JAXON HAWS

INTRO TO BINARY EXPLOITATION

ABOUT ME

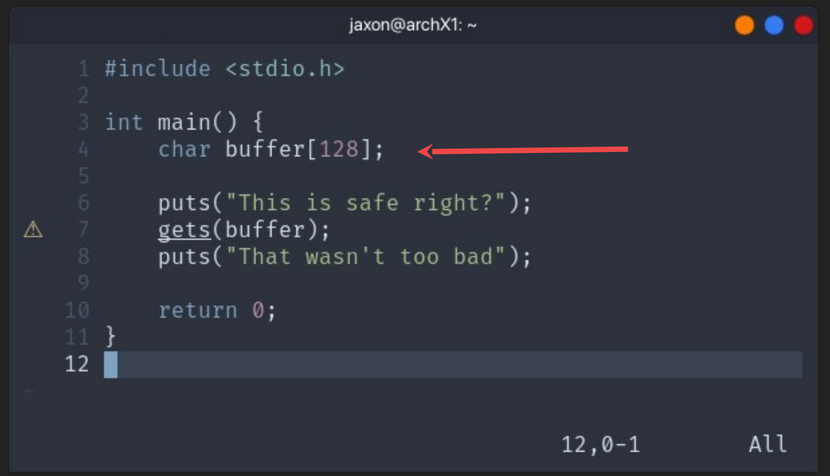
- 2nd Year Computer Science
- Clubs:
  - White Hat: Archivist -> President
  - CPLUG: Treasurer -> President
- Started racing motorcycles off-road this year

TABLE OF CONTENTS

- What is a buffer and where does it live
- How to exploit
- Modern security features
- Differences between 32 & 64 bit binaries
- Demo

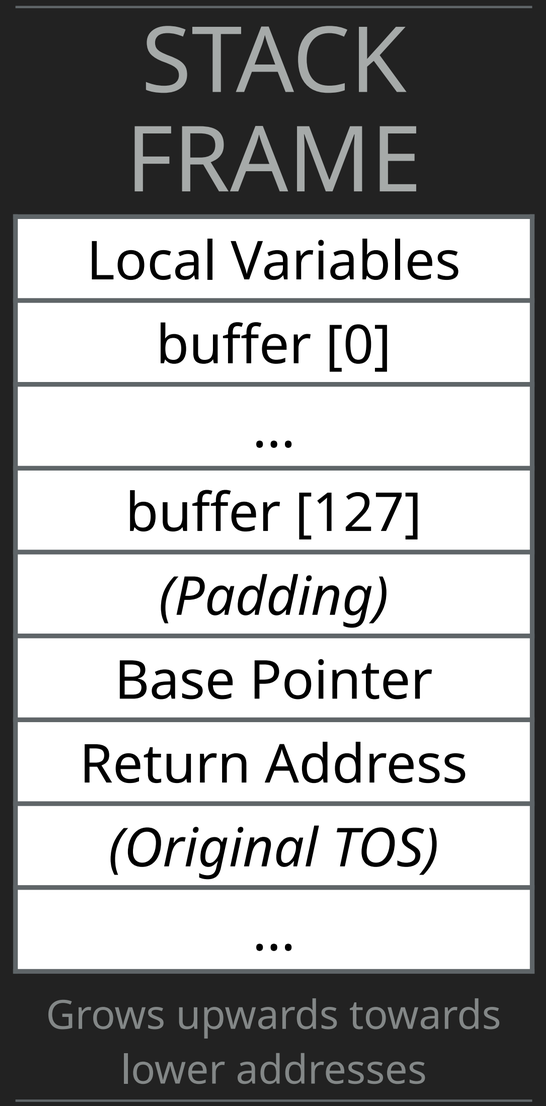
WHAT IS A BUFFER?

- A buffer is basically an array
- Buffers must have a fixed size at compile time



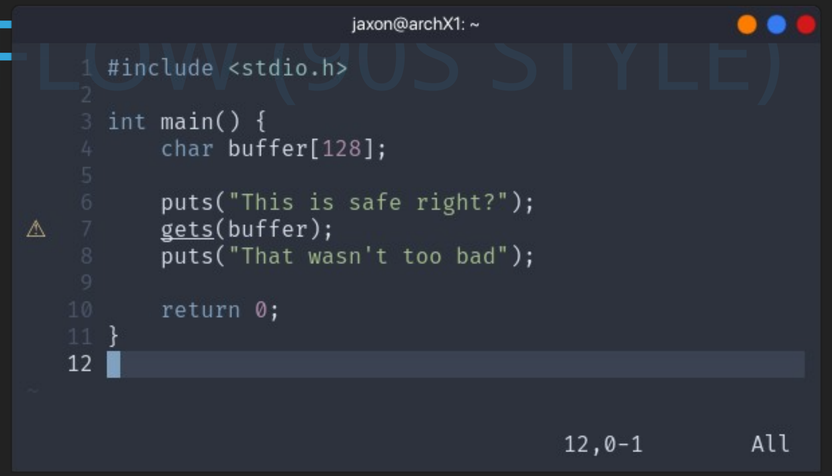
WHERE DO BUFFERS LIVE?

