

# GOT/PLT

Presented by Justin Zhu

# What is the Global Offset Table (GOT)?

It's a table of offsets!

Offsets to what?

Dynamically linked libraries.

Like functions in libc.

~~What's PLT?~~

# What's the Procedure Linkage Table?

It's like the interface the actual program uses.

It's what uses the GOT to give the program the function it wants.

Everything makes more sense with examples.

# How does GOT/PLT Work?

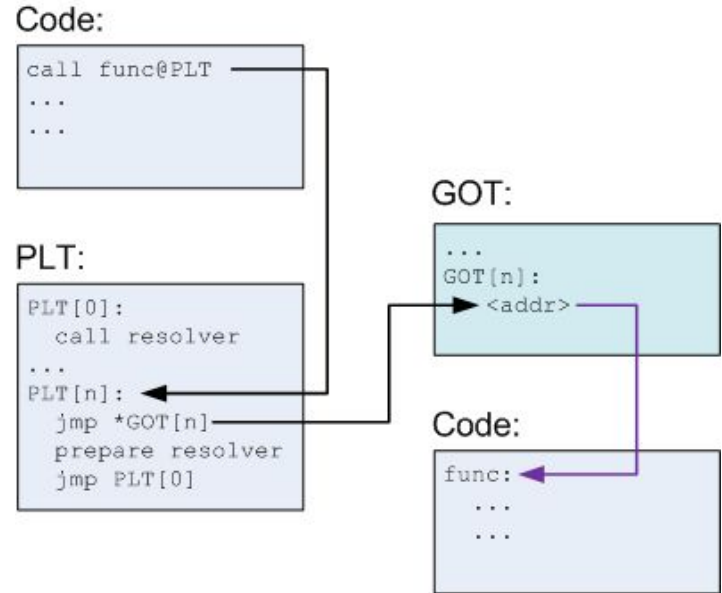
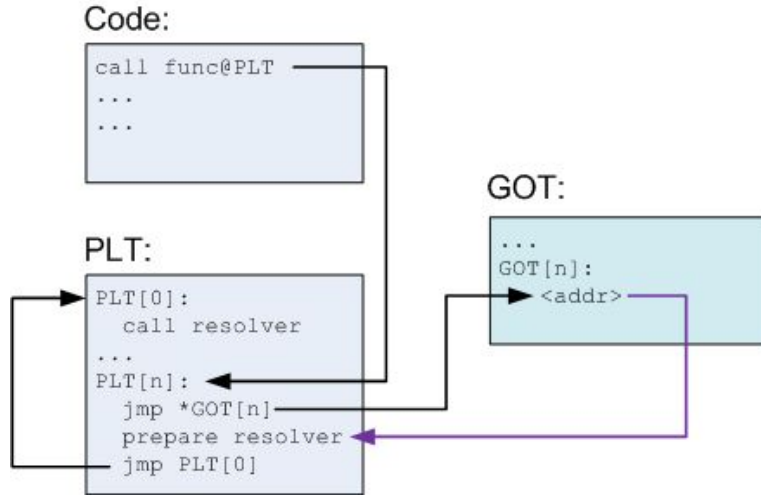


Diagram Credits:

<https://nuc13us.wordpress.com/2015/12/25/hack-using-global-offset-table/>

# How does GOT/PLT Work? (demo)

demo.c

```
1 // compile with: gcc demo.c -no-pie -g -o demo
2
3 #include <stdio.h>
4 #include <stdlib.h>
5
6 int main(void)
7 {
8     printf("This is the first call\n");
9
10    printf("Here is the meeting flag: sigpwny{ } \n");
11
12    exit(0);
13 }
```

