Lec11: Miscellaneous Topics

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Happy Halloween :)

Administrivia

- In-class CTF on Nov 22-23 (24 hours)!
- Due: Submit your CTF challenge by Nov 14 !
- Due: Lab08 is out and its due on Nov 7 !
- NSA Codebreaker Challenge → Due: Dec 6

Best Write-ups for Lab07

passwd	vishiswoz, SangjinYun
mini-shellshock	mdaniel40, Aditi
obscure	yiqincai, abhineet
diehard	chidambaram, Aditi
array	chidambaram, yiqincai
fmtstr-heap2	mliu366, yiqincai
memo	chidambaram, mliu366
2kills	viyer43, yiqincai
return-to-dl	mliu366, yiqincai
2048-game	mliu366, abhineet

Summary of Lab07

- Remote environments impose unique challenges:
  - **Side-channels**: passwd (timing channel)
  - **Command injection**: mini-shellshock (via cgi params)
  - **Weak defense**: diehard (stack canary)
  - **Insufficient info**: 2048_game (guessable)
  - **Time-of-check-time-of-use**: memo (file size/read)
  - **Common attack vectors**: obscure (on ARM), array, fmtstr-heap2, 2kills, return-to-dl

Discussion: passwd

```
1   for (; cur < end; cur ++) {
2     int c = fgetc(stdin);
3     if (c == '\n')
4       break;
5     /* short circuit */
6     if (*cur != c) {
7       break;
8     }
9     /* NOTE. make it easlier */
10    usleep(10000);
11  }
```

Discussion: passwd

Discussion: diehard

- What was the problem?

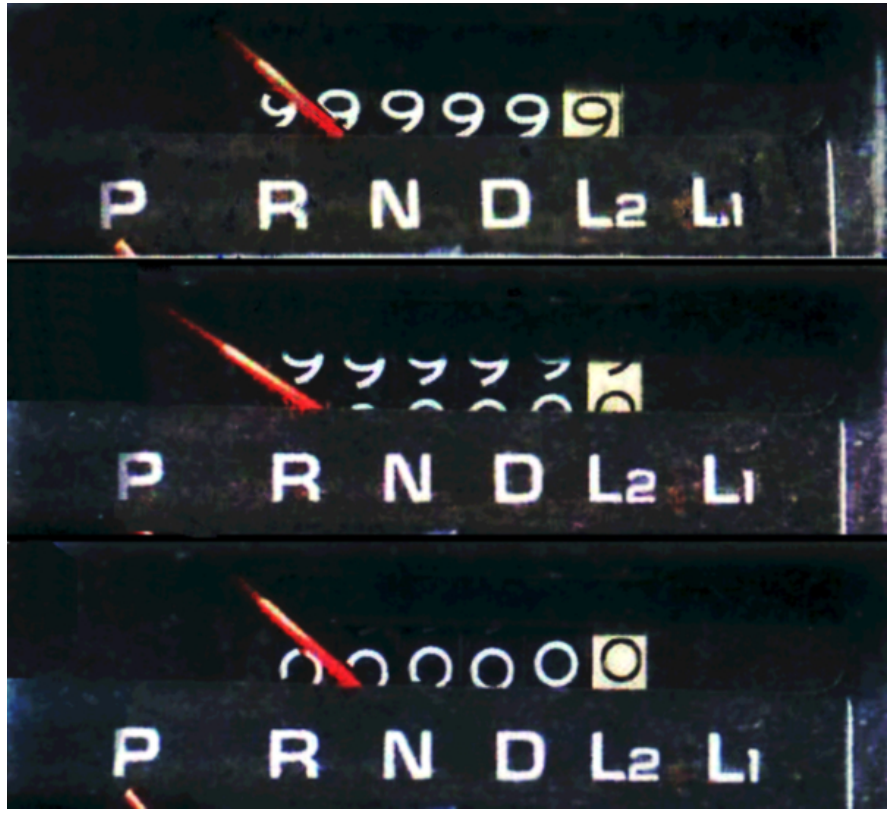
Discussion: diehard

- Problem: fork() does not change canary
- Exploit: change the last byte of canary one at a time
  - if correct, executed normally
  - if wrong, terminated
- 2^64 → 2^8 x 8 (now, tractable!)
- e.g., Apache stack overflow

