

AMINE BADAoui, LAB SÉCURITÉ INFORMATIQUE INF4420A, HIVER 2020

# INTRODUCTION AU BUFFER OVERFLOW

# SEGMENTATION DE LA MÉMOIRE D'UN PROCESSUS

Chaque processus en mémoire possède plusieurs sections, chacune d'elles contient des informations pour le fonctionnement du programme.

**.Segment text** contient les instructions du programme.

**.Segment data** contient les variables globales et statiques initialisées.

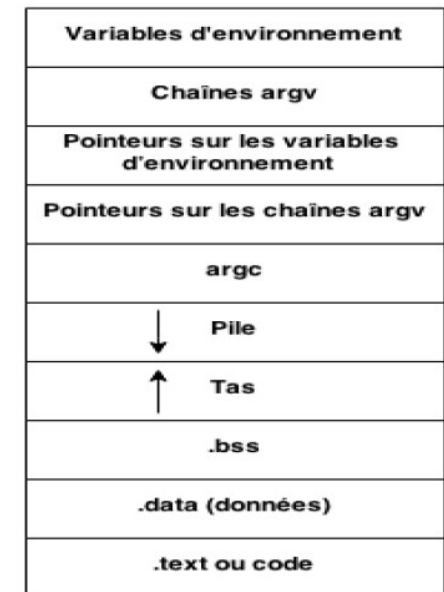
**.Segment Bss** contient les variables non initialisées.

**.Segment Heap/Tas** zone pour l'allocation dynamique de la mémoire.

**.Segment Stack/Pile** contexte des fonctions et leurs variables.

Adresses  
hautes

Adresses  
basses



*Organisation simplifiée de la  
mémoire d'un processus sous  
Linux*

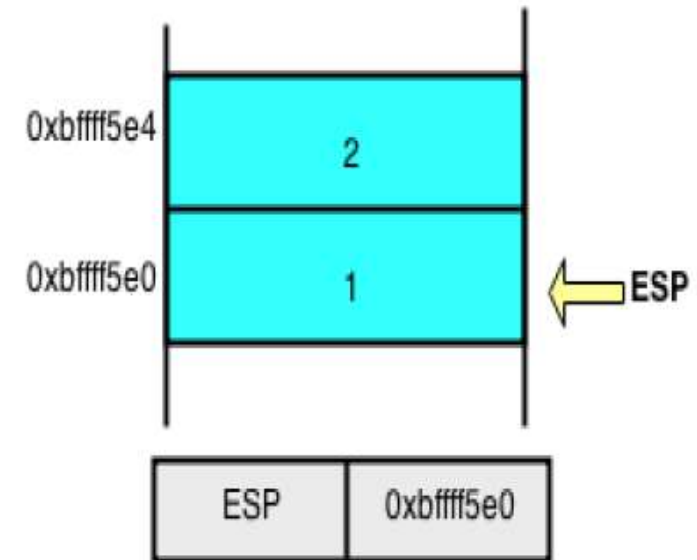
```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  void f(int x, int y)
5  {   int local1=1;
6      char local2[]="buffer";
7      return
8  }
9  int main (int argc, char **argv)
10 {
11     f(1,2);
12     return EXIT_SUCCESS;
13 }
```