- Buffers live on the stack
- C doesn't protect you
- Programmer's job to ensure that more than 128 characters don't get written to buffer



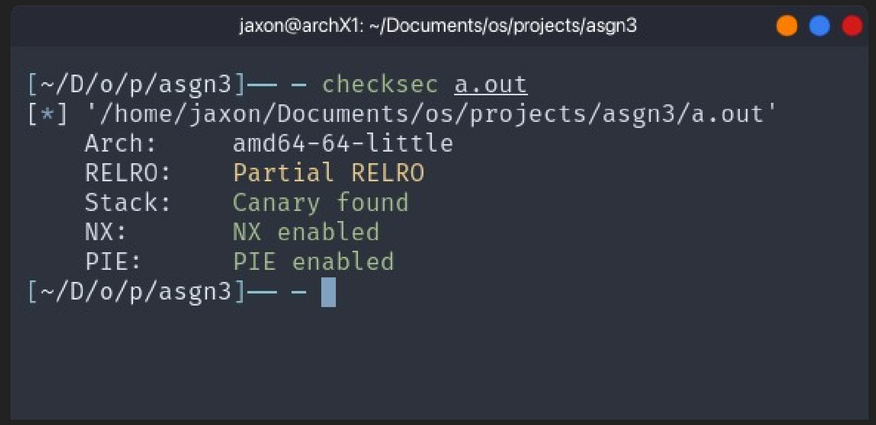
HOW TO EXPLOIT A BUFFER OVERFLOW (90S STYLE)

- Step 1: Find a buffer to overflow
- Step 2: Determine the buffer's size
- Step 3: Send data to overflow into the return address
- Step 4: Profit?



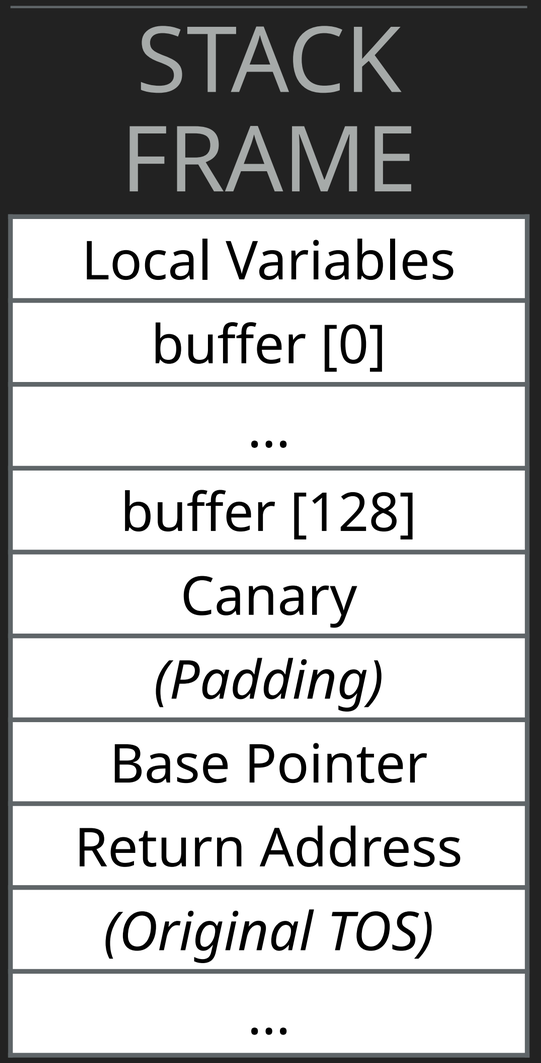
MODERN SECURITY FEATURES

- Security has come a long way since the 90s
- Stack cookie/canary
- RELRO
- NX Bit
- PIE
- ASLR



