

Stack Overflows

An Intro

Stuart Nevans Locke

Background

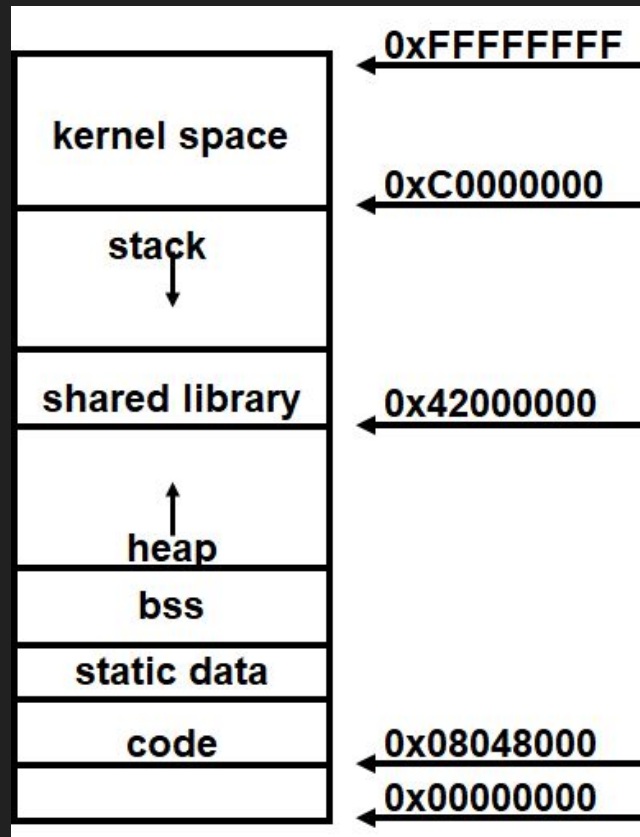
- Ability to read C code
- Minimal knowledge of assembly (mov, push, pop, call, ret)
- Rough understanding of the stack

Overview

- Memory and Stack Layout
- C Calling Conventions
- Stack Overflows
 - Demo
- Mitigations
 - DEP
 - ASLR
 - Stack Canaries
- Tools
 - GDB
 - Cutter (radare2 gui)
- More Demos

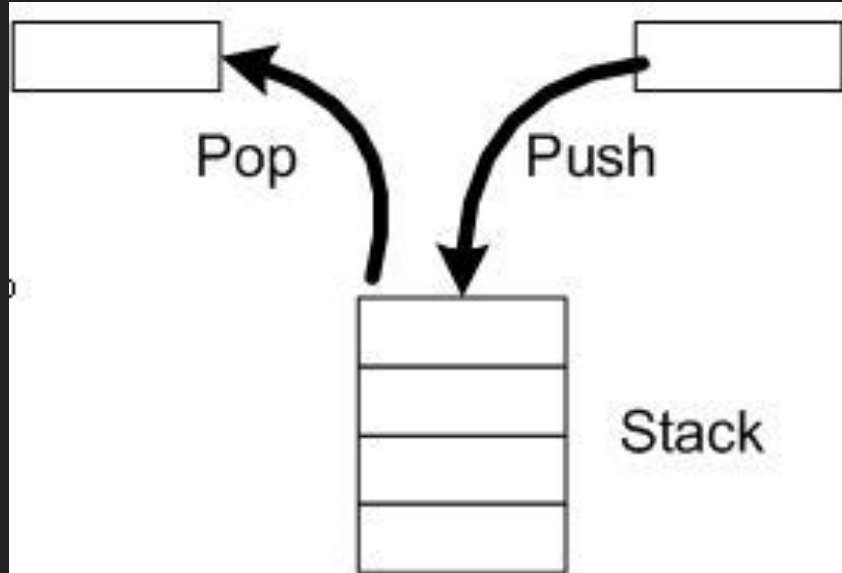
Memory Layout

- Important Stuff:
 - The stack
 - Code section (.text)
 - Data sections
 - Later: the heap



