

Offensive Software Exploitation

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Bug Hunting...

a quick road to bug hunting ...

Wait ...

- Before we proceed into exploitation, do you know what we mean by a:
 - “Vulnerability” or “Security hole” ?
- *INFOSEC 101 😊*

Bug Hunting

- Bug hunting is the process of finding bugs in software or hardware “[cited \[1\]](#)”
- Security bugs (aka software security vulnerabilities and security holes) allows attackers to:
 - Remotely compromise systems
 - Escalate local privileges
 - Cross privilege boundaries
 - Wreak havoc on a system!

4 Fun & Profit

- Finding security bugs was done for fun and to get media attention
- Today, organizations are paying for security researchers to identify bugs
 - Bounty programs (Google, FaceBook, Twitter, RedHat, etc)
 - Zero Day Initiative (ZDI)
 - iDefense
 - Tipping Point
 - Pwn2Own
 - Others? Please add

Taking Advantages of Bugs

- Software that take the advantages of a software vulnerability are called “exploits”
- Exploiting a widely used application, os, protocol, etc ... will grab huge media coverage and attention
 - Road to become a Hacking Star 😊

Exploits Language

- No specific language for writing exploits
- Exploits can be written using any programming language
 - C, C++, Perl, JavaScript, Assembly, and PYTHON !
- I prefer Python for it's simplicity and for the huge range of libraries that could be used for creating a PoC or working exploit

Bug Hunting Formal Process

- Writing software is a *human art*, and two different coders may code the same function with the same requirements differently!
- For that reason IMO, Bug Hunting is a *human art* too!
- No formal process to finding bugs in SW, but there are a couple of techniques that can be used for bug discovery

Common Techniques

- Static Analysis
 - Static Code Analysis
 - Reverse Engineering
- Dynamic Analysis
 - Debugging
 - Fuzzing
- Each technique has it's pros and cons
 - Bug hunters mix it up

General Bug Hunting Methodology

Understand the Application

- Read specs / documentation
 - understand purpose or business logic
- Examine attack surface
 - inputs, configuration
- Identify target components an attacker would hit
 - think like an attacker to defend better:
 - try to hit the Database for SQLi?
 - try to upload a file?
 - try to spawn a shell?

What Leads to Bugs?

- Miscalculations
- Failure to validate input
- Programmer failure to understand an API
- Failure to validate results: operations, functions, etc
- Application state failures
- Complex protocols
- Complex file formats
- Complex encoding / decoding / expansion
- etc

Debugging...

Debugger

- A computer program that lets you run your program, line by line and examine the values of variables or look at values passed into functions and let you figure out why it isn't running the way you expected it to.

Why use Debuggers

- Debuggers offer sophisticated functions such as:
 - Running a program step by step (single-stepping mode),
 - Stopping (breaking) (pausing the program to examine the current state) at some event or specified instruction by means of a breakpoint,
 - Tracking the values of variables,
 - Tracking the values of CPU registers,
 - Attach to a process,
 - View the process's Memory map,
 - Load memory dump (post-mortem debugging),
 - Disassemble program instructions,
 - Change values at runtime,
 - Continue execution at a different location in the program to bypass a crash or logical error.

Common Debuggers

- GNU Debugger (GDB)
- Microsoft Windows Debugger (Windbg)
- OllyDbg
- Immunity Debugger
 - Based on Ollydbg
- Microsoft Visual Studio Debugger
- Interactive DisAssembler (IDA Pro)

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- Can we modify executables using a debugger?
 - Write an example showing howto modify a Windows EXE file.
 - For example bypass a whole check routine or set of instructions!!!

Determining Exploitability

- This process requires experience of debugging security issues, but some steps can be taken to gain a good idea of how exploitable an issue is...
- Look for any cases where data is written to a controllable address – this is key to controlling code execution and the majority of such conditions will be exploitable
- Verify whether any registers have been overwritten, if they do not contain part data sent from the fuzzer, step back in the disassembly to try and find where the data came from

Determining Exploitability – Cont.

- If the register data is controllable, point the register which caused the crash to a page of memory which is empty, fill that page with data (e.g., 'aaaaa...')
- Repeat and step through each operation, until another crash occurs, reviewing all branch conditions which are controlled by data at the location of the (modified) register to ensure that they are executed

Determining Exploitability – Cont.

- Are saved return address/stack variables overwritten?
- Is the crash in a heap management function?
- Are the processor registers derived from data sent by the fuzzer (e.g. 0x61616161)?
- Is the crash triggered by a read operation?
- Can we craft a test case to avoid this?
- Is the crash triggered by a write operation?
- Do we have full or partial control of the faulting address?
- Do we have full or partial control of the written value?

Language To Use

- Don't listen to others
- Just choose one, whatever you like
- But if you still need a recommendation? **Python** is my answer
- Many hack libraries are written in python
- If you use C for fuzzing because you just want to feel you're l33t, you're wrong!
- *Realize what is your goal*

SUMMARY

- Described what bug hunting means, and who's hunting nowadays
- What we mean by taking advantages of bugs
- What language to use to write an exploit
- Why there isn't a bug hunting formal process for vulnerability discovery
- Common Techniques for bug hunting
- What and why do we need a debugger and the most popular debuggers

References

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