

Zero-Overhead Resilient Operation Under Pointer Integrity Attacks

Mohamed Tarek Ibn Ziad, Miguel Arroyo, Evgeny Manzhosov,
and Simha Sethumadhavan



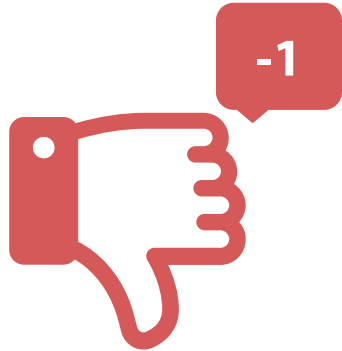
Columbia University
06/16/2021







Inefficient security inconveniences the user



Most end users want security,
but do not want the inconvenience of having it.





Inefficient security inconveniences the user



Slow Performance

User want a snappy experience and security tends to detract from it.



Inefficient security inconveniences the user



Slow Performance

User want a snappy experience and security tends to detract from it.



Energy Drain

Inefficient protections drain precious resources such as battery.



Inefficient security inconveniences the user



Slow Performance

User want a snappy experience and security tends to detract from it.



Energy Drain

Inefficient protections drain precious resources such as battery.



System Stability

Users can't be bothered with updates and patches.





Inefficient security inconveniences the user



Slow Performance

User want a snappy experience and security tends to detract from it.



Energy Drain

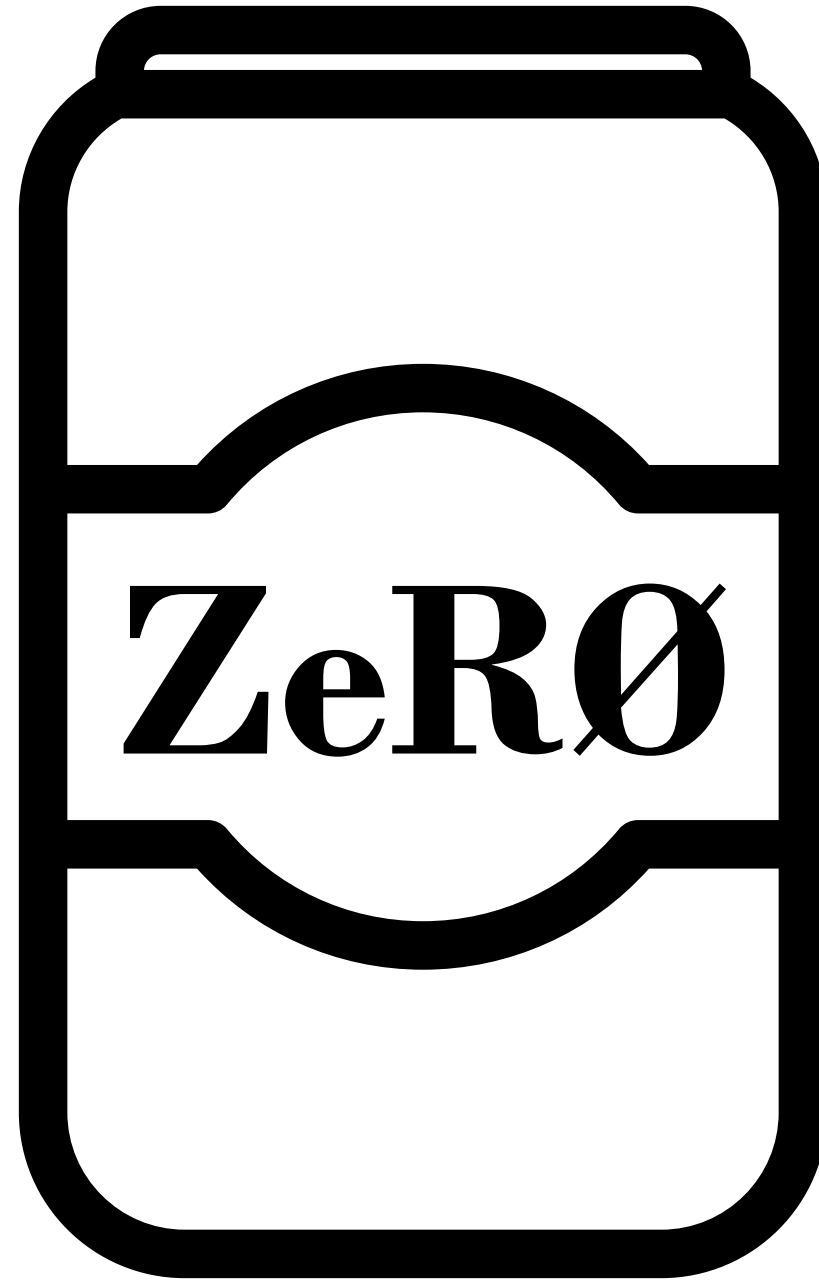
Inefficient protections drain precious resources such as battery.



System Stability

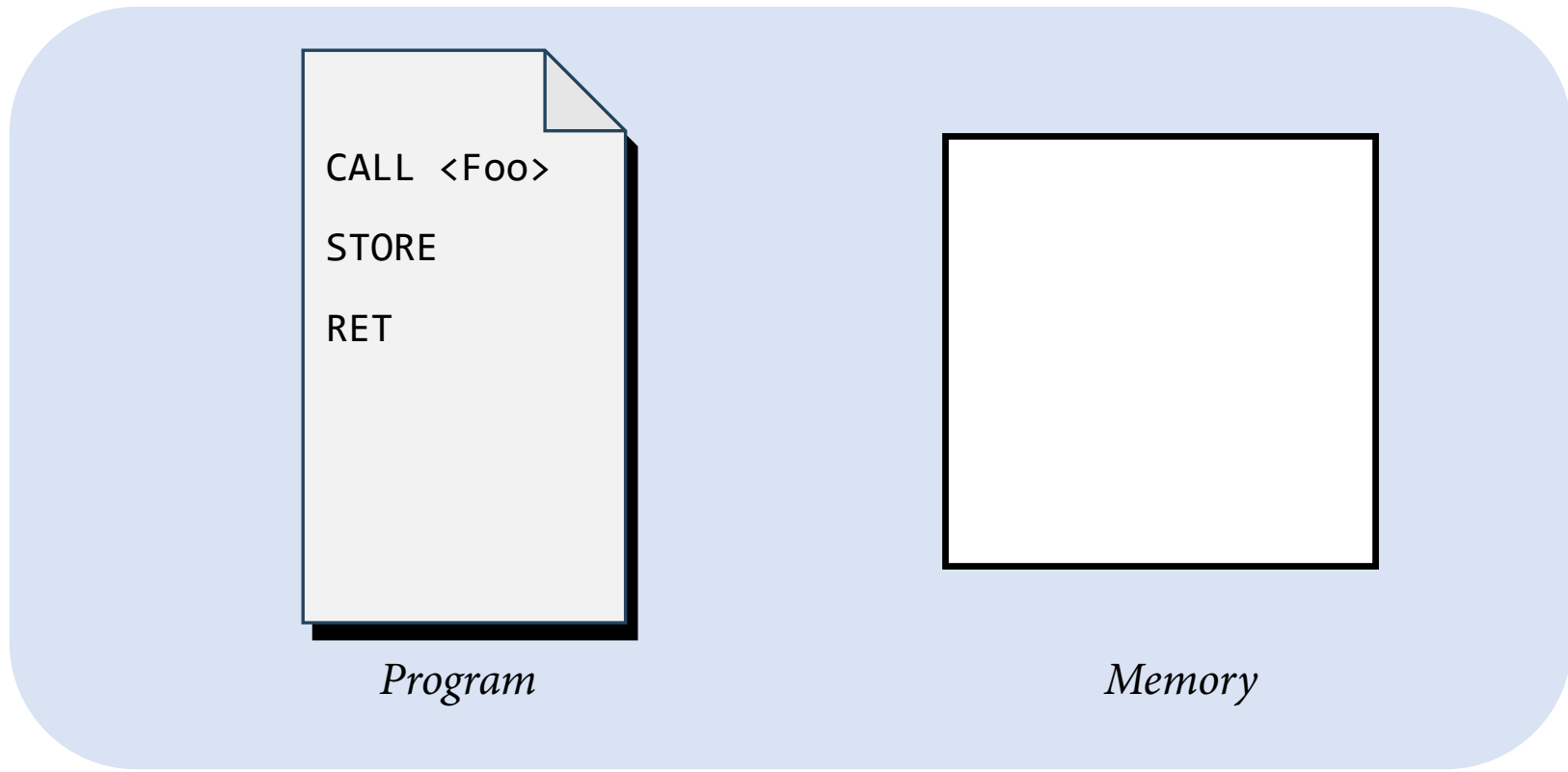
Users can't be bothered with updates and patches.



