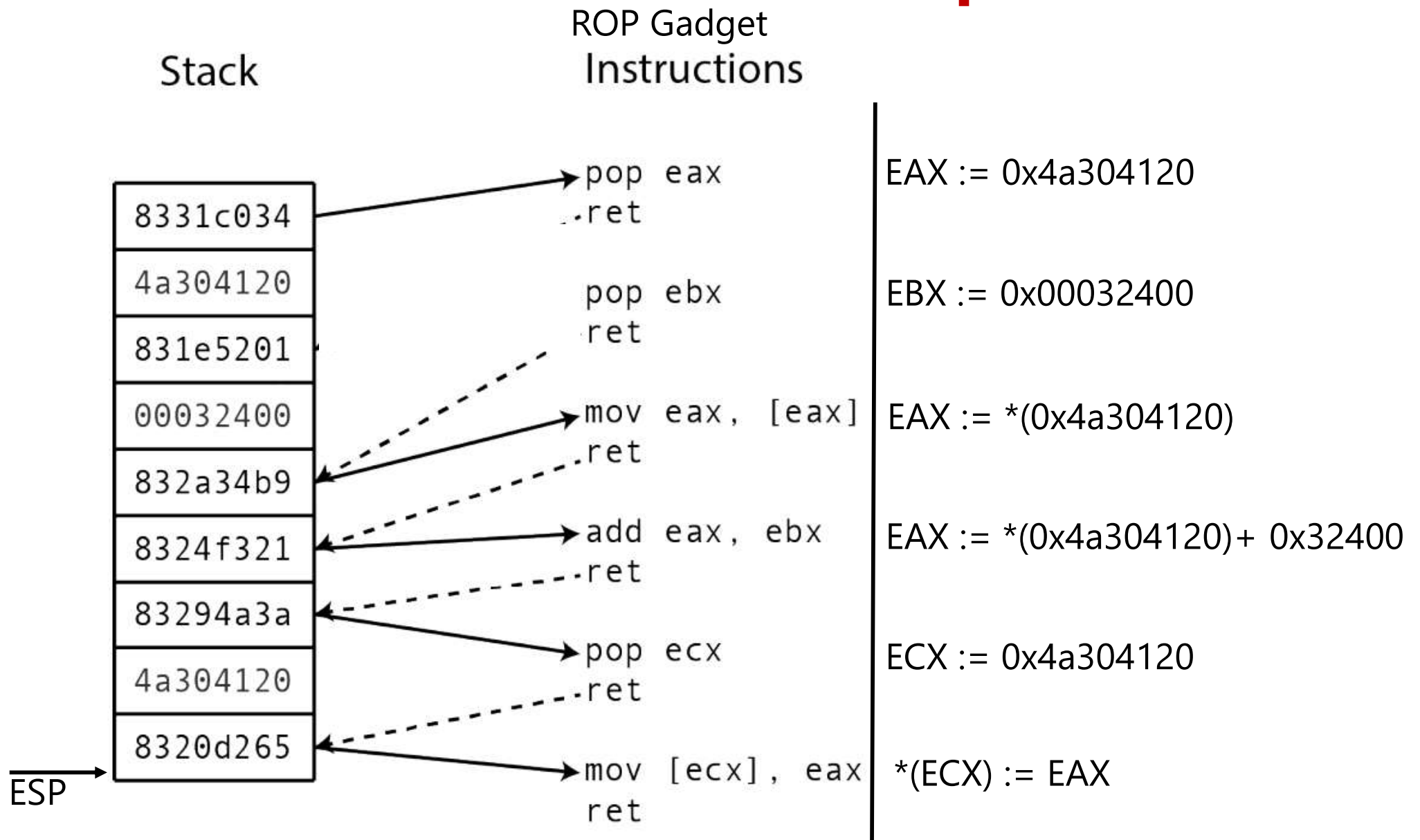
ROP: An Example



ROP: An Example



ROP: An Example



The net effect is $*(0x4a304120) = *(0x4a304120) + 0x00032400$

Recap: The ROP Attack Procedure

- Attacker's goal: Execute a particular exploit code of its choice
- The attackers pre-identifies certain useful instruction patterns called "ROP gadgets" in the executable section of the program
- Procedure:
 - The attacker corrupts the stack in a particular way (see later)
 - Hijack control – Cause the program to Jump to address A
 - At address A, we have a "ROP gadget" code:
 1. Instruction (I) at address A executes the first instruction of the payload
 2. The next instruction after (I) is a **ret** instruction
 3. The **ret** instruction will jump to address B, by reading B from the stack.
 - The step 3 above will cause the program to repeat Steps 1-3 (with a new value B instead of A) recursively.

