# Montrehack | ROP 101

A Hands-On Introduction to Return Oriented Programming

# Challenges (Head Start)

#### ctf.segfault.me

Details & Downloads on Port 80

**X64** function\_call(rdi, rsi, rdx, rcx, r8, r9)

**Gadget Hunting** https://github.com/JonathanSalwan/ROPgadget

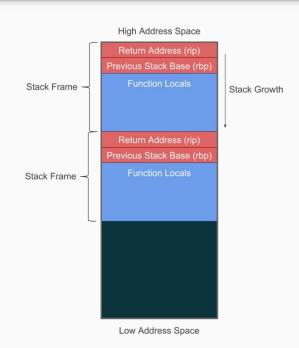
# Introduction

- Classic Stack Smashing Recap
- Data Execution Prevention (NX)
- Return Oriented Programming

### Classic Stack Smashing Recap

Recall: Stack Grows Down (High -> Low)

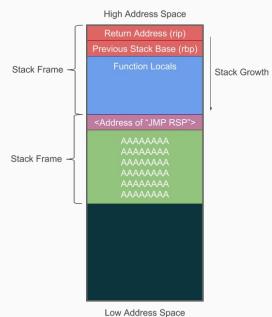
- Unbounded Read to Stack Buffer
- Overwrite the stored return address
- Find a way to JMP to stack
- ????
- Break Stuff



# Classic Stack Smashing Recap

Recall: Stack Grows Down (High -> Low)

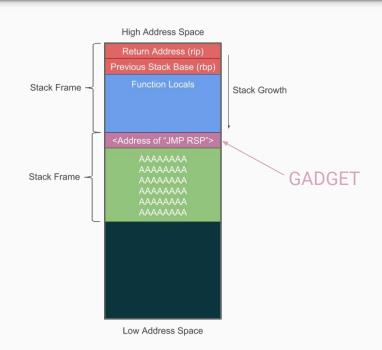
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# Classic Stack Smashing Recap

Recall: Stack Grows Down (High -> Low)

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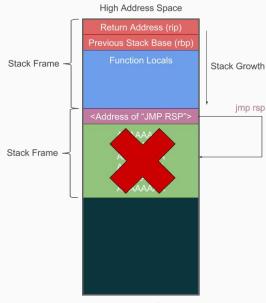


# Introduction

- Classic Stack Smashing Recap
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# Data Execution Prevention (NX)

- Called No Execute (NX) on Linux
- Stack memory cannot be executed
- **Even** with "jmp rsp"
- Segmentation Fault

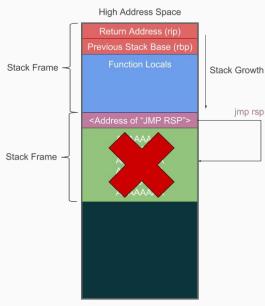


Low Address Space

# Data Execution Prevention (NX)

- Called No Execute (NX) on Linux
- Stack memory cannot be executed
- **Even** with "jmp rsp"
- Segmentation Fault

=> We only control return address(es)



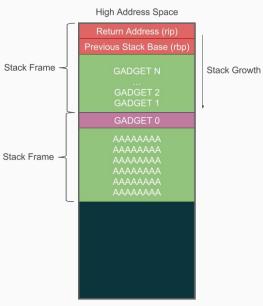
Low Address Space

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### Return Oriented Programming

