M2 CySEC - Software Security

Lab Session 2

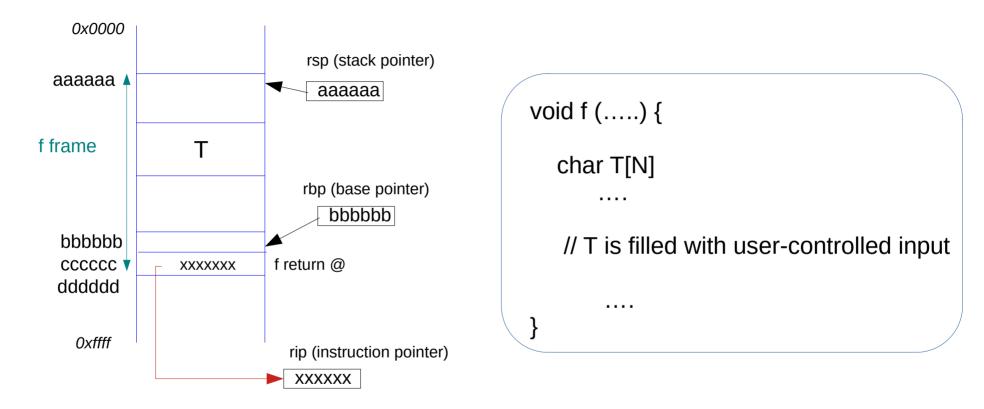
# Cooking a simple

buffer overflow (BoF) exploit

Part 1

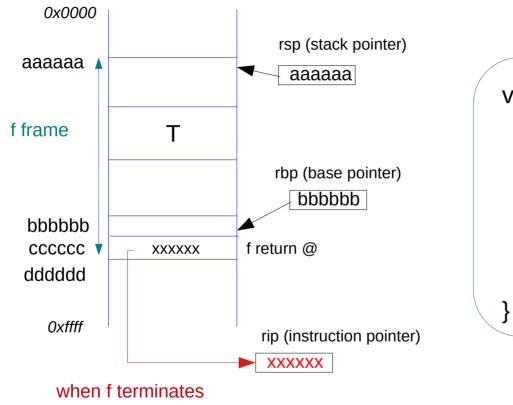
classical BoF attack

# A vulnerable function f and its corresponding stack frame:



when f terminates: execution resumes on the f caller's code at address xxxxxx

## Rewriting f return address to hijack the control flow:

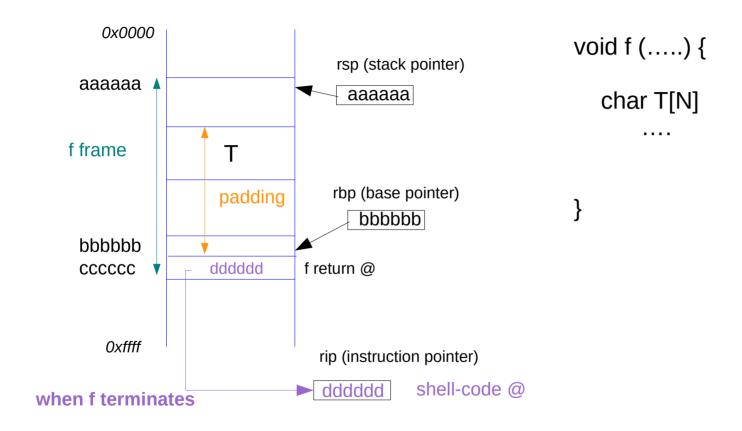


```
void f (.....) {
    char T[N]
    ....

// T is filled with user-controlled input
    ....
}
```

Attacker goal: rewrite address xxxxxx with a controlled shellcode address in order to hijack the normal pgm execution ...