# How does GOT/PLT Work? (demo) (cont'd)

.plt - 0x00400420  
.got - 0x00600ff0  
.got.plt - 00x601000

readelf -S demo

[12]	.plt	PROGBITS	0000000000400420	00000420
	0000000000000030	0000000000000016	AX	0 0 16
[13]	.text	PROGBITS	0000000000400450	00000450
	00000000000000192	0000000000000000	AX	0 0 16
[14]	.fini	PROGBITS	00000000004005e4	000005e4
	00000000000000009	0000000000000000	AX	0 0 4
[15]	.rodata	PROGBITS	00000000004005f0	000005f0
	00000000000000062	0000000000000000	A	0 0 8
[16]	.eh_frame_hdr	PROGBITS	0000000000400654	00000654
	0000000000000003c	0000000000000000	A	0 0 4
[17]	.eh_frame	PROGBITS	0000000000400690	00000690
	00000000000000100	0000000000000000	A	0 0 8
[18]	.init_array	INIT_ARRAY	0000000000600e10	00000e10
	00000000000000008	0000000000000008	WA	0 0 8
[19]	.fini_array	FINI_ARRAY	0000000000600e18	00000e18
	00000000000000008	0000000000000008	WA	0 0 8
[20]	.dynamic	DYNAMIC	0000000000600e20	00000e20
	000000000000001d0	0000000000000010	WA	6 0 8
[21]	.got	PROGBITS	0000000000600ff0	00000ff0
	00000000000000010	0000000000000008	WA	0 0 8
[22]	.got.plt	PROGBITS	0000000000601000	00001000
	00000000000000028	0000000000000008	WA	0 0 8

# How does GOT/PLT Work? (demo) (cont'd)

.plt - 0x00400420  
.got - 0x00600ff0  
.got.plt - 00x601000

gdb demo

```
(gdb) disass main
Dump of assembler code for function main:
   0x0000000000400537 <+0>:      push   %rbp
   0x0000000000400538 <+1>:      mov    %rsp,%rbp
   0x000000000040053b <+4>:      lea   0xa6(%rip),%rdi        # 0x4005e8
   0x0000000000400542 <+11>:     callq 0x400430 <puts@plt>
   0x0000000000400547 <+16>:     lea   0xb2(%rip),%rdi        # 0x400600
   0x000000000040054e <+23>:     callq 0x400430 <puts@plt>
   0x0000000000400553 <+28>:     mov   $0x0,%edi
   0x0000000000400558 <+33>:     callq 0x400440 <exit@plt>
End of assembler dump.
(gdb) b *0x0000000000400542
Breakpoint 1 at 0x400542: file demo.c, line 8.
(gdb) b *0x000000000040054e
Breakpoint 2 at 0x40054e: file demo.c, line 10.
(gdb) █
```



# How does GOT/PLT Work? (demo) (cont'd)

.plt - 0x00400420  
.got - 0x00600ff0  
.got.plt - 00x601000

```
(gdb) r
Starting program: /home/justin/Downloads/SIGPWNY/got/demo

Breakpoint 1, 0x000000000400542 in main () at demo.c:8
8      printf("This is the first call\n");
(gdb) x/i $pc
=> 0x400542 <main+11>: callq 0x400430 <puts@plt>
(gdb) stepi
0x000000000400430 in puts@plt ()
(gdb) x/3i $pc
=> 0x400430 <puts@plt>: jmpq    *0x200be2(%rip)          # 0x601018
   0x400436 <puts@plt+6>: pushq  $0x0
   0x40043b <puts@plt+11>: jmpq   0x400420
(gdb) x/x 0x601018
0x601018: 0x00400436
(gdb) █
```