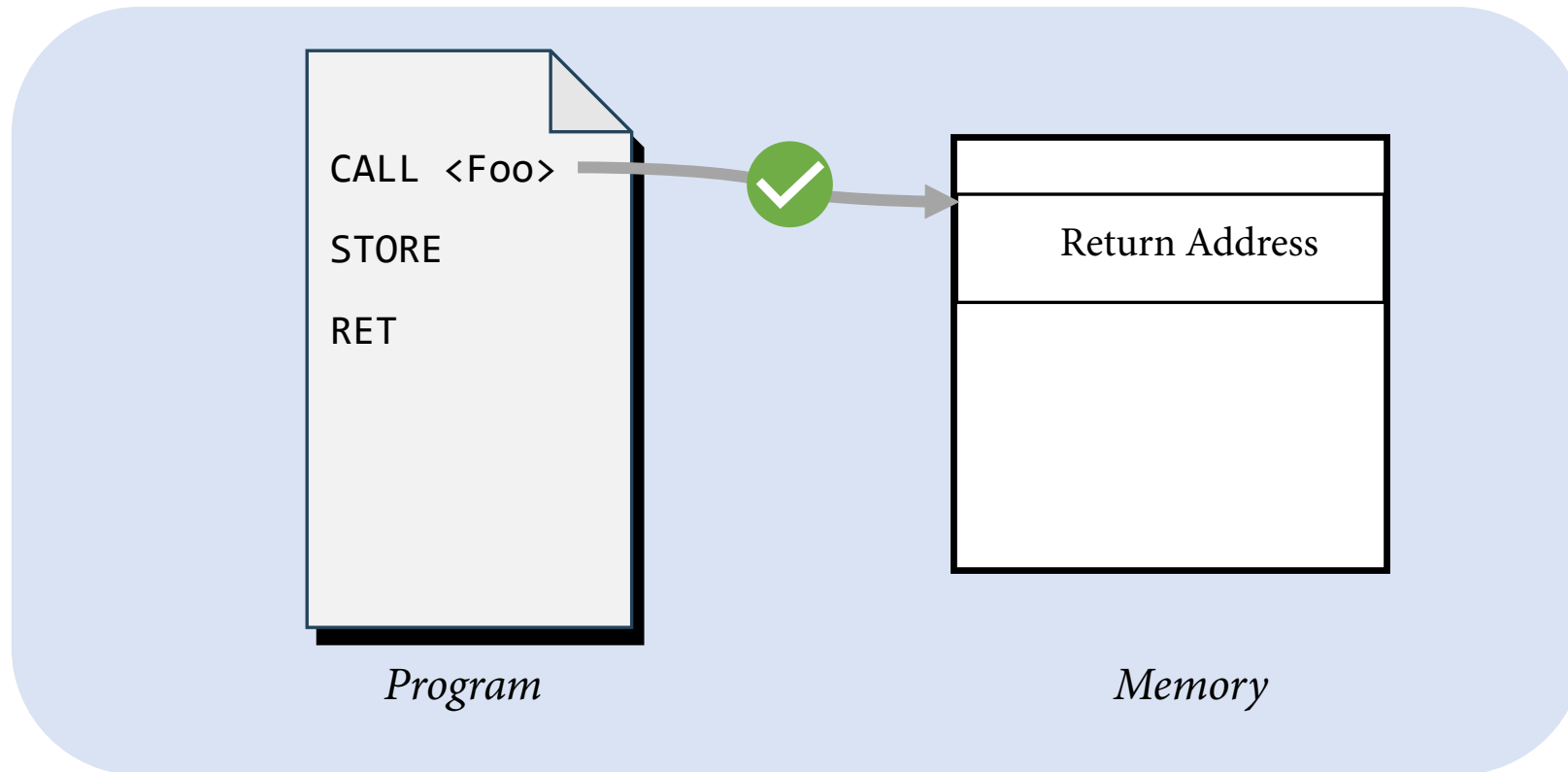




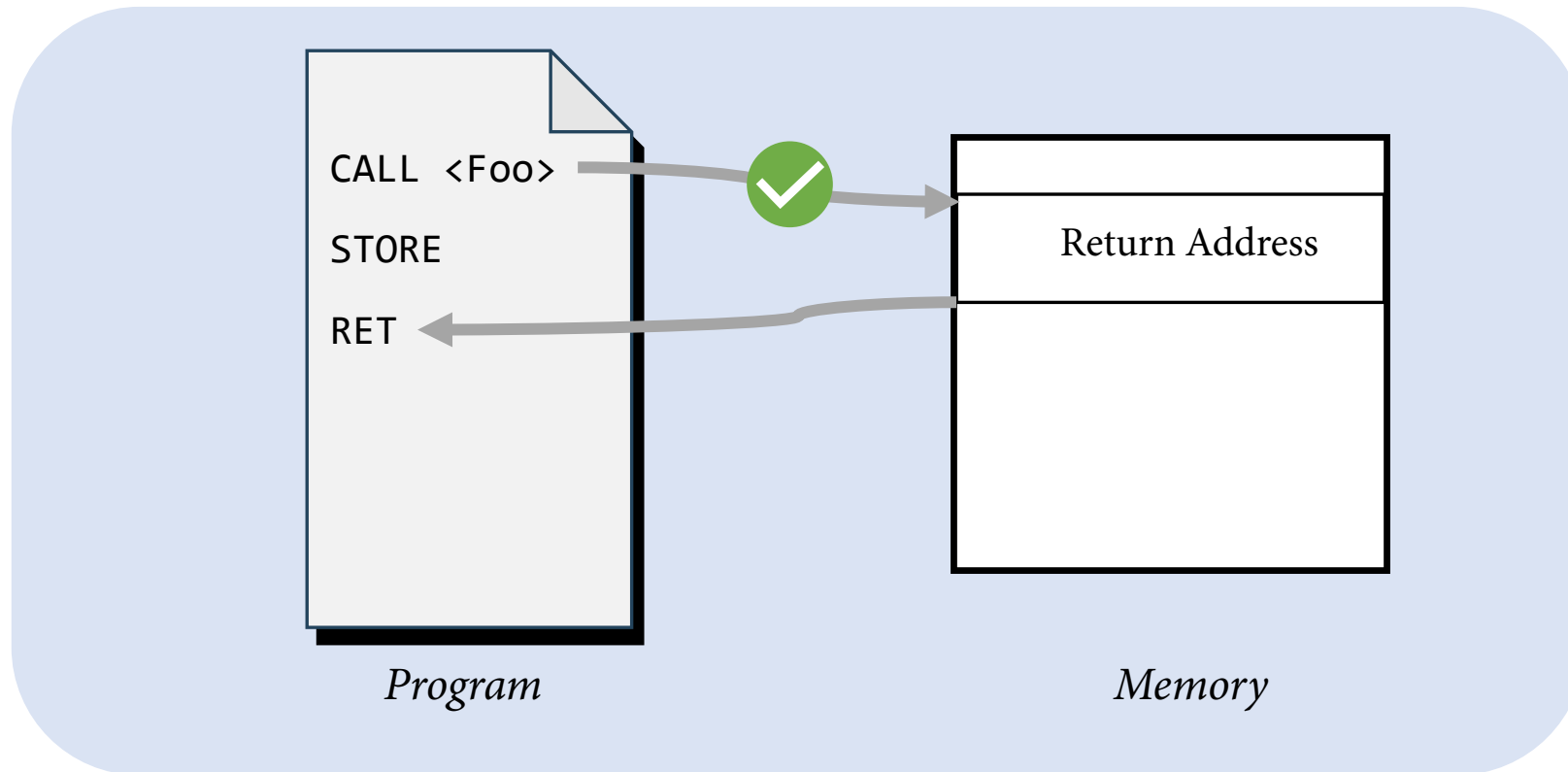
Return Address Protection



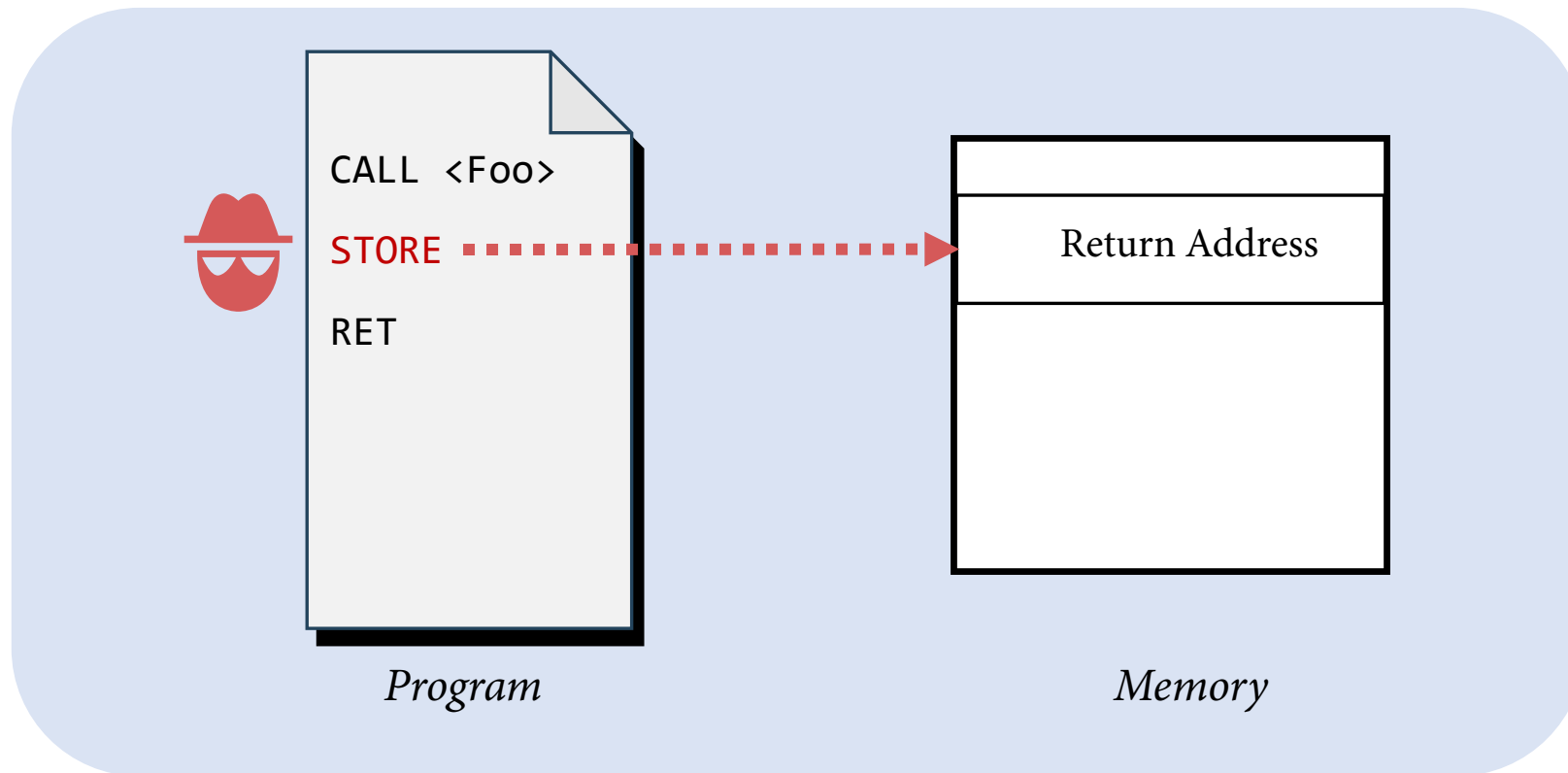
Return Address Protection



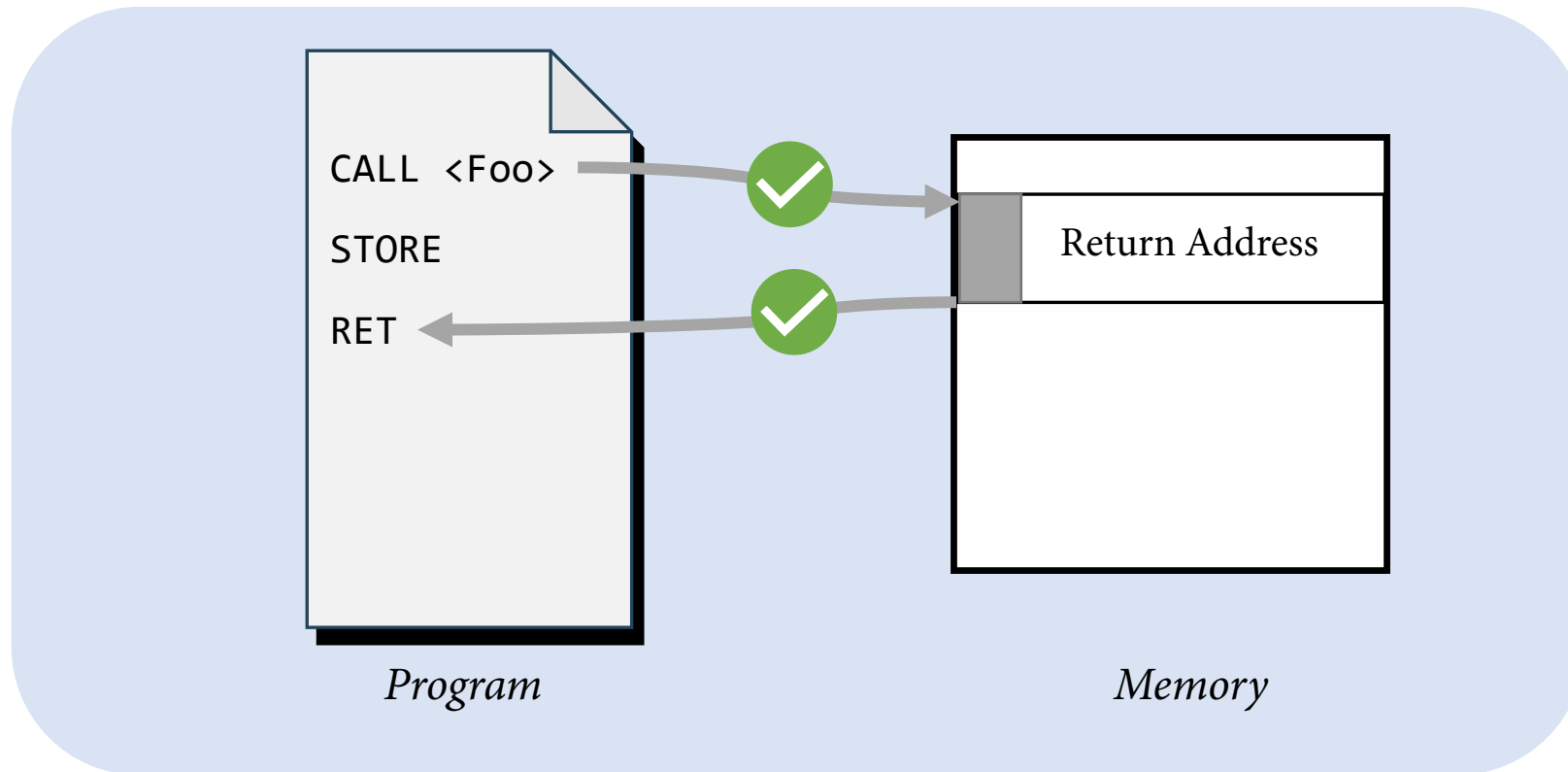
Return Address Protection



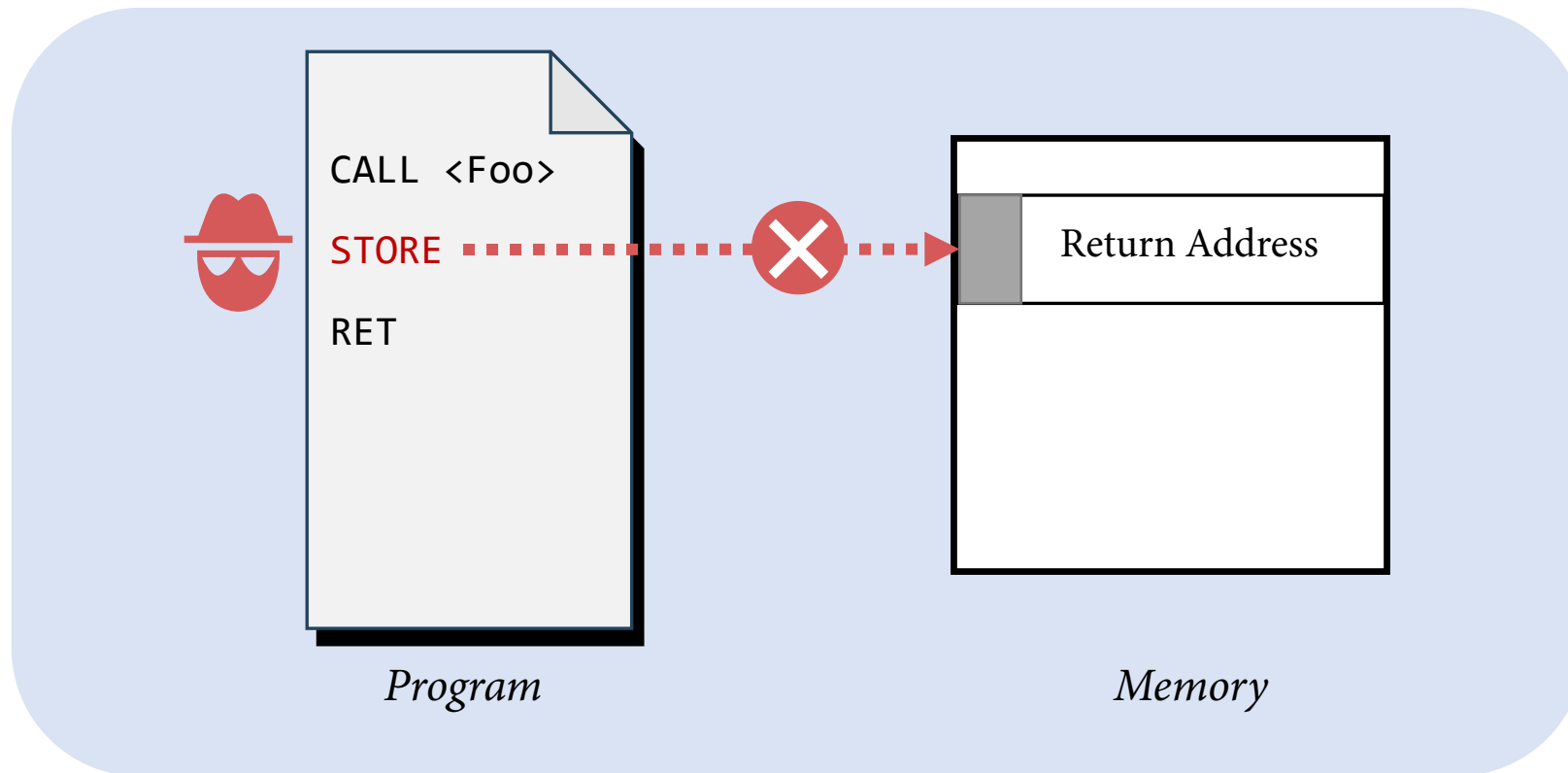
Return Address Protection



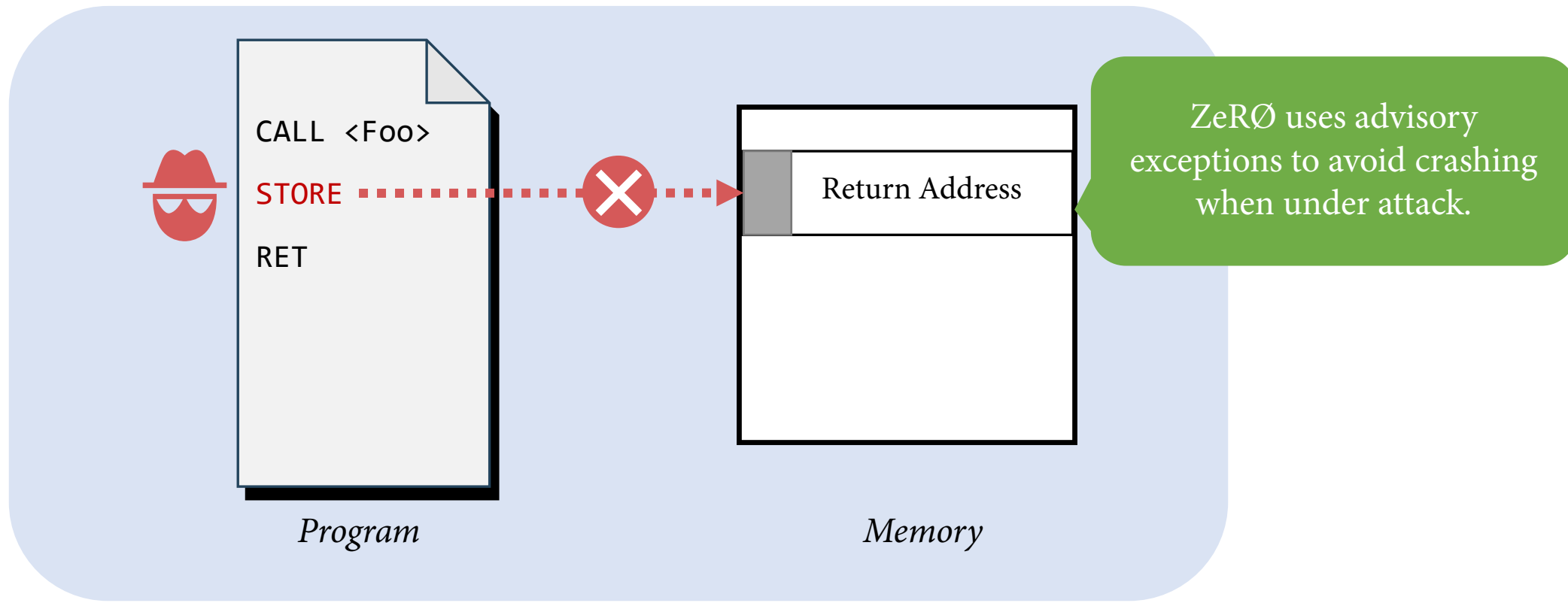
Return Address Protection



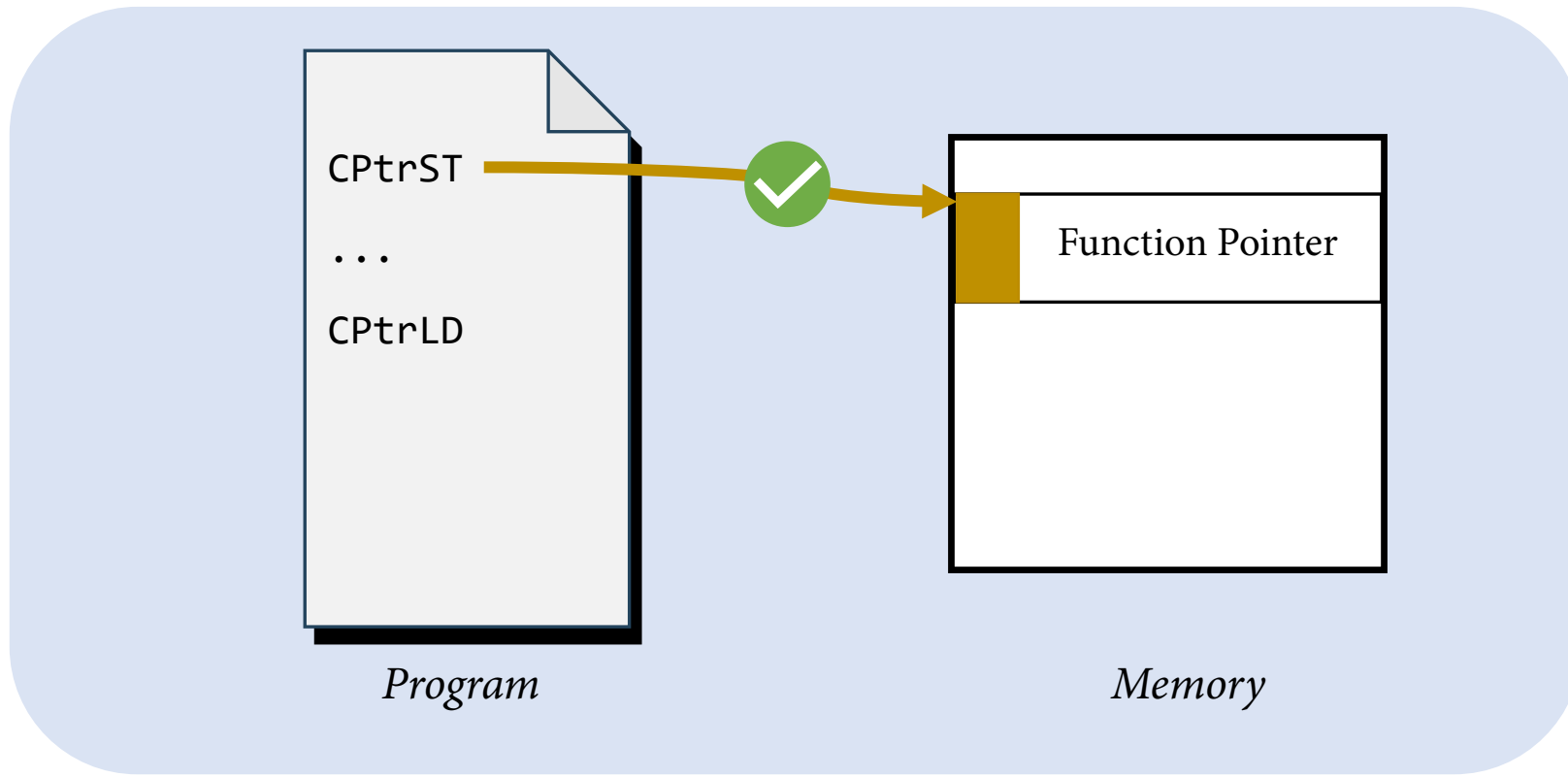
Return Address Protection



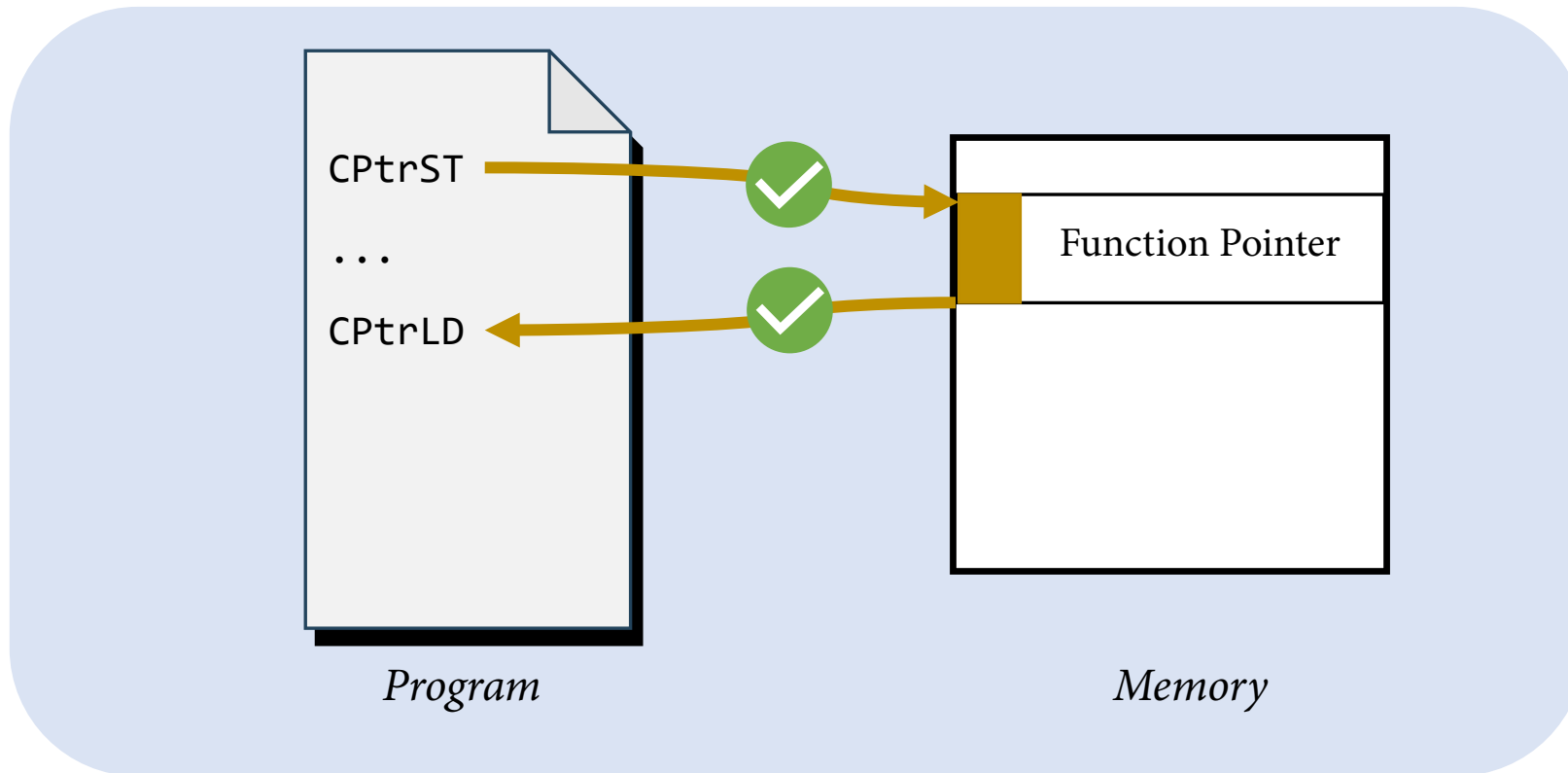
Return Address Protection



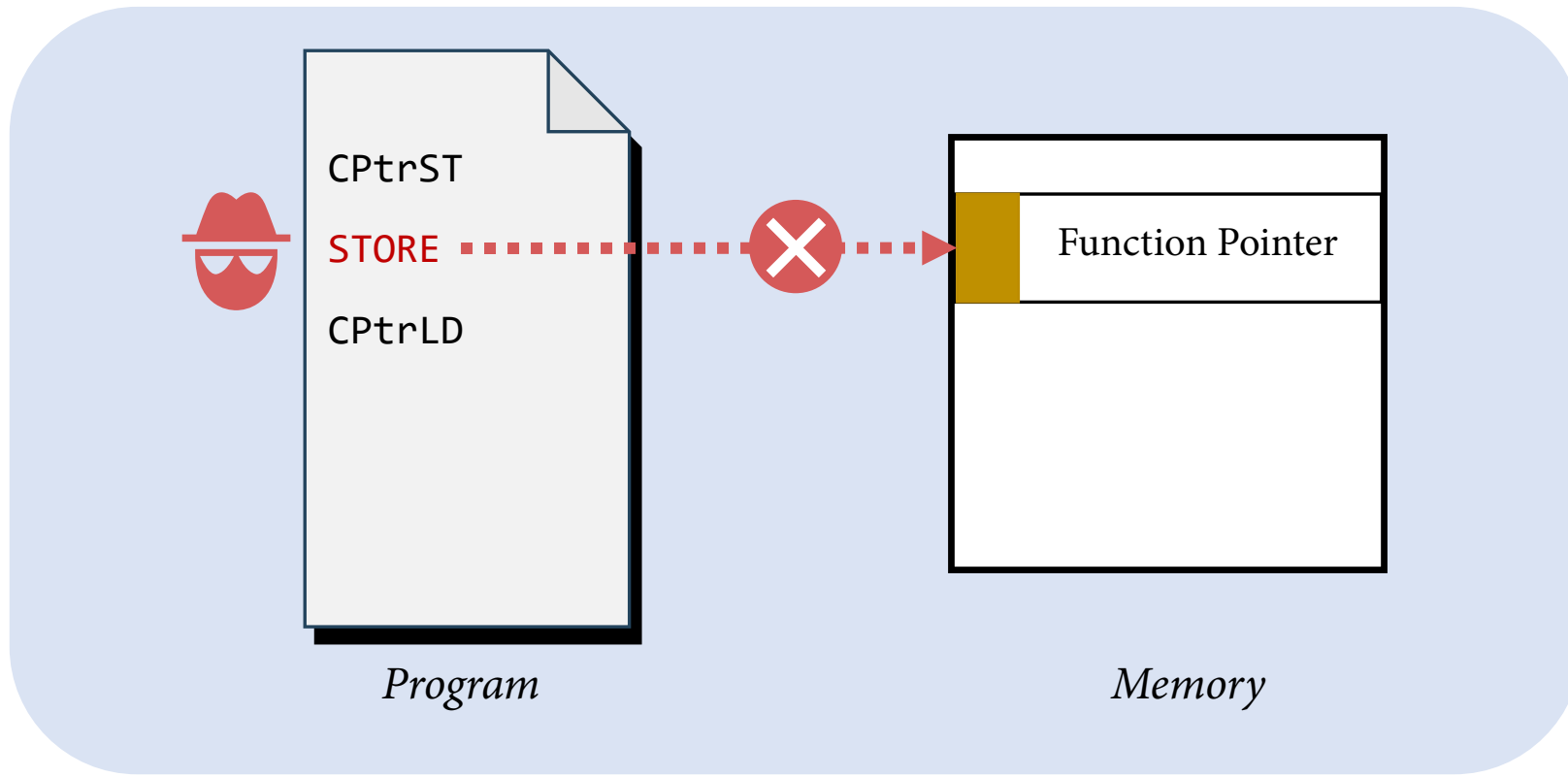
Code Pointer Integrity



Code Pointer Integrity

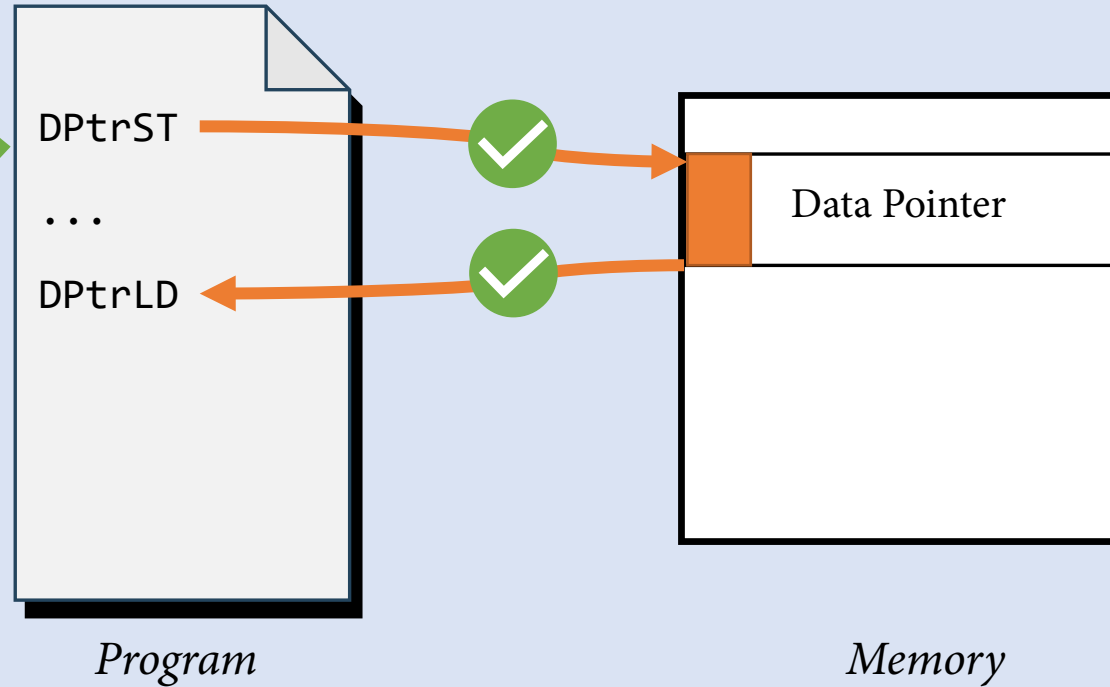


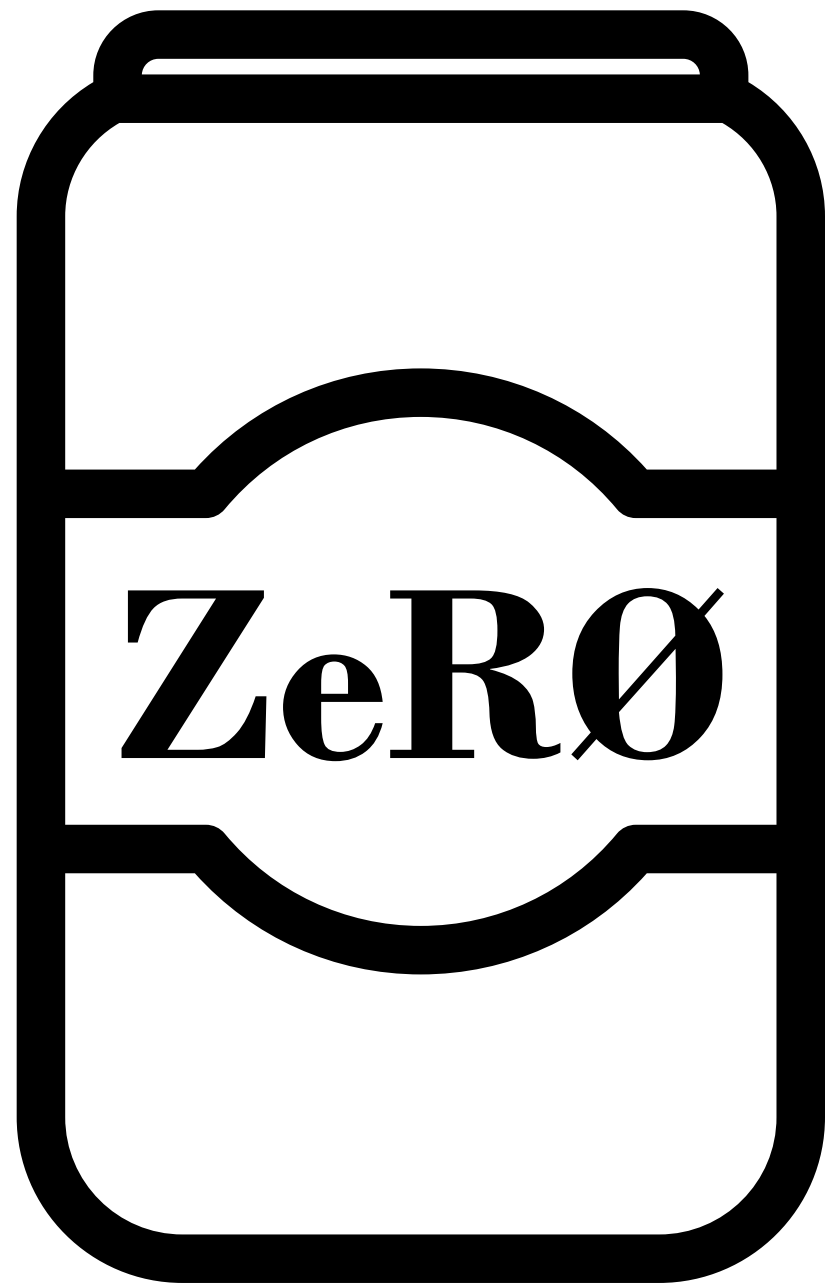
