Lab 5 - Software Security

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1. Preparation

a. Debugger Choice

In this lab, I used **Cutter** as my debugger for the these binaries. Cutter is a QT based GUI for reverse engineering binaries, which makes use of **radare2** framework. It's by far the best tool used for reverse engineering. Ref

b. Checking if the given binaries are safe

As we already did in the previous lab of this course, we have to perform Malware analysis before we do reverse engineering of these binaries to know what they do. For these binaries to be analyzed, we'll use an online tool called **virustotal** as ANY.RUN doesn't support linux binaries. This will be a basic Static malware analysis.

sample32

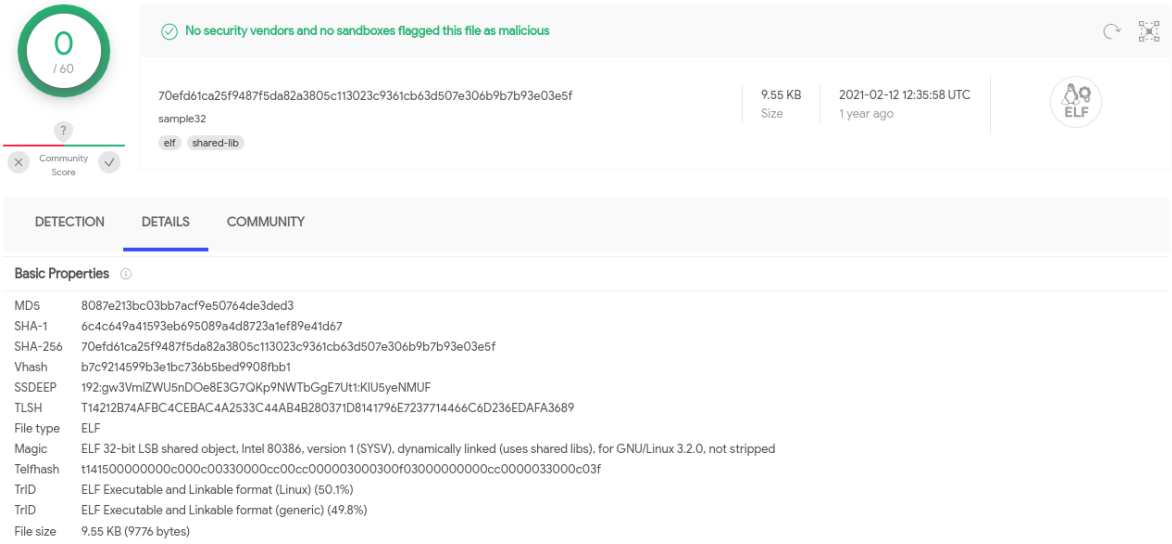
1. *Checking the hash of a file to make sure it maches what Virustotal get:*

   `hashdeep ./Downloads/binaries/binaries/sample32`

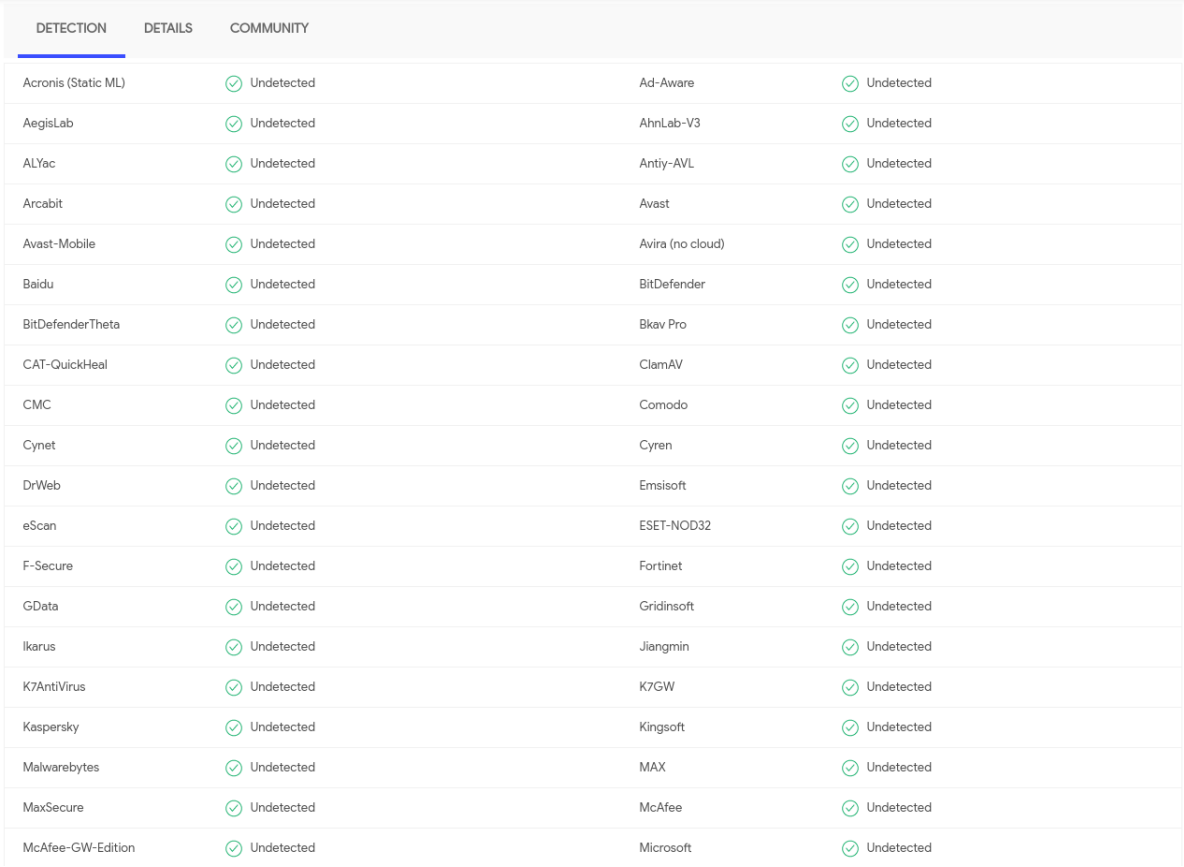
```
┌──(koala㉿koalaHP)-[~]
└─$ file ./Downloads/binaries/binaries/sample32
./Downloads/binaries/binaries/sample32: ELF 32-bit LSB pie executable, Intel 80386, version 1 (SYSV), dynamically linked, interpreter
 /lib/ld-linux.so.2, for GNU/Linux 3.2.0, BuildID[sha1]=14e300cb9d36dfdb6b23833164ecb1c1339d814c, with debug_info, not stripped
```

