

# HIPStR: Heterogeneous-ISA Program State Relocation

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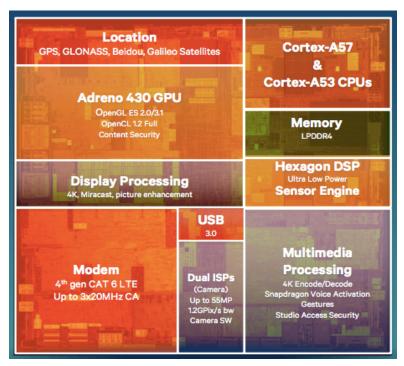
# On-chip Heterogeneity

"Big" Cores

**GPU** 

Cryptographic Acceleration

Image Signal Processing



**Qualcomm Snapdragon 810** 

"Little" Cores

Digital Signal Processing

Multimedia Processing

Offers varying degrees of micro-architectural complexity and specialization.





# On-chip Heterogeneity

"Big" Cores

**ARM** 

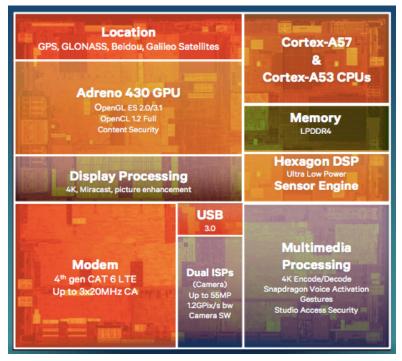
Adreno ISA

**GPU** 

Cryptographic Acceleration

**Custom-ISAs** 

Image Signal Processing



**Qualcomm Snapdragon 810** 

"Little" Cores

Thumb

Digital Signal Processing

Hexagon

Multimedia Processing

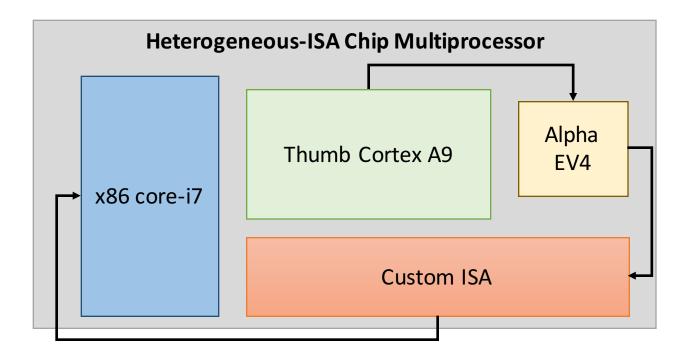
**NEON** 

Exploit both architectural (ISA) and micro-architectural heterogeneity to realize





## Heterogeneous-ISA Chip Multiprocessors

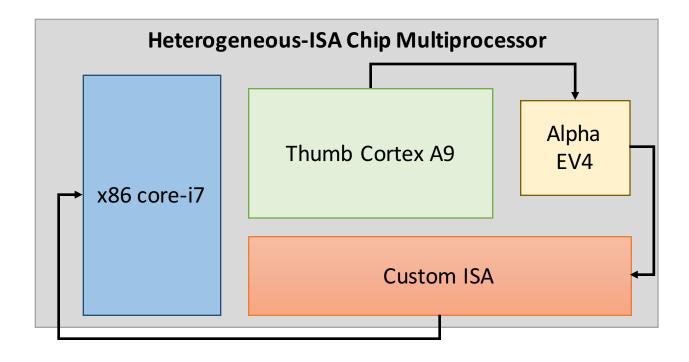


- Prior research suggests 21% performance gains and 23% energy savings over a single-ISA heterogeneous CMP targeted at general purpose computing.
- Instantaneous migration at <0.7% performance overhead allows different code regions to execute on the ISA of preference, and thereby maximize performance.





## Heterogeneous-ISA Chip Multiprocessors

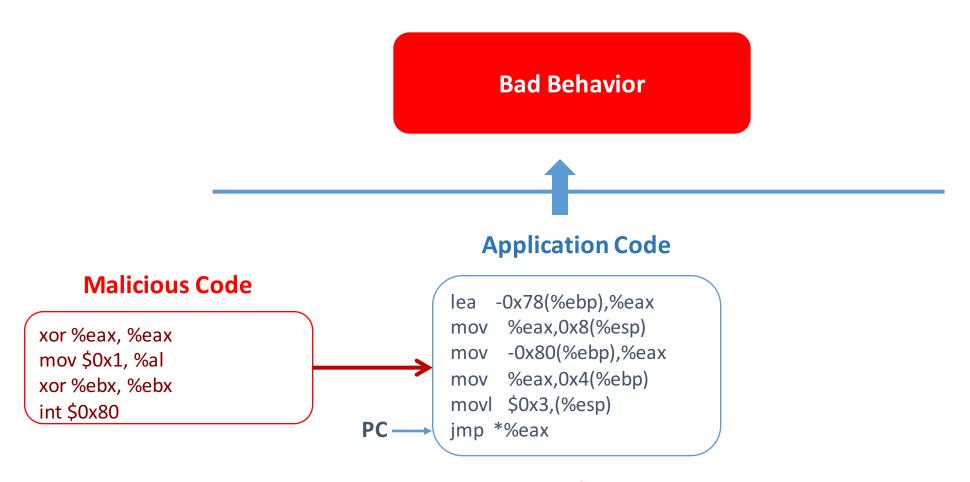


This talk will showcase the immense security potential of this architecture, in particular, to thwart Return-Oriented Programming.





