

Low-level software  
vulnerability protection  
mechanisms

CS642:  
Computer Security

Spring 2019



# How can we help prevent exploitation of buffer overflows and other control flow hijacking?



Non-executable memory pages

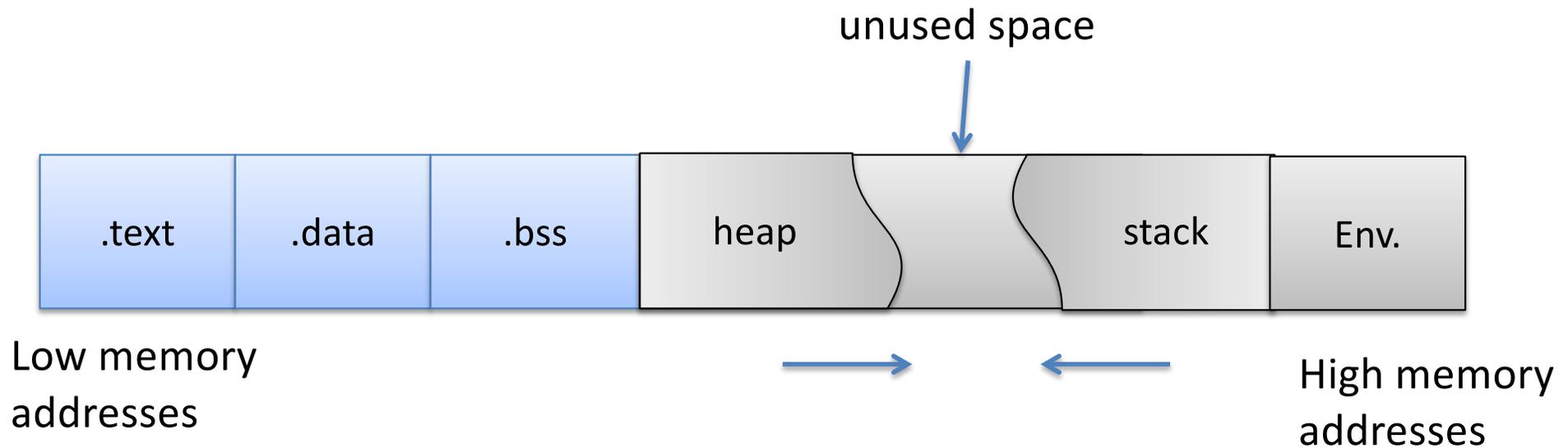
Return-into-libc exploits, Return-oriented programming

Address space layout randomization

StackGuard, StackShield

Software fault isolation

# Process memory layout



**.text:**  
machine code of executable

**.data:**  
global initialized variables

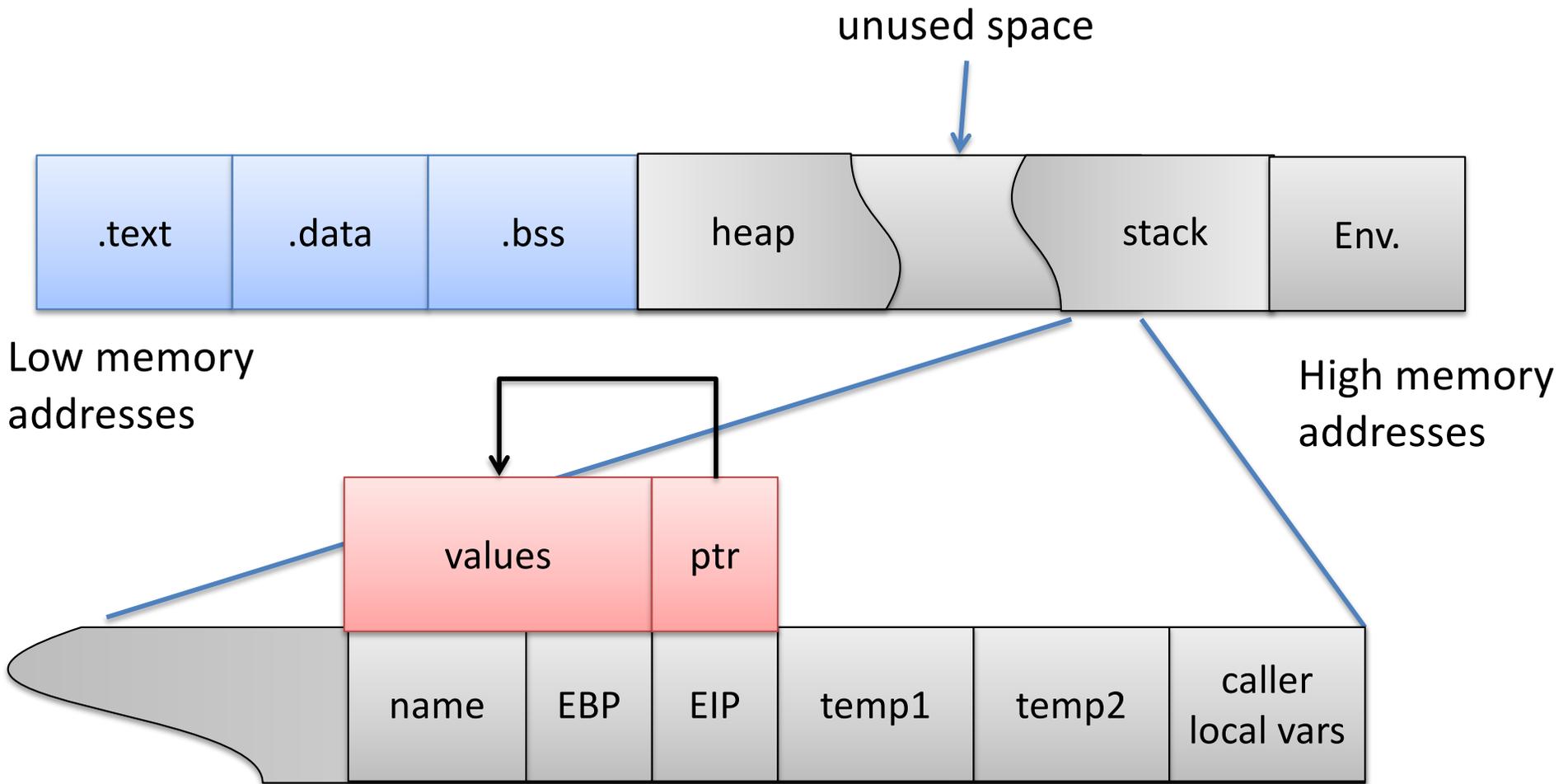
**.bss:**  
“below stack section”  
global uninitialized variables

**heap:**  
dynamic variables

**stack:**  
local variables, track func calls

**Env:**  
environment variables,  
arguments to program

# Typical return ptr overwrite exploit



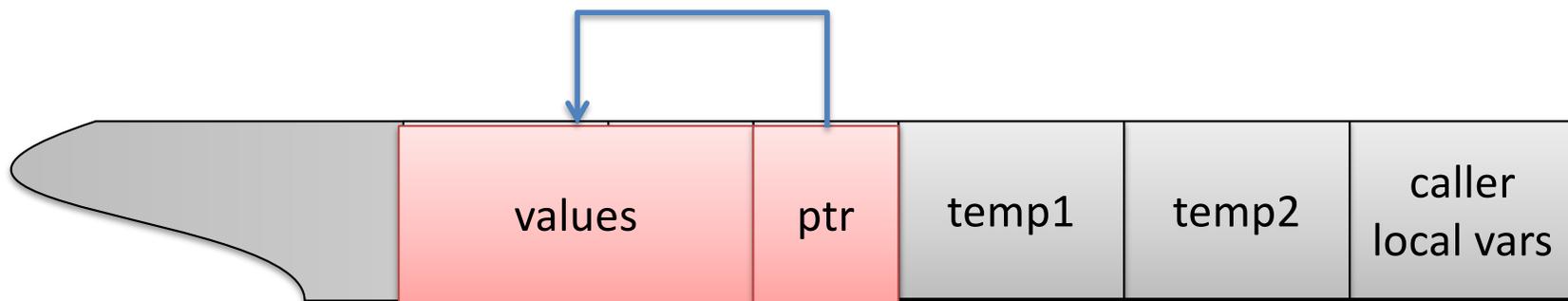
Low memory addresses

Why should the machine interpret stack data as instructions?

