

Original at:

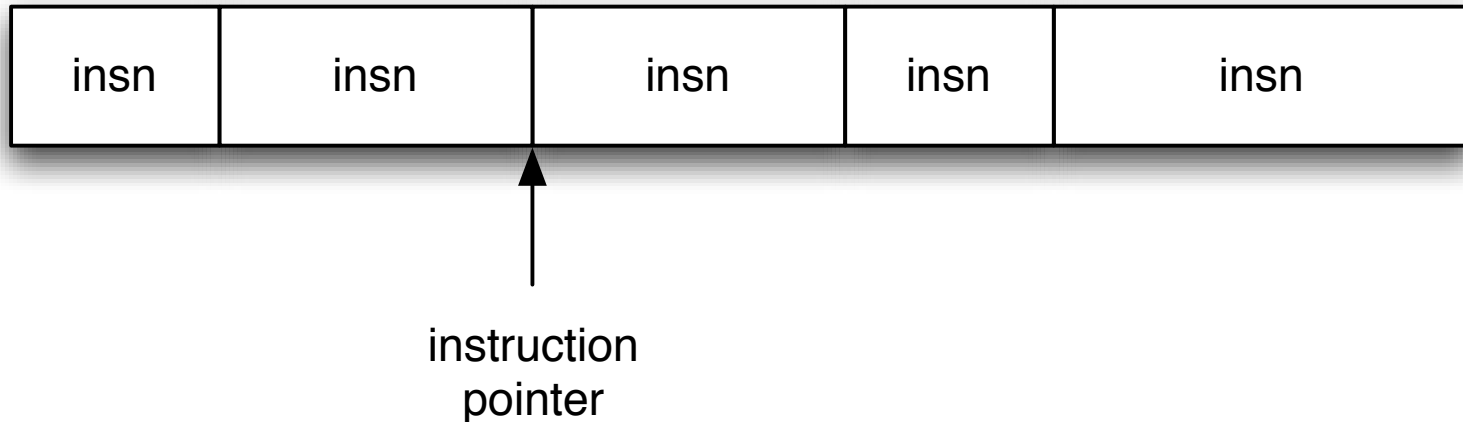
<http://cseweb.ucsd.edu/~hovav/talks/blackhat08.html>

Modified (slides cut) for CMSC 498L, October 4, 2012

Return-oriented Programming: Exploitation without Code Injection

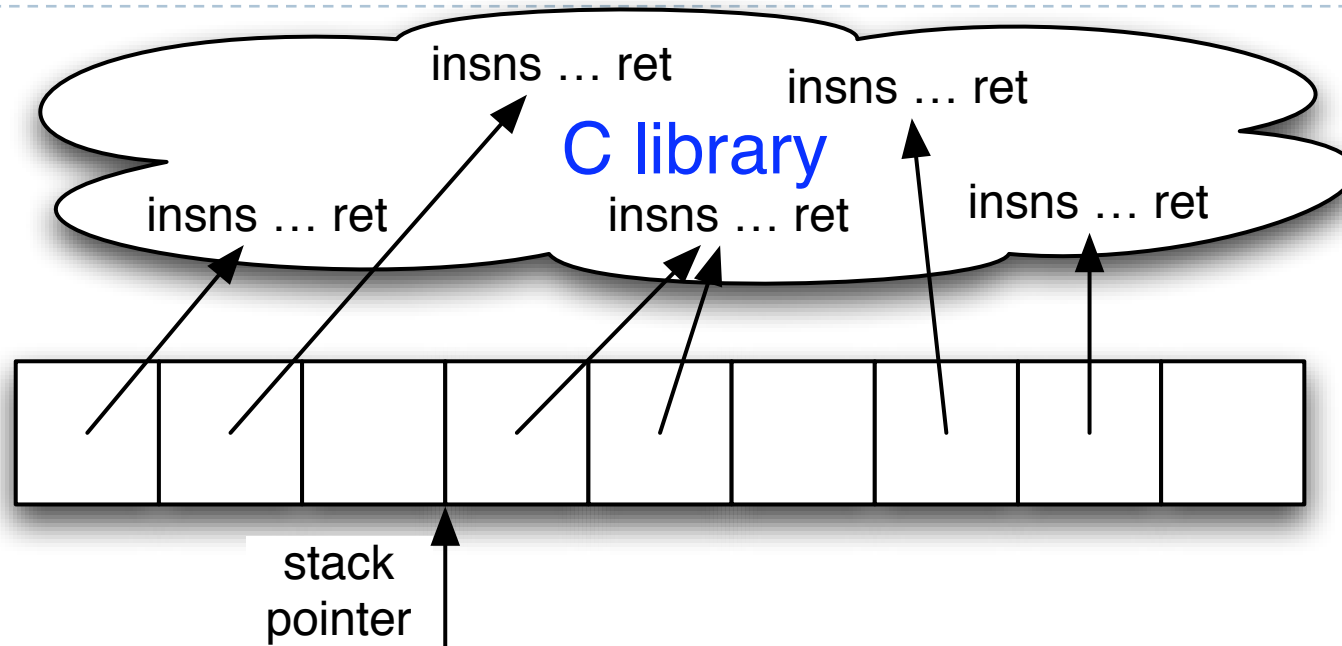
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University of California, San Diego

