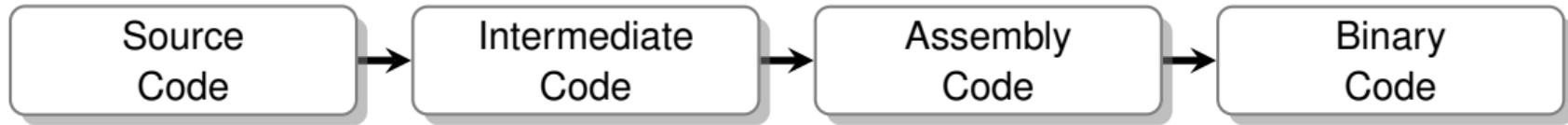


Lec 5: Control Flow Hijack

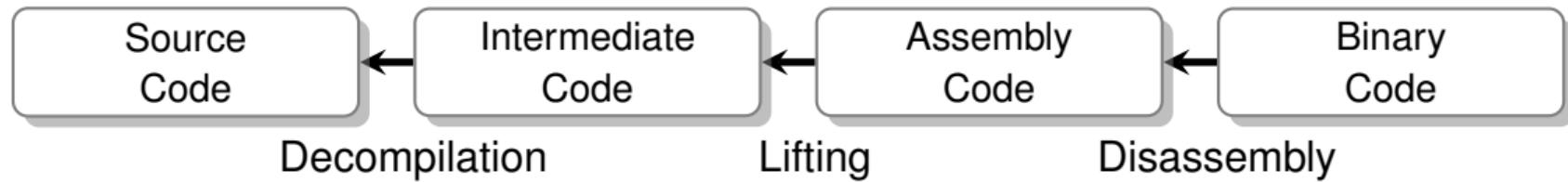
IS561: Binary Code Analysis and Secure Software Systems

Sang Kil Cha

Compilation Process



Reverse Engineering



Control Flow Hijack

Software Bug

Software bug is an **error** in a program.

Software Bug

Software bug is an **error** in a program.

Q: What kind of bugs are important for security? If you only have time for fixing one bug out of hundred, which bug will you fix first?

Exploitable Bugs

We often call an ***exploitable bug*** as a vulnerability.

Exploitable Bugs

We often call an ***exploitable bug*** as a vulnerability.

Exploitation is an act of taking advantage of a bug to cause ***unintended behavior*** of the target program.

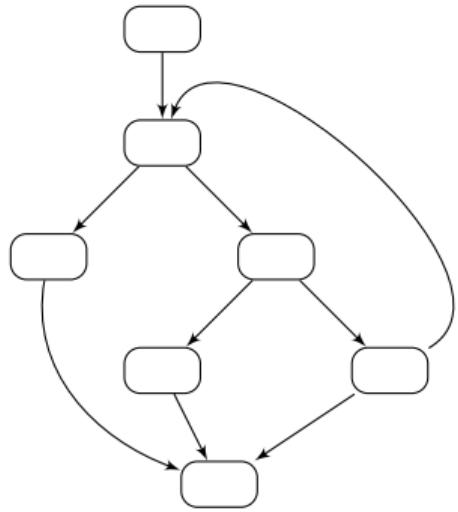
Exploitable Bugs

We often call an ***exploitable bug*** as a vulnerability.

