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# Dynamic Tracing for Exploitation and Fuzzing

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## DTrace Background

- Kernel-based dynamic tracing framework
- Created by Sun Microsystems
- First released with Solaris™ 10 operating System
- Now included with Apple OS X Leopard, QNX
- Re-implemented in FreeBSD 8 (CURRENT) back ported to FreeBSD 7.1 and 7.2 (John Birrell)
- OpenBSD, NetBSD, Linux?



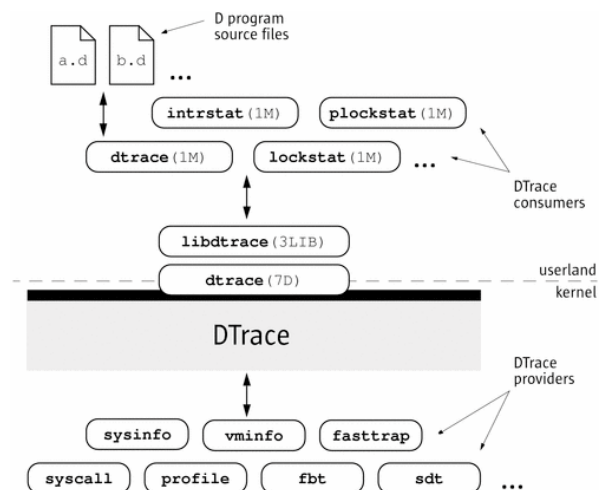
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\*Dtrace was created by Sun Microsystems, Inc. and released under the Common Development and Distribution License (CDDL), a free software license based on the Mozilla Public License (MPL).

## DTrace Overview

- DTrace is a framework for performance observability and debugging in real time
- Tracing is made possible by “probes” placed “on the fly” throughout the system
- Probes are points of instrumentation in the kernel
- When a program execution passes one of these points, the probe that enabled it is said to have fired
- DTrace can bind a set of actions to each probe

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## DTrace Architecture



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Source: Solaris Dynamic Tracing Guide

## The D Language

- D is an interpreted, block-structured language
- D syntax is a subset of C
- D programs are compiled into intermediate form
- Intermediate form is validated for safety when your program is first examined by the DTrace kernel software
- The DTrace execution environment handles any runtime errors

## The D Language

- D does not use control-flow constructs such as if statements and loops
- D program clauses are written as single, straight-line statement lists that trace an optional, fixed amount of data
- D can conditionally trace data and modify control flow using logical expressions called *predicates*
- *A predicate is tested at probe firing before executing any statements*

## DTrace Performance

- DTrace is dynamic: probes are enabled only when you need them
- No code is present for inactive probes
- There is no performance degradation when you are not using DTrace
- When the `dtrace` command exits, all probes are disabled and instrumentation removed
- The system is returned to its original state

## DTrace Uses

- DTrace takes the power of multiple tools and unifies them with one programmatically accessible interface
- DTrace has features similar to the following:
  - `truss`: tracing system calls, user functions
  - `ptrace`: tracing library calls
  - `prex/tnf*`: tracing kernel functions
  - `lockstat`: profiling the kernel
  - `gdb`: access to kernel/user memory

## DTrace Uses

- DTrace combines system performance statistics, debugging information, and execution analysis into one tight package
- A real “Swiss army knife” for reverse engineers
- DTrace probes can monitor every part of the system, giving “the big picture” or zooming in for a closer look
- Can debug “transient” processes that other debuggers cannot

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## Creating DTrace Scripts

- Dozens of ready-to-use scripts are included with Sun's DTraceToolkit; they can be used as templates
  - syscalls by process
  - reads and writes by process
  - file access
  - CPU time,
  - memory r/w statistics
- A lot of information can be gathered with simple DTrace one-liners
- Effective use of DTrace often involves continually revising scripts

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## Example: Syscall Count

```
dtrace -n 'syscall::entry{@[execname] = count();}'.
```

Matched 427 probes

Syslogd	1
DirectoryService	2
Finder	3
TextMate	3
Cupsd	4
Ruby	4309
vmware-vmx	6899

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## Example: File Open Snoop

```
#!/usr/sbin/dtrace -s

syscall::open*:entry {
    printf("%s %s\n",
           execname,
           copyinstr(arg0));
}
```