High memory addresses

# $W^X$ ( $W \text{ xor } X$ )

- The idea: mark memory page as either
  - Writable or Executable (not both)
- Specifically: make heap and stack non-executable

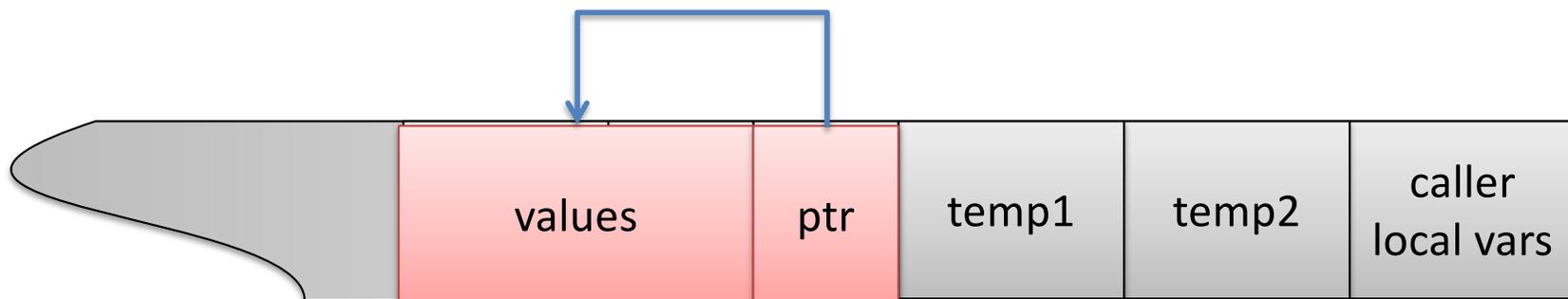


Low memory  
addresses

High memory  
addresses

# $W \wedge X$ (W xor X)

- X86-64: NX bit (Non-Executable)  
ARMv6: XN bit (eXecute Never)
  - Extra bit in each page table entry
  - Processor refuses to execute code if bit = 1
  - Mark heap and stack segments as such



Low memory  
addresses

High memory  
addresses

# Will W^X stop:

- |   |     |
|---|-----|
| AlephOne's stack overflow exploit?  | Yes |
| Stack smash that overwrites pointer to point at shell code in Heap or Env variable? | Yes |
| Heap overflow with same shell location?   | Yes |
| Double free with same shell location?   | Yes |

# Limitations of W^X

## Breaking compatibility

- GCC stack trampolines (calling conventions, nested functions)
- Just-in-time (JIT) compilation using heap
- Windows Active Template library puts trampoline code on stack

Exploits designed to only run existing code

# Return-into-libc exploits

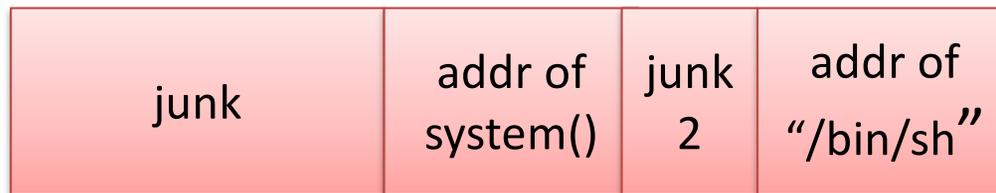
- libc is standard C library, included in all processes
- `system()` --- execute commands on system

```
(gdb) b main
Breakpoint 1 at 0x80484a0: file exploit1.c, line 15.
(gdb) r
Starting program: /home/user/pp1/sploits/exploit1

Breakpoint 1, main () at exploit1.c:15
15      args[0] = TARGET;
(gdb) p system
$1 = {<text variable, no debug info>} 0xb7ecf180 <system>
(gdb) _
```

# Return-into-libc exploits

Overwrite EIP with address of system() function  
junk2 just some filler: returned to after system call  
first argument to system() is ptr to “/bin/sh”



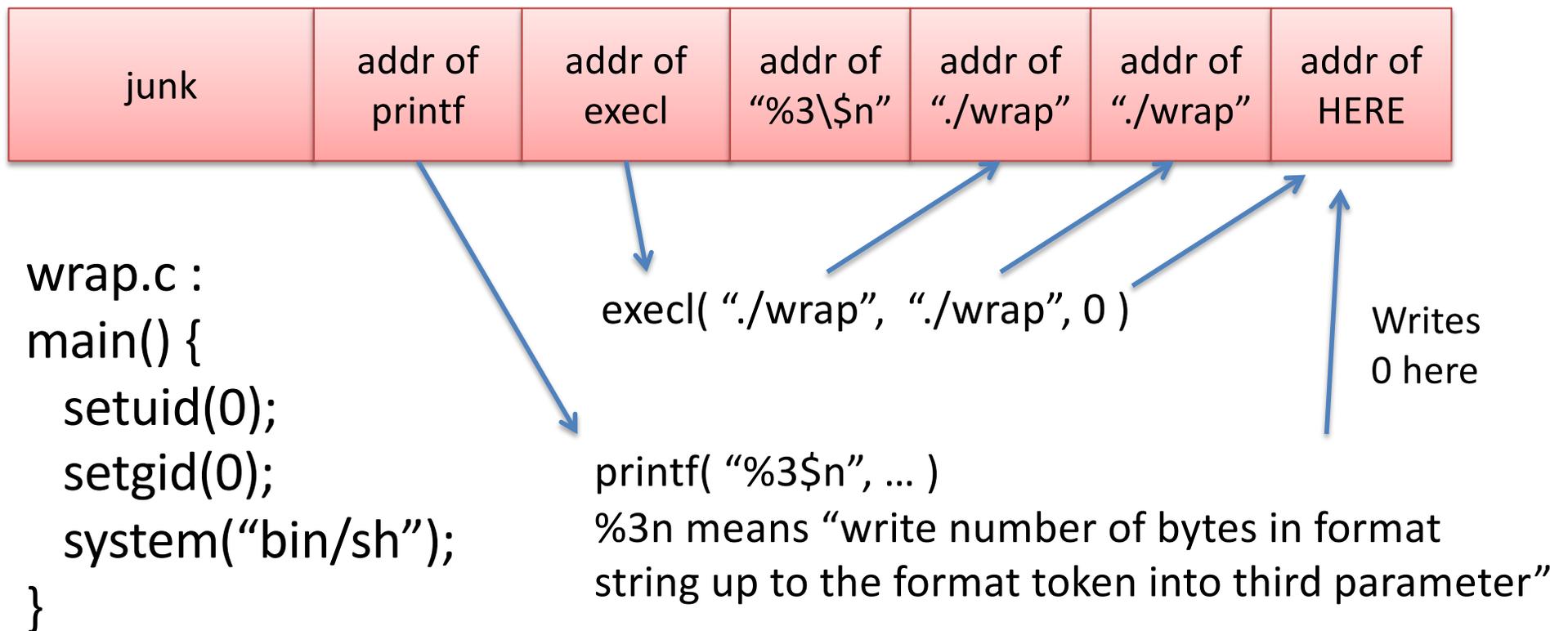
Low memory  
addresses

High memory  
addresses

# Return-into-libc exploits

This simple exploit has a few deficiencies (for attacker):

