

# Principled and Practical Software Shielding against Advanced Exploits

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# Motivation

## Software vulnerability exploitation

Among the leading causes of system compromise and malware infection

## We have to live with C/C++

Performance, compatibility, developer familiarity, vast existing code base, ...

Many memory-safe programming languages exist, but full transition would require an immense rewriting effort

Unlikely to happen for core systems code, resource-constrained IoT devices, ...

# Defending against Vulnerability Exploitation

## Finding and killing bugs

Bug bounties, sanitizers, fuzzing, symbolic exec, ...

*Who* will find the next 0-day?

## Retrofit memory safety to C/C++

Eradicate the root cause of the problem: *memory errors*

Performance and compatibility challenges, but promising steps are being made

## Exploit mitigations

Assuming a vulnerability exists, “raise the bar” for exploitation

DEP, GS, SafeSEH, SEHOP, ASLR, CFI, ...

# Exploit Mitigations Do Raise the Bar...

## Pwn2Own 2007

*“A New York-based security researcher [Dino Dai Zovi] spent less than 12 hours to identify and exploit a zero-day vulnerability in Apple's Safari browser” [1]*



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## Pwn2Own a decade later

*“This year saw several teams sponsored by their employers participating” [2]*



[1] [https://www.theregister.co.uk/2007/04/20/pwn-2-own\\_winner/](https://www.theregister.co.uk/2007/04/20/pwn-2-own_winner/)

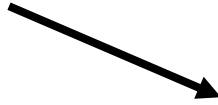
[2] <https://blog.trendmicro.com/pwn2own-2017-event-ages/>

# **...but Attackers Can Often Knock the Bar Off**

Code Injection

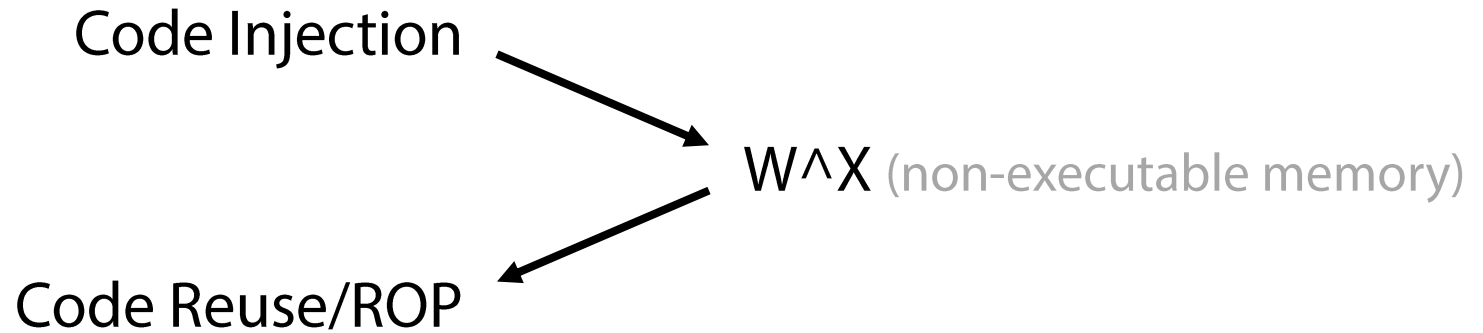
# ...but Attackers Can Often Knock the Bar Off