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## Example: File Snoop Output

```

vmware-vmx      /dev/urandom
Finder          /Library/Preferences/SystemConfiguration/com.apple.smb.server.plist
iChat           /Library/Preferences/SystemConfiguration/com.apple.smb.server.plist
Microsoft Power /Library/Preferences/SystemConfiguration/com.apple.smb.server.plist
nmblookup       /System/Library/PrivateFrameworks/ByteRange ... ByteRangeLocking
nmblookup       /dev/dtracehelper
nmblookup       /dev/urandom
nmblookup       /dev/autofs_nowait
Nmblookup       /System/Library/PrivateFrameworks/ByteRange... ByteRangeLocking
  
```

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## DTrace Lingo

- **Probes** - points of instrumentation
- **Providers** - logically grouped sets of probes
  - Pid – Userland process probes
  - Syscall – Syscall probes
  - Fbt – Kernel probes
  - Io – Input/output probes
- **Predicates** – condition that determines if probe fires or not
- **Actions** – statements performed when a probe fires

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## DTrace Syntax

### Generic D Script

```
Probe:    provider:module:function:name  
Predicate: /some condition that needs to happen/  
    {  
Action:          action1;  
                action2; (ex: printf(); )  
    }
```

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## DTrace and Reverse Engineering

How Can We Use DTrace?



## DTrace for RE

- It is very useful for understanding the way a process behaves and interacts with the rest of the system
- DTrace probes work in a manner very similar to debugger “hooks”
- DTrace probes are useful because they can be described generically and focused later

## DTrace for RE

- Think of DTrace as a rapid development framework for RE tasks and tools
- Dtrace is very fast, minimal impact on application performance
- DTrace can instrument any process on the system without starting or stopping it
- Complex operations can be understood with a succinct one-line script
- You can refine your script as the process continues to run

Ex:

- Trace until a function has a certain user-controlled argument
- Analyze heap allocation patterns at runtime

## Helpful Features

DTrace gives us some valuable functionality:

- Control flow indicators
- Symbol resolution
- Call stack trace
- Function parameter values
- CPU register values
- Both in kernel space and user space!

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## Control Flow

```

1   -> -[AIContentController finishSendContentObject:]
1   -> -[AIAdium notificationCenter]
1   <- -[AIAdium notificationCenter]
1   -> -[AIContentController processAndSendContentObject:]
1   -> -[AIContentController
handleFileSendsForContentMessage:]
1   <- -[AIContentController
handleFileSendsForContentMessage:]
1   -> -[AdiumOTREncryption willSendContentMessage:]
1   -> policy_cb
1   -> contactFromInfo
1   -> -[AIAdium contactController]
1   <- -[AIAdium contactController]
1   -> accountFromAccountID

```

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## Symbol and Stack Trace

```
dyld`strcmp
dyld`ImageLoaderMachO::findExportedSymbol(char
dyld`ImageLoaderMachO::resolveUndefined(...)
dyld`ImageLoaderMachO::doBindLazySymbol(unsigned
dyld`dyld::bindLazySymbol(mach_header const*, ...)
dyld`stub_binding_helper_interface2+0x15
Ftpd`yylex+0x48
Ftpd`yyparse+0x1d5
ftpd`ftp_loop+0x7c
ftpd`main+0xe46
```

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## Function Parameters

DTrace's copyin\* functions allow you to copy data from the process space:

```
printf("arg0=%s", copyinstr( arg0 ))
```

Output:

```
1 -> strcmp    arg0=_isspecial_1
```

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## CPU Register Values

Uregs array allows access to reading CPU registers

```
printf("EIP:%x", uregs[R_EIP]);
```

Example:

```
EIP: 0xdeadbeef  
EAX: 0xffffeae6  
EBP: 0xdefacedd  
ESP: 0x183f6000
```

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## Destructive Examples

```
#!/usr/sbin/dtrace -w -s  
syscall::uname:entry { self->a = arg0; }
```

```
syscall::uname:return{  
    copyoutstr("Windows", self->a, 257);  
    copyoutstr("PowerPC", self->a+257, 257);  
    copyoutstr("2010.b17", self->a+(257*2), 257);  
    copyoutstr("fud:2010-10-31", self->a+(257*3), 257);  
    copyoutstr("PPC", self->addr+(257*4), 257);  
}
```

Adapted from: Jon Haslam, <http://blogs.sun.com/jonh/date/20050321>

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## Snooping

```
syscall::write:entry {  
    printf("write: %s",  
        copyinstr(arg1));  
}
```

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## Got Ideas?