## Buffer Overflow Exploits – Code Injection

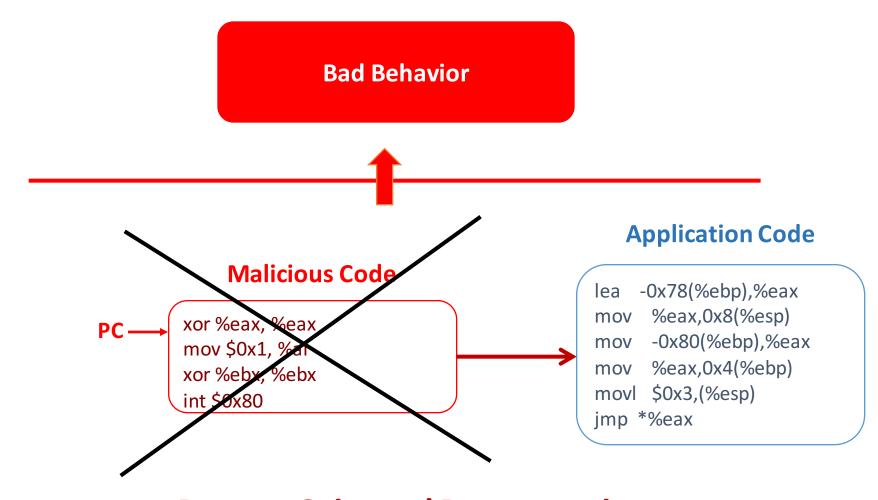








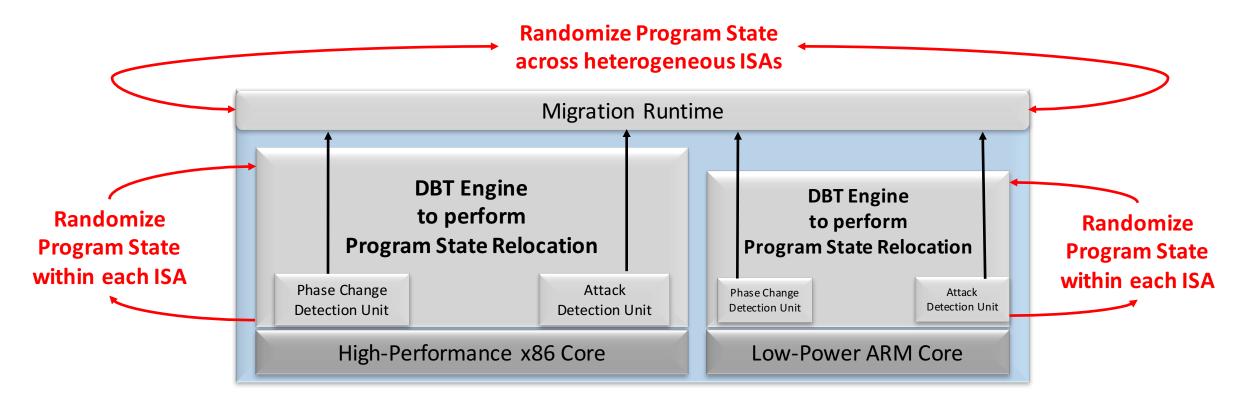
## Buffer Overflow Exploits – Code Reuse







## HIPStR: Heterogeneous-ISA Program State Relocation



Synergistically combines two strong and independent defense techniques:

- Binary Translation driven Program State Relocation
- Non-deterministic Execution Migration across Heterogeneous-ISAs





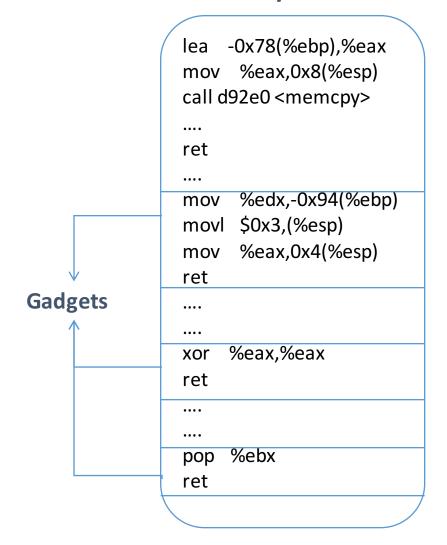
### Outline

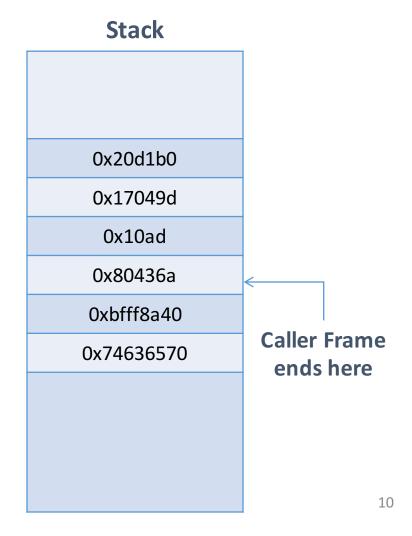
- Motivation
- Return-Oriented Programming
- HIPStR: Heterogeneous-ISA Program State Relocation
  - Program State Relocation
  - Heterogeneous-ISA Migration
- Evaluation
  - Brute Force attacks
  - JIT-ROP attacks
  - Tailored Anti-diversification attacks
- Key Points





### **Read only Text Section**





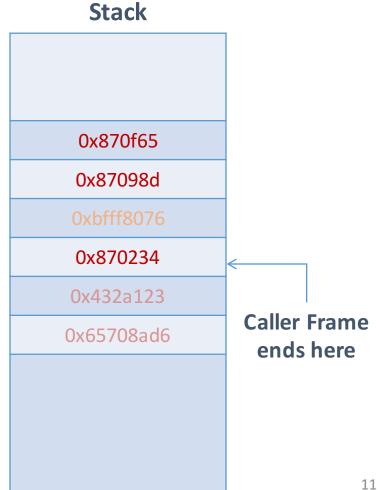




### **Read only Text Section**

```
-0x78(%ebp),%eax
mov %eax,0x8(%esp)
call d92e0 < memcpy>
....
ret
      %edx,-0x94(%ebp)
      $0x3,(%esp)
movl
      %eax,0x4(%esp)
mov
ret
     %eax,%eax
xor
ret
• • • •
     %ebx
pop
ret
```

### **Exploit buffer overflow**







### **Read only Text Section**

```
-0x78(%ebp),%eax
mov %eax,0x8(%esp)
call d92e0 <memcpy>
• • • •
ret
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mov
ret
• • • •
     %eax,%eax
xor
ret
• • • •
••••
     %ebx
pop
ret
```

