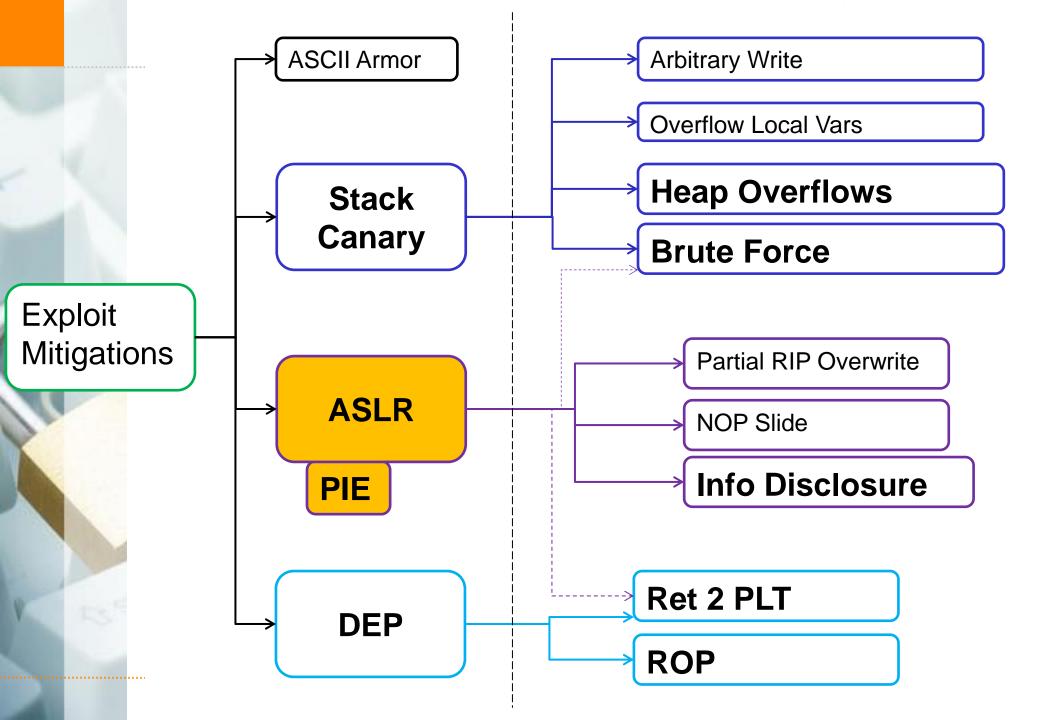


# **Exploit Mitigation - PIE**

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# Recap! Exploit Mitigation Exploits



All three exploit mitigations can be defeated by black magic

Easily

Is there a solution?



# **Exploit Mitigation - PIE**

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# The solution to all problems... PIE



### Exploit Mitigation++



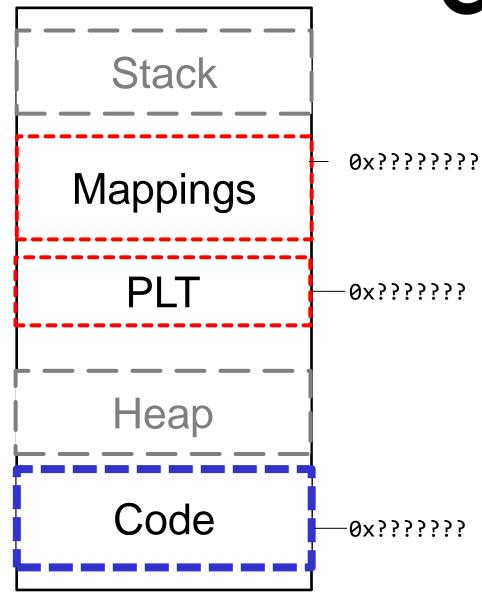
## Fix:

- Compile as PIE
- PIE: Position Independent Executable
- Will randomize Code and PLT, too

#### Note:

- Shared libraries are PIC
  - (Position Independent Code)
- Because they don't know where they are being loaded
- Always randomized, even without PIE