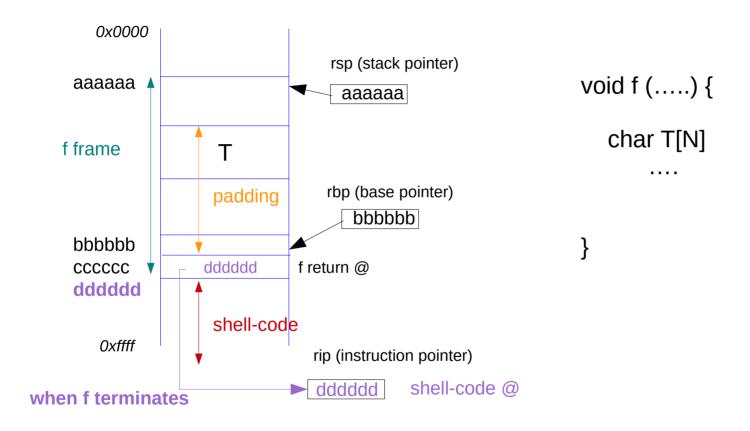
# Building the payload (part 1)



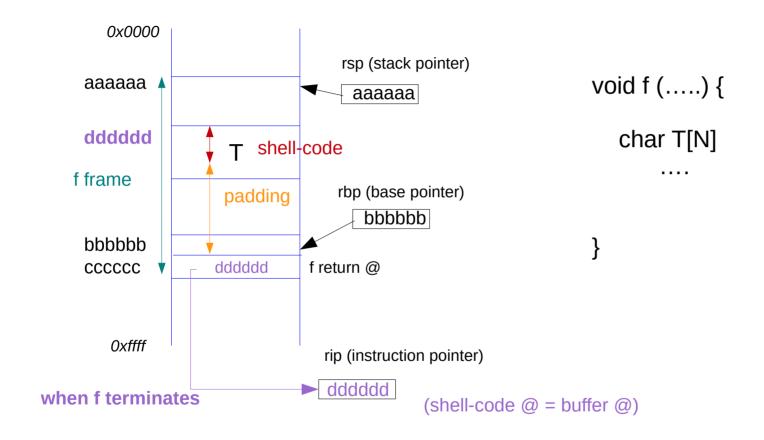
T should be filled with the following input: <padding> <ddddd>

... the attacker needs to know the padding size ... and find a shellcode address dddddd

Solution 1: put the shellcode below the return @ (in the caller's frame)



# Solution 2: put the shellcode inside the target buffer (if large enough)

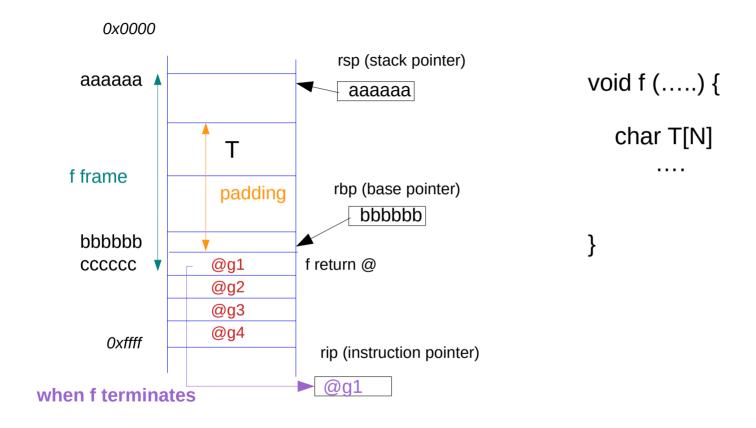


T should be filled with the following input: <shellcode> <padding> <dddddd>

ROP attack

Part 2

# Encode the shell-code as a sequence of ROP gadgets ...



T should be filled with the following input: <padding> <@g1><@g2><@g3><@g4> ...

# **Gadget execution:**

# A gadget is:

- either a ret-terminated instruction sequence of the target program
- or some data to be processed from the stack by the following gadget

# **Example:**

To put 42 into rax, 0 into rbx and call syscall function

# Gadget sequence: g1: pop rax; ret g2: 42 g3: xor rbx, rbx; ret g42 g42 g42 g43: syscall