

Binary

Web Attacks

Quartet

0

0000

Quartet

1

0001

register: esp

4 quartets

opcode: add

0001 $\langle reg \rangle$ $\langle rval \rangle$

$reg = reg + rval$

Quartet

2

0010

register: ebp

4 quartets

opcode: sub

0010 $\langle reg \rangle$ $\langle rval \rangle$

$reg = reg - rval$

Quartet

3

0011

register: eip

4 quartets

opcode: xor

0011 $\langle reg \rangle$ $\langle rval \rangle$

$reg = reg \oplus rval$

Quartet

4

0100

register: `eax`

2 quartets

opcode: `jmp`

0100 $\langle ra \rangle$

ra must be a reg or addr

Quartet

5

0101

register: ebx

2 quartets

opcode: jgz

0101 $\langle ra \rangle$ $\langle rval \rangle$

ra must be a reg or addr

Quartet

6

0110

register: ecx

2 quartets

opcode: jne

0110 $\langle ra \rangle$ $\langle rval \rangle$ $\langle rval \rangle$

ra must be a reg or addr

Quartet

7

0111

register: edx

2 quartets

opcode: ret

Quartet

8
1000

register: eex

4 quartets

opcode: call

1000 $\langle ra \rangle$

ra must be a reg or addr

Quartet

9
1001

register: `efx`

4 quartets

opcode: `nop`

Quartet

A

1010

opcode: load

1010 $\langle reg \rangle \langle ra \rangle$

$reg \leftarrow ra$

ra is a reg or addr

Quartet

B

1011

opcode: store

1011 $\langle ra \rangle$ $\langle reg \rangle$

$ra \leftarrow reg$

ra is a reg or addr

Quartet

C

1100

type: register

1100 **r**

opcode: push

1100 $\langle reg \rangle$

$reg \rightarrow$ top of stack

Quartet

D

1101

type: literal

1101 **h l**

$16 \times h + l$

opcode: pop

1101 $\langle reg \rangle$

top of stack $\rightarrow reg$

Quartet

E

1110

type: address

1110 **x1** **x2** **x3** **x4**

Quartet

F

1111

Instruction Pointer

eip



Return Pointer

ret

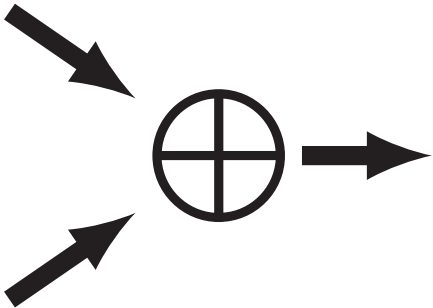


Stack Variable

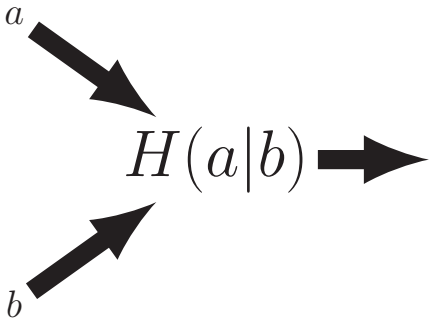
a



XOR



Hash



Role

Server

Role

Client

Role

Attacker

Role

Victim

Interface

Input Field

Name:

Interface

Image

``

Input

Terminator

,
.

</style>

Input

URL

`http://example.com/file.exe`

Attack

Script

<script>

do_bad_thing()

</script>



Attack Effect

Attack Effect

Insert Data

INSERT INTO Table ...

store(...)

Attack Effect

Extract Data

```
SELECT * FROM Table ...
```

```
return(...)
```

```
get_cookie(...)
```

Attack Effect

Modify Data

UPDATE Table ...

set(...)

Server

Process Form

Server

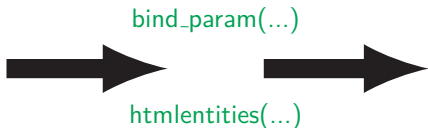
Respond

Server

Echo

Server

Bind Input to Variable



Server

Variable

\$input