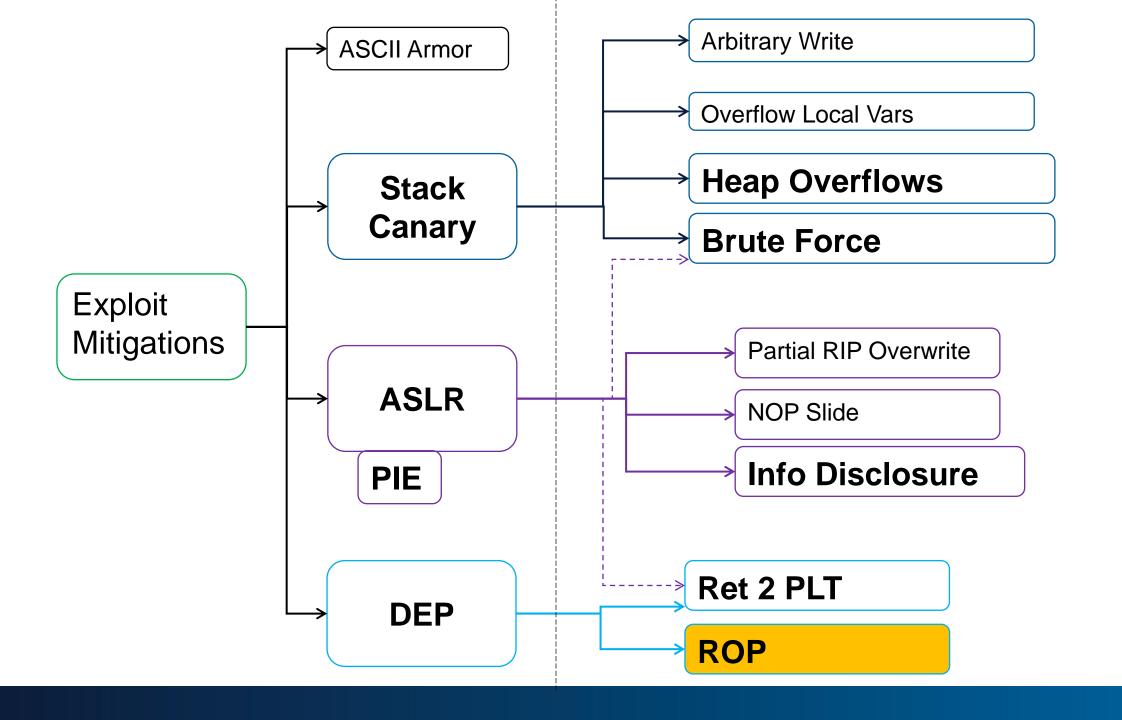
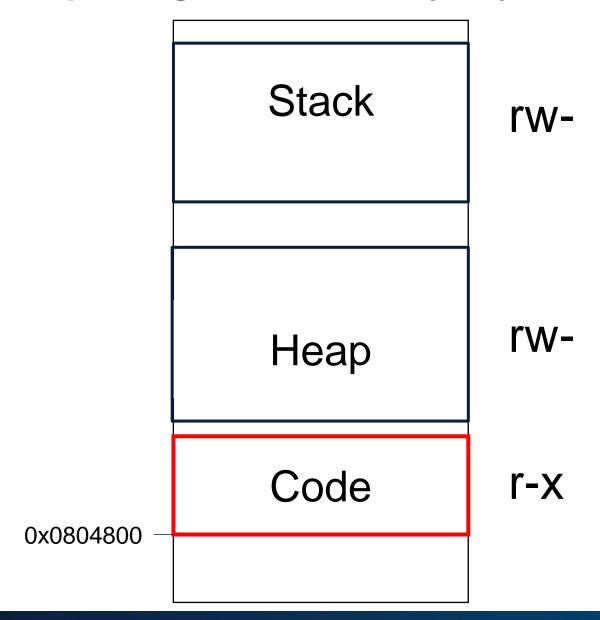
# **Return Oriented Programming**

