

Protecting The Code

Control-flow Enforcement Technology

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Monday, April 16, 2018



Motivation & Overview

ROP Attack Manipulating The Stack

Unintended gadgets makes the problem even worst

Return Address E
Return Address D

stack

```
void functionE()
{
  ...
}
```

```
void functionD()
{
  ...
}
```

Overview & Agenda



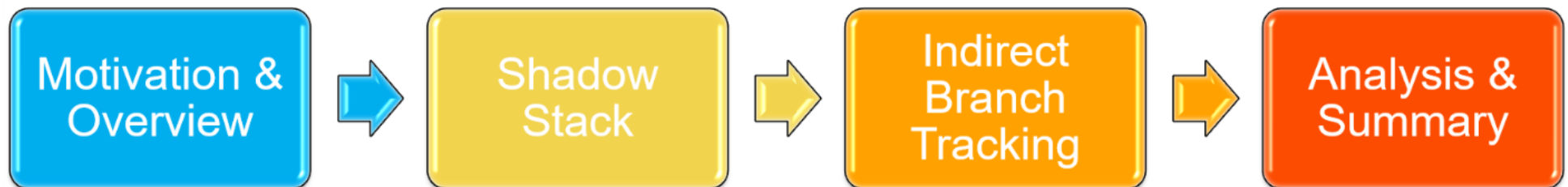
Motivation & Overview

ROP Attack
Using Unintended Gadgets

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Overview & Agenda

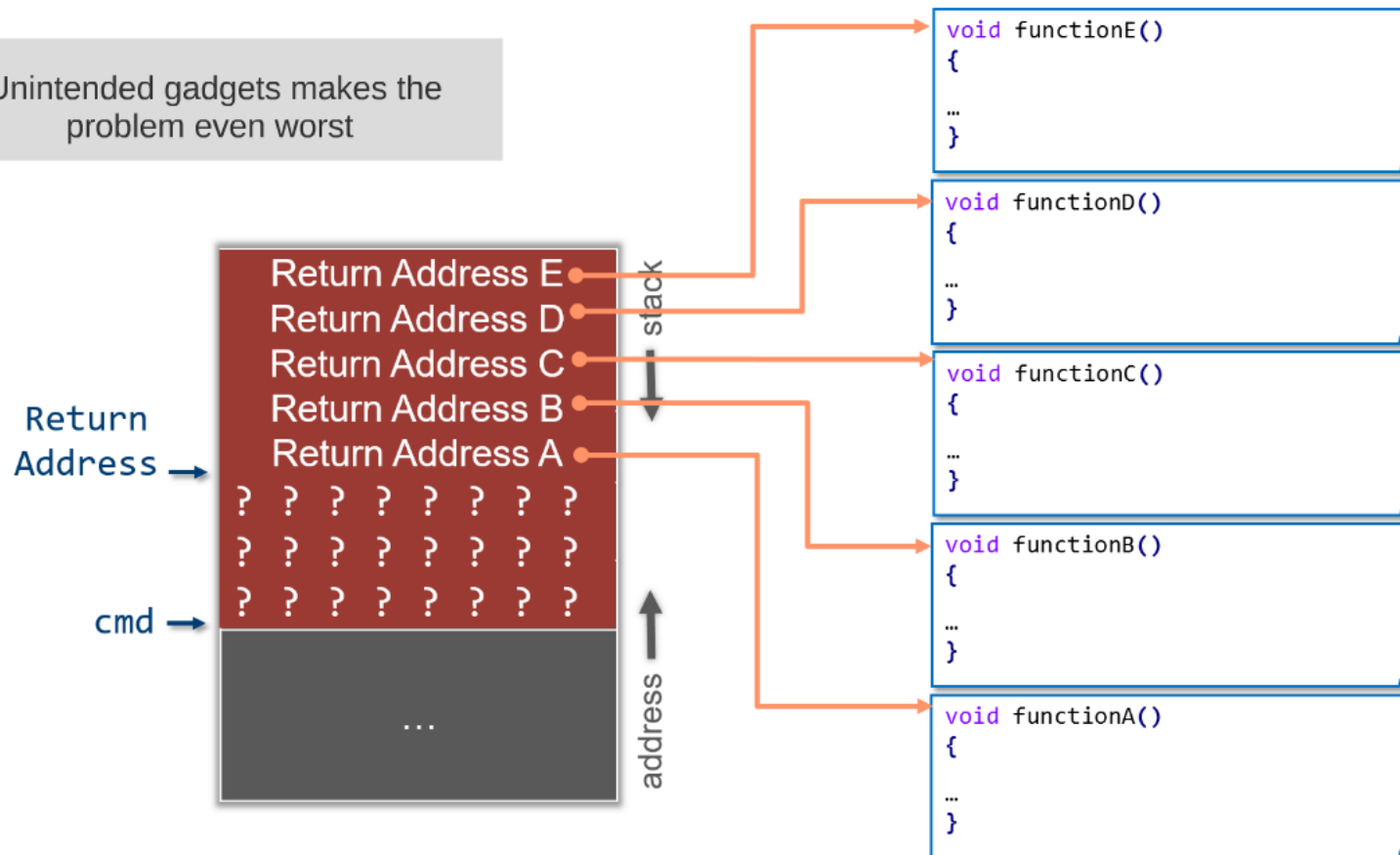


