

Security Testing Laboratory

Emanuele Viglianisi

Security&Trust Research Unit

Fondazione Bruno Kessler

Trento, Italy

eviglianisi@fbk.eu

Agenda

- Solve Homework-5
- Call stack example
- Exercises
 - Buffer Overflow

Homework-5

Homework-5:

1. Download the code from
https://github.com/emavgl/sectestlab_2019/tree/master/lab_5/homework-5
2. Exploit Integer Overflow vulnerability in order to buy the iPhone for free.
3. Try to fix or mitigate the vulnerability

Call Stack

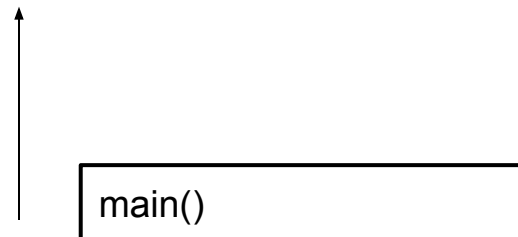
When you call a function, the system sets aside space in memory for that function to do its necessary work.

- We call such chunks of memory **stack frames**

Call Stack

When you call a function, the system sets aside space in memory for that function to do its necessary work.

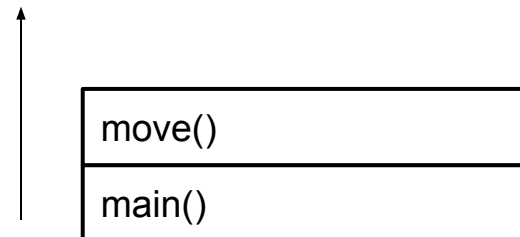
- We call such chunks of memory **stack frames**



Call Stack

When you call a function, the system sets aside space in memory for that function to do its necessary work.

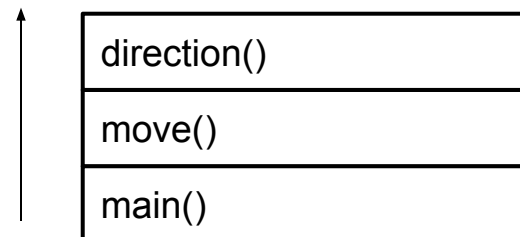
- We call such chunks of memory **stack frames**



Call Stack

When you call a function, the system sets aside space in memory for that function to do its necessary work.

- We call such chunks of memory **stack frames**



Call Stack

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

```
int fool(int a, int b) {  
    int c = a + b;  
    return c;  
}
```

```
int main()  
{  
    fool(1, 2);  
    return 0;  
}
```

Registries:

- **ESP**: points to the last thing pushed on the stack
- **EIP**: points to the next instruction to execute
- **EBP**: address of the frame's base

Call Stack

```
#include <stdio.h>

int fool(int a, int b) {
    int c = a + b;
    return c;
}

int main()
{
    fool(1, 2);
    return 0;
}
```

Registries:

- **ESP**: points to the last thing pushed on the stack
- **EIP**: points to the next instruction to execute
- **EBP**: address of the frame's base

CALL <addr>

pushes the current value of **EIP** and changes
EIP to <addr>

Arguments are pushed onto the stack before a function call

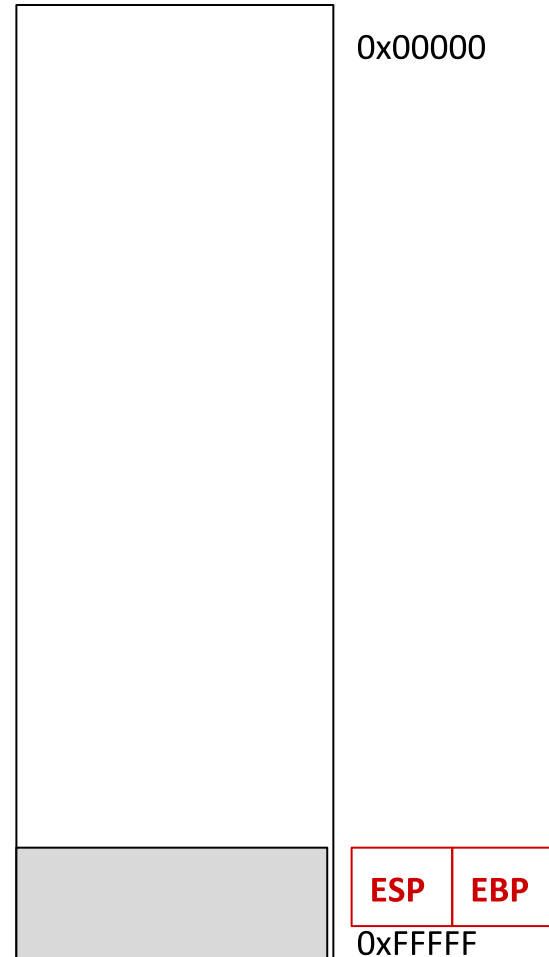
Call Stack

```

// Main's code
// ...
0x00000531 <+13>:    push    $0x2
0x00000533 <+15>:    push    $0x1
0x00000535 <+17>:    call    0x4ed <foo1>
0x0000053a <+22>:    add     $0x8,%esp
  