**ROP** 



# **Exploiting: DEP - Memory Layout**



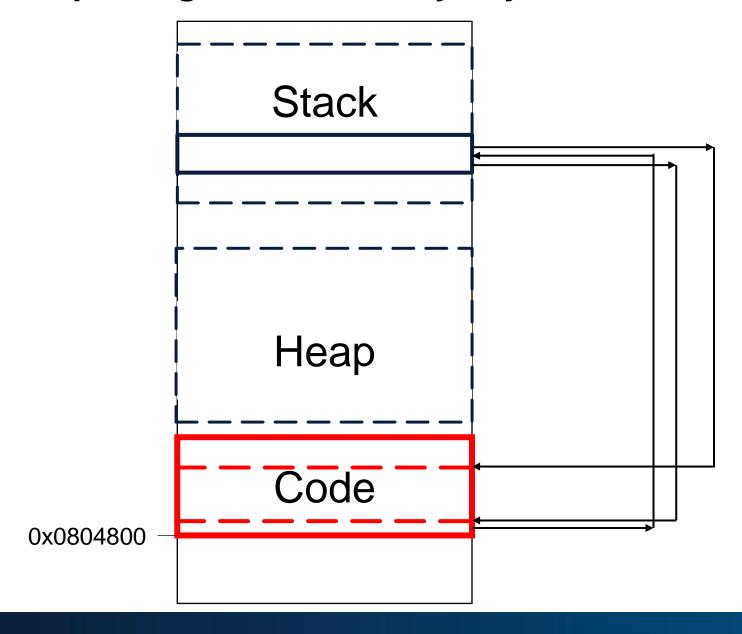
### **Exploiting: DEP - ROP**

DEP does not allow execution of uploaded code

But what about **existing code**?

ROP: smartly put together existing code

# **Exploiting: DEP - Memory Layout**



# **ROP In One Slide**

### **ROP in 2 slides**

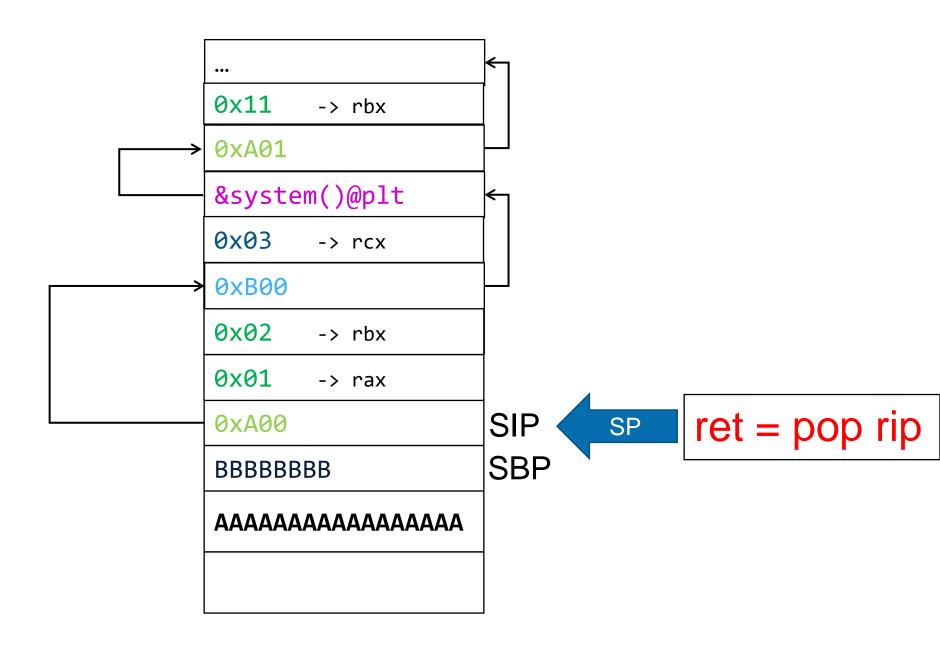
0xB00: pop rcx

0xB01: ret

0xA00: pop rax

0xA01: pop rbx

0xA02: ret



### **ROP in 2 slides**

```
payload = "AAAAAAAAAAAAA"
payload += p64 (0xBBBBBBBBB)
payload += p64 (0 \times A00) # written on SIP
payload += p64 (0x01)
payload += p64 (0x02)
payload += p64 (0 \times B00)
payload += p64 (0x03)
payload += p64 (&system()@plt)
payload += p64 (0 \times A01)
payload += p64 (0x11)
payload += ...
print(payload)
```

ROP
Gadgets

# **Exploiting DEP - ROP**

What is ROP?