- md5: 8087e213bc03bb7acf9e50764de3ded3
- sha256: 70efd61ca25f9487f5da82a3805c113023c9361cb63d507e306b9b7b93e03e5f

2. Report from virus total (Full report can be found here)



As you can see, we can confirm that the file's **MD5 and SHA256** is the same as what virus total got.



DETECTION	DETAILS	COMMUNITY			
Acronis (Static ML)	Undetected		Ad-Aware	Undetected	
AegisLab	Undetected		AhnLab-V3	Undetected	
ALYac	Undetected		Antiy-AVL	Undetected	
Arcabit	Undetected		Avast	Undetected	
Avast-Mobile	Undetected		Avira (no cloud)	Undetected	
Baidu	Undetected		BitDefender	Undetected	
BitDefenderTheta	Undetected		Bkav Pro	Undetected	
CAT-QuickHeal	Undetected		ClamAV	Undetected	
CMC	Undetected		Comodo	Undetected	
Cynet	Undetected		Cyren	Undetected	
DrWeb	Undetected		Emsisoft	Undetected	
eScan	Undetected		ESET-NOD32	Undetected	
F-Secure	Undetected		Fortinet	Undetected	
GData	Undetected		Gridinsoft	Undetected	
Ikarus	Undetected		Jiangmin	Undetected	
K7AntiVirus	Undetected		K7GW	Undetected	
Kaspersky	Undetected		Kingsoft	Undetected	
Malwarebytes	Undetected		MAX	Undetected	
MaxSecure	Undetected		McAfee	Undetected	
McAfee-GW-Edition	Undetected		Microsoft	Undetected	

sample64

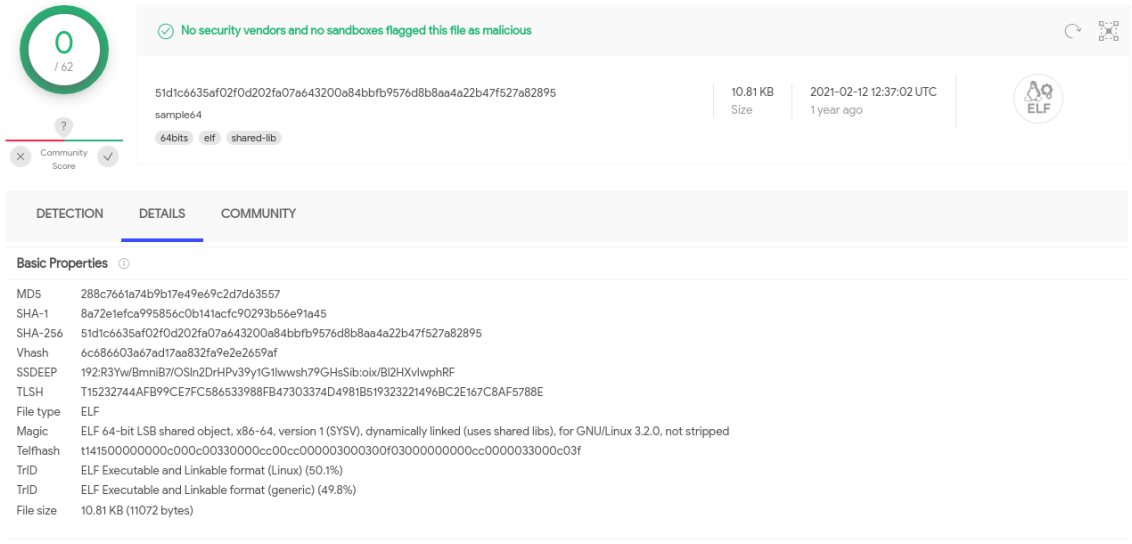
1. *Checking the hash of a file to make sure it maches what Virustotal get:*

