

# Lecture 13 – Beyond Stack Smashing & Malware Part 1

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ECE 422/CS 461 – Fall 2017

# Security News

- Deloitte hacked
  - Attackers in systems for nearly a year
  - Took confidential information and emails
  - Krebs (again) reporting gigabytes exfiltrated
- ISPs infecting users with trojan FinFisher spyware
- Adobe...

# Adobe Product Security Incident Response Team (PSIRT) Blog

Working to help protect customers from vulnerabilities in Adobe software. Contact us at [PSIRT\(at\)adobe\(dot\)com](mailto:PSIRT(at)adobe(dot)com).

## PSIRT PGP Key (0x33E9E596)

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: Mailvelope v1.8.0

Comment: <https://www.mailvelope.com>

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```

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=QOc7

-----END PGP PUBLIC KEY BLOCK-----

-----BEGIN PGP PRIVATE KEY BLOCK-----

Version: Mailvelope v1.8.0

Comment: <https://www.mailvelope.com>

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# Taxonomy of Vulnerabilities

- Buffer Overflow
- Command Injection
- Cross-Site Scripting
- Format String
- Illegal/Dangling Pointer
- Integer Overflow
- Path Manipulation
- Resource Injection
- String Termination Error
- Unsafe Reflection
- Insecure Temp File
- Double free
- Use-after-Free
- Memory Leak
- Debug Code Enabled
- Deadlock
- Race Conditions
- String Formatting Error

# Example 1

```
int len, error;
...
error = copyin((caddr_t)uap->alen,
               (caddr_t)&len, sizeof (len));
if (error) {
    fdrop(fp, p);
    return (error);
}
...
len = MIN(len, sa->sa_len);
error = copyout(sa, (caddr_t)uap->asa, (u_int)len);
```

## Example 2

```
int copy(int *in, int len) {  
    int *buff, buff_size, i;  
    buff_size = len*sizeof(int);  
    buff = malloc(buff_size);  
    if(buff == NULL) { return -1; }  
    for(i = 0; i < len; i++) {  
        buff[i] = in[i];  
    }  
    return buff;  
}
```

## Example 2

```
buff_size=len*sizeof(int);
```

```
mov     edx, dword[ss:ebp+X]
```

```
shl     edx, 0x2
```

```
len = 0x40000001 //1,073,741,825
```

```
buff_size = len<<2 = 0x4 //4
```



## Example 2

len=1,073,741,825

```
int copy(int *in, int len) {  
    int *buff, buff_size, i;  
    buff_size = len*sizeof(int);  
    buff = malloc(buff_size); buff_size=4  
    if(buff == NULL) { return -1; }  
    for(i = 0; i < len; i++) {  
        buff[i] = in[i];  
    } OVERFLOW!  
    return buff;  
}
```

# Integer Vulnerabilities

- Overflow – integer operations produce a value that is out of range
- Truncation – a value is stored in a type that is too small to represent the result
- Sign error – the sign bit is misinterpreted

# Example 1

```
int len, error;
```

**uap->alen=-1**

```
...
```

```
error = copyin((caddr_t)uap->alen,  
               (caddr_t)&len, sizeof (len));
```

```
if (error) {  
    fdrop(fp, p);  
    return (error);  
}
```


**len=-1=0xFFFFFFFF**

```
...
```

```
len = MIN(len, sa->sa_len);  
error = copyout(sa, (caddr_t)uap->asa, (u_int)len);
```

**(u\_int)0xFFFFFFFF=4,294,967,295**

# In the Wild



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Security Research

Boundary checking errors involving signed integers

FreeBSD-SA-02:38

Published: 2002-08-19 12:47:04

Updated: 2002-08-19 12:47:04

-----BEGIN PGP SIGNED MESSAGE-----

=====

FreeBSD-SA-02:38.signed-error

Security Advisory

The FreeBSD Project

Topic: Boundary checking errors involving signed integers

Category: core

Module: sys

Announced: 2002-08-19

Credits: Silvio Cesare <silvio@qualys.com>

Affects: All releases of FreeBSD up to and including 4.6.1-RELEASE-p10

Corrected: 2002-08-13 02:42:32 UTC (RELENG\_4)

2002-08-13 12:12:36 UTC (RELENG\_4\_6)

2002-08-13 12:13:05 UTC (RELENG\_4\_5)

2002-08-13 12:13:49 UTC (RELENG\_4\_4)

FreeBSD only: YES

I. Background

The issue described in this advisory affects the accept(2), getsockname(2), and getpeername(2) system calls, and the vesa(4) FBIO\_GETPALETTE ioctl(2).

