

# Once upon a segfault

*By Yusuf Hegazy*

<https://hegz.me>

# Agenda

- History
- x86 Crash Course
- Buffer Overflows Explained
- Demo
- Preventing Buffer Overflows

# History: Beginnings

- 1 1988: Morris Worm

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- ❶ 1988: Morris Worm
- ❷ 1996: Smashing the Stack for Fun and Profit - Aleph One

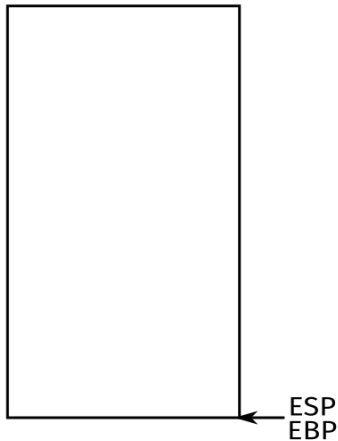
# **x86 Crash Course**

## Remarks

- ➊ Assume 32 bits
  - ➊ Register Size
  - ➋ Memory Address Size
- ➋ Hex is 4 bits a number

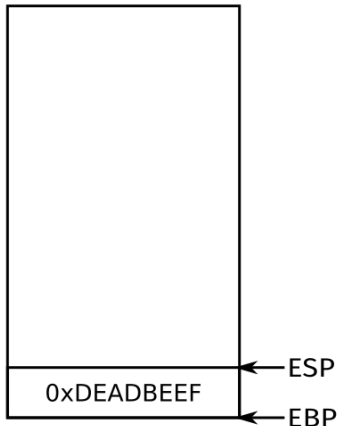
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- LIFO
- Grows towards lower addresses
- ESP -> Stack Top
- EBP -> Stack Bottom



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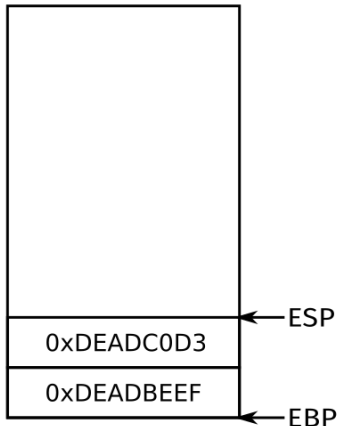
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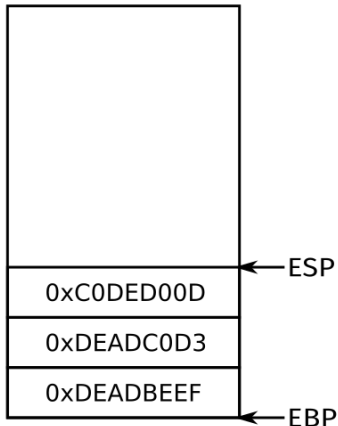
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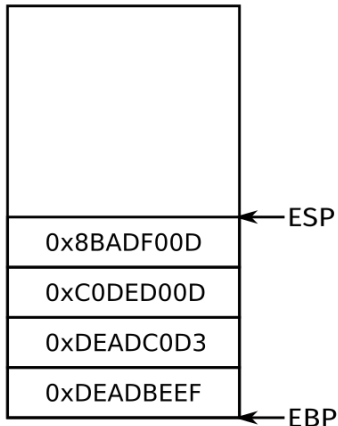
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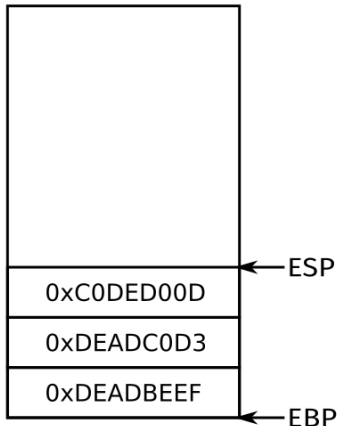
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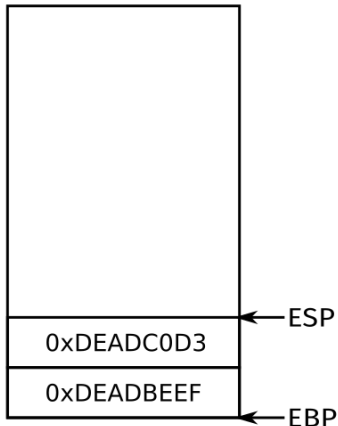
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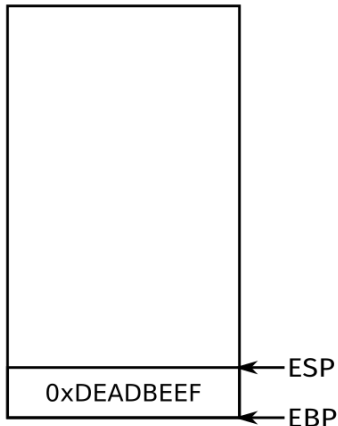
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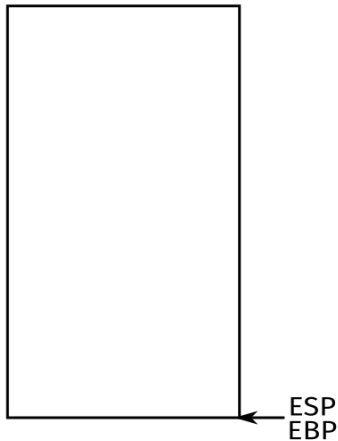
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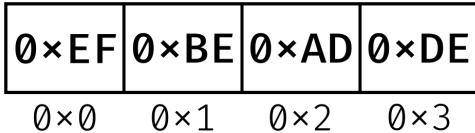
## Little Endian Systems

