

Lecture 6: Software Security

<https://cs161.org>

Announcements

- Midterm 1 is Wednesday February 19, 8-9:30pm

Attack: Guessing the Canary

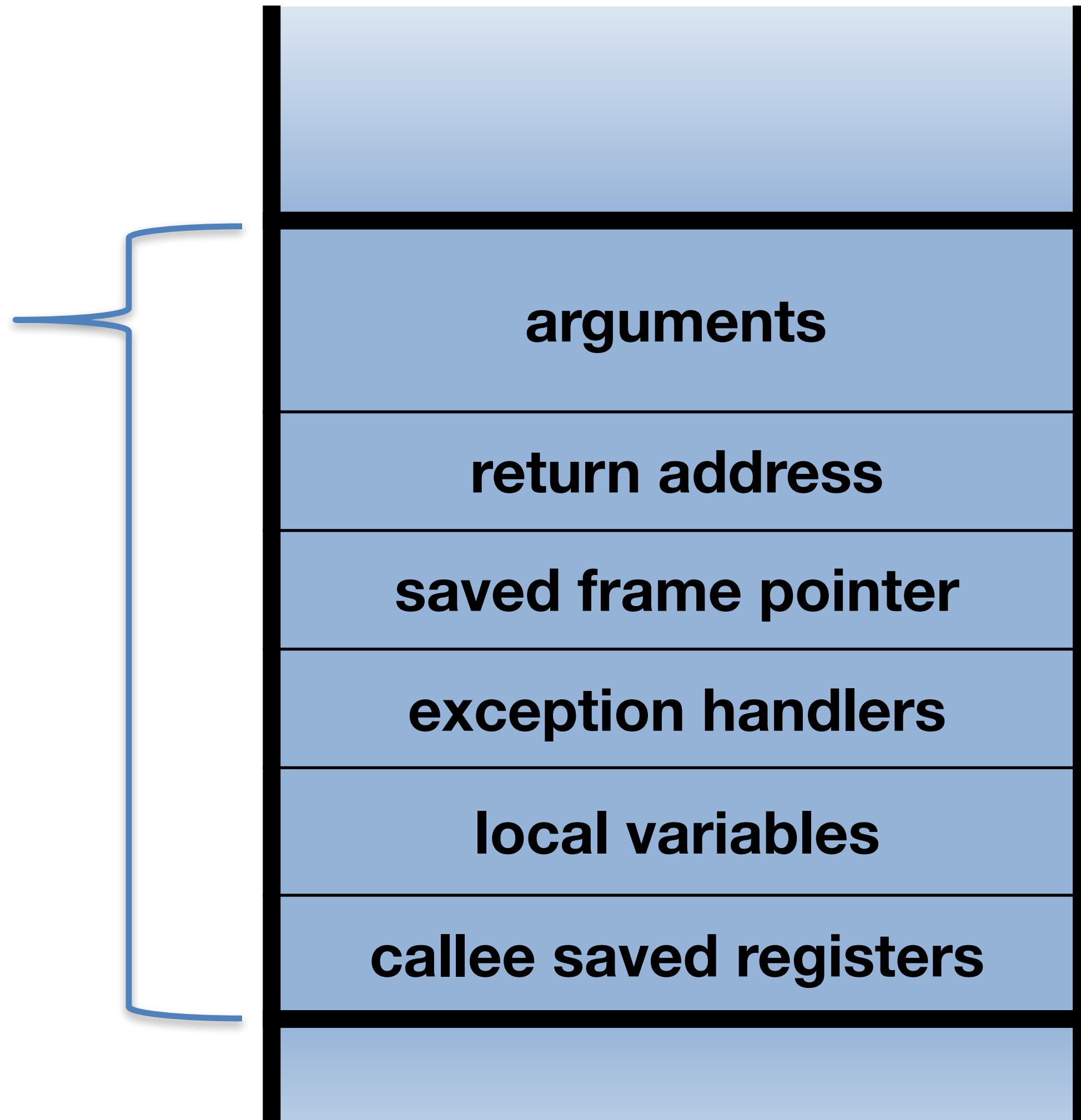
- On 32-bit x86, the canary is a 32-bit value
 - It is 64 bits on x86-64
- One byte of the canary is always 0x00
 - Since some buffer overflows can't include null bytes:
e.g. if the vulnerability is in a bad call to `strcpy`
- This means you can (possibly) brute-force the canary
 - Need to try about 2^{24} times or so

