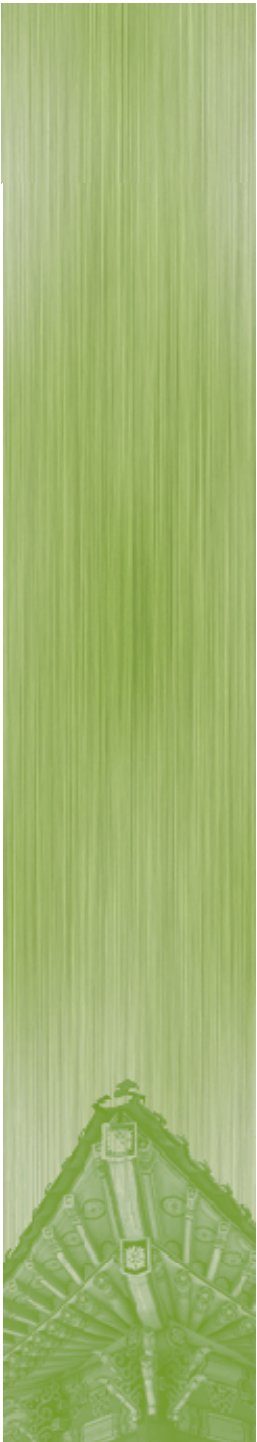


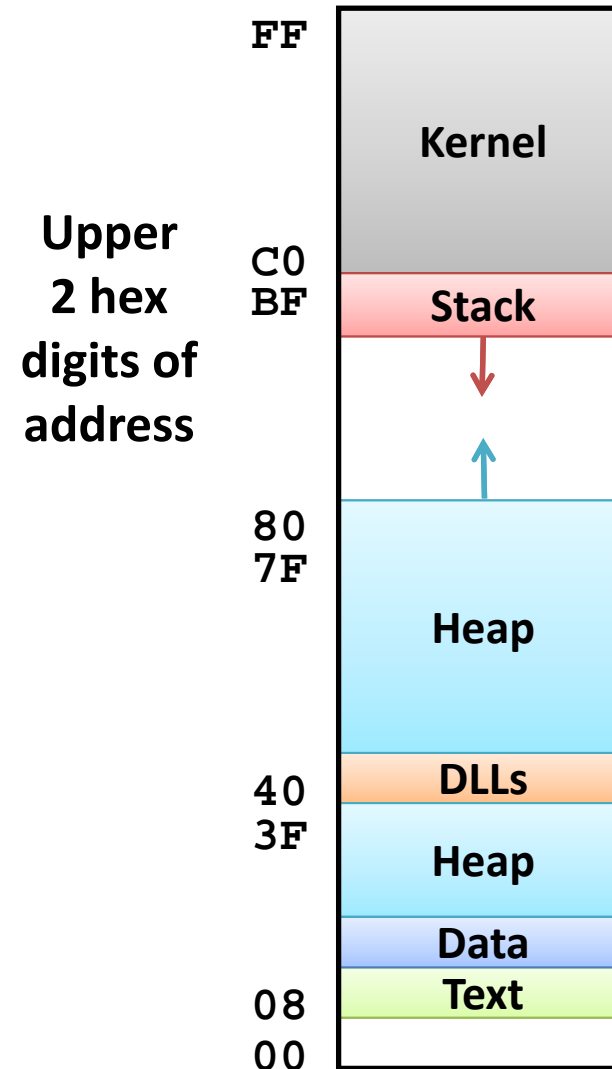
Buffer Overflow

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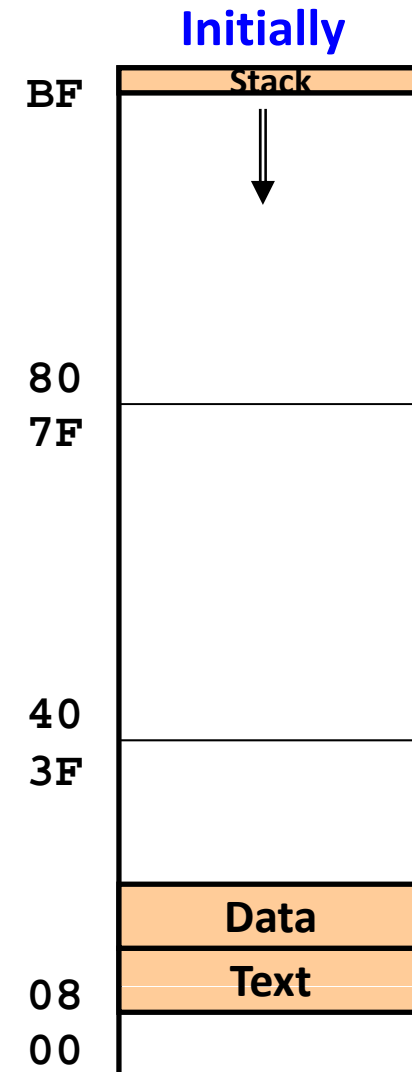
IA-32/Linux Memory Layout

- **Stack**
 - Runtime stack (8MB limit)
- **Heap**
 - Dynamically allocated storage
 - When call malloc(), calloc(), new()
- **DLLs (shared libraries)**
 - Dynamically linked libraries
 - Library routines (e.g., printf, gets)
 - Linked into object code when first executed
- **Data**
 - Statically allocated data
 - e.g., arrays & strings declared in code
- **Text**
 - Executable machine instructions
 - Read-only



Text & Stack Example

```
(gdb) break main
(gdb) run
Breakpoint 1, 0x804856f in main ()
(gdb) print $esp