## FONCTIONNEMENT DE LA PILE

# APPEL D'UNE FONCTION

- Préparation des arguments pour la fonction f

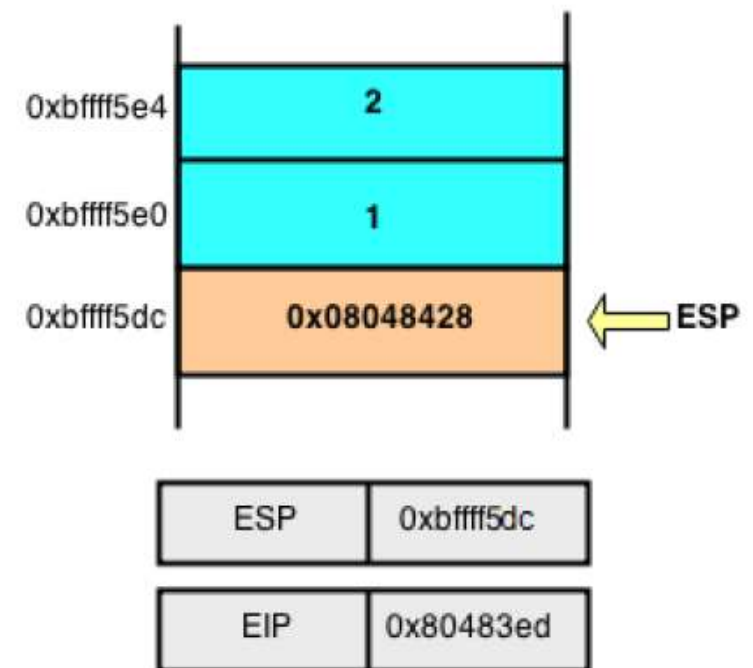
```
james@glsl:~/Desktop$ gdb -q fonction
Reading symbols from fonction...done.
(gdb) set disassembly-flavor intel
(gdb) disassemble main
Dump of assembler code for function main:
   0x0804840e <+0>: push    ebp
   0x0804840f <+1>: mov     ebp,esp
   0x08048411 <+3>: sub     esp,0x8
   0x08048414 <+6>: mov     DWORD PTR [esp+0x4],0x2
   0x0804841c <+14>: mov     DWORD PTR [esp],0x1
   0x08048423 <+21>: call    0x80483ed <f>
   0x08048428 <+26>: mov     eax,0x0
   0x0804842d <+31>: leave
   0x0804842e <+32>: ret
End of assembler dump.
```



# APPEL D'UNE FONCTION

- Sauvegarde l'adresse de retour

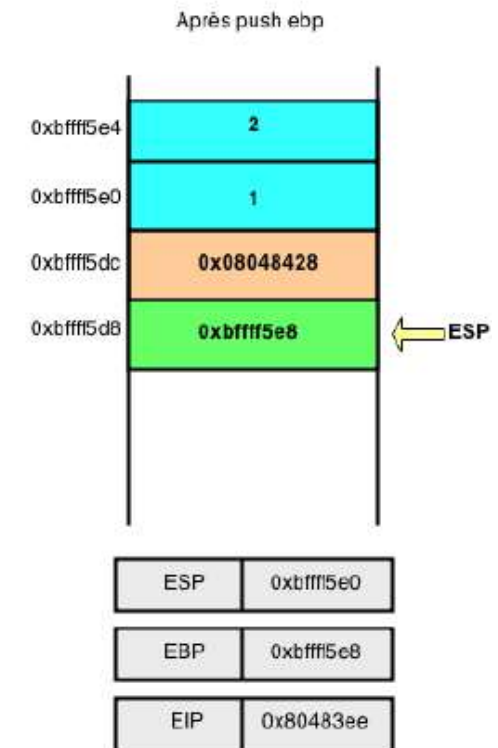
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   0x0804842e <+32>: ret
End of assembler dump.
```



# APPEL D'UNE FONCTION, PROLOGUE

- Sauvegarde du stack frame

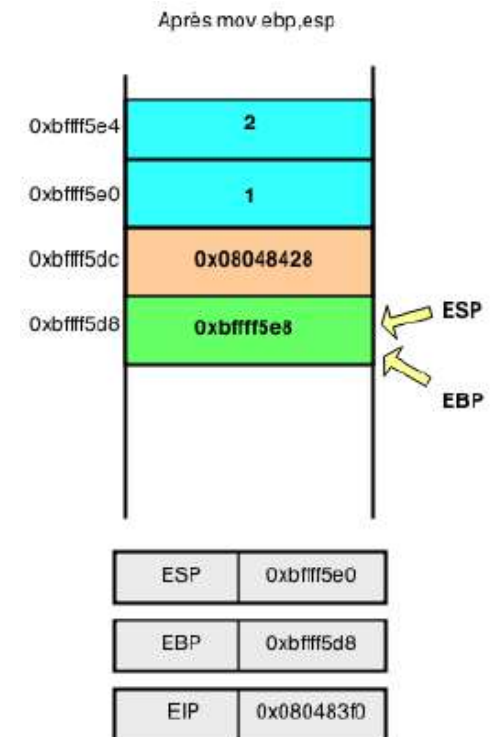
```
(gdb) disassemble f
Dump of assembler code for function f:
0x080483ed <+0>: push    ebp
0x080483ee <+1>: mov     ebp,esp
0x080483f0 <+3>: sub     esp,0x10
0x080483f3 <+6>: mov     DWORD PTR [ebp-0x4],0x1
0x080483fa <+13>: mov     DWORD PTR [ebp-0xb],0x66667562
0x08048401 <+20>: mov     WORD PTR [ebp-0x7],0x7265
0x08048407 <+26>: mov     BYTE PTR [ebp-0x5],0x0
0x0804840b <+30>: nop
0x0804840c <+31>: leave
0x0804840d <+32>: ret
End of assembler dump.
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- Sauvegarde du stack frame

