



Introduction to software exploitation

ISSISP 2017

<https://drive.google.com/open?id=oB8bzF4YBus1kLTJSNINWQjhsS1E> (sha1sum:
36c32a596bbc908729ea9333f3da10918e24d767)

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Who are we

- Josselin Feist, josselin@trailofbits.com
- Mark Mossberg, mark@trailofbits.com
- Trail of Bits: trailofbits.com
 - Help to build safer software
 - R&D focused: use of the latest program analysis techniques

Plan for Today

- Basic concepts of software exploitation
 - What is a buffer overflow
 - How to exploit it
- Two hands-on:
 - Simple buffer overflow to exploit, using debugger
 - More complex example, using symbolic execution

Program Vulnerabilities

- Programs contain tons of bugs
 - Some are benign
 - Some impact the security of the system: vulnerabilities
- How to find them:
 - Manual inspecting
 - Fuzzing
- Use of a vuln to corrupt the system = exploitation

Software Exploitation

- Why does it matter?
 - Attack: obvious reasons
 - Defense:
 - Knowing if a vulnerability is exploitable -> prioritization
 - Help to convince developers to fix the vulnerability
 - Other reasons: CTF, interesting low-level manipulation, ...

Recall X64

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Source Code Versus Assembly Code

- Programs usually written in high-level languages
 - C/C++, java, python, ..
- Compilation: Source code → binary
 - High-level code → assembly code
 - Variables → memory locations

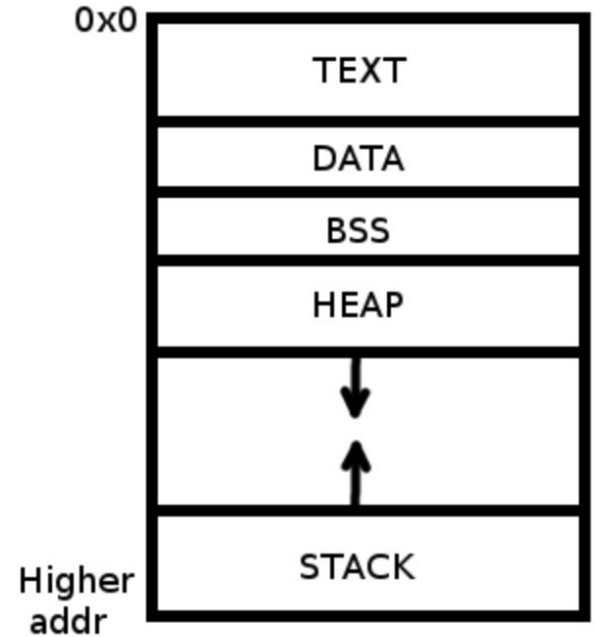
Source Code Versus Assembly Code

```
1 #include <stdio.h>
2
3 int main(){
4     printf("Hello world");
5     return 0;
6 }
```

```
main:
00400526  push    rbp
00400527  mov     rbp, rsp
0040052a  mov     edi, 0x4005c4 {"Hello world"}
0040052f  mov     eax, 0x0
00400534  call   printf
00400539  mov     eax, 0x0
0040053e  pop     rbp
0040053f  retn
```

Program Variables

- Variables are split in sections:
 - **Local variable: stack**
 - Dynamic variable (malloc): heap
 - Others (constant, static,..) : data, rodata, ...



Program Variables

- Each function possesses its own "**stack frame**"
- Stack is organized as LIFO
- It grows toward lower addresses (first element = highest address)