Code Injection



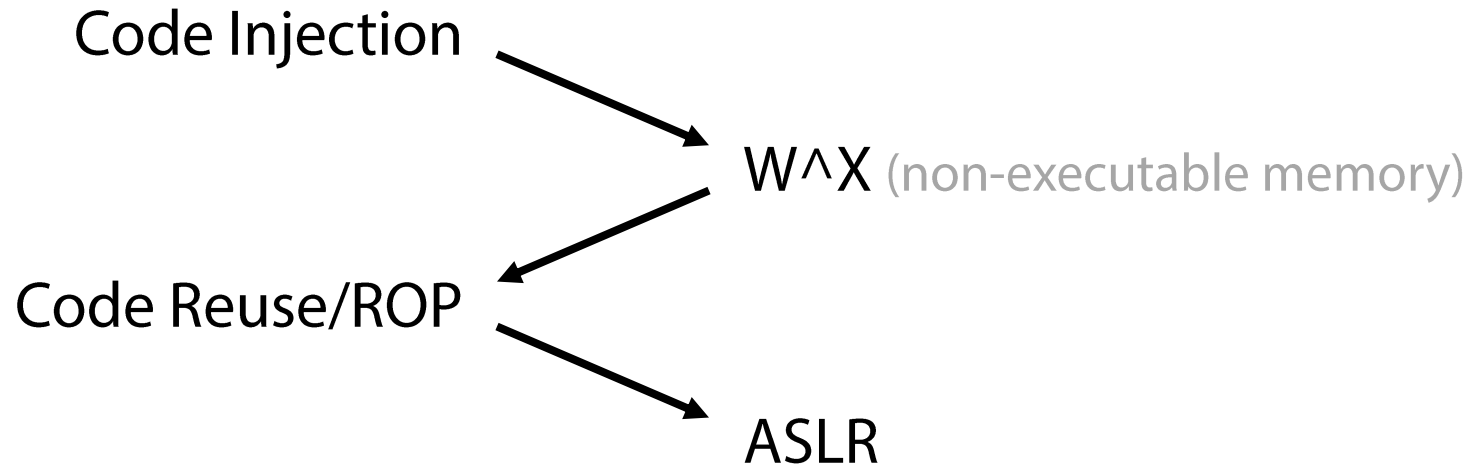
W<sup>X</sup> (non-executable memory)