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End of assembler dump.
```

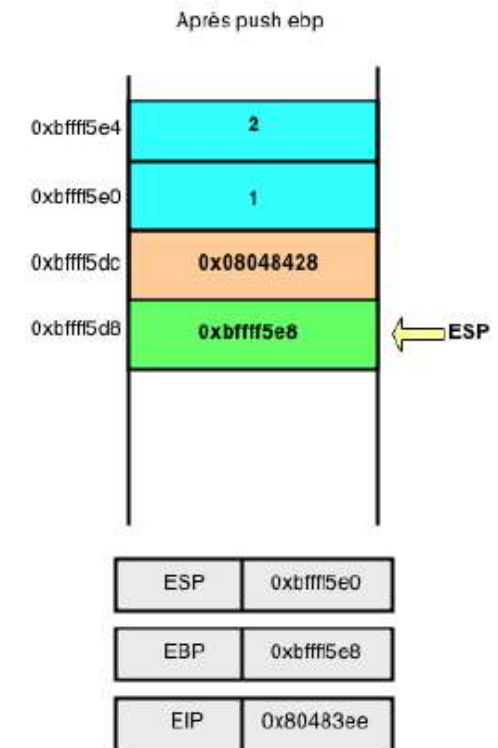




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- Sauvegarde du stack frame

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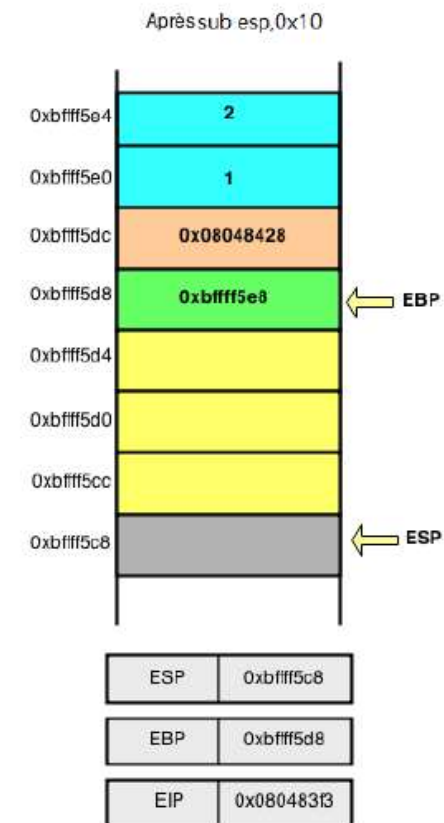




# APPEL D'UNE FONCTION, PROLOGUE

- Allocation de l'espace pour les variables locales de la fonction f

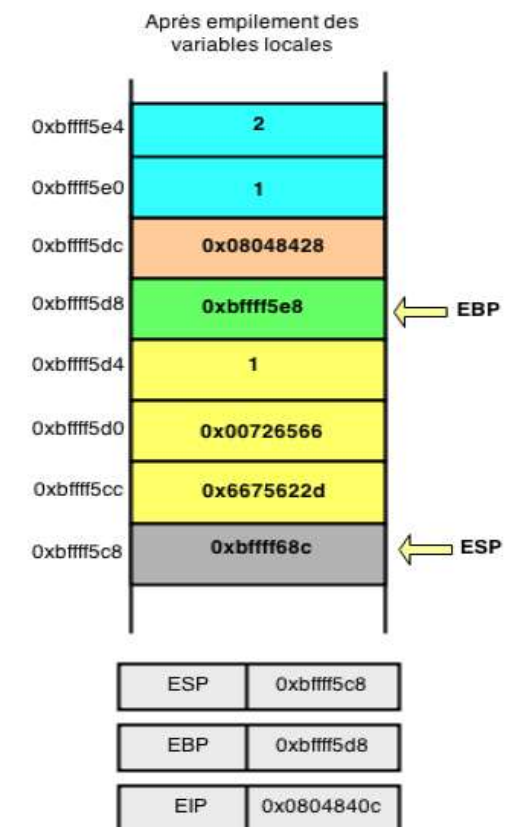
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Dump of assembler code for function f:
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End of assembler dump.
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# APPEL D'UNE FONCTION, PROLOGUE

- Allocation de l'espace pour les variables locales de la fonction f

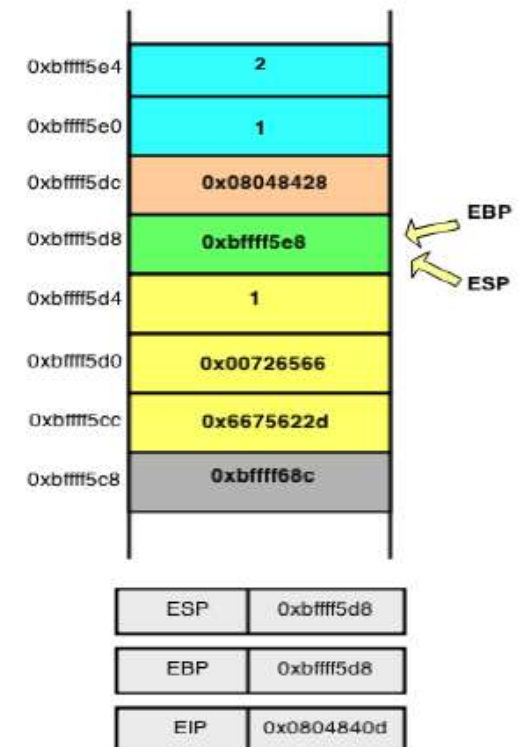
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0x0804840d <+32>: ret
End of assembler dump.
```