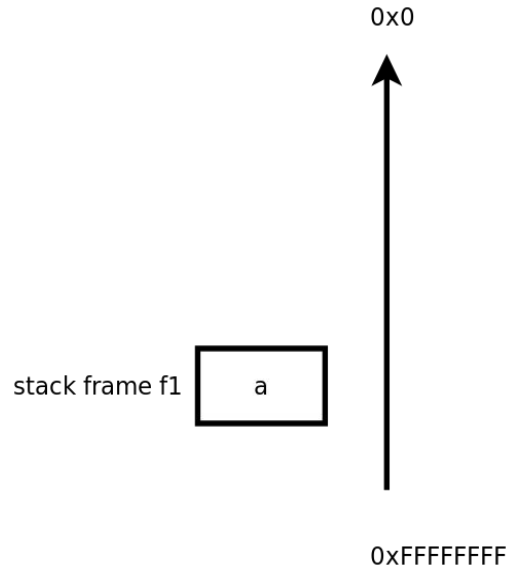
Stack Frame Example

```

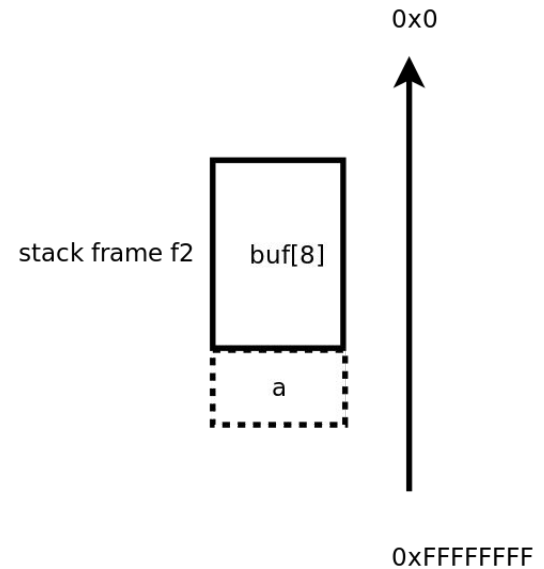
1 void f2() {
2   char buf[8];
3 }
4
5 void f1() {
6   int a;
7   f2();
8 }

```

Before f2() call



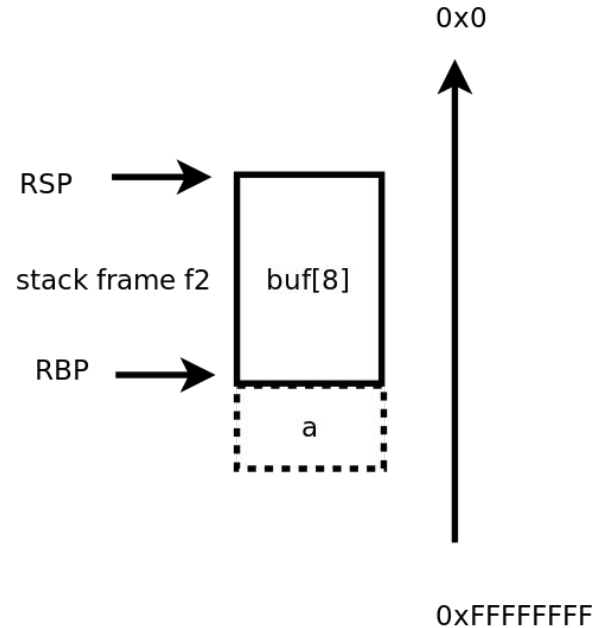
During f2()



Stack Frame Example

Two specific registers: RSP and RBP

```
1 | void f2() {  
2 |   char buf[8];  
3 | }  
4 |  
5 | void f1() {  
6 |   int a;  
7 |   f2();  
8 | }
```



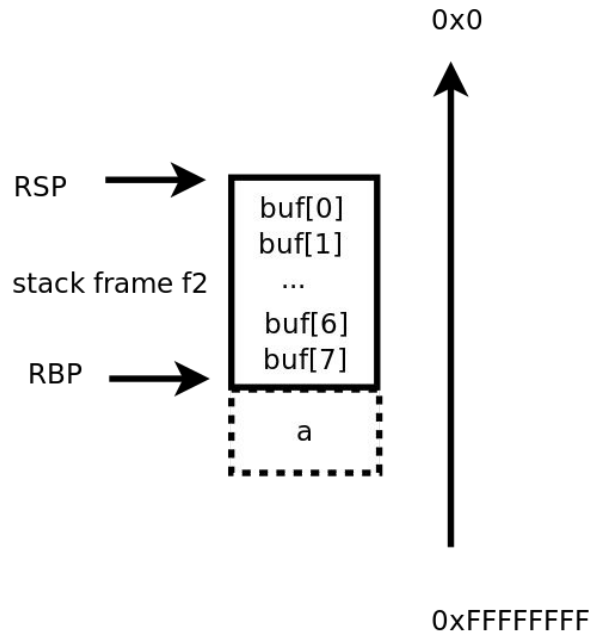
Stack Frame Example

Array elements grow toward higher values ($@buf[0] < @buf[1]$)

```

1 | void f2() {
2 |   char buf[8];
3 | }
4 |
5 | void f1() {
6 |   int a;
7 |   f2();
8 | }

