Systems I

Machine-Level Programming IX: Miscellaneous Topics

Topics

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

Stack
- Runtime stack (8MB limit)

Heap
- Dynamically allocated storage
- When call malloc, calloc, new
- More on this in Systems II

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
(gdb) break main
(gdb) run
    Breakpoint 1, 0x804856f in main ()
(gdb) print $esp
$3 = (void *) 0xbfffffc78

Main
    ■ Address 0x804856f should be read
        0x0804856f

Stack
    ■ Address 0xbfffffc78
Dynamic Linking Example

Initially

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

Final

- Code in DLL region

```
(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>
```
Memory Allocation Example

```c
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 ... */
}
```
Example Addresses

<table>
<thead>
<tr>
<th>Variable</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>$esp</td>
<td>0xbffffffc78</td>
</tr>
<tr>
<td>p3</td>
<td>0x500b5008</td>
</tr>
<tr>
<td>p4</td>
<td>0x1904a640</td>
</tr>
<tr>
<td>p1</td>
<td>0x400b4008</td>
</tr>
<tr>
<td>p2</td>
<td>0x1904a538</td>
</tr>
<tr>
<td>beyond</td>
<td>0x1904a524</td>
</tr>
<tr>
<td>Final malloc</td>
<td>0x40006240</td>
</tr>
<tr>
<td>huge_array</td>
<td>0x1804a520</td>
</tr>
<tr>
<td>big_array</td>
<td>0x1804a520</td>
</tr>
<tr>
<td>main()</td>
<td>0x0804856f</td>
</tr>
<tr>
<td>useless()</td>
<td>0x08048560</td>
</tr>
<tr>
<td>Initial malloc</td>
<td>0x08048454</td>
</tr>
</tbody>
</table>

Stack
- BF
- 80
- 7F

Heap
- 80
- 7F

DLLs
- 40
- 3F

Heap

Data

Text
# Overview of C operators

### Operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>Associativity</th>
</tr>
</thead>
<tbody>
<tr>
<td>() [] -&gt; .</td>
<td>left to right</td>
</tr>
<tr>
<td>! ~ ++ -- + - * &amp; (type) sizeof</td>
<td>right to left</td>
</tr>
<tr>
<td>* / %</td>
<td>left to right</td>
</tr>
<tr>
<td>+ -</td>
<td>left to right</td>
</tr>
<tr>
<td>&lt;&lt; &gt;&gt;</td>
<td>left to right</td>
</tr>
<tr>
<td>&lt; &lt;= &gt; &gt;=</td>
<td>left to right</td>
</tr>
<tr>
<td>== != &amp;</td>
<td>left to right</td>
</tr>
<tr>
<td>^</td>
<td>left to right</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>&amp;&amp;</td>
<td>left to right</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>?:</td>
<td>right to left</td>
</tr>
<tr>
<td>= += -= *= /= %= &amp;= ^= != &lt;&lt;= &gt;&gt;= ,</td>
<td>right to left</td>
</tr>
</tbody>
</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 (*((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

[Diagram showing MSN and AIM interactions]
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 do not check argument sizes.
- allows target buffers to overflow.
String Library Code

- Implementation of Unix function `gets`
  - No way to specify limit on number of characters to read

```c
/* 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`, when given `%s` conversion specification
int main()
{
    printf("Type a string:");
    echo();
    echo();
    return 0;
}
Buffer Overflow Executions

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

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

