15-213

"The course that gives CMU its Zip!"

Machine Language V: Miscellaneous Topics
Sept. 25, 2001

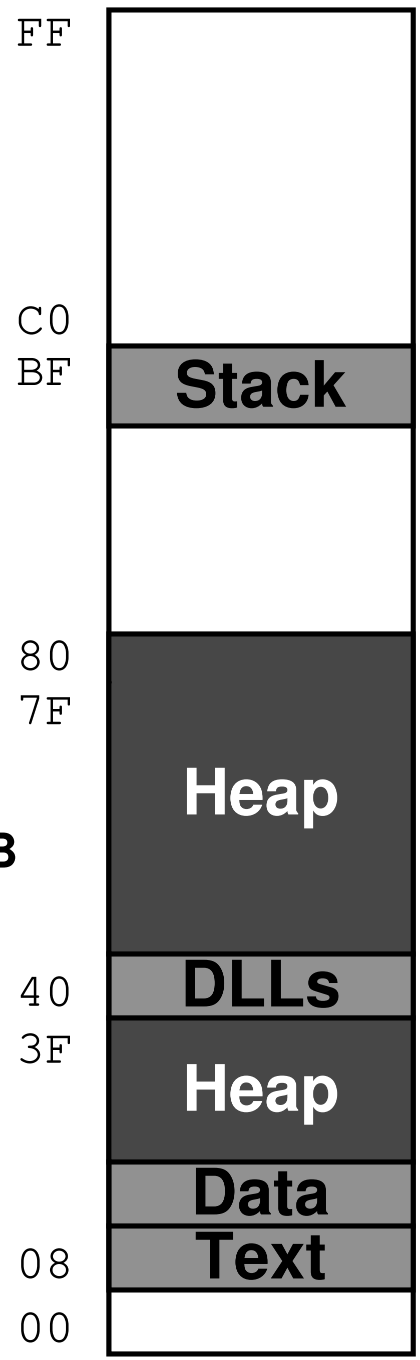
Topics

- Linux Memory Layout
- Understanding Pointers
- Buffer Overflow
- Floating Point Code

Linux Memory Layout

Upper
2 hex
digits of
address

**Red Hat
v. 6.2
~1920MB
memory
limit**



Stack

- Runtime stack (8MB limit)

Heap

- Dynamically allocated storage
- When call `malloc`, `calloc`, `new`

DLLs

- Dynamically Linked Libraries
- Library routines (e.g., `printf`, `malloc`)
- Linked into object code when first executed