# ...but Attackers Can Often Knock the Bar Off

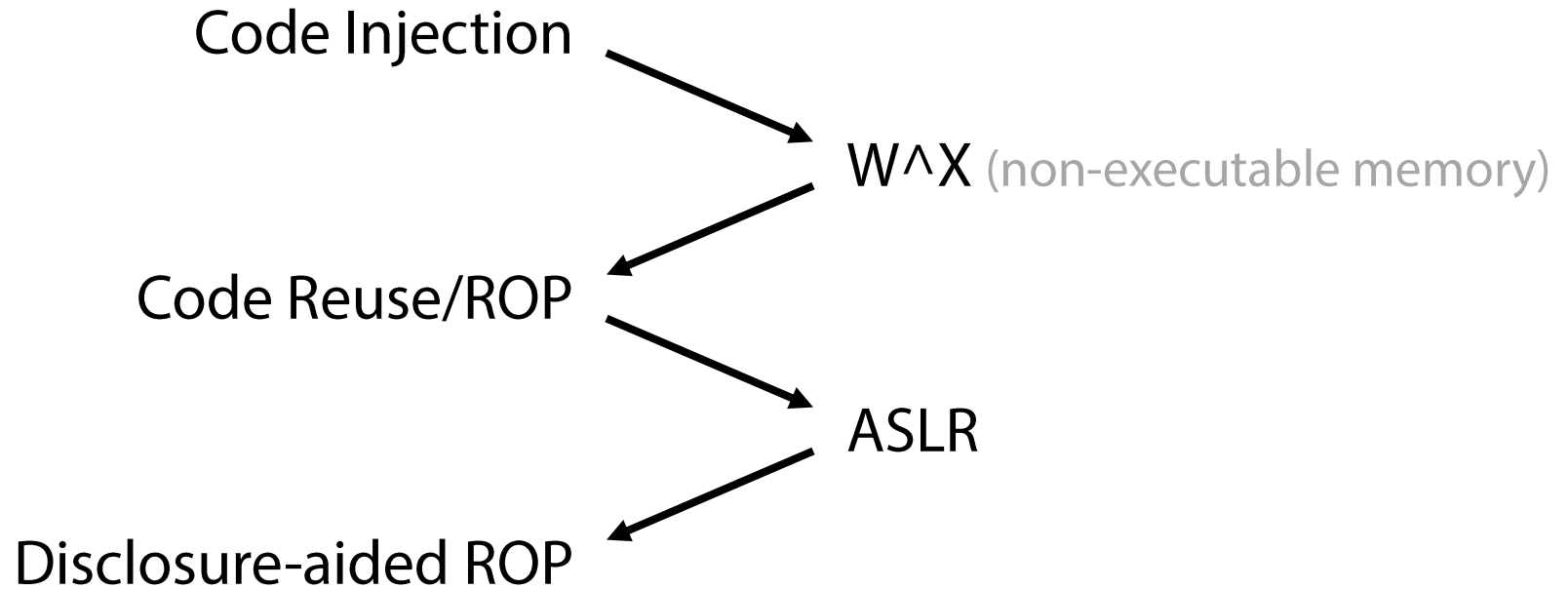




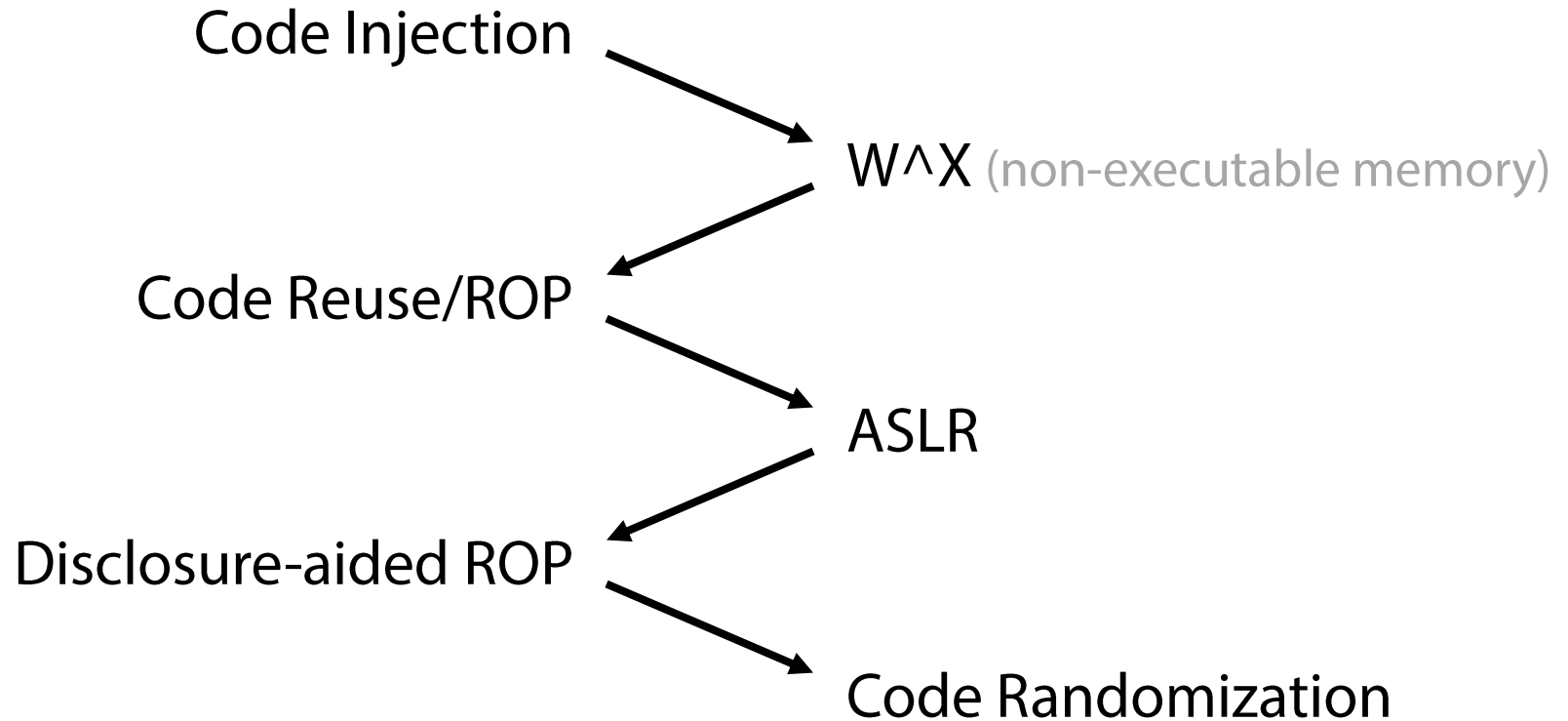