```

```

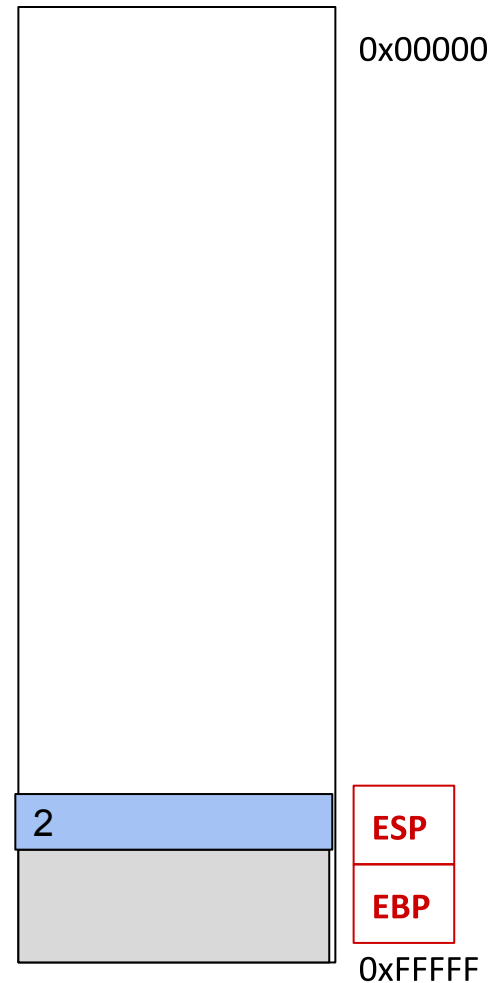
int main()
{
    foo1(1, 2);
    return 0;
}
  
```



Calling foo1

```
// Main's code
// ...
0x00000531 <+13>:    push    $0x2
0x00000533 <+15>:    push    $0x1EIP
0x00000535 <+17>:    call   0x4ed <foo1>
0x0000053a <+22>:    add     $0x8,%esp
```

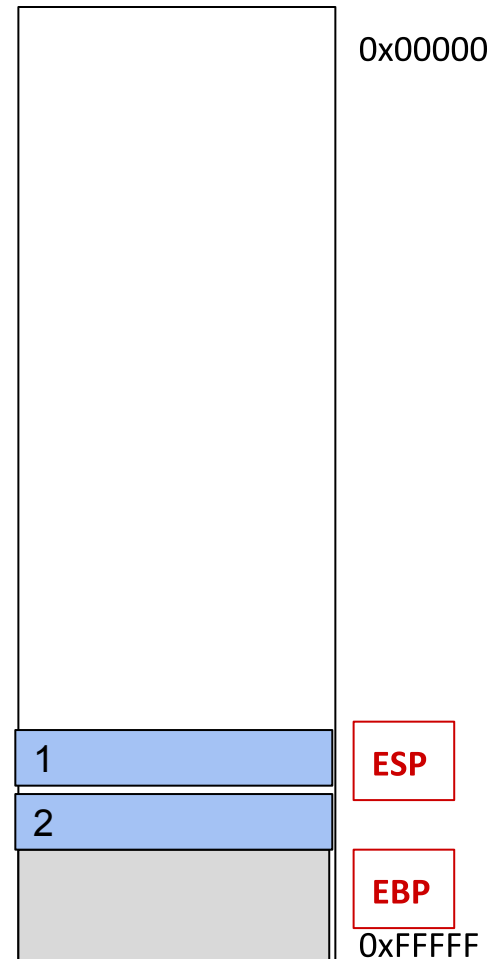
```
int main()
{
    foo1(1, 2);
    return 0;
}
```