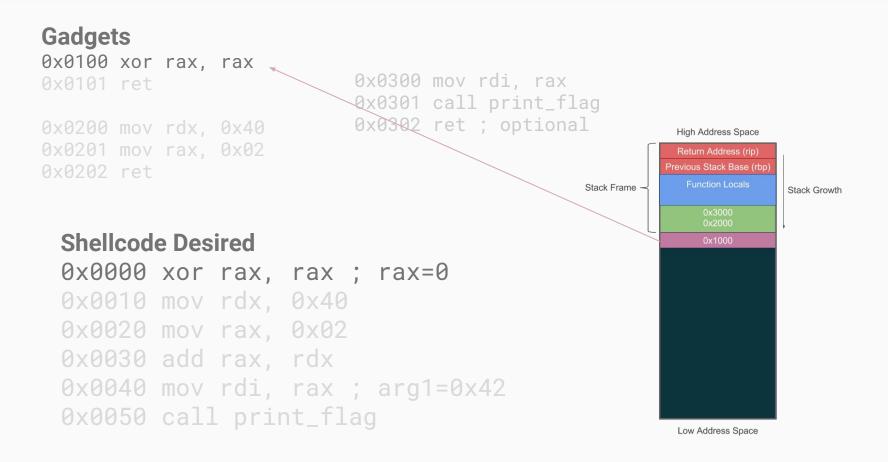
- Use existing code in the binary
- Leverage "ret" to control flow of execution
- Stack acts as a list of locations to execute
- ... a list of **gadgets**.
- Okay, but more concretely?