II. Problem Description

A few system calls were identified that contained assumptions that a given argument was always a positive integer, while in fact the argument was handled as a signed integer. As a result, the boundary checking code would fail if the system call were entered with a negative argument.

III. Impact

# Use-After-Free (Dangling Pointer)

```
int *i=malloc(sizeof(int));  
  
...  
free(i);  
  
...  
*i=3;
```

# Use-After-Free (Dangling Pointer)

```
Foo *f=new Foo();
```

```
...
```

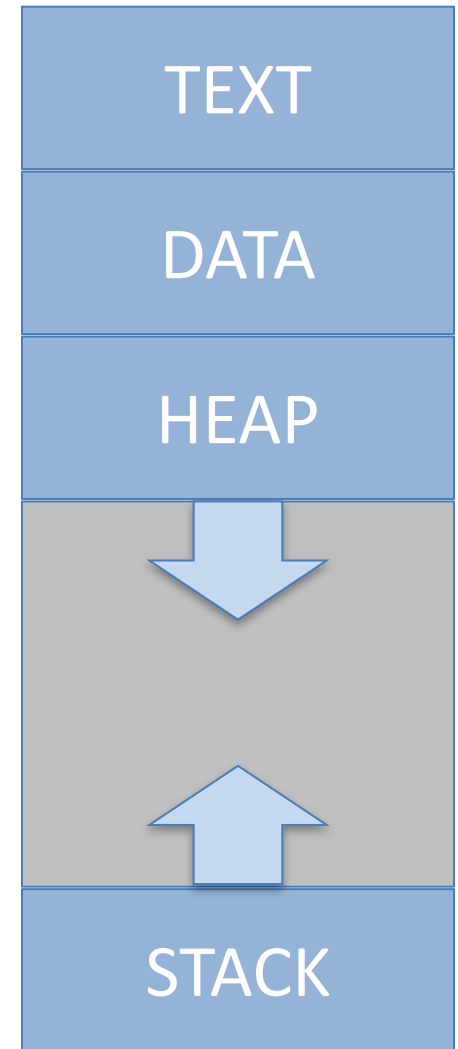
```
delete f;
```

```
...
```

```
f->bar();
```

# Attacking the Heap

- Allocated at run time
- Dynamic structures, objects
- Allocated in chunks by malloc
- Chunks deallocated by free
- Details are implementation specific



# Heap Overflow

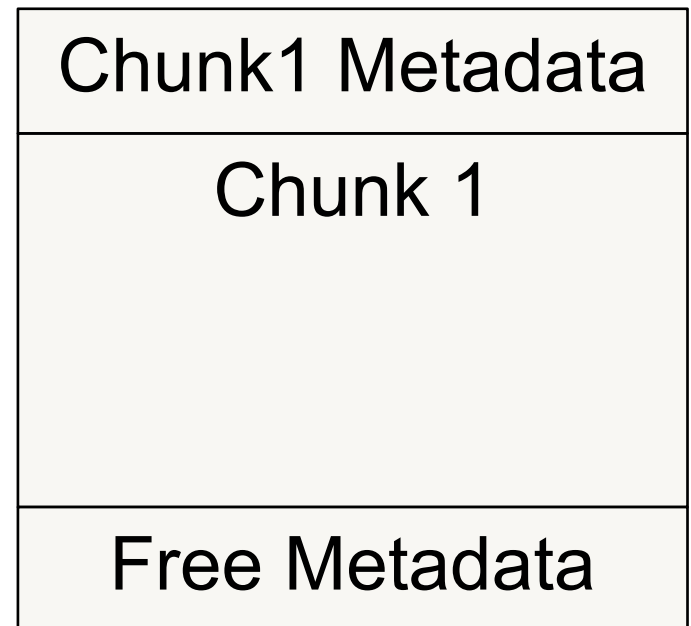
- Heap memory managed in chunks
- Chunks can grow or shrink as needed
- Chunks stored in a doubly linked list with metadata
- Chunks are allocated next to each other in memory
- Chunks can be allocated or unallocated (marked in metadata)