### Using DTrace:

- Monitor stack overflows
- Code coverage
- Function argument Fuzzing
- Monitor heap overflows
- Record ioctl messages for device fuzzing
- Finding ways to reach vulnerable functions

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## DTrace vs. Debuggers

- DTrace is not a debugger
- DTrace does not affect process memory like a debugger
- DTrace does not directly perform exception handling
- Debuggers allow you to control execution, modify memory/registers
- DTrace can instrument both the kernel and user land applications at the same time
- To trace execution, debuggers use instructions to pause and resume execution
- DTrace carries out parallel actions in the kernel when a probe is hit

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## DTrace vs. Debuggers

- DTrace can halt process and transfer control to external debugger
- Apple has implemented anti-debugging with use of the PT\_DENY\_ATTACH ptrace flag
- Landon Fuller released a kernel module to prevent PT\_DENY\_ATTACH
- Also, the SInAR rootkit hides from dtrace on Solaris (2004)

[http://landonf.bikemonkey.org/code/macosx/Leopard\\_PT\\_DENY\\_ATTACH.20080122.html](http://landonf.bikemonkey.org/code/macosx/Leopard_PT_DENY_ATTACH.20080122.html)

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## DTrace vs. Tracers

- Truss, ltrace, and strace operate one process at a time, with no system-wide capability
- Truss reduces application performance
- In some cases the difference is 65% slower vs. 0.3% slower
- Truss stops threads through procs, records the arguments for the system call, and then restarts the thread
- Dtrace doesn't stop the application, information is collected into a kernel buffer and read out asynchronously to the process
- Valgrind™ is limited to a single process and only runs on Linux
- But Valgrind™ has promising taint tracing abilities
- Ptrace is much more efficient at instruction level tracing but it is crippled on OS X

## DTrace Limitations

- The D language does not have conditionals or loops
- The output of many functions is to stdout (i.e., stack(), ustack())
- Lack of loops and use of stdout means DTrace is not ideal for processing data
- Cannot modify registers :( epic sad time
- We can fix this
  - Dtrace for tracing to a specific point
  - Other tools for access debugging API

## DTrace Cautionaries

A few issues to be aware of:

- DTrace drops probes by design
- Tune buffer/frequency options, narrow trace scope to improve performance
- Some libraries and functions behave badly
- DTrace requires symbols

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## MONITORING THE STACK

Writing a Stack Overflow Monitor  
with RE:Trace



## Stack Overflow Monitoring

Programmatic control at the time of overflow allows you to:

- Pinpoint the vulnerable function
- Reconstruct the function call trace
- Halt the process before damage occurs
- Dump and search process memory
- Collect function argument values
- Send feedback to fuzzer
- Attach debugger

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## Overflow Detection in One Probe

```
#!/usr/sbin/dtrace -w -s

pid$target:::return
/ uregs[R_EIP] == 0x41414141 / {
    printf("Don't tase me bro!!!");
    stop()
    ...
}
```

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## First Approach

- Store RETURN value at function entry
- uregs[R\_SP], NOT uregs[R\_ESP]
- Compare EIP to saved RETURN value at function return
- If different, there was an overflow

Simple enough, but false positives from:

- Tail call optimizations
- Functions without return probes

## DTrace and Tail Calls

- Certain compiler optimizations mess with the standard call/return control flow
- Tail calls are an example of such an optimization
- Two functions use the same stack frame, saves resources, less instruction
- DTrace reports tail calls as a return then a call, even though the return never happens
- EIP on return is not in the original calling function, it is the entry to second
- Screws up simple stack monitor if not aware of it

## New Approach

- Store RETURN value at function entry
- At function return, compare saved RETURN value with CURRENT value
- Requires saving both the original return value and its address in memory
- Fires when saved RETURN != current RETURN and EIP = current RETURN

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## But Missing Return Probes???