   `hashdeep ./Downloads/binaries/binaries/sample64`

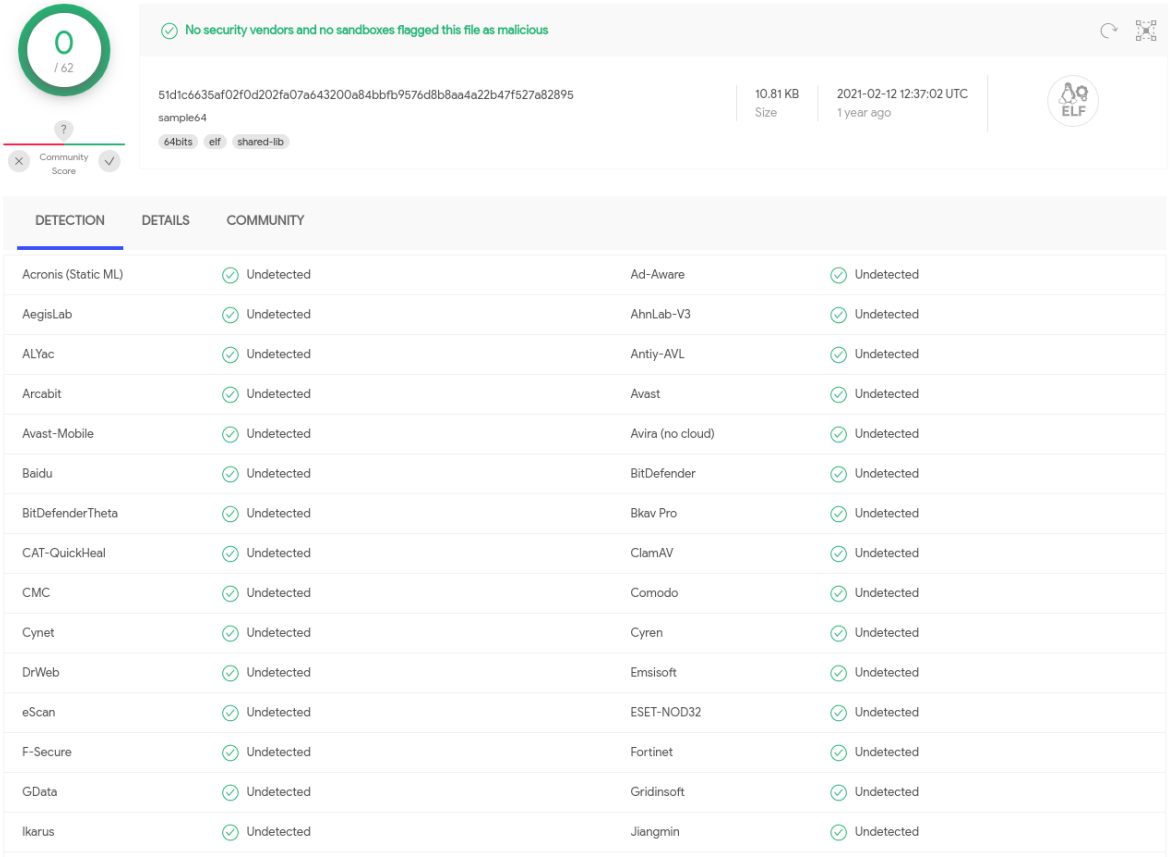
```
┌──(koala㉿koalaHP)-[~]
└─$ hashdeep ./Downloads/binaries/binaries/sample64
%%%% HASHDEEP-1.0
%%%% size,md5,sha256,filename
## Invoked from: /home/koala
## $ hashdeep ./Downloads/binaries/binaries/sample64
##
11072,288c7661a74b9b17e49e69c2d7d63557,51d1c6635af02f0d202fa07a643200a84bbfb9576d8b8aa4a22b47f527a82895,/home/
koala/Downloads/binaries/binaries/sample64
```

- md5: 288c7661a74b9b17e49e69c2d7d63557
- sha256: 51d1c6635af02f0d202fa07a643200a84bbfb9576d8b8aa4a22b47f527a82895

2. Report from virus total (Full report can be found here)



As you can see, we can confirm that the file's **MD5 and SHA256** is the same as what virus total got.



sample64-2

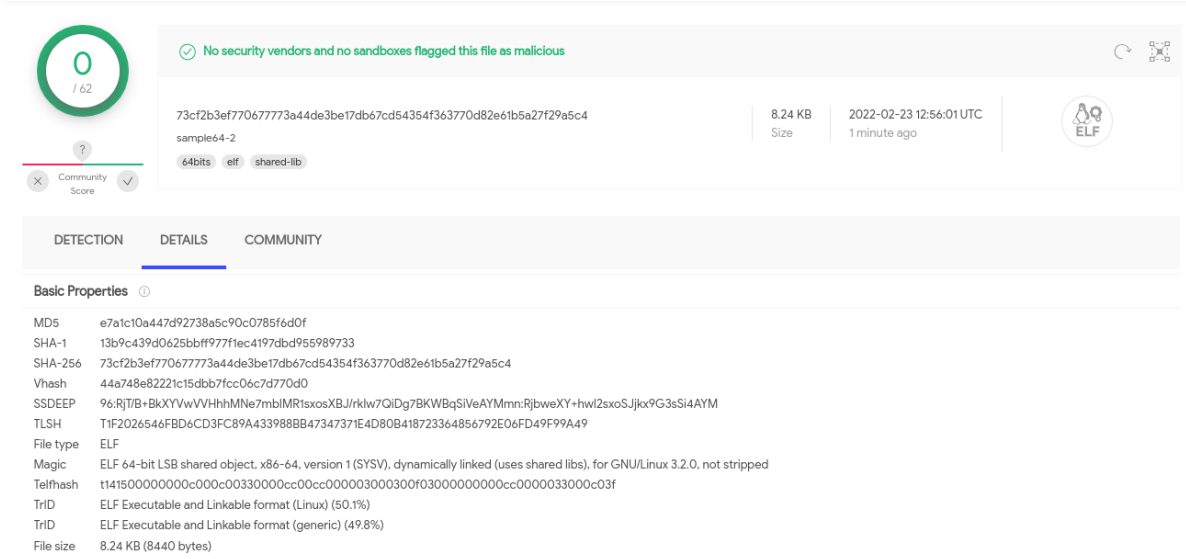
1. *Checking the hash of a file to make sure it maches what Virustotal get:*