Ordinary programming: the machine level



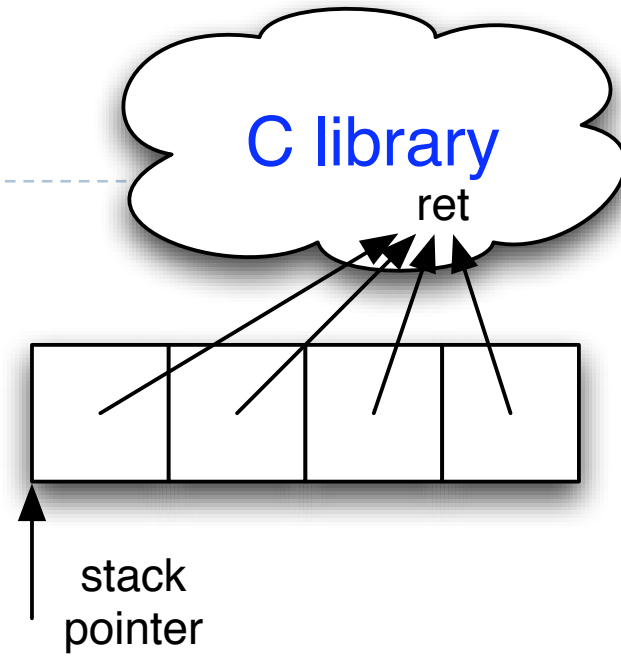
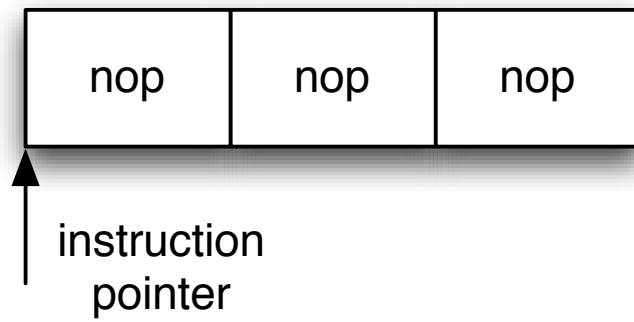
- ▶ Instruction pointer (`%eip`) determines which instruction to fetch & execute
- ▶ Once processor has executed the instruction, it automatically increments `%eip` to next instruction
- ▶ Control flow by changing value of `%eip`