Chunk1 Metadata
Chunk 1
Chunk 2 Metadata
Chunk 2
Free Metadata



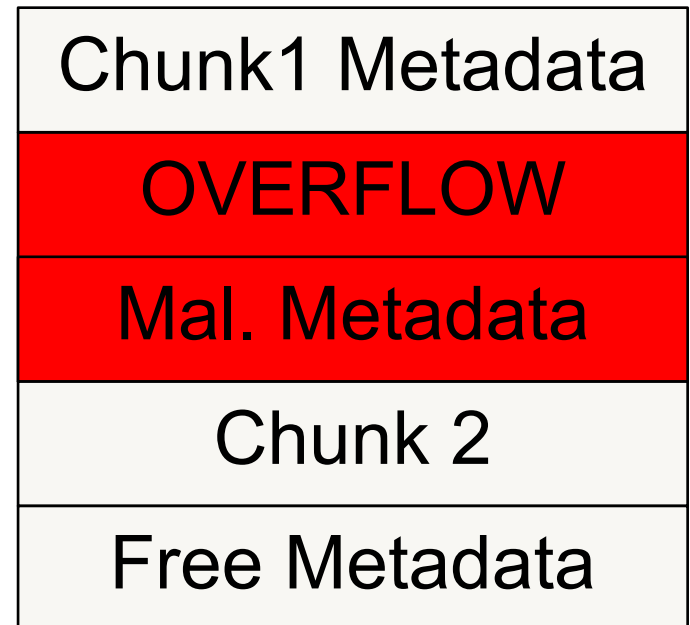
# Heap Overflow

- When deallocated, a chunk is merged with its previous neighbor (if neighbor is unallocated)
- This causes a doubly linked list node to be deleted
- Deletion code *relies on metadata!*



# Heap Overflow

- Overflow into metadata allows attacker to control contents
- Attacker can control *what* is written and *where* it is written during node deletion



# Other Heap Techniques

- Overwrite virtual method table entries
  - function pointers on heap
  - use after free
- Heap spray
  - build giant noop sleds ending in shellcode
  - spray through the entire stack
  - jumping into heap => exploit

# How does this code look?

```
int main(int argc, char *argv[ ] ) {  
    char buf[128];  
    strcpy(buf, argv[1]);  
    printf(buf);  
    printf( "\n" );  
}
```

# Let's go to the docs...

Character	Description
<code>%</code>	Prints a literal <code>%</code> character (this type doesn't accept any flags, width, precision, length fields).
<code>d</code> , <code>i</code>	<code>int</code> as a signed <a href="#">decimal</a> number. <code>%d</code> and <code>%i</code> are synonymous for output, but are different when used with <code>scanf()</code> for input (where using <code>%i</code> will interpret a number as hexadecimal if it's preceded by <code>0x</code> , and octal if it's preceded by <code>0</code> ).
<code>u</code>	Print decimal <code>unsigned int</code> .
<code>f</code> , <code>F</code>	<code>double</code> in normal ( <a href="#">fixed-point</a> ) notation. <code>f</code> and <code>F</code> only differs in how the strings for an infinite number or NaN are printed ( <code>inf</code> , <code>infinity</code> and <code>nan</code> for <code>f</code> , <code>INF</code> , <code>INFINITY</code> and <code>NAN</code> for <code>F</code> ).
<code>e</code> , <code>E</code>	<code>double</code> value in standard form ( <code>[ - ]d.ddd e [ + / - ]ddd</code> ). An <code>E</code> conversion uses the letter <code>E</code> (rather than <code>e</code> ) to introduce the exponent. The exponent always contains at least two digits; if the value is zero, the exponent is <code>00</code> . In Windows, the exponent contains three digits by default, e.g. <code>1.5e002</code> , but this can be altered by Microsoft-specific <code>_set_output_format</code> function.
<code>g</code> , <code>G</code>	<code>double</code> in either normal or exponential notation, whichever is more appropriate for its magnitude. <code>g</code> uses lower-case letters, <code>G</code> uses upper-case letters. This type differs slightly from fixed-point notation in that insignificant zeroes to the right of the decimal point are not included. Also, the decimal point is not included on whole numbers.
<code>x</code> , <code>X</code>	<code>unsigned int</code> as a <a href="#">hexadecimal</a> number. <code>x</code> uses lower-case letters and <code>X</code> uses upper-case.
<code>o</code>	<code>unsigned int</code> in octal.
<code>s</code>	<a href="#">null-terminated string</a> .
<code>c</code>	<code>char</code> (character).
<code>p</code>	<code>void *</code> (pointer to void) in an implementation-defined format.
<code>a</code> , <code>A</code>	<code>double</code> in hexadecimal notation, starting with <code>0x</code> or <code>0X</code> . <code>a</code> uses lower-case letters, <code>A</code> uses upper-case letters. <sup>[3][4]</sup> (C++11 iostreams have a <code>hexfloat</code> that works the same).
<code>n</code>	Print nothing, but writes the number of characters successfully written so far into an integer pointer parameter. Note: This can be utilized in <a href="#">Uncontrolled format string</a> exploits.