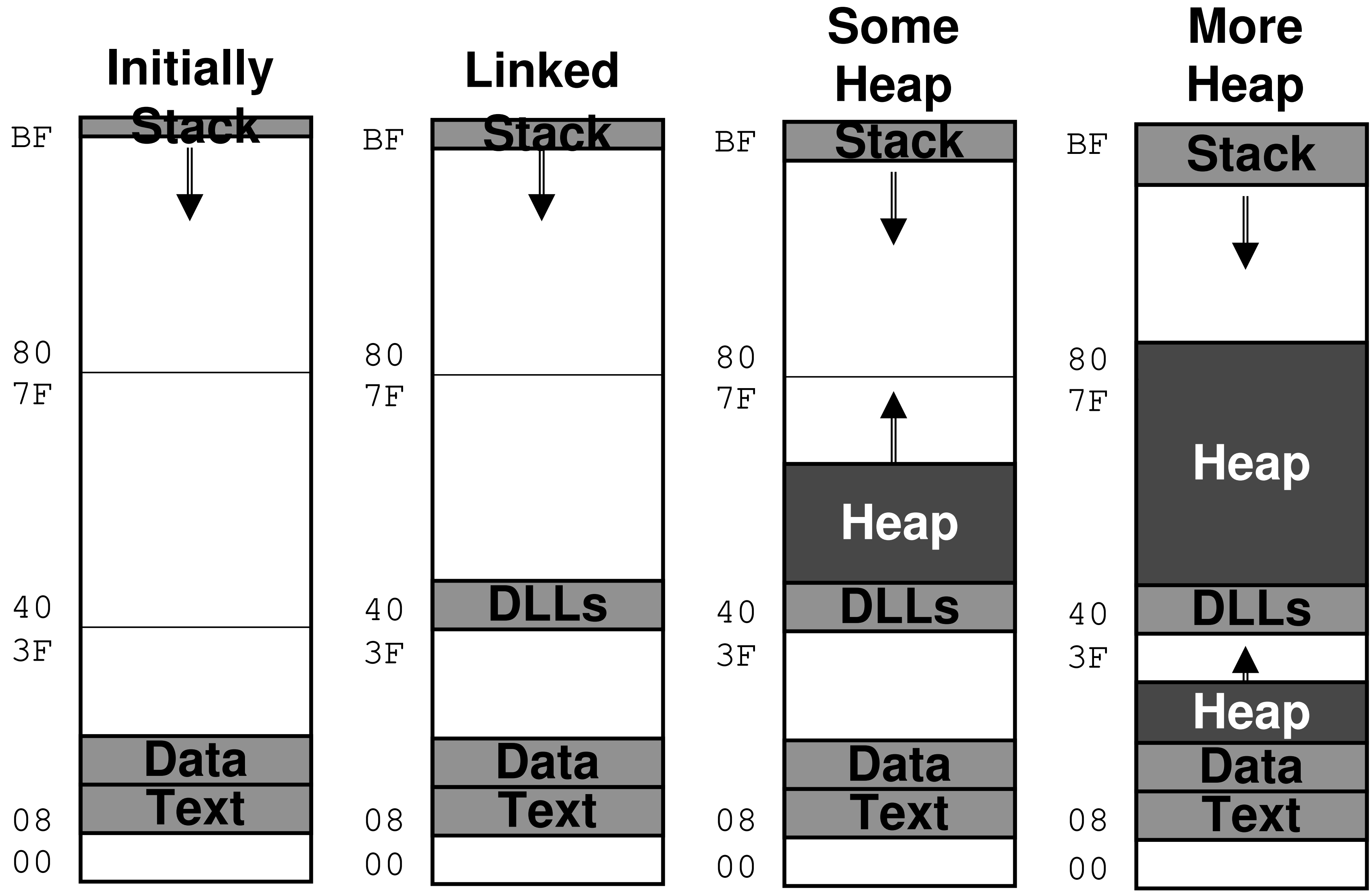
Data

- Statically allocated data
- E.g., arrays & strings declared in code

Text

- Executable machine instructions
- Read-only

Linux Memory Allocation



Memory Allocation Example

```
char big_array[1<<24];  /*  16 MB */
char huge_array[1<<28]; /* 256 MB */

int beyond;
char *p1, *p2, *p3, *p4;

int useless() {  return 0; }

int main()
{
 p1 = malloc(1 <<28);  /* 256 MB */
 p2 = malloc(1 << 8);  /* 256 B  */
 p3 = malloc(1 <<28);  /* 256 MB */
 p4 = malloc(1 << 8);  /* 256 B  */
 /* Some print statements ... */
}
```

Dynamic Linking Example

```
(gdb) print malloc
  $1 = {<text variable, no debug info>}
    0x8048454 <malloc>
(gdb) run
  Program exited normally.
(gdb) print malloc
  $2 = {void *(unsigned int)}
    0x40006240 <malloc>
```

Initially

- Code in text segment that invokes dynamic linker
- Address `0x8048454` should be read `0x08048454`

Final

- Code in DLL region

Breakpointing Example

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

Main

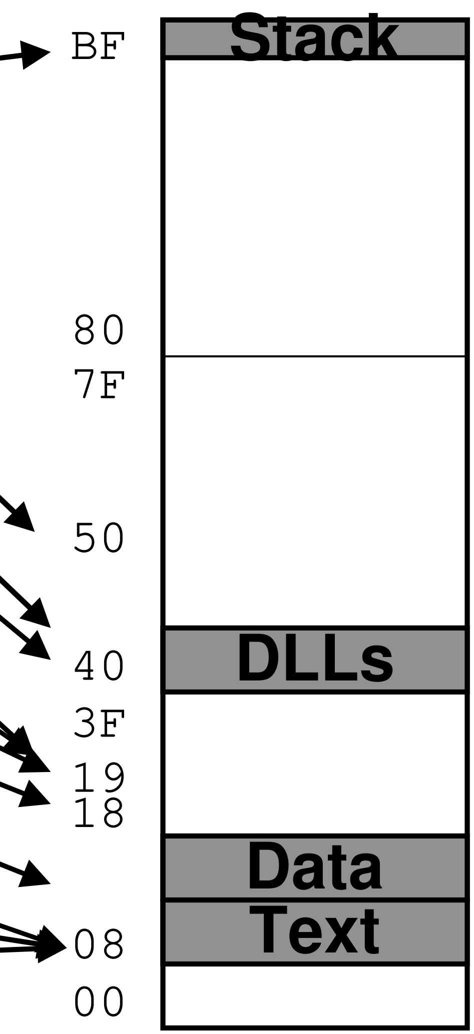
- Address `0x804856f` should be read `0x0804856f`

Stack

- Address `0xbffffc78`

Example Addresses

`$esp`	`0xbffffc78`
`p3`	`0x500b5008`
`p1`	`0x400b4008`
Final `malloc`	`0x40006240`
`p4`	`0x1904a640`
`p2`	`0x1904a538`
`beyond`	`0x1904a524`
`big_array`	`0x1804a520`
`huge_array`	`0x0804a510`
`main()`	`0x0804856f`
`useless()`	`0x08048560`
Initial `malloc`	`0x08048454`