Return-oriented programming: the machine level



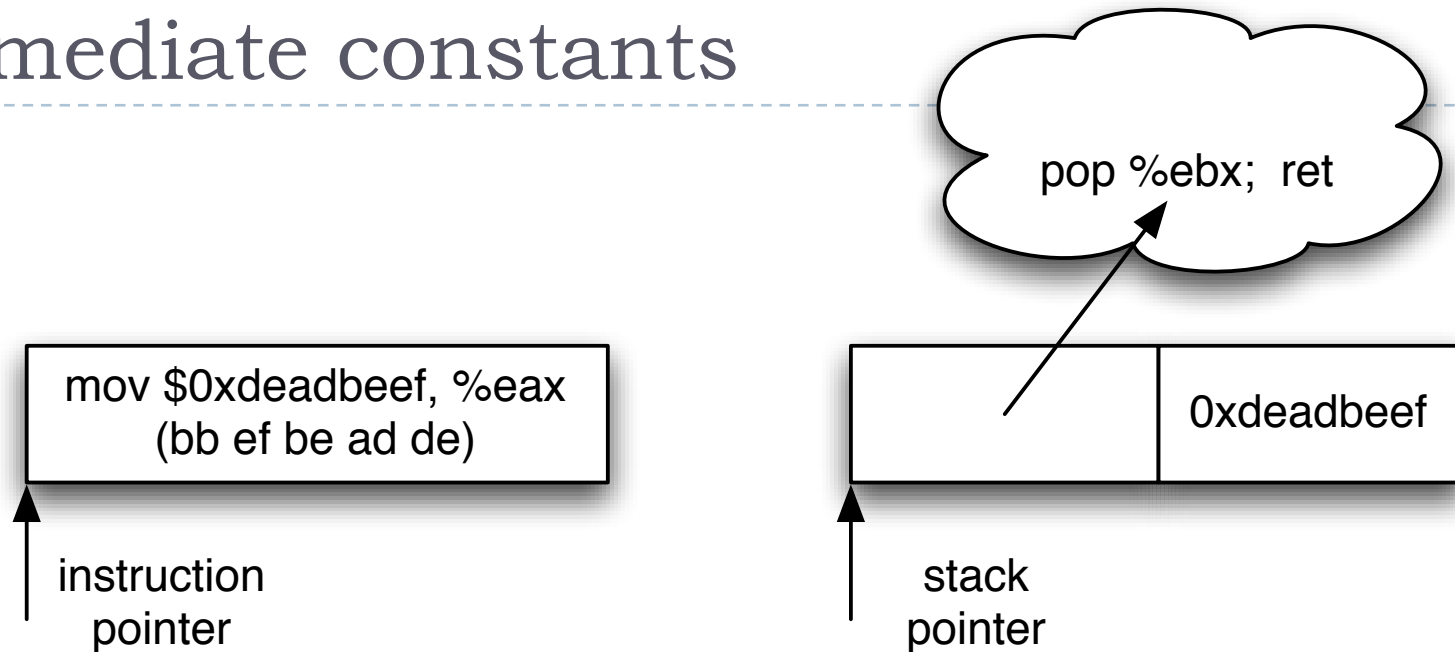
- ▶ *Stack pointer* (%esp) determines which instruction sequence to fetch & execute
- ▶ Processor doesn't automatically increment %esp; — but the "ret" at end of each instruction sequence does

No-ops



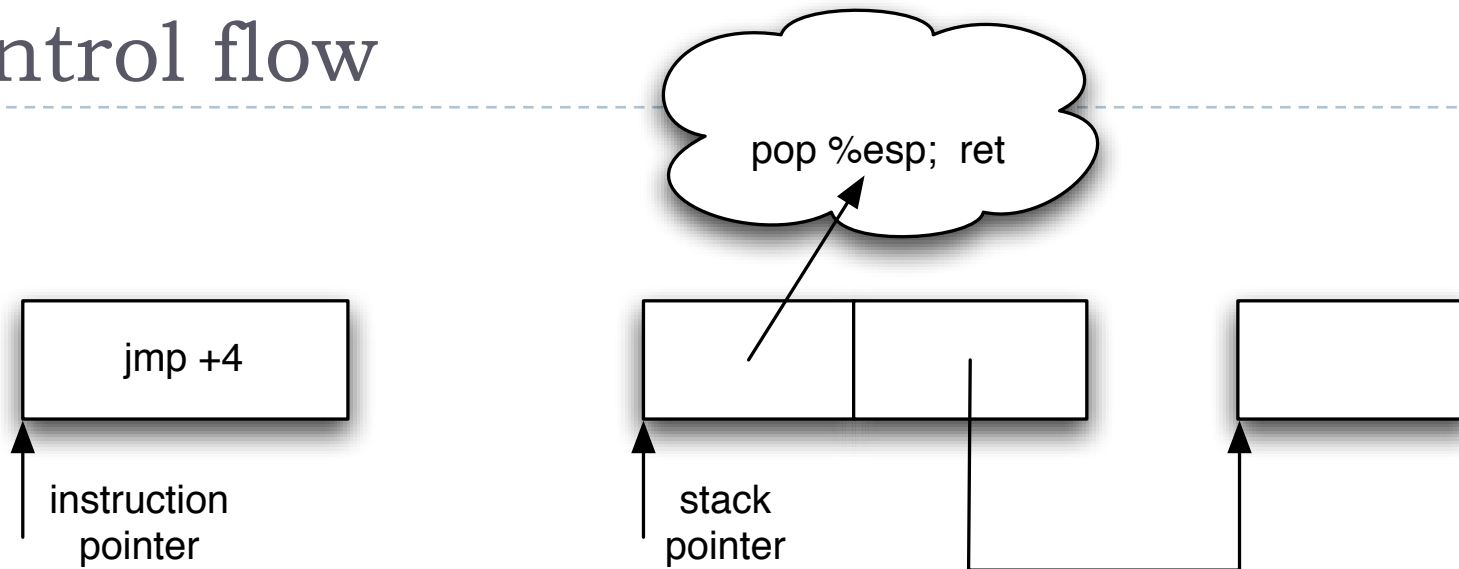
- ▶ No-op instruction does nothing but advance %eip
- ▶ Return-oriented equivalent:
 - ▶ point to return instruction
 - ▶ advances %esp
- ▶ Useful in nop sled