Code Pointer Integrity



Data Pointer Integrity

Works in the same way as Code Pointer Integrity but for data pointers!





ISA Extensions



ZeRØ ISA Extensions

1

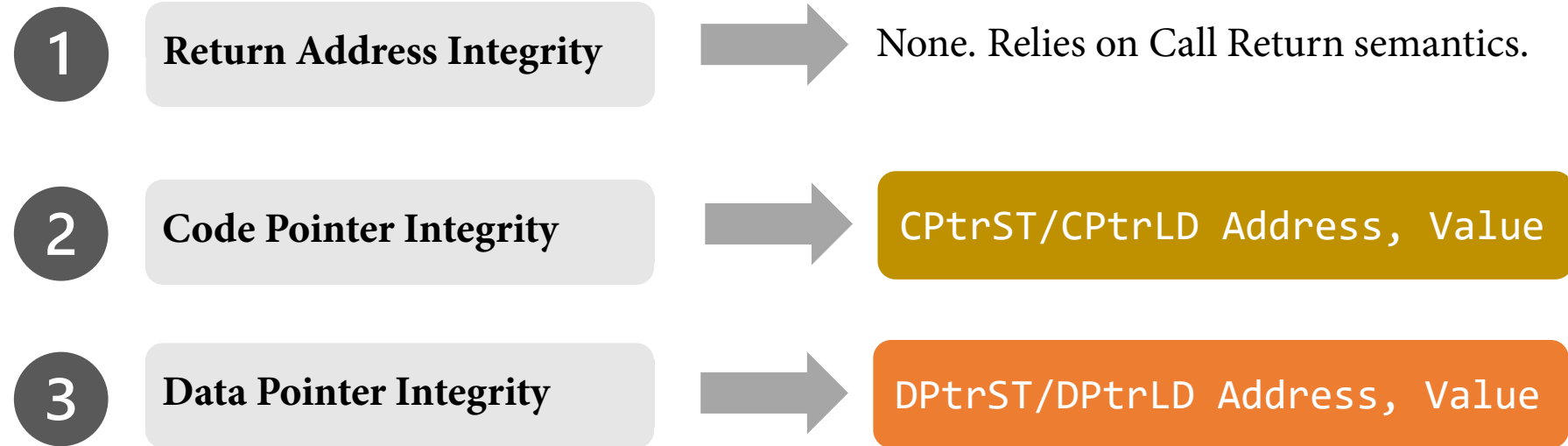
Return Address Integrity



None. Relies on Call Return semantics.

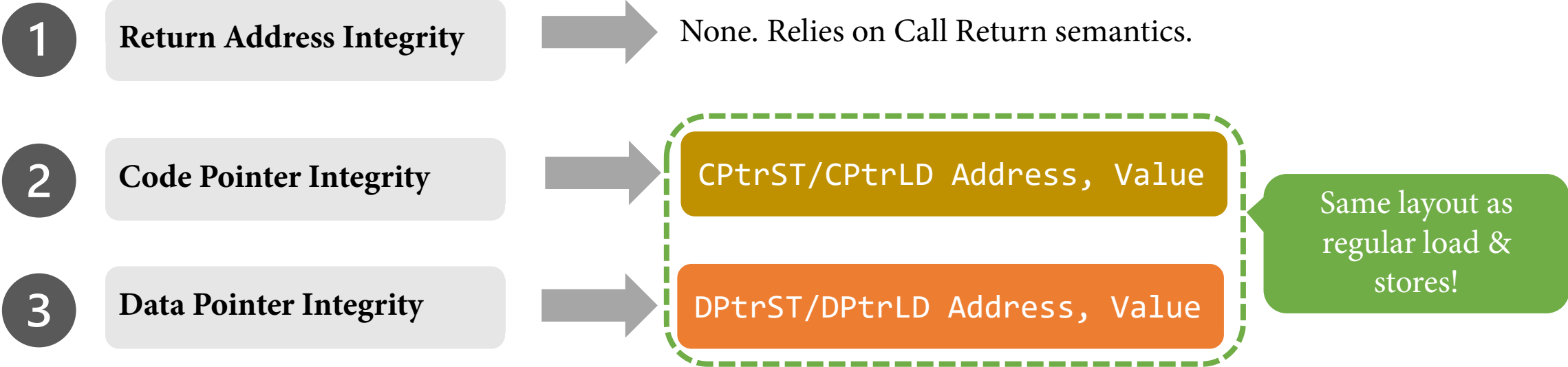


ZeRØ ISA Extensions



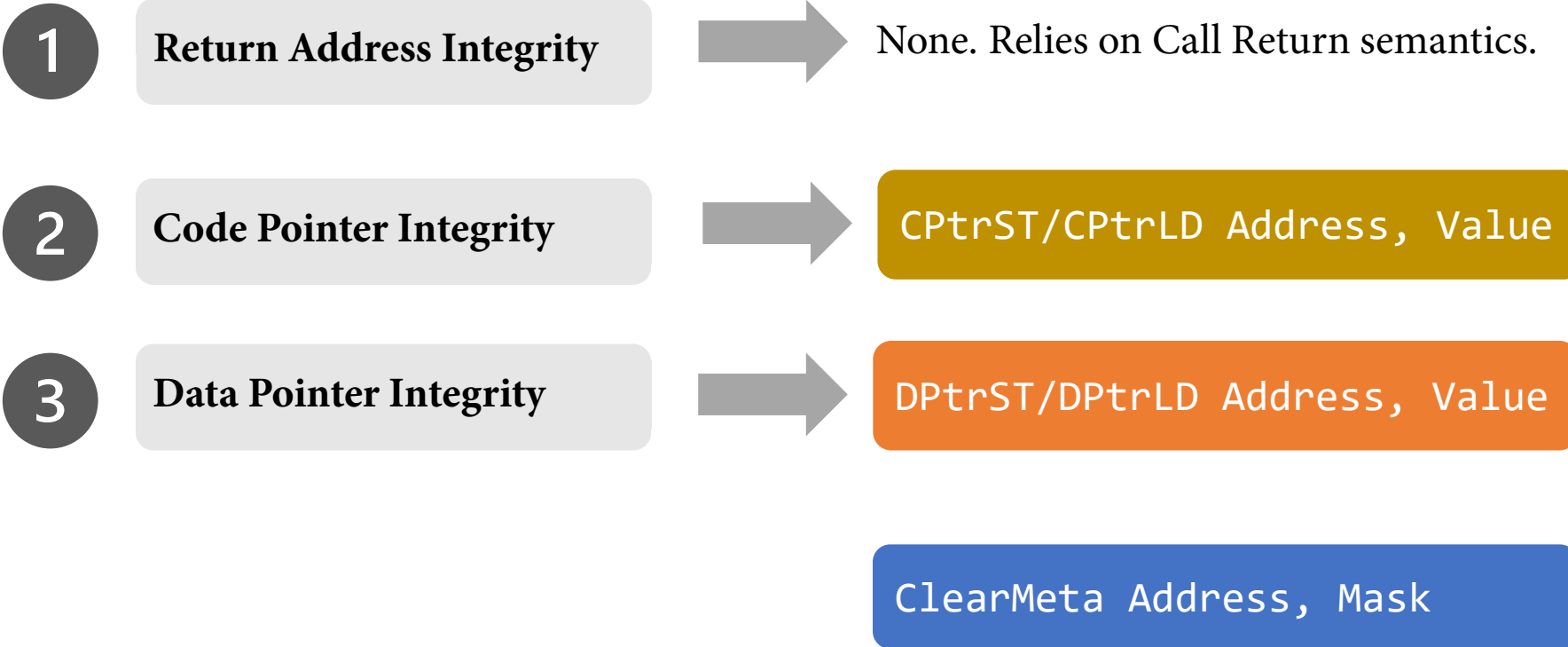


ZeRØ ISA Extensions





ZeRØ ISA Extensions





ZeRØ ISA Extensions

1 Return Address Integrity → None. Relies on Call Return semantics.

2 Code Pointer Integrity → CPtrST/CPtrLD Address, Value

3 Data Pointer Integrity → DPtrST/DPtrLD Address, Value

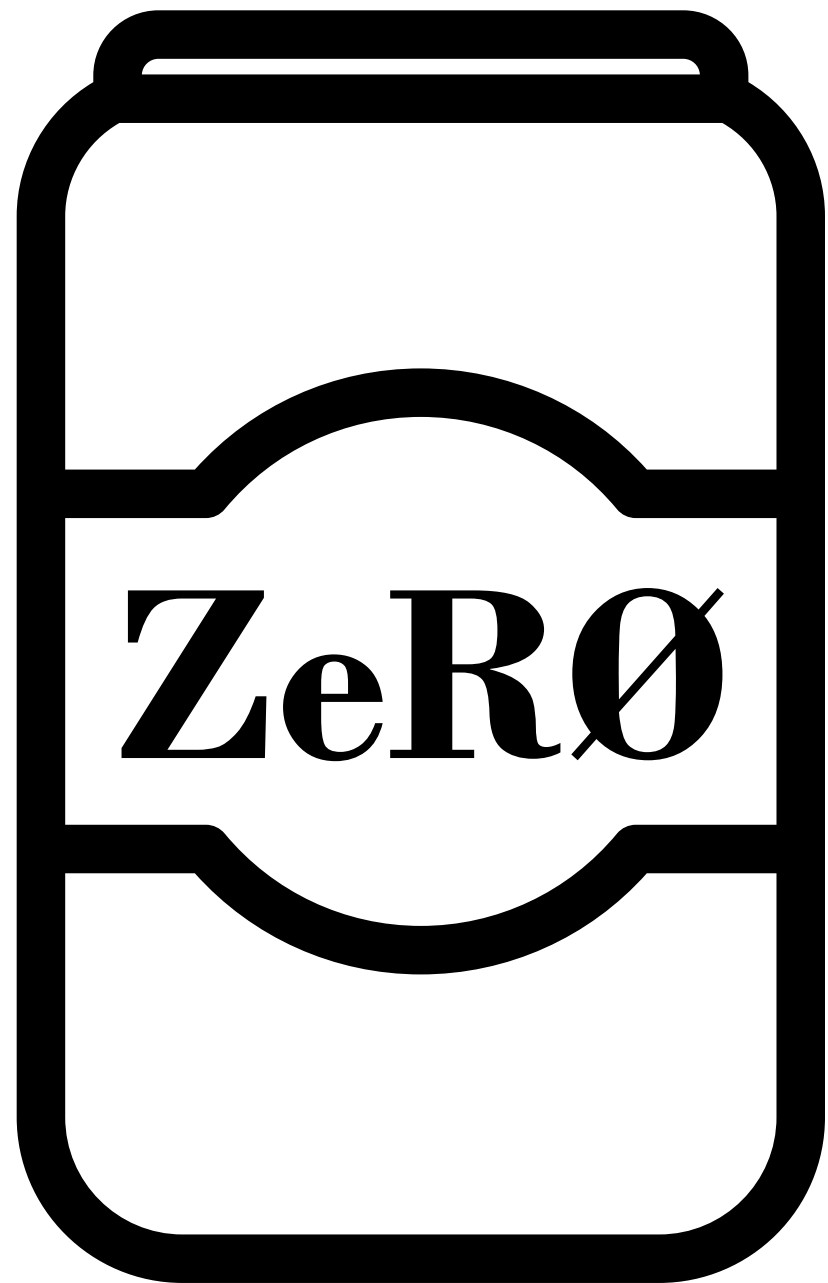
ClearMeta Address, Mask

Invoked on free or delete.



