

Control Flow Integrity: Clang/LLVM Implementation

System and Software Security Lab -
FSU



Control Flow Integrity (CFI)

- Validate the program control flow against the pre-computed Control Flow Graph (CFG)
- Requires to validate: Indirect Control Flow Transfer
 - Indirect Call
 - C-Style Pointer
 - Virtual Function
 - Indirect Jump
 - Switch Statement
 - Goto Statement
 - Return Instruction

Address Taken

```
#include <stdio.h>
```

```
typedef void (*vfnptr)();
```

```
void CallA() {}
```

```
void CallB() {}
```

```
int main(int argv, char **argc) {
```

```
    vfnptr fn = &CallA;
```

Address-taken

```
    if(argv == 1)
```

```
        fn = &CallB;
```

Address-taken

```
    fn();
```

Indirect Call

```
    return 0;
```

```
}
```

Address Taken and Type Match

```
#include <stdio.h>
```

```
typedef void (*vfnptr)();  
typedef void (*ifnptr)(int);
```

```
void CallA() {}
```

```
void CallD(int a) {}
```

```
int main() {  
    vfnptr fn1 = &CallA;  
    ifnptr fn2 = &CallD;  
  
    fn1();  
    fn2();  
  
    return 0;  
}
```

```
class Hello {  
private:  
    vfnptr fp1 = &CallA;  
    vfnptr fp2;  
public:  
    void (Hello::*x)();  
    Hello(vfnptr f) { fp2 = f; }  
    void ptofn() {}  
    virtual void vFunc() {}  
};  
typedef struct ST {  
    int a;  
    ifnptr fp;  
} st;  
st st_arr[] = {{10, &CallD}, {20, &CallF}};  
vfnptr gl = &CallE;  
int main() {  
    Hello *h = new Hello(&CallI);  
    static vfnptr sfp[] = {&CallC, &CallE};  
    st lc;  
    lc.fp = &CallG;  
    h->x = &Hello::ptofn;  
    CallB();  
    lc.fp(10);  
    h->vFunc();  
    return 0;  
}
```

CFI Implementation

- Instrument reference monitor in every ICT
 - llvm/tools/clang/lib/CodeGen/CGCall.cpp
- Generate the CFG
 - LLVM Pass (Address Taken + Type Match)
- Instrument the CFG
 - Create a Global Constant Array with CFG from LLVM Pass