### **Return To Gadget 1**

# Stack 0x870f65 0x87098d 0x870234 0x432a123 0x65708ad6

# Dynamic Execution Stream

pop %ebx





### **Read only Text Section**

```
-0x78(%ebp),%eax
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mov
ret
• • • •
     %eax,%eax
xor
ret
• • • •
••••
     %ebx
pop
ret
```

### **Return To Gadget 2**

#### Stack

0x870f65
0x87098d
0xbfff8076
0x870234
0x432a123
0x65708ad6

# Dynamic Execution Stream

pop %ebx xor %eax, %eax





### **Read only Text Section**

```
-0x78(%ebp),%eax
mov %eax,0x8(%esp)
call d92e0 < memcpy>
• • • •
ret
• • • •
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mov
ret
• • • •
     %eax,%eax
xor
ret
• • • •
••••
     %ebx
pop
ret
```

### **Return To Gadget 3**

# Stack 0x870f65 0x87098d 0xbfff8076 0x870234 0x432a123 0x65708ad6

## Dynamic Execution Stream

```
pop %ebx
xor %eax, %eax
mov %edx,-0x94(%ebp)
movl $0x3,(%esp)
mov %eax,0x4(%esp)
```





ROP thrives on 2 fundamental characteristics:

- Ability to hijack control flow
- Prior knowledge of gadget locations





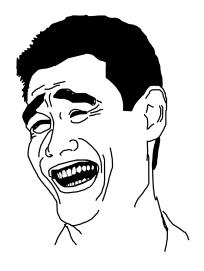
### ROP thrives on 2 fundamental characteristics:

- Ability to hijack control flow
  - Control Flow Integrity (CFI) Techniques take advantage of this.
  - Classic CFI: Constrain control flow to a pre-defined CFG (hard to accomplish without run-time knowledge).
  - Modern CFI: CCFIR, bin-CFI, Branch Regulation, Code Pointer Integrity.
- Prior knowledge of gadget locations

Several backdoors exist that can completely bypass modern CFI

- Missing the Point(er) (Oakland'15)
- Out of Control (Oakland'14)
- Control Flow Bending (USENIX Security'15)





ROP thrives on 2 fundamental characteristics:

- Ability to hijack control flow
- Prior knowledge of gadget locations
  - Code Randomization Techniques take advantage of this.
  - Gadget Location Randomization and Obfuscation proposed at module, function, basic block, and instruction levels.
  - Not "fool-proof". They just reduce the probability of a successful mount.

How easy is it to mount an attack with state-of-the-art randomization?

- Hacking Blind Brute Force attack possible in under 20 minutes.
- Information Leakage Just-In-Time ROP possible in 23 seconds.

Need more randomness and more resilience to information leakage





ROP thrives on 2 fundamental characteristics:

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ROP thrives on 4 fundamental characteristics:

- Ability to hijack control flow
- Prior knowledge of gadget locations
- Requires program state (registers/memory) to perform computation
- Knowledge of the underlying ISA

**More Randomness** 

Low Performance
Overhead



More Resilience to Information Leakage

Massive Attack
Surface Reduction





## Outline

- Motivation
- Return-Oriented Programming
- HIPStR: Heterogeneous-ISA Program State Relocation
  - Program State Relocation
  - Heterogeneous-ISA Migration
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  - JIT-ROP attacks
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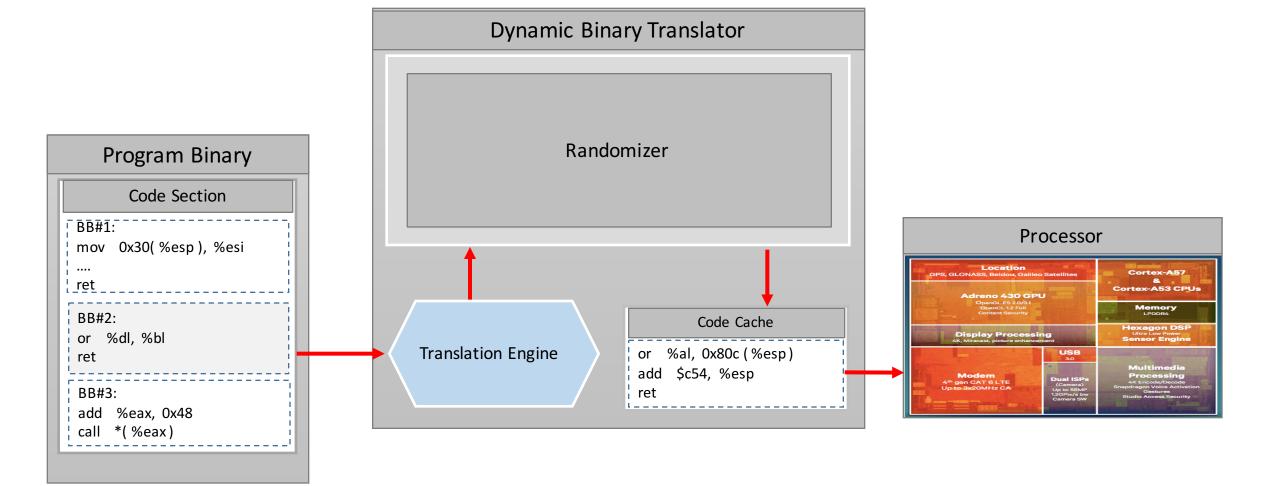
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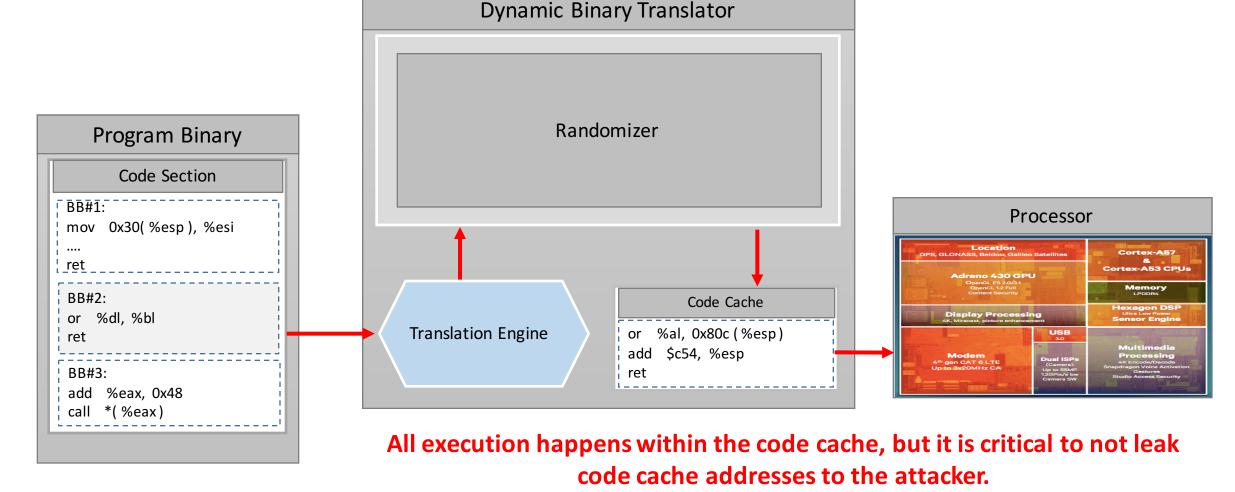
# Program State Relocation Architecture