Introduction to the Stack

- Interesting Registers:
 - RBP (Base Pointer) , RSP (Stack Pointer)
- Interesting Instructions
 - *push register*
 - `rsp-=8`
 - `mov [rsp], register`
 - *pop register*
 - `mov register, [rsp]`
 - `rsp+=8`



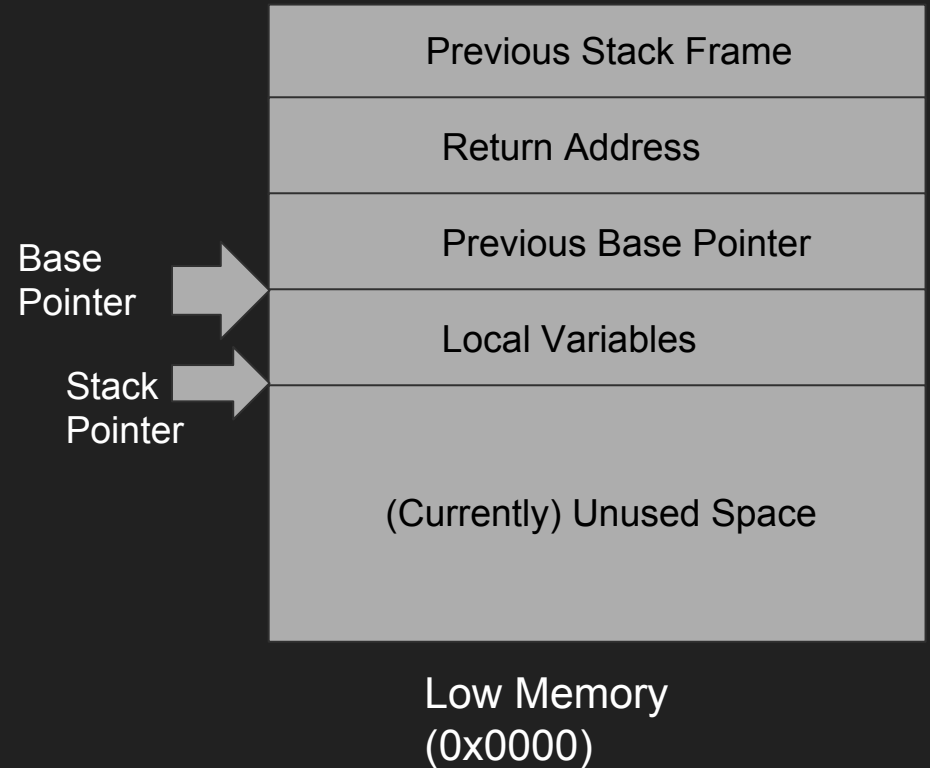
Stack Frames

```
void func(){  
    char x[16];  
    puts("Stack Frames!");  
    x[0]=1;  
    x[15]=15;  
}
```

```
push    rbp  
mov     rbp, rsp  
sub     rsp, 16  
mov     edi, OFFSET FLAT:.LC0  
call   puts  
mov     BYTE PTR [rbp-16], 1  
mov     BYTE PTR [rbp-1], 15  
nop  
leave  
ret
```

Stack Frames

```
push    rbp
mov     rbp, rsp
sub     rsp, 16
mov     edi, OFFSET FLAT: .LC0
call   puts
mov     BYTE PTR [rbp-16], 1
mov     BYTE PTR [rbp-1], 15
nop
leave
ret
```



C Calling Conventions

__cdecl

- All arguments go on the stack
- Caller cleans up
- Ex:
 - push rdi
 - call puts
 - add rsp,8

