

CSci 5271  
Introduction to Computer Security  
Day 6: Low-level defenses and counterattacks, part 2

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### Preview question

Which of these defense techniques would completely prevent a ROP attack from returning from an intended return instruction to an unintended gadget?

- A. ASLR
- B. A non-executable stack
- C. Adjacent stack canaries
- D. A shadow stack
- E. A and C, but only if used together

### Outline

$W \oplus X$  (DEP)

Defenses in HAI

Return-oriented programming (ROP)

Announcements

BCECHO

Control-flow integrity (CFI)

More modern exploit techniques

### Basic idea

- Traditional shellcode must go in a memory area that is
  - writable, so the shellcode can be inserted
  - executable, so the shellcode can be executed
- But benign code usually does not need this combination
- $W \text{ xor } X$ , really  $\neg(W \wedge X)$

### Non-writable code, $X \rightarrow \neg W$

- E.g., read-only .text section
- Has been standard for a while, especially on Unix
- Lets OS efficiently share code with multiple program instances

### Non-executable data, $W \rightarrow \neg X$

- Prohibit execution of static data, stack, heap
- Not a problem for most programs
  - Incompatible with some GCC features no one uses
  - Non-executable stack opt-in on Linux, but now near-universal

### Implementing $W \oplus X$

- Page protection implemented by CPU
  - Some architectures (e.g. SPARC) long supported  $W \oplus X$
- x86 historically did not
  - One bit controls both read and execute
  - Partial stop-gap "code segment limit"
- Eventual obvious solution: add new bit
  - NX (AMD), XD (Intel), XN (ARM)

### One important exception

- Remaining important use of self-modifying code: just-in-time (JIT) compilers
  - E.g., all modern JavaScript engines
- Allow code to re-enable execution per-block
  - `mprotect`, `VirtualProtect`
  - Now a favorite target of attackers

## Counterattack: code reuse

- Attacker can't execute new code
- So, take advantage of instructions already in binary
- There are usually a lot of them
- And no need to obey original structure

## Classic return-to-libc (1997)

- Overwrite stack with copies of:
  - Pointer to libc's `system` function
  - Pointer to `"/bin/sh"` string (also in libc)
- The `system` function is especially convenient
- Distinctive feature: return to entry point

## Chained return-to-libc

- Shellcode often wants a sequence of actions, e.g.
  - Restore privileges
  - Allow execution of memory area
  - Overwrite system file, etc.
- Can put multiple fake frames on the stack
  - Basic idea present in 1997, further refinements

## Beyond return-to-libc

- Can we do more? Oh, yes.
- Classic academic approach: what's the most we could ask for?
- Here: "Turing completeness"
- First reading for today

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## BCMTA Makefile

```
CFLAGS := -g -Wall -m32 \  
-fno-stack-protector \  
-z execstack -z norelro
```

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CFLAGS := -g -Wall -m32 \  
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```

- Standard non-security options

## BCMTA Makefile

```
CFLAGS := -g -Wall -m32 \  
-fno-stack-protector \  
-z execstack -z norelro
```

- Turn off canaries

## BCMTA Makefile

```
CFLAGS := -g -Wall -m32 \  
-fno-stack-protector \  
-z execstack -z norelro
```

- Allow execution on stack

## BCMTA Makefile

```
CFLAGS := -g -Wall -m32 \  
-fno-stack-protector \  
-z execstack -z norelro
```

- Leave GOT writable

## More HA1 VM unprotection

- Not in Makefile: disable ASLR
- Is done system-wide in VM
- For non-VM testing, can use `setarch i386 -R`

## More HA1 VM unprotection

- Not in Makefile: disable `/bin/sh` privilege dropping
- Linux shells differ in whether they'll run `setuid`
- Recompiled `dash` with security check removed

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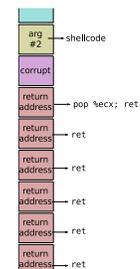
## Basic new idea

- Treat the stack like a new instruction set
- "Opcodes" are pointers to existing code
- Generalizes return-to-libc with more programmability

## ret2pop (Müller)

- Take advantage of shellcode pointer already present on stack
- Rewrite intervening stack to treat the shellcode pointer like a return address
  - A long sequence of chained returns, one pop

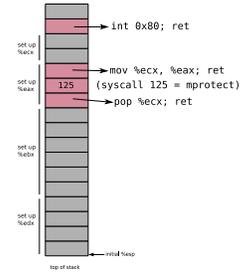
## ret2pop (Müller)



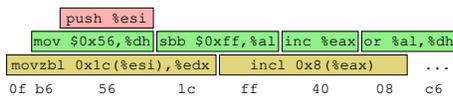
## Gadgets

- Basic code unit in ROP
- Any existing instruction sequence that ends in a return
- Found by (possibly automated) search

## Another partial example



## Overlapping x86 instructions



- Variable length instructions can start at any byte
- Usually only one intended stream

## Where gadgets come from

- Possibilities:
  - Entirely intended instructions
  - Entirely unaligned bytes
  - Fall through from unaligned to intended
- Standard x86 return is only one byte, 0xc3

## Building instructions

- String together gadgets into manageable units of functionality
- Examples:
  - Loads and stores
  - Arithmetic
  - Unconditional jumps
- Must work around limitations of available gadgets

## Hardest case: conditional branch

- Existing jCC instructions not useful
- But carry flag CF is
- Three steps:
  - Do operation that sets CF
  - Transfer CF to general-purpose register
  - Add variable amount to %esp

## Further advances in ROP

- Can also use other indirect jumps, overlapping not required
- Automation in gadget finding and compilers
- In practice: minimal ROP code to allow transfer to other shellcode

## Anti-ROP: lightweight

- Check stack sanity in critical functions
- Check hardware-maintained log of recent indirect jumps (kBouncer)
- Unfortunately, exploitable gaps

## Gaps in lightweight anti-ROP

- Three papers presented at 2014's USENIX Security
- Hide / flush jump history
- Very long loop → context switch
- Long "non-gadget" fragment
- (Later: call-preceded gadgets)

## Anti-ROP: still research

- Modify binary to break gadgets
- Fine-grained code randomization
- Beware of adaptive attackers ("JIT-ROP")
- Next up: control-flow integrity

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## StackGuard question

What two methods are mentioned in the StackGuard paper to prevent canary forgery?

