Back To The Epilogue Evading Control Flow Guard via Unaligned Targets

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Outline



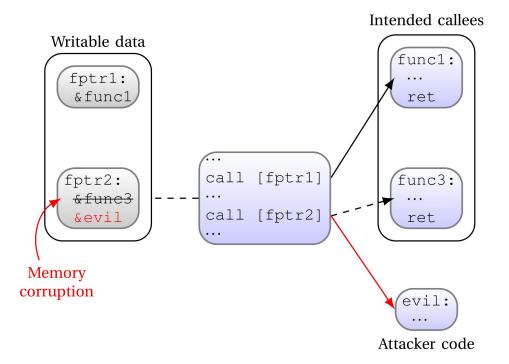
- Control Flow Integrity
- Microsoft Control Flow Guard
- BATE: Bypassing CFG
- Impact Evaluation
- Conclusions



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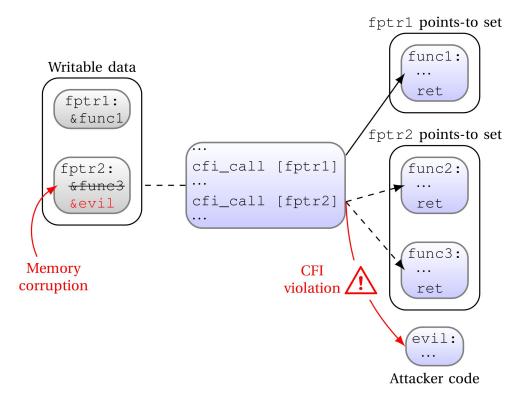


Memory corruption vulnerabilities lead to Control Flow Hijacking





CFIs prevent redirection of **control flow** to arbitrary locations





- CFIs can protect:
 - **Forward edges** (calls, jumps)
 - **Backward edges** (return addresses)

Statically determined set of valid targets for a call



- CFIs can protect:
 - **Forward edges** (calls, jumps)
 - **Backward edges** (return addresses)

- Statically determined set of valid targets for a call

Undecidable!

- Resort to **approximations** of such sets:
 - **Coarse** grained (single valid target set)
 - **Fine** grained (valid target set per call site)



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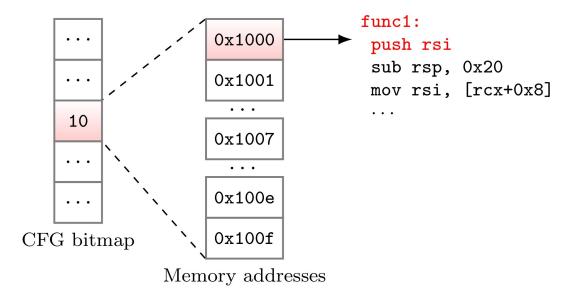
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 - Deployed in Microsoft Windows since Windows 8.1 (500 million machines worldwide)
 - Compile time → *valid target table* for **any** indirect branch



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 - Deployed in Microsoft Windows since Windows 8.1 (500 million machines worldwide)
 - Compile time → valid target table for any indirect branch
 - Module loading → CFG bitmap for 16-byte aligned ranges

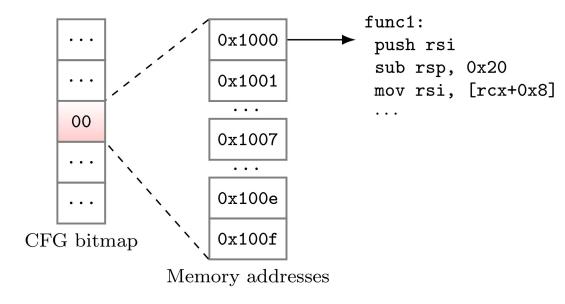


10: Aligned valid target



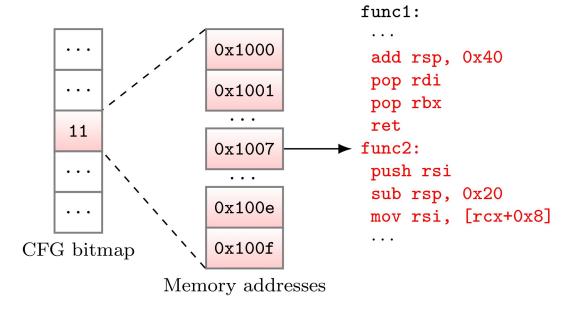


00: No valid target



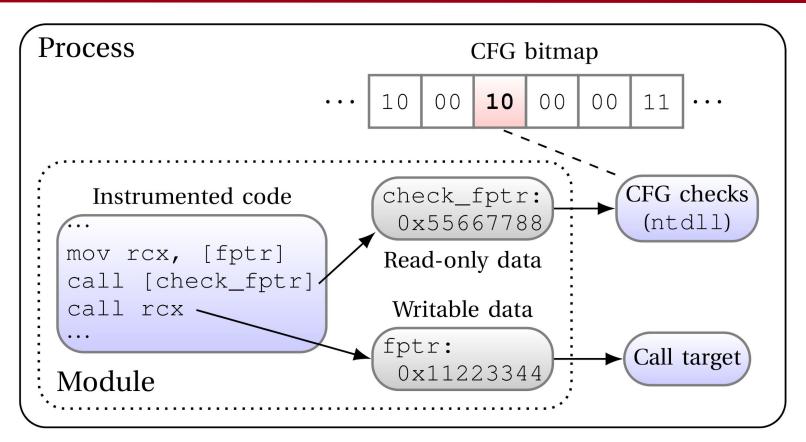


11: Unaligned Valid Target



Control Flow Guard - Runtime







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- Multiple issues
 - Unaligned targets
 - No backwards-edge CFI
 - Process-wide bitmap