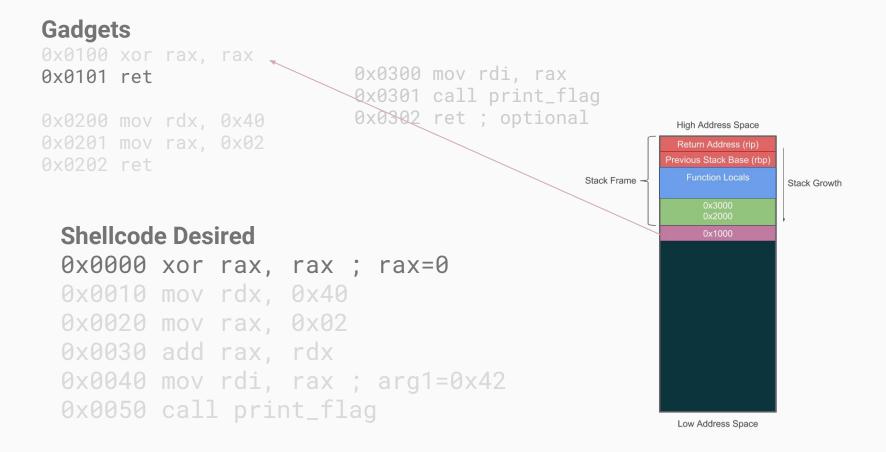


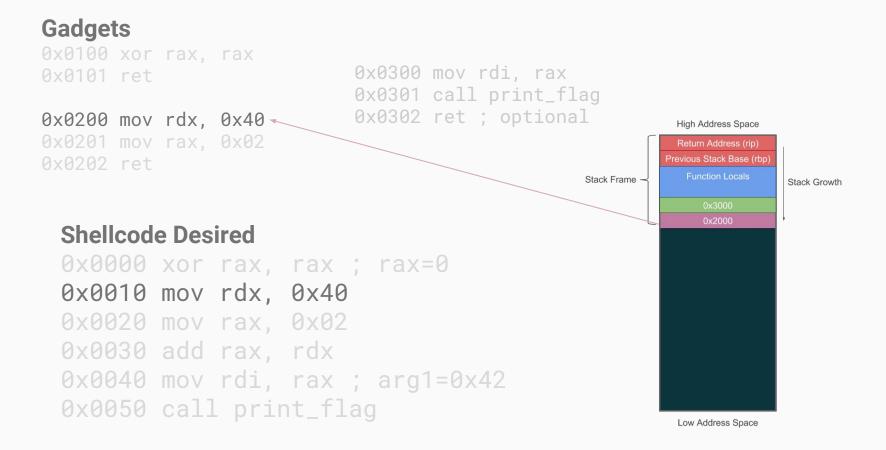
Low Address Space

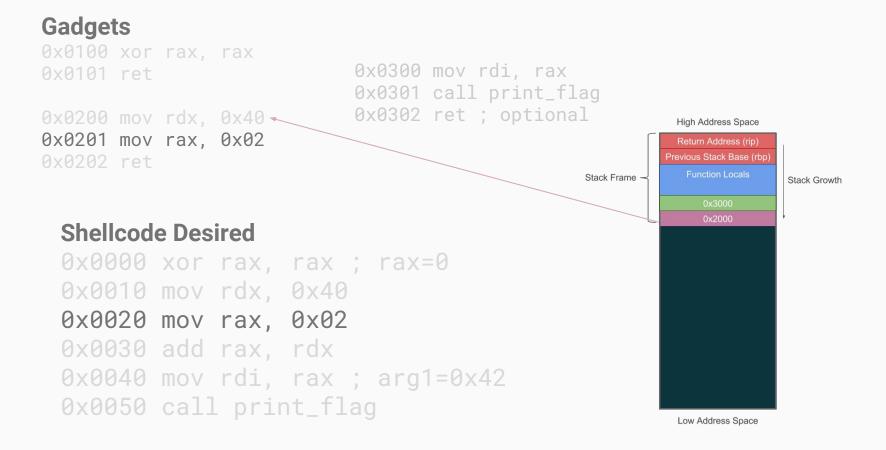
0x0050 call print\_flag

```
Gadgets
0x0100 xor rax, rax
                              0x0300 mov rdi, rax
0x0101 ret
                              0x0301 call print_flag
                              0x0302 ret ; optional
0x0200 mov rdx, 0x40
                                                              High Address Space
0x0201 mov rax, 0x02
                                                             Previous Stack Base (rbp)
0x0202 ret
                                                     Stack Frame -
                                                                         Stack Growth
  Shellcode Desired
  0x00000 xor rax, rax ; rax=0
                                                     Stack Frame
 0x0010 mov rdx, 0x40
 0x0020 mov rax, 0x02
 0x0030 add rax, rdx
 0x0040 \text{ mov rdi, rax ; arg1=}0x42
```





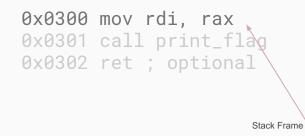






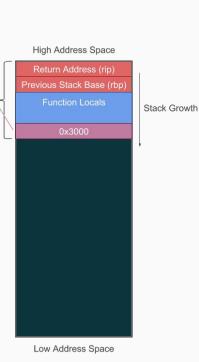
#### **Gadgets**

```
0x0100 xor rax, rax
0x0101 ret
0x0200 mov rdx, 0x40
0x0201 mov rax, 0x02
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```



#### **Shellcode Desired**

0x0000 xor rax, rax; rax=0
0x0010 mov rdx, 0x40
0x0020 mov rax, 0x02
0x0030 add rax, rdx
0x0040 mov rdi, rax; arg1=0x42
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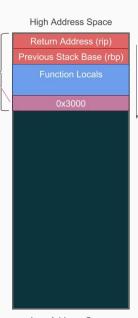
#### **Gadgets**

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0x0101 ret
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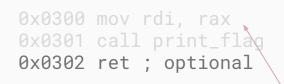
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Stack Growth

#### **Gadgets**