# APPEL D'UNE FONCTION, EPILOGUE

- Quitter la fonction f, instruction *leave*

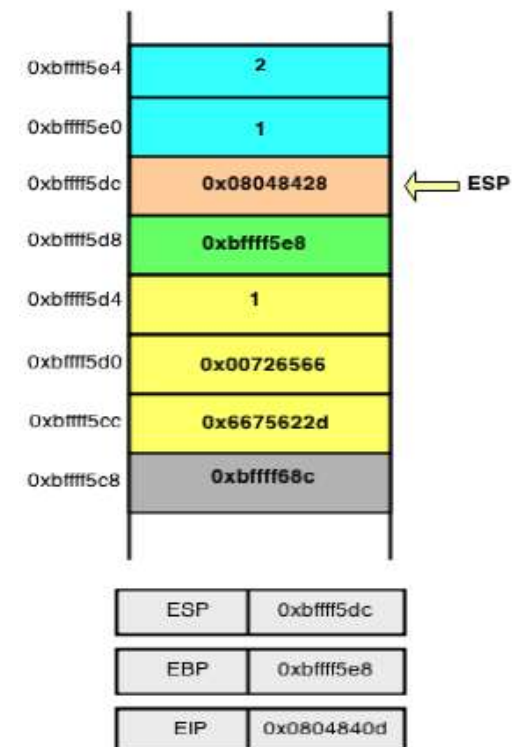
```
(gdb) disassemble f
Dump of assembler code for function f:
0x080483ed <+0>: push    ebp
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0x08048401 <+20>: mov     WORD PTR [ebp-0x7],0x7265
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0x0804840b <+30>: nop
0x0804840c <+31>: leave
0x0804840d <+32>: ret
End of assembler dump.
```