__stdcall

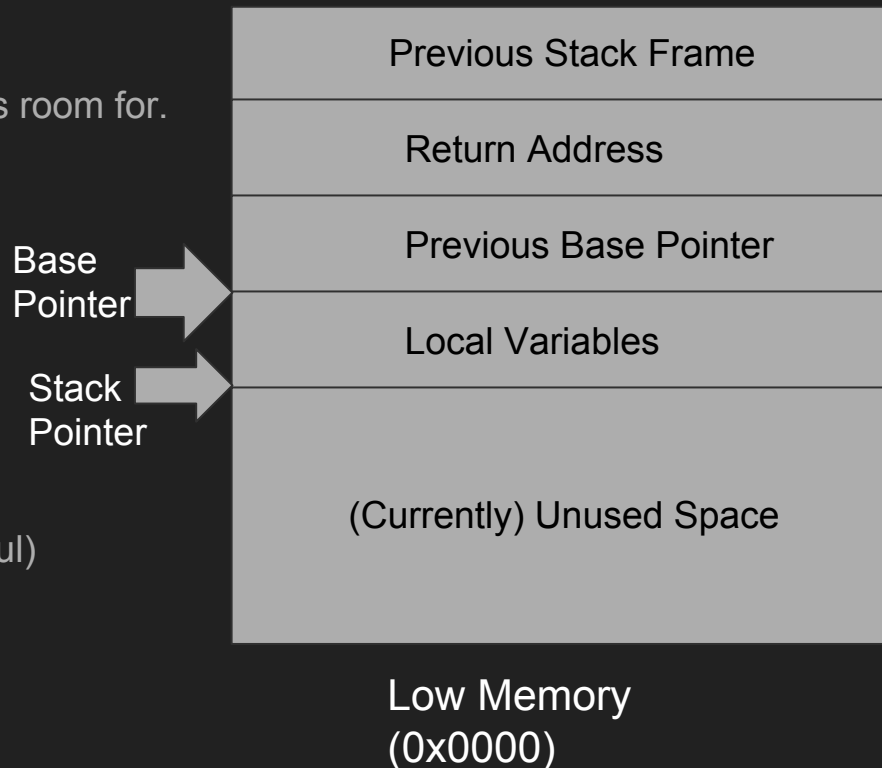
- All arguments go on the stack
- Callee cleans up
- Ex:
 - push rdi
 - call puts

__fastcall

- Tries to put arguments in registers
- Ex:
 - mov rdi, 0xaddress
 - call puts

Stack Overflows

- What is a stack overflow?
 - More data is read onto the stack than there is room for.
- Example:
 - `char x[16];`
 - `fgets(x, 32, stdin);`
 - We just read 32 bytes into a 16 byte buffer
- What can we overwrite?
 - Local Variables
 - Return Address
 - Previous base pointer (seldom (never?) useful)

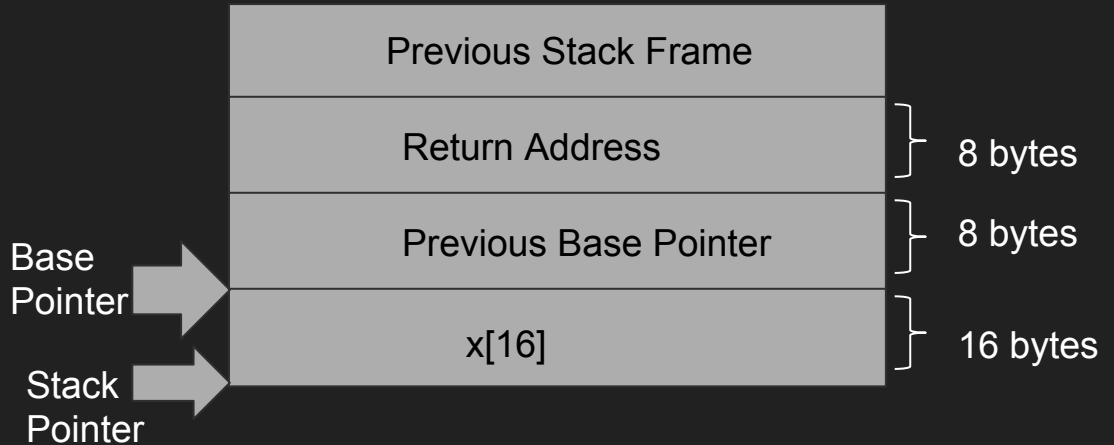


Demo

```
void callme(){  
    system("/bin/bash");  
}
```

```
int main(){  
    char x[16];  
    fgets(x,32,stdin);  
    return 1;  
}
```