Motivation & Overview

ROP Attack

Manipulating The Stack

Unintended gadgets makes the problem even worst



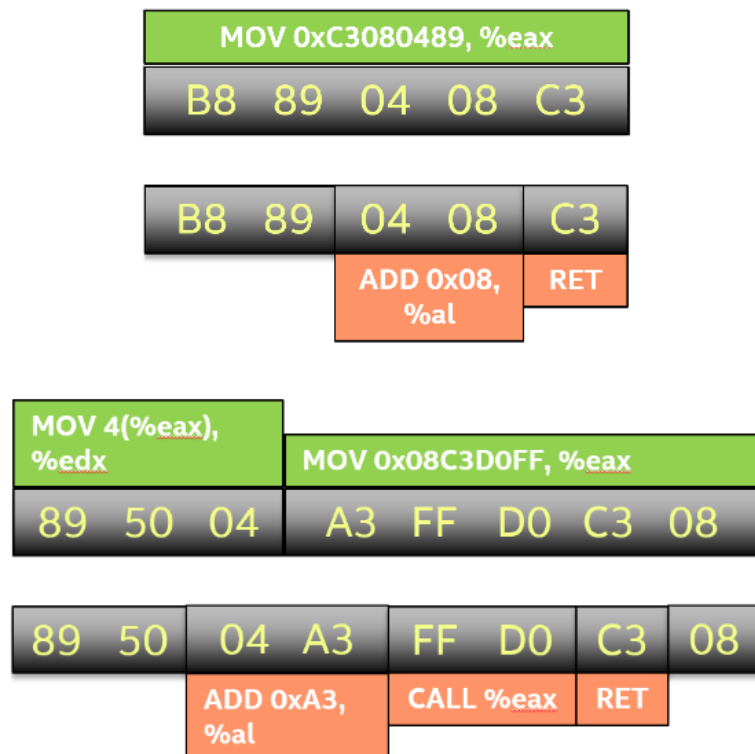
Motivation & Overview

ROP Attack

Using Unintended Gadgets

Overview

- Intel Arch allows instruction decoding to start from any byte
- Intel Arch has variable length instruction
- Attackers scan the code for meaningful snippets (gadgets)
- Attacker can execute chained gadgets



Motivation &
Overview

ROP Attack

Is It That Critical?

↑ 95%

* Tim Rains, David Weston, Matt Miller. Exploitation Trends: From Potential Risk to Actual Risk. In RSA conference 2015.