```
0x0100 x01 rax, rax
0x0101 ret
0x0200 mov rdx, 0x40
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0x0202 ret
```



Previous Stack Barren Function Loc

#### **Shellcode Desired**

0x0000 xor rax, rax ; rax=0
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0x0030 add rax, rdx
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High Address Space Stack Growth

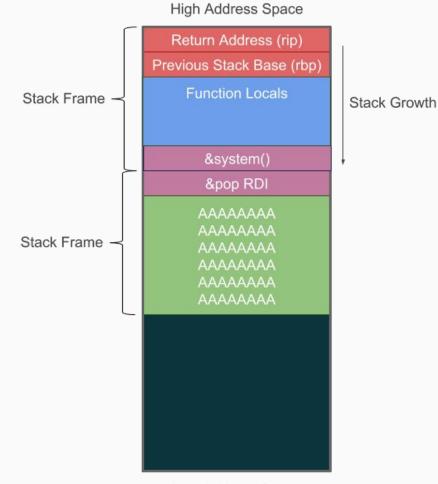
```
Gadgets
                          0x0300 mov rdi, rax
0x0101 ret
                          0x0301 call print_flag
                          0x0302 ret ; optional
                                                     High Address Space
0x0202
      0x42: SEGV (si_error=ENOFLAG): No Flag For You!
 Shellcode Desired
 0x00000 xor rax, rax ; rax=0
 0x0010 mov rdx, 0x40
 0x0020 mov rax, 0x02
 0x0030 add rax, rdx
 0 \times 0040 mov rdi, rax; arg1=0 \times 42
 0x0050 call print_flag
```

# Techniques

- Return to libc (ret2libc)
- Stack Pivoting
- Padding

#### ret2libc

- When: libc imports are available
- Avoids complicated ROP chains
- Just call system()
- Interesting Gadgets
  - pop rdi (arg 1)
  - address of system()



# Techniques

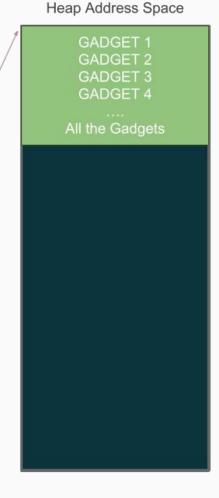
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#### Stack Pivoting

- When: Not enough space on stack for full chain
- Put full chain elsewhere
  - Other Stack Frame
  - Heap
- Set stack pointer to elsewhere
- Chain continues from there
- Interesting Gadgets
  - o pop rsp
  - o sub rsp, N
  - add rsp, N

# High Address Space Return Address (rip) Previous Stack Base (rbp) Function Locals &pivot\_location &pop RSP Previous Stack Base (rbp)

**Function Locals** 

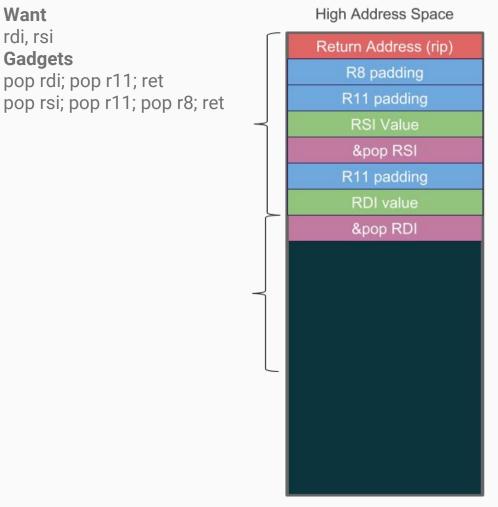


# Techniques

- Return to libc (ret2libc)
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#### Padding

- When: Gadget has side effects
- The gadget might pop more than one register
- It doesn't mean you can't use it
- Add useless entries on the stack for those unnecessary registers



# Challenges

What You've All Been Waiting For.

# Challenges

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Gadget Hunting https://github.com/JonathanSalwan/ROPgadget

# Hint #1

Look at the state of the process (registers) at the crash site

# Hint #2

Look at the state of the process (registers) at the crash site Look for gadgets that give you control over function parameters

**HTTP** ctf.segfault.me | **X64** function\_call(rdi, rsi, rdx, rcx, r8, r9)

# Hint #3

Look at the state of the process (registers) at the crash site Look for gadgets that give you control over function parameters Allocate a buffer for your shellcode, read it in and jump to it.

**HTTP** ctf.segfault.me | **X64** function\_call(rdi, rsi, rdx, rcx, r8, r9)

#### Resources

- RPISEC's Modern Binary Exploitation Course github.com/RPISEC/MBE
- pwntoolsdocs.pwntools.com/
- pwndbggithub.com/pwndbg/pwndbg
- radare2 radare.gitbooks.io/radare2book
- me (solution write-ups soon™)
   segfault.me
   github.com/alxbl

- Sources and Solutions (soon™)
   github.com/montrehack
- ROPGadget github.com/JonathanSalwan/ROPgadget