   ```
   hashdeep ./Downloads/binaries/binaries/sample64-2
   ```

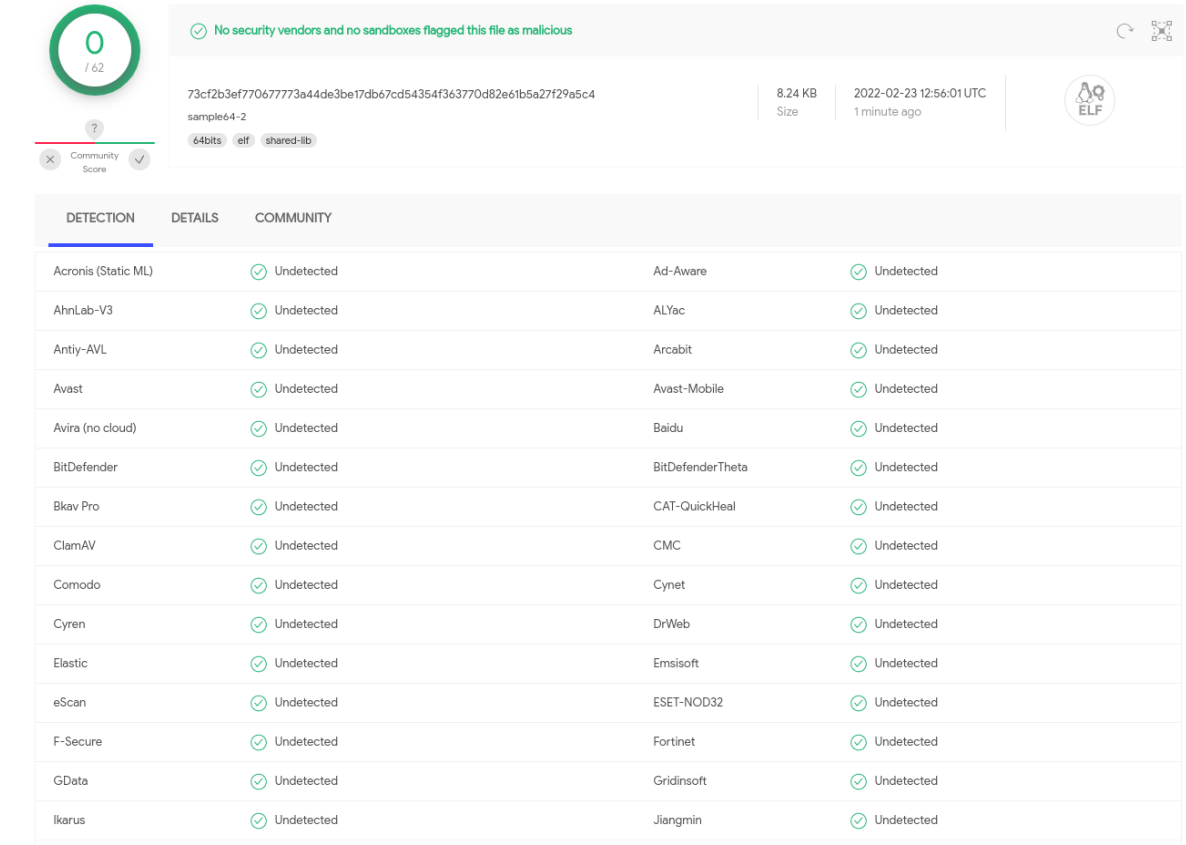
```
┌──(koala㉿koalaHP)-[~]
└─$ hashdeep ./Downloads/binaries/binaries/sample64-2
%%%% HASHDEEP-1.0
%%%% size,md5,sha256,filename
## Invoked from: /home/koala
## $ hashdeep ./Downloads/binaries/binaries/sample64-2
##
8440,e7a1c10a447d92738a5c90c0785f6d0f,73cf2b3ef770677773a44de3be17db67cd54354f363770d82e61b5a27f29a5c4,/home/koala/Downloads/binaries/binaries/sample64-2
```

- md5: e7a1c10a447d92738a5c90c0785f6d0f
- sha256:73cf2b3ef770677773a44de3be17db67cd54354f363770d82e61b5a27f29a5c4

2. Report from virus total (Full report can be found here)



As you can see, we can confirm that the file **MD5 and SHA256** has we have is the same as what virus total got.



2. Theory

a. What kind of binaries I received

used the command `file binary_name` to know which kind of binary it is

- sample32

This is a 32bit binary

```
┌──(koala㉿koalaHP)-[~/Downloads/binaries/binaries]
└─$ file sample32
sample32: ELF 32-bit LSB pie executable, Intel 80386, version 1 (SYSV), dynam
ically linked, interpreter /lib/ld-linux.so.2, for GNU/Linux 3.2.0, BuildID[s
ha1]=14e300cb9d36dfdb6b23833164ecb1c1339d814c, with debug_info, not stripped
```

- sample64

  This is a 64bit binary

```
┌──(koala㉿koalaHP)-[~/Downloads/binaries/binaries]
└─$ file sample64
sample64: ELF 64-bit LSB pie executable, x86-64, version 1 (SYSV), dynamicall
y linked, interpreter /lib64/ld-linux-x86-64.so.2, for GNU/Linux 3.2.0, Build
ID[sha1]=047527792d38bff77ab0d642cd31921bfe9fe1d2, with debug_info, not strip
ped
```

- sample64-2

  This is a 64bit binary

```
┌──(koala㉿koalaHP)-[~/Downloads/binaries/binaries]
└─$ file sample64-2
sample64-2: ELF 64-bit LSB pie executable, x86-64, version 1 (SYSV), dynamica
lly linked, interpreter /lib64/ld-linux-x86-64.so.2, for GNU/Linux 3.2.0, Bui
ldID[sha1]=cb3d8fd741fd67fbdcf029696261b95faa9fd513, not stripped
```

b. What is ASLR, and why do we need it?