C operators

<table>
<tr><th>Operators</th><th>Associativity</th></tr>
<tr><td><code>()   []   ->   .</code></td><td>left to right</td></tr>
<tr><td><code>! ~ ++ -- + - * & (type) sizeof</code></td><td>right to left</td></tr>
<tr><td><code>* / %</code></td><td>left to right</td></tr>
<tr><td><code>+ -</code></td><td>left to right</td></tr>
<tr><td><code><< >></code></td><td>left to right</td></tr>
<tr><td><code>< <= > >=</code></td><td>left to right</td></tr>
<tr><td><code>== !=</code></td><td>left to right</td></tr>
<tr><td><code>&</code></td><td>left to right</td></tr>
<tr><td><code>^</code></td><td>left to right</td></tr>
<tr><td><code>|</code></td><td>left to right</td></tr>
<tr><td><code>&&</code></td><td>left to right</td></tr>
<tr><td><code>||</code></td><td>left to right</td></tr>
<tr><td><code>?:</code></td><td>right to left</td></tr>
<tr><td><code>= += -= *= /= %= &= ^= != <<= >>=</code></td><td>right to left</td></tr>
<tr><td><code>,</code></td><td>left to right</td></tr>
</table>

Note: Unary +, -, and * have higher precedence than binary forms

C pointer declarations

`int *p`	p is a pointer to int
`int *p[13]`	p is an array[13] of pointer to int
`int *(p[13])`	p is an array[13] of pointer to int
`int **p`	p is a pointer to a pointer to an int
`int (*p)[13]`	p is a pointer to an array[13] of int
`int *f()`	f is a function returning a pointer to int
`int (*f)()`	f is a pointer to a function returning int
`int (*(*f())[13])()`	f is a function returning ptr to an array[13] of pointers to functions returning int
`int (*(*x[3])())[5]`	x is an array[3] of pointers to functions returning pointers to array[5] of ints

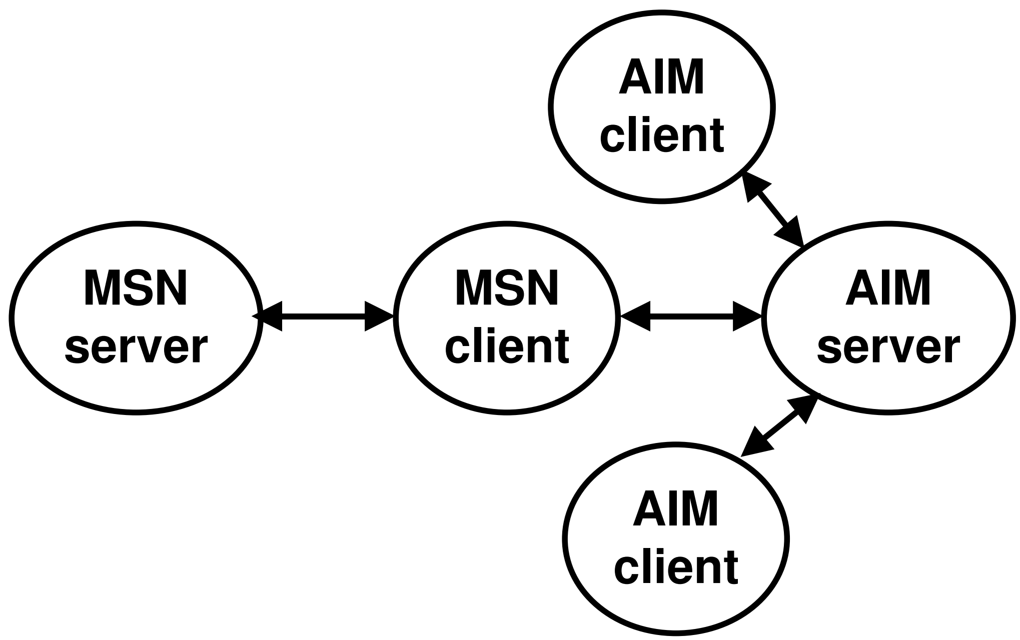
Internet Worm and IM War

November, 1988

- Internet Worm attacks thousands of Internet hosts.
- How did it happen?

July, 1999

- Microsoft launches MSN Messenger (instant messaging system).
- Messenger clients can access popular AOL Instant Messaging Service (AIM) servers



Internet Worm and IM War (cont.)

August 1999

- **Mysteriously, Messenger clients can no longer access AIM servers.**
- **Microsoft and AOL begin the IM war:**
  - AOL changes server to disallow Messenger clients
  - Microsoft makes changes to clients to defeat AOL changes.
  - At least 13 such skirmishes.
- **How did it happen?**

The Internet Worm and AOL/Microsoft War were both based on *stack buffer overflow* exploits!