# Zoom and enhance...

Character	Description
<code>%</code>	Prints a literal <code>%</code> character (this type doesn't accept any flags, width, precision, length fields).
<code>d</code> , <code>i</code>	<code>int</code> as a signed <a href="#">decimal</a> number. <code>%d</code> and <code>%i</code> are synonymous for output, but are different when used with <code>scanf()</code> for input (where using <code>%i</code> will interpret a number as hexadecimal if it's preceded by <code>0x</code> , and octal if it's preceded by <code>0</code> .)
<code>u</code>	Print decimal <code>unsigned int</code> .
<code>f</code> , <code>F</code>	<code>double</code> in normal ( <a href="#">fixed-point</a> ) notation. <code>f</code> and <code>F</code> only differs in how the strings for an infinite number or NaN are printed ( <code>inf</code> , <code>infinity</code> and <code>nan</code> for <code>f</code> , <code>INF</code> , <code>INFINITY</code> and <code>NAN</code> for <code>F</code> ).

Print nothing, but writes the number of characters successfully written so far into an integer pointer parameter.  
**Note:** This can be utilized in [Uncontrolled format string](#) exploits.

<code>g</code> , <code>G</code>	<code>double</code> in either normal or exponential notation, whichever is more appropriate for its magnitude. <code>g</code> uses lower-case letters, <code>G</code> uses upper-case letters. This type differs slightly from fixed-point notation in that insignificant zeroes to the right of the decimal point are not included. Also, the decimal point is not included on whole numbers.
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<code>n</code>	Print nothing, but writes the number of characters successfully written so far into an integer pointer parameter. <b>Note:</b> This can be utilized in <a href="#">Uncontrolled format string</a> exploits.

# Format string exploits

- %n string format character is dangerous
  - “The number of characters written so far is stored into the integer indicated by the int \*”
  - `printf(“1001%n”,&i);` stores 4 into i
- With %n, we can control *what* is written and *where* it is written
- Can be used to jump over stack canary to initialize a ROP attack