$3 = (void *) 0xbffffc78
```



Vulnerable Buffer Code

```
/* Echo Line */
void echo()
{
    // Way too small!
    char buf[4];
    gets(buf);
    puts(buf);
}

int main()
{
    printf("Type: ");
    echo();
    return 0;
}
```

```
$ ./bufdemo
Type:123
123

$ ./bufdemo
Type: 12345
Segmentation Fault

$ ./bufdemo
Type: 12345678
Segmentation Fault
```

String Library Code

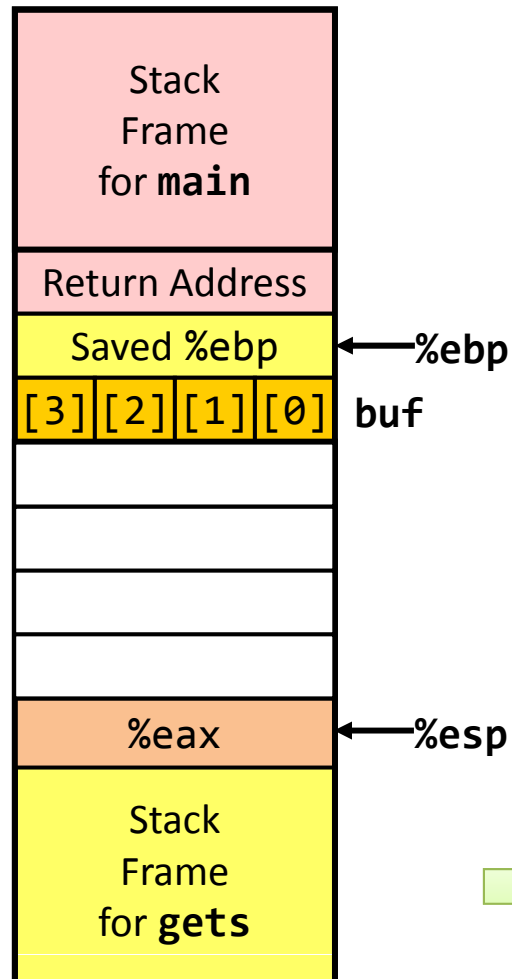
- **Implementation of Unix function gets()**

- No way to specify limit on # of characters to read

```
/* Get string from stdin */
char *gets(char *dest) {
    int c = getc();
    char *p = dest;
    while (c != EOF && c != '\n') {
        *p++ = c;
        c = getc();
    }
    *p = '\0';
    return dest;
}
```