Still trouble with functions that “never return”

- Some functions misbehave
- DTrace does not like function jump tables (dyld\_stub\_\*)
- Entry probe but no exit probe

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## Determining Missing Returns

### Using DTrace – l flag

- List entry/exit probes for all functions
- Find functions with entry but no exit probe

### Using DTrace aggregates

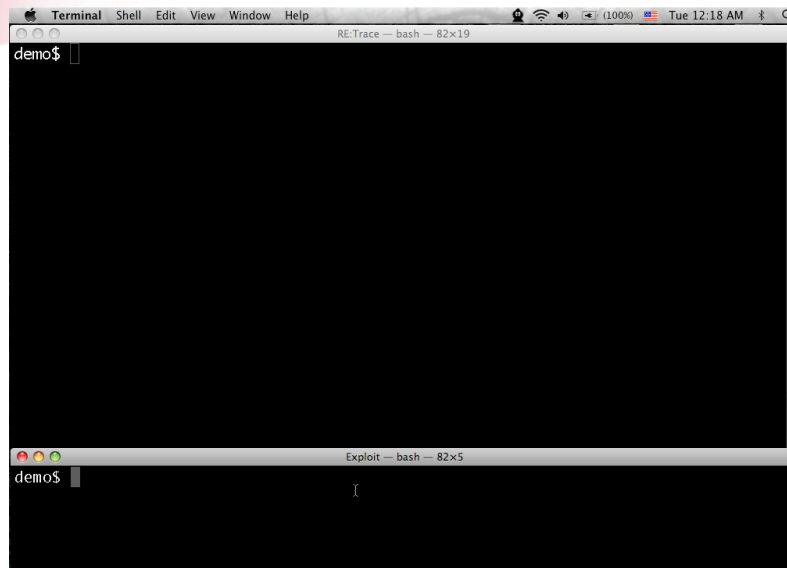
- Run application
- Aggregate on function entries and exits
- Look for mismatches

### Exclude these functions with predicates

- / probefunc != "everybodyJump" /

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## Stack Overflow Video



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## Advanced Tracing

Diving in deeper:

- Instruction-level tracing
- Code coverage with IDA Pro and IdaRub
- Profiling idle and GUI code
- Feedback to the fuzzer, smart/evolutionary fuzzing
- Conditional tracing based on function parameters (reaching vulnerable code paths)
- IOCTL tracing

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## Code Coverage

Tracing Function and Instructions

## Code Coverage Approach

### Approach

- Instruction-level tracing using DTrace
- Must properly scope tracing
- Use IdaRub to send commands to IDA
- IDA colors instructions and code blocks
- Can be done in real time, if you can keep up

## Tracing Instructions

- The last field of a probe is usually `entry` or `return`
- But it can also be a particular instruction within the function
- Leave blank to trace every instruction
- Must map static global addresses to function offset addresses

Print address of every instruction:

```
pid$target:a.out:: { print("%d", uregs[R_EIP]); }
```

## Tracing Instructions (cont.)

- DTrace to print instructions
- Ruby-Dtrace to combined DTrace with Ruby
- Idarub and rublib to combined Ruby with IDA

### Tracing libraries

- When tracing libraries, must know memory layout of program
- `vmmap` on OS X will tell you
- Use offset to map runtime library EIPs to decompiled libraries

## Code Coverage with DTrace

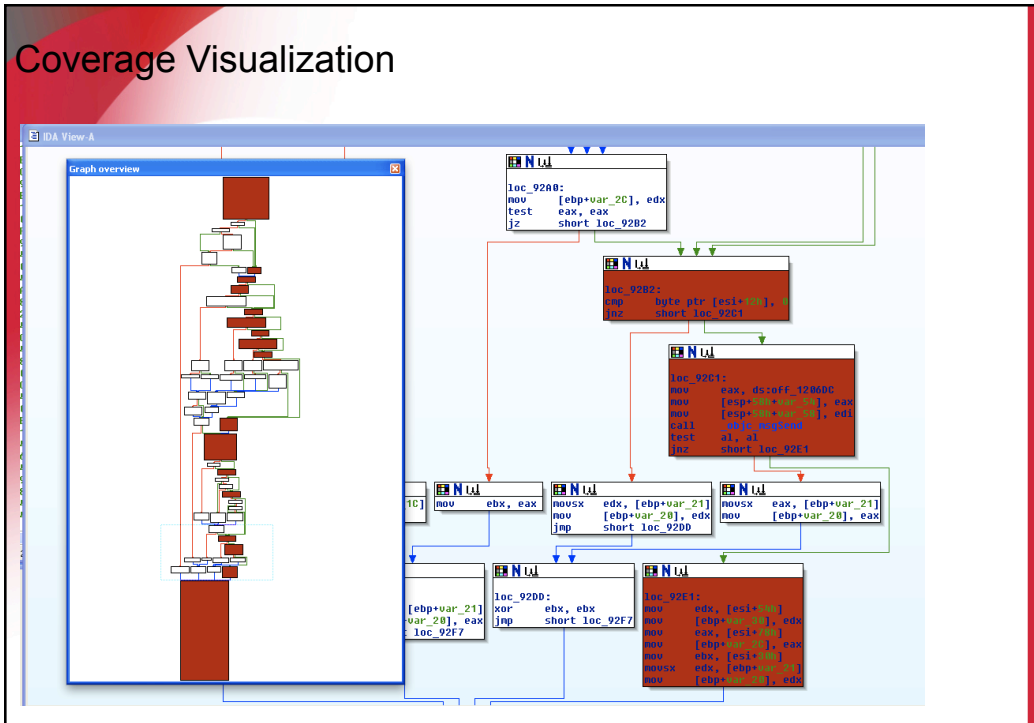
### Capabilities:

- Associate fuzz runs with code hit
- Visualize code paths
- Record number of times blocks were hit
- Compare idle traces to other traces

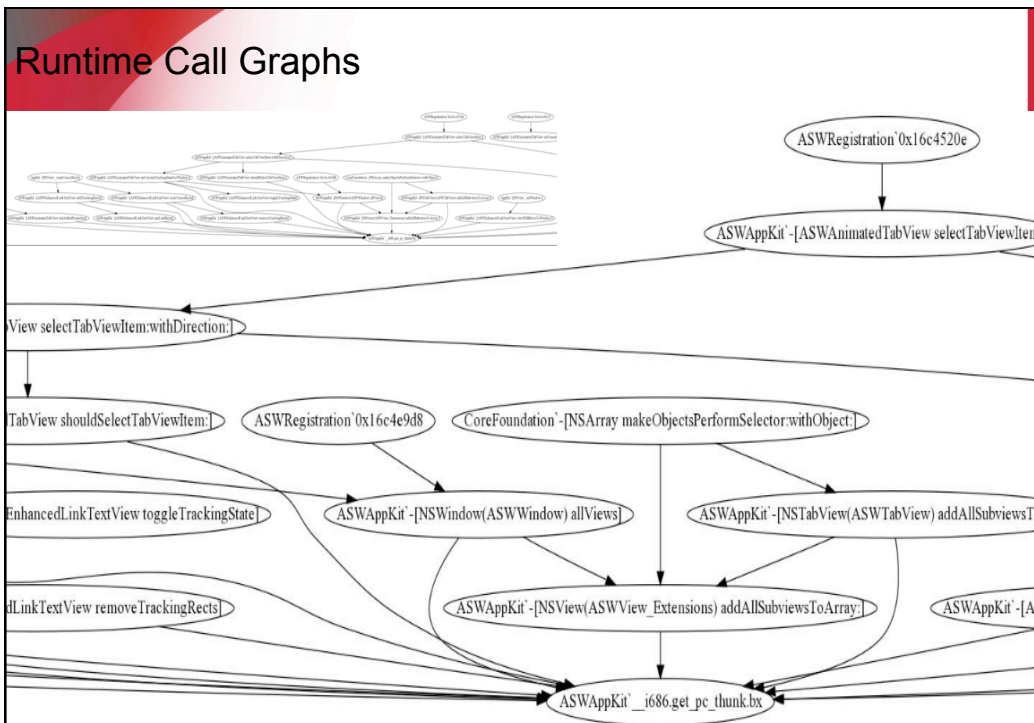
### Limitations:

- Instruction tracing can be slow for some applications
- Again, tuning and limiting scope

## Coverage Visualization



## Runtime Call Graphs







## IOCTL Background

- IOCTL is a function that allows userland applications to communicate with devices or kernel modules

```
int ioctl(int fildes, unsigned long request, ...);
```

Ex:

```
int error = ioctl(fd, IOSNDRQ, data);
```

- Common for privileged code to be placed in kernel module
- Userland application then makes requests to modules with ioctl
- Three parts to request
  - Open File Descriptor
  - Unique Request Code
  - Buffer, can be an 'in' or 'out' buffer