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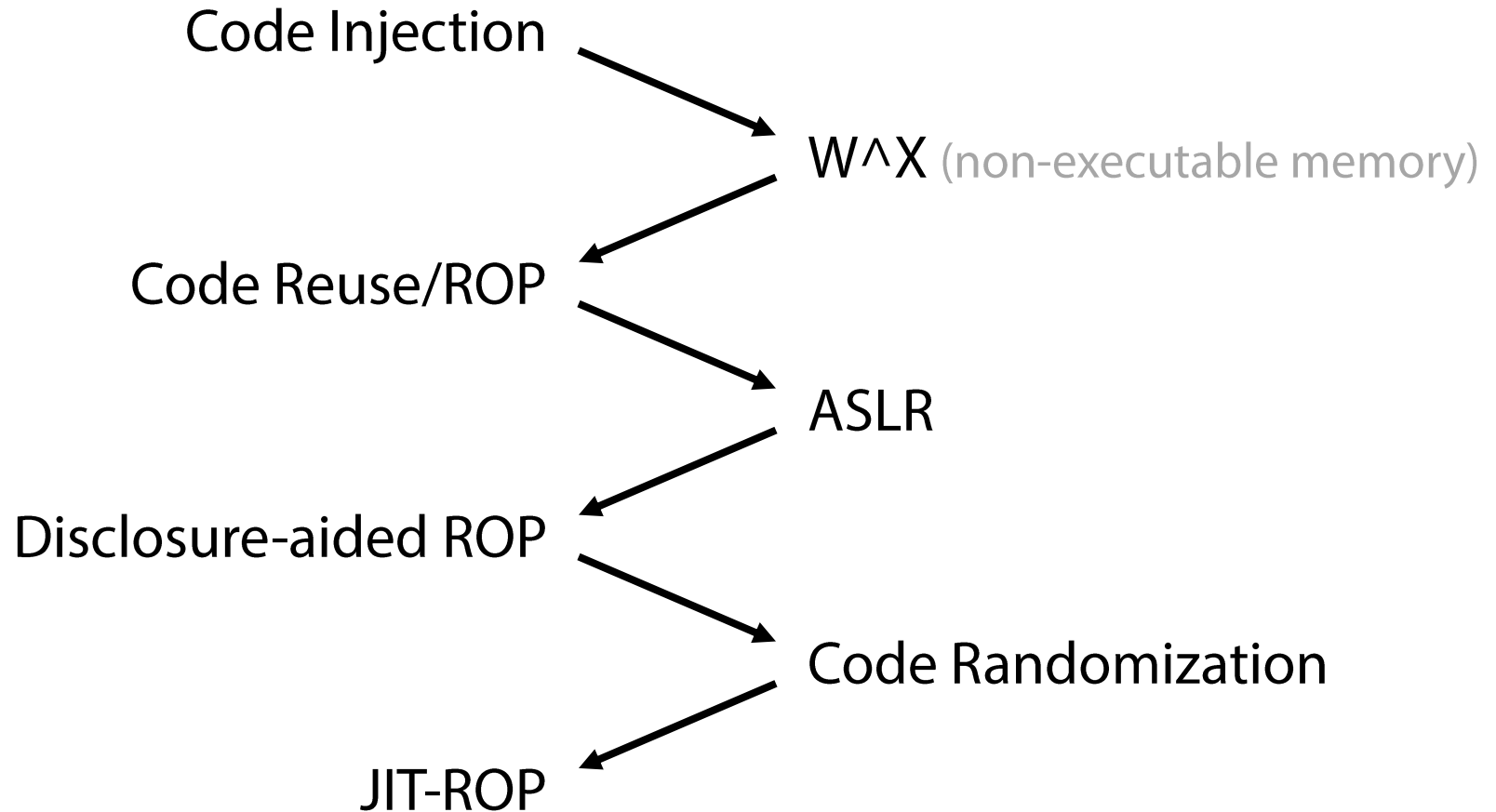
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