***LSB goes into the lowest memory addresses***



## Little Endian Systems

**0xDEADBEEF**



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  - ➊ Address of next instruction is pushed on the stack
  - ➋ Jump to the operand
- Functions return to the caller using the ret instruction
  - ➊ Pops value from the stack
  - ➋ Jumps to that value
- Stack is 16-bit aligned before call instruction is called.

# System V ABI

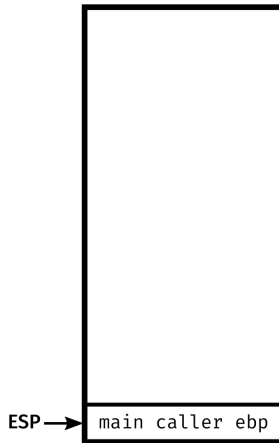
- EBP register
  - Saved in the function prologue
  - Restored in the function epilogue
  - Fixed in the stack frame
  - Local vars. are accessed using EBP-OFFSET

## System V ABI: Demo

```
int add(int x, int y){  
    return x + y;  
}  
  
void main(){  
    int a, b, z;  
  
    a = 2;  
    b = 3;  
    z = add(a, b) + 10;  
}
```

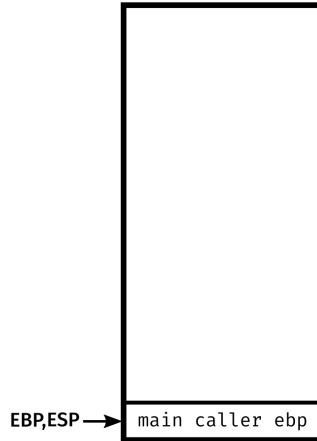
## System V ABI: Demo

`push ebp`



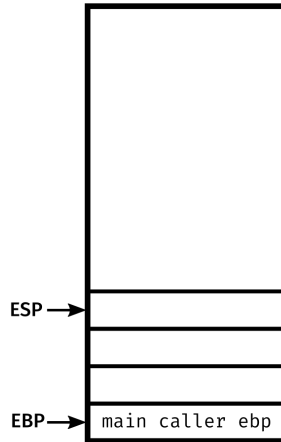
## System V ABI: Demo

```
push ebp  
mov ebp, esp
```



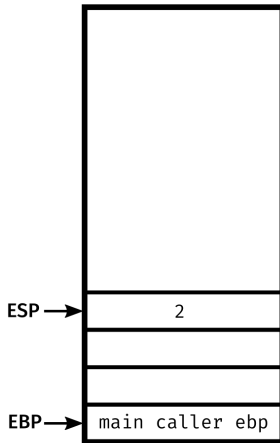
## System V ABI: Demo

```
push ebp  
mov  ebp, esp  
sub  esp, 16
```



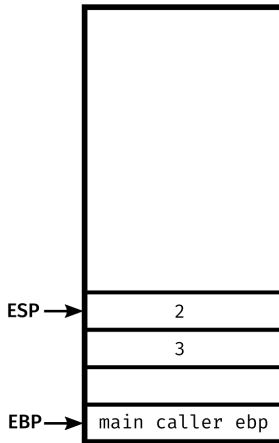
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```
push ebp  
mov ebp, esp  
sub esp, 16  
mov DWORD PTR [ebp-12], 2
```



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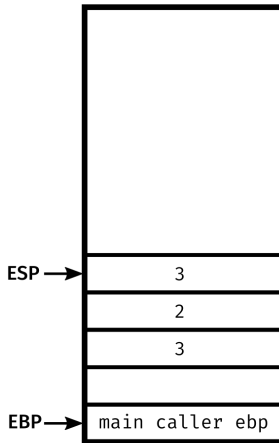
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push ebp
mov ebp, esp
sub esp, 16
mov DWORD PTR [ebp-12], 2
mov DWORD PTR [ebp-8], 3
```