Calling foo1

```
// Main's code
// ...
0x00000531 <+13>:    push    $0x2
0x00000533 <+15>:    push    $0x1
0x00000535 <+17>:    call    0x4ed <foo1> EIP
0x0000053a <+22>:    add     $0x8, %esp
```

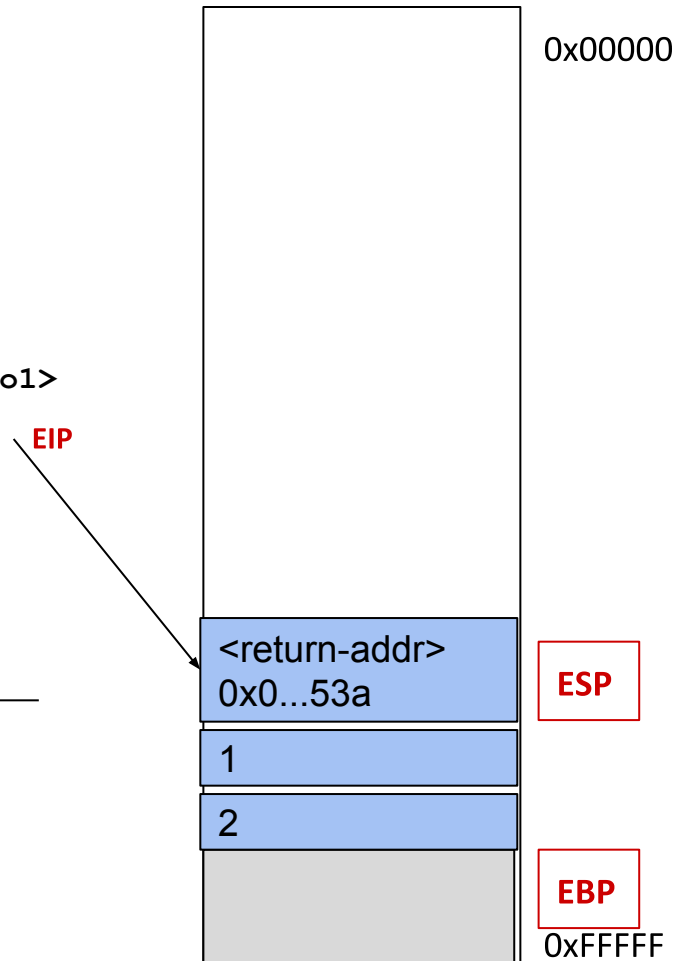
```
int main()
{
    foo1(1, 2);
    return 0;
}
```



Calling foo1

```
// Main's code
// ...
0x00000531 <+13>:  push    $0x2
0x00000533 <+15>:  push    $0x1
0x00000535 <+17>:  call    0x4ed <foo1>
0x0000053a <+22>:  ...
```

```
int main()
{
    foo1(1, 2);
    return 0;
}
```