Immediate constants



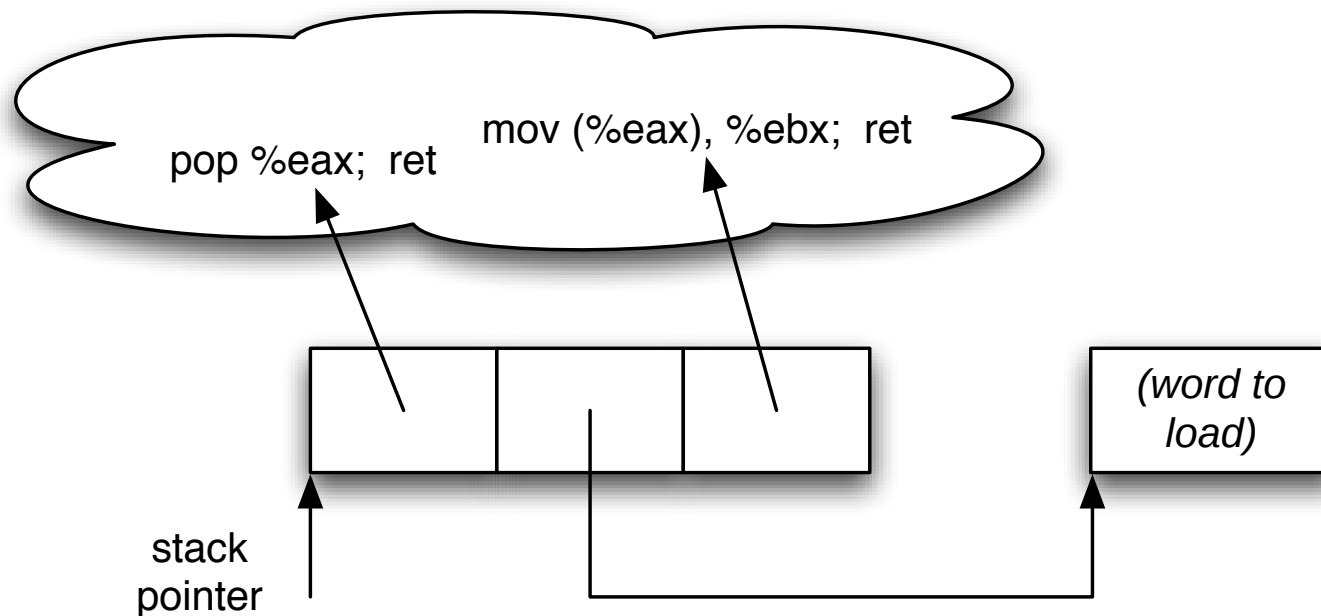
- ▶ Instructions can encode constants
- ▶ Return-oriented equivalent:
 - ▶ Store on the stack;
 - ▶ Pop into register to use

Control flow



- ▶ Ordinary programming:
 - ▶ (Conditionally) set %eip to new value
- ▶ Return-oriented equivalent:
 - ▶ (Conditionally) set %esp to new value

Gadgets: multiple instruction sequences



- ▶ Sometimes more than one instruction sequence needed to encode logical unit
- ▶ Example: load from memory into register:
 - ▶ Load address of source word into `%eax`
 - ▶ Load memory at `(%eax)` into `%ebx`