- many Unix functions, such as `gets()` and `strcpy()`, do not check argument sizes.
- allows target buffers to overflow.

Vulnerable Buffer Code

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

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

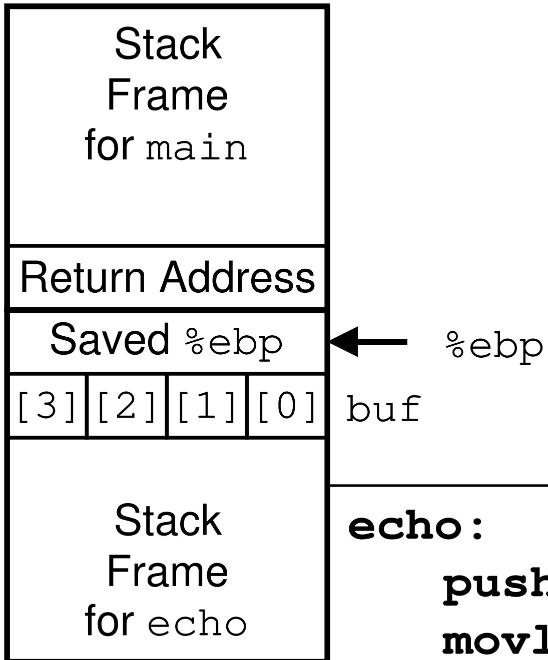
Buffer Overflow Executions

```
unix>./bufdemo
Type a string:123
123
```

```
unix>./bufdemo
Type a string:12345
Segmentation Fault
```

```
unix>./bufdemo
Type a string:12345678
Segmentation Fault
```

Buffer Overflow Stack



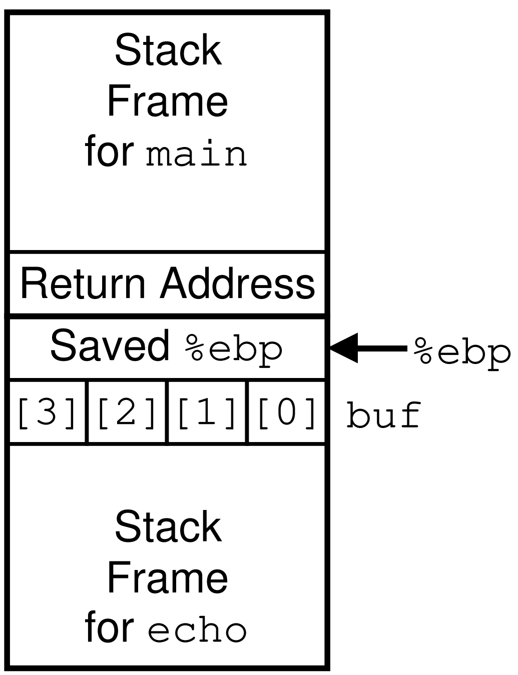

```c
/* Echo Line */
void echo()
{
    char buf[4];  /* Way too small! */
    gets(buf);
    puts(buf);
}
```

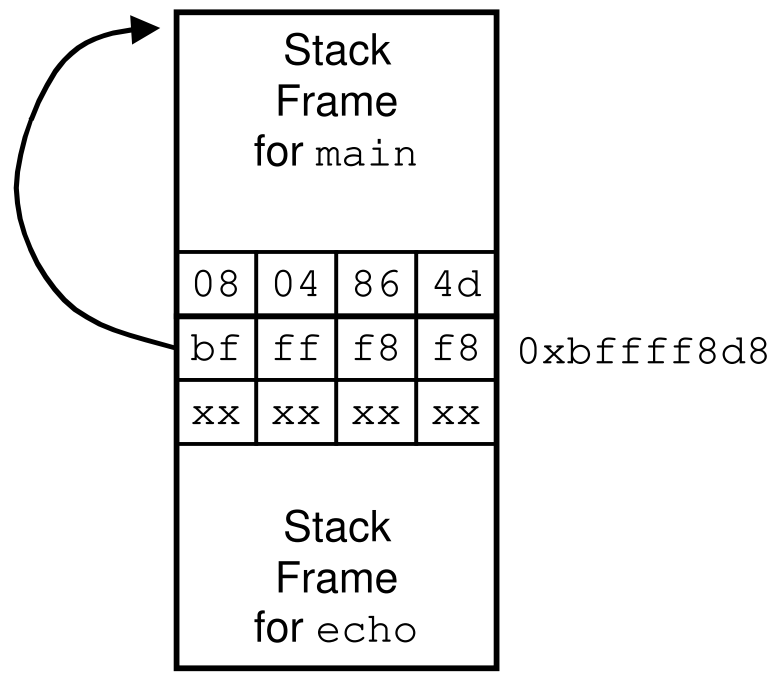
```
echo:
    pushl %ebp                # Save %ebp on stack
    movl %esp,%ebp
    subl $20,%esp             # Allocate space on stack
    pushl %ebx                # Save %ebx
    addl $-12,%esp            # Allocate space on stack
    leal -4(%ebp),%ebx        # Compute buf as %ebp-4
    pushl %ebx                # Push buf on stack
    call gets                 # Call gets
    . . .
```