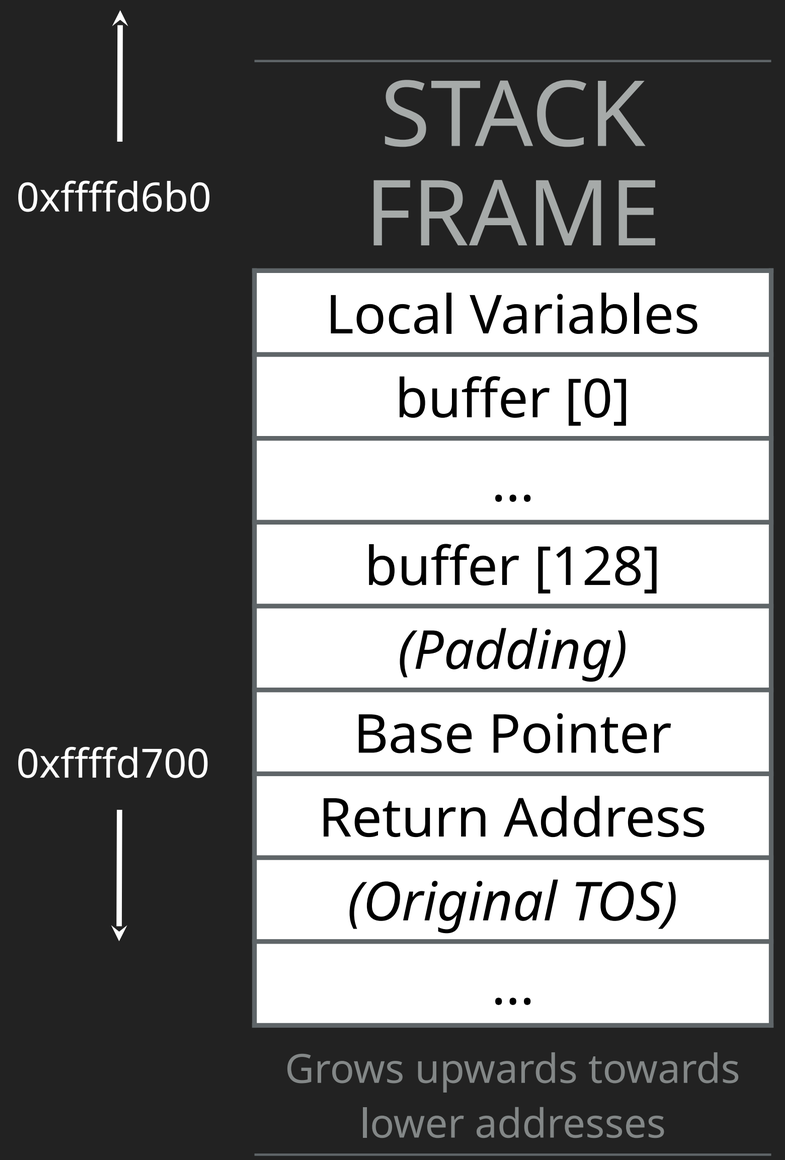
STACK CANARY/COOKIE

- Lives between locals and addresses
- Known value at start of runtime
- Value gets checked during runtime:
  - If values match: proceed
  - If values don't match: exit
- Enabled by default
- To disable: gcc overflow.c -fno-stack-protector
- Attack Style: Leak or brute force the cookie