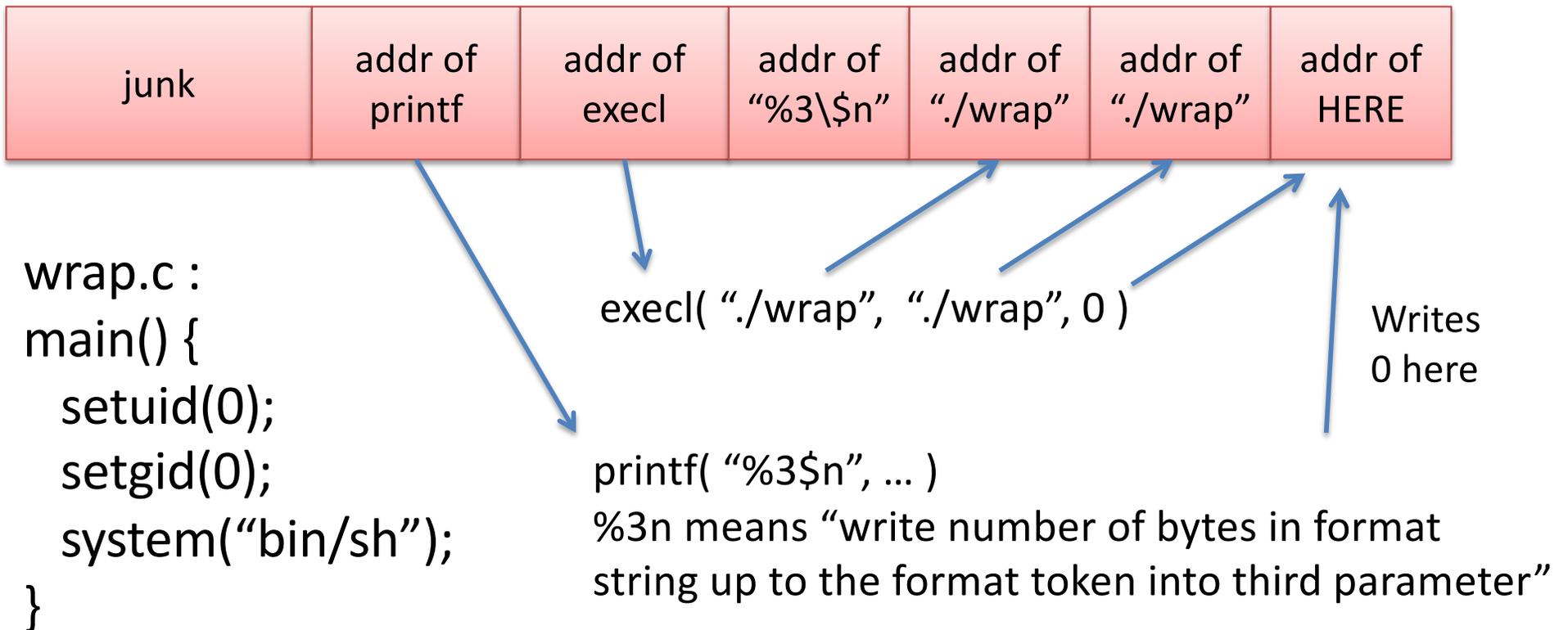
- Crashes after exiting called `/bin/sh` ( easy to fix with `exit()` )
- Note: `system()` drops privileges by default



# Return-into-libc exploits

These exploits only execute instructions marked executable

W^X cannot stop such an attack



# Return-into-libc exploits

Return-into-libc may seem limited:

- Only useful for calling libc functions
- Okay in last example, but not always sufficient
- Before W^X, exploit could run arbitrary code

Can we not inject any malicious code and yet have an exploit that runs arbitrary code?

# Return-oriented programming (ROP)

Second return-into-libc exploit:

self-modifying exploit buffer to call a sequence of libc calls

Logical extreme:

chain together a long sequence of calls to code

But we want arbitrary code, not sequence of libc calls:

chain together a long sequence of calls to code snippets

# Return-oriented programming (ROP)

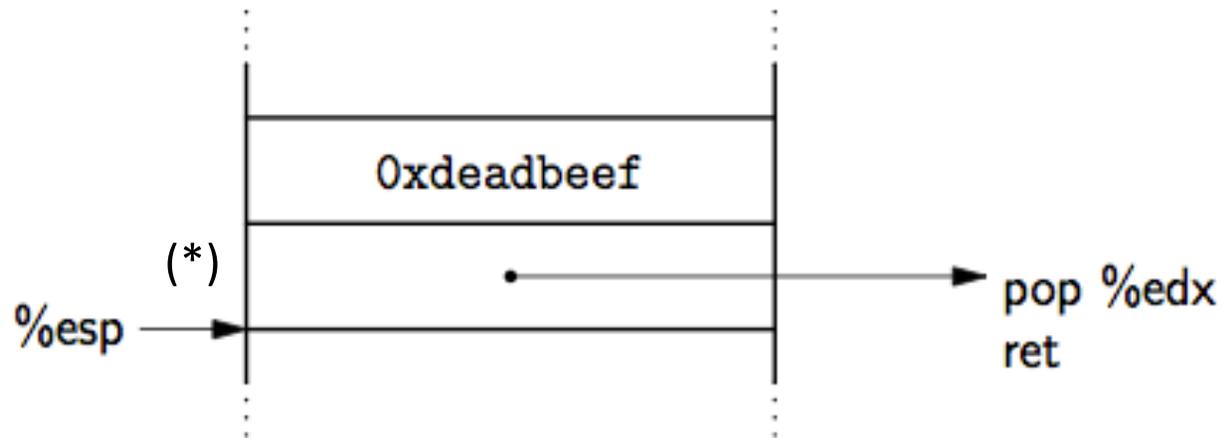


Figure 2: Load the constant 0xdeadbeef into %edx.

From Shacham "The Geometry of Innocent Flesh on the Bone..." 2007

If this is on stack and (\*) is return pointer after buffer overflow, then the result will be loading 0xdeadbeef into edx register

# Return-oriented programming (ROP)

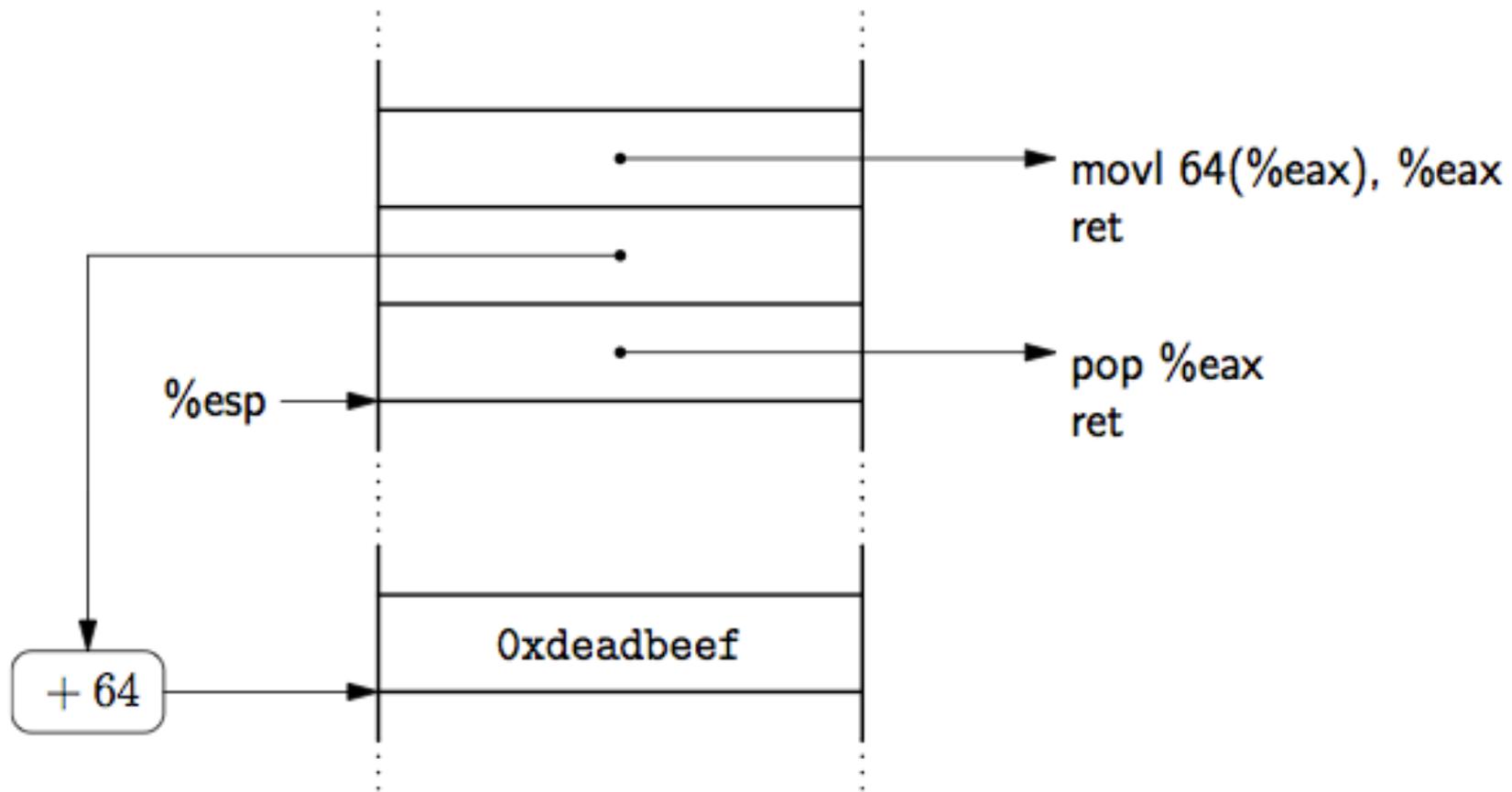


Figure 3: Load a word in memory into `%eax`.