Smartly chain gadgets together to execute arbitrary code

### Gadgets:

Some sequence of code, followed by a RET

So, what is are gadgets?

Code sequence followed by a "ret"

```
pop r15 ; ret
add byte ptr [rcx], al ; ret
dec ecx ; ret
```

```
add byte ptr [rax], al ; add bl, dh ; ret
add byte ptr [rax], al; add byte ptr [rax], al; ret
add byte ptr [rax], al ; add cl, cl ; ret
add byte ptr [rax], al ; add rsp, 8 ; ret
add byte ptr [rax], al; jmp 0x400839
add byte ptr [rax], al ; leave ; ret
add byte ptr [rax], al ; pop rbp ; ret
add byte ptr [rax], al; ret
add byte ptr [rcx], al; ret
add cl, cl; ret
add eax, 0x20087e; add ebx, esi; ret
add eax, 0xb8; add cl, cl; ret
add ebx, esi; ret
```

### How to find gadgets?

- Search in code section for byte 0xc3 (=ret)
- Go backwards, and decode each byte
- For each byte:
  - Check if it is a valid x32 instruction
  - If yes: add gadget, and continue
  - If no: continue

80 00 51 02 80 31 60 00 0e 05 **c3** 20 07 dd da 23

### How to find gadgets?

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#### How to find gadgets?

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80 00 51 02 80 31 60 00 **0e 05 c3** 20 07 dd da 23

There will be gadgets which were not created by the compiler

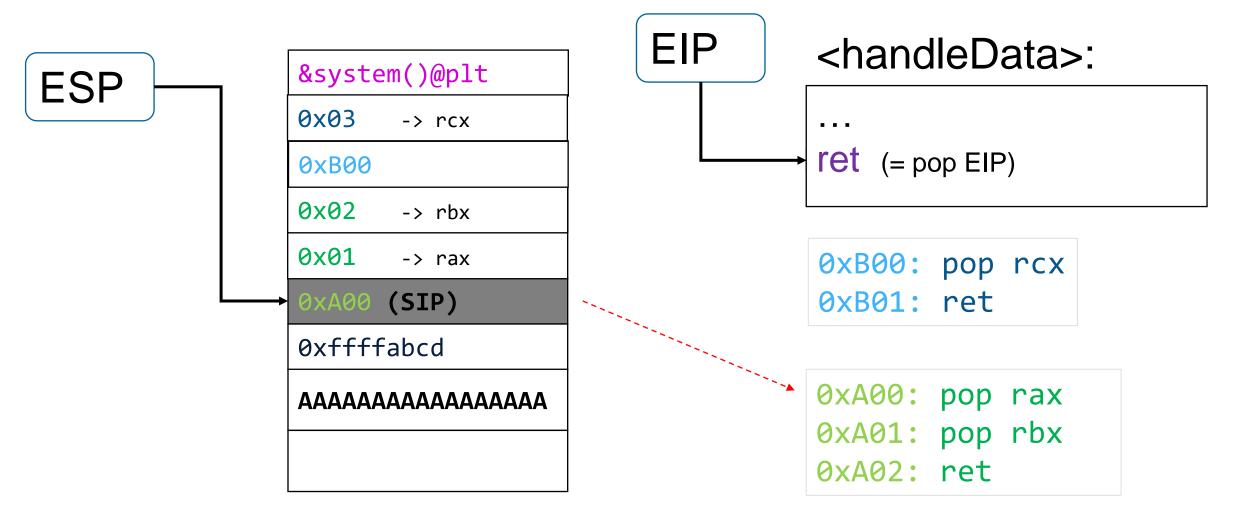
- x86 instructions are not static size
- 1-15bytes
  - Unlike RISC (usually 4 byte size)
- Start parsing at the "wrong offset"