Lab08: Miscellaneous

- **Integer overflow**
- Web
- Race condition
- Interesting exploit techniques, so miscellaneous

CS101: Integer Representation



CS101: Two's Complement Representation

The value w of an N-bit integer $a_{N-1}a_{N-2}\ldots a_0$

$$w = -a_{N-1}2^{N-1} + \sum_{i=0}^{N-2} a_i 2^i.$$

```
e.g., in x86 (32-bit, 4-byte):
    - 0x00000000 ->  0
    - 0xffffffff -> -1
    - 0x7fffffff ->  2147483647 (INT_MAX)
    - 0x80000000 -> -2147483648 (INT_MIN)
```

Ref. https://en.wikipedia.org/wiki/Two's_complement

Arithmetic with Two's Complements

- One instruction works for **both** sign/unsigned integers (i.e., add, sub, mul)
  - e.g., add reg1, reg2 (not distinguishing signedness of reg1/2)
- Properties:
  - Non-symmetric representation of range, so single 0
  - MSB represents signedness: 1 means negative, 0 means non-negative

Arithmetic with Two's Complements

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```
0x00000001 + 0x00000002 = 0x00000003 ( 1 + 2 = 3)
0xffffffff + 0x00000002 = 0x00000001 (-1 + 2 = 1)
0xffffffff + 0xfffffffe = 0xfffffffd (-1 +-2 =-3)

range(signe integer) = [-2^31, 2^31-1] = [-2147483648, 2147483647]
range(unsigned integer) = [0, 2^32-1] = [0, 4294967295]
```

Question!

- Then, how to interpret the arithmetic result?

```
; 0xffffffff + 0xfffffffe = 0xfffffffd (-1 +-2 =-3)

mov eax, 0xffffffff   ; eax = 0xffffffff
mov ebx, 0xfffffffd   ; ebx = 0xfffffffe
add eax, ebx          ; eax = 0xfffffffd
; eax = 0xfffffffd
; 1) is it -3?
; 2) is it 4294967293 (== 0xfffffffd)?
```

Idea: Using Status Flags (E/RFLAGS)

- **CF:** overflow of **unsigned** arithmetic operations
- **OF:** overflow of **signed** arithmetic operations

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0x00000001 + 0x00000002 = 0x00000003 ( 1 + 2 = 3)
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  -> CF: 1   OF: 1    SF: 0
0x7fffffff + 0x00000001 = 0x80000000 ( 2147483647 +  1 = -2147483648)
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  -> CF: 1   OF: 1    SF: 0
0x7fffffff + 0x00000001 = 0x80000000 ( 2147483647 +  1 = -2147483648)
  -> CF: 0   OF: 1    SF: 1
```

C's Integer Representation

	x86 (32b)	x86_64 (64b)
char	1 byte	1 byte
unsigned char	1 byte	1 byte
short	2 bytes	2 bytes
unsigned short	2 bytes	2 bytes
int	4 bytes	4 bytes
unsigned int	4 bytes	4 bytes
(*) long	4 bytes	8 bytes
(*) unsigned long	4 bytes	8 bytes
long long	8 bytes	8 bytes
unsigned long long	8 bytes	8 bytes
(*) size_t	4 bytes	8 bytes
(*) ssize_t	4 bytes	8 bytes
(*) void*	4 bytes	8 bytes

Thinking of C's Type/Precision Conversion

- Lower → higher precision

```
        char -> int
[-128, 127] -> [-128, 127]
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                    ------> sign extended (e.g., movsx)

unsigned char -> unsigned int
     [0, 255] -> [0, 255]
```

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- Lower → higher precision

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          char -> int
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                    ------> sign extended (e.g., movsx)

unsigned char -> unsigned int
      [0, 255] -> [0, 255]
     [0, 0xff] -> [0, 0x000000ff]
                      ------> zero extended (e.g., movzx)
```

Thinking of C's Type/Precision Conversion

- Higher → lower precision (what's correct mappings?)
- Mathematically complex, but architecturally simple (truncation!)