```bash
unix> ./bufdemo
Type a string: 12345678
Segmentation Fault
```
Buffer Overflow Stack

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

Stack Frame for `main`

Return Address
Saved %ebp
[3][2][1][0]

Stack Frame for `echo`

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
    ...

unix> gdb bufdemo  
(gdb) break echo  
Breakpoint 1 at 0x8048583  
(gdb) run  
Breakpoint 1, 0x8048583 in echo ()  
(gdb) print /x *(unsigned *)&ebp  
$1 = 0xbfffff8f8  
(gdb) print /x *((unsigned *)&ebp + 1)  
$3 = 0x804864d

8048648: call 804857c <echo>  
804864d: mov 0xfffffffff8(%ebp),%ebx # Return Point
Buffer Overflow Example #1

Before Call to gets

Stack Frame for main

Return Address
Saved %ebp
[3][2][1][0]

Stack Frame for echo

Input = “123”

Stack Frame for main

Return Address
Saved %ebp
08 04 86 4d
bf ff f8 f8
00 33 32 31

Stack Frame for echo

No Problem

Input = “123”
Buffer Overflow Stack Example #2

Input = “12345”

echo code:

8048592: push %ebx
8048593: call 80483e4 <_init+0x50>  # gets
8048598: mov 0xfffffffffe8(%ebp),%ebx
804859b: mov %ebp,%esp
804859d: pop %ebp  # %ebp gets set to invalid value
804859e: ret

Saved value of %ebp set to 0xbfff0035

Bad news when later attempt to restore %ebp
Buffer Overflow Stack Example #3

Input = “12345678”

Stack Frame for main

Return Address
Saved %ebp
[3][2][1][0]

Stack Frame for echo

Invalid address
No longer pointing to desired return point

%ebp and return address corrupted

8048648: call 804857c <echo>
804864d: mov 0xffffffffd8(%ebp),%ebx # Return Point
Malicious Use of Buffer Overflow

- Input string contains byte representation of executable code
- Overwrite return address with address of buffer
- When \texttt{bar()} executes \texttt{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 admin@cs.utexas.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.
Exploits Based on Buffer Overflows

*Buffer overflow bugs allow remote machines to execute arbitrary code on victim machines.*

**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!
Avoiding Overflow Vulnerability

Use Library Routines that Limit String Lengths

- **fgets instead of gets**
  - `fgets` requires max string length as parameter
- **strncpy instead of strcpy**
  - `strncpy` requires max chars as parameter
- **Don’t use `scanf` with `%s` conversion specification**
  - Use `fgets` to read the string

```c
/* Echo Line */
void echo()
{
    char buf[4]; /* Way too small! */
    fgets(buf, 4, stdin);
    puts(buf);
}
```
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 \( \text{\texttt{st}(0)} \)
- When push too many, bottom values disappear

```
   79 78  64 63   0
   s  exp    frac
```

```
%st(3)  %st(2)  %st(1)  %st(0)
```

“Top”

stack grows down
Large number of floating point instructions and formats

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

Sample instructions:

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Effect</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>fldz</td>
<td>push 0.0</td>
<td>Load zero</td>
</tr>
<tr>
<td>flds Addr</td>
<td>push M[Addr]</td>
<td>Load single precision real</td>
</tr>
<tr>
<td>fmuls Addr</td>
<td>%st(0) &lt;- %st(0)*M[Addr]</td>
<td>Multiply</td>
</tr>
<tr>
<td>faddp</td>
<td>%st(1) &lt;- %st(0)+%st(1); pop</td>
<td>Add and pop</td>
</tr>
</tbody>
</table>
Floating Point Code Example

Compute Inner Product of Two Vectors
- Single precision arithmetic
- Common computation

```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;
}
```

```assembly
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 incl %eax
cmpl %edx,%eax  # if i<n repeat
j1 .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]
SSE Support for Floating Point

SSE = Streaming SIMD Extensions

- SIMD = Single Instruction, Multiple Data
- Implements data level parallelism - one instruction operating simultaneously on multiple data elements
- These instructions execute like regular integer instructions (albeit with their own registers), instead of with stack architecture of basic x86 floating point

Substantially faster than using stack-based FPU
Some Pitfalls of Floating-Point Programming

1. Comparing for equality
   Remember that floating point numbers are just estimates. Instead of (if a == b)
   use (if fabs(a-b)<epsilon)

2. Addition and subtraction are more sensitive to precision errors than multiplication and division

3. All binary representations have finite range (including floats)

4. Sometimes you won’t get a number back from a computation (infinity, NAN)
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
Extra Slides
Code Red Worm

History

- June 18, 2001. Microsoft announces buffer overflow vulnerability in IIS Internet server
- July 19, 2001. over 250,000 machines infected by new virus in 9 hours
- White house must change its IP address. Pentagon shut down public WWW servers for day

When We Set Up CS:APP Web Site

- Received strings of form

```
GET /default.ida?NNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNNN
HTTP/1.0"  400  325  "-"  "-"
```
Code Red Exploit Code

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