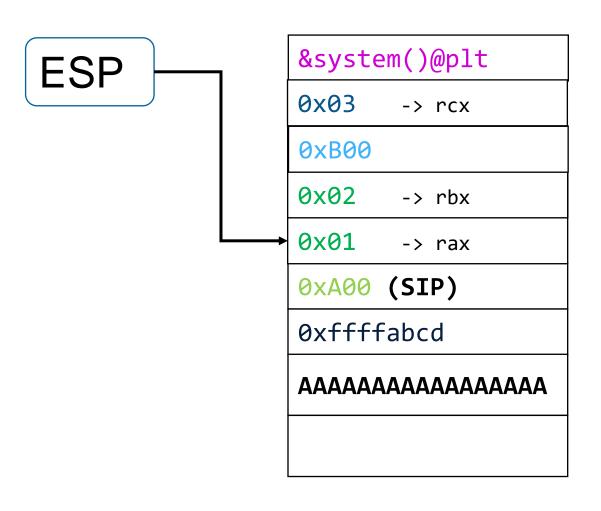
```
Why ret?
ret = pop eip
```

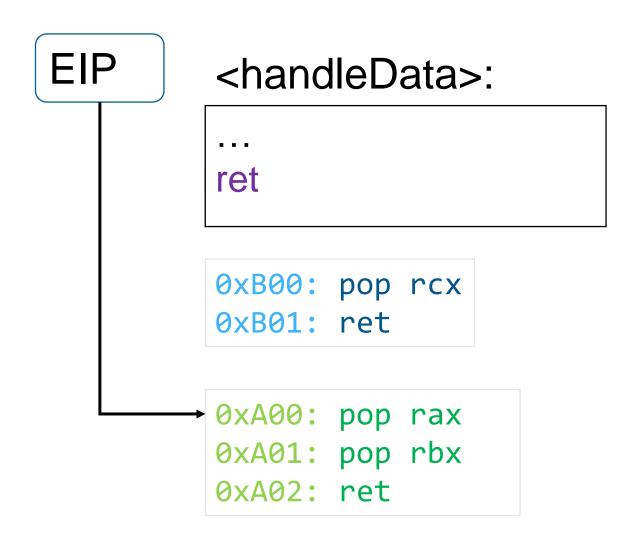
It "jumps" to the address at the stack location %rsp
It removes that element from the stack

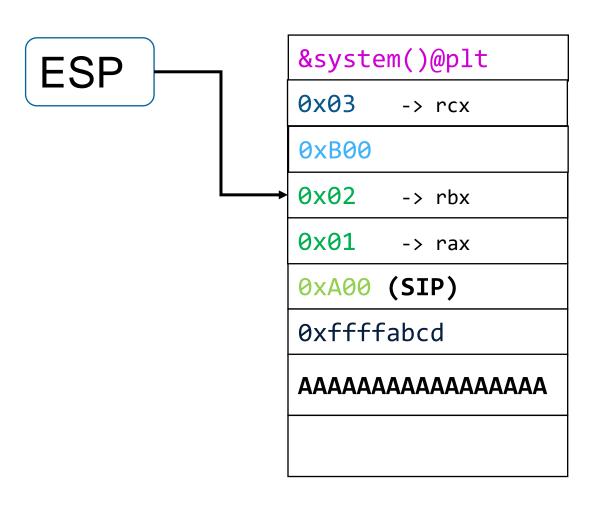
&system()@plt 0x03 Previous stack frame 0xB00 0x02 0x01 SIP 00AX0 SBP **0xffffabcd** Buffer / local vars AAAAAAAAAAAAA

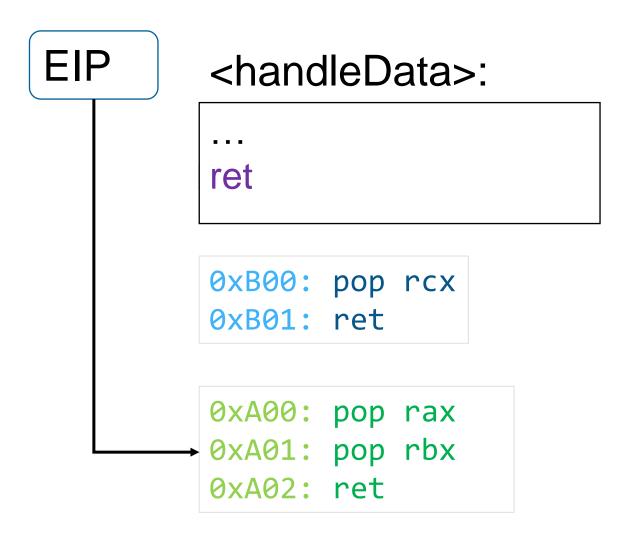
View of the stack After stack overflow Before ret