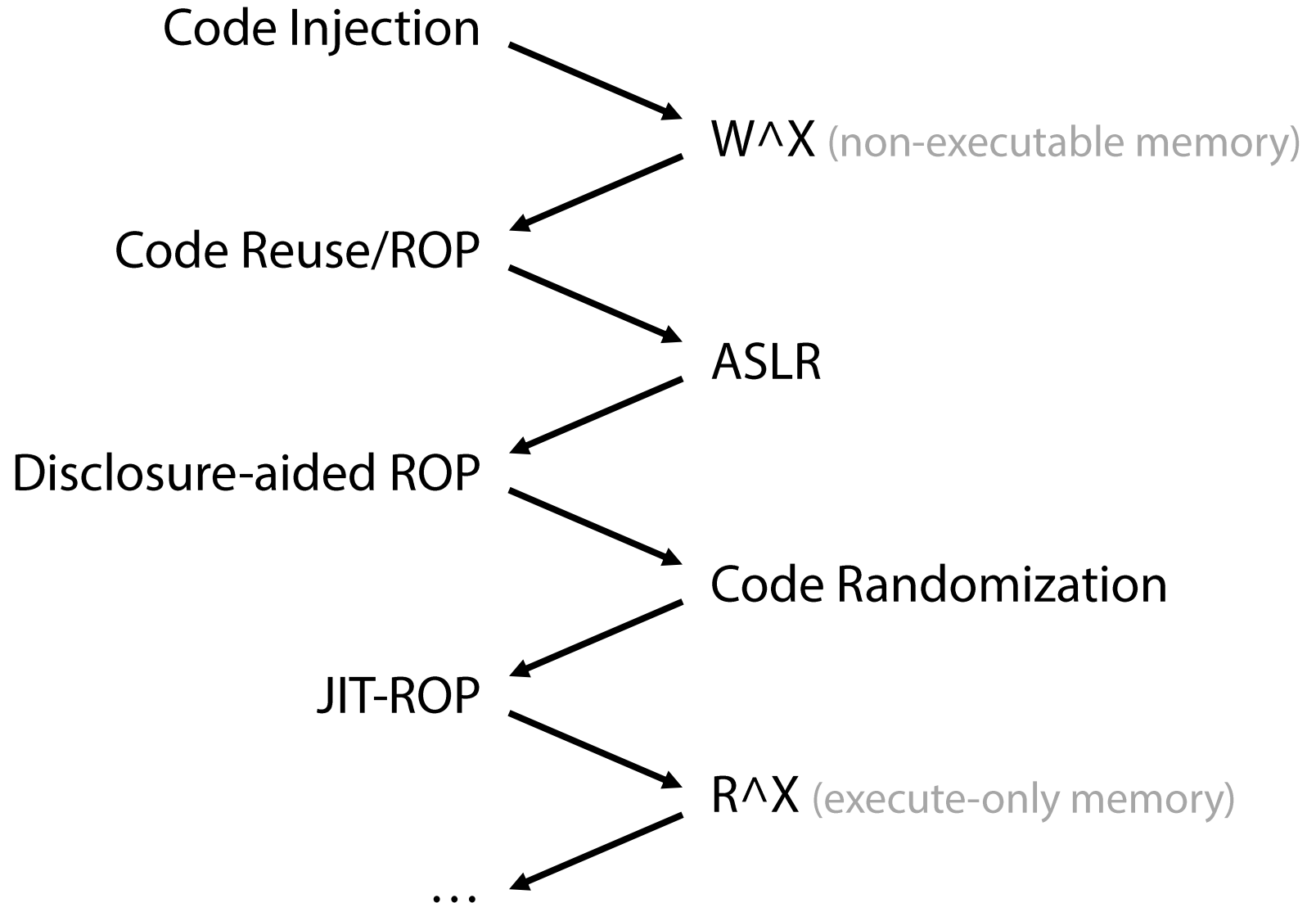
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# Main Research Objectives