# APPEL D'UNE FONCTION, PROLOGUE

- Quitter la fonction f, instruction *leave*

```
(gdb) disassemble f
Dump of assembler code for function f:
0x080483ed <+0>: push    ebp
0x080483ee <+1>: mov     ebp,esp
0x080483f0 <+3>: sub     esp,0x10
0x080483f3 <+6>: mov     DWORD PTR [ebp-0x4],0x1
0x080483fa <+13>: mov     DWORD PTR [ebp-0xb],0x66667562
0x08048401 <+20>: mov     WORD PTR [ebp-0x7],0x7265
0x08048407 <+26>: mov     BYTE PTR [ebp-0x5],0x0
0x0804840b <+30>: nop
0x0804840c <+31>: leave
0x0804840d <+32>: ret
End of assembler dump.
```

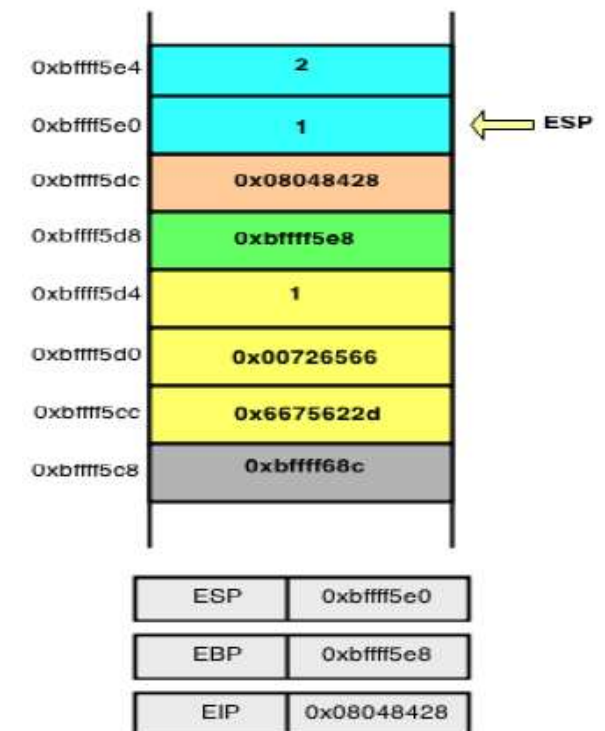


# APPEL D'UNE FONCTION, EPILOGUE

- Retour à la fonction appelante, instruction **ret** (**pop eip**)

```
(gdb) disassemble f
Dump of assembler code for function f:
0x080483ed <+0>: push    ebp
0x080483ee <+1>: mov     ebp,esp
0x080483f0 <+3>: sub     esp,0x10
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0x0804840b <+30>: nop
0x0804840c <+31>: leave
0x0804840d <+32>: ret
End of assembler dump.
```