From Shacham "The Geometry of Innocent Flesh on the Bone..." 2007

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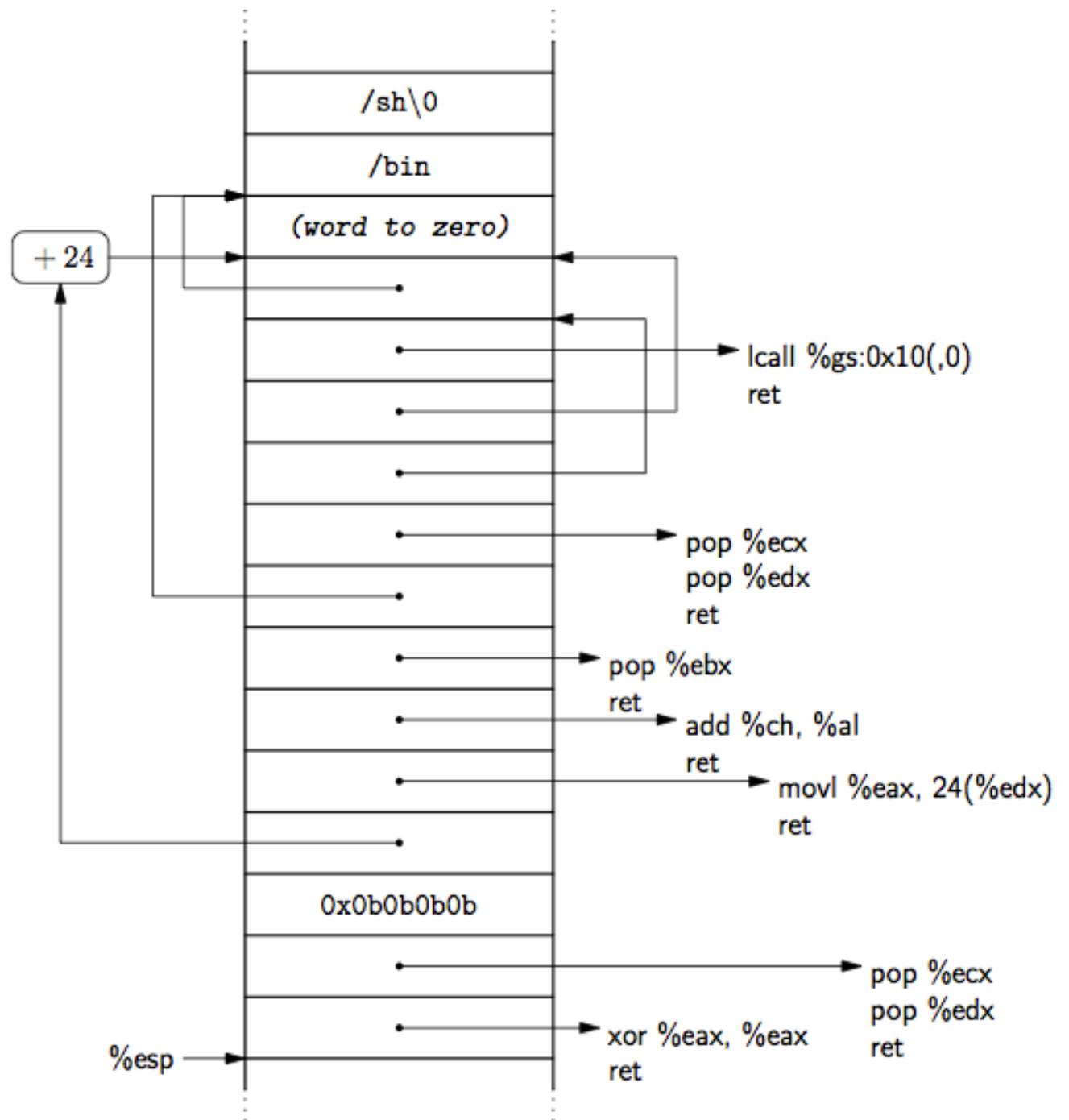


Figure 16: Shellcode.

# Example

- Switch to pdf...

# ROP where do we get code snippets?



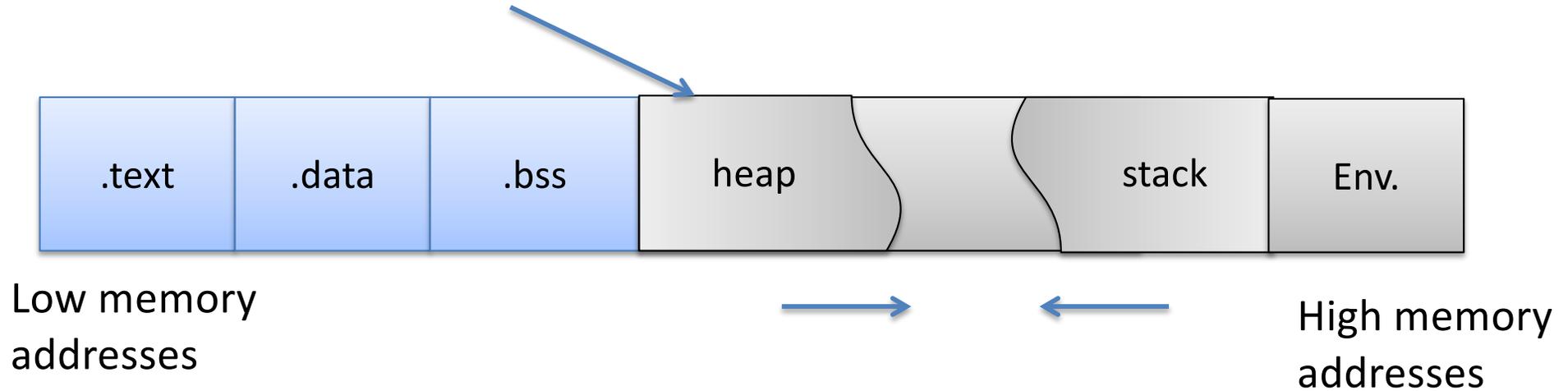
# W^X wrapup

W^X does not prevent arbitrary code execution,  
but does make it harder!

What else can we do?