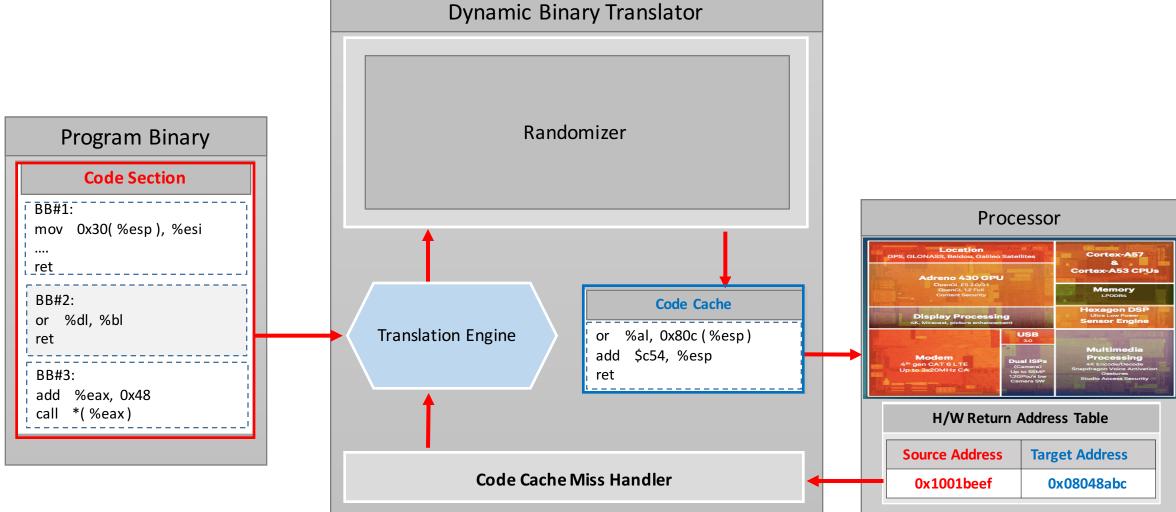
# Program State Relocation Architecture







# Program State Relocation Architecture





# Program State Relocation Example

### **ROP** gadget before PSR

or %dl,%bl

### **ROP** gadget after PSR

or %al,0x80c(%esp) add \$c54, %esp ret

### **Function-level Relocation Map**

#### **Registers:**

ebx -> [esp+0x80c] edx -> eax

esi -> [esp+0x1800] ebp -> PSR Temporary

### **Stack Objects:**

[esp+0x30] -> [esp + ox14a8] %RET -> [esp + 0xc58]





# Program State Relocation Example

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 $[esp+0x30] \rightarrow [esp + ox14a8]$ 

%RET -> [esp + 0xc58]



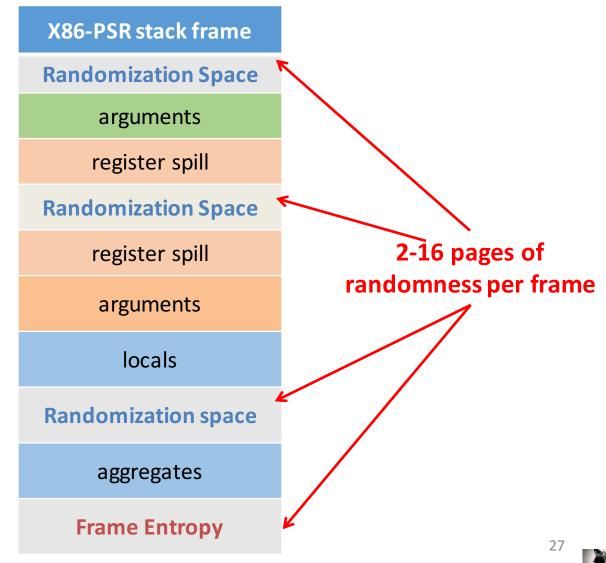
# How much randomness does PSR provide?

