

Bypassing memory safety mechanisms through speculative control flow hijacks

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Buffer overflow since 1996 [1]

```
int array1[size_array1];  
—  
for (int i=0; i < len; ++i) {  
    array1[i] = val;  
}  
return;
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Buffer overflow since 1996 [1]

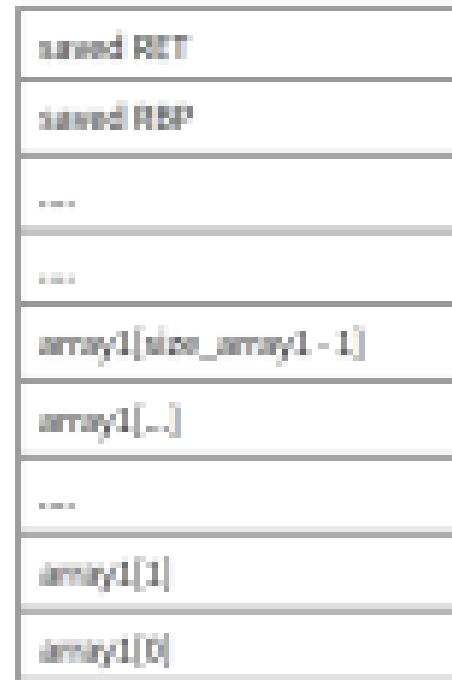
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}  
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```

saved RET
saved RBP
...
...
array1[size_array1 - 1]
array1[...]