PIE randomizes Code segment base address

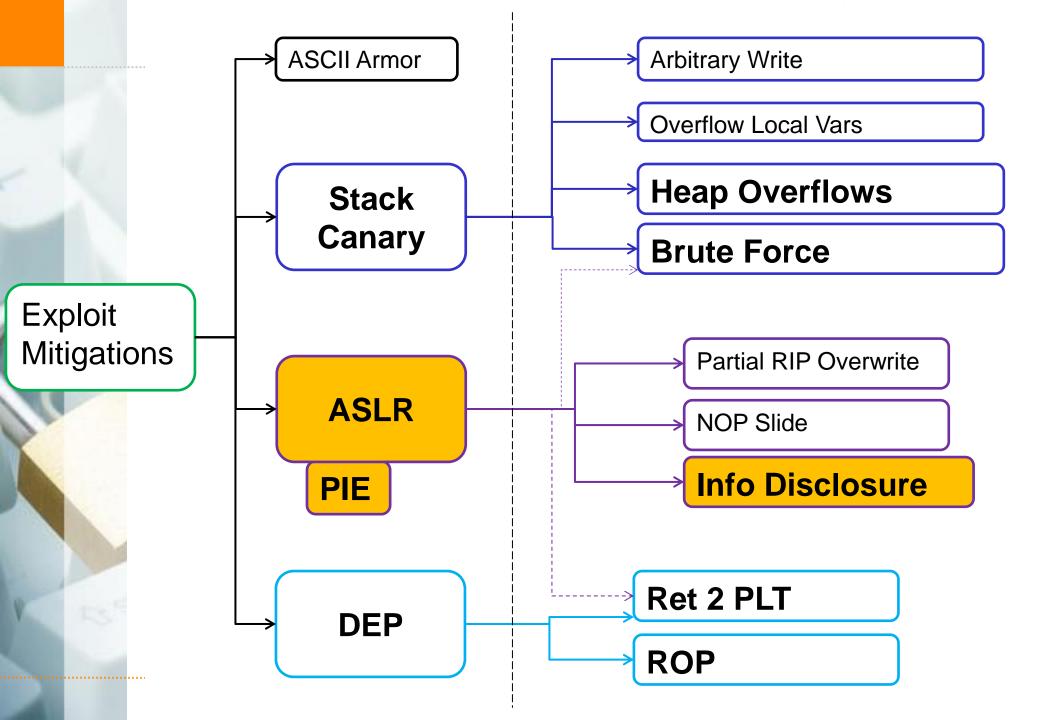
PIE randomizes GOT/PLT base address too

No more static locations!



# Defeat Exploit Mitigation: PIE

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### ASLR vs Information Leak



# ASLR assumes attacker can't get information

What if they can?

Meet: Memory Leak



# Memory Leak / Information Disclosure

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## Memory Leak



#### Memory leak or information disclosure:

- ★ Return more data to the attacker than the intended object size
- The data usually includes meta-data, like:
  - → Stack pointers
  - → Return addresses
  - → Heap-management data
  - + Etc.



char <b>buf1</b> [16]	*ptr	SFP	EIP	
-----------------------	------	-----	-----	--