Definition: Reference

Address Space Layout Randomization (ASLR) is a security technique which involves positioning randomly the base address of an executable an the position of libraries heap, and stack, in a process's address space.

```
$ sysctl -a --pattern 'randomize'
kernel.randomize_va_space = 2
# 0 = Disabled
# 1 = Conservative randomization
# 2 = Full randomization
```

we can check the if it's enabled/disabled using:

`sudo sysctl -a --pattern 'randomize'`

```
┌──(koala㉿koalaHP)-[~]
└─$ sudo sysctl -a --pattern 'randomize'
kernel.randomize_va_space = 2
```

Why do we need it

It helps secure a system by guarding it from attacks through **buffer-overflow** and finding address space of application. ASLR is able to put address space targets in unpredictable locations. If an attacker attempts to exploit an incorrect address space location, the target application will crash, stopping the attack and alerting the system.

c. What do stripped binaries mean?

To explain better the meaning of stripped binaries, let's check the difference between non-stripped and stripped binaries. **Non-stripped binaries** have debugging information build into them. When they are being compiled, they have a `gcc's -g` flag activated.

Where as **Stripped binaries**, the debugging information are removed from the exe (which isn't necessary for execution) to reduce the size of the exe.

d. What are GOT and PLT?

PLT stands for Procedure Linkage Table which is, put simply, used to call external procedures/functions whose address isn't known in the time of linking, and is left to be resolved by the dynamic linker at run time whereas

GOT stands for Global Offsets Table and is similarly used to resolve addresses in memory.

e. How can the debugger insert a breakpoint in the debugged binary/application?

To understand how a debugger inserts a breakpoint, let's first understand what a **breakpoint** is.

In software development, a breakpoint is an intentional stopping or pausing place in a program, put in place for debugging purposes. Ref

They are two forms of breakpoints: Ref

- Software breakpoint

  Software breakpoints replace an instruction opcode with a special “breakpoint opcode" by modifying the original program text.

- Hardware breakpoint

Hardware breakpoints use dedicated hardware to examine the program counter and halt the machine when it reaches the specified address.

How the debugger inserts a breakpoint in the debugged binary/application:

From the above definitions, we can insert a breakpoint at a certain memory address.

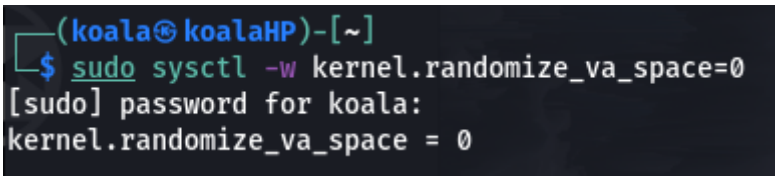
For example, in GRB debugger; here's how it can be done after opening a file you want to debug:

```
gdb-peda$ break main
Breakpoint 1 at 0x555555555149
gdb-peda$ break *0x555555555149
Note: breakpoint 1 also set at pc 0x555555555149.
Breakpoint 2 at 0x555555555149
gdb-peda$ info breakpoints
Num     Type           Disp Enb Address            What
1       breakpoint     keep y   0x0000555555555149 <main>
2       breakpoint     keep y   0x0000555555555149 <main>
gdb-peda$ delete 1
gdb-peda$ info breakpoints
Num     Type           Disp Enb Address            What
2       breakpoint     keep y   0x0000555555555149 <main>
```

