Lab 1: SET-UID

Casey bates

5 October 2020

1 Using System() Function

Q1:

By default, the *systemtest* program will run the original *ls* program rather than the one we wrote. If we want *systemtest* to run our version of *ls*, we need to modify the current PATH variable to include the path to our *ls* program.

```
Terminal

[[10/05/20]seed@VM:~/.../lab1$ ls

ls ls.c systemtest systemtest.c

[10/05/20]seed@VM:~/.../lab1$ systemtest

ls ls.c systemtest systemtest.c

[10/05/20]seed@VM:~/.../lab1$ ./ls

This is my ls program

[10/05/20]seed@VM:~/.../lab1$
```

Figure 1: Running systemtest by default

```
[10/05/20]seed@VM:~/.../lab1$ PATH=.:$PATH
[10/05/20]seed@VM:~/.../lab1$ systemtest
This is my ls program
[10/05/20]seed@VM:~/.../lab1$ ■
```

Figure 2: Running systemtest after changing PATH

2 Set-UID Programs

Q2:

As a result of making ls a Set-UID program and having it print real and effective user IDs, I would expect the program to print my user ID as its real ID, and 0 (root's user ID) as its effective ID. At first, my user ID was printed for both, but I suspected this was because of the shell having a countermeasure and removing the Set-UID privilege. After removing this countermeasure, the real ID and effective ID were printed as I expected. I was correct that the effective user ID of our ls program is 0 (root's user ID), but now we also know that my user ID (the program's real ID) is 1000.

```
Terminal
[10/05/20]seed@VM:~/.../lab1$ sudo rm /bin/sh
[10/05/20]seed@VM:~/.../lab1$ sudo ln -s /bin/zsh /bin/sh
[10/05/20]seed@VM:~/.../lab1$ systemtest
This is my ls program
Real user ID: 1000
Effective user ID: 0
[10/05/20]seed@VM:~/.../lab1$
```

Figure 3: Running systemtest as Set-UID

3 Real Attack

Q3:

In order to run a shell from *systemtest* with root privileges, I had to copy a new shell into our *ls*. To do this I ran cp /bin/sh ls. As shown in Figure 3, calling our *ls* using *systemtest* will give it root permissions, so a shell opened this way should have root privilege as well. This was confirmed after running *systemtest* when the new shell opened with a "#" sign at the beginning.

```
Terminal

[10/05/20]seed@VM:~/.../lab1$ cp /bin/sh ls

[10/05/20]seed@VM:~/.../lab1$ systemtest

VM#
```

Figure 4: Using systemtest to open a shell with root privileges

4 Capability Leaking

Q4:

When I ran the *capleak* program, I noticed a pause presumably the sleep(1); function, then return to the shell. Expected behavior is that /etc/capwill not be modified even though *capleak* is running with root privileges, because setuid(getuid()); should set the program's effective UID (previously 0 - root), to its real UID (1000 - me), which does not have permission to write to /etc/cap.

However, this logic is flawed, all because *capleak* is running as a Set-UID program. This means that the program's real UID will be replaced with its effective UID. In this case, setuid(getuid()); will not have an effect, because both effective and real UIDs are both 0, as the program has root privileges. Therefore, the program will still have write permissions for /etc/cap.

```
Terminal
[[10/05/20]seed@VM:~/.../lab1$ sudo chown root /etc/cap
[10/05/20]seed@VM:~/.../lab1$ sudo chmod 644 /etc/cap
[10/05/20]seed@VM:~/.../lab1$ ls

capleak capleak.c ls ls.c systemtest
[10/05/20]seed@VM:~/.../lab1$ capleak
[10/05/20]seed@VM:~/.../lab1$
```

Figure 5: Running Set-UID program capleak

```
© □ Terminal
[10/05/20]seed@VM:~/.../lab1$ cat /etc/cap
Malicious Data
[10/05/20]seed@VM:~/.../lab1$
```

Figure 6: /etc/cap was modified