registers spill

locals and temporaries (high to low)

argument n
...
argument 0

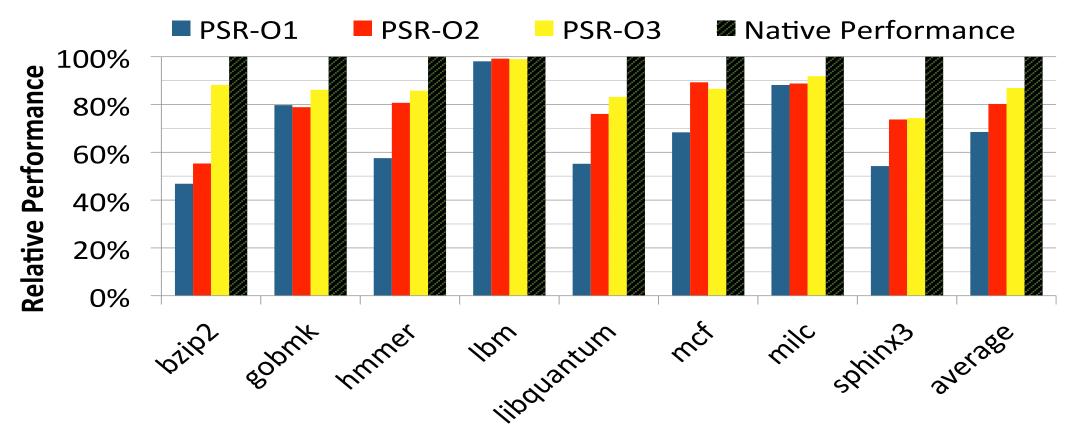
Each instruction operand can relocate to 2<sup>13</sup>-2<sup>16</sup> random stack objects.







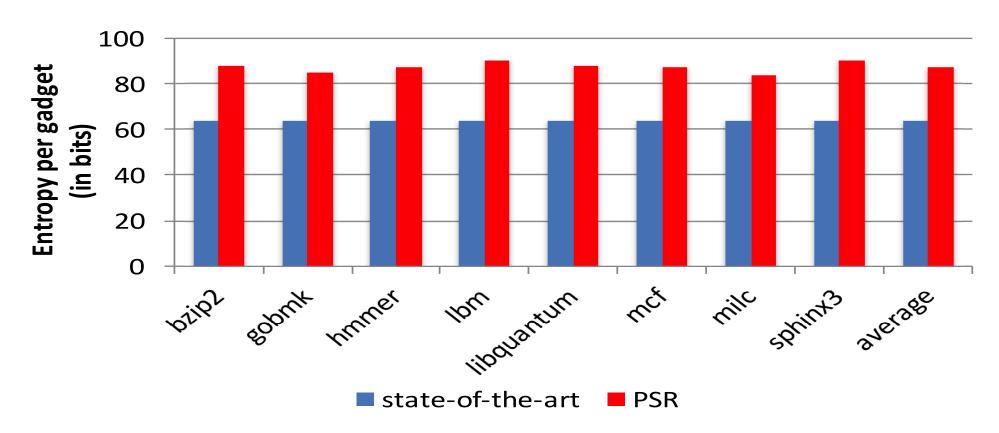
# Program State Relocation Performance



- > Overall performance degradation vs native unsecure execution = 13%
- > Speedup over competition = 16%



# Program State Relocation Entropy



- Entropy provided by PSR supersedes state-of-the-art defenses (64-bits)
- > Entropy provided by PSR can be orthogonally applied on other defenses





# Is PSR capable of detecting an attack?

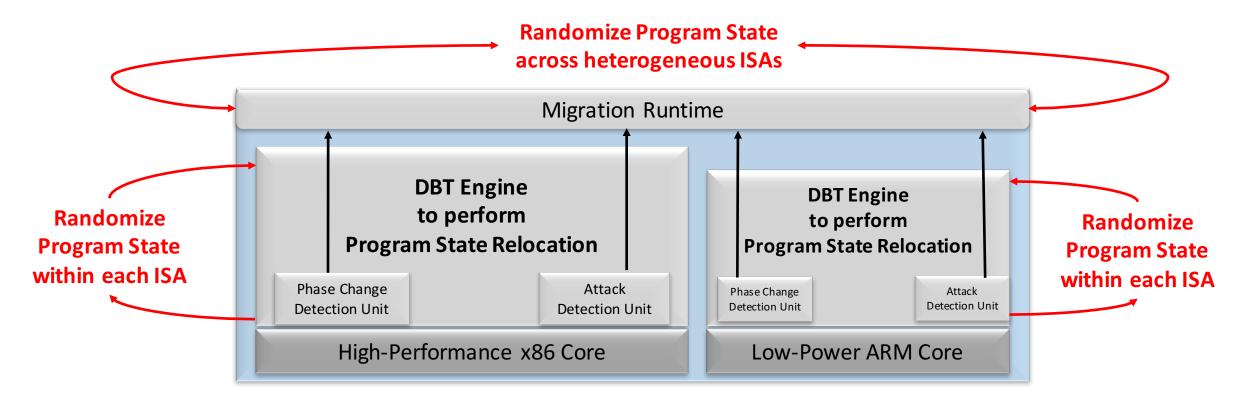
Yes, code cache misses triggered by indirect control transfers could potentially mean a security breach.

- Compulsory miss: An indirect jump/return to a basic block that was never translated by PSR.
- Conflict miss: An indirect jump/return to a basic block that was previously evicted.
- ROP attack: An indirect jump/return that can hijack control-flow.





