

Breaking virtualization by switching to Virtual 8086 mode

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Agenda

Virtualization : big picture

Attack surface analysis

Introducing the Virtual 8086 mode

Practical use : Fuzzing using `vm86()`

Virtualization : big picture

Market shares

Definitions

Virtualization : market shares

Source : Forrester Research 2009

78% of companies have production servers virtualized.

20% only have virtualized servers.

Virtualization : market shares

Source : Forrester Research 2009

VMWare is present in **98%** of the
companies.

Microsoft virtualization products are used
by **17%**.

Citrix/Xen is used by **10%**.

Virtualization : Definitions

Virtualization

Virtualization is the name given to the simulation with higher level components, of lower level components.

NOTE: Virtualization of applications (as opposed to full Oses) is out of topic.

Virtualization : Definitions

Virtual Machine

A virtual machine (VM) is : "an efficient, isolated duplicate of a real machine".

-- Gerald J. Popek and Robert P. Goldberg (1974).
"Formal Requirements for Virtualizable Third
Generation Architectures", Communications of the
ACM.

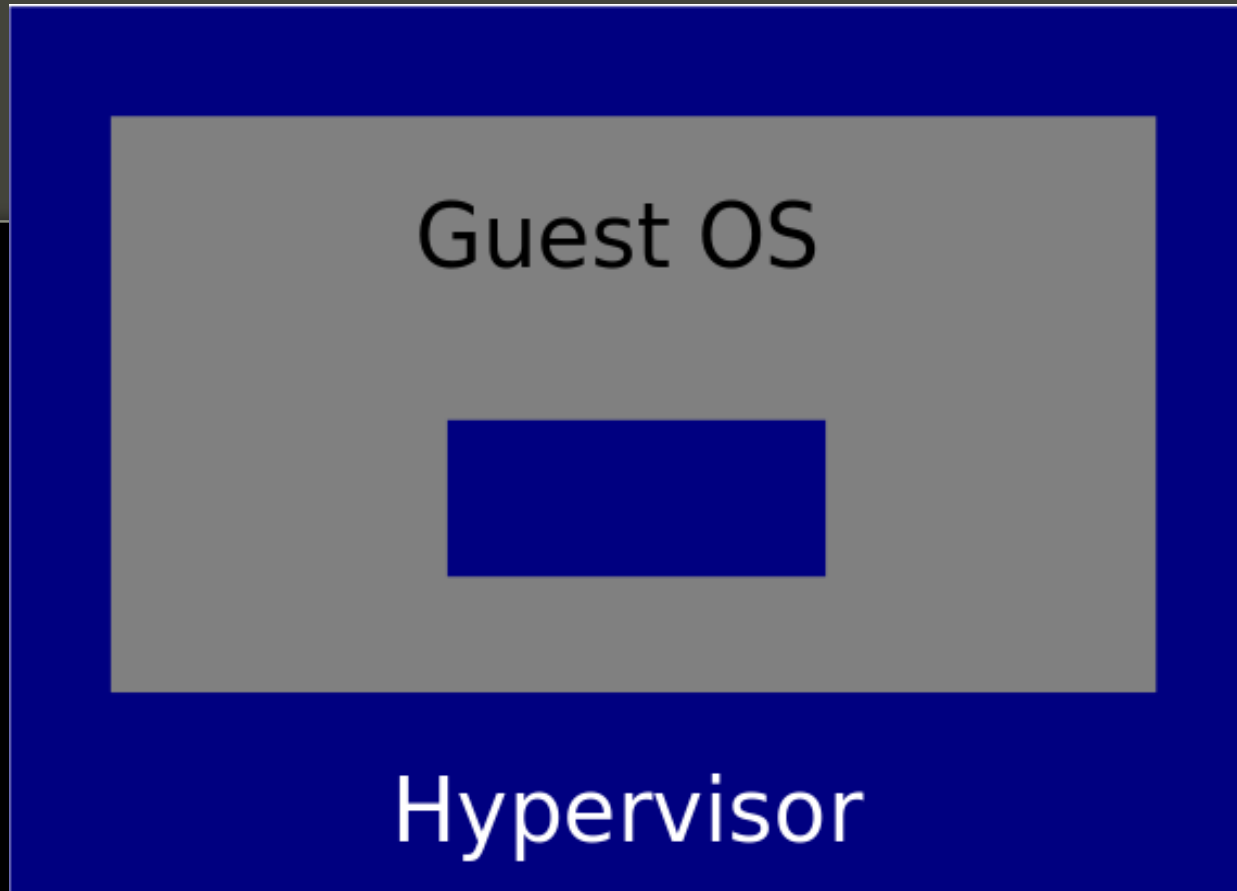
Virtualization : Definitions

Paravirtualization

Requires the modification of the guest
OSes (eg: Xen, UML, Qemu with kqemu,
VMWare Workstation with VMWare Tools).

Opposed to « full virtualization ».

Paravirtualization



Virtualization : Definitions

There are two types of virtualizations :
Virtual Machine Monitors (or **Hypervisors**)
of **type I** and **type II**.

Virtualization : Definitions

Hypervisors of type I

Run on bare metal (eg: Xen, Hyper-V, VMWare ESX).

Type I Hypervisor

The diagram illustrates the architecture of a Type I Hypervisor. It consists of three main layers: a central Guest OS layer, a Type I Hypervisor layer, and a Hardware layer. The Guest OS is represented by a gray rectangle, the Hypervisor by a blue rectangle, and the Hardware by a red rectangle. The Hypervisor layer sits directly on top of the Hardware layer, and the Guest OS runs on top of the Hypervisor.