How can we keep track of ZeRØ bits?

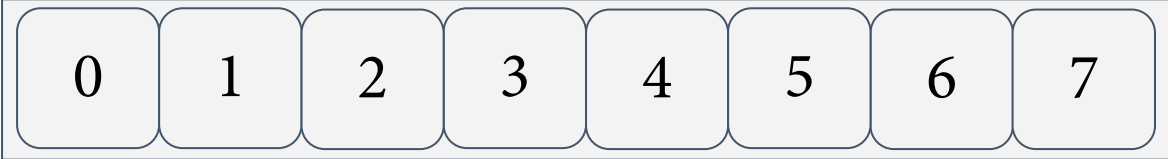




Cache Line Formats



Cache Line Formats



Normal



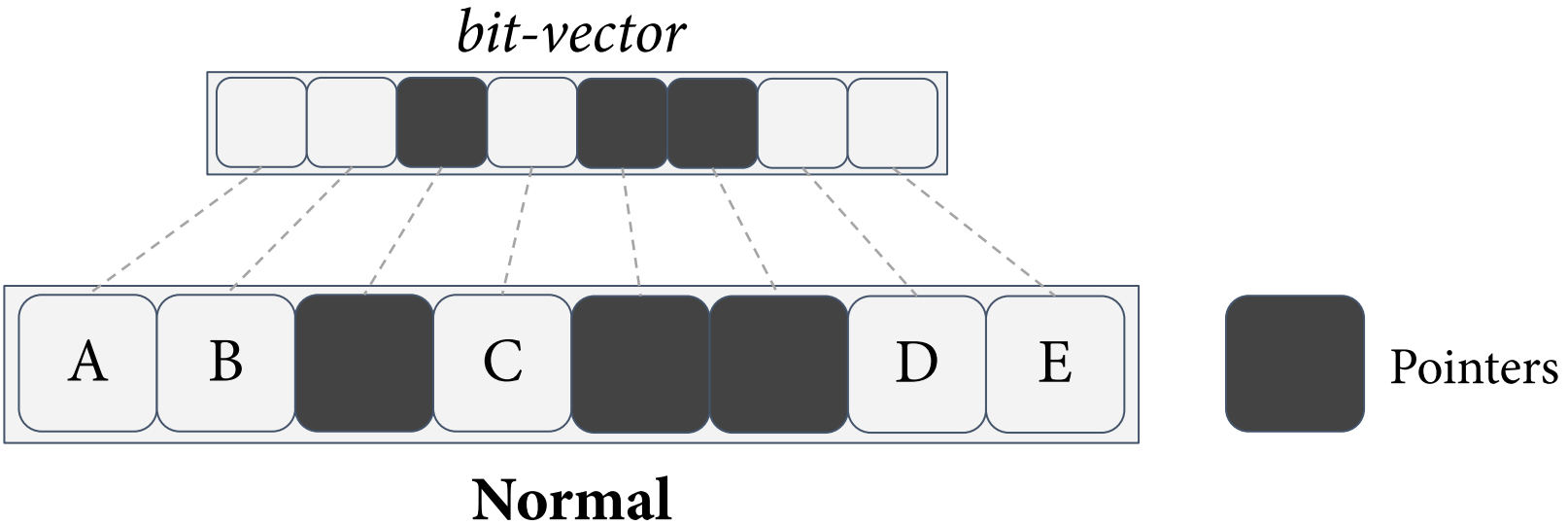
Cache Line Formats



Normal



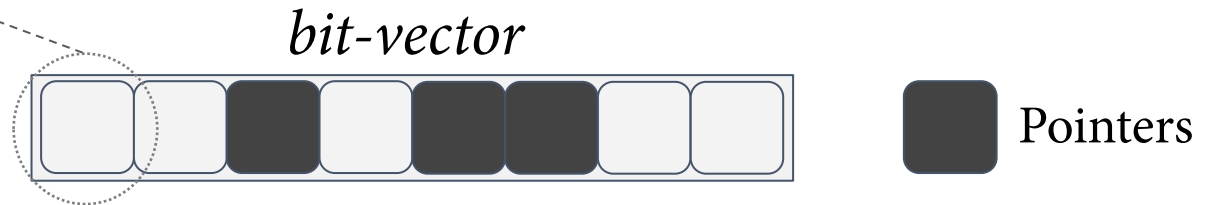
Cache Line Formats



Cache Line Formats

Format Encoding Table

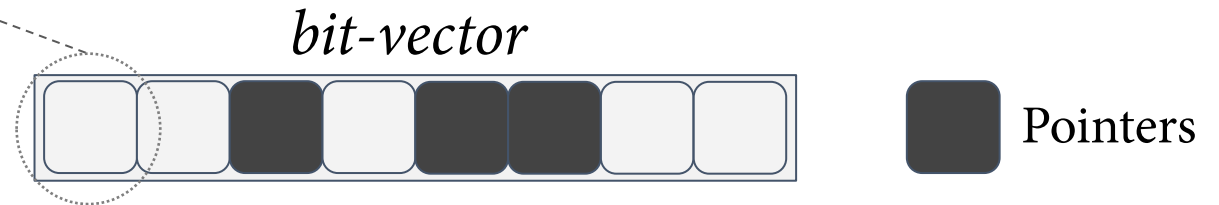
Type	Bits
Return address	01



Cache Line Formats

Format Encoding Table

Type	Bits
Return address	01
Function pointer	10

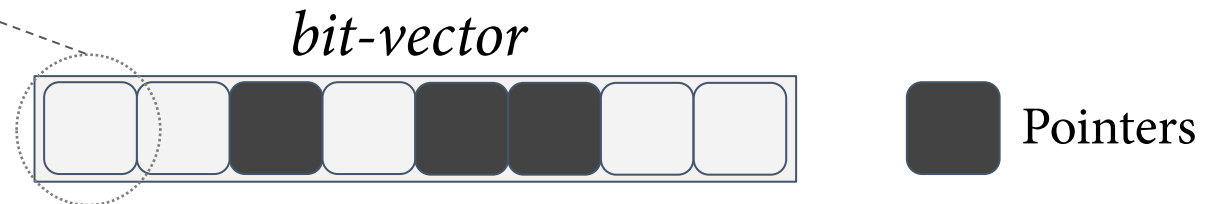


Normal

Cache Line Formats

Format Encoding Table

Type	Bits
Return address	01
Function pointer	10
Data pointer	11

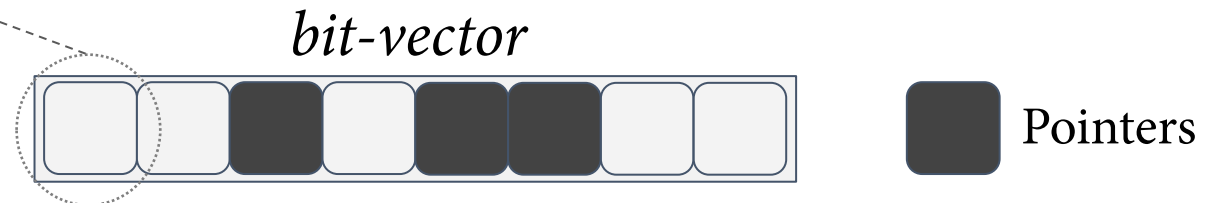


Normal

Cache Line Formats

Format Encoding Table

Type	Bits
Regular data	00
Return address	01
Function pointer	10
Data pointer	11

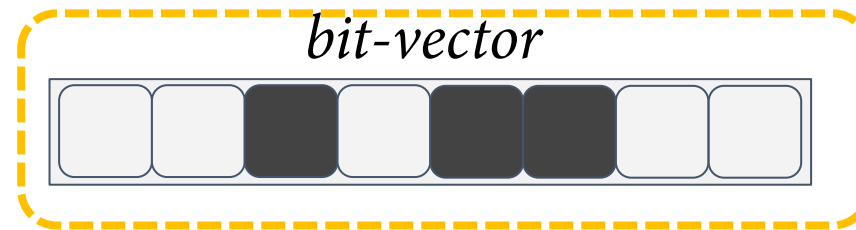


Normal

Cache Line Formats

Format Encoding Table

Type	Bits
Regular data	00
Return address	01
Function pointer	10
Data pointer	11



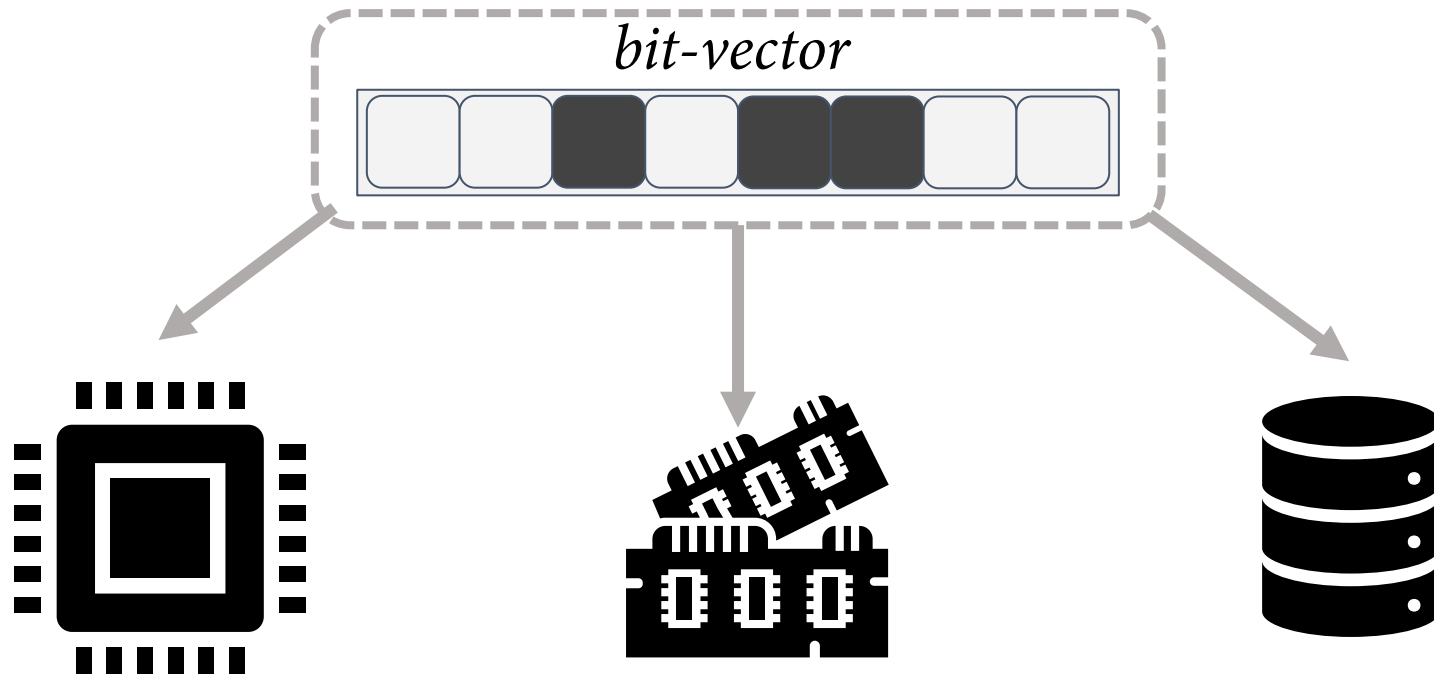
This introduces a 3.125% area overhead.



Normal

Cache Line Formats

Using a bit-vector throughout the memory hierarchy is **inefficient!**





Cache Line Formats

In ZeRØ, we encode metadata **within** unused pointer bits.

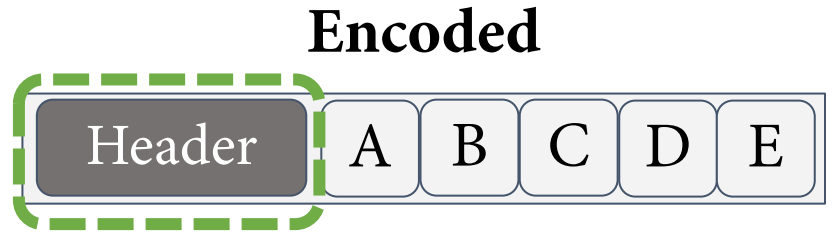
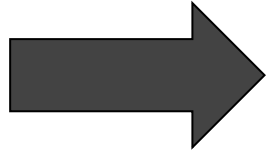
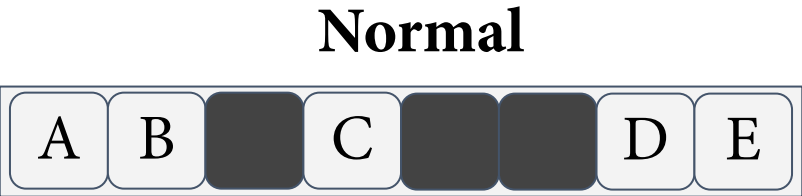




Cache Line Formats

In ZeRØ, we encode metadata within unused pointer bits.

 Pointers

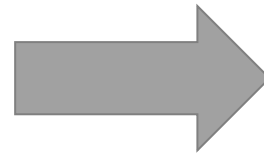


Cache Line Formats

In ZeRØ, we encode metadata **within** unused pointer bits.

 Pointers

Normal



Has
Pointers?

Encoded

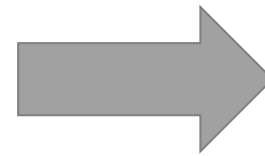


Cache Line Formats

In ZeRØ, we encode metadata within unused pointer bits.

 Pointers

Normal



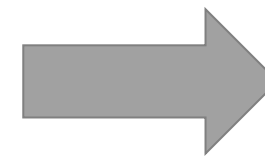
Has
Pointers?



Encoded



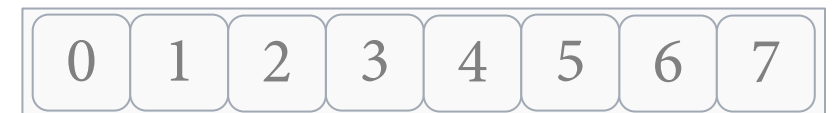
Normal



Has
Pointers?



Normal



Cache Line Formats

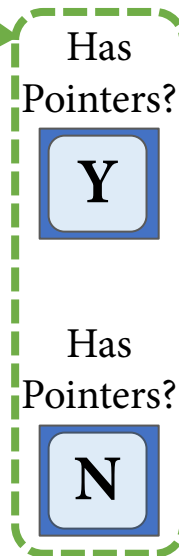
In ZeRØ, we encode metadata within unused pointer bits.

■ Pointers

Normal



Extra bit adds 0.2% area overhead.



Encoded



Normal



Normal

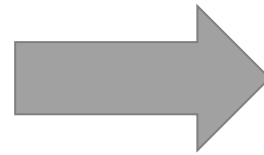


Cache Line Formats

A novel variant
of
Califorms

■ Pointers

Normal



Has
Pointers?



Encoded



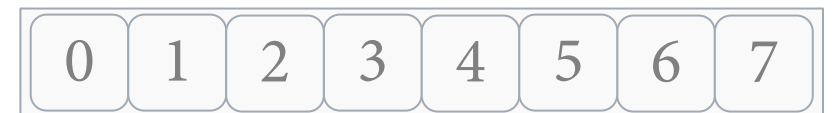
Normal



Has
Pointers?