...
array1[1]
array1[0]

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with **len** > **size_array1**



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val

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check_stack_ovfl();
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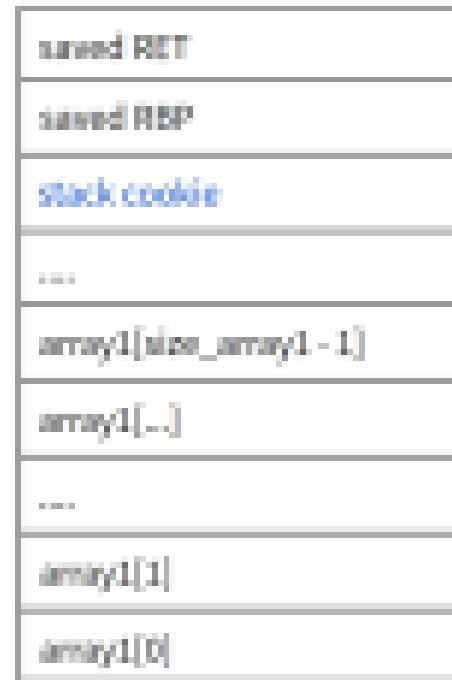
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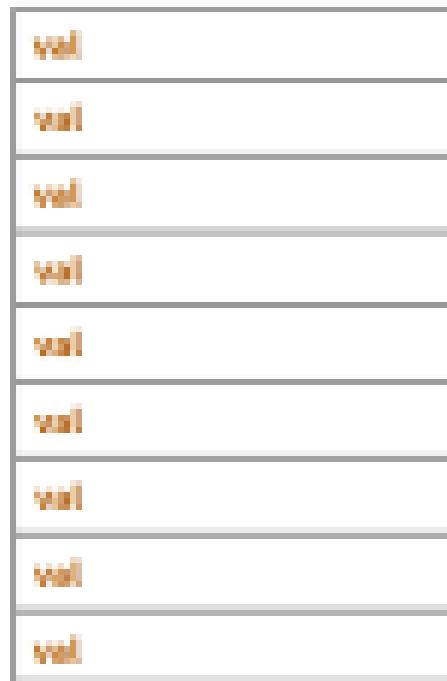
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with `len > size_array1`



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written > size_array1