- "terminator canary" and "random canary"
- "StackGhost" and "random XOR canary"
- "stack layout randomization" and "entropy canary"
- "StackGhost" and "PointGuard"
- "Keccak" and "Rijndael"

## Exercise set 1

- Due Wednesday 11:59pm
- One member of each group submits a PDF via Canvas

## BCMTA vulnerability found!

- The `-d` option and a recipient starting with `test` enabled a backdoor
- Caused message body to be sent directly to a shell

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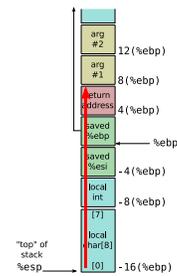
## BCECHO code

```
void print_arg(char *str) {
    char buf[20]; int len;
    int buf_sz = (sizeof(buf)-sizeof(NULL))
        * sizeof(char *);
    len = strlcpy(buf, str, buf_sz);
    if (len > buf_sz) {
        fprintf(stderr, "Truncation occurred "
            "when printing %s\n", str);
    }
    fwrite(buf, sizeof(char), len, stdout);
}
```

## Attack planning

- Looks like candidate for classic stack-smash
- Where to put the attack value?
  - Via disassembly inspection
  - Via GDB
  - Via experimentation

## Overwriting the return address



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## Some philosophy

- Remember whitelist vs. blacklist?
- Rather than specific attacks, tighten behavior
  - Compare: type system; garbage collector vs. use-after-free
- CFI: apply to control-flow attacks

## Basic CFI principle

- Each indirect jump should only go to a programmer-intended (or compiler-intended) target
- I.e., enforce call graph
- Often: identify disjoint target sets

## Approximating the call graph

- One set: all legal indirect targets
- Two sets: indirect calls and return points
- n sets: needs possibly-difficult points-to analysis

## Target checking: classic

- Identifier is a unique 32-bit value
- Can embed in effectively-nop instruction
- Check value at target before jump
- Optionally add shadow stack

## Target checking: classic

```
cmp [ecx], 12345678h
jne error_label
lea ecx, [ecx+4]
jmp ecx
```

## Challenge 1: performance

- In CCS'05 paper: 16% avg., 45% max.
  - Widely varying by program
  - Probably too much for on-by-default
- Improved in later research
  - Common alternative: use tables of legal targets

## Challenge 2: compatibility

- Compilation information required
- Must transform entire program together
- Can't inter-operate with untransformed code

## Recent advances: COTS

- Commercial off-the-shelf binaries
- CCFIR (Berkeley+PKU, Oakland'13): Windows
- CFI for COTS Binaries (Stony Brook, USENIX'13): Linux

## COTS techniques

- CCFIR: use Windows ASLR information to find targets
- Linux paper: keep copy of original binary, build translation table

## Control-Flow Guard

- CFI-style defense now in latest Windows systems
- Compiler generates tables of legal targets
- At runtime, table managed by kernel, read-only to user-space

## Coarse-grained counter-attack

- "Out of Control" paper, Oakland'14
- Limit to gadgets allowed by coarse policy
  - Indirect call to function entry
  - Return to point after call site ("call-preceded")
- Use existing direct calls to `VirtualProtect`
- Also used against kBouncer

## Control-flow bending counter-attack

- Control-flow attacks that still respect the CFG
- Especially easy without a shadow stack
- Printf-oriented programming generalizes format-string attacks

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## Target #1: web browsers

- Widely used on desktop and mobile platforms
- Easily exposed to malicious code
- JavaScript is useful for constructing fancy attacks

## Heap spraying

- How to take advantage of uncontrolled jump?
- Maximize proportion of memory that is a target
- Generalize NOP sled idea, using benign allocator
- Under  $W \oplus X$ , can't be code directly

## JIT spraying

- Can we use a JIT compiler to make our sleds?
- Exploit unaligned execution:
  - Benign but weird high-level code (bitwise ops. with constants)
  - Benign but predictable JITted code
  - Becomes sled + exploit when entered unaligned

## JIT spray example

```
25 90 90 90 3c and $0x3c909090,%eax
```

## JIT spray example

```
90          nop
90          nop
90          nop
3c 25      cmp $0x25,%a1
90          nop
90          nop
90          nop
3c 25      cmp $0x25,%a1
```

## Use-after-free

- Low-level memory error of choice in web browsers
- Not as easily audited as buffer overflows
- Can lurk in attacker-controlled corner cases
- JavaScript and Document Object Model (DOM)

## Sandboxes and escape

- Chrome NaCl: run untrusted native code with SFI
  - Extra instruction-level checks somewhat like CFI
- Each web page rendered in own, less-trusted process
- But not easy to make sandboxes secure
  - While allowing functionality

## Chained bugs in Pwnium 1

- Google-run contest for complete Chrome exploits
  - First edition in spring 2012
- Winner 1: 6 vulnerabilities
- Winner 2: 14 bugs and "missed hardening opportunities"
- Each got \$60k, bugs promptly fixed

## Next time

- Defensive design and programming
- Make your code less vulnerable the first time