

COMPSCI 390R

Return Oriented Programming (ROP)

Topics to Cover:

1. Project 2 due 3/21

Recap of what we've learned so far:

1. Common C Vulnerabilities
 - a) Integer Overflows
 - b) Type Conversions
2. Redirecting Execution with Buffer Overflows
3. Creating Shellcode
 - a) Spawning a Shell
 - b) File IO
 - c) Reverse Shells

Recap of what we've learned so far:

We can now exploit buffer overflows

- Execute shellcode given a pointer to a buffer
- Redirect execution to other locations in the function

13% of all vulnerabilities in the Common Vulnerabilities and Exposures database are buffer overflows

Almost 2000 buffer overflows reported in 2021 alone

There's some problems though

Today's Program:

```
#include <stdio.h>

int main() {
    char buf[8];
    fgets(buf, 100, stdin);
}
```

(Note this is statically compiled so fgets code is in the program)

Corrupting the Stack:

```
#include <stdio.h>

int main() {
    char buf[8];
    fgets(buf, 100, stdin);
}
```

We have a buffer overflow in this program

Can redirect execution anywhere in memory, but to where?

No pointer to buffer, and it's too short to write shellcode anyways

Looking Closer:

```
endbr64
push    rbp
mov     rbp, rsp
sub     rsp, 0x10
mov     rdx, QWORD PTR [rip+0xc1f30]

lea     rax, [rbp-0x8]
mov     esi, 0x64
mov     rdi, rax
call    0x40bee0 <fgets>
mov     eax, 0x0
leave
ret
```

1. Setting up the stack frame



Looking Closer:

```
endbr64
push    rbp
mov     rbp, rsp
sub     rsp, 0x10
mov     rdx, QWORD PTR [rip+0xc1f30]

lea     rax, [rbp-0x8]
mov     esi, 0x64
mov     rdi, rax
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mov     eax, 0x0
leave
ret
```

1. Setting up the stack frame
2. Trigger a buffer overflow

Stack
--8 bytes wide--

Old function data

-

-

-

-

Saved Ret Addr

Saved Base Ptr

RSP->

buf

Looking Closer:

```
endbr64
push    rbp
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mov     rdx, QWORD PTR [rip+0xc1f30]

lea     rax, [rbp-0x8]
mov     esi, 0x64
mov     rdi, rax
call    0x40bee0 <fgets>
mov     eax, 0x0
leave
ret
```

1. Setting up the stack frame
2. Trigger a buffer overflow
3. Use leave opcode
 - a. Add back to rsp
 - b. Pop base pointer RSP->



Looking Closer:

```
endbr64
push    rbp
mov     rbp, rsp
sub     rsp, 0x10
mov     rdx, QWORD PTR [rip+0xc1f30]

lea     rax, [rbp-0x8]
mov     esi, 0x64
mov     rdi, rax
call    0x40bee0 <fgets>
mov     eax, 0x0
leave
ret
```

1. Setting up the stack frame
2. Trigger a buffer overflow
3. Use leave opcode
 - a. Add back to rsp RSP->
 - b. Pop base pointer
4. Use ret opcode
 - a. pop ret addr to rip
 - b. rsp moves again...

Stack
--8 bytes wide--

Old function data

-

-

-

-

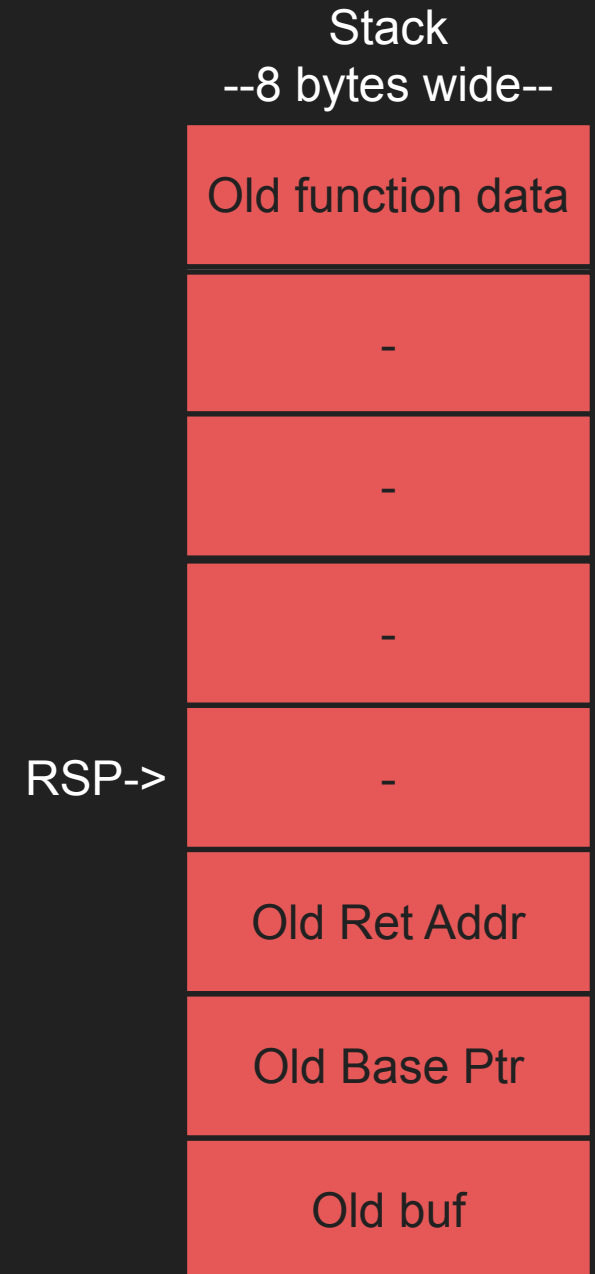
Old Ret Addr

Old Base Ptr

Old buf

Where are we now?

