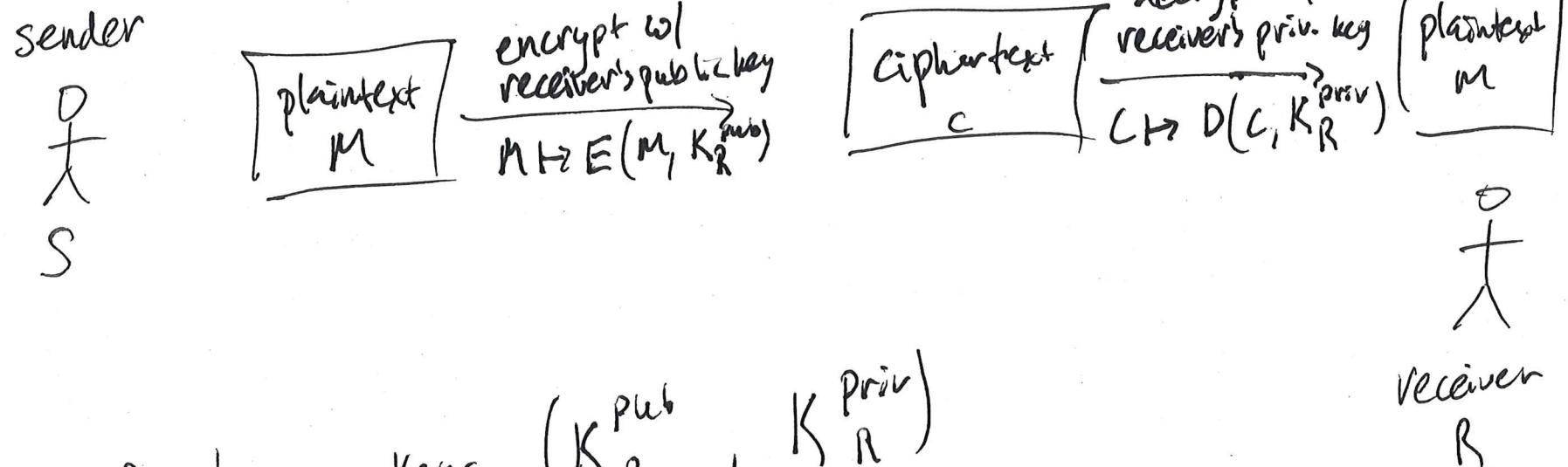
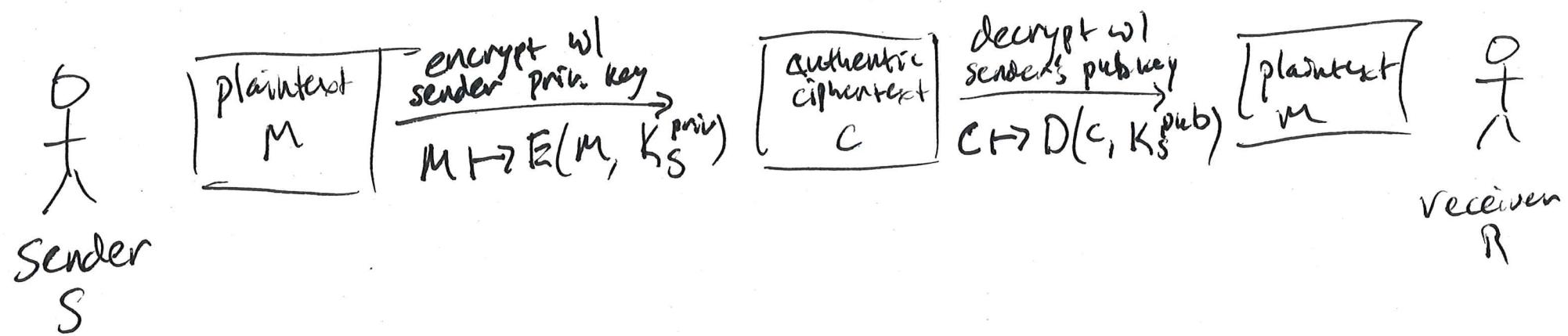


