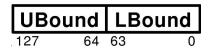
MPTEE: Bringing Flexible and Efficient Memory Protection to Intel SGX

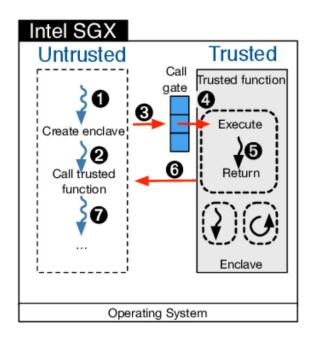
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slide made by wgl

Background

- > Inter SGX
 - Software Guard Extension
 - Enclave Cache Page
- > Intel MPX
 - Memory Protection Extensions
 - Four bound registers (BND0 ~ BND3)





Motivation

> Need of Flexible memory protection

- Dynamically update memory-page permissions
- Least-privilege principle & Security

> Existing System

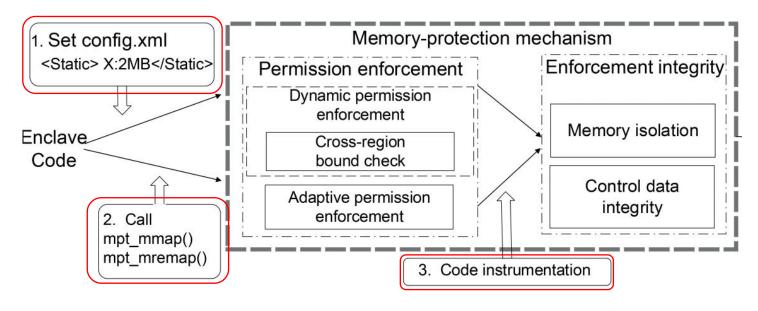
- SGX: SECS & Signature-Verifcation mechanism
- SGX-Shield: R15 Register & SGXCrypter: OS page table
- MPX: Just four registers

> Challenge

- Limited hardware support
- Strong adversary

Architecture

> MPTEE



- > Permission Enforcement
 - Dynamic
 - Adaptive
- > Enforcement Integrity (EI)
 - Memory isolation
 - Control-data integrity (CDI)

A memory-protection mechanism

Flexible and Efficient enforcement of memory-page permissions in SGX.

Permission Enforcement

Cross-Region Bound Check*

	Phr_Type = LOAD	Image base		non-permission
X	Phr_Flags = RE .text,rodata, Phr_Type = LOAD Phr_Flags = RW	Section[1] and	<u> </u>	Reserved for X
		- Occion[1] end	, , , , , , , , , , , , , , , , , , ,	Reserved for RX
	.got,.bss,.data,	Context start	X(BND0)	.text,.rodata, (RX)
	Heap	Johnski start		Reserved for RWX
	Stack		R(BND2)	.got,.bss,.data, (RW)
	TCS	Thread Context W(BND1)		Heap
	SSA TLS			Thread Context (RW)
	Thread Context			Reserved for RW
		Image end -		Reserved for R

Permission	Bound range
non-perm.	(ImageBase, bnd0.lb)
X	(bnd0.lb, bnd2.lb)
RX	(bnd2.lb, bnd1.lb)
RWX	(bnd1.lb, bnd0.ub)
RW	(bnd0.ub, bnd1.ub)
R	(bnd1.ub, bnd2.ub)

Overlapping

➤ Unique memory layout of enclaves

- Memory sections that have same permissions are adjacent
- ➤ Cross-region bounds
 - BND0 ~ BND2 (Three Registers)
 - 2 X/R/RX/RW/RWX/No (Six permissions)
 - RWX RW: bnd0.ub decrease

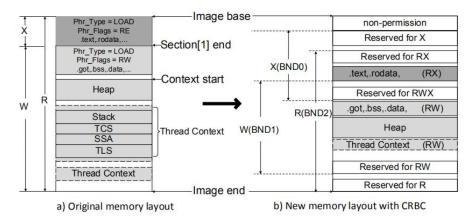
Permission Enforcement

Cross-Region Bound Check*

API	Description
<pre>void *mpt_mmap(size, flags)</pre>	Acquires a memory buffer, which is at least <i>size</i> bytes. It is restricted as specified in <i>flags</i> .
void *mpt_mremap(pages, size, flags)	Changes <i>old_pages</i> to <i>flags</i> . If the <i>pages</i> are located at a region boundary, it changes the permissions; otherwise, it allocates new memory buffer and copy content over.
void *mpt_munmap(pages) void *mpt_write(pages, size, content)	Frees an acquired memory buffer, the freed memory will be sealed and swapped out. Writes <i>content</i> to the mapped region. The function will not be bound-checked.