- Similar problems with other Unix functions
 - **strcpy**: copies string of arbitrary length
 - **scanf/fscanf/sscanf**, given **%s** conversion specification

Buffer Overflow (1)

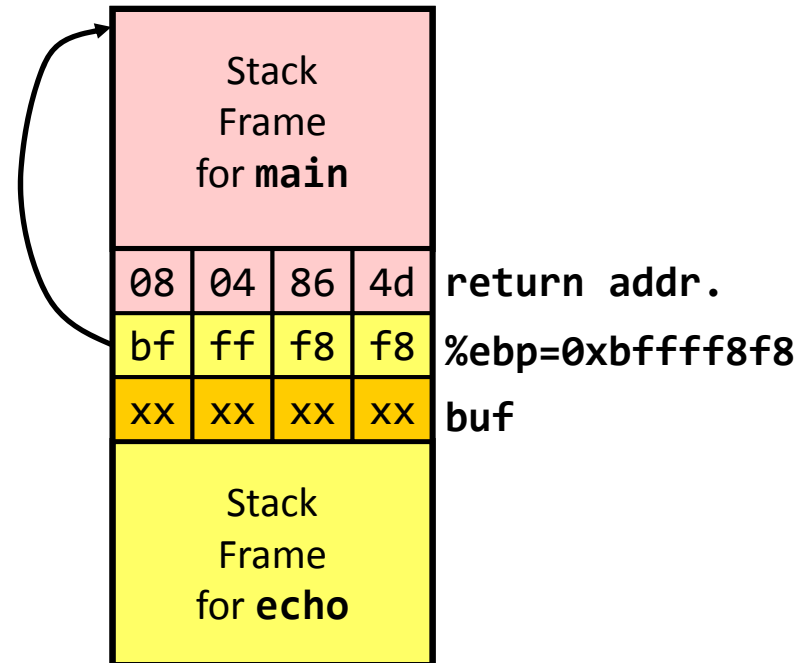


```
/* Echo Line */  
void echo()  
{  
    char buf[4];    /* Way too small! */  
    gets(buf);  
    puts(buf);  
}
```

```
echo:  
    pushl %ebp      # Save %ebp on stack  
    movl %esp,%ebp  
    subl $24,%esp  # Allocate space  
    leal -4(%ebp),%eax # compute buf as %ebp-4  
    movl %eax,(%esp) # save to the stack  
    call gets      # Call gets  
    . . .
```

Buffer Overflow (2)

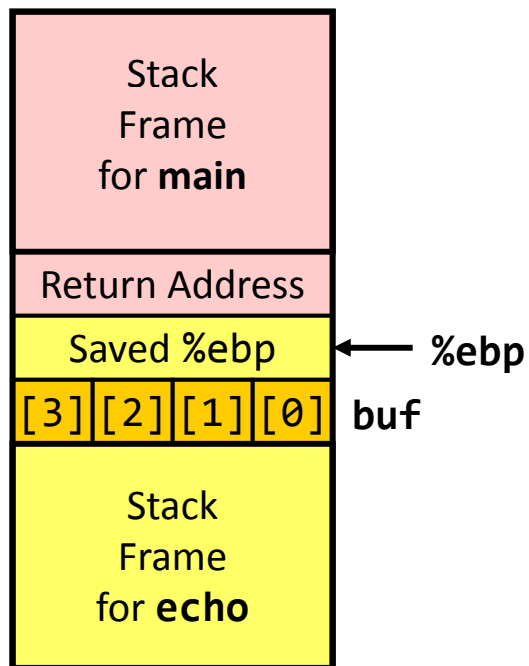
```
unix> gdb bufdemo
(gdb) break echo
Breakpoint 1 at 0x8048583
(gdb) run
Breakpoint 1, 0x8048583 in echo ()
(gdb) print /x *(unsigned *)$ebp
$1 = 0xbffff8f8
(gdb) print /x *((unsigned *)$ebp + 1)
$3 = 0x804864d
```