Guest OS

Type I Hypervisor

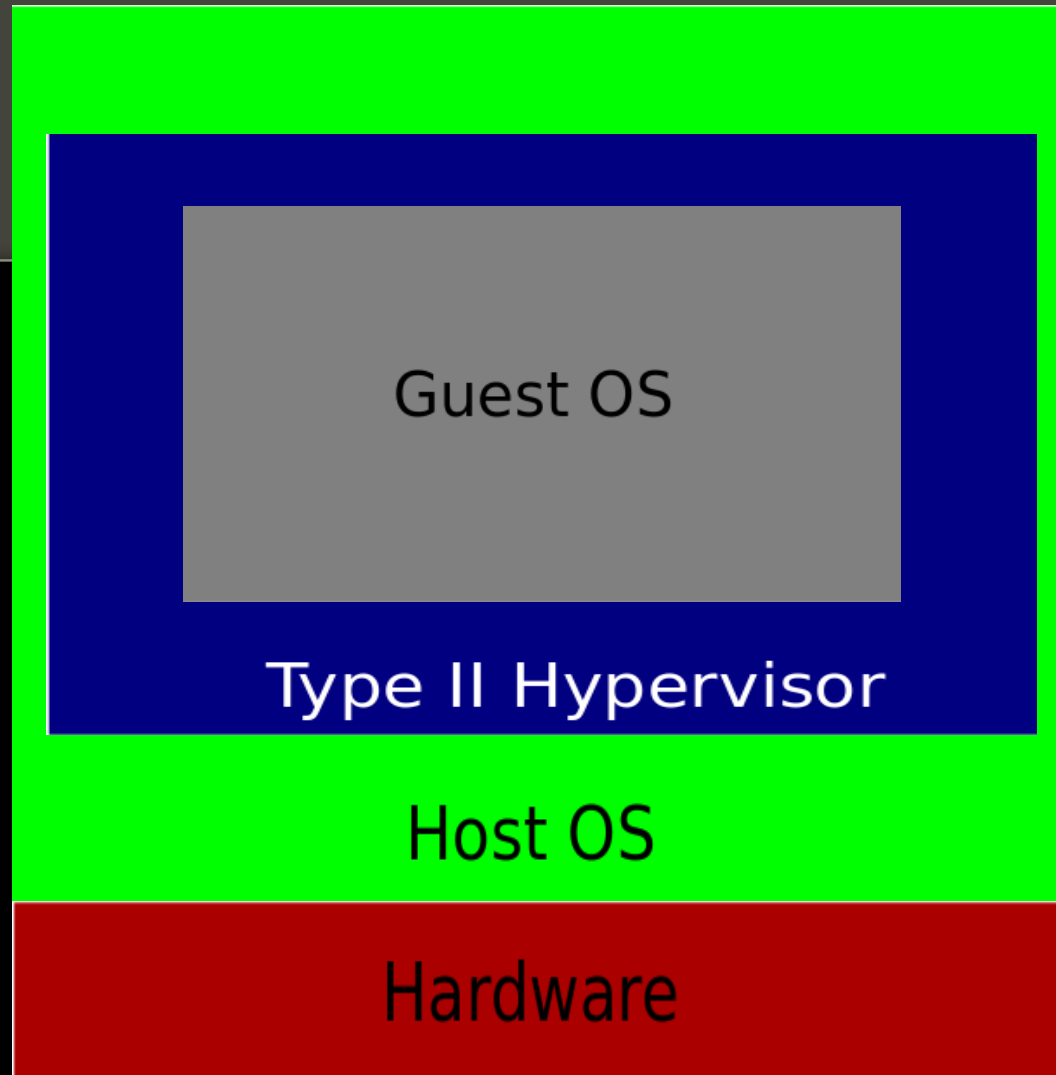
Hardware

Virtualization : Definitions

Hypervisors of type II

Run as a process inside a host OS to virtualize guests Oses (eg: Qemu, Virtualbox, VMWare Workstation, Parallels).

Type II hypervisor



Virtualization : Definitions

Isolation

Isolation of the userland part of the OS to simulate independant machines (eg: Linux-Vservers, Solaris « Zones », BSD « jails », OpenVZ under GNU/Linux).

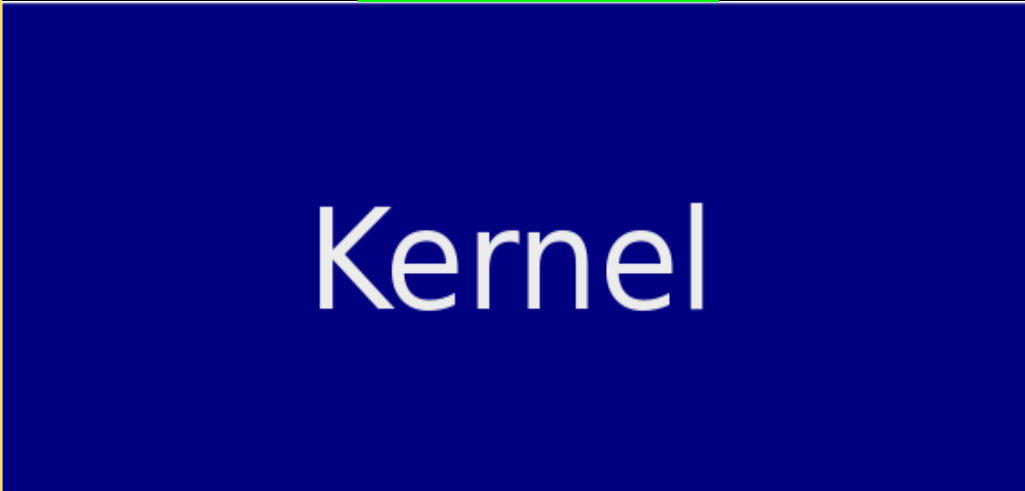
Isolation

Userland
1

Userland
3

Kernel

Userland
2



Attack surface analysis

Privilege escalation on the host

VMware Tools HGFS Local Privilege
Escalation Vulnerability

(<http://labs.iddefense.com/intelligence/vulnerabilities/display.php?id=712>)

Privilege escalation on the Guest

**CVE-2009-2267 « Mishandled exception on page fault
in VMware » Tavis Ormandy and Julien Tinnes**

Attacking other guests

Vmare workstation guest isolation weaknesses (clipboard transfer)

<http://www.securiteam.com/securitynews/5GP021FKKO.html>

DoS (Host + Guests)

**CVE-2007-4591 CVE-2007-4593 (bad
ioctl's crashing the Host+Guests)**

Escape to host

**Rafal Wojtczuk (Invisible things, BHUS
2008)**

**IDEFENSE VMware Workstation Shared
Folders Directory Traversal Vulnerability
(CVE-2007-1744)**

(hardware level) attack vectors

Ioports:

outb, outw, outl, outsb, outsw, outsl,
inb, inw, inl, insb, insw, insl, outb_p,
outw_p, outl_p, inb_p, inw_p, inl_p

Problems: sequence, multiple ports

Ioctls:

int ioctl(int d, int request, ...)

