

Hacking in C

Attacks, part I

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Spring 2018

A short recap

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- ▶ Code segment (or `.text`) for (read-only) program code
- ▶ `.data` and `.bss` for global and static variables

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 - ▶ Grows downwards, i.e., function call decreases stack pointer
 - ▶ Also contains return addresses, function arguments, (frame pointer)
 - ▶ Managed *automatically*, data is non-persistent
 - ▶ Stack overflow: exceeding maximum stack size (e.g., massive recursion)

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 - ▶ Also contains return addresses, function arguments, (frame pointer)
 - ▶ Managed *automatically*, data is non-persistent
 - ▶ Stack overflow: exceeding maximum stack size (e.g., massive recursion)
- ▶ Heap for persistent or large data
 - ▶ Request heap space with `malloc`
 - ▶ Resize requested memory with `realloc`
 - ▶ Always check whether returned pointer is `NULL`!
 - ▶ Free heap space using `free`
 - ▶ Heap is managed by the programmer
 - ▶ Many possible problems: dangling pointers, double-free, memory leaks...

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- ▶ Example usage:

```
int *p = calloc(1000, sizeof(int));  
if(p == NULL) exit(-1);
```

- ▶ Request space for 1000 integers

malloc vs. calloc

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- ▶ Multiplication `nelems*sizeof(int)` can overflow!
- ▶ Result: successful allocation, but of *much less* memory!
- ▶ Another difference:
 - ▶ `malloc` doesn't guarantee you that you can *use* the memory you requested
 - ▶ Linux optimistically grants you the memory
 - ▶ Later access to this memory may still fail
 - ▶ `calloc` gives you memory that is actually "backed" by the OS

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- ▶ Other solution: write information just before the pointer

Reading and manipulating data

- ▶ Situation so far: program itself may do “weird” things in its own memory space
- ▶ “Weird” things means: **undefined behavior**
- ▶ Easiest case: program crashes (segmentation fault)
- ▶ More scary case: leak data (out of bounds read)

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 - ▶ Take full control over what the program does
- ▶ Remember: All of this is allowed by the C specification!

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- ▶ **Is there any program that only receives trustworthy input?**

Format-string attacks

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- ▶ Allow an attacker to
 - ▶ read data from the stack (and heap)
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- ▶ Vulnerable code (typically) fairly easy to spot
- ▶ These attacks *should* be history by now
- ▶ Still, great first example for malicious-input attacks

A simple main

```
#include<stdio.h>

extern long f(long *x);

int main(int argc, char* argv[])
    long pincode = 1234;
    printf (argv [1]);
    return f(&pincode);
}
```

- ▶ The program prints the first command line argument
- ▶ The call to f() is so that gcc doesn't optimize pincode away

argc and argv

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- ▶ argc contains the length of the argv array
- ▶ Without any command-line argument, argc == 1

Arguments passing, the “easy” way

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- ▶ Answer: It depends ;-)
- ▶ `printf` has variable number of arguments
- ▶ For each `%` in the first argument, expect one more argument
- ▶ (To print a percent sign, use `%%` in the first `printf` argument)

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- ▶ For each `%` in the first argument, expect one more argument
- ▶ (To print a percent sign, use `%%` in the first `printf` argument)
- ▶ `printf` finds one `%x`, looks for second argument
- ▶ Traditionally (x86) arguments are passed through the stack
- ▶ On x86, we would get the top 4 bytes of the stack

Arguments passing on AMD64

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- ▶ Major change in function-call ABI: pass up to 6 arguments through registers:
 - ▶ First argument passed through `rdi`
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- ▶ `printf` will look for second argument in `rsi`
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- ▶ Output (on AMD64) is the content of `rsi`
- ▶ What happens if we run
`./formatstring "%p %p %p %p %p %p %p %p %p %p"?`

Format strings

- ▶ A *format string* is a string containing control parameters
- ▶ Control parameters start with %
- ▶ Functions like `printf` (or `snprintf`) interpret those control parameters
- ▶ Look in additional arguments for values to replace them
- ▶ Short recap:
 - ▶ `%d` prints integer in decimal
 - ▶ `%x` prints integer in hexadecimal
 - ▶ `%p` prints a pointer
 - ▶ `%s` prints a string

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- ▶ What happens if we use `str == "%s"`?
- ▶ Print memory from address in `rdi` up to first zero byte
- ▶ Use multiple `%s` to print memory at multiple locations

