

# exploiting vulnerabilities

# who am i ?

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Metasploit project

Core developer and project lead

**BreakingPoint Systems**

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# what is this about ?

- Vulnerability classification
- Exploiting memory corruption
- Developing new exploits
- Attacking with Metasploit

# why listen ?

- Understand impact of flaws
- Understand exploit design
- Learn to create new exploits
- Learn to use Metasploit

# vulnerability classification

# classification

- Classify by the cause
  - Useful for the developer
- Classify by the impact
  - Useful for the attacker

# cause classification

- Buffer overflow
- Integer overflow
- Format string
- Input validation

# impact classification

- Machine code execution
- Other code execution
- Authorization bypass
- Denial of service

# example 1

- Microsoft DCOM buffer overflow
  - Insufficient length checking
  - Machine code execution
- Many ways to execute code
  - Standard stack overflow
  - Exception handler pointer overwrite

# example 2

- WordPress SQL injection
  - Insufficient validation
  - Data manipulation
  - Authentication bypass
  - Code execution via templates

# memory corruption

# **memory corruption**

- Corruption is caused by
  - Incorrect string termination
  - Insufficient length checking
  - Insufficient data verification
  - Uninitialized variable use

# exploiting corruption

- Goal is arbitrary code execution
- Stack overflows are simple
  - Place shellcode in memory
  - Modify return address
  - Application returns to shellcode

# exploiting heap overflows

- Depends on library and application
  - Overwrite variables on heap
  - VTables for C++ on Windows
  - Standard “write-what-where”
  - Overwrite a function pointer
  - Force function to be called

# exploiting format strings

- Depends on library and application
  - Use “%n” to overwrite a pointer
  - Force the pointer to be called
- Non-standard implementations
  - Specific applications
  - Mac OS X (%@)

# exploiting corruption

- The same common formula
  - Place shellcode into memory
  - Modify memory in some way
  - Force shellcode to be called

# exploiting seh

- Structured exception handling
  - Patented by Microsoft
- Implements try - except - catch
- SEH structure pushed to the stack
- SEH structure contains next pointer

# exploiting seh

- Exploit crazy bugs on Windows
  - `memcpy(dst, src, -1)`
- Application-specific handlers
  - Brute-force return addresses

# shellcode

# shellcode

- Tiny programs written in ASM
- Work within the exploited process
- Make use of existing resources
- Original “shellcode” runs /bin/sh

# unix shellcode

- Use system call interface
- Find or create socket handle
- Map stdio to the socket handle
- Execute /bin/sh

# windows shellcode

- System calls are rarely used
- PEB to resolve Kernel32.dll
- Kernel32 has LoadLibrary()
- LoadLibrary loads anything

# common shellcode

- Shell via existing socket
- Shell via reverse connect
- Shell via listening socket
- Download and execute binary

# advanced shellcode

- Load new code from network
- Inject DLL into memory
- “Syscall Proxying”
- Write binary to disk and execute

# exploit design

# exploit design

- Common exploit behavior
  - Connect to the victim
  - Negotiate protocol
  - Trigger code execution
  - Interact with payload

# exploit connection

- Connection methods
  - Connect via TCP service
  - Send a UDP request
  - Use DCERPC to call functions
  - Listen for new connection

# exploit protocols

- Network protocols
  - Telnet, HTTP, FTP, POP3
  - SMB, DCERPC, SUNRPC
  - 802.11, ICMP, IGMP

# exploit buffers

- Buffer contents
  - Normal padding data
  - Target shellcode
  - Target return address

# exploit interaction

- Interact with the payload
  - Listen for incoming connection
  - Connect to the target system
  - Check existing socket for shell

# metasploit framework

# metasploit framework

- An exploit development platform
  - Security researchers
  - Penetration testers
  - Security vendors
  - Script kiddies