Motivation & Overview

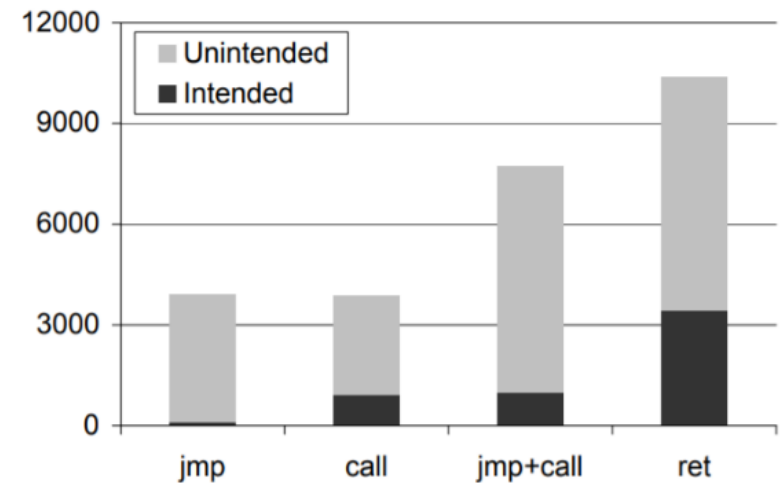
Similar Attack Techniques

JOP - Jump Oriented Programming

- Each gadget block ends with JMP instruction

COP - Call Oriented Programming

- Each gadget block ends with Call instruction



* Tyler Bletsch, Xuxian Jiang, Vince Freeh. Jump-Oriented Programming: A New Class of Code-Reuse Attack. April 22, 2010

```
void FUNCTIONA()
```

```
{
```

```
...
```

```
}
```

89	50	04	A3	FF	D0	C3	08
ADD 0xA3, %eax				CALL %eax		RET	

Attacker can execute chained gadgets

Motivation & Overview

Defenses Against ROP/JOP/COP Attacks

Control-flow Enforcement Technology

- Control-flow Integrity (CFI) checks perform the following:
 - Indirect branches target only valid target addresses
 - Return instructions should only transfer control to the call site
- Intel® Control-flow Enforcement Technology (CET) is a CPU instruction set extension to implement CFI

Shadow Stack

- Prevents ROP attacks
- Saves control flow to a shadow stack

Indirect Branch Tracking

- Prevents JOP/COP
- Allows branching only to valid targets



Protection #1: Shadow Stack

Shadow
Stack

Protection #1: Shadow Stack

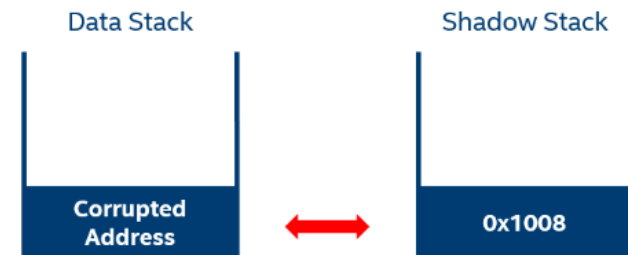
Protecting From ROP and Return Address Corruption On Stack

- Shadow stack is separate stack used exclusively for control transfer operations and is separate from data stack
- Shadow stack supporting processors use a new register – Shadow Stack Pointer (SSP)
- Writes to the shadow stack are restricted to control transfer instructions and special protected instructions

- Call -> Pushes return address on both stacks
 - No parameters passing on shadow stack
 - Far calls push Code Segment (CS), Linear Instruction Pointer (LIP) and SSP
- Ret -> pops return address from both stacks
 - Control Flow Protection (#CP) exception in case return addresses don't match

Shadow Stack Introduces mean Instruction-Per-Cycle loss of less than 2%

* Calculated using ICC compiler using a suite of microprocessor benchmarks



```

0x1000:    call 0x2000
0x1008:    ret
0x2000:    <Stack Corruption>
           ret
    
```