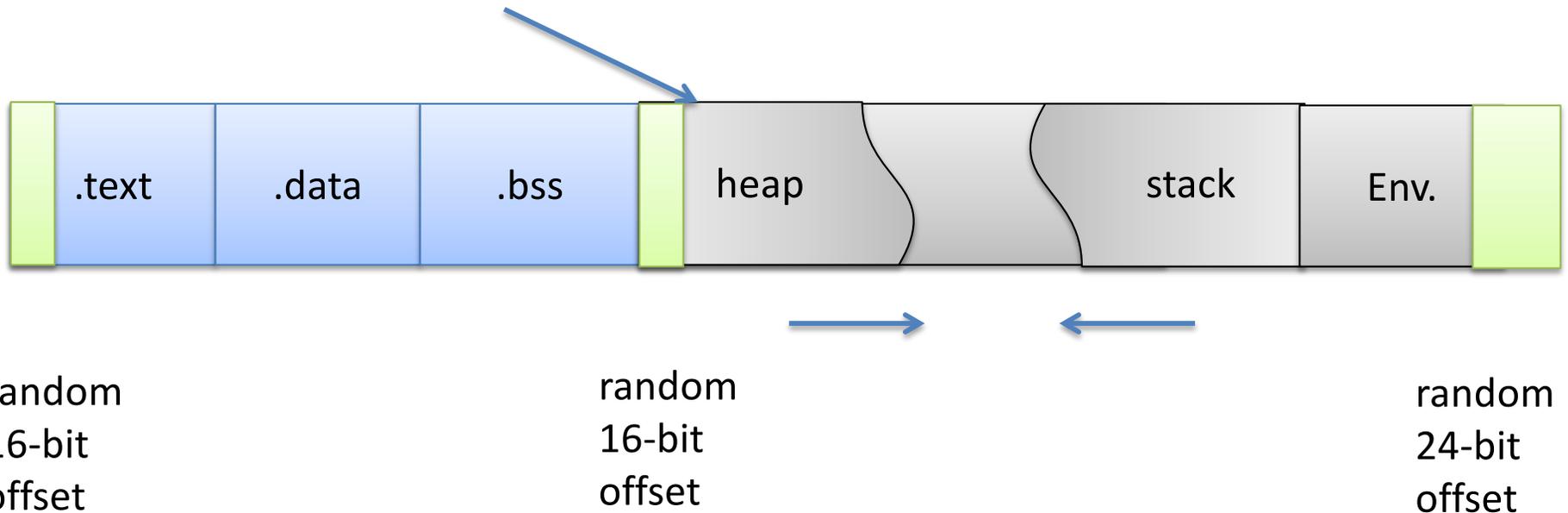
# Address space layout randomization (ASLR)

dynamically linked libraries (libc) go in here



# Address space layout randomization (ASLR)

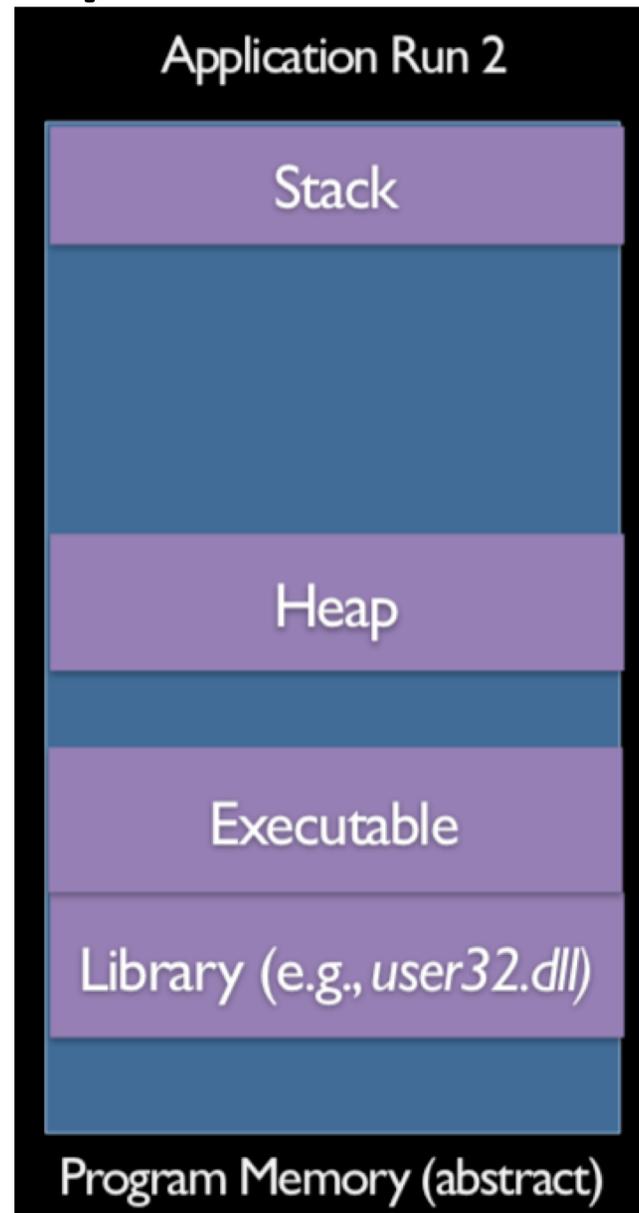
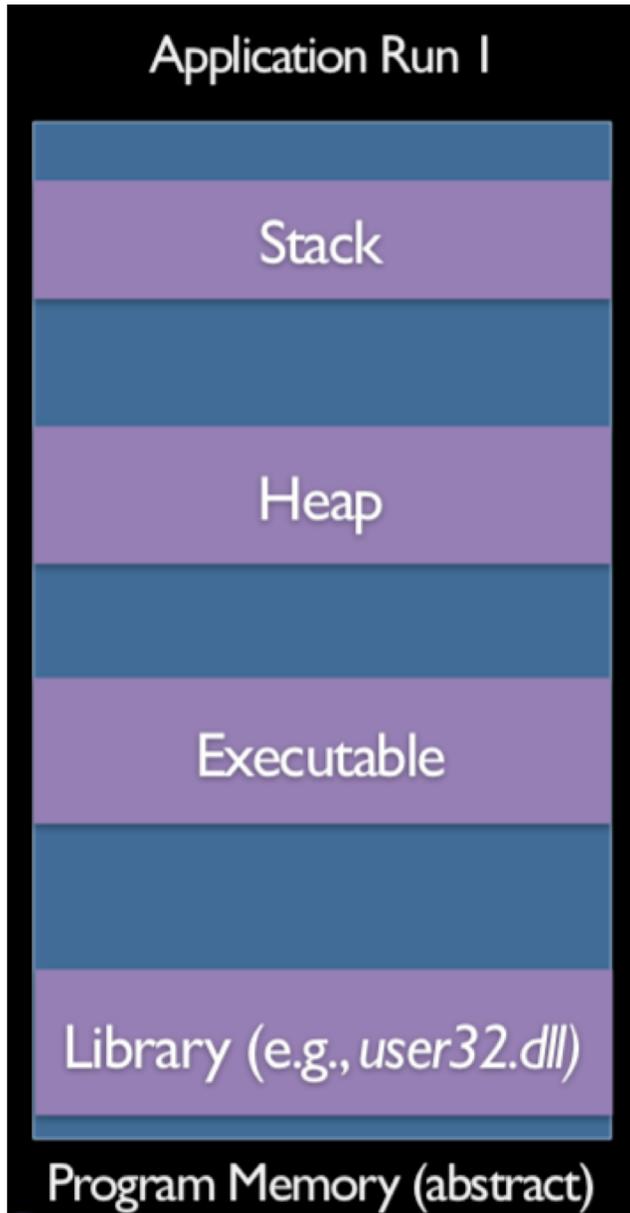
dynamically linked libraries (libc) go in here



PaX implementation for example:

- Randomize offsets of three areas
- 16 bits, 16 bits, 24 bits of randomness
- Adds unpredictability... but how much?

# ASLR Example



# Defeating ASLR

- W^X not on?  
Large nop sled with classic buffer overflow
- Use a vulnerability that can be used to leak address information (e.g., printf arbitrary read)
- Leaked address
  - Are there APIs that leak an address?
- Brute force the address
  - All code addresses moved by a single offset
  - $2^{16}$  is not that many things to try on a fast computer

# Defeating ASLR

Brute-forcing example from reading “On the effectiveness of Address Space Layout Randomization” by Shacham et al.



request



Apache forks  
off child process  
to handle request



Apache web server  
with Oracle 9 PL/SQL  
module

response



There is a buffer overflow in  
module that helps process  
request

# Defeating ASLR

Brute-forcing example from reading “On the effectiveness of Address Space Layout Randomization” by Shacham et al.