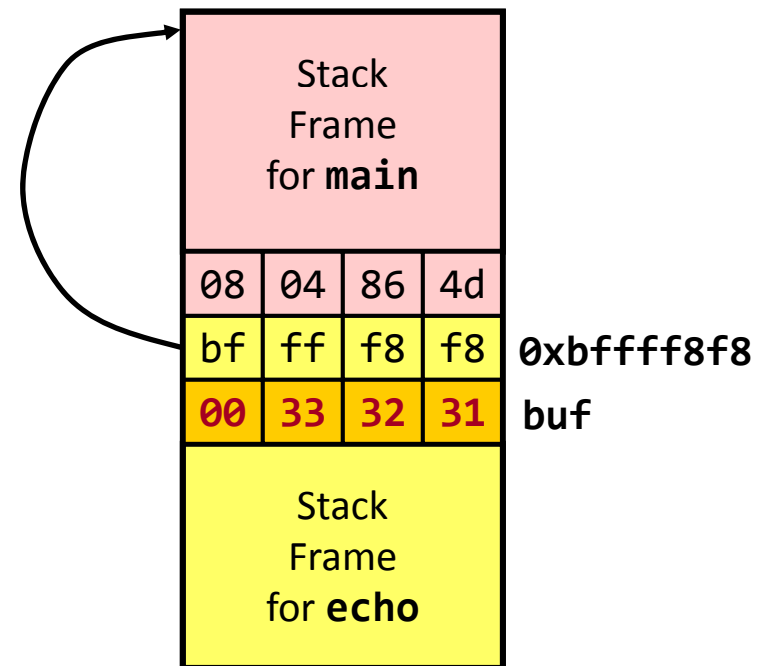
```
8048648: call 804857c <echo>
804864d: mov $0,%eax # Return Point
```

Buffer Overflow (3)

Before Call to gets

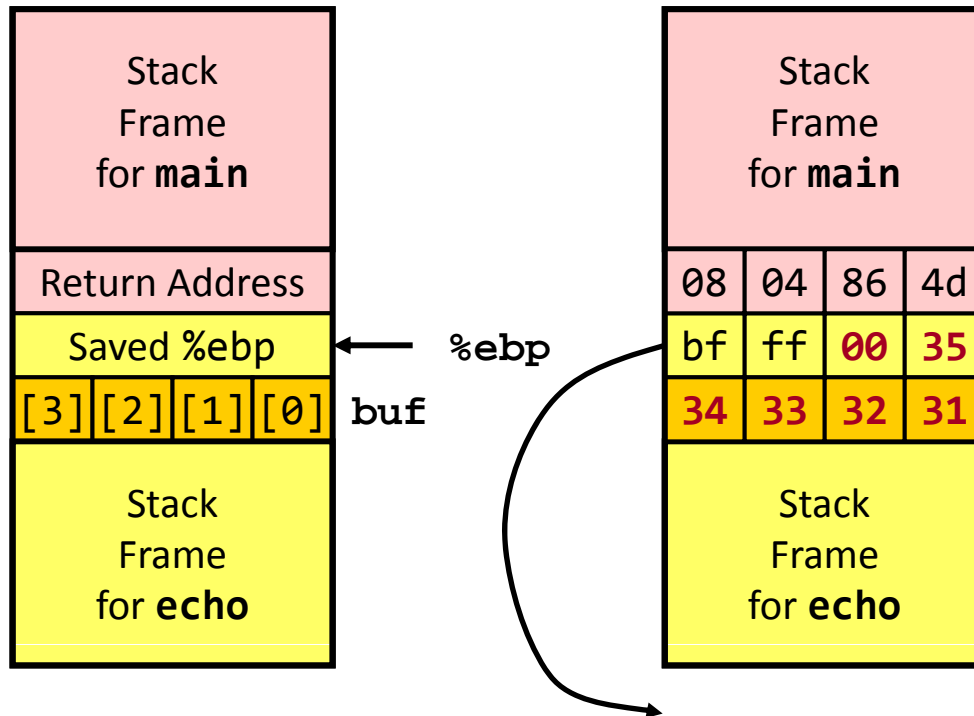


Input = "123"



No Problem

Buffer Overflow (4)