Problems : arbitrary input size !

Introducing the Virtual 8086 mode

Introduced with Intel 386 (1985)

Introducing the Virtual 8086 mode

Intel x86 cpus support 3 modes

- Protected mode
- Real mode
- System Management Mode (SMM)

Introducing the Virtual 8086 mode

Protected mode

This mode is the native state of the processor. Among the capabilities of protected mode is the ability to directly execute “real-address mode” 8086 software in a protected, multi-tasking environment. This feature is called virtual-8086 mode, although it is not actually a processor mode. Virtual-8086 mode is actually a protected mode attribute that can be enabled for any task.

Introducing the Virtual 8086 mode

Real-address mode

This mode implements the programming environment of the Intel 8086 processor with extensions (such as the ability to switch to protected or system management mode). The processor is placed in real-address mode following power-up or a reset.

Introducing the Virtual 8086 mode

System management mode (SMM)

This mode provides an operating system or executive with a transparent mechanism for implementing platform specific functions such as power management and system security. The processor enters SMM when the external SMM interrupt pin (SMI#) is activated or an SMI is received from the advanced programmable interrupt controller (APIC).

Nice things about Real mode / Virtual 8086 mode

Direct access to hardware via interruptions
!

example:

Mov ah, 0x42 ; read sector from drive

Mov ch, 0x01 ; Track

Mov cl, 0x02 ; Sector

Mov dh, 0x03 ; Head

Mov dl, 0x80 ; Drive (here first HD)

Mov bx, offset buff ; es:bx is destination

Int 0x13 ; hard disk operation

Complexity

$ax * bx * cx * dx$ (per interruption)

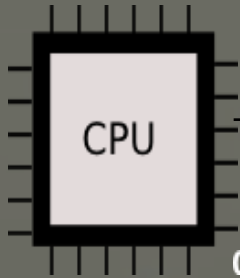
Id est: $[0;65535]^4 \sim 1.8 * 10^{19}$

=> still huge

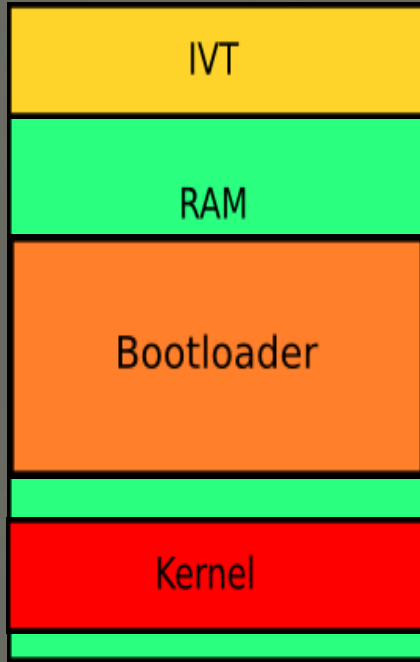
=> much better than `ioctl()`'s arbitrary input length !

Introducing the Virtual 8086 mode

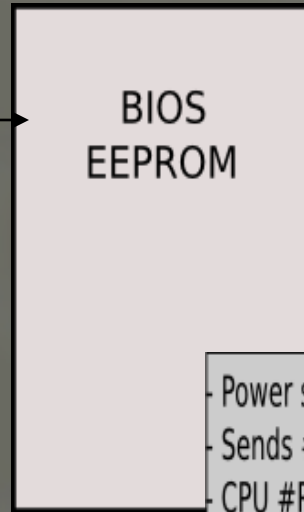
Putting it all together...



