

Hacking in C

Attacks 3 and memory safety
Thom Wiggers



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Recap

printf is Turing complete

Defeating W \oplus X

ASLR

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Some announcements



Recap of last week

- Overwriting buffers to take over control flow



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 - Overwriting local variables



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Tic-Tac-Toe



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```
char* fmt = O(10,39)N(40)N(41)N(42)N(43)N(66)N(69)N(24)O(22,65)O(5,70)O(8,44)N(
45)N(46)N(47)N(48)N(49)N(50)N(51)N(52)N(53)O(28,
54)O(5,55)O(2,56)O(3,57)O(4,58)O(13,73)O(4,
71)N(72)O(20,59)N(60)N(61)N(62)N(63)N(64)R R
E(1,2,3,13)E(4,5,6,13)E(7,8,9,13)E(1,4,7,13)E
(2,5,8,13)E(3,6,9,13)E(1,5,9,13)E(3,5,7,13
)E(14,15,16,23)E(17,18,19,23)E(20,21,22,23)E
(14,17,20,23)E(15,18,21,23)E(16,19,22,23)E(14,18,
22,23)E(16,18,20,23)R U O(255,38)R G(38)O(255,36)
R H(13,23)O(255,11)R H(11,36)O(254,36)R G(36)O(
255,36)R S(1,14)S(2,15)S(3,16)S(4,17)S(5,18)S(6,
19)S(7,20)S(8,21)S(9,22)H(13,23)H(36,67)N(11)R
G(11)""O(255,25)R s(C(G(11)))n(G(11))G(
11)N(54)R C("aa")s(A(G(25)))T(G(25))N(69)R o
(14,1,26)o(15,2,27)o(16,3,28)o(17,4,29)o(18
,5,30)o(19,6,31)o(20,7,32)o(21,8,33)o(22,9,
34)n(C(U))N(68)R H(36,13)G(23)N(11)R C(D(G(11)))
D(G(11))G(68)N(68)R G(68)O(49,35)R H(13,23)G(67)N(11)R C(H(11,11)G(
11))A(G(11))C(H(36,36)G(36))s(G(36))O(32,58)R C(D(G(36)))A(G(36))SS
```

Figure: tic-tac-toe in a format string



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- Write XOR eXecute
- Mark “data” pages as writable, “code” pages as executable, never both.
- We had to turn this off for our shellcode-based attacks!
- Means we can only jump to code already present in the program.
- Is W⊕X the end of attacks on programs that do not contain a function `give_me_shell_pls()`?



Looking for code

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- Whole of `libc` usually loaded in most programs.
- Does `libc` contain `give_me_shell_pls()`?
- Answer: Kinda.
- `system`



system

```
int system(const char* command);
```

“The `system()` library function uses `fork()` to create a child process that executes the shell command specified in `command`...”



Return to libc

If we can somehow prepare the argument for `system()`, we can overwrite the return address with the address of `system()` and start the shell. . .



Back in the days of yore

Plan of attack in *Ye olden days* (x86) when arguments were passed via the stack

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4. Optional: set up return address to normally terminate program
 - Alternatively, set up return address to address of `exit()`



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- We can probably find `pop %rdi;retq` *somewhere* in `libc`.
- We call such snippets **gadgets**



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Note that we write multiple return addresses, which means we need to write **NULL** bytes on AMD64!



Countermeasures

- Can make sure a `0x00` is in the address of `libc`
 - Will stop string functions from reading past it
 - Mainly helps on x86, AMD64 addresses already contain `0x00` bytes
 - Only complicates string-based attacks
- Remove functionality from `libc`
 - What is necessary, and what is not though?
 - Compatibility issues?
 - What code exactly can cause problems?



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- Introduced in 2007 by Shacham, won ACM CCS 2007 Test of Time award.
- `libc` contains enough gadgets to allow ROP to be **Turing-complete**
- There are tools to automate the search for gadgets and ROP chains.



ROP: Example

vulnfunc()

```
...  
retq
```

0xcafebabe

```
...  
pop %rdi  
retq
```

0xfeedface

```
...  
xor %rax, %rax  
retq
```

0xdeadbeef

```
...  
mov %rdx, %rax  
pop %rsi  
retq
```

(corrupted) stack

| |
|----------------------------|
| 0x7f1229d0f4a0 (execlp) |
| 0x7f1229dd9f20 (“/bin/sh”) |
| 0xdeadbeef |
| 0xfeedface |
| 0x7f1229dd9f20 (“/bin/sh”) |
| 0xcafebabe |
| 0x41414141414141414141 |

registers

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0xcafebabe

```
...  
pop %rdi  
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(corrupted) stack

| |
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Will now jump to execlp with arguments in rdi, rsi, rdx
i.e. execlp (“/bin/sh”, “/bin/sh”, NULL);



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Static addresses

- Both ROP and our shellcode-based attacks required us to know addresses



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 - `setarch -R bash`



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Implementing ASLR

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- Depending on your Linux distribution, these may be turned on by default.



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Entropy

Problems on 32-bit machines: not enough room for randomness

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 - Which of the two threads needs to free, ...



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- Garbage collector frequently suspends threads to do cleanup



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- Also garbage-collected



Rust's solution

Observations

- Fixing bugs takes longer than spending more time on compile-time checks
- You can generate a lot of code with checks and rely on the compiler (LLVM) to optimize any unnecessary bits out.



Arrays

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- Of course, for `array[var]` you will simply need to check if you're within bounds.
- Buffers for which the size is not known at compile time can only be put in resizable vectors.



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- Rust is designed to be compiled to machine code: no runtime environment
- That means no garbage collector, so heap needs to be managed otherwise
- Yet you do not want to burden the programmer with calling `free`...



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- Rust uses the concept of **ownership** to establish the *lifetime* of a variable

¹ C++11 also has move semantics, but they are optional, which means you need a lot of discipline



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```
let value = Foo(); // create value
func(value);      // move value into func
value             // <-- compiler error
```

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```
error[E0597]: `x` does not live long enough
```

```
--> src/main.rs:3:26
```

```
3 | { let x = 5; r = &x; }  
  |                   ^^ - `x` dropped here  
  |                   |  
  | borrowed value does not live long enough
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 - Compiler Construction (NWI-IMC004)



What has Rust learnt

- C specifies undefined behaviour and forces the programmer to avoid it
 - Admittedly, it's much simpler to write a C compiler
- In Rust, the much more advanced type system won't allow undefined behaviour
- Rust shows that you don't need a runtime environment to generate fast code.
- If you want to learn more about Rust
 - <https://rust-lang.org>
 - The Rust book <https://doc.rust-lang.org/book/>
- About type systems and compiler design
 - Compiler Construction (NWI-IMC004)
 - ▶ Master's course



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Exercise 4

A write-up for exercise 4 is available on my website.



Exercise 5

Solutions to exercise 5 will be presented tomorrow, by me, in the tutorial.



Q&A

After the presentation of the solutions, I will have time to answer questions.



Exam

I will also talk a bit more about the exam tomorrow.

The deadline for the exam is on the last day of the exam period, so **Friday 3 July**.

The exam will be a set of assignments. They will be in varying levels of difficulty.

You will be graded mainly on the write-up that you produce, much less so on if you manage to complete them all. We will be looking for you **demonstrating a systematic approach**, **your analysis of what you see happening**, and your **understanding of the course material**.



Exam (cont.)

The exam assignments will be **individual**. You can use any normal resource (books, internet); try to include what you use in your write-up and explain why any such thing applies. You are not supposed to work with other people or course participants on these assignments, however.

