



Clang CFI / Shadow Stack
Good news everyone!

Clang CFI / ShadowStack

Anti ROP implementation

- Forward Edge: Make sure call's are correct
 - Backward Edge: Make sure return's are correct
 - Available since Ubuntu 18.04
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- Reference: <https://github.com/dobin/clang-cfi-safestack-analysis>

Clang - Forward Edge Protection

Clang compiler options

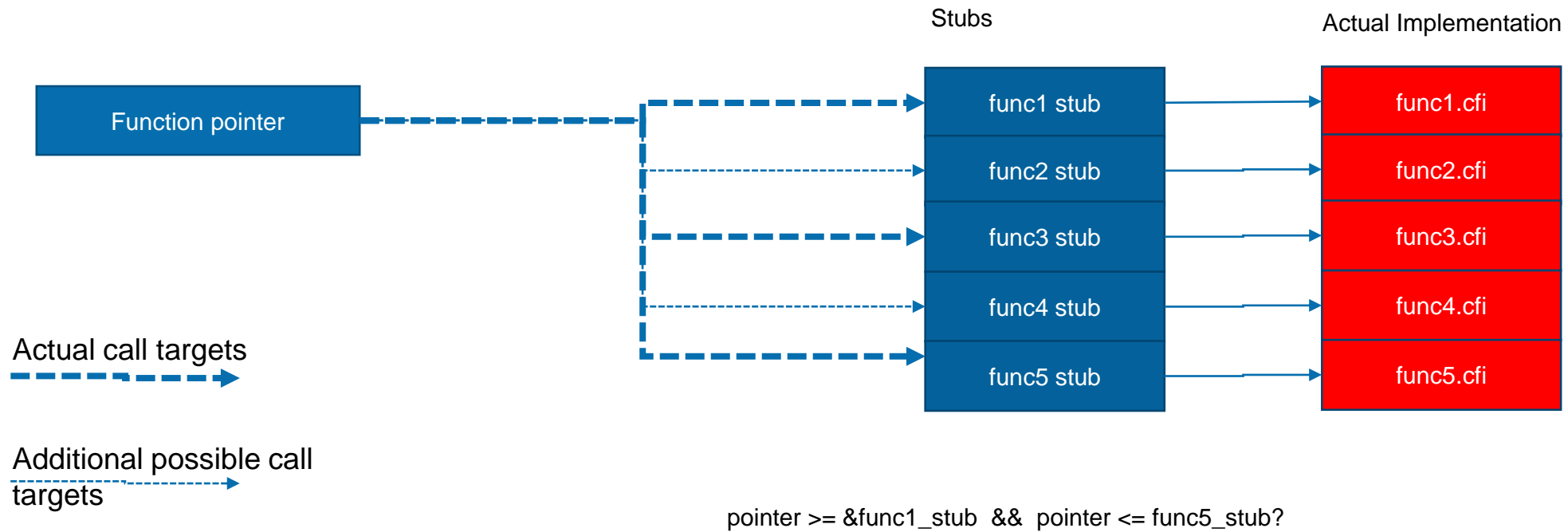
- `-fsanitize=cfi -flto -fvisibility=hidden`
 - Control Flow Integrity (CFI) / aka CFE (Control Flow Enforcement)

CFI?

- Compiler identifies all starts of functions, and puts them in a whitelist
- CFI: **Add checks on every indirect branch**
 - Indirect branch: function pointer
 - Requires: Complete control flow graph (no single .o, but complete binary)
 - Function Pointers have X (1-100?) targets

<https://blog.trailofbits.com/2016/10/17/lets-talk-about-cfi-clang-edition/>

Clang - Forward Edge Protection



Clang - Forward Edge Protection

Pseudocode:

```
stubSize = sizeof stubFunction = 8
distance = (functionPointer - baseStubPointer) / stubSize
if distance >= number_of_functions:
    crash()
else:
    (*functionPointer) ()
```