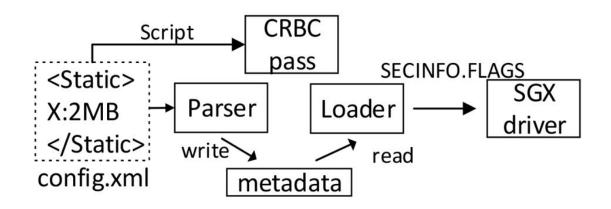
> Four APIs

- mpt_mmap() for accquire memory
- mpt_mremap() for change permission



Permission Enforcement

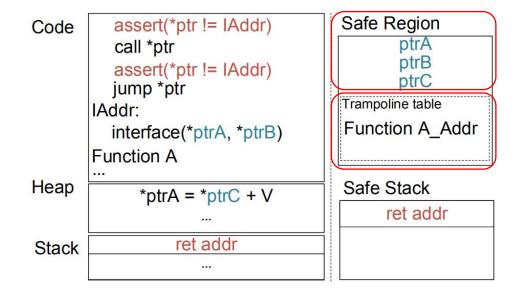
> Adaptive Permission Enforcement



- ➤ Setting the static region in config.xml
- ><Permission>:<Region size>
- ➤ CRBC pass: Reduce the performance overhead

Enforcement Integrity

≻Memory Isolation

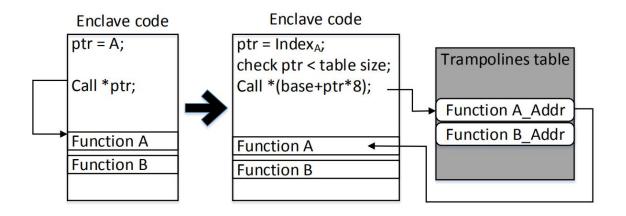


➤ Safe Region

- Protect code and data for permission enforcement
- No-permission region
- ➤ Safe Stack & Trampoline table
 - Ensure the integrity of return addresses and function pointers
- ➤ Safe Region & Trampoline table

Enforcement Integrity

≻Control-Data Integrity



- ➤ Trampoline table
 - protect pointers for indirect calls and jumps
- ➤ Static analysis: All functions whose addresses are ever taken

> Experiments

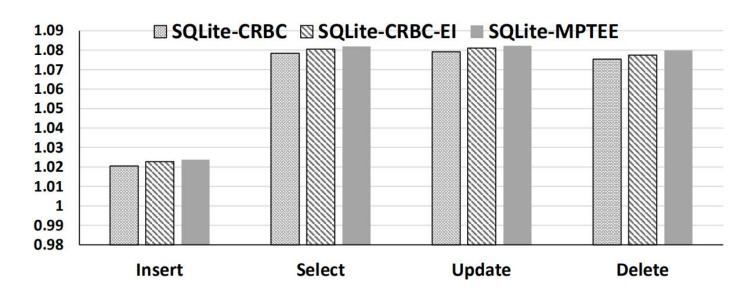
- Dell workstation
- Intel Xeon E3-1225v5 CPU & 8G RAM
- Ubuntu 16.04 Server

≻Evaluation

- Performance
- Utility Analysis
- Security Analysis

SQLite is a C-language library Implements small and fast SQL database engine.