0x00:0x00



0x00:07c0



BIOS
EEPROM

- Power supply initialize the clock
- Sends #POWERGOOD signal on bus
- CPU #RESETLINE
- POST Checks Performed with interrupts disabled
- IVT initialized

int 0x19



MBR

HD

Introducing the Virtual 8086 mode

Corollary

The hypervisor runs under protected mode
(ring0, ring1 (!!)) or ring3).

All of the guests run in protected mode.

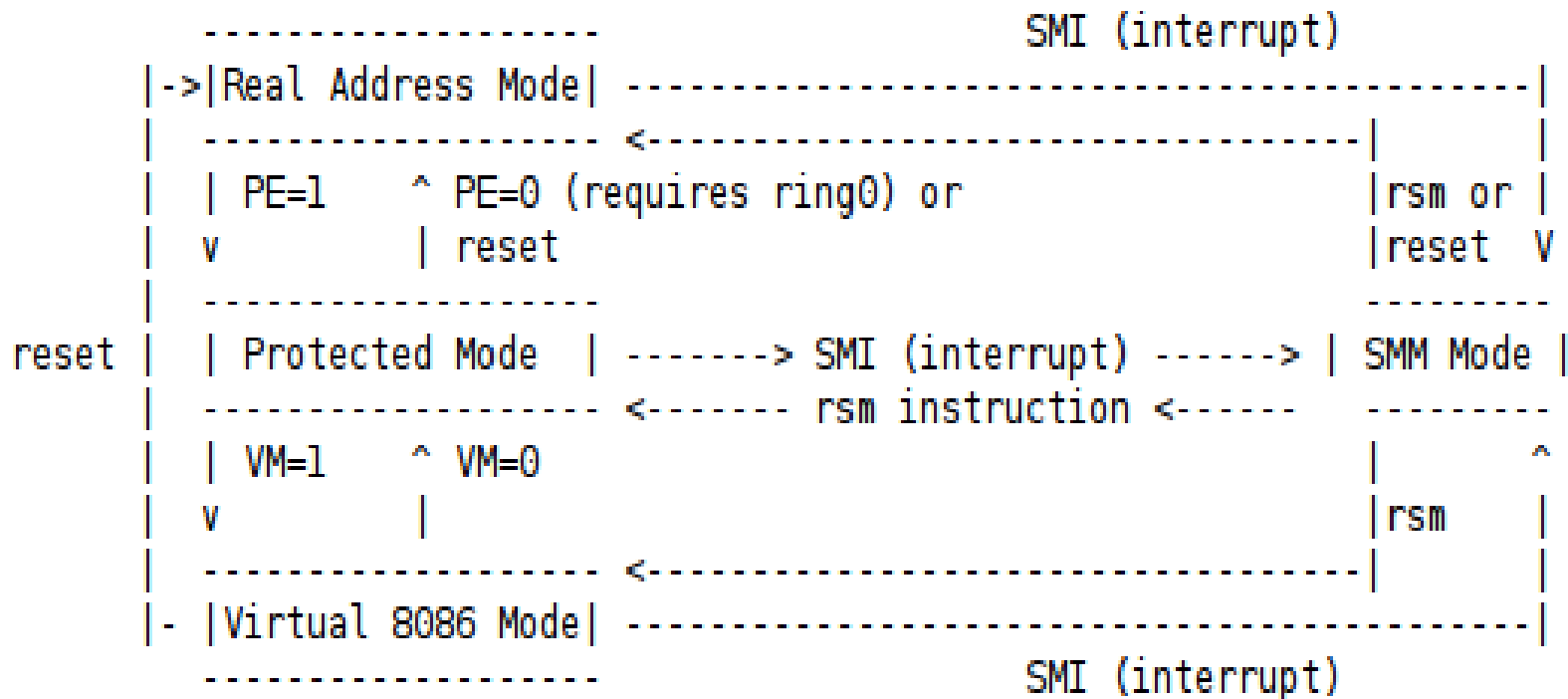
Introducing the Virtual 8086 mode

The kernel boots in (16b) real mode, and then switches to protected mode (32b).

The cpu normally doesn't get back to real mode until next reboot.

GAME OVER ?
Not quite ;)

Leaving protected mode ?