```
                        int -> char
[-2147483649, 2147483647] -> [-128, 127]
 [0x80000000, 0x7fffffff] -> [0x80, 0x7f]

           unsigned int -> unsigned char
         [0, 4294967295] -> [0, 255]
         [0, 0xffffffff] -> [0, 0xff]

       both simply, eax -> al  (by processor)
```

CS101: Question?

```
char c1 = 100;
char c2 = 3;
char c3 = 4;

c1 = c1 * c2 / c3;
```

CS101: Question?

```
char c1 = 100;
char c2 = 3;
char c3 = 4;

c1 = c1 * c2 / c3;
     ------- Q1?
     ------------ Q2?

  1) 300 / 4 = 75
  2) 300 (0x12c, which is > 1 byte) -> 0x2c / 4 = 11
```

Basic Concept: Integer Promotion

- Before any arithmetic operations,
- All integer types whose size is smaller than sizeof(int):
  1. Promote to int (if int can represent the whole range)
  2. Promote to unsigned int (if not)

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e.g.,

```
c1 = (int)c1 * (int)c2 / (int)c3;
   = 100 * 3 / 4
   = 300 / 4
   = 75
```

Example: char/unsigned char Addition

- Promote to int (if int can represent the whole range)

```
// by rule 1. -> (1)
char sc = SCHAR_MAX;
unsigned char uc = UCHAR_MAX;

long long sll = sc + uc;

    1) (long long)((int)sc + (int)uc)?
    2) (long long)sc + (long long)uc?
```

Example: int/unsigned int Comparison

- Promote to unsigned int (if not)

```
// by rule 2. -> (2)
int si = -1;
unsigned int ui = 1;

printf("%d\n", (int)(si < ui));
             1) ui promotes to int
                = -1 < 1
                = 1
             2) si promotes to unsigned int
                = 0xffffffff < 1
                = 0
```

Remark: Undefined Behaviors

- Overflow of **unsigned integers** are **well-defined** (i.e., wrapping)
- Overflow of **signed** integers are **undefined**
  - But well-defined to the processor (i.e., just wrapping in x86)
  - Optimization takes advantages of this, making it hard to understand

CS101: Int. Ovfl. and Undefined Behavior

1. (in x86_64) what does the expression `1 > 0` evaluate to?
   (a) 0 (b) 1 (c) NaN (d) -1 (e) undefined

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   (a) `0` (b) `1` (c) NaN (d) `-1` (e) undefined

>> (b)

```
(int) 1 > (int) 0
```

CS101: Int. Ovfl. and Undefined Behavior

2. `(unsigned short)1 > -1`?

   (a) 1 (b) 0 (c) -1 (d) undefined

CS101: Int. Ovfl. and Undefined Behavior

2. `(unsigned short)1 > -1`?
   (a) 1 (b) 0 (c) -1 (d) undefined

>> (a)

`unsigned short` can be represented by `int`

```
(int)(unsigned short)1 > (int)-1
```

CS101: Int. Ovfl. and Undefined Behavior

3. `-1U > 0`?

   (a) `1` (b) `0` (c) `-1` (d) undefined

CS101: Int. Ovfl. and Undefined Behavior

```
3. -1U > 0?
    (a) 1   (b) 0   (c) -1    (d) undefined

>> (a)

   unsigned int can't be represented by int,
     so promote to unsigned int
   (unsigned int)(-1U) = 0xffffffff > 0
```

CS101: Int. Ovfl. and Undefined Behavior

5. abs(-2147483648), abs(INT_MIN) in x86_32?
   (a) 0 (b) < 0 (c) > 0 (d) NaN

CS101: Int. Ovfl. and Undefined Behavior

5. abs(-2147483648), abs(INT_MIN) in x86_32?
   (a) 0 (b) < 0 (c) > 0 (d) NaN

>> (b)
   Undefined, but the way the processor works:

```
int abs (int i) {
  return i < 0 ? -i : i;
}
```

   Q. What about in x86 (64-bit)?

CS101: Int. Ovfl. and Undefined Behavior

6. `1U << 0`?

   (a) `1` (b) `4` (c) `UINT_MAX` (d) `0` (e) undefined

CS101: Int. Ovfl. and Undefined Behavior

```
6. 1U << 0?
    (a) 1   (b) 4  (c) UINT_MAX  (d) 0  (e) undefined

>> (a)
```

CS101: Int. Ovfl. and Undefined Behavior

7. `1U << 32`?

(a) `1` (b) `4` (c) `UINT_MAX` (d) `INT_MIN` (e) `0` (f) undefined

CS101: Int. Ovfl. and Undefined Behavior

```
7. 1U << 32?
    (a) 1   (b) 4  (c) UINT_MAX  (d) INT_MIN  (e) 0  (f) undefined

>> (f) in C

   x86 (32-bit), 1U << 32 == 1!
   shl edx,cl

   Q. 1U << -1?
```

CS101: Int. Ovfl. and Undefined Behavior

8. `-1L << 2`?

(a) `0` (b) `4` (c) `INT_MAX` (d) `INT_MIN` (e) undefined

CS101: Int. Ovfl. and Undefined Behavior

```
8. -1L << 2?
    (a) 0   (b) 4  (c) INT_MAX  (d) INT_MIN   (e) undefined

>> (e) in C

   shift operations on sign integers are undefined

   x86 (32-bit), -1L << 2 == -4!
   edx = 0xffffffff
   cl = 2
   shl edx,cl
```

CS101: Int. Ovfl. and Undefined Behavior

9. INT_MAX + 1?

(a) 0 (b) 1 (c) INT_MAX (d) UINT_MAX (e) undefined

CS101: Int. Ovfl. and Undefined Behavior

```
9. INT_MAX + 1?
    (a) 0   (b) 1  (c) INT_MAX  (d) UINT_MAX  (e) undefined

>> (e) in C

   overflow in sign integers are undefined!

   x86 (32-bit), 0x7fffffff + 1 = 0x80000000
   eax = 0x7fffffff
   ecx = 1
   add eax, ecx
```

CS101: Int. Ovfl. and Undefined Behavior

10. UINT_MAX + 1?
    (a) 0 (b) 1 (c) INT_MAX (d) UINT_MAX (e) undefined

CS101: Int. Ovfl. and Undefined Behavior

```
10. UINT_MAX + 1?
    (a) 0   (b) 1  (c) INT_MAX  (d) UINT_MAX  (e) undefined

>> (a)
```

CS101: Int. Ovfl. and Undefined Behavior

11. -INT_MIN?
    (a) 0 (b) 1 (c) INT_MAX (d) UINT_MAX (e) INT_MIN
    (f) undefined

CS101: Int. Ovfl. and Undefined Behavior

11. -INT_MIN?
    (a) 0 (b) 1 (c) INT_MAX (d) UINT_MAX (e) INT_MIN
    (f) undefined

>> (f) in C but reuslts in (e)

CS101: Int. Ovfl. and Undefined Behavior

12. `-1L > 1U?` on x86_64 and x86

    (a) (0, 0) (b) (1, 1) (c) (0, 1) (d) (1, 0)

    (e) undefined

CS101: Int. Ovfl. and Undefined Behavior

12. -1L > 1U? on x86_64 and x86
    (a) (0, 0) (b) (1, 1) (c) (0, 1) (d) (1, 0)
    (e) undefined

>> (c)

```
   x86_64: size(long) > sizeof(unsigned int)
     -> (long)-1L > (long)1U
   x86: sizeo(long) == sizeof(unsigned int)
     -> (unsigned int)-1L > (unsigned int) 1U
```

Today's Tutorial

- In-class tutorial:
  - Writing reliable exploit
  - Logical vulnerability

```
$ ssh lab08@3.95.14.86
Password: <password>

$ cd tut08-reliable-1
$ cd tut08-reliable-2
```