How many ROP Gadgets In Programs?

Binary	PSHAPE	rp++	ropper	ROPgadget
firefox _W	6,709	6,182	5,445	6,259
iexplore _W	928	888	836	888
chrome _W	64,372	58,890	52,991	59,969
mshtml _W	1,329,705	1,239,403	1,099,466	1,242,616
jfxwebkit _W	1,172,718	1,076,350	960,091	1,086,061
chromium _L	5,358,283	5,159,712	4,579,388	5,130,856
apache2 _L	24,164	22,722	18,061	22,875
openssl _L	6,978	6,829	5,377	6,845
nginx _L	26,314	25,700	21,081	25,245

(a) Number of extracted gadgets

Function	PSHAPE	ropper	ROPgadget
<i>W_{VirtualProtect}</i>	2/4	-	-
<i>L_{mprotect}</i>	4/4	1/4	1/4
<i>L_{mmap}</i>	3/3	-	-

(b) Number of gadget chains

Table 2: (a) Number of gadgets found by each tool on the given binaries, as determined by our evaluation. (b) It is possible to build chains to `mprotect` for all four Linux binaries, line `mprotect` shows how many of those chains each tool creates. For `mmap`, only three of the Linux binaries have the necessary gadgets to build a chain and this line shows how many of those each tool can create. Chains to `VirtualProtect` exist in four out of the five Windows binaries, this line shows how many of them each tool creates. A dash indicates that the tool does not support calling a function that requires the tool to initialize the required number of arguments. In (a) and (b), *L* denotes Linux and *W*, Windows.

Summarizing Code Reuse Attacks

- Outcome 2: Code Reuse
 - **Definition:** *A memory exploit that hijacks control to jump to attacker's controlled **code address***
- Requirements for Code Reuse
 - Req 1: Have Attack Payload Be Executable
 - Req 2: Divert control-flow to payload

Beyond Control-flow Hijacking: Data-oriented Attacks

Data-oriented Attacks

- Requirements for Data-oriented attacks
 - ~~Req 1: Write Attack Payload in memory~~
 - ~~Req 2: Have Attack Payload Be Executable~~
 - ~~Req 3: Divert control-flow to payload~~
- Insight: Simply manipulate **non-control data**

Data-Oriented Exploits

- State-of-the-art: Corrupt security-critical data
 - leave control flow as the same
 - Exhibit “significant” damage

```
// set root privilege
setuid(0);
.....
// set normal user
privilege
setuid(pw->pw_uid);
// execute user's
command
```

Wu-ftpd *setuid* operation*

```
//0x1D4, 0x1E4 or 0x1F4 in
JScript 9,
//0x188 or 0x184 in JScript
5.8,
safemode = *(DWORD *)(jsobj
+ 0x188);
if(safemode & 0xB == 0 ) {
    Turn_on_God_Mode();
}
```