Prezi
Indirect
Branch
Tracking

Protection #2: Indirect Branch Tracking

Keeping Shadow Stack In Sync

Setjmp / Longjmp

```
int foo(int i) {
    if (!setjmp(buf)) {
        printf("After setjmp");
        bar(i);
    }
    return i + 1;
}

int bar(int i) {
    printf("In longjmp");
    longjmp(buf, 1);
    return i;
}
```

- The compiler needs to save the SSP in the jump buffer
- The compiler increments SSP by skipped number of frames
- New instructions were introduced RDSSP and INCSSP

Exception Handling

```
int C() {
    try {
        B();
    } catch (int a) {
        cout << a << '\n';
    }
    return 0;
}

int B() {
    return A();
}

int A() {
    ~
    throw 20;
}
```

- C++ runtime library is updated to use indirect jump instead of return
- It also needs to increment the SSP to pop skipped call frames

Context Switching

Different shadow stacks for each privilege level
Each shadow stack is setup by Operating System

- The OS save/restore SSP for thread switching
- New ISA was added SAVEPREVSSP and RSTORSSP

Protecti

- Shadow stack transfer op
- Shadow stack Shadow St
- Writes to the instructions

- Call -> Push
 - No parameter
 - Far call
 - Pointer

- Ret -> pop
 - Control address

Setjmp / Longjmp

```
int foo(int i) {  
    if (!setjmp(buf)) {  
        printf("After setjmp");  
        bar(i);  
    }  
    return i + i;  
}
```

```
int bar(int i) {  
    printf("In longjmp");  
    longjmp(buf, 1);  
    return j;  
}
```

- The compiler needs to save the SSP in the jump buffer
- The compiler increments SSP by skipped number of frames
- New instructions were introduced RDSSP and INCSSP

Exception Handling

```
int C() {  
    try  
    {  
        B();  
    } catch (int e) {  
        cout << e << '\n';  
    }  
  
    return 0;  
}
```

```
int B() {  
    return A();  
}  
  
int A() {  
    ...  
    throw 20;  
    ...  
}
```

- C++ runtime library is updated to use indirect jump instead of return
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Context Switching

Different shadow stacks for each privilege level

Each shadow stack is setup by Operating System

- The OS save/restore SSP for thread switching
- New ISA was added SAVEPREVSSP and RSTORSSP

- `ret` - pops return address from both stacks
- Control Flow Protection (#CP) exception in case return addresses don't match

<Stack Corruption>

`ret`



Indirect
Branch
Tracking

Protection #2: Indirect Branch Tracking

Protecting From JOP and COP Attacks

- Indirect Branch Tracking (IBT) detects and prevents attempts to redirect control flow to unintended targets
- IBT introduces new instructions:
 - `ENDBRANCH32` for 32 bit programs
 - `ENDBRANCH64` for 64 bit programs
- `ENDBRANCH` instructions are NOP instructions on Intel 64 processors that do not support CET
- If a target instruction of indirect jump / call has no `ENDBRANCH` instruction a #CP exception is fired

```
typedef int(*FuncPointer)(int);

bool indirect_call(FuncPointer func) {
    return (*func)(0);
}

bool check_key(int key) {
    if (key != 5)
        return false;
    return true;
}
```

indirect call:

`endbr64`

...
`xorl %edi, %edi`
`callq *%rax`
...
`retq`

check key:

`endbr64`

`cmpl $5, %edi`
`sete %al`
`retq`



- Compiler instruments `ENDBRANCH` instruction to:
 - Instructions/functions that their address was taken
 - Global functions

- A new `nocf_check` attribute was added to:
 - Disable `ENDBRANCH` instruction in the beginning of a function
 - Add `no_track` prefix to indirect jump/call to disable control flow check



Prezi
Analysis &
Summary

Summary

Indirect
Branch
Tracking

Fine-grained Indirect Branch Tracking

NO_TRACK Prefix and Legacy Compatibility

```
__attribute__((nocf_check))
int foo(int a) {
    switch (a)
    {
        case 0: return a - 2; break;
        ...
        case 8: return a >> 2; break;
        default: return a;
    }
}
```