Attacker makes a guess of where `usleep()` is located in memory

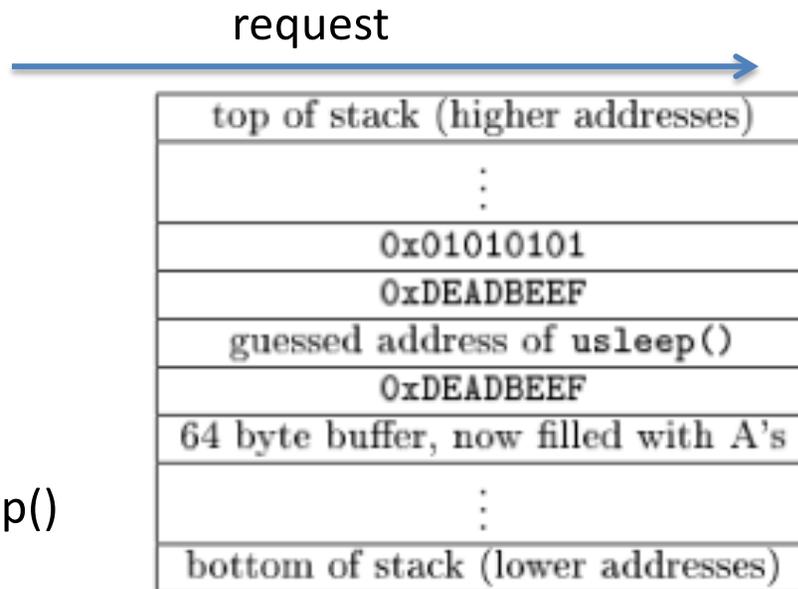


Figure 2: Stack after one probe

Failure will crash the child process immediately and therefore kill connection

Success will crash the child process after sleeping for 0x01010101 microseconds and kill connection



Apache web server with Oracle 9 PL/SQL module

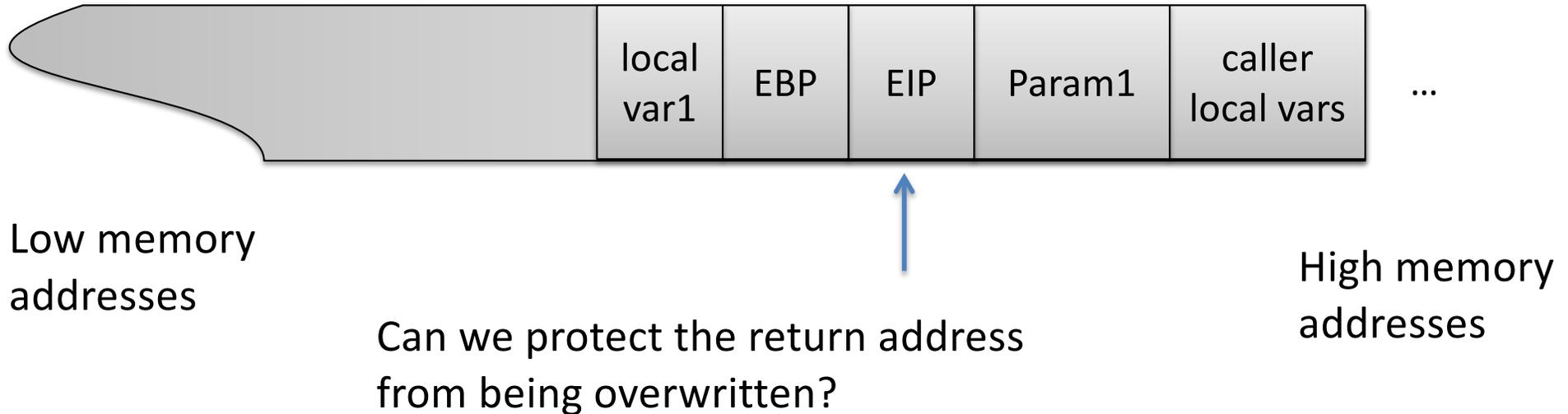
# ASLR

If on 64-bit architecture, randomization significantly more effective

Can also randomize more stuff:

- Instruction set randomization
- per-memory-allocation randomization
- etc.

# Protecting the stack



Two approaches:

- Detect manipulation (and then fail safe)
- Prevent it completely

# Detection: stack canaries



Low memory  
addresses

High memory  
addresses

Canary value can be:

- Random value (choose once for whole process)
- NULL bytes / EOF / etc. (string functions won't copy past canary)

On end of function, check that canary is correct, if not fail safe

# Detection: stack canaries



Low memory  
addresses

High memory  
addresses

## StackGuard:

- GCC extension that adds runtime canary checking
- 8% overhead on Apache

## ProPolice:

- Modifies how canaries inserted
- Adds protection for registers
- Sorts variables so arrays are highest in stack

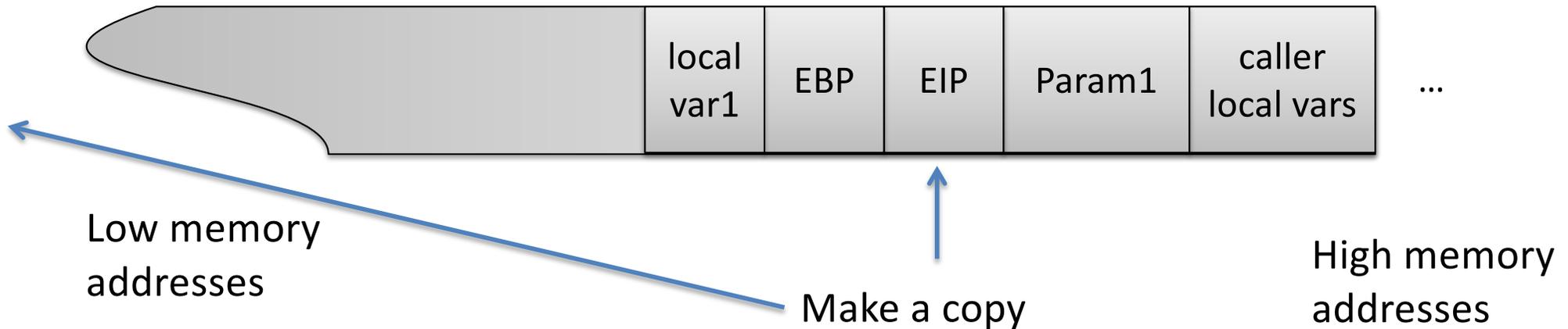
# Detection: stack canaries



Discussion: How would you get around it?

<http://www.phrack.org/issues.html?issue=56&id=5>

# Detection: copying values to safe location

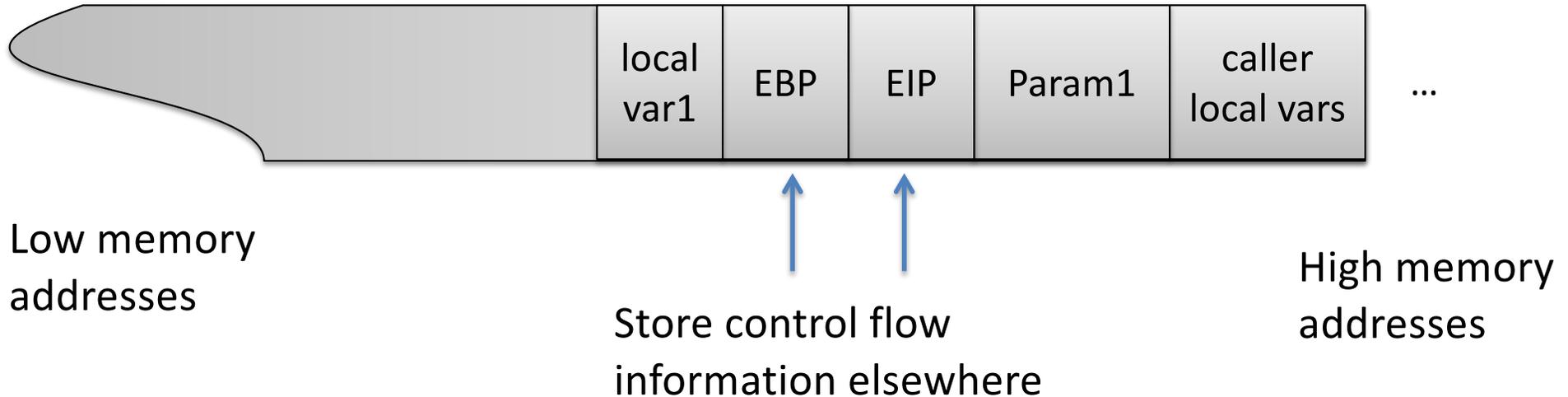


## StackShield:

- Function call: copy return address to a safe location (beginning of .data)
- Check if stack value is different on function exit

Discussion: How would you get around this?