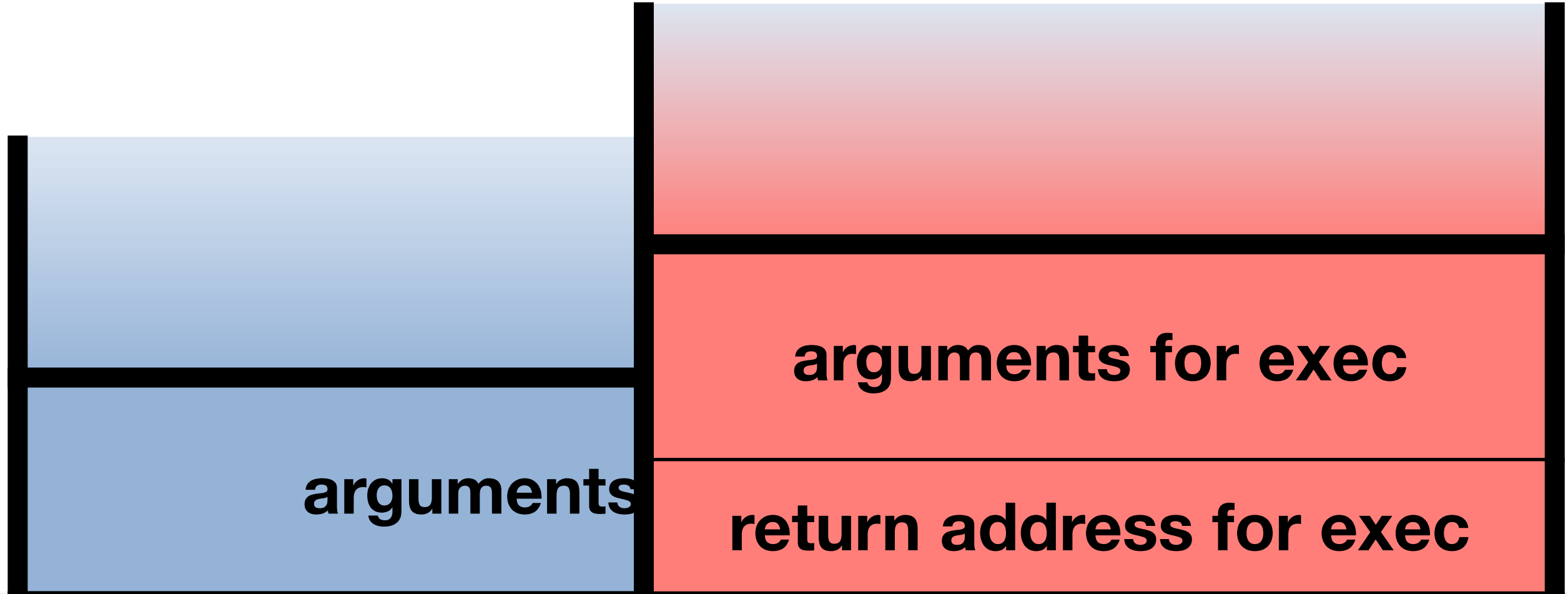
Non-Executable Pages (aka DEP, W^X)

- Each page of memory has separate access permissions:
 - R -> Can Read, W -> Can Write, X -> Can Execute
- Defense: mark writeable pages as non-executable
 - Now you can't write code to the stack or heap
- No noticeable performance impact

Attacks on Non-Executable Pages

- Return into libc: set up the stack and “return” to `exec()`
 - Overwrite stuff above saved return address with a “fake call stack”, overwrite saved return address to point to the beginning of `exec()` function
 - Especially easy on x86 since arguments are passed on the stack
- Return Oriented Programming





arguments

arguments for exec

return address for exec

Return Oriented Programming

- Idea: chain together “return-to-libc” idea many times
 - Find a set of short code fragments (gadgets) that when called in sequence execute the desired function
 - Inject into memory a sequence of saved "return addresses" that will invoke them
 - Sample gadget: add one to EAX, then return
- ROP compiler
 - Find enough gadgets scattered around existing code that they're Turing-complete
 - Compile your malicious payload to a sequence of these gadgets
- Tools democratize things for attackers:
 - Yesterday's Ph.D. thesis or academic paper is today's Intelligence Agency tool and tomorrow's Script Kiddie download