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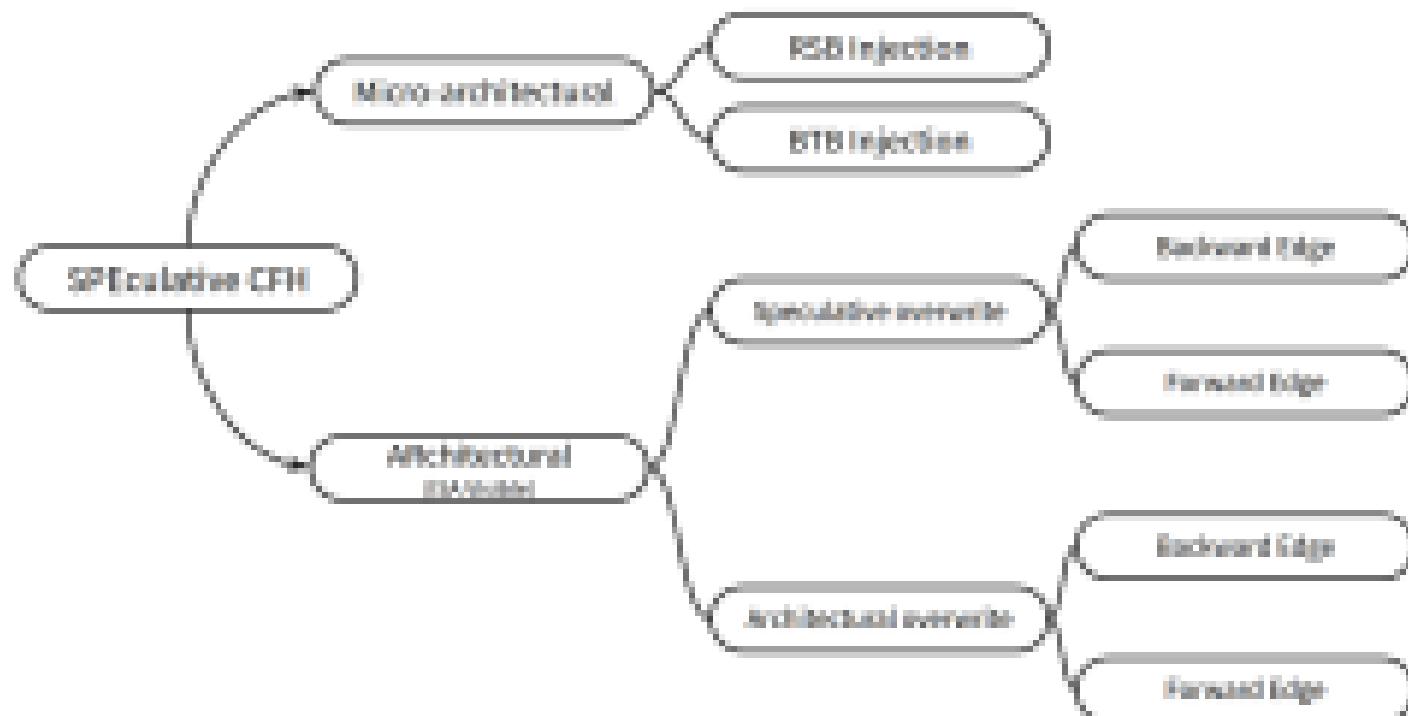


Fast forward 2018 - speculative execution attacks

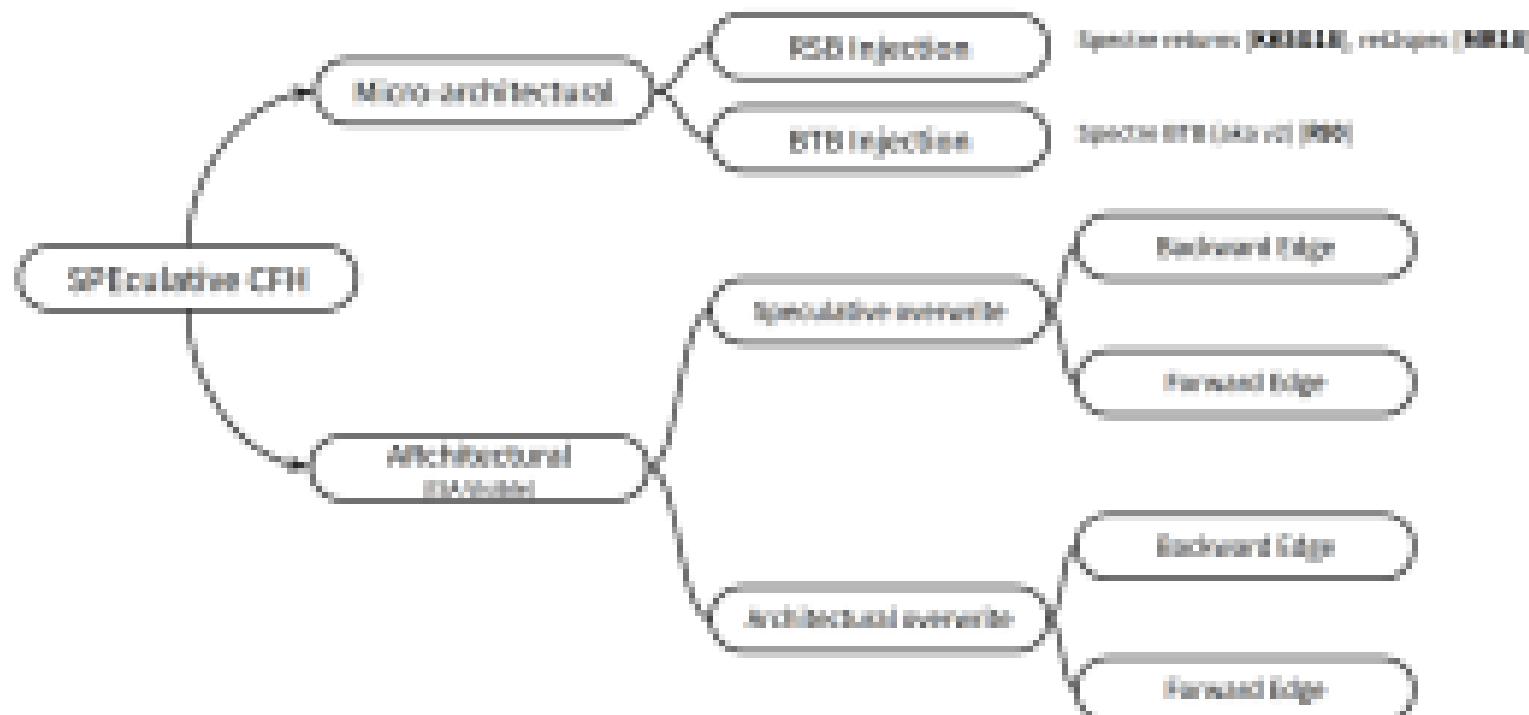
Research Question

**Are current memory corruption mitigations still valid
in the context of speculative execution attacks?**

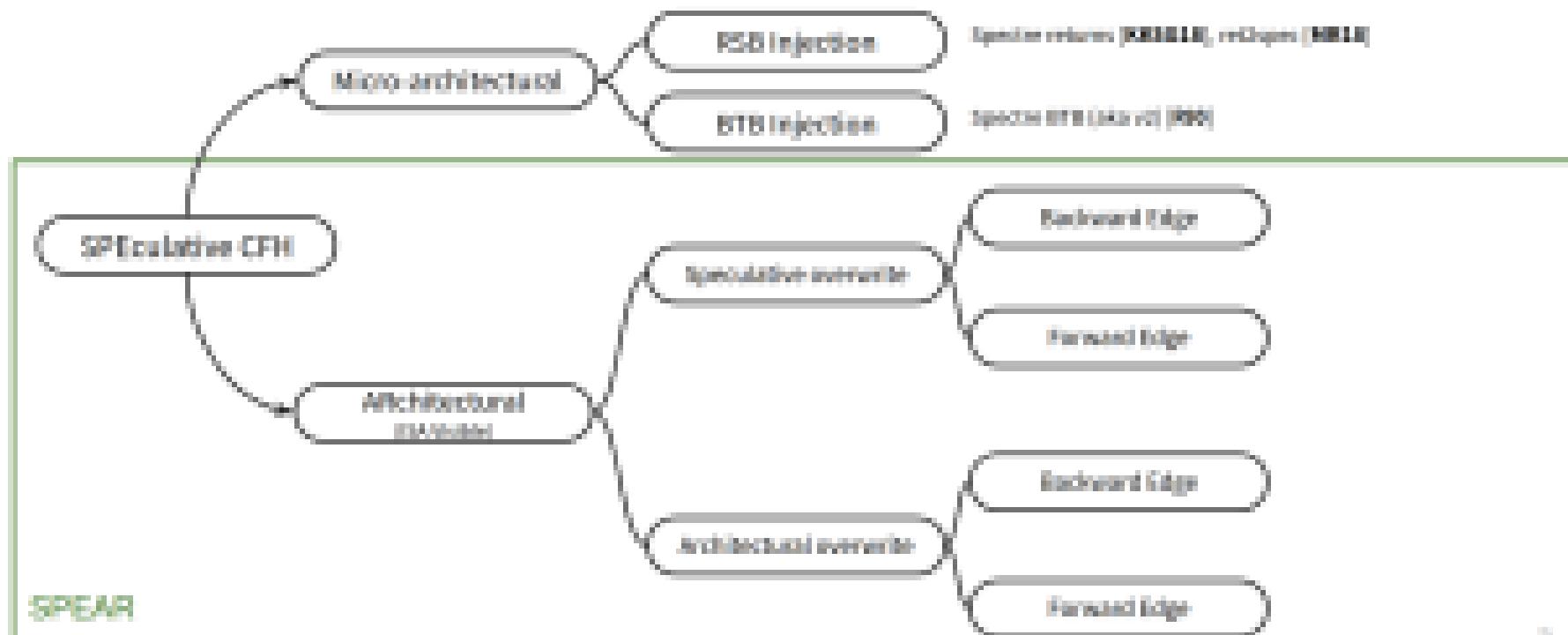
SPEculative ARchitectural control flow hijacks (SPEAR)



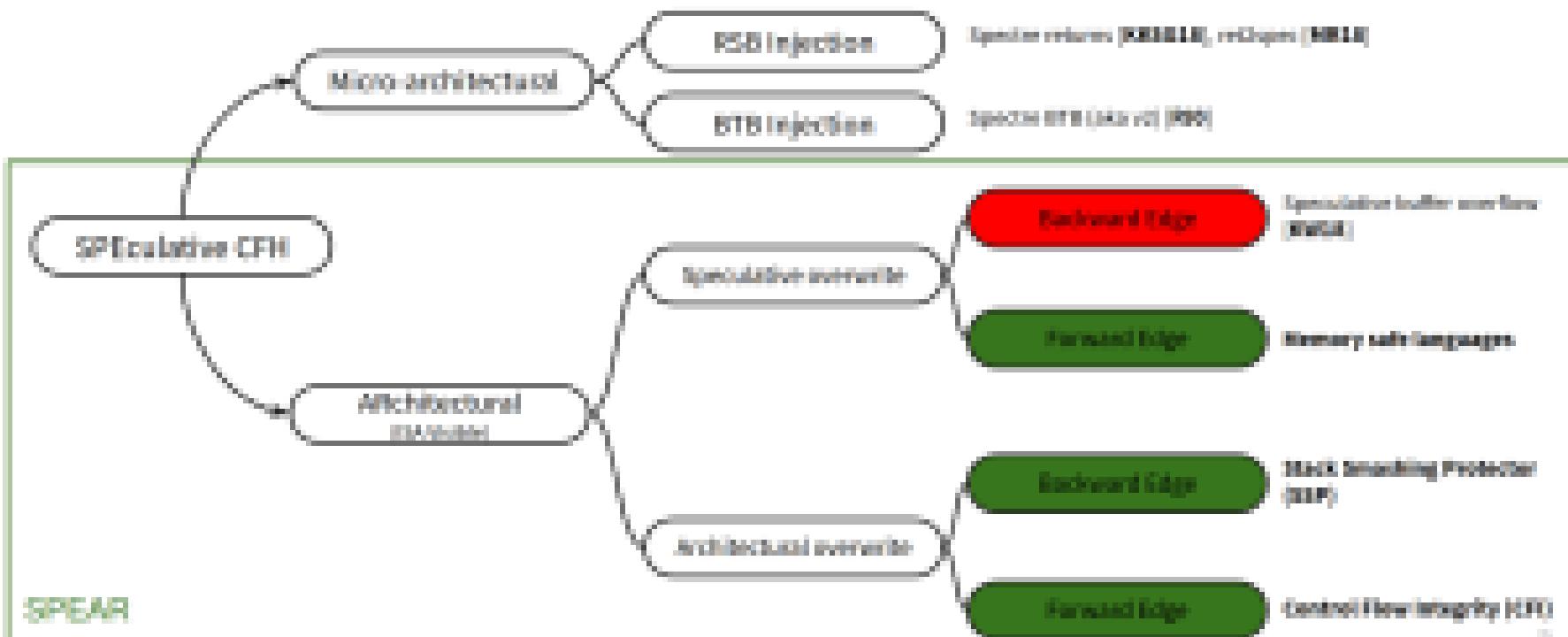
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Does SSP fully mitigate buffer overflows?

