# Modern Exploitation Addendum

**CS-576 Systems Security** 

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# Recap: Broadly Deployed Security Mechanisms

NX-bit  $\rightarrow$  Prevent arbitrary code execution

Stack canaries → Detect and prevent stack overflows

ASLR → Introduce uncertainty on the location of injected shellcode and existing code in a running program

# **Attacker Response**

NX-bit  $\rightarrow$  Code-reuse (for example, ROP)

Stack canaries → Focus on and exploit heap overflows

ASLR → Find and exploit information leak bug to reveal layout

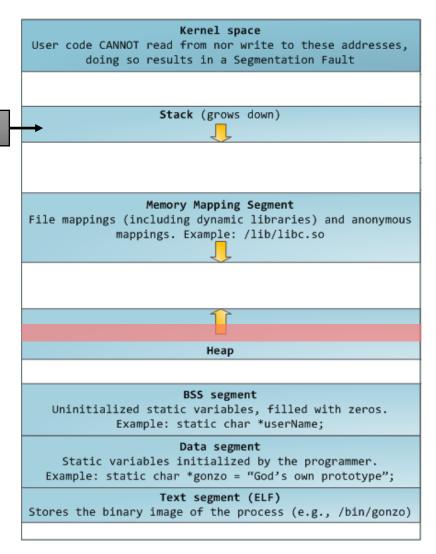
# Heap to Stack

#### Attacker controls:

- the outcome of a call \* or jmp \*
  - E.g., by overwriting a function pointer in the heap
- An area in the heap

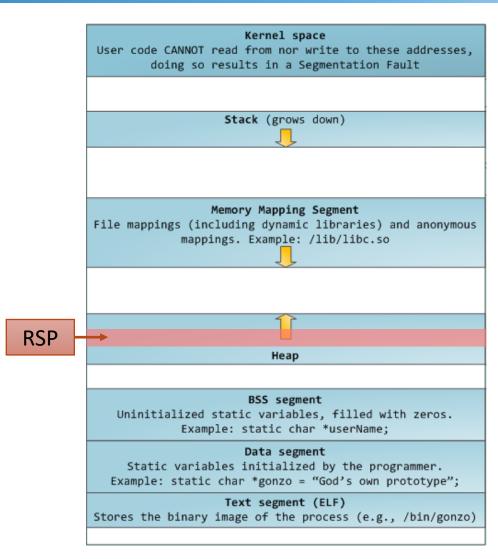
# ROP requires controlling the data under RSP

??



**RSP** 

Make the stack pointer point to user data



#### **Solution 1**

#### Requirements:

- A register points to the controlled buffer on the heap
- An exchange gadget with esp and that register exists

#### How:

Execute the gadget

```
xchg r**, rsp
...
ret
```

#### **Solution 2**

#### Requirements:

- A gadget that adds/subs a large value from the stack pointer
- The result of the above points the SP to user controlled data

#### How:

Execute the gadget

```
add 0x***, rsp
...
ret
```

```
sub 0x***, rsp
...
ret
```

#### **Solution 3**

#### Requirements:

- You control RBP
- A leave gadget exists

#### How:

Execute the gadget

```
movl %ebp, %esp
pop %ebp leave
ret
```

# **More Stack Pivoting**

#### Combining multiple pivots is possible

For example, executing a sub rsp, 0x\*\*\*\* gadget in a loop

Any instruction sequence that updates the RSP with usercontrolled data will do

#### Example:

```
push rax
pop rsp
...
ret
```

### **Defenses**

#### Check that RSP is pointing into the stack area

- Potentially expensive (how often should I check the RSP?)
- Can be potentially subverted (where are the stack boundaries saved?)

# **Actually Moving to the Stack**

Find a gadget that copies your buffer into the stack

For example, find a gadget that calls memcpy()

# Memcpy()