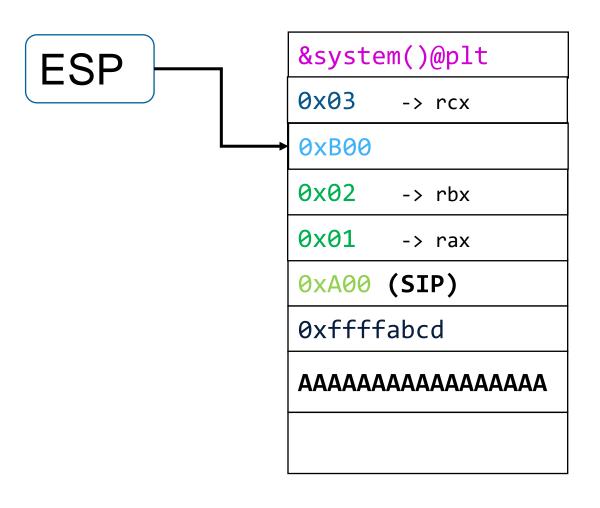


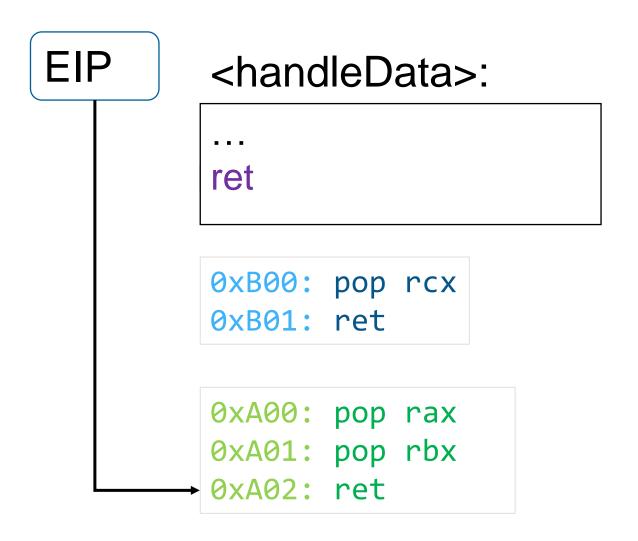


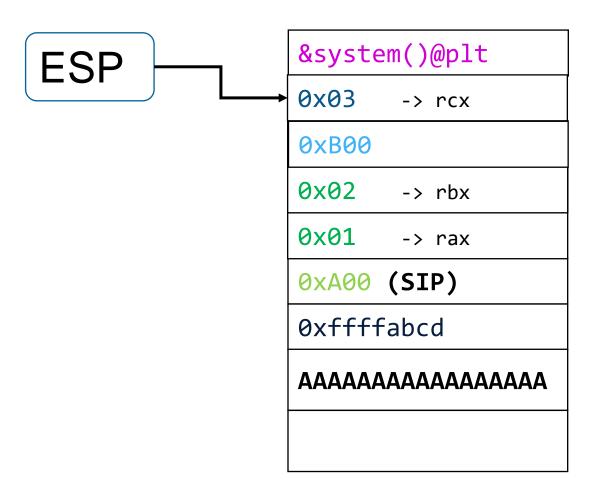


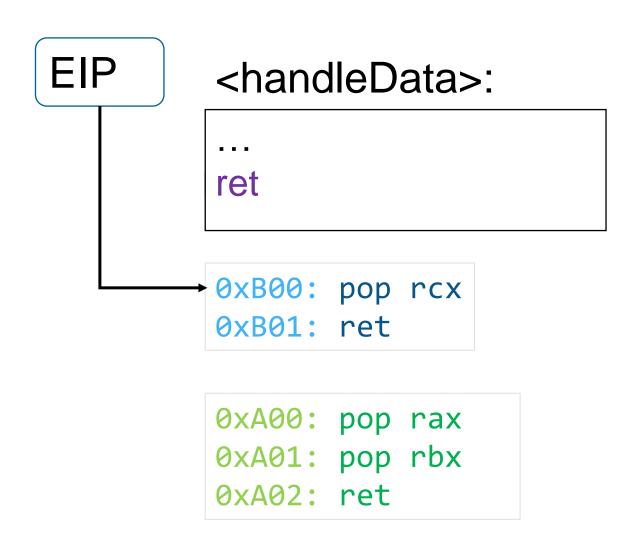


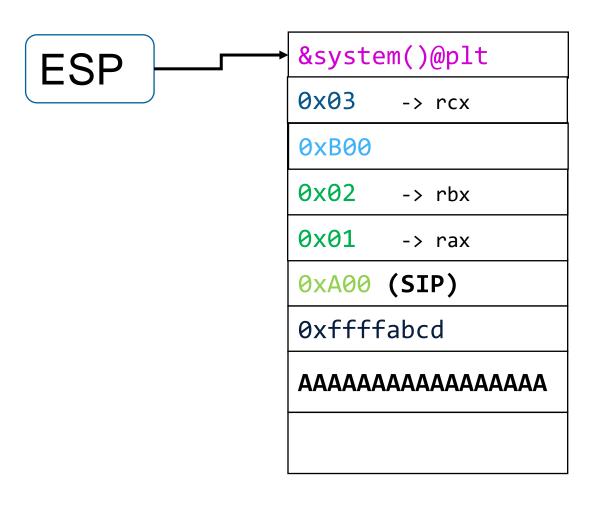


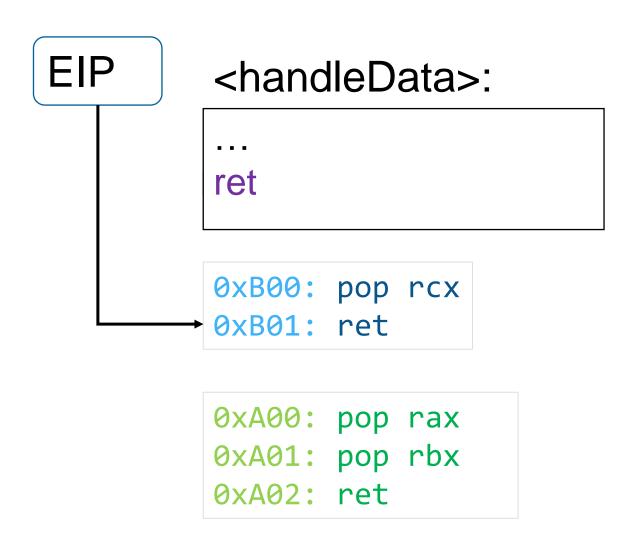












firstname	isAdmin	SFP	SIP (&pop/pop)	0x01	0x02	&pop	0x03	&system@plt

# Stack grows down

Writes go up

### **ROP By Example**

call/ret's can be chained!

Arbitrary code execution with no code uploaded

"Shellcode" consists of:

- Addresses of gadgets
- Arguments for gadgets (addresses, or immediates)
- NOT: assembler instructions

### Finding gadgets: ropper

\$ ropper

```
(ropper)> file challenge16
[INFO] Load gadgets from cache
[LOAD] loading... 100%
[LOAD] removing double gadgets... 100%
[INFO] File loaded.
(challenge16/ELF/x86_64)> search pop rbx;
[INFO] Searching for gadgets: pop rbx;
[INFO] File: challenge16
0x00000000044b431: pop rbx; adc eax, 0xc6e8fffd; ret 0xfffc;
0x00000000047f177: pop rbx; add rax, qword ptr [rdx + 8]; pop rbp; pop r12; jmp rax;
0x0000000004492a6: pop rbx; and eax, 0x7ff80000; ret;
0x00000000046be26: pop rbx; and eax, 0xc; pop rbp; pop r12; ret;
0x0000000004491fb: pop rbx; cmove rax, rdx; ret;
0x00000000044928b: pop rbx; cmovne rax, rdx; ret;
0x000000000415af5: pop rbx; jmp rax;
```

# **ROP: Conclusion**

### **ROP: Conclusion**

### Ret2libc / ret2got / ret2plt

■ Is "only" able to execute arbitrary library functions

#### **ROP**

- Can execute arbitrary code by re-using existing code from program or shared libraries
- Can defeat often ASLR + DEP
- Can defeat ASLR+DEP+PIE, with information disclosure

### **Insomnihack Teaser**

Insomnihack: Security Conference in Geneva

Pwn

50

- Got a Teaser CTF (Capture the Flag)
- Baby challenge:
  - Forking Server
  - 64 bit
  - ASLR
  - PIE

baby

Stack Canary