func:

```
    mov rbx, QWORD[fs:0x28]
    mov QWORD[stack_cookie], rbx
    ... /* buffer overflow */ ...
    mov rbx, QWORD[stack_cookie]
    xor QWORD[fs:0x28], rbx
    je exit
    call __stack_chk_fail
```

exit:

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    ret
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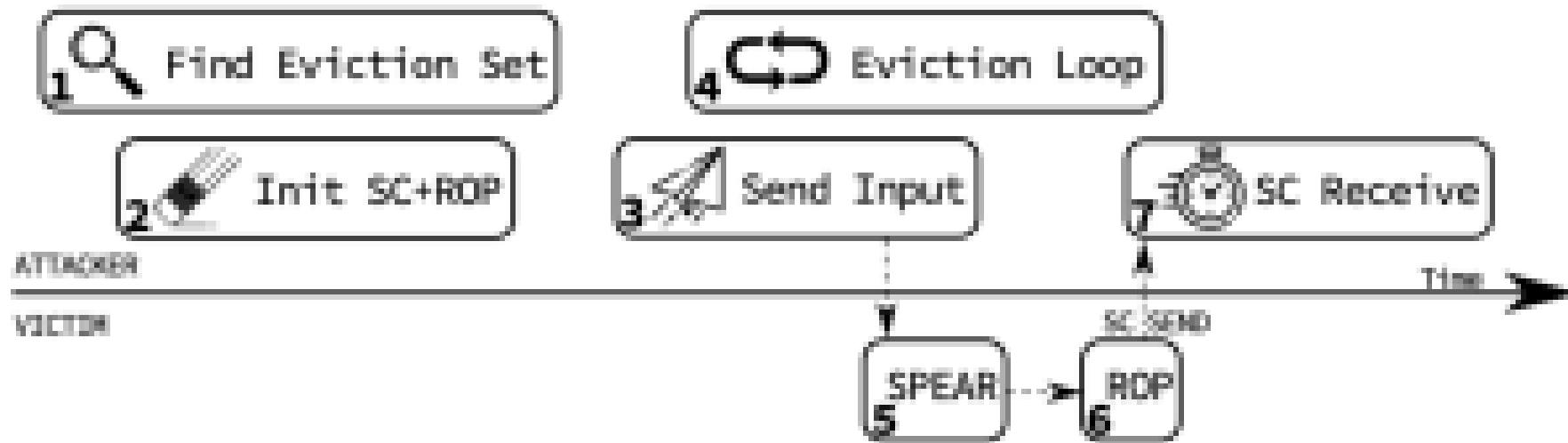
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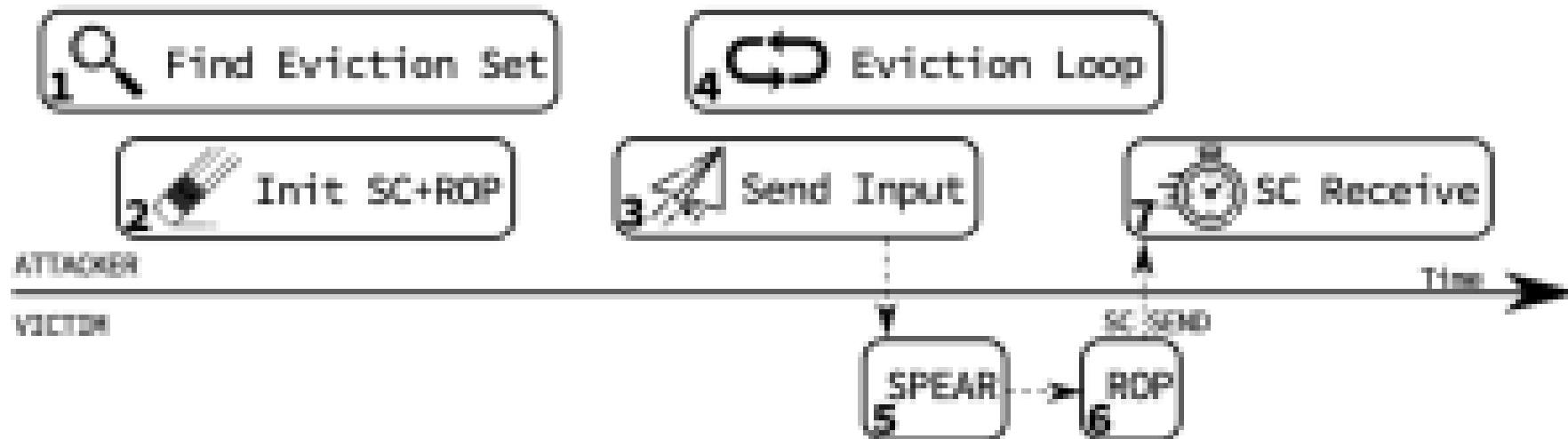
