Binary Exploitation

SIGPWNY

Where we last left our heroes...



The Stack

"It's where things go™"

Local Variables
"Linkage"
Return Address!
Arguments to this function
And so on

Example

```
int demo (int A) {
    int Y;
    int X;

    X = A + 2;
    Y = A - X;

    return A + X + Y;
}
```

X
Υ
"Linkage"
Return Address
A

Another Example

```
int demo () {
    char buffer[4];
    buffer[0] = 'A';
    buffer[1] = 'B';
    buffer[2] = 'C';
    buffer[3] = 'D';
    return 0;
}
```

buffer[0]
buffer[1]
buffer[2]
buffer[3]
"Linkage"
Return Address

Another Example

```
int demo () {
    char buffer[4];
    buffer[0] = 'A';
    buffer[1] = 'B';
    buffer[2] = 'C';
    buffer[3] = 'D';
    return 0;
}
```

buffer[0] = A
buffer[1] = B
buffer[2] = C
buffer[3] = D
"Linkage"
Return Address

```
int read_input () {
    char buffer[4];
    gets(buffer);
    printf("You said: %s\n", buffer);
    return 0;
}
```

```
int read_input () {
    char buffer[4];
    printf("Say something!\n");
    gets(buffer);
    printf("You said: %s\n", buffer);
    return 0;
}
```

buffer[0]
buffer[1]
buffer[2]
buffer[3]
"Linkage"
Return Address

```
int read_input () {
    char buffer[4];
    printf("Say something!\n");
    gets(buffer);
    printf("You said: %s\n", buffer);
    return 0;
./program
Say something!
1234
You said: 1234
```

buffer[0]
buffer[1]
buffer[2]
buffer[3]
"Linkage"
Return Address

```
int read_input () {
    char buffer[4];
    printf("Say something!\n");
    gets(buffer);
    printf("You said: %s\n", buffer);
    return 0;
./program
Say something!
1234
You said: 1234
```

1
buffer[1]
buffer[2]
buffer[3]
"Linkage"
Return Address

```
int read_input () {
    char buffer[4];
    printf("Say something!\n");
    gets(buffer);
    printf("You said: %s\n", buffer);
    return 0;
./program
Say something!
1234
You said: 1234
```

1
2
buffer[2]
buffer[3]
"Linkage"
Return Address

```
int read_input () {
    char buffer[4];
    printf("Say something!\n");
    gets(buffer);
    printf("You said: %s\n", buffer);
    return 0;
./program
Say something!
1234
You said: 1234
```

1
2
3
buffer[3]
"Linkage"
Return Address

```
int read_input () {
    char buffer[4];
    printf("Say something!\n");
    gets(buffer);
    printf("You said: %s\n", buffer);
    return 0;
./program
Say something!
1234
You said: 1234
```

1
2
3
4
"Linkage"
Return Address

What about a lot of user input?

```
int read_input () {
    char buffer[4];
    printf("Say something!\n");
    gets(buffer);
    printf("You said: %s\n", buffer);
    return 0:
./program
Say something!
1234AAABBBB
You said: 1234AAAABBBB
```

Segmentation fault

buffer[0]
buffer[1]
buffer[2]
buffer[3]
"Linkage"
Return Address

What about a lot of user input?

```
int read_input () {
    char buffer[4];
    printf("Say something!\n");
    gets(buffer);
    printf("You said: %s\n", buffer);
    return 0:
./program
Say something!
1234AAABBBB
You said: 1234AAAABBBB
```

Segmentation fault

1
2
3
4
AAAA
BBBB

How to play

- 1. Program asks for user input, stores it in a variable
- 2. You give extra data to "overflow" the variable
- 3. Carefully choose extra data to change program execution flow

```
int main()
{
    printf("This is SIGPwny thing, go\n");
    vulnerable();
}
```

```
void print_flag()
{
    printf("GOOD JOB! Run this on server for flag");
}
```

```
void vulnerable()
{
    int changethis = 0x12345678;
    char buf[4];
    gets(buf);
    if(changethis != 0x12345678) {
        print_flag();
    }
}
```

```
void print_flag()
     printf("GOOD JOB! Run this on server for flag");
void vulnerable()
      int changethis = 0x12345678;
      char buf[4];
     gets(buf);
      if(changethis != 0x12345678) {
            print_flag();
int main()
      printf("This is SIGPwny thing, go\n");
     vulnerable();
```