- We want to execute callme
- How can we do that?
 - Overwrite the return address
 - GDB tip:
 - Print callme
 - Prints the address of callme

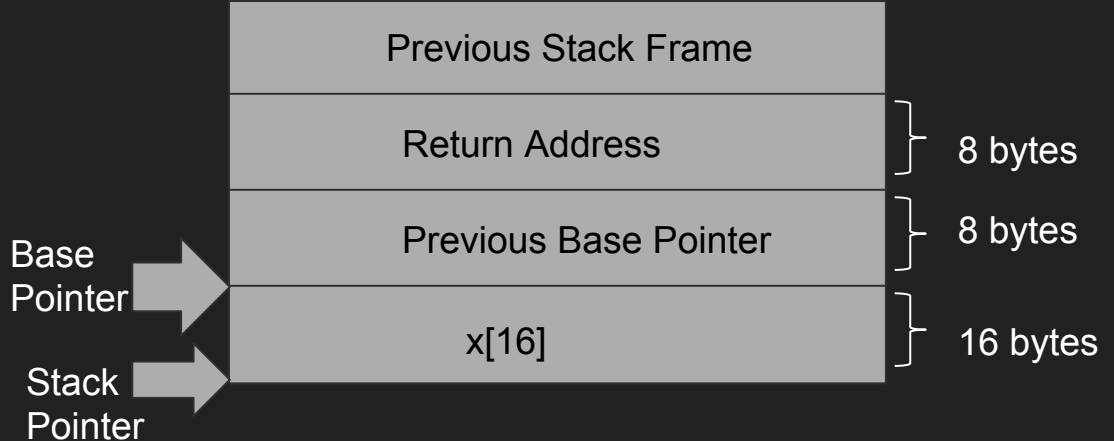


Demo

```
void callme(){  
    system("/bin/bash");  
}
```

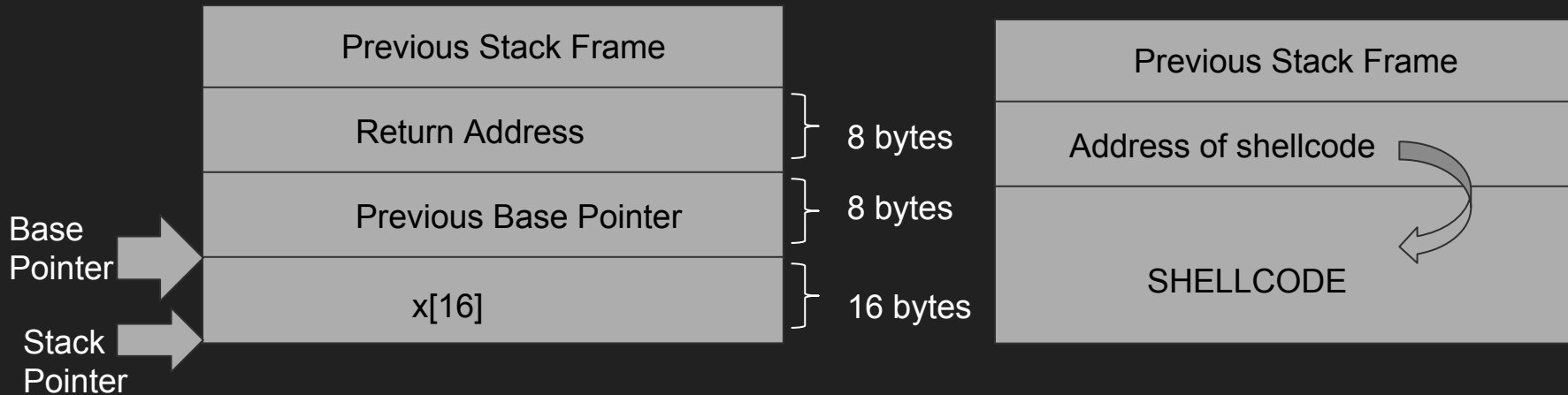
```
int main(){  
    char x[16];  
    fgets(x,32,stdin);  
    return 1;  
}
```

- Writing an exploit
 - How can we write unprintable characters?
 - `python -c "print 'string' + '\xda\x2f\x00\x2f'"`
 - Problem we overwrite return address but can't interact with the shell
 - To allow yourself to interact, do:
 - `(python -c "print 'exploit'" ; cat) | ./binary`



Stack Overflow Cont.