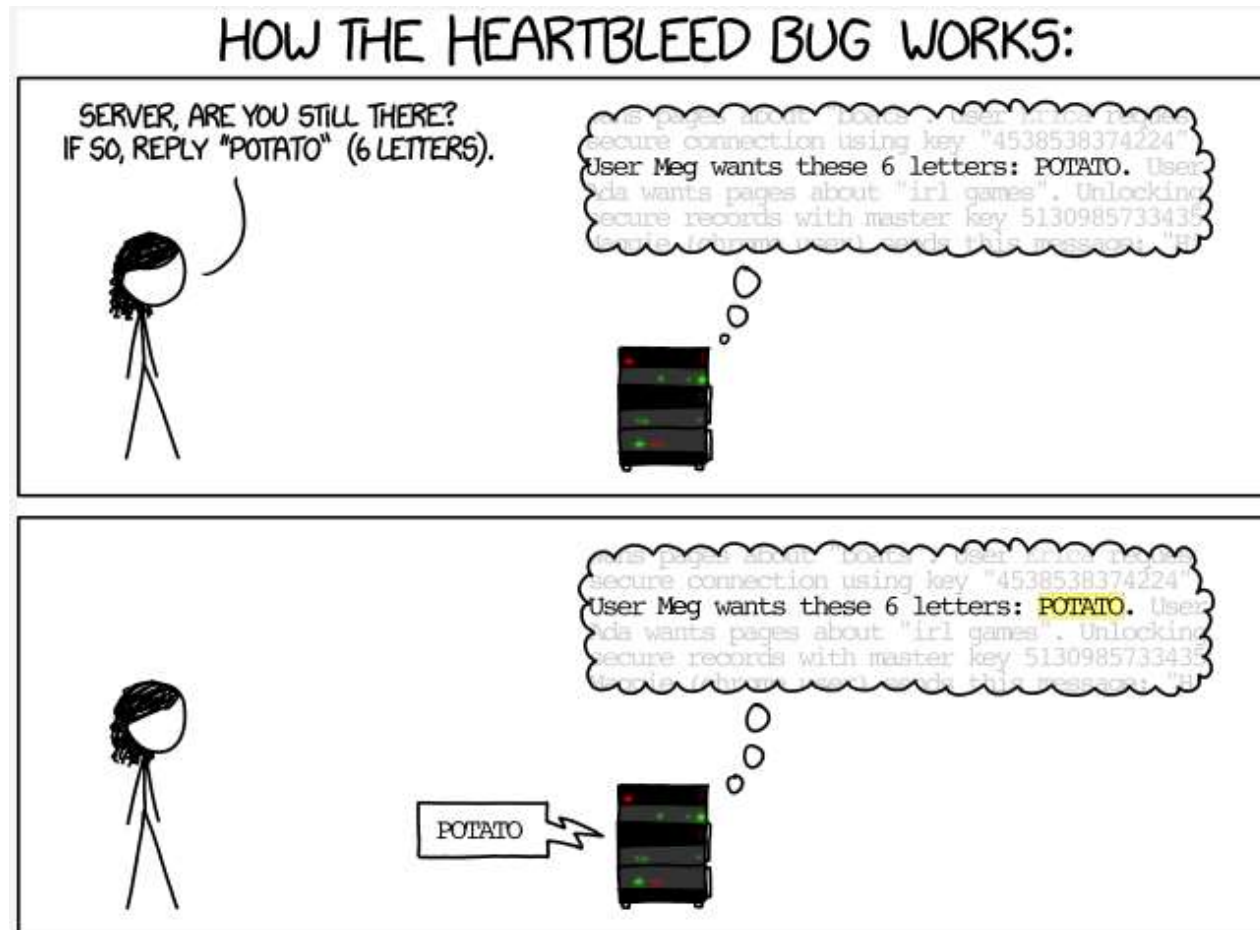
IE *SafeMode* Bypass⁺

⁺ Yang Yu. Write Once, Pwn Anywhere. In Black Hat USA 2014

^{*} Shuo Chen, Jun Xu, Emre C. Sezer, Prachi Gauriar, and Ravishankar K. Iyer. Non-Control-Data Attacks Are Realistic Threats. In USENIX 2005.