Buffer Overflow Stack Example

```
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
```

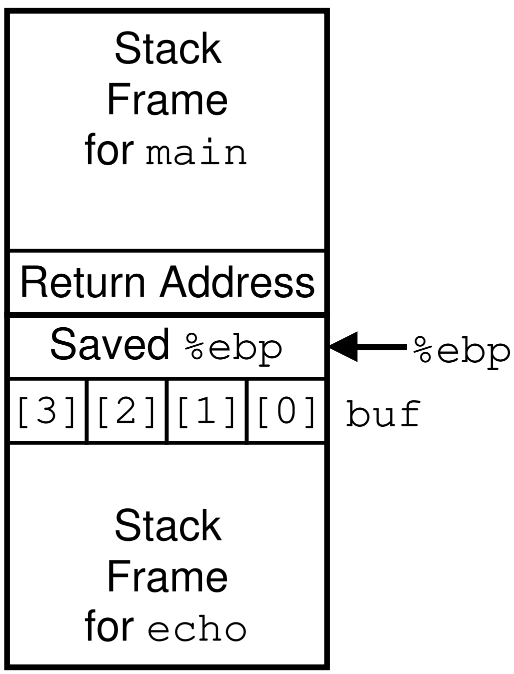
Before Call to gets



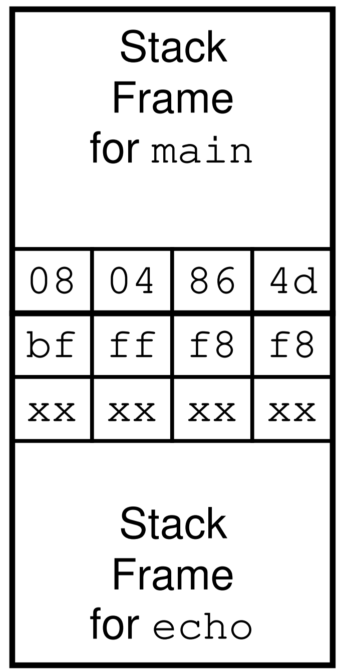



```
8048648:  call 804857c <echo>
804864d:  mov  0xffffffe8(%ebp),%ebx # Return Point
```