```



Stack Frame: Other usages

- The stack is used to store other elements
 - Function parameters
 - Saving registers during call: RBP and RIP
- Special register: RIP
- RIP points to the code that will be executed
- When a function returns, RIP needs to know where to return

-> The stack stores data used for the control flow execution

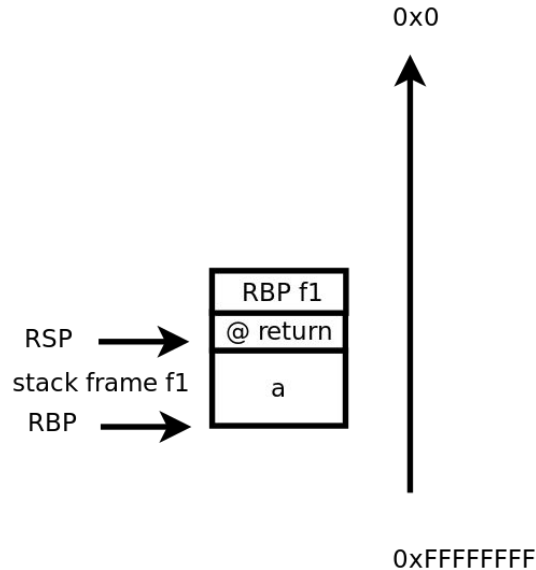
Stack Frame Example

```

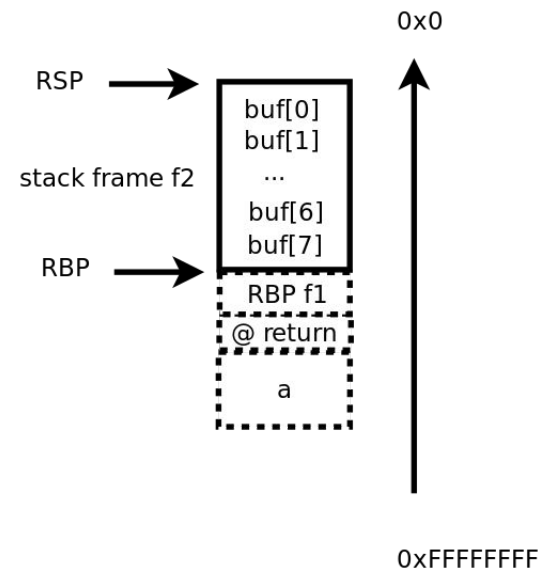
1 void f2(){
2   char buf[8];
3 }
4
5 void f1(){
6   int a;
7   f2();
8 }

```

When f2() is called



During f2()



Buffer Overflow

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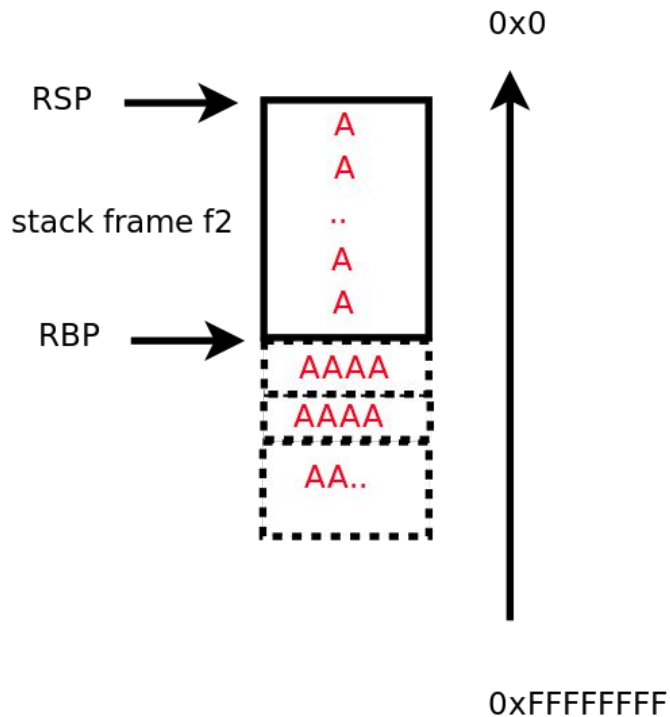
Stack-Based Buffer overflow

- If we write more than 8 elements in buf, we overwrite the stack, and thus the stored values
- When it happens:
 - Call to unsafe functions: strcpy, ...
 - Call safer functions with a wrong size
 - Wrong number of loop iterations
 - ...