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We demonstrate SSP can be bypassed with a SPEAR

Bypassing SSP with SPEAR: CVE-2004-0597

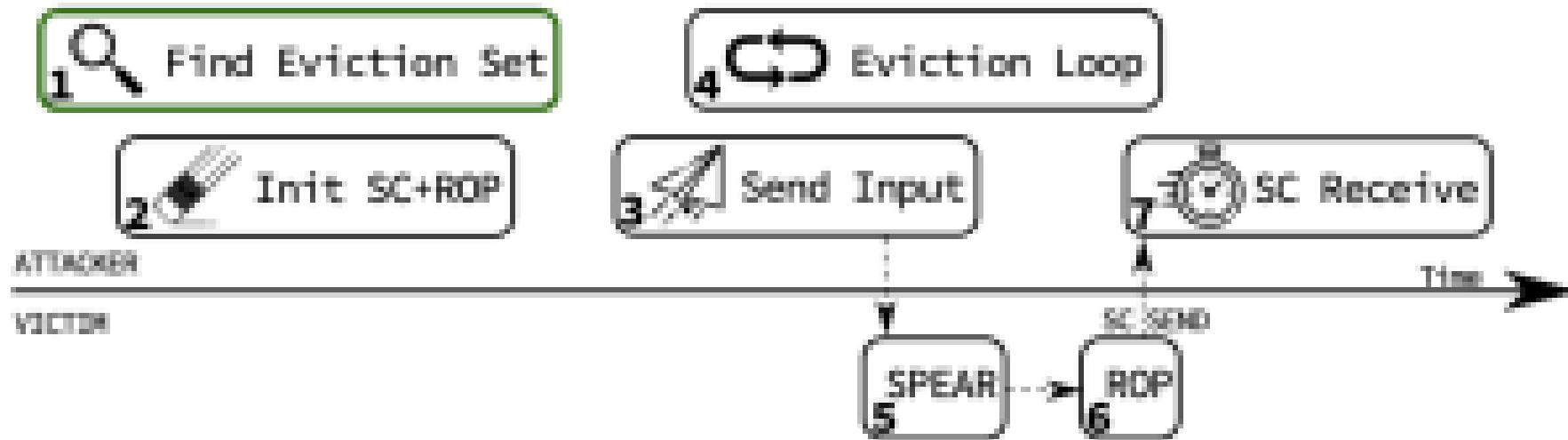


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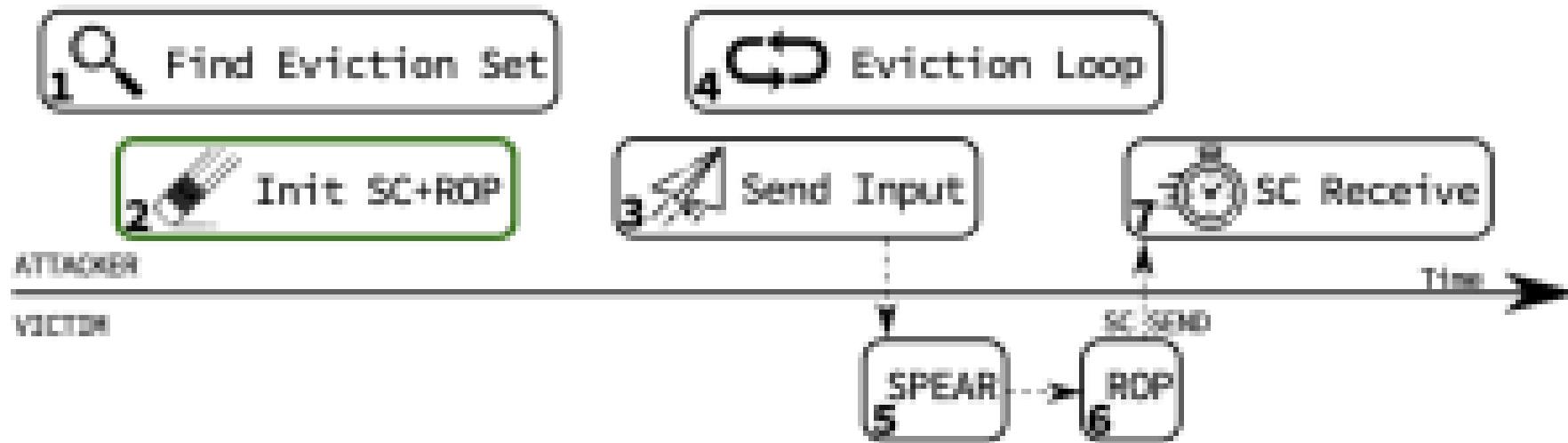
Assumption: SSP prevents traditional exploitation

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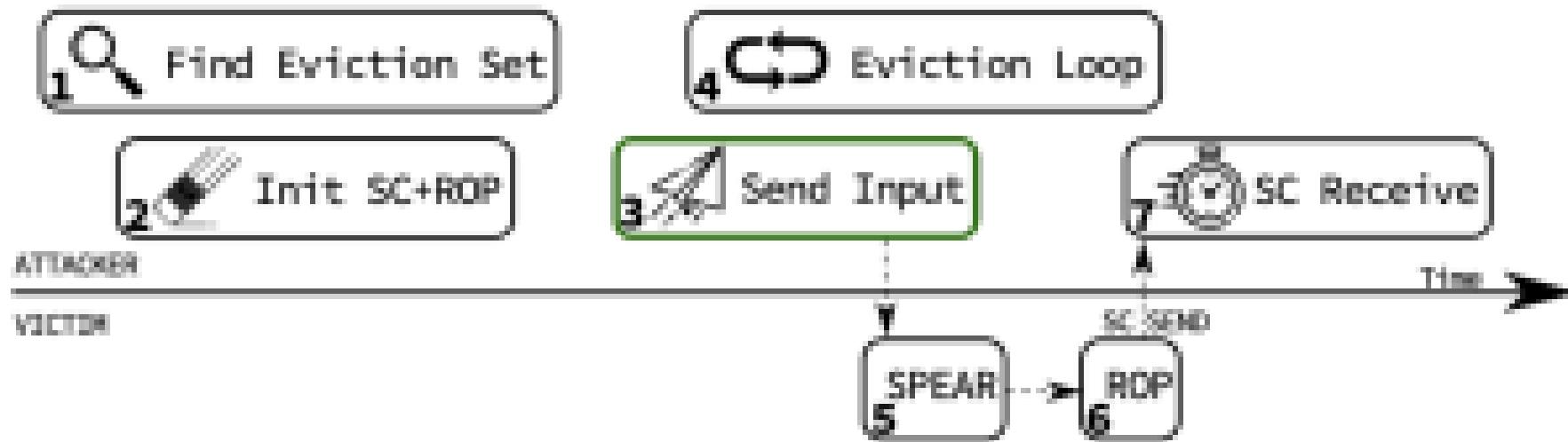