# How does GOT/PLT Work? (demo) (cont'd)

.plt - 0x00400420  
.got - 0x00600ff0  
.got.plt - 00x601000

```
(gdb) stepi
0x0000000000400436 in puts@plt ()
(gdb) stepi
0x000000000040043b in puts@plt ()
(gdb) stepi
0x0000000000400420 in ?? ()
(gdb) x/2i $pc
=> 0x400420:    pushq   0x200be2(%rip)        # 0x601008
    0x400426:    jmpq   *0x200be4(%rip)      # 0x601010
(gdb) █
```

```
(gdb) x/2i $pc
=> 0x400420:    pushq   0x200be2(%rip)        # 0x601008
    0x400426:    jmpq   *0x200be4(%rip)      # 0x601010
(gdb) stepi
0x0000000000400426 in ?? ()
(gdb) stepi
_dl_runtime_resolve_xsavec () at ../sysdeps/x86_64/dl-trampoline.h:71
71      ../sysdeps/x86_64/dl-trampoline.h: No such file or directory.
(gdb) x/10i $pc
=> 0x7ffff7dea8f0 <_dl_runtime_resolve_xsavec>: push   %rbx
    0x7ffff7dea8f1 <_dl_runtime_resolve_xsavec+1>: mov    %rsp,%rbx
    0x7ffff7dea8f4 <_dl_runtime_resolve_xsavec+4>: and   $0xffffffff,%rax
    0x7ffff7dea8f8 <_dl_runtime_resolve_xsavec+8>: sub   0x211f09(%rip),%rax
    0x7ffff7dea8ff <_dl_runtime_resolve_xsavec+15>: mov   %rax,%rsp
```

# How does GOT/PLT Work? (demo) (cont'd)

.plt - 0x00400420  
.got - 0x00600ff0  
.got.plt - 00x601000

```
(gdb) finish
Run till exit from #0 _dl_runtime_resolve_xsavec () at ../sysdeps/x86_64/dl-trampoline.h:71
This is the first call
main () at demo.c:10
10     printf("Here is the meeting flag: sigpwny{[REDACTED]}\n");
(gdb) c
Continuing.

Breakpoint 2, 0x00000000040054e in main () at demo.c:10
10     printf("Here is the meeting flag: sigpwny{[REDACTED]}\n");
(gdb) x/i $pc
=> 0x40054e <main+23>: callq 0x400430 <puts@plt>
(gdb) stepi
0x000000000400430 in puts@plt ()
(gdb) x/3i $pc
=> 0x400430 <puts@plt>: jmpq   *0x200be2(%rip)      # 0x601018
   0x400436 <puts@plt+6>: pushq  $0x0
   0x40043b <puts@plt+11>: jmpq   0x400420
(gdb) x/x 0x601018
0x601018: 0xf7a62aa0
(gdb)
```

# How does GOT/PLT Work? (demo) (cont'd)

.plt - 0x00400420  
.got - 0x00600ff0  
.got.plt - 00x601000

```
(gdb) x/x 0x601018
0x601018: 0xf7a62aa0
(gdb) stepi
_IO_puts (str=0x400600 "Here is the meeting flag: sigpwny{[REDACTED]}")
33      ioputs.c: No such file or directory.
(gdb) x/10i $pc
=> 0x7ffff7a62aa0 <_IO_puts>: push    %r13
0x7ffff7a62aa2 <_IO_puts+2>: push    %r12
0x7ffff7a62aa4 <_IO_puts+4>: mov     %rdi,%r12
0x7ffff7a62aa7 <_IO_puts+7>: push    %rbp
```

```
(gdb) finish
Run till exit from #0  IO_puts (str=0x400600 "Here is the meeting
Here is the meeting flag: sigpwny{[REDACTED]}")
main () at demo.c:12
12      exit(0);
Value returned is $1 = 66
(gdb) c
Continuing.
[Inferior 1 (process 5101) exited normally]
(gdb) quit
```

# Your Mission

Overwrite entries in the GOT to call the function you want to call.

# Mitigations

RELRO - Relocation Read-Only

ASLR - Address Space Layout Randomization

PIE - Position Independent Execution

**Please**

**Leave (but actually stay for help and questions),**

**Then**

**Go**

**Online**

**To\_SIGPwny\_CTF\_And\_Solve\_Challenges**

n

Presentation



Now



# GOT Overwrite 2

Walkthrough

(hey Justin, open up your terminal)

# Format String Vulns

`%s` - print random string

`%x` - print hex word

`%n` - write number of printed chars

`[num]$` - use the [num]-th parameter

`%[num][format specifier]` - use for padding

Arbitrary write: Put `[addr]` onto stack and `printf("%[value]n")`