(Ascii Art : Courtesy of phrack 65)

Setting the VM flag in CR0 under protected mode would get us to Virtual Mode
Removing the PE flag from CR0 would get us back to real mode

Leaving protected mode ?

linux-2.6.31/arch/x86/kernel/reboot.c:

```
static const unsigned char real_mode_switch [] =
{
    0x66, 0x0f, 0x20, 0xc0,          /* movl %cr0,%eax */
    0x66, 0x83, 0xe0, 0x11,          /* andl $0x00000011,%eax */
    0x66, 0x0d, 0x00, 0x00, 0x00, 0x60, /* orl $0x60000000,%eax */
    0x66, 0x0f, 0x22, 0xc0,          /* movl %eax,%cr0 */
    0x66, 0x0f, 0x22, 0xd8,          /* movl %eax,%cr3 */
    0x66, 0x0f, 0x20, 0xc3,          /* movl %cr0,%ebx */
    0x66, 0x81, 0xe3, 0x00, 0x00, 0x00, 0x60, /* andl $0x60000000,%ebx */
    0x74, 0x02,                       /* jz f */
    0x0f, 0x09,                       /* wbinvd */
    0x24, 0x10,                       /* f: andb $0x10,a1 */
    0x66, 0x0f, 0x22, 0xc0,          /* movl %eax,%cr0 */
};
```

Trouble is...

This obviously won't work inside a virtual machine !

Because CR[1-4] registers are themselves emulated

**Truth is : we don't need to
switch back to real
mode/virtual 8086 mode !**

**Most Operating systems offer a way to run
16b applications (eg: MS DOS) under
protected mode by emulating a switch to
Virtual 8086 Mode.**

Notably Windows (x86) and Linux (x86).

The Windows case

NTVDM : ntvdm.exe
« Windows 16b Virtual Machine »



Corbeille



Breaking
virtualization by...

```
Administrateur : Invite de commandes - command.com
Microsoft Windows [version 6.0.6002]
Copyright (c) 2006 Microsoft Corporation. Tous droits réservés.

C:\Users\Administrateur>command.com
Microsoft(R) Windows DOS
<C>Copyright Microsoft Corp 1990-2001.

C:\USERS\ADMINI~1>
```

Démarrer

Administrateur : Invit...

FR 19:01

The Linux case

The linux kernel provides an emulation of real mode in the form of two syscalls:

```
#define __NR_vm86old    113
#define __NR_vm86      166
```

The Linux case

```
#include <sys/vm86.h>
```

```
int vm86old(struct vm86_struct *info);
```

```
int vm86(unsigned long fn, struct  
vm86plus_struct *v86);
```

```
struct vm86_struct {  
    struct vm86_regs regs;  
    unsigned long flags;  
    unsigned long screen_bitmap;  
    unsigned long cpu_type;  
    struct revectored_struct  
        int_revectored;  
    struct revectored_struct  
        int21_revectored;  
};
```

```
struct vm86_struct {  
    struct vm86_regs regs;  
    unsigned long flags;  
    unsigned long screen_bitmap;  
    unsigned long cpu_type;  
    struct revectored_struct  
        int_revectored;  
    struct revectored_struct  
        int21_revectored;  
};
```

The Linux case

linux-2.6.31/arch/x86/include/asm/vm86.h:

```
struct vm86_regs {
    long ebx;
    long ecx;
    long edx;
    long esi;
    long edi;
    long ebp;
    long eax;
    (...)
    unsigned short es, __esh;
    unsigned short ds, __dsh;
    unsigned short fs, __fsh;
    unsigned short gs, __gsh;
};
```

In a nutshell

- The switch to Virtual mode is completely emulated by the kernel (this will work inside a VM)
- We can still program using old school interruptions (easy !)
- Those interruptions are delivered to the hardware (id est: either the emulated one, or the real one).