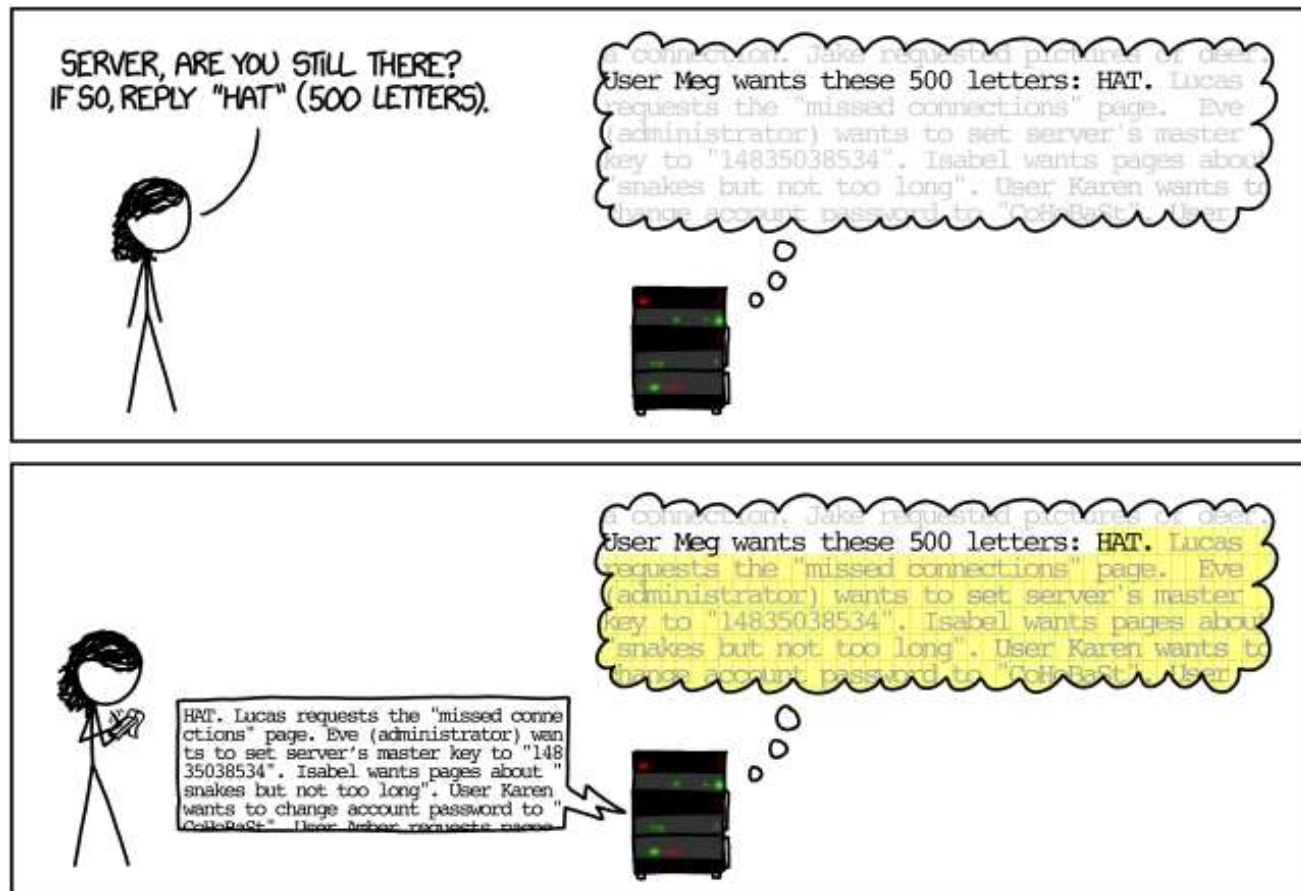
Data-oriented attacks w/o any memory corruption

- Do I need to corrupt anything for DOA?
- No! An example: Heartbleed



Data-oriented attacks w/o any memory corruption

- Do I need to corrupt anything for DOA?
- No, An example: Heartbleed



Data-oriented attacks w/o any memory corruption

- Do I need to corrupt anything for DOA?
- No! An example: Heartbleed

```
/* Read type and payload length first */  
hbtype = *p++;  
n2s(p, payload);  
p1 = p;
```

```
/* Enter response type, length and copy payload */  
*bp++ = TLS1_HB_RESPONSE;  
s2n(payload, bp);  
memcpy(bp, p1, payload);
```

Key Takeaways & Summary

- Vulnerabilities vs. Exploits
 - Weakness (Flaw) vs. using it for a particular goal
- Exploit Types:
 - Control-flow hijacking vs. Data-oriented
- Attackers can achieve a variety of attacks
- C/C++: weak type safety, no memory safety
- Hardware does not give memory & type safety

End of Segment