## HIPStR: Heterogeneous-ISA Program State Relocation



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Low Performance
Overhead



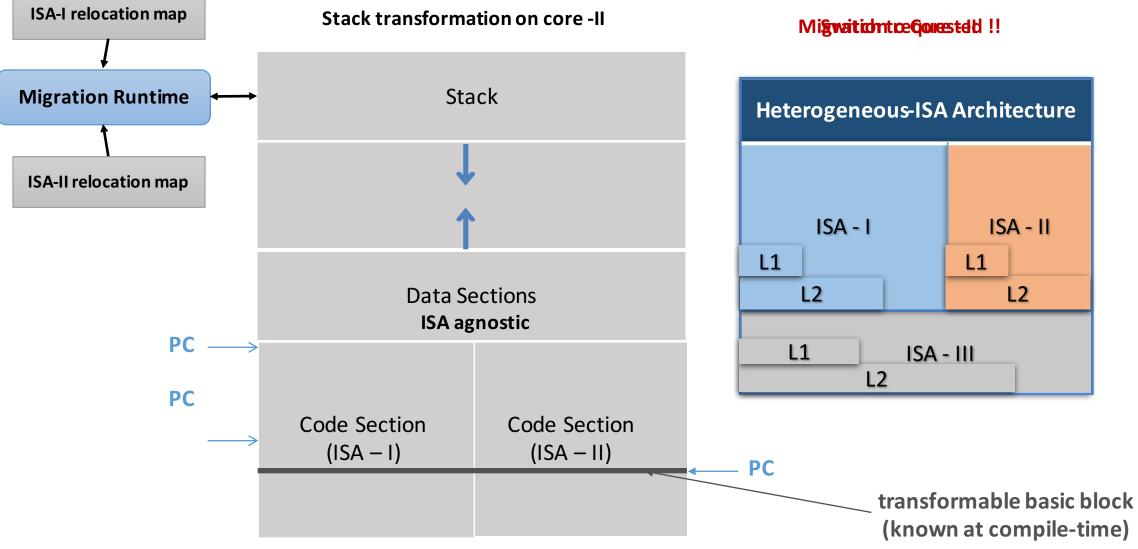
More Resilience to Information Leakage

Massive Attack
Surface Reduction





## Execution Migration in a Heterogeneous-ISA CMP







## When is the right time to migrate?

- Performance-induced Migrations:
  - Migrate execution when a program phase-change alters the ISA of preference.
  - Provides as much as 9% additional speedup, sacrificing only 0.3% for migration overhead.

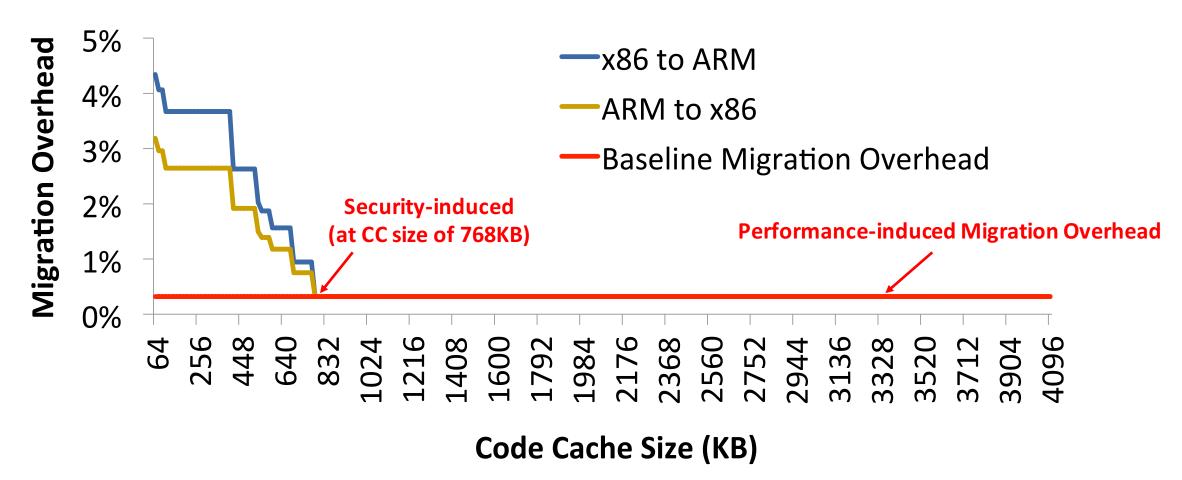
- Security-induced Migrations:
  - Migrate execution (probabilistically) when an indirect control transfer misses the code cache.
  - Forces an attacker to chain gadgets from different ISAs, making exploit generation extremely difficult.





# Migration Overhead

(in the absence of an attack)



With a code cache as small as 768KB, we perform no security-induced migrations in the absence of an attack.





## HIPStR: Heterogeneous-ISA Program State Relocation

PSR renders brute-force attacks computationally infeasible



Heterogeneous-ISA migration shields PSR from JIT-ROP attacks

Together, they form a formidable defense





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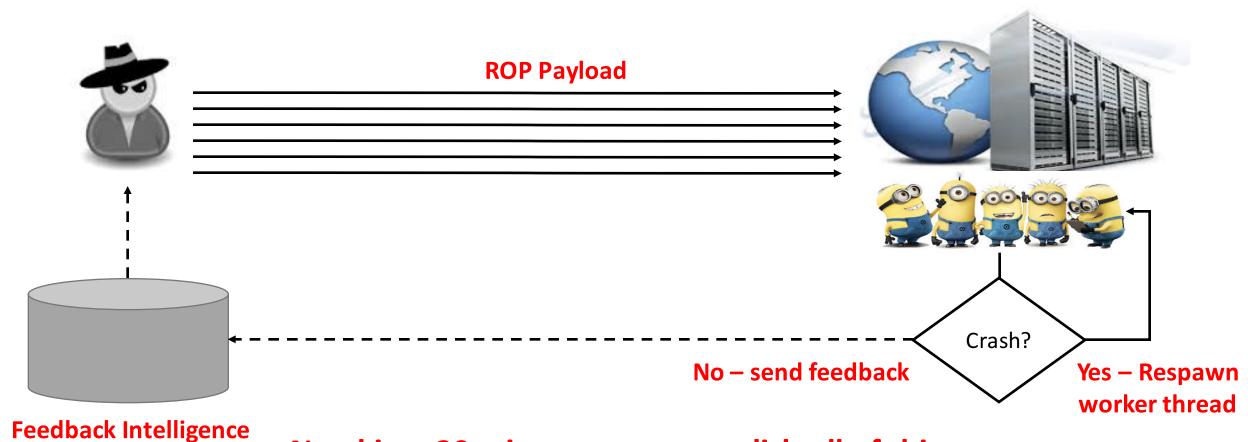