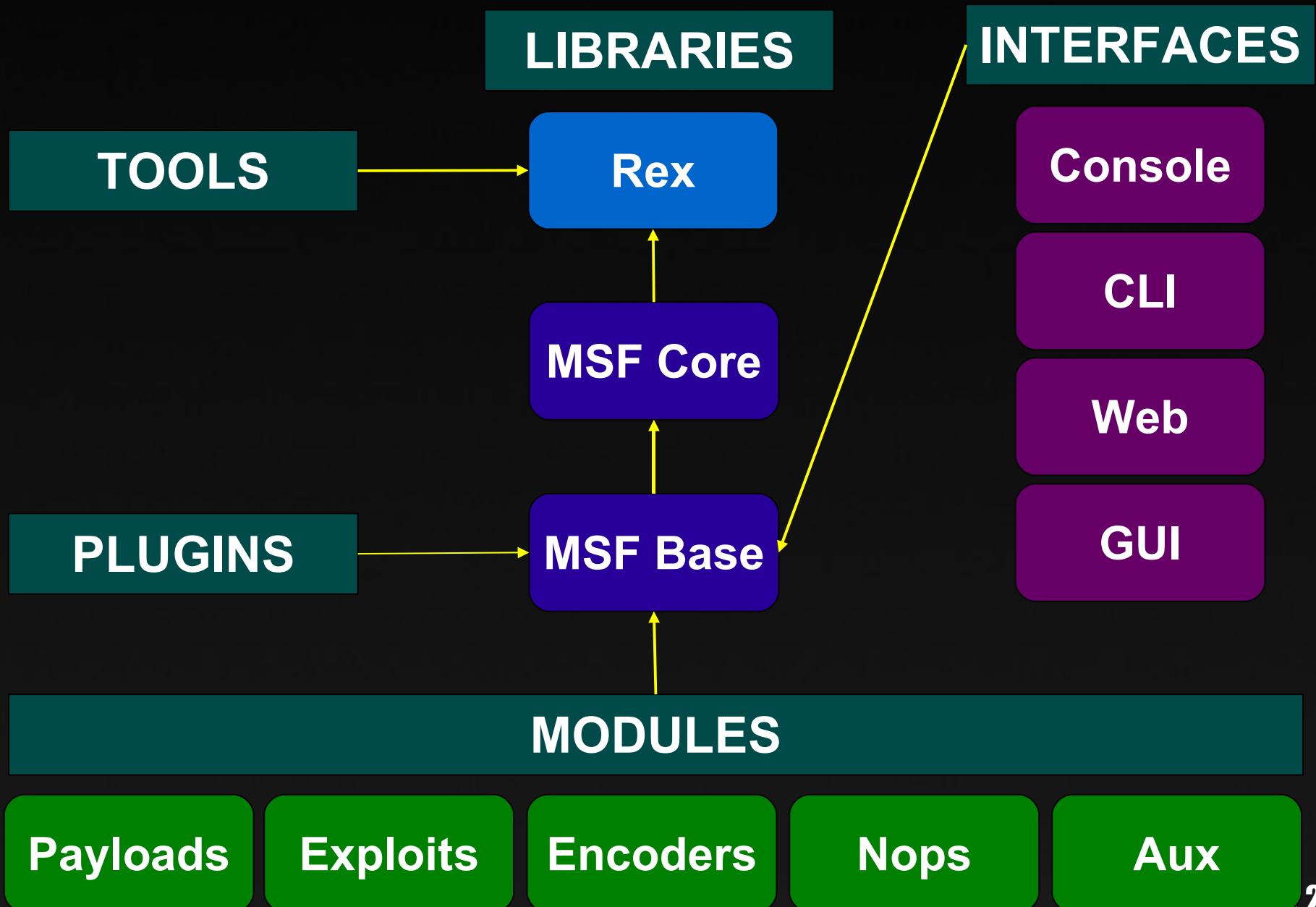
# metasploit history

- Version 1.0 (2003-2004)
  - Perl, 15 exploits, curses UI
- Version 2.0 (2004-2006)
  - Perl, 150+ exploits, 3 UIs
- Version 3.0 (2007+)

# metasploit 3.0

- 100,000 lines of Ruby
- 53,000 lines of C/C++
- 8000 lines of ASM
- 350 unique modules
- 2 years to develop

# architecture



Payloads

Exploits

Encoders

Nops

Aux

# the Rex library

- Text manipulation
- CPU instructions
- Fancy sockets
- File formats
- Protocols
  - SMB, DCERPC, SUNRPC, HTTP

# metasploit modules

- Simple Ruby classes
- Dynamically loaded
- Rich meta-information
- Expose type-specific methods

# metasploit exploits

- Modules inherit Msf::Exploit
- Heavy use of Ruby mixins
  - TCP, UDP, SMB, HTTP
  - Active, Passive, Brute force
  - WiFi, Pcap, Bluetooth

# exploit header

```
class Exploits::FTP_OVERFLOW < Msf::Exploit::Remote  
include Exploit::Remote::FTP  
  
'Name'          => 'Microsoft FTP Overflow',  
'Description'   => 'This module exploits...',  
'Author'         => [ 'hdm' ],  
'License'        => MSF_LICENSE,  
'Version'        => '$Revision: 4419 $',  
'Payload'        =>  
{  'Space'        => 1024,  
'BadChars'       => "\x00\x0a\x0d\x5c\x5f\x2f\x2e"  
SECAPPDEV 2007}
```

# exploit code

connect

```
print_status("Trying target #{target.name}...")
```

```
buf = Rex::Text.rand_text_english(8192)
```

```
buf[1004, 4] = [target.ret].pack('V')
```

```
buf[1008, payload.length] = payload.encoded
```

```
send_cmd( ['USER', buf], false)
```

handler

disconnect

# user interfaces

- **msfconsole**
- **msfcli**
- **msfweb**
- **msfgui**

# demonstration

creating  
exploits

# creating exploits

- Create a new Metasploit module
- Fill in the meta-information
- Add appropriate mixins
- Define the exploit() method

# demonstration

running  
exploits

# running exploits

- Select a supported target
- Select a supported payload
- Complete all options
- Launch the exploit

# demonstration

# summary

# summary

- Little bugs have a huge impact
- Exploit from bug in ~10 minutes
- Metasploit is publicly available

# questions?