Clang - Forward Edge Protection

```
0x000000000040120c <+28>:  mov    0x404048,%rax    # rax is the functionPointer we wanna call
0x0000000000401214 <+36>:  movabs $0x401400,%rcx    # rcx is &func1_stub (base pointer)
0x000000000040121e <+46>:  mov     %rax,%rdx        # rdx is the functionPointer we wanna call (copy from rax)
0x0000000000401221 <+49>:  sub     %rcx,%rdx        # rdx = rdx - rcx.
                                # is: rdx = functionPointer - &func1_stub
                                # is: the distance of &func1_stub to functionPointer in bytes

0x0000000000401224 <+52>:  mov     %rdx,%rcx        # rcx = rdx
                                # rcx has now the distance between the
                                # FunctionPointer we wanna call and the base

0x0000000000401227 <+55>:  shr     $0x3,%rcx        # rcx >> 3: divide memory distance by 8
                                # each stub function is 8 bytes.
                                # So, the number of "stubs" between these functions in rcx

0x000000000040122b <+59>:  shl     $0x3d,%rdx        # rdx << 0x3d. make sure the pointer is 8-byte aligned.
0x000000000040122f <+63>:  or      %rdx,%rcx        # rcx = rcx ^ rdx
0x0000000000401232 <+66>:  cmp     $0x4,%rcx        # check if rcx is <= 4: max addr of call target is &func5
0x0000000000401236 <+70>:  jbe     0x40123a <bof+74>
0x0000000000401238 <+72>:  ud2                                # rcx >= 5. Crash here
0x000000000040123a <+74>:  callq   *%rax            # rcx <= 4. Call the functionPointer, as it is "safe"
```

The function stubs look like this:

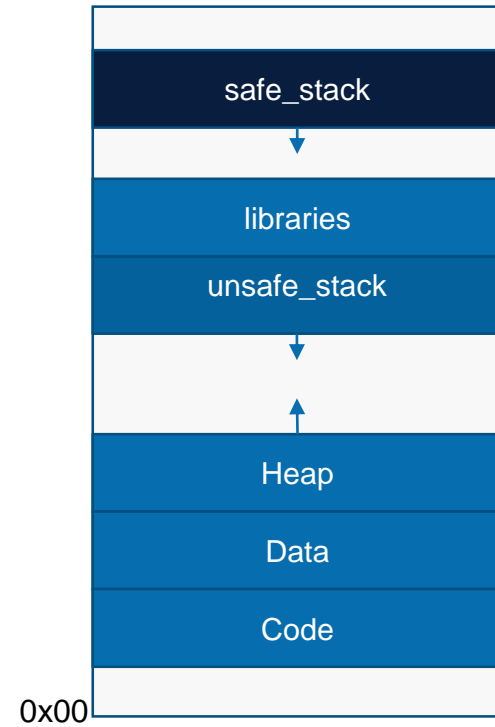
```
# 0x0000000000401400 <+0>:  jmpq    0x401140 <func1.cfi>
# 0x0000000000401405 <+5>:  int3
# 0x0000000000401406 <+6>:  int3
# 0x0000000000401407 <+7>:  int3
# 0x0000000000401408 <+0>:  jmpq    0x401160 <func2.cfi>
# 0x000000000040140d <+5>:  int3
# 0x000000000040140e <+6>:  int3
# 0x000000000040140f <+7>:  int3
```