## **Brute Force Attacks**

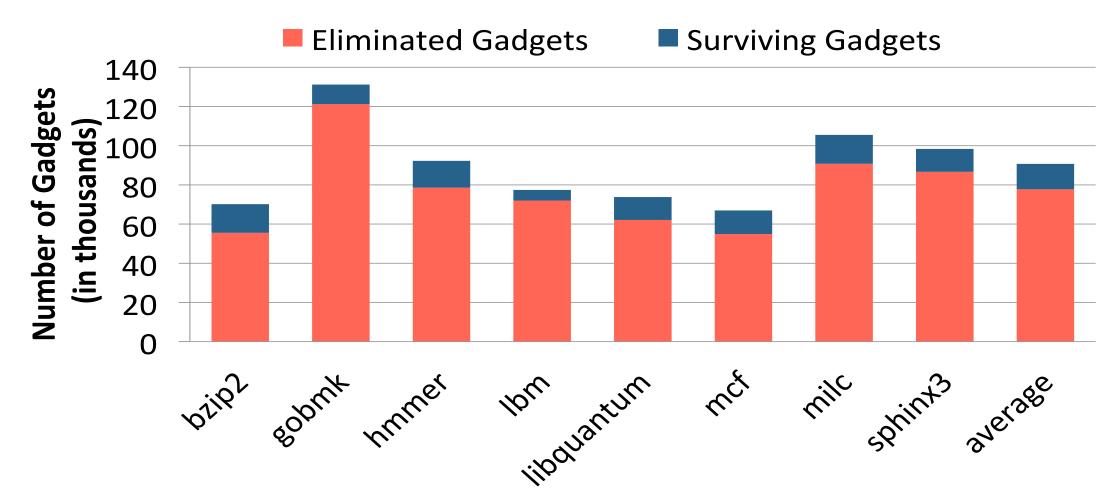
Goal: Construct a simple 4-gadget shellcode exploit.

i.e., populate %eax, %ebx, %ecx, and %edx with attacker-provided values.





## Brute Force Attack Surface under PSR



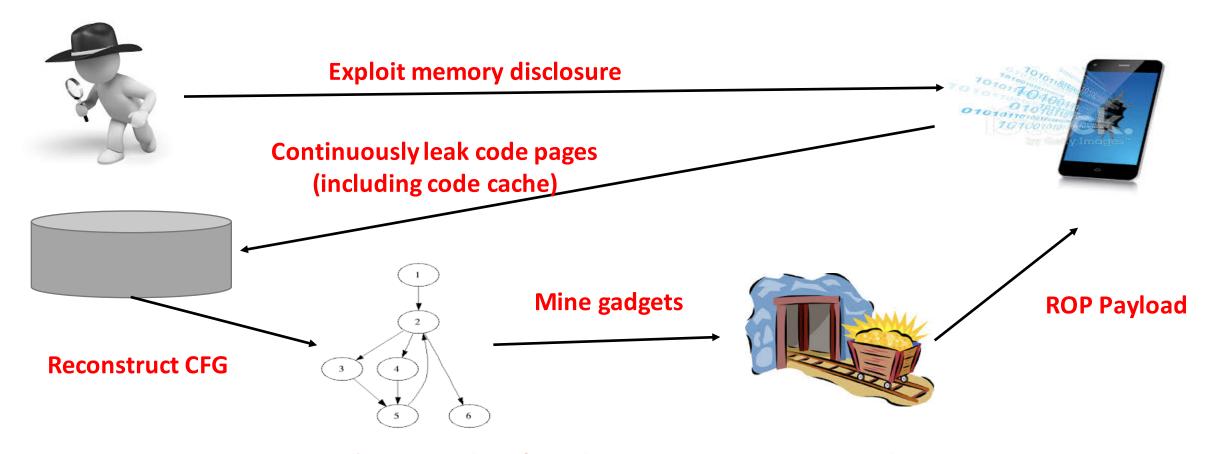
Best Case Scenario: Brute Force with surviving gadgets would take 56 trillion years to break PSR



## Just-In-Time Code Reuse Attacks

Goal: Construct a simple 4-gadget shellcode exploit.

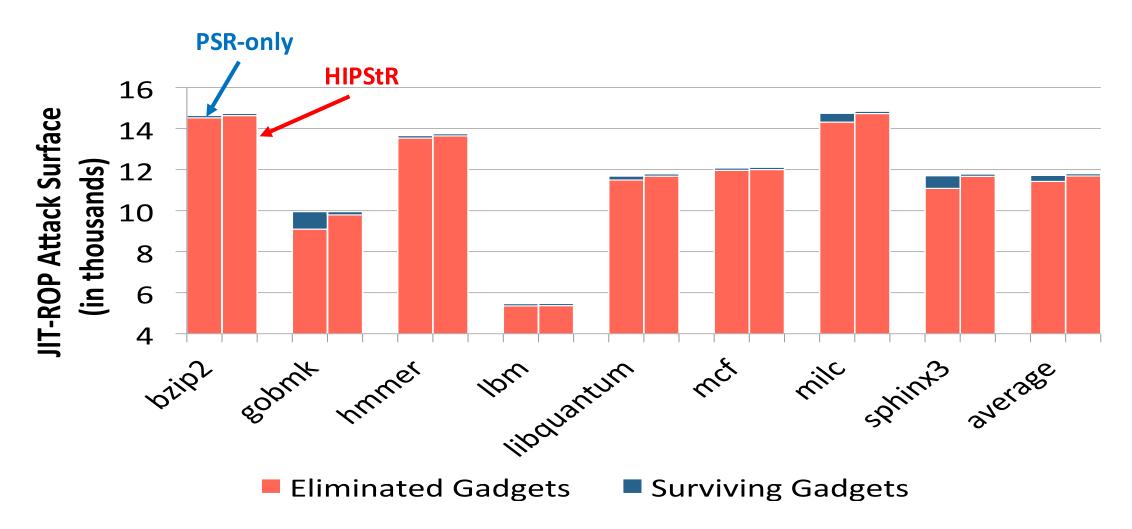
i.e., populate %eax, %ebx, %ecx, and %edx with attacker-provided values.







## JIT-ROP Attack Surface under HIPStR



Only 27 gadgets bypass migration - insufficient to construct a simple shellcode exploit.