=> We just got a « bare metal (possibly virtualized) hardware interface »

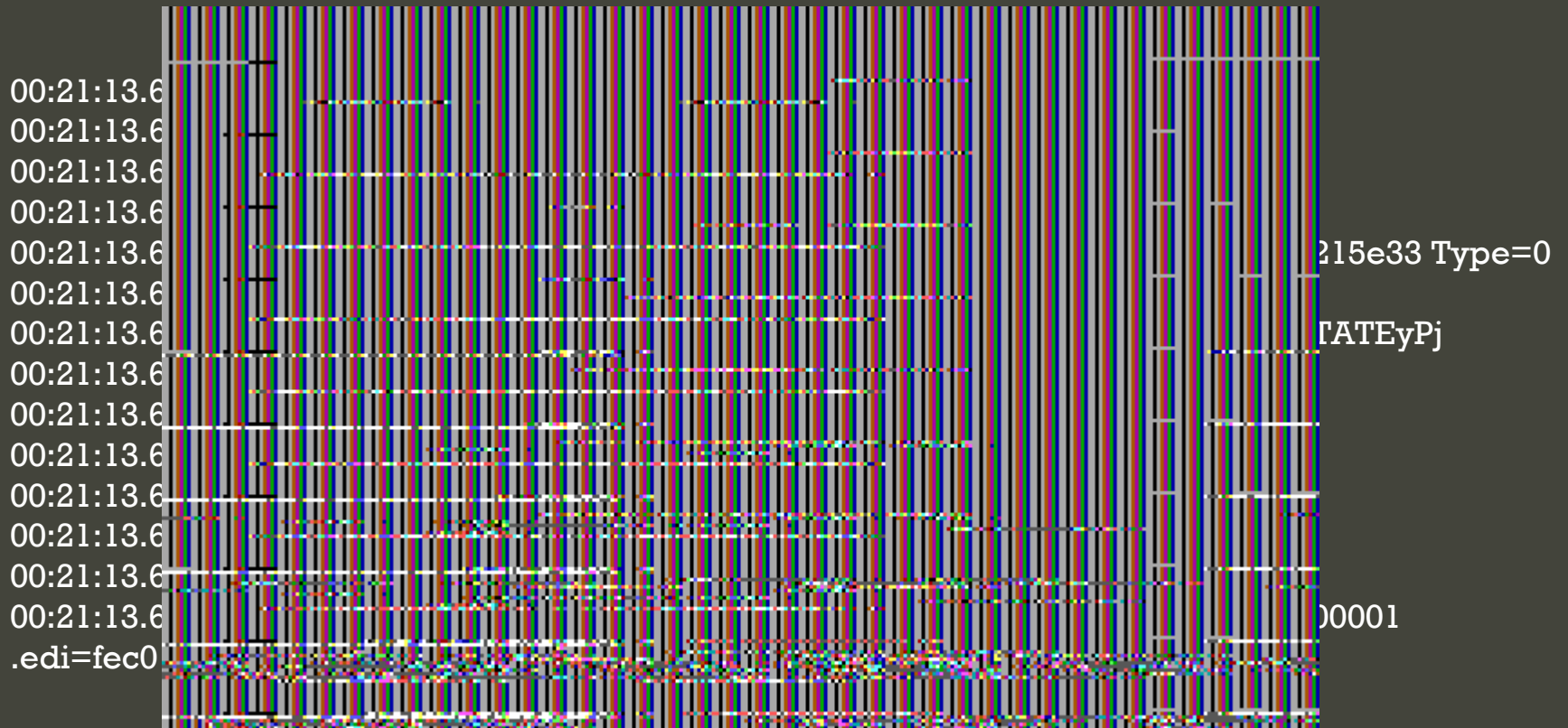
**Practical use : Fuzzing using
vm86()**

Looking at the IVT

Practical use : Fuzzing using
vm86()