Après exécution de l'instruction ret



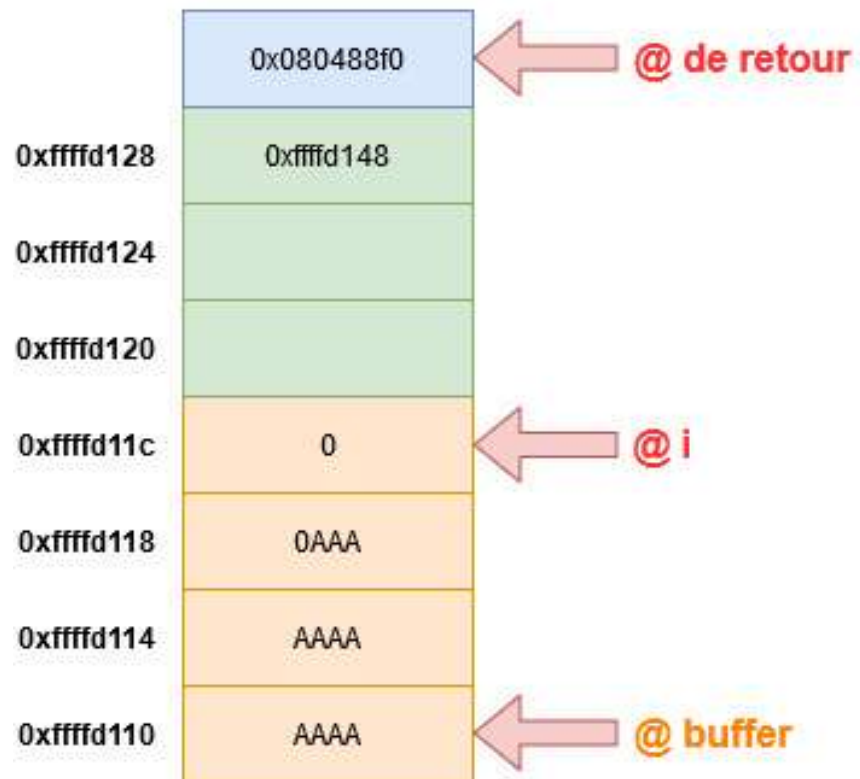
```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  void vuln(char *arg)
5  {   int i=0;
6      char buffer[12];
7      strcpy(buffer, arg);
8      if (i>0) printf("Coooooooool!");
9  }
10 int main (int argc, char **argv)
11 {
12     if (argc <2) exit(0);
13     vuln(argv[1]);
14     exit(1);
15 }
```