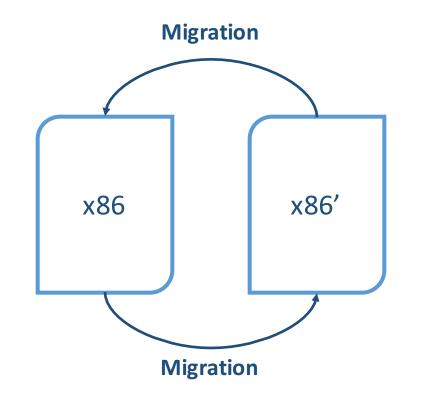




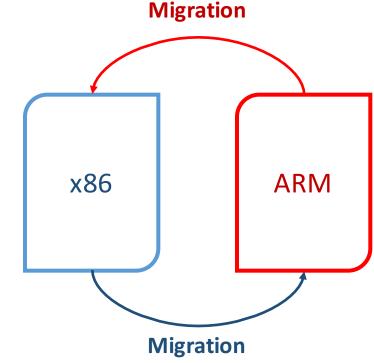
# Software Diversity vs ISA Diversity

Isomeron (NDSS 2015):

Why not migrate execution to a randomized version (isomer) of the same ISA at the flip of a coin?











## Tailored Anti-Diversification Attacks

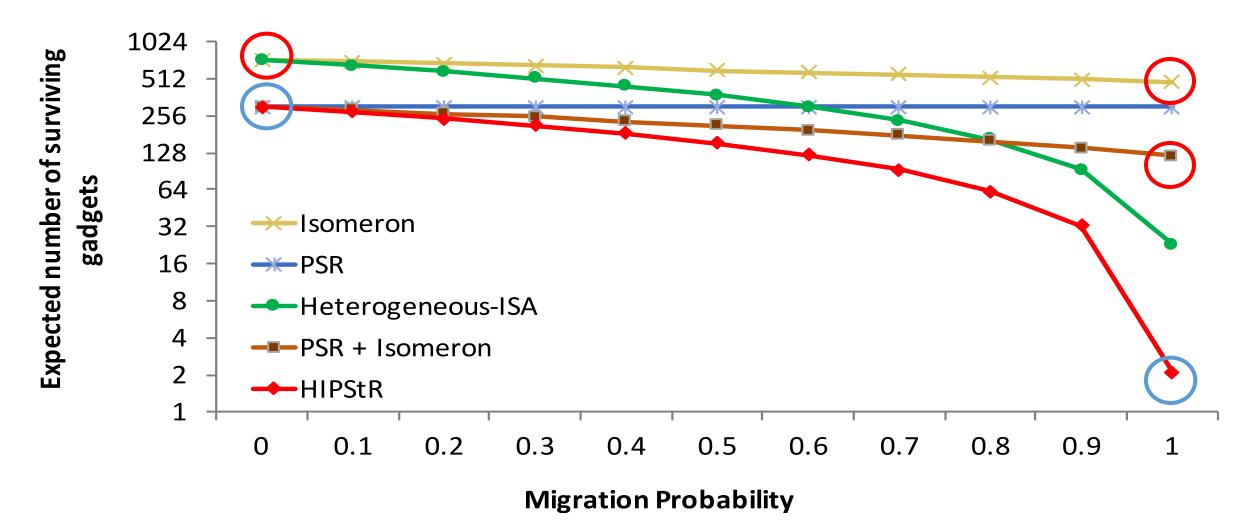
### Goal: Stitch together gadgets across heterogeneous-ISAs (or isomers)

- NOP gadgets: Gadget performs useful operation in one ISA (isomer) and acts as a NOP in another.
- Immutable gadgets: Gadget performs the same operation on both ISAs (isomers) without clobbering any previously stored values.





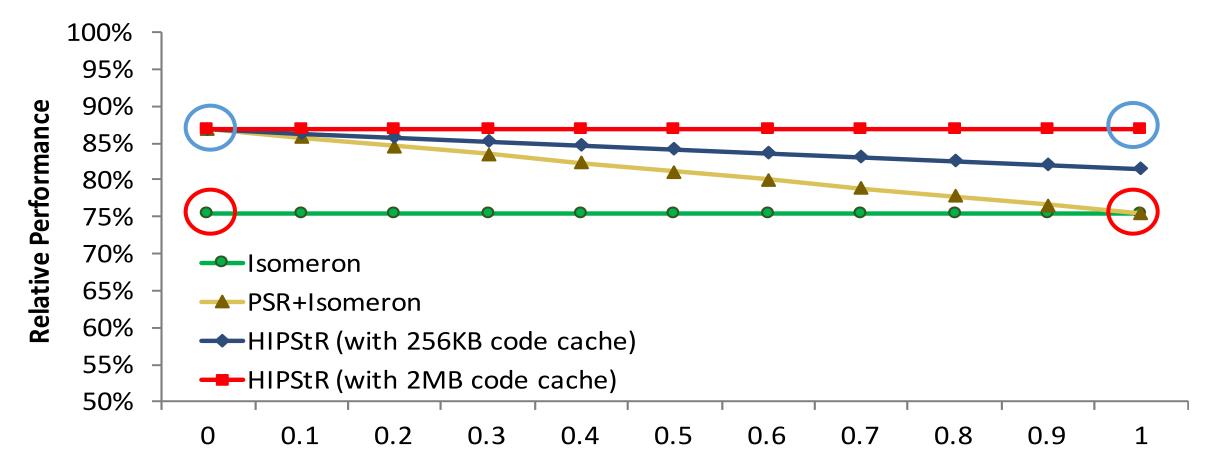
## HIPStR Attack Surface Reduction





Hundreds of gadgets survive Isomeron, but only 2 gadgets survive HIPStR

## HIPStR Performance



**Migration Probability** 

HIPStR outperforms Isomeron by an average of 15.6%





## **Key Points**

- Harnessing ISA Diversity is important it not just beneficial in terms of performance and efficiency, but provides immense security benefits.
- HIPStR removes one of the last remaining constants available to the attacker – knowledge of the underlying ISA.
- HIPStR outperforms the only other JIT-ROP defense by 15.6%, while simultaneously providing greater protection against JIT-ROP, Blind-ROP, and many evasive variants.







Thank You!