Normal



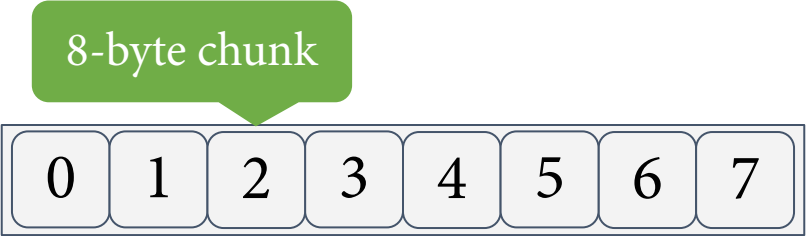


Cache Line Formats



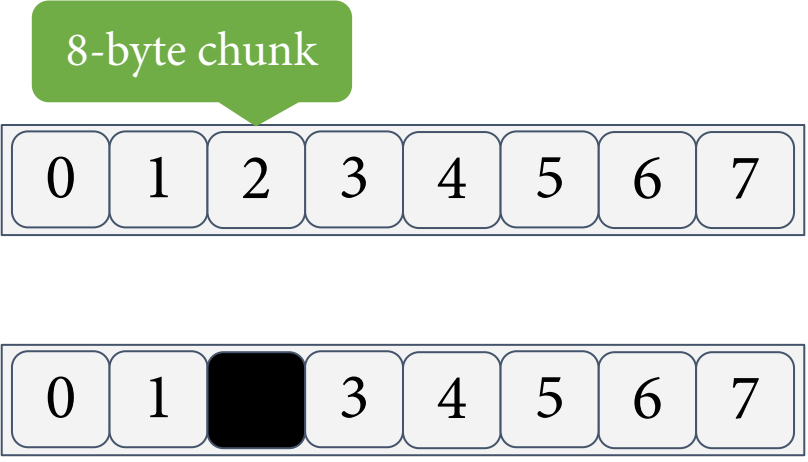


Cache Line Formats



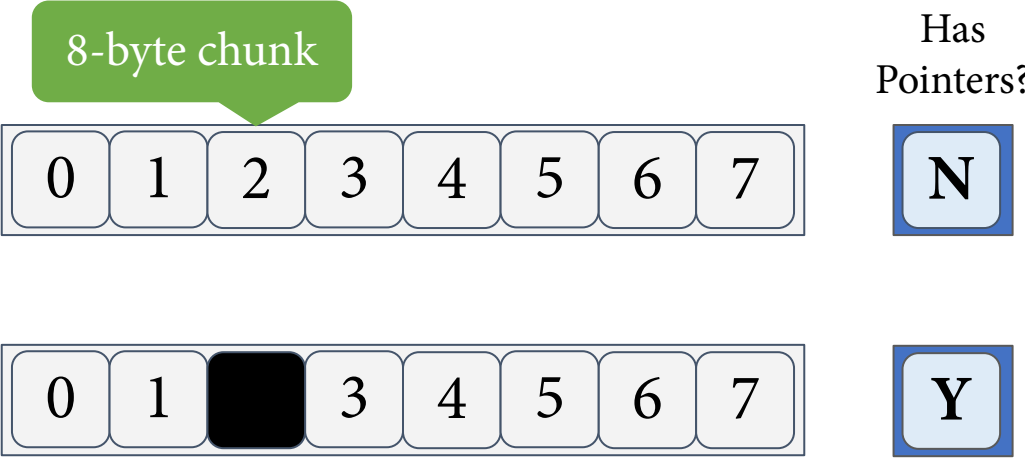


Cache Line Formats

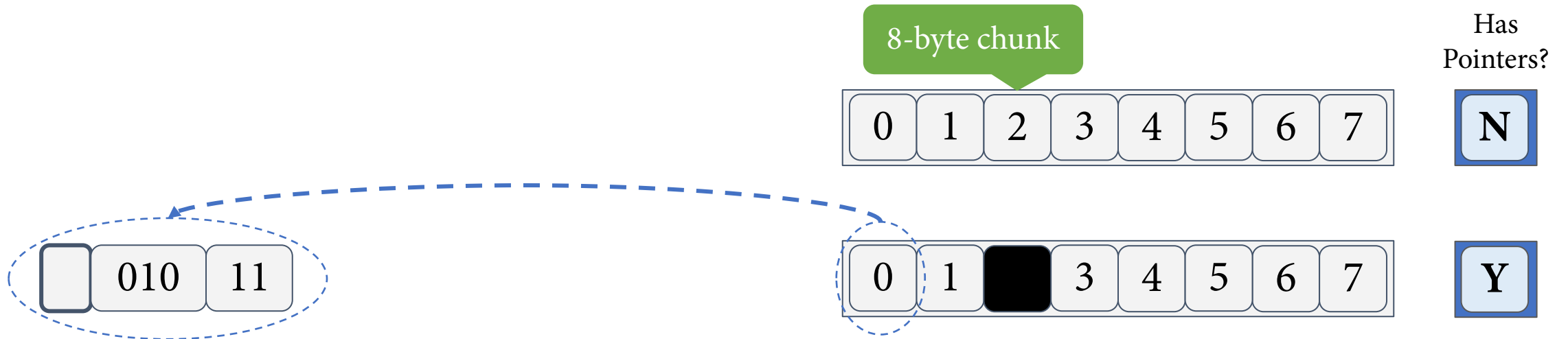




Cache Line Formats



Cache Line Formats



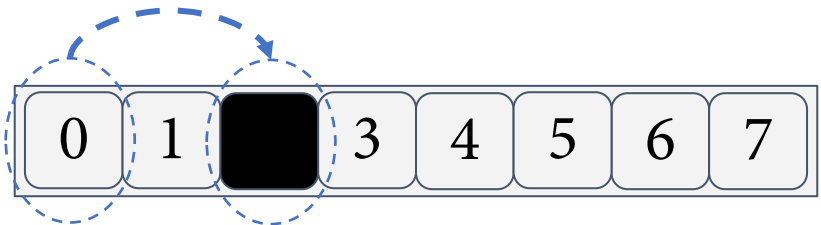


Cache Line Formats



Has Pointers?

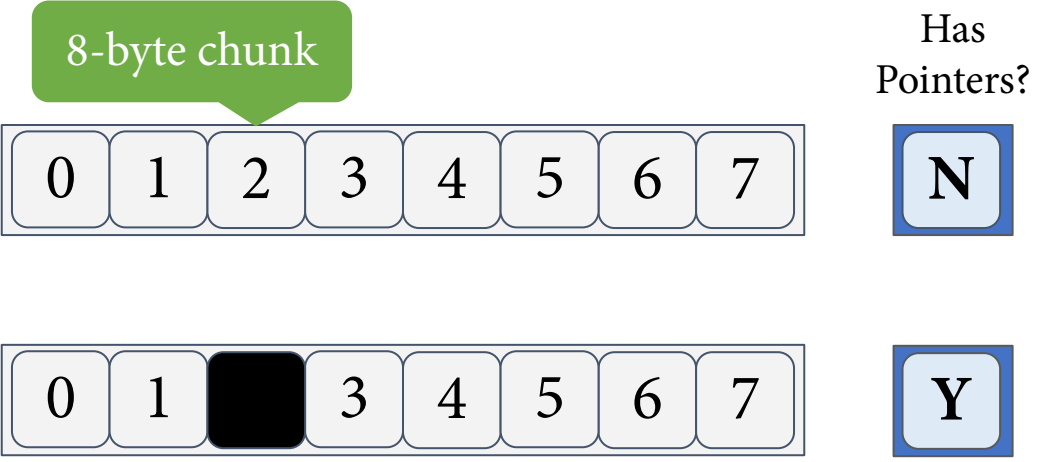
N



Y



Cache Line Formats





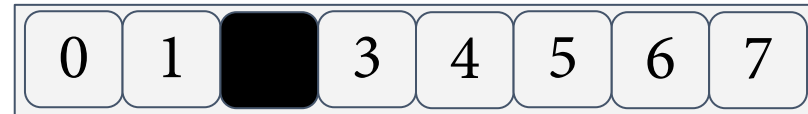
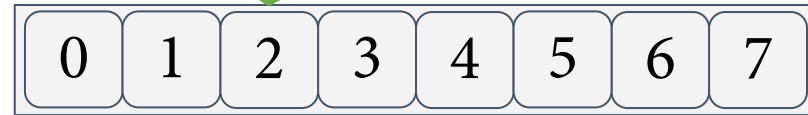
Cache Line Formats

Header
Size?

6 bits



8-byte chunk



Has
Pointers?





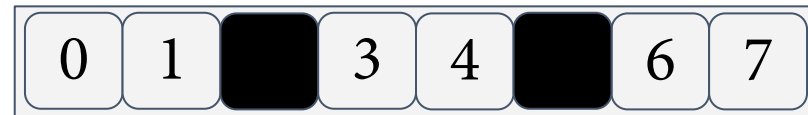
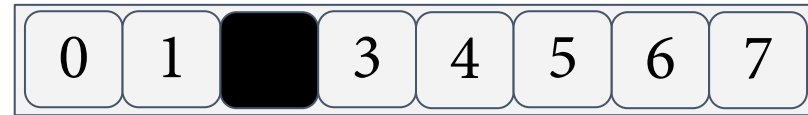
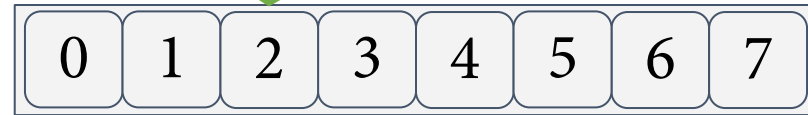
Cache Line Formats

Header
Size?

6 bits



8-byte chunk



Has
Pointers?





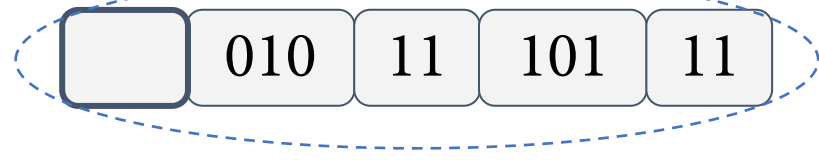
Cache Line Formats

Header
Size?

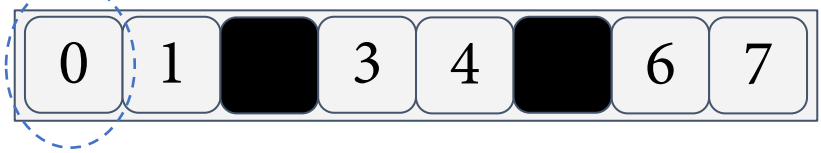
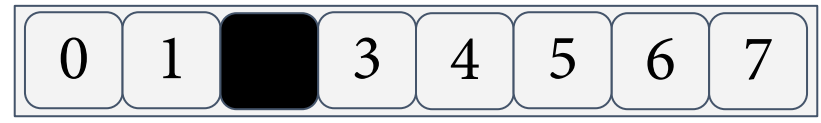
6 bits



12 bits



8-byte chunk



Has
Pointers?

N

Y

Y



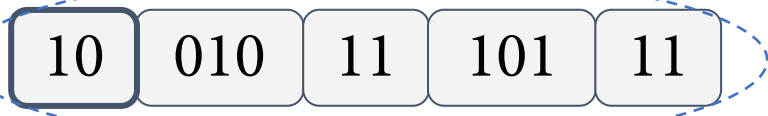
Cache Line Formats

Header
Size?

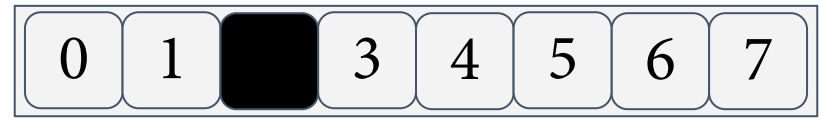
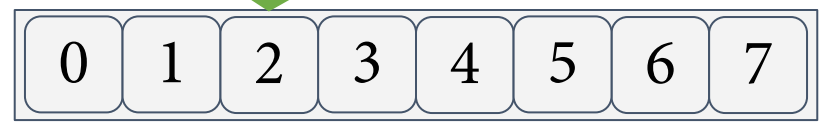
6 bits



12 bits



8-byte chunk



Has
Pointers?

N

Y

Y



Cache Line Formats

Header Size?

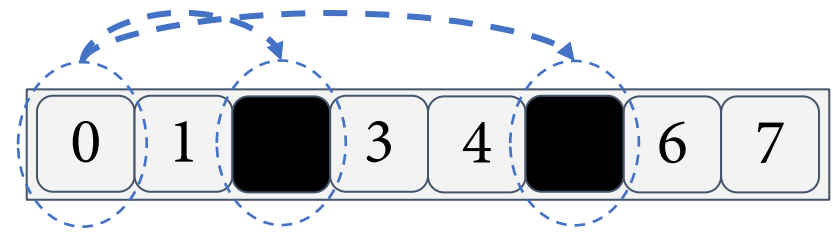
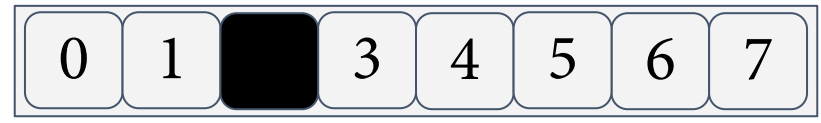
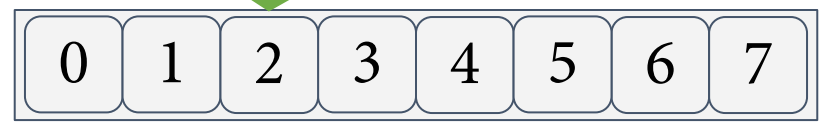
6 bits



12 bits



8-byte chunk



Has Pointers?

N

Y

Y



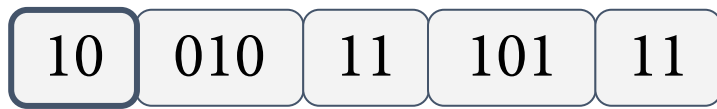
Cache Line Formats

Header Size?

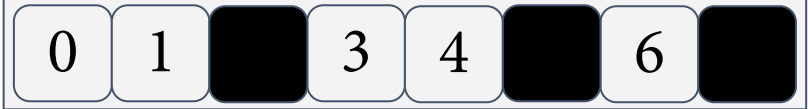
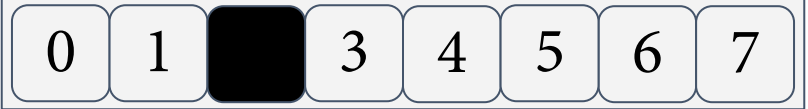
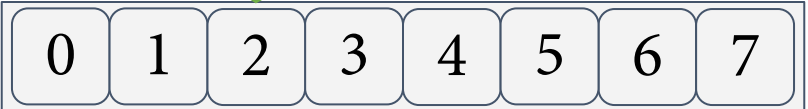
6 bits



12 bits



8-byte chunk



Has Pointers?

N

Y

Y

Y



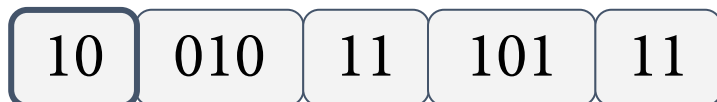
Cache Line Formats

Header Size?

6 bits



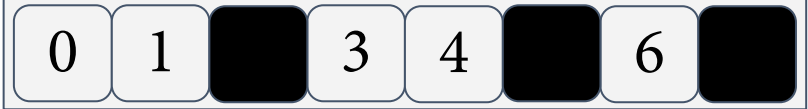
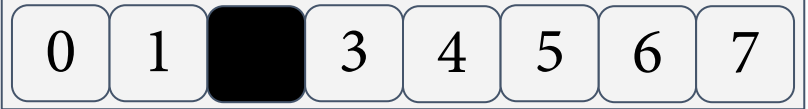
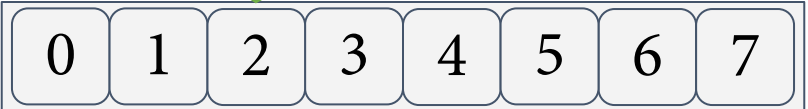
12 bits



18 bits



8-byte chunk



Has Pointers?

N

Y

Y

Y



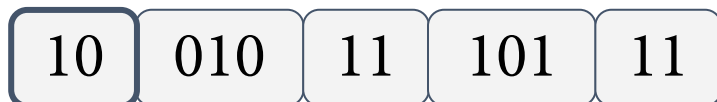
Cache Line Formats

Header Size?

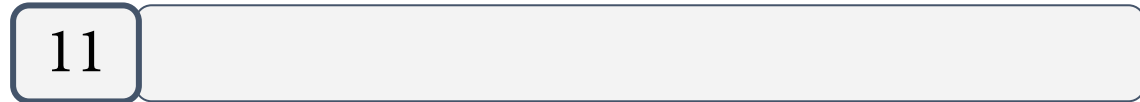
6 bits



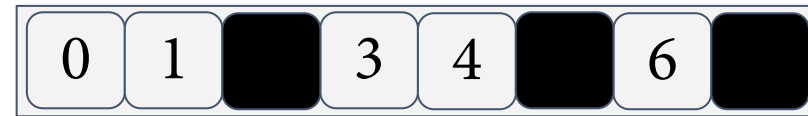
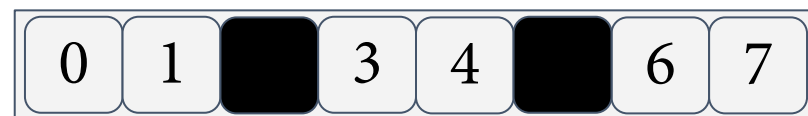
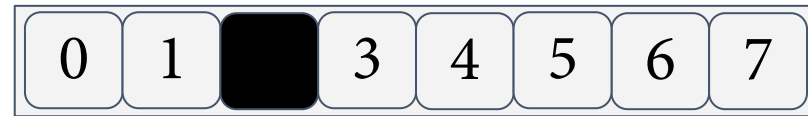
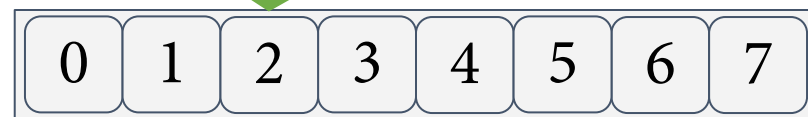
12 bits



18 bits



8-byte chunk



Has Pointers?

N

Y

Y

Y



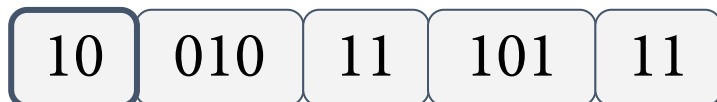
Cache Line Formats

Header Size?

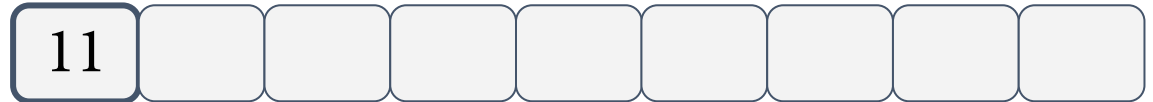
6 bits



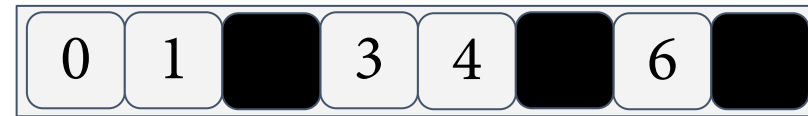
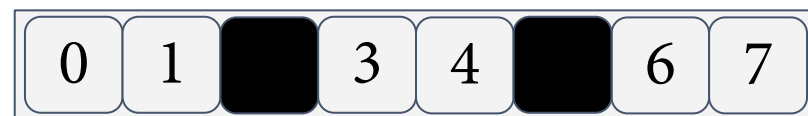
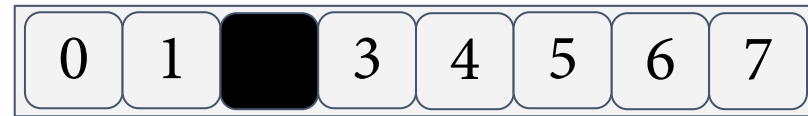
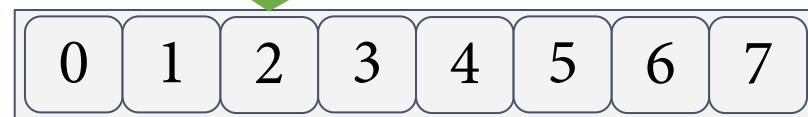
12 bits



18 bits



8-byte chunk



Has Pointers?

N

Y

Y

Y



Cache Line Formats

Header Size?

6 bits



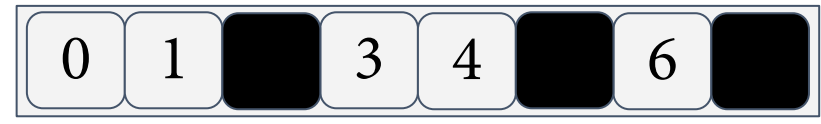
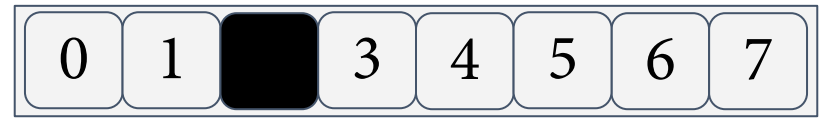
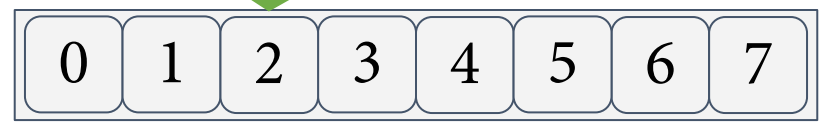
12 bits



18 bits



8-byte chunk



Has Pointers?

N

Y

Y

Y



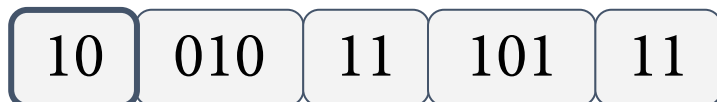
Cache Line Formats

Header Size?