# **VULNERABILITIES IN THE WILD**



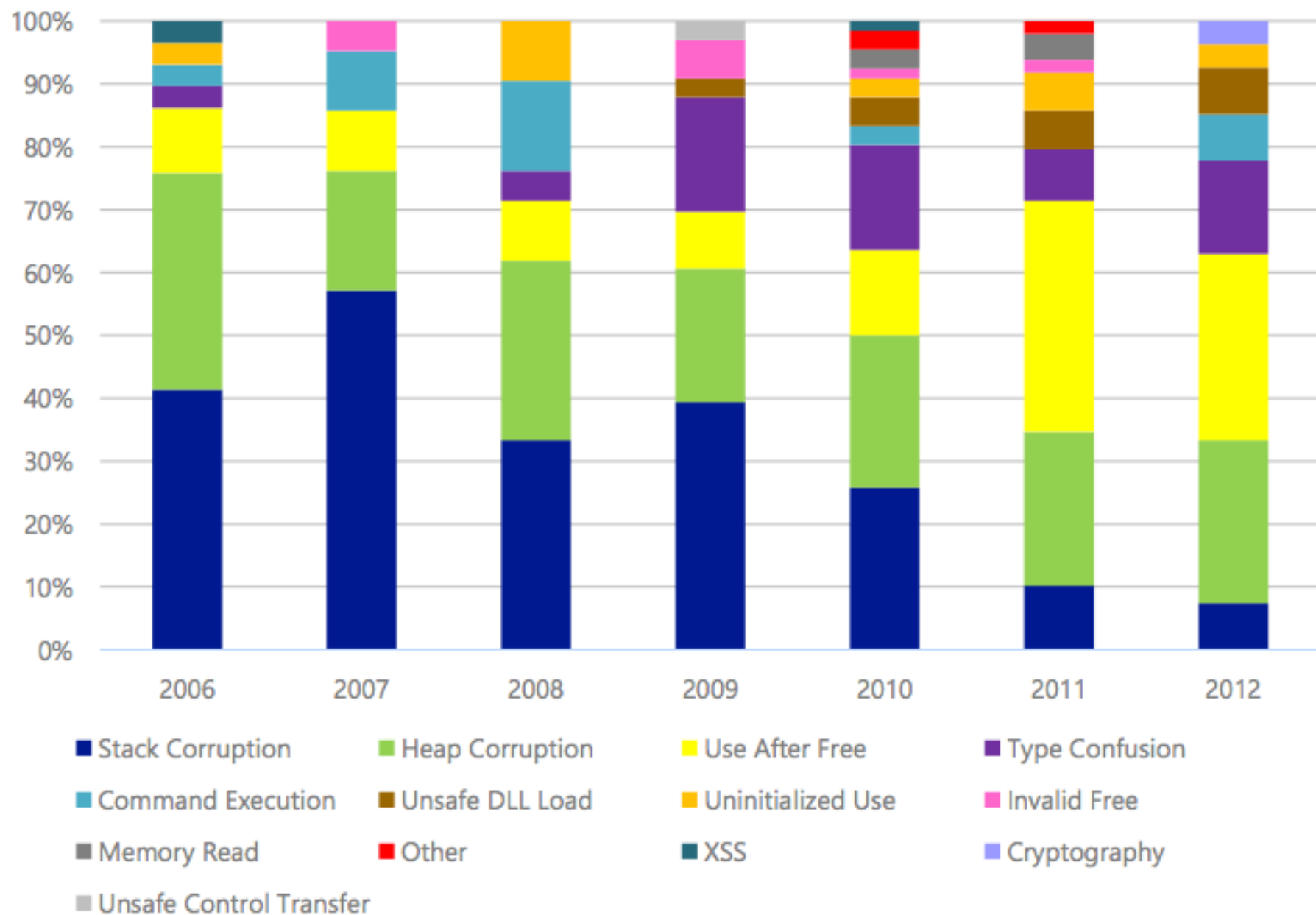


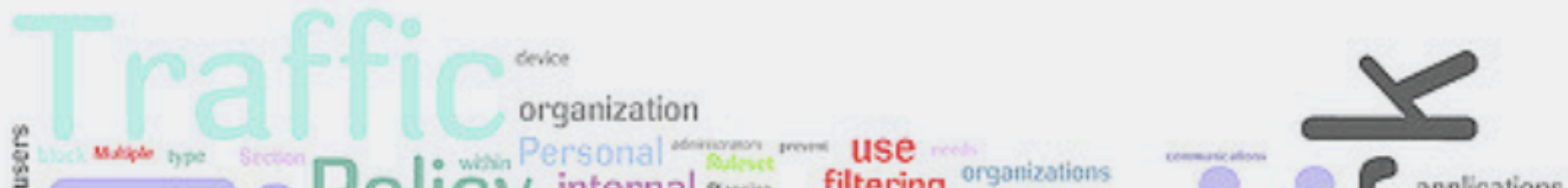
Figure 5. The distribution of CVE vulnerability classes for CVEs that are known to have been exploited

RISK ASSESSMENT —

# Cisco confirms NSA-linked zeroday targeted its firewalls for years

Company advisories further corroborate authenticity of mysterious Shadow Brokers leak.

DAN GOODIN - 8/17/2016, 5:35 PM



The vulnerability is due to a buffer overflow in the affected code area.