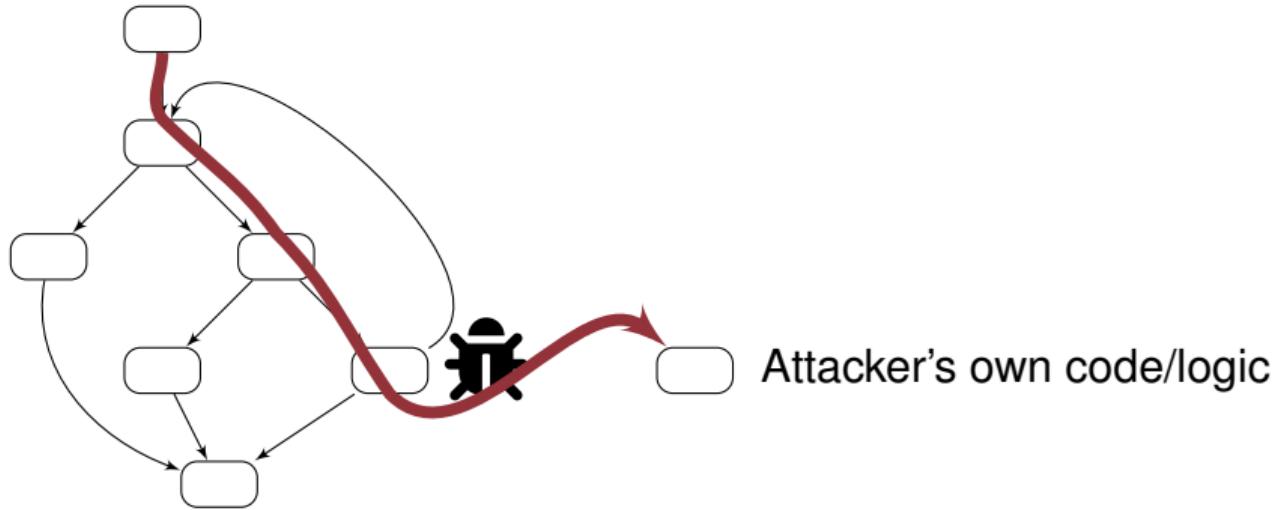
Exploitation is an act of taking advantage of a bug to cause ***unintended behavior*** of the target program.

Some vulnerabilities allow an attacker to run any ***arbitrary code*** on victim's machines without their consent.

Control Flow Hijack Exploit



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
```

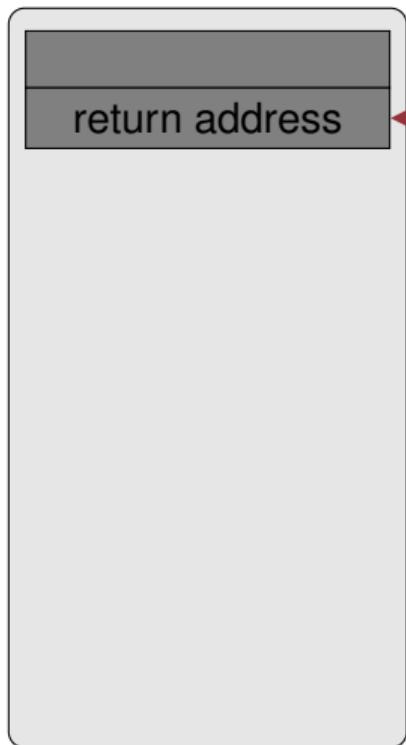
Compiler Warning: morris.c:(.text+0x2a): warning: the ‘gets’ function is dangerous and should not be used.

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



Execution Context

Assembly code for the main function:

```
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

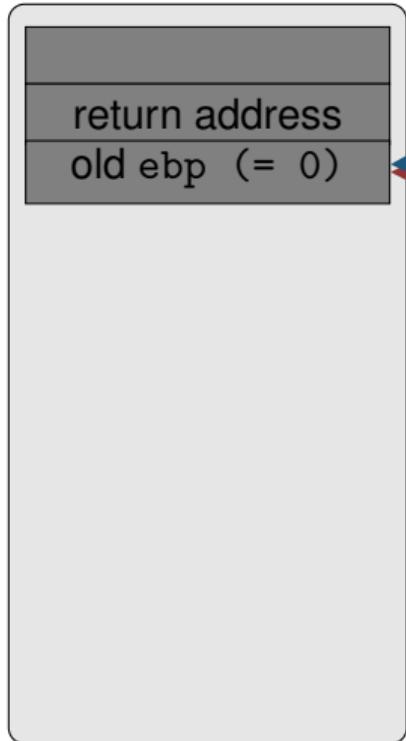


eip: 0x80483fc
ebp: 0x0
esp: 0xbffff708

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

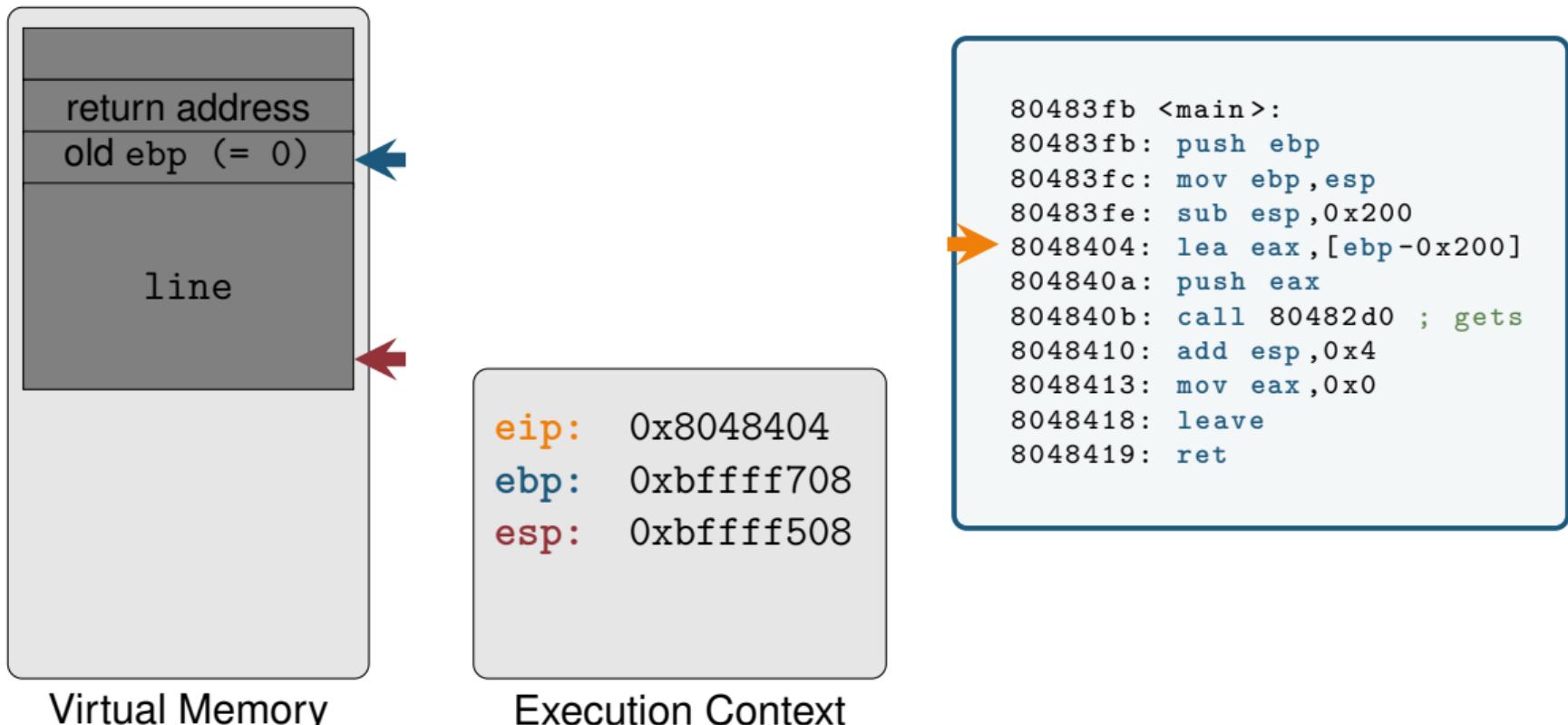


eip: 0x80483fe
ebp: 0xbffff708
esp: 0xbffff708

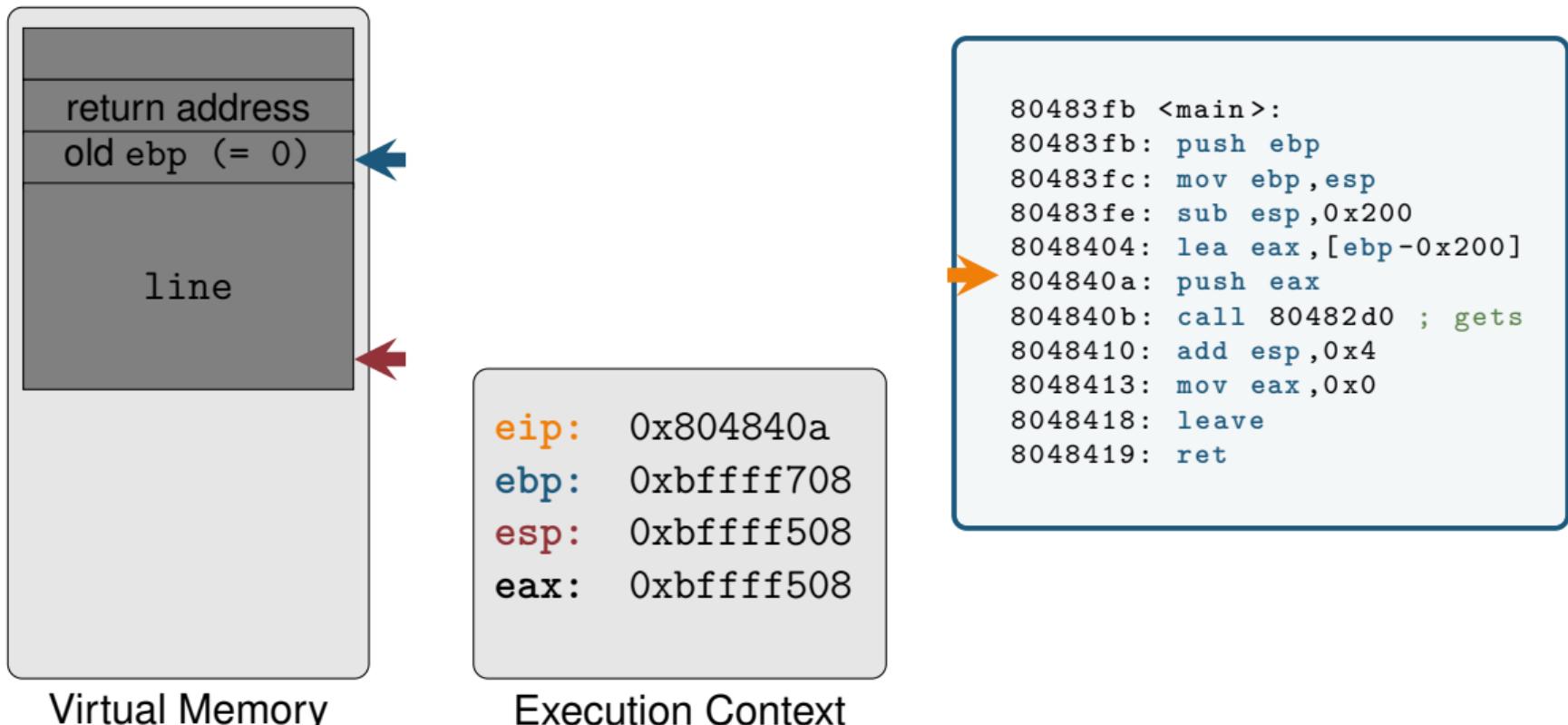
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```