6 bits



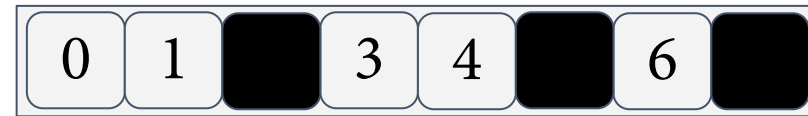
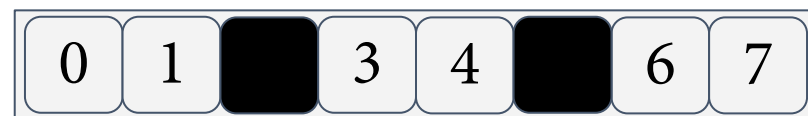
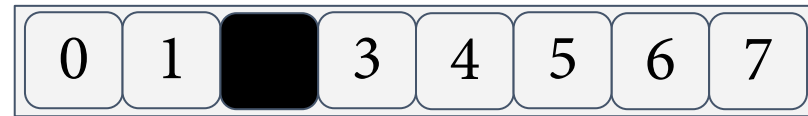
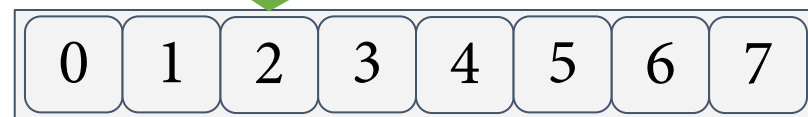
12 bits



18 bits



8-byte chunk



Has Pointers?

N

Y

Y

Y

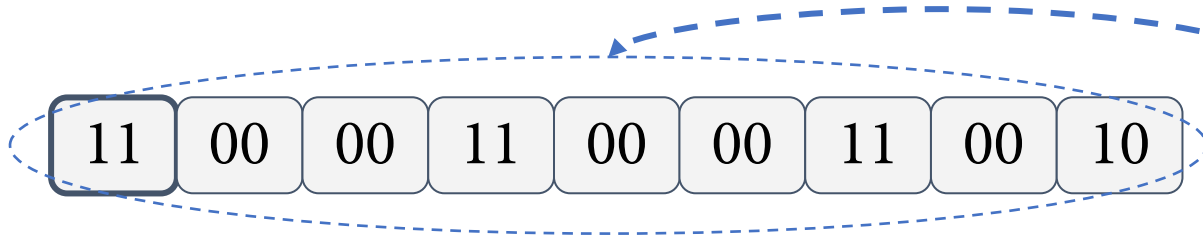
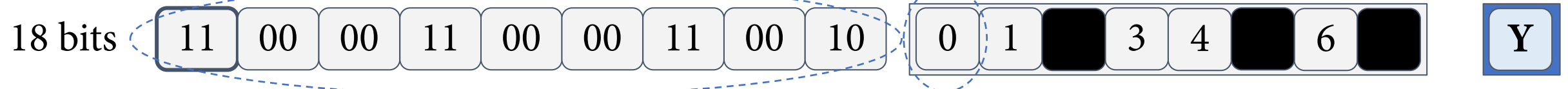


Cache Line Formats

Header Size?

8-byte chunk

Has Pointers?

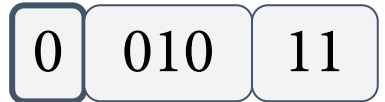




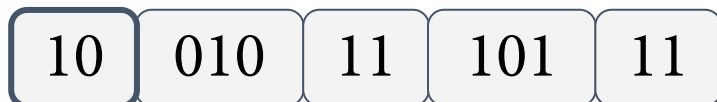
Cache Line Formats

Header Size?

6 bits



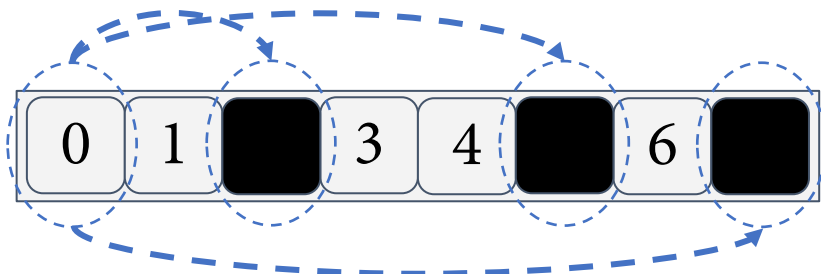
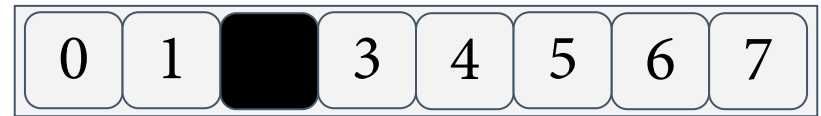
12 bits



18 bits



8-byte chunk



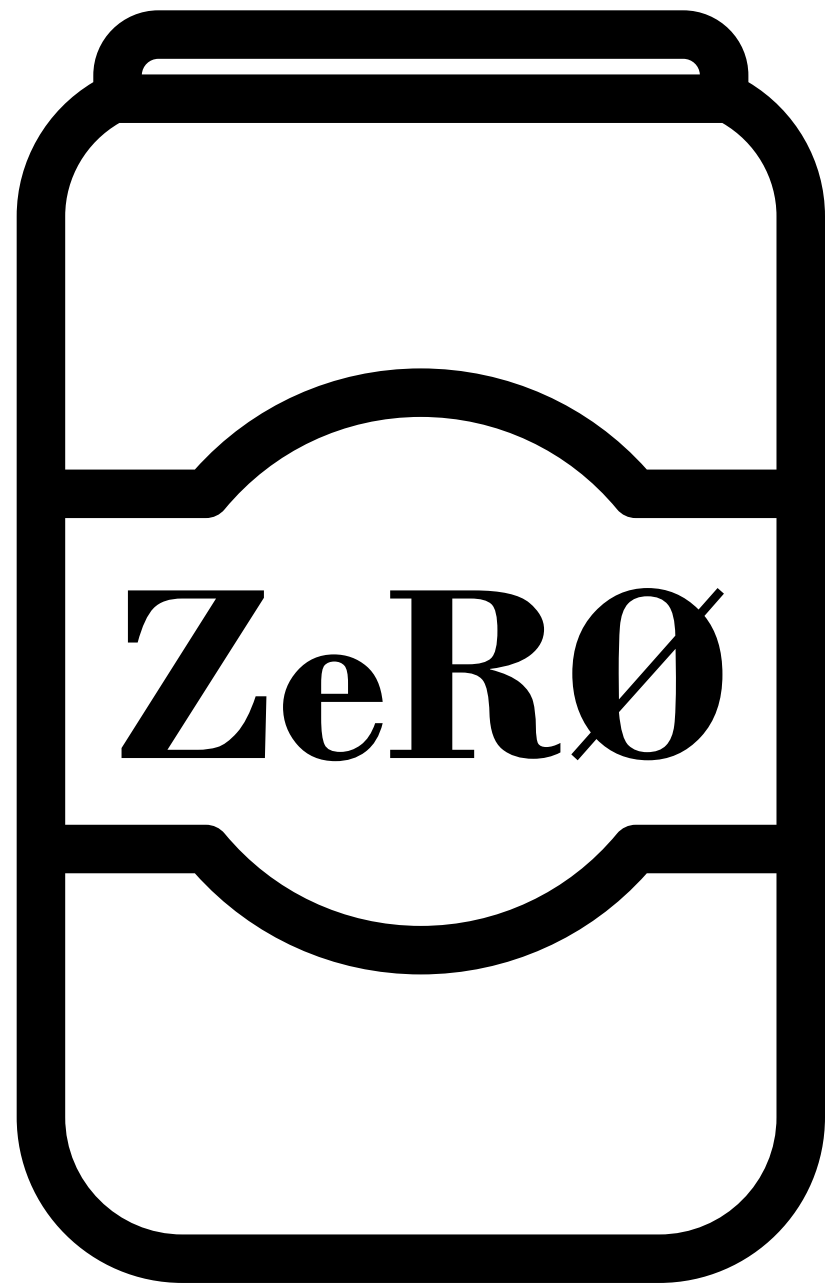
Has Pointers?