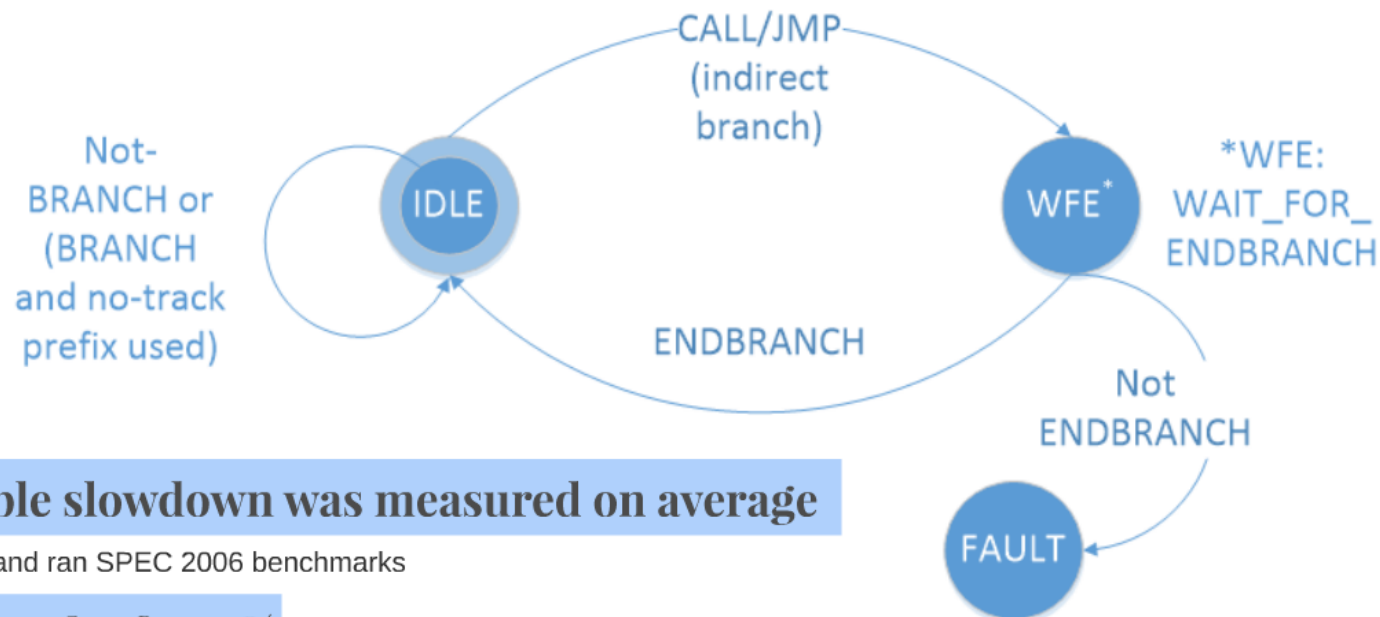
```
...
CMP $8, %RAX
JG .BB_DEFAULT
no_track JMP JumpTable(%RAX)
...
.BB0:
...
.BB8:
...
.JumpTable:
.quad .BB0
...
.quad .BB8
```

- Software may restrict certain sensitive functions in program address space (e.g. exec, execv, etc.)
- OS and dynamic loader can setup legacy code page bitmap to support code that was not compiled with CET enabled or disable legacy interwork