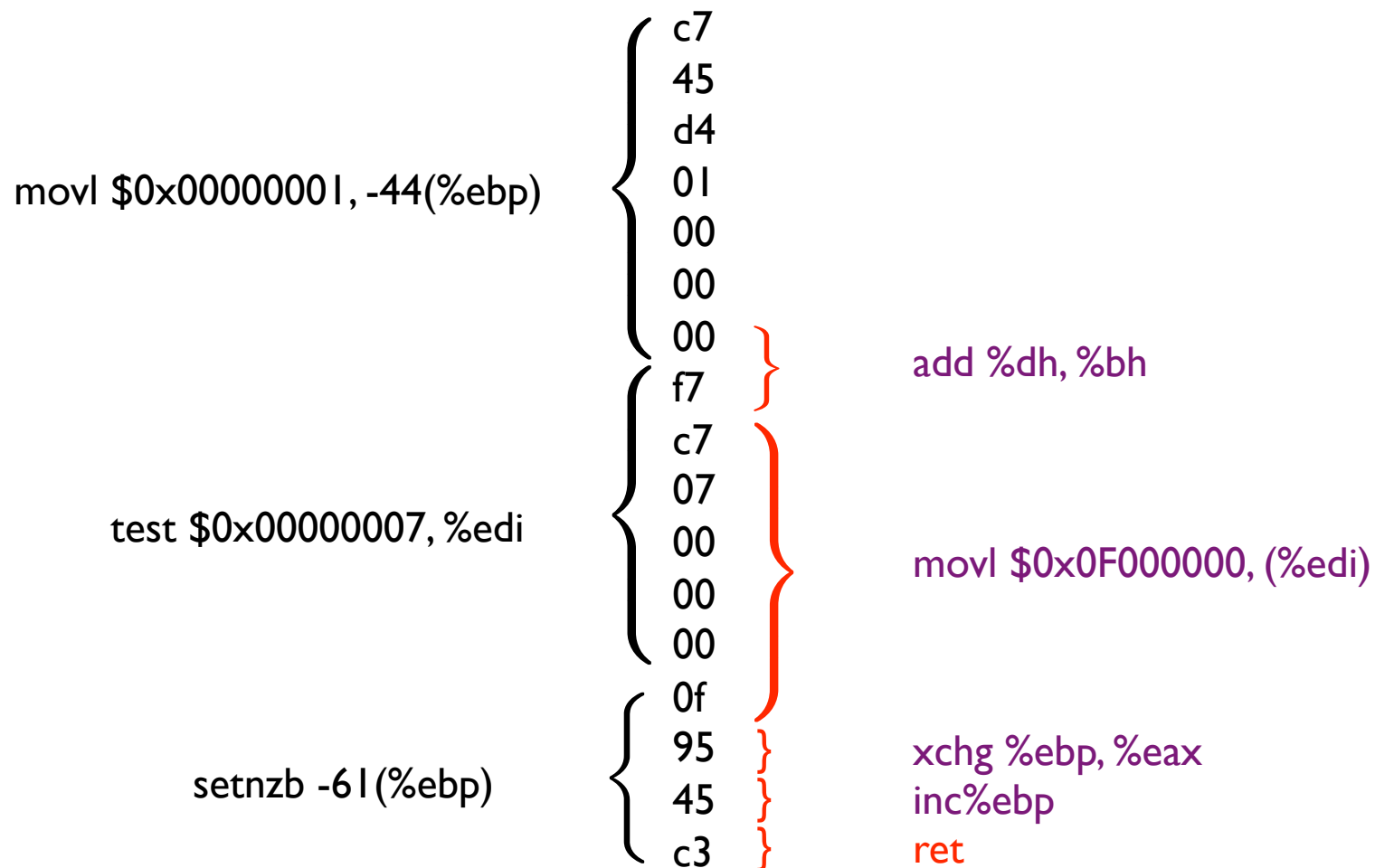
Gadget design

- ▶ Testbed: libc-2.3.5.so, Fedora Core 4
- ▶ Gadgets built from found code sequences:
 - ▶ load-store
 - ▶ arithmetic & logic
 - ▶ control flow
 - ▶ system calls
- ▶ Challenges:
 - ▶ Code sequences are challenging to use:
 - ▶ short; perform a small unit of work
 - ▶ no standard function prologue/epilogue
 - ▶ haphazard interface, not an ABI
 - ▶ Some convenient instructions not always available (e.g., lahf)

Finding instruction sequences

- ▶ Any instruction sequence ending in “ret” is useful — could be part of a gadget
- ▶ **Algorithmic problem:** recover all sequences of valid instructions from libc that end in a “ret” insn
- ▶ Idea: at each ret (c3 byte) look back:
 - ▶ are preceding i bytes a valid length- i insn?
 - ▶ recurse from found instructions
- ▶ Collect instruction sequences in a trie

Unintended instructions — ecb_encrypt()



Return-oriented programming on SPARC

- ▶ Use Solaris 10 libc: 1.3 MB
- ▶ New techniques:
 - ▶ Use instruction sequences that are *suffixes* of real functions
 - ▶ Dataflow within a gadget:
 - ▶ Use structured dataflow to dovetail with calling convention
 - ▶ Dataflow between gadgets:
 - ▶ Each gadget is memory-memory
- ▶ Turing-complete computation!
- ▶ **Conjecture:** Return-oriented programming likely possible on every architecture.

Conclusions

- ▶ Code injection is not necessary for arbitrary exploitation
- ▶ Defenses that distinguish “good code” from “bad code” are useless
- ▶ Return-oriented programming likely possible on every architecture, not just x86
- ▶ Compilers make sophisticated return-oriented exploits easy to write