

**Please briefly answer the following questions:**

**Q1) From the stack buffer overflow paper, what is NOP sledge and why is it useful?**

NOP sledge is adding a bunch of NOP statements at the start and end of our code. This is done so that we do not need an exact return address to the start of code. This way the return address could point to any NOP statement and then will be directed to our code. The NOP sledge is added to the end of code so that in case we use a shell code that pushes on stack, we do not overwrite our own code.

**Q2) From the stack buffer overflow paper, what is the simplest way to find potential buffer overflow Vulnerabilities?**

Search for unsafe functions like strcpy and gets. These functions generally do not have a check for buffer length and can easily be exploited for buffer overflow.

**Q3) From the StackGuard paper, why did it mitigate the easy-to-guess canary problem?**

The author mitigated the easy-to-guess canary problem as any attacker could guess the canary and add it to the attack string and use it to overwrite the canary. By doing this, the attacker would be able to change the return address and the stackguard would not detect it as the value of canary remained the same. As a solution the paper implements a random canary that is different for each program and each function.

**Q4) From the StackGuard paper, MemGuard provides better protection than StackGuard, why it is not widely adopted like StackGuard?**

Due to performance issues. MemGuard uses extra computations and memory for using quasi-invariant values to check if the read only value is being changed or not. This is a reason it is used alongside the canary variant which is weaker but faster.

**Q5) From the ROP (return-oriented programming) paper, why does the Galileo algorithm scans backwards instead of forwards?**

Because it is simpler to scan backwards from an already found sequence than to disassemble forward from every possible location in hope of finding the sequence.

**Q6) [ROPgadget](#) is a tool to facilitate ROP exploits, try its --ropchain option on a libc binary (e.g., /lib/x86\_64-linux-gnu/libc.so.6) and explain how the found shellcode works, referring to Section 4 of the ROP paper.**

Used ROPgadget on /lib32/libc.so.6 and got 112070 gadgets.  
ROP chain was possible.

[illegible]

## Step 2: Read Data

Step 4: append '/bin' to the bytes array. This will be used as input

### Step 6: add padding for 8 bytes

### Step 8: Read data +4 bytes

Step 10: append '/sh' to the bytes array. This will be used as input

### Step 12: add padding for 8 bytes

Step 14: Read data+8 bytes

Step 15: xor edx,edx and pop ebx and pop esi and pop edi and pop ebp and return

### Step 16: Add padding for 16 bytes

Step 17: move dword from esi to edx, pop ebx, pop esi and return

### Step 18: Add padding 8 bytes

Step 19: pop ebx and return

Step 20: pop ecx and pop edx and return

Step 21: Add padding for 4 bytes

Step 22: Xor eax with eax and return

Step 23: Increment `eax` and return for 12 bytes

### Step 24: Call exit (0x80)

- 1) Unique Ids - The bit pattern's chosen IDs should not be present in anywhere in the code memory
- 2) NonWritable Code - It is not possible for the program to modify code at runtime.
- 3) Non Executable data - The program should not execute data as it is code.

**Q8) From the CFI paper, what is the strategy mentioned in the paper that can improve the accuracy of CFG?**

- One strategy to improve precision is to add duplicate code. This will allow the program to target two different destination sets.
- Another strategy is to Refine the instrumentation. We can add more than one ID at certain destinations or ID check can only check certain bits of the destination ID instead of all the bits.