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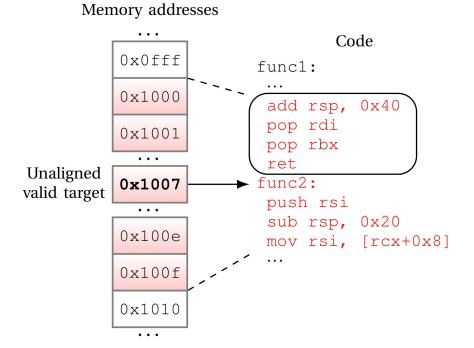
- Functions are made of three parts
 - Prologue (allocate stack, save registers)
 - Body
 - **Epilogue** (deallocate stack, restore registers, return)

Unaligned Function Epilogues



Unaligned targets allow us to reach **epilogues**

- **Increment** stack pointer

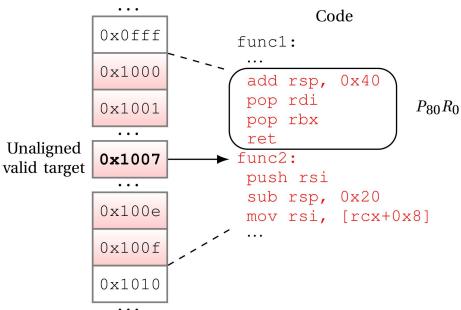




Define PR gadgets

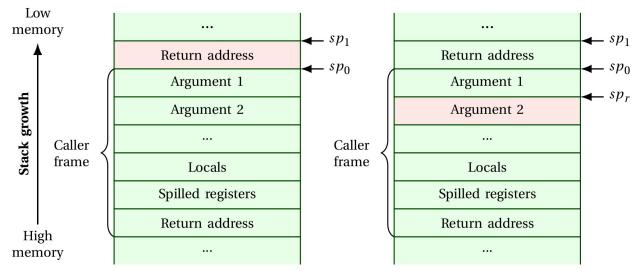
- Increment stack pointer by P
 bytes before returning
- Increment stack pointer by R bytes after returning

Memory addresses





Hijack execution to a PR gadget to **pivot** the stack



Return address into attacker-controlled data No **backwards-edge** CFI



Problem: on **64-bit**, stack control is harder

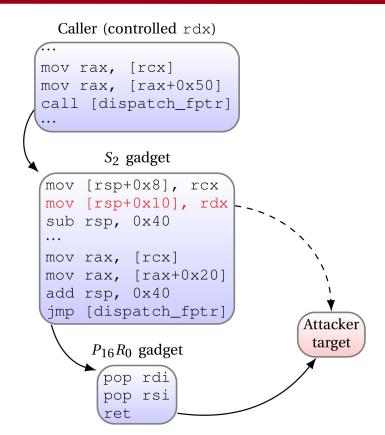
- First 4 **arguments** passed in registers
- Register Parameter Area at stack top

... sp_1 Return address **RPA** Argument 5 Caller ... frame Locals Spilled registers Return address



Solution: **spill** argument registers to stack

- S gadgets
- Chain S gadget PR gadget





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Impact Evaluation



- Systematically evaluated
 Windows' system libraries
 - Loaded by a large number of processes

	PR	S
32-bit	57	-
64-bit	22	985

Impact Evaluation



- Systematically evaluated
 Windows' system libraries
 - Loaded by a large number of processes
- Found PR and S gadgets in high-risk libraries
 - Cruntime (32-bit)
 - Media codecs
 - Script engines

	PR	S
32-bit	57	-
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Conclusions



- Coarse grained 16-byte approximation by CFG
 - Well-performing practical design
 - **Very strong assumptions** (→ *alignment*) do not hold
- BATE: High impact attack
 - Widespread gadgets
 - General, allows us to bypass CFG entirely
 - Feasible in practice
- Disclosed to Microsoft
 - Will be mitigated in RS4 (March/April)
 - We have permission to present this work

Thanks!

And align your code :-)

Backup Slides

Related Work



- Gadget Stitching (Davi et al., 2014)
 - Chains of CFI-allowed gadgets
- Counterfeit Object-Oriented Programming (Schuster et al., 2015)
 - Chains of CFI-allowed virtual methods

Both draw from restricted gadget sets

- Writing chains is harder
- BATE enables unrestricted code reuse

More gadgets?!



- Systematically evaluated Microsoft Office 2016 Suite
 - Exposed to attacks (e.g., macros on received documents)
 - 64-bit version

123 PR gadgets

- Of which 101 are interesting: $P_{40}R_0$

Countermeasures



Aligning targets

- Simple
- May be difficult in corner cases (e.g., handwritten assembly)
- May impact certain optimizations

Making CFG more precise

- Virtual addressing space limitations
- CFG redesign?



PoC exploit for 64-bit Edge on Windows 10

- Based on CVE-2017-720{0,1}
- Remote code execution from JavaScript
- MPEG-2 media codec by embedding a video