

Memory safety defenses

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Key techniques against memory safety attacks

1. **Use memory-safe languages** - checks on buffer bounds are automated by the compiler
2. **Apply safe programming practices** - when using non-memory safe languages check all the bounds, and validate user input
3. **Code hardening** - OS and compiler based techniques to defend against BOs
 - 3.1 Stack canaries
 - 3.2 Data Execution Protection (DEP) / Write XOR Execute (W^X)
 - 3.3 Address Space Layout Randomisation (ASLR)

Memory-safe languages

- ▶ Memory-safe languages are not subject to memory safety vulnerabilities:
 - ▶ Access to memory is well-defined
 - ▶ Checks on array bounds and pointer dereferences are automatically included by the compiler
 - ▶ Garbage collection takes away from the programmer the error-prone task of managing memory
- ▶ Plenty of memory-safe languages: Java, Python, Rust, Go, *etc.*
- ▶ Whenever possible in new projects use a memory-safe programming language!

Safe programming practices

- ▶ Use safe C libraries - Size-bounded analogues of unsafe libc functions

```
size_t strncpy(char *destination, const char *source, size_t size);
size_t strncat(char *destination, const char *source, size_t
size);
char *fgets(char *str, int n, FILE *stream);
...
```

- ▶ Check bounds and validate user input

```
#include <stdio.h>
int main(int argc, char *argv[]){
    // Create a buffer on the stack
    char buf[256];
    // Only copy as much of the argument as can fit in the buffer
    strncpy(buf, argv[1]);
    // Print the contents of the buffer
    printf('%s\n', buf);
    return 1;
}
```

Safe programming practices

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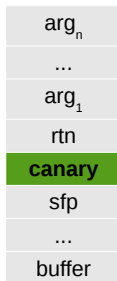
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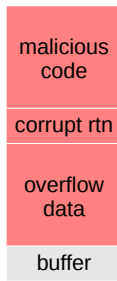
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int main(int argc, char *argv[]){
    // Create a buffer on the stack
    char buf[256];
    // Only copy as much of the argument as can fit in the buffer
    strncpy(buf, argv[1], sizeof(buf));
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```

Stack canaries

- ▶ **Goal:** detect a stack buffer overflow before execution of malicious code
- ▶ **Idea:** place trap (the canary) just before the stack return pointer
- ▶ The value of the canary needs to be a randomly chosen fresh value for each execution of the program
- ▶ To overwrite the return pointer the canary value must also be overwritten
- ▶ The canary is checked to make sure it has not changed before returning



safe stack



corrupted stack

Limitations of stack canaries

Stack canaries will detect a BO if

- ▶ The attacker does not learn the value of the canary - this could happen through a buffer overread
- ▶ The attacker cannot jump over the canary - the assumption is that the attacker has to write consecutively memory from buffer to return address
- ▶ The attacker cannot guess the canary value - on 32-bits the attacker might be able to brute force the canary value
- ▶ The buffer overrun occurs on the stack - canaries will not detect heap overruns

Take way

Stack canaries make attacks harder but not impossible!

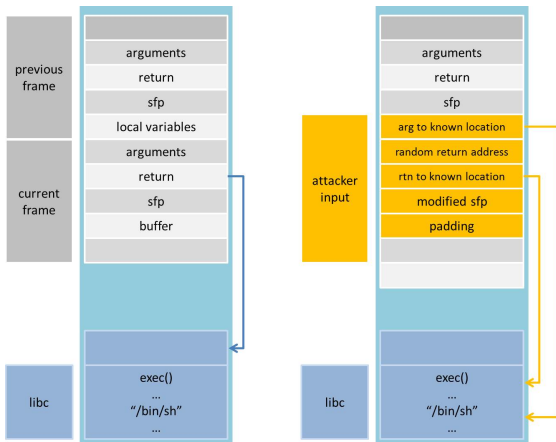
Data Execution Protection (DEP)

Write XOR Execute (W^X)

- ▶ **Goal:** prevent malicious code from being executed.
 - ▶ **Idea:** Make regions in memory **either executable or writable** (but not both)
 - ▶ The **stack** and **heap** will be **writable** but not executable because they only store data
 - ▶ The **text segment** will only be **executable** and not writable because it only stores code
- :-)** Even if the attacker manages to put his malicious code on stack or heap, it will never get executed **:-)**

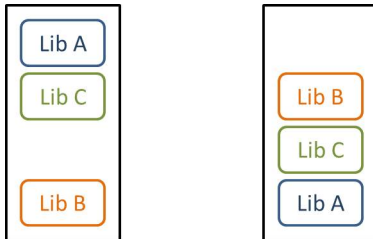
Limitation of W^X: return-to-libc attacks

- ▶ the attacker does not need to inject any code
- ▶ the `libc` library is linked to most C programs
- ▶ `libc` provides useful calls for an attacker



Address Space Layout Randomization (ASLR)

- ▶ **Goal:** prevent that attacker from predicting where things are in memory
- ▶ **Idea:** place standard libraries to random locations in memory
→ for each process, `exec()` is situated at a different location
→ the attacker cannot directly point to `exec()`
- ▶ Supported by most operating systems (Linux, Windows, MAC OS, Android, iOS, ...)



But ultimately

- ▶ Hackers have and will develop more complicated ways of exploiting buffer overflows.
- ▶ It all boils down to the programmer.
- ▶ The most important preventive measure is: **safe programming**
- ▶ Whenever a program copies user-supplied input into a buffer **ensure that the program does not copy more data than the buffer can hold**

Take away message

OSes may have features to reduce the risks of BOs, but the best way to guarantee safety is to remove these vulnerabilities from application code.