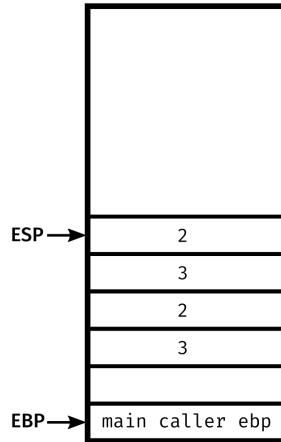
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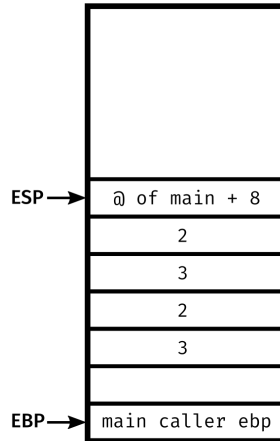
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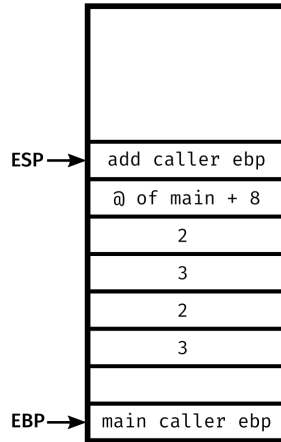
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push ebp
mov ebp, esp
sub esp, 16
mov DWORD PTR [ebp-12], 2
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push 3
push 2
call add
```



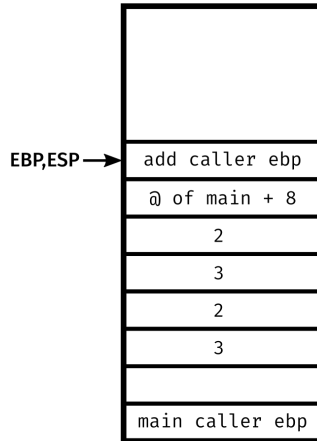
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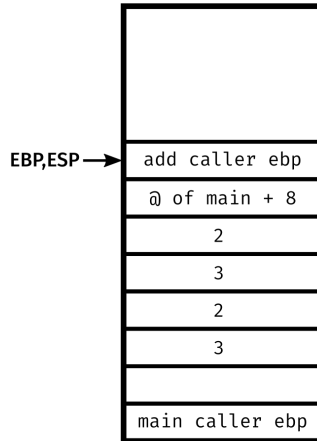
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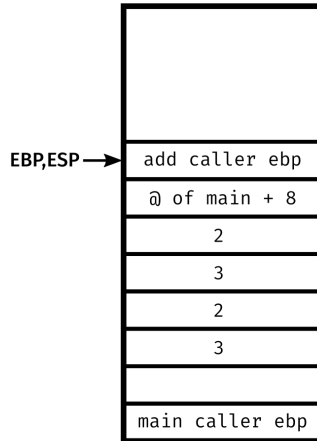
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add:  
push ebp  
mov ebp, esp  
mov edx, DWORD PTR [ebp+8]
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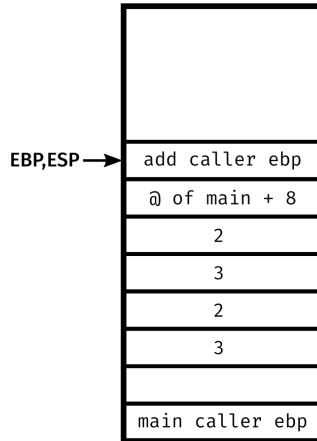
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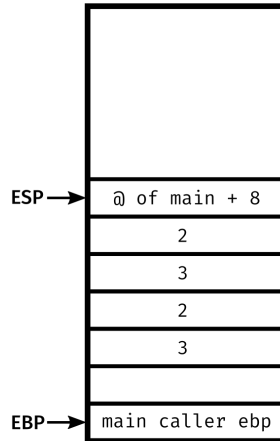
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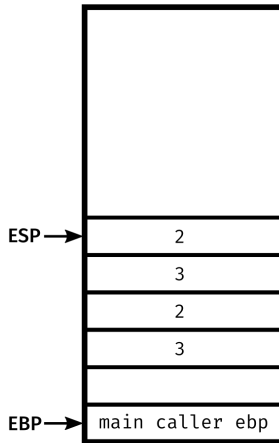
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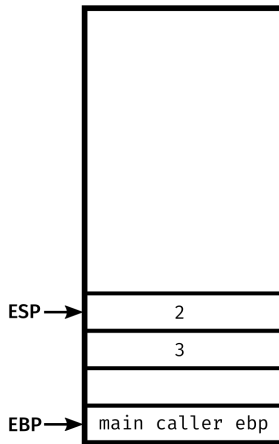
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add  eax, edx  
pop  ebp  
ret
```