3. Reversing

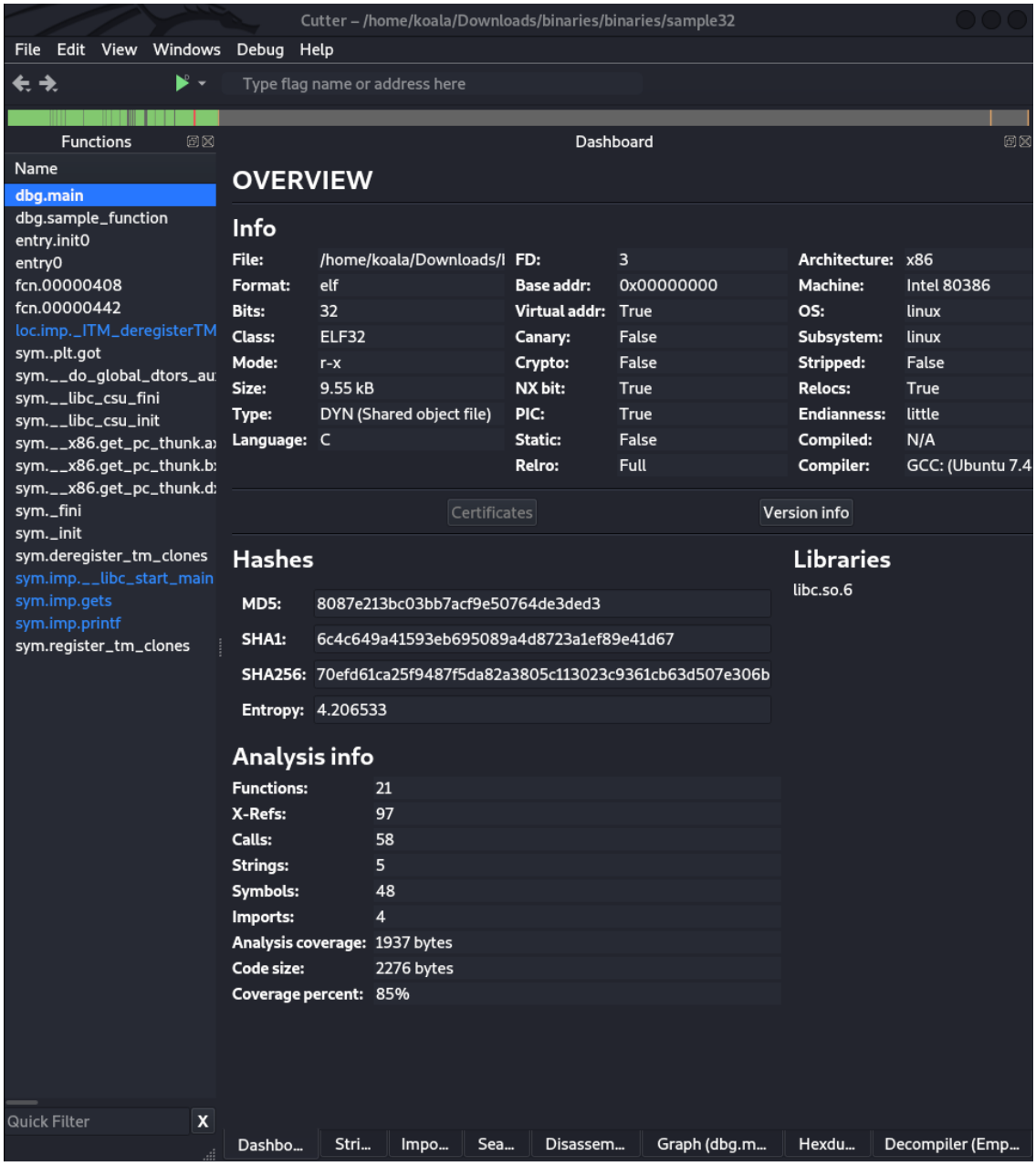
a. Disable ASLR using the command below

`sudo sysctl -w kernel.randomize_va_space=0`

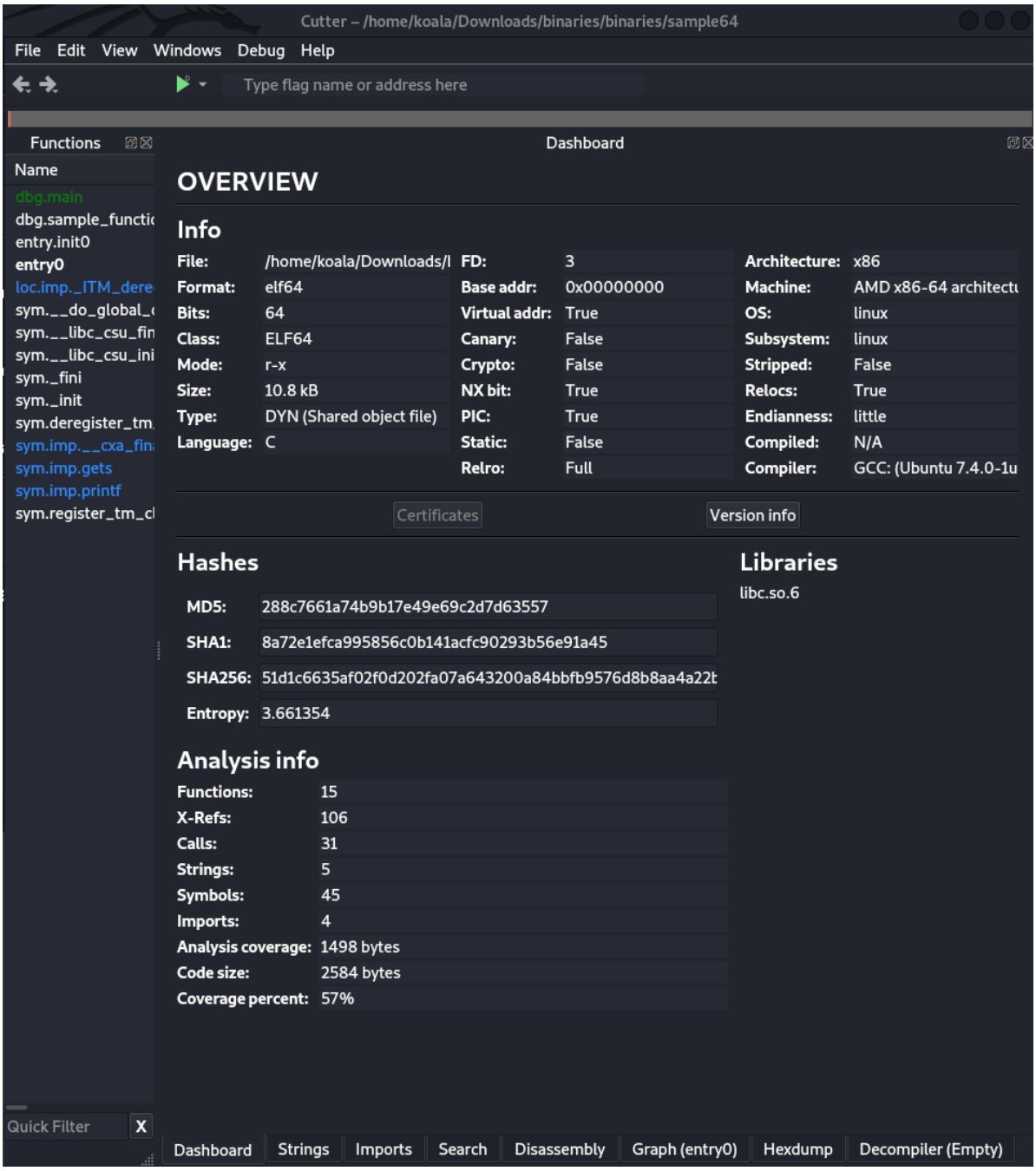


b. Load the binaries into a disassembler/debugger

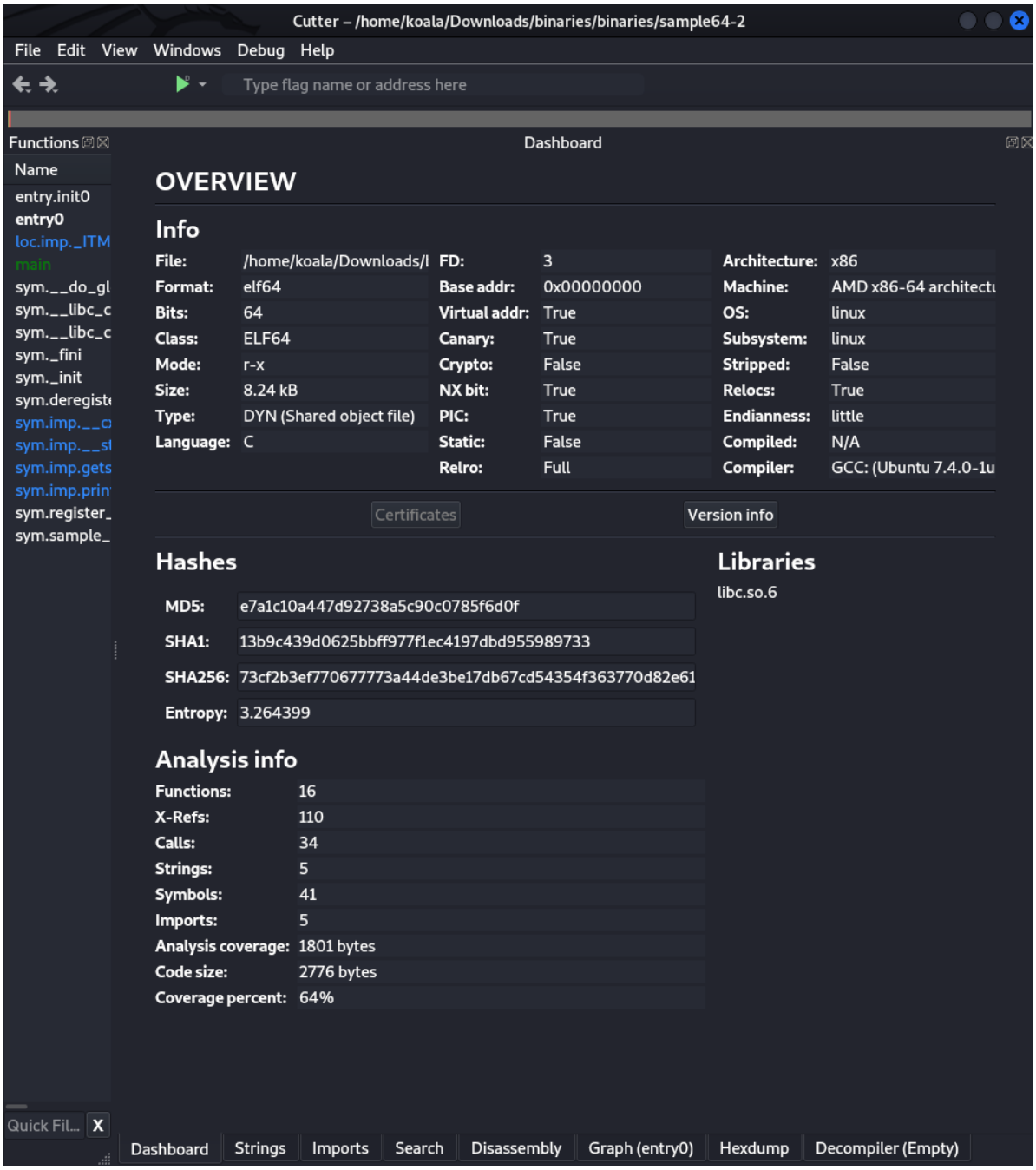
- sample32


Cutter – /home/koala/Downloads/binaries/binaries/sample32
File Edit View Windows Debug Help
Type flag name or address here
Functions
Name
dbg.main
dbg.sample_function
entry.init0
entry0
fcn.00000408
fcn.00000442
loc.imp._ITM_deregisterTM
sym..plt.got
sym.__do_global_dtors_au
sym.__libc_csu_fini
sym.__libc_csu_init
sym.__x86.get_pc_thunk.a
sym.__x86.get_pc_thunk.b
sym.__x86.get_pc_thunk.d
sym._fini
sym._init
sym.deregister_tm_clones
sym.imp.__libc_start_main
sym.imp.gets
sym.imp.printf
sym.register_tm_clones
Quick Filter
X
Dashboard
OVERVIEW
Info
File: /home/koala/Downloads/I
Format: elf
Bits: 32
Class: ELF32
Mode: r-x
Size: 9.55 kB
Type: DYN (Shared object file)
Language: C
FD: 3
Base addr: 0x00000000
Virtual addr: True
Canary: False
Crypto: False
NX bit: True
PIC: True
Static: False
Relro: Full
Architecture: x86
Machine: Intel 80386
OS: linux
Subsystem: linux
Stripped: False
Relocs: True
Endianness: little
Compiled: N/A
Compiler: GCC: (Ubuntu 7.4
Certificates
Version info
Hashes
MD5: 8087e213bc03bb7acf9e50764de3ded3
SHA1: 6c4c649a41593eb695089a4d8723a1ef89e41d67
SHA256: 70efd61ca25f9487f5da82a3805c113023c9361cb63d507e306b
Entropy: 4.206533
Libraries
libc.so.6
Analysis info
Functions: 21
X-Refs: 97
Calls: 58
Strings: 5
Symbols: 48
Imports: 4
Analysis coverage: 1937 bytes
Code size: 2276 bytes
Coverage percent: 85%
Dashbo...
Stri...
Impo...
Sea...
Disassem...
Graph (dbg.m...
Hexdu...
Decompiler (Emp...