Input = "12345"

`0xbffff8d8`

buf Saved value of `%ebp` set to `0xbfff0035`

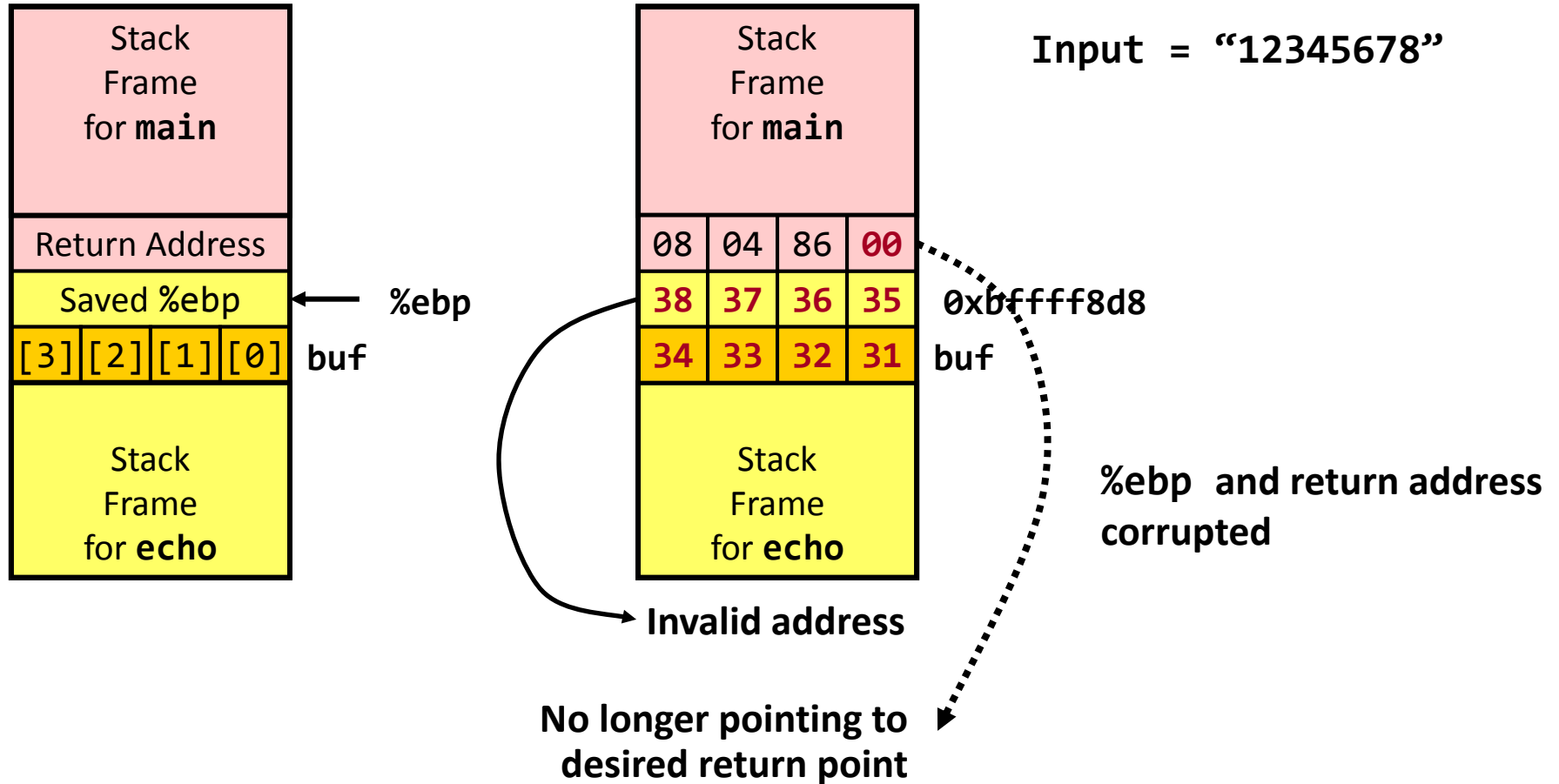
Bad news when later attempt to restore `%ebp`

```

. . .
8048600: call 80482c4 # gets
8048605: leal 0xffffffffc(%ebp),%eax
8048608: movl %eax,(%esp)
804860b: call 80482d4 # puts
8048610: leave # movl %ebp, %esp; popl %ebp
8048611: ret
    
```