- Can control the return address, base pointer and buffer
 - Lets us enter any function that we want elsewhere in the program
 - Lets us write our own code if we have a pointer to the buffer in memory
- Still have control of the stack memory and RSP
 - Can store data there for later use
 - If gets is used we can write unlimited bytes (kinda)
 - We can redirect to opcodes that work with the stack
 - push/pop
 - enter/leave
 - ret



Any ideas of what to do?

Lets play a game:

1. Overwrite the buffer like last time
2. Overwrite the return address with the address of a ret opcode
3. Write the same return address over and over in the stack
4. Loop calling ret and continuously popping the same address

Since the ret opcode takes the address at the top of the stack, we can keep jumping to the same ret opcode over and over (or different ret opcodes)

Stack
--8 bytes wide--

ret opcode addr

ret opcode addr

ret opcode addr

ret opcode addr

ret opcode addr

ret opcode addr

Old Base Ptr

Old buf

Taking this further:

Why are we just returning to a ret opcode?

Example Code:

```
0x000000000040bff8 <+280>: pop    r12
0x000000000040bff9 <+282>: pop    r13
0x000000000040bff9 <+282>: pop    r13
0x000000000040bffc <+284>: pop    r14
0x000000000040bffe <+286>: ret
```

If we jump to 0x40bff8, we can call the pop opcodes and ret again

Stack
--8 bytes wide--

Old Data

next ret addr

3

2

1

0x40bff8

Old Base Ptr

Old buf

Taking this further:

Write - Where - What gadgets

Example Code:

```
0x44b005 mov qword ptr [rsi], rax ; ret
0x409dee pop rsi ; ret
0x449417 pop rax ; ret
0x43dbd0 xor rax, rax ; ret
```

Using these sets of gadgets, we can control rsi and rax. This allows us to put any value (rax) into any location (rsi), hence write what where

Return Oriented Programming

1. Find a list of useful “gadgets” (mov rax, 0; ret)
2. Write our shellcode using these gadgets
3. Win???

How to find gadgets though?

Stack
--8 bytes wide--



ROPGadget

ROPGadget is a useful tool that lets you automate finding gadgets and writing shellcode.

We will be using this in class!

```
Unique gadgets found: 39976
```

```
ROP chain generation
```

```
=====
```

```
- Step 1 -- Write-what-where gadgets
```

```
[+] Gadget found: 0x44b005 mov qword ptr [rsi], rax ; ret
[+] Gadget found: 0x409dee pop rsi ; ret
[+] Gadget found: 0x449417 pop rax ; ret
[+] Gadget found: 0x43dbd0 xor rax, rax ; ret
```

```
- Step 2 -- Init syscall number gadgets
```

```
[+] Gadget found: 0x43dbd0 xor rax, rax ; ret
[+] Gadget found: 0x470bf0 add rax, 1 ; ret
[+] Gadget found: 0x470bf1 add eax, 1 ; ret
```

```
- Step 3 -- Init syscall arguments gadgets
```

```
[+] Gadget found: 0x401894 pop rdi ; ret
[+] Gadget found: 0x409dee pop rsi ; ret
[+] Gadget found: 0x47e57b pop rdx ; pop rbx ; ret
```

```
- Step 4 -- Syscall gadget
```

```
[+] Gadget found: 0x401fd4 syscall
```

```
- Step 5 -- Build the ROP chain
```

```
#!/usr/bin/env python2
# execve generated by ROPgadget

from struct import pack

# Padding goes here
p = ''
```

Experiment Time:

Take the binary from moodle, install ropgadget from

<https://github.com/JonathanSalwan/ROPgadget>

Download the C code from moodle and compile with the flags at the top of the file

Try writing your own ropchains, including controlling variables, calling syscalls and writing to memory.

```
Unique gadgets found: 39976
```

```
ROP chain generation
```

```
=====
```

```
- Step 1 -- Write-what-where gadgets
```

```
[+] Gadget found: 0x44b005 mov qword ptr [rsi], rax ; ret
[+] Gadget found: 0x409dee pop rsi ; ret
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- Step 2 -- Init syscall number gadgets
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- Step 3 -- Init syscall arguments gadgets
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[+] Gadget found: 0x401894 pop rdi ; ret
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```
- Step 4 -- Syscall gadget
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[+] Gadget found: 0x401fd4 syscall
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- Step 5 -- Build the ROP chain
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#!/usr/bin/env python2
# execve generated by ROPgadget
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```
from struct import pack
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