- sample64


Cutter – /home/koala/Downloads/binaries/binaries/sample64
File Edit View Windows Debug Help
Type flag name or address here
Functions
Name
dbg.main
dbg.sample_functi
entry.init0
entry0
loc.imp._ITM_dere
sym.__do_global_
sym.__libc_csu_fin
sym.__libc_csu_ini
sym._fini
sym._init
sym.deregister_tm
sym.imp.__cxa_fin
sym.imp.gets
sym.imp.printf
sym.register_tm_cl
Quick Filter
X
Dashboard
OVERVIEW
Info
File: /home/koala/Downloads/l
Format: elf64
Bits: 64
Class: ELF64
Mode: r-x
Size: 10.8 kB
Type: DYN (Shared object file)
Language: C
FD: 3
Base addr: 0x00000000
Virtual addr: True
Canary: False
Crypto: False
NX bit: True
PIC: True
Static: False
Relro: Full
Architecture: x86
Machine: AMD x86-64 architectu
OS: linux
Subsystem: linux
Stripped: False
Relocs: True
Endianness: little
Compiled: N/A
Compiler: GCC: (Ubuntu 7.4.0-1u
Certificates
Version info
Hashes
MD5: 288c7661a74b9b17e49e69c2d7d63557
SHA1: 8a72e1efca995856c0b141acfc90293b56e91a45
SHA256: 51d1c6635af02f0d202fa07a643200a84bbfb9576d8b8aa4a22b
Entropy: 3.661354
Libraries
libc.so.6
Analysis info
Functions: 15
X-Refs: 106
Calls: 31
Strings: 5
Symbols: 45
Imports: 4
Analysis coverage: 1498 bytes
Code size: 2584 bytes
Coverage percent: 57%
Dashboard
Strings
Imports
Search
Disassembly
Graph (entry0)
Hexdump
Decompiler (Empty)

- sample64-2



c. Does the function prologue and epilogue differ in 32bit and 64bit? How do they operate?

Let's first define **Function Prologue** and **Function Epilogue**

- **Function prologue** is a few lines of code at the beginning of a function, which prepare the stack and registers for use within the function.
- **Function epilogue** appears at the end of the function, and restores the stack and registers to the state they were in before the function was called.

How do they differ in 32bit and 64bit?

The function prologue and epilogue differ in these two architectures since their job is prepare stack and registers of different sizes (32 bits of register size and 64 bits of register size respectively)

d. Does function calls differ in 32bit and 64bit? What about argument passing?

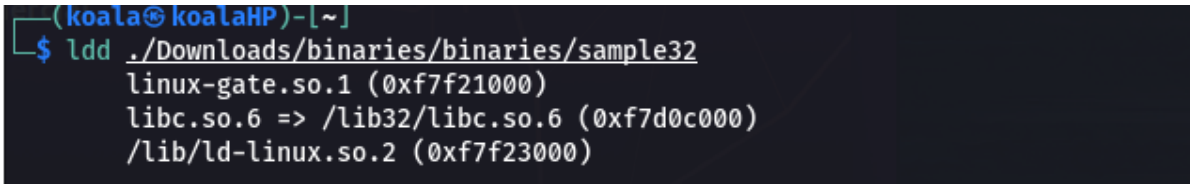
Yes, the function calls differ in 32bit and 64bit because the register sizes are different so, you need to always have address translation constantly between these two architectures. This also applies to argument passing.

e. What does the command ldd do?

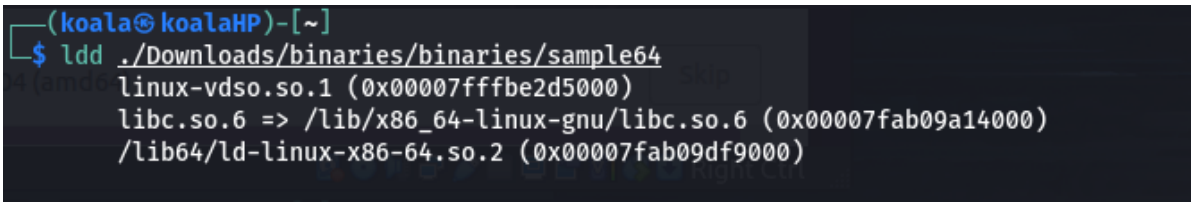
`ldd BINARY-NAME`

ldd command is used to display shared library dependencies of an executable or even for a shared library.

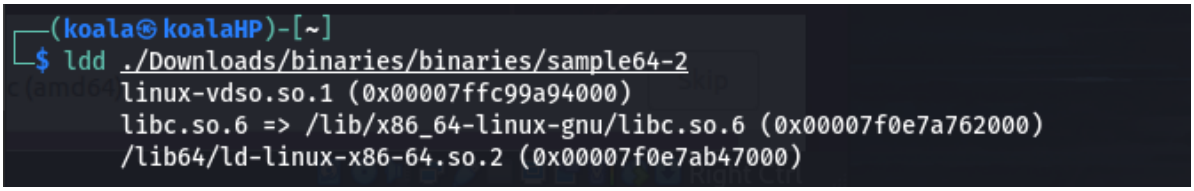
`ldd ./Downloads/binaries/binaries/sample32`



`ldd ./Downloads/binaries/binaries/sample64`



`ldd ./Downloads/binaries/binaries/sample64-2`



f. Why in the “sample64-2“ binary, the value of i don’t change even if our input is very long?

> Hint: Stack Protection and Canary Protection

Stack protection refers to inserting a guard variable (referred to as canary) onto the stack frame for each vulnerable function or for all functions. For protecting **stack buffer overflows** that can be caused by returning larger values compared to what the stack can hold, Stack protection plays a bigger role.

In our case, the value of i returned is significantly large. To prevent stack buffer overflow, the value of i is kept the same after the function call **gets()**

Reference 1 , Reference 2