Clang - Backward Edge Protection

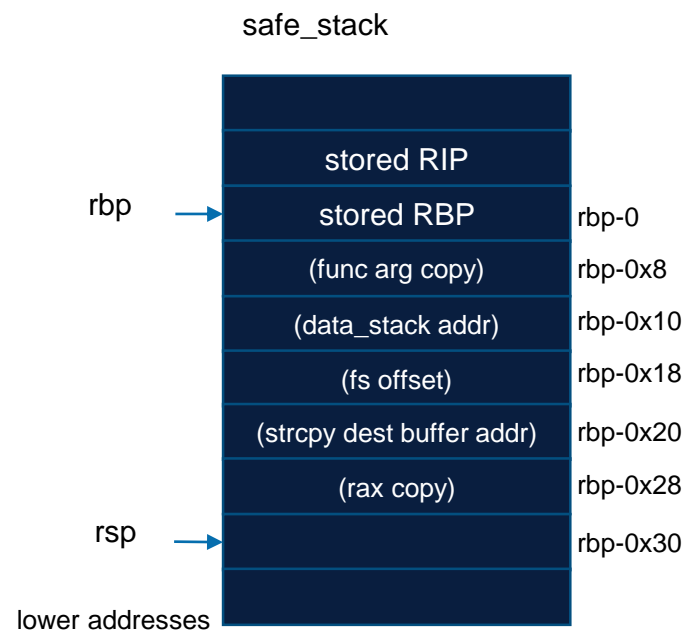
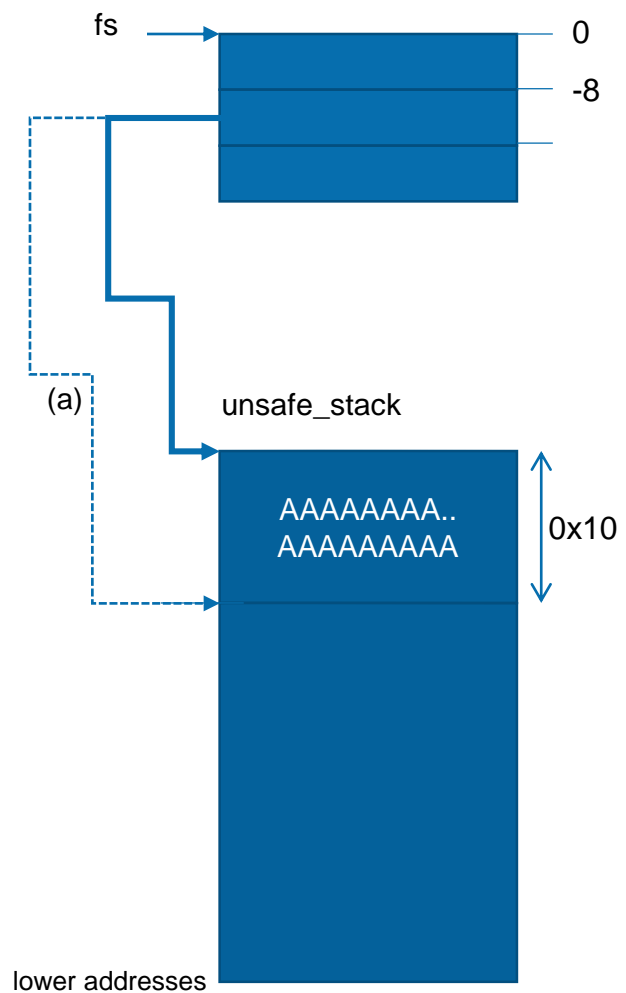
SafeStack

- -fsanitize=safe-stack
- Split stack into safe- (SIP etc.) and unsafe stack
- Unsafe Stack: Has local variables, buffers etc.
- Safe Stack: Has SIP, SBP

Clang - Backward Edge Protection



Clang - Backward Edge Protection



Clang - Backward Edge Protection

Pseudocode:

```
# SafeStack prologue
offset = *(rip + 0x95b1)           // -8
dataStackBaseAddress = fs[offset] // get base of "our" data stack
newDataStackBottom = dataStackBaseAddress - 0x10 // make some space in it
                                           // (expand stack to lower address)
fs[offset] = newDataStackBottom    // store new base

# actual function
localBufferVar = dataStackBaseAddress - 8 // prepare some space in the data stack.
                                           // 8 is size of BufferVar
strcpy(localBufferVar, ...)           // Use data stack for local var purposes

# SafeStack epilogue
fs[offset] = dataStackBaseAddress    // restore original offset
                                           // (move stack up to the previous address)
```