**Objectif; Exécuter `printf("Coooooooool!");`**

## DÉBORDEMENT DE TAMPON DE PILE/ STACK OVERFLOW



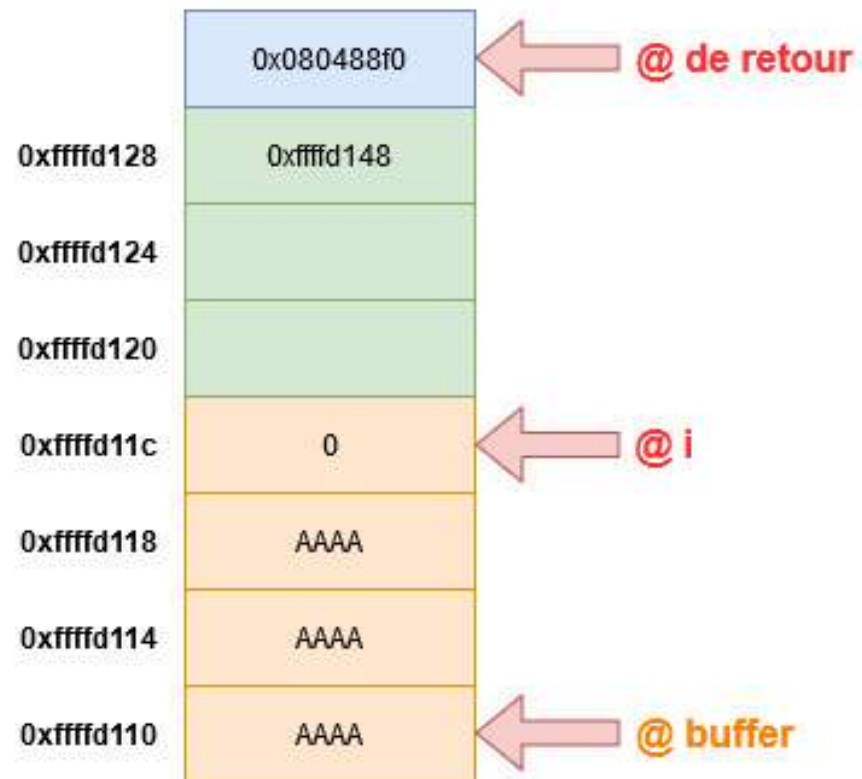
Exécution avec 11\*A



# DÉBORDEMENT DE TAMPON DE PILE/ STACK OVERFLOW



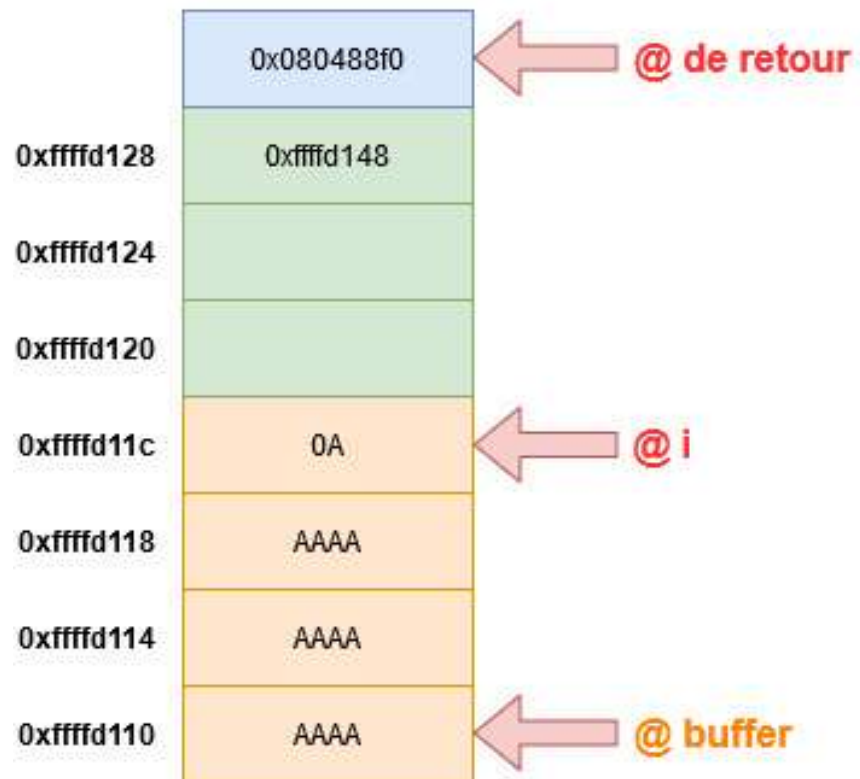
Exécution avec 12\*A



# DÉBORDEMENT DE TAMPON DE PILE/ STACK OVERFLOW

# DÉBORDEMENT DE TAMPON DE PILE/ STACK OVERFLOW

Exécution avec 13\*A



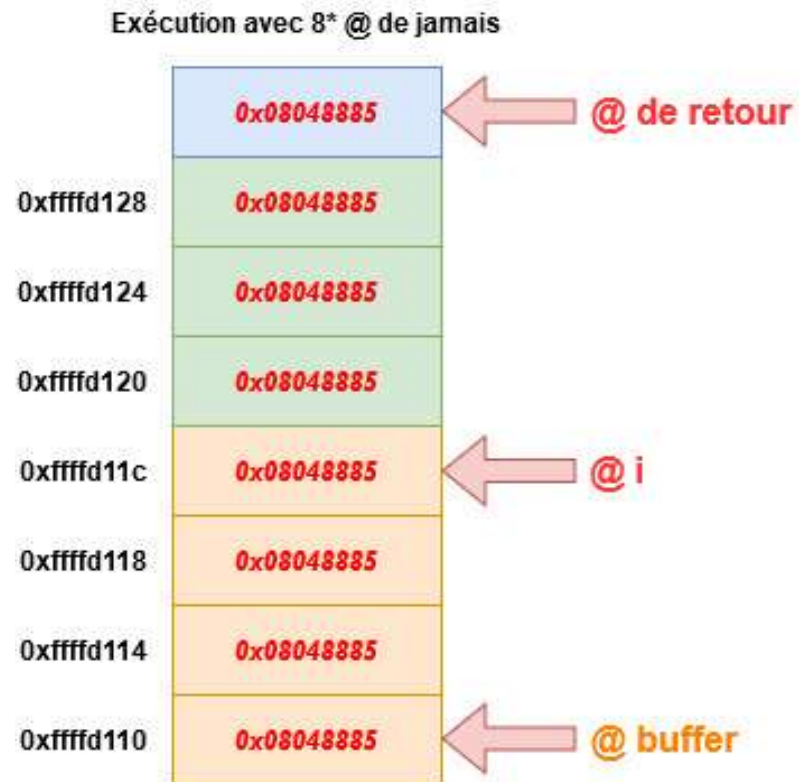
**Coooooooool !**

```
1  #include <stdio.h>
2  #include <stdlib.h>
3
4  void jamais(){
5      printf("Salut tu m'as appelé");
6  }
7  void vuln(char *arg)
8  {   int i=0;
9      char buffer[12];
10     strcpy(buffer, arg);
11     if (i>0) printf("Coooooooool!");
12 }
13 int main (int argc, char **argv)
14 {
15     if (argc <2) exit(0);
16     vuln(argv[1]);
17     exit(1);
18 }
```