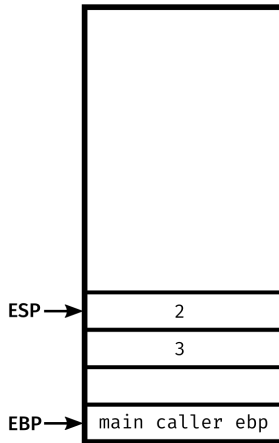
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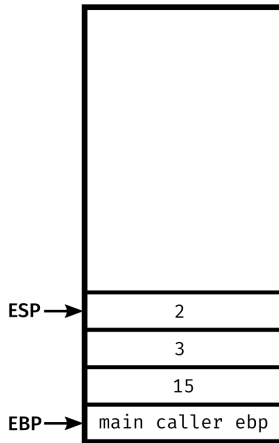
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add eax, 10
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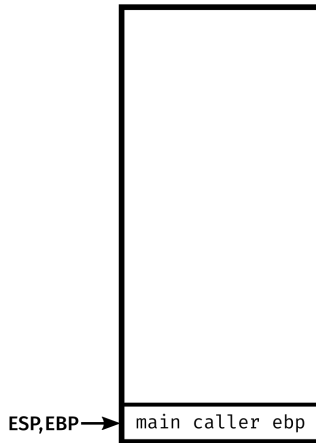
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mov DWORD PTR [ebp-4], eax
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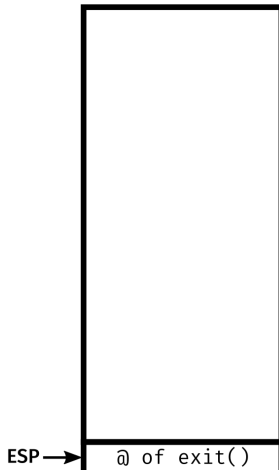
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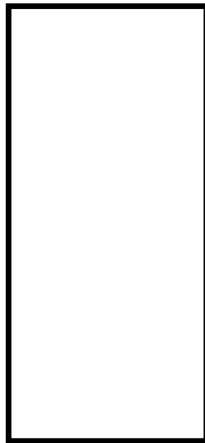
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pop ebp
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mov DWORD PTR [ebp-4], eax
mov esp, ebp
pop ebp
ret
```





# Buffer Overflows

```
void deadcode(){
    puts("Uhhh, I'm useless!");
}

void vuln(){
    char buffer[64];
    printf("What's your name? ");
    scanf("%s", &buffer);
    printf("Good Night Mr.%s\n", buffer);
}

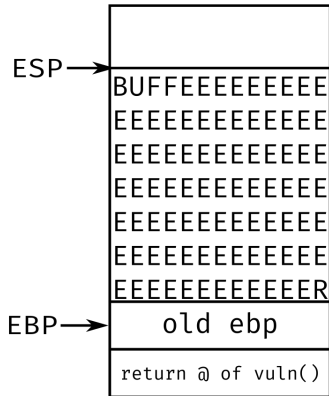
int main(){
    vuln();
    return 0;
}
```

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```



# Demo

# **More Exploitation Techniques**

# Return Oriented Programming

*We gather pieces of instructions and rearrange them to get undefined behaviour!*

- 1997: Getting around non-executable stack (and fix) - Solar Designer
- 2007: The geometry of innocent flesh on the bone (ROP) - Hovav Shacham

# Return Oriented Programming/Return to LIBC

```
char name[32];

int main() {
    printf("What's your name? ");
    read(0, name, 32);

    printf("Hi %s\n", name);

    printf("The time is currently ");
    system("/bin/date");

    char echo[100];
    printf("What do you want me to echo back? ");
    read(0, echo, 1000);
    puts(echo);

    return 0;
}
```

## Ret2Shellcode

- Attacker places his own shellcode on the stack
- Overwrites the return address with a pointer to the shellcode

# Format String Attacks

- 2000: Format string vulnerability - Pascal Bouchareine
- Exploits missing format string in printf() family of functions.
- arbitrary read from memory
- arbitrary write to a pointer



# Format String Attacks

```
int main(){  
    char buffer[24];  
    scanf("%s", buffer);  
    printf(buffer);  
}
```

# Security Mitigations

- NX Stack (W^X Security)

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