# Public Key encryption



receiver R has keys  $(K_R^{\text{pub}}, K_R^{\text{priv}})$

# Public Key Signatures



Sender S has Keys  $(K_S^{\text{pub}}, K_S^{\text{priv}})$

Lec 24

# OS Security in Practice

# Many Security bugs in OSes

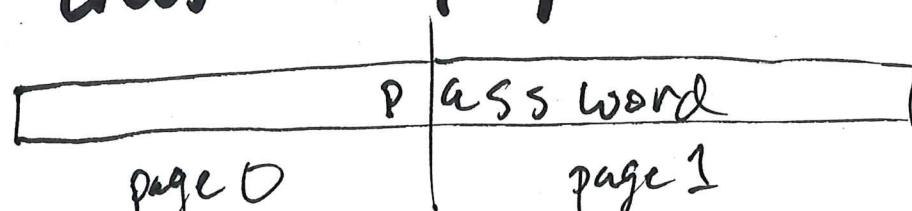
- attackers only need one way in
- Linux has hundreds of CVEs per year
- often attacks are unanticipated / creative
  - not just brute force password attack
- not necessarily technical — social engineering
- can't always tell that a breach occurred
  - can't easily recover from a breach

# Tenex password attack

- Tenex was an early OS w/ demand paging
- code in kernel to check login password

```
check (entered, actual) {
    for (i=0; i<length; i++) {
        if (entered[i] != actual[i]) return false;
    }
    return true;
}
```

- user space can arrange for entered password to cross a page boundary



- arrange for page 0 to be resident but not page 1

# Meltdown (2018)

- modern CPUs will speculatively execute instructions
  - eg:
    - $\%rax = X$
    - $\%rdi = *(base + \%rax)$
  - since even L1 cache hit is slow  
second instruction will be decoded + scheduled  
even before first instruction retires
  - if  $X$  is a secret, first instr will trap  
at which point second instruction should be squashed
  - except that base +  $X$  will still be in cache

# Fixing Meltdown

- new CPUs do not modify cache until instruction is no longer speculative
- on old CPUs, can use different page tables in kernel / user mode
  - speculative execution will not have anything secret to read

## Spectre (2018)

- like Meltdown but with mispredicted branch instead of privilege violation
- exploitable by any code on same core

# Internet Worm (Morris '88)

Exploited 3 different problems to self replicate

- password dictionary
- sendmail debug interface
- fingerd buffer overflow

Would first check if target machine was already infected  
but sometimes would randomly reinfect  
↳ denial of service

Morris convicted of felony computer fraud & abuse

# Ping of Death

- IP packets can be fragmented in flight
- reassembled at receiver by OS
  - buffer to hold fragments until all received
- each fragment contains an offset describing how to reassemble it
- early implementations did not check that  $\text{offset} + \text{frag size} < \text{length of buffer}$ 
  - ↳ buffer overflow
    - easy to cause receiver to crash
    - possibly also remote code execution

## Other worms

Code Red: exploited Microsoft IIS web server  
buffer overflow

- self replicating
- all infected machines would send requests  
to whitehouse.gov at same time

Nimda: multiple entry points

- made infected machines more vulnerable

Slammer: single packet exploit of MS SQL Server

- code just spammed this packet to random IPs  
overloading networks

# Modern botnets

- botnet: pool of infected machines that can be controlled remotely
  - e.g., to all simultaneously access same site  
DDoS
- there is a market for this

# Unix talk

- users logged in to same machine could exchange messages in real time
- setuid root to write to other user's terminal
- bug in signal handler for Ctrl-C would drop you into a root shell
- TCB is not just OS Kernel but also all setuid root programs

# More Examples

- I/O DMA
- rowhammer
- embedded systems
  - cars
  - airplanes

24.10

# Thompson's backdoor

## Step 1: modify login.c

A: if (username == "james") {  
 don't check password;  
 login as root;  
}

## Step 2: modify C compiler

B: if (see trigger) {  
 insert A into source program  
}

and add trigger to login.c

24.11

# Thompson's backdoor

Step 3: modify C compiler to hide step 2

```
C: if (see trigger2) {  
    insert B into source program  
    insert C into source program  
}
```

Then compile compiler with itself and save executable

Then replace C in source with trigger2