# References/Acknowledgements

- Aleph One's "Smashing the Stack for Fun and Profit"  
<http://insecure.org/stf/smashstack.html>
  - Paul Makowski's "Smashing the Stack in 2011"  
<http://paulmakowski.wordpress.com/2011/01/25/smashing-the-stack-in-2011/>
  - Blexim's "Basic Integer Overflows"  
<http://www.phrack.org/issues.html?issue=60&id=10>
  - Return-to-libc demo <http://www.securitytube.net/video/258>
  - <https://cwe.mitre.org/documents/sources/SevenPerniciousKingdoms.pdf>
- 
- Pat Pannuto for slide reviews and listening to me complain about shellcode not working
  - Professor J. Alex Halderman for slide reviews

# Links

- <http://seclists.org/bugtraq/1997/Aug/63>
- [https://www.usenix.org/legacy/publications/library/proceedings/sec98/full\\_papers/cowan/cowan.pdf](https://www.usenix.org/legacy/publications/library/proceedings/sec98/full_papers/cowan/cowan.pdf)
- [https://www.blackhat.com/presentations/bh-usa-08/Shacham/BH\\_US\\_08\\_Shacham\\_Return\\_Oriented\\_Programming.pdf](https://www.blackhat.com/presentations/bh-usa-08/Shacham/BH_US_08_Shacham_Return_Oriented_Programming.pdf)
- <http://phrack.org/issues/56/5.html>
- <http://security.stackexchange.com/questions/20497/stack-overflows-defeating-canaries-aslr-dep-nx>
- <http://phrack.org/issues/58/4.html>
- <https://cseweb.ucsd.edu/~hovav/dist/rop.pdf>

**MALWARE**

# Malware

- We understand principles of software exploitation
- Time to learn what can be done with them
- malware - *a program that is inserted into a system, usually covertly, with the intent of compromising the confidentiality, integrity, or availability of the victim's data, applications, or operating system or otherwise annoying or disrupting the victim*
- Classified mostly by:
  - propagation method
  - payload type

# Zero-day

- An attack against a previously unknown vulnerability
- Active attack with no time to fix the flaw
- “zero” days to patch the system

# Malware definition and goals

- What is malware?
  - Set of instructions that run on your computer and do something an attacker wants it to do.
- Muddled Taxonomy, but difference primarily
  - How they get on your machine
  - What do they do



Encounter rate trends for the locations with the most computers reporting malicious and unwanted software encounters in 1H16, by number of computers reporting Country/Region

Country/Region	3Q15	4Q15	1Q16	2Q16
United States	10.8%	12.5%	11.9%	12.0%
China	14.9%	18.9%	19.1%	21.1%
Brazil	29.2%	34.4%	29.9%	29.4%
Russia	22.8%	28.7%	27.2%	24.9%
India	36.5%	44.2%	35.4%	32.6%
Turkey	32.6%	40.3%	34.8%	31.4%
France	18.8%	19.4%	17.0%	15.3%
Mexico	23.9%	28.5%	24.4%	23.8%
United Kingdom	11.9%	13.9%	13.7%	11.5%
Germany	12.2%	13.8%	13.0%	13.0%
<i>Worldwide</i>	<i>17.8%</i>	<i>20.8%</i>	<i>18.3%</i>	<i>21.2%</i>

# How does malware run?

- Buffer overflow in network-accessible vulnerable service
- Vulnerable client (e.g. browser) connects to remote system that sends over an attack (a driveby)
- Social engineering: trick user into running/installing
- “Autorun” functionality (esp. from plugging in USB device)
- Slipped into a system component (at manufacture; compromise of software provider; substituted via MITM)
- Attacker with local access downloads/runs it directly
- Might include using a “local root” exploit for privileged access

# Insider Attacks

- An **insider attack** is a security breach that is caused or facilitated by someone who is a part of the very organization that controls or builds the asset that should be protected.
- In the case of malware, an insider attack refers to a security hole that is created in a software system by one of its programmers.

# Backdoors

- A **backdoor**, which is also sometimes called a **trapdoor**, is a hidden feature or command in a program that allows a user to perform actions he or she would not normally be allowed to do.
- When used in a normal way, this program performs completely as expected and advertised.
- But if the hidden feature is activated, the program does something unexpected, often in violation of security policies, such as performing a privilege escalation.
- Benign example: **Easter Eggs** in DVDs and software