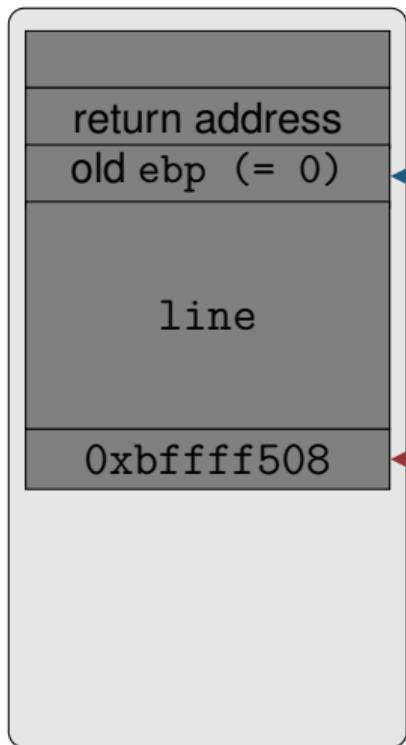
Analyzing the Vulnerability



Analyzing the Vulnerability



Analyzing the Vulnerability

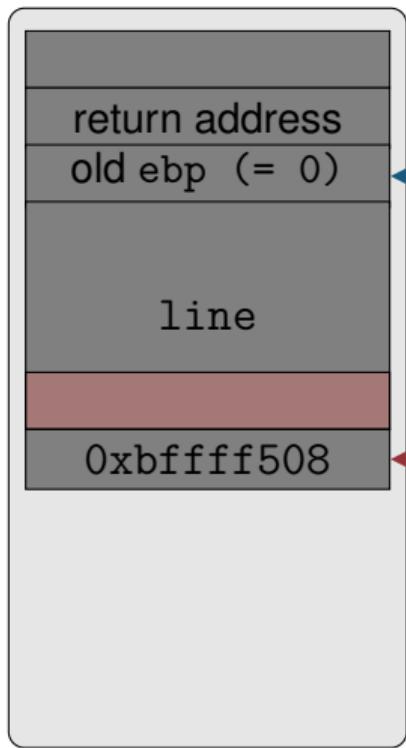


eip: 0x804840b
ebp: 0xbffff708
esp: 0xbffff504
eax: 0xbffff508

Execution Context

```
80483fb <main>:  
80483fb: push ebp  
80483fc: mov ebp,esp  
80483fe: sub esp,0x200  
8048404: lea eax,[ebp-0x200]  
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804840b: call 80482d0 ; gets  
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```

Analyzing the Vulnerability

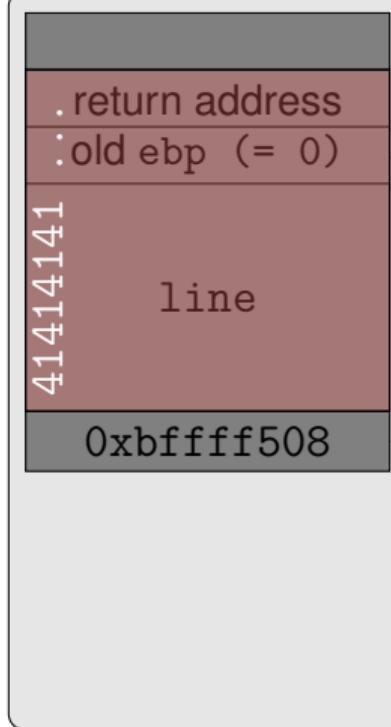


eip: 0x804840b
ebp: 0xbffff708
esp: 0xbffff504
eax: 0xbffff508

Execution Context

```
80483fb <main>:  
80483fb: push ebp  
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8048418: leave  
8048419: ret
```

Analyzing the Vulnerability



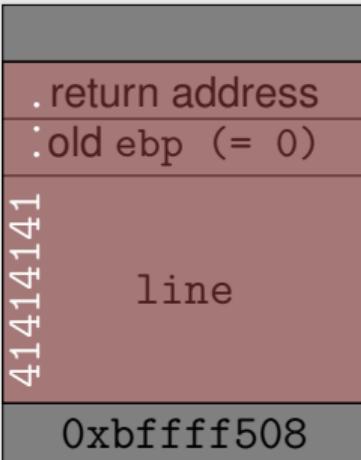
Virtual Memory

Execution Context

```
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8048410: add esp,0x4  
8048413: mov eax,0x0  
8048418: leave  
8048419: ret
```

Analyzing the Vulnerability

41414141



Virtual Memory

eip: 0x8048410
ebp: 0xbffff708
esp: 0xbffff504

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

41414141

. return address
. old ebp (= 0)

line



Virtual Memory

eip: 0x8048413
ebp: 0xbffff708
esp: 0xbffff508

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

41414141

. return address
. old ebp (= 0)

line



Virtual Memory

eip: 0x8048418
ebp: 0xbffff708
esp: 0xbffff508
eax: 0x0

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

41414141

. return address
: old ebp (= 0)

line



Virtual Memory

eip: 0x8048419
ebp: 0x41414141
esp: 0xbffff708
eax: 0x0

Execution Context

```
80483fb <main>:  
80483fb: push ebp  
80483fc: mov ebp,esp  
80483fe: sub esp,0x200  
8048404: lea eax,[ebp-0x200]  
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8048418: leave  
8048419: ret
```



Analyzing the Vulnerability

41414141

. return address
: old ebp (= 0)

line



eip: 0x41414141
ebp: 0x0
esp: 0xbffff708
eax: 0x0

Virtual Memory

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  
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8048413: mov eax,0x0  
8048418: leave  
8048419: ret
```

→ 41414141: ???

So Far ...

