CSE 484: Computer Security and Privacy

Software Security: Buffer Overflow Defenses

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• Homework 1: Due Today 11:45pm
• Lab 1:
  • Online: https://courses.cs.washington.edu/courses/cse484/21sp/assignments/lab1.pdf
  • Try to form groups and do “Environment and Sign-Up” before quiz section
Summary of Printf Risks

• Printf takes a variable number of arguments
  • E.g., printf(“Here’s an int: %d”, 10);

• Assumptions about input can lead to trouble
  • E.g., printf(buf) when buf="Hello world" versus when buf="Hello world %d"
  • Can be used to advance printf’s internal stack pointer
  • Can read memory
    • E.g., printf("%x") will print in hex format whatever printf’s internal stack pointer is pointing to at the time
  • Can write memory
    • E.g., printf("Hello%n"); will write “5” to the memory location specified by whatever printf’s internal SP is pointing to at the time
How Can We Attack This?

```c
foo() {
    char buf[...];
    strncpy(buf, readUntrustedInput(), sizeof(buf));
    printf(buf); //vulnerable
}
```

What should the string returned by `readUntrustedInput()` contain??

- If format string contains % then `printf` will expect to find arguments here...
- Different compilers / compiler options / architectures might vary
Using %n to Overwrite Return Address

In foo()'s stack frame:

Buffer with attacker-supplied input “string”

“... attackString%n”, attack code

&RET

SFP

RET

Number of characters “in” attackString must be equal to ... what?

When %n happens, make sure the location under printf’s stack pointer contains address of RET; %n will write the number of characters in printed so far into RET

Return execution to this address

This portion contains enough % symbols to advance printf’s internal stack pointer

Why is “in” in quotes? C allows you to concisely specify the “width” to print, causing printf to pad by printing additional blank characters without reading anything else off the stack.

Example: printf(“%5d%n”, 10) will print three spaces followed by the integer: “   10”

That is, the %n will write 5, not 2.

Key idea: do this 4 times with the right numbers to overwrite the return address byte-by-byte.

(4x %n to write into &RET, &RET+1, &RET+2, &RET+3)
The exploitation twilight zone

• During an exploitation attempt sometimes you have to ‘let it run’
  • Overflow a buffer
  • Change things
  • Let program run for ‘a bit’
  • Everything triggers!

• Printf exploit a perfect example
Recommended Reading

• It will be hard to do Lab 1 without:
  • Reading (see course schedule):
    • Smashing the Stack for Fun and Profit
    • Exploiting Format String Vulnerabilities
  • Attending section
Buffer Overflow: Causes and Cures

• Classical memory exploit involves code injection
  • Put malicious code at a predictable location in memory, usually masquerading as data
  • Trick vulnerable program into passing control to it

• Possible defenses:
  1. Prevent execution of untrusted code
  2. Stack “canaries”
  3. Encrypt pointers
  4. Address space layout randomization
  5. Code analysis
  6. ...
Defense: Executable Space Protection

• Mark all writeable memory locations as non-executable
  • Example: Microsoft’s Data Execution Prevention (DEP)
  • This blocks many code injection exploits

• Hardware support
  • AMD “NX” bit (no-execute), Intel “XD” bit (executed disable) (in post-2004 CPUs)
  • Makes memory page non-executable

• Widely deployed
  • Windows XP SP2+ (2004), Linux since 2004 (check distribution), OS X 10.5+ (10.4 for stack but not heap), Android 2.3+
What Does “Executable Space Protection” Not Prevent?

• Can still corrupt stack ...
  • ... or function pointers
  • ... or critical data on the heap

• As long as RET points into existing code, executable space protection will not block control transfer!
  ➔ return-to-libc exploits
return-to-libc

• Overwrite saved ret (IP) with address of any library routine
  • Arrange stack to look like arguments

• Does not look like a huge threat
  • ...

• Canvas in-class activity, Oct 8!
return-to-libc

• Overwrite saved ret (IP) with address of any library routine
  • Arrange stack to look like arguments

• Does not look like a huge threat
  • ...
  • We can call any function we want!
  • Say, exec 😊
return-to-libc++

- Insight: Overwritten saved EIP need not point to the \textit{beginning} of a library routine
- \textbf{Any} existing instruction in the code image is fine
  - Will execute the sequence starting from this instruction
- What if instruction sequence contains RET?
  - Execution will be transferred... to where?
  - Read the word pointed to by stack pointer (SP)
    - Guess what? Its value is under attacker’s control!
  - Use it as the new value for IP
    - Now control is transferred to an address of attacker’s choice!
  - Increment SP to point to the next word on the stack
Chaining RETs

• Can chain together sequences ending in RET
  • Krahmer, “x86-64 buffer overflow exploits and the borrowed code chunks exploitation technique” (2005)

• What is this good for?
• Answer [Shacham et al.]: everything
  • Turing-complete language
  • Build “gadgets” for load-store, arithmetic, logic, control flow, system calls
  • Attack can perform arbitrary computation using no injected code at all – return-oriented programming

• Truly, a “weird machine”
Return-Oriented Programming
Defense: Run-Time Checking: StackGuard

- Embed "canaries" (stack cookies) in stack frames and verify their integrity prior to function return
  - Any overflow of local variables will damage the canary
**Defense: Run-Time Checking: StackGuard**

- Embed “canaries” (stack cookies) in stack frames and verify their integrity prior to function return
  - Any overflow of local variables will damage the canary

- Choose random canary string on program start
  - Attacker can’t guess what the value of canary will be

- Canary contains: “\0”, newline, linefeed, EOF
  - String functions like `strcpy` won’t copy beyond “\0”
StackGuard Implementation

• StackGuard requires code recompilation
• Checking canary integrity prior to every function return causes a performance penalty
  • For example, 8% for Apache Web server at one point in time
Defeating StackGuard

- StackGuard can be defeated
  - A single memory write where the attacker controls both the value and the destination is sufficient
- Suppose program contains `copy(buf,attacker-input)` and `copy(dst,buf)`
  - Example: `dst` is a local pointer variable
  - Attacker controls both `buf` and `dst`
ASLR: Address Space Randomization

• Randomly arrange address space of key data areas for a process
  • Base of executable region
  • Position of stack
  • Position of heap
  • Position of libraries

• Introduced by Linux PaX project in 2001
• Adopted by OpenBSD in 2003
• Adopted by Linux in 2005
ASLR: Address Space Randomization

• Deployment (examples)
  • Linux kernel since 2.6.12 (2005+)
  • Android 4.0+
  • iOS 4.3+ ; OS X 10.5+
  • Microsoft since Windows Vista (2007)

• Attacker goal: Guess or figure out target address (or addresses)

• ASLR more effective on 64-bit architectures
Attacking ASLR

- **NOP sleds and heap spraying** to increase likelihood for adversary’s code to be reached (e.g., on heap)
- **Brute force attacks or memory disclosures** to map out memory on the fly
  - Disclosing a single address can reveal the location of all code within a library, depending on the ASLR implementation
Admin (Reminders)

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