## Design novel software shielding techniques

Code diversification: *undermine adversaries' assumptions*

Unneeded code and logic removal: *reduce the attack surface*

Data protection: *keep sensitive data out of reach*

## Focus on emerging exploitation techniques

Disclosure-aided exploitation

Data-only attacks

## Enable their practical applicability on commodity software and systems

Alleviate current deployment obstacles faced by protections that break software uniformity

# Use Case: Code Diversification

Function/basic block/instruction reordering,  
instruction substitution, register reassignment, ...

Effective mitigation against code reuse attacks

JIT-ROP can circumvent it

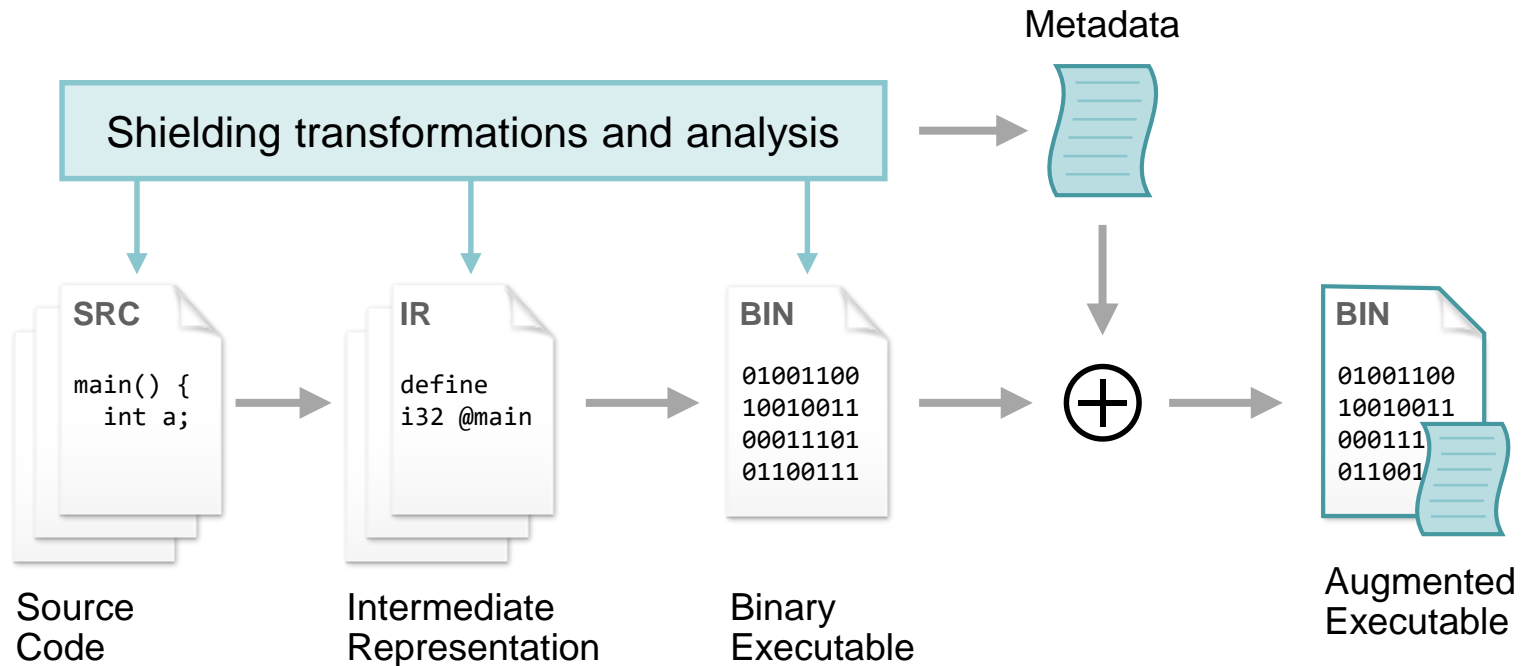
*Prerequisite* of execute-only memory protections  
for defending against JIT-ROP

Despite decades of research, still not deployed

Lack of a *transparent* deployment model → users are  
responsible for diversifying their software

Incompatible with debugging, crash reporting, whitelisting,  
and other mechanisms that rely on software uniformity