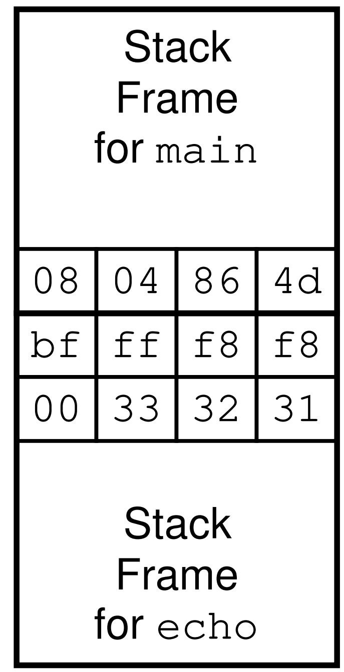
Buffer Overflow Stack Example #1



Before Call to `gets`

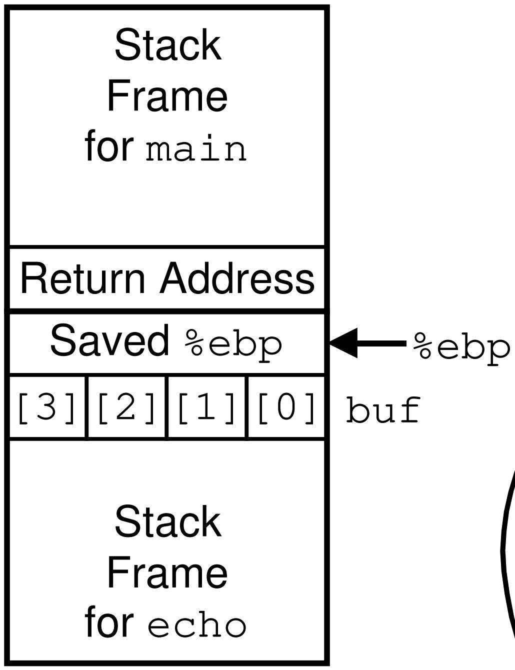


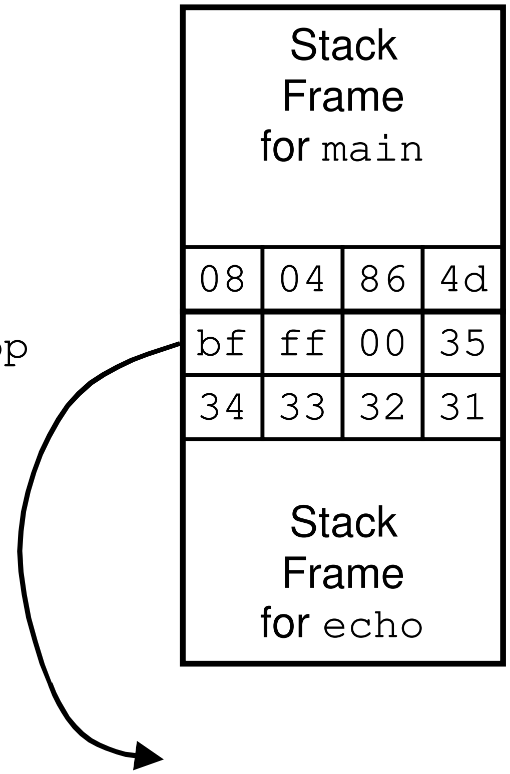
Input = “123”



No Problem

Buffer Overflow Stack Example #2





Input = "12345"

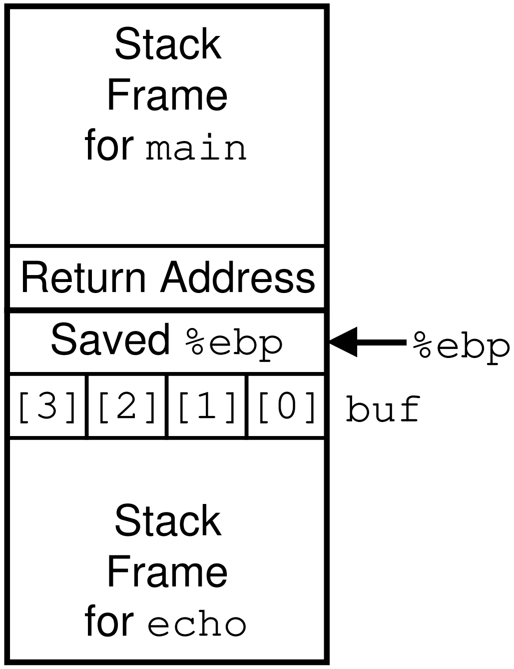
Saved value of `%ebp` set to `0xbfff0035`

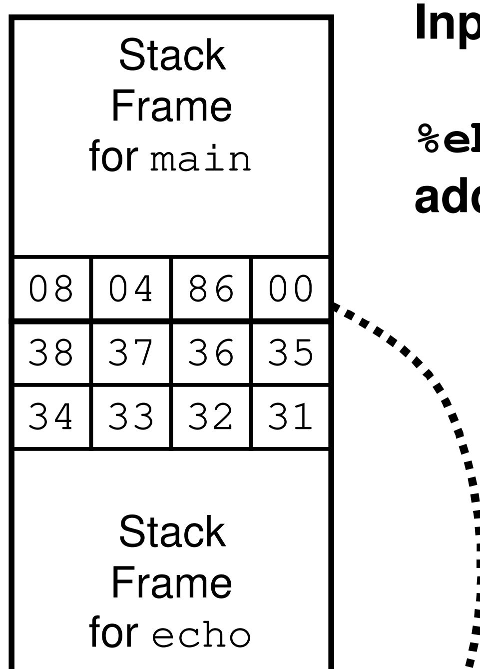
0xbffff8d8

`echo` code:

```
8048592:  push   %ebx
8048593:  call   80483e4 <_init+0x50>
8048598:  mov    0xffffffe8(%ebp),%ebx
804859b:  mov    %ebp,%esp
804859d:  pop    %ebp     # %ebp gets set to invalid value
804859e:  ret
```

Buffer Overflow Stack Example





Input = “12345678”

`%ebp` and return address corrupted

Function `good_echo`

```
80485fc:  80 3c 33 0a      cmpb   $0xa,(%ebx,%esi,1)
8048600:  75 ae            jne    80485b0 <good_echo+0x10>
8048602:  a1 b8 97 04 08   mov    0x80497b8,%eax
```