**Objectif; Exécuter jamais()**

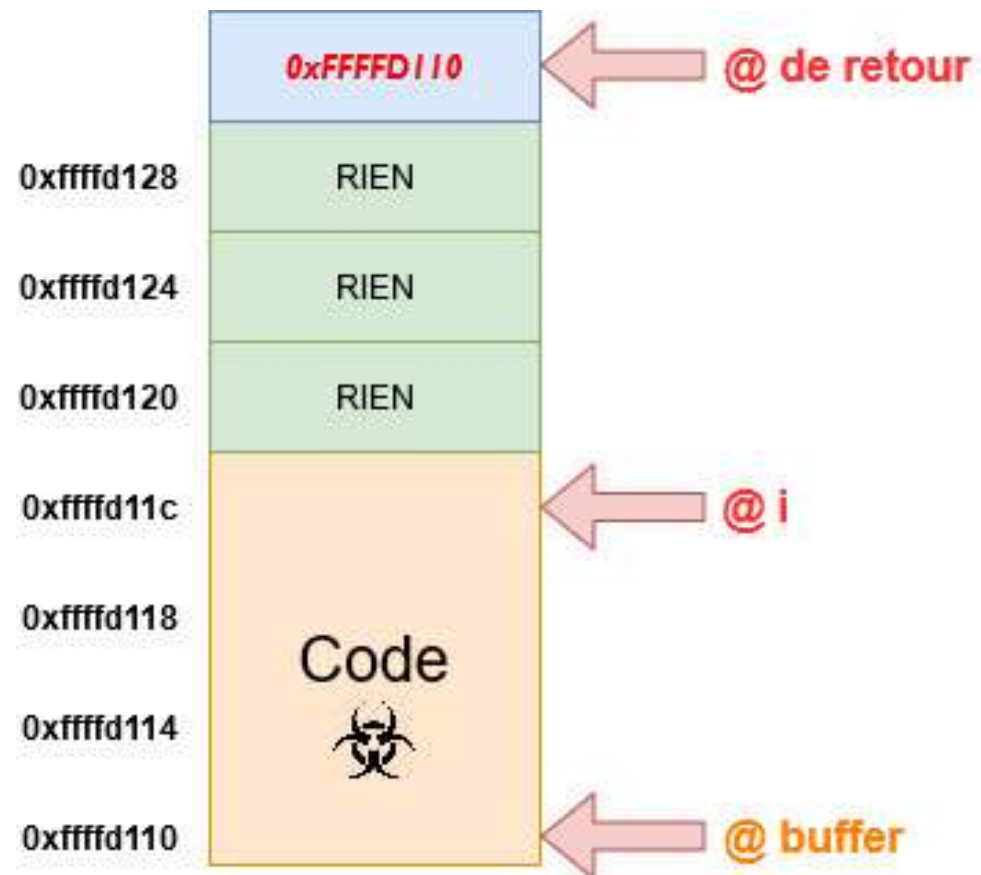
## DÉBORDEMENT DE TAMPON DE PILE/ STACK OVERFLOW

@ de jamais() 0x08048885



*Salut tu m'as appelé*

DÉBORDEMENT  
DE TAMPON DE  
PILE/ STACK  
OVERFLOW



DÉBORDEMENT DE  
TAMPON DE PILE/  
STACK OVERFLOW  
ET EXECUTION DE  
CODE