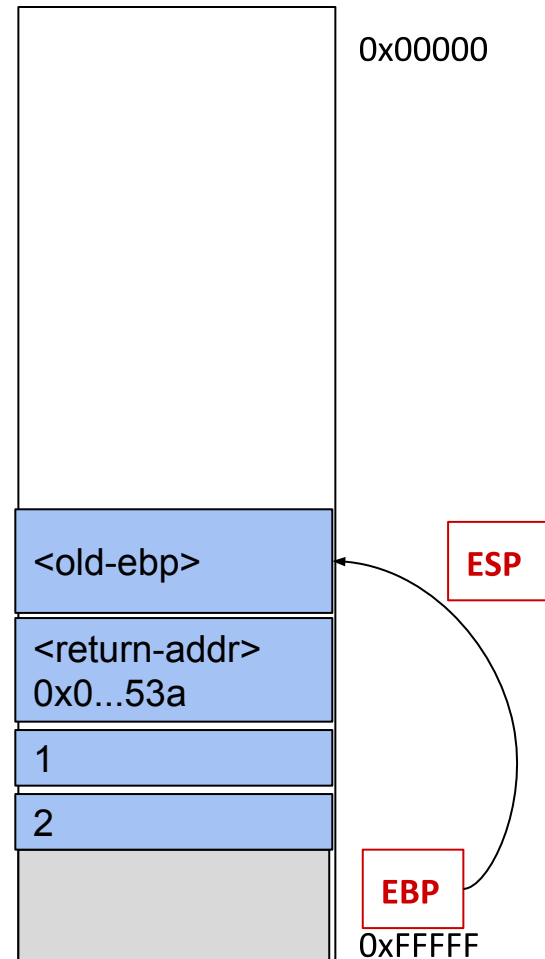
Calling foo1

// Foo1's code

// ...

```
0x00000504 <+0>:    push    %ebp
0x00000505 <+1>:    mov     %esp, %ebp EIP
0x00000514 <+16>:   mov     0x8(%ebp), %edx
0x00000517 <+19>:   mov     0xc(%ebp), %eax
0x0000051a <+22>:   add     %edx, %eax
0x0000051c <+24>:   mov     %eax, -0x4(%ebp)
0x0000051f <+27>:   mov     -0x4(%ebp), %eax
0x00000522 <+30>:   leave
0x00000523 <+31>:   ret
```

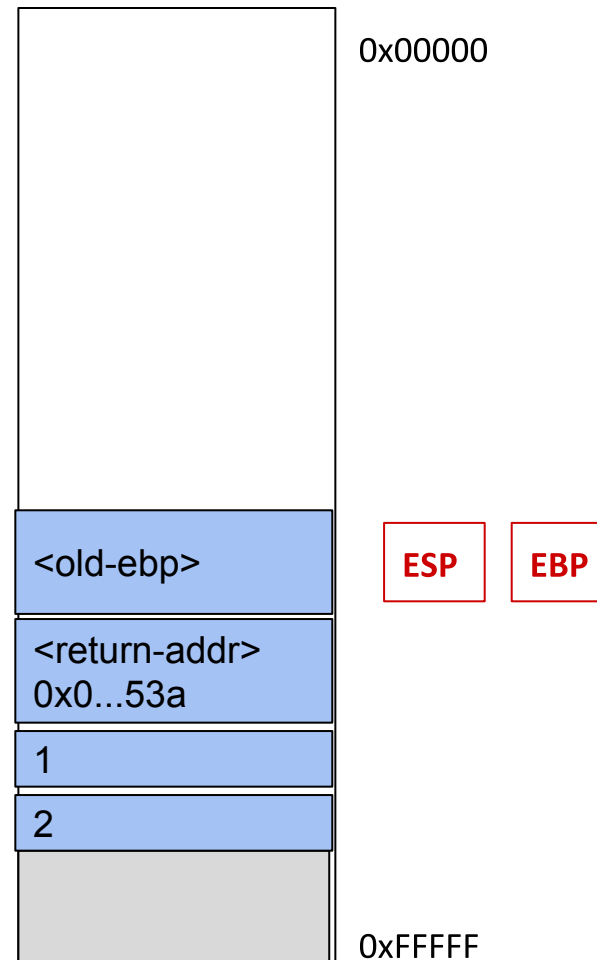
```
int foo1(int a, int b) {
    int c = a + b;
    return c;
}
```



Calling foo1

```
// Foo1's code
// ...
0x00000504 <+0>:    push    %ebp
0x00000505 <+1>:    mov     %esp, %ebp
0x00000514 <+16>:   mov     0x8(%ebp), %edx  EIP
0x00000517 <+19>:   mov     0xc(%ebp), %eax
0x0000051a <+22>:   add     %edx, %eax
0x0000051c <+24>:   mov     %eax, -0x4(%ebp)
0x0000051f <+27>:   mov     -0x4(%ebp), %eax
0x00000522 <+30>:   leave
0x00000523 <+31>:   ret
```

