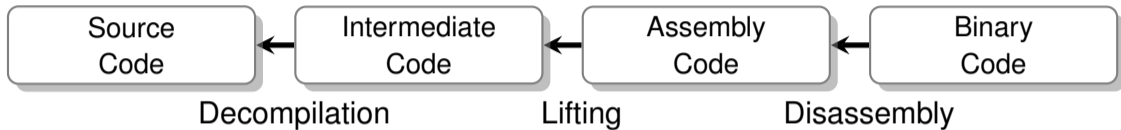
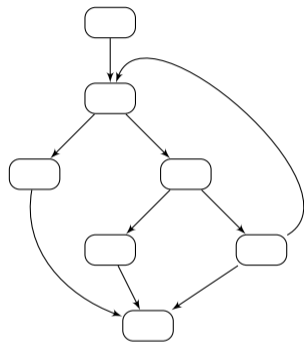


Reverse Engineering



Control Flow Hijack Exploit



The Classic Exploitation

In 1988, the first computer worm (named Morris Worm) was born.



Robert Tappan Morris

- Creator of the worm.
- Cornell graduate.
- Tenured professor at MIT now.

Morris Worm

Exploited a **buffer overflow** vulnerability¹ in fingerd.

Simplified fingerd vulnerability.

```
int main(int argc, char* argv[])
{
    char line[512];
    /* omitted ... */
    gets(line); /* Buffer Overflow! */
    /* omitted ... */
}
```

¹This simple vulnerability affected 10% of the internet computers in 1988.

Replicating Historic Exploitation

```
int main(int argc, char* argv[])
{
    char line[512];
    gets(line);
    printf(line);
    return 0;
}
```

Compile this program with:

```
$ gcc -m32
-mpreferred-stack-boundary=2 -O0
-fno-pic -no-pie -z execstack -o
morris morris.c
```

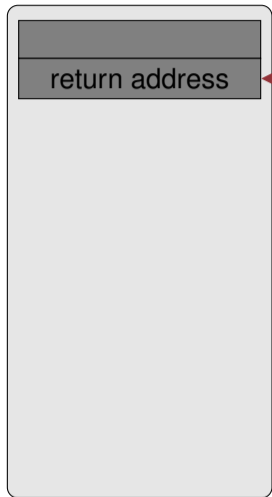
Compiler Warning: morris.c:(.text+0x2a): warning: the 'gets' function is dangerous and should not be used.

gets(char *s)

Reads a line from STDIN into the buffer pointed to by s until a terminating newline or EOF, which it replaces with a NULL byte ('\0').

★ Type “man gets” to see the manual. What does it say?

Analyzing the Vulnerability



Virtual Memory

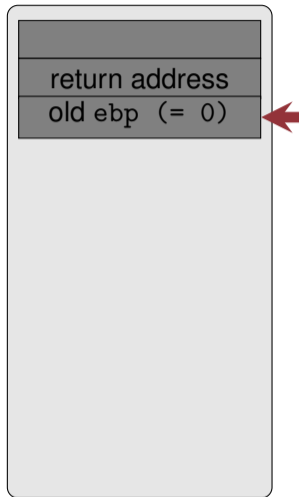
← 0xbffff70c



Execution Context

```
80483fb <main>:  
80483fb: push ebp  
80483fc: mov ebp,esp  
80483fe: sub esp,0x200  
8048404: lea eax,[ebp-0x200]  
804840a: push eax  
804840b: call 80482d0 ; gets  
8048410: add esp,0x4  
8048413: mov eax,0x0  
8048418: leave  
8048419: ret
```