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Indirect
Branch
Tracking

IBT State Machine



No perceptible slowdown was measured on average

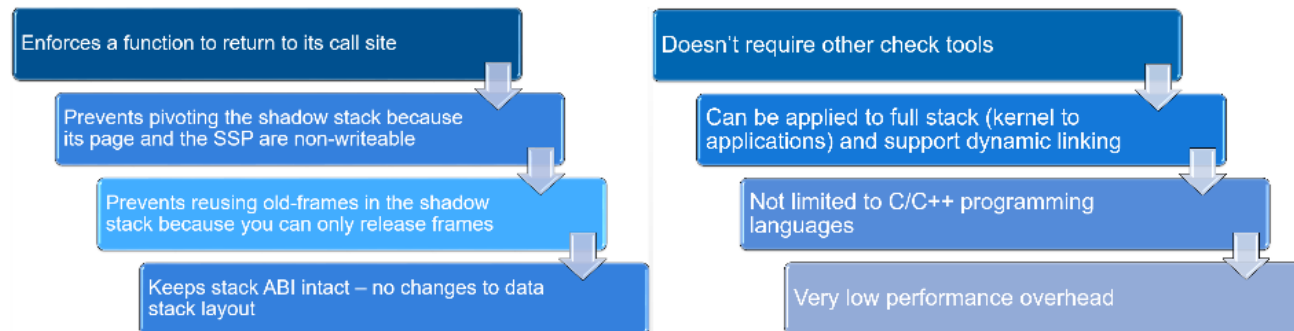
* Used ICC compiler and ran SPEC 2006 benchmarks

Code size growth of 0.41%

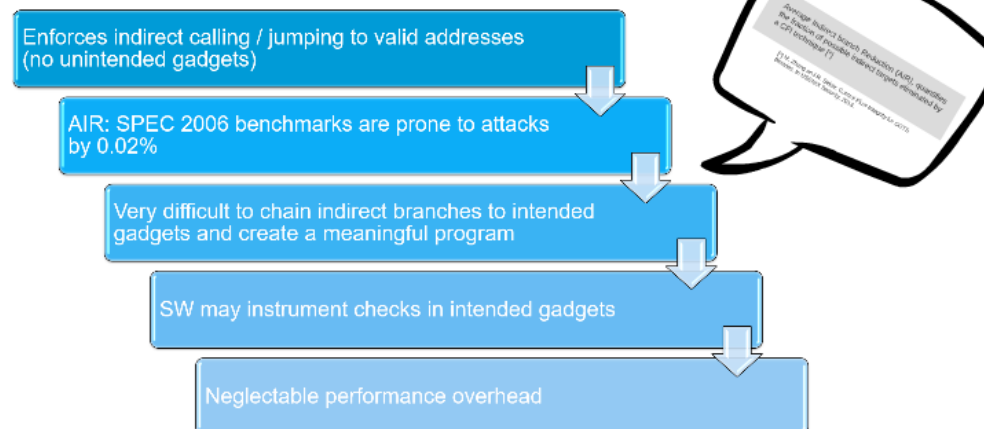
* Used GCC compiler and ran SPEC 2006 benchmarks