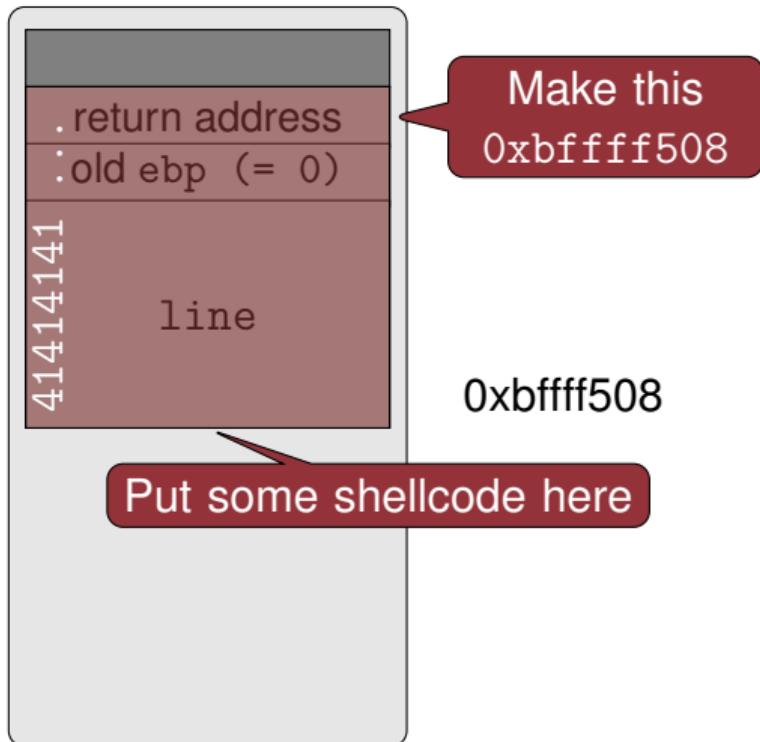
- We hijacked the control flow of the program, i.e., we can jump to anywhere!
- But, where do we jump to?

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



Virtual Memory

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 (0xbfffff508)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!

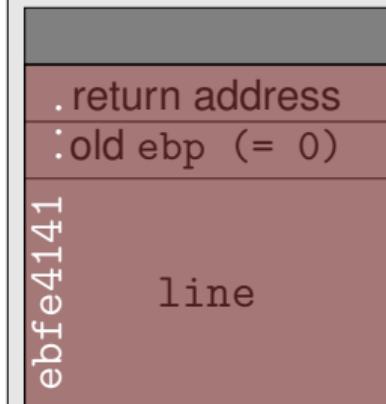
Using GDB

- 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

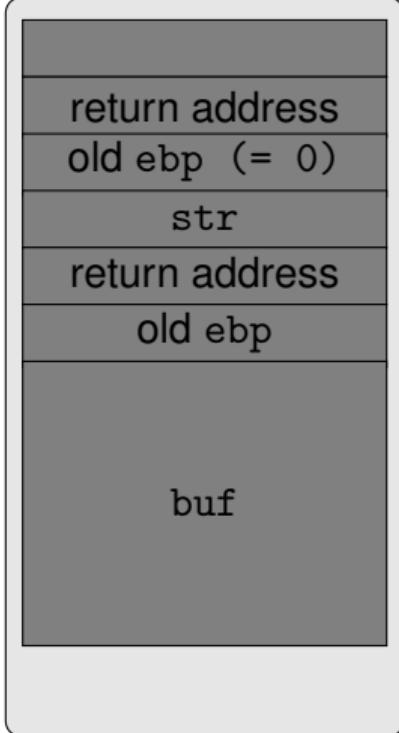
```
#include <stdio.h>
#include <string.h>
#define BUFSIZE (512)
void printer(char* str)
{
    char buf[BUFSIZE];
    strcpy(buf, str);
    printf("%s\n", buf);
}
int main(int argc, char* argv[])
{
    if (argc < 2 || strlen(argv[1]) > BUFSIZE) return -1;
    printer(argv[1]);
    return 0;
}
```

Subtle Error

```
#include <stdio.h>
#include <string.h>
#define BUFSIZE (512)
void printer(char* str)
{
    char buf[BUFSIZE];
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}
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

Recommended Reading

Smashing the Stack for Fun and Profit, Phrack 1996, by Alphe One

- <http://phrack.org/issues/49/14.html>

Summary

- Only some bugs are exploitable.
- Some exploits allow an attacker to hijack the control flow of the program and to run any arbitrary code.
- Return-to-stack exploit puts a shellcode on the stack and jumps to it by overwriting the return address.
- We can make return-to-stack exploits robust by using NOP sleds.
- Off-by-one errors can sometimes be exploitable.

Question?

Exercise

- Write your own off-by-one error exploit for the example program.