Memory Safety

Question 1 ***Software Vulnerabilities*** ()

For the following code, assume an attacker can control the value of `basket`, `n`, and `owner_name` passed into `search_basket`.

The code includes several security vulnerabilities. **Circle *three* such vulnerabilities** in the code and **briefly explain** each of the three on the next page.

```
1  struct cat {
2      char name[64];
3      char owner[64];
4      int age;
5  };
6  /* Searches through a BASKET of cats of length N (N should be less than 32) and
7   * adopts all cats with age less than 12 (kittens). Adopted kittens have their
8   * owner_name overwritten with OWNER_NAME. Returns the number of kittens
9   * adopted. */
10 size_t search_basket(struct cat *basket, int n, char *owner_name) {
11     struct cat kittens[32];
12     size_t num_kittens = 0;
13     if (n > 32) return -1;
14     for (size_t i = 0; i <= n; i++) {
15         if (basket[i].age < 12) {
16             /* Reassign the owner name. */
17             strcpy(basket[i].owner, owner_name);
18             /* Copy the kitten from the basket. */
19             kittens[num_kittens] = basket[i];
20             num_kittens++;
21             /* Print helpful message. */
22             printf("Adopting kitten: ");
23             printf(basket[i].name);
24             printf("\n");
25         }
26     }
27     /* Adopt kittens. */
28     adopt_kittens(kittens, num_kittens); // Implementation not shown.
29     return num_kittens;
30 }
```

1. Explanation:

2. Explanation:

3. Explanation:

Describe how an attacker could exploit these vulnerabilities to obtain a shell:

Question 2 ***Hacked EvanBot*** **(16 min)**

Hacked EvanBot is running code to violate students' privacy, and it's up to you to disable it before it's too late!

```
1  #include <stdio.h>
2
3  void spy_on_students(void) {
4      char buffer[16];
5      fread(buffer, 1, 24, stdin);
6  }
7
8  int main() {
9      spy_on_students();
10     return 0;
11 }
```

The shutdown code for Hacked EvanBot is located at address `0xdeadbeef`, but there's just one problem—Bot has learned a new memory safety defense. Before returning from a function, it will check that its saved return address (rip) is not `0xdeadbeef`, and throw an error if the rip is `0xdeadbeef`.

Clarification during exam: Assume little-endian x86 for all questions.

Assume all x86 instructions are 8 bytes long. Assume all compiler optimizations and buffer overflow defenses are disabled.

The address of `buffer` is `0xbffff110`.

Q2.1 (3 points) In the next 3 subparts, you'll supply a malicious input to the `fread` call at line 5 that causes the program to execute instructions at `0xdeadbeef`, *without* overwriting the rip with the value `0xdeadbeef`.

The first part of your input should be a single assembly instruction. What is the instruction? x86 pseudocode or a brief description of what the instruction should do (5 words max) is fine.

Q2.2 (3 points) The second part of your input should be some garbage bytes. How many garbage bytes do you need to write?

◯ (G) 0 ◯ (H) 4 ◯ (I) 8 ◯ (J) 12 ◯ (K) 16 ◯ (L) —

Q2.3 (3 points) What are the last 4 bytes of your input? Write your answer in Project 1 Python syntax, e.g. `\x12\x34\x56\x78`.

Q2.4 (3 points) When does your exploit start executing instructions at `0xdeadbeef`?

◯ (G) Immediately when the program starts

◯ (H) When the `main` function returns

◯ (I) When the `spy_on_students` function returns

◯ (J) When the `fread` function returns

◯ (K) —

◯ (L) —