CET Security Analysis

Shadow Stack

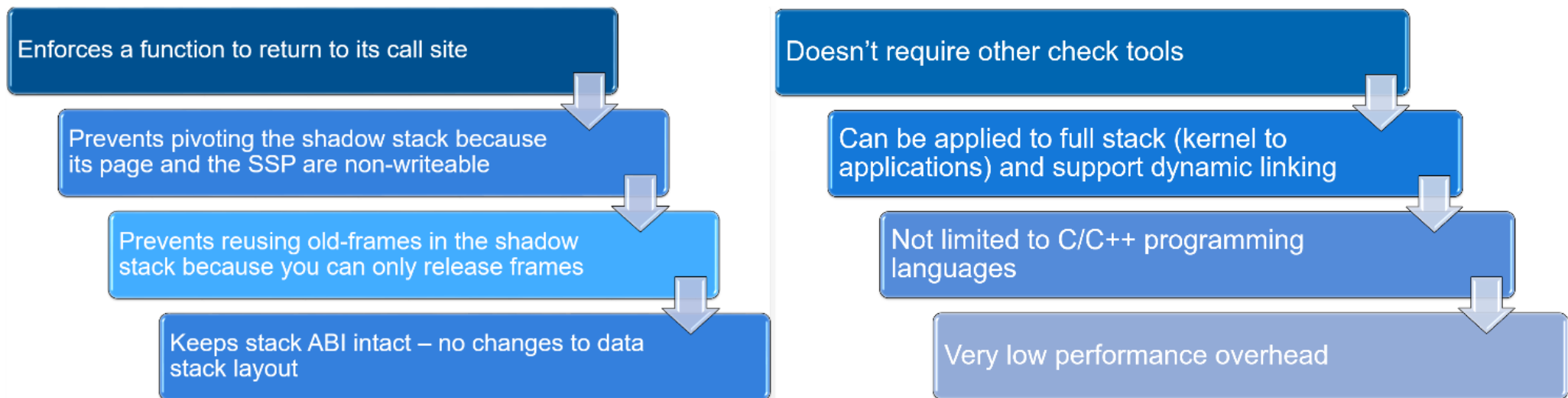


Indirect Branch Tracking



CET Security Analysis

Shadow Stack





Indirect Branch Tracking

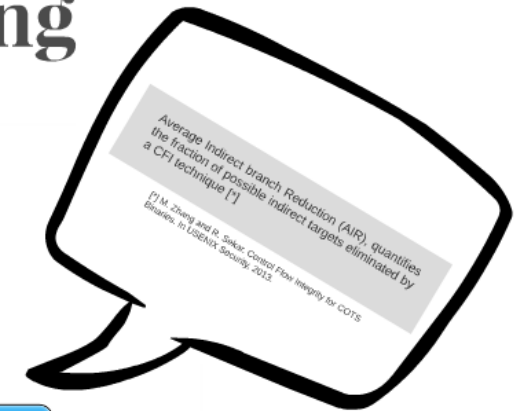
Enforces indirect calling / jumping to valid addresses
(no unintended gadgets)

AIR: SPEC 2006 benchmarks are prone to attacks
by 0.02%

Very difficult to chain indirect branches to intended
gadgets and create a meaningful program

SW may instrument checks in intended gadgets

Neglectable performance overhead



Average Indirect branch Reduction (AIR), quantifies the fraction of possible indirect targets eliminated by a CFI technique [*]

[*] M. Zhang and R. Sekar. Control Flow Integrity for COTS Binaries. In USENIX Security, 2013.



Indirect Branch Tracking

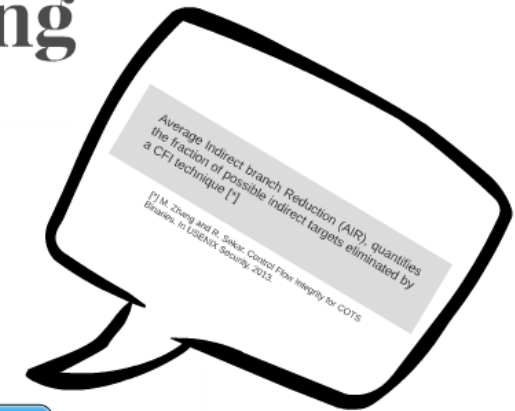
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Analysis & Summary

CET Status and Future Work

- LLVM already supports Shadow Stack and IBT (including optimizations)
- The architecture is enabled using **-mshstk** / **-mibt** flags
- Instrumentation is enabled using **-fcf-protection = return/branch** flag
- New attribute **nocf_check** is currently supported
- ICC / GCC implemented CET and updated corresponding libraries, program loader and linker (ld)
- MS Compiler is also being updated



- In the future a super set flag of **-mibt** & **-mshstk** called **-mcet** will be added
- A fix up for **setJump** / **longJump** is being promoted into LLVM
- LLVM llnker will also be updated to support new ABI flags and generating IBT-enabled PLT

Summary

Control-flow Enforcement Technology (CET)

- Introduces new HW based Control Flow Integrity (CFI) mechanism

Shadow Stack and Indirect Branch Tracking (IBT)

- Shadow Stack protects against ROP attacks
- Indirect Branch Tracking protects against JOP/COP attacks

Low Overhead

- CET introduces competitive protection metric rates while maintaining very low performance overhead

?