≻Performance

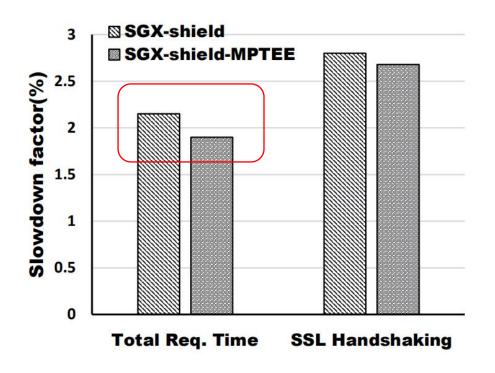


- ➤ CRBC imposes 2%–7% (avg 6.6%) overhead
- ➤EI imposes smaller than 1%
- ➤ More frequent memory accesses leading to more bound checks.

Low overhead imposed by MPTEE

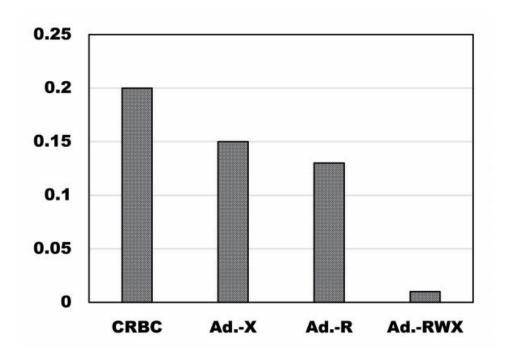
Requesting HTML fles from the HTTPS server

≻Performance



- ➤ SGX-Shield-MPTEE has lower overhead 1.9% (with no adaptive permission)
- ➤ SGX-Shield is 2.2% & Only provide one permission

> Performance



- ➤ CRBC incur up 20% overhead
- ➤ Adaptive-RWX incurs almost 0% (hardware)
- ➤ Bound-checking of R is more frequent than X

Benefts from adaptive permission enforcement

>Utility Analysis

- Confrm MPTEE is easy-to-use and practical
- SGX-Shield NRW boundary
 - mpt_mmap(sgx_end-sgx_start, X)
- Protecting SGX-Shield code

>Threat Model

- Trusted: only Intel SGX itself
- Untrusted: All other software and hardware components
- Vulnerabilities of code running inside SGX: buffer overfows

≻Security Analysis

- Check-skipping attacks: CDI
- Bound-manipulating attacks: Memory Isolation

Conclusion

MPTEE

- Cross-Region Bound Check
- Adaptive Permission Enforcement
- Memory Isolation & Control-data Integrity

Evaluation

- Performance
- Utility & Effectiveness.

MPTEE can achieve a flexible and secure memory protection while just imposing a small overhead

Comments

≻Advantages

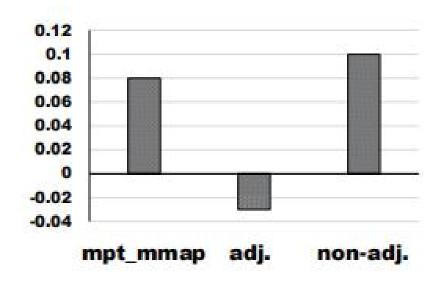
 The MPTEE actually develop a flexible and secure memory-protection mechanism with less hardware support and just impose a small overhead.

→ Disadvantages

- Intel MPX has been eliminated by Microsoft.
- Argues:
 - As the hardware component, SGX cannot be easily upgraded. Old version SGX will still be the dominating version for a while.
 - For enforcement integrity, MPTEE's design is compatible with new SGX.
- Maintenance burdens

Append

≻mpt_mremap()



```
Input : addr, size, flags
   Output:new_addr
   Data: Metadata of 5 Reserved region, 3 bnd register
 1 Get cur_region, flags_region, neighbor_region from addr and registers
2 if cur_region == flags_region then
        new_addr = realloc(addr, size)
       if realloc failed then
            if neighbor_region is not reserved || neighbor_region has
              allocated then
                new_add = NULL
            else
                 Get bndX according to flags_region
                bndX.lb = bndX.lb + size
                update metadata of cur_region
10
            new_addr = realloc(addr, size)
12 else if cur_region is neighbor with flags_region then
        Get bndX according to flags_region
13
       bndX.lb = bndX.lb - size
14
       new addr = addr
15
16 else
       Get the dest_heap according to flags
17
       new_addr = malloc in dest_heap
18
       mpt_write(new_addr, size, addr)
19
       mpt_munmap(addr)
21 return new_addr
```