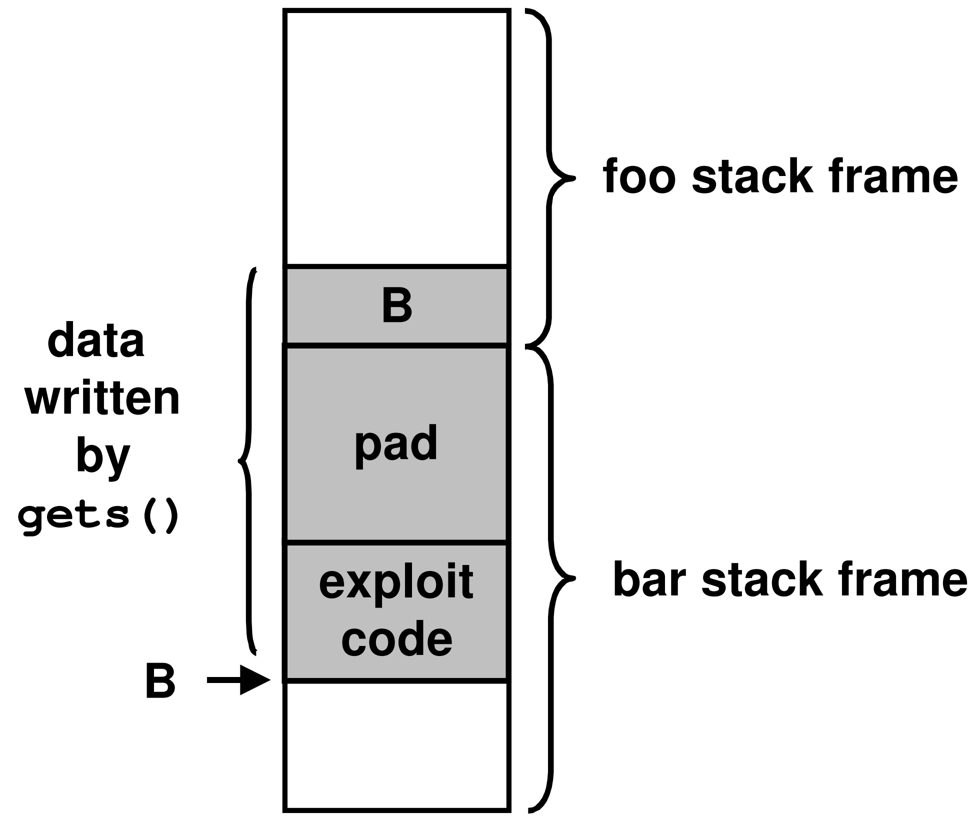
Malicious Use of Buffer Overflow

return address A

```
void foo(){
  bar();
  ...
}
```

```
void bar() {
  char buf[64];
  gets(buf);
  ...
}
```

Stack after call to `gets()`



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

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 droh@cs.cmu.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.

IM War

- AOL exploited existing buffer overflow bug in AIM clients
- exploit code: returned 4-byte signature (the bytes at some location in the AIM client) to server.
- When Microsoft changed code to match signature, AOL changed signature location.

Date: Wed, 11 Aug 1999 11:30:57 -0700 (PDT)
From: Phil Bucking <philbucking@yahoo.com>
Subject: AOL exploiting buffer overrun bug in their own software!
To: rms@pharlap.com

Mr. Smith,

I am writing you because I have discovered something that I think you might find interesting because you are an Internet security expert with experience in this area. I have also tried to contact AOL but received no response.

I am a developer who has been working on a revolutionary new instant messaging client that should be released later this year.
...
It appears that the AIM client has a buffer overrun bug. By itself this might not be the end of the world, as MS surely has had its share. But AOL is now *exploiting their own buffer overrun bug* to help in its efforts to block MS Instant Messenger.
....
Since you have significant credibility with the press I hope that you can use this information to help inform people that behind AOL's friendly exterior they are nefariously compromising peoples' security.

Sincerely,
Phil Bucking
Founder, Bucking Consulting
philbucking@yahoo.com

It was later determined that this email originated from within Microsoft!