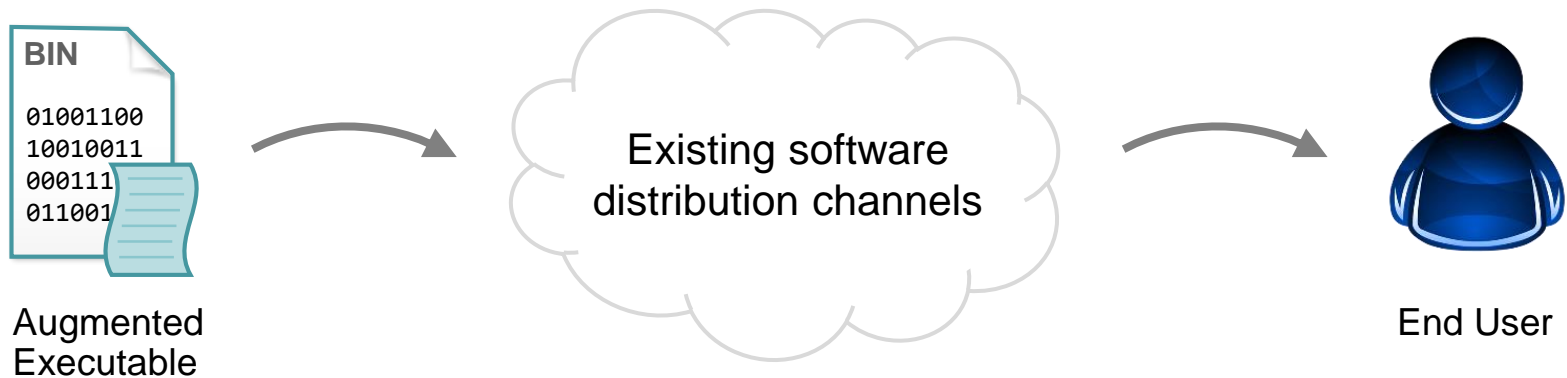
# Metadata-assisted Binary Transformation (1/3)



*Software vendors still release a single “master” executable, augmented with transformation-assisting metadata*

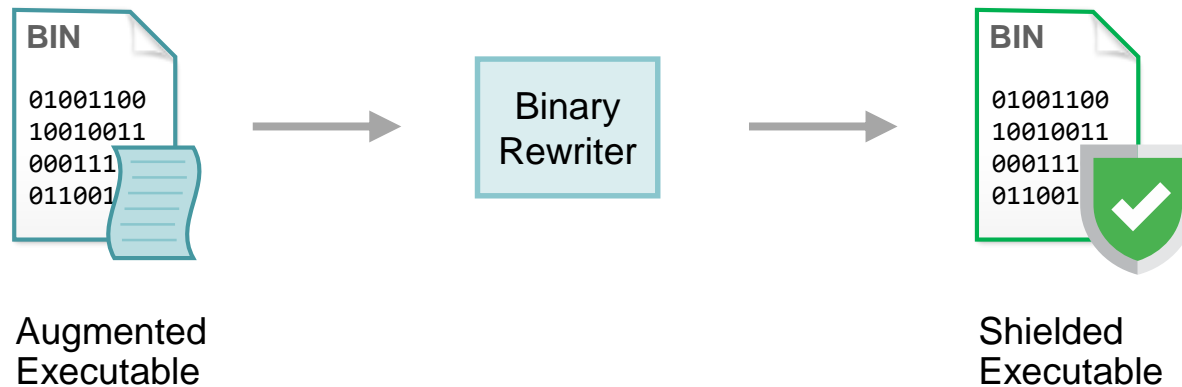


# Metadata-assisted Binary Transformation (2/3)



*Augmented executables are delivered in the same way as before, through the same software distribution channels, while patching/updating is not affected*

# Metadata-assisted Binary Transformation (3/3)



*At the client side, a binary rewriter leverages the embedded metadata to rapidly generate a specialized (debloated/randomized/shielded) executable*

# Summary

Design novel software shielding techniques, and enable their practical applicability to commodity software and systems

Upcoming IEEE S&P '18 paper and code release

*Compiler-assisted Code Randomization.* Hyungjoon Koo, Yaohui Chen, Long Lu, Vasileios P. Kemerlis, Michalis Polychronakis

<https://github.com/kevinkoo001/CCR>

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