Analyzing the Vulnerability



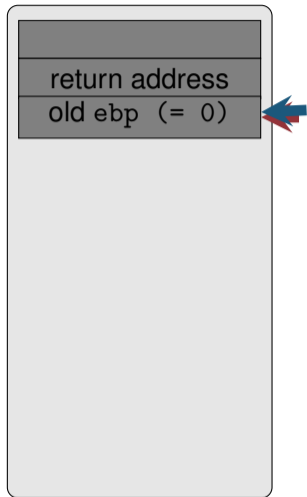
Virtual Memory



Execution Context

```
80483fb <main>:  
80483fb: push ebp  
80483fc: mov ebp,esp  
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Analyzing the Vulnerability



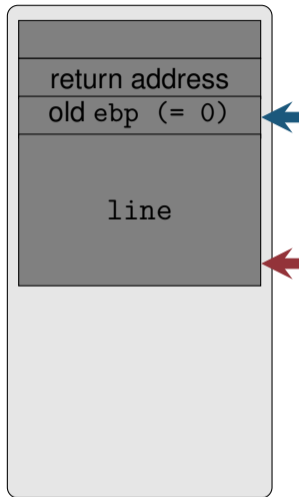
Virtual Memory



Execution Context

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80483fb <main>:  
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Analyzing the Vulnerability



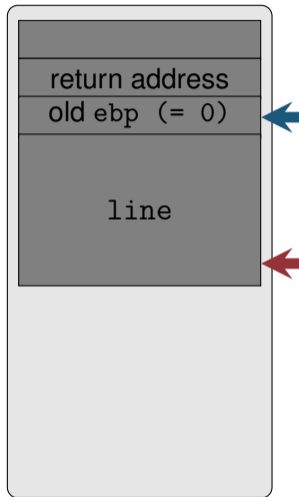
Virtual Memory



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Analyzing the Vulnerability



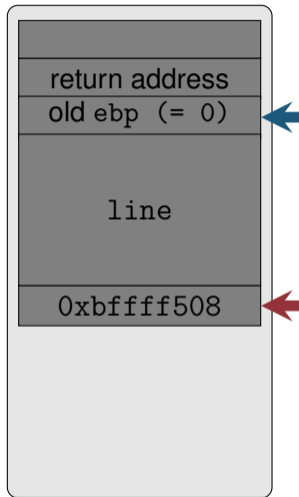
Virtual Memory



Execution Context

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```

Analyzing the Vulnerability



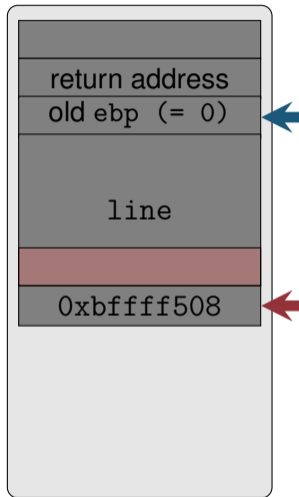
Virtual Memory



Execution Context

```
80483fb <main>:  
80483fb: push ebp  
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8048404: lea eax,[ebp-0x200]  
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```

Analyzing the Vulnerability



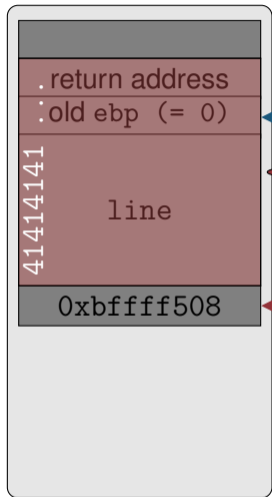
Virtual Memory



Execution Context

```
80483fb <main>:  
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80483fc: mov ebp,esp  
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8048404: lea eax,[ebp-0x200]  
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```

Analyzing the Vulnerability



Virtual Memory

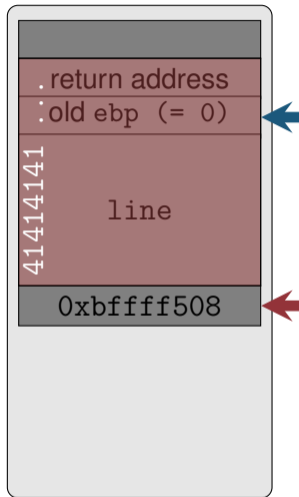
Assume user input is 520 consecutive 'A's



Execution Context

```
80483fb <main>:  
80483fb: push ebp  
80483fc: mov ebp,esp  
80483fe: sub esp,0x200  
8048404: lea eax,[ebp-0x200]  
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Analyzing the Vulnerability