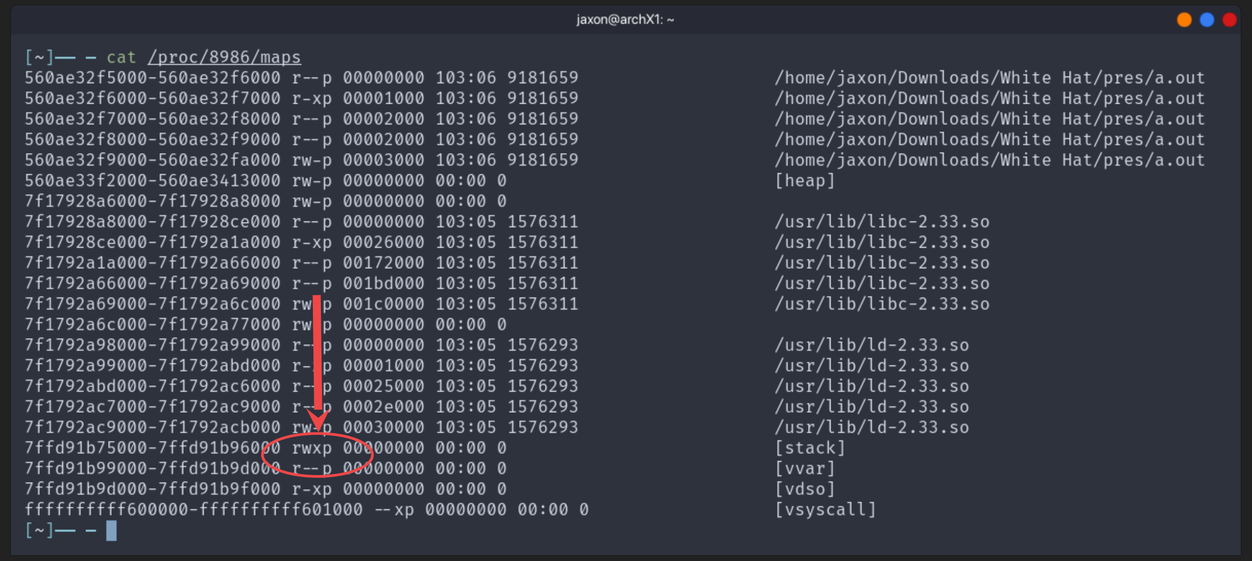
ASLR

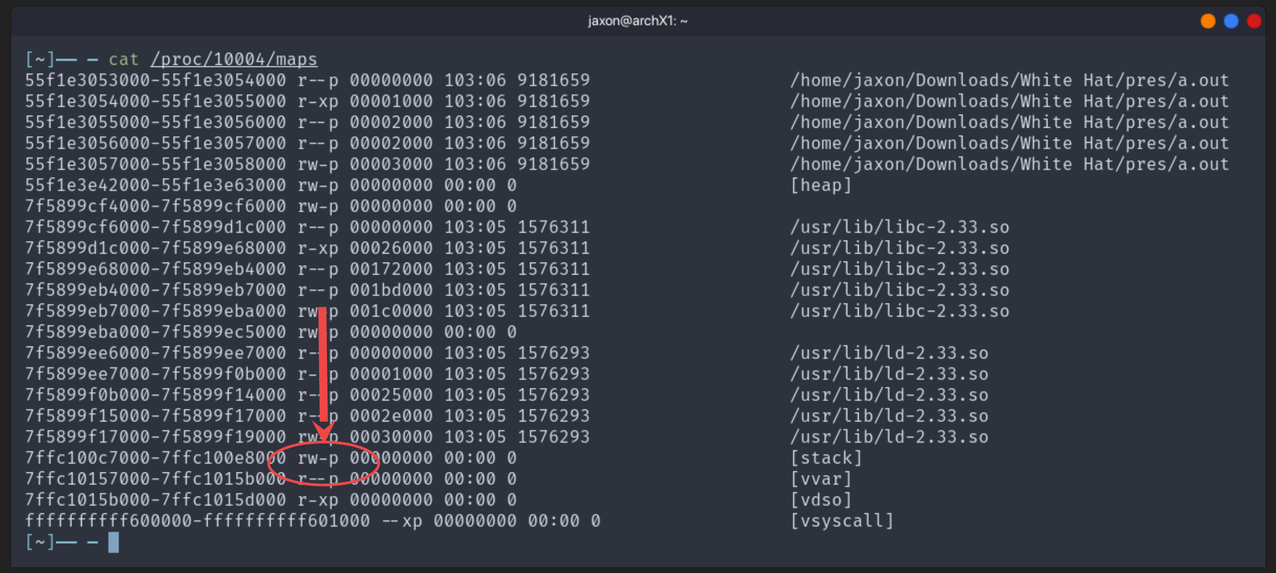
- Address Space Layout Randomization
- Shifts stack addresses around at random
- Enabled by default on UNIX
- Not a compiler feature
- Attack Style: Don't hardcode addresses