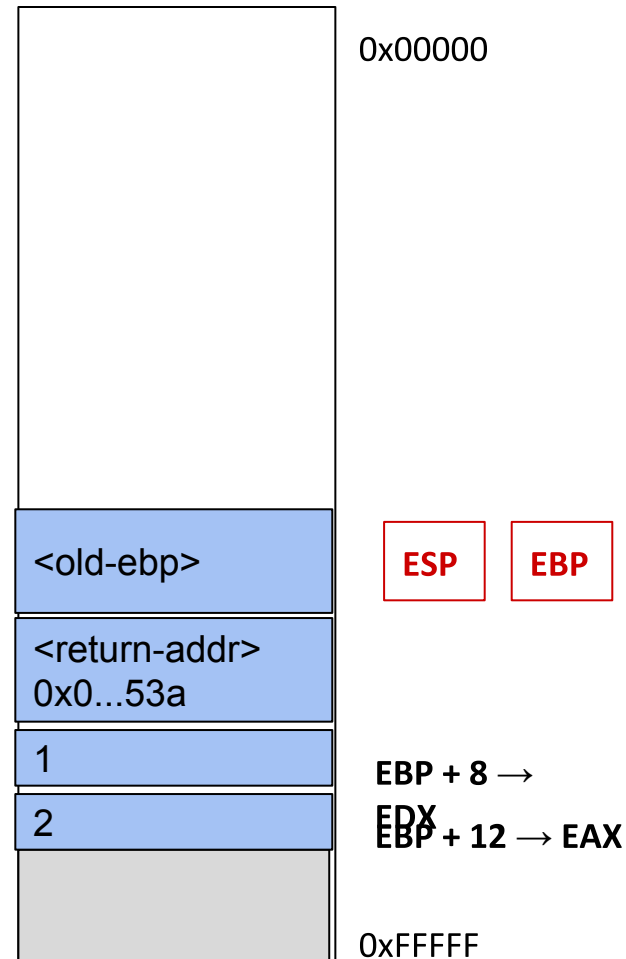
```
int foo1(int a, int b) {
    int c = a + b;
    return c;
}
```



Calling foo1

```
// Foo1's code
// ...
0x00000504 <+0>:    push    %ebp
0x00000505 <+1>:    mov     %esp, %ebp
0x00000514 <+16>:   mov     0x8(%ebp), %edx
0x00000517 <+19>:   mov     0xc(%ebp), %eax
0x0000051a <+22>:   add     %edx, %eax  EIP
0x0000051c <+24>:   mov     %eax, -0x4(%ebp)
0x0000051f <+27>:   mov     -0x4(%ebp), %eax
0x00000522 <+30>:   leave
0x00000523 <+31>:   ret
```

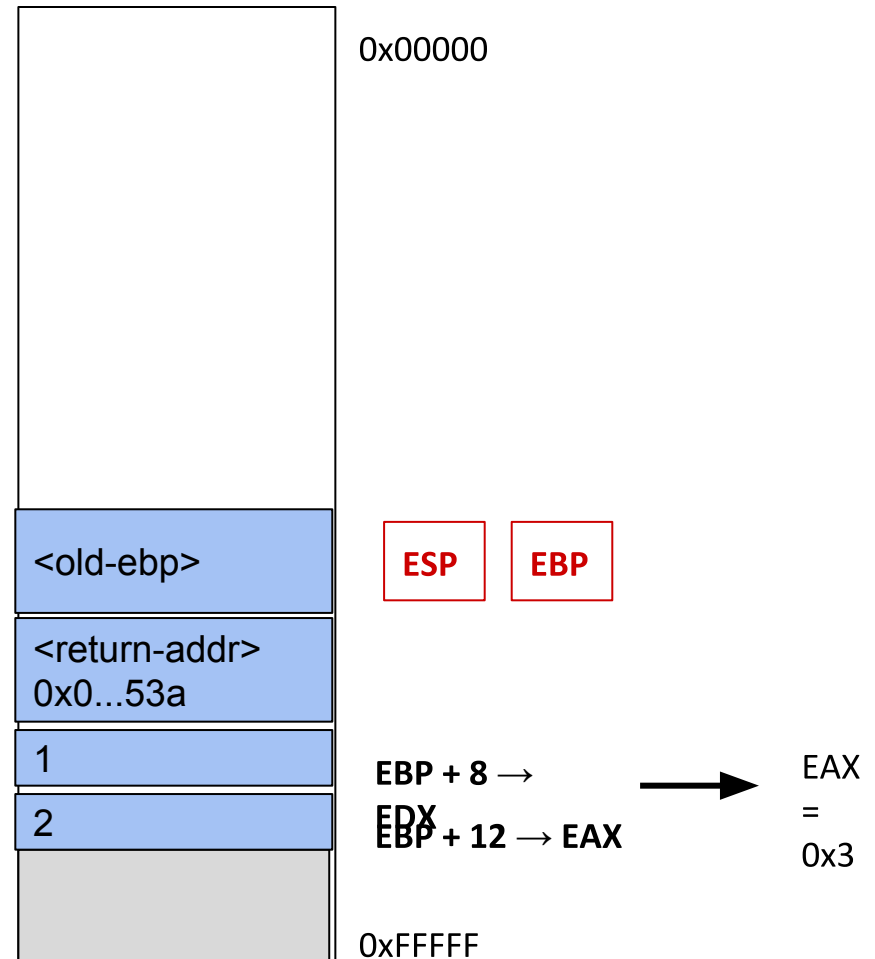
```
int foo1(int a, int b) {
    int c = a + b;
    return c;
}
```