- In the real world, there's no callme
- What do we do?
 - Send shellcode
 - Code that if run will run a shell
 - Instead of returning to a function, we return to wherever we put the shellcode

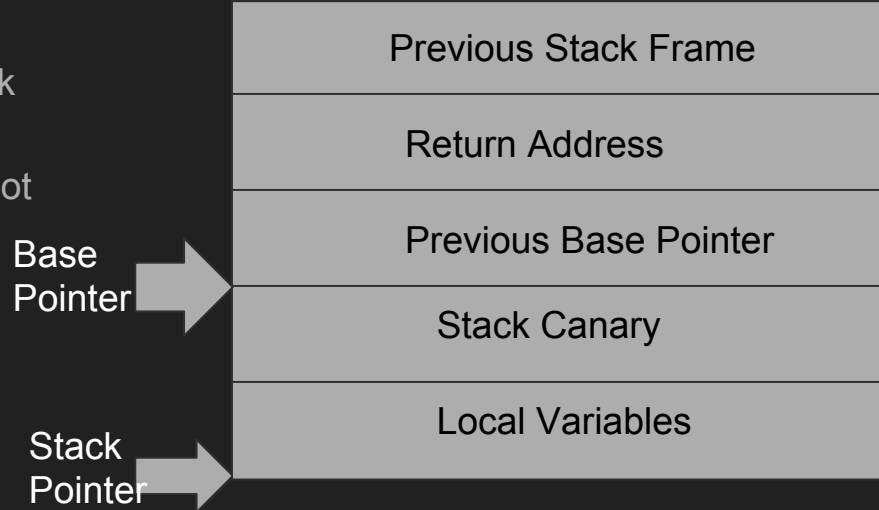


Mitigations

- DEP
 - Data Execution Prevention
 - Also known as NX(Non Executable), W^X(Writeable XOR Executable)
 - Makes the stack and heap (and other data sections) non executable
- ASLR
 - Address Space Layout Randomization
 - Loads the stack and heap into random locations
 - DOES NOT NECESSARILY APPLY TO TARGET BINARY
 - callme would always have to same address
- Both of these prevent us from merely putting shellcode on the stack and returning into that
- For bypassing them, see next presentation

Mitigations (Cont.)

- Stack Canaries
 - Detects stack overflows and aborts program if found
 - In every function
 - When called
 - Loads a secret value onto the stack
 - Before returning
 - Checks that the secret value has not changed
 - When overwriting the return address, the stack canary's value is overwritten
- No great bypasses
 - Leak the value
 - Change the local variables, hope one of them is really important



Tools - GDB

Load a binary	<code>gdb /path/to/file</code>
Set breakpoint	<code>b func, b *0xaddress</code>
See registers	<code>info registers, (i r), i r rax</code>
View Stack Frame (Useful for overflows)	<code>info frame</code>
Examine Memory	<code>x</code> Lots of options <code>x/2 \$rax</code> shows 2 words at the address of <code>rax</code> <code>x/2xs 0xaddress</code> shows 2 strings <code>x/xg</code> shows a giant word(8 bytes)(64 bit pointer)
View Assembly Default View	<code>layout asm</code> <code>Ctrl+X+A</code>

Tools - Cutter

- Used for static analysis
- GUI for radare2
- Nicer than gdb for reading assembly
- Graph Mode
 - Space to activate
- Pseudocode Window
 - Very much a work in progress

Questions?

stnevans.me/binex/1/