Address Space Layout Randomization

- Randomly relocate everything in memory
 - Every library, the start of the stack & heap, etc...
 - With 64-bit architecture you have lots of entropy
 - 32-bit? Hard to get enough entropy, as segments need to be page-aligned (i.e., start at a 4096-byte boundary), so attacker might be able to brute-force it

ASLR Efficiency

- Performance overhead is close to 0%
- Everything needs to be *relocatable* anyway:
Modern systems use relocatable code and dynamically load all the desired libraries

ASLR + DEP

- ASLR + DEP make many exploits harder
 - Typically, need two vulnerabilities: both a buffer overrun and a separate information leak (such as a way to find the address of a function)
 - Information leak needed to fill in the return addresses for ROP chain

Defense In Depth in ALSR + DEP: Attacker Requirements

- Attacker first needs to discover a way to **read** memory
 - Just a single pointer to a known library will do, however
 - The return address off the stack is often a great candidate
 - Or a `vtable` pointer for an object of a known type
- Armed with this, the attacker now can create a ROP chain
 - Since the attacker has a copy of the library of their own and has already passed it through a ROP compiler, it just needs to know the starting point for the library
- Now the attacker needs to **write** memory
 - Writes the ROP chain and overwrites a control flow pointer

Defenses-In-Depth in Practice

- Apple iOS uses ASLR in the kernel and userspace, W^X whenever possible
 - All applications are sandboxed to limit their damage: The kernel is the TCB
- The "Trident" exploit was used by a spyware vendor, the NSO group, to exploit iPhones of targets
- So to remotely exploit an iPhone, the NSO group's exploit had to...
 - Exploit Safari with a memory corruption vulnerability
 - Gains remote code execution within the sandbox: write to a R/W/X page as part of the JavaScript JIT
 - Exploit a vulnerability to read a section of the kernel stack
 - Saved return address & knowing which function called breaks the ASLR
 - Exploit a vulnerability in the kernel to enable code execution
- Full details:
<https://info.lookout.com/rs/051-ESQ-475/images/pegasus-exploits-technical-details.pdf>

Safari Exploit: More Details

- Basic idea: can corrupt a JavaScript object (due to interaction with garbage collector) to trigger a use-after-free issue
 - Attacker's JavaScript has access to both objects that share the same memory:
 - Newly allocated object is an array of integers
 - Old object changes the length of the array to be 0xFFFFFFFF
- Now attacker has a "read/write" primitive
 - The array can see a huge fraction of the memory space
 - First thing, find out the offset of the array itself, then any other magic numbers needed
- Turning it into execution
 - Take another JavaScript object that will get compiled (the "Just In Time" compiler)...
 - That object's code pointer will point into space that is writeable and executable

Fuzz testing

- Automated testing is surprisingly effective at finding memory-safety vulnerabilities
- How do we tell when we've found a problem? Program crashes
- How do we generate test cases?
 - Random testing: generate random inputs
 - Mutation testing: start from valid inputs, randomly flip bits in them
 - Coverage-guided mutation testing: start from valid input, flip bits, measure coverage of each modification, keep any inputs that covered new code

Why does software have vulnerabilities?

- Programmers are humans.
And humans make mistakes.
 - Use tools
- Programmers often aren't security-aware.
 - Learn about common types of security flaws.
- Programming languages aren't designed well for security.
 - Use better languages (Java, Python, ...).



Some Approaches for Building Secure Software/Systems

- Run-time checks
 - Automatic bounds-checking (overhead)
- Code hardening
 - Address randomization
 - Non-executable stack, heap
- Monitor code for run-time misbehavior
 - E.g., illegal calling sequences
 - But again: what do you do if detected?

Approaches for Secure Software, con't

- Program in checks / “defensive programming”
 - E.g., check for null pointer even though sure pointer will be valid
- Use safe libraries
 - E.g. `strncpy`, not `strcpy`; `snprintf`, not `sprintf`
- Bug-finding tools
- Code review

Approaches for Secure Software, con't

- Use a memory-safe language
 - E.g., Java, Python, C#, Go, Rust
- Defensive validation of untrusted input
 - Constrain how untrusted sources can interact with the system
- Contain potential damage
 - Privilege separation, run system components in least-privilege jails or VMs