# Prevention



## StackGhost:

- Encrypting the return address
  - XOR with random value on function entrance
  - XOR with same value on function exit
- Per-kernel XOR vs. Per-process XOR
- Return address stack

# Confinement (sand boxing)

- All the mechanisms thus far are circumventable
- Can we at least confine code that is potentially vulnerable so it doesn't cause harm?

# Simple example is chroot

```
chroot /tmp/guest  
su guest
```

Now all file access are prepended with /tmp/guest

```
open( "/etc/passwd", "r" )
```

Attempts to open  
/tmp/guest/etc/passwd

Limitation is that all needed files must be inside chroot jail

Limitation: network access not inhibited

# Escaping jails

```
open( "../..etc/passwd", "r" )
```

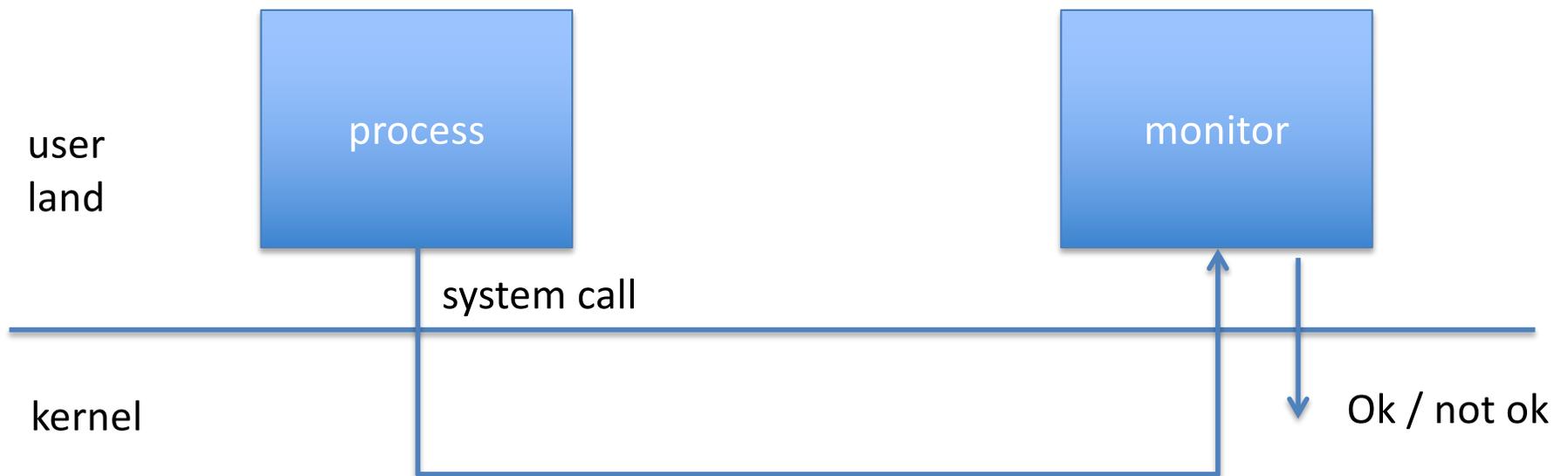
Attempts to open  
/tmp/guest/../../etc/passwd

chroot should only be executable by root

```
create /aaa/etc/passwd  
create /aaa/etc/sudoers  
chroot /aaa  
sudo ...
```

# System call interposition

- Malicious code must make system calls in order to do bad things
- So monitor system calls!



# Janus

Wagner et al.

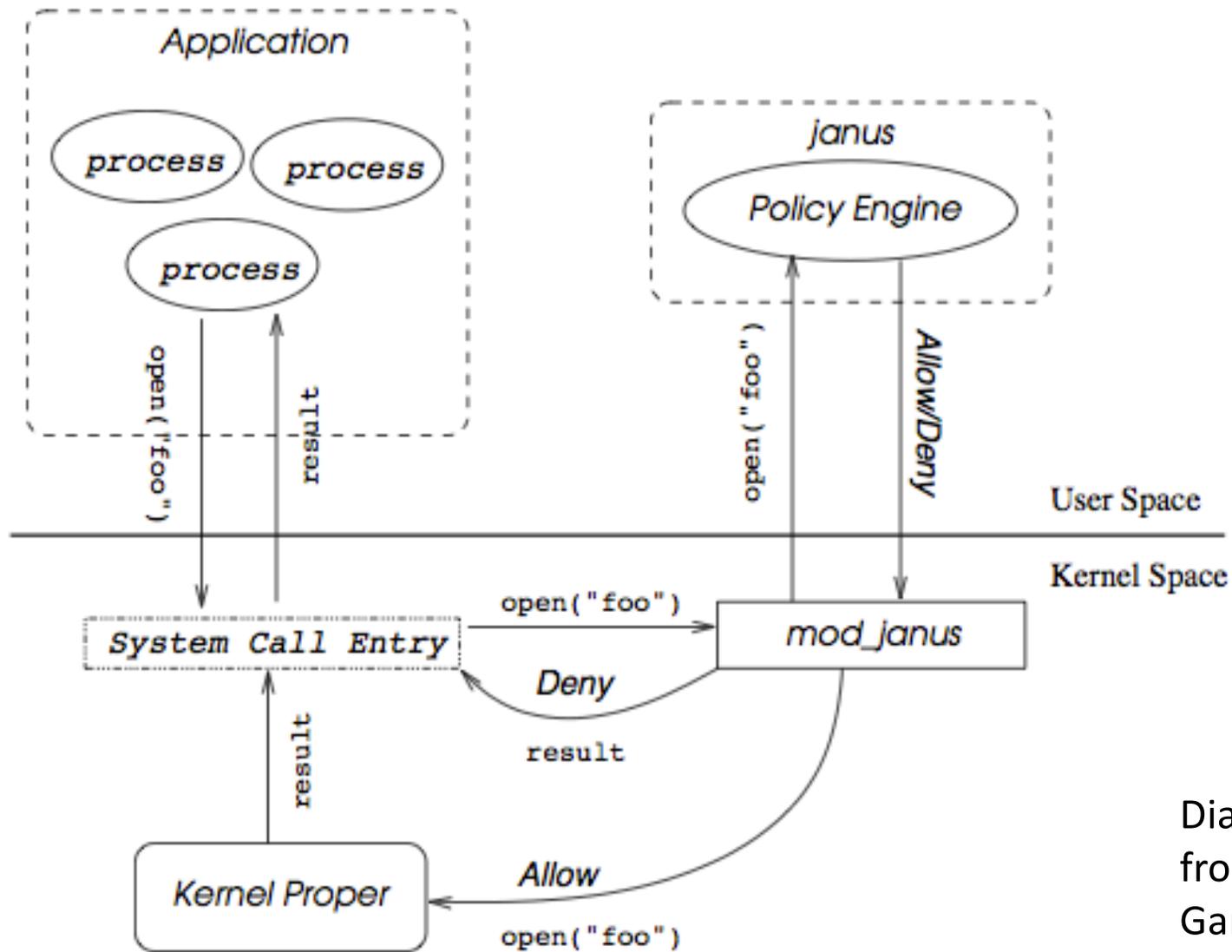


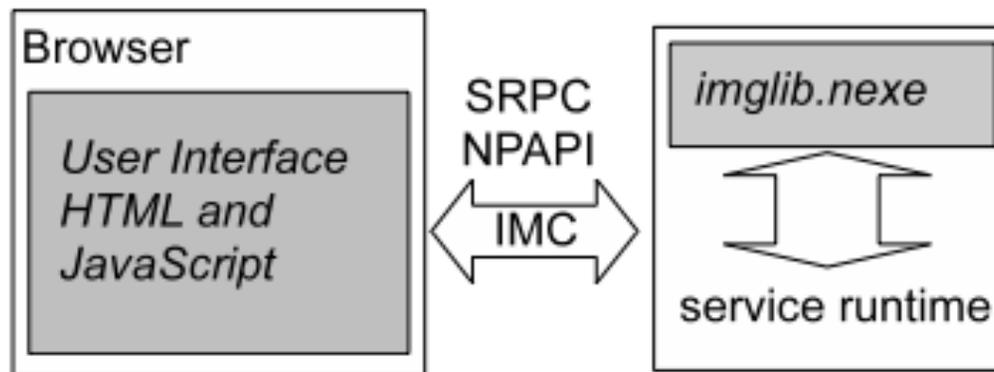
Diagram  
from  
Garfinkel  
2003

Figure 1. System Call Interposition in Janus

# Software-fault isolation example: Google Native Client

Goal: run native code from a web browser safely

Examples are Quake and XaoS ported over



From Yee  
et al. 2009

Figure 1: Hypothetical NaCl-based application for editing and sharing photos. Untrusted modules have a grey background.