Corrupting data with format strings

- ▶ So far we can use format-string attacks “only” to *read* data
- ▶ Consider the following code program:

```
int main(int argc, char *argv[])
{
    int len;
    printf("How long is %s?\n\n", argv[1], &len);
    printf("%d\n", len-14);
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- ▶ What happens if we feed "Hello World!%n" to:

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int main(int argc, char* argv[])
    printf (argv [1]);
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- ▶ Answer (on AMD64): Write 12 to the address in rsi
- ▶ Can choose arbitrary values by feeding in longer strings

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- ▶ Assumption is that attacker controls the format string
- ▶ Typically:
 - ▶ format string sits somewhere on the stack
 - ▶ Same location that will be used by printf for arguments
- ▶ Can *choose* address to write to with %n
- ▶ Depends on where the actual format-string is sitting in memory

Getting rid of format-string attacks

- ▶ Vulnerable pattern:

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- ▶ Safe pattern:

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- ▶ Compilers find such patterns and warn about them
- ▶ Need compiler flags (e.g., `-Wall`)
- ▶ Much more subtle if format string is not known at compile time
- ▶ Could ask a user: how would you like your output formatted
- ▶ Static (compile-time) analysis has no chance here
- ▶ Need to carefully validate user input!

Buffer Overflows

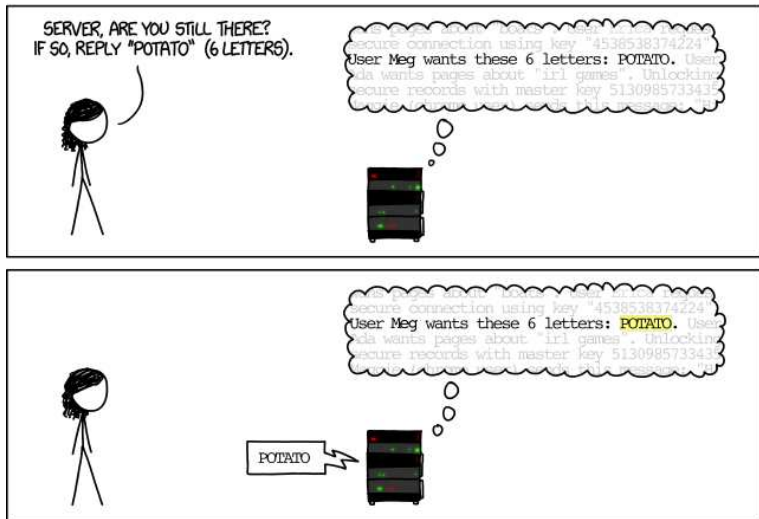
No bounds checking – what could go wrong?

- ▶ April 7, 2014, OpenSSL discloses “Heartbleed” bug
- ▶ Heartbleed allows remote attacker to read out OpenSSL memory
- ▶ Content typically includes cryptographic keys, passwords, etc.
- ▶ Bug was in OpenSSL for more than 3 years
- ▶ Introduced on December 31, 2010
- ▶ First bug with a logo
- ▶ Major media coverage
- ▶ Initiated major changes in OpenSSL



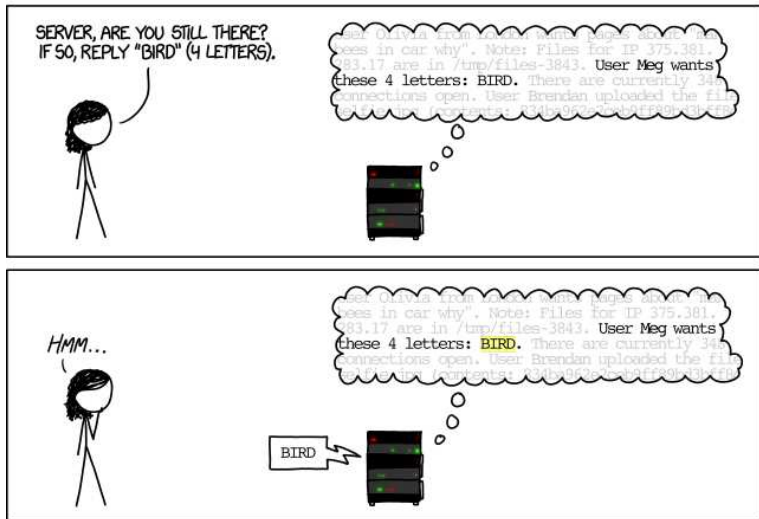
Underlying problem: Out of bounds array access in OpenSSL

How Heartbleed works



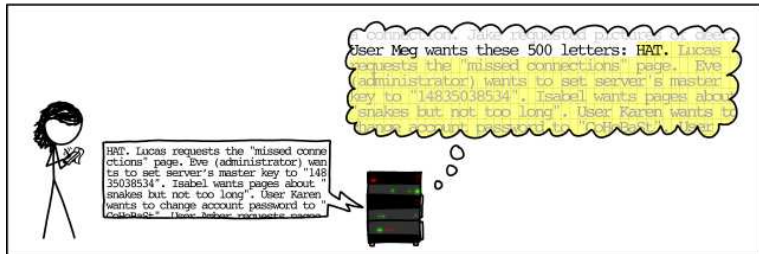
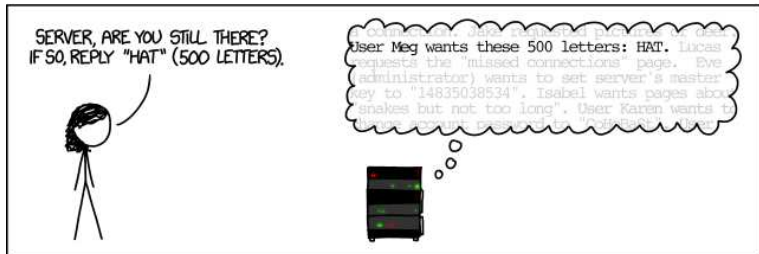
<https://xkcd.com/1354/>

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- ▶ Fix by checking `offset + packet_size <= 65525`

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- ▶ CVE-2016-1409: IPv6 ping of death against Cisco's IOS, IOS XR, IOS XE, and NX-OS software