IA32 Floating Point

History

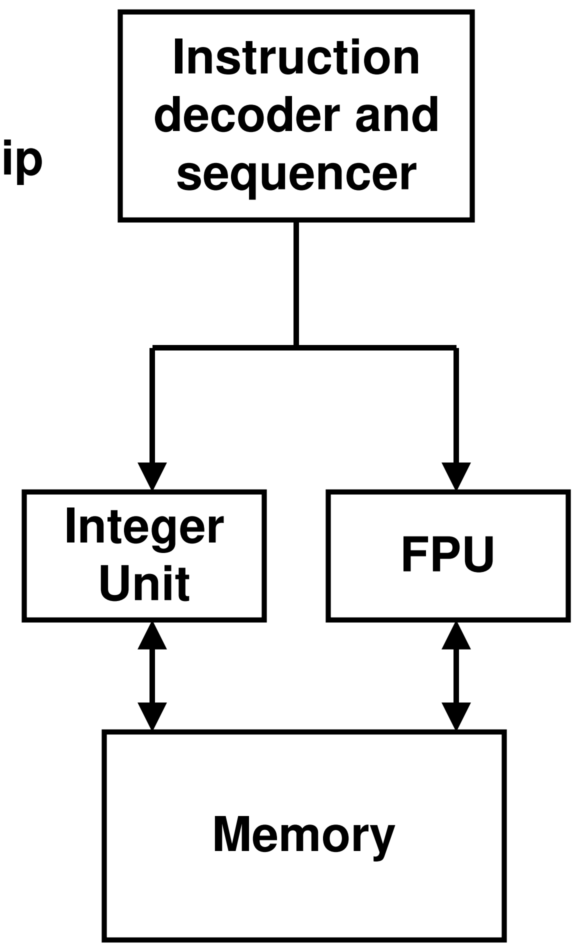
- **8086: first computer to implement IEEE FP**
  - separate 8087 FPU (floating point unit)
- **486: merged FPU and Integer Unit onto one chip**

Summary

- **Hardware to add, multiply, and divide**
- **Floating point data registers**
- **Various control & status registers**

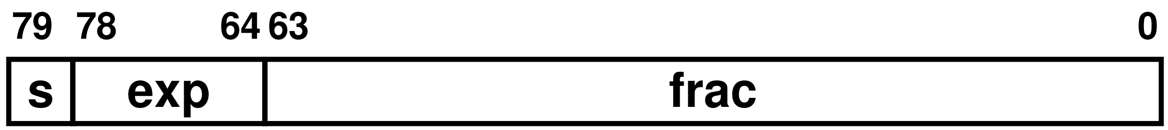
Floating Point Formats

- **single precision (C `float`): 32 bits**
- **double precision (C `double`): 64 bits**
- **extended precision (C `long double`): 80 bits**



FPU Data Register Stack

FPU register format (extended precision)



FPU registers

- 8 registers
- Logically forms shallow stack
- Top called `%st(0)`
- When push too many, bottom values disappear

FPU instructions

Large number of floating point instructions and formats

- ~50 basic instruction types
- load, store, add, multiply
- sin, cos, tan, arctan, and log!

Sample instructions:

Instruction	Effect	Description
`fldz`	push 0.0	Load zero
`flds Addr`	push M[`Addr`]	Load single precision real
`fmuls Addr`	`%st(0) <- %st(0)`*M[`Addr`]	Multiply
`faddp`	`%st(1) <- %st(0)+%st(1); pop`	Add and pop

Floating Point Code Example

Compute Inner Product of Two Vectors

- Single precision arithmetic
- Scientific computing and signal processing workhorse

```c
float ipf (float x[],
           float y[],
           int n)
{
  int i;
  float result = 0.0;

  for (i = 0; i < n; i++) {
    result += x[i] * y[i];
  }
  return result;
}
```

```
   pushl %ebp                 # setup
   movl %esp,%ebp
   pushl %ebx

   movl 8(%ebp),%ebx          # %ebx=&x
   movl 12(%ebp),%ecx         # %ecx=&y
   movl 16(%ebp),%edx         # %edx=n
   fldz                       # push +0.0
   xorl %eax,%eax             # i=0
   cmpl %edx,%eax             # if i>=n done
   jge .L3
.L5:
   flds (%ebx,%eax,4)         # push x[i]
   fmuls (%ecx,%eax,4)        # st(0)*=y[i]
   faddp                      # st(1)+=st(0); pop
   incl %eax                  # i++
   cmpl %edx,%eax             # if i<n repeat
   jl .L5
.L3:
   movl -4(%ebp),%ebx         # finish
   movl %ebp, %esp
   popl %ebp
   ret                        # st(0) = result
```

Inner Product Stack Trace

Initialization

1. `fldz`

0.0	%st(0)

Iteration 0

2. `flds (%ebx,%eax,4)`

0.0	%st(1)
x[0]	%st(0)

3. `fmuls (%ecx,%eax,4)`

0.0	%st(1)
x[0]*y[0]	%st(0)

4. `faddp`

0.0+x[0]*y[0]	%st(0)

Iteration 1

5. `flds (%ebx,%eax,4)`

x[0]*y[0]	%st(1)
x[1]	%st(0)

6. `fmuls (%ecx,%eax,4)`

x[0]*y[0]	%st(1)
x[1]*y[1]	%st(0)

7. `faddp`

	%st(0)

x[0]*y[0]+x[1]*y[1]

Final Observations

Memory Layout

- **OS/machine dependent (including kernel version)**
- **Basic partitioning: stack/data/text/heap/DLL found in most machines**

Type Declarations in C

- **Notation obscure, but very systematic**

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**

IA32 Floating Point

- **Strange “shallow stack” architecture**