N

Y

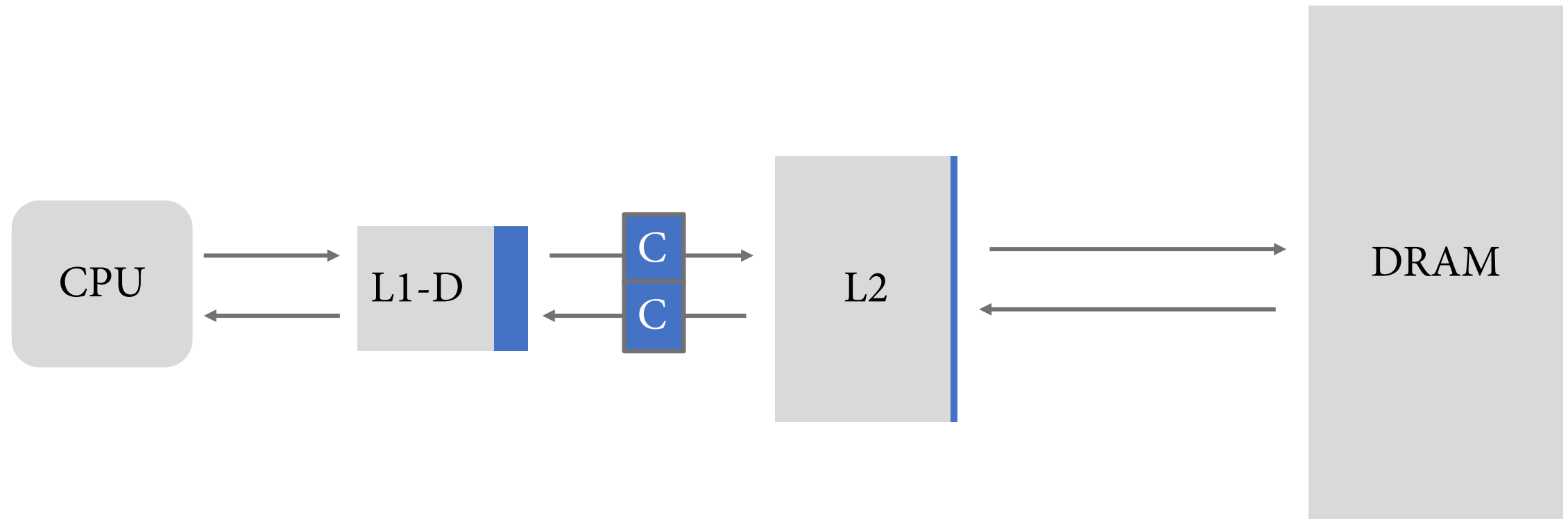
Y

Y

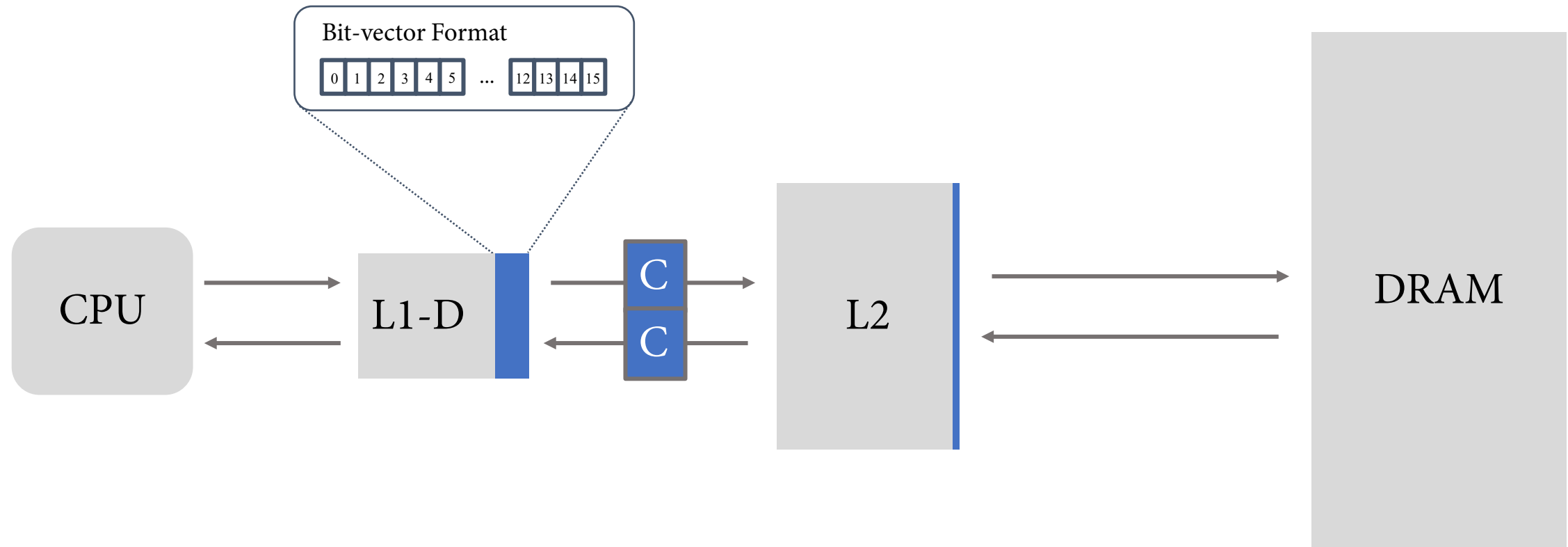


Microarchitectural Overview

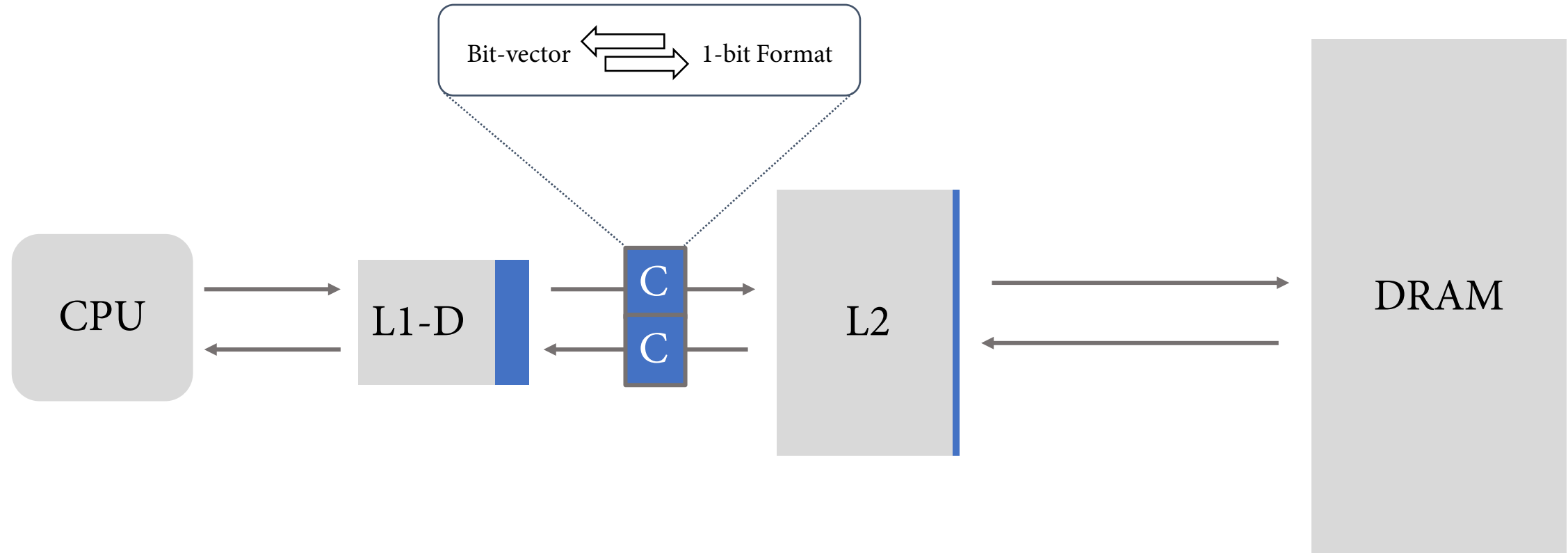
Microarchitectural Overview



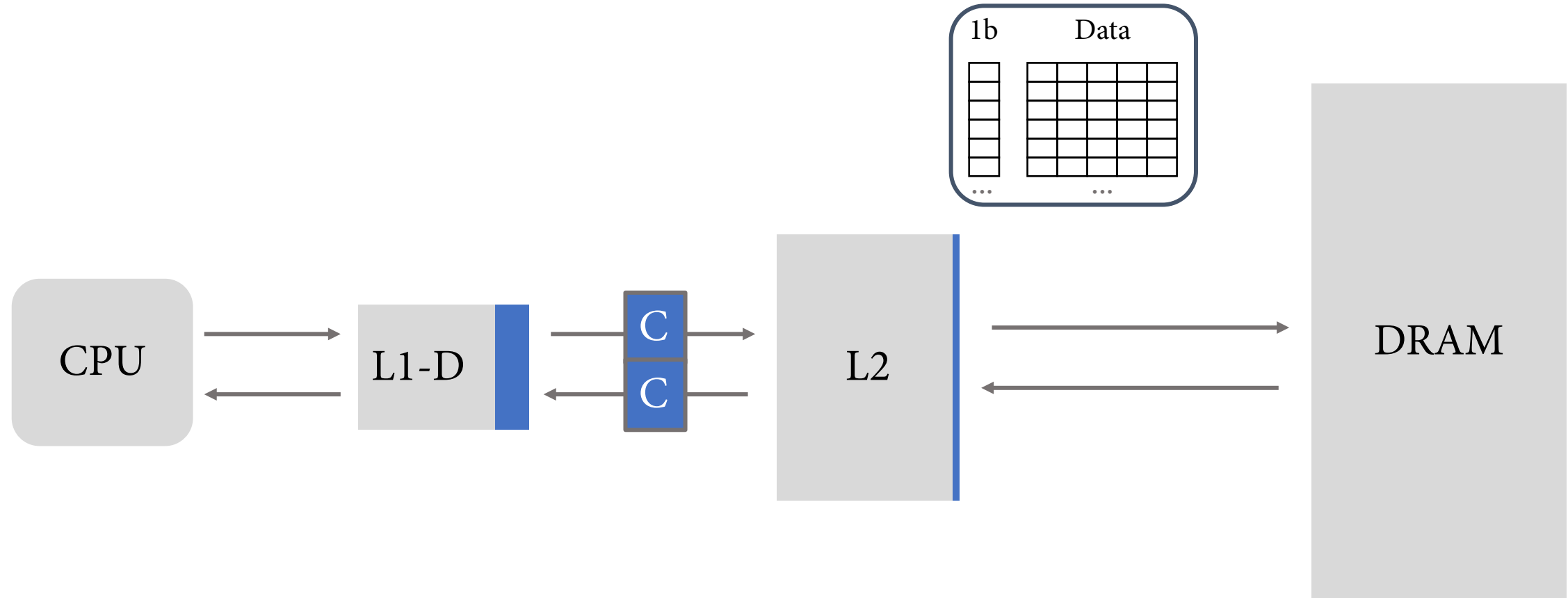
Microarchitectural Overview



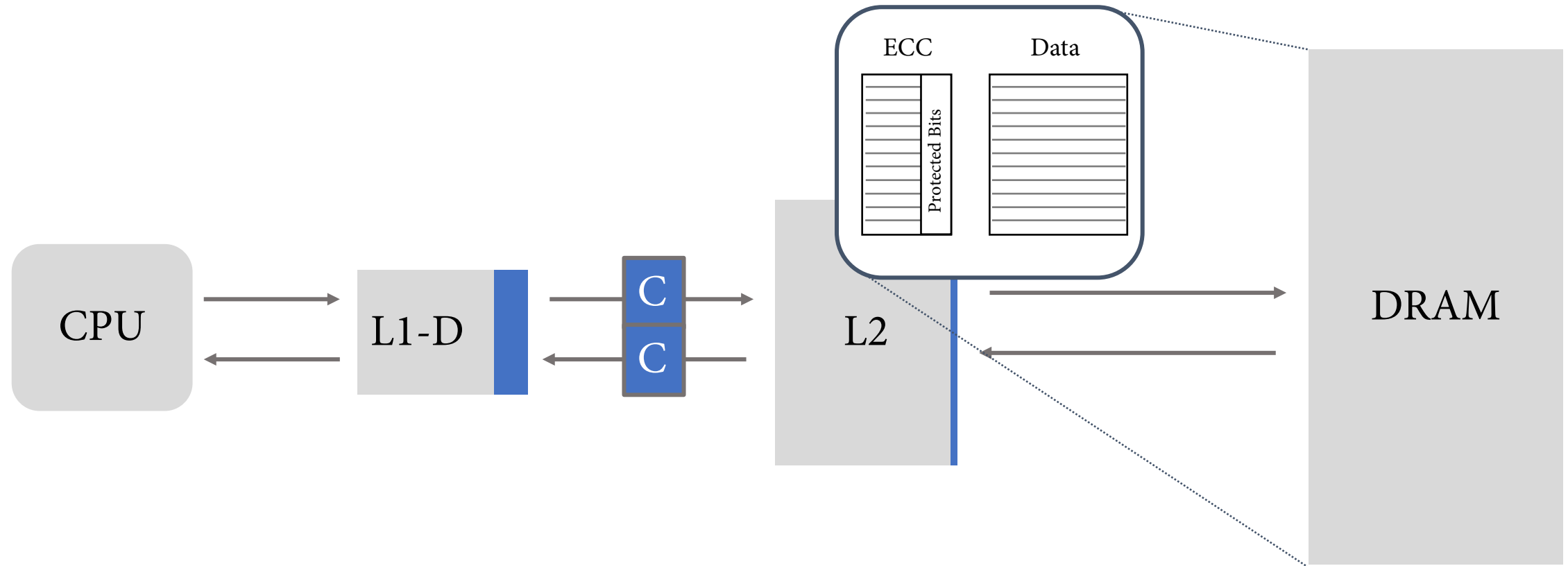
Microarchitectural Overview



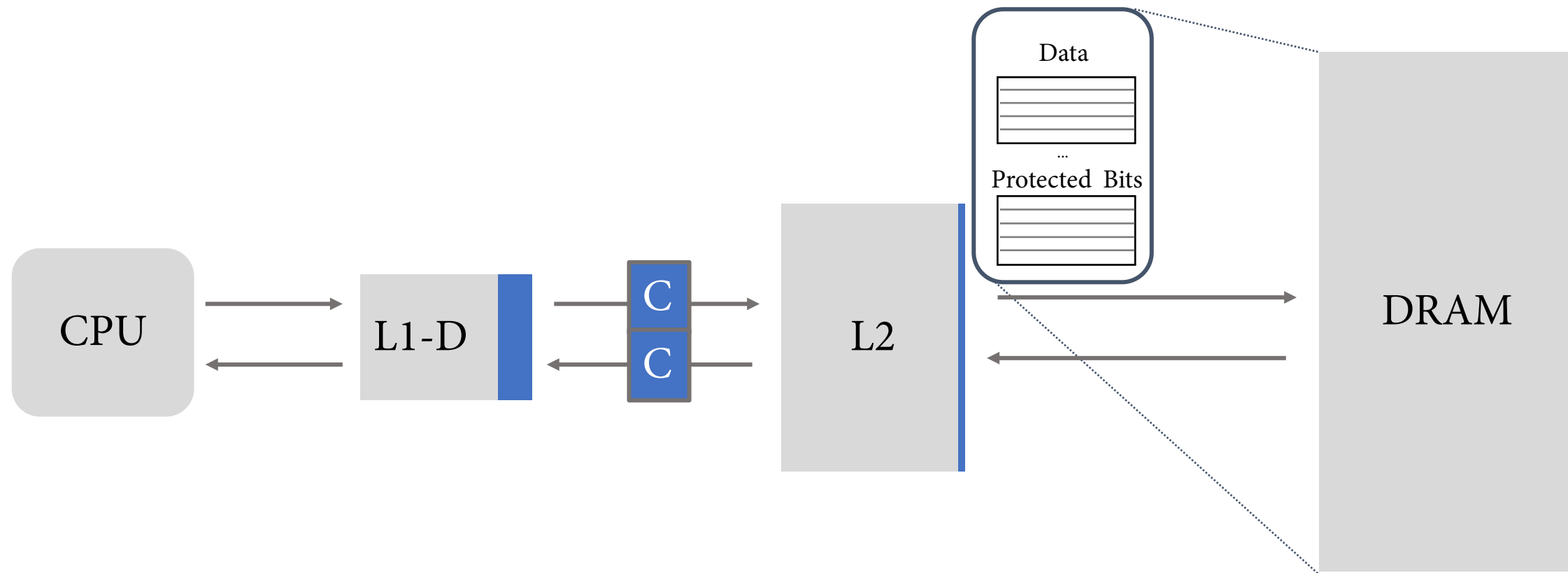
Microarchitectural Overview

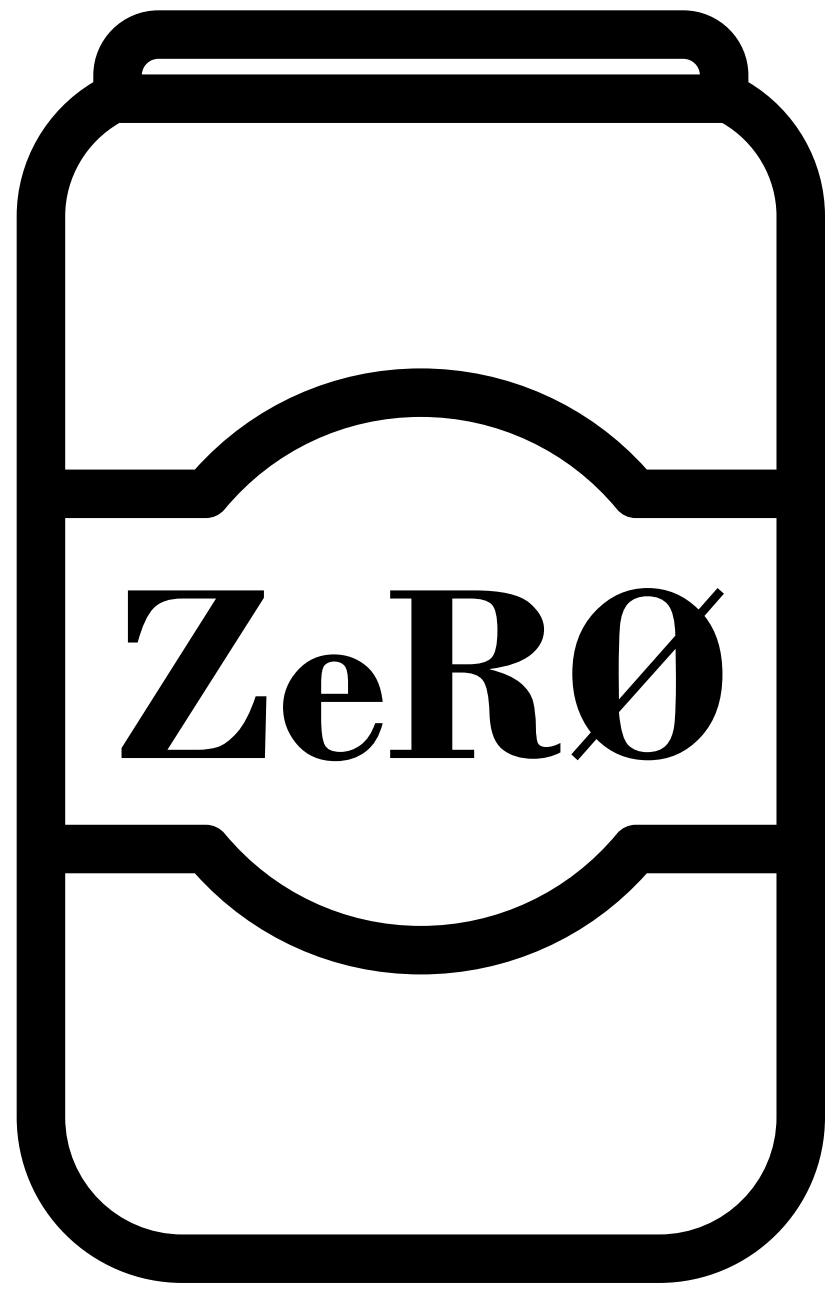


Microarchitectural Overview



Microarchitectural Overview

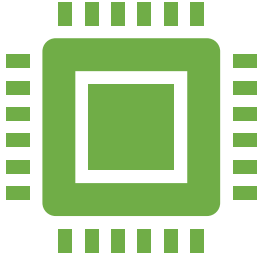




Performance



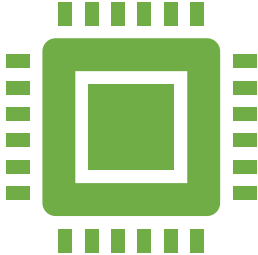
ZeRØ Performance Overheads



Hardware Modifications



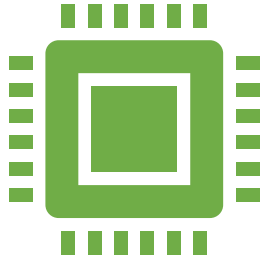
ZeRØ Performance Overheads



Hardware Modifications
Our hardware measurements show minimal latency/area/power overheads.



ZeRØ Performance Overheads



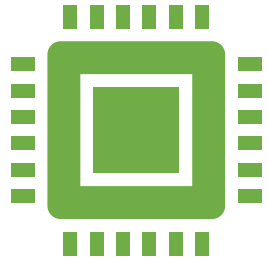
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Software Modifications



ZeRØ Performance Overheads



Hardware Modifications

Our hardware measurements show minimal latency/area/power overheads.

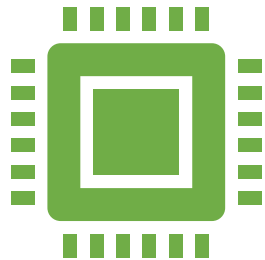
```
00010010
101001101
00010010
111001001
00010010
```

Software Modifications

- Our special load/stores do not change the binary size.



ZeRØ Performance Overheads



Hardware Modifications

Our hardware measurements show minimal latency/area/power overheads.

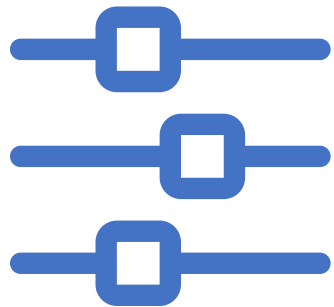
```
00010010
101001101
00010010
111001001
00010010
```

Software Modifications

- Our special load/stores do not change the binary size.
- The ClearMeta instructions are only called on memory deallocation.



Performance Results (x86_64)



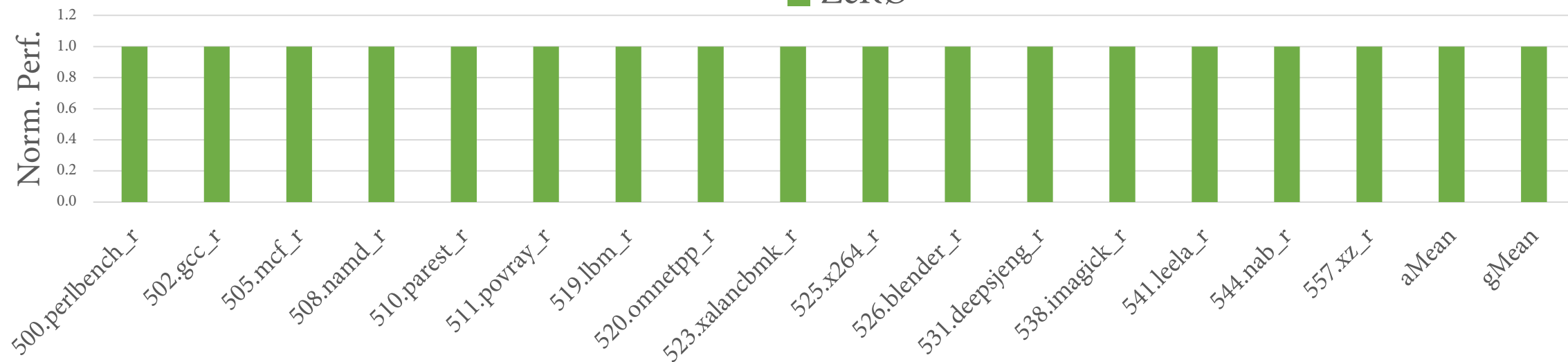
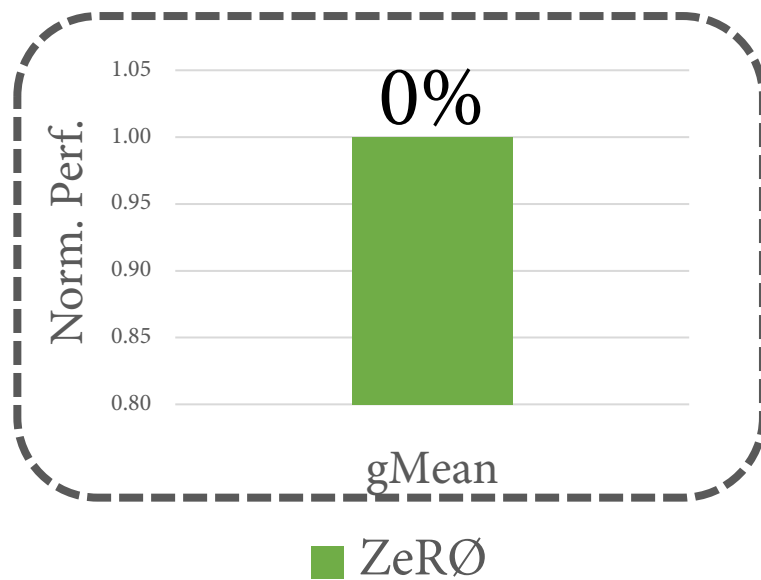
Experimental Setup

We use emulate ZeRØ on x86_64 by modifying LLVM to emit new instructions.

- ClearMeta is emulated using dummy stores.

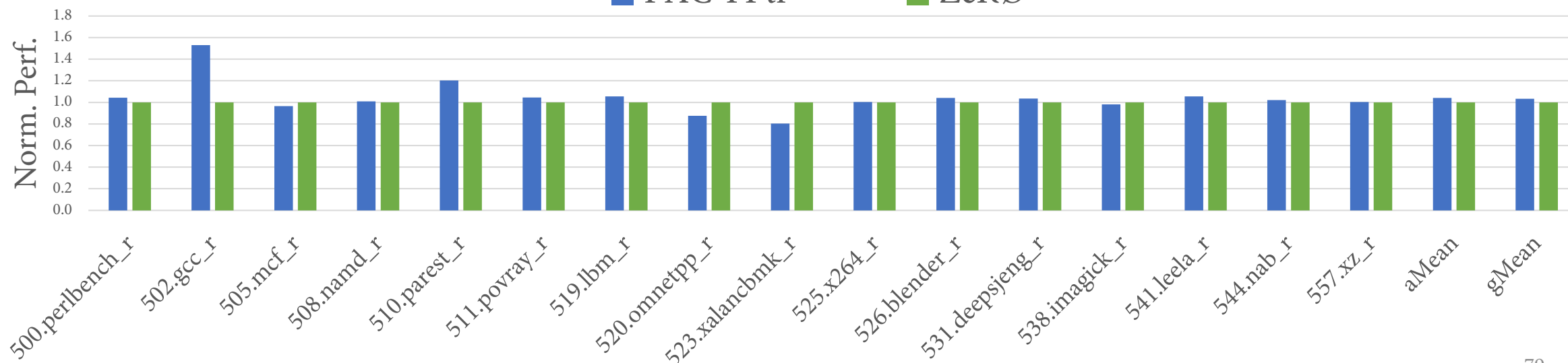
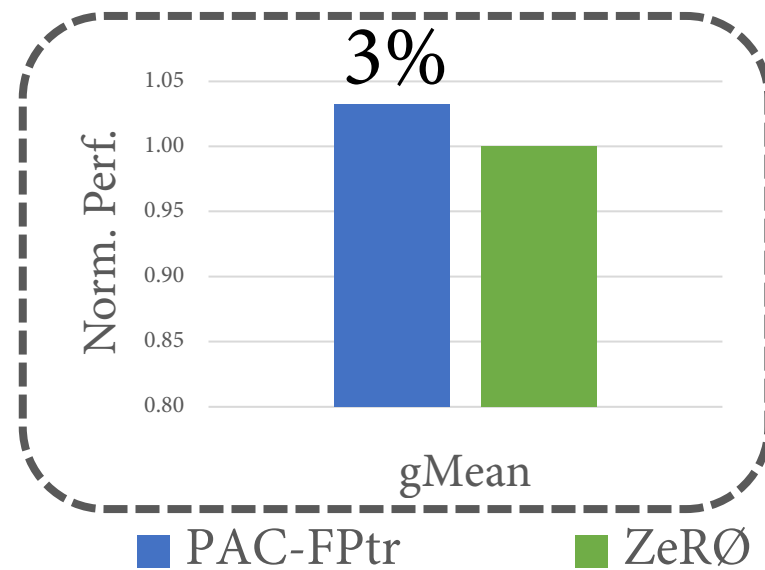


Performance Results (x86_64)