## Server:

```
send(socket, buf1, sizeof(int) * 16, NULL);
```

Oups, attacker got 64 bytes back

- → Pointer to stack, code, heap
- → Can deduce base address

# ASLR vs Memory Leak

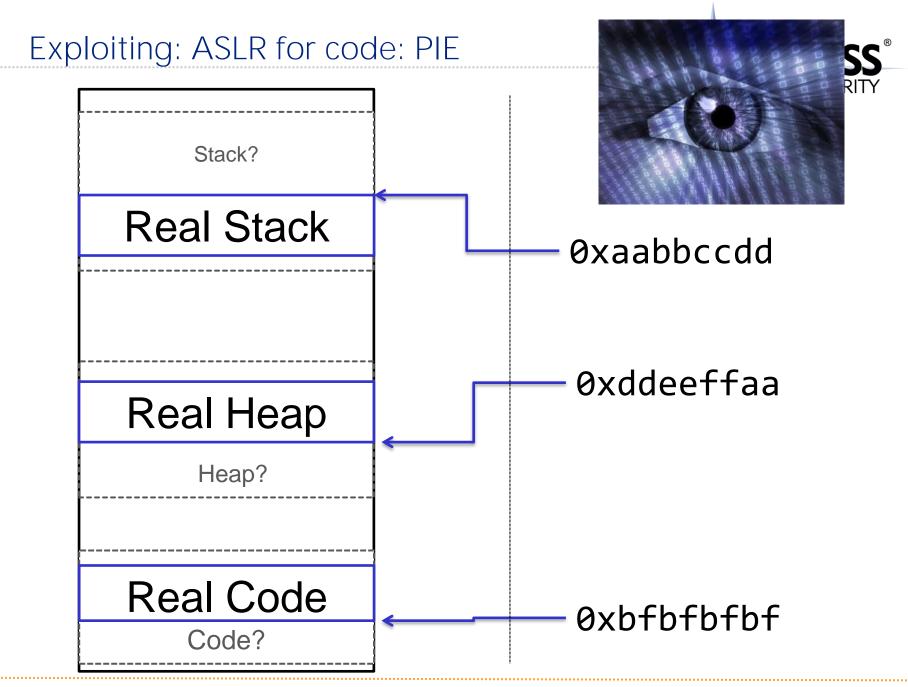


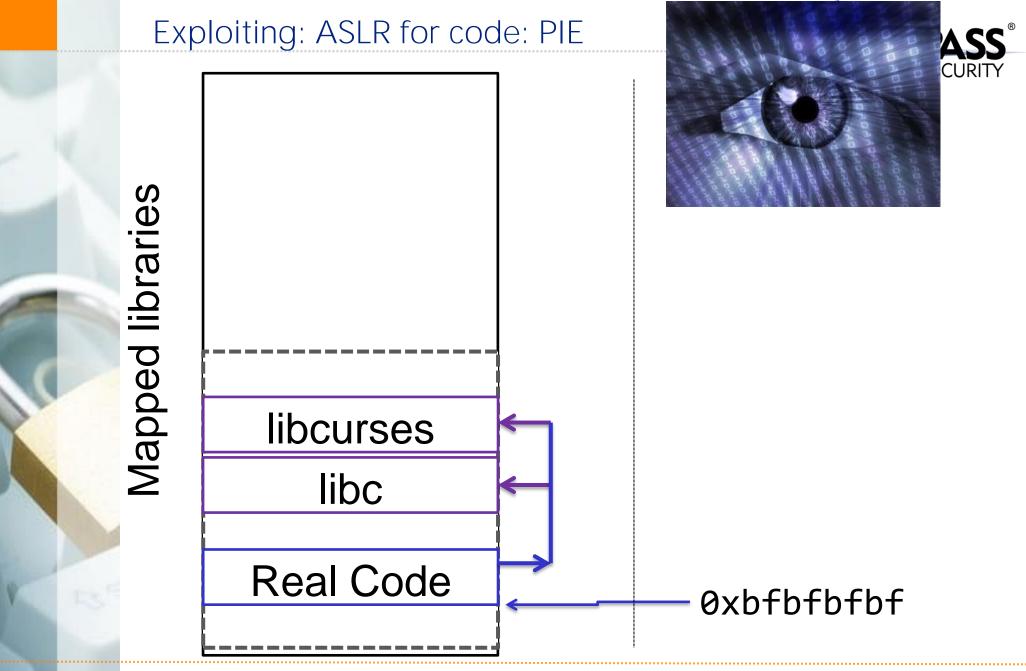
char **buf1**[16] \*ptr SFP EIP

send(socket, buf1, sizeof(int) \* 16, NULL);



char **buf1**[16] \*ptr SFP EIP







#### Attacker:

- Information disclosure / memory leak
- Gains a pointer (Address of memory location)
- ★ From pointer: Deduct base address of segment
- ★ From base address: Can deduct all other addresses

#### A note on code -> libraries:

- → Distance between code segment and mapped libraries is usually constant
- → Got SIP? Can use LIBC gadgets...



Example: Windows memory disclosure (unpatched, 21.2.17, CVE-2017-0038)

As a consequence, the 16x16/24bpp bitmap is now described by just 4 bytes, which is good for only a single pixel. The remaining 255 pixels are drawn based on junk heap data, which may include sensitive information, such as private user data or information about the virtual address space.

# Windows gdi32.dll heap-based out-of-bounds reads / memory disclosure in EMR\_SETDIBITSTODEVICE and possibly other records

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Project Member Reported by mjurczyk@google.com, Nov 16

In issue #757, I described multiple bugs related to the handling of DIBs (Device Independent Bitmaps) embedded in EMF records, as implemented in the user-mode Windows GDI library (gdi32.dll). As a quick reminder, the DIB-embedding records follow a common scheme: they include four fields, denoting the offsets and lengths of the DIB header and DIB data (named offBmiSrc, cbBmiSrc, offBitsSrc, cbBitsSrc). A correct implementation should verify that:

# GITTHE PRINCESS!

HOW TO SAVE THE PRINCESS USING & PROGRAMMING LANGUAGES

BY (1) toggl Goon Squad

















# **Exploit Mitigation Conclusion**

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## Defeat Exploit Mitigations: TL;DR



Enable ALL the mitigations (DEP, ASLR w/PIE, Stack Protector)

Defeat ALL the mitigations:

- → ROP shellcode as stager to defeat DEP
- → Information leak to defeat ASLR
- → Non stack-based-stack-overflow vulnerability

# Recap



Information disclosure can eliminiate ASLR protection

Which enables ROP to eliminate DEP