Clang - Backward Edge Protection

```
# safestack: prologue
# get value from fs segment, decrement by 0x10, and store it again
0x000000000040fa28 <+8>:      mov     0x95b1(%rip),%rax      # rax = -8 = 0xffffffffffffffff8
0x000000000040fa2f <+15>:     mov     %fs:(%rax),%rcx      # rcx = 0x7ffff7c1a000 = *fs:ra
0x000000000040fa33 <+19>:     mov     %rcx,%rdx          # rdx = 0x7ffff7c1a000
0x000000000040fa36 <+22>:     add     $0xffffffffffffffff0,%rdx  # rdx = 0x7ffff7c19ff0 // rdx -= 0x10
0x000000000040fa3a <+26>:     mov     %rdx,%fs:(%rax)      # fs:ra = 0x7ffff7c19ff0
# rcx is now base pointer to data_stack

# strcpy() part
0x000000000040fa3e <+30>:     mov     %rdi,-0x8(%rbp)      # rdi is argument of this function, char *a
0x000000000040fa42 <+34>:     mov     %rcx,%rdx          # rdx = rcx // rdx = &data_stack
0x000000000040fa45 <+37>:     add     $0xffffffffffffffff8,%rdx  # rdx -= 8 // rdx -= 8
0x000000000040fa49 <+41>:     mov     -0x8(%rbp),%rsi      # rsi = source // argument argv[1]
0x000000000040fa4d <+45>:     mov     %rdx,%rdi          # rdi = rdx = destination // &data_stack-8
0x000000000040fa50 <+48>:     mov     %rcx,-0x10(%rbp)
0x000000000040fa54 <+52>:     mov     %rax,-0x18(%rbp)
0x000000000040fa58 <+56>:     mov     %rdx,-0x20(%rbp)
0x000000000040fa5c <+60>:     callq  0x401040 <strcpy@plt>  # rdi = destination = 0x7ffff7c19ff8
```

Clang - Forward Edge Protection - C++

C++ Hardening:

- Mostly helps against type confusion attacks
 - -fsanitize=cfi-cast-strict: Enables strict cast checks.
 - -fsanitize=cfi-derived-cast: Base-to-derived cast to the wrong dynamic type.
 - -fsanitize=cfi-unrelated-cast: Cast from void* or another unrelated type to the wrong dynamic type.
 - -fsanitize=cfi-nvcall: Non-virtual call via an object whose vptr is of the wrong dynamic type.
 - -fsanitize=cfi-vcall: Virtual call via an object whose vptr is of the wrong dynamic type.
 - -fsanitize=cfi-icall: Indirect call of a function with wrong dynamic type.
 - -fsanitize=cfi-mfcall: Indirect call via a member function pointer with wrong dynamic type.

<https://clang.llvm.org/docs/ControlFlowIntegrity.html>

<https://clang.llvm.org/docs/ControlFlowIntegrityDesign.html>

New iPhones: Arm64e

- Backwards edge, forward edge
 - With arm 8.3 **authenticated pointers**
 - Signing pointers – use top bits to store data
 - Kernel mode, and usermode
 - Not fully fine-grained, but also not very coarse
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- Authenticated vtable pointer in C++ (for virtual call)
 - Kills call on free'd element (UAF)
 - Bypasses:
 - Pointer replacement attacks (leak signed pointers, reuse)
 - Pointer forgery attack (use CFI weakness to build signing gadgets)
 - A single valid code path with an unprotected branch is all you need (legacy apps, ASM, JIT?)

«Life as an iOS Attacker» - @qwertyoruiop, Bluehat 2019

CFI Conclusion

CFI:

- Forward Edge / Backward Edge
- Fine/coarse grained

Attacks:

- Infoleaks on probabilistic CFI can break it
- Coarse-grained CFI can allow you to jump to groups of functions (same return type, argument)
- Data-only attacks