Calling foo1

```
// Foo1's code
// ...
0x00000504 <+0>:    push    %ebp
0x00000505 <+1>:    mov     %esp, %ebp
0x00000514 <+16>:   mov     0x8(%ebp), %edx
0x00000517 <+19>:   mov     0xc(%ebp), %eax
0x0000051a <+22>:   add     %edx, %eax
0x0000051c <+24>:   mov     %eax, -0x4(%ebp) EIP
0x0000051f <+27>:   mov     -0x4(%ebp), %eax
0x00000522 <+30>:   leave
0x00000523 <+31>:   ret
```

```
int foo1(int a, int b) {
    int c = a + b;
    return c;
}
```



Calling foo1

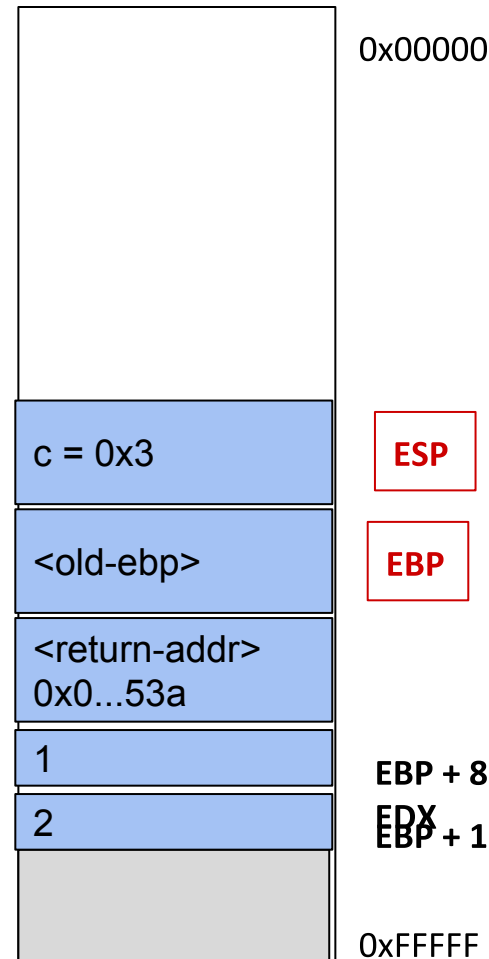
```
// Foo1's code
```

```
// ...
```

```
0x00000504 <+0>:    push    %ebp
0x00000505 <+1>:    mov     %esp, %ebp
0x00000514 <+16>:   mov     0x8(%ebp), %edx
0x00000517 <+19>:   mov     0xc(%ebp), %eax
0x0000051a <+22>:   add     %edx, %eax
0x0000051c <+24>:   mov     %eax, -0x4(%ebp)
0x0000051f <+27>:   mov     -0x4(%ebp), %eax
0x00000522 <+30>:   leave
0x00000523 <+31>:   ret
```

```
int foo1(int a, int b) {
    int c = a + b;
    return c;
}
```