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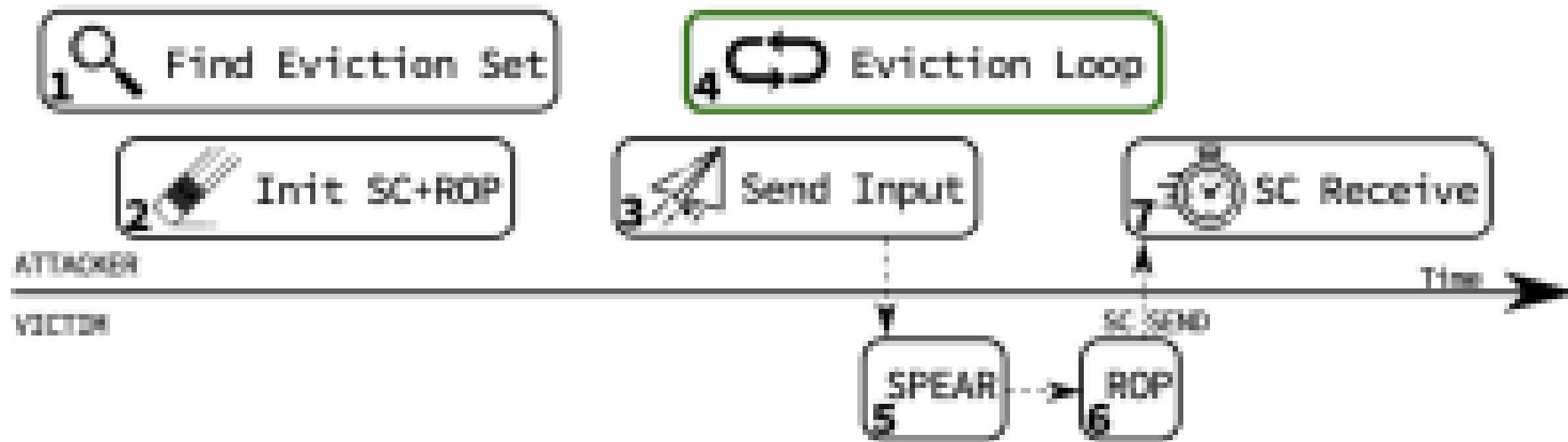
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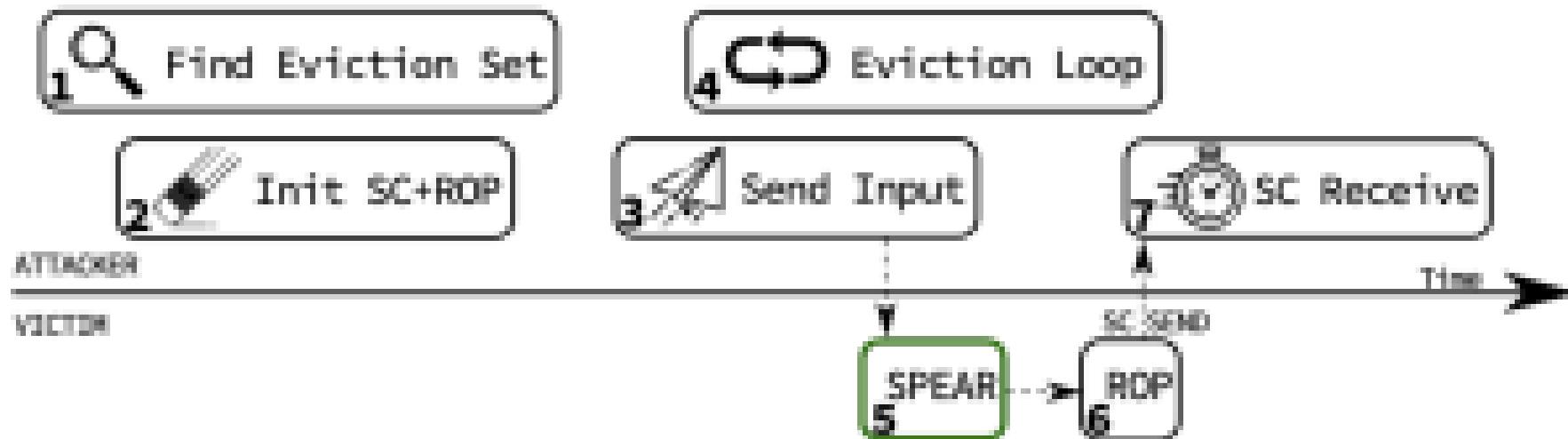
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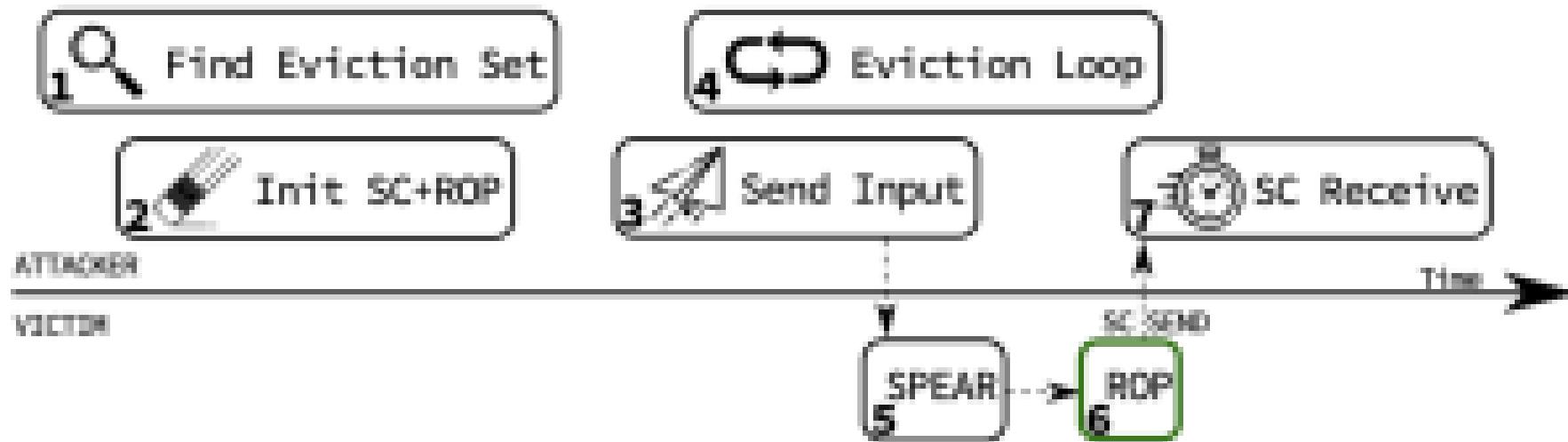
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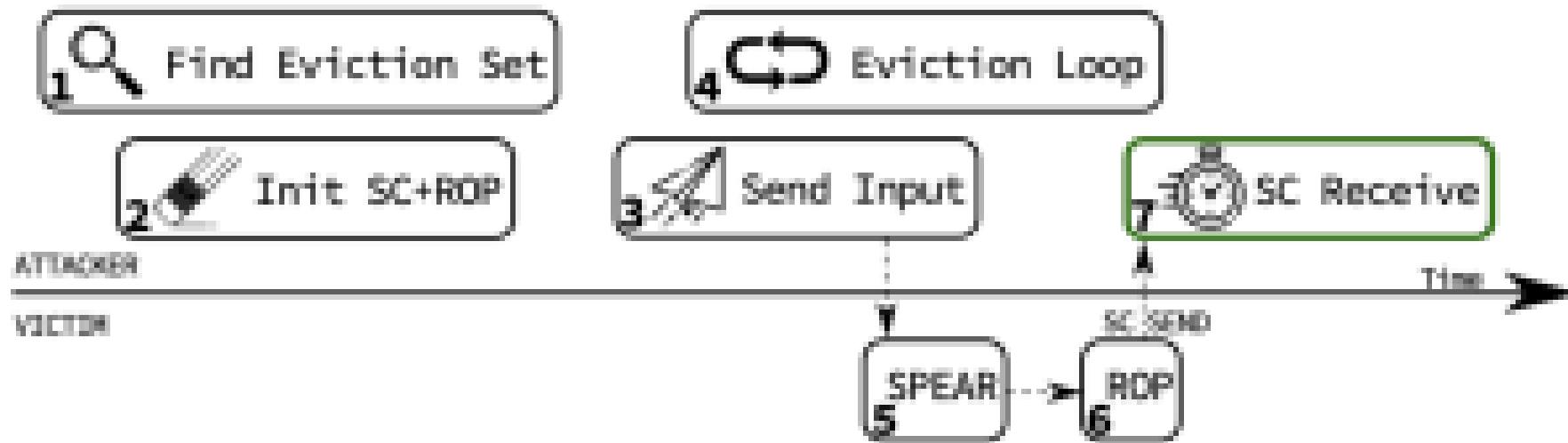
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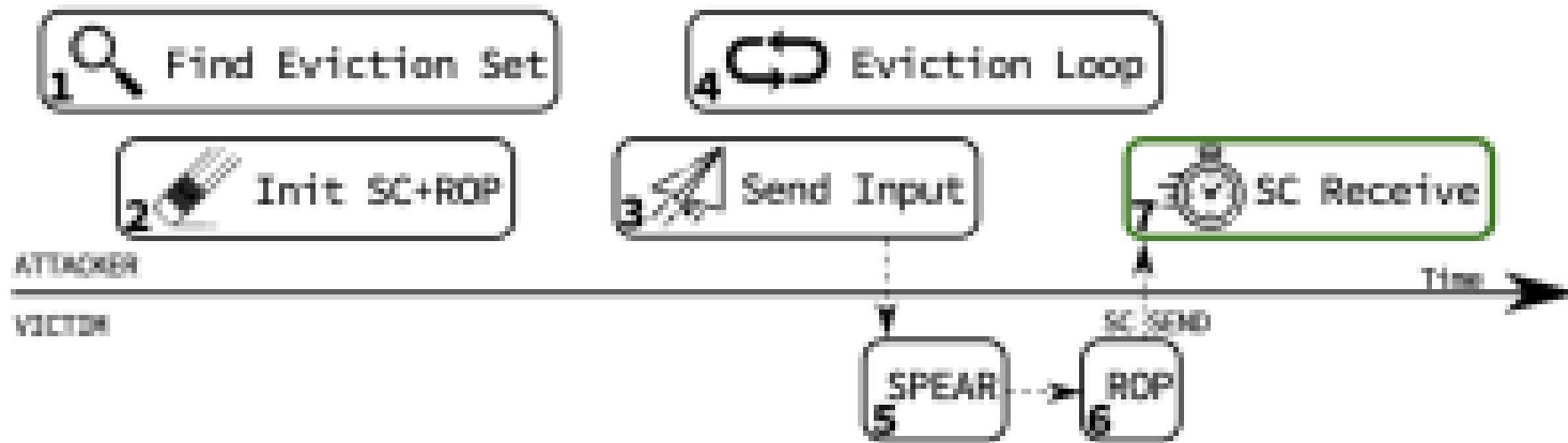