<echo code>

Buffer Overflow (5)



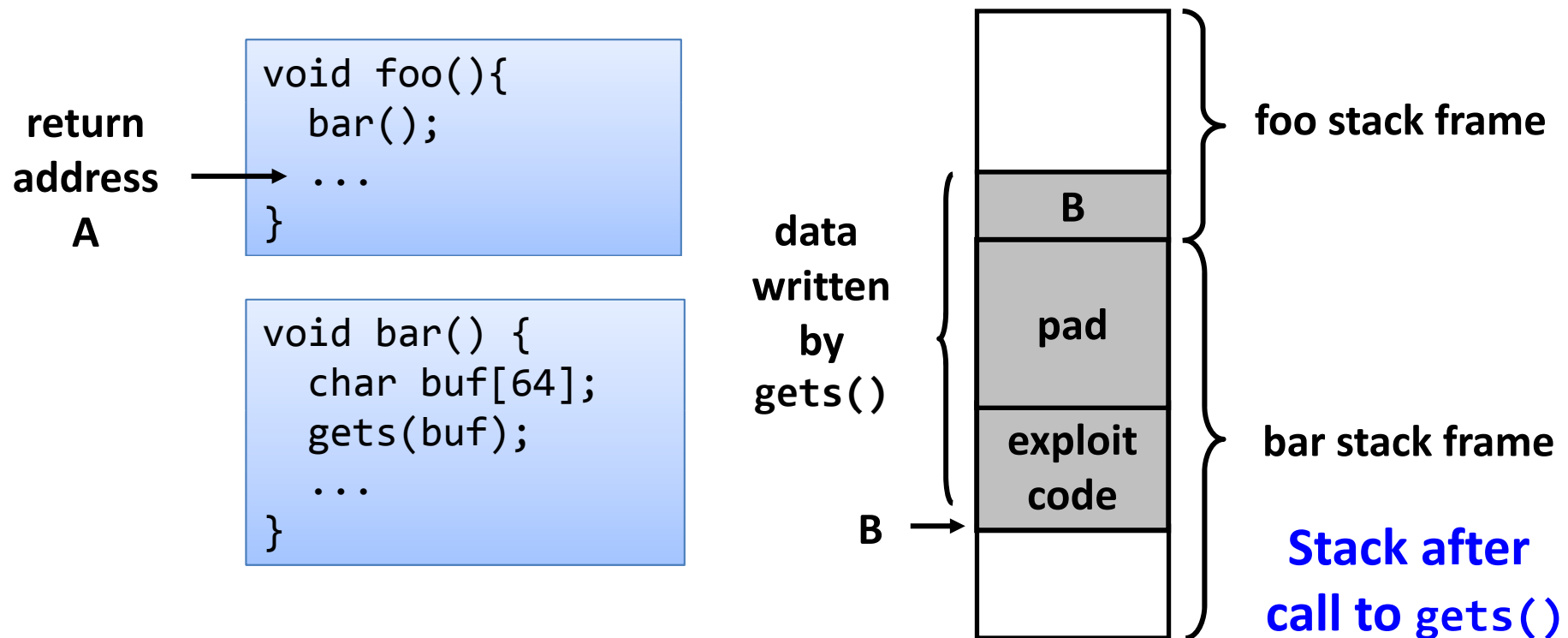
```

8048648: call 804857c <echo>
804864d: mov $0,%eax # Return Point
    
```

Buffer Overflow Attack (1)

Malicious use of buffer overflow

- Input string contains byte representation of executable code
- Overwrite return address with address of buffer
- When `bar()` executes `ret`, will jump to exploit code.



