#### Reverse Engineering & Malware Analysis Training

#### **Practical Reversing V – Exploit Development Basics**

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# Acknowledgement

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- Thanks to all the trainers who have devoted their precious time and countless hours to make it happen.

### **Reversing & Malware Analysis Training**

This presentation is part of our Reverse Engineering & Malware Analysis Training program. Currently it is delivered only during our local meet for FREE of cost.



For complete details of this course, visit our **Security Training page**.

#### Who am I #1

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### **Contents**

- What is an Exploit?
- Classification of exploits
- **Exploitation Techniques** 
  - Direct EIP overwrite
  - SEH overwrite

# Vulnerability

- In computer security, a vulnerability is a weakness which allows an attacker to reduce a system's information assurance.
- Vulnerability is the intersection of three elements: a system susceptibility or flaw, attacker access to the flaw, and attacker capability to exploit the flaw.

- Source: Wikipedia

# **Exploit**

- Piece of software/code that takes advantage of a vulnerability in order to cause unintended or unanticipated behaviour to occur on computer software, hardware [Wiki]
- This frequently includes
  - gaining control of a computer system or
  - privilege escalation or
  - a denial-of-service attack.

# Exploit (contd)

- Exploits can be in any form based on the software it exploits:
- Software : exploit
  - Adobe reader : pdf file
  - Microsoft word : doc file
  - Microsoft excel : xls file
  - Internet Explorer : Attacker hosted website or html file
  - and so on..

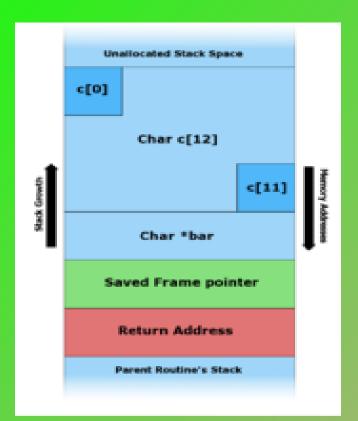
## Classification

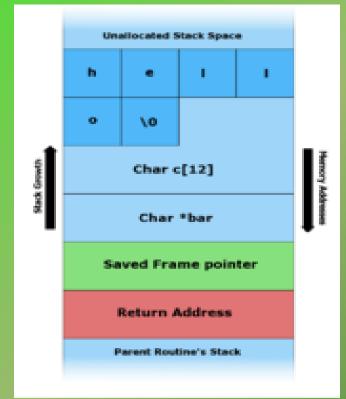
- Based on the vulnerability they exploit
  - Buffer Overflow, Memory Corruption, Use-After-Free
- Local or Remote
  - Local Privilege Escalation, Remote code execution
- Result of running the exploit
  - DoS, EoP etc

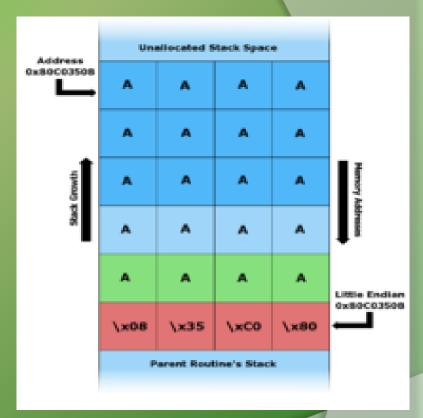
### **Stack Buffer Overflow**

- Occurs when a program writes to memory addresses on the stack outside of the allocated buffer
- For exploiting a stack based buffer overflow is to overwrite the function return address with a pointer to attacker-controlled data (usually on the stack itself)

#### **Stack Buffer Overflow in Action**







A - Before data is copied.

B - "hello" is the first command line argument.

## **Direct EIP overwrite (saved ret)**

- Every Windows uses process memory that contains 3 major components:
  - code segment (executable instructions). The EIP keeps track of the next instruction
  - data segment (variables, dynamic buffers)
  - stack segment (used to pass data/arguments to functions, and is used as space for variables)
    - The stack starts (= the bottom of the stack) from the very end of the virtual memory of a page and grows upwards (to a lower address).
    - PUSH adds something to the top of the stack,
    - oPOP will remove one item (4 bytes) from the stack and puts it in a register.

### **EIP Overwrite Demo**

- A vulnerability in
  - "Shadow Stream Recorder version 3.0.1.7
  - Buffer overflow when reading file (.asx)
- Step -1: Create a PoC to generate a crash in the software to verify the vuln
- Step -2: Find the offset to overwrite EIP
- Step -3: Find an address of the "jmp esp" instruction
- Step -4: Generate a shellcode and append it to the exploit code
- Step -5: Putting it all together

## **DEMO - EIP**

http://www.youtube.com/watch?v=erl\_Aee8oDg

## **SEH Overwrite**

- Exception?
  - An event which disrupts normal execution flow of code and requires execution outside normal flow
  - Software Exception Generated by program (e.g Invalid file handle)
  - Hardware Exception Access invalid memory, divide by zero etc
- SEH (structured exception handler)
  - Patented by Borland and licensed to Microsoft
  - Software's method of dispatching and handling exceptions
  - Can handle both software and hardware exceptions
  - For eg try{ } ; except { }; block
  - Whenever an exception happens control is passed on to the OS, which in turn locate and pass the control to the handler chain

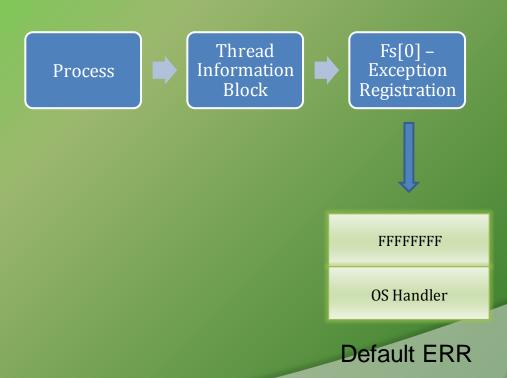
#### **SEH Overwrite in Action**

8 bytes

Pointer to next SEH

Pointer to excep. handlers

Exception Registration Record



#### **SEH Overwrite Demo**

- A vulnerability in
  - "MM Player 2.2
  - Buffer overflow when reading file (.ppl)
- Step -1: Create a PoC to generate a crash in the software to verify the vuln
- Step -2: Find the offset to overwrite nSEH + SEHandler
- Step -3: Find an address of the command sequence "pop pop ret"
- Step -4: Generate a shellcode and append it to the exploit code
- Step -5: Putting it all together

#### **SEH Overwrite Demo**

http://www.youtube.com/watch?v=njQ47H7jO4s&fe ature=youtu.be

### Reference

Complete Reference Guide for Reversing & Malware Analysis Training

## Thank You!



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