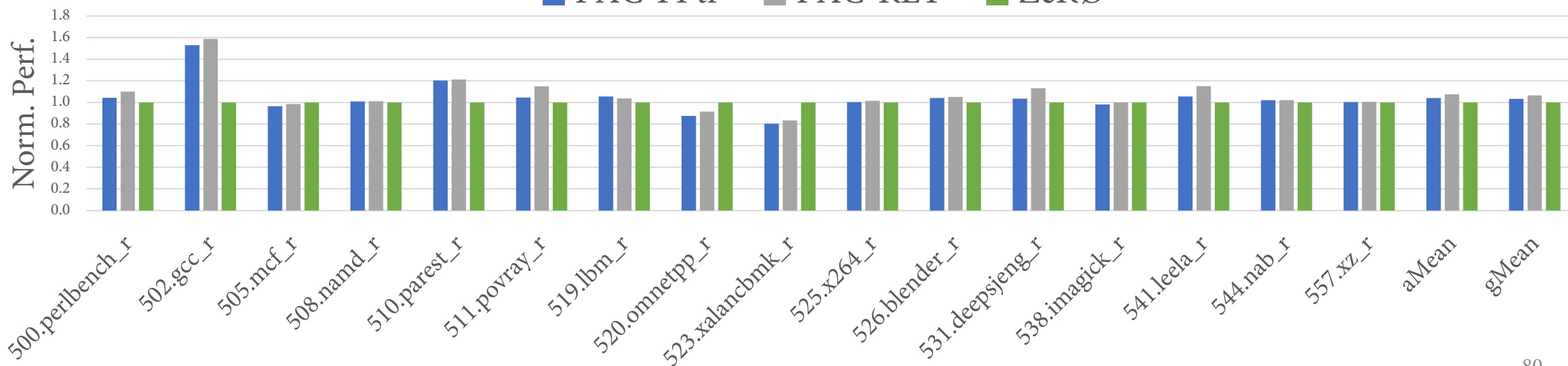
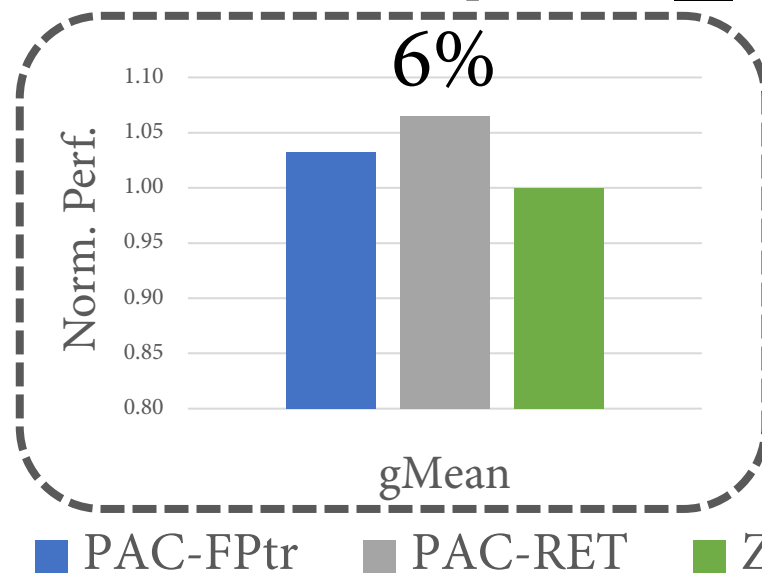




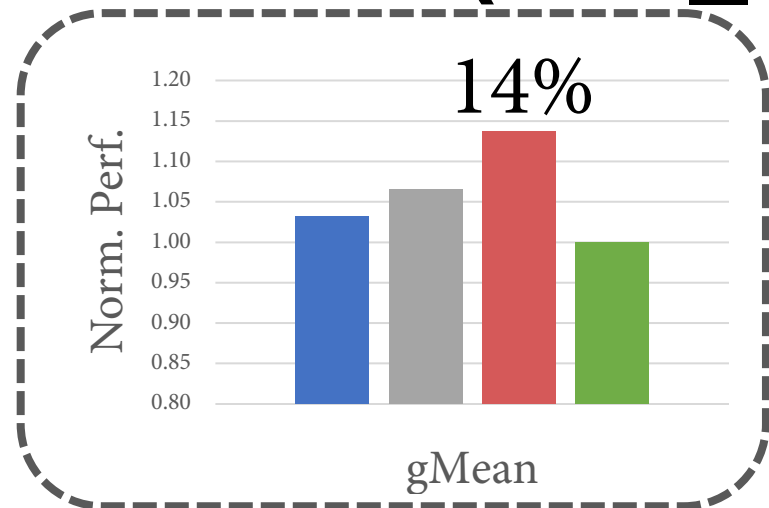
Performance Results (x86_64)



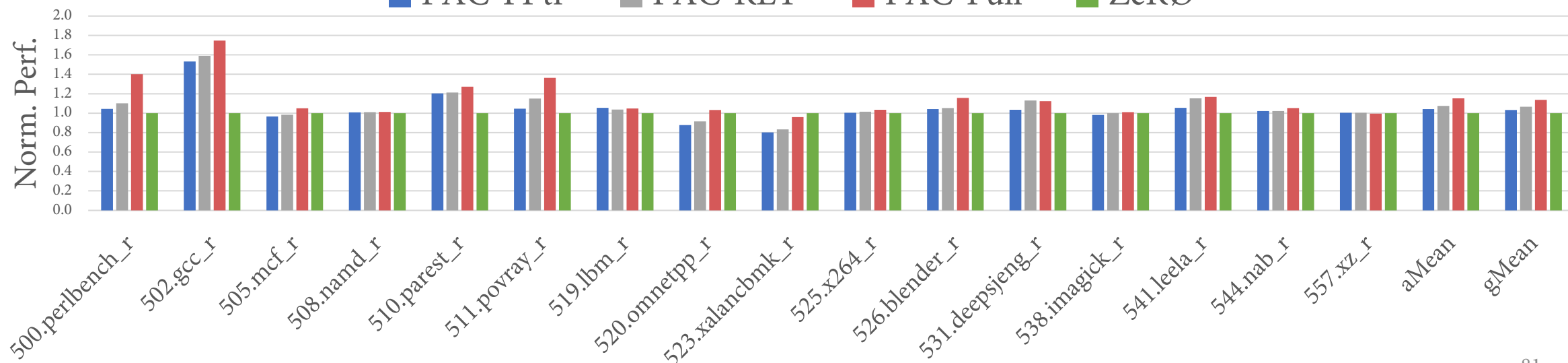
Performance Results (x86_64)



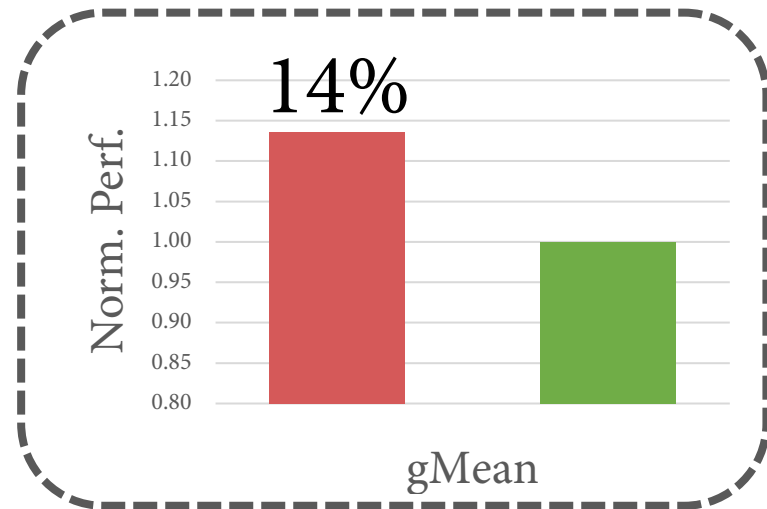
Performance Results (x86_64)



■ PAC-FPtr ■ PAC-RET ■ PAC-Full ■ ZeRØ



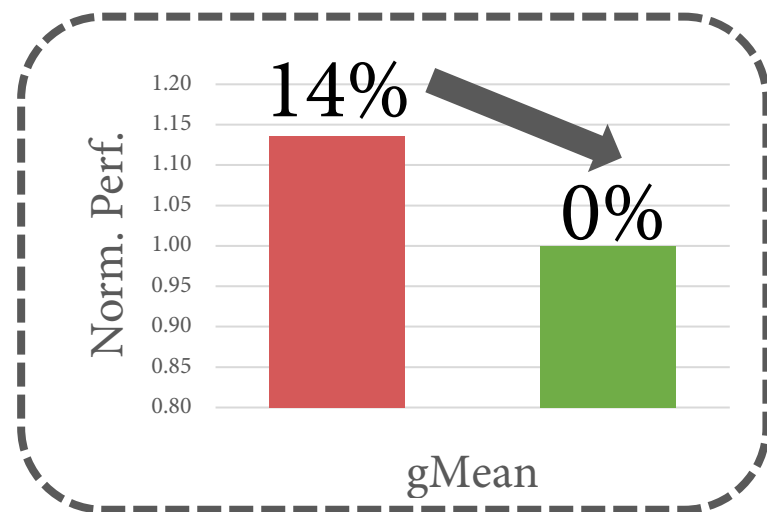
Performance Results (x86_64)



PAC's overheads are attributed to the extra QARMA encryption invocations upon pointer:

- loads/stores
- usages

Performance Results (x86_64)



ZeRO reduces the average runtime overheads of pointer integrity from 14% to 0%!



ZeRØ does not compromise on security



No Pointer Manipulation

Protects against all known pointer manipulation attacks (e.g. ROP, JOP/COP, COOP, DOP).



Handling Security Violations



Advisory Exceptions

- Skip faulty instructions.
- Do NOT crash the running process.



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Permit List

- Initialized during program startup



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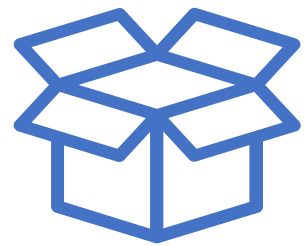


Permit List

- Initialized during program startup
- Avoid false alarms for non-type aware functions (e.g., `memcpy` and `memmove`)



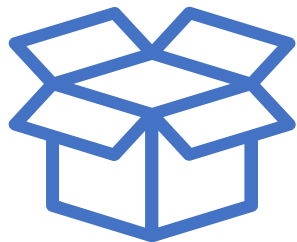
Handling Third Party Code



We can pick from the following options:



Handling Third Party Code



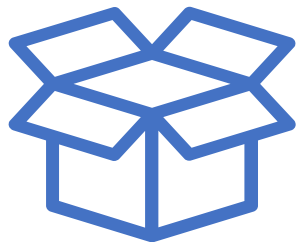
We can pick from the following options:

1

Compile with ZeRØ

Compile third party code with ZeRØ support.

Handling Third Party Code

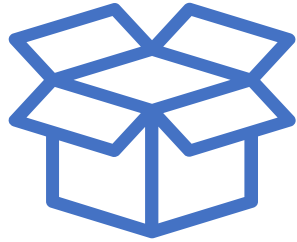


We can pick from the following options:

- 1** **Compile with ZeRØ**
Compile third party code with ZeRØ support.
- 2** **Add to Permit List**
Add to a permit list during program initialization.

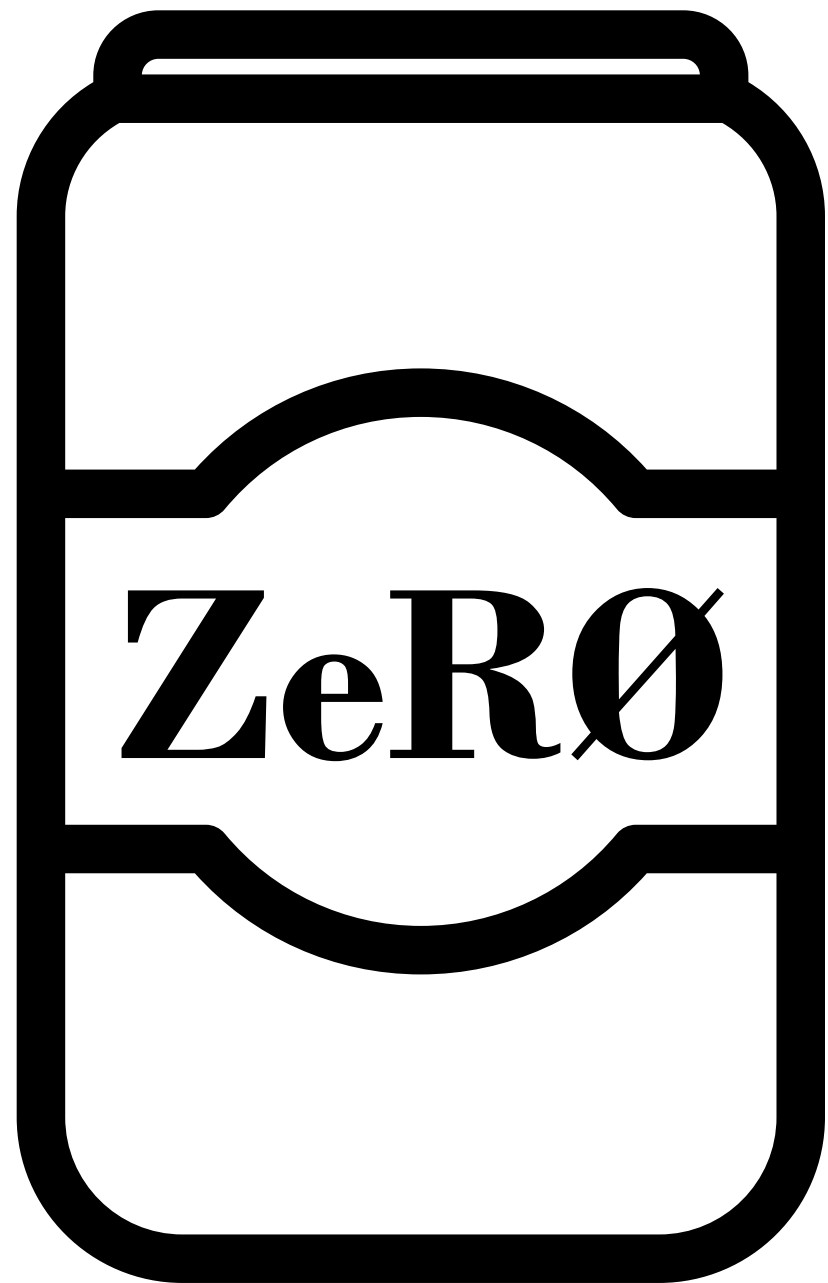


Handling Third Party Code



We can pick from the following options:

- 1** **Compile with ZeRØ**
Compile third party code with ZeRØ support.
- 2** **Add to Permit List**
Add to a permit list during program initialization.
- 3** **Invoke ClearMeta**
ClearMeta is inserted before passing pointers to external libraries.



Limitations

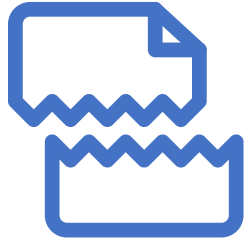


Limitations



Non-pointer Data Corruption
These attacks require a full memory safety solution.

Limitations



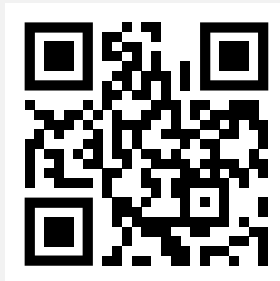
Non-pointer Data Corruption

These attacks require a full memory safety solution.



Full Memory Safety

No-FAT is well suited for cloud/server and end-user deployments.

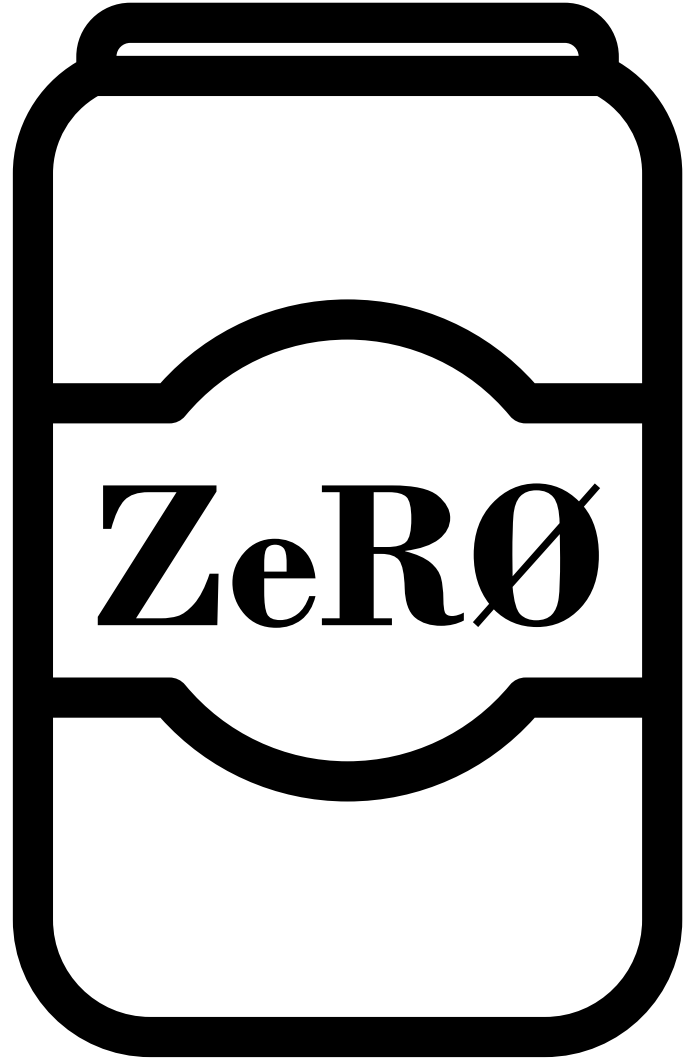


Checkout our paper & talk!

<https://isca21.arroyo.me>



An efficient pointer integrity mechanism

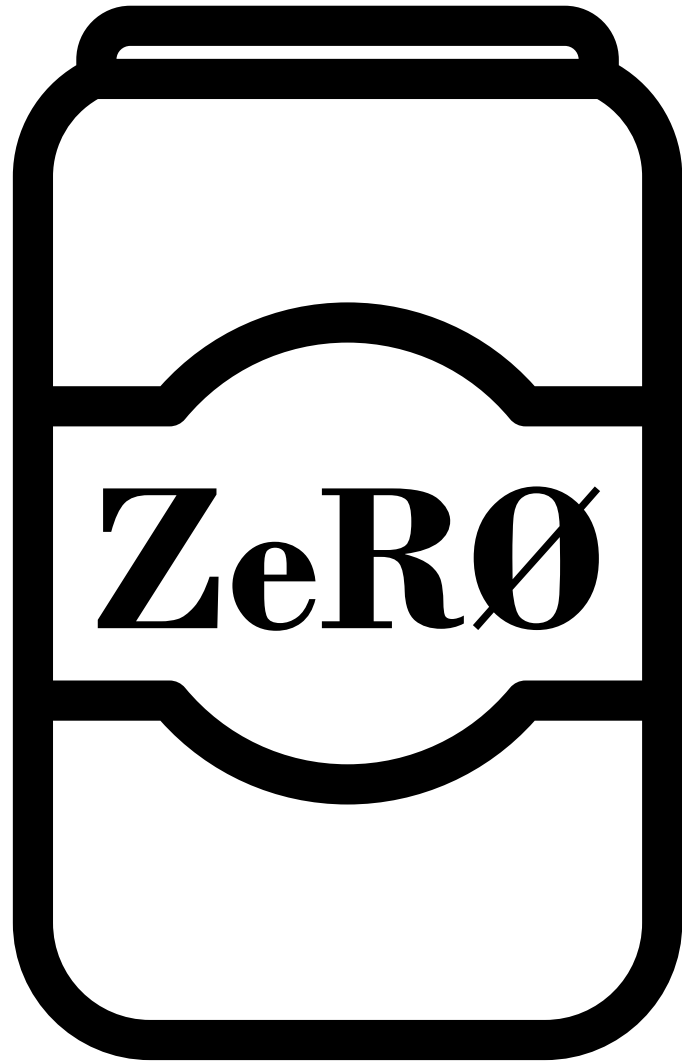


An ideal candidate for end-user deployment.

- ✓ Easy to Implement
- ✓ No Runtime Overheads
- ✓ Offers Robust Security



An efficient pointer integrity mechanism



An ideal candidate for end-user deployment.

- ✓ **Easy to Implement**
- ✓ **No Runtime Overheads**
- ✓ **Offers Robust Security**

A drop-in replacement for ARM PAC