# Software-fault isolation example: Google Native Client

## Inner sandbox

- require code to abide by alignment and structure rules, allowing disassembly.
  - Instruction on 16-byte boundaries (no jump inside instruction)
- Fail if any disallowed instructions
- All user addresses in a range
  - No write outside range



Validator quickly checks that a binary abides by these rules

# Software-fault isolation example: Google Native Client

## Outer sandbox

- system call interposition to monitor
- similar to Janus / ptrace

# Native client spec perf

	static	aligned	NaCl	increase
ammp	200	203	203	1.5%
art	46.3	48.7	47.2	1.9%
bzip2	103	104	104	1.9%
crafty	113	124	127	12%
eon	79.2	76.9	82.6	4.3%
quake	62.3	62.9	62.5	0.3%
gap	63.9	64.0	65.4	2.4%
gcc	52.3	54.7	57.0	9.0%
gzip	149	149	148	-0.7%
mcf	65.7	65.7	66.2	0.8%
mesa	87.4	89.8	92.5	5.8%
parser	126	128	128	1.6%
perlbmk	94.0	99.3	106	13%
twolf	154	163	165	7.1%
vortex	112	116	124	11%
vpr	90.7	88.4	89.6	-1.2%

Table 4: SPEC2000 performance. Execution time is in seconds. All binaries are statically linked.

# Native client Quake perf

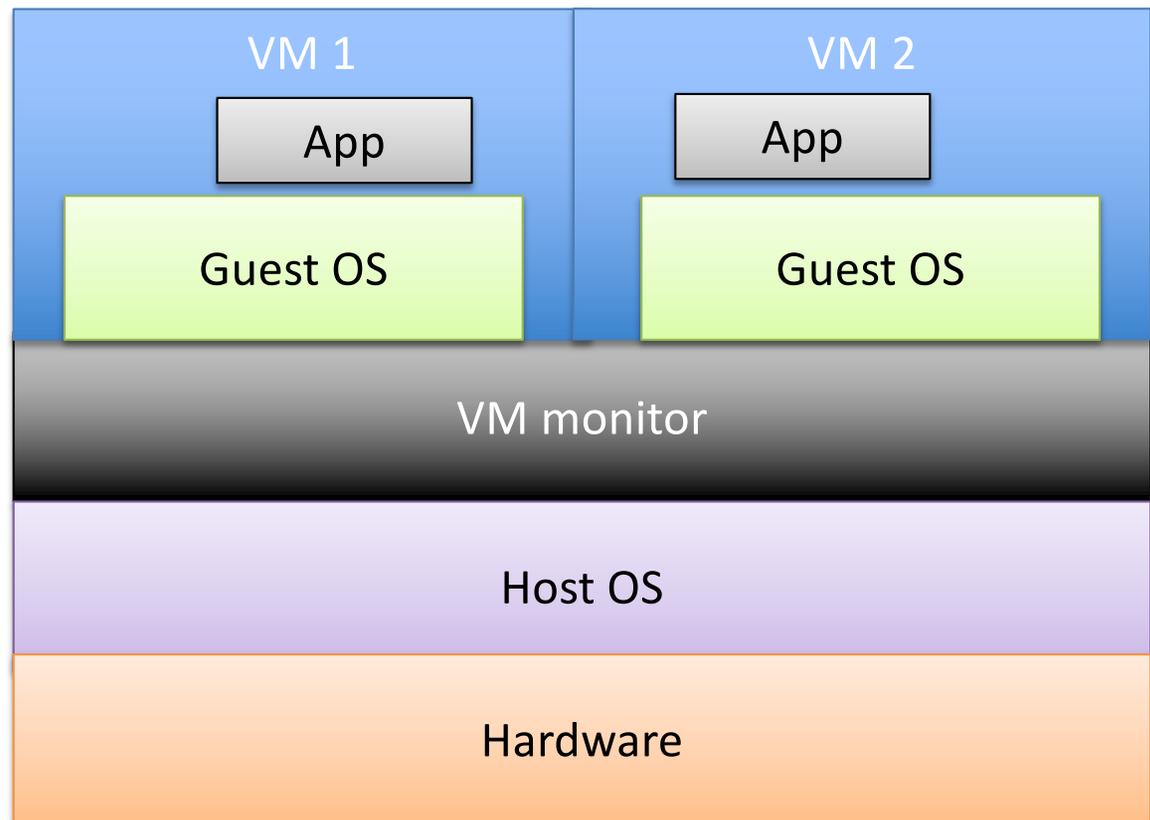
Run #	Native Client	Linux Executable
1	143.2	142.9
2	143.6	143.4
3	144.2	143.5
Average	143.7	143.3

Table 8: Quake performance comparison. Numbers are in frames per second.

# More sandboxing: virtualization

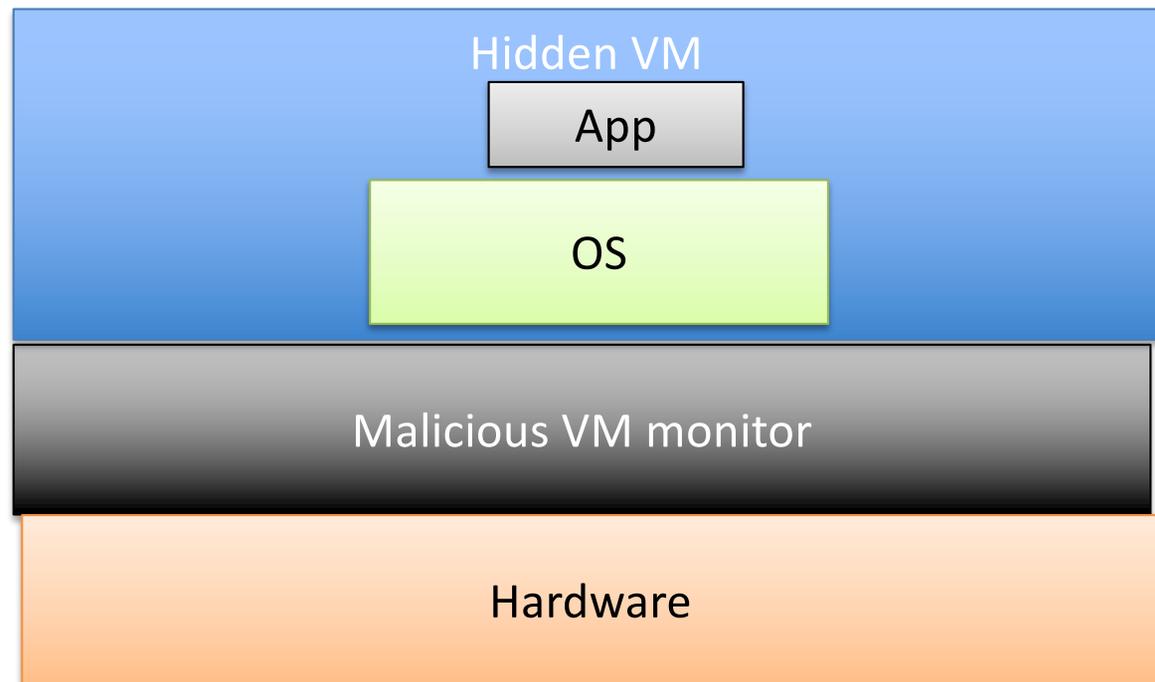
- Modern virtual machines (VMs) often used for sandboxing

NSA NetTop



# More sandboxing: virtualization

- Malicious use of virtualization: blue pill virus



# Discussion:

## state of low level software security

- Do you think Native Client is fool proof?
- What about VM-based sandboxing?
- How does all this make you feel?