CSE 484 (Winter 2010)

Software Security: Attacks, Defenses, and Design Principles

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Goals for Today

Randomness (bit more)

Timing Attacks

Defensive Approaches







Source: XKCD

Obtaining Pseudorandom Numbers

- For security applications, want "cryptographically secure pseudorandom numbers"
- Libraries include:
 - OpenSSL
 - Microsoft's Crypto API
- Linux:
 - /dev/random
 - /dev/urandom
- Internally:
 - Pool from multiple sources (interrupt timers, keyboard, ...)
 - Physical sources (radioactive decay, ...)

Timing Attacks

Assume there are no "typical" bugs in the software

- No buffer overflow bugs
- No format string vulnerabilities
- Good choice of randomness
- Good design

 The software may still be vulnerable to timing attacks

• Software exhibits input-dependent timings

Complex and hard to fully protect against

Password Checker

Functional requirements

- PwdCheck(RealPwd, CandidatePwd) should:
 - Return TRUE if RealPwd matches CandidatePwd
 - Return FALSE otherwise
- RealPwd and CandidatePwd are both 8 characters long
- Implementation (like TENEX system)

PwdCheck(RealPwd, CandidatePwd) // both 8 chars

for i = 1 to 8 do

if (RealPwd[i] != CandidatePwd[i]) then

return FALSE

return TRUE

Clearly meets functional description

Attacker Model

PwdCheck(RealPwd, CandidatePwd) // both 8 chars
for i = 1 to 8 do
 if (RealPwd[i] != CandidatePwd[i]) then
 return FALSE

return TRUE

- Attacker can guess CandidatePwds through some standard interface
- Naive: Try all 256⁸ = 18,446,744,073,709,551,616 possibilities

Attacker Model

PwdCheck(RealPwd, CandidatePwd) // both 8 chars for i = 1 to 8 do if (RealPwd[i] != CandidatePwd[i]) then return FALSE

return TRUE

- Attacker can guess CandidatePwds through some standard interface
- Naive: Try all 256⁸ = 18,446,744,073,709,551,616 possibilities
- Better: Time how long it takes to reject a CandidatePasswd. Then try all possibilities for first character, then second, then third,
 - Total tries: 256*8 = 2048

Other Examples

Plenty of other examples of timings attacks

- AES cache misses
 - AES is the "Advanced Encryption Standard"
 - It is used in SSH, SSL, IPsec, PGP, ...
- RSA exponentiation time
 - RSA is a famous public-key encryption and signature scheme
 - It's also used in many cryptographic protocols and products

Toward Preventing Buffer Overflow

- Use safe programming languages, e.g., Java
 - What about legacy C code?
- Static analysis of source code to find overflows
- Mark stack as non-executable
- Randomize stack location or encrypt return address on stack by XORing with random string
 - Attacker won't know what address to use in his or her string
- Run-time checking of array and buffer bounds
 - StackGuard, ProPolice, many other tools

Non-Executable Stack

NX bit for pages in memory

- Modern Intel and AMD processors support
- Modern OS support as well
- Some applications need executable stack
 - For example, LISP interpreters

Does not defend against return-to-libc exploits

- Overwrite return address with the address of an existing library function (can still be harmful)
- Newer: Return-oriented programming

…nor against heap and function pointer overflows

...nor changing stack internal variables (auth flag, ...)

Run-Time Checking: StackGuard

- Embed "canaries" in stack frames and verify their integrity prior to function return
 - Any overflow of local variables will damage the canary

buf Saved FP ret/IP Caller's stack fram		buf	Saved FP ret/IP	Caller's stack frame
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buf	Saved FP	ret/IP	Caller's stack frame
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- Choose random canary string on program start
 - Attacker can't guess what the value of canary will be
- Terminator canary: "\0", newline, linefeed, EOF
 - String functions like strcpy won't copy beyond "\0"

StackGuard Implementation

- StackGuard requires code recompilation
- Checking canary integrity prior to every function return causes a performance penalty
 - For example, 8% for Apache Web server
- PointGuard also places canaries next to function pointers and setjmp buffers
 - Worse performance penalty
- StackGuard doesn't completely solve the problem (can be defeated)

Defeating StackGuard (Example, Sketch)

- Idea: overwrite pointer used by some strcpy and make it point to return address (RET) on stack
 - strcpy will write into RET without touching canary!



PointGuard

- Attack: overflow a function pointer so that it points to attack code
- Idea: encrypt all pointers while in memory
 - Generate a random key when program is executed
 - Each pointer is XORed with this key when loaded from memory to registers or stored back into memory
 - Pointers cannot be overflown while in registers
- Attacker cannot predict the target program's key
 - Even if pointer is overwritten, after XORing with key it will dereference to a "random" memory address

Normal Pointer Dereference [Cowan]



PointGuard Dereference

The second se

[Cowan]



PointGuard Issues

- Must be very fast
 - Pointer dereferences are very common
- Compiler issues
 - Must encrypt and decrypt only pointers
 - If compiler "spills" registers, unencrypted pointer values end up in memory and can be overwritten there
- Attacker should not be able to modify the key
 - Store key in its own non-writable memory page
- PG'd code doesn't mix well with normal code
 - What if PG'd code needs to pass a pointer to OS kernel?

Fuzz Testing

Generate "random" inputs to program

- Sometimes conforming to input structures (file formats, etc)
- See if program crashes
 - If crashes, found a bug
 - Bug may be exploitable
- Surprisingly effective

Now standard part of development lifecycle

Genetic Diversity

Problems with Monoculture

Steps toward diversity

- Automatic diversification of compiled code
- Address Space Randomization

Principles

Open design? Open source?Maybe...

Linux Kernel Backdoor Attempt: <u>http://</u> <u>www.freedom-to-tinker.com/?p=472</u>

 PGP Corporation: <u>http://www.pgp.com/</u> <u>developers/sourcecode/index.html</u>