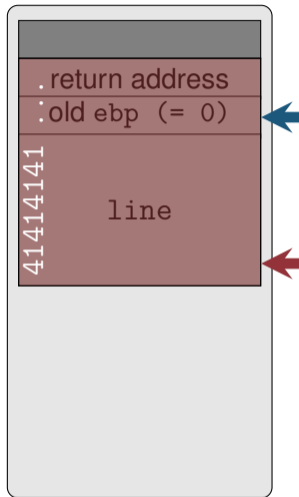
Virtual Memory



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Analyzing the Vulnerability



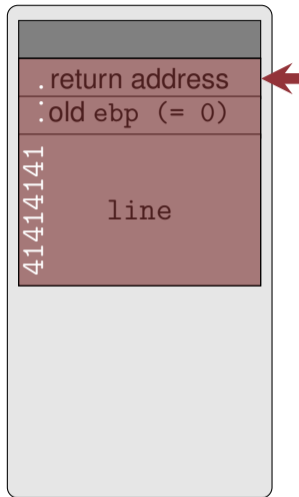
Virtual Memory



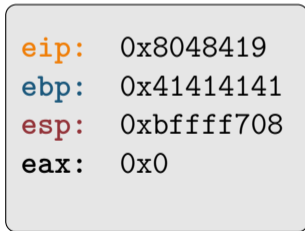
Execution Context

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Analyzing the Vulnerability



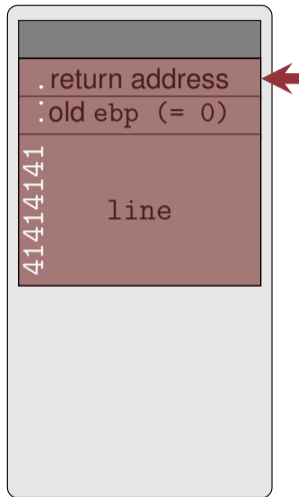
Virtual Memory



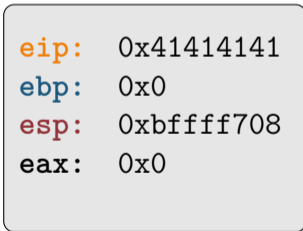
Execution Context

```
80483fb <main>:  
80483fb: push ebp  
80483fc: mov ebp,esp  
80483fe: sub esp,0x200  
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```

Analyzing the Vulnerability



Virtual Memory



Execution Context

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80483fb <main>:  
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8048413: mov eax,0x0  
8048418: leave  
8048419: ret
```

➔ 41414141: ???

So Far ...

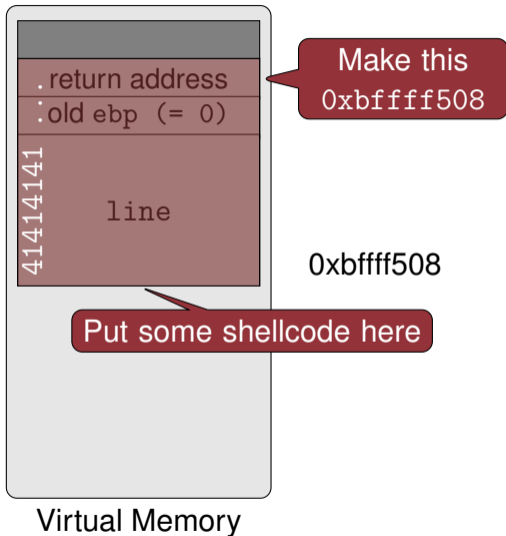
- We hijacked the control flow of the program, i.e., we can jump to anywhere!
- But, where do we jump to?

So Far ...

- We hijacked the control flow of the program, i.e., we can jump to anywhere!
- But, where do we jump to?

Injecting code to run

Return-to-Stack Exploit



Recall Shellcode Requirement

Shellcode should run regardless of the address it is loaded. In other words, it should be *position independent*.

What to Run?