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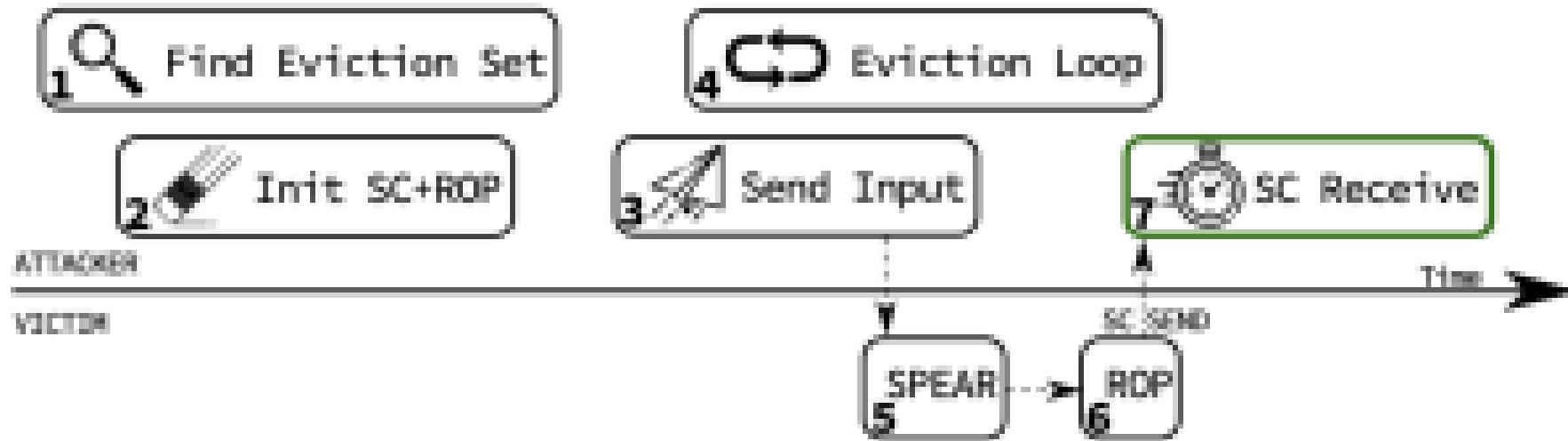
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Leakage 0.1 bytes / second

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⇒ our work motivated the introduction of -spectre flag in Go v1.15

Control flow integrity (LLVM-CFI, GCC-VTV)

⇒ LLVM-CFI NOT vulnerable due to design

Conclusion

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SPEAR attacks bypass mitigations and memory safety to leak confidential data

=> new and old mitigations must be analyzed and possibly modified to withstand SPEAR attacks

These attacks are complex but practical

=> with new tools to aid building each attack stage, they could become more practical.

Speculative ROP is possible and eases the task of finding a spectre v1-like side channel send gadget

SEAs are a significant research and industry challenge for the next decade (tools, attacks and defences)