EIP

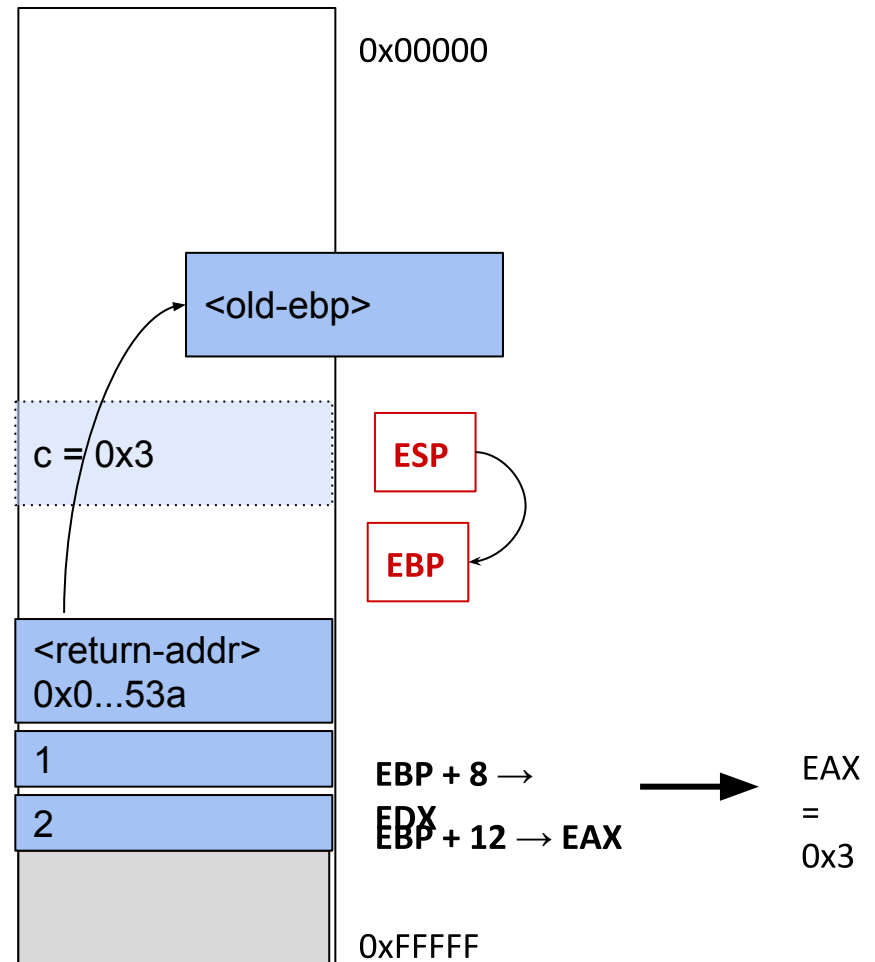


Calling foo1

```
// Foo1's code
// ...
0x00000504 <+0>:    push    %ebp
0x00000505 <+1>:    mov     %esp, %ebp
0x00000514 <+16>:   mov     0x8(%ebp), %edx
0x00000517 <+19>:   mov     0xc(%ebp), %eax
0x0000051a <+22>:   add     %edx, %eax
0x0000051c <+24>:   mov     %eax, -0x4(%ebp)
0x0000051f <+27>:   mov     -0x4(%ebp), %eax
0x00000522 <+30>:   leave
0x00000523 <+31>:   ret
```

EIP

```
int foo1(int a, int b) {
    int c = a + b;
    return c;
}
```



Buffer Overflow

Buffer Overflow (BOF) consists on reading/writing more than the allocated buffer amount

```
int foo() {  
    char a;  
    char buf[3];  
    char password[] = "ciao";  
    strcpy(buf, password);  
    return 0;  
}  
  
int main() {  
    foo();  
    return 0;  
}
```

Buffer of 3 chars

We are trying to copy 4 chars to the buffer

Buffer Overflow

Buffer Overflow (BOF) consists on reading/writing more than the allocated buffer amount

```
int foo() {
    char a;
    char buf[3];
    char password[] = "ciao";
    strcpy(buf, password);
    return 0;
}

int main() {
    foo();
    return 0;
}
```

0xFFFFF

