Heap Overflows

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Also of interest: the Data section:
 and
 variables

```
// Heap Buffer Overflow code 1
                                                                     // File Pointer Overwrite
#define BUFSIZE 16
                                                                     #define BUFSIZE 16
#define OVERSIZE 8 /* overflow buf2 by OVERSIZE bytes */
                                                                     int main(int argc, char **argv)
  int main()
                                                                       FILE *tmpfd;
                                                                       static char buf[BUFSIZE], *tmpfile;
     u long diff;
     char *buf1 = (char *)malloc(BUFSIZE);
                                                                       tmpfile = "/tmp/vulprog.tmp";
     char *buf2 = (char *)malloc(BUFSIZE);
                                                                       printf("before: tmpfile = %s\n", tmpfile);
     diff = (u_long)buf2 - (u_long)buf1;
     printf("buf1 = %p, buf2 = %p, diff = 0x%x bytes\n",
                                                                       printf("Enter one line of data to put in %s: ",
             buf1, buf2, diff);
                                                                       gets(buf);
     memset(buf2, 'A', BUFSIZE-1);
     buf2[BUFSIZE-1] = '\0';
                                                                       printf("\nafter: tmpfile = %s\n", tmpfile);
     printf("before overflow: buf2 = %s\n", buf2);
                                                                       tmpfd = fopen(tmpfile, "w");
                                                                       if (tmpfd == NULL) exit(ERROR);
     memset(buf1, 'B', (u_int)(diff + OVERSIZE));
     printf("after overflow: buf2 = %s\n", buf2);
                                                                       fputs(buf, tmpfd);
                                                                       fclose(tmpfd);
     return 0:
  }
```

- What does the code print?
- Address manipulation: a can modify a

Exploiting a Heap Overflow

- Targets: ______, ______
- Function Pointers
 - o Used for ______, _____,
 - o Implementation: stored in _____.
- Upon call, copied into the ______!
- Return-to-libc: Directly call _____! Assumes _____!

Vulnerabilities

Obviously vulnerable functions:

Replacements (bounded):

Programmer:	_
Compiler:	_
System:	_
Programmer-level Solutions	
Use a programming language:	
Libraries that: LibSafe	
Program better! Problem:	
Compiler-level solutions	
• Always	
StackGuard	
o: random value stored in	
Check	
StackShield:	
•	(ASLR
o Recall: (even w/) need to guess the	
 Starting stack/heap/etc. address set randomly in a range 	
System Solutions	
Grow the stack backwards?	
o Doesn't prevent	
• Non memory	
o AMD: bit; Intel: bit. Mark each page of memory	
Prevents inside that nage	

Defenses