- Shellcode can run any arbitrary logic
 - Download `/etc/passwd`.
 - Install malicious software (malware).
 - etc.
- But executing `/bin/sh` is mostly enough.
 - This is the most powerful attack: we can run arbitrary commands.
 - You can achieve this with relatively ***small amount of code***.
 - This is the reason why we call it as ***shellcode***.

Simplistic Shellcode: Infinite Loop Shellcode

Writing a shellcode for spawning `/bin/sh` is your homework. Let's use a simpler shellcode here.

```
.intel_syntax noprefix
loop:
    jmp loop
```

Final Exploitation

- Put our shellcode (2 bytes) at the beginning of the buffer.
- Fill the rest of the buffer (510 bytes) with any character (e.g., 'A's).
- Overwrite the old ebp on the stack with any character.
- Overwrite the return address to point to the shellcode (0xbffff508)².

²The buffer address should differ from machine to machine. Thus, it is necessary to obtain the right address from a debugger (e.g., GDB).

Caveat

We assume that we know the exact address of the buffer.

But, this is not always possible!

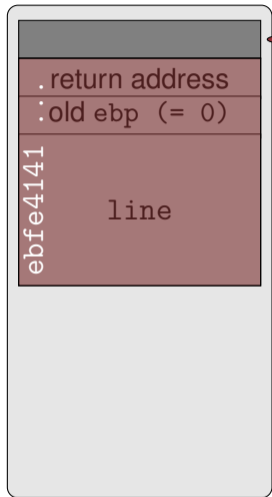
Using GDB

- GDB reference: <http://www.yolinux.com/TUTORIALS/GDB-Commands.html>.
- It is recommended to always turn on the Intel syntax by modifying “\$HOME/.gdbinit” file.

Exploit w/ or w/o GDB

- The buffer address identified through GDB is not the same as it without GDB.
- Thus, our exploit doesn't work outside GDB!

Why Different?



This space is allocated for storing *environment variables*

0xbffff508?

- GDB puts extra environment variables.
- Different machines have different environment variables.

Virtual Memory

Making Exploit Robust: NOP Sled

NOP sled (a.k.a. NOP slide) is used to make the exploit robust against different buffer addresses.

- One-byte NO-OP (NOP) instruction is equivalent to `xchg eax, eax`.
- `0x90` represents the NOP instruction.

90 90 90 90 ...

Shellcode

Making Exploit Robust: Environment Variable

This is only for local (non-remote) exploitation.

- We can use an environment variable to store a large payload with a large NOP sled.
- This is useful when the input buffer size is limited.

Off-by-One Error

Subtle Error

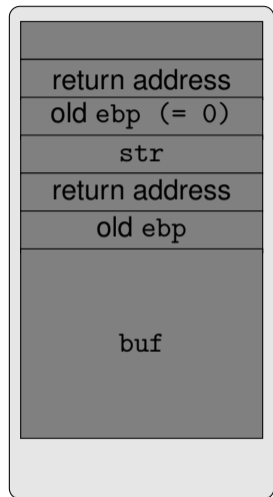
```
#include <stdio.h>
#include <string.h>
#define BUFSIZE (512)
void printer(char* str)
{
    char buf[BUFSIZE];
    strcpy(buf, str);
    printf("%s\n", buf);
}
int main(int argc, char* argv[])
{
    if ( argc < 2 || strlen(argv[1]) > BUFSIZE ) return -1;
    printer(argv[1]);
    return 0;
}
```

Subtle Error

```
#include <stdio.h>
#include <string.h>
#define BUFSIZE (512)
void printer(char* str)
{
    char buf[BUFSIZE];
    strcpy(buf, str);
    printf("%s\n", buf);
}
int main(int argc, char* argv[])
{
    if ( argc < 2 || strlen(argv[1]) > BUFSIZE ) return -1;
    printer(argv[1]);
    return 0;
}
```

We can just overwrite 1 byte NULL beyond the size of the buffer (buf).

Off-by-one Bugs Can be Exploitable



Virtual Memory

```
leave = mov esp, ebp; pop ebp
```