

Writing Exploits

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Motivation

- Basic code injection
- W^X (DEP), ASLR, Canary (Armoring)
- Return Oriented Programming (ROP)
- Tools of the TradeTools
- **Metasploit**

A Brief History

- *08/11/1996 Phrack #49*
- *Smashing The Stack For Fun And Profit, Elias Levy*

“ ... Code that does this is said to smash the stack, and can cause return from the routine to jump to a random address. This can produce some of the most insidious data-dependent bugs known to mankind.”



Stack Frame

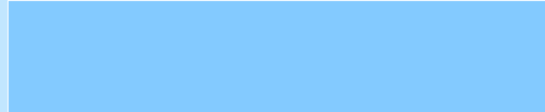
```
void func(int a, int b, int c) {  
    char buffer1[BUFSIZE];  
    char buffer2[BUFSIZE];  
}
```

```
int main(int argc, char **argv) {  
    func(10, 20, 30);  
}
```

- prologue, epilogue

```
push ebp          mov esp, ebp  
mov ebp, esp     pop ebp  
sub esp, $const  ret
```

Low Memory Address



buffer2



buffer1



EBP



EIP



10



20



30



High Memory Address

Buffer Overflow

```
void func(char *src) {  
    char dest[64];  
    strcpy(dest, src);  
}  
  
int main(int argc, char **argv) {  
    func(argv[1]);  
}
```

Low Memory Address

dest

EBP

EIP

args

High Memory Address

Buffer Overflow

```
void func(char *src) {  
    char dest[64];  
    strcpy(dest, src);  
}  
  
int main(int argc, char **argv) {  
    func(argv[1]);  
}
```

Low Memory Address

SHELLCODE

JUNK

JMP TO SC

JUNK

High Memory Address

Buffer Overflow – SEH

```
try {
    int a = 5;
    int b = 0;
    int c = a / b;
} catch (Exception e) {
    printf("ignore ..");
}
```



Next →	Next →	Next →	0xFFFFFFFF
Pointer to Exception Handler	Pointer to Exception Handler	Pointer to Exception Handler	Default Exception Handler

Buffer Overflow – SEH

```
try {
    int a = 5;
    int b = 0;
    int c = a / b;
} catch (Exception e) {
    printf("ignore ..");
}
```



Shellcode address	Next →	Next →	0xFFFFFFFF
POP POP RET	Pointer to Exception Handler	Pointer to Exception Handler	Default Exception Handler

Stack cookies – canaries

- Protection provided by the compiler (/gs, -fstack-protector, StackGuard, ProPolice)
- Can rearrange the stack layout, so string variables are on higher addresses and cannot overwrite other local variables
- Contain “bad” characters (0x00, 0xFF)

Low Memory Address

Local Vars

Canary

Next SEH

SE Handler

EBP

EIP

args

High Memory Address

Stack cookies – canaries

- Usually a challenge
- Entropy weaknesses (24-bit entropy on Ubuntu, can be bypassed in reasonable time)
- Sometimes helps to overwrite SEH
- Cannot protect from buffer overflows in heap

Protection - DEP

- Stack is no longer executable
- W^X
- Both HW (NX bit) and software support
- Prevent basic buffer overflows
- Four policy levels on Windows platform: Optin, OptOut, AlwaysOn, AlwaysOff
- Can be bypassed by “return-to-libc”

Return to LIBC

- The most generic method to bypass NX
- No executable code in stack
- EIP is overwritten by library function (system())
- Parameters are passed via stack
- Chained “return to libc”
- No loops, conditional jumps, complicated things
- *28/12/2001 Phrack #58, Advanced return-into-lib(c) exploits*

Return to LIBC



← basic buffer overflow

return to libc →



ASLR

- Address Stack Layout Randomization
- Including Libraries, Heap, Stack
- But not necessary in all libraries
- You need at least one module without ASLR for bypassing in Windows
- Implementation weaknesses
- Can be bypassed by format string exploits

Format String Attacks

```
int main(int argc, char **argv) {  
    printf("%s", argv[1]); // correct  
    printf(argv[1]); // wrong  
}
```

- Reading, writing from arbitrary memory
- Direct parameter access via %<num>\$
- Writing via %n, %hn (2 bytes)
- *28/07/2002 Phrack #59, Advances in format string exploitation*

Return Oriented Programming

- The successor of “return to libc” technique
- Small number of instructions ending with “ret” (Gadgets) chained together
- **If we find them enough, we have the Turing Machine**
- Fixed Memory location for data interchange, usually in .data section
- 2 registers are usually efficient

Return Oriented Programming

- You can bypass character restrictions (**neg**)
- No injected code, just rewritten stack
- ESP determines which instructions you execute
- Automated by tools (ropeme, ROPGadget)

```
# execve /bin/sh bindport 8080 generated by RopGadget v3.3
p += pack("<I", 0x08050dda) # pop %edx | ret
p += pack("<I", 0x080cd6a0) # @ .data
p += pack("<I", 0x080a49f6) # pop %eax | ret
p += "//us"
p += pack("<I", 0x080796ed) # mov %eax, (%edx) | ret
...
```

Return Oriented Programming

- We can build the custom stack at fixed location (bypass ASLR)
- .data, .bss (readelf)
- Multi-stage exploit
- GOT entry overwriting

```
offset = execve() - printf()
execve() = printf() + offsef
```
- Countermeasure: Position Independent Executable (PIE)

Metasploit

- msfpescan, msfelfscan, msfmachscan
- irb, framework for exploits development
- tools/ (memdump, metasm_shell, pattern_create.rb, pattern_offset.rb, nasm_shell)
- mixins

Immunity Debugger

- 'mona' (successor of pvefindaddr)
- skeleton for metasploit exploit can be generated with Immunity Debugger (mona plugin)

Radare

- Reverse engineering framework, *nix-style, multiplatform
- *11/06/2009 Phrack #66, Manual Binary Mangling With Radare*

radare: the entrypoint for everything :)
rahash: block based hashing utility
radiff: multiple binary diffing algorithms
rabin: extract information from binaries
rasc: shellcode construction helper
rasm: commandline assembler/disassembler
rax: inline multiple base converter
xrefs: blind search for relative code references

Wargames

- <http://overthewire.org>
- <http://smashthestack.org>

References

- <http://www.radare.org/get/radare.pdf>
- <https://www.metasploit.com>

Any questions?

Thank you for listening

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