NX BIT

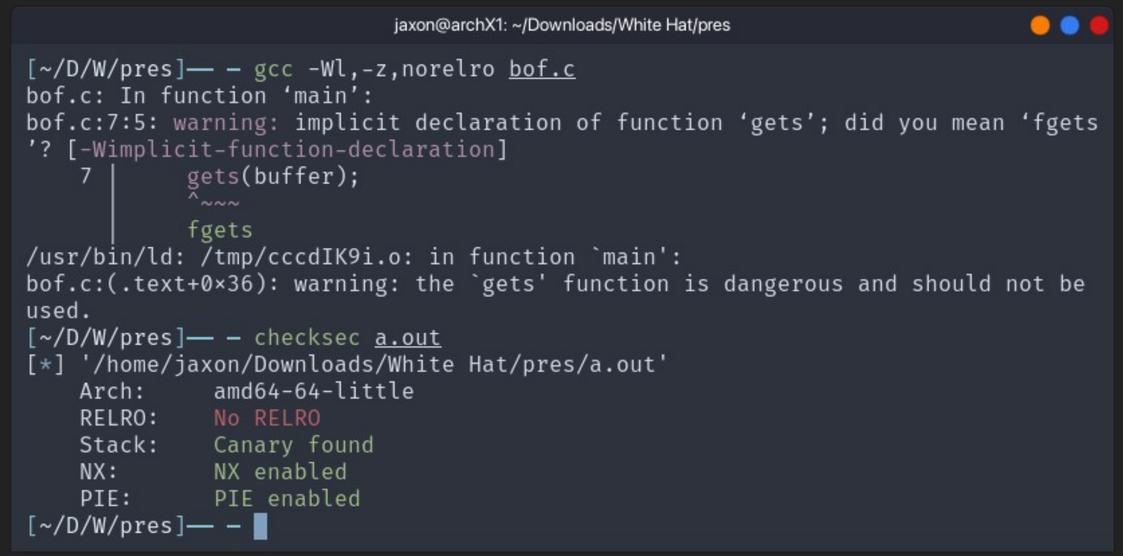
- No eXecute bit
- Memory is either:
  - read & execute
  - read & write
- Enabled by default
- To disable: gcc overflow.c -z execstack
- Attack Style: ROP





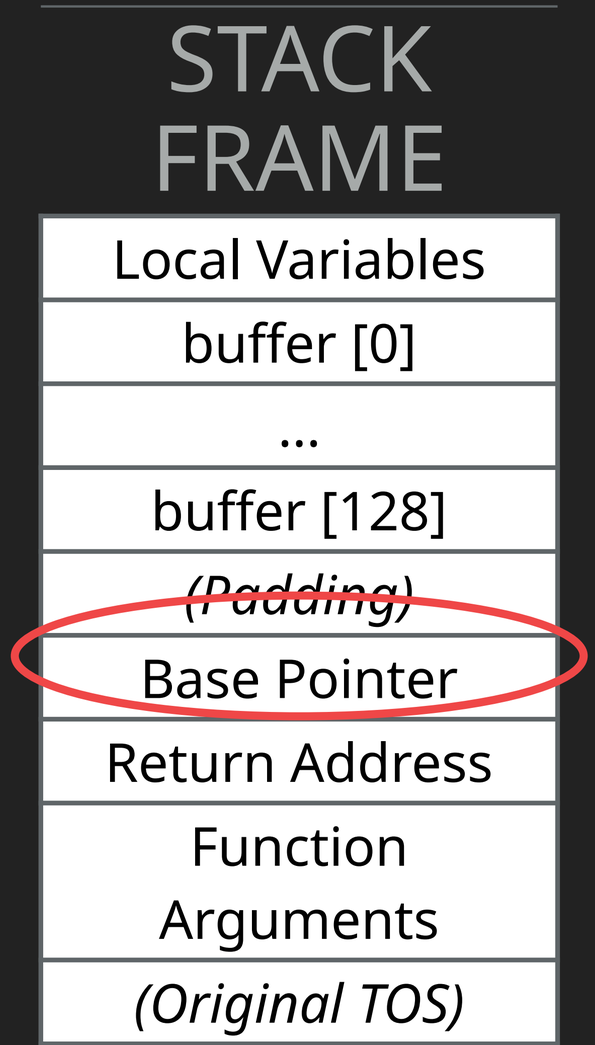
RELRO

- RELocation Read Only
- 2 Modes:
  - Partial (enabled by default, practically useless)
    - GOT comes before BSS segment
  - Full (not the default)
    - GOT becomes read only
- Attack Changes: Can't overflow global variables into GOT / Can't write to the GOT
- To disable: gcc -Wl,-z,norelro overflow.c



32 BIT VS 64 BIT

- Register size
- 32 bit
  - Functions pass arguments on the stack
  - Fewer Registers than 64 bit
- 64 bit
  - Functions pass arguments through registers
  - Additional Registers
- Changes ROP approach



*SOME ASSEMBLY REQUIRED

DEMO TIME

REVIEW

- Check your buffers
- Use safe copying functions
- Use dynamic memory when size varies
- Modern problems require modern solutions

RESOURCES

- Canaries: http://phrack.org/issues/67/13.html
- Smashing the Stack for Fun and Profit: http://phrack.org/issues/49/14.html
- ROP: https://hovav.net/ucsd/dist/geometry.pdf
- Format String Attacks: https://seclists.org/bugtraq/2000/Sep/214
- Binary Security 101: https://ctf101.org/binary-exploitation/what-is-binary-security/
- CSC 429: Binary Exploitation

QUESTIONS?