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## IOCTL Fuzzing

- Traditionally the challenge is that the Request Code is not known
- You can brute force it, but makes it time consuming
- Brute forcing the message format can be even less fruitful
- You will not get good code coverage
  
- With DTrace we can quickly learn the request ID and corresponding message formats

## First look at ioctl calls - Aggregation

```
syscall::ioctl:entry /execname != "dtrace"/ {  
  
    @ioctlcalls[  
        execname,  
        fds[self->fd].fi_pathname,  
        self->request  
    ] = count();  
  
}
```

## ioctl Call Aggregation Output

Execname	FD	Pathname	Request
Bash	4	??/bin/cups-config	1074030202
airportd	3	??/<(NULL v_name)/ dtracehelper	2148034564
SystemUIServer	10	<(not a vnode)>	3223349705
Vmware-vmx	32	??/<(NULL v_name)/ vmmon	3221509658

## Record ioctl calls and message formats

```
syscall::ioctl:entry /execname != "dtrace"/ {
    printf("fd=%d request=%d\n", arg0, arg1);
    printf("filename=%s\n", fds[arg0].fi_pathname);

    this->buf = (uintptr_t *) copyin(arg2, 16);

    printf("\t0x%08x 0x%08x 0x%08x 0x%08x\n",
        this->buf[0], this->buf[1], this->buf[2],
        this->buf[3]);
}
```

## Tracing ioctl Message Example

```

PID=622 SystemUIServer FD=14 (0x0000000e)
  request=3223349705 (0xc02069c9)
  file=<unknown (not a vnode)>
  buffer: 0xbfffe8dc
    0x00326e65 0x00000000 0x00000000 0x00000000
    0x0000000c 0x00000000 0x00000054 0xbfffe860
    0x00000000 0x00000000 0x00000000 0x00000000
    0x00821200 0x00000002 0x00000002 0x00000000
PID=622 SystemUIServer retval=0
Return buffer: 0xbfffe8dc
    0x00326e65 0x00000000 0x00000000 0x00000000
    0x0000000c 0x00000000 0x00000003 0xbfffe860
    0x00000000 0x00000000 0x00000000 0x00000000
    0x00821200 0x00000002 0x00000002 0x00000000

```

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## Inline ioctl Fuzzing

- Use dtrace destructive actions
- Modify the message as it is passed from userland to kernel
- Remember this may be the in message or the out message
- Likely to cause the userland app to become unstable
- May crash the kernel module/device

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## Inline ioctl Fuzzing – Flipping Bits

```
this uintptr_t* buf;
int flip[1];

syscall::ioctl:entry /execname != "dtrace" / {

    this->buf = (uintptr_t *) copyin(arg2, 4);

    flip[0] = (~ *(int *)this->buf);

    copyout(flip, arg2, 4);
}
```

## Problems with Inline ioctl Fuzzing

- Many applications rely on ioctl, if the ioctl calls fail, the applications often do not function properly
- The kernel devices can easily corrupt the process' stack
- ioctl inline fuzzing is useful for specialized situations
- You can easily simulate a badly behaving device
- Good for testing the applications that uses the device
- But if you take the data gathered from dtrace and use a traditional fuzzer approach... gold mine

## Traditional ioctl Fuzzing with DTrace data

- Create your own application that calls ioctl
  - See Ilya van Sprundel's ioctlfuzz fuzzer
  - Augment it with request codes and buffer data collected with dtrace
  - Win

```
Unsigned char buf[4096]; // <- make sure this is big!
int fd = open("/dev/vmmon", O_RDWR);
unsigned int requests[] =
    {1073829395,1073829451,1074025984,1074025985,107402598
    7,1074026006, ... etc
```

```
While(1){
    for(int i=0;i<sizeof(requests)/sizeof(*requests);i++){
        ioctl(fd,requests[i],rand_fill(buf));
    }
}
```

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## Dynamic Tracing for Exploitation and Fuzzing

### We saw:

- General process inspection
- Stack overflow monitoring
- Code coverage
- IOCTL Device Fuzzing

### I didn't show you:

- Heap overflow monitor
- RE:Trace
- RE:dbg
- Malware analysis
- Defensive DTrace
- Higher Level Application tracing USDT

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See the RE:Trace/REDBG framework for implementation:

<http://www.poppopret.org/>

## Questions?

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## Kernel Panic Demo!

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