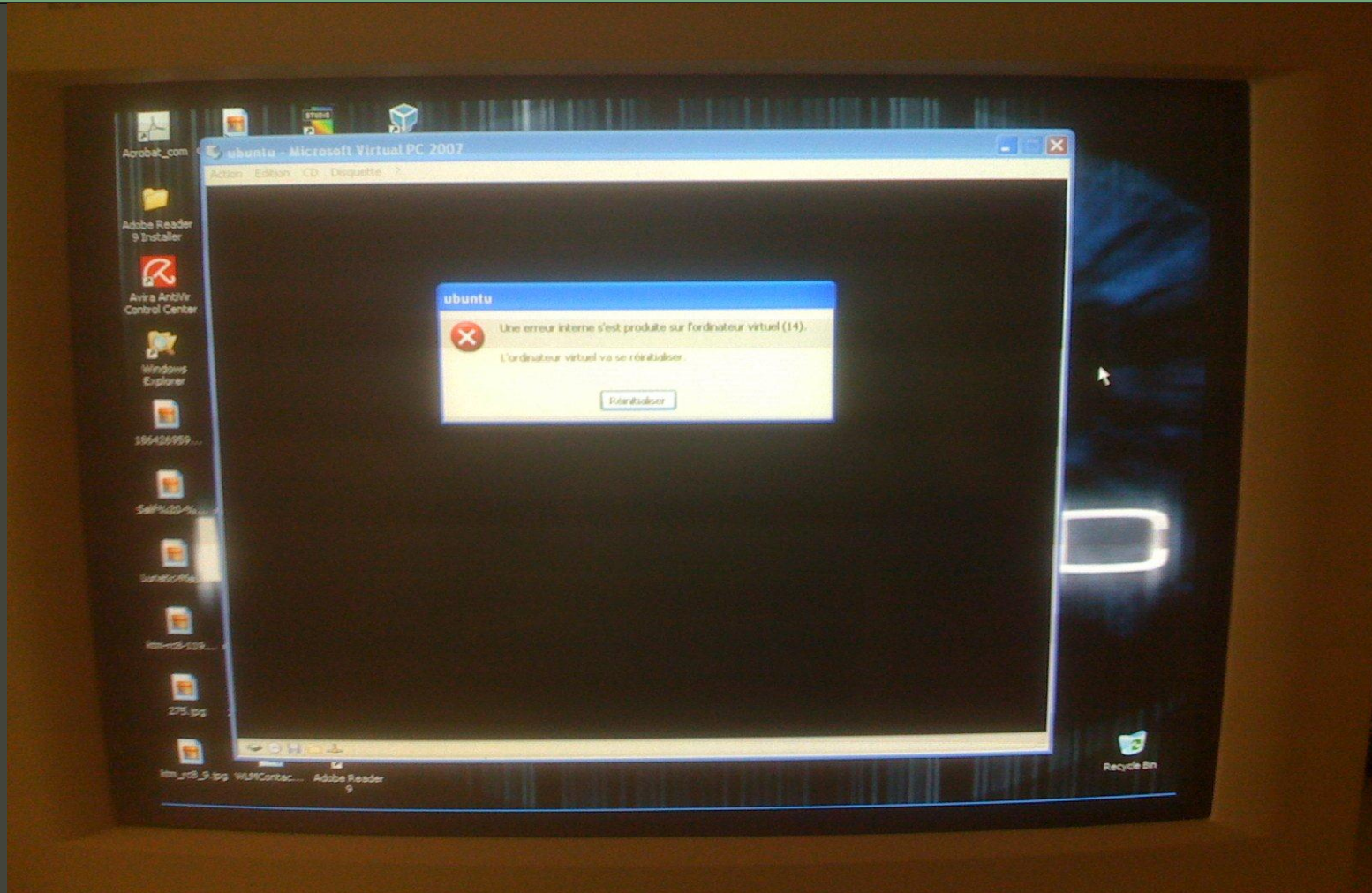
Hypervisors bugs !

Virtualbox



More bugs

Virtual PC (Guest ?)



Parallels (Guest)

----- Guest processor state -----

Inhibit Mask=0

CS=FF63 [0000FFFF 0000F30F] V=1

SS=FFD3 [0000FFFF 00CF9300] V=1

DS=0018 [0000FFFF 00CFF300] V=1

ES=0018 [0000FFFF 00CFF300] V=1

FS=FF9B [0000FFFF 00CF9300] V=1

GS=0018 [0000FFFF 00CF9300] V=1

EAX=000000A9 EBX=00005148 ECX=0000F686 EDX=0000000B

ESI=00002D72 EDI=000007E4 EBP=00002E99 ESP=00000FFA

EIP=0000FE96 EFLAGS=00023202

DEMOS

Thank you for coming

Questions ?