Buffer Overflow Example

Input = 'AAAAAAAAAA...AAA\0'

```
1 void f2() {  
2   char buf[8];  
3   strcpy(buf, input);  
4 }  
5  
6 void f1() {  
7   int a;  
8   f2();  
9 }
```



Control-Flow Hijacking

- The overflow rewrites the stored value of RIP
- You control RIP when the program returns
- Redirect the program execution flow wherever you want:
 - Usually, use of shellcode = small assembly code executing specific action (reading/writing file, ...)
 - Goal for today: execute a specific function

Your goal

- Exploit the binary: /home/issisp/desktop/exo1/bof
- The subject: /home/issisp/desktop/exo1/subject.pdf

Goal: execute the function 'print_secret'

Modern Exploitation

- Lots of protections against vulnerabilities:
 - Canary: a random value is put between stack frames, check if it is changed during execution
 - DEP: the stack is no longer executable (harder to use shellcode)
 - ASLR: sections are randomized
- In modern OS, you find even more complicated protections (EMET,...)

Second binary

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Second binary

- `$ cat crash.txt`
`1AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA`
- `$./vuln input.txt`
Segmentation fault (core dumped)
- `$ gdb ./vuln`
`run input.txt`

`=> 0x400bfe: call rdx`

`RDX: 0x4582c3004582c300`

Crash Analysis

- Not a crash on the return of a function
- call rdx, with rdx = strange value
 - Direct link between the value of rdx and the input not explicit
- Not trivial to know the root cause
 - Call to a direct user-controlled value?
 - Buffer overflow leading to rewriting function pointer?
 - Other vulnerability? (Use-after-free, ..)

Crash Analysis

- One common solution: reverse-engineer the binary to understand the relation between the input and rdx
- The solution presented here: using dynamic symbolic execution to build the exploit

Dynamic Symbolic Execution

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Dynamic Symbolic Execution (DSE)

- DSE: an automated input generation technique.
- Key idea: execute the program, but consider some variables as symbolic

DSE Example

```
1 void f(int a){
2   a = a+1;
3   if(a == 0x42){
4     printf("Win!\n");
5   }
6 }
```

DSE Example

```
1 void f(int a){ ← a is symbolic, called a0
2   a = a+1;
3   if(a == 0x42){
4     printf("Win!\n");
5   }
6 }
```

DSE Example




```
1 void f(int a){ ← a is symbolic, called a0
2   a = a+1;      ← a1 := a0 + 1
3   if(a == 0x42){
4     printf("Win!\n");
5   }
6 }
```

DSE Example

```

1 void f(int a){
2   a = a+1;
3   if(a == 0x42){
4     printf("Win!\n");
5   }
6 }

```

 **a** is symbolic, called **a0**
 **a1** := **a0** + 1
 Two possibilities:
 - **a1** == 0x42
 - **a1** != 0x42

DSE Example

```
1 void f(int a){ ← a is symbolic, called a0
2   a = a+1;      ← a1 := a0 + 1
3   if(a == 0x42){
4     printf("Win!\n"); ← Two possibilities:
5   }             - a1 == 0x42
6 }
```

Two paths, represented as so-called path predicates:

- $a1 := a0 + 1 \wedge a1 == 0x42$
- $a1 := a0 + 1 \wedge a1 != 0x42$

Path Predicate

- Once you represent a path as a path predicate:
 - Ask a solver to give a valuation of symbolic inputs
 - Generating the inputs of the path
 - Proof that the path is not feasible
 - Add new constraints on the path predicate
 - Invert a condition
 - Force specific value (e.g. `buf[i]`, `i` can be $>$ size of `buf`[])?)

- Large recent interest in security
- Academic & industrial interest
 - Angr, Binsec, KLEE, Mayhem, SAGE, Triton, etc.
 - Today: Manticore
- Young topic, still a lot of limitations
- Different use:
 - Path exploration
 - Crash analysis
 - Deobfuscation
 - ...

Manticore

- Dynamic Binary Analysis Tool
 - Symbolic Execution
 - Taint Analysis
 - Program Instrumentation
- CLI Tool/Python API
 - Generate inputs
 - Query satisfiability
 - Script custom analyses
- x86/64, ARMv7

github.com/trailofbits/manticore

```
$ pip install manticore
```



Second binary (cont.)

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Your goal

- Use Manticore to know if you can exploit the crash to call the function 'print_secret'
 - You need an input leading to "rdx == @print_secret"