Buffer Overflow Attack (2)

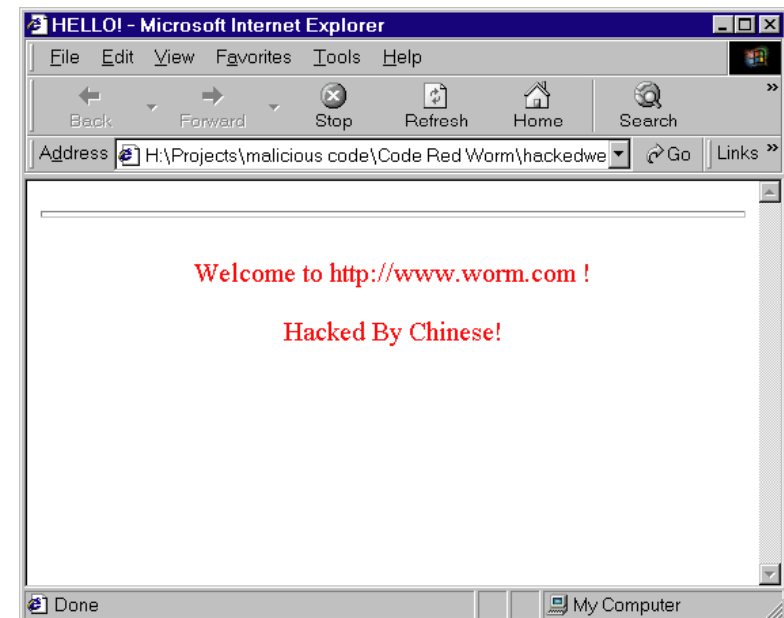
▪ Exploits based on buffer overflows

- Buffer overflow bugs allow remote machines to execute arbitrary code on victim machines.
- Internet worm
 - Early versions of the finger server (`fingerd`) used `gets()` to read the argument sent by the client:
 - » `finger kildong@skku.edu`
 - Worm attacked `fingerd` server by sending phony argument:
 - » `finger “exploit-code padding new-return-address”`
 - » exploit code: executed a root shell on the victim machine with a direct TCP connection to the attacker.

Code Red Worm (2)

■ Code Red exploit code

- Starts 100 threads running
- Spread self
 - Generate random IP addresses & send attack string
 - Between 1st & 19th of month
- Denial of service attack to www.whitehouse.gov
 - Send 98,304 packets; sleep for 4-1/2 hours; repeat
 - Between 21st & 27th of month
- Deface server's home page
 - After waiting 2 hours



Code Red Worm (3)

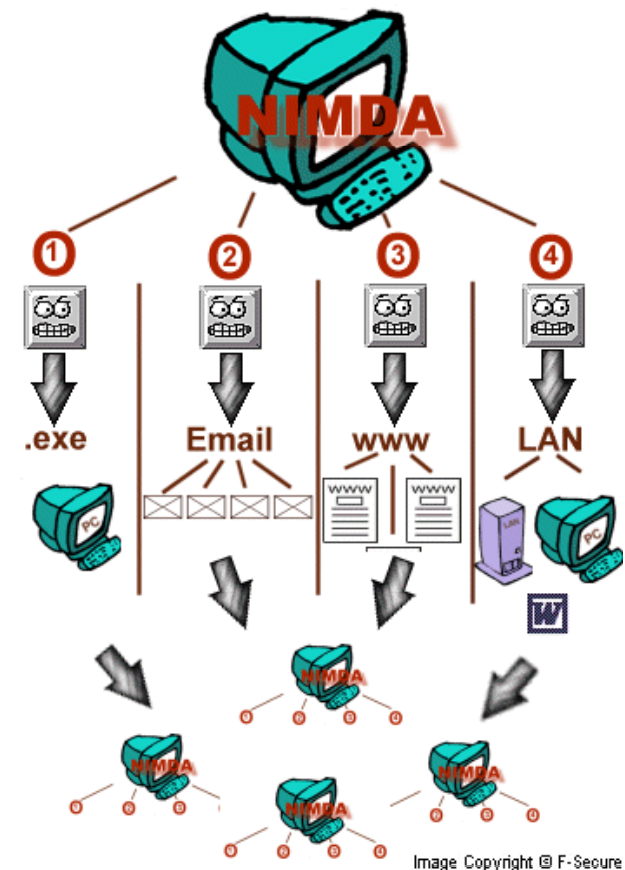
■ Code Red effects

- Later version even more malicious
 - Code Red II
 - As of April 2002, over 18,000 machines infected
 - Still spreading
- Paved way for NIMDA
 - Variety of propagation methods
 - One was to exploit vulnerabilities left behind by Code Red II

Nimda Worm

■ Nimda (2001)

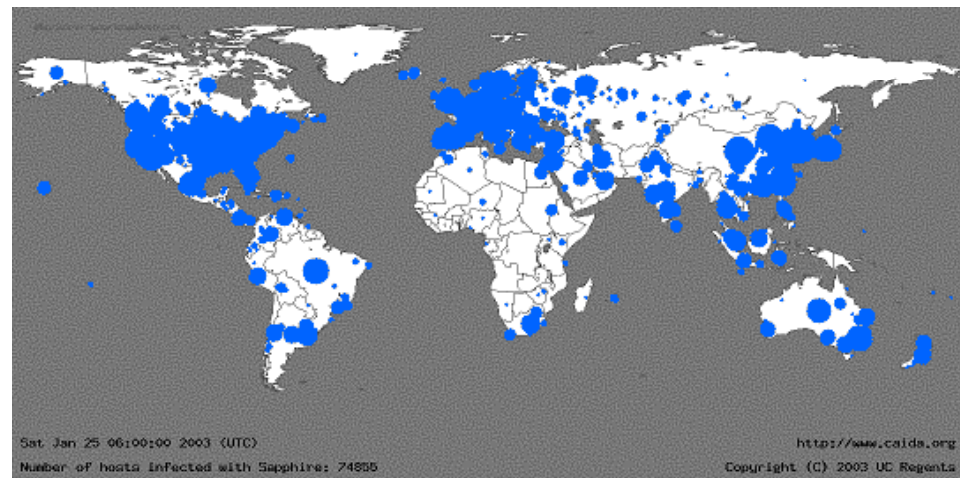
- Five different infection methods:
 - Via e-mail
 - Via open network shares
 - Via browsing of compromised web sites
 - Exploitation of various Microsoft IIS 4.0/5.0 directory traversal vulnerabilities
 - Via back doors left behind by the "Code Red II" and "Sadmind/IIS" worms
- One of the most widespread virus/worm



SQL Slammer Worm

■ SQL slammer (2003)

- Exploited two buffer overflow bugs in Microsoft's SQL Server and Desktop Engine.
- Infected 75,000 victims within 10 minutes
- Generate random IP addresses and send itself out to those addresses, slowing down Internet traffic dramatically.
- 1/25 nationwide Internet shutdown in South Korea



30 minutes after release

Avoiding Buffer Overflow

- Use library routines that limit string lengths
 - `fgets()` instead of `gets()`
 - `strncpy()` instead of `strcpy()`
 - Don't use `scanf()` with `%s` conversion specification
 - Use `fgets()` to read the string
 - Or use `%ns` where `n` is a suitable integer

```
/* Echo Line */
void echo()
{
    char buf[4]; /* Way too small! */
    fgets(buf, 4, stdin);
    puts(buf);
}
```

System-Level Protections



■ Randomized stack offsets

- At start of program, allocate random amount of space on stack
- Makes it difficult for hacker to predict beginning of inserted code

■ Executable space protection

- Mark certain areas of memory as non-executable
- Hardware assistance:
 - Intel NX (No eXecute) bit
 - AMD XD (eXecute Disable) bit

Summary



- **Memory layout**
 - OS/machine dependent (including kernel version)
 - Basic partitioning:
 - stack, data, text, heap, DLL found in most machines
- **Avoiding buffer overflow vulnerability**
 - Important to use library routines that limit string lengths
- **Working with strange code**
 - Important to analyze nonstandard cases
